

Suitable For Use With
DUNGEONS and DRAGONS*
GAMMA WORLD* — STAR FRONTIERS*

0001

EXOTIC CHARACTERS and WORLDS



For Role Playing Games



Tm



LIMITED EDITION

EXOTIC CHARACTERS and WORLDS

For Role Playing Games

ROLE PLAYING
SUPPLEMENT

Volume I

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This Supplement is Offered as a Multiversal System for Role Playing Games using Polyhedral Dice and Miniature Figurines. Provided herein is Complete Information and Data; Essential for the Game Master wanting to bring the Utmost Realism into their Campaign.

In this Manual most areas are covered in depth, but some are left vague for the Game Master to elaborate upon ; whatever neccessary to insure Continuity in the Game. We hope that this Supplement will be used not merely by itself, but as a Companion to All Role Playing Systems adding to the Infinite Realm of Humankind's Imagination.

No Work of this depth and intricacy could ever be achieved alone. Although it would be too lengthy to try and Thank each and every one of you, I would like to take this opportunity to Thank All of my Friends and Associates whose interests efforts and ideas have helped to make this Supplement a Reality.

TEDDY C. RYAN III

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amemaster
Guides TM

Role Playing Supplements
PRODUCTS OF THE MULTIVERSE TM

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CHARACTER — Generation

CHARACTER — Racial Stock

CHARACTER GENERATION

CHARACTER ATTRIBUTES will be determined by Rolling 4d4(all 1s are Rolled Over, If a #1 is Generated a Second Time let it Remain as is) adding any Bonuses as Listed. These Attributes Will Not Exceed 18 Unless Specifically Allowed(Exotic Race, Unusual Circumstances, etc.).

CHARACTER TRAITS

CLEANLINESS(d8)

- 1 Filthy; -2 Constitution, -2 Charisma
- 2 Dirty; -1 Constitution, -2 Charisma
- 3 Unkept; -1 Charisma
- 4 Average; Normal
- 5 Average; Normal
- 6 Clean; +1 Charisma
- 7 Well Kept; +1 Constitution, +1 Charisma
- 8 Immaculate; +2 Constitution, +2 Charisma

PERSONALITY(d8)

- 1 Hostile; -3 Charisma
- 2 Rude; -2 Charisma
- 3 Rude to Average; -1 Charisma
- 4 Average; Normal
- 5 Average; Normal
- 6 Average to Friendly; +1 Charisma(50%)
- 7 Friendly; +1 Charisma
- 8 Courteous; +2 Charisma

INTELLECT(d10)

- 1 Retarded; -4 Intelligence, -3 Wisdom
- 2 Slow; -3 Intelligence, -2 Wisdom
- 3 Dull; -2 Intelligence, -1 Wisdom
- 4 Uninquisitive; -1 Intelligence
- 5 Average; Normal
- 6 Average; Normal
- 7 Ponderous; +1 Intelligence
- 8 Inquisitive; +1 Intelligence, +1 Wisdom
- 9 Intellectual; +2 Intelligence, +2 Wisdom
- 10 Brilliant; +3 Intelligence, +3 Wisdom

ENERGY(d10)

- 1 Sluggish; -2 Strength, -2 Dexterity
- 2 Non-Energetic; -1 Strength, -1 Dexterity
- 3 Lazy; -1 Dexterity
- 4 Average; Normal
- 5 Average; Normal
- 6 *Average; Normal
- 7 *Semi-Energetic; +1 Dexterity
- 8 *Energetic; +1 Strength, +1 Dexterity
- 9 *Speedy; +1 Strength, +2 Dexterity
- 10 *Hyperactive; +1 Strength, +3 Dexterity

*Playing Characters may also be used to Exercising from time to time aside from their Normal Work(d%):

- 01-25 Seldomly; No Bonus
26-75 Occassionally; additional +1 Strength Bonus
76-00 Frequently; additional +2 Strength Bonus

AGE

Age will also Determine Bonuses and Penalties to be Adjusted to Character Attributes. ALL Adjustments Must Be Figured Cumulative with the Age Group(s) Preceding the Age Group Used.

Young - Subtract 2 Points of Strength and Wisdom.
Subtract 1 Point of Intelligence, Dexterity, and Constitution

Adolescent - Add 1 Point of Strength, Intelligence, Wisdom, Dexterity, Constitution

Adult - Add 1 Point of Strength, Wisdom, and Constitution

Middle Aged - Add 1 Point of Intelligence and Wisdom
Subtract 1 Point of Strength, Intelligence, and Constitution

Old - Add 1 Point of Wisdom
Subtract 1 Point of Strength, Dexterity, and Constitution

Venerable - Add 1 Point of Wisdom
Subtract 1 Point of Strength, Intelligence, and Dexterity
Subtract 2 Points of Constitution

OCCUPATION

AS A YOUTH (d20)

- 1-2 Fighter; +1 Strength, +1 Dexterity, -1 Intelligence, -1 Charisma
- 3-4 Slave; +1 to +3 Strength, -1 Intelligence, -1 Wisdom, -1 to -2 Charisma
- 5-10 Laborer; +1 to +2 Strength, +1 Constitution
- 11-14 Freeloader; No Bonuses
- 15-18 Merchant/Trader; +1 Intelligence, +1 Charisma, -1 Strength
- 19-20 Student/Apprentice; +1 Intelligence, +1 Wisdom, -1 Strength

RACIAL STOCK

Avian; +1 Dexterity(up to 20), +1 Constitution(up to 19), -1 to -2 Intelligence

Bear-Creature; +1 Strength(up to 19), +2 Constitution(up to 20), -2 Intelligence, -1 Wisdom

Canine; +1 Strength, +1 Constitution, -2 Intelligence, -1 Wisdom

Centaur; +1 to +2 Strength(up to 19), +1 Constitution, -1 Intelligence

Dwarf,Hill; +1 Strength

Dwarf,Mountain; +1 Strength, +1 Constitution

Dwarf,Snow; +1 Strength, +1 Wisdom, +1 Constitution

Elf,Aquatic; +1 Intelligence, +1 Dexterity, +1 Constitution

Elf,Dark; +1 Intelligence(up to 19), +1 Wisdom(up to 19), +1 Dexterity

Elf,Grey; +1 Intelligence(up to 20), +1 Wisdom, +1 Dexterity, -1 Strength

Elf,Winter; +1 Intelligence(up to 19), +1 Dexterity, +1 Constitution

Elf,Wood; +1 Intelligence, +1 to +2 Dexterity

½ Elf; +1 Intelligence

Fairys, etc.; +1 to +2 Dexterity, +1 Constitution, Strength Not To Exceed 8

Feline; +2 Dexterity(up to 19), +1 Constitution

Giants; Strength(19 and Up), -1 to -2 Intelligence, -1 Wisdom, -1 Dexterity

Gnoll; +1 Constitution, -2 Intelligence

Gnome,Deep; +1 Wisdom, +1 Constitution

Gnome,Hill; +1 Wisdom, +1 Constitution, -1 Strength

Gnome,Ice; +1 Intelligence, +1 Constitution, -1 Strength

Goblin; +1 Dexterity, +1 Constitution, -1 to -2 Strength, -1 to -2 Intelligence, -1 to -2 Wisdom

Halfling; +1 Dexterity, +1 Constitution, -1 to -2 Strength

Hobgoblin; +1 Strength, +1 Constitution, -1 to -2 Intelligence, -1 Wisdom

Human(Humanoid); No Bonuses Unless an Alienoid OR Mutant

Humanoid,Aquatic; +1 Dexterity, +1 Constitution

Insectoid; +6 Strength(up to 23), +6 Dexterity(up to 25)
+4 Constitution(up to 30), -6 Intelligence,
-6 Wisdom(Intelligence/Wisdom never below 1)

Ogre; +3 Strength(up to 19), +1 Constitution, -2 Intelligence, -1 Dexterity

Orc; +1 Strength, -2 Intelligence, -1 Wisdom

½ Orc; +1 Strength, -1 Intelligence

Reptilian/Amphibianoid; +2 Strength(up to 19), -2 Intelligence, -1 Wisdom

CHARACTER — Hit Points

CHARACTER HIT POINTS

In Allowance for Playing Characters to stay within Mortal Limitations Hit Points will be Generated as Follows (This Can Be Changed For Adopting To Other Gaming Systems):

- + BASE HIT POINTS of One Half the Character's Constitution (If Racial Stock of Character is Above 1 HD Use Applicable Hit Points per Hit Dice and Proceed To Hit Points Per LVL of Experience and so on).
- + TECHNOS and FIGHTER Classes Add One Fourth of their Strength.
- + CLERICAL Classes Add One Fourth of their Wisdom.
- + MAGIC-USER Classes Add One Fourth of their Intelligence.
- + THIEVES, MARTIAL ARTISTS, etc. Add One Fourth of their Dexterity.
- + ALL CLASSES Add One Hit Point for Every Degree of Exceptional Strength Above 18.
- + ALL CLASSES Add One Hit Point Per Level of Experience (This May Differ in Other Gaming Systems).
- + MULTI-CLASSES will use the Classification that is Most Advantageous and Hit Points Per Level will be determined by using an Average of their Total Number of Experience Levels.
- + CONSTITUTION will grant additional Hit Point Modifiers.

DIVINE ASCENTION

Once Certain Characters have served their diety exceptionally well and have achieved Experience in Multiple Areas above mere Mortals or Demi-Mortals they may be allowed to accept the choice of Divine Ascension. At This Time they must Immediately Re-Roll their Hit Points using the Format Provided Below:

Roll One Hit Dice (As Specified By Class) for Every Level of Experience (Multi-Classes Use Average of All Classes) Adding Any Constitution Modifiers per Level of Experience.

This Character will then live to serve their diety on the Prime Material Plane. Offerings, Prayer, etc. MUST Be Performed Precisely as prescribed or the Character will become very Weak and they will be Reduced to One Tenth their Total Hit Points until they are Atoned. This Character will devote most of their time to Quests and Other Services for their Diety otherwise they may Adventure as they please.

Once the Mortal Form of this Character is Destroyed they cannot be Resurrected OR Raised (unless their diety decides to do so) and they will travel to the Plane of their diety to await disposition.

BELIEVABILITY FACTORS

All Characters have a Believability Percentage of being able to contact their diety through Prayer/Meditation (Contact does not necessarily mean that action will be taken) adjusted as follows:

All Characters have a Base Believability Factor of 1%-20% (d20).

Clerical Classes will have a Cumulative Increase of 03% Per Level of Experience.

Believers (unlike other Clerics) will have a Cumulative Increase of 05% Per Level.

All Other Classes will have a Cumulative Increase of 01% Per Level of Experience.

CHARACTER — Strength

CHARACTER ATTRIBUTES

STRENGTH (Stamina)

Ability Score	To Hit Modifier	Damage Modifier	Weight Allowance	Grapple Percentage
1-2	-4	-2	-50 lbs.	01%
3-4	-3	-1	-30 lbs.	02%
5-6	-2	-1	-15 lbs.	03%
7-8	-1	None	-5 lbs.	05%
9-10	Normal	None	Normal	10%
11-12	Normal	None	+5 lbs.	15%
13-14	Normal	None	+10 lbs.	20%
15	Normal	+1	+20 lbs.	25%
16	+1	+1	+30 lbs.	30%
17	+1	+2	+50 lbs.	35%
18	+1	+3	+75 lbs.	40%
18/01-25	+1	+4	+100 lbs.	45%
18/26-50	+2	+4	+150 lbs.	50%
18/51-75	+2	+5	+200 lbs.	55%
18/76-99	+3	+5	+250 lbs.	60%
18/00	+3	+6	+300 lbs.	65%
19	+4	+6	+400 lbs.	70%
20	+4	+7	+500 lbs.	75%
21	+5	+8	+750 lbs.	80%
22	+5	+9	+1000 lbs.	85%
23	+6	+10	+1250 lbs.	90%
24	+6	+12	+1500 lbs.	95%
25	+7	+14	+1750 lbs.	100%
26	+8	+16	+1 ton	105%
27	+9	+18	+2500 lbs.	110%
28	+10	+20	+3000 lbs.	115%
29	+11	+22	+3500 lbs.	120%
30	+12	+24	+2 tons	125%
31	+13	+26	+4500 lbs.	125%
32	+14	+28	+2½ tons	125%
33	+15	+30	+5500 lbs.	125%
34	+16	+32	+3 tons	125%
35	+17	+34	+6500 lbs.	125%
36	+18	+36	+3½ tons	125%
37	+19	+38	+7500 lbs.	125%
38	+20	+40	+4 tons	125%
39	+21	+42	+8500 lbs.	125%
40	+22	+44	+4½ tons	125%
41	+23	+46	+9500 lbs.	125%
42	+24	+48	+5 tons	125%
43	+25	+50	+10,500 lbs.	125%
44	+26	+52	+5½ tons	125%
45	+27	+54	+11,500 lbs.	125%
46	+28	+56	+6 tons	125%
47	+29	+58	+12,500 lbs.	125%
48	+30	+60	+6½ tons	125%
49	+31	+62	+13,500 lbs.	125%
50	+32	+64	+7 tons	125%
55	+37	+74	+16,500 lbs.	125%
60	+42	+84	+9½ tons	125%
65	+47	+94	+21,500 lbs.	125%
70	+52	+104	+12 tons	125%
75	+57	+114	+26,500 lbs.	125%
80	+62	+124	+14½ tons	125%
85	+67	+134	+31,500 lbs.	125%
90	+72	+144	+17 tons	125%
95	+77	+154	+36,500 lbs.	125%
100	+82	+165	+20 tons	150%
100/01	+83	+166	+25 tons	150%
100/02	+84	+167	+30 tons	150%
100/03	+85	+168	+35 tons	150%
100/04	+86	+169	+40 tons	150%
100/05	+87	+170	+50 tons	150%
100/10	+92	+175	+100 tons	150%
100/15	+97	+185	+200 tons	150%

CHARACTER — Intelligence

100/20	+100	+200	+300 tons	150%
100/25	+100	+250	+400 tons	150%
100/30	+100	+300	+500 tons	150%
100/35	+100	+350	+600 tons	150%
100/40	+100	+400	+700 tons	150%
100/45	+100	+450	+800 tons	150%
100/50	+100	+500	+1000 tons	150%
100/60	+100	+700	+10,000 tons	150%
100/70	+100	+900	+50,000 tons	150%
100/80	+100	+1000	+100,000 tons	150%
100/90	+100	+1000	+500,000 tons	150%
100/00	Misses Only On A Fumble	Always a Critical	One Million Tons +	200%

INTELLIGENCE (Reasoning)

Ability Score	Rating	Additional Languages	Detect Traps	Detect Secret Doors	Read Languages
0	Non-	0	-25%	-25%	-50%
1-2	Animal	0	-15%	-15%	-25%
3-4	Semi-	0	-10%	-10%	-15%
5-6	Low	0	-05%	-05%	-10%
7-8	Below Average	0	Normal	Normal	-05%
9-10	Average	0	+01%	Normal	Normal
11-12	Above Average	1	+02%	+02%	+03%
13-14	Very	2	+04%	+03%	+06%
15	High	3	+06%	+06%	+09%
16	Exceptional	4	+08%	+09%	+12%
17	Sub-Genius	5	+10%	+12%	+15%
18	Genius	6	+12%	+15%	+20%
19	Genius	7	+15%	+20%	+25%
20	Genius	8	+20%	+25%	+25%
21	Supra-Genius	9	+20%	+25%	+30%
22	Supra-Genius	10	+25%	+30%	+30%
23	Supra-Genius	11	+25%	+30%	+35%
24	Supra-Genius	12	+30%	+35%	+35%
25	Supra-Genius	15	+30%	+35%	+40%
26	Supra-Genius	20	+40%	+40%	+40%
27	Supra-Genius	25	+40%	+40%	+45%
28	Supra-Genius	30	+50%	+45%	+45%
29	Supra-Genius	40	+50%	+45%	+50%
30	Ultra-Genius	50	+60%	+50%	+50%

WISDOM (Education)

Ability Score	Magical Saves	Spells Per Day	Bonus	Legend Lore	Detect Alignment
1-2	-4	- - - - -	-	-10%	-15%
3-4	-3	- - - - -	-	-05%	-10%
5-6	-2	- - - - -	-	-03%	-05%
7-8	-1	- - - - -	-	Normal	Normal
9-10	Normal	- - - - -	-	+03%	Normal
11-12	Normal	- - - - -	-	+04%	+03%
13-14	+1	1 - - - -	-	+05%	+05%
15	+1	2 1 - - -	-	+07%	+10%
16	+2	2 1 1 - -	-	+10%	+15%
17	+2	2 2 1 - -	-	+13%	+20%
18	+3	2 2 1 1 -	-	+16%	+25%
19	+4	2 2 1 1 1	-	+19%	+30%
20	+5	2 2 2 1 1	-	+22%	+35%
21	+5	2 2 2 2 1	-	+25%	+40%
22	+6	2 2 2 2 2	-	+30%	+45%
23	+6	2 2 2 2 2	1	+35%	+50%
24	+7	2 2 2 2 2	2	+40%	+55%
25	+7	2 2 2 2 2	2 1	+45%	+60%
26	+8	3 2 2 2 2	2 1 1	+50%	+65%
27	+8	3 3 2 2 2	2 1 1 1	+55%	+70%
28	+9	3 3 3 2 2	2 1 1 1 1	+60%	+75%
29	+9	4 3 3 3 2	2 2 1 1 1	+65%	+85%
30	+10	4 4 3 3 3	2 2 2 1 1	+75%	+100%

CHARACTER — Constitution

DEXTERITY (Agility)

Ability Score	React Adjust	Defense Adjust	Grapple Adjust	Move Adjust	Move Silent	Steal	Evade
1-2	-3	+4	-25%	-3"	-60%	-50%	-40%
3-4	-2	+3	-15%	-2"	-45%	-40%	-30%
5-6	-1	+2	-10%	-1"	-35%	-30%	-20%
7-8	Normal	+1	-05%	Normal	-25%	-20%	-10%
9-10	Normal	Normal	Normal	Normal	-15%	-10%	Normal
11-12	Normal	Normal	Normal	Normal	-05%	-05%	Normal
13-14	Normal	-1	+01%	Normal	Normal	Normal	+03%
15	+1	-1	+02%	Normal	+03%	+03%	+05%
16	+1	-2	+03%	Normal	+05%	+05%	+07%
17	+2	-2	+05%	+1"	+07%	+07%	+10%
18	+2	-3	+10%	+1"	+10%	+10%	+13%
19	+3	-3	+10%	+1"	+15%	+13%	+16%
20	+3	-4	+15%	+2"	+20%	+16%	+20%
21	+4	-4	+15%	+2"	+25%	+20%	+25%
22	+4	-5	+20%	+3"	+30%	+25%	+30%
23	+5	-5	+20%	+3"	+35%	+30%	+35%
24	+5	-6	+25%	+6"	+40%	+35%	+40%
25	+5	-6	+25%	+6"	+45%	+40%	+45%
26	+6	-7	+30%	+9"	+50%	+45%	+50%
27	+6	-7	+30%	+12"	+55%	+50%	+55%
28	+6	-7	+35%	+15"	+60%	+55%	+60%
29	+7	-8	+35%	+18"	+65%	+60%	+65%
30	+7	-8	+40%	+21"	+70%	+65%	+70%
31	+7	-8	+40%	+24"	+75%	+70%	+75%
32	+8	-9	+45%	+27"	+80%	+75%	+75%
33	+8	-9	+45%	+30"	+85%	+80%	+75%
34	+8	-9	+50%	+33"	+90%	+85%	+75%
35	+9	-10	+50%	+36"	+95%	+90%	+75%
36	+9	-10	+55%	+39"	+100%	+100%	+75%
37	+9	-10	+55%	+42"	+100%	+100%	+75%
38	+10	-11	+60%	+45"	+100%	+100%	+75%
39	+10	-11	+60%	+48"	+100%	+100%	+75%
40	+10	-11	+65%	+51"	+100%	+100%	+75%
41	+11	-12	+65%	+54"	+100%	+100%	+75%
42	+11	-12	+65%	+57"	+100%	+100%	+75%
43	+11	-12	+70%	+60"	+100%	+100%	+75%
44	+12	-13	+70%	+63"	+100%	+100%	+75%
45	+12	-13	+70%	+66"	+100%	+100%	+75%
46	+12	-13	+70%	+69"	+100%	+100%	+75%
47	+13	-14	+75%	+72"	+100%	+100%	+75%
48	+13	-14	+75%	+75"	+100%	+100%	+75%
49	+13	-14	+75%	+78"	+100%	+100%	+75%
50	+14	-15	+75%	+81"	+100%	+100%	+75%
55	+15	-16	+85%	+96"	+100%	+100%	+75%
60	+17	-18	+90%	+111"	+100%	+100%	+75%
65	+19	-20	+95%	+126"	+100%	+100%	+75%
70	+20	-21	+100%	+141"	+100%	+100%	+75%
75	+22	-25	+125%	+156"	+100%	+100%	+100%
80	+24	-30	+125%	+171"	+100%	+100%	+100%
85	+25	-35	+125%	+186"	+100%	+100%	+100%
90	+27	-40	+125%	+201"	+100%	+100%	+100%
95	+29	-45	+125%	+216"	+100%	+100%	+100%
100	+30	-50	+150%	+225"	+125%	+125%	+125%

CONSTITUTION (Endurance)

Ability Score	Hit Point Adjustment	Physical Saves	System Shock	Healing Rate
1-2	-4	-5	10%	1 hp/3 days
3-4	-3	-3	30%	1 hp/2 days
5-6	-2	-2	40%	1 hp/1½ days
7-8	-1	-1	50%	1 hp/day
9-10	Normal	Normal	60%	1 hp/day
11	Normal	Normal	65%	1 hp/20 hours
12	+1	Normal	70%	1 hp/16 hours
13	+1	Normal	75%	1 hp/12 hours
14	+2	+1	80%	1 hp/10 Hours

CHARACTER — Charisma

15	+2	+1	85%	1 hp/8 hours
16	+3	+1	90%	1 hp/6 hours
17	+3	+2	95%	1 hp/4 hours
18	+4	+2	97%	1 hp/3 hours
19	+4	+2	99%	1 hp/2 hours
20	+5	+3	100%	1 hp/hour
21	+5	+3	100%	1 hp/50 minutes
22	+6	+3	100%	1 hp/40 minutes
23	+6	+4	100%	1 hp/30 minutes
24	+7	+4	100%	1 hp/20 minutes
25	+7	+5	100%	1 hp/10 minutes
26	+8	+6	100%	1 hp/5 minutes
27	+8	+7	100%	1 hp/4 minutes
28	+9	+8	100%	1 hp/3 minutes
29	+9	+9	100%	1 hp/2 minutes
30	+10	+10	100%	1 hp/minute

CHARISMA (Magnetism)

Ability Score	Max Number of Henchmen	Loyalty Adjust	Reaction Adjust	Persuasiveness Ability
-10	1	-75%	-90%	Horror/up to 16HD
-9	1	-75%	-85%	Horror/up to 14HD
-8	1	-75%	-80%	Horror/up to 12HD
-7	1	-75%	-75%	Horror/up to 10HD
-6	1	-75%	-70%	Horror/up to 8HD
-5	1	-50%	-65%	Horror/up to 6HD
-4	1	-50%	-60%	Horror/up to 4HD

CHARACTER — Reactions

-3	1	-50%	-55%	Horror/up to 3HD
-2	1	-50%	-50%	Horror/up to 2HD
-1	1	-50%	-40%	Horror/1HD
0	1	-40%	-30%	Horror/under 1HD
1-2	1	-30%	-20%	-50%
3-4	1	-20%	-10%	-25%
5-6	1	-10%	-05%	-10%
7-8	2	Normal	Normal	-05%
9-10	3	Normal	Normal	Normal
11-12	4	+10%	Normal	+05%
13-14	5	+15%	+10%	+10%
15	6	+20%	+15%	+15%
16	7	+25%	+20%	+20%
17	8	+30%	+25%	+25%
18	10	+35%	+30%	+30%
19	15	+40%	+35%	+35%
20	20	+50%	+40%	+40%
21	25	+60%	+45%	+45%
22	30	+70%	+50%	+50%
23	35	+80%	+55%	+55%
24	40	+90%	+60%	+60%
25	45	+100%	+65%	+65%
26	50	+100%	+70%	+70%
27	55	+100%	+75%	+75%
28	60	+100%	+80%	+85%
29	65	+100%	+90%	+95%
30	75+	+100%	+100%	+100%

RACIAL REACTION Modifiers

01-20 Hostile
21-40 Negative
(Possibly Hostile)

ENCOUNTER REACTIONS (d%)

41-60 Neutral
61-80 Positive
(possibly Friendly)

81-00 Helpful

CHARACTER ENCOUNTERED

CHARACTER REACTING

	Avn	BrC	Can	Cnt	D,H	D,M	D,S	E,A	E,D	E,G	E,W	Ewd	½Ef	Fry	Fel	Gnl	G,D	G,H	G,I	Gbl	Hfl	Hby	Hum	H,A	Ins	Ogr	Orc	½Or	Rep
Avian	+15	-35	-35	-15	-10	-05	-10	-15	-40	-10	-10	-10	-10	+05	-25	-35	-10	-10	-10	-35	-10	-35	-10	-15	-30	-35	-35	-30	-35
Bear-Creature	-30	+10	+05	-20	-30	-35	-40	-30	+10	-35	-35	-25	-25	-25	-25	+05	-25	-30	-35	+05	-25	+05	-25	-30	-30	+10	+05	-05	-30
Canine	-30	+05	+10	-25	-30	-35	-35	-30	+05	-35	-35	-30	-25	-25	-40	+10	-25	-30	-30	+05	-25	+05	-25	-25	-30	+05	+05	-05	-30
Centaur	-10	-35	-30	+15	-05	-10	-05	-20	-40	-05	-10	-10	-10	-05	-25	-30	-10	-05	-20	-30	-05	-35	-20	-20	-35	-40	-30	-25	-35
Dwarf,Hill	-05	-30	-30	-05	+15	+15	+10	-20	-40	-10	-15	-10	-05	-05	-25	-35	+10	+10	+05	-30	+10	-35	-10	-20	-35	-40	-30	-25	-30
Dwarf,Mountain	-05	-25	-25	+05	+10	+15	+10	-20	-40	-15	-15	-10	-10	-05	-25	-30	+10	+10	+05	-25	+05	-30	-05	-20	-35	-35	-30	-20	-25
Dwarf,Snow	-05	-25	-25	-05	+10	+10	+15	-20	-40	-15	-10	-15	-10	-05	-25	-30	+05	+10	+10	-30	+05	-30	-10	-20	-25	-35	-30	-20	-20
Elf,Aquatic	-20	-30	-30	-15	-15	-20	-20	+15	-35	+10	+05	+05	+05	+05	-25	-30	-10	-05	-10	-25	-05	-30	-20	-10	-35	-30	-30	-25	-30
Elf,Dark	-35	+05	+05	-30	-30	-30	-40	-30	+15	-45	-40	-40	-25	-20	-10	+10	-40	-30	-30	+05	-30	+10	-15	-20	-15	+10	+05	-05	-15
Elf,Grey	-05	-30	-30	-05	-15	-15	-10	+05	-45	+15	+15	+10	+05	+10	-25	-35	-10	-05	+05	-30	+05	-35	-10	-25	-35	-40	-35	-30	-30
Elf,Winter	-10	-30	-30	-10	-10	-10	-10	+05	-40	+10	+15	+05	+05	+10	-30	-30	-05	+05	+10	-35	+05	-30	-10	-25	-30	-30	-35	-30	-30
Elf,Wood	-05	-30	-30	-05	-10	-10	-15	+05	-40	+10	+10	+15	+05	+10	-25	-35	-05	+05	+05	-30	+05	-35	-10	-25	-35	-35	-35	-25	-30
½ Elf	+05	-25	-25	-05	+05	-05	-05	+05	-30	+15	+10	+15	+15	+10	-20	-25	+05	+05	+05	-25	+05	-30	+05	-10	-30	-30	-30	-15	-25
Fairys,etc.	+05	-35	-35	+05	-05	-10	-10	-10	-40	+10	+10	+15	+05	+15	-30	-35	-05	+05	-05	-40	+05	-35	-10	-20	-35	-35	-35	-25	-35
Feline	-20	-35	-40	-05	-15	-15	-15	-20	-15	-15	-15	-15	-10	-15	+15	-40	-15	-10	-15	-30	-10	-35	-10	-20	-35	-35	-30	-25	-35
Gnoll	-25	+05	+05	-25	-30	-35	-30	-30	+10	-35	-30	-30	-30	-25	-35	+10	-25	-30	-25	+05	-25	+05	-30	-30	-30	+10	+05	-10	-30
Gnome,Deep	-10	-25	-25	-05	+05	+10	+05	-20	-45	-10	-10	-10	-10	-10	-20	-30	+15	+10	+05	-25	+05	-30	-10	-20	-35	-35	-30	-20	-25
Gnome,Hill	-05	-30	-30	-05	+10	+10	+05	-20	-40	-05	-05	+05	+05	+05	-25	-30	+10	+15	+10	-25	+10	-35	-10	-20	-30	-35	-30	-25	-30
Gnome,Ice	-10	-30	-25	-10	+05	+10	+10	-20	-40	+05	+05	-05	-05	-05	-20	-25	+05	+10	+15	-35	+05	-30	-15	-25	-25	-30	-30	-20	-20
Goblins,etc.	-30	+05	-10	-15	-20	-25	-30	-25	+10	-30	-30	-25	-20	-40	-15	+05	-25	-20	-30	+10	-20	-05	-15	-25	-30	+05	+05	-05	-20
Halfling	-05	-30	-30	-05	+10	+05	+05	-05	-40	+05	+05	+10	-05	+10	-25	-30	+05	+10	+10	-35	+15	-30	-10	-20	-30	-30	-30	-20	-30
Hobgoblin	-25	+05	+05	-20	-25	-30	-30	-30	+10	-30	-25	-25	-20	-25	-10	+05	-30	-25	-25	-05	-25	+10	-15	-25	-25	+05	+05	-05	-25
Human-Types	+05	-20	-15	-10	-10	-05	-10	-15	-15	-10	-10	-05	+05	-10	-15	-20	-10	-10	-10	-20	+05	-25	+15	-10	-25	-25	-20	-10	-20
Humanoid,Aquatic	-15	-20	-20	-20	-20	-15	-20	-10	-15	-30	-20	-20	-15	-20	-20	-25	-20	-15	-20	-25	-15	-25	-10	+15	-25	-25	-20	-15	-25
Insectoid	-25	-20	-20	-25	-25	-25	-25	-25	-15	-30	-30	-25	-20	-20	-20	-20	-25	-20	-25	-20	-20	-25	-25	-25	+05	-20	-20	-20	-20
Ogre	-25	+05	+05	-25	-20	-25	-25	-25	+15	-30	-30	-25	-20	-20	-10	+05	-25	-20	-20	+05	-20	+10	-15	-20	-20	+15	+05	-05	+05
Orc	-25	+05	+05	-20	-25	-30	-25	-25	+15	-35	-30	-25	-20	-25	-05	-05	-25	-25	-25	+05	-20	+05	-10	-20	-20	+10	+05	-05	-05
½ Orc	-20	-05	-05	-20	-20	-25	-20	-20	+05	-20	-20	-20	-10	-15	-05	-15	-20	-20	-20	-10	-10	-10	+05	-20	-20	+05	-05	+10	-10
Reptilian/Amphib	-25	-20	-20	-25	-20	-25	-20	-25	-10	-20	-20	-15	-15	-20	-20	-15	-25	-20	-20	-15	-20	-15	-15	-20	-20	-15	-15	-15	+10
OTHER(Exotic/Animal-Type)	-05	-10	-10	-05	-15	-15	-15	-20	-15	-15	-15	-15	-15	-10	-10	-10	-10	-10	-10	-15	-10	-15	-15	-20	-20	-15	-10	-10	-20

The Following Will Apply To Monsters and Non-Character Races.

CREATURE REACTING	CREATURE ENCOUNTERED			CREATURE REACTING	CREATURE ENCOUNTERED		
	Good	Neutral	Evil		Lawful	Neutral	Chaotic
Good	+10%	+05%	-10%	Lawful	+10%	---	-10%
Neutral	----	+05%	-05%	Neutral	+05%	---	-05%
Evil	-10%	----	----	Chaotic	-10%	---	----

CHARACTER

RACIAL

	X		X								X	X	
RACE	Tn	Bd	Sg	Clv	Cl	Bel	Dr	HH	Ftr	BM	CW	DR	Pal
Avian	*	6	10	5	8	*	8	--	12	10	*	--	--
Bear-Creature	--	--	--	--	5	5	5	--	5	5	--	--	--
Canine	*	6	5	--	5	7	7	8	10	8	--	--	--
Centaur	*	6	5	--	5	7	7	--	8	7	--	--	--
Dwarf, Hill	*	--	4	10	7	*	5	--	8	6	--	--	--
Dwarf, Mountain	*	--	4	10	7	*	--	--	10	--	--	--	--
Dwarf, Snow	*	--	10	10	8	*	--	--	9	5	--	--	--
Elf, Aquatic	*	--	10	--	7	*	--	--	8	--	--	--	--
Elf, Dark	--	--	*	--	*	*	--	--	10	--	--	10	--
Elf, Grey	--	--	13	--	8	*	--	--	8	--	5	10	--
Elf, Winter	*	--	12	--	8	*	--	--	8	--	--	8	--
Elf, Wood	--	--	11	--	7	*	5	--	8	6	--	8	--
½ Elf	*	6	12	5	12	*	*	--	10	12	5	*	--
Fairys, etc.	--	--	6	--	5	3	5	--	4	5	4	--	--
Feline	*	--	12	--	5	7	7	--	12	9	--	--	--
Giants	*	--	8	--	*	7	7	--	16	10	--	--	--
Gnoll	--	--	4	--	5	--	5	8	6	5	--	--	--
Gnome, Deep	--	--	5	--	8	*	--	--	8	--	--	--	--
Gnome, Hill	--	--	5	--	7	*	--	--	7	--	--	--	--
Gnome, Ice	--	--	6	--	7	*	--	--	7	--	--	--	--
Goblins, etc.	--	--	3	--	7	7	--	5	3	--	--	--	--
Halfling	--	6	5	7	3	*	5	--	6	5	--	--	--
Hobgoblin	--	4	7	--	7	*	--	8	6	--	--	7	--
Human-Types	*	*	*	*	*	*	*	*	*	*	--	*	*
Humanoid, Aquatic	*	--	*	--	*	*	--	--	*	--	--	--	--
Insectoid	*	--	--	--	5	5	--	5	*	--	--	--	--
Ogre	*	--	5	--	3	3	--	10	8	--	--	7	--
Orc	*	--	4	--	5	5	--	7	5	--	--	7	--
½ Orc	*	--	5	--	6	6	6	*	12	9	--	10	--
Reptilian	*	--	4	--	7	7	7	--	12	8	--	*	--
OTHER(Exotic/ Animal-Type)	v	--	v	--	v	v	v	v	v	v	--	--	--

* Unlimited Progression

Tn - Techno Bd - Bard Sg - Sage Clv - Clairvoyant Cl - Cleric Bel - Believer
 Dr - Druid HH - Head Hunter Ftr - Fighter BM - Beast Master CW - Cloud Warrior
 DR - Dragon Rider Pal - Paladin

PLAYING

01-04 Animal Husbandry
 05-08 Armorer
 09-12 Bowyer/Fletcher
 13-16 Bribery
 17-20 Carpenter/Woodworker
 21-24 Farming/Forestry

CHARACTER

25-28 Fishing
 29-32 Forgery
 33-36 Gambling
 37-40 Geography
 41-44 Hunting/Trapping
 45-48 Jack of All Trades

Character will have Skill Level I-II in the Area designated. Improvement of such Skills will require Minimum One Year Training/Study under a Superior in that Field.

LIMITATION

CHART

Rgr	SS	WR	Mu	Al	Ap	Ill	EE	MA	Nja	Sam	Th	As	Exp	Spy	-
12	--	--	4	4	8	4	5	--	--	--	*	*	*	*	
8	--	--	2	2	5	--	3	--	--	--	5	8	--	--	
10	--	--	3	3	5	8	4	--	--	--	8	10	8	--	
8	--	--	5	5	5	3	5	--	--	--	--	--	--	--	
6	--	--	2	2	7	--	3	--	--	6	*	10	*	10	
--	--	--	3	3	7	--	4	--	--	--	*	8	*	8	
--	--	--	5	5	7	--	6	--	--	--	*	10	*	*	
--	*	*	8	8	7	3	7	--	--	--	*	10	*	10	
--	--	--	12	12	*	3	*	--	6	--	--	12	*	12	
--	--	--	11	11	7	3	8	--	--	6	*	10	*	10	
--	--	--	10	10	7	--	8	--	--	--	*	10	*	*	
8	--	--	9	9	7	--	7	--	--	6	*	10	*	10	
10	8	8	10	10	8	8	11	6	*	*	*	12	*	*	
4	--	--	4	4	3	*	4	--	--	--	*	4	*	*	
12	--	--	10	10	5	--	5	--	6	6	12	*	12	12	
14	14	--	6	6	7	6	6	--	--	--	--	12	--	--	
--	--	--	2	2	5	--	3	--	--	--	5	5	5	--	
--	--	--	4	2	7	7	5	--	--	6	*	8	*	8	
--	--	--	4	2	8	7	5	--	--	--	*	8	*	--	
--	--	--	4	2	7	8	5	--	--	--	*	--	*	--	
--	--	--	2	2	7	--	4	--	--	--	3	3	3	--	
6	--	--	2	2	3	--	2	3	--	6	*	6	*	*	
--	--	--	2	2	7	--	4	--	--	--	5	5	5	--	
*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	
--	*	*	*	*	*	*	*	--	--	--	*	*	*	--	
--	--	--	--	--	5	--	2	--	--	--	12	12	--	--	
--	--	--	5	5	3	3	3	6	6	6	5	8	5	--	
--	--	--	2	2	2	--	3	--	--	--	5	5	5	--	
--	--	--	3	3	6	3	4	--	6	6	10	*	10	--	
10	12	--	2	2	5	--	4	--	--	--	8	12	8	--	
v	v	v	v	v	v	v	v	--	--	--	v	v	v	v	

v Varies

Rgr - Ranger SS - Serpent Sailor WR - Wave Rider MU - Magic User Al - Alchemist
Ap - Apothecary Ill - Illusionist EE - Elemental Enchanter MA - Martial Artist
Nja - Ninja Sam - Samurai Th - Thief As - Assassin Exp - Explorer Spy

SECONDARY

49-52 Jeweler
53-56 Leather Worker
57-60 Mason/Stone Cutter
61-64 Mining/Geology
65-68 Painter/Sculptor
69-72 Sailor/Navigator

SKILLS

73-76 Scribe/Bookkeeper
77-80 Shipwright
81-84 Streetwise
85-88 Survival
89-92 Tailor/Weaver
93-96 Teamster/Merchant
97-00 Weapon Maker

Skill Levels will grant certain ability in that Area. See Technological Skills (P. 23) for Details.

CHARACTER CLASS — Clairvoyant

CLAIRVOYANT

A Clairvoyant is a Person Gifted with Natural Psionic Ability. Once this Potential is Realized the Person will have to Train their Mind and increase their Ability likewise.

Only Humanoids, Hobbits, Half-Humans, and Dwarves may be 'gifted' with the Ability. The Character must have Intelligence and Wisdom Score of 14 or Higher. For Every Point of Intelligence 16 and Above Add 5 Bonus Points to Percentile Roll. For Every Point of Wisdom 16 and Above Add 3 Bonus Points. The Character must Roll 80% OR Higher Adding Any Bonus Points to Have Potential as a Clairvoyant. A Second Roll must also be done to Determine Level of Potential Adding any Bonus Points. If this Second Roll is not achieved the Character will be limited to the 6th Level of Experience.

A Clairvoyant will not wear Any kind of Metal Armor. Weapons are rarely used but if they are they will be non-metallic for Metals usually interfere with the flow of Bio-Kinetic Energies. Any Magic Items may be used by the Clairvoyant.

Clairvoyant use the Combat Table for Magic-Users and Save as do Clerics. Clairvoyants are not usually Multi-Classed but Clairvoyant/Thief and Clairvoyant/Martial Artist (And Any of their Sub-Classes) combinations are possible.

Clairvoyants will use a 6-sided Hit Dice.

CLAIRVOYANT EXPERIENCE TABLE

Experience Points	Experience Level	Level Title
0-3,000	1	Psychic Apprentice
3,001-6,000	2	Psychic
6,001-9,000	3	Novice Psychic
9,001-12,000	4	Expert Psychic
12,001-15,000	5	Master Psychic
15,001-20,000	6	Fortune Teller
20,001-25,000	7	Sensor
25,001-30,000	8	Linguist
30,001-35,000	9	Telepath
35,001-50,000	10	One Who Knows
50,001-75,000	11	Receptionist
75,001-100,000	12	Seer of Visions
100,001-125,000	13	Clairvoyant Initiate
125,001-150,000	14	Clairvoyant
150,001-200,000	15	Master Clairvoyant
200,001-300,000	16	Supreme Clairvoyant
+100,000 per Level	17+	Supreme Clairvoyant 2nd°

CLAIRVOYANT ABILITIES TABLE

Level	*AC Adjust	**Ability
1	-1	Sensitive to Psychic Impressions/Auras. Detect Traps as a Thief. Gain One Mental Defense.
2	-1	Detect Poison and Secret Doors 80%. Detect Magic 100%. Hypnosis 1/Day per 2 Levels of EXP. Gain Second Mental Defense.
3	-1	Detect Enemies 75%. Mind Over Body. Mentally Control Balance. Gain One Mental Attack.
4	-2	Clairaudience up to 5 feet per Level of EXP. Telepathic Communications with Animals. Gain Third Mental Defense.
5	-2	Clairvoyance up to 5 feet per Level of EXP. Read Psychic Impressions/Auras. Gain Second Mental Attack.

6	-2	ESP up to 5 feet Per LVL of EXP. Mentally Pick Locks 60% Base Chance Increasing +10% per LVL hereafter. Gain Fourth Mental Defense.
7	-2	Precognate up to One Round for Every Level of EXP usable 1/Day. Gain Third Mental Attack.
8	-3	Invisibility 1/Day lasting One Round Per Level of EXP. Comprehend Languages. Gain Fifth Mental Defense.
9	-3	Telepathic Communication with Any Creature. Gain Fourth Mental Attack.
10	-3	Mental Block. Know the Answer to Any Question 1/Day 30% Base increasing +05% per Level hereafter.
11	-3	Manipulate Energies Directed at the Clairvoyant. Gain Sixth Mental Defense.
12	-3	See a Vision 1/Day. Auras. Psychic Impressions/Auras. Telepathic Communication.
13	-3	Telekinesis up to 15 lbs. per Level of EXP. Gain fifth Mental Attack.
14	-4	Astral Projection. True Sight. Travel Ethereally.
15	-4	Teleportation up to One Mile per Level of EXP. Shape Alteration 2/Day.
16	-4	Travel Inter-Dimensional Planes 2/Day. Project Insanity 1/Day (Save vs. Death at a -1 Penalty per 4 Levels of the Clairvoyant. Gain Sixth Mental Attack.
17	-4	Travel to and from The Inner and Outer Planes 2/Day. Project Death 1/Day (Save vs. Death at a -1 Penalty per 4 Levels of EXP.
18+	-5	Assume Non-Existence for 1-4 Days once/month per 10 Levels of EXP. Absorb Energies directed at the Clairvoyant (this can be used for Regeneration). Gain One Mental Defense OR One Mental Attack OR One Psionic Related Discipline at this Level AND Every 2 Levels Hereafter.

* This Armor Class Adjustment is Due To the Mental Agility of the Clairvoyant being able to 'Sense' Danger in the Immediate Near Future (applicable only when Moving).

** These Abilities can Only Be Obtained through Two Months of Meditation (OR One Month of Training Under a Superior Clairvoyant) once the Appropriate Level has been Obtained.

*** Every Time a Clairvoyant uses an Ability they must Meditate for 1-4 Rounds per Level of the Ability to Regain Use of Such (Unless Noted Otherwise).

CHARACTER CLASS — Apothecary

CLERIC SUB-CLASSES

Clerics are Spell Users gaining their Magic directly through their diety. They Must Pray at the Beginning of Each Day to Acquire Any Spells to be Used that Day. No Spell Books are Required.

8 sided hit dice

APOTHECARY

An Apothecary is a Clerical Sub-Class that Specializes in Healing and the Concoction of Preparations of a Medicinal Nature.

An Apothecary will use the Weapons of and Fight as a Magic-User. Saving Throws will also be made as for a Magic-User. An Apothecary can wear up to Leather Armor and is able to use Any Magic Items. Apothecaries use a 4-sided Hit Dice.

APOTHECARY EXPERIENCE TABLE

Experiente Points	EXP Level	Spells / Day 1 2 3 4 5 6 7	Level Title
0-1,000	1	- - - - -	Stock Person
1,001-3,000	2	1 - - - - -	Assistant
3,001-6,000	3	2 - - - - -	Apprentice
6,001-10,000	4	2 1 - - - - -	Brewer
10,001-18,000	5	3 1 - - - - -	Novice Brewer
18,001-30,000	6	3 2 1 - - - -	Identifier
30,001-50,000	7	4 2 1 - - - -	Scholar
50,001-75,000	8	4 2 2 - - - -	Graduate
75,001-100,000	9	4 3 2 1 - - -	Apothecary
100,001-250,000	10	4 3 3 2 - - -	Master Apothecary
250,001-500,000	11	4 4 3 2 1 - -	Master 2nd°
500,001-1,000,000	12	5 4 3 3 2 1 -	Master 3rd°
1,000,001-1,500,000	13	5 4 4 3 3 2 1	Master 4th°
1,500,001-2,000,000	14	5 5 4 4 3 3 2	Grand Master 1st°
+500,000 per LVL	15+	5 5 4 4 4 4 3	Grand Master 2nd°

APOTHECARY ABILITIES TABLE

POISON/ANTIDOTE MANUFACTURE				POTION FAILURE RATES		
EXP LVL	Poison Level			Difficulty		
	1	2	3	1	2	3
1	05%	03%	02%	85%	90%	100%
2	10%	05%	03%	75%	80%	95%
3	20%	10%	05%	70%	85%	0%
4	30%	20%	10%	60%	70%	85%
5	45%	30%	20%	50%	65%	80%
6	60%	45%	30%	40%	55%	70%
7	75%	60%	40%	30%	45%	60%
8	90%	75%	50%	25%	35%	50%
9	100%	90%	60%	20%	25%	40%
10	100%	100%	75%	15%	20%	30%
11	100%	100%	90%	10%	15%	20%
12	100%	100%	100%	05%	10%	15%
13	100%	100%	100%	04%	05%	10%
14	100%	100%	100%	03%	04%	05%
15	100%	100%	100%	02%	03%	04%
16	100%	100%	100%	01%	02%	03%

APOTHECARY POTION/SALVE LIST

First Difficulty Intelligence 13+	Second Difficulty Intelligence 14+	Third Difficulty Intelligence 15+
Charisma	Air/Water Breathe	Cure Disease
Cold Resistance	Brain Booster	Giant Strength
Dilusion*	Cure Blindness	Life Extension
Fire Resistance	Double Healing	Mental Prowess
Healing	Extra Ability	Phenomenal Ability
Pain Reliever	Infravision	Protection Potions
Speed	Persuasiveness	Triple Healing
Water Purifier	Strength	Wound Closure

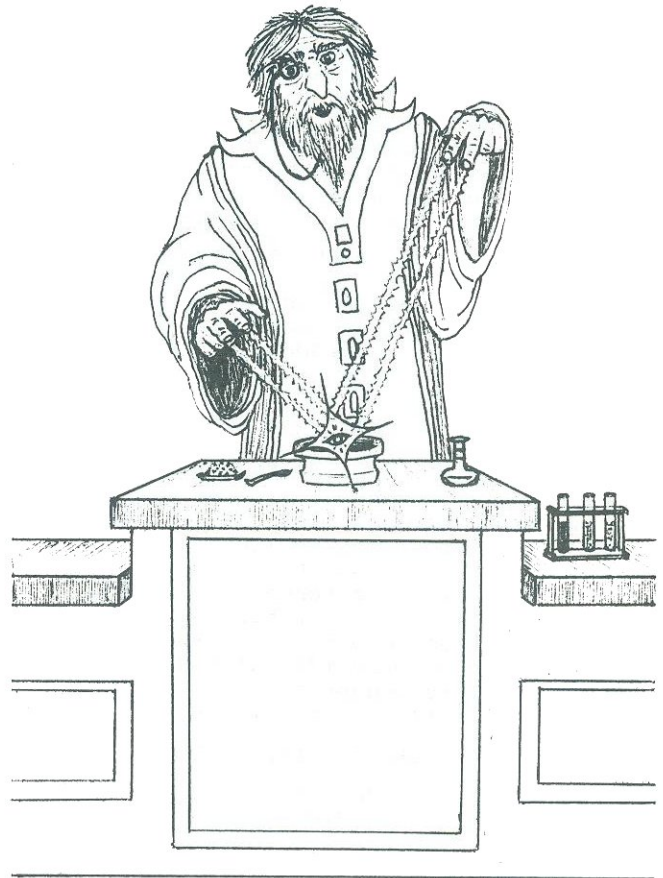
Apothecaries will Manufacture Potions and Salves of a Medicinal Nature and those that help and/or protect the Body. Failure Rates of these Preparations will be Determined by the

Level of the Apothecary.

New Potions and Salves can be Invented Starting at 4th Level (Brewer) with a Base 10% Chance of Success that increases at a Rate of 04% per Level of Experience hereafter.

* ANY Potion that Fails will be considered a Potion of Dilusion. These Potions will either lead their Consumer into Believing that it is Actually Working OR have some other Diverse Effects.

For Potion Descriptions SEE POTIONS, POISONS, And PREPARATIONS. Potions cannot be Manufactured if their Difficulty is beyond what the Apothecary's Intelligence will allow.



CHARACTER CLASS — Believer

BELIEVER

The Believer is a Cleric-Type with a more strict Code of Morals. Because of their complete devotion and belief in God they will never wear Armor and they will not even fight unless it is Totally Necessary (ie. In Self Defense etc.).

Any Race can be a Believer but they must be of Good Alignment (Unless an Anti-Believer). Also all Believers will Worship the Christian God and of these 10% will be Ressurrected Believers. Ressurrected Believers are those that had been Killed up to the time of the Ressurrection of the Tribulation Saints (occurring after The Battle of Armageddon marking the Beginning of the Millennium of Christ). These Ressurrected Believers will have Perfect Glorified Bodies (All Attributes will be 18) and will Glow with Clerical Light at all times. Ressurrected Believers do not Age and can Teleport and Travel the Planes at will. If Destroyed a Ressurrected Believer will go immediately to The Celestial Heaven and await disposition (possibly to be reassigned to The Prime Material).

There are also Non-Believers which are the counterparts to the True Believers. These Persons will worship Demons and Devils only and bitterly despise all those that Worship the True God.

All Believers are strong in their Faith and will NEVER fear or run from Undead-Types, Demons and/or Devils. Believers will Save as Clerics and if they must Attack they will do so as a Monk.

The Only Weapon a Believer will use is a Staff. Non-Believers can use Any Weapon available and will even wear Armor if necessary. Believers will as a rule usually never possess more than One of Each Magic Item. Most of their Wealth will be donated to their Temple and/or favorite chaity. Believers can be Multi-Classed but are Limited to the 5th Level of Experience (Non-Believers are not Restricted in this way).

All Believers have the Ability to call upon DIVINE MIGHT (as for Potion of Phenomenal Ability) OR DIVINE DEXTERITY (as for Potion of Speed) Once Per Week for Every Level of Experience.

Believers have a PERSUASIVENESS FACTOR that increases with Ability. This will be used to try to Persuade Persons Not To Fight or even Convert that Person to the Believer's Religion (Save vs. Death Magic at a -1 Penalty/every 3 Levels of Believer Experience-Magic Resistances having no effect).

True Believers can also ask for SPIRITUAL ADVISE to aid in Decision Making Situations. This is usually Accurate but there is a 40% Chance that a Demon will intercede and the Advise given will be misleading and/or harmful to the Believer. If this does occur there is also a 20% Base Chance +05% Cumulative/Level that the Believer will Detect this Deception.

Believers will use an 8-sided Hit Dice.

BELIEVER EXPERIENCE TABLE

Experience Points	Experience Level	Level Title
0-2,000	1	Altar Boy
2,001-4,000	2	Acolyte
4,001-7,500	3	Priest 1st°
7,5001-13,000	4	Priest 2nd°
13,001-27,500	5	Priest 3rd°
27,5001-55,000	6	Priest 4th°
55,001-110,000	7	Priest 5th°
110,001-225,000	8	Priest 6th°
225,001-450,000	9	Priest 7th°

450,001-675,000	10	High Priest
675,001-900,000	11	Patriarch
900,001-1,500,000	12	Disciple
1,500,001-2,250,000	13	Apostle
2,250,001-3,000,000	14	Saint 1st°
3,000,001-3,750,000	15	Saint 2nd°
+750,000 per Level	16+	Saint 3rd°

BELIEVER SPECIAL ABILITIES

Level	*AC Adjust	**Special Ability
1 -1	25% Base Persuasiveness Factor
2 -1	Detect Poisons 20% Base +03% per Level hereafter.
3 -1	Add One New Language every Three Levels of EXP.
4 -1	Create Food and Water once per Day for One Person/every Level of Experience.
5 -2	Add 25% to Persuasiveness Factor. Glow with Clerical Light 3/Day lasting One Minute/Level of Experience.
6 -2	Calm Animals (30% Base plus 05%/Level hereafter). Bless at Double strength 1/Day per 4 Levels of Experience.
7 -2	Predict Weather 75% accurate. Know Alignment Naturally.
8 -2	True Sight. 100% Resistant to Paralysis and Petrification.
9 -3	75% Chance to Find Way if Lost. Naturally Deflect Hostile Magic 10% Base +03% per Level hereafter.
10 -3	Add 25% to Persuasiveness Factor. Telepath with Plants and Animals. +4 Save vs. Life Drains.
11 -3	Heal Light Wounds Naturally Once per Day/5 Levels of EXP. Exorcise Lesser Demons 1/Day.
12 -4	Heal Serious Wounds Naturally Once per Day/6 Levels of EXP. 100% Charm Proof.
13 -4	Cure Disease and Blindness Once per Day/6 Levels of EXP. Exorcise Greater Demons 1/Day.
14 -4	Astral Project 1/Day. Banish Lesser Demons (Save vs. Death at -1 Penalty/3 Levels of Believer) for All Eternity.
15 -5	+25% to Persuasiveness Factor. Remove Curses Once per Day/5 Levels of EXP. +5 Save vs. Death Magics. Heal Critical Wounds Naturally Once per Day/6 Levels of EXP.
16 -5	Send ALL Undead-Types to Hell for All Eternity (No Save).
17 -5	Call Upon the aid of an Angel 1/Day (Anti-Believers will Summon a Greater Demon).
18 -5	Banish Greater Demons and Lesser Devils (Save vs. Death at -1 Penalty/4 Levels of Believer) for All Eternity.
19 -5	Summon an Archangel 1/Day (Anti-Believers Call Devils).
20 -6	Ressurrect Naturally 1/Day.
25 -6	Summon a Horse of Armageddon 1/Week (Anti-Believers call upon a Locust of the Bottomless Pit) that will serve for 1/Hour per Level of Experience.

* This Bonus will only apply vs. Evil (Good for Anti-Believers) Creatures when Attacking.

HEAD HUNTER

Head Hunters are usually Barbaric primitive types that prefer to live in Tropical or Densely Forested Areas. The Class is Restricted to Orcs, Half-Orcs, Hobgoblins, Ogres, Goblins, Gnolls, Amazons, and Humans. They must have Ability Score Ratings of at least 14 Dexterity and 13 Wisdom.

Head Hunters do not prefer Armor (maybe Hides) but will usually use crude Shields. The Weapons they use will be Javelins, Spears, Daggers, Blow Guns, and Atlatls. Head Hunters may use Any Magic not restricted above.

Head Hunters Attack as Fighters and Save as Druids. Most of these Characters will be Evil-Aligned and Every Head Hunter will strong tendencies to be Chaotic.

Head Hunters will use an 8-sided Hit Dice.

HEAD HUNTER EXPERIENCE TABLE

Experience Points	Experience Level	Special Abilities	Level Title
0-1,500	1	---	Tribesman
1,501-3,000	2	-A-	Runner
3,001-6,000	3	-B-	Scout
6,001-13,000	4	-C-	Warrior
13,001-27,500	5	----	Protector
27,501-55,000	6	-D-	Defender
55,001-110,000	7	----	Guardian
110,001-225,000	8	-E-	Devotee
225,001-450,000	9	----	Priest
450,001-675,000	10	-F-	High Priest
+250,000 per Level	11+	----	High Priest 2nd°

SPECIAL ABILITIES TABLE

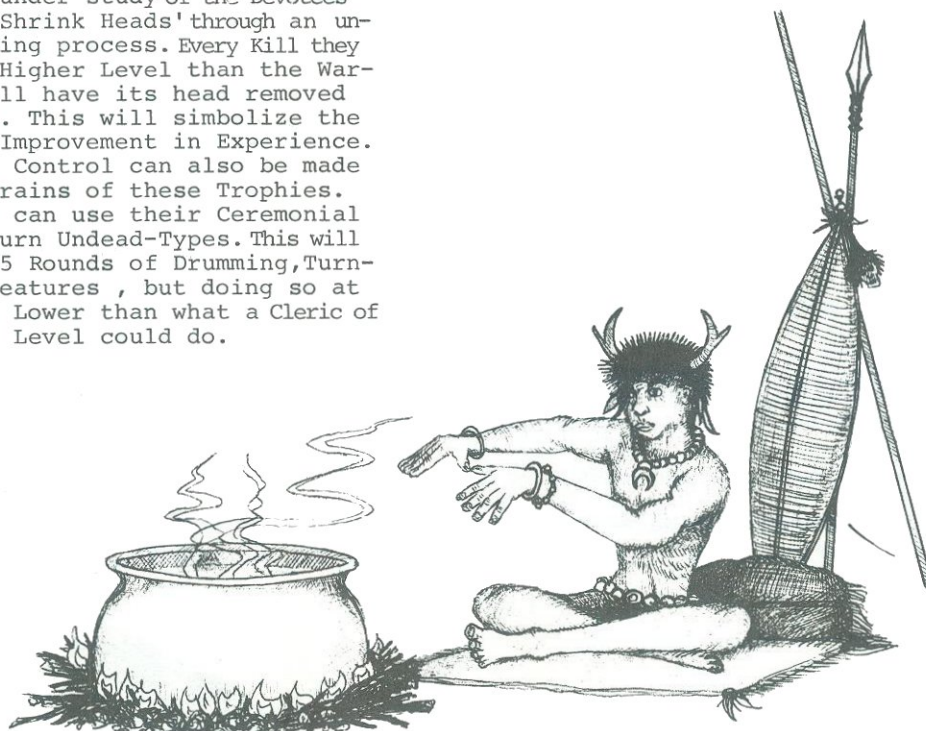
- A A runner can endure Running up to Three Times Normal Distance at top speed. Movement Adjustment +1" Cumulative every Two Levels of EXP.
- B A Scout begins to Climb, Hide and Travel Silently as a Thief starting at 3rd Level (3rd Level Head Hunter acts as a 1st Level Thief, etc.).
- C Warriors under study of the Devotees learn to 'Shrink Heads' through an unusual cooking process. Every Kill they make of a Higher Level than the Warrior is will have its head removed and shrank. This will symbolize the Levels of Improvement in Experience. Potions of Control can also be made from the Brains of these Trophies.
- D Defenders can use their Ceremonial Drums to Turn Undead-Types. This will Require 2-5 Rounds of Drumming, Turning the Creatures, but doing so at Two Levels Lower than what a Cleric of Equivalent Level could do.

E At 8th Level a Head Hunter may begin to learn Druid, Cleric, and Illusionist Spells As Follows:

EXP Level	Cleric/Druid Spells per Day/Level						
	1	2	3	4	5	6	7
8	1	-	-	-	-	-	-
9	2	-	-	-	-	-	-
10	2	1	-	-	-	-	-
11	2	2	-	-	-	-	-
12	3	2	1	-	-	-	-
13	3	2	2	-	-	-	-
14	3	3	2	1	-	-	-
15	3	3	2	2	-	-	-
16	3	3	3	2	1	-	-
17	3	3	3	3	2	-	-
18	3	3	3	3	2	1	-
19	4	3	3	3	3	2	-
20	4	4	3	3	3	2	1

EXP Level	Illusion Spells per Day/Level						
	1	2	3	4	5	6	7
8	1	-	-	-	-	-	-
9	1	-	-	-	-	-	-
10	1	1	-	-	-	-	-
11	1	1	-	-	-	-	-
12	2	1	1	-	-	-	-
13	2	1	1	-	-	-	-
14	3	2	1	1	-	-	-
15	3	3	1	1	-	-	-
16	3	3	2	1	1	-	-
17	3	3	3	2	1	-	-
18	3	3	3	2	2	1	-
19	3	3	3	3	2	2	1
20	3	3	3	3	3	2	2

F A High Priest may Reincarnate a Creature Once per Week.



CHARACTER CLASS — Beast Master

FIGHTER SUB-CLASSES

Fighters are Warrior Types specializing in Fighting Skill and Weapon Proficiency. Barbarians will Add +1 to +2 to their Strength and Dexterity Ability Scores and other Primitive Warrior Types(Canibals, Amazons, Savages, etc.)will Add +1 to their Strength and Dexterity Scores. All Other Fighter Types will Add +15% to their Rolls to see how often they Exercise aside from their Normal Work Routines.

Fighters may use Any Weapons Available with certain Negative Factors Applicable for Non-Proficient Weapons. Fighter Sub-Class Weapon Limitations only apply to Medieval/ Primitive-Type Weapons. Any Technological Weapons may be used provided that Civilization Level and/or Knowledge of the usage of that particular Weapon allows such(unless restricted otherwise).

10sided Hit Die

BEAST MASTER

A Beast Master is a person specially gifted in the handling of Animals. The only Requirements are that the Character must have Ability Scores of at least 16 Constitution and 14 Strength and Wisdom. They also must be a Neutral-Type Alignment.

Beast Masters Attack as Fighters and Save as Druids. They seldomly wear anything heavier than Leather Armors for they prefer not to be too encumbered. Beast Masters can use Any Magical Items not restricted otherwise.

Beast Masters will use an 8-sided Hit Die +1.

BEAST MASTER EXPERIENCE TABLE

Experience Points	EXP Level	Special Ability	Level Title
0-2,000	1	A	Animal Friend
2,001-5,000	2	B	Animal Linguist
5,001-10,000	3	C	Animal Telepath
10,001-20,000	4	D	Initiate of the Forest
20,001-40,000	5	E	Order of the Wolf
40,001-75,000	6	F	Order of the Bear
75,001-125,000	7	G	Order of the Tiger
125,001-250,000	8	H	Order of the Hawk
250,001-500,000	9	I	Apprentice Beast Master
500,001-800,000	10	J	Beast Master
800,001-1,100,000	11	K	Expert Beast Master
1,100,001-1,500,000	12	L	Supreme Beast Master 1st ^o
+500,000 per Level	13+	M	Supreme Beast Master 2nd ^o

EXPLANATION OF SPECIAL ABILITIES

- A - Natural Friend towards All Animals 60% Base increasing +05% per Level hereafter. Beast Masters Can Learn Any type of Conjuration/Summoning type Spell at a Rate of Two Spell Levels/ Level of EXP(1st LVL EXP = One 2nd LVL Spell; 2nd LVL = Two 1st LVL Spells + One 2nd LVL Spell;etc.) chosen at the Player's discretion. They will only be able to Accumulate 1st and 2nd Level Spells being able to use each Spell 3/week.
- B - Speak with Animals; Animal Telepathy
- C - Gain Any One Animal as a Familiar. May gain Additional Familiars at a Rate of One Familiar per Level of EXP hereafter(Never to exceed a Maximum Total of Six Familiars at one time).
- D - Begin Learning DRUID SPELLS:

EXP LVL	Spells 1	Spells 2	Usable 3	per 4	Day 5	per 6	Level 7
4	1	-	-	-	-	-	-
5	2	1	-	-	-	-	-
6	2	2	1	-	-	-	-
7	3	2	2	1	-	-	-
8	3	2	2	2	-	-	-
9	4	3	3	3	-	-	-

10	4	4	3	3	1	-	-
11	4	4	4	3	2	-	-
12	4	4	4	4	3	-	-
13	5	4	4	4	3	1	-
14	5	5	4	4	3	2	-
15	5	5	5	4	4	3	-
16	5	5	5	4	4	3	1
17	6	6	5	5	4	3	2
18	7	7	6	6	4	4	3

- E - Ability to Summon a Wolf 1/Day.
- F - Ability to Summon a Bear 1/Day.
- G - Ability to Summon a Large Cat 1/Day.
- H - Ability to Control Birds within a 30' Radius. Summon Birds 1/Day.
- I - Summon Woodland Creatures 1/Day.
- J - Charm Monsters 3/Day.
- K - Monster Summoning*(2-5 1HD Creatures)3/Week.
- L - Control Monsters within a 10' Radius at a Rate of Two Hit Dice/3 Levels of EXP.
- M - Greater Monster Summoning*

13th Level	1-2	2HD Creatures	1/Week.
14th Level	1-3	3HD Creatures	1/Week.
15th Level	1-3	4HD Creatures	1/Week.
16th Level	1-2	5HD Creatures	1/Week.
17th Level	One	Creature(6HD to 11HD)	1/Week.
18th Level	One	Creature(12HD or Above)	1/Week.

* Every Level Above what needed to use these Summoning Abilities, that Ability can be used One Additional time per Week.



CHARACTER CLASS — Cloud Warrior

CLOUD WARRIOR

Cloud Warriors are a Fighter Sub-Class limited to Avian Races, Elves and Half-Elves. Elves only have a 25% Chance of being 'Gifted' with the Ability and both Elves and Half-Elves are limited to the 5th Level of Experience.

Cloud Warriors Attack as a Magic-User equivalent to Twice their Level of Experience and they Save as for Clerics in this manner. Cloud Warriors must have Ability Scores of at least 13 Strength and at least 14 Wisdom, Dexterity, and Constitution. Their Alignment must be Lawful.

Cloud Warriors cannot use Armor heavier than Leather. The only Weapons they may use are Javelins, Spears, Bows, and other Projectile-Type Weapons. Any Magic Items not restricted above may be used by the Cloud Warrior but they may only keep one of each of these Items in their possession.

Cloud Warriors may be Multi-Classed but only Cloud Warrior/Thief, Cloud Warrior/Assassin, or Cloud Warrior/Illusionist combinations are possible.

This Class is also Psionically gifted gaining 1-2 Attacks and 2-5 Defenses. Cloud Warriors have no Disciplines except 'Cloud Walk' gained at 2nd Level requiring 5 Psionic Strength Points per Turn to maintain. Cloud Warriors use a 12-sided Hit Dice.

CLOUD WARRIOR EXPERIENCE TABLE

Experience Points	EXP LVL	*AC Adjust	Special Ability	Level Title
0-4,500	1	-1	A	Mist Maker
4,501-18,000	2	-1	B	Cloud Walker
18,001-60,000	3	-1	C	Cloud Conjurer
60,001-145,000	4	-2	D	Cloud Enchanter
145,001-440,000	5	-2	E	Cloud Scout
440,001-880,000	6	-2	F	Cloud Warrior
880,001-1,130,000	7	-3	G	Cloud Warrior Lord
1,130,001-1,380,000	8	-3	H	Master Cloud Lord
+250,000 per Level	9+	-4	-	Master Cloud Lord 2nd*

* This Armor Class Adjustment only Applies when the Character is somewhat Concealed by Cloud Cover.

EXPLANATION OF SPECIAL ABILITIES

- A - Summon Mists 3/Day that are so Dense as to Obscure Vision for 2-8 Rounds.
- B - Psionic Ability Cloud Walk(usable on Non-Turbulent Clouds). Predict Weather at will.
- C - Control Temperatures 10' Radius.
- D - Summon Snow Storm 1/Day. 75% Resistance to Lightning.
- E - Transport Via Clouds 2/Day lasting One Turn per Level of EXP(No Attacking while using ability).
- F - Able to use Weapons and Spells while Transporting Via Clouds. Call Lightning 1/Day.
- G - Summon and Control Weather at will.
- H - Summon a Cloud Chariot 1/Day capable of carrying Three Man-sized Creatures(or Equivalent weight)lasting for One Hour + One Turn for every Level of Experience.

EXP LVL	Air	Spells	Usable	per	Day	per	Level		
	1	2	3	4	5	6	7	8	9
1	2	-	-	-	-	-	-	-	-
2	3	1	-	-	-	-	-	-	-
3	4	2	1	-	-	-	-	-	-
4	4	3	2	1	-	-	-	-	-
5	4	4	3	2	1	-	-	-	-
6	4	4	4	3	2	1	-	-	-
7	5	4	4	4	3	2	1	-	-
8	5	5	4	4	4	3	1	1	-
9	5	5	4	4	4	4	2	1	1
10	5	5	5	4	4	4	2	2	1
11	5	5	5	5	4	4	3	2	2
12+	6	5	5	5	5	4	3	3	2

CHARACTER CLASS — Dragon Rider

DRAGON RIDER

Dragon Riders are a select Discipline of Fighters with Rituals centering around Dragons. There are Two Cults one being of the Good Dragons and the other of the Evil Dragons.

Dragon Worshipers originated when the World was young. These peoples had great fear for the winged beasts and worshiped the awe of their power. With this the Cult of the Dragons arose. Many centuries passed and the fear that thrived then turned into respect with the Dragons being seen as Ones of Knowledge and Great Wisdom. Those of the Higher Orders even came to know the Dragons as Friends. As more time passed the Dragons began to trust more in their Priests and would even allow themselves to be ridden.

Since the Early Days of the Dragons, the Dragon Riders have come to the point where Winged Reptiles are frequently used as Mounts in battle. They now hold a strong reputation for being among the fiercest Warriors on Land or in the Sky.

Dragon Riders may be a member of Any of the Following Races: Orc, Half-Orc, Ogre, Hobgoblin, Elf, Half-Elf, Human, or Any of the Reptilian Races. Reptilian Creatures make some of the best Dragon Riders gaining a +10% Bonus on ALL of their Percentile Rolls Applicable to the Class. Orcs, Ogres, and Hobgoblins are Limited to the 7th Level of Experience(note other Limitations as Listed by Race).

Dragon Riders Attack as a Thief equivalent to Twice their Level of Experience and they Save as for Magic-Users in this manner. Dragon Riders must have Ability Scores of at least 14 Strength, 15 Dexterity, and 13 Wisdom. They may not wear any Armor heavier than Scale Mail. Dragon Riders may use Any Weapon but prefer Lances, Polearms, Spears, and Bow-Type Weapons. All Dragon Riders will have a Tashra(length of Rope with Blunt Grappling Hooks on one end)which is used as a Bolas Rope to Grapple and Ride their intended Mount. Dragon Riders will operate at a +2 to Hit Bonus with a Tashra and can grapple Any target 70% of the time with the same.

Dragon Riders are very sensitive to conversation pertaining to Dragons and will be seriously offended by anyone talking bad about the Creatures. Fighting for the Honor of a Dragon, a Dragon Rider will receive a +2 to Hit Bonus for the duration of the bout. Dragon Riders use 12-sided Hit Die.

DRAGON RIDER EXPERIENCE TABLE

Experience Points	EXP LVL	No. of Attacks	Special Ability	Level Title
0-5,000	1	1	-	Dragon Worshiper
5,001-20,000	2	1	*	Dragoneer
20,001-75,000	3	1	A	Dragon Linguist
75,001-150,000	4	3/2	B	Dragon Friend
150,001-450,000	5	3/2	C	Dragon Master
450,001-900,000	6	3/2	D	Expert Dragoneer
900,001-1,250,000	7	2	E	Dragon Rider
1,250,001-1,500,000	8	2	F	Master Dragoneer
1,500,001-2,000,000	9	2	G	Leader of Dragons
2,000,001-2,500,000	10	2	H	Master of Dragons
2,500,001-3,000,000	11	2	I	Grand Master
3,000,001+	12	2	J	Supreme Master

EXPLANATION OF SPECIAL ABILITIES

* Dragon Riders Can Learn Any kind of Enchantment/ Charm type Spell at a Rate of Two Spell Levels per Level of EXP(1st LVL EXP = Two 1st Level Spells; 2nd LVL EXP = Two 1st Level Spells + One 2nd Level Spell; etc.)chosen at the Player's discretion. These Spells will only be of 1st and 2nd Level each usable 3/Week.

A - Dragon Linguists adopt One Dragon Language

CHARACTER CLASS — Dragon Rider

plus One Additional Dragon Language every Level hereafter.

- B - Dragon Friend(Dragon will not Attack) at a Base Chance of 35% increasing +05% per Level hereafter.
- C - Dragon Masters learn to concoct Dragon Potions(with proper ingredients)that have a Base 75% Failure Rate that decreases at a Rate of -10% per Level hereafter.
- D - At 6th Level Dragon Riders can begin to Charm and Harness Dragons of their own Alignment using them as Mounts(usuable 1/Month):

Special Ability **CHARM PERCENTAGE and DURATION
Young Adult Old Ancient

D .. 01-99 ----- ----- -----
1 Week
00

Permanent

E .. 01-50 01-99 ----- -----
1 Week 1 Week
51-99 00
1 Month Permanent
00

Permanent

F .. 01-33 01-50 01-99 -----
1 Week 1 Week 1 Week
34-66 51-99 00
1 Month 1 Month Permanent
67-99 00
3 Months Permanent

G .. 01-25 01-33 01-50 01-99
1 Week 1 Week 1 Week 1 Week
26-50 34-66 51-99 00
1 Month 1 Month 1 Month Permanent
51-75 67-99 00
3 Months 3 Months Permanent
76-99 00
6 Months Permanent
00

Permanent

H .. Charm Applicable to Dragons of ANY Alignment.

01-10	01-25	01-33	01-50
1 Week	1 Week	1 Week	1 Week
11-30	26-50	34-66	51-99
1 Month	1 Month	1 Month	1 Month
31-60	51-75	67-99	00
3 Months	3 Months	3 Months	Permanent
61-86	76-99	00	
6 Months	6 Months	Permanent	
87-99	00		
1 Year	Permanent		
00			
Permanent			

I .. ANY Alignment.

01-50	01-75	01-75	01-75
1 Month	1 Month	1 Month	1 Month
51-75	76-99	76-99	76-99
6 Months	3 Months	2 Months	1 Week
76-99	00	00	00
1 Year	Permanent	Permanent	Permanent
00			

Permanent

J .. ANY Alignment.

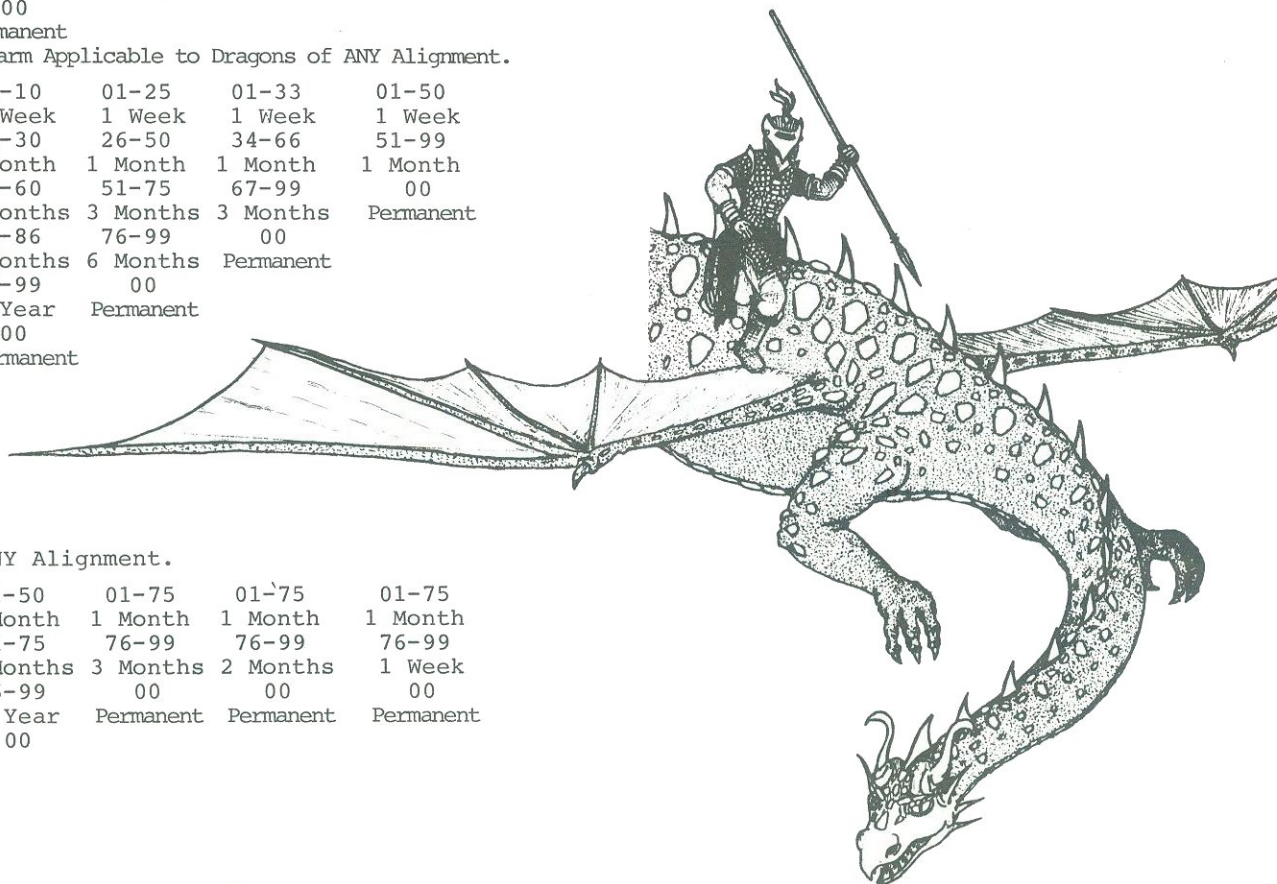
01-25	01-50	01-50	01-50
1 Month	1 Month	1 Month	1 Month
26-50	26-50	51-75	51-75
6 Months	3 Months	3 Months	2 Months
51-75	51-75	76-99	76-99
1 Year	6 Months	6 Months	3 Months
76-99	76-99	00	00
1-10 Years	1 Year	Permanent	Permanent
00	00		

Permanent Permanent

** Dragons will receive a Save vs. Magic -- After Charm has Elapsed a Dragon might be Persuaded to Remain as the Mount and Companion of the Dragon Rider. For Success the Dragon Rider must Roll One Half of their Dragon Friend Percentage.

EXP LVL	DRUID LVL	Spells 1	Spells 2	Usable 3	per 4	Day 5	per 6	Level 7
1	2	1	-	-	-	-	-	-
2	3	2	1	-	-	-	-	-
3	3	3	2	1	-	-	-	-
4	3	3	3	2	-	-	-	-
5	4	3	3	3	1	-	-	-
6	4	4	3	3	2	1	-	-
7	4	4	4	3	3	2	1	1
8	4	4	4	4	3	2	2	2
9	5	4	4	4	3	3	2	2
10	5	5	4	4	4	3	3	3
11	5	5	5	4	4	3	3	3
12	6	5	5	5	4	4	3	3

Dragon Riders will Aquire these Spells just as a Normal Druid would.



CHARACTER CLASS — Serpent Sailor

SERPENT SAILOR

Serpent Sailors are Aquatic Warriors blessed by being born under the Sign of Water. All the Aquatic Races (Aquatic Elves, Mermen, etc.) can be Serpent Sailors with a 70% Chance of being born on the right Month. Races of Land Dwelling People only have a 10% Chance of being born on the right Month. If Land Dwellers wish to pursue their talents they must live on or near the shore /bank of a large body of water or major river.

Serpent Sailors Attack and Save as Magic-Users at Twice their Level of Ability. Their Ability Scores must be at least 14 Strength and Dexterity and they must have a 12 or higher Intelligence. Serpent Sailors must be Good or Lawful Neutral in Alignment.

Serpent Sailors will not use any Armor heavier than Leather. Their choice of Weapons include: Heavy Crossbow (Speargun), Swords, and Tridents. Any Magic Items can be used that are not restricted above.

Serpent Sailors can be Multi-Classed but the only possible combinations are: Serpent Sailor/ Thief or Serpent Sailor/Cleric.

Serpent Sailors use a 12-sided Hit Dice.

SERPENT SAILOR EXPERIENCE TABLE

Experience Points	EXP LVL	Special Ability	Level Title
0-4,000	1	A	Child of the Water
4,001-12,500	2	B	Supreme Swimmer
12,501-35,000	3	-	Aspirant of the Sea
35,001-90,000	4	C	Serpent Sailor
90,001-200,000	5	D	Master Serpent Sailor
200,001-750,000	6	E	Supreme Serpent Sailor
+500,000 per Level	7+		

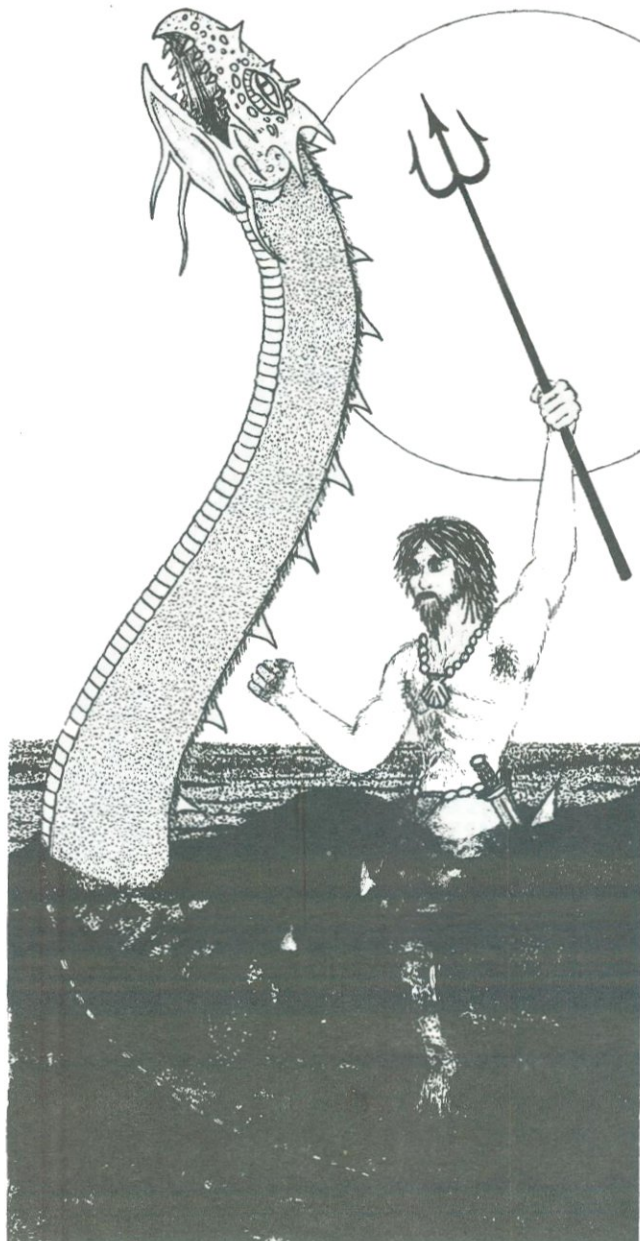
EXPLANATION OF SPECIAL ABILITIES

- A - These young warriors graced by the Elemental Plane of Water are Natural Friends (15% Base + 10% per Level hereafter) of various Aquatic Creatures: Aquatic Reptiles, Water Elementals, Sea Nymphs, Sea Horses, Sea Lions, Whales, etc.
- B - Through their rigorous training at 2nd Level these Characters can Swim up to Twice their Normal Rate of Speed and Endure for Twice as Long.
- C - Serpent Sailors are able to Summon a Mount 1/Day that will remain in their Service for a duration 1-4 Hours.

EXP LVL	Sea Horse	Sea Lion	Sea Turtle	Giant Crocodile	Large Whale	Sea Serpent	Aquatic Dragon
4	01-75	76-98	---	---	---	99	00
5	01-50	51-75	76-97	---	---	98-99	00
6	01-30	31-50	51-80	81-95	---	96-98	99-00
7	01-20	21-40	41-60	61-80	81-90	91-95	96-00

- D - Master Serpent Sailors may devote time to pray to their diety to see if they are worthy of a gift. They have a 20% Base Chance that increases by +05% for each Additional Month of Prayer after the first Month. If Successful the Serpent Sailor will receive a Familiar-Type off the Level 4 Mount Chart. For each Additional Month of Praying after Success the Serpent Sailor may Roll off the next highest Level of Mounts. This Mount will become the personal Lifetime Companion of the Serpent Sailor.
- E - Supreme Serpent Sailors have the ability to Calm Any Ocean Storm at will (50% Base +10% per Level hereafter). They can also Summon a Hurricane 1/Month.

EXP LVL	WATER 1	2	Spells 3	Usable 4	per 5	Day/Level 6	7	8	9
1	1	-	-	-	-	-	-	-	-
2	2	1	-	-	-	-	-	-	-
3	2	2	1	-	-	-	-	-	-
4	3	2	2	1	-	-	-	-	-
5	3	3	2	2	1	-	-	-	-
6	3	3	3	2	2	1	-	-	-
7	4	3	3	3	2	2	1	-	-
8	4	4	3	3	3	2	2	1	-
9	4	4	4	3	3	3	2	2	1
10	4	4	4	4	3	3	3	2	2
11	5	4	4	4	4	3	3	3	2
12+	6	5	4	4	4	4	3	3	3



CHARACTER CLASS — Specialist Fighters

SPECIALIST FIGHTERS

Some Players may elect to have their Fighter Character become a Specialist At Arms. This Character will choose a Weapon Class to specialize in and will not use Any Other Weapons than those that fit into that category.

Specialist Fighters will Attack, Save, and Achieve Experience the same as Normal Fighters. Their Ability Scores must be at least 12 Strength, 14 Dexterity, and 12 Constitution. Any Armor Type and Magic Items may be used unless restricted otherwise.

A Specialist will gain a +1 Bonus To Hit on ALL the Weapons of their Class that they are Proficient with. They will start with Four Weapons of Proficiency; Three of which will be from their Specialist Class (One of these will be the Primary Weapon of Proficiency of their Class), and One will always be a Dagger. If a Weapon out of their Class is used, the Character will Attack with a -4 Penalty To Hit with such. If a Weapon from their Class is used that the Character is not Proficient with the Character will have the Standard Penalty for Fighters of -2 To Hit.

At Second Level the Specialist has the option of choosing another Weapon of Proficiency from their Class OR they may Add a +1 To Hit Bonus to all Attacks using their Primary Weapon of Proficiency. AFTER THIS POINT NO OTHER WEAPONS OF PROFICIENCY MAY BE ADDED.

Every Three Levels of Experience the Specialist will Add a +1 To Hit Bonus an All Attacks using their One Primary Weapon of Proficiency.

EXPERIENCE POINTS	EXP LVL	LEVEL TITLE
0-3,000	1	Trainee
3,001-6,000	2	Recruit
6,001-12,000	3	Warrior
12,001-25,000	4	Specialist Apprentice
25,001-50,000	5	Specialist
50,001-100,000	6	Champion Specialist 1st°
100,001-175,000	7	Champion Specialist 2nd°
175,001-300,000	8	Specialist Lord 1st°
300,001-750,000	9	Specialist Lord 2nd°
750,001-1,250,000	10	Master Specialist 1st°
+250,000 per Level	11+	Master Specialist 2nd°

* Specialist Fighters have a Percentage Chance of Automatically making a Critical Hit each time they Score a Successful Hit:

SPLST LEVEL	Under 1 HD	1-2	3-4	5-6	7-8	9-10	11+
1	06%	05%	04%	04%	03%	02%	01%
2	12%	10%	08%	07%	05%	04%	02%
3	18%	15%	12%	10%	07%	06%	03%
4	24%	20%	16%	13%	09%	08%	04%
5	30%	25%	20%	16%	11%	10%	05%
6	36%	30%	24%	19%	13%	12%	06%
7	42%	35%	28%	22%	15%	14%	07%
8	48%	40%	32%	25%	17%	16%	08%
9	54%	45%	36%	28%	19%	18%	09%
10	60%	50%	40%	31%	21%	20%	10%
11+	65%	55%	45%	35%	25%	25%	10%

* If a Specialist Fighter Rolls a Natural Critical As Well As making their Critical Percentage Roll, the Victim will be Killed Immediately.

There are many Types of Specialists to choose from. Listed here are a few of them with any other Special Abilities they might have:

ARCHER - Archers will Specialize in Bows (maybe Crossbows) of All Kinds and similar Projectile-Type Weapons. Archers will be

able to Climb and Move Silently as a Thief at Two Levels below their own Level of Experience.

ARTILLERIST - An Artillerist will specialize in the operation of Large War Machines such as the Catapult, Onager, Ballista, Scorpion, Trebuchet, and all Cannon Type Weapons. A Crew of Artillerists of 5th Level or Above can fire their War Machine twice as fast as a Crew Normal Fighters.

BERET - A Beret is a Fighter Sub-Class that specializes in Jungle Warfare. They will usually use Projectiles and other Hurlled Weapons and sometimes Technological Weapons (if CL permits it). A Beret will receive a +1 Bonus To Hit per 4 Levels of EXP using Daggers along with other Cumulative Bonuses. Also they will learn Open Hand Attacks as for a Martial Artist at Three Levels below their own LVL of EXP. Berets can Track, Find/Remove Traps, Climb, Hide, Move Silently, and Evade as a Spy at two Levels below their own LVL of EXP as well.

GAUCHO - Gauchos are a unique group of Fighters specializing in exotic weapons such as the Bolas, Tashra, Whips, etc. but will not use edged Weapons. These Fighters are also well adept in performing their attacks from horseback in fact gaining a +1 To Hit Bonus on any such attacks.

POLEARMSMAN - Polearmsmen will specialize in Any type of Polearm or Two-handed Weapons. Along with normal attacks a Polearmsmen may elect to Parry an Attack using their Weapon by making their Saving Throw vs. Petrification with a +1 Bonus to this Roll for every Three Levels of Experience.

SHARPSHOOTER - Sharpshooters are specialists that use Firearms and are very proficient with such. Some (if CL permits it) will even use more advanced Technological Weapons (Lasers, Blasters, etc.). A Sharpshooter must have a Minimum Dexterity of 15 and will be classified as a Marksman. They will receive all Bonuses listed and at 5th Level (Sharpshooter) they will receive an additional +1 Bonus To Hit with their Primary Weapon.

SWORDSMAN - Swordsmen are well adept in the handling of Sword-Type Weapons of Any kind. They receive all Bonuses listed as well as the ability to Parry attacks from Edged Weapons (Save vs. Petrification) with a +1 Bonus for every Three Levels of Experience.

CHARACTER CLASS — Wave Rider

WAVE RIDER

Wave Riders are Aquatic Warriors born under the sign of Water. Any Aquatic Race (Mermen, Aquatic Elves, etc.) and Coastal Born Land Dwelling Creatures can be Wave Riders.

Wave Riders will Attack as and Save as Magic Users at Twice their Level of Ability. Their Ability Scores must be at least 12 Strength, 14 Dexterity and they can be Any Alignment. Wave Riders will only use leather or cloth Armor. For Weapons they will use Tridents, Bows, Spears, Short Bladed Weapons and Nets. Wave Riders can Use Any Magic Items not restricted otherwise. Wave Riders can be Multi-Classed with Any Combination possible (unless restricted otherwise).

Wave Riders use 12-sided Hit Dice.

WAVE RIDER EXPERIENCE TABLE

Experience Points	EXP LVL	Special Ability	Level Title
0-2,000	1	A	Surfer
2,001-4,000	2	B	Veteran Surfer
4,001-8,000	3	C	Surfer Scout
8,001-18,000	4	D	Surfer Swordsman
18,001-35,000	5	E	Surfer Hero
35,001-70,000	6	F	Defender of the Surf
70,001-125,000	7	G	Guardian Of the Surf
125,001-250,000	8	H	Surfer Lord
250,001-500,000	9	I	Wave Rider
500,001-750,000	10	J	Wave Rider Lord
+250,000 per Level	11+	-	Wave Rider Lord 2nd°

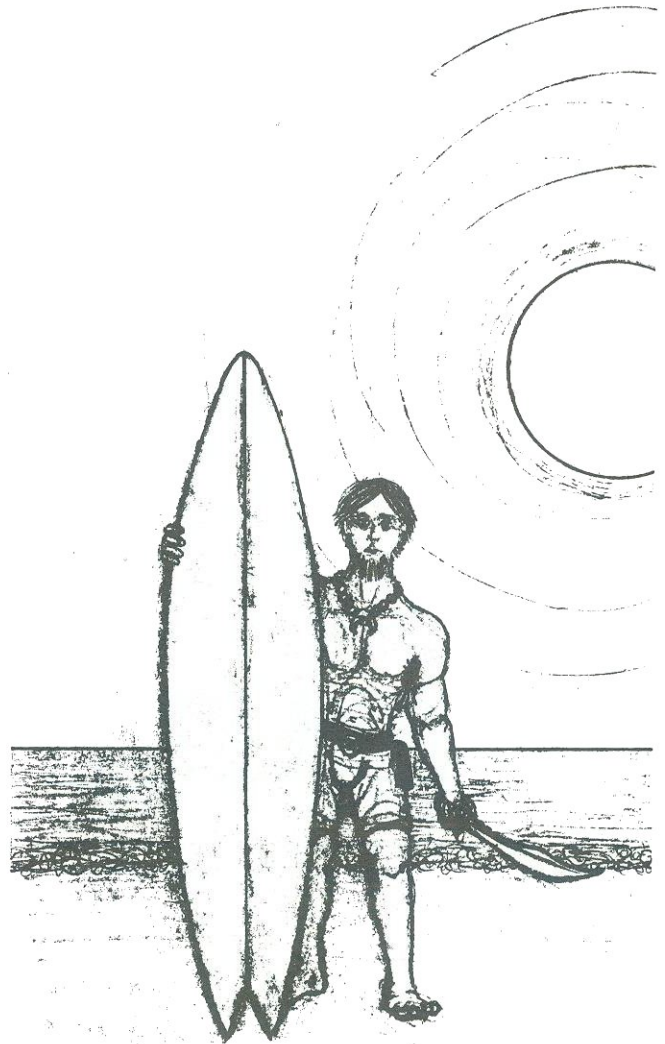
EXPLANATION OF SPECIAL ABILITIES

- A - Surfers can ride Disc-Like boards of various sizes on watery surfaces. They can maneuver these discs from about 250 yards and ride them into the shallows. This same approach can be used to skim across the wet sand and catch the outgoing tide to slide back into the water. Surfers can also Swim at $1\frac{1}{2}$ times normal rate.
- B - At this Level the Character can Zig-Zag back and forth along shoreline waves. Through this procedure they can travel never really having to touch the shore. Surfers can hide in a 'tube' of water also (Attackers at a -3 Penalty).
- C - Surfer Scouts can use Cloaks to let the wind push them along bodies of water as long as the wind keeps up. They will be able to move at the rate a Small Sailing Craft would according to wind variations.
- D - Gain the Ability to become Invisible while travelling through the Waves and Ocean Swells. At this Level Surfers are also able to use Weapons while travelling on their 'boards' with a -2 To Hit Penalty.
- E - At 5th Level Surfers can Hit with their hand-held weapons with full proficiency. Also Projectiles can be aimed correctly.
- F - Defenders can use the Force of a Wave to Propel themselves while Attacking giving them a +1 Bonus To Hit and on Damage. They are also able to Summon Waves (lasting 1 Round/LVL) 1/Day.
- G - Guardians can call Aquatic Creatures to aid them (2HD-8HD) lasting 1 Round/LVL Once per Day plus once per Day for every Level above 8th.
- H - Wave Summoning Ability increases to 3/Day + One more Additional time per Day for every LVL above 10th. Summon a Water Elemental 1/Day.
- I - Wave Riders can Summon Mid-Ocean Swells and by using their momentum they can travel long distances across the sea before having to slow

or rest. They are also able to start using WATER Spells as Follows:

EXP LVL	Spells Usable	per Day	per Level
1	2	3	4
9	1	-	-
10	2	-	-
11	2	1	-
12	3	2	-
13	3	3	1
14	4	3	2
15	4	3	3
16	4	4	3
17	4	4	3
18+	5	4	4

J - Wave Rider Lords can Summon a Water Elemental Lord 1/Month. Regular Water Elementals can be Summoned One Additional time for Every Other Level 10th and Above. They are also able to Enhance their 'boards' as to allow them to stand up on their Disc even in Completely Calm Waters. Wave Rider Lords can Summon Winds to aid their 'sail' lasting for One Hour per every Three Levels of Experience.



CHARACTER CLASS — Alchemist

MAGIC-USER SUB-CLASSES

Magic-Users are Spell Casters that draw their Powers from Cosmic Energies and the Sustainance of the Multi-Verse. Magic-Users will need Components to Evoke the Magic desired with many combinations of Gestures, Verbal Utterances, and any Materials required (See Spell Listings). Spell Books are Required and Magic-Users are only able to memorize and use so many Spells per Day.

A. sided 1st Once

ALCHEMIST

This is a Magic-User Sub-Class specializing in the Concocting of Magical Potions and Preparations. Their Race can vary but they Must have Abilities Scores of at least 14 Intelligence, and 13 Wisdom.

An Alchemist will use the Weapons of and Fight as a Magic-User. They are allowed to wear up to Leather-Type Armors. Any Magic Items may be used by these Characters. Alchemists use a 4-sided HD.

ALCHEMIST EXPERIENCE TABLE

Experience Points	EXP Level	Spells / Day	Level Title
0-1,250	1	1 - - - - -	Stock Person
1,251-3,500	2	2 - - - - -	Assistant
3,501-6,750	3	3 - - - - -	Apprentice
6,751-11,000	4	3 1 - - - - -	Brewer
11,001-19,750	5	3 2 - - - - -	Novice Brewer
19,751-31,500	6	3 2 1 - - - -	Identifier
31,501-51,750	7	3 3 2 - - - -	Scholar
51,751-77,000	8	4 3 2 1 - - -	Graduate
77,001-102,250	9	4 4 2 2 - - -	Alchemist
102,251-255,000	10	4 4 3 2 1 - -	Master Alchemist
255,001-510,000	11	4 4 4 2 2 - -	Master 2nd°
510,001-1,025,000	12	5 4 4 3 2 1 -	Master 3rd°
1,025,001-1,550,000	13	5 5 4 3 3 2 -	Master 4th°
1,550,001-2,250,000	14	6 5 4 4 3 2 1	Grand Master 1st°
+500,000 per LVL	15+	6 6 5 4 3 2 2	Grand Master 2nd°

ALCHEMIST ABILITIES TABLE

EXPLOSIVE MANUFACTURE					POTION FAILURE RATES		
EXP LVL	Factor	Factor	Factor	Factor	Difficulty	Difficulty	Difficulty
1	2	3	4	1	2	3	
1	20%	03%	02%	01%	100%	100%	100%
2	30%	05%	03%	02%	85%	90%	95%
3	40%	10%	05%	03%	80%	85%	90%
4	50%	20%	10%	05%	60%	80%	85%
5	60%	30%	20%	10%	50%	65%	80%
6	70%	40%	30%	20%	40%	55%	70%
7	80%	55%	40%	30%	30%	45%	60%
8	90%	70%	50%	40%	25%	35%	50%
9	100%	85%	60%	50%	20%	25%	40%
10	100%	100%	80%	60%	15%	20%	30%
11	100%	100%	100%	70%	10%	15%	20%
12	100%	100%	100%	80%	05%	10%	15%
13	100%	100%	100%	90%	04%	05%	10%
14	100%	100%	100%	100%	03%	04%	05%
15	100%	100%	100%	100%	02%	03%	04%
16	100%	100%	100%	100%	01%	02%	03%

ALCHEMIST POTION/OIL LIST

First Difficulty Intelligence 13+	Second Difficulty Intelligence 15+	Third Difficulty Intelligence 16+
Clairaudience	Climbing	Astral Form
Clairvoyance	Flying	Aura of Terror
Dilusion*	Grow	Control Potions
ESP	Invisibility	Etherealness
Haste	Invulnerability	Gaseous Form
Levitate	Shrink	Knowledge
Love	Telepathy	Polymorph
Slow	Treasure Sense	True Sight

Alchemists will Manufacture Potions and Oils

of Magical Nature dealing mainly with magical effects. New Potions can be Invented starting at 4th Level with a 05% Chance of Success Cumulative per Level of Experience thereafter.

* ANY Potion that Fails will be a Potion of Dilusion having diverse effects OR perhaps not working at all.

For Potion Descriptions SEE POTIONS, POISONS, And PREPARATIONS. Potions cannot be Manufactured if their Difficulty is beyond what the Alchemist's Intelligence will allow.

Alchemists can also make Explosives from Raw Materials in their area. Listed are the Four Areas (Explosive Factor) that they may experiment in. These Four Factors are All categorized in Explosive Level I. Once the Alchemist has reached 10th Level, they will have equivalent knowledge to Demolitions Skill Level I.

Alchemists have also been trying to develop a Formula for turning Lead into Gold for centuries. The Alchemist will have a Chance each Level of Experience to devise such a Formula. Their Percentage Chance will be Equivalent to their Level of Experience. Once the Alchemist has Successfully Developed the Formula, there will only be a +02% Cumulative Chance/Level of Experience that the Formula will work. This Second Percentage must be Checked Each Time the Process is Attempted from then on.

Alchemists are also able to Manufacture Natural Acids from the Elements they can find in Nature. The Types made will All be included under Level I Acids (Factors 1-4). The Chance of an Alchemist being able to Properly Prepare such Compounds will be Equal to their Explosive Manufacture Percentage Times 2½.

Both Explosive and Acid Manufacture will greatly be Affected by the Availability of Necessary Raw Materials and the Civilization Level of where the Alchemist resides.

If Civilization Level Permits it, an Alchemist of Level 20 and Above can even progress into the Manufacture of Level II Explosives and Acids, giving them a Rating of Demolition II and Chemist II. Also the same applies for an Alchemist of 25th Level or Higher going on into Level III Explosives and Acids, with all equivalent Ratings.

CHARACTER CLASS — Elemental Enchanters

ELEMENTAL ENCHANTERS

Elemental Enchanters are unique Magic-Users specializing in Powers drawn from the various Elemental Planes. They Gain and Use their Spells just as a Normal Magic-User would with the exceptions listed below.

Elemental Enchanters must have Ability Scores of at least 13 Intelligence and Wisdom, and 14 or better Constitution. They will not use Armor and they will use Any Weapons allowed by the Magic-User Class. Any Magic Items can be used unless restricted otherwise.

Elemental Enchanters will specialize in One Area of the Elemental OR Para-Elemental Planes. Only Men can be Enchanters of the Primary Elemental Planes(Fire Sorcerer, Water Wizard,etc.) and Only Women can be Enchanters of the Para-Elemental Planes(Ice Witch, Vapor Enchantress,etc.).

Elemental Enchanters will use Elemental Spells of the Level Equivalent to their Own Level of EXP. Primary Elemental Enchanters can draw upon Spells from their Chosen Plane as well as the Two Para-Elemental Planes that it touches as Follows:



Para-Elemental Enchantresses may only use the Spells from their Chosen Para-Elemental Plane but since not as many Spells are available they can Double Up on their Spells' potency(ie. if Two 3rd Level Spells are usable that Day, use One Produce Extreme Cold Spell at Double Strength).

Elemental Enchanters can Also use Regular Spells at Double the Normal Rate(4th Level use 1st LVL Spells, 8th Level use 2nd LVL Spells,etc.). These Additional Spells(aside from their Elemental Spells)can be either of Clerical, Druidic, Magical, OR Illusionist Type but the Character can Only Choose from One of these Categories.

There are also the Inner Planes of Light and Shadow which have their own Classification of Magic-Users(Lords of Light and Lords of Darkness). These Magic-Users will gain Experience and Perform as for other Elemental Enchanters using their Light Spells OR Shadow Spells Plus other Normal Spells at Twice their Level of Ability(as prescribed above).

If and When Any of these Enchanters gain a Familiar they will gain one that is a Lesser Creature from the Plane that they draw their Powers from.

ELEMENTAL ENCHANTER EXPERIENCE TABLE

Experience Points	EXP LVL	Level Title
0-2,000	1	One of the Elements
2,001-4,500	2	Elemental Evoker
4,501-8,000	3	Elemental Conjurer
8,001-18,000	4	Elemental Summoner
18,001-35,000	5	Elemental Priest
35,001-60,000	6	Elemental Magician
60,001-100,000	7	Elemental Enchanter
100,001-200,000	8	Elemental Warlock
200,001-350,000	9	Elemental Sorcerer
350,001-500,000	10	High Priest of the Elements
500,001-750,000	11	High Priest 2nd°
750,001-1,125,000	12	High Priest 3rd°
1,125,001-1,500,000	13	High Priest 4th°
1,500,001-1,750,000	14	High Priest 5th°
1,750,001-2,000,000	15	High Priest 6th°
2,000,001-2,500,000	16	High Priest 7th°
2,500,001-3,000,000	17	High Priest 8th°
3,000,001-3,500,000	18	Arch-Priest of the Elements
+250,000 per Level	19+	Arch-Priest 2nd°

EXP LVL	**Spells Usable per Day per Level											
	1	2	3	4	5	6	7	8	9	10	11*	12*
1	1	-	-	-	-	-	-	-	-	-	-	-
2	1	1	-	-	-	-	-	-	-	-	-	-
3	2	1	1	-	-	-	-	-	-	-	-	-
4	2	2	1	1	-	-	-	-	-	-	-	-
5	2	2	1	1	1	-	-	-	-	-	-	-
6	2	2	1	1	1	1	-	-	-	-	-	-
7	2	2	2	1	1	1	1	-	-	-	-	-
8	2	2	2	2	1	1	1	1	-	-	-	-
9	2	2	2	2	1	1	1	1	1	-	-	-
10	2	2	2	2	1	1	1	1	1	1	-	-
11	2	2	2	2	2	2	1	1	1	1	-	-
12	3	2	2	2	2	2	2	2	1	1	-	-
13	3	3	2	2	2	2	2	2	2	1	-	-
14	3	3	3	2	2	2	2	2	2	2	-	-
15	3	3	3	3	3	3	2	2	2	2	-	-
16	4	3	3	3	3	3	3	3	3	2	-	-
17	5	4	3	3	3	3	3	3	3	3	-	-
18	5	5	4	3	3	3	3	3	3	3	-	-
19	5	5	5	4	3	3	3	3	3	3	-	-
20	5	5	5	5	4	3	3	3	3	3	-	-
21	5	5	5	5	5	4	3	3	3	3	-	-
22	5	5	5	5	5	5	4	3	3	3	1	-
23	5	5	5	5	5	5	5	4	3	3	2	-
24	6	5	5	5	5	5	5	5	4	3	2	1
25	6	6	5	5	5	5	5	5	5	4	3	2
26	6	6	6	5	5	5	5	5	5	5	3	2
27	6	6	6	6	6	5	5	5	5	5	3	3
28	7	6	6	6	6	6	6	5	5	5	4	3
29	7	7	6	6	6	6	6	6	6	5	5	3
30	8	7	7	6	6	6	6	6	6	6	5	4

* These Spells are not Available as a Rule but can be Researched through Extensive Studying. These Spells are generally Lost Spells of the Ancients.

** NOTE That these Spells Usuable per Day Only Refer to Elemental Magics.

Listed Below are the Number of Normal Spells that an Elemental Enchanter may Use Per Day.

EXP LVL	Normal Spells Usable per Day per LVL											
	1	2	3	4	5	6	7	8	9	10	11	12
4	1	-	-	-	-	-	-	-	-	-	-	-
6	2	-	-	-	-	-	-	-	-	-	-	-
8	2	1	-	-	-	-	-	-	-	-	-	-
10	2	2	-	-	-	-	-	-	-	-	-	-
12	2	2	1	-	-	-	-	-	-	-	-	-
14	2	2	2	-	-	-	-	-	-	-	-	-
16	2	2	2	1	-	-	-	-	-	-	-	-
18	2	2	2	2	-	-	-	-	-	-	-	-
20	2	2	2	2	1	-	-	-	-	-	-	-
22	2	2	2	2	2	-	-	-	-	-	-	-
24	2	2	2	2	2	1	-	-	-	-	-	-
26	2	2	2	2	2	2	-	-	-	-	-	-
28	2	2	2	2	2	2	1	-	-	-	-	-
30	2	2	2	2	2	2	2	-	-	-	-	-
32	3	2	2	2	2	2	2	1	-	-	-	-
34	3	3	2	2	2	2	2	2	-	-	-	-
36	4	3	3	2	2	2	2	2	1	-	-	-
38	4	4	3	3	2	2	2	2	2	-	-	-
40	5	4	4	3	3	2	2	2	2	1	-	-
42	6	5	4	4	3	3	2	2	2	2	-	-
44	7	6	5	4	4	3	3	2	2	2	1	-
46	8	7	6	5	4	4	3	3	2	2	2	-
48	8	8	7	6	5	4	4	3	3	2	2	1
50	10	9	8	7	6	5	4	4	3	3	3	2

CHARACTER CLASS — Martial Artists

MARTIAL ARTISTS

Martial Artists are Characters that specialize in using Exotic Weapons, their Open-Hand Attacks, and what ever resources available to Defend themselves. They are like Monks, aesthetic People that live in Monasteries secluded from most any outside contact. Here they will study the Old Ways and Ancient Arts of their Masters.

Martial Artists must have Ability Scores of at least 14+ for Wisdom and Dexterity and 13 or better for Strength and Constitution.

Standard Martial Artists will not use Any Weapons or Armor. They will Attack as Thieves and Save as for Clerics. Any Magic Items can be used by this Class unless Restricted Above.

Dexterity will offer Armor Class Adjustments but these Bonuses will not apply unless the Total is Better than the Martial Artist's Effective Armor Class. Effective Armor Class of the Character is Achieved through training in Agility and Gymnastics. Once the Effective AC has become Better than Or Equal To what the AC would be with Dexterity Bonuses these Bonuses will No Longer Apply. Movement Rates also Increase through Levels of Experience.

Martial Artists must be of a Lawful-Type Alignment(unless Noted Otherwise). They will use a 4-Sided Hit Die.

MARTIAL ARTIST EXPERIENCE TABLE

Experience Points	EXP LVL	Eftv. AC	Move Rate	Level Title
0-2,500	1	10	12"	Novice
2,5001-5,000	2	9	13"	Initiate
5,001- 10,000	3	9	14"	Disciple
10,001-25,000	4	8	15"	Disciple 2nd°
25,001-50,000	5	8	16"	Superior Disciple
50,001-100,000	6	7	17"	Master 1st°
100,001-200,000	7	7	18"	Master 2nd°
200,001-350,000	8	6	19"	Master 3rd°
350,001-450,000	9	6	20"	Master 4th°
450,001-700,000	10	5	21"	Master 5th°
700,001-1,000,000	11	5	22"	Master 6th°
1,000,001-1,250,000	12	4	23"	Master 7th°
1,250,001-1,500,000	13*	4	24"	Master of Dragons
1,500,000-2,000,000	14*	3	25"	Master of the Winds
2,000,000-2,500,000	15*	3	26"	Master of All Seasons
2,500,001-3,000,000	16*	2	27"	Master of The Elements
3,000,001-3,500,000	17*	1	28"	Grand Master
3,500,001+	18*	0	30"	Supreme Master

* These Levels Can Only Be Held by One Person (per each Individual Monastery). When the LVL is Attained that Character must Defeat in Hand To Hand Combat(without Any Aid from Allies,or Weapons and Magic)the Reigning Master of their Monastery. If the Character Looses they will Loose Sufficient Experience to bring them to the Bottom of the Previous Level of Experience. At this time they must gain Enough Experience to allow for another Attempt at this Position Or they should try to seek another Monastery to develope their Skills at.

MARTIAL ARTIST SPECIAL ABILITIES

EXP LVL	Open Hand/Foot Attacks/Melee Round	Bonus To Hit	Hand Damage	Foot Damage	Special Ability
1	1	--	1-2	1-3	-
2	1	+1	1-3	1-4	A
3	5/4	+1	1-4	1-5	B
4	5/4	+2	1-5	1-6	C
5	5/4	+2	1-6	1-8	D
6	3/2	+3	2-7	2-8	E
7	3/2	+3	2-8	3-9	F
8	3/2	+3	3-9	2-12	G

9	2	+3	2-12	3-12	H
10	2	+3	3-12	3-13	I
11	5/2	+3	3-13	4-13	J
12	5/2	+3	4-13	4-16	K
13	3	+4	4-16	5-17	L
14	3	+4	5-17	5-20	M
15	7/2	+4	5-20	6-24	+
16	7/2	+4	6-24	6-28	+
17	4	+5	6-28	8-32	+
18	4	+6	8-32	9-36	+

EXPLANATION OF SPECIAL ABILITIES

- A - When Attacking if the Martial Artist Rolls Four Points or More Above what needed to score a Successful Hit, their Opponent will be Stunned for 2-5 Melee Rounds(if a Critical is Rolled the Opponent will be Unconscious or Have Broken Bones). At this Level they can Surprise 30% of the time(Increasing +05%/LVL) and they themselves are Only Surprised 30% Chance (Decreasing -05% Every Other Level). Martial Artists also begin Learning Thieving Skills at 2 Levels below their Own LVL of Ability(Dexterity and Racial Bonuses Applicable).
- B - At this Level the Character can Attempt to Parry or Dodge their Opponent's Attack Instead of using one of their Attacks for that Round(Roll Dexterity Save with a -1 Cumulative Bonus Every Other LVL Starting at 3rd LVL). Telempathy with Animals at will. Also a +3 Bonus to Saving Throws vs. Disease, Paralysis and Poisons.
- C - Here the Martial Artist can put up a Mental Barrier with a 25% Chance that Increases at a Rate of +03% per Level hereafter.
- D - Stunning Ability will last for 1 Full Round. Immune to Disease and Slow Spells or Effects.
- E - Able to Feign Death for 2 Rounds per Level of Experience. At this Level the Martial Artist can Automatically Parry or Dodge Any Attack from a Non-Edged Weapon substituting this for One of their Attacks that Round.
- F - Heal Self 1/Day gaining back One Hit Point for Every Level of Experience.
- G - Speak with Semi-Intelligent Plants and Animals. Ability to Commune with Nature.
- H - Automatically Parry or Dodge Any Attack from One Edged Weapon per Attack Forfeited that Round. 50% Resistance to Charms, Hypnosis, Commands,etc. that Increases by +10% Every Level hereafter.
- I - +2 to All Saves vs. Mental and Psionic Attacks(Increasing by +1 for Every Two Levels Above 10th LVL).
- J - Immune to All Poisons, Paralysis, and Petrification(75% Base Increasing +05% per LVL hereafter).
- K - Automatically Parry or Dodge One Projectile per Attack Forfeited that Round. Immune to Charms, Geasing, Questing, and All Commands and/or Any similar forms of Domination. All Stunning Damages will last for 1-4 Rounds.
- L - Hand of Death - At this Level the Martial Artist can cause a Victim to have a Heart Attack (Save vs. Death)merely by Touching them. If the Creature Saves they will be Reduced to ½ their Strength, Dexterity, and Constitution. This will not affect Undead,Demons,and Magical Creatures. The Creature Affected must also be less in Hit Dice than the Martial Artist or it will Receive a +5 Bonus on its Save per Hit Die Above the Character's LVL of EXP. This Ability may be used Once per Week.
- M - Gain Psionic Abilities: Add One Attack,One Defense, and One Discipline for Every Other Level 13 and Above.

CHARACTER CLASS — Ninja

+ Standard Martial Artists of Higher Level will also be Able to employ Clerical Magics as Listed Below (Druidic Magics can be Substituted):

EXP LVL	Spells Usable per Day per Level			
	1	2	3	4
15	1	-	-	-
16	2	1	-	-
17	3	2	1	-
18	4	3	2	1

THE NINJA

Ninjas are Martial Artists specializing in Fighting with Exotic Weapons. They are more or less Martial Artist/Assassins learning the Ancient Ways and Dark Arts.

Ninjas must have Ability Scores of at least 14 or Better Strength, Wisdom, and Constitution and their Dexterity must be at least 15. Ninjas must be of a Neutral or Chaotic-Type Alignment.

Ninjas can use Any Exotic-Type Weapons and they will use Any Armor-Types up to Studded Leather. They will Attack as an Assassin with All Abilities pertaining to Backstabbing and Assassination Attempts Applicable. Ninjas will Save as for Magic-Users. Any Magic Items may be used unless Restricted Otherwise.

Dexterity Adjustments will Apply as for Standard Martial Artists along with Any other Abilities(unless Specified Otherwise)that Martial Artists receive. They will use a 6-sided HD.

NINJA EXPERIENCE TABLE

Experience Points	EXP LVL	Extra Abilities
0-2,750	1	A
2,751-5,500	2	-
5,501-10,750	3	B
10,751-26,000	4	C
26,001-51,250	5	D
51,251-101,500	6	-
101,501-201,750	7	E
201,751-352,000	8	-
352,001-502,250	9	-
502,001-752,500	10	-
752,501-1,002,750	11	-
1,002,751-1,253,000	12	-
1,253,001-1,503,250	13 *	-
1,503,251-2,003,500	14 *	-
2,003,501-2,753,750	15 *	**
2,753,751-3,504,000	16 *	**
3,504,001-4,500,000	17 *	**
4,500,001+	18 *	**

EXPLANATION OF EXTRA ABILITIES

- A - Ninjas are able to Attack with their Weapons an Equal Amount of times as they can with their Hands and/or Feet. Weapon Attacks can be used in Conjunction with Open Hand/Foot Attacks.
- B - Ninjas Learn Spying Abilities Equivalent to their Own Level of Ability.
- C - At this Level Ninjas begin to use Bows as an Archer would operating at Four Levels Below their Own Level of Experience.
- D - At 5th Level Ninjas begin to Concoct Poisons as an Apothecary of Equivalent Level of Experience.
- E - At this Level Master Ninjas will start to Learn Illusionist Spells as Follows:

EXP LVL	Spells Usable per Day per Level			
	1	2	3	4
7	1	-	-	-
8	1	-	-	-

CHARACTER CLASS — Samurai

9	1	-	-	-
10	2	-	-	-
11	2	-	-	-
12	2	1	-	-
13	3	2	-	-
14	3	2	1	-
15	3	3	1	-
16	3	3	2	-
17	4	3	2	1
18	4	4	3	2

** Ninjas Will Not Learn Clerical-Type Magics as Other High Level Martial Artists would.

THE SAMURAI

Samurai are Martial Artists specializing in Fighting with Exotic Weapons. These Fighters are Noble Warriors with a High Code of Honor. They must have a Katana and Wakisaki as their First Weapons of Proficiency and if they ever Loose their Honor they will Immediately commit Suicide using their Wakisaki. In All respects a Samurai will be a very Brave and Loyal Warrior willing to fight for their cause even to the Death.

A Samurai must have Ability Scores of at least 14 or better Strength, Wisdom, Dexterity, and Constitution. These Martial Artists must be of a Neutral-Type Alignment.

A Samurai can use Any Exotic-Type Weapons and they will use Any Armor-Typr up to Splint Mail. A Samurai will Attack as a Fighter and make their Saving Throws as for a Thief.

A Samurai will receive All of the Standard Martial Artist Abilities(unless Specified Otherwise). A Samurai will use an 8-sided Hit Die.

Experience Points	EXP LVL	Extra Abilities
0-2,500	1	A
2,501-5,000	2	-
5,001-10,000	3	B
10,001-25,000	4	-
25,001-50,000	5	C
50,001-100,000	6	-
100,001-200,000	7	-
200,001-350,000	8	-
350,001-500,000	9	-
500,001-750,000	10	-
750,001-1,000,000	11	-
1,000,001-1,250,000	12	-
1,250,001-1,500,000	13 *	-
1,500,001-2,000,000	14 *	-
2,000,001-2,750,000	15 *	**
2,750,001-3,500,000	16 *	**
3,500,001-4,250,000	17 *	**
4,250,001+	18 *	**

EXPLANATION OF EXTRA ABILITIES

- A - A Samurai Does Not Receive Any Thieving Skills as other Martial Artists would. A Samurai is Able to Attack with their Weapons an Equal Amount of times as they can with their Hands and/of Feet. Weapon Attacks can be used in Conjunction with Open Hand/Foot Attacks.
- B - A Samurai is Immune to All Fear(50% Base Increasing +05% per Level hereafter).
- C - At 5th Level a Samurai can use his Katana and Attack as a Swordsman(All Bonuses Applicable)operating at Two Levels Below his Own Level of Experience.

** A Samurai Will Not Learn Clerical-Type Magics as Other High Level Martial Artists do.

CHARACTER CLASS — Sage

SAGE

A Sage is a person that has devoted their life to the aquirement of knowledge of the known Multiverse. Thus being able to allow others to benefit from this knowledge. The extent of a Sage's knowledge is reflected by his or her library of information that they have collected over the years.

Anyone can be a Sage but they must have Ability Scores of at least 14 or better Intelligence and Wisdom. Those with Scores of 14 are limited to the 10th Level of Ability. A Sage can be Any Alignment. Sages will use a 4-sided Hit Dice.

Sages can wear Any Armor up to Leather but feel more comfortable in Normal Clothing. The only Weapons a Sage will use are Daggers and Staves. They Attack and Save as for Magic-Users and can use Any Magic Items not restricted above.

AREAS OF KNOWLEDGE

HUMAN and DEMI-HUMANKIND

Arts and Music
Biology
History
Languages
Legends and Folklore
Law and Customs
Philosophy
Politics
Psychology
Sociology
Theology and Myth

HUMANOIDS and GIANTKIND

Arts and Music
Biology
History
Languages
Legends and Folklore
Law and Customs
Philosophy
Politics
Psychology
Sociology
Theology and Myth

PHYSICAL UNIVERSE

Architecture
Astronomy
Chemistry
Climatology
Engineering
Geography
Geology and Mineralogy
Mathematics
Meteorology
Oceanography
Physics
Science and Technology

SUPERNATURAL UNIVERSE

Astrology
Cryptography
Divination
Heraldry
Magics
Metaphysics
Numerology
Parapsychology
Planes, Inner
Planes, Outer
Planes, Interdimensional
Planes, Time/Timelessness

FLORA

Bushes and Shrubs
Carnivorous Plants
Flowers
Fungi
Grasses
Herbs
Intelligent Plants
Medicinal Plants
Mosses and Ferns
Poisonous Plants
Trees
Weeds

FAUNA

Alienoids
Amphibians
Arachnids
Avians
Cephalopods/Echinoderms
Crustaceans and Mollusks
Ichthyoids
Insects
Mammals
Marsupials
Reptiles
Triphibians

Sages gain Experience through acquiring knowledge and teaching this knowledge to those that wish to learn. This will be awarded for Knowledge Gained and Hours of time spent Studying and Researching. They will also gain points for Knowledge given out and/or Information Sold.

SAGE EXPERIENCE TABLE

Experience Points	EXP LVL	Special Abilities	Level Title
0-2,250	1	-	Student
2,251-4,500	2	A	Student of the Arts
4,501-9,000	3	-	Student of the Sciences
9,001-17,500	4	B	Senior Student
17,501-33,500	5	-	Master's Apprentice
33,501-60,000	6	C	Master
60,001-110,000	7	-	Scholar's Aid
110,001-200,000	8	D	Scholar's Apprentice
200,001-360,000	9	-	Learned One
360,001-630,000	10	E	Scholar
630,001-1,000,000	11	-	Scholar 2nd°
1,000,001-1,400,000	12	F	Scholar 3rd°
1,400,001-1,800,000	13	-	Master Scholar
1,800,001-2,200,000	14	G	Supreme Scholar
+400,000 per Level	15+	-	Supreme Scholar 2nd°

EXPLANATION OF SPECIAL ABILITIES

- A - At this Level a Sage can Read Auras and Identify Magical Properties 1/Day.
- B - Here the Sage is also able to Read Psychic Impressions 3/Day and Detect the Use of Psionic Energies at will.
- C - At 6th Level a Sage can Telepathically Communicate with All Creatures.
- D - At this Level a Sage can put up a Mental Barrier (50% Base Increasing +10% per Level hereafter) at will.
- E - At 10th Level a Sage can Communicate to Any Creature through Telepathy and use ESP 3/Day.
- F - Here a Sage is able to Precognate the Future 1/Day up to One Minute/4 Levels of EXP.
- G - At 14th Level a Sage will begin to Learn Psionic Abilities at a Rate of One Attack and Defense every other Level starting at this Level. They will also begin acquiring Psionic Disciplines at a Rate of One Discipline per Every Other Level starting at 15th Level.

SAGE KNOWLEDGE

- LVL 1 - Begin learning Basic Subject Matter in ONE Field of Study.
- LVL 2 - Choose ONE Area of Knowledge in that Field of Study to Specialize in.
- LVL 3 - Here they may Choose another area to Specialize in that Same Field of Study. Begin Learning 1st Level Spells from their Field of Study.
- LVL 4 - Choose Third Area of Knowledge to Specialize in their Major Field of Study.
- LVL 5 - Choose a Second Field of Study. Also Learn 2nd Level Spells from their Major Field of Study.
- LVL 6 - Choose Fourth Area of Specialization in Major Field and One Area to Specialize in their Minor Field of Study.
- LVL 7 - Choose Second Area of Specialization in Minor Field of Study. Learn 3rd Level Spells from Major Field of Study.
- LVL 8 - Choose another Minor Field of Study and Choose One Area to Specialize in both their Major Field and One of their Minor Fields of Study.
- LVL 9 - Here the Sage will Choose One Area to Specialize in Two of their Minor Fields of Study. Begin Learning 4th Level Spells from their Major Field.
- LVL 10 - Choose Two Areas to Specialize in their Major Field of Study.
- LVL 11 - Choose Another Area to Specialize in One of their Minor Fields of Study. Begin Learning 5th LVL Spells from Major Field.

CHARACTER CLASS — Sage

LVL 12 - Choose Two Areas to Specialize in One of their Minor Fields of Study.

LVL 13 - Choose Third Minor Field of Study. Begin Learning 6th Level Spells from their Major Field of Study.

LVL 14 - Choose Fourth Minor Field of Study. Begin Learning 1st Level Spells from All of their Minor Fields of Study.

LVL 15 and Above - Sages can Choose One Area in One of their Minor Fields of Study to Specialize in per Level of Experience 15 and Above.

SAGE RESEARCH PERCENTAGES

EXP LVL	Out of Field			Minor Field			Major Field			Specialized		
	*G	*S	*D	*G	*S	*D	*G	*S	*D	*G	*S	*D
1	10%	05%	---	---	---	---	50%	40%	26%	---	---	---
2	13%	06%	---	---	---	---	55%	45%	27%	83%	78%	63%
3	16%	07%	---	---	---	---	60%	50%	28%	85%	80%	65%
4	19%	08%	---	---	---	---	65%	60%	29%	87%	82%	67%
5	22%	09%	---	55%	35%	15%	70%	62%	30%	89%	84%	69%
6	25%	10%	---	57%	36%	16%	75%	64%	31%	91%	86%	71%
7	28%	11%	---	59%	37%	17%	80%	66%	32%	93%	88%	73%
8	31%	12%	---	61%	38%	18%	82%	68%	33%	95%	90%	75%
9	34%	13%	---	63%	39%	19%	84%	70%	34%	97%	92%	77%
10	37%	14%	---	65%	40%	20%	86%	72%	35%	99%	94%	79%
11	40%	15%	---	67%	41%	21%	89%	74%	38%	100%	96%	81%
12	43%	17%	---	69%	42%	22%	92%	76%	41%	100%	98%	83%
13	46%	19%	---	71%	43%	23%	95%	78%	44%	100%	100%	85%
14	49%	22%	---	73%	44%	24%	98%	80%	45%	100%	100%	87%
15+	55%	25%	---	75%	45%	25%	100%	85%	50%	100%	100%	90%

RESEARCH TIMES

* Nature of Question:

Question:	General	Specific	Detailed
Out of Field	5-20 Rounds	2-20 Days	-----
Minor Field	2-8 Rounds	2-12 Days	3-24 Days
Major Field	2-5 Rounds	1-6 Days	2-16 Days
Specialized	1-4 Rounds	1-20 Hours	1-8 Days

* Note that a Sage's Research Time can be Expensive ranging from 6-24 Silver Coins per Hour of Research.

FIELD OF STUDY SPELLS

Human and Demi-Humankind

Sages specializing in this area will Learn All Spells of Enchantment/Charm and Conjunction/Summoning Types as their Levels permit.

Humanoids and Giantkind

Sages specializing in this area will Learn All Spells of Enchantment/Charm and Conjunction/Summoning Type as their Level permits.

Physical Universe

Sages specializing in this area will Learn All Spells of Abjuration, Alteration, and Conjunction/Summoning Types as their Levels permit.

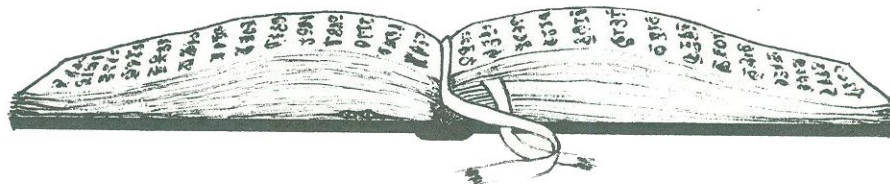
Supernatural Universe

Sages specializing in this area will Learn All Spells of Divination, Evocation, Illusion/Phantasm, and Necromantic Type as their Level permits.

Flora and Fauna

Sages specializing in these areas will Learn All Spells of Druidic Nature as their Levels permit.

EXP LVL	Spells Usable per Day per Level					
	1	2	3	4	5	6
3	1	-	-	-	-	-
4	2	-	-	-	-	-
5	2	1	-	-	-	-
6	3	2	-	-	-	-
7	3	2	1	-	-	-
8	4	3	2	-	-	-
9	4	3	2	1	-	-
10	4	4	3	2	-	-
11	4	4	3	2	1	-
12	4	4	4	3	2	-
13	4	4	4	3	2	1
14	5	4	4	4	3	2
15	6	4	4	4	3	2
16	7	5	4	4	4	3
17	7	5	4	4	4	3
18	7	5	5	4	4	4
19	7	5	5	4	4	4
20+	8	6	5	5	4	4



CHARACTER CLASS — Technos

TECHNOS

A Techno is a Character from any Society and/or World with Technology of Average or better status. Roll d% to determine the Techno's Civilization Level as provided by the CL TABLES (plus Modifiers). Techno Classes will receive a +25% Modifier on their CL Die Roll (provided that their CL Roll is 20% or Lower).

Technos will train in Specialized Areas of Knowledge learning Technical Abilities as they progress in Experience. They must have Intelligence and Wisdom Scores of at least 12 or better. Any Weapons and Armor may be used provided that the Techno is familiar with the operation of such.

Technos Attack as for Fighters with their Fighting Level Equalling the Number of Weapons of Proficiency that they have. Their Saving Throws apply as for Thieves. Technos will use a 6-sided Hit Die.

Most Technos do not believe in Magic therefore gaining a +2 Bonus on All Saves vs. Spells and similar effects. Those that do come to believe in Magic will strive to understand it more fully (loosing their +2 Bonus) and are not restricted in the type of Magic Items that they may employ.

TECHNO EXPERIENCE TABLE

EXP LVL	Experience Points	EXP LVL	Experience Points
1	0-10,000	12	110,001-120,000
2	10,001-20,000	13	120,001-130,000
3	20,001-30,000	14	130,001-140,000
4	30,001-40,000	15	140,001-150,000
5	40,001-50,000	16	150,001-160,000
6	50,001-60,000	17	160,001-170,000
7	60,001-70,000	18	170,001-180,000
8	70,001-80,000	19	180,001-190,000
9	80,001-90,000	20	190,001-200,000
10	90,001-100,000	21+	+25,000 per LVL
11	100,001-110,000		

Technos acquire Skills as they Learn beginning at Age 18 (for Humans). They have a Chance (40%) to go to Finishing School and if so they will enroll for a Four Year Term learning Four Skills during that time. Some Technos may start School at an earlier Age or even Later depending on their Racial Life Expectancy (adjust accordingly).

*** Players May Wish To Advance Their Techno Character to 2nd-12th Level and likewise Age them that amount in Years. If this is done they must Roll to see if the Character Actually Survived that Long. For Each Year Roll Percentile Dice: 33% and Under Indicates that the Character has Died (Roll up a new Techno). The Following Modifiers will apply: Peaceful World/System +10%; Neutral World/System +03%; Hostile World/System -25%; Every Point of Character Strength Below 10 Modifier of -02%; Every Point of Character Constitution Above 14 Add +05%.

Technos will proceed on the Experience Table as Noted. No More Than One Level of Experience may be gained in a Year's Time.

TECHNO SKILLS

Every Odd Level of Experience a Techno will Automatically Gain a Primary Skill.

Every Even Level of Experience a Techno has a 50% Chance of Gaining Additional Primary Skills. Die Modifiers of -03% for Every Point of Intelligence 14 and Above.

Also Every Three Levels of Experience a Techno has a 40% Chance of Gaining Additional Secondary Skills (See Playing Character Secondary Skills).

Primary Skills are Rolled Randomly off the Techno Skill Table. Players May Elect to Increase a Skill Already Acquired by One Level on Odd Numbered Experience Levels instead of Rolling One Randomly (Technos that have been Aged Must Roll ALL their Skills Acquired during that time Randomly).

SKILL LEVEL I - Indicates Basic to Average Knowledge in that Area. This will Grant a Die Modifier of -1 on Rolls for Figuring Out Devices of that Nature.

SKILL LEVEL II - This Indicates Better than Average Knowledge in that Area. Die Modifier of -2 on Figuring Rolls for Items that belong to that Area of Knowledge.

SKILL LEVEL III+ This Indicates Expertise in that Area of Knowledge. Skill Levels III and Above Cannot be Chosen (must be Rolled Randomly). The Skill Level will determine the Negative Die Modifier on Rolls for Figuring Out Devices from that Category.

PRIMARY SKILLS TABLE (d20)

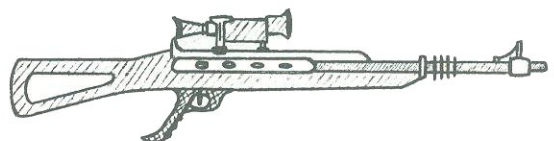
1 - Jack of All Trades *	12 - Scientific Research
2 - Aircraft (Planes)	13 - Spacecraft (Planetary)
3 - Aircraft (Helicopters)	14 - Spacecraft (Stellar)
4 - Combat **	15 - Vacc Suit/Powered Suits
5 - Computer	16 - Vehicle (Grav)
6 - Electronics	17 - Vehicle (Tracked/Wheeled)
7 - Engineering	18 - Watercraft (Submersible)
8 - Gunnery	19 - Watercraft (Surface)
9 - Mechanics	20 - SPECIAL TRAINING - Gain
10 - Medicine	2-5 Skills Ignoring this
11 - Navigation/Astrogation	Result Anytime hereafter.

* Jack of All Trades Cannot Be Chosen (must be Rolled Randomly). Jack of All Trades Level III is Equivalent to Skill Level I in All Areas.

** Combat Skill Allows the Choice of an Additional Weapon of Proficiency (added to those Initially Obtained). This will Likewise Increase Fighting Ability. Combat Skills Cannot be Chosen (must be Rolled Randomly).

Knowledge in a Certain Area will grant the ability to Learn how to use Most Items in this Field. Technos will have a Base 35% Chance of Performing Any One Operation. This Chance Increases by +20% for Every Level of Skill in that Area.

Technos also have the Ability to 'Figure Out' the Operation of Alien Devices and Other Items that they are Unfamiliar with by using the Technological Device Figuring Tables. If the Device is an Item that the Techno has Skill in, the Character will Receive a Negative Modifier that is Equivalent to their Skill Level in that Area.



CHARACTER CLASS — Explorer

THIEF SUB-CLASSES

Thieves are a Unique Class that specialize in Pilfering and conducting themselves in a Stealthy Manner. All are cunning and sly and will try to act at their best advantage in any situation. *6-sided Hit Dice*

EXPLORER

The Explorer is a Thief Sub-Class that specializes in 'Explorative' Type Work. They can be hired as Guides and are good at Tracking at Higher Levels of Ability. Their Dexterity Scores must be at least 13 Strength and 15 Dexterity.

Explorers use the Combat Table for Fighters and Save as for Thieves. They can use Any kind of Weapon and Any Type Armor. Any Magic Items can be used unless restricted otherwise. 6-sided HD.

EXPLORER EXPERIENCE TABLE

Experience Points	EXP LVL	Special Ability	Level Title
0-1,500	1	A	Tourch Bearer
1,501-3,000	2	-	Lead Man
3,001-5,750	3	B	Scout
5,750-11,000	4	C	Guide
11,001-20,250	5	D	Mapper
20,251-45,000	6	E	Explorer
45,001-72,250	7	F	Novice Explorer
72,251-115,000	8	G	Expert Explorer
115,001-170,000	9	-	Master Explorer
+100,000 per Level 10+	-	-	Master Explorer 2nd°

EXPLANATION OF SPECIAL ABILITIES

- A - Begin Learning Thieving Skills.
- B - Listening and Hiding Percentages Increase by 20%. Scout Explorers Surprise 70% of the time and they themselves are Only Surprised on a 20% Chance.
- C - Guides can Detect Slopes, Sliding Walls, Unusual Stone Work, Depth, and Hidden Passages with a 30% Chance that Increases by +10% per Level hereafter.
- D - Mappers can Detect Any Secret Door 50% Chance that Increases by +05% per Level hereafter.
- E - Explorers can Find their Way if they become Lost with 64% Accuracy that Increases by +02% per Level hereafter.
- F - Detect Hollow cavities by Tapping on Construction (tunnels, walls, ceilings, etc.) 5' Distance for Every Level Attained (90% accurate).
- G - Tracking Ability as for a Spy at Two Levels Below the Explorer's Own Level of Experience.



CHARACTER CLASS — Spy

SPY

This Character Class is pretty much self explanatory. It combines Thieving Skills with some special abilities and of course Spying capabilities. Spys must have Intelligence, Wisdom and Dexterity Scores of at least 14 or better.

A Spy will not wear Any Armor heavier than Leather-Types. Any type of weapons can be used and most Spys will even use unusual or exotic types (even Tecnological ones if CL permits). Poison will also be used by the class and Any Magic Items can be used unless restricted otherwise.

Spys will Attack as a Fighter and Save as for Thieves. Any Multi-Class combination is possible unless restricted otherwise. Spys will use 6-sided HD.

Spys are Masters of Deception and can Disguise themselves as Any Race (within reason) and/or Person. They will Gain One Disguise for each Level of Experience that they have attained.

Some Spys will have a small capsule that they will conceal in their mouth containing Type 'E' Poison which, if in an inescapable position, can be bitten a certain way to release the Poison.

SPY EXPERIENCE TABLE

Experience Points	EXP LVL	Special Ability	Level Title
0-1,750	1	A	Apprentice
1,751-3,500	2	-	Watcher
3,501-6,500	3	B	Scout
6,501-12,000	4	-	Courser
12,001-22,500	5	C	Tracker
22,501-46,500	6	-	Veteran Tracker
46,001-75,500	7	D	Seer
75,501-125,000	8	E	Overseer
125,001-175,000	9	-	Spy Initiate
175,001-225,000	10	F	Spy
225,001-500,000	11	-	Expert Spy
500,001-750,000	12	G	Master Spy
+250,000 per Level 13+	-	-	Master Spy 2nd°

EXPLANATION OF SPECIAL ABILITIES

- A - Detect a Lie Or Con at a Base Chance of 50% which Increases by +05% per Level hereafter.
- B - Detect Traps, Snares, and Pits 50% Chance that Increases by +10% per Level hereafter usable 1/Day lasting 1 Round/LVL of EXP.
- C - Detect Alignment 50% Chance that Increases by +10% per Level hereafter.
- D - Detect Charmed, Geased, and/or Any Creature that is under control of someone else with 90% Accuracy usable 3/Day.
- E - Detect Magic and other similar Energies within a 10' Radius usable 3/Day.
- F - Detect Invisible or Out-of-Phase Creatures and/or Objects 3/day.
- G - True Sight with 50% Accuracy (Bonus of +10% per Point of Intelligence Above 14).

DISGUISES

SPY LVL	# of Disguises	Primary Disguise Effectiveness	Secondary Disguises Effectiveness
1	1	25%	10%
2	2	35%	20%
3	3	45%	30%
4	4	55%	40%
5	5	65%	50%
6	6	75%	52%
7	7	77%	54%
8	8	79%	56%
9	9	81%	58%
10	10	85%	60%
11	11	90%	75%
12	12	100%	90%
13+	13	100%	95%

CHARACTER CLASS — Spy

At 9th Level a Spy Initiate may elect to Train at a Local Assassin's Guild (at a cost of 500 Experience Points) to become a '00 Class' Spy. Once this Training is Complete the Character will be able to Use Any Assassination Techniques at the Equivalent Level that an Assassin would.

ABILITY PERCENTAGES

Spy Level	Open Locks	Find/Remove Traps	Move Silently	Hide	Steal	Listen	Climb	Read/Speak Languages
1	30%	25%	20%	15%	10%	15%	90%	05%
2	35%	30%	26%	20%	12%	17%	91%	10%
3	40%	35%	32%	25%	14%	20%	92%	15%
4	45%	40%	38%	30%	17%	22%	93%	20%
5	50%	45%	45%	36%	20%	25%	94%	25%
6	55%	50%	52%	42%	25%	27%	95%	30%
7	60%	55%	60%	48%	30%	30%	96%	35%
8	65%	60%	67%	54%	35%	32%	97%	40%
9	70%	65%	75%	61%	38%	35%	98%	45%
10	75%	70%	83%	68%	41%	37%	99%	50%
11	80%	75%	91%	75%	43%	40%	100%	55%
12	85%	80%	99%	82%	45%	42%	101%	60%
13	90%	85%	100%	90%	47%	45%	102%	65%
14	95%	90%	105%	98%	49%	47%	103%	70%
15	100%	95%	110%	100%	51%	50%	104%	75%
16	105%	100%	115%	105%	53%	52%	105%	80%
17	110%	105%	120%	110%	55%	55%	110%	85%
18	115%	110%	125%	115%	60%	57%	115%	90%
19	120%	115%	125%	120%	65%	60%	120%	95%
20	125%	120%	125%	125%	70%	65%	125%	100%

SPECIALIZED ABILITY PERCENTAGES

Spy Level	Lie	Con	Indoor Tracking	Outdoor Tracking	Simple Spying	Difficult Spying	Elite Spying	Evasive-ness
1	15%	12%	05%	15%	55%	35%	15%	15%
2	20%	14%	10%	25%	60%	40%	20%	20%
3	25%	16%	15%	30%	65%	45%	22%	25%
4	30%	20%	20%	35%	70%	50%	25%	30%
5	35%	25%	25%	40%	75%	55%	30%	35%
6	38%	30%	30%	45%	80%	60%	32%	38%
7	41%	35%	35%	50%	85%	65%	35%	41%
8	44%	38%	40%	55%	90%	65%	37%	47%
9	47%	41%	45%	60%	90%	70%	40%	50%
10	50%	44%	50%	65%	95%	70%	45%	55%
11	55%	47%	55%	70%	95%	70%	50%	57%
12	57%	50%	60%	75%	95%	75%	55%	59%
13	59%	55%	65%	80%	95%	75%	55%	61%
14	61%	57%	70%	85%	95%	75%	55%	63%
15	63%	59%	75%	90%	95%	80%	55%	65%
16	65%	61%	80%	95%	95%	80%	60%	69%
17	69%	63%	85%	100%	95%	80%	65%	73%
18	73%	65%	90%	100%	100%	85%	70%	80%
19	80%	69%	95%	100%	100%	85%	75%	85%
20	85%	75%	100%	100%	100%	85%	75%	90%

TRACKING MODIFIERS

Indoor:

- going through door -05%
- going through trap door or down stairs .. -10%
- going through chimney or ceiling door ... -15%
- going a secret door -25%
- going through normal passage or room +10%

Outdoor:

- every 24 hours of elapsed time -10%
- every hour of precipitation -25%
- every hour that wind is blowing in snow covered or desert areas -20%
- for every creature above one in the party . +05%
- if in snow covered or muddy areas +10%

LIES and CONS

When using these Abilities the Character will Use Any Charisma Modifiers Applicable.

SPYING

When Spying there are time and Difficulty Factors involved. Once at destination, periods of time to accomplish task will be as follows:

SIMPLE SPYING: 1-6 Days

DIFFICULT SPYING: 5-30 Days

ELITE SPYING: As Required by the Mission

There is a 02% Cumulative Chance per Day that a Spy may be caught (not to Exceed a Maximum of 20%). Plus if those being Spied upon take Strong Precautions against such there is also an Additional 01%-20% Chance each Week that the Spy will be discovered.

Once the requisite Time of Spying has elapsed Roll Spying Percentage to see if the Spy was Successful (if not the Spy will be caught).

ANY Time a Spy is found out or caught Roll their Evasiveness Percentage to see if they can Attempt to Escape.

CHARACTER CLASS — Time Traveller

TIME TRAVELLER

A Time Traveller is a specially gifted person. Only Humans may be a Time Traveller and there is only a small chance that Any Human will be gifted. These persons will have walked through a Cosmic Vortex some time in their life. At this time they will have noticed that they have become different (25% Chance) from normal people and will have developed an unusual sense for time.

Time Travellers must have Ability Scores of at least 15 Intelligence, 14 Wisdom, and a 16 or better Constitution. They also must be Lawful Good in Alignment. This Class will use a 4-sided HD.

Time Travellers will Attack as for Thieves and Save as do Magic-Users. They may use any Armor-Types up to Leather. Time Travellers can use Any Magic Or Technological Items not restricted otherwise. They can be Multi-Classed but All of their other abilities will be limited to the 4th Level of Experience.

TIME TRAVELLER EXPERIENCE TABLE

Experience Points	EXP LVL	Special Ability	Level Title
0-2,500	1	A	Innitiate
2,501-5,000	2	B	Student of Time
5,001-10,000	3	C	Novice Chronographer
10,001-25,000	4	-	Expert Chronographer
25,001-50,000	5	D	Master Chronographer
50,001-100,000	6	E	Plane Strider
100,001-150,000	7	F	Plane Traveller
150,001-250,000	8	G	Dimension Walker
250,000-500,000	9	-	Novice Time Traveller
500,001-750,000	10	H	Veteran Time Traveller
750,001-1,000,000	11	-	Expert Time Traveller
1,000,001-1,500,000	12	I	Master Time Traveller
1,500,001-2,000,000	13	J	Apprentice Time Lord
2,000,001-2,500,000	14	K	Time Lord
2,500,001-3,000,000	15	L	Master Time Lord
3,000,001-4,000,000	16*	M	Time Guardians (7)
4,000,001-5,000,000	17*	N	Grand Master of Time
5,000,001+	18*	O	Guardian of All Time

EXPLANATION OF SPECIAL ABILITIES

- A - Any Time Traveller using a Crystal Ball has a +25% Chance of seeing into the Planes of Time. When the Character holds an Object there is a +25% Chance of seeing that Object's Past History or how it was used. Ability to Find/Remove Traps, Open Locks, and Listen as a Thief of Equivalent Level.
- B - Ability to Haste and/or Slow Creatures (up to One Creature/LVL of EXP) for a duration of 1 Round/Level of EXP. This may be used 1/Day plus Once per Day/3 Levels of EXP.
- C - At this LVL Chronographers begin to Learn Basic Knowledge pertaining to Past Time (30% Base Increasing by +10% per Level hereafter).
- D - Master Chronographers begin to Learn Basic Knowledge pertaining to Future Time and Time throughout the Multiverse (20% Base Increasing by +05% per Level hereafter).
- E - Plane Striders have the Ability to Open a Dimension Door 1/Day plus Once per Day per Level hereafter until a Maximum of 3/Day is reached.
- F - Plane Travellers can Teleport with No Error to Any Familiar Location (restricted to the World that they are on) 1/Day plus Once per Day every Level hereafter until a Maximum of 3/Day is reached. At this Level the Character can also Look Into the Inner Planes with 70% Accuracy that Increases by +05% per Level hereafter (if Area is Unfamiliar use a -25% Modifier; Never Seen -50% Modifier).

- G - Dimension Walkers can Travel To and From the Inner Planes with 70% Accuracy Increasing by +05% per Level hereafter, This may be used 2/Day. Also at this Level the Character can Look Into the Outer Planes with 75% Accuracy Increasing by +05% per Level hereafter (use Modifiers as for Ability F).
- H - Time Travellers can Travel To and From the Outer Planes with 50% Accuracy Increasing by +10% per Level hereafter. This may be used 2/Day.
- I - Master Time Travellers may Begin to Travel the Planes of Time with the Following Accuracy:
 - Timelessness 75%
 - Within One Day Past or Future ... 75%
 - Within One Week Past or Future .. 50%
 - Within One Month Past or Future .. 25%
 - Within One Year Past or Future .. 15%
 - More Than One Year Past or Future 10%
 These Abilities Increase by +10% per Level hereafter.
- J - Apprentice Time Lords can Construct a Technological/Magical Device that will Allow them to Look Into Any Plane of Time with 100% Accuracy. Teleport Ability has No Distance Restriction.
- K - Time Lords can Use a Time Stop in a 25' Diameter Area that will last for 1/Round per every 3 Levels of Experience. At this Level they are also able to Construct a Technological/Magical Device that has the Ability to Travel through All the Planes of Time. This Device can only be operated by a Time Lord, their Elders and/or Any other Greater Creature of similar type. ANY Other Creature that tampers with One of these Devices will be immediately sent to a Timeless Void. These Devices of Time Travel can carry Any Amount of Mass being that they create an Interdimensional Field within themselves with Many Separate Compartments. These Devices and All Contained within are Impervious to All Forms of Elements and Any Magic and/or Cosmic Radiations.
- L - Master Time Lords can Use a Time Stop on Any One Creature 1/Day. This Time Stop is Permanent until dispelled. A Master Time Lord is Never Surprised and will always have initiative. Also start gaining Cumulative Psionic Abilities.
- * These Last Three Levels can Only Be Attained if there is a Vacancy on the Council of Elders in the Position that is trying to be reached (10% Chance). If that Position is Filled the Runner Up must go back to the Minimum Experience Points of their former Level. When they have gained Sufficient Experience to Reach that Level Again, a Check must Again be made for a Vacancy.
- M - The Seven Time Guardians are able to Manipulate the Time Field about Themselves where as they can Travel All the Planes of Time with 100% Accuracy. This may be used 2/Day. Also the Time Guardians are 75% Immune to All forms of Magic and are Impervious to Radiation.
- N - The Grand Master of Time is able to Manipulate the Time Field about Others sending them through the Planes of Time (as Above). He Also 100% Immune to All Magic.
- O - The Guardian of All Time is Able to Manipulate the Time Field About Entire Worlds at Will (this is Believed to be partially derived from The Key To All Time which he possesses). The Guardian is also able to use All his Time Related Abilities up to 10/Day.

CHARACTER CLASS — Time Traveller

RANDOM PLANAR MISHAPS

* These can Apply To Accuracy Failure, Mal-function in Time Travel, and Any Other Mishaps that might occur:

(d20)	Plane Sent To
1	Timelessness
2-4	Time,10-1000 Years in Past
5-7	Time,10-1000 Years in Future
8-11	Prime Material(Mirror Plane)
12-15	Parallel Prime Material
16-17	Positive Material
18-19	Negative Material
20	Dimensional VOID

The ELDER COUNCIL of TIME LORDS exists on a World of its own. Time passes here at a Standard Rate regardless of where or what time Any particular Creature is existing. Time on this World is Recorded in Terms, One Term being 100 Years. Present Time here is at the 170th Term Approximately the 21st Day of that Term(99 Days to a Term). The Past And/Or Future of this World cannot be Travelled.

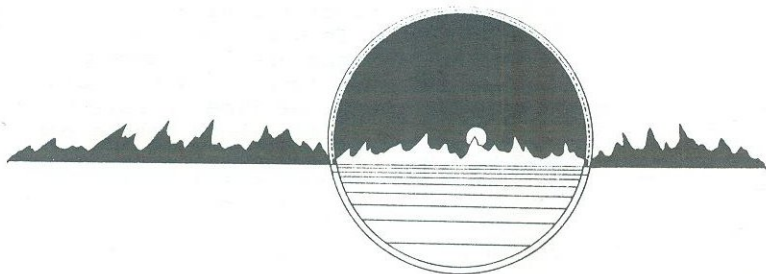
Here The Elder Council Resides and watches that All Things go Accordingly to the Time that the are supposed to. If Anything occurs at the Wrong Time it is the Council's duty to Correct such matters.

EXP LVL	Spells Usable per Day/Level															
	1	2	3	4	5	6	7	8	9	10	11	12	15	20		
1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
2	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
3	2	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-
4	2	2	1	-	-	-	-	-	-	-	-	-	-	-	-	-
5	2	2	1	-	-	-	-	-	-	-	-	-	-	-	-	-
6	2	2	2	-	-	-	-	-	-	-	-	-	-	-	-	-
7	3	2	2	-	-	-	-	-	-	-	-	-	-	-	-	-
8	4	3	3	1	-	-	-	-	-	-	-	-	-	-	-	-
9	5	4	3	2	-	-	-	-	-	-	-	-	-	-	-	-
10	5	5	4	3	-	-	-	-	-	-	-	-	-	-	-	-
11	6	5	5	4	-	-	-	-	-	-	-	-	-	-	-	-
12	6	6	5	5	1	-	-	-	-	-	-	-	-	-	-	-
13	7	6	6	5	2	1	-	-	-	-	-	-	-	-	-	-
14	7	7	6	6	4	2	1	1	-	-	-	-	-	-	-	-
15	8	7	7	6	6	4	2	2	2	-	-	-	-	-	-	-
16	8	8	7	7	6	6	4	4	2	2	2	2	-	-	-	-
17	10	8	8	7	7	6	6	5	4	4	3	2	2	-	-	-
18	20	10	8	8	7	7	6	6	5	5	4	3	2	1	-	-

* The Spells Used can be of Any Nature.

THE RULES OF THE MULTIVERSE

- Beings are Free to Conduct themselves in Any Manner Whatsoever on Their Home Plane provided that They Do Not Interfere with the Multiverse as a Whole.
- Being may Transverse the Inner and Outer Planes if they so desire provided that They Do Not disobey the Rules of those Planes.
- Only Beings with Extra-exceptional Ability will be Allowed to Transverse the Planes of Time(Creatures can become Lost in Time though).
- While on a Plane of Time No Being may Directly Interfere with Any Creature And/Or Event unless Authorized by a Member of the Elder Council.
- Under No Circumstance May Any Being Take the Life of Any Creature while on a Plane of Time (Unless Authorized by Unanimous Vote of the Elder Council of Time Lords).
- If Any Being enters an Interdimensional Lapse in Time (Time Frozen on a Plane) they May Not Move or Alter Anything within that Plane and they Must Exit that Plane with Any Item(s) that they had Entered with.
- If Any of The Rules of the Multiverse are Violated the Person Responsible will be delt with by The Guardians of the Multiverse and should not by Any Means try to Avoid this Confrontation.



WEAPON PROFICIENCY

CHARACTER CLASS	INITIAL # OF WEAPONS	NON-PROFICIENCY PENALTY	*TO HIT BONUS FOR PRIMARY WEAPON
BARD	2	-3	+1 at 2nd Level +1 / 4 Levels
CLAIRVOYANT	1	-4	+1 at 3rd Level +1 / 6 Levels
CLERIC	1	-3	+1 at 2nd Level +1 / 4 Levels
Apothecary	1	-6	+1 / 5 Levels
Believer	1	-6	- - - - -
Druid	1	-4	+1 at 2nd Level +1 / 5 Levels
Head Hunter	1	-3	+1 at 2nd Level +1 / 3 Levels
FIGHTER	3	-2	+1 at 2nd Level +1 / 3 Levels
Beastmaster	3	-2	+1 at 3rd Level +1 / 4 Levels
Cloud Warrior	3	-2	+1 at 2nd Level +1 / 3 Levels
Dragon Rider	3	-3	+1 / 2 Levels
Paladin	2	-2	+1 at 2nd Level +1 / 3 Levels
Ranger	2	-2	+1 at 2nd Level +1 / 3 Levels
Serpent Sailor	2	-3	+1 at 2nd Level +1 / 3 Levels
Wave Rider	2	-3	+1 at 2nd Level +1 / 3 Levels
MAGIC-USER	1	-5	+1 / 6 Levels
Alchemist	1	-6	+1 / 5 Levels
Elemental Enchanter	1	-5	+1 / 5 Levels
Illusionist	1	-5	+1 / 6 Levels
MARTIAL ARTIST	1	-3	+1 / 2 Levels
Ninja	2	-3	+1 / 2 Levels
Samurai	2	-2	+1 / 2 Levels
SAGE	1	-5	+1 / 5 Levels
TECHNO	1	-4	(as Noted by Class)
THIEF	1	-3	+1 at 3rd Level +1 / 4 Levels
Assassin	2	-2	+1 at 2nd Level +1 / 4 Levels
Explorer	1	-3	+1 at 2nd Level +1 / 3 Levels
Spy	2	-2	+1 at 2nd Level +1 / 3 Levels
TIME TRAVELLER	1	-2	+1 at 2nd Level +1 / 4 Levels

* Instead of Receiving a +1 To Hit Bonus on a Primary Weapon the Character May Choose Another Secondary Weapon of Proficiency.

** MULTI-CLASSED CHARACTERS will Operate at an Average of Their Classes.

PERSONAL WEAPONRY TYPES

WEAPON TYPE	Length/Range	Speed OR Shts/Rnd	WEAPON vs. OPPONENT'S AC												Average Damage	
			10	9	8	7	6	5	4	3	2	1	0+		S	M to L
Automatic Pistol/SMG **	50-100-250	3/r	Adjusted By Caliber												As For Pistols	
Automatic Rifles **	75-500-750	5/r	Adjusted By Caliber												As For Rifles	
Axes	3' to 4' 1.	4-7	+2	+1	+1	0	0	0	-1	-2	-3	-4	-5		2-7	2-7
Blaster, Carbine +	75-250-500	2/r	+6	+6	+5	+5	+5	+5	+5	+4	+4	+4	+4		8-48	
Blaster, Pistol +	50-100-250	1/r	+6	+5	+5	+5	+5	+5	+4	+4	+3	+3	*		8-32	
Blaster, Rifle +	75-250-750	1/r	+6	+6	+5	+5	+5	+5	+5	+4	+4	+4	+4		10-40	
Bows +	50-100-200	2/r	+3	+3	+2	+2	+1	0	-1	-2	-3	-4	-4		1-6	1-6
Claws	less than 1'	1	+3	+2	+1	0	0	-1	-2	-3	-4	-5	-6		2-5+	1-4+
Clubs/Maces	3' to 4' 1.	4-6	+1	+1	0	0	0	-1	-1	-2	-3	-4	-5		2-7	2-7
Crossbows +	75-125-250	1/r	+4	+4	+3	+3	+2	+1	+1	0	-1	-2	-2		2-7	1-6
Daggers/Stabbers	1' to 2' 1.	2-3	+3	+2	+1	0	0	-1	-2	-2	-3	-4	-4		1-4	1-3
Disintegrator, Hand ****	50-100-250	1/r	+3	+3	+2	+2	+1	+1	+1	0	0	-1	-2		Death	10-40
Disintegrator, Weapon ****	75-250-500	1/r	+3	+3	+2	+2	+1	+1	+1	+1	0	-1	-2		Death	20-80
Energy Devices ****	50-100-250	1/r	+3	+3	+2	+2	+1	+1	0	0	0	-1	-2		10-30	
Energy Weapons ****	75-250-500	1/r	+3	+3	+2	+2	+1	+1	+1	0	0	-1	-2		20-50	
Explosive Launch **	100-250-500	1/r	+2	+2	+1	+1	+1	0	0	-1	-2	-3	-3		1-3 + Exp Charge	
Explosive Projectile **	250-500-1000	1/r	+5	+5	+4	+4	+3	+2	+2	+2	+1	0	0		2-8 + Exp Charge	
Flails/Chains	4' to 5' 1.	5-7	+1	+1	+1	+1	0	0	0	0	-1	-2	-3		2-5	2-7
Hand/Foot	- - - -	1	+2	+1	+1	0	-1	-2	-3	-4	-6	-8	-9		1-3	1-2
Laser, Carbine +	100-500-750	2/r	+5	+4	+3	+3	+2	+2	+1	+1	0	0	*		6-36	
Laser, Pistol +	50-250-500	1/r	+5	+4	+3	+2	+2	+1	+1	0	0	0	*		5-20	
Laser, Rifle +	100-500-1000	1/r	+5	+4	+3	+3	+2	+2	+1	+1	0	0	*		5-30	
Pistols ***	.22 25-50-100	2/r	+5	+4	+3	+2	+1	0	0	0	0	-1	-2		1-4	1-3
	.32 35-75-125	2/r	+5	+4	+3	+2	+1	0	0	-1	-1	-2	-3		1-6	2-5
	9mm 50-100-150	2/r	+5	+5	+4	+3	+2	+1	+1	+1	0	0	-1		2-8	1-8
	.38 40-75-125	2/r	+5	+4	+3	+2	+1	0	0	-1	-1	-2	-3		1-8	1-8
	.357mag 50-100-200	2/r	+5	+5	+4	+3	+2	+1	0	0	0	-1	-2		1-10	1-8
	.45 50-100-150	2/r	+5	+5	+5	+4	+3	+2	0	0	-1	-2	-3		2-9	2-8
	.44mag 50-100-150	2/r	+5	+5	+5	+4	+3	+2	+1	0	0	-1	-2		3-12	2-12
Polearms	5' to 10' 1.	6-12	+3	+2	+2	+1	+1	0	0	-1	-2	-3	-4		2-8	2-12
Rifle, small bore ***	75-250-500	2/r	+5	+5	+4	+3	+2	+1	+1	0	0	-1	-2		As For Pistols	
Rifle, large bore ***	200-500-1000	1/r	+6	+5	+5	+4	+4	+3	+3	+2	+1	0	-1		4-24	4-16
Shotguns ***	410 gauge 50-150-300	1/r	+5	+5	+4	+3	+2	+1	0	-1	-2	-3	-4		2-12	1-10
	20 gauge 50-150-300	1/r	+5	+5	+4	+3	+2	+1	0	-1	-2	-3	-4		2-20	2-12
	12 gauge 75-150-500	1/r	+6	+5	+5	+4	+3	+2	+1	0	-1	-2	-3		3-30	2-20
	10 gauge 75-250-500	1/r	+6	+5	+5	+4	+3	+2	+1	0	-1	-2	-3		3-36	2-24
Spears +	20-30-60	5-8	+3	+2	+1	0	0	0	-1	-2	-3	-4	-4		2-7	1-6
Swords	2' to 6' 1.	4-9	+2	+1	+1	+1	0	0	0	0	-1	-2	-3		2-8	1-10
Thrown Objects, Blunt	10-20-30	2/r	+1	0	0	0	0	-1	-2	-3	-4	-5	-6		1-4	1-3
Thrown Objects, Edged	10-20-30	2/r	+2	+1	0	0	0	-1	-2	-3	-4	-5	-6		2-5	1-4

SUBTRACT SPEED FACTORS From Initiative Rolls

RANGE MODIFIERS : Short 0 ; Medium -2 To Hit ; Long -4 To Hit

+ ALL PROJECTILES, ENERGY WEAPONS(including Lasers, Blasters, etc.), RIFLES, PISTOLS, Etc. will have a Speed Factor of 0. All of these Weapons will use Dexterity Modifiers for Aiming at Target. HAND THROWN WEAPONS will Also use Strength Modifiers To Hit as well.

* THESE WEAPONS will be From 50% to 100% Ineffective Against Reflective-Type Armors(otherwise use Adjustment vs. Opponent's Armor Class for AC 1).

** PISTOLS, RIFLES, EXPLOSIVES, Etc. : Roll Score Needed To Hit Armor Class 9(+ Dexterity Bonuses if Target is Moving)to Make A Hit(Half Damage). If Roll is Greater Than Or Equal To Score Needed To Hit Opponent's Base Armor Class, then the Bullet/Shrapnel has Penetrated their Armor Doing Full Damage(regardless of Energy Absorbant Shielding).

These Weapons will do Double Damage at Point Blank Range.

*** ENERGY WEAPONS(excluding Blasters/Lasers)and DISENTEGRATORS Use Weapon vs. Armor Class Adjustment To Hit, then Treat ALL Armors as AC 9 (+ Dex Bonuses)for Score Needed To Hit.

ANY BASE ARMOR CLASS TYPES BETTER THAN 0 Use Weapon vs. Armor Class Adjustment for AC 0 (except for Lasers and Hand Blasters - Use Adjustment for AC 1).

EXOTIC WEAPONS

WEAPON TYPE	Length/Ranges	Speed OR Shts/Rnd	Weapon vs. Opponent's AC												Damages		
			10	9	8	7	6	5	4	3	2	1	0+		S	M	to L
Atatl(spear thrower) +	30-50-80	1/r	+4	+3	+2	+1	+1	+1	0	-1	-2	-3	-3		2-7		2-7
Axe, War	4' to 5' 1.	6-8	+3	+2	+2	+1	+1	+1	0	-1	-2	-3	-4		2-9		2-8
Bagh Nakh(metal claws)	less than 1'	1	+4	+2	+1	+1	0	-1	-1	-2	-3	-4	-4		2-5		2-5
Blow Gun(darts) +	10-30-60	3/r	+2	+1	+1	0	-1	-1	-2	-3	-4	-5	-6		1-2		1
Brass Knuckles	less than 1'	1	+3	+2	+2	+1	0	-1	-2	-3	-4	-6	-7		1-4		1-3
Bolas +	20-40-80	1	+1	+1	0	0	0	-1	-1	-2	-3	-4	-5		2-5		1-4
Darts +	10-20-30	2/r	+1	0	0	-1	-1	-2	-2	-3	-4	-5	-6		1-3		1-2
Hammer, War	3' to 4' 1.	5-7	+2	+2	+1	+1	+1	0	0	-1	-2	-3	-3		1-10		1-8
Tetsubishi(Jacks) **+	10-15-25	5/r	+2	+2	+1	+1	0	0	-1	-2	-3	-5	-7		1-2		1-2
Jo Blade	4' to 5' 1.	3	+3	+2	+2	+1	0	0	-1	-2	-2	-2	-3		1-8		1-6
Kama	1' 1.	1	+3	+2	+1	0	0	-1	-2	-2	-3	-4	-4		1-4		1-4
Katana *	5' 1.	4	+5	+4	+4	+4	+3	+3	+3	+3	+2	+1	0		1-10		2-12
Nunchakos	1½' to 3' 1.	2	+2	+1	+1	0	-1	-2	-3	-4	-5	-6	-6		1-6		1-5
Sai	1' 1.	2	+3	+2	+1	0	0	-1	-2	-2	-3	-4	-4		1-4		1-3
Shirukin +	20-40-80	2/r	+3	+2	+1	+1	+1	0	-1	-2	-3	-4	-4		2-5		2-5
Sling +	40-60-100	1/r	+2	+2	+1	0	0	-1	-2	-3	-4	-5	-6		1-3		1-3
Sling Shot +	50-80-140	1/r	+3	+2	+2	+1	0	0	-1	-2	-3	-4	-5		1-4		1-3
Staff	5' to 6' 1.	3-4	+2	+1	+1	0	0	-1	-2	-3	-5	-7	-8		1-6		1-6
Staff, Multi-Sectioned	6' to 8' 1.	4-6	+2	+1	+1	0	0	-1	-2	-3	-5	-7	-8		2-7		2-7
Tashra +	30-50-80	2	+1	+1	0	0	0	-1	-1	-2	-3	-4	-4		2-7		1-6
Throwing Dagger/Axe	10-20-30	2/r	+3	+2	+2	+1	0	-1	-2	-3	-4	-5	-5		1-5		1-4
Tonfa	2' 1.	2	+2	+1	+1	0	0	-1	-2	-4	-5	-6	-7		1-5		1-5
Tora	less than 1'	1	+3	+2	+1	+1	0	-1	-2	-2	-3	-4	-5		1-4		1-3
Wakisaki *	2' to 3' 1.	3	+4	+3	+3	+3	+3	+2	+2	+1	+1	0	-1		1-6		2-8
Whip +	8' to 10' 1.	3	+2	+2	+1	0	0	-1	-2	-3	-5	-7	-9		2-5		1-4

* The Katana and Wakisaki come as a Set and are Treated as One Weapon of Proficiency.

** Jacks are usually Thrown in Bunches at the Feet of an Opponent causing them to Roll a Dexterity Saving Throw to see if they fall Sustaining Damage Accordingly. If Thrown AT an Opponent Use Any Weapon vs. Armor Class Adjustments To Hit.

+ ALL PROJECTILES and HAND THROWN WEAPONS(except Bolas, Tashra, and Whip)Will have a Speed Factor of 0.

+ ALL OF THESE WEAPONS Will Use Dexterity Modifiers for Aiming at Target.

+ ALL HAND THROWN WEAPONS Will Also Use Strength Modifiers To Hit as well.



ARMOR CLASS TYPES

AC	Armor Type	AC	Armor Type
20 to 19	one layer skin	4	chain mail/sheath + shield OR banded
18 to 17	two layers skin	3	banded armor + shield OR plate mail
16 to 15	three layers skin	2	plate mail + shield OR plate suit
14 to 13	four layers skin	1	plate suit + shield
12 to 11	five layers skin	0	hard synthetics/ plastic/reflect armor
10	Normal Human Skin	-1 to -2	charged/energized armors
9	normal clothing OR shield	-3 to -4	powered armors
8	normal clothing + shield OR leather/ padded cloth	-5 to -6	powered combat/battle armors
7	leather/padded cloth + shield OR studded leather/mesh	-7 to -8	powered attack/ assault armors
6	studded leather/mesh + shield OR scale mail/body armor/ vacc suit	-9 to -10	powered battle suits
5	scale mail/body armor + shield OR chain mail/sheath armor		

* NEGATIVE ARMOR CLASS TYPES Will Not Receive Any Dexterity Bonuses. These Armors are usually Powered by Electric Motors OR Hydraulics and Thus gain their Mobility.

ADVANCED ATTACK MATRIX FOR FIGHTER TYPES

Opponent's Armor Class	Score Needed To Hit by Level (d20 + Bonuses)										
	0	1-2	3-4	5-6	7-8	9-10	11-12	13-14	15-16	17+	
20-19	5	4	2	2	2	2	2	2	2	2	
18-17	6	5	3	2	2	2	2	2	2	2	
16-15	7	6	4	2	2	2	2	2	2	2	
14-13	8	7	5	3	2	2	2	2	2	2	
12-11	9	8	6	4	2	2	2	2	2	2	
10	10	9	7	5	3	2	2	2	2	2	
9	11	10	8	6	4	2	2	2	2	2	
8	12	11	9	7	5	3	2	2	2	2	
7	13	12	10	8	6	4	2	2	2	2	
6	14	13	11	9	7	5	3	2	2	2	
5	15	14	12	10	8	6	4	2	2	2	
4	16	15	13	11	9	7	5	3	2	2	
3	17	16	14	12	10	8	6	4	2	2	
2	18	17	15	13	11	9	7	5	3	2	
1	19	18	16	14	12	10	8	6	4	2	
0	20	19	17	15	13	11	9	7	5	3	
-1	20	20	18	16	14	12	10	8	6	4	
-2	20	20	19	17	15	13	11	9	7	5	
-3	20	20	20	18	16	14	12	10	8	6	
-4	20	20	20	19	17	15	13	11	9	7	
-5	21	20	20	20	18	16	14	12	10	8	
-6	22	21	20	20	19	17	15	13	11	9	
-7	23	22	20	20	20	18	16	14	12	10	
-8	24	23	21	20	20	19	17	15	13	11	
-9	25	24	22	20	20	20	18	16	14	12	
-10	26	25	23	21	20	20	19	17	15	13	
-11	27	26	24	22	20	20	20	18	16	14	
-12	28	27	25	23	21	20	20	19	17	15	
-13	29	28	26	24	22	20	20	20	18	16	
-14	30	29	27	25	23	21	20	20	19	17	
-15	30	30	28	26	24	22	20	20	20	18	
-16	30	30	29	27	25	23	21	20	20	19	
-17	30	30	30	28	26	24	22	20	20	20	
-18	31	30	30	29	27	25	23	21	20	20	
-19	32	31	30	30	28	26	24	22	20	20	
-20	33	32	30	30	29	27	25	23	21	20	
-21	34	33	31	30	30	28	26	24	22	20	
-22	35	34	32	30	30	29	27	25	23	21	
-23	36	35	33	31	30	30	28	26	24	22	
-24	37	36	34	32	30	30	29	27	25	23	
-25	38	37	35	33	31	30	30	28	26	24	
-26	39	38	36	34	32	30	30	29	27	25	
-27	40	39	37	35	33	31	30	30	28	26	
-28	40	40	38	36	34	32	30	30	29	27	
-29	40	40	39	37	35	33	31	30	30	28	
-30	41	40	40	38	36	34	32	30	30	29	
-31	42	41	40	39	37	35	33	31	30	30	
-32	43	42	40	40	38	36	34	32	30	30	
-33	44	43	41	40	39	37	35	33	31	30	
-34	45	44	42	40	40	38	36	34	32	30	
-35	46	45	43	41	40	39	37	35	33	31	
-36	47	46	44	42	40	40	38	36	34	32	
-37	48	47	45	43	41	40	39	37	35	33	
-38	49	48	46	44	42	40	40	38	36	34	
-39	50	49	47	45	43	41	40	39	37	35	
-40	50	50	48	46	44	42	40	40	38	36	
-41	51	50	49	47	45	43	41	40	39	37	
-42	52	51	50	48	46	44	42	40	40	38	
-43	53	52	50	49	47	45	43	41	40	39	
-44	54	53	51	50	48	46	44	42	40	40	
-45	55	54	52	50	49	47	45	43	41	40	
-46	56	55	53	51	50	48	46	44	42	40	
-47	57	56	54	52	50	49	47	45	43	41	
-48	58	57	55	53	51	50	48	46	44	42	
-49	59	58	56	54	52	50	49	47	45	43	
-50	60	59	57	55	53	51	50	48	46	44	

Opponent's Armor Class	Score Needed To Hit by Level (d20 + Bonuses)										
	0	1-2	3-4	5-6	7-8	9-10	11-12	13-14	15-16	17+	
-51	61	60	58	56	54	52	50	49	47	45	
-52	62	61	59	57	55	53	51	50	48	46	
-53	63	62	60	58	56	54	52	50	49	47	
-54	64	63	61	59	57	55	53	51	50	48	
-55	65	64	62	60	58	56	54	52	50	49	
-56	66	65	63	61	59	57	55	53	51	50	
-57	67	66	64	62	60	58	56	54	52	50	
-58	68	67	65	63	61	59	57	55	53	51	
-59	69	68	66	64	62	60	58	56	54	52	
-60	70	69	67	65	63	61	59	57	55	53	
-61	71	70	68	66	64	62	60	58	56	54	
-62	72	71	69	67	65	63	61	59	57	55	
-63	73	72	70	68	66	64	62	60	58	56	
-64	74	73	71	69	67	65	63	61	59	57	
-65	75	74	72	70	68	66	64	62	60	58	
-66	76	75	73	71	69	67	65	63	61	59	
-67	77	76	74	72	70	68	66	64	62	60	
-68	78	77	75	73	71	69	67	65	63	61	
-69	79	78	76	74	72	70	68	66	64	62	
-70	80	79	77	75	73	71	69	67	65	63	
-71	81	80	78	76	74	72	70	68	66	64	
-72	82	81	79	77	75	73	71	69	67	65	
-73	83	82	80	78	76	74	72	70	68	66	
-74	84	83	81	79	77	75	73	71	69	67	
-75	85	84	82	80	78	76	74	72	70	68	
-76	86	85	83	81	79	77	75	73	71	69	
-77	87	86	84	82	80	78	76	74	72	70	
-78	88	87	85	83	81	79	77	75	73	71	
-79	89	88	86	84	82	80	78	76	74	72	
-80	90	89	87	85	83	81	79	77	75	73	
-81	91	90	88	86	84	82	80	78	76	74	
-82	92	91	89	87	85	83	81	79	77	75	
-83	93	92	90	88	86	84	82	80	78	76	
-84	94	93	91	89	87	85	83	81	79	77	
-85	95	94	92	90	88	86	84	82	80	78	
-86	96	95	93	91	89	87	85	83	81	79	
-87	97	96	94	92	90	88	86	84	82	80	
-88	98	97	95	93	91	89	87	85	83	81	
-89	99	98	96	94	92	90	88	86	84	82	
-90	100	99	97	95	93	91	89	87	85	83	
-91	101	100	98	96	94	92	90	88	86	84	
-92	102	101	99	97	95	93	91	89	87	85	
-93	103	102	100	98	96	94	92	90	88	86	
-94	104	103	101	99	97	95	93	91	89	87	
-95	105	104	102	100	98	96	94	92	90	88	
-96	106	105	103	101	99	97	95	93	91	89	
-97	107	106	104	102	100	98	96	94	92	90	
-98	108	107	105	103	101	99	97	95	93	91	
-99	109	108	106	104	102	100	98	96	94	92	
-100	110	109	107	105	103	101	99	97	95	93	

* CLERIC-TYPES Will Attack at Three Levels Lower on this Matrix.

* MAGIC-USER-TYPES Will Attack at Four Levels Lower on this Matrix.

* THIEF-TYPES(including Any Others Not Covered) Will Attack at Two Levels Lower on this Matrix.

** ANY NATURAL ROLL OF 1 is a FUMBLE(proceed to Fumble Table).

** ANY NATURAL ROLL OF 20 is a CRITICAL HIT (proceed to Critical Hit Tables).

CRITICAL HIT TABLE

DIE ROLL	Hit Location	EXTRA DAMAGE
01	NECK/decapitation, immediate Death	(10-40)
02-07	NECK/voice box, loss of speech	** (1-4)
08-13	FACE,Eyes/torn out(one OR both)	* (1-2 ea.)
14-19	FACE,General/nose OR mouth ruined	(1-3)
20-25	FINGERS or TOES/1-5 cut off, roll for side	(1 ea.)
26-31	FOOT/severed, roll for side	*(2-5)
32-37	LEG/artery cut, roll for side	*(1-4)
38-40	LEG/torn off, roll for side	** (-1/8 Total HTK)
41-46	WRIST/hand severed, roll for side	*(2-5)
47-52	ARM,Lower/severed at elbow, roll for side	*(2-8)
53-55	ARM,Upper/torn off, roll for side	** (-1/8 Total HTK)
56-65	SIDE/2-5 broken ribs, roll for side	*(2-8)
66	BODY/split in twain, immediate Death	(20-50)
67-69	CROTCH or CHEST/genitals OR breasts torn off, immediate shock	(2-7)
70-74	CHEST/lung punctured, internal bleeding	** (2-12)
75	CHEST/heart penetrated, immediate Death	(10-40)
76-81	HEAD,General/stunned 2-5 rounds	(1-4)
82-87	HEAD,General/stunned 3-12 rounds	(1-6)
88-90	HEAD,General/minor skull fracture, unconscious 1-4 turns	(1-8)
91-92	HEAD,General/major skull fracture, unconscious 1-6 hours	(2-12)
93-94	HEAD,Side/ear taken off, hearing loss, roll for side	(1-2)
95-96	HEAD,Side/nothing apparent, brain will hemorage in 1-4 days	(2-8)
97-98	HEAD,Top/skull crushed, unconscious, major brain damage	(3-18)
99	HEAD,Frontal/brain penetrated, immediate Death	(10-40)
00	HEAD/splattered over wide area (irrevocable Death)	(20-50)

ALL CRITICAL HITS Will cause Bleeding at a Rate of 1 hp per Round. Check System Shock to see if Creature has gone into Shock lasting for 3-12 Rounds.

* BLEED TO DEATH in 3-12 Rounds.

** BLEED TO DEATH in 2-8 Rounds.

CUT OFFS

Weapons of Sharpness usually gain a Critical Hit on Natural Rolls of 17,18,19 and a 20 denotes a Cut Off.

Vorpal Weapons usually gain a Cut Off on Natural Rolls of 17,18,19 and a 20 denotes an Automatic Decapitation.

*Roll d6 for Cut Off Area.

- | | |
|---------------|--------------------|
| 1 - Head | 4 - Right Leg |
| 2 - Left Arm | 5 - Left Leg |
| 3 - Right Arm | 6 - Split in Twain |

When an Arm OR Leg is Cut Off Subtract One Eighth of the Opponent's Total Hits To Kill.

* Creatures with More Than Four Appendages will be determined with d8, d10, d12, etc.

*** ON ALL CRITICAL HITS and CUT OFFS, IF A 20 OR BETTER Is Needed TO HIT, Roll d% to Determine the Degree of Damage on All such Natural 20 Rolls(on Successful Hits):

01-25 Normal Damage 26-75 Double Damage 76-00 Use Critical OR Cut Off Tables.

FUMBLE TABLE

01-02 Critically Hit Nearest Ally	61-80 Dropped Weapon and Fell Down
03-05 Hit Nearest Ally(Normal Damage)	(Dexterity Save Applicable)
06-10 Hit Nearest Ally(1/2 Damage)	81-90 Hit Yourself(1/4 Damage)
11-20 Hit Nearest Ally(1/4 Damage)	91-95 Hit Yourself(1/2 Damage)
21-40 Dropped Weapon	96-98 Hit Yourself(Normal Damage)
41-60 Fell Down(Dexterity Save Applicable)	99-00 Critically Hit Yourself

CLERIC vs. UNDEAD TABLE

UNDEAD TYPE (Classification)	Level of Cleric Attempting to Turn Undead Creature															
	1	2	3	4	5	6	7	8	9	10	11	12	13-14	15-16	17+	
Skeleton Type(s)	10	9	8	7	6	5	T	T	D	D	D	D	D	D	D	
Zombie/Ghoul Type(s)	15	14	13	12	11	10	5	T	T	D	D	D	D	D	D	
Lesser Wights/Wraiths	20	19	18	17	16	15	10	5	T	T	D	D	D	D	D	
Mummy/Greater Corpses	--	--	--	20	19	18	17	10	5	T	T	D	D	D	D	
Spectre/Banshee Type(s)	--	--	--	--	--	20	19	15	10	5	T	T	D	D	D	
Vampire Type(s)	--	--	--	--	--	--	20	18	15	10	5	T	T	D	D	
Ghosts	--	--	--	--	--	--	--	20	18	15	10	5	T	T	D	
Greater Undead	--	--	--	--	--	--	--	--	20	18	15	10	5	T	T	
*SPECIAL	--	--	--	--	--	--	--	--	--	20	18	15	10	5	T	

* This Will Apply to Lesser Creatures from the Outer Planes, Demons, Devils, Etc., High Level Clerics of Opposing Alignment, and Most Other Beings of similar nature. T = Turned Away. D = Destroyed.

SAVING THROW MATRIX*

CLASS/EXP LEVEL	GASSES/ POISONS	PARALYZATION/ PETRIFICATION	MAGIC ITEMS	DEATH MAGICS	SPELLS
Cleric-Types					
1-3	13	15	16	14	15
4-6	11	14	15	13	14
7-9	9	13	14	12	13
10-12	7	11	13	10	12
13-15	5	9	11	8	11
16-18	3	7	9	6	9
19+	2	5	7	4	7
Fighter-Types					
0	15	16	17	17	16
1-3	14	15	16	16	15
4-6	12	13	15	15	14
7-9	10	11	14	14	13
10-12	8	9	12	12	11
13-15	6	7	10	10	9
16+	4	5	8	8	7
Magic-User Types					
1-2	16	15	14	15	13
3-4	15	14	13	14	12
5-6	14	13	12	13	11
7-8	13	12	11	12	10
9-10	12	11	10	11	9
11-12	11	10	9	10	8
13-14	10	9	8	9	7
15-16	9	8	7	8	6
17-18	8	7	6	7	5
19+	7	6	5	6	4
Martial Artist, Thief-Types(any others)					
1-3	14	15	16	17	15
4-6	12	13	15	16	14
7-9	10	11	14	15	13
10-12	8	9	13	14	12
13-14	6	7	12	13	11
15-16	4	5	10	11	9
17+	2	3	8	9	7

* CREATURES and MONSTER-Types Will Save as a Fighter Unless Specified Otherwise.

INTELLIGENCE SAVING THROW(d10)

- Figuring Situations
- Solve Questions/Simple Riddles
- Memory Recall

INTELLIGENCE 3-18: Use two 10-sided Die(2-20)and Roll Below the Character's Intelligence Score to Achieve Success.(More Difficult Situations Roll ½ of the Character's Intelligence Score OR Less)

INTELLIGENCE 19-30: Use four d10(3-30)and Roll the Character's Intelligence OR Less(Use Any Wisdom Bonuses as a Negative Modifier to Die Roll). More Difficult Situations Receive No Wisdom Bonuses.

DEXTERITY SAVING THROW(d10)

- Avoiding Breath Weapons
- Dodging
- Loosing/Gaining Balance
- Bad Falls/Climbing
- Perrying
- Out Maneuvering

DEXTERITY 3-18: Use two 10-sided Die(2-20)and Roll Below the Character's Dexterity Score to Achieve Success.(More Difficult Situations Roll $\frac{1}{2}$ of the Character's Dexterity Score OR Less)

DEXTERITY 19+ : Use four d10(3-30)and Roll the Character's Dexterity OR Less(Use Any Reaction Adjustments as a Negative Modifier). More Difficult Situations Receive No Reaction Bonuses.

RADIATION DEGREES and MATRIXES

LEVEL I	(Requires a Saving Throw Every Hour)	X-Rays Concentrated Ultraviolet Radiation
LEVEL II	(Requires a Saving Throw Every Hour)	Natural Radioactive Elements Natural Radioactive Gasses
LEVEL III	(Requires a Saving Throw Every Turn)	Nuclear Wastes Radioactive Materials
LEVEL IV	(Requires a Saving Throw Every Turn)	Indirect Fallout Radioactive Dust/Particles
LEVEL V	(Requires a Saving Throw Every Turn)	Concentrated Nuclear Wastes
LEVEL VI	(Requires a Saving Throw Every Round)	Refined Radioactive Elements Refined Radioactive Gasses
LEVEL VII	(Requires a Saving Throw Every Round)	Gamma Radiation
LEVEL VIII	(Requires a Saving Throw Every Round)	Direct Fallout
LEVEL IX	(Requires a Saving Throw Every Melee Round)	Cosmic Radiation Concentrated Gamma Radiation
LEVEL X	(Requires a Saving Throw Every Segment)	Intense Cosmic Radiation

* Saving Throws are made at the END of each Exposure Round (Check Again as stated by Radiation Degree). For Continued Exposure treat Constitution Score as One Point Lower each time Save is Checked(This Also Applies to Damage and Mutation Probability).

A - SAVING THROWS

		Character Level OR Hit Dice						
		0	1-4	5-8	9-12	13-16	17-20	21+
C O S T I U T I O N	3	20	20	20	20	20	19	18
	4	20	20	20	20	19	18	17
	5	20	20	20	19	18	17	16
	6	20	20	19	18	17	16	15
	7	20	19	18	17	16	15	14
	8	19	18	17	16	15	14	13
	9	18	17	16	15	14	13	12
	10	17	16	15	14	13	12	11
	11	16	15	14	13	12	11	10
	12	15	14	13	12	11	10	9
	13	14	13	12	11	10	9	8
	14	13	12	11	10	9	8	7
	15	12	11	10	9	8	7	6
	16	11	10	9	8	7	6	5
	17	10	9	8	7	6	5	4
	18	9	8	7	6	5	4	3
	19	8	7	6	5	4	3	2
	20	7	6	5	4	3	2	1
	21+	5	5	4	3	2	1	1

* Failure to Save will Result in the Following

Damages:

The Numbers Indicated are 4-sided Dice in Damage.

I Indicates Illness/Nausea will overcome the Victim for a Number of Days Equal to the Level of the Radiation.

D Indicates that the Victim will Die if a Save is Not made.

** ALL RADIATION DAMAGES SUSTAINED will cause those affected to not feel well for a Number of Weeks Equal to the Level of Radiation Intensity(excluding those noted by I).

B - RADIATION DAMAGES

INT. LVL	-1	2	3	4	5	6	7	8	9	10
3	4	5	D	D	D	D	D	D	D	D
4	3	4	D	D	D	D	D	D	D	D
5	2	3	5	D	D	D	D	D	D	D
6	1	2	4	5	D	D	D	D	D	D
7	1	1	3	4	5	D	D	D	D	D
8	1	1	2	3	4	5	5	D	D	D
9	I	1	1	2	3	4	4	D	D	D
10	I	I	1	1	2	3	3	5	5	D
11	I	I	1	1	1	2	2	4	4	5
12	I	I	I	1	1	1	1	3	3	4
13	I	I	I	I	1	1	1	2	2	3
14	I	I	I	I	I	1	1	1	1	2
15	I	I	I	I	I	I	1	1	1	1
16	I	I	I	I	I	I	I	1	1	1
17	I	I	I	I	I	I	I	I	1	1
18	I	I	I	I	I	I	I	I	I	1
19	-	I	I	I	I	I	I	I	I	I
20+	-	-	I	I	I	I	I	I	I	I

C - MUTATION PROBABILITY

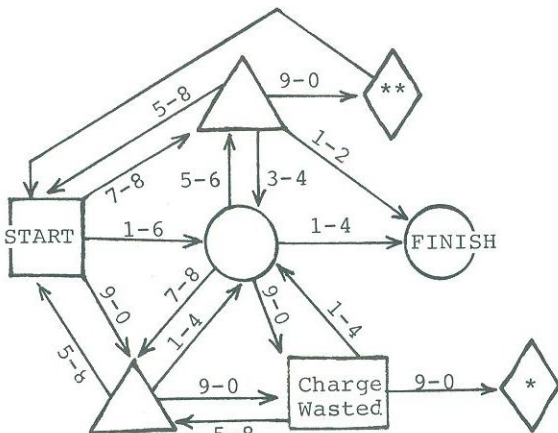
INT. LVL	-1	2	3	4	5	6	7	8	9	10
3	55	65	100	100	100	100	100	100	100	100
4	45	55	75	100	100	100	100	100	100	100
5	35	45	65	75	100	100	100	100	100	100
6	25	35	55	65	75	100	100	100	100	100
7	15	25	45	55	65	75	100	100	100	100
8	10	15	35	45	55	65	100	100	100	100
9	05	10	25	35	45	55	75	75	75	100
10	04	05	15	25	35	45	65	65	65	75
11	04	04	10	15	25	35	55	55	55	65
12	04	04	05	10	15	25	45	45	45	55
13	04	04	04	05	10	15	35	35	35	45
14	03	04	04	04	05	10	25	25	25	35
15	03	03	04	04	04	04	05	15	15	25
16	03	03	04	04	04	04	04	10	10	15
17	02	03	03	04	04	04	04	05	05	10
18	02	02	03	03	04	04	04	04	04	05
19	01	02	03	03	03	03	04	04	04	04
20+	--	01	02	03	03	03	03	04	04	04

* Mutation Percentages are checked every Phase of Exposure to Radiation(regardless of whether Save is made or not). If a Mutation occurs, it will onset in 1-12 days. PROCEED TO RANDOM MUTATION TABLES.

TECHNOLOGICAL DEVICE FIGURING TABLES

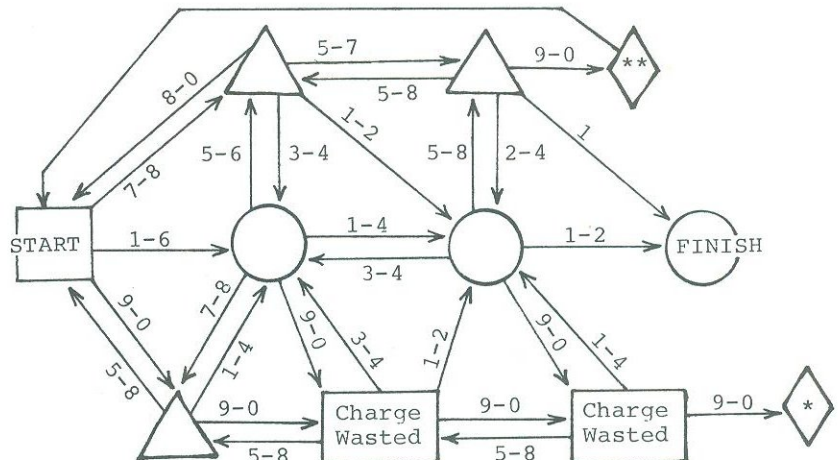
SIMPLE ITEMS

Requiring 1-10 Rounds per Roll for Each Step.



COMPLEX ITEMS

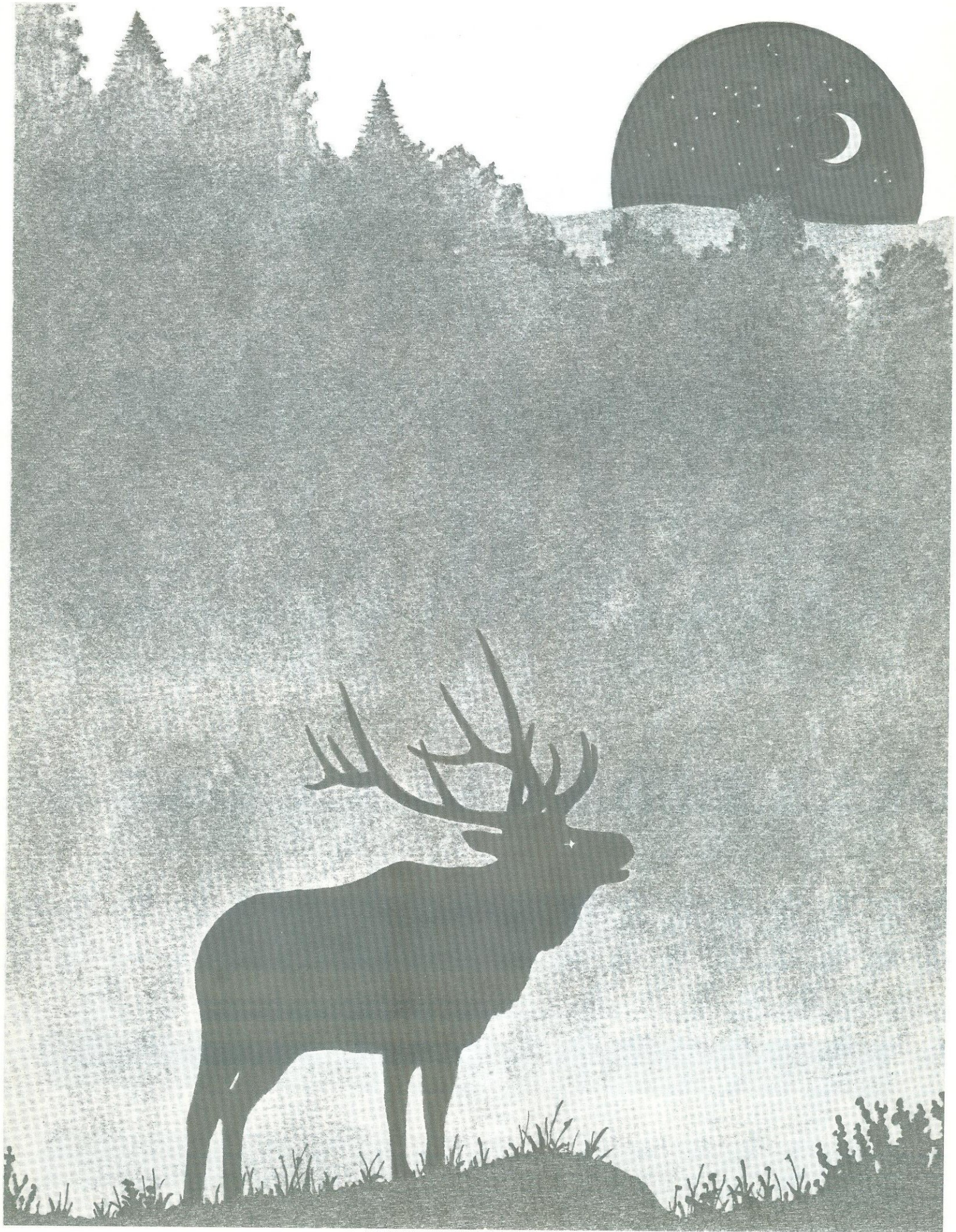
Requiring 1-6 Turns per Roll for Each Step.



* ITEM or DEVICE IS DESTROYED (possible harm/death to persons nearby).

** PERSON IS HURT while tampering with Device (if Not Applicable, a Charge is Wasted).

*** ALL CHARACTERS have a +2 Die Modifier(except Technos)unless they have Some Skill in that Area OR are familiar with the operation of such Items.



SPELL TABLES

CLERICS and CLERICAL SUB-CLASSES

Spell Types

Spell LVL	Abjuration	Alteration	Conjuration/ Summoning	Divination
1	Protection	Purify	Bless	Detect Magic
2	Resist Poisons	Create Water	Good Will	Detect Traps
3	Anti-Enemy Shield	Produce Food	Divine Dexterity	Read Psychic Impressions
4	Exorcise Lesser Beings	Produce Fire	Double Bless	Detect Truth
5	Survive in Diverse Elements	True Sight	Gate	Divine Insight
6	Anti-Enemy Globe	-----	Triple Bless	-----
7	-----	-----	Improved Gate	Vision
8	Exorcise Greater Beings	-----	-----	-----
9	-----	-----	-----	-----
10*	-----	-----	Summon Greater Being	-----

Spell LVL	Enchantment/ Charm	Evocation	Necromantic
1	Friend	Chill	Heal Superficial Wounds
2	Suggestion	Create Heat/Cold	Heal Light Wounds
3	Morale	Curse	Slow Chemicals
4	Boldness	Vulnerability	Heal Wounds
5	Faith	-----	Cure Ailments
6	Apathy	Curse of Death	Heal Critical Wounds
7	Mass Suggestion	-----	Regeneration
8	Mass Charm	-----	Restore Life
9	Mass Rebellion	-----	Strike Down Enemy
10*	-----	-----	Smite Enemy
20*	-----	Blue Lightning	-----

DRUIDS and DRUIDIC SUB-CLASSES

Spell Types

Spell LVL	Abjuration	Alteration	Conjuration/ Summoning	Divination
1	-----	Shape Change	Messenger	Predict Weather
2	Resist Cold/Heat	Animal Telepathy	Summon Insects	Find Way
3	Resist Poisons	Create Fire/Ice	Summon Animals	-----
4	Resist Lightning	Night Sight	Rain	Commune With Nature
5	Resist Elements	Direct Wind	-----	Commune With the Elements
6	-----	Woodland Teleport	Summon/Control Weather	-----
7	-----	Change Animal	Gale	-----
8	-----	Wood Creation	Tornado	-----
9	-----	Stone Creation	Blizzard	-----

Spell LVL	Enchantment/ Charm	Evocation	Necromantic
1	Animal Friend	Burn	Heal Animals
2	Charm Creatures	-----	Heal Superficial Wounds
3	Control Insects	-----	Heal Light Wounds
4	Control Creatures	-----	-----
5	-----	-----	Heal Wounds
6	-----	Hail Storm	Heal Self
7	-----	Thunder Storm	Wither
8	-----	-----	Reincarnation
9	-----	Cursed Dagger	-----
10*	-----	Black Lightning	Death Mist

MAGIC-USERS and MAGICAL SUB-CLASSES

Spell Types

Spell LVL	Abjuration	Alteration	Conjuration/ Summoning	Divination
1	Protection Good/Evil	Start Fire	Magic Familiar	Detect Magic
2	Resist Fire	Blend	Servant	Identify Magic
3	Resist Charm	Alter Psychic Impressions	Summon Creature	Read Psychic Impressions
4	Anti-Enemy Shield	Polymorph Creature	Flying Servant	Identify Magical Mixtures
5	Resist Elements	Teleport	Summon Elemental	Ask Object
6	Anti-Enemy Globe	Assume Gaseous Form	Faithful Steed	-----
7	Impregnable Barrier	Teleport No Error	Gate	Vision
8	Magic Resistance	Advanced Teleport	Faithful Mount	-----
9	-----	Dimension Portal	Improved Gate	-----
10*	Negate Magic	Time Slip	Flash Flood	-----
11*	-----	Worm Hole	-----	-----
12*	-----	Black Hole	Funnel Storm	-----
15*	-----	Time Stop Portal	-----	-----

MAGIC-USERS and MAGICAL SUB-CLASSES

Spell Types

Spell LVL	Enchantment/ Charm	Evocation	Necromantic
1	Love	Shock	Life Drain
2	Charm Persons	Flame Throw	-----
3	Feeblemind	Explosive Trap	-----
4	Charm Creatures	Field of Flames	-----
5	Group Charm	Rain Acid	-----
6	Confusion	Hail Storm	Soul Trap
7	Mass Charm	-----	Blanket of Death
8	Mass Confusion	Delayed Flames	Life Leech
9	Mass Feeblemind	Bones to Jelly	Glyph of Death
10*	Panic	-----	Retalative Strike
11*	Mass Panic	Black Lightning	Soul Transfer
12*	-----	White Lightning	Spirit Globe
15*	-----	Grey Lightning	Disrupt
20*	-----	Blue Lightning	-----

Spell LVL	Air	Earth	Fire	Water
1	Purify Air	Purify Earth	Sparks	Purify Water
2	Create Air	Create Earth	Create Flame	Create Water
	Resist Poison Gasses		Resist Fire	
3	Produce Wind	Produce Stone	Produce Fire	Produce Water
4	Assume Air Elemental Form	Assume Earth Elemental Form	Assume Fire Elemental Form	Assume Water Elemental Form
	Survive in Gasses	Survive Under Earth	Survive in Fire	Survive in Water
5	Direct Wind	Move Earth	Control Flame	Direct Waters
	Summon Air Elemental	Summon Earth Elemental	Summon Fire Elemental	Summon Water Elemental
6	Summon/Control Weather	Earth Barrier	Control Fire	Control Waters
	Wind Barrier	Move Stone	Flame Barrier	Water Barrier
7	Cloud Sail	Dirt Vision	Flame Attack	Surf
	Sky Vision	Skate	Flame Vision	Water Vision
8	Gale	Rockslide	Incinerate	Forceful Wave
9	Air Sphere	Earthquake	Fire Sphere	Water Sphere
10*	Tornado	Sandblast	Fire Blast	Flashflood
12*	Vacuum	Devastating Sinkhole	Incendiary Blast	Whirlpool

Spell LVL	Ice	Dust	Heat	Vapor
1	Chill	Decrease Visibility	Burn	Mist
2	Create Ice	Create Dust	Create Heat	Create Vapors
	Resist Cold		Resist Heat	
3	Produce Extreme Cold	Produce Dust	Produce Extreme Heat	Produce Vapors
4	Assume Ice Elemental Form	Assume Dust Elemental Form	Assume Heat Elemental Form	Assume Vapor Elemental Form
	Survive in Ice	Survive in Dust	Survive in Heat	Survive in Vapors
5	Ice Barrier	Dust Barrier	Heat Barrier	Vapor Barrier
	Summon Ice Elemental	Summon Dust Elemental	Summon Heat Elemental	Summon Vapor Elemental
6	Snow Storm	Move Dust	Direct Heat	Rain
7	Ice Vision	Dust Skate	Control Heat	Cloud Vision
	Ski	Dust Vision	Heat Wave Vision	Vapor Glide
8	Freeze	Choke	Burn Badly	Poison Gasses
9	Ice Sphere	Dust Sphere	Heat Sphere	Vapor Sphere
10*	Blizzard	Dust Storm	Heat Wave	Hurricane

Spell LVL	Shadow	Light	Illusion/ Phantasm
1	Darkness	Glow	Detect Illusion
	Hide in Shadows	Light	
2	Invisibility	Invisibility	Mirage
	Shadow Charm	Light Charm	
3	Continual Darkness	Continual Light	Multi-Image
4	Dispell Light	Dispell Darkness	Disception
	Assume Shadow Form	Assume Light Form	
	Resist Light Energy	Resist Life Drain	
5	Night Sight	Light Sight	Image Multiplication
	Summon Shadow Creature	Summon Light Creature	
6	Shadow Barrier	Light Barrier	Personal Magnetism
	True Sight	True Sight	
7	Shadow Vision	Light Vision	Mass Disception
8	Blindness	Blinding Light	Magnetism
9	Shadow Globe	Prismatic Globe	Corporeal Illusion
10*	Negative Energy Blast	Positive Energy Blast	Living Illusion
	Improved Life Leech	Restore Life	
12*	Negative Energy Shape	Positive Energy Shape	-----

SPELLS — Clerical

SPELL DESCRIPTIONS

Spells will be listed by their Spell Level, the Range the Spell can be Cast from the Spell Caster, the Duration of the Spell, the Area of Effect that the Spell has, any Components (Verbal, Somatics, and Materials) necessary, the Casting Time of the Spell, and any Saving Throws Applicable.

CLERICAL SPELLS

LEVEL ONE

BLESS (Conjuration/Summoning) Reversible

Level: 1 Components: V,S,M
Range: Touch Casting Time: 1 round
Duration: 1 round/LVL Saving Throw: Nil
Area of Effect: One Creature/Item

With this Spell, the Caster upon touching a Creature will Raise that Creature's Morale by 1 Point. It will also Grant a +1 Bonus to All Saving Throws and a -1 Penalty to All Attacks aimed at that Creature. When an Item is Blessed that Item will likewise have a +1 Bonus to All Saving Throws and Creatures other than the Cleric's Alignment will not be able to touch the Item without receiving Damage. Weapons that are Blessed will Receive a +1 Bonus to Hit and on Damage. The Reverse will grant a Saving Throw.

CHILL (Evocation-Alteration)

Level: 1 Components: V,S
Range: 1"/Level Casting Time: 1 round
Duration: 1 round/LVL Saving Throw: Nil
Area of Effect: $\frac{1}{2}$ " radius/LVL

When this Spell is Cast the Area that it is Directed at will start to cool off until it has become slightly cold. The Degree of Cold will be up to -10° per Level of Experience (never to go below 20° Fahrenheit).

DETECT MAGIC (Divination)

Level: 1 Components: V
Range: 1"/Level Casting Time: 1 round
Duration: 1 turn Saving Throw: Nil
Area of Effect: 1"/Level

With this Spell the Spell Caster can Detect Magical or Similar Radiations in the prescribed area of effect. Thick Stone or Metal will block this ability thus Magical Energies cannot be detected through such.

FRIEND (Enchantment/Charm)

Level: 1 Components: V,S
Range: 1" Casting Time: 1 segment
Duration: Special Saving Throw: Negate
Area of Effect: One Creature

This Spell affects One Creature causing them to be reduced to a Friendly status concerning the Spell Caster. The Creature will for no reason cause the Spell Caster harm and will even become upset if any other creature makes a hostile gesture towards their new Friend. The Spell's duration will be determined by the Creature's Intelligence as follows:

Intelligence	Duration
3 or less	1 month
4-6	2 weeks
7-9	1 week
10-12	5 days
13-14	3 days
15-16	1 day
17	6 hours
18	3 hours
19+	1 hour

The Creature affected cannot be offended or harmed by the Spell Caster or the Spell will be instantly broken.

HEAL SUPERFICIAL WOUNDS (Necromantic) Reversible

Level: 1 Components: V,S
Range: Touch Casting Time: 1 melee round
Duration: Permanent Saving Throw: Nil
Area of Effect: Creature Touched

Upon Touching the Creature the Spell Caster causes from 1-4 Hit Points of Damage from a wound to be Healed. This will only affect living Creatures with substance on the Prime Material Plane. The Reverse of the Spell grants a Saving Throw and will cause the Creature Touched (Roll for Hit) to lose a like amount of Hit Points.

PROTECTION (Abjuration)

Level: 1 Components: V,S,M
Range: Touch Casting Time: 1 melee round
Duration: 2 rounds/LVL Saving Throw: Nil
Area of Effect: Creature Touched

Upon casting this Spell the Creature touched will be surrounded in a protective barrier. This barrier will prevent the Attack of Creatures Totally Adverse to the Spell Caster's Alignment and any other Creature must make a Saving Throw to touch and/or cast a Spell at the Creature within this barrier.

PURIFY (Alteration) Reversible

Level: 1 Components: V,M
Range: 1" Casting Time: 1 round
Duration: Permanent Saving Throw: Nil
Area of Effect: 1 cubic foot/LVL

When cast, this Spell will cause rotten food, poisoned/stagnant liquids, and unholy items to become pure and uncontaminated. Items will receive a Saving Throw versus this Spell. Poisons and Radioactive Materials can even be nullified by using this Spell but they will also receive a Saving Throw.

LEVEL TWO

CREATE HEAT/COLD (Evocation-Alteration)

Level: 2 Components: V,S
Range: 1"/Level Casting Time: 1 round
Duration: 1 round/LVL Saving Throw: Nil
Area of Effect: $\frac{1}{4}$ " radius/LVL

When this Spell is cast the Area affected will become Cold or Hot according to the Spell Caster's desire. The Area affected will become up to -15° Colder (or +15° Hotter) per Level of the Spell Caster. The Degree of Temperature will never exceed +100° Fahrenheit or go below 0° Fahrenheit.

DETECT TRAPS (Divination)

Level: 2 Components: V
Range: 1"/Level Casting Time: 1 round
Duration: 1 turn Saving Throw: Nil
Area of Effect: 1"/Level

With this Spell the Spell Caster can Detect Traps of Any Nature in the prescribed area of effect. Thick Stone or Metal will block this ability provided that the Traps are on the other side of such.

GOOD WILL (Conjuration/Summoning) Reversible

Level: 2 Components: V,S,M
Range: Touch Casting Time: 1 round
Duration: 1 round/LVL Saving Throw: Nil
Area of Effect: One Creature

When the Spell Caster touches a Creature using this Spell, the Creature Touched will be blessed with Good Fortune. This Creature will have a +25% Bonus to All Reactions and Encounters. The Spell also grants the Creature affected a +2 Bonus on All Saving Throws. The Reverse of this Spell will cause an opposite effect on Any Creature Touched. The Creature is also entitled to a Saving Throw for the Reverse of this Spell.

HEAL LIGHT WOUNDS (Necromantic) Reversible

Level: 2 Components: V,S
Range: Touch Casting Time: 1 round
Duration: Permanent Saving Throw: Nil
Area of Effect: Creature Touched

With this Spell, the Spell Caster can cause from 2-8 Hit Points of Damage from a Light Wound to be Healed. This will only affect living Creatures with substance on the Prime Material Plane. The Reverse of this Spell grants a Saving Throw and will cause the Creature Touched (Roll for Hit) to lose a like amount of Hit Points.

CREATE WATER (Alteration) Reversible

Level: 2 Components: V,S,M
Range: ½"/Level Casting Time: 2 rounds
Duration: Permanent Saving Throw: Nil
Area of Effect: (see below)

When this Spell is Cast, clean drinkable water is created in the prescribed area. Five Gallons of Water can be created for every Level of Experience of the Spell Caster. This Water will last until it evaporates. The Reverse of the Spell will cause a like amount of Water to Dry up.

RESIST POISONS (Abjuration)

Level: 2 Components: V,S
Range: Touch Casting Time: 1 round
Duration: 1 hour/Level Saving Throw: Nil
Area of Effect: Creature Touched

When this Spell is Cast on a Creature, that Creature will have a Resistance to Any Type of Poisons that might enter their body. This will even work against Radiation Poisoning at one half the Spell's Effectiveness. For Every Two Levels of the Spell Caster's Experience the Creature affected will have a +1 Bonus on All Saves vs. Poisons. Radiation Poisoning will receive a +1 Bonus for Every Three Levels of the Spell Caster's Experience.

SUGGESTION (Enchantment/Charm)

Level: 2 Components: V
Range: ½"/Level Casting Time: 1 round
Duration: 1 hour/LVL Saving Throw: Negate
Area of Effect: One Creature

When this Spell is Cast, the Spell Caster may cause an Intelligent Creature to be Subject to a Suggestion therefore influencing that Creature's actions. The Suggestion cannot be unreasonable or the Creature to be affected will receive a +2 Bonus on its Saving Throw. The Creature affected cannot be forced to do anything that would cause itself harm or anything that is totally diverse to its nature.

LEVEL THREE

ANTI-ENEMY SHIELD (Abjuration)

Level: 3 Components: V,S,M
Range: Touch Casting Time: 5 Segments
Duration: 1 round/LVL Saving Throw: Nil
Area of Effect: One Creature

When a Creature is Touched using this Spell that Creature will have an invisible barrier on One Side of its body (Front, Rear, Left or Right Side). This barrier will prevent Any Attack directed at this side of the Creature. This will include physical attacks, weapons, and magical or similar energies. Note that Attacks that have an Area of Effect will not be stopped by this form of Shielding.

CURSE (Evocation) Reversible

Level: 3 Components: V,S,M
Range: 1"/Level Casting Time: 1 round
Duration: Permanent Saving Throw: Negate
Area of Effect: One Creature

Upon Casting this Spell, the Creature affected must Save vs. Death Magic or One of the following Bad Effects will begin accruing in their life (d10):

- 1-2 One of the Creature's Ability Scores will lose One Point every Week until a Minimum of 3 is reached.
- 3-5 All Saving Throws will have a -1 Modifier cumulative per Week until a Maximum of -10 is reached.
- 6-9 Frequent Bad Luck and -20% modifier to Reaction Rolls.
- 10 The Creature's Major Ability Score and One other Attribute or Ability will lose One Point and/or One LVL every Week until a Minimum of 1 is reached.

For Every 4 Levels of the Spell Caster the victim will Save at -1 cumulative Penalty. The Reverse of the Spell, Remove Lesser Curse, does not require a Saving Throw.

DIVINE DEXTERITY (Conjuration/Summoning) Reversible

Level: 3 Components: V,S
Range: Touch Casting Time: 1 round
Duration: 5 rounds/2 LVL Saving Throw: Nil
Area of Effect: Creature Touched

When this Spell is Cast the Creature affected will be Twice as Agile for the prescribed duration. This will Increase Movement by double normal, Reaction Adjustments, Defense Modifiers, and Grappling, etc. will All also act this way. Anything involving Agility will likewise be increased accordingly. The Reverse of this Spell grants a Saving Throw (Roll for Hit) and will cause the victim to have All their Dexterity Adjustments halved.

MORALE (Enchantment/Charm) Reversible

Level: 3 Components: V,S
Range: 1"/LVL Casting Time: 2 rounds
Duration: 3 turns/LVL Saving Throw: Nil
Area of Effect: One Creature/LVL

Upon Casting this Spell, those Creatures in the Area of Effect will have their Morale Boosted. This will Add a -25% Modifier to All Morale Rolls for these Creatures and they will never have Any Fear during this time. Also the Creatures affected will have a +1 Bonus to All Saving Throws vs. Magic. The Reverse of the Spell will grant a Saving Throw.

SPELLS — Clerical

PRODUCE FOOD (Alteration)

Level: 3 Components: V,S,M
Range: 1" Casting Time: 3 rounds
Duration: Permanent Saving Throw: Nil
Area of Effect: Special

When this Spell is cast, the Caster causes Highly Nutritional Food to be created. For Every Level of Experience of the Spell Caster up to One Full Meal for One Person or Creature can be created.

READ PSYCHIC IMPRESSIONS (Divination)

Level: 3 Components: S
Range: 1"/Level Casting Time: 3 rounds
Duration: 1 round/LVL Saving Throw: Nil
Area of Effect: 1" wide/LVL

With this Spell, the Caster can see Psychic Impressions left by other Creatures. Through these the Spell Caster can detect what events might have occurred at a particular time. More violent and/or tragic events will leave stronger impressions. The Spell Caster is able to Detect Past Impressions up to One Year Old per their Level of Experience.

SLOW CHEMICALS (Necromantic) Reversible

Level: 3 Components: V,S
Range: Touch Casting Time: 1 round
Duration: 1 turn/Level Saving Throw: Nil
Area of Effect: Creature Touched

When this Spell is used, the Spell Caster will be attempting to Slow a Determental Reaction from a Poison, Serum, Acid, and/or Potion or Salve of some kind. This Spell will offset such Reactions for the prescribed amount of time finally beginning to take effect at the end of the Spell's Duration. The Reverse will grant a Saving Throw. Speed Chemicals will cause Poisons, Potions, etc. to take effect faster and/or have their effects last half as long. When using the Reverse the Character must Roll for a Hit on their intended recipient.

LEVEL FOUR

BOLDNESS (Enchantment/Charm) Reversible

Level: 4 Components: V,S
Range: 1"/Level Casting Time: 2 rounds
Duration: 3 turns/LVL Saving Throw: Nil
Area of Effect: One Creature/4 LVL

This Spell will cause the recipients to become very Bold and have no Fear whatsoever. It causes those affected to have a -30% Modifier on All Morale Rolls and Gives them a +1 Bonus on All Saving Throws. This will also grant a +1 Bonus To Hit when these Creatures attack. The Reverse of the Spell grants a Saving Throw and All Creatures affected will have All the above prescribed effects Reversed on them.

DETECT TRUTH (Divination)

Level: 4 Components: M
Range: ½"/Level Casting Time: 1 segment
Duration: 1 round/LVL Saving Throw: Nil
Area of Effect: Creatures speaking/One Item

When this Spell is used, the Caster can Detect if a conversation being heard is True or not. The amount of Truthfulness Detected will be determined by the Duration of the Spell. Also written Messages and/or information can be Detected for Truthfulness in this same manner.

DOUBLE BLESS (Conjuration/Summoning) Reversible

Level: 4 Components: V,S,M
Range: Touch Casting Time: 2 rounds
Duration: 1 round/LVL Saving Throw: Nil
Area of Effect: One Creature/Item

With this Spell, the Caster can Touch a Creature and give it a Strong Blessing. This will grant that Creature a +2 Saving Throw Bonus, and All Attackers will have a Die Modifier of -2 on their Attacks. Items that are Blessed in this manner will deliver up to 1-2 Points of Damage to Any Creature of Totally adverse Alignment that Touches such. Any Creature that is close in Alignment to the Spell Caster will not receive Any of this Damage. Other Creatures must Save vs. Magic or also Receive the Damage prescribed Above. Weapons that have a Double Bless placed on them will act as +2 Magic Weapons for the Duration of the Spell (unless made Permanent). The Reverse of the Spell will grant a Saving Throw and will have opposite effects of those listed above. Character must Roll for a Touch in these situations.

EXORCISE LESSER BEINGS (Abjuration)

Level: 4 Components: V,S,M
Range: 1" Casting Time: Special
Duration: Permanent Saving Throw: Special
Area of Effect: One Creature/Item

With this Spell, the Character can Attempt to Remove an Evil Spirit and/or Creature from the body of a Creature or an Object/Place that is Possessed. The Spell Caster must prepare the Incantation and Continue such, Uninterrupted, for a number of Hours equal to the Hit Dice/Level of the Creature within. The Creature may try to disrupt the Spell Caster and even Attack that Person if they Pause (or Creature makes its Saving Throw). The only Creatures that can be affected are Lesser Creatures from the Planes other than the Prime Material whose Hit Dice/Level does not Exceed 10 with their Saving Throw being as follows:

1 Hit Die/Level	No Save
2 Hit Dice/Levels	Save at -3
3-4 Hit Dice/Levels	Save at -4
5-6 Hit Dice/Levels	Save at -3
7-8 Hit Dice/Levels	Save at -4
9-10 Hit Dice/Levels	Save at -3

Some Creatures have even been known to retaliate (if Spell is Interrupted or Save made) by transferring the Spirit of the Spell Caster to the formerly possessed Creature/Object/Place while the Evil Spirit can steal away with the Spirit they might have been controlling. This retaliation is made possible through the magics being Evoked in the Area and Grants All the Saving Throws applicable in this case. There is though only a 25% Chance that the Evil Spirit may even be able to utilize this.

HEAL WOUNDS (Necromantic) Reversible

Level: 4 Components: V,S
Range: Touch Casting Time: 2 rounds
Duration: Permanent Saving Throw: Nil
Area of Effect: Creature Touched

Using this Spell, the Caster can Heal from 4-16 Hit Points of Damage from a Wound. It will only affect living Creatures with substance on the Prime Material Planes. The Reverse of this Spell grants a Saving Throw and will cause the Creature Touched (if Save is not made) to lose a like amount of Hit Points. In this form the Spell Caster must Roll for a Touch.

PRODUCE FIRE (Alteration)

Level: 4 Components: V,S,M
Range: ½"/Level Casting Time: 1 round
Duration: Special Saving Throw: Nil
Area of Effect: ½" square/2 Levels

When this Spell is used, the Caster causes an Area that they choose to burst into Flames. Any Creature in this Area will sustain 2-5 Points of Damage while the Spell lasts (until Dispelled) and most combustible materials will continue burning afterwards doing 1-4 Points of Damage per round. Water can extinguish this Fire but will require Twice as much where the Magic is in effect, otherwise normal.

VULNERABILITY (Evocation) Reversible

Level: 4 Components: V,S,M
Range: 1"/Level Casting Time: 1 round
Duration: 1 round/LVL Saving Throw: Negate
Area of Effect: One Creature/2 Levels

When this Spell is Cast at an Area, Any Creatures there (up to the prescribed amount) that do not Save will be Completely Vulnerable to Any Spell up to Fourth Level that is directed at them. This will also grant a Die Modifier of +2 on All Attacks on these Creatures. The Reverse of this Spell needs no Saving Throw and will grant temporary immunity to Any Spell up to Fourth Level for Any Creatures affected. Also Attackers will have a -2 Penalty To Hit vs. these Creatures.

LEVEL FIVE

CURE AILMENTS (Necromantic) Reversible

Level: 5 Components: V,S,M
Range: Touch Casting Time: 5 rounds
Duration: Permanent Saving Throw: Nil
Area of Effect: One Creature

When this Spell is used, the Caster can Cure Any Infection, Virus, Bacterial or Parasitic Infection, Disease and/or Magically Enhanced Ailments that a particular Creature might have. This will also even Cure some forms of Lycanthropy and Incurable Diseases with a Base 10% Chance +05% per Level of the Spell Caster. The Reverse of this Spell will cause a Victim (Roll for Hit) to contract Some form of Ailment (Save vs. Poison at -5) that will be Permanent until Dispelled.

DIVINE INSIGHT (Divination)

Level: 5 Components: V,S
Range: 0 Casting Time: 3 turns
Duration: Special Saving Throw: Nil
Area of Effect: Special

With this Spell, the Spell Caster can divine the Future as to Good or Bad Fortune up to One Turn per Level of Experience. The Knowledge will come to the Caster in a thought or a Vision or similar means of conveying such. Also while the Message is coming through, the Spell Caster can ask One Question per 2 Levels of Experience pertaining to what is being conveyed and will receive a Yes, No, or Maybe Answer on such. At the End of the Spell's Duration One Precise Detail will also be Revealed to the Spell Caster pertaining to the near Future being looked into.

FAITH (Enchantment/Charm) Reversible

Level: 5 Components: V,S
Range: 1"/Level Casting Time: 3 rounds
Duration: 1 turn/LVL Saving Throw: Negate
Area of Effect: One Creature/3 Levels

When this Spell is Cast, the Caster causes All

Creatures affected to have Strong Faith in themselves and what they are doing. These Creatures will have no Fear and will try to comfort the minds of others when the Odds are not Good. Also the Creatures affected will be able to Operate at One Level of Experience above their own Level plus An Additional Level for Every 5 Levels of the Spell Caster's Experience above 10th Level. The Latter will only apply to Clerics and Creatures using Clerical Magics and/or Abilities. Any other Classes affected will not have their ability Increased by more than One Level.

GATE (Conjuration/Summoning)

Level: 5 Components: V,S,M
Range: ½"/Level Casting Time: 1 round
Duration: Special Saving Throw: Special
Area of Effect: ½" x 1" opening

When this Spell is Cast, the Spell Caster causes a Portal to Open up on the Inner Plane of their choosing. This Portal will exit on the Prime Material in the location that the Spell Caster is at. When this occurs there is a 75% Chance that Something will step through. If the Spell Caster wishes to Summon a Particular Being, they must call that Being by its Proper Name and it will be brought forth (Save vs. Magic) and step through the Gate. The Gate will remain open until some Creature comes through such. This Creature may also return through this same Portal but must do so within 1 hour per Level of the Spell Caster or it must find another way to Return home. Only Creatures from the Desired Plane may use these Portals. Creatures from the Prime Material may not travel through such. The actions of the Creatures that step through will be determined by the mood they are in, the Alignment of the Spell Caster, etc. and Characters should exercise caution when using this Spell.

SURVIVE IN DIVERSE ELEMENTS (Abjuration)

Level: 5 Components: V,S,M
Range: Touch Casting Time: 1 round
Duration: 3 turns/Level Saving Throw: Nil
Area of Effect: Creature Touched

When this Spell is used, the Spell Caster causes the Creature affected to become a Triphibian thus being able to Survive in Any Environment. This Creature will be Immune to the effects of Fire, Cold, Heat, other varying Temperatures and Elemental Degrees, and can even Survive in Space if necessary for the Duration of the Spell. The Creature affected will be able to create Food and Oxygen (or whatever they breathe) from their surrounding Elements and conduct themselves freely in such.

TRUE SIGHT (Alteration)

Level: 5 Components: V,S
Range: Touch Casting Time: 5 segments
Duration: 1 round/Level Saving Throw: Nil
Area of Effect: Creature Touched

With this Spell, the Caster enables the Creature affected to See All the varying Spectrums of Light. Through this the Creature can See invisible objects, things that are displaced and/or out of phase, and can even pick up objects, etc. that are Astral or Ethereal. True Sight also allows the Creature affected to see the Color of Biokinetic Energies radiating from Living Creatures and see through light waves manipulated by Illusions. This will even allow the Creature to pick up light waves affected by Heat and/or Cold to some degree.

SPELLS — Clerical

LEVEL SIX

ANTI-ENEMY GLOBE (Abjuration)

Level: 6 Components: V,S,M
Range: Touch Casting Time: 1 round
Duration: 1 round/Level Saving Throw: Nil
Area of Effect: One Creature

This Spell is in most all respects just like the 3rd Level Clerical Spell, Anti-Enemy Shield. It will shield the recipient from All Attacks including Breath Weapons and Area Effect Damages. This Shielding will encompass the Creature in a complete Globe.

APATHY (Enchantment/Charm)

Level: 6 Components: V,S
Range: 1"/Level Casting Time: 4 rounds
Duration: 3 turns/LVL Saving Throw: Negate
Area of Effect: One Creature/3 Levels

When Apathy is Cast upon a Creature they must Save vs. Magic or adopt a Totally Negative Attitude towards everything. The Creature will not care about anything or what goes on, and in no way will want to involve itself in Any activity. The Creatures affected will not even care if they are Hit or dying. Terrible situations will be looked at with no Hope and the Creature will most likely just sit around

CURSE OF DEATH (Evocation) Reversible

Level: 6 Components: V,S,M
Range: unlimited Casting Time: 1 hour
Duration: Permanent Saving Throw: ½ effect
Area of Effect: One Creature

When this Spell is Cast, the Creature to be affected must Save vs. Death Magic or Within One Month (minus One Day per Level of the Spell Caster) they will Contract an Incurable Disease or have a Terrible Accident that will cause their Death. Also Any Creature killed by this form of Curse will have a Die Modifier of +02%/Level of the Spell Caster when checking System Shock and Resurrection Survival. If the Creature does not make their Percentage or lower plus Modifiers they will be irrevocably Dead and can only be Raised by their diety. The Reverse of this Spell will remove Any Death Curses and/or Greater Curses placed on a Creature and/or Item. If the Reverse of this Spell is placed on a Creature that has died from a Death Curse, that Creature will not have Any Modifiers to their System Shock and Resurrection Rolls. Creatures that Save vs. one of these Curses will have their Levels and Hit Points Permanently reduced by One Half and it will onset Twice as fast. These will not be able to Increase until the Curse is Removed. The Reverse of this Curse requires no Saving Throw.

HEAL CRITICAL WOUNDS (Necromantic) Reversible

Level: 6 Components: V,S
Range: Touch Casting Time: 3 rounds
Duration: Permanent Saving Throw: Nil
Area of Effect: Creature Touched

Using this Spell, the Spell Caster can Heal Any Critical Wound and Any Damage suffered from such (provided it did not cause Death). This will only affect Living Creatures with substance on the Prime Material Planes. The Reverse of this Spell grants a Saving Throw vs. Death and will cause the Creature Touched (Roll for Hit) to have a Critical Wound Open at the location of where they were Touched by the Spell Caster.

TRIPLE BLESS (Conjuration/Summoning) Reversible

Level: 6 Components: V,S,M
Range: Touch Casting Time: 3 rounds
Duration: 1 round/LVL Saving Throw: Nil
Area of Effect: One Creature/Item

When a Creature is touched using this extra strong Blessing, that Creature will have a +3 Bonus on All Saving Throws and Any Attack directed at the Creature will have a -3 Die Modifier. A Triple Bless will also grant a Temporary Increase in Hit Points by 3 and a like amount of Points can also be distributed among the Creatures Attributes for the Duration of the Spell. Items that are Blessed in this manner will deliver 1-3 Points of Damage to Creatures that touch such (as for Bless, Double Bless). Weapons that are Triple Blessed will act as +3 Magical Weapons. If the latter is done with a Cause Critical Wound Spell, the Weapon will act as a Weapon of Sharpness. Also if this is done with a Cause Critical, and the Reverse of a Heal Self Spell, the Weapon will act as a Vorpall. Likewise these effects can be made Permanent. The Reverse of this Spell will grant a Saving Throw and will have opposite effects of those listed above. Character must Roll for a Touch in these situations.

LEVEL SEVEN

IMPROVED GATE (Conjuration/Summoning)

Level: 7 Components: V,S,M
Range: ½"/Level Casting Time: 2 rounds
Duration: Special Saving Throw: Nil
Area of Effect: ½" x 1" opening

This Spell is in most all respects just like the 5th Level Clerical Spell, Gate. The only difference being that the Portal will be opened on the Outer Planes and the Creature to be summoned will not receive a Saving Throw. This will of course affect the Mood of that Being in the case that they were interrupted while doing something.

MASS SUGGESTION (Enchantment/Charm)

Level: 7 Components: V
Range: ½"/Level Casting Time: 1 round
Duration: 3 turns/LVL Saving Throw: Negate
Area of Effect: Two Creatures/Level

This Spell is in most all respects just like the 2nd Level Clerical Spell, Suggestion. The only difference being that more Creatures can be affected and Only One Saving Throw will be made adjusted at an Average of the Levels of those Creatures.

REGENERATION (Necromantic) Reversible

Level: 7 Components: V,S,M
Range: Touch Casting Time: 1 turn
Duration: Permanent Saving Throw: Nil
Area of Effect: Creature Touched

When this Spell is used, the Caster can cause Any Wound or One Major Body Part to Regenerate Fully as if it were new. Scars can even be turned into undamaged Skin tissue. This Spell will only be effective on Living Organisms. The Reverse of this Spell will cause the Creature Touched (Roll for Hit) to have a Body Part Wither up and crumble. There is a Saving Throw for the Reversal but it is done at ¼ of the Creature's Level or Hit Dice.

VISION (Divination)

Level: 7 Components: V,S,M
Range: 0 Casting Time: 3 turns
Duration: Special Saving Throw: Nil
Area of Effect: Special

When this Spell is Cast,the Spell Caster can evoke powers that will grant a Vision that will answer Any Question or portray Any Person,Place, Thing,or Event that the Spell Caster wishes to gain knowledge about. There is only a 70% Chance that the Vision will be portrayed completely in a clear picture. If so it will manifest itself in the form of a Mental Picture,a Thought,a Dream,or perhaps even a Holographic Image/Picture. If the Vision is not clear it will be incomplete or maybe even misleading. The Probability of a Vision coming in Clear will Increase by +05% per Every other Level Above 14th.

LEVEL EIGHT

EXORCISE GREATER BEINGS (Abjuration)

Level: 7 Components: V,S,M
Range: 1" Casting Time: Special
Duration: Permanent Saving Throw: Nil
Area of Effect: One Creature/Item

With this Spell,the Spell Caster can attempt to Remove Greater Evil Spirits,etc. from the body of a Possessed Creature or from an Object or Place. The Spell Caster must continue the Incantation Uninterrupted for a number of Hours equal to the Level or Hit Dice of the Creature within. This form of Exorcism will even work for multiple Possessions requiring a Period of time equal to the Level/Hit Dice of the most powerful Creature present within. These Greater Spirits will receive Saving Throws as follows:

Lesser Spirits 10 HD+ No Save
Greater Spirits/Undead Save at -5
Lesser Creatures of Lower Planes
..... Save at -4
Greater Demons/Devils Save at -3
Arch Demons Save at -2
Arch Devils Save at -1
Greater Creatures of Lower Planes

..... Standard Save
Some times these Creatures can retaliate if they make their Save by stealing away with the Spirit of the Spell Caster similar to the manner in Exorcise Lesser Beings.

MASS CHARM (Enchantment/Charm)

Level: 8 Components: V,S
Range: ½"/Level Casting Time: 1 round
Duration: Special Saving Throw: Negate
Area of Effect: Two Creatures/Level

This Spell will affect a Number of Creatures perscribed above causing those affected to be under the control of the Spell Caster. These Creatures will not do anything that would bring Harm to themselves but will follow almost Any other command. The Duration of the Charm will be determined as follows:

Intelligence	Duration
3 or less	6 months
4-6	3 months
7-9	2 months
10-12	1 month
13-14	2 weeks
15-16	1 week
17	3 days
18	2 days
19+	1 day

The Spell will be broken if the Spell Caster harms the Creatures affected in any way.

RESTORE LIFE (Necromantic)

Level: 8 Components: V,S,M
Range: Touch Casting Time: 1 hour
Duration: Permanent Saving Throw: Nil
Area of Effect: Creature Touched

When this Spell is used,the Spell Caster can Restore Life to a Creature that has been Dead up to 25 Years per the Caster's Level of Experience. Some Creatures in their Mythology believe in Divine Ascension directly after Death and therefore will not be able to be affected by this Spell. Creatures to be affected must Roll their Resurrection Percentage for Success and any other factors that should be made note of. This Spell can also be used to Free Undead Creatures from being cursed to an existence on the Prime Material Plane after Death. In these cases the Character must Roll for a Touch and the Creature to be affected will be granted a Saving Throw. That Creature's Spirit will then travel to its Proper Plane for disposition. The Spell Caster as well as the Creature affected will be slightly weakened after a Restore Life is used but will be completely fine in all other respects.

LEVEL NINE

MASS REBELLION (Enchantment/Charm) Reversible

Level: 9 Components: V
Range: 1"/Level Casting Time: 1 round
Duration: 3 turns/LVL Saving Throw: Special
Area of Effect: One Creature/Level

When this Spell is used,the Caster causes those Creatures affected to Rebel against the person(s) that they would normally follow the orders of. These Creatures will feel that their leader(s)are unfair and wrong in their decision making and they will immediately take action to assert their own authority. Even after this is accomplished those affected will begin to fight among themselves for whom should be the new leader. Creatures under 5 Hit Dice will automatically be affected. All other Creatures will have a -1 Modifier to their Save for every Three Levels of Experience below that of the Spell Caster.

STRIKE DOWN ENEMY (Necromantic)

Level: 9 Components: V,S
Range: 1"/Level Casting Time: 1 round
Duration: Permanent Saving Throw: Special
Area of Effect: One Creature

When this Spell is used,strong powers are Evoked that will cause an Enemy of the Spell Caster,that the Spell is directed at, to fall down almost completely lifeless. Creatures under 10 Hit Dice will automatically be affected. Any other Creatures will be granted a Saving Throw with a -1 Modifier per Three Levels of Experience below that of the Spell Caster. Any Creature killed by this Spell will be irrevocably Dead unless a Restore Life Spell is used by a Cleric of at least Two Levels above that of the Spell Caster. The Creature,when it drops,will be reduced to unconsciousness in a comatose state. This can only be cured by using a Modified Heal Critical or Heal Self,or by using a Regenerate or the Reverse of a Wither Spell. Also Any Creature affected must check their System Shock every Hour thereafter to see if they slip into the darkness and Die from this effect.

SPELLS — Clerical

LEVEL TEN

SMITE ENEMY (Necromantic)

Level: 10 Components: V,S
Range: 1"/Level Casting Time: 1 round
Duration: Permanent Saving Throw: Special
Area of Effect: One Creature

When this Spell is Cast, the Creature that it is directed at will fall down Dead in its tracks. Creatures under 10 Hit Dice will automatically be affected and Any other Creature will be granted a Saving Throw at a -1 Modifier per every Three Levels of Experience below that of the Spell Caster. The Creature affected will be irrevocably Dead. There is only one way to Restore Life to a Creature killed by this Spell and that is by using the Spell of that name, by a Cleric of at least Two Levels Above that of the Spell Caster. Also when checking the Resurrection Survival and System Shock of a Creature to be brought back from this effect, that Creature will have a Modifier of +25% to their Percentage Roll. Other Modifiers will accumulate at -05% per Three Levels Above the Spell Caster, of the Cleric trying to revive the Creature affected.

SUMMON GREATER BEING (Conjuration/Summoning)

Level: 10 Components: V,S,M
Range: ½"/Level Casting Time: 1 round
Duration: Special Saving Throw: Special
Area of Effect: One Creature

When this Spell is used, the Spell Caster will attempt to Summon a Minion of their diety to aid and/or perform some service for them. The success of the Spell will be determined by a Reaction Roll for the diety to see if they decide favorably in the Spell Caster's behalf. If so, the diety will immediately send one of their Minions to the location of the Spell Caster. Listed below are some possible Reactions:

- Character Serving the Diety directly or indirectly
Send One Minion to help (80%)
- Character needs the help desperately
Send One Minion to help (75%)
- Character Serving Diety, needing help desperately
Send 1-2 Minions to help (90%)
- Character needs the help
Send One Minion to help (60%)
- Character Serving Diety, needing help
Send 1-2 Minions to help (85%)
- Character does not really need help
Send One Minion to help (30%)
- Character is using Spell for some stupid reason
Send One Minion to help (15%)

The Following Modifiers will apply to Above Percentages:

- Character is opposing forces directly opposed to their Alignment (+10%)
- Character's Alignment Behavior has been Average (-10%)
- Character's Alignment Behavior has been Below Average to Borderline (-25%)
- Character's Alignment Behavior has been Below Borderline (-40%)
- Character in confrontation by another Diety (-25%)
- Each previous use of This Spell during a One Year Period (cumulative -10%)

If the Character Rolls below the Above Indicated Percentages, the Minion(s) will be sent to help for a Duration of time as decided by the Game Master. If the Character Rolls Above the Percentage Listed, then the Minion will not arrive. Although, if this occurs the Character will be granted with operating at Twice their Level of Ability for a Number of Melee Rounds equal to

SPELLS — Druidic

their Diety's Level of Clerical Ability.

If the Character Rolls 25% or More Above what the Percentage Requires, then a Minion will be sent, but to discipline the Character Casting the Spell. No Level Ability will be granted.

Also, if the Character Rolls 75% or More Above what the Percentage Requires, then they will be Disintegrated by 'Blue' Energy.

LEVEL TWENTY

BLUE LIGHTNING (Evocation)

Level: 20 Components: V,S
Range: 1"/Level Casting Time: 1 segment
Duration: Permanent Saving Throw: Nil
Area of Effect: Special

Upon Casting this Spell, the Caster causes a Blue Colored Bolt of Lightning to spring forth from their hand and strike Any Target within Range. Any Creature struck by a Blue Bolt will be killed Irrevocably with No Saving Throw. If the Creature has a Magic Resistance, then they will be Granted a Normal Save (with No Bonuses) based at a Level of Experience equal to One Tenth of what their Resistance is. The Save will be vs. Death Magic with a -1 Modifier for Every 5 Levels of Experience that the Spell Caster is Above the Level/Hit Die of the Creature to be affected. Spell Turning Effects will not even work against this Spell. Any Creature within ½" of the path of a Blue Bolt will receive 10 Points of Damage plus One d4 per Level of the Spell Caster. All Magic Items touched by this Energy will be Negated automatically. Any Artifact affected must Save vs. Magic for each of its powers to see which ones are Retained or Lost. These Damages are Permanent and Irrevocable.

DRUIDIC SPELLS

LEVEL ONE

ANIMAL FRIEND (Enchantment/Charm)

Level: 1 Components: V,S
Range: ½"/Level Casting Time: 1 round
Duration: Special Saving Throw: Negate
Area of Effect: One Creature

This Spell affects One Animal causing them to become the Friend of the Spell Caster. The Animal will be the companion of and help the Spell Caster whenever necessary. The Spell's Duration will be Determined as follows:

Hit Die of Animal	Duration
below 1+1	Permanent
1+1	1-10 years
1+2 to 2+1	one year
2+2 to 3+1	6 months
3+2 to 4+1	3 months
4+2 to 5+1	one month
5+2 to 6+1	two weeks
6+2 to 7+1	one week
7+2 or more	one day

The Creature affected cannot be harmed by the Spell Caster and if so the Spell will be broken.

BURN (Evocation)

Level: 1 Components: V,S
Range: Touch Casting Time: 1 segment
Duration: Instantaneous Saving Throw: Negate
Area of Effect: Area Touched

When the Spell Caster uses this Spell, they will Burn the Area that they Touch if a success-

ful Save is not made. This will burn skin for 1 hp Damage/Level of the Spell Caster. It will also burn paper and scorch leather and wood. For every Level of Experience Two and Above the Spell Caster can continue Burning if a Successful Grapple has been made and held. Damage will be figured Every Melee Round. Likewise the Burning can be continued for One Additional Melee Round per Every Other Level Two and Above.

HEAL ANIMALS (Necromantic)

Level: 1 Components: V, S
Range: Touch Casting Time: 1 round
Duration: Permanent Saving Throw: Nil
Area of Effect: Creature Touched

When this Spell is used, the Spell Caster can cause from 2-8 Hit Points of Damage to be Healed on an Animal that has suffered Damage. This will only affect standard Animal Types and will not work against Monsters. This Spell can also be used to heal Ailments and any Disease that an Animal might have with a Cumulative +10% Chance per Level of the Spell Caster's Experience.

MESSENGER (Conjuration/Summoning)

Level: 1 Components: V, S
Range: 10 Miles/Level Casting Time: 1 round
Duration: Special Saving Throw: Nil
Area of Effect: Special

When this Spell is used, the Spell Caster can Summon a Small Flying Creature that will appear and await instructions. This Creature will usually be used to bring messages to another person some distance away. The Messenger can fly at a speed of 25 mph and will be able to cover a distance of 10 Miles per Level of the Spell Caster before the Messenger disappears.

PREDICT WEATHER (Divination)

Level: 1 Components: V
Range: 0 Casting Time: 1 round
Duration: Special Saving Throw: Nil
Area of Effect: 2 Mile Radius/Level

When this Spell is used, the Caster will be able to Predict the Temperature, Precipitation, and variations in the Wind with complete accuracy. The Weather can be predicted up to Three Hours/2 Levels of Experience with a Cumulative Two Mile Radius per Level of the Spell Caster.

SHAPE CHANGE (Alteration)

Level: 1 Components: V, S
Range: 0 Casting Time: 1 round
Duration: 1 hour/LVL Saving Throw: Nil
Area of Effect: Personal

When this Spell is used, the Caster will be able to Alter their Form to that of an Animal Type. This form can be a Bird, Mammal, Reptile, Insect, etc. but cannot be a Monster Type. The Spell Caster will have All the Attributes of the Creature Type assumed and retain all of his/her normal mental capabilities. When Changing Shape the Spell Caster can only change to a form that is the same size as they are. For every Two Levels of Experience the Spell Caster can Change Shape to a Creature that is Twice as Large, Three Times as Large, etc. OR Twice as Small, Three Times as Small, etc. and so on.

LEVEL TWO

ANIMAL TELEPATHY (Alteration)

Level: 2 Components: V, S
Range: 0 Casting Time: 2 segments

Duration: 1 round/LVL Saving Throw: Nil
Area of Effect: 1" radius/Level

When this Spell is used, the Spell Caster is able to communicate Telepathically with Animals. Any thought can be conveyed as well as being able to understand and fully communicate with the Creatures in the area.

CHARM CREATURES (Enchantment/Charm)

Level: 2 Components: V, S
Range: 1" Casting Time: 1 round
Duration: Special Saving Throw: Negate
Area of Effect: One Creature

This Spell affects One Creature causing them to fall under the Charm of the Spell Caster if a Successful Save vs. Magic is not made. The Creature affected will become friendly towards the Spell Caster and will obey Any command (unless it will result in harming the Creature). The Duration of the effect will be determined as follows:

Intelligence	Duration
3 or less	One Year
4-6	6 months
7-9	3 months
10-12	1 month
13-14	2 weeks
15-16	1 week
17	3 days
18	1 day
19+	6 hours

If the Creature affected is harmed by the Spell Caster then the Spell will be broken instantly.

FIND WAY (Divination)

Level: 2 Components: V
Range: 0 Casting Time: 2 rounds
Duration: 1 round/LVL Saving Throw: Nil
Area of Effect: 10"/Level

With this Spell, the Caster can attempt to Determine the location of something. It can automatically help the Caster to Find their Way if they are Lost. Also this Spell can be used to Find the Way to a Person, Place, or Thing within the Area. This will be done at a Base 50% Chance of Success that Increases by +05% per Level hereafter.

HEAL SUPERFICIAL WOUNDS (Necromantic) Reversible

Level: 2 Components: V, S
Range: Touch Casting Time: 1 melee round
Duration: Permanent Saving Throw: Nil
Area of Effect: Creature Touched

This Spell is in most respects the same as the 1st Level Clerical Spell, Heal Superficial Wounds (ie.).

RESIST COLD/HEAT (Abjuration)

Level: 2 Components: V, S, M
Range: Touch Casting Time: 2 segments
Duration: 1 round/LVL Saving Throw: Nil
Area of Effect: Creature Touched

When used, this Spell will grant the Creature affected with 100% Resistance to Normal Cold and Heat. This will even grant a Saving Throw vs. Temperature extremes. Magical Cold and Heat will automatically be reduced to One Half Damage.

SUMMON INSECTS (Conjuration/Summoning)

Level: 2 Components: V, S
Range: 0 Casting Time: 2 rounds
Duration: 1 round/LVL Saving Throw: Nil
Area of Effect: Special

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When a Summon Insects Spell is Used, the Spell Caster upon completion of the Spell will have a small horde of crawling and flying Insects at their command. These Creatures will do anything that the Spell Caster commands of them even if it means that they must kill themselves in the process. Anywhere from 10-100 Insects will be Summoned and they will attack in groups of Ten. Each group of Insects is capable of doing 1 Point of Damage/melee round. Up to Ten Insects can be Summoned per Level of Experience not to exceed a Maximum of 100.

LEVEL THREE

CONTROL INSECTS (Enchantment/Charm)

Level: 3 Components: V,S
Range: 0 Casting Time: 1 round
Duration: 1 round/LVL Saving Throw: Nil
Area of Effect: 1" radius/Level

When this Spell is Cast, the Spell Caster can Control Any Insect within the perscribed Radius. This will affect Normal as well as Giant Insects. and those affected must obey every Command of the Spell Caster. Giant Insects will receive a Saving Throw at a -1 Penalty for every Two Levels of the Spell Casters Experience.

CREATE FIRE/ICE (Alteration)

Level: 3 Components: S,M
Range: 1" Casting Time: 3 segments
Duration: Permanent Saving Throw: Nil
Area of Effect: $\frac{1}{4}$ " square/2 Levels

When this Spell is used, the Spell Caster can Create Fire OR Ice in the desired area of the Spell. When Fire is Created it will spread outside the area if Flammable materials exist there. Otherwise the Fire will burn until extinguished. When Ice is created it will not spread outside the area but it is cold enough to have water thrown on it to create more Ice. Otherwise the Ice will last until it melts.

HEAL LIGHT WOUNDS (Necromantic) Reversible

Level: 3 Components: V,S
Range: Touch Casting Time: 1 round
Duration: Permanent Saving Throw: Nil
Area of Effect: Creature Touched

This Spell is in most respects the same as the 2nd Level Clerical Spell, Heal Light Wounds (ie.).

RESIST POISONS (Abjuration)

Level: 3 Components: V,S
Range: Touch Casting Time: 1 round
Duration: 1 hour/LVL Saving Throw: Nil
Area of Effect: Creature Touched

This Spell is in most respects the same as the 2nd Level Clerical Spell, Resist Poisons (ie.).

SUMMON ANIMALS (Conjuration/Summoning)

Level: 3 Components: V,S,M
Range: 1 mile/5 Levels Casting Time: 1 round
Duration: Special Saving Throw: Nil
Area of Effect: Special

When this Spell is cast, the Spell Caster is able to Summon an Animal within the Spell's area. An Animal Type can even be chosen if that type is within Range. The Animal Summoned can be up to 1 Hit Dice per Two Levels of the Spell Caster's Experience. The Animal Summoned will perform one Service for the Spell Caster before it goes away.

LEVEL FOUR

COMMUNE WITH NATURE (Divination)

Level: 4 Components: V,S
Range: 0 Casting Time: 1 round
Duration: Special Saving Throw: Nil
Area of Effect: $\frac{1}{4}$ mile/Level

When this Spell is used, the Caster is able to learn about past events and other situations pertaining to the Spell's Area of Effect. For every Two Levels of Experience the Spell Caster can learn One Fact and ask One detailed Question about the Area covered. This Spell can only be used Outdoors or in an area with plenty of Plant and/or Animal Life. The Spell will operate over or in water but will be reduced to $\frac{1}{2}$ its potency and/or effect.

CONTROL CREATURES (Enchantment/Charm)

Level: 4 Components: V,S
Range: 0 Casting Time: 1 round
Duration: 1 round/LVL Saving Throw: Negate
Area of Effect: 1" radius/Level

When this Spell is Cast, the Spell Caster is able to Control Any Creature that does not make their Saving Throw. The Creature(s) affected cannot be ordered to do anything that would harm itself but other Commands will be followed. Up to One Creature can be affected per every Six Levels of the Spell Caster's Experience that is within the Area of Effect.

NIGHT SIGHT (Alteration) Reversible

Level: 4 Components: V,S,M
Range: Touch Casting Time: 1 round
Duration: 1 round/LVL Saving Throw: Nil
Area of Effect: Creature Touched

When used, this Spell will allow the Creature touched to see the Infra Red Spectrum therefore gaining Night Vision being able to see degrees of Heat. Any Creature already having Infravision will have their Vision capability Doubled. The Reverse of this Spell grants a Saving Throw and the Spell Caster must Roll for a Touch. The Creature affected (during Night) will see as if there were Total Darkness. If this Creature already has Infravision, they will not be able to see Heat for the Duration of the Spell but Normal Vision will not be impaired.

RAIN (Conjuration/Summoning)

Level: 4 Components: V,S,M
Range: $\frac{1}{2}$ mile/Level Casting Time: 4 rounds
Duration: 1 round/LVL Saving Throw: Nil
Area of Effect: $\frac{1}{4}$ mile square/Level

When used, this Spell will cause Rain to Fall in the perscribed Area of Effect. The Rain will accumulate at a Rate of 10 Gallons/1" square per Melee Round. The Spell Caster can cause the Rain to stop at any time. This Spell can also be used Indoors but will only work for a 1" square Area per four Levels of Experience.

RESIST LIGHTNING (Abjuration)

Level: 4 Components: V,S,M
Range: Touch Casting Time: 4 melee rounds
Duration: 1 round/LVL Saving Throw: Nil
Area of Effect: Creature Touched

When this Spell is used, the Creature affected will have Total Immunity to Lightning and similar forms of Electricity for the duration of the Spell. Magical Electricities, Dragon Breath, etc. will automatically only do $\frac{1}{2}$ Damage from this Resistance.

LEVEL FIVE

COMMUNE WITH THE ELEMENTS (Divination)

Level: 5 Components: V,S
Range: 0 Casting Time: 1 round
Duration: Special Saving Throw: Nil
Area of Effect: Personal

When this Spell is used, the Spell Caster is able to Divine Information pertaining to a desired Question. For Every Level of Experience the Spell Caster is able to Ask One Question. The Chance that the Question will be answered is cumulative +05% per Level of their Experience and it will be answered either Yes or No.

DIRECT WIND (Alteration)

Level: 5 Components: V,S
Range: 0 Casting Time: 1 round
Duration: 1 turn/2 LVL Saving Throw: Nil
Area of Effect: 1" radius/Level

When this Spell is Cast, the Caster can Direct Any Winds within the Spell's Radius. The Caster can cause them to go in Any direction that they so choose. Also for every Two Levels of Experience the Spell Caster can Increase or Decrease the Force of the available Wind by a cumulative rate of 5 Miles per Hour.

HEAL WOUNDS (Necromantic) Reversible

Level: 5 Components: V,S
Range: Touch Casting Time: 2 rounds
Duration: Permanent Saving Throw: Nil
Area of Effect: Creature Touched

This Spell is in most respects the same as the 4th Level Clerical Spell, Heal Wounds(ie.).

RESIST ELEMENTS (Abjuration)

Level: 5 Components: V,S,M
Range: Touch Casting Time: 1 round
Duration: 1 round/LVL Saving Throw: Nil
Area of Effect: Creature Touched

When this Spell is used, the Creature affected will be Impervious to the Effects and Damage of All Elements (Poison Gasses, Dust/Wind Storms, Fire, Cold/Heat, exposure, hypothermia, etc.) and can even survive in water or space for a limited duration. This does not allow full movement in such environments but the Creature can at least survive in these conditions.

LEVEL SIX

HAIL STORM (Evocation-Alteration)

Level: 6 Components: V,S
Range: ½ mile/Level Casting Time: 5 rounds
Duration: 1 round/LVL Saving Throw: ½ Damage
Area of Effect: ¼ mile square/5 Levels

When this Spell is Cast, the Spell Caster causes Hail to Fall in the prescribed Area of Effect. Any Creatures Hit by the Hail will suffer from 2-12 Hit Points of Damage per Round if a Successful Save for Dodging is not made. Fragile Items will be broken in the Area and most other things will be badly dented. If any Creature is struck on the Head by a Hail Stone they will be Unconscious and there is a 70% Chance that this will kill them.

HEAL SELF (Necromantic)

Level: 6 Components: V,S
Range: Touch Casting Time: 2 rounds
Duration: Permanent Saving Throw: Nil
Area of Effect: Creature Touched

When this Spell is used, the Spell Caster can

Heal All Hit Point Damage that they or another Creature has sustained. This will only affect Living Creatures from the Prime Material Planes and will not restore Life. Even Critical Wounds can thus be Healed but this will not affect dismembered Limbs, etc.

SUMMON/CONTROL WEATHER (Conjuration/Summoning)

Level: 6 Components: V,S
Range: ½ mile/Level Casting Time: 6 rounds
Duration: 1 round/LVL Saving Throw: Nil
Area of Effect: ¼ mile square/Level

When this Spell is used, the Spell Caster can call forth various kinds of Weather at their disposal. More violent forms of Weather can only be Summoned with a 50% Chance. Once Summoned the Spell Caster has absolute control over such and the Spell can also be used to Control Weather that is already available. Weather Types that are indigenous to that Climate/Season may also remain for a certain period of time (75% Chance) until they dwindle off.

WOODLAND TELEPORT

Level: 6 Components: V,S
Range: 0 Casting Time: 1 round
Duration: instantaneous Saving Throw: Nil
Area of Effect: Personal

When this Spell is Used, the Spell Caster is able to Transport his/herself from a Forest to another Forest of that same kind. For Every 2 Levels of Experience above 12th the Spell Caster is also able to bring an additional Medium Sized Creature with them. This is limited to Forests on One World but Druids of 16th Level can even Teleport to a Forest on another World. Also, at 18th Level, Forests in Different Galaxies and Universes can be Travelled to.

LEVEL SEVEN

CHANGE ANIMAL (Alteration)

Level: 7 Components: V,S,M
Range: Touch Casting Time: 7 rounds
Duration: Permanent Saving Throw: Negate
Area of Effect: Creature Touched

When Used, this Spell will cause the Creature touched to be Transformed into an Animal Type of the Spell Caster's choosing. The Creature to be affected is entitled to a Saving Throw, otherwise the Spell will only last for a number of Hours Equal to the Spell Caster's Level of Experience. Once the Creature is changed to an Animal Type, that Creature must make another Saving Throw. If this second Save is made, the Creature affected will retain its former mind and any abilities typical to its former Creature Type. If not, the Creature will in All respects be exactly like the Animal Type it is transformed into.

GALE (Conjuration/Summoning)

Level: 7 Components: V,S
Range: ½ mile/Level Casting Time: 1 turn
Duration: 1 round/LVL Saving Throw: Nil
Area of Effect: ¼ mile square/Level

When Cast, this Spell will bring forth a Gale force Wind that will blow in the Area and Direction that the Spell Caster so desires. The Winds will reach a Speed of from 30-60 m.p.h. and will definitely blow away anything that is not firmly secured. If so desired, the Spell Caster can even concentrate the Wind force on a precise area (5" square/LVL of EXP) at Twice the Wind's Speed and Force.

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THUNDER STORM (Evocation-Alteration)

Level: 7 Components: V,S
Range: ½ mile/Level Casting Time: 1 turn
Duration: 1 round/LVL Saving Throw: Special
Area of Effect: ½ mile square/Level

When this Spell is Cast,the Caster summons a Thunder Storm to an area within their Spell's Range. This Storm will have Winds from 20-50 m. p.h. and will darken the Sky in the Area that it covers. Electricity will dance about the Clouds after the first Round and the Spell Caster will be able to cause Lightning to spring forth from such and strike at any nearby location that they so desire. The Winds will blow away most items that are not secured. The Lightning does grant a Saving Throw for Dodging(½ Damage)and will do 1-4 Points of Damage/Level of the Spell Caster. Two such Bolts may be directed per Round of the Duration of the Spell after the First.

WITHER (Necromantic)

Level: 7 Components: V,S
Range: Touch Casting Time: 1 round
Duration: Permanent Saving Throw: ½ Damage
Area of Effect: Creature Touched

When a Creature is Touched using this Spell, they will instantly be Aged 10-60;40-160;200-800 Years,respectively due to the Life Expectancy of their Race. This can also be used to affect One member of a Creature's Body making it completely Withered to the point where it is of no use. Inanimate Objects can be affected(with No Save)at ½ the Spell's Potency and Plant Life can even be Withered at ¼ Potency.

LEVEL EIGHT

REINCARNATION (Necromantic)

Level: 8 Components: V,S,M
Range: Touch Casting Time: 8 turns
Duration: Permanent Saving Throw: Special
Area of Effect: One Creature

When this Spell is Used,the Spell Caster will cause a Deceased Creature to become Reincarnated in some other form. The Creature to be affected must have Theological Beliefs which allow Reincarnation. At the end of casting the Spell the Creature to be affected will have its Life Essence transferred to the body of an Animal Type Creature and thus it will remain. There is a 75% Chance that the Creature affected will retain their former Memory. The Creature affected will come back in one of the Following Forms:

- | | |
|-------|-----------------------|
| 01-70 | Animal Type |
| 71-90 | Monster/Creature Type |
| 91-00 | Character Race |

For Specific Details See Animal/Monster Listings.

TORNADO (Conjuration/Summoning)

Level: 8 Components: V,S
Range: ½ mile/Level Casting Time: 1 turn
Duration: 1 round/LVL Saving Throw: Nil
Area of Effect: Special

When this Spell is Used,the Caster summons forth a Funnel Storm to a desired location that will travel about at a Rate of 60"/melee round The Spell Caster can control the direction that the Tornado travels but this can be left to Random Chance. Anything that is not firmly secured will be drawn towards the Tornado within a 100' Radius. Closer objects will immediately be sucked up. Any item caught in the Funnel will suffer from 1-10 Points of Damage/melee round and living

Creatures have a 75% Chance of being rendered unconscious. Each round there is a 40% Chance that an object/Creature may be thrown from the Tornado(large objects 75% Chance). Objects within will rise at a Rate of 25 feet/melee round. When they are thrown Free of the Tornado,calculate the Height vs. the Distance Thrown(50-200 feet)and these objects will sustain 1-10 Points of Damage/10 feet of Distance plus an additional 10 Points of Damage added to that Total. Creatures thrown out have a 75% of being rendered unconscious and will definitely receive broken bones in the area of their body that they land on. If an object,once thrown,is still within the Funnel's suction they may again be pulled into the Tornado.

WOOD CREATION (Alteration)

Level: 8 Components: V,S,M
Range: Touch Casting Time: Special
Duration: Permanent Saving Throw: Nil
Area of Effect: Special

When this Spell is Used,the Spell Caster can create an object out of Wood. A small piece of the desired Wood Type is needed and with this the Spell Caster will begin to shape what form they wish. Up to 1 cubic foot of Wood can be created per Level of the Spell Caster. Each cubic foot requires 1 turn of molding. With the Spell,the Spell Caster can shape and form any object as long as their ability allows for the amount of wood needed. When finished,the Wood will be solid and be 1½ times as dense as what it would be normally. If a Figurine/Statue is created,it can be given life by using a Reincarnation,Restore Life and Minor Wish Spell.

LEVEL NINE

BLIZZARD (Conjuration/Summoning)

Level: 9 Components: V,S
Range: ½ mile/Level Casting Time: 1 turn
Duration: 1 round/LVL Saving Throw: Special
Area of Effect: ½ mile square/Level

When this Spell is Cast,the Spell Caster causes the Sky to become very overcast and the Winds to rise. At the end of the Spell's casting the Temperature will have dropped to freezing and a Snow Storm will be present in the Area of Effect. The Blizzard will travel in the direction desired by the Spell Caster and its main force can be concentrated in one area. Visisibility will be reduced(even causing Blindness)in the Area and movement will also be encumbered. The main force of the Winds will cause Creatures to Fall down that do not make ½ their Dexterity Save and most items that are not firmly secured will be blown away. The Ice particals of the storm will cause from 2-12 Points of Damage/round.Creatures with shielding from this exposure will automatically take ½ damage. Snow will accumulate at a Rate of one inch/round on the ground,etc. in the Area of Effect. In Artic Climates this Spell may even promote the continuance of such Weather.

CURSED DAGGER (Evocation)

Level: 9 Components: V,S,M
Range: Special Casting Time: 1 hour
Duration: Special Saving Throw: Special
Area of Effect: One Creature

When this Spell is used,the Spell Caster will select a very fine Dagger which they prepare with the Curse using a small fragment of the intended's body or a very small piece of something that the Creature owns. A recent impression can

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also be used to key in the Dagger. Once completed the Dagger will vanish and Travel at a Rate of 48" until it reaches its Target. When it finds them (where ever they may be) the Dagger will appear and strike its intended Victim from behind. This will be like an Assassination Attempt from an Assassin of equivalent Level to the Spell Caster. If successful, this will Kill the Victim. If a Save vs. Death Magic is made, then the Dagger will only do a Critical Hit plus Any Backstab Damage. Once this attempt is made, whether successful or not, the Dagger will vanish permanently.

STONE CREATION (Alteration)

Level: 9 Components: V,S,M
Range: Touch Casting Time: Special
Duration: Permanent Saving Throw: Nil
Area of Effect: Special

This Spell is in most respects the same as the 8th Level Druidic Spell, Wood Creation (ie.). Material Components and finished product though will be Stone in this Spell. The Stone's density can also be altered as prescribed previously as well as any Animation possibilities.

LEVEL TEN

BLACK LIGHTNING (Evocation)

Level: 10 Components: V,S
Range: 1"/Level Casting Time: 4 segments
Duration: Special Saving Throw: $\frac{1}{2}$ Damage
Area of Effect: Special

When this Spell is Used, the Caster causes a Bolt of Black Lightning to spring forth from their hand and travel out to the specified Range. Any Creature struck by the Bolt will sustain from 1-6 Points of Damage/Level of the Spell Caster plus suffer a Life Energy Drain of 1-4 Levels. Also Any Creature within $\frac{1}{2}$ " of the path of the Bolt will suffer 10 Points of Damage plus one d4/Level of the Spell Caster. If a successful Save for dodging is made damages will be reduced to half normal.

DEATH MIST (Necromantic)

Level: 10 Components: V,S
Range: 1"/Level Casting Time: 1 round
Duration: Permanent Saving Throw: Special
Area of Effect: 1" square/Level

When this Spell is Used, the Caster causes Black Mist to be summoned forth in the desired area of the Spell's effect. Any Creature in this area Under 7+1 HD will automatically be slain. All other Creatures will be granted a Saving Throw vs. Death Magic and if made, they will only be reduced to One Half their Hit Points and their Three Major Attributes will be permanently reduced to $\frac{1}{2}$ what they are. Any Creature Above 10+1 HD will only take Hit Point Damage if their Save is made and Creatures 12 HD and Above will not take Any Damage by making their Saving Throw.

MAGICAL SPELLS

LEVEL ONE

BURN (Evocation)

Level: 1 Components: V,S
Range: Touch Casting Time: 1 segment
Duration: instantaneous Saving Throw: Negate
Area of Effect: Creature/Object Touched

This Spell is in most respects the same as the 1st Level Druidic Spell, Burn (ie.).

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CHILL (Evocation-Alteration)

Level: 1 Components: V,S
Range: 1"/Level Casting Time: 1 round
Duration: 1 round/LVL Saving Throw: Nil
Area of Effect: 1" square/Level

This Spell is in most respects the same as the 1st Level Clerical Spell, Chill (ie.).

DARKNESS (Alteration)

Level: 1 Components: V,S
Range: 1"/Level Casting Time: 1 segment
Duration: 1 round/LVL Saving Throw: Nil
Area of Effect: $\frac{1}{4}$ " radius globe/Level

When this Spell is Cast, the Area that the Spell Caster affects will become engulfed in a globe of Darkness that will completely block All vision. Only Ultrapowerful forms of Vision such as True Sight, etc. will be able to penetrate this Darkness for the duration of the Spell.

DECREASE VISIBILITY (Evocation)

Level: 1 Components: V,S,M
Range: 1"/Level Casting Time: 1 melee round
Duration: 1 round/Level Saving Throw: Nil
Area of Effect: $\frac{1}{4}$ " radius globe/Level

When Used, this Spell evokes dust to appear in the Area of Effect causing those Creatures in that Area to have their Vision impaired. The Dust will get in the Eyes of those Creatures present causing them Temporary Blindness for the first half of the Spell. During the final part of the Spell, Vision will only be half way impaired giving those Creatures affected a -2 To Hit on their Attacks. Creatures that rub their Eyes while the Dust is in them have a 50% Chance of causing Damage and Permanent Blindness.

DETECT ILLUSION (Divination)

Level: 1 Components: V,S
Range: $\frac{1}{2}$ "/Level Casting Time: 1 melee round
Duration: 1 round/LVL Saving Throw: Nil
Area of Effect: Special

When this Spell is Used, the Spell Caster is able to Detect and See Through Any Normal type Illusion. Invisibility forms will only have a Base 70% Chance of Detection that increases by +01%/Level. Also, Ultrapowerful Illusions can only be Detected 50% of the Time increasing by +02%/Level of Experience Above the First. The Area of Effect of this Spell will be where the Spell Caster is directing their Sight. Note that this can be directed through a Scanner or other objects that are able to project Vision.

DETECT MAGIC (Divination)

Level: 1 Components: V,S
Range: $\frac{1}{2}$ "/Level Casting Time: 1 melee round
Duration: 1 round/Level Saving Throw: Nil
Area of Effect: $\frac{1}{2}$ " path

When this Spell is Used, the Spell Caster can sense Magical Radiations and similar forms of Energy within the Spell's Area of Effect. The Spell Caster must direct this sense in a certain area to be checked. This will work for Magic Items, Potions, Scrolls, etc. but Items that are masked from such Detections will only have a Cumulative +01% Chance of being Detected per Level of the Spell Caster. Artifacts will only have a +01% Cumulative Chance/2 Levels of EXP.

SPELLS — Magical

GLOW (Alteration)

Level: 1 Components: V,S,M
Range: Touch Casting Time: 1 segment
Duration: 1 turn/LVL Saving Throw: Nil
Area of Effect: Creature/Item Touched

When this Spell is Used,the Caster causes the Creature or Item Touched to have a slight Glow about it. This Glow will penetrate Darkness and will even work in Water. If a Darkness Spell or similar effects are used against a Glow,they will cancel each other out.

HIDE IN SHADOWS (Alteration)

Level: 1 Components: V,S
Range: 0 Casting Time: 1 segment
Duration: 1 round/LVL Saving Throw: Nil
Area of Effect: Personal

When this Spell is Used,the Spell Caster is able to blend in Shadows and/or in the Dark.In completely Dark surroundings the Spell Caster can Hide 100%. Otherwise when Hiding in Shadows the Spell Caster will be able to operate as a Thief would of equivalent Level.

LIFE DRAIN (Necromantic)

Level: 1 Components: V,S
Range: 3" Casting Time: 1 segment
Duration: Instantaneous Saving Throw: ½ Damage
Area of Effect: One Creature

When Used,this Spell enables the Spell Caster to Drain Life Energy from a Creature that is within the Spell's Range. The Creature to be affected will be granted a Saving Throw vs. Death Magic and if made,they will only take ½ Damage. The Life Drain will take away up to 1 Hit Point per Level of the Spell Caster and this Draining will rejuvenate Any Damage that the Spell Caster might have.

LIGHT (Alteration)

Level: 1 Components: V,S
Range: 1"/Level Casting Time: 1 segment
Duration: 1 turn/Level Saving Throw: Nil
Area of Effect: ¼" radius globe/Level

When this Spell is Used,the Caster causes the Area to be affected to glow with bright Light. This Light will penetrate Darkness and also work under Water. Any Creature staring directly into the Light will be temporarily Blinded for one Melee Round until their eyes adjust to such. A Darkness Spell or similar effect when used on this kind of Light will cause both Spells to cancel each other out.

LOVE (Enchantment/Charm) Reversible

Level: 1 Components: V,S,M
Range: 1"/Level Casting Time: 1 round
Duration: Special Saving Throw: Negate
Area of Effect: One Creature

When this Spell is Used,the Creature to be affected will fall madly in Love with the first Creature that they see if their Save is not made. The Duration of the Spell will be determined by the Creature's Intelligence as Follows:

Intelligence	Duration
3 or less	10 years
4-6	5 years
7-9	3 years
10-12	1 year
13-14	6 months
15-16	3 months
17	1 month
18	1 week
19+	1 day

The Creature affected cannot be harmed by the Creature that they fall in Love with or the Spell will be instantly broken. Also if that Creature openly comits an adultrus act,this will also dispell the magic mentioned.

MAGIC FAMILIAR (Conjuration/Summoning)

Level: 1 Components: V,S,M
Range: Special Casting Time: 1-20 hours
Duration: Special Saving Throw: Nil
Area of Effect: Special

When this Spell is Cast,the Spell Caster will be attempting to Summon a Creature that will become his/her special companion. Once this Creature arrives,it will serve the Spell Caster for the duration of its or the Spell Caster's Life, whichever comes first,and then disappear. This Magic Familiar will be in most respects the same as their Normal Animal Counterpart. These Creatures will be able to convey All of their Senses (sight,hearing,etc.)back to their Master up to 10" per their Master's Level of Experience at a Cumulative Rate. They will also be able to Communicate through Telepathy. The Creature Type to be Summoned will be Determined as Follows:

Die Roll (d20)	Creature Type
1	Fairy/Sub-Demon type Creature
2-13	Animal Type
14-19	Monster Type
20	Other Magical Creature Type

These Creatures will have a Magic Resistance of +01% Cumulative/Level of the Spell Caster(at the time of the Spell's preparation)that will also be conveyed to the Spell Caster while they are Touching their Familiar. Also,if a Creature is Summoned Other than a Standard Animal Type, that Creature must correspond in Alignment to that of the Spell Caster.

MIST (Conjuration/Summoning)

Level: 1 Components: V,S
Range: 1"/Level Casting Time: 1 melee round
Duration: 1 round/LVL Saving Throw: Nil
Area of Effect: 1" square/Level

When Used,this Spell will call forth a Mist in the desired Area of Effect. This Mist will lower the Temperature of the surrounding area by -10°F and will mask/hide anything that is on the ground there. The Mist that is brought forth can be manipulated and/or moved in any direction that is desired by the Spell Caster.

PROTECTION GOOD/EVIL (Abjuration)

Level: 1 Components: V,S
Range: Touch Casting Time: 1 melee round
Duration: 2 rounds/LVL Saving Throw: Nil
Area of Effect: Creature Touched

This Spell is in most respects the same as the 1st Level Clerical Spell, Protection(ie.). The main difference being that it will apply to either Creatures of Good or Evil Alignment,whichever is specified by the Spell Caster.

PURIFY AIR (Alteration) Reversible

Level: 1 Components: V,S,M
Range: 1"/Level Casting Time: 1 segment
Duration: 5 rounds/LVL Saving Throw: Nil
Area of Effect: 1" radius globe/Level

When this Spell is Used,the Caster causes the Air in the Area of Effect to become Purified. This will remove Any impurities and cause Gasses that might be Poisonous to become Non-

Poisonous. The Reverse of this Spell causes the Air in the Area of Effect to become Stale and it will also have a Cumulative +03%/Level of the Spell Caster, Chance of becoming Poisonous.

PURIFY EARTH (Alteration) Reversible

Level: 1 Components: V,S,M
Range: Touch Casting Time: 1 melee round
Duration: Permanent Saving Throw: Nil
Area of Effect: ½" square/Level

When this Spell is Used, the Spell Caster can Purify contaminated Soil. This will even make poor, dry Earth into Agriculturally Rich Top Soil. The Duration of this Spell is Permanent until Dispelled. The Reverse of the Spell will contaminate good Soil and also cause a Cumulative Chance of +03%/Level of the Spell Caster, that Any vegetation grown in such may be Poisoned.

PURIFY WATER (Alteration) Reversible

Level: 1 Components: V,S,M
Range: Touch Casting Time: 1 melee round
Duration: Special Saving Throw: Nil
Area of Effect: ½" cube/Level

When this Spell is Cast, the Caster causes Water in the Area of Effect to become Pure and Drinkable. If the Water to be affected is contained then the Spell will be Permanent, otherwise lasting for 5 rounds/Level of the Spell Caster. This will decontaminate Stagnant Water and even has a 50% Chance of Negating Water Soluble Poisons. If Normal Water is affected, it will increase the Yield of anything grown with such. The Reverse of this Spell will cause Water to become Contaminated with a +10% Cumulative Chance/Level of the Spell Caster, of it also being Poisoned.

SHOCK (Evocation)

Level: 1 Components: V,S,M
Range: Touch Casting Time: 1 segment
Duration: Instantaneous Saving Throw: ½ Damage
Area of Effect: Creature Touched

When Used, this Spell will give the Creature Touched an Electric Shock. This Shock will deliver One Point of Damage/Level of the Spell Caster. If this Spell is Used in Water or the Creature to be affected is wearing Metal Armor, the Spell will do Double Damage. Also if Any other Creature is Touching the Creature affected, that Creature(s) will also take Damage at Half the prescribed amount and so on.

SPARKS (Evocation)

Level: 1 Components: V,S,M
Range: ½" Casting Time: 1 melee round
Duration: 1 round Saving Throw: Nil
Area of Effect: ½" square

When this Spell is Used, the Spell Caster is able to generate Sparks in the prescribed Area. These Sparks will ignite Any combustible Materials at the end of the Spell's Duration. Extremely Flammable elements will immediately burst into Flames. If Directed at a Creature, the Sparks will deliver 1-3 Points of Damage and may (60%) cause Blindness if the Sparks hit that Creature's face.

START FIRE (Alteration) Reversible

Level: 1 Components: V,S
Range: 1"/Level Casting Time: 1 melee round
Duration: 1 round/LVL Saving Throw: Nil
Area of Effect: ½" square/2 Levels

When Used, this Spell will generate a small Fire. It will continue to burn if a Fuel source

is nearby to ignite or added to the Flame. Note that this Fire is not suitable for Forging Metals unlike other types of Magical Flame but is great for Campfires. It will though deliver Normal Burning Damage (2-5 Points) if Any Creatures are affected.

LEVEL TWO

BLEND (Alteration)

Level: 2 Components: V,S,M
Range: Touch Casting Time: 2 melee rounds
Duration: 1 turn/LVL Saving Throw: Nil
Area of Effect: Creature/Item Touched

When Used, this Spell will cause the Creature or Item Touched to Blend completely with its surroundings like a Chameleon would. It must remain completely still. If the Creature/Item moves, it will take 1 round to readjust to its new background. Any Creature looking directly at the Blended Subject will only have a 40% Chance of noticing anything, otherwise the Subject will remain undetected.

CHARM PERSONS (Enchantment/Charm)

Level: 2 Components: V,S
Range: 1" Casting Time: 1 melee round
Duration: Special Saving Throw: Negate
Area of Effect: One Creature

This Spell is in most respects the same as the 2nd Level Druidic Spell, Charm Creatures (ie.). The only difference being that the Spell will only affect Persons and Character Types.

CREATE AIR (Alteration)

Level: 2 Components: V,S,M
Range: 1" Casting Time: 2 segments
Duration: Special Saving Throw: Nil
Area of Effect: ½" radius globe/2 Levels

When this Spell is Used, the Caster creates a Globe of Air in the desired Area. The Globe will remain where it is placed until it is forced away. Otherwise it will last until it dissipated or converted to some other form of gas. The Air Type created will depend upon the Atmosphere Type of the Nearest World to the Spell Caster. Breathing will be possible for One Creature for One Hour/Level of the Spell Caster before the supply is Exhausted.

CREATE DUST (Alteration)

Level: 2 Components: V,S,M
Range: 1" Casting Time: 2 segments
Duration: Permanent Saving Throw: Nil
Area of Effect: ¼" square/2 Levels

When Used, this Spell will allow the Caster to Create Dust in the prescribed Area of their choosing. This can be used to mask areas, to see if they have been disturbed at a later time. The Dust will stay until a Wind blows it away or it is washed away. If Any Creature gets this Dust on them, it will stay until washed off. If a Wind blows the Dust in a Creature's face, it may cause Temporary Blindness. The Dust can also be collected and Sold as components for Magical Spells.

CREATE EARTH (Alteration)

Level: 2 Components: V,S,M
Range: 1" Casting Time: 2 segments
Duration: Permanent Saving Throw: Nil
Area of Effect: 1 cu. ft./2 Levels

When Used, this Spell causes the Creation of Normal Dirt. The Dirt created can be moist, to

SPELLS — Magical

form packed cubes for construction or it can be created dry, for spreading over larger areas. The Earth created will be rich in minerals and excellent for growing purposes.

CREATE FLAME (Alteration)

Level: 2 Components: V,S,M
Range: 1" Casting Time: 2 segments
Duration: Permanent Saving Throw: Nil
Area of Effect: ½" square/2 Levels

This Spell is in most respects the same as the 3rd Level Druidic Spell, Create Fire/Ice(ie.) with the main difference being that it will only apply to the Fire effects.

CREATE HEAT (Alteration)

Level: 2 Components: V,S,M
Range: 1" Casting Time: 2 segments
Duration: 1 turn/LVL Saving Throw: Nil
Area of Effect: ¼" radius globe/2 Levels

When this Spell is Used, the Caster will be able to Warm Up the desired Area of Effect. If the Area to be affected is already fairly warm, the Temperature can only be Raised about 20° F. Otherwise if Cold, the Area can be Heated to a point where it is comfortable for most Warm Blooded Creatures. This Spell will also Dispell the Effects of Magical Cold.

CREATE ICE (Alteration)

Level: 2 Components: V,S,M
Range: 1" Casting Time: 2 segments
Duration: Permanent Saving Throw: Nil
Area of Effect: ¼" square/2 Levels

This Spell is in most respects the same as the 3rd Level Druidic Spell, Create Fire/Ice(ie.) with the main difference being that it will only apply to the Ice producing effects.

CREATE VAPORS (Alteration)

Level: 2 Components: V,S,M
Range: 1" Casting Time: 2 segments
Duration: Special Saving Throw: Nil
Area of Effect: ¼" radius globe/2 Levels

When this Spell is Used, the Caster can call forth Vapors that will appear in the perscribed Area of Effect. These Vapors will bring moisture to the Area and Cool Temperatures about 10°F. Vision in the Area will be slightly impaired to Creatures without Infravision and those Creatures will Attack with -1 Die Modifier/4 Levels of EXP of the Spell Caster. The Vapors will remain until they are forced away. At this time they will disipate.

CREATE WATER (Alteration)

Level: 2 Components: V,S,M
Range: 1" Casting Time: 2 segments
Duration: Permanent Saving Throw: Nil
Area of Effect: Special

This Spell is in most respects the same as the 2nd Level Clerical Spell, Create Water(ie.)

FLAME THROW (Evocation)

Level: 2 Components: V,S,M
Range: ½"/Level Casting Time: 2 segments
Duration: Instantaneous Saving Throw: ½ Damage
Area of Effect: ¼" path

When this Spell is Used, the Spell Caster can cause Flames to shoot forth from their Hand and strike a desired target within the Spell's Range. Any Creature in the path of or struck by the Flames will sustain from 1-2 Points/Level

of the Spell Caster. If a successful Dexterity Save is made to dodge the Flames, that Creature will only sustain Half Damage.

IDENTIFY MAGIC (Divination)

Level: 2 Components: V,S
Range: Touch Casting Time: Special
Duration: 1 round/LVL Saving Throw: Nil
Area of Effect: Item Touched

When this Spell is Used, the Spell Caster will be Attempting to Divine information pertaining to a Certain Magic Item. The Caster must hold the Item to be Identified and 2 rounds of time must be used to learn one power or one piece of information per Item. Likewise, more information can be learned if the Spell's Duration has not elapsed. This Spell will not reveal the powers of Ultrapowerful Magics and Artifacts but Alignments on such Items can be determined.

INVISIBILITY (Illusion/Phantasm)

Level: 2 Components: V,S
Range: Touch Casting Time: 2 segments
Duration: 1 turn/LVL Saving Throw: Nil
Area of Effect: Creature Touched

When this Spell is Used, the Creature affected will become completely Invisible. Only Scanners and True Sight will be able to detect the presence of Creatures affected in this manner. No form of Magic can Dispell this effect. The Invisible Creature will remain so until the Spell elapses. Also, if the Creature makes a Hostile gesture towards any other Creature, the Creature that is Invisible will become Visible for the Duration of the Melee.

LIGHT CHARM (Enchantment/Charm)

Level: 2 Components: V,S,M
Range: ½"/Level Casting Time: 1 round
Duration: Special Saving Throw: Negate
Area of Effect: One Creature/2 Levels

When this Spell is Cast, a Light will appear near the Spell Caster. Any Creature that can be affected within the Range, that sees the Light, must be Save vs. Magic or be drawn towards it. Once present, those Creatures will be subject to the Commands of the Spell Caster. The Duration of this Effect will be Determined as Follows:

Intelligence	Duration
3 or less	3 months
4-6	1 month
7-9	2 weeks
10-12	1 week
13-14	3 days
15-16	1 day
17	6 hours
18	3 hours
19+	1 hour

If the Creatures affected are Harmed in any way by the Spell Caster, the Spell will be instantly broken.

MIRAGE (Illusion/Phantasm)

Level: 2 Components: V,S,M
Range: 1"/Level Casting Time: 1 round
Duration: Special Saving Throw: Special
Area of Effect: 1" square/Level

When this Spell is Used, the Caster will create an Illusion of a Substantial Object or Setting in the desired Area of Effect. This Illusion will be Permanent until it is touched by a Creature looking at it. Anything can be pictured in the Mirage and it will appear real to life.

RESIST COLD (Abjuration)

Level: 2 Components: V,S,M
Range: Touch Casting Time: 2 segments
Duration: 1 turn/LVL Saving Throw: Nil
Area of Effect: Creature Touched

This Spell is in most respects the same as the 2nd Level Druidic Spell, Resist Cold/Heat (ie.). The major difference being that the Resistance only applies to the Effects of Cold.

RESIST FIRE (Abjuration)

Level: 2 Components: V,S,M
Range: Touch Casting Time: 2 segments
Duration: 1 round/LVL Saving Throw: Nil
Area of Effect: Creature Touched

This Spell is in most respects the same as the 4th Level Druidic Spell, Resist Lightning (ie.). The major difference being that the Resistance will apply to Fire and similar types of Energy only.

RESIST HEAT (Abjuration)

Level: 2 Components: V,S,M
Range: Touch Casting Time: 2 segments
Duration: 1 turn/LVL Saving Throw: Nil
Area of Effect: Creature Touched

This Spell is in most respects the same as the 2nd Level Druidic Spell, Resist Cold/Heat (ie.). The major difference being that the Resistance only applies to the Effects of Heat.

RESIST POISON GASSES (Abjuration)

Level: 2 Components: V,S,M
Range: Touch Casting Time: 2 segments
Duration: 1 turn/LVL Saving Throw: Nil
Area of Effect: Creature Touched

This Spell is in most respects the same as the 2nd Level Clerical Spell, Resist Poisons (ie.). The major difference being that it will only apply to Poisonous Gasses of Any Type.

SERVANT (Conjuration Summoning)

Level: 2 Components: V,S,M
Range: 0 Casting Time: 2 rounds
Duration: 1 hour/LVL Saving Throw: Nil
Area of Effect: Special

When Used, this Spell will Summon a Non-Corporeal Servant to the location of the Spell Caster. This Servant will serve the Spell Caster for the Duration of the Spell and disappear. The Servant summoned will obey every Command given by the Spell Caster and can carry up to 100 Pounds of Weight. This Creature is Immune to Any Damage but can be Dispell'd by a Magic User of Twice the Level of the Spell Caster.

SHADOW CHARM (Enchantment/Charm)

Level: 2 Components: V,S,M
Range: 3" Casting Time: 1 round
Duration: Special Saving Throw: Negate
Area of Effect: One Creature/2 Levels

This Spell is in most respects the same as the 2nd Level Magical Spell, Light Charm (ie.). The major difference being that a Shadow is used to Transfix the Creatures to be affected.

LEVEL THREE

ALTER PSYCHIC IMPRESSIONS (Alteration)

Level: 3 Components: V,S
Range: 1" Casting Time: 1 round
Duration: Permanent Saving Throw: Nil

Area of Effect: One Creature/Item

When this Spell is Used, the Spell Caster can Alter and Change the Aura of a Creature or Item. The Color and Intensity can be Altered in Any way and Changed to Any Color and/or Degree that the Spell Caster wishes. Only True Sight will reveal the True Color, etc. of that Item/Creature's Aura. This can also be used to Change other Psychic Impressions left from the Past, so that they reveal information other than what would Normally be received.

CONTINUAL DARKNESS (Alteration)

Level: 3 Components: V,S,M
Range: 1"/Level Casting Time: 3 segments
Duration: Permanent Saving Throw: Nil
Area of Effect: ¼" radius globe/Level

This Spell is in most respects the same as the 1st Level Magical Spell, Darkness (ie.). The major difference being that this form is Permanent until Dispell'd.

CONTINUAL LIGHT (Alteration)

Level: 3 Components: V,S,M
Range: 1"/Level Casting Time: 3 segments
Duration: Permanent Saving Throw: Nil
Area of Effect: ¼" radius globe

This Spell is in most respects the same as the 1st Level Magical Spell, Light (ie.). The major difference being that this form is Permanent until Dispell'd.

DISPELL DARKNESS (Alteration)

Level: 3 Components: V,S,M
Range: 3" Casting Time: 3 segments
Duration: Permanent Saving Throw: Nil
Area of Effect: Special

When this Spell is Used, the Caster can Dispell Any form of Magical Darkness provided that they are higher in Experience than the Spell Caster that created the Darkness to be affected. The Area to be affected can be of Any Size as long as it is just One Area of Darkness.

DISPELL LIGHT (Alteration)

Level: 3 Components: V,S,M
Range: 3" Casting Time: 3 segments
Duration: Permanent Saving Throw: Nil
Area of Effect: Special

This Spell is in most respects the same as the 3rd Level Magical Spell, Dispell Darkness (ie.). The major difference being that this Spell will only affect Areas of Light.

EXPLOSIVE TRAP (Evocation)

Level: 3 Components: V,S,M
Range: Touch Casting Time: 3 turns
Duration: Special Saving Throw: ½ Damage
Area of Effect: Area Touched

When this Spell is Cast, the Caster creates a Magical, Invisible Trap in a certain Area. This Trap will be activated by a certain action that is predetermined by the Spell Caster. The Creature that activates the Trap plus Any Creature within ½" of the Trap will sustain 1-4 Hit Points of Damage/Level of the Spell Caster. The Spell Caster can perform the Action that will activate the Trap without fear of setting such off. Any other Creature that does this will definitely wish they had not.

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FEEBLEMIND (Enchantment/Charm)

Level: 3 Components: V,S,M
Range: ½"/Level Casting Time: 3 segments
Duration: 1 turn/LVL Saving Throw: Negate
Area of Effect: One Creature

When this Spell is Used, the Caster causes the Creature to be affected to lose Two Points of Intelligence/4 Levels of the Spell Caster if a successful Save vs. Magic is not made. The effects of the Spell are not Permanent but if a Creature is reduced to an Intelligence Lower than 3, then that Creature will be a Complete Idiot for the Duration of the Spell and cannot do anything for themselves.

MULTI-IMAGE (Illusion/Phantasm)

Level: 3 Components: V,S,M
Range: Touch Casting Time: 3 segments
Duration: Special Saving Throw: Nil
Area of Effect: Creature Touched

When this Spell is Cast on a Creature, they will appear to multiply. Up to One Additional Image can be created/2 Levels of the Spell Caster. These Images will act and move, directly corresponding with the actions of the Creature that they duplicate. The Spell will last for 1 turn/3 Levels of the Spell Caster or until Dispelled. If any of these Images are touched by another Creature, they will be Dispelled One at a time in this manner.

PRODUCE DUST (Alteration)

Level: 3 Components: V,S,M
Range: 3" Casting Time: 3 segments
Duration: Permanent Saving Throw: Nil
Area of Effect: ½" radius globe/3 Levels

This Spell is in most respects the same as the 2nd Level Magical Spell, Create Dust (ie.). Note that this Dust can also cause Choking when blown into the Air about a group of Creatures.

PRODUCE EXTREME COLD (Evocation-Alteration)

Level: 3 Components: V,S,M
Range: ½"/Level Casting Time: 3 segments
Duration: 1 round/LVL Saving Throw: ½ Damage
Area of Effect: ½" radius globe/2 Levels

When this Spell is Cast, the Caster causes the Area affected to drop in Temperature by -10°F/Level of Experience. Creatures that are not resistant to such forms of Cold will sustain from 1-3 Points of Damage per 10° Below 0. Every round of Exposure in Temperatures Below 0 there is a Cumulative +10% Chance of becoming Frost Bitten. Also Add +01% to this Chance per 1° Below 0°F.

PRODUCE EXTREME HEAT (Evocation-Alteration)

Level: 3 Components: V,S,M
Range: ½"/Level Casting Time: 3 segments
Duration: 1 round/LVL Saving Throw: ½ Damage
Area of Effect: ½" radius globe/2 Levels

When this Spell is Used, the Spell Caster causes the Area affected to have a Temperature increase of +10°F/Level of the Spell Caster. Creatures that are not resistant to such forms of Heat will sustain from 1-2 Points of Damage per 10° above 100°F/round of Exposure. Every round of Exposure there is also a Cumulative +10% Chance of suffering from Hyperthermia. Also Add +01% to this Chance per 1° Above 100°F.

PRODUCE FIRE (Alteration)

Level: 3 Components: V,S,M
Range: ½"/Level Casting Time: 1 round
Duration: Special Saving Throw: Nil
Area of Effect: ½" square/2 Levels

This Spell is in most respects the same as the 4th Level Clerical Spell, Produce Fire (ie.).

PRODUCE STONE (Alteration)

Level: 3 Components: V,S,M
Range: ½"/Level Casting Time: 1 round
Duration: Permanent Saving Throw: Nil
Area of Effect: 1 cu. ft./2 Levels

When this Spell is Used, the Caster can create solid sections of Stone in the desired Area of Effect. This Stone will be Permanent and be of standard building quality. A Dispel Magic Used by a Very High Level Character will remove the Effects of this Spell though.

PRODUCE VAPORS (Alteration)

Level: 3 Components: V,S,M
Range: ½"/Level Casting Time: 1 round
Duration: Special Saving Throw: Nil
Area of Effect: ½" radius globe/2 Levels

This Spell is in most respects the same as the 2nd Level Magical Spell, Create Vapors (ie.). The Major difference being that these are more dense and will cause Creatures within to Attack at a -2 Penalty/4 Levels of the Spell Caster.

PRODUCE WATER (Alteration)

Level: 3 Components: V,S,M
Range: ½"/Level Casting Time: 1 round
Duration: Permanent Saving Throw: Nil
Area of Effect: Special

This Spell is in most respects the same as the 2nd Level Clerical Spell, Create Water (ie.). It is a more potent form of that Spell though. The Amounts Produced will be Twice as much, etc.

PRODUCE WIND (Conjuration/Summoning)

Level: 3 Components: V,S
Range: 1"/Level Casting Time: 1 round
Duration: 1 round/Level Saving Throw: Nil
Area of Effect: Special

When this Spell is Used, the Spell Caster can Summon Winds from 5-30 M.P.H. These Winds can be directed in any direction desired by the Spell Caster. The Wind brought forth will blow away most small items that are not secured and larger objects can also be moved if the force of the Wind is concentrated in one area.

READ PSYCHIC IMPRESSIONS (Divination)

Level: 3 Components: V,S
Range: 1" Casting Time: 3 segments
Duration: 1 round/LVL Saving Throw: Nil
Area of Effect: ½" path

When this Spell is Used, the Caster is able to Read and Sense Any Psychic Impressions that are within the Spell's Range. The Area to be detected must be within the Spell Caster's line of Sight. This will reveal the Color of Auras, etc. and also give information pertaining to a particular area where some past dramatic event has occurred. Recent Impressions left by Creatures can also be detected by use of this Spell. The more Recent, the more that can be learned through such.

RESIST CHARM (Abjuration)

Level: 3 Components: V,S,M
Range: Touch Casting Time: 3 segments
Duration: 1 round/LVL Saving Throw: Nil
Area of Effect: Creature Touched

When this Spell is Used, the Creature affected will be Immune to the effects of Charms. This Spell will allow Resistance to to Any Enchantment/Charm Type Spell so that they will have no effect on the Creature protected. Also Any Spell of that Type that does not grant a Saving Throw, will grant such to Creatures protected by this Spell. If this is Used on a Creature that is already Charmed in some way, it will grant a Save at that time to see if the Charm Effect is Removed.

SUMMON CREATURE (Conjuration/Summoning)

Level: 3 Components: V,S,M
Range: 1 mile Casting Time: 3 rounds
Duration: Special Saving Throw: Nil
Area of Effect: Special

When this Spell is Used, the Spell Caster will Summon a Number of Creatures whose Hit Dice combined does not Exceed the Spell Caster's Level of Experience. The Hit Dice of the Creature(s) will be determined by the Level of the Spell Caster also. At 5th Level, 1-5 One Hit Die Creatures can be Summoned; at 7th Level, 2-7 One Hit Die Creatures, OR 1-3 Two Hit Die Creatures can be Summoned; at 9th Level, 2-8 One Hit Die Creatures, OR 1-4 Two Hit Die, OR 1-3 Three Hit Die Creatures can be Summoned, and so on. The Creatures that are brought forth will serve the Spell Caster for the Duration of One Assigned Task and then return to from where they came.

LEVEL FOUR

ANTI-ENEMY SHIELD (Abjuration)

Level: 4 Components: V,S,M
Range: Touch Casting Time: 5 segments
Duration: 1 round/LVL Saving Throw: Nil
Area of Effect: Creature Touched

This Spell is in most respects the same as the 3rd Level Clerical Spell, Anti-Enemy Shield (ie.).

ASSUME AIR ELEMENTAL FORM (Alteration)

Level: 4 Components: V,S,M
Range: 0 Casting Time: 4 segments
Duration: 5 turns/2 LVL Saving Throw: Nil
Area of Effect: Personal

When this Spell is Used, the Spell Caster is able to Change their form to that of an Air Elemental. They will have the Abilities and Appear exactly as an Air Elemental. The Spell Caster will though retain their own Mind and also operate as they would normally with a few exceptions. See Monster Listings for Complete Details(ie.).

ASSUME DUST ELEMENTAL FORM (Alteration)

Level: 4 Components: V,S,M
Range: 0 Casting Time: 4 segments
Duration: 5 turns/2 LVL Saving Throw: Nil
Area of Effect: Personal

This Spell is in most respects the same as the other Assume Elemental Form Spells(ie.) except that the form Type will be as specified above.

ASSUME EARTH ELEMENTAL FORM (Alteration)

Level: 4 Components: V,S,M

Range: 0 Casting Time: 4 segments
Duration: 5 turns/2 LVL Saving Throw: Nil
Area of Effect: Personal

This Spell is the same as the other Assume Elemental Form Spells(ie.) except for the Changes Noted Above.

ASSUME FIRE ELEMENTAL FORM (Alteration)

Level: 4 Components: V,S,M
Range: 0 Casting Time: 4 segments
Duration: 5 turns/2 LVL Saving Throw: Nil
Area of Effect: Personal

This Spell is the same as the other Assume Elemental Form Spells(ie.) except for the Changes Noted Above.

ASSUME HEAT ELEMENTAL FORM (Alteration)

Level: 4 Components: V,S,M
Range: 0 Casting Time: 4 segments
Duration: 5 turns/2 LVL Saving Throw: Nil
Area of Effect: Personal

This Spell is the same as the other Assume Elemental Form Spells(ie.) except for the Changes Noted Above.

ASSUME ICE ELEMENTAL FORM (Alteration)

Level: 4 Components: V,S,M
Range: 0 Casting Time: 4 segments
Duration: 5 turns/2 LVL Saving Throw: Nil
Area of Effect: Personal

This Spell is the same as the other Assume Elemental Form Spells(ie.) except for the Changes Noted Above.

ASSUME LIGHT FORM (Alteration)

Level: 4 Components: V,S,M
Range: 0 Casting Time: 4 segments
Duration: 2 turns/LVL Saving Throw: Nil
Area of Effect: Personal

When this Spell is Used, the Spell Caster is able to Change their form to Any kind of Light Creature. They will in all respects be able to operate just as one of those Creatures would and still retain their own mind and ability. See Monsters, Aliens, and Fantastic Beings for Complete Listings and Details(ie.).

ASSUME SHADOW FORM (Alteration)

Level: 4 Components: V,S,M
Range: 0 Casting Time: 4 segments
Duration: 2 turns/LVL Saving Throw: Nil
Area of Effect: Personal

This Spell is in most respects the same as the Above Mentioned Spell except for the Changes Noted Here. See Monster Listings for Complete Details(ie.).

ASSUME VAPOR ELEMENTAL FORM (Alteration)

Level: 4 Components: V,S,M
Range: 0 Casting Time: 4 segments
Duration: 5 turns/2 LVL Saving Throw: Nil
Area of Effect: Personal

This Spell is the same as the other Assume Elemental Form Spells(ie.) except for the Changes Noted Above.

ASSUME WATER ELEMENTAL FORM (Alteration)

Level: 4 Components: V,S,M
Range: 0 Casting Time: 4 segments
Duration: 5 turns/2 LVL Saving Throw: Nil
Area of Effect: Personal

This Spell is the same as the other Assume Elemental Form Spells(ie.) Except for the Changes Noted Above.

SPELLS — Magical

CHARM CREATURES (Enchantment/Charm)

Level: 4 Components: V,S,M
Range: 1" Casting Time: 1 round
Duration: Special Saving Throw: Negate
Area of Effect: One Creature

This Spell is in most respects the same as the 2nd Level Druidic Spell, Charm Creatures (ie.).

DISCEPTION (Illusion/Phantasm)

Level: 4 Components: V,S,M
Range: 1"/Level Casting Time: 1 round
Duration: Special Saving Throw: Special
Area of Effect: 1" square/2 Levels

When this Spell is Used, the Caster will create an Illusion of Anything they so desire. This can be of a Person, Place and/or Thing and can even be placed on a Creature and/or moving object. This Illusion will be Real in most All aspects to those that look upon it. Those Creatures must first Disbelieve in such before a Save is entitled to them. If the Illusion depicts an Event and/or Creature that could do harm to those affected, they will receive Damage accordingly even to the point of Death.

FIELD OF FLAMES (Evocation)

Level: 4 Components: V,S,M
Range: 1"/Level Casting Time: 1 round
Duration: 1 round/LVL Saving Throw: ½ Damage
Area of Effect: 1" square/Level

When this Spell is Used, the Spell Caster is able to Evoke a Field of Flames in the desired Area of Effect. Any Flammable/Combustible Materials within this Area will automatically Burst into Flames and Incinerate. Everything else within the Area will burn for 2-5 Points of Damage plus 1 Point of Damage/3 Levels of the Spell Caster per round of the Duration of the Spell. The Flames will remain burning for the Duration of the Spell. Only Vast Amounts of Water and/or Sand/Dirt will even have a Chance of Extinguishing the Fire.

FLYING SERVANT (Conjuration/Summoning)

Level: 4 Components: V,S,M
Range: 0 Casting Time: 4 rounds
Duration: 1 hour/LVL Saving Throw: Nil
Area of Effect: Special

When this Spell is Used, the Spell Caster can Summon a Non-Corporeal Servant to the location that they are standing. This Servant has the capability of Flight and can carry up to 250 Pounds of weight. The Flying Servant will obey every command given it by the Spell Caster. It is Immune to All Normal Damage and has a 50% Magic Resistance.

IDENTIFY MAGICAL MIXTURES (Divination)

Level: 4 Components: V,S
Range: Touch Casting Time: Special
Duration: 1 round/LVL Saving Throw: Nil
Area of Effect: Mixture Touched

When this Spell is Cast, the Spell Caster can Divine Information pertaining to a Certain Magic Mixture. The Spell Caster must Touch the Mixture to be Identified for 2 rounds to Learn one Power that it might have. Additional Powers and Powers of other Mixtures will require more time. This Spell will also grant a 75% Chance of Determining the properties of Ultrapowerful Magical Concoctions.

POLYMORPH CREATURE (Alteration)

Level: 4 Components: V,S,M
Range: Touch Casting Time: 4 segments
Duration: Permanent Saving Throw: Negate
Area of Effect: Creature Touched

When this Spell is Used, the Spell Caster is able to Touch a Creature and Transform it to another Creature of their choosing. The Spell Caster must be familiar with the Creature Type that they are going to change the Recipient into. The Recipient of the Spell is granted to a Save vs. Magic to see if the Magic works. If they are Transformed they must check their System Shock for any diverse effects. Also there is a Chance that the Spell will malfunction and cause the Creature affected to be Transformed into something other than what the Spell Caster intended. If this occurs Determine Results as Follows:

Die Roll (d20)	Result
1	Mutated Combination
2-10	Random Animal
11-18	Random Monster
19-20	Other Exotic

The Chance of this Occurring will be 100%, Decreasing by -15%/2 Levels of the Spell Caster. If the Spell Caster uses Material Components derived from the Creature Type wanted in the Transformation, the Malfunction Percentage will also Decrease by -15%. The Spell Caster can attempt to Polymorph a Creature into another Type that they are unfamiliar with but this will add +25% to their Malfunction Percentage. Also the Spell Caster may use this Spell Personally on themselves with the effects listed above. Intelligent Creatures have a 90% Chance of Retaining their Own Mind and Ability. Otherwise they will look and perform as the Form they have Assumed. There is a +04% Cumulative Chance/Level of the Spell Caster that Any Innate Abilities of the Creature will also be Transferred.

RESIST LIGHT ENERGY (Abjuration)

Level: 4 Components: V,S
Range: Touch Casting Time: 4 segments
Duration: 1 round/LVL Saving Throw: Nil
Area of Effect: Creature Touched

When this Spell is Used, the Creature Affected will be completely Immune to the Effects of Light Energy. Normal Light Energy will have no effect for the Duration of the Spell. Magical forms of Light Energy, and Technological Types (Lasers, etc.) will only do Half Damage and will grant a Saving Throw where none would normally be applicable.

RESIST LIFE DRAIN (Abjuration)

Level: 4 Components: V,S
Range: Touch Casting Time: 4 segments
Duration: 1 round/LVL Saving Throw: Nil
Area of Effect: Creature Touched

When Used, this Spell will grant complete Immunity to the Effects of Life Draining for the Duration of the Spell. The Creature affected will be allowed a Saving Throw vs. forms of Life Drain that would normally allow none. Dramatic Aging, Undead Life Draining, Life Leech, and other similar effects will only do Half Damage to Creatures protected by this Spell that do not Save. If a Save is made, then only ¼ Damage will be received.

SURVIVE IN DUST (Abjuration)

Level: 4 Components: V,S,M
Range: Touch Casting Time: 4 segments
Duration: 3 turns/LVL Saving Throw: Nil
Area of Effect: Creature Touched

When this Spell is Cast, the Creature affected will be able to Survive in Any kind of Dust filled Environment. Normal Dust will not effect the Creature and so will most Magical forms of the substance. Determental Magical Dusts will only affect the Protected Creature at Half Potency and Saving Throws vs. such will be granted where none would be normally. This Spell will also allow for the Survival of Creatures while on the Elemental Plane of Dust.

SURVIVE IN FIRE (Abjuration)

Level: 4 Components: V,S,M
Range: Touch Casting Time: 4 segments
Duration: 3 turns/LVL Saving Throw: Nil
Area of Effect: Creature Touched

This Spell is just like the other Elemental Survival Spells(ie.)except for the Changes Noted Above.

SURVIVE IN GASSES (Abjuration)

Level: 4 Components: V,S,M
Range: Touch Casting Time: 4 segments
Duration: 3 turns/LVL Saving Throw: Nil
Area of Effect: Creature Touched

This Spell is just like the other Elemental Survival Spells(ie.)except for the Changes Noted Above. This will apply to All Lighter Than Air Gasses(including Normal Atmospheres).

SURVIVE IN HEAT (Abjuration)

Level: 4 Components: V,S,M
Range: Touch Casting Time: 4 segments
Duration: 3 turns/LVL Saving Throw: Nil
Area of Effect: Creature Touched

This Spell is just like the other Elemental Survival Spells(ie.)except for the Changes Noted Above.

SURVIVE IN ICE (Abjuration)

Level: 4 Components: V,S,M
Range: Touch Casting Time: 4 segments
Duration: 3 turns/LVL Saving Throw: Nil
Area of Effect: Creature Touched

This Spell is just like the other Elemental Survival Spells(ie.)except for the Changes Noted Above.

SURVIVE IN VAPORS (Abjuration)

Level: 4 Components: V,S,M
Range: Touch Casting Time: 4 segments
Duration: 3 turns/LVL Saving Throw: Nil
Area of Effect: Creature Touched

This Spell is just like the other Elemental Survival Spells(ie.)except for the Changes Noted Above. This will apply to All Heavier Than Air Gasses(including Normal Atmospheres).

SURVIVE IN WATER (Abjuration)

Level: 4 Components: V,S,M
Range: Touch Casting Time: 4 segments
Duration: 3 turns/LVL Saving Throw: Nil
Area of Effect: Creature Touched

This Spell is just like the other Elemental Survival Spells(ie.)except for the Changes Noted Above.

SURVIVE UNDER EARTH (Abjuration)

Level: 4 Components: V,S,M
Range: Touch Casting Time: 4 segments
Duration: 3 turns/LVL Saving Throw: Nil
Area of Effect: Creature Touched

This Spell is just like the other Elemental

Survival Spells(ie.)except for the Changes Noted Above.

LEVEL FIVE

ASK OBJECT (Divination)

Level: 5 Components: V,S
Range: Touch Casting Time: 5 segments
Duration: 1 round/LVL Saving Throw: Nil
Area of Effect: Object Touched

When this Spell is Cast, the Spell Caster is able to Touch an Object and Ask it Questions pertaining to its surroundings. The Object will only know information about things/events that have occurred near its immediate vicinity. These Questions can though pertain to events far in the Objects Past all the way up to the Present. Up to One Question can be Asked per Round that the Spell in functioning.

CONTROL FLAME (Alteration)

Level: 5 Components: V,S,M
Range: 1"/Level Casting Time: 5 segments
Duration: 1 round/LVL Saving Throw: Nil
Area of Effect: $\frac{1}{2}$ " square/Level

When this Spell is Used, the Spell Caster is able to Control the Rate of Burning and the Direction of such, of All Fire within the Spell's Area of Effect. Fires can even be forced completely out or caused to Burn twice as fast with enough concentration. Magical Fires and Breath Weapons can also be affected in this manner, the Spell Caster having a +05% Cumulative Chance of Success/Level of Experience. The latter effect must be checked each round for success.

DIRECT WATER (Alteration)

Level: 5 Components: V,S
Range: 0 Casting Time: 1 round
Duration: 1 turn/2 LVL Saving Throw: Nil
Area of Effect: 1" radius/Level

When this Spell is Cast, the Spell Caster can control the Direction of Flow of Any Water within the Spell's Range. The Direction can be manipulated in any way that the Spell Caster chooses. Also, for every Two Levels of Experience the Spell Caster can Increase or Decrease the Force of the available Water by a Cumulative Rate of 5 M.P.H.

DIRECT WIND (Alteration)

Level: 5 Components: V,S
Range: 0 Casting Time: 1 round
Duration: 1 turn/2 LVL Saving Throw: Nil
Area of Effect: 1" radius/Level

This Spell is in most respects the same as the 5th Level Druidic Spell, Direct Wind(ie.).

DUST BARRIER (Abjuration-Evocation)

Level: 5 Components: V,S,M
Range: $\frac{1}{2}$ "/Level Casting Time: 5 segments
Duration: 1 turn/LVL Saving Throw: Special
Area of Effect: 10 cu. ft./Level

When this Spell is Used, the Spell Caster can create a Barrier made of Dust to ward off any attackers and/or persuers. This Barrier will block to some degree the Area that it is placed at, and any Creature Attempting Passage may receive Damage. The Dust Barrier may cause Choking(even to the Point of Death)to all Creatures that do not Save vs. Magic. Also Any Creature passing through may get Dust in their Eyes causing Temporary Blindness.

SPELLS — Magical

GROUP CHARM (Enchantment/Charm)

Level: 5 Components: V,S
Range: 1" Casting Time: 1 round
Duration: Special Saving Throw: Negate
Area of Effect: Special

This Spell is in most respects the same as the 2nd Level Druidic Spell, Charm Creatures (ie.). The Major Difference being that this Spell will affect up to One Creature/2 Levels of the Spell Caster's Experience.

HEAT BARRIER (Abjuration-Evocation)

Level: 5 Components: V,S,M
Range: ½"/Level Casting Time: 5 segments
Duration: 1 turn/LVL Saving Throw: Special
Area of Effect: 10 cu. ft./Level

This Spell is in most respects the same as the other Elemental Barrier Spells, See Dust Barrier-5th Level Magical(ie.). This Barrier will deliver from 1-4 Points of Damage and scorch exposed flesh to the point where those areas are reduced to Half Movement.

ICE BARRIER (Abjuration-Evocation)

Level: 5 Components: V,S,M
Range: ½"/Level Casting Time: 5 segments
Duration: 1 turn/LVL Saving Throw: Special
Area of Effect: 10 cu. ft./Level

This Spell is in most respects the same as the other Elemental Barrier Spells, See Dust Barrier-5th Level Magical(ie.). This Barrier is Solid and will deliver Frost Bite to Any Creature that touches it. All Creatures within ½" must Save or receive from 1-4 Points of Cold Damage.

IMAGE MULTIPLICATION (Illusion/Phantasm)

Level: 5 Components: V,S,M
Range: Touch Casting Time: 5 segments
Duration: Special Saving Throw: Nil
Area of Effect: Creature Touched

When this Spell is Cast, the Creature affected will generate 1-4 Additional Images of itself. These Images will act and move directly corresponding to how the real Creature does. If the affected Creature or any of its Duplicate Images are attacked, they will generate an Additional 1-2 Images in that general area. This Spell will last for 1 turn/3 Levels of the Spell Caster or until Dispelled. Once Any of the Duplicate Images are Hit, they will be Dispelled One at a time in this manner.

LIGHT SIGHT (Alteration)

Level: 5 Components: V,S,M
Range: Touch Casting Time: 1 round
Duration: 1 round/LVL Saving Throw: Nil
Area of Effect: Creature Touched

When this Spell is Cast, the Creature affected will be able to see All the Colors of the Spectrum. This would include Infra Red as well as Ultraviolet Spectrums. Any Creature already having Infravision or Ultravision will have their Vision capability Increased to 1½ times Normal. This Spell will also grant Immunity to Blindness caused by extremely bright Light and similar effects. In these areas Vision will only be Reduced to Half Normal.

MOVE EARTH (Alteration)

Level: 5 Components: V,S
Range: ½"/Level Casting Time: 1 round
Duration: 1 round/LVL Saving Throw: Nil

Area of Effect: Special

When this Spell is Used, the Caster can move a pile of Dirt and/or Sand from its present location to another spot. When performed the Earth will seem to just float from where it was to the location desired by the Spell Caster. Up to One Cubic Foot/Level of the Spell Caster can be Moved per Round that the Spell is in effect. The Earth that is moved can be shifted to any location within the Spell's Range.

NIGHT SIGHT (Alteration) Reversible

Level: 5 Components: V,S,M
Range: Touch Casting Time: 1 round
Duration: 1 round/LVL Saving Throw: Nil
Area of Effect: Creature Touched

This Spell is in most respects the same as the 4th Level Druidic Spell, Night Sight(ie.).

RAIN ACID (Evocation)

Level: 5 Components: V,S,M
Range: 3"/Level Casting Time: 1 round
Duration: 1 round/2 LVL Saving Throw: ½ Damage
Area of Effect: 1" square/Level

When Used, this Spell will bring forth Rain that is very Acidic. This Rain will burn exposed skin and destroy most vegetation in the Area of Effect. All Creatures in this Area must Save vs. Poison or receive from 1-10 Points of Damage per round of exposure. If Save is made only Half Damage will be taken. Metal and other dense Items must Save vs. Acid or become Damaged. Also Magical Items must Save in this manner. The ground in the Area that the Acid Rain falls will be very poor for growing purposes anytime afterwards.

RESIST ELEMENTS (Abjuration)

Level: 5 Components: V,S,M
Range: Touch Casting Time: 1 round
Duration: 1 round/LVL Saving Throw: Nil
Area of Effect: Creature Touched

This Spell is in most respects the same as the 5th Level Druidic Spell, Resist Elements(ie.).

SUMMON AIR ELEMENTAL (Conjuration/Summoning)

Level: 5 Components: V,S,M
Range: 1" Casting Time: 5 rounds
Duration: Special Saving Throw: Nil
Area of Effect: Special

This Spell is just like the other Elemental Summoning Spells(ie.)except for the Changes Noted Above.

SUMMON DUST ELEMENTAL (Conjuration/Summoning)

Level: 5 Components: V,S,M
Range: 1" Casting Time: 5 rounds
Duration: Special Saving Throw: Nil
Area of Effect: Special

This Spell is just like the other Elemental Summoning Spells(ie.)except for the Changes Noted Above.

SUMMON EARTH ELEMENTAL (Conjuration/Summoning)

Level: 5 Components: V,S,M
Range: 1" Casting Time: 5 rounds
Duration: Special Saving Throw: Nil
Area of Effect: Special

This Spell is just like the other Elemental Summoning Spells(ie.)except for the Changes Noted Above.

SUMMON ELEMENTAL (Conjuration/Summoning)

Level: 5 Components: V,S,M
Range: 1" Casting Time: 1 turn
Duration: Special Saving Throw: Nil
Area of Effect: Special

When this Spell is Used,the Spell Caster is able to Summon an Elemental Creature from its corresponding Plane. At the end of Casting the Spell,the Elemental Creature will be standing before the Spell Caster. The Elemental's Hit Die will be equivalent to the Level of the Spell Caster. There is also a +05% Cumulative Chance/2 Levels of the Spell Caster that an Elemental Lord can be Summoned. Spell Users that specialize in Elemental ways will have a +10% Bonus added to this Chance. When the Summoned Creature has arrived,it will remain for the time it takes to perform One Service for the Spell Caster,and then return home to its proper Plane.

SUMMON FIRE ELEMENTAL (Conjuration/Summoning)

Level: 5 Components: V,S,M
Range: 1" Casting Time: 5 rounds
Duration: Special Saving Throw: Nil
Area of Effect: Special

This is just like the other Elemental Summoning Spells(ie.)except for the Changes Noted Above.

SUMMON HEAT ELEMENTAL (Conjuration/Summoning)

Level: 5 Components: V,S,M
Range: 1" Casting Time: 5 rounds
Duration: Special Saving Throw: Nil
Area of Effect: Special

This is just like the other Elemental Summoning Spells(ie.)except for the Changes Noted Above.

SUMMON ICE ELEMENTAL (Conjuration/Summoning)

Level: 5 Components: V,S,M
Range: 1" Casting Time: 5 rounds
Duration: Special Saving Throw: Nil
Area of Effect: Special

This is just like the other Elemental Summoning Spells(ie.)except for the Changes Noted Above.

SUMMON LIGHT CREATURE (Conjuration/Summoning)

Level: 5 Components: V,S,M
Range: 1" Casting Time: 5 rounds
Duration: Special Saving Throw: Nil
Area of Effect: Special

When this Spell is Used,the Spell Caster is able to Summon a Light Creature of Any kind,from the Inner Plane of Light. Otherwise,this Spell is just like the Elemental Summoning Spells(ie.).

SUMMON SHADOW CREATURE (Conjuration/Summoning)

Level: 5 Components: V,S,M
Range: 1" Casting Time: 5 rounds
Duration: Special Saving Throw: Nil
Area of Effect: Special

When this Spell is Used,the Spell Caster is able to Summon a Shadow Creature of some kind from the Inner Plane of Shadow. Otherwise,this Spell is just like the Elemental Summoning Spells(ie.).

SUMMON VAPOR ELEMENTAL (Conjuration/Summoning)

Level: 5 Components: V,S,M
Range: 1" Casting Time: 5 rounds
Duration: Special Saving Throw: Nil
Area of Effect: Special

This is just like the other Elemental Summoning Spells(ie.)except for the Changes Noted Above.

SUMMON WATER ELEMENTAL (Conjuration/Summoning)

Level: 5 Components: V,S,M
Range: 1" Casting Time: 5 rounds
Duration: Special Saving Throw: Nil
Area of Effect: Special

This is just like the other Elemental Summoning Spells(ie.)except for the Changes Noted Above.

TELEPORT (Alteration)

Level: 5 Components: V,S
Range: 0 Casting Time: 1 segment
Duration: Instantaneous Saving Throw: Nil
Area of Effect: Special

When this Spell is Used,the Spell Caster can Transport themselves to Any other Place that they are familiar with as long as they remain on the World that they are already on. This form of Transportation is instantaneous and there is only a 10% Chance of failure. The Spell Caster is also able to carry up to 100 Pounds/Level of Experience of Additional Weight with them as long as they are touching such. If the Spell Caster tries to Teleport to an unfamiliar location there is an additional +50% added to the Failure Chance. Failure may result in Any of the Following Effects:

Die Roll (d20)	Result
1	The Creature's Matter is Redistributed throughout the Multiverse.
2-5	Worm Hole to Another Plane.
6-13	Wrong Location.
14-17	Stuck in a Dimensional Void.
18-20	Re-materialize into Solid Matter(irrevocable Death).

If some form of Protection or Precaution is taken against such occurrences,then the Spell will simply not work, if such does occur.

VAPOR BARRIER (Abjuration-Evocation)

Level: 5 Components: V,S,M
Range: 1/2"/Level Casting Time: 5 segments
Duration: 1 turn/LVL Saving Throw: Special
Area of Effect: 10 cu. ft./Level

This Spell is in most respects the same as the other Elemental Barrier Spells, See Dust Barrier-5th Level Magical(ie.). This Barrier can be made of Any Heavier than Air Gass or combination of Gasses. Even ones that might be Poisonous,cause Skin Irritation, or act like Acid.

LEVEL SIX

ANTI-ENEMY GLOBE (Abjuration)

Level: 6 Components: V,S,M
Range: Touch Casting Time: 1 round
Duration: 1 round/LVL Saving Throw: Nil
Area of Effect: One Creature

This Spell is in most respects the same as the 6th Level Clerical Spell, Anti-Enemy Globe (ie.).

ASSUME GASEOUS FORM (Alteration)

Level: 6 Components: V,S
Range: 0 Casting Time: 6 segments
Duration: 5 rounds/LVL Saving Throw: Nil
Area of Effect: Personal

When Used,this Spell will cause the Spell Caster to take on a Gaseous Form. All of the Caster's equipment,etc. will also be Transformed in this manner. The Spell Caster will have full mobility at 12" Movement Rate. They can be blown away by wind,etc. but will still remain as one mass. Spells cannot be used but other Abilities will be usable.

SPELLS — Magical

CONFUSION (Enchantment/Charm)

Level: 6 Components: V,S
Range: ½"/Level Casting Time: 6 segments
Duration: 1 turn/LVL Saving Throw: Negate
Area of Effect: One Creature

When this Spell is Used, the Creature affected will become completely Confused if a Save is not made. This Creature will not be able to make decisions for themselves and will have difficulty acting in most given situations. If this Creature tries to Attack something, they will have a 50% Chance of Fumbling due to their inefficient response and poor eye-hand coordination. The Spell will also Temporarily Lower the Creature's Intelligence by 1-4 Points. They may even improperly Evoke their Magic causing it to backfire or have some other diverse effects.

CONTROL FIRE (Alteration)

Level: 6 Components: V,S,M
Range: 1"/Level Casting Time: 6 segments
Duration: 1 round/LVL Saving Throw: Nil
Area of Effect: ½" square/Level

This Spell is in most respects the same as the 5th Level Magical Spell, Control Flame (ie.). The Major Differences are that this Spell can cause Fires to Burn Three Times as Fast and go Out with little effort. Also Magical Fires and Breath Weapons can be Controlled with a 75% Chance of Success that Increases by +05%/Level Above the 12th Level of Experience. When the Fire is caused to Burn Three Times as Fast, this will also cause such to do Double Damage as well.

CONTROL WATERS (Alteration)

Level: 6 Components: V,S,M
Range: ½"/Level Casting Time: 1 round
Duration: 1 turn/2 LVL Saving Throw: Nil
Area of Effect: 1" square/Level

This Spell is in most respects the same as the 5th Level Magical Spell, Direct Waters (ie.). This though is a more powerful version of the Spell allowing the Spell Caster to cause Waters to Part, completely change direction, and Waterfalls can even be forced to flow backwards.

DIRECT HEAT (Alteration)

Level: 6 Components: V,S
Range: 1"/Level Casting Time: 6 segments
Duration: 1 round/Level Saving Throw: Nil
Area of Effect: 1" square/Level

When this Spell is Cast, the Caster can cause Heat Waves to be effected and thus they can Direct them in any direction they choose. Heat can be manipulated in any manner that the Spell Caster chooses. This Spell will also allow the Spell Caster to cause Heat waves to move apart therefore causing that area to become cooler. This can also be reversed for an opposite effect.

EARTH BARRIER (Abjuration)

Level: 6 Components: V,S,M
Range: ½"/Level Casting Time: 6 segments
Duration: Permanent Saving Throw: Nil
Area of Effect: 10 cu. ft./Level

This Spell is similar to most of the other Elemental Barrier Spells (ie.) except that this Barrier is Permanent. Magical Excavations only have a 50% Chance of Working and if so, they will only perform at Half Potency.

FAITHFUL STEED (Conjuration/Summoning)

Level: 6 Components: V,S,M
Range: 1" Casting Time: 1 round

Duration: 1 hour/LVL Saving Throw: Nil
Area of Effect: Special

When this Spell is Cast, the Spell Caster can Summon a Phantom Horse that will arrive at their location. This Steed will serve the Spell Caster and follow every command given them by the Spell Caster only. This Steed can travel at a Movement Rate of 18" and can carry up to 500 Pounds Total Weight. This Spell will only work Outdoors but it will also prove effective on the Ethereal as well as Astral Planes.

FLAME BARRIER (Abjuration-Evocation)

Level: 6 Components: V,S,M
Range: ½"/Level Casting Time: 6 segments
Duration: Permanent Saving Throw: Special
Area of Effect: 10 cu. ft./Level

This Spell is in most respects the same as the other Elemental Barrier Spells (ie.) except for the Changes Noted Above. This Spell will cause Any Creature Touching the Flames to suffer from 2-8 Points of Damage and Combustible/Flammable Materials will ignite. All Creatures within ½" will also sustain from 1-4 Points of Heat Damage.

HAIL STORM (Evocation-Alteration)

Level: 6 Components: V,S,M
Range: ½ mile/Level Casting Time: 5 rounds
Duration: 1 round/LVL Saving Throw: ½ Damage
Area of Effect: ¼ mile square/5 Levels

This Spell is in most respects the same as the 6th Level Druidic Spell, Hail Storm (ie.).

LIGHT BARRIER (Abjuration-Evocation)

Level: 6 Components: V,S,M
Range: ½"/Level Casting Time: 6 segments
Duration: Permanent Saving Throw: Special
Area of Effect: 10 cu. ft./Level

This Spell is in most respects the same as the Elemental Barrier Spells (ie.) except for the Changes Noted Above. This Spell will deliver from 2-5 Points of Damage to Any Creature touching the Barrier that does not Save. Also Any Creature looking at the Barrier must Save or go completely Blind. If Save is made they will only be Half Blind.

MOVE DUST (Alteration)

Level: 6 Components: V,S
Range: ½"/Level Casting Time: 1 round
Duration: 1 round/Level Saving Throw: Nil
Area of Effect: Special

When this Spell is Used, the Spell Caster can Move or Remove Dust from its location. Dust can be manipulated and even replaced as it was if necessary or piled up somewhere. Also Dust Clouds can be manipulated in this manner.

MOVE STONE (Alteration)

Level: 6 Components: V,S
Range: ½"/Level Casting Time: 1 round
Duration: 1 round/LVL Saving Throw: Nil
Area of Effect: Special

This Spell is in most respects the same as the 5th Level Magical Spell, Move Earth (ie.). The Major Difference being that Stone will be Transferred instead of Earth.

PERSONAL MAGNETISM (Illusion/Phantasm)

Level: 6 Components: V,S,M
Range: 0 Casting Time: 1 round
Duration: 1 hour/LVL Saving Throw: Special
Area of Effect: Personal

When this Spell is Used, the Spell Caster will develop a Magnetism about themselves that will affect All Creatures/People that know them. These People, etc. will be very friendly and helpful to the Spell Caster at all times while the Spell is functioning. Also, All other Creatures that the Spell Caster Encounters will have a +25% Added to their Reaction Percentage Roll. If any Creature Disbelieves, they will receive a Saving Throw to see if they still see the Illusion.

RAIN (Conjuration/Summoning)

Level: 6 Components: V, S, M
Range: ½ mile/Level Casting Time: 6 rounds
Duration: 1 round/LVL Saving Throw: Nil
Area of Effect: ½ mile square/Level

This Spell is in most respects the same as the 4th Level Druidic Spell, Rain (ie.).

SHADOW BARRIER (Abjuration-Evocation)

Level: 6 Components: V, S, M
Range: ½"/Level Casting Time: 6 segments
Duration: Permanent Saving Throw: Special
Area of Effect: 10 cu. ft./Level

This Spell is in most respects the same as the Elemental Barrier Spells (ie.) except for the Changes Noted. This Barrier will Drain One Life Energy Level off Any Creature that touches the Barrier and does not make a Successful Save. Also, no Creature can see through the Barrier unless they have True Sight.

SNOW STORM (Conjuration/Summoning)

Level: 6 Components: V, S, M
Range: ½ mile/Level Casting Time: 6 rounds
Duration: 1 round/LVL Saving Throw: Nil
Area of Effect: ½ mile square/Level

When this Spell is Cast, the Caster calls forth a Snow Storm in the perscribed Area of Effect. This Storm will accumulate Snow at a Rate of One Inch/round. Temperatures in the Area will have dropped to Freezing. If the Snow melts, Water will accumulate in the Area at a Rate of 10 Gallons/1" square/melee round that it Snowed. Also, if this Spell is Used in Artic Climates it may even promote the Continuance of such Weather.

SOUL TRAP (Necromantic) Reversible

Level: 6 Components: V, S, M
Range: Touch Casting Time: 1 segment
Duration: Permanent Saving Throw: Negate
Area of Effect: Creature Touched

When this Spell is Used, the Spell Caster will be attempting to Trap the Life Essence of a Creature. The Material Component of this Spell will be whatever Item that the Spell Caster wishes to Trap the Creature's Spirit in. When the Spell Caster Touches the Creature with that Item, the Creature must Save vs. Death Magic or have its Essence Trapped within that Object. If a Save is made the Object will disintegrate. The Item Used must be of Fine Quality and have a Curse placed on it in order to receive the Spirit of the Victim. If performed incorrectly, the Spell Caster may even have their Soul misplaced somewhere. The Trapped Creature will receive a Saving Roll each day to see if they are released until the Item they are Trapped in is made Permanent.

SUMMON/CONTROL WEATHER (Conjuration/Summoning)

Level: 6 Components: V, S
Range: ½ mile/Level Casting Time: 6 rounds
Duration: 1 round/LVL Saving Throw: Nil
Area of Effect: ½ mile square/Level

This Spell is in most respects the same as the 6th Level Druidic Spell, Summon/Control Weather (ie.).

TRUE SIGHT (Alteration)

Level: 6 Components: V, S
Range: Touch Casting Time: 6 segments
Duration: 1 round/Level Saving Throw: Nil
Area of Effect: Creature Touched

This Spell is in most respects the same as the 5th Level Clerical Spell, True Sight (ie.).

WATER BARRIER (Abjuration)

Level: 6 Components: V, S, M
Range: ½"/Level Casting Time: 6 segments
Duration: 1 turn/Level Saving Throw: Nil
Area of Effect: 1 cu. ft./Level

This Spell is similar to the other Elemental Barrier Spells (ie.) except for the Changes Noted Above. This Spell is mainly used for Protection from Fire especially Magical Types, which it will extinguish immediately.

WIND BARRIER (Abjuration-Evocation)

Level: 6 Components: V, S, M
Range: ½"/Level Casting Time: 6 segments
Duration: Permanent Saving Throw: Nil
Area of Effect: 1 cu. ft./Level

This Spell is in most respects the same as the other Elemental Barrier Spells (ie.) except for the Changes Noted. This Spell will cause Any Creature attempting passage to be caught by a Whirling Vortex and Thrown back out in the direction that they entered from. This will cause from 1-10 Points of Damage/10 feet that the Creature is Thrown. Creatures ejected from the Barrier will be Thrown from 10-20 feet away.

LEVEL SEVEN

BLANKET OF DEATH (Necromantic)

Level: 7 Components: V, S, M
Range: ½"/Level Casting Time: 1 round
Duration: Permanent Saving Throw: Special
Area of Effect: 1" square/Level

When this Spell is Cast, the Spell Caster causes All Creatures Under 5 HD to be slain on the spot. Any other Creatures in the Area of Effect must Save vs. Death Magic or be slain also. If they make their Save they will only be reduced to Half their Hit Points. This Blanketed Area can be moved outwards at a 3" Movement Rate for One Round/4 Levels of the Spell Caster after the Casting of the Spell.

CLOUD SAIL (Alteration)

Level: 7 Components: V, S, M
Range: 0 Casting Time: 1 round
Duration: 1 hour/LVL Saving Throw: Nil
Area of Effect: Personal

When this Spell is Cast, the Caster is able to Transport themselves through the Sky on a Cloud. The Spell Caster will be able to Travel at Twice their Normal Movement Rate and continue such as long as the Spell Lasts. Near the end of the Spell's Duration, the Cloud will automatically begin to lower towards the ground where it will disipate. Other Spells and Attacks can be Used while Cloud Sailing, but the Cloud must remain motionless at these times.

SPELLS — Magical

CLOUD VISION (Divination)

Level: 7 Components: V,S
Range: 0 Casting Time: 1 turn
Duration: Special Saving Throw: Nil
Area of Effect: Special

This Spell is in most respects the same as the 7th Level Clerical Spell, Vision(ie.). The Major Difference being that the Vision will be shown in the Clouds. Clouds must be present to perform the Spell.

CONTROL HEAT (Alteration)

Level: 7 Components: V,S
Range: 1"/Level Casting Time: 1 round
Duration: 1 round/LVL Saving Throw: Nil
Area of Effect: 1" square/Level

This Spell is in most respects the same as the 6th Level Magical Spell, Direct Heat(ie.). The Major Difference being that the available Heat can be controlled to the point of Changing its Temperature completely. Heat can be caused to not exist or it can be Increased to the Point where it will deliver up to Three Times its Normal Damage.

DIRT VISION (Divination)

Level: 7 Components: V,S
Range: 0 Casting Time: 1 turn
Duration: Special Saving Throw: Nil
Area of Effect: Special

This Spell is in most respects the same as the 7th Level Clerical Spell, Vision(ie.). The Major Difference being that the Vision will be shown in the ground/dirt/or sand.

DUST SKATE (Alteration)

Level: 7 Components: V,S,M
Range: 0 Casting Time: 1 round
Duration: 1 hour/LVL Saving Throw: Nil
Area of Effect: Personal

When this Spell is Used, the Spell Caster is able to Skate along on a Dusty Surface. The Movement Rate the Spell Caster would Normally have will be Doubled. Spells may not be used while Skating but Attacks are still possible.

DUST VISION (Divination)

Level: 7 Components: V,S
Range: 0 Casting Time: 1 turn
Duration: Special Saving Throw: Nil
Area of Effect: Special

This Spell is in most respects the same as the 7th Level Clerical Spell, Vision(ie.). The Major Difference being that the Vision will be Shown on a Dusty Surface.

FLAME ATTACK (Evocation)

Level: 7 Components: V,S,M
Range: ½"/Level Casting Time: 7 segments
Duration: Instantaneous Saving Throw: ½ Damage
Area of Effect: 1" square/3 Levels

When this Spell is Used, the Spell Caster causes the Area of Effect to Burst into Flames for a very short effect. Every Creature within the Blast will receive from 10-40 Points of Damage if their Save is not made. Any Combustible/Flammable Materials will continue burning afterwards and All Creatures within will also be on fire and must be put out or they will continue burning for Normal Fire Damage.

FLAME VISION (Divination)

Level: 7 Components: V,S,M

Range: 0 Casting Time: 1 turn
Duration: Special Saving Throw: Nil
Area of Effect: Special

This Spell is in most respects the same as the 7th Level Clerical Spell, Vision(ie.). The Major Difference being that the Vision will be shown in a Fire. The Fire must be present for the Spell to work.

GATE (Conjuration/Summoning)

Level: 7 Components: V,S,M
Range: ½"/Level Casting Time: 1 round
Duration: Special Saving Throw: Special
Area of Effect: ½" x 1" opening

This Spell is in most respects the same as the 5th Level Clerical Spell, Gate(ie.).

HEAT WAVE VISION (Divination)

Level: 7 Components: V,S
Range: 0 Casting Time: 1 turn
Duration: Special Saving Throw: Nil
Area of Effect: Special

This Spell is in most respects the same as the 7th Level Clerical Spell, Vision(ie.). The Major Difference being that the Vision will be shown in Waves of Heat. These Waves must be present for the Spell to work.

ICE VISION (Divination)

Level: 7 Components: V,S
Range: 0 Casting Time: 1 turn
Duration: Special Saving Throw: Nil
Area of Effect: Special

This Spell is in most respects the same as the 7th Level Clerical Spell, Vision(ie.). The Major Difference being that the Vision will be shown in an Icy surface. The Ice must be present for the Spell to work.

IMPREGNABLE BARRIER (Abjuration)

Level: 7 Components: V,S,M
Range: ½"/Level Casting Time: 7 segments
Duration: 1 turn/LVL Saving Throw: Nil
Area of Effect: 1 cu. ft./Level

When this Spell is Cast, the Spell Caster causes a Barrier to form in the desired Area of Effect. This Barrier cannot be destroyed by any Normal means. Attacks, Breath Weapons, and Magic cannot pass through this Barrier at all and will have no effect on such. The only thing that will bring down one of these Barriers is a Negate Magic Spell or other similar Ultrapowerful Effects. This Barrier can be formed in a Wall or it can be shaped into a Globe surrounding something. If a Dispell Attempt is made, the Barrier will receive a Saving Throw.

LIGHT VISION (Divination)

Level: 7 Components: V,S
Range: 0 Casting Time: 1 turn
Duration: Special Saving Throw: Nil
Area of Effect: Special

This Spell is in most respects the same as the 7th Level Clerical Spell, Vision(ie.). The Major Difference being that the Vision will be shown in a Bright Light that is already present.

MASS CHARM (Enchantment/Charm)

Level: 7 Components: V,S
Range: 1" Casting Time: 1 round
Duration: Special Saving Throw: Negate
Area of Effect: Special

This Spell is in most respects the same as the 2nd Level Druidic Spell, Charm Creatures

(ie.). The Major Difference being that this Spell will Affect up to One Creature/Level of the Spell Caster.

MASS DISCEPTION (Illusion/Phantasm)

Level: 7 Components: V,S,M
Range: 1"/Level Casting Time: 1 round
Duration: Special Saving Throw: Special
Area of Effect: 1" square/Level

This Spell is in most respects the same as the 4th Level Magical Spell, Disception(ie.). The Major Difference is that this Spell covers a larger Area and it will be substantial in every way until Disbelieved and a Save is made.

SHADOW VISION (Divination)

Level: 7 Components: V,S
Range: 0 Casting Time: 1 turn
Duration: Special Saving Throw: Nil
Area of Effect: Special

This Spell is in most respects the same as the 7th Level Clerical Spell, Vision(ie.). The Major Difference being that the Vision will be shown in a Shadowy Area. There must be Shadows present for the Spell to work.

SKATE (Alteration)

Level: 7 Components: V,S,M
Range: 0 Casting Time: 1 round
Duration: 1 hour/LVL Saving Throw: Nil
Area of Effect: Personal

When this Spell is Used,the Spell Caster is able to Skate along the Ground with great ease. Movement will be at Twice the Spell Caster's Normal Movement Rate. Spells cannot be used while Skating but Attacks are still possible.

SKI (Alteration)

Level: 7 Components: V,S,M
Range: 0 Casting Time: 1 round
Duration: 1 hour/LVL Saving Throw: Nil
Area of Effect: Personal

When this Spell is Used,the Spell Caster is able to Ski along on Icy or Snow Covered Surfaces. Movement will be at Twice the Spell Caster's Normal Movement Rate. Spells cannot be used while Skiing but Attacks are still possible.

SKY VISION (Divination)

Level: 7 Components: V,S
Range: 0 Casting Time: 1 turn
Duration: Special Saving Throw: Nil
Area of Effect: Special

This Spell is in most respects the same as the 7th Level Clerical Spell, Vision(ie.). The Major Difference being that the Vision will be shown in the Sky. Note that the Skies must be Clear for the Spell to work.

SURF (Alteration)

Level: 7 Components: V,S,M
Range: 0 Casting Time: 1 round
Duration: 1 hour/LVL Saving Throw: Nil
Area of Effect: Personal

When this Spell is Used,the Caster is able to Glide along the Surface of the Water where they are at. This will Double the Spell Caster's Normal Movement Rate. Spells cannot be Cast while Surfing but Attacking is still possible.

TELEPORT NO ERROR (Alteration)

Level: 7 Components: V,S
Range: 0 Casting Time: 2 segments

Duration: Instantaneous Saving Throw: Nil
Area of Effect: Special

This Spell is in most respects the same as the 5th Level Magical Spell, Teleport(ie.). The Major Difference being that Planetary Locations can be Teleported to without Error. Other Worlds may also be Travelled to,using Failure Chances as for regular Teleportation(plus additional 25% Chance of Failure).

VAPOR GLIDE (Alteration)

Level: 7 Components: V,S,M
Range: 0 Casting Time: 1 round
Duration: 1 hour/LVL Saving Throw: Nil
Area of Effect: Personal

When this Spell is Used,the Caster is able to Sail along on Vapor, Mist, and/or Fogs of Any Type as if they were substantial. The Spell Caster's Movement will be Twice Normal while gliding. Spells cannot be Cast while Travelling in this manner but Attacking is still possible.

VISION (Divination)

Level: 7 Components: V,S
Range: 0 Casting Time: 3 turns
Duration: Special Saving Throw: Nil
Area of Effect: Special

This Spell is in most respects the same as the 7th Level Clerical Spell, Vision(ie.).

WATER VISION (Divination)

Level: 7 Components: V,S
Range: 0 Casting Time: 1 turn
Duration: Special Saving Throw: Nil
Area of Effect: Special

This Spell is in most respects the same as the 7th Level Clerical Spell, Vision(ie.). The Major Difference being that the Vision will be shown in a Pool of Water. The Water must be available for the Spell to work.

EIGHTH LEVEL

ADVANCED TELEPORT (Alteration)

Level: 8 Components: V,S
Range: 0 Casting Time: 3 segments
Duration: Instantaneous Saving Throw: Nil
Area of Effect: Special

This Spell is in most respects the same as the 5th Level Magical Spell, Teleport(ie.). The Major Difference being that other Worlds can be Teleported to, using Failure Chances as for regular Teleportation.

BLINDING LIGHT (Evocation)

Level: 8 Components: V,S
Range: ½"/Level Casting Time: 1 segment
Duration: Instantaneous Saving Throw: Special
Area of Effect: ½" square/Level

When this Spell is Used,the Caster causes a Blinding Light to Flash in the Area of Effect. All Creatures within this Area must Save or become Permanently Blind. If their Save is made the Effects will only last for 1 round/Level of the Spell Caster. Also, Any Creature viewing this must Save to see if they suffer from Temporary Blindness. Otherwise these Creatures will receive No Damage.

BLINDNESS (Evocation)

Level: 8 Components: V,S
Range: ½"/Level Casting Time: 8 segments
Duration: 2 rounds Saving Throw: Special

SPELLS — Magical

Area of Effect: $\frac{1}{2}$ " square/Level

When this Spell is Cast, Darkness will begin to creep into the Area of Effect. Any Creature leaving the Area during the First Round must Save or become Blind. If they do Save, they will only be Blind for 1 round/Level of the Spell Caster, otherwise the Effect is Permanent. Creatures that are in the Area of Effect during the Final round of the Spell will become Blind Permanently with no Saving Throw.

BURN BADLY (Evocation)

Level: 8 Components: V,S,M
Range: Touch Casting Time: 1 segment
Duration: Instantaneous Saving Throw: $\frac{1}{2}$ Damage
Area of Effect: Creature/Object Touched

This Spell is in most respects the same as the 1st Level Druidic Spell, Burn(ie.). This is a more powerful version of the Spell causing from 1-3 Points of Damage/Level of the Spell Caster. Also, if grapple is held, the Damage will continue to the Point where the Victim will be scorched so bad that Movement will be very painful and Half their Normal Rate.

CHOKER (Evocation)

Level: 8 Components: V,S,M
Range: $\frac{1}{2}$ "/Level Casting Time: 1 segment
Duration: Special Saving Throw: $\frac{1}{2}$ Damage
Area of Effect: One Creature

When this Spell is Used, the Spell Caster will cause the Creature Affected to Choke and begin gasping for breath. The Choking will last for 1 round/Level of the Spell Caster. At this time the Creature affected can only try to gain what little Air they can and cannot perform Any other actions. At the end of the Choking the Creature must make a Saving Throw. If not Successful, that Creature will be unable to breathe Any more Air and will Die in a Number of Rounds equal to One Third their Constitution Score.

DELAYED FLAMES (Evocation)

Level: 8 Components: V,S,M
Range: $\frac{1}{2}$ "/Level Casting Time: 1 round
Duration: Special Saving Throw: $\frac{1}{2}$ Damage
Area of Effect: 1" square/3 Levels

This Spell is in most respects the same as the 7th Level Magical Spell, Flame Attack(ie.). The Major Difference is that this Spell can be set up to go off at a perscribed time. This can either be Triggered by a Command or an Action.

FAITHFUL MOUNT (Conjuration/Summoning-Alteration)

Level: 8 Components: V,S,M
Range: 1" Casting Time: 8 rounds
Duration: Special Saving Throw: Special
Area of Effect: One Creature

When this Spell is Cast, the Spell Caster can Summon forth a Creature of their choosing. Once the Creature has arrived, a reaction Roll must be made to see the disposition of the Creature. If the Creature has a Favorable Reaction, then the Spell Caster must Cast a Magic Familiar Spell on it. At this time the Creature will disappear. This Innitial Preparation may only be Used Once in the Spell Caster's Life. From this Point on, whenever this Spell is Used, the Spell Caster will be able to Summon the Creature that they originally Enhanced. The Creature will come to the Spell Caster no matter where they are. If a Minor Wish Spell is Used during the Innitial Preparation, the Mount will also be able to Travel the Planes 2/Day while the Spell Caster is Riding.

FORCEFUL WAVE (Alteration-Evocation)

Level: 8 Components: V,S
Range: $\frac{1}{2}$ "/Level Casting Time: 1 round
Duration: 1 round/LVL Saving Throw: Special
Area of Effect: $\frac{1}{4}$ " square/Level

When this Spell is Cast, the Spell Caster will use available Water and Create a Wave to Travel at their Opponents. This Wave will strike doing from 3-30 Points of Damage to Any Creature that does not make their Dexterity Save. If they Save they will only sustain $\frac{1}{4}$ Damage. This Wave will also cause from 1-2 Points of Structural Damage. The Wave will be able to strike once per round. If this Spell is Used Indoors there must be enough available Water for the Mass of the Wave. Also, Indoors the Wave will only be $\frac{1}{4}$ as large and it will operate at Half its Ability.

FREEZE (Alteration-Evocation)

Level: 8 Components: V,S
Range: 1"/Level Casting Time: 1 melee round
Duration: Instantaneous Saving Throw: $\frac{1}{2}$ Damage
Area of Effect: $\frac{1}{4}$ " square/Level

When this Spell is Used, the Spell Caster causes the Area of Effect to become Completely Frozen. All Creatures will receive from 1-3 Points of Damage/Level of the Spell Caster and become badly Frost Bitten. Metals will even be brittle up to One round after the Spell is Cast. Any Creature that makes its Saving Throw will only become Frost Bitten and will receive No other Damage.

GALE (Conjuration/Summoning)

Level: 8 Components: V,S
Range: $\frac{1}{2}$ mile/Level Casting Time: 1 turn
Duration: 1 round/LVL Saving Throw: Nil
Area of Effect: $\frac{1}{4}$ mile square/2 Levels

This Spell is in most respects the same as the 7th Level Druidic Spell, Gale(ie.).

INCENERATE (Evocation)

Level: 8 Components: V,S
Range: 1"/Level Casting Time: 1 melee round
Duration: Instantaneous Saving Throw: $\frac{1}{2}$ Damage
Area of Effect: One Creature

When this Spell is Cast, the Creature to be Affected must Save vs. Magic or be burned to a crisp, causing Death. If the Creature makes its Saving Throw, the Blast will only reduce the Creature to Half its Total Hit Points. Anything on the Creature will also be Affected in this way. Hard Metals will be made soft, and Soft Metals will melt. Magical Items must Save vs. this Fire also, to see if they retain their Power.

LIFE LEECH (Necromantic)

Level: 8 Components: V,S
Range: 0 Casting Time: 1 melee round
Duration: 1 round/LVL Saving Throw: $\frac{1}{2}$ Damage
Area of Effect: 1" radius

When this Spell is Used, the Spell Caster will Drain Life Energy away from All Creatures within the Spell's Radius. Each Creature will Loose from 2-5 Hit Points, each round that they are being Life Leeched. These Hit Points that are Drained can be Used to Rejuvenate the Spell Caster with regenerative capabilities. Otherwise, these Hit Points can be accumulated as Extra Hit Points for the Spell Caster. This Extra increase will last for 1 Hour or until the Points are wasted.

MAGIC RESISTANCE (Abjuration)

Level: 8 Components: V,S,M
Range: Touch Casting Time: 1 round

Duration: 2 rounds/LVL Saving Throw: Nil
Area of Effect: Creature/Item Touched

When this Spell is Used, the Creature Touched will receive a Magic Resistance of +10% Cumulative/2 Levels of the Spell Caster. Items that are Enhanced in this manner will receive a Magic Resistance of +05%/4 Levels of the Spell Caster. Items that are Affected in this way will Transfer this Resistance to whatever Creature is holding or possessing the Item, for the Duration of the Spell. This Resistance will ward off Incoming Magic but will not Affect the Creature's Own Spells. Also, this Magic Resistance will offer partial Resistance to Dragon Breath, operating at Half Potency.

MAGNETISM (Illusion/Phantasm)

Level: 8 Components: V,S,M
Range: Touch Casting Time: 1 round
Duration: 1 hour/LVL Saving Throw: Special
Area of Effect: Creature Touched

When this Spell is Used, the Creature Affected will gain One Point of Charisma/2 Levels of the Spell Caster. All Creatures of a similar Race of the Creature Affected (except the Spell Caster) will flock to the Creature and wish to serve them. None of the Creatures overcome by this Magnetism will receive a Saving Throw unless the Creature they praise acts out of their Alignment.

MASS CONFUSION (Enchantment/Charm)

Level: 8 Components: V,S
Range: ½"/Level Casting Time: 8 segments
Duration: 1 turn/LVL Saving Throw: Negate
Area of Effect: Special

This Spell is in most respects the same as the 6th Level Magical Spell, Confusion (ie.). This is a more potent version of the Spell being able to Affect up to One Creature/Level of the Spell Caster.

POISON GASSES (Evocation-Alteration)

Level: 8 Components: V,S,M
Range: ½"/Level Casting Time: 1 round
Duration: 1 round/LVL Saving Throw: Special
Area of Effect: ¼" square/Level

When this Spell is Used, the Spell Caster causes the Area of Effect to have its Air Poisoned. All Creatures in this Area that breathe the Air must Roll a Save vs. Poison or Die. If their Save is made, those Creatures will only Receive from 5-20 Points of Damage. These Gasses can be moved by the Spell Caster at a Movement Rate of 12" until the Spell Elapses.

ROCKSLIDE (Evocation)

Level: 8 Components: V,S
Range: 1"/Level Casting Time: 1 round
Duration: Instantaneous Saving Throw: Special
Area of Effect: ½" square/Level

When this Spell is Cast, the Spell Caster causes an Area on a Mountain/Hillside/etc. to become loose and begin to Slide towards the Ground. Small and Medium Sized Creatures will automatically be Crushed if they do not make their Dexterity Save otherwise taking from 3-30 Points of Damage. Large Creatures will suffer broken bones and become trapped beneath the Rock, also receiving 3-30 Points of Damage. If they make their Dexterity Save, they will only receive Damage from the Fallen Rock.

LEVEL NINE

AIR SPHERE (Abjuration-Alteration)

Level: 9 Components: V,S,M
Range: Special Casting Time: 1 day
Duration: Special Saving Throw: Nil
Area of Effect: Personal

When this Spell is Cast, the Spell Caster will Create a Globe of Air on its corresponding Elemental Plane. This Globe will remain there until the Latter part of the Spell is Used. The Preparation of this Spell may only be performed Once per Year but the Last part of such may not even be used for some time after that. Once the Sphere is finished, if the Spell Caster is about to suffer a Fatal Occurrence, they will be Immediately Transported to their Sphere in safety. After this Second Part of the Spell has Occured, the Sphere will cease to exist Once the Spell Caster has prepared for Survival in that Elemental Plane that they have been Transferred to.

BONES TO JELLY (Evocation)

Level: 9 Components: V,S,M
Range: ½"/Level Casting Time: 1 melee round
Duration: Permanent Saving Throw: Nil
Area of Effect: One Creature

When this Spell is Cast, the Spell Caster will cause the Creature Affected to have its Bones Turned to Jelly. The Creature will then have a Skeletal System that is of no use to itself. The Creature of course, will have no way to Move Itself around and will be very vulnerable to Attacks (75% Any Attack will be a Critical). This Effect will be Permanent and can only be Cured by Wishing or by using a Regeneration Spell by someone Higher in Level than the Spell Caster that Inflicted the Victim.

CORPOREAL ILLUSION (Illusion/Phantasm-Alteration)

Level: 9 Components: V,S,M
Range: 1" Casting Time: 1 turn
Duration: Special Saving Throw: Special
Area of Effect: Special

When this Spell is Used, the Spell Caster will form an Illusion that has true substance. This Illusion will even be able to support great amounts of Weight. The Illusion can be of Anything desired by the Spell Caster and will remain Permanent until a Certain Function and/or Action is Performed. Once that situation occurs, the Illusion will vanish completely. A Creature can even be Created with this Illusion to Perform a Task for the Spell Caster with all effects applicable as Above. A Creature must Disbelieve before a Saving Throw is Allowed. If their Save is made they will know that the Object, etc. is an Illusion but it will still retain its Substance until it has performed its Task.

DIMENSION PORTAL (Alteration)

Level: 9 Components: V,S
Range: 1" Casting Time: 1 round
Duration: 1 round Saving Throw: Nil
Area of Effect: ½" x 1" opening

When this Spell is Used, the Spell Caster can open an Inter-Dimensional Doorway. This Portal can be opened to Any of the Inner Planes and will allow Travel in such. The Portal will remain open for One Round, but can be closed at any time prior to that by the Spell Caster. Up to Two Creatures can pass through the Doorway per Melee Round. Accuracy of Any particular Chosen Location of Arrival on that Plane will be determined as Follows:

SPELLS — Magical

Base 25% Accuracy Increasing by +01% per Level of Experience of the Spell Caster.

Failure to Make an Accuracy Percentage will result in a Doorway opening on the Proper Plane, but perhaps not near the Desired Location. If a 00 is Rolled on the Accuracy Check, the Doorway will open to the Wrong Plane. One partway through a Dimension Portal, that Creature/Object cannot go back through unless a similar Spell is Cast on the Other Side.

DUST SPHERE (Abjuration-Alteration)

Level: 9 Components: V,S,M
Range: Special Casting Time: 1 day
Duration: Special Saving Throw: Nil
Area of Effect: Personal

This Spell is in most respects the same as the other Elemental Sphere Spells(ie.)except for the Changes Noted Above.

EARTHQUAKE (Evocation-Alteration)

Level: 9 Components: V,S,M
Range: 1"/Level Casting Time: 1 round
Duration: Instantaneous Saving Throw: Special
Area of Effect: 1" square/Level

When this Spell is Cast,the Spell Caster causes an Earthquake to erupt in the Area of Effect. Falling Rocks will Crush most Small to Medium Sized Creatures that do not make their Dexterity Save, otherwise sustaining from 3-30 Points of Damage. Large Creatures will receive the same Damage and become partially buried along with Any Structures. If the Larger Creatures make their Dexterity Save they will not become trapped. Also, All Creatures must make an Additional Dexterity Save to see if they have also Fallen into one of the Crevices that has opened up. One Crevice can be opened/10 Levels of the Spell Caster. Each Crevice will be ½" Deep/Level of the Spell Caster. Structures must also be checked as opposed to the Location of each Crevice. Creatures Falling in a Crevice will sustain 2-8 Points of Damage/10 feet. Creatures that are under the Fall of a Structure will be Killed. There is also a +02% Cumulative Chance/Level of the Spell Caster,that Certain Areas of Each Crevice may Collapse around the Edge.Check for Any Creatures that might get Buried.

FIRE SPHERE (Abjuration-Alteration)

Level: 9 Components: V,S,M
Range: Special Casting Time: 1 day
Duration: Special Saving Throw: Nil
Area of Effect: Personal

This Spell is in most respects the same as the other Elemental Sphere Spells(ie.)except for the Changes Noted Above.

GLYPH OF DEATH (Necromantic)

Level: 9 Components: V,S,M
Range: Touch Casting Time: 1 turn
Duration: Special Saving Throw: ½ Damage
Area of Effect: Special

When this Spell is Cast, the Caster Creates a Glyph in an Area or on an Object that will produce harmful effects to Any Creature that enters that Area or touches the particular Object. When Any Creature Enters or Touches the Guarded Area, they must Immediately Save vs. Death Magic or be slain. If they make their Save they will only be reduced to Unconsciousness. The Glyph will remain until it is Completely Negated or its has Slain a Number of Creatures Equal to the Spell Caster's Level of Experience.

HEAT SPHERE (Abjuration-Alteration)

Level: 9 Components: V,S,M
Range: Special Casting Time: 1 day
Duration: Special Saving Throw: Nil
Area of Effect: Personal

This Spell is in most respects the same as the other Elemental Sphere Spells(ie.)except for the Changes Noted Above.

ICE SPHERE (Abjuration-Alteration)

Level: 9 Components: V,S,M
Range: Special Casting Time: 1 day
Duration: Special Saving Throw: Nil
Area of Effect: Personal

This Spell is in most respects the same as the other Elemental Sphere Spells(ie.)except for the Changes Noted Above.

IMPROVED GATE (Conjuration/Summoning)

Level: 9 Components: V,S,M
Range: ½"/Level Casting Time: 2 rounds
Duration: Special Saving Throw: Nil
Area of Effect: ½" x 1" opening

This Spell is in most respects the same as the 7th Level Clerical Spell, Improved Gate(ie).

MASS FEEBLEMIND (Enchantment/Charm)

Level: 9 Components: V,S,M
Range: ½"/Level Casting Time: 1 melee round
Duration: 1 turn/LVL Saving Throw: ½ Damage
Area of Effect: Special

This Spell is in most respects the same as the 3rd Level Magical Spell, Feeblemind(ie.)except that this is a more potent form. This Spell will Affect up to One Creature/Level of the Spell Caster.

PRISMATIC GLOBE (Abjuration-Evocation)

Level: 9 Components: V,S,M
Range: 0 Casting Time: 1 segment
Duration: 1 round/LVL Saving Throw: ½ Damage
Area of Effect: ½" radius

When this Spell is Cast,the Spell Caster causes a Prismatic Globe to come into being around themself. This Globe will be Impregnable to All Elements, Magic, and Attacks. It can only be brought down by Disintegration or Complete Negation. The Spell Caster can operate freely within and can pass in or out of the Globe without being harmed. The Globe itself will Change Color Every round. Any Creature Touching the Globe will take Damage according to the Color of the Light Energy as Follows:

Color	Damage
Red	10 Hit Points
Orange	10-20 Hit Points
Yellow	10-40 Hit Points
Green	Death
Blue	Complete Paralyzation
Purple	Instant Insanity
Violet	Loose 1-4 Life Levels

Those that Save will have their Damaged Halved accordingly.

SHADOW GLOBE (Abjuration-Evocation)

Level: 9 Components: V,S,M
Range: 0 Casting Time: 1 segment
Duration: 1 round/LVL Saving Throw: ½ Damage
Area of Effect: ½" radius

This Spell is in most respects similar to the 9th Level Magical Spell, Prismatic Globe(ie.). The Major Difference is that this Globe is made out of Negative Shadow Energy. This will

also Drain from 2-5 Life Energy Levels away from Any Creature that Touches the Globe.

VAPOR SPHERE (Abjuration-Alteration)

Level: 9 Components: V,S,M
Range: Special Casting Time: 1 day
Duration: Special Saving Throw: Nil
Area of Effect: Personal

This Spell is in most respects the same as the other Elemental Sphere Spells(ie.)except for the Changes Noted Above.

WATER SPHERE (Abjuration-Alteration)

Level: 9 Components: V,S,M
Range: Special Casting Time: 1 day
Duration: Special Saving Throw: Nil
Area of Effect: Personal

This Spell is the same as the other Elemental Sphere Spells(ie.)except for the Changes Noted Above.

LEVEL TEN

BLIZZARD (Conjuration/Summoning)

Level: 10 Components: V,S
Range: ½ mile/Level Casting Time: 1 turn
Duration: 1 round/LVL Saving Throw: Special
Area of Effect: ¼ mile square/Level

This Spell is in most respects the same as the 9th Level Druidic Spell, Blizzard(ie.).

DUST STORM (Conjuration/Summoning)

Level: 10 Components: V,S,M
Range: ¼ mile/Level Casting Time: 1 turn
Duration: 1 round/LVL Saving Throw: Special
Area of Effect: ¼ mile square/2 Levels

When this Spell is Used,the Spell Caster is able to call forth a Dust Storm to the Area of Effect. This Storm will raise Winds from 10-40 M.P.H. that will pick up Dirt and Debris and blow away most objects that are not firmly secured. Any Creature in this Area of Effect will sustain from 2-5 Points of Damage/Melee Round from flying debris. Also Visibility will be cut down to zero in the Area of Effect. Any Creatures in this Area must also Save vs. Paralysis or Suffer Eye Damage causing Permanent Blindness.

FIRE BLAST (Evocation)

Level: 10 Components: V,S,M
Range: ½"/Level Casting Time: 1 round
Duration: Instantaneous Saving Throw: ½ Damage
Area of Effect: 1" square/3 Levels

When this Spell is Used,the Caster causes the Area of Effect to be Hit by a Blast of Fire. All Creatures must Save or sustain 10 Points of Damage plus 1-2 Points of Damage/Level of the Spell Caster. If Save is made the Damage Score will be Halved. Any Combustible/Flammable Materials will continue burning afterwards. Paper, Clothing,etc. will automatically be burnt up and Magic Items will need to make Saving Throws as well.

FLASH FLOOD (Evocation-Conjuration/Summoning)

Level: 10 Components: V,S,M
Range: ½"/Level Casting Time: 1 round
Duration: 1 round/2 LVL Saving Throw: Nil
Area of Effect: Special

When this Spell is Used,the Caster will cause Storm Clouds to come together and begin Raining. The Rain will be very heavy and Water will

accumulate in the Area of Effect at a Rate of 100 Cubic Feet/Level of the Spell Caster each round that it Rains. This Water will Flood the Area of Effect. If there is a place for the Water to run downhill it will do so creating a Wall of Water. This Wave will carry away any objects not firmly secured. Structures will receive from 1-2 Points of Structural Damage and Any Creature caught by the Wave will sustain from 2-5 Points of Damage/melee round. If the Creature(s) is reduced to unconsciousness, they will Drown within 1 round. Also, if a Control Weather Spell is Used with this Spell, Lightning can be caused to Strike Randomly within the Area of Effect.

HEAT WAVE (Evocation-Alteration)

Level: 10 Components: V,S,M
Range: 1"/Level Casting Time: 1 turn
Duration: 1 round/LVL Saving Throw: ½ Damage
Area of Effect: 1" square/Level

When this Spell is Cast,the Spell Caster will cause the Area of Effect to become engulfed in a terrible Heat Wave. Everything will dry up,all liquids will be evaporated, all other things will become dry and parched, and plants will shrivel and wither. Any Creature in this Area will sustain from 2-20 Points of Damage from Dehydration. If a successful Save is made, Damage will be Halved. There is also a +10% Cumulative Chance per Round of Exposure that, Any Creature may Suffer from Hyperthermia and become Comatose. At this time the Creature's Body Temperature will begin to Drop -5°F/round. When their Temperature has gone below 35°F, that Creature will Die.

HURRICANE (Conjuration/Summoning)

Level: 10 Components: V,S,M
Range: ¼ mile/Level Casting Time: 1 turn
Duration: 1 round/LVL Saving Throw: Nil
Area of Effect: ¼ mile square/Level

When this Spell is Cast,the Spell Caster will bring forth Hurricane Force Winds and heavy Rain. The Winds will reach a Speed of from 70-160 M.P.H. Anything that is not firmly secured,including larger objects,will be blown away by this force. There is a 30% Chance each round, that a Creature may be struck by flying Debris taking from 5-20 Points of Damage. Rain will accumulate at a Rate of 25 Gallons/1" square per Melee Round in the Area of Effect. At Sea, Ships will be Capsized with a +05% Cumulative Chance/round and smaller vessels will automatically be swamped. Also,Any Creature in the Water not secured to a Floating Object, will Drown within 1-3 Minutes. At Coastal Towns, these conditions will also produce Tidal effects causing large swells to crash along the shoreline. These Waves are capable of delivering from 3-30 Points of Damage and Structures will sustain from 1-2 Points of Structural Damage from such.

IMPROVED LIFE LEECH (Necromantic)

Level: 10 Components: V,S
Range: 0 Casting Time: 1 melee round
Duration: 1 round/Level Saving Throw: Nil
Area of Effect: 1" radius

This Spell is in most respects the same as the 8th Level Magical Spell Life Leech(ie.)except that this is a more potent variety of the Spell. Along with the Changes Noted Above,this Spell will Drain from 2-7 Hit Points per round with No Saving Throw Allowed. The Spell Caster can also Drain an entire Life Level simply by Touching a Creature. This Effect also grants No Save and may be performed 1/Three rounds while the Spell's Duration lasts.

SPELLS — Magical

LIVING ILLUSION (Illusion/Phantasm-Necromantic)

Level: 10 Components: V,S,M
Range: 1" Casting Time: 1 hour
Duration: Permanent Saving Throw: Nil
Area of Effect: Special

When this Spell is Cast, the Caster will form an Illusion of a desired Creature. This Illusion will be further Enhanced during the final parts of Casting the Spell. The end result will be a Corporeal Form of that Creature filled with Life Energy. This Creature will be fully alive with One Hit Die/4 Levels of the Spell Caster. The Creature will also be the Faithful Servant of the Spell Caster and follow all of their Commands. This Living Illusion will be Immune to the Effects of All Elements and Magics. The Creature can be Destroyed, but only Physical Attacks will Affect it. Otherwise the Only way to Kill this Creature is to Use a Negate Magic or have it Disintegrated. The Living Illusion can also be Magiced to have Any Special Abilities of the Creature Type that it depicts. A Minor Wish must be Used for Each Ability to be aquired.

NEGATE MAGIC (Alteration)

Level: 10 Components: V,S
Range: ½"/Level Casting Time: 1 melee round
Duration: Permanent Saving Throw: Special
Area of Effect: One Item

When this Spell is Used, the Caster will be Attempting to Destroy the Magical Properties of a particular Object. The Object that the Spell is directed at must Save vs. Disintegration or be Destroyed forever. If the Save is made, that Item will only Loose part of its Power. When this occurs, every Potion, Scroll, and/or Spell being used within a ½" radius of the Object being Affected will also be Destroed completely. Artifacts can also be Affected by this Spell. When Used in this manner, the Artifact in question must Save vs. Disintegration or Permanently Loose One of its Powers. If the Save is made, the Artifact will only have One of its Powers weakened Permanently. Magic Resistances will only be Half Effective versus this Spell.

NEGATIVE ENERGY BLAST (Evocation)

Level: 10 Components: V,S
Range: ¼"/2 Levels Casting Time: 1 segment
Duration: Instantaneous Saving Throw: Special
Area of Effect: Special

When this Spell is Used, the Spell Caster can Attack a Creature by causing it to be Hit with a Negative Energy Blast. This Blast will deliver One Hit Point of Damage/Level of the Spell Caster plus a Life Level Energy Drain of 1-4 Levels. If a successful Save is made their Damage will be Halved. Also Any Creature within a 1" Radius of the Blast center, will sustain Half the Above mentioned Damage. If they make their Save, their Damage will likewise be Halved.

PANIC (Enchantment/Charm)

Level: 10 Components: V,S,M
Range: ½"/Level Casting Time: 1 melee round
Duration: 1 round/LVL Saving Throw: Nil
Area of Effect: One Creature

When this Spell is Used, the Spell Caster will cause the Creature Affect to Totally Panic. This will either cause the Creature to Freeze in complete dismay (01-40) or Flee in a confused, terrified manner in any direction (41-99). The Creature Affected will continue this for the Duration of the Spell. Their behavior must be checked each round for a Change in these variations. If a 00 is ever Rolled, the Creature will Comit Suicide.

POSITIVE ENERGY BLAST (Evocation)

Level: 10 Components: V,S,M
Range: ¼"/2 Levels Casting Time: 1 segment
Duration: Instantaneous Saving Throw: Special
Area of Effect: Special

When this Spell is Cast, the Spell Caster can Attack a Creature by causing it to be Hit with a Positive Energy Blast. This Blast will Transfer One Hit Point of Positive Energy to a Creature/Level of the Spell Caster. These Hit Points will Temporarily Add on to that Creature's Hit Point Total for One melee round/Level of the Spell Caster. If the Amount of Points Transferred ever Exceeds that Creature's Total Hit Points, then that Creature will be Disintegrated into matter energy. Any Creature within a 1" radius of the Blast center will receive One Point of Damage/3 Levels of the Spell Caster. Half this amount if their Save is made. Also, Any Creature Receiving or Loosing Hit Points will have their Metabolic Rate raised so high that it will Age that Creature 1 Year for Every 5 Points Gained or Lost. A Save will again be made to see if this Damage is Halved also.

RESTORE LIFE (Necromantic) Reversible

Level: 10 Components: V,S,M
Range: Touch Casting Time: 1 turn
Duration: Permanent Saving Throw: Nil
Area of Effect: Creature Touched

This Spell is in most respects the same as the 8th Level Clerical Spell, Restore Life (ie.) except for the Changes Noted Above. The Reverse of this Spell will cause the Creature Affected to Die, with No Saving Throw allowed.

RETALATIVE STRIKE (Necromantic-Evocation)

Level: 10 Components: V,S
Range: 0 Casting Time: 1 segment
Duration: Instantaneous Saving Throw: Special
Area of Effect: ½" radius/6 Levels

When this Spell is Used, the Spell Caster will be making a Final Strike at some Nearby Opponents. This will usually only be Used as a Last Resort for it may also Destroy the Spell Caster. When the Spell goes off, All Creatures within the Blast Radius will sustain One Hit Point of Damage/Level of the Spell Caster plus a Number of Damage Points equal to the Spell Caster's Total Hit Points. Any Creature that has fewer Hit Points than this, will be Disintegrated. The Spell Caster's body will be Destroyed with this Effect and they too will be Killed unless precautions have been taken for this situation.

SANDBLAST (Evocation)

Level: 10 Components: V,S,M
Range: ½"/3 Levels Casting Time: 1 melee round
Duration: ½ round/5 LVL Saving Throw: Nil
Area of Effect: ¼" square/5 Levels

When this Spell is Cast, the Spell Caster will cause the Area of Effect to be Sandblasted. The main force of this will be concentrated on One Creature. At the End of the Spell's Duration, that Creature will have been Blasted down to the Bone. Any other Creatures within the Area of Effect will sustain from 5-20 Points of Damage per Round of Exposure. Creatures must make their Dexterity Save to see if they can jump free each round.

TIME SLIP (Alteration)

Level: 10 Components: V
Range: 0 Casting Time: 1 segment

Duration: Instantaneous Saving Throw: Nil
Area of Effect: Personal

When this Spell is Cast, the Caster is able to, at the last moment, Slip Back in Time a Short Period. Upon uttering the Command, the Spell Caster will Slip back 1 Segment/Level of Experience. This is especially helpful for Attempting to 'Buy Some Time' so that the Spell Caster can get out of a very Dangerous situation. Once the Spell Caster goes back, all events will occur just as they did before with the acception of the Spell Caster being able to possibly do something different.

TORNADO (Conjuration/Summoning)

Level: 10 Components: V,S
Range: ½ mile/Level Casting Time: 1 turn
Duration: 1 round/LVL Saving Throw: Nil
Area of Effect: Special

This Spell is in most respects the same as the 8th Level Druidic Spell, Tornado(ie.).

LEVEL ELEVEN

BLACK LIGHTNING (Evocation)

Level: 11 Components: V,S
Range: 1"/Level Casting Time: 4 segments
Duration: Special Saving Throw: ½ Damage
Area of Effect: Special

This Spell is in most respects the same as the 10th Level Druidic Spell, Black Lightning (ie.).

MASS PANIC (Enchantment/Charm)

Level: 11 Components: V,S,M
Range: ½"/Level Casting Time: 1 melee round
Duration: 1 round/LVL Saving Throw: Nil
Area of Effect: Special

This Spell is in most respects the same as the 10th Level Magical Spell, Panic(ie.) except for the Changes Noted. This more powerful version will Affect up to One Creature/2 Levels of the Spell Caster's Experience that are within Range of the Spell Caster.

SOUL TRANSFER (Necromantic-Abjuration)

Level: 11 Components: V,S,M
Range: Special Casting Time: 1 day
Duration: Special Saving Throw: Nil
Area of Effect: Personal

When this Spell is Used, the Spell Caster will Create an Unanimated Replica of himself that will be further Enhanced during the remaining Casting Time of the Spell. After such, the replica will remain undisturbed until it is activated. From this Point on, whenever the Spell Caster suffers from a situation that will cause their Death, their Life Essence will Immediately be Transferred to the body of their Replica and their Original Form will be destroyed. The Spell Caster has a +03% Cumulative Chance/Level of Experience(at present) that All of their previous Knowledge and Experience will also be Transferred. Otherwise they will loose from 10%-40% of the Knowledge, etc. that they had before.

WURM HOLE (Alteration-Evocation)

Level: 11 Components: V,S,M
Range: 1"/5 Levels Casting Time: 1 melee round
Duration: Instantaneous Saving Throw: Nil
Area of Effect: Special

When this Spell is Used, the Caster will cause a Wurm Hole Vortex to open up in the desired area within range. This Vortex will be 1" x 1"

in size and will suck up Any Creature within a 1" Radius of the Wurm Hole. These Creatures that are Affected will Immediately be Transported to a Random Plane as Follows:

Die Roll(d20)	Area
1	Timelessness
2-5	a Parallel Prime Material Plane
6-8	one of the Inner Planes
9-12	Astral Plane
13-15	one of the Outer Planes
16-19	a Mirror Prime Material Plane
20	Positive/Negative Material Plane

These Creatures will be stuck unless they have the Ability to move about on that Plane. The Creature Affected may also be Killed if the Plane of their Arrival is Determental to their Physical Nature.

LEVEL TWELVE

BLACK HOLE (Alteration-Evocation)

Level: 12 Components: V,S,M
Range: 1"/5 Levels Casting Time: 1 melee round
Duration: Instantaneous Saving Throw: Nil
Area of Effect: Special

This Spell is very similar to the 11th Level Magical Spell, Wurm Hole(ie.). The Major Difference is that this Black Hole will Transport the Creatures Affected to a Timeless Void where they will be Frozen in Time and forever Trapped until someone can find and free them.

DEVASTATING SINKHOLE (Evocation-Alteration)

Level: 12 Components: V,S,M
Range: 1"/Level Casting Time: 1 round
Duration: Instantaneous Saving Throw: Special
Area of Effect: ½" radius/Level

When this Spell is Cast, the Spell Caster causes an Earthquake to erupt in the Area of Effect. This will cause the Surface in the Area of Effect to collapse into the Earth and drop 1"/Level of the Spell Caster. Most of the Earth on the sides of the Sinkhole will also collapse inward. Buildings will be Destroyed and Creatures will be Crushed unless they make a successful Dexterity Save, otherwise receiving 3-30 Points of Damage plus 2-8 Points of Damage/1" of the fall. Creatures around the Edge of the Sinkhole must also Roll a Dexterity Save to see if they likewise fall in. If this Spell is Used on the Floor of the Ocean, it will cause a Tidal Wave to develop and travel towards the nearest Land Mass.

FUNNEL STORM (Conjuration/Summoning)

Level: 12 Components: V,S
Range: ½ mile/Level Casting Time: 1 turn
Duration: 1 round/LVL Saving Throw: Nil
Area of Effect: Special

This Spell is in most respects the same as the 8th Level Druidic Spell, Tornado(ie.). The Major Difference being that this Spell will call forth One Tornado/6 Levels of the Spell Caster. These Tornadoes will Travel in fairly close proximity to each other.

INCENDIARY BLAST (Evocation)

Level: 12 Components: V,S,M
Range: ½"/Level Casting Time: 1 melee round
Duration: Instantaneous Saving Throw: Special
Area of Effect: ½" radius/3 Levels

This Spell is very similar to the 10th Level Magical Spell, Fire Blast(ie.). The Major Difference being that Any Creature within ½" of the Blast center will be completely incinerated.

SPELLS — Magical

NEGATIVE ENERGY SHAPE (Alteration)

Level: 12 Components: V,S,M
Range: 1" Casting Time: 1 day
Duration: Special Saving Throw: Special
Area of Effect: Special

When this Spell is Used, the Spell Caster will form an Object out of Energy derived from the Negative Material Plane. This object will sustain this form permanently. If Any Creature Touches the Form, they will take Damage according to the Spell, Negative Energy Blast 10th Level Magical(ie.). Also, if a Magical Trap is keyed into the Magic, the Shape can be set up to Explode as if it were a Negative Energy Blast in All respects. This Spell can also be further Enhanced and Animated to form an Atomic Golem, see Monsters, Aliens, and Fantastic Beings Book(ie.).

POSITIVE ENERGY SHAPE (Alteration)

Level: 12 Components: V,S,M
Range: 1" Casting Time: 1 day
Duration: Special Saving Throw: Special
Area of Effect: Special

This Spell is in most respects the same as the Spell Negative Energy Shape(ie.) in its use and preparation. The Effects of its Energy though will be as for the 10th Level Magical Spell, Positive Energy Blast(ie.).

SPIRIT GLOBE (Necromantic-Alteration)

Level: 12 Components: V,S,M
Range: Special Casting Time: 2-5 days
Duration: Permanent Saving Throw: Nil
Area of Effect: Special

With this Spell, the Caster will form a Special Globe on some Inter-Dimensional Plane of their choosing. Once chosen, the Spell Caster will go into a Trance for the Duration of Casting. During this time their Psyche will go to the chosen Location and piece together the Globe out of the fabric of that Plane. If interrupted their Mind will 'snap' making it very difficult for them to return to their Body. Upon completion they will be rejoined with their Body. Only the Spell Caster will know of the existence of this Globe and they will be able to Travel to and from (but not beyond) this Globe at will. Only one of these Globes can ever be Created by the Spell Caster during their Life. Any time in the future, if the Spell Caster is ever Killed, they will be Immediately Transported to their Globe. Once there they will become Alive again. After this occurs, the Spell Caster will have their Existence Permanently Confined to this Globe. They will though be able to leave their Globe and enter the Prime Material 1/week per 10 Levels of Experience, and remain there for a Duration of 2-5 Hours before they are to be Summoned back 'Home'. Thus they may still gain Experience and conduct themselves as they would normally. Experience may also be gained while within this Globe.

VACCUM (Evocation) Reversible

Level: 12 Components: V,S,M
Range: 1"/Level Casting Time: 1 segment
Duration: 1 round/ Saving Throw: Nil
Area of Effect: ¼" radius globe/Level

When this Spell is Used, the Spell Caster causes the Area of Effect to become a Vacuum. This Area will be similar to conditions in Outer Space. Anything within this Area when the Spell occurs will suffer from Expositive Decom-

pression and most likely be destroyed. Also, Anything within 1" of this Area will be sucked in towards the center of the Globe. The Reverse of this Spell can be Used to Create an Air Filled Area that will hold its form for the Duration of the Spell. This can even be Used in Outer Space to provide an Area that will not be Affected by the Void that surrounds it.

WHIRLPOOL (Evocation-Alteration)

Level: 12 Components: V,S
Range: 1"/Level Casting Time: 1 round
Duration: 1 round/1ML Saving Throw: Nil
Area of Effect: 10" diameter

When this Spell is Used, the Spell Caster will cause a Whirlpool to develop in the Area of Effect. There must be a substantial amount of Water present for this Effect to work. This Whirlpool will funnel downwards until it reaches the floor of the Ocean or Lake. Anything within 1000 feet of the Whirlpool will be drawn in towards it. Once in the Turbulence, most objects will be Crushed by the extreme force present. Most Creatures will drown once in the Whirlpool. Aquatic Creatures will be rendered Unconscious for 10-40 rounds from this Effect. Also, Anything within 100 feet of the funnel under the Water will be drawn in as prescribed above.

WHITE LIGHTNING (Evocation)

Level: 12 Components: V,S
Range: 1"/Level Casting Time: 3 segments
Duration: Special Saving Throw: Special
Area of Effect: Special

When this Spell is Cast, the Spell Caster causes a Bolt of White Lightning to spring forth from their hand and travel out to the specified Range. Any Creature struck by the Bolt will sustain from 1-4 Points of Damage/Level of the Spell Caster. Also, Any Creature within ½" of the Path of a White Bolt will sustain similar Damage. If a Save is made these Damages will be Halved. Also, Any Magic Items touched by this Energy will Automatically be Negated. If an Artifact is Affected, a Save must be made for each of its powers to see which ones are Retained or Lost.

LEVEL FIFTEEN

DISRUPT (Evocation)

Level: 15 Components: V,S
Range: 1"/Level Casting Time: 1 segment
Duration: Permanent Saving Throw: Nil
Area of Effect: One Creature/Object

When this Spell is Used, the Spell Caster will direct their Energies at a Creature or Object and cause cellular/molecular Disruption. Up to 5 Cubic Feet/Level of the Spell Caster(ie. at 30th Level, an Area 12.5' x 10' x 10' can be Affected) can be Disrupted. This Effect will cause every Cell/Molecule of the Area Affected to react against each other and Explode. Living Creatures Affected by such will be Irrevocably Destroyed.

GREY LIGHTNING (Evocation)

Level: 15 Components: V,S
Range: 1"/Level Casting Time: 2 segments
Duration: Permanent Saving Throw: ½ Damage
Area of Effect: Special

This Spell is in most respects the same as the 10th Level Druidic Spell, Black Lightning(ie.) except that the Effects are Permanent and Irrevocable.

SPELL CLASSIFICATIONS

PSIONICS

TIME STOP PORTAL (Alteration)

Level: 15 Components: V,S
Range: 1" Casting Time: 1 round
Duration: ½ segment/LVL Saving Throw: Nil
Area of Effect: ½" x 1" opening

When this Spell is Cast, the Caster will Open a door to an Inter-Dimensional Plane that overlaps the Prime Material Plane that they are on. This Spell will only work on One of the Prime Material Planes. The Second that the Spell Caster finishes the Spell, a Portal will appear. The other side of the Portal will appear exactly as that area of the Prime Material should except that everything will be Frozen in Time at the precise Second that the Spell Caster walks through. Therefore, if Any Creature goes through at a different time than the Spell Caster, they will be on a Different Inter-Dimensional Plane of Frozen Time. If the Creature is Touching the Spell Caster, they will All arrive at the same location. Once inside, those Creatures that entered May Not Harm or Hinder Anything within this Plane. Also, they May Not Move or Remove Anything that does not directly belong to them. They can though bring any Item into the Plane with them as long as they bring such back when they return. If Any of these 'Laws of the Multiverse' are broken, that Creature will be Permanently Trapped in a Timeless Void or dealt with accordingly by the Guardians of Time. Whenever anyone wishes to leave the Inter-Dimensional Plane that they are on, they must reopen the Portal at the location that they entered at. This Spell can only be Used Once/week. Time will pass Normally for the Creatures that enter this Dimension. When they exit, the Creature(s) will reappear at the proper location exactly One Second later than when they had entered.

LEVEL TWENTY

BLUE LIGHTNING (Evocation)

Level: 20 Components: V,S
Range: 1"/Level Casting Time: 1 segment
Duration: Permanent Saving Throw: Nil
Area of Effect: Special

This Spell is in all respects the same as the 20th Level Clerical Spell, Blue Lightning (ie.).

SPELL CLASSIFICATIONS

Spells will be divided into Eight Major Classifications:

- ABJURATION - Giving Protection or Removing a Malevolent Effect in some manner.
- ALTERATION - Alter or Change the Physical Universe or Something therein in some manner, shape, or form.
- CONJURATION/SUMMONING - Create or Bring Forth some Creature, Object, or Effect.
- DIVINATION - Seeking Knowledge or Precognating Information about some Creature, Place, Thing, or Event.
- ENCHANTMENT/CHARM - Affect the Mind or Psyche of a Creature in some manner.
- EVOCATION - Producing Any Harmful Effect of some kind.
- ILLUSION/PHANTASM - Deceiving the Eye or Mind in some manner, shape, or form.
- NECROMANTIC - Dealing with Life Essence or Spirits in some way whether to a Positive or Negative Degree.

Spells can Also be Listed as for their Plane from which they Derive Power such as:

Air	Earth	Fire	Water
Ice	Dust	Heat	Vapor
Shadow		Light	

ETC.

Some Spells can be Classified by a Combination of Categories but will usually be Listed under their Major Heading.

SPELL RESEARCH

New Spells can also be Researched and Created. For Every Three Levels of the Spell Caster, up to One Level of Spell Energy can be made into a New Spell (ie. a 6th Level Spell Caster can Create up to 1st and 2nd Level New Spells). The Spell Caster must Check their Spell Failure Chance to see if the Proper Components were Used. Otherwise different Components must be mixed for a better working combination.

New Spells will be Based at a Level Average with other Spells that they are Equal or Near Equal to in Power.

Improved Versions of Already Existing Spells will Start at a Base Level that is Equal to the Level of the Spell that they are Similar to with the Following Modifications:

- +1 LVL per Improved Power
- +1 LVL for Longer Duration/Larger Area of Effect.
- +1 LVL for Shorter Casting Time.

PSIONIC ABILITIES

Psionics are Mental Powers that Utilize Biokinetic Energy. These Powers can be similar to Exotic Innate Abilities or Spell-like Effects of Any Kind.

Humans and Mutants have a Base 05% Chance of being gifted with Psionic Potential.

Demi-Humans have a Base 03% Chance of having this Potential.

Alienoids will have a Base 10% Chance of having such.

PSIONIC STRENGTH will be Determined as Follows:

- 10 Points/Point of Intelligence
- 1 Points/Minor Discipline
- 2 Points/Major Discipline
- 1 Point/Level of Experience

Creatures with Psionics will have from 1-6 Psionic Attack Modes and 1-6 Psionic Defense Modes. They will Never have More Attacks than Defenses. These Abilities will Require 1 Psionic Strength Point/Level of Ability, each Segment that they are used.

PSIONIC POTENTIAL will be figured at a +10% Cumulative Chance/Level of Experience. This Potential must be Checked Each Level to see if a Psionic Discipline is Gained. Creatures will Never have more Major Disciplines than Minor ones.

Any Spell or Spell-like Ability can be Translated into a Psionic Power as Follows:

MINOR DISCIPLINES will Range in Level Equivalency from 1st-3rd Level. Strength Point Usage will be 2 Points/Level Equivalent per Round of Use.

MAJOR DISCIPLINES will Range in Level Equivalency from 4th to 7th Level. Strength Point Usage will be 4 Points/Level Equivalent per Round of Use.

Some Disciplines will have varying Levels of Mastery starting at the Level of Experience at which they are Attained at and so forth (ie.

PSIONIC STRENGTH

at 4th Level Gain a Minor Discipline at the 1st LVL of Mastery; at 5th Level this Discipline will be at the 2nd LVL of Mastery, etc.)

RECOVERY OF PSIONIC STRENGTH POINTS

Heavy Activity - 1 Point/Hour
Normal Activity - 2 Points/Hour
Little Activity - 5 Points/Hour
Resting - 15 Points/Hour
Sleeping - 25 Points/Hour

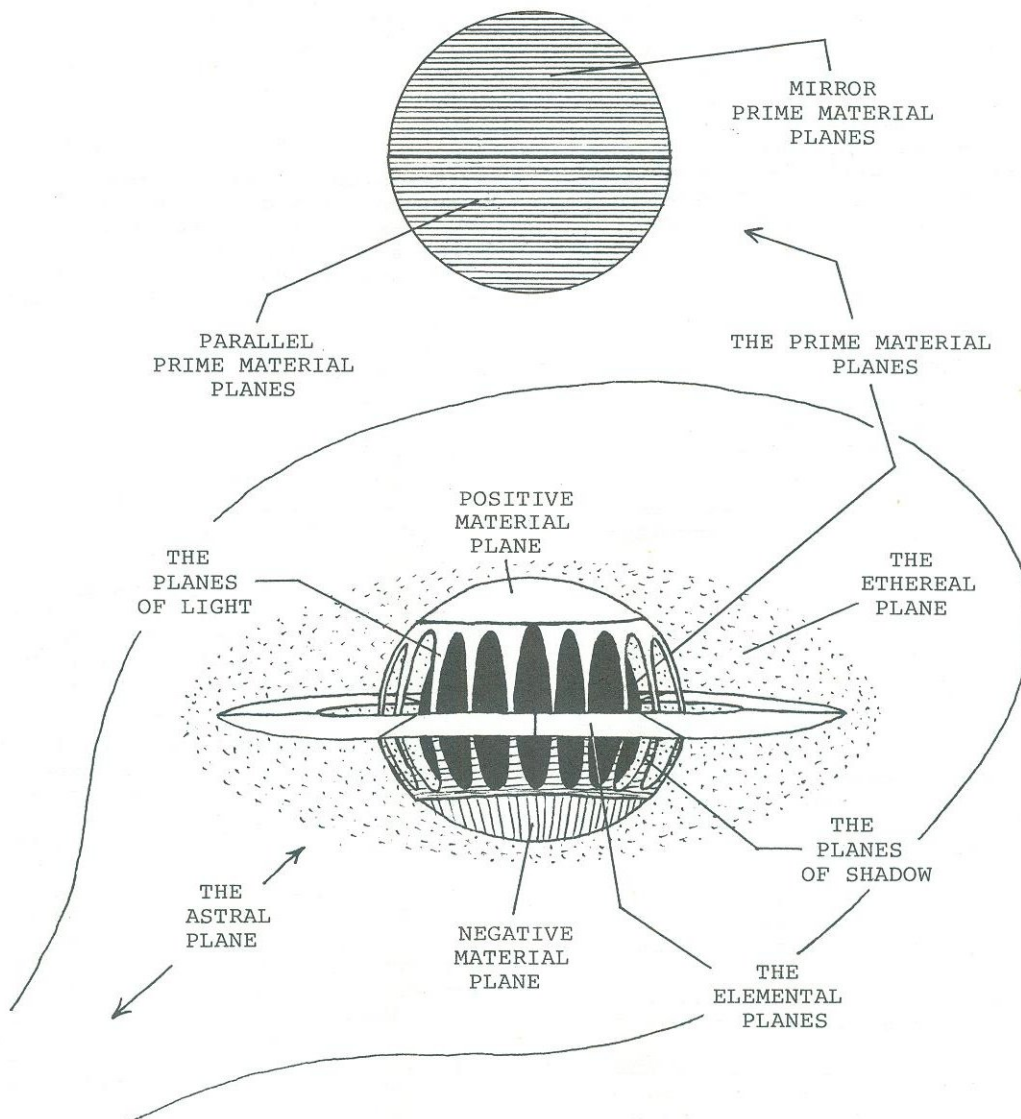
THE MULTIVERSE — Inner Planes

* There are also some Psionic Disciplines Classified as the SUPREME ARTS. These Disciplines can only be Achieved by Creatures with an Intelligence Score of at least 18 and Wisdom Scores of 16 or better. Also it is Very Difficult to find someone Experienced enough to even Teach these Powers. The Supreme Arts usually are similar to the Functions of 8th Level or better Spells and similar Greater Powers. Strength Point Usage will vary for these.

THE MULTIVERSE

The Multiverse itself is almost inconceivable in size. The Universe we are familiar with is called The PRIME MATERIAL PLANE. It exists in a globe called The PRIME MATERIAL PLANES located somewhere about its equator. This globe consists of countless numbers of other Prime Material Planes all containing their own individual Universe.

The PRIME MATERIAL PLANES make up the core of what is known as
THE INNER PLANES

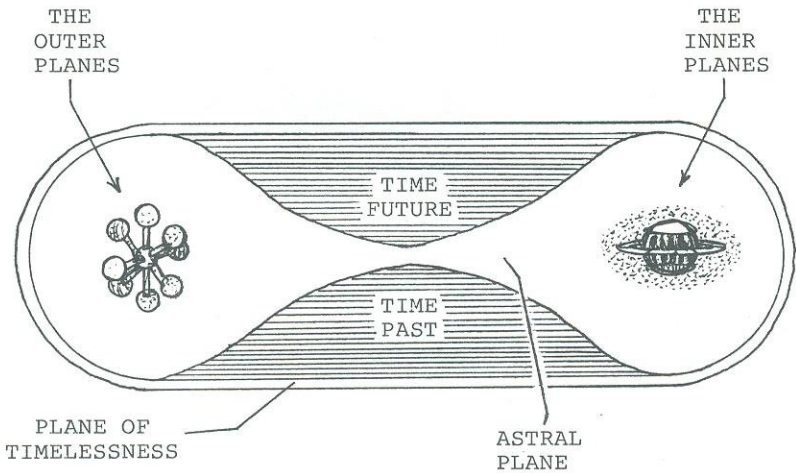


THE MULTIVERSE — Outer Planes

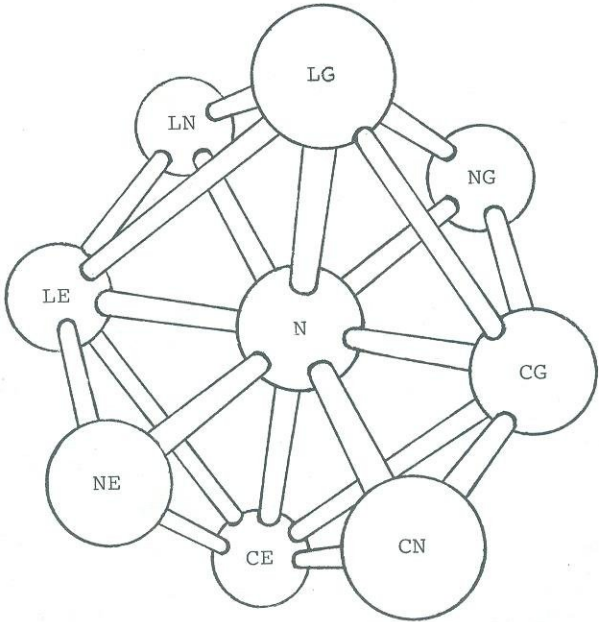
The ETHEREAL PLANE saturates and penetrates All of the INNER PLANES. Through such All of the Inner Planes can be Transversed.

The ASTRAL PLANE saturates and penetrates the PRIME MATERIAL PLANES and forms an Hour Glass Around the INNER and OUTER PLANES. Through such, Travel is possible to and from the Inner Planes, the Outer Planes, and the Planes of Time and Timelessness.

THE MULTIVERSE



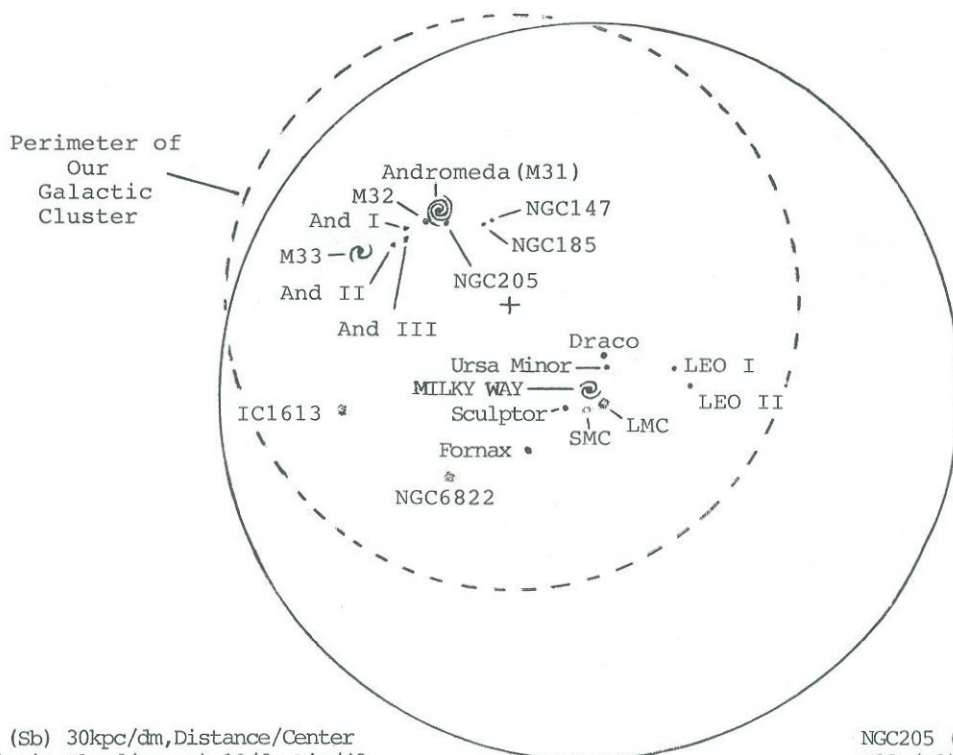
THE OUTER PLANES



Planes of Alignment

THE KNOWN UNIVERSE

The Universe we know and live in is a vast Area within One of the Prime Material Planes located at the Core of the Area known as the Inner Planes. Our Universe contains many Galaxies, each of which containing Millions of Stellar Masses (Stars). Listed below is a Small Area of Our Universe showing Our Own Galaxy (The Milky Way) at the center, with a few other Galaxies within a 1000 Kiloparsec Radius.



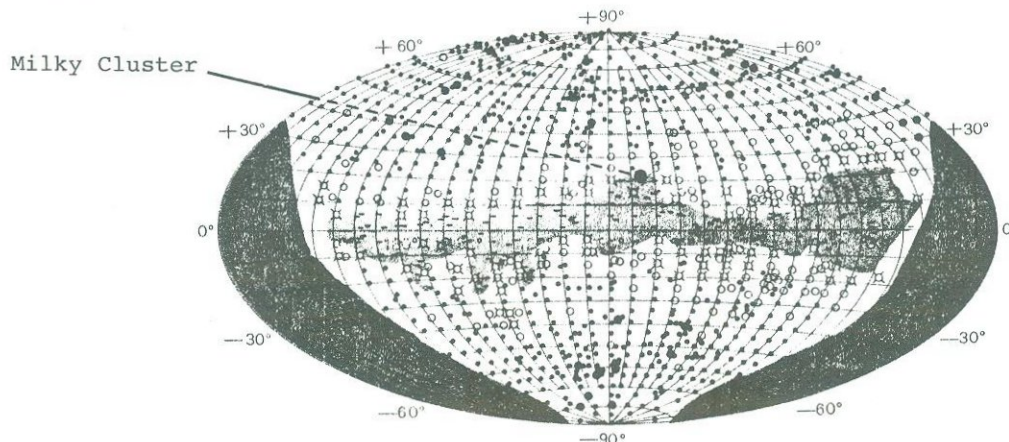
Milky Way (Sb) 30kpc/dm, Distance/Center
Lg. Magellanic Cloud (Irr I) 10/dm, Dis/48
Sm. Magellanic Cloud (Irr I) 8/dm, Dis/56
Ursa Minor (E4, Dwarf) 1kpc/dm, Dis/70kpc
Sculptor (E3, Dwarf) 2.2kpc/dm, Dis/83kpc
Draco (E2, Dwarf) 1.4kpc/dm, Dis/100kpc
Fornax (E3, Dwarf) 4.5kpc/dm, Dis/250

Leo II (Irr I) 1.6/dm, Dis/230
Leo I (Irr I) 1.5/dm, Dis/280
NGC6822 (Irr I) 2.7/dm, Dis/460
NGC147 (E6) 3kpc/dm, Dis/570kpc
NGC185 (E2) 2.3/dm, Dis/570kpc

NGC205 (E5) 5kpc/dm, Dis/650
M32 (E3) 2.4kpc/dm, Dis/675
IC1613 (Irr I) 5kpc/dm, Dis/680kpc
Andromeda (Sb) 40kpc/dm, Dis/680kpc
Andromeda III (E3, Dwarf) 0.9/dm, Dis/685
Andromeda I (E0, Dwarf) 0.5/dm, Dis/690
Andromeda II (E0, Dwarf) 0.7/dm, Dis/695
M33 (Sc) 17kpc/dm, Dis/720kpc

MAP OF THE KNOWN UNIVERSE

This shows Distribution of Galaxies in our Universe. Larger Dots will represent Clusters of Galaxies. Dashes and Open Circles indicate Few or No Galaxies in that area. The Shaded Areas on either side of the Map are Uncharted/Unexplored Regions.

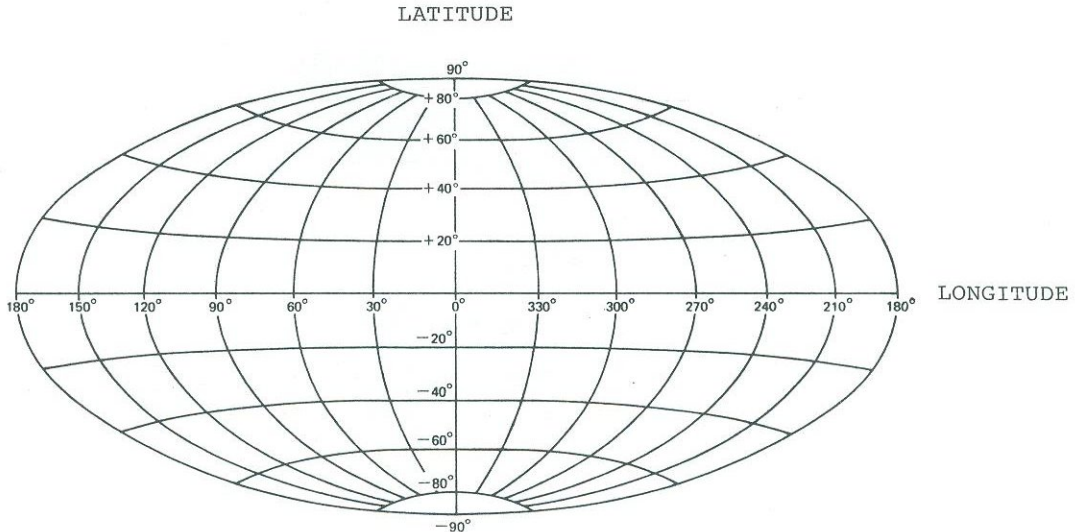


The Region at the Center of the Sphere is a vast area of very few Galaxies and endless Clouds of Dust. This is commonly known as The Zone of Avoidance.

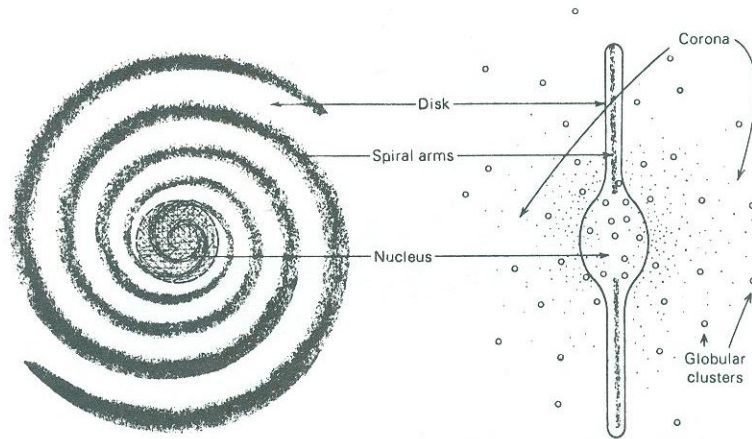
THE UNIVERSE — Universal Stellar Profile

UNIVERSAL STELLAR PROFILE (USP)

Galaxies can be Mapped According to Universal Stellar Profile. The Layer of the Prime Material in which we live in can be seen as a gigantic oval shaped sphere. This perspective from within, can be listed as the below view of a Celestial Sphere. The Coordinates will be Mapped in terms of Universal Latitude and Universal Longitude. These Degrees will be taken from a Base at the Universal Poles and Equator. Galaxies will also be Mapped in this same manner, substituting Galactic Latitude and Longitude, and Galactic Pole and Equator where applicable.



Typical Spiral Galaxy



Top View

Side View

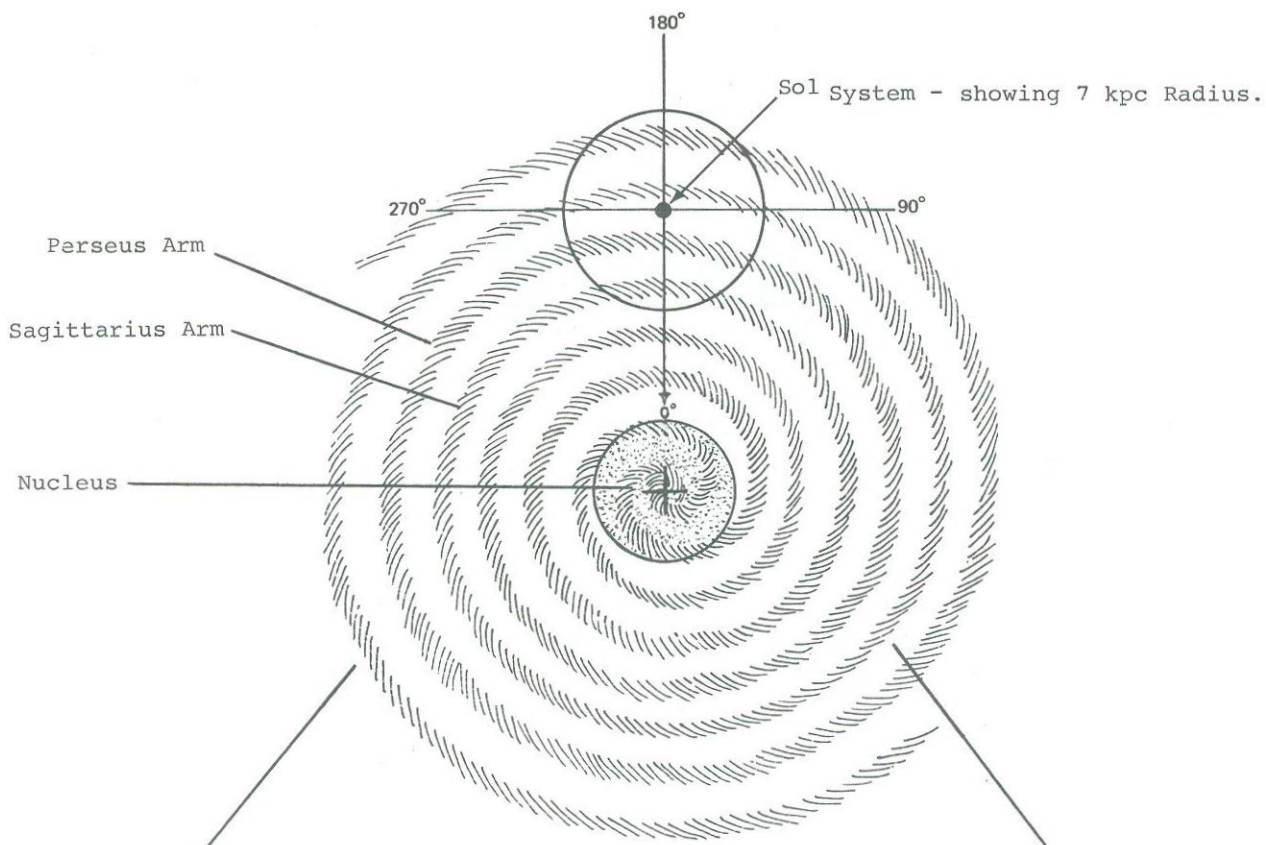
DISTANCE MEASUREMENTS

LIGHT YEAR - Approximately 5 Trillion Miles
PARSEC - Approximately 3.25 Light Years
QUADRANGLE - 2 Parsecs wide, 4 Parsec area
SUBSECTOR - 10 Parsecs wide, 100 Pc area
SECTOR - 40 Parsecs wide, 16 Subsector area

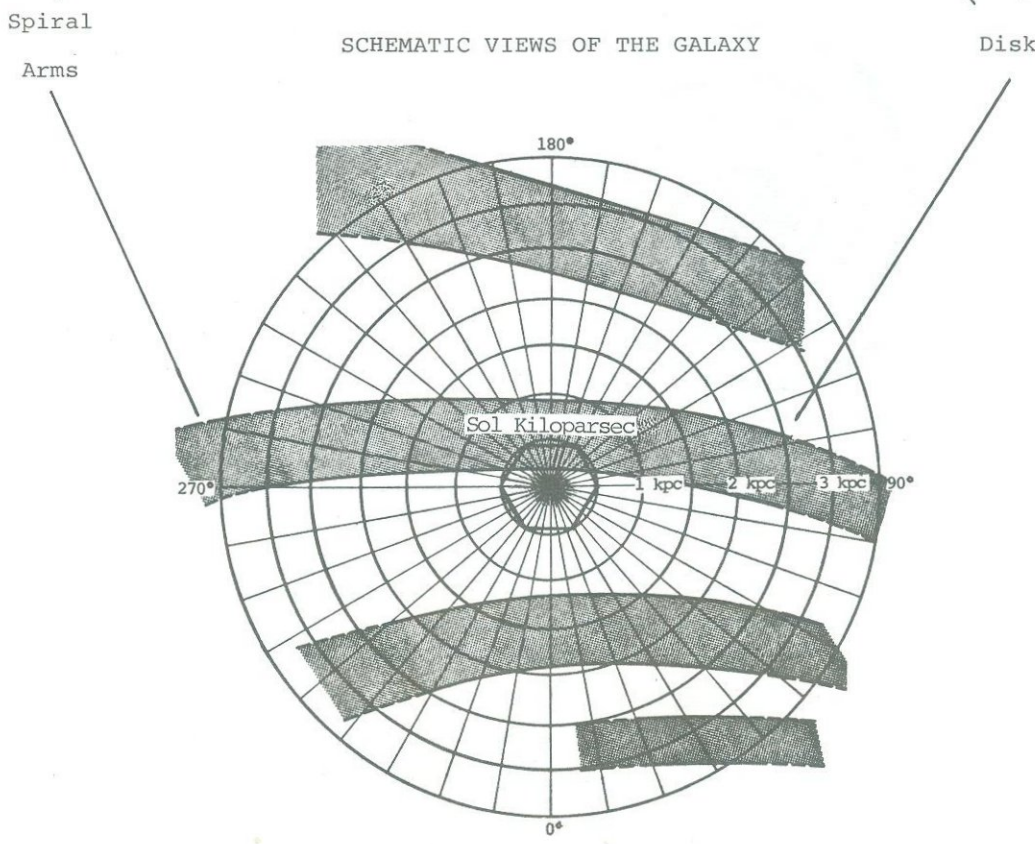
SUBVECTOR - 160 Parsecs wide, 16 Sector area
VECTOR - 640 Parsecs wide, 16 Subvector area
KILOPARSEC - 1000 Parsecs/25 Sectors wide
MEGASECTOR - 100 Kiloparsecs wide
MEGAVECTOR - 1000 Kiloparsecs wide

THE UNIVERSE — The Milky Way

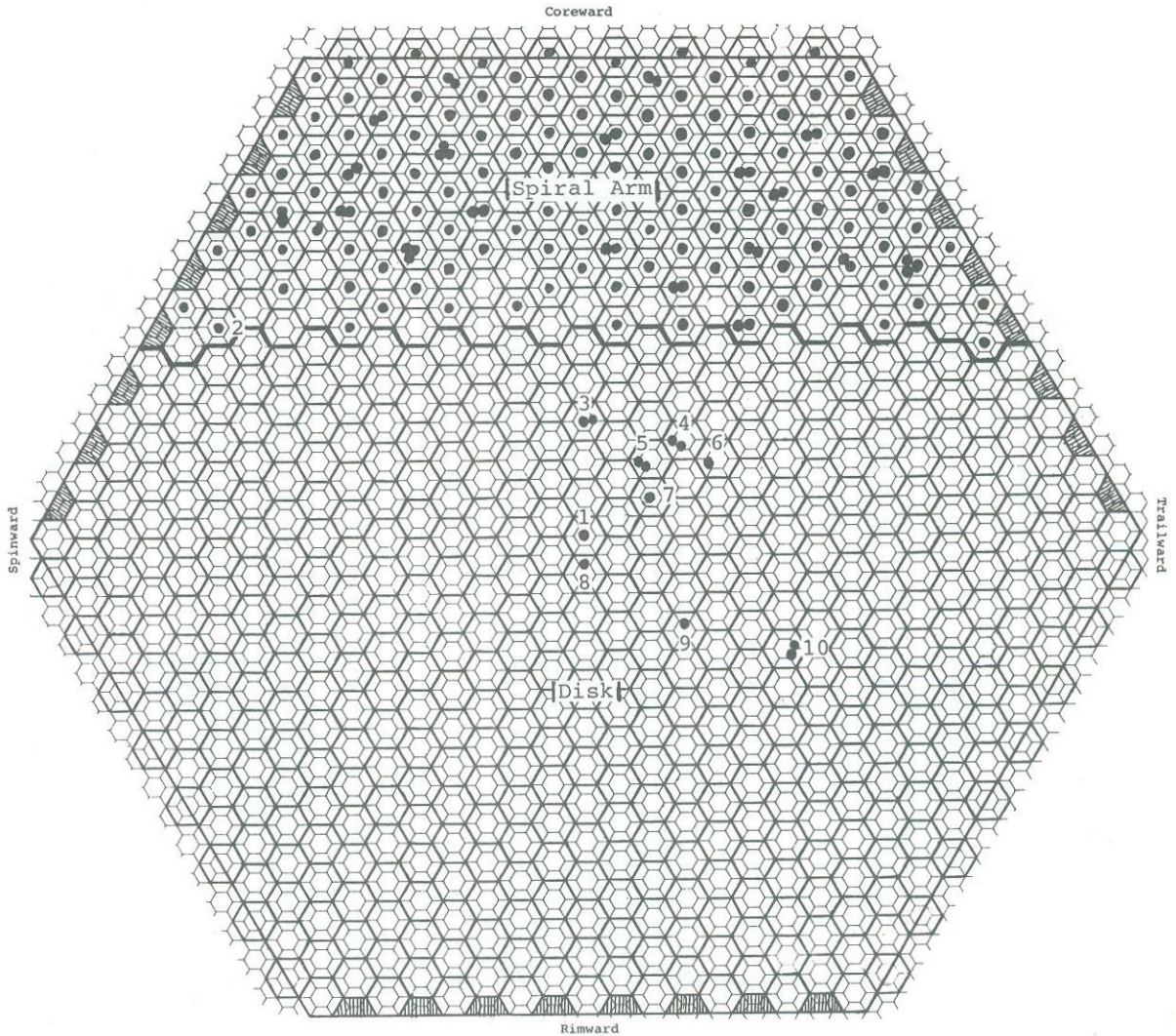
THE MILKY WAY



SCHEMATIC VIEWS OF THE GALAXY



SOL KILOPARSEC



#	SECTOR NAME	SPECTRA	DISTANCE
1	Sol	G2V	-Center-
2	Deneb	A2Ia	430 parsecs
3	Antares a	M1Ib	
	Antares b	B4V	120 parsecs
4	Alpha Crucis a	B1IV	
	Alpha Crucis b	B3V	120 parsecs
5	Beta Centarui a	B1III	
	Beta Centauri b	A0V-VI	90 parsecs

Sol _____

Deneb _____

Antares _____

Alpha Crucis _____

Beta Centauri _____

#	SECTOR NAME	SPECTRA	DISTANCE
6	Spica	B1V	80 parsecs
7	Beta Crucis	B0.5IV	150 parsecs
8	Canopus	F0Ib-II	30 parsecs
9	Betelgeuse	M2Iab	150 parsecs
10	Rigel a	B8Ia	
	Rigel b	B9II	250 parsecs

Spica _____

Beta Crucis _____

Canopus _____

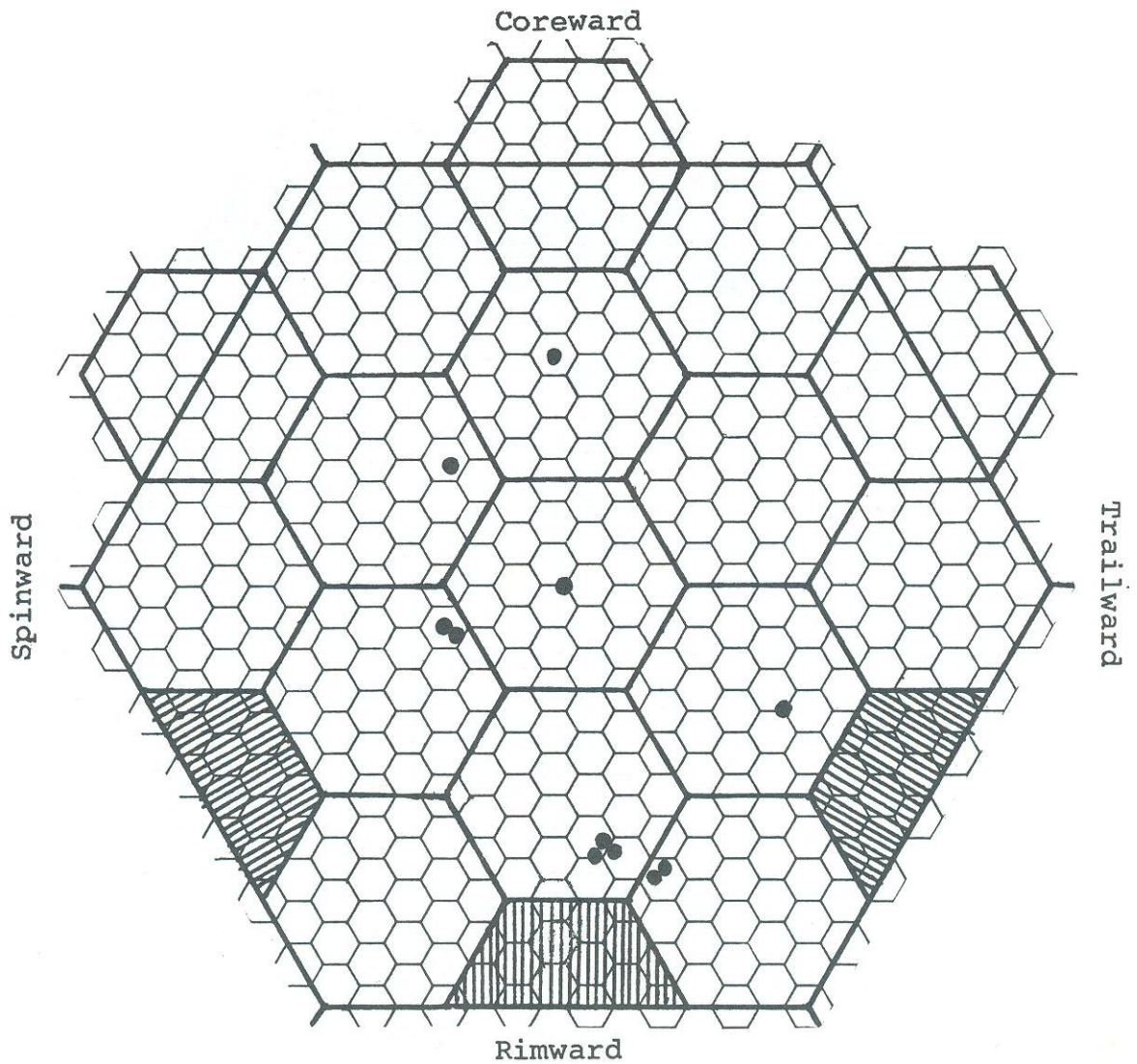
Betelgeuse _____

Rigel _____

UNIVERSAL STELLAR PROFILE

SOL SECTOR

Sol Kiloparsec



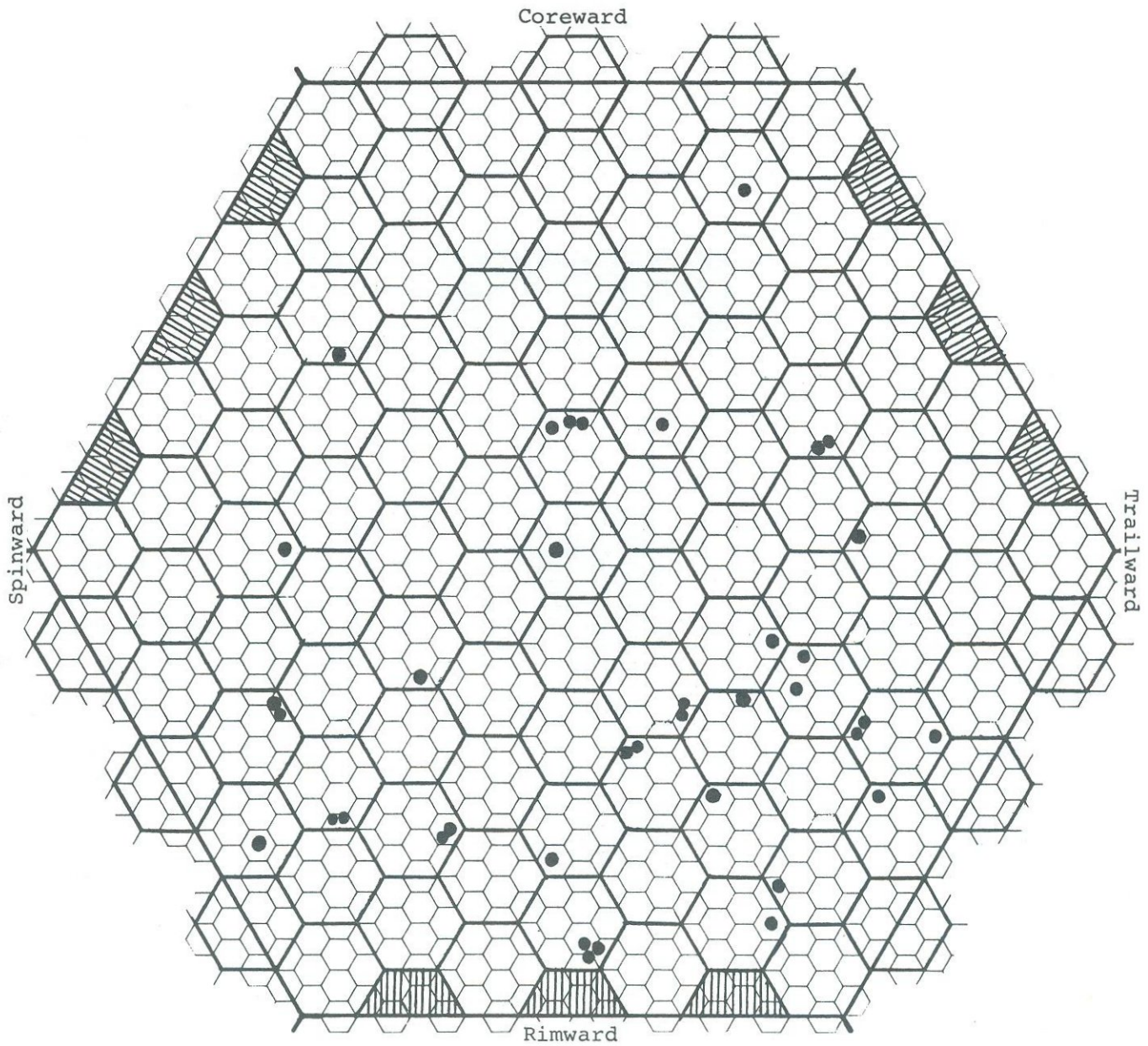
Sixteen Subsector Area

(20 Quadrangles/approx 40 Parsecs across)

SUBSECTOR NAME	Spectra	SUBSECTOR NAME	Spectra
1		9	
2		10	Sol G2V
3		11	
4		12	Formalhaut (Binary) A3V,K4V
5	Arcturus K2III	13	Pollux K0III
6		14	Capella (Trinary) GIII,M1V,M5V
7	Vega A0V	15	
8		16	Aldebaran (Binary) K5III,M2V

(Milky Way)

UNIVERSAL STELLAR PROFILE



SOL SUBSECTOR

(10 Parsecs/approx 30 Light Years across)

Sol Sector

(Milky Way / Sol Kiloparsec)

SOL SUBSECTOR

PCT #	STELLAR MASS			MAJOR PLANET OF SYSTEM														Notes
	Name	S	Com	G A P -	Name	C Rev	Rot	D Den	A AT	H ME	M -	CL	TI					
10	van Maanen's	VII		3 1 5	Maanenar	8 140d	10h	5 0.4	2	O 1	Tl 4	65	PD	Research Sta.				
20	Kapteyn's	M0V		0 2 7	Kapteyar	7.2 8y	20h	3 .25	5	O 0	Gd 0	64	RI	Mining Station				
32	Barnard's	M5V		0 1 7	Barnarus	T 860y	82d	4 0.3	7	Ne 8	Or 0	84	R	Rsch. Sta.(YZ)				
33	Procyon	F5IV	VII	2 0 8	Procyia	6.8 3y	460d	A .75	R	O 6	Di 0	75	RI	Mining Station				
37	Prox. Centauri	M5V		1 0 6	Fieri	6.9 200d	40h	D x1	7	WV 7	Zn 7	75	RA	Rings(4)				
37	a Centauri	G2V	K0V	1 0 3	Zwiera	6.6 2y	20h	C x1	8	O 2	Ca 1	78	RI					
47	Epsilon Indi	K5V		2 0 C	Titanus	D 9y	60h	Z 5.75	A	O 5	Ah 7	8	R	Yellow Zone (YZ)				
49	Sol	G2V		2 1 7	Terra(Earth)	6.A 24h	365d	D x1	8	WV 7	C 1	10	RA	RED Zone(RZ)				
51	Tau Ceti	G8V		0 0 5	Ceti b	7.1 7y	30h	G 1.25	7	O 1	Th 0	25	RI	Rings(5)				
61	Wolf 359	M8V		1 0 3		C 2y	10h	7 0.5	C	Me 7	At 1	80	D	Rsch. Sta.(YZ)				
63	Ross 154	M4.5V		0 0 2		R 490y	50h	6 0.5	C	SD A	Ti 0	79	RD	Mining Station				
69	Sirius	A1V	VII	4 3 1	Sirius	6.9 2y	30h	8 1.5	9	O 3	Li 8	65	R	Research Sta.				
70	Ross 248	M6V		4 0 6	Iodius	6.5 100d	99d	5 0.4	5	H 4	I 0	66	PI	Rings(5)				
70	Ross 128	M5V		2 2 1	Alumis	5 130d	30h	8 1.5	6	Me 1	Al 0	75	RD	Mining Station				
72	61 Cygni	K5V	K7V	2 0 4		A 30y	30h	H 1.3	0	WV 7	Ad 6	60	RI	Mining Station				
75	Lalande 21185	M2V		4 0 A	21185-2098	6.7 150d	3d	A .75	R	O 2	U 0	68	R	Research Sta.				
76	Ross 614	M7V	M9V-VI	2 0 4		S 25y	10h	9 x1	2	CD 3	Pu 8	81	RD	Mining Station				
76	Ross 780	M5V		4 0 A		6.F 7y	60h	E x1	6	WV 4	Yb 0	50	RI					
78	Wolf 424	M5.5V	M6V	3 3 0		W 500y	185d	1 .075	0	-- 0	Ra 0	78	RD	Mining Station				
80	Luyten 726-8	M5.5V	M5.5V	3 2 8		9 3y	40h	8 x1	C	SD 1	P 6	62	RD	Mining Station				
83	Altair	A7IV-V		2 0 C	Aldeff	6.D 130d	50d	B x1	8	WV 5	V 4	70	RI					
84	Kruger 60	M3V	M4.5V	4 0 2		6.K 9y	50h	4 0.3	2	O 4	Lw 1	55	I	SubSec Prison(RZ)				
85	Epsilon Eridani	K2V		3 0 7	Vulcanus	6.5 2y	20h	E x1	9	O 4	Fe 3	75	RA	Psionics Center				
86	Luyten 789-6	M7V		3 0 8		6.3 6y	20h	4 0.3	3	Ar A	Au 0	64	RD	Mining Station				
87	Lalande 25372	M4V		0 0 3	25372-2148	N 5y	10h	6 x2	0	Cl 6	Hg 2	60	PD	Research Sta.				
91	Luyten 1159-16	M8V		2 2 2	Alpha One	5 8y	20h	3 .25	3	O 3	Di 0	82	R	Rsch. Sta.(RZ)				
94	40 Eridani	K1V	VII,M5V	3 0 2		4 2y	170d	2 .15	1	N 0	Pu 1	58	RI	Mining Station				
95	Luyten 145-141	VII		1 0 0	Poseurri	4 5y	10h	A .75	7	O 9	B 6	76	RA					

S - Star Type

Com - Companions

G - # of Gas Giants

A - # of Asteroid Belts

P - # of Planets

C - Climate Level

Rev - Revolution

Rot - Rotation

D - Diameter

Den - Density

A - Atmosphere Density

AT - Atmosphere Type

H - Hydrographics

ME - Major Element Deposites

M - # of Moons

CL - Civilization Level

TI - Trade Index

R - Rich P - Poor

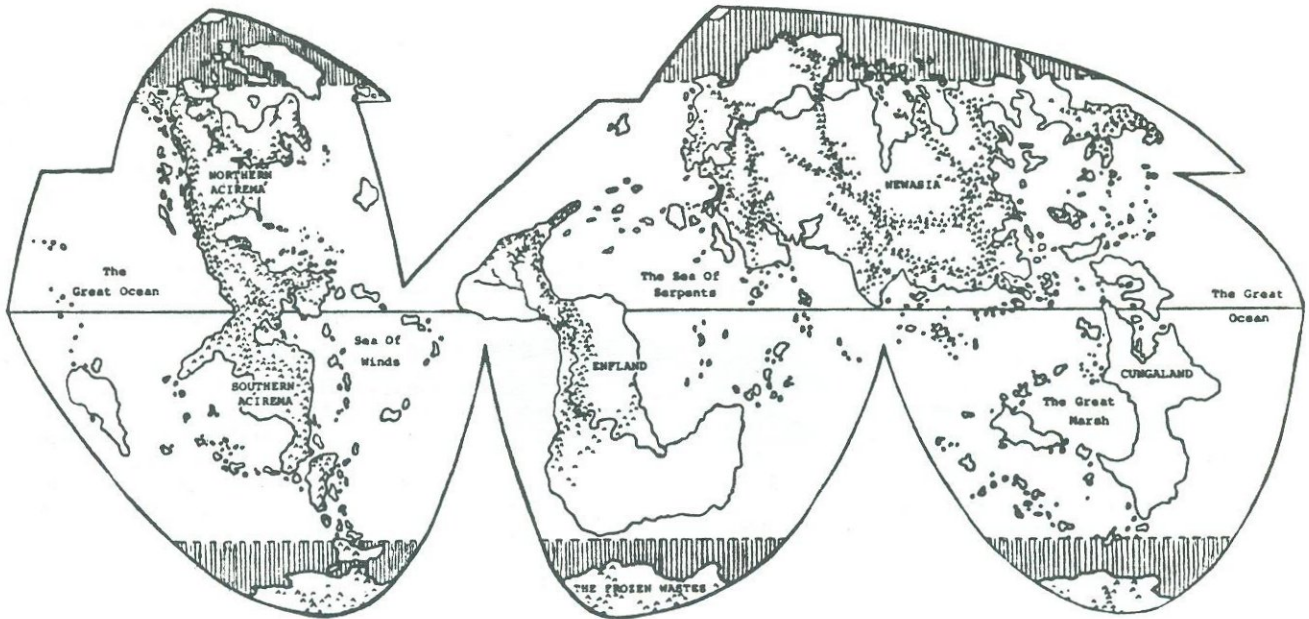
A - Agricultural I - Industrial D - Dependant

RZ - Red Zone

YZ - Yellow Zone

(Sol Sector)

WORLD DATA



Scale  kilometers
(500)

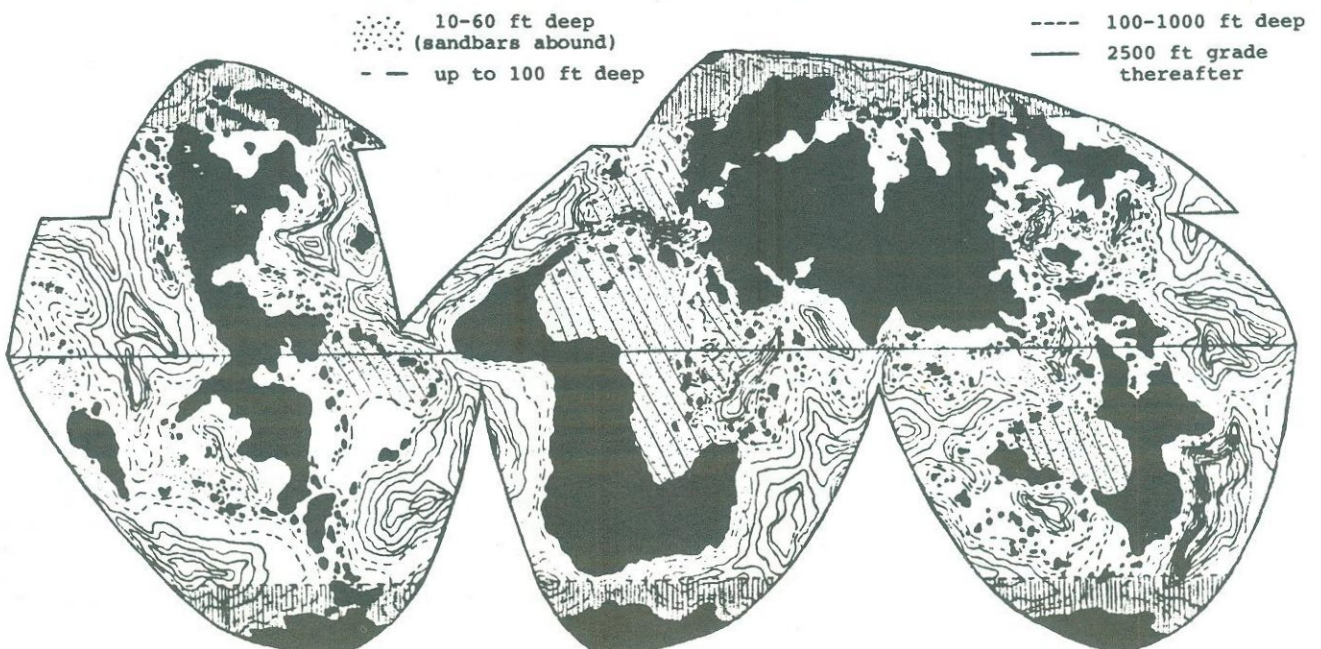
Name	C	Rev	Rot	D	Den	A	AT	H	ME	M - CL - TI
Earth(Terra)	6.A	24h	365d	D	x1	8	WV	7	c	1 - 10 - RA (RZ)

Pop	Gov	Law	Major Race	Secondary Race
7	3	3	Human	Dwarf, Elf, Gnome, Halfling

Starport (B) B(allistic).I(ntercontinental.R(obot).T(erminal)).
Fully Automated Robotic Moon Base with Orbital Capability.

Military Bases (1) at B.I.R.T. Trajectory Control Beacons.(100) Anti-Energy/Damper Missiles. (100) Robotic Heavy Assault Craft.

Ocean Topography



THE EARTH

(Chronology)

The Creation of Our Material Plane, the Universe as we know it (and possibly the entire Multiverse as well) marked the First Week of the Beginning of the First Age (each Age/1000 Years). In the Beginning there was Peace, Serenity, and Death was not known. Evil came in to defile the Creation and deceived the first Creatures of the World. The Creator's Law was broken and Paradise was lost. Chaos soon followed and here began the Ages of Strife.

As the World grew older, Cults and Magic began to flourish throughout the few Civilized Areas. As these Areas grew and prospered so did their devices and inventions. Soon Civilization had achieved basic Technological Advancement reaching CL 10. This point marking the Dawn of Man's Thinking, near the End of the Tenth Age.

The Present Time Scale had its origin at the Birth of a Messiah; One who would open the path to Truth for all. All who believe being good in heart, will be able to have Everlasting Life through the Promise he provided. This marked the decline of Power of the Lesser Dieties as Christianity grew and spread throughout the World.

The World continued to grow and populate with Technology on the rise. The Surface becoming marred by Cities and Highways. As Evil persisted and influenced those who did not believe, the Governments and Religions of the World became more and more corrupt. By the Time of the Second New Age (1990 AD) the World's Technology had reached a moderate level (CL 45). Worldwide problems existed though. Hunger and Famine menaced the underdeveloped areas while those that were strong monopolized and capitalized on whatever they could. A Major Conflict was also brewing between the Major Political Entities here. By 2000 AD, a Global Thermo-Nuclear War had erupted, almost ending in the Total Destruction of the Planet. The Survivors reunited and pieced together what was left, building upon the Ruins.

The World once again grew and replenished itself. Technology advanced to CL 75 and by the Year 2300 AD had fairly much stabilized. The Solar Federation was prospering well with its Allies abroad and for once Universal Peace and Cooperation seemed evident. The Day came finally when contact with Far Away Stars, beyond the Sol Kiloparsec, was made possible and easy. This though was soon to lead to unrest. An Evil Empire near the Edge of our Galaxy proved to be unfriendly and threatening. Border Wars broke out at this time only to end in a Large Scale Stellar Conflict between the Perseans and the Federation of United Planets. The War lasted for many years ending in the 2700's (the Exact Date being Lost) with the Collapse of both the Persean Empire and the Federation of United Planets. Terra (Earth) as well as the other Major Federation Capitals lay in Ruin. Terra though had suffered the most.

The Remaining Political Entities of the Federation reestablished themselves but much knowledge and data of the Higher Technology had been lost. Since that time Technology has stabilized only up to the point of CL 55. Here it has remained with slow advancement. Only Traces of the past Technology can be found in the Ruins that were left.

The Earth had been devastated Twice now. Its Surface was cracked and lay in complete Ruin. The World had been Tilted off its Axis to some degree and its Polar Ice Caps had grown larger. The Wages of War had also caused the Continental Plates to shift their position. Needless to say,

the Use of all Technology had been lost here. Also as a result of the evident dilemma, Strange Phenomena began to plague the World. Holes in the fabric of the Multiverse had been opened throughout the Planet.

The Local Systems have Classified the Sol System a Red Zone because of this Phenomena and for the fact that Terra had suffered so greatly from the first Two Holocausts, that it might not survive a Third. Terra is a Class A Red Zone, Complete Non-Interference. Outside Contact is strictly Forbidden and Local Authorities rarely even venture into the Sol System.

PRESENT TIME is Approximately 7000 AD+ .

Terra is Monitored by B.I.R.T. who usually resides on the Moon there. This facility can take to Orbit though if and when necessary.

B.I.R.T. is completely Automated and Self Sufficient. B.I.R.T. is also the Name of the Computer that controls the Base and he is completely Sentient (being left from Past Technology). The Computer and the Power Plant are incased in a virtually impenetrable outer shell. B.I.R.T. has complete Purification, Processing, and Manufacturing Plants at the Stationary Moon Docks. When deployed B.I.R.T. will amass 1000 Tons. On-board are Long Range Communications Systems and Long Range Broadcast Power Facilities. Scanners include Long Range Survey and Recording Beacons as well as a Phenomena Autolab. All of B.I.R.T.'s Systems are Robotically Controlled through the Primary and Secondary Broadcast Plants. Defenses include Type E Shields and Class A Hull Armor. Trajectory Control Beacons assist the (100) Class 7 Anti-Energy/Damper Missiles.

At the Moon Base are (100) Robotic Heavy Assault Craft:

FH-0-0-A-A5-00-045-G5,G7-M5-6-E-0-0
2 1 1

These Heavy Fighters are all Driven by Anti-Gravity.

The Law Level of Terra is Enforced by B.I.R.T. and His Systems. He will act upon Any Infractions that He can Detect.

Also Present at the Moon Base are Landing Pads for several Small Craft as well as a 5000 and 10,000 Ton designated areas. Standard Base Craft include:

Tug-5-4-5-A5-00-015-00-00-1-3-0-0
with Tractor Beams (10 Vessels)
QL-0-4-3-A1-00-006-00-00-1-2-0-0
10 Tons Cargo (5 Vessels)
All Robotically Controlled and Anti-Grav.

There is also a Systems Monitoring Station on Mars including Frequency Jamming Transmitters and Long Range Warp Space Communications Dish (No Longer in Use). At the Mars Base are (10):

DB-1-0-A-A5-00-050-G6,G8-M6-6-E-0-0
2 1 1

Robotically Controlled and Anti-Grav.

Terra (Earth) now flourishes once again. Many Predominant Races coexist with Man as well as War with him. The Forces of Good and Evil once again War with one another using Powerful Magic and the few pieces of Technology that can be found. Some look for the day when Evil will have risen to almost complete domination. Prophecies indicate that time to come before the End of the Tenth New Age. Then will be the Final Rebellion resulting in the Destruction of the World as well as the entire Universe. Evil will be completely wiped out and banished for All Eternity. Creation will occur Again providing a place for all Good to live throughout Eternity.

RANDOM GALAXIES

Die Roll	Type
01-60	Standard (1-3)
61-80	Irregular
81-00	Exotic

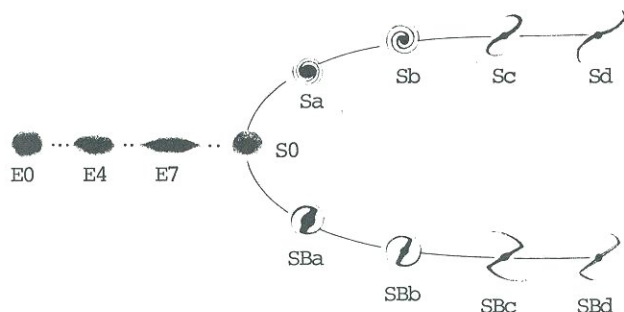
Die Roll	Exotic Types
01-30	cD Galaxy
31-60	Dwarf Galaxy
61-80	N Galaxy
81-00	Seyfert Galaxy

DESCRIPTIONS

(1) ELLIPTICAL GALAXIES are Classified according to their degree of flattening or ellipticity. These range from Spherical Galaxies(E0) to the more flattened Ellipticals(E5 and up). (Random Determination Use d10 for 0-9).

(2) SPIRAL GALAXIES are Classified according to the extent of their Nucleus and the tightness with which the Spiral Arms are coiled. Those of Class 'a' will have a large Nuclei and tightly wound Spiral Arms, and so on. (Random Determination Use d4 for a,b,c,d).

(3) BARRED SPIRAL GALAXIES are Classified according to the extent of their Nucleus and the tightness of their Barred Spiral Arms(similar to Standard Spiral Galaxies; ie.).



IRREGULAR GALAXIES are Types that usually fit inbetween the Classification of Standard Ellipticals and Spiral Type Galaxies(S0)or are Combinations of other Galaxy Types. They show no trace of circular rotation or symmetry(except for S0 Types)and usually have an Irregular and Chaotic Appearance.(Random Determination Roll 1-3).

There are Two Major Types of these Galaxies aside from the S0 Types, as Follows:

Irregular I consist of objects showing high resolution into O and B Type Stars and emission Nebulae. These will have many Star Clusters,Variables, Supergiants, Gaseous Nebulae, as well as both old and young Stars. This Type of Irregular will have little Dust Residue and Asteroid Belt formations.

Irregular II Types have no resolution into Stars or Clusters and are completely formless in texture. Their Spectra are continuous and resemble Type A5 Stars. These Galaxies will have vast areas of Interstellar Dust and Asteroids.

cD GALAXIES are Supergiant Elliptical Galaxies, usually E0 or E1, that are frequently found in the center of Clusters of Galaxies. These are the Largest Galaxies known and tend to outshine the next brightest Cluster Galaxies by as much as a factor of 2.

DWARF GALAXIES consist of a large number of

Galaxies of relatively small size and high surface brightness. These Galaxies will usually be Elliptical or Irregular.

N GALAXIES are those with a very bright nearly stellar-appearing Nucleus. The rest of the Galaxy will appear as a faint, extended Haze. This Haze will have a Nebulous appearance filled with Interstellar Dust and Asteroid formations.

SEYFERT GALAXIES are Spiral Type Galaxies with a small bright region at their Nucleus, whose Spectrum shows broad emission lines arising from hot Gases. These Galaxies will have strong emission of Infrared and Cosmic Energy from the Nuclei. 01% to 02% of all Standard Spirals may be Classified into this Category. Our own Galaxy, The Milky Way, even has similarities to these Types.

GALAXY SIZE

Diameter	Standard Types (all others)	Dwarf Types
cD Types		
10-100 Kpc	5-50 Kpc	0.5-5.0 Kpc
Stellar Masses(d%)*		

Die Roll	Number
01-25	1 Million-10 Million (1-10)
26-50	10 Million-1 Billion (1-100)
51-75	1 Billion-10 Billion (1-10)
76-00	10 Billion-1 Trillion (1-100)

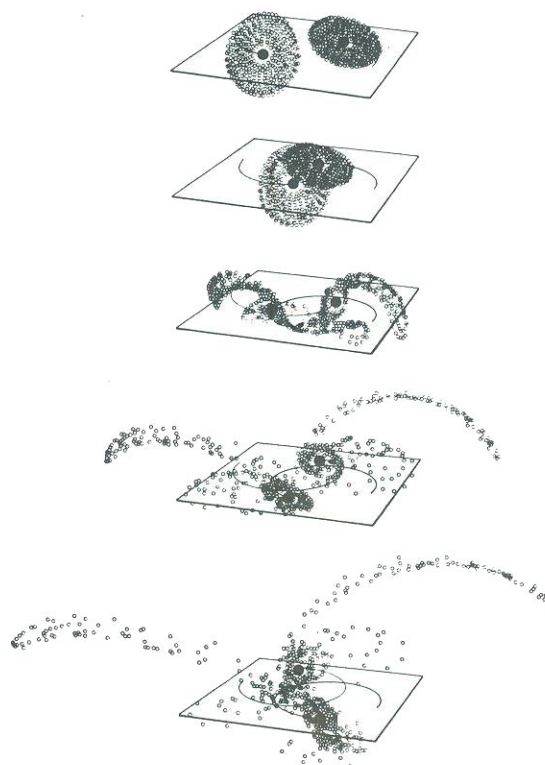
* Multiply these Numbers by:
2-8 for cD Galaxies; 1-6 for All Others

DISTANCE TO NEXT NEAREST GALAXY

Die Roll	Distance
01-30	1-10 Kpc*
31-00	10-1000 Kpc

* These will be Interacting Galaxies

INTERACTING GALAXIES



RANDOM STELLAR SYSTEMS

When Galaxies become to close to each other they become affected by their opposing Gravitational Tides. These Tidal Forces will tend to elongate the two Galaxies and bulges will form as their Stellar Masses are redistributed. Bridges of matter will form between the two Galaxies and tails will form on either side. The shape of the two Galaxies combined will reflect the Orbital Motions of such and how they have reacted upon each other. Stellar Masses near the edges of such a disturbance will become more stable while the areas near the Nuclei will be involved in violent Interstellar occurrences.

RANDOM STELLAR SYSTEMS

Most Galactic Grid Maps will show the planar region along the Galactic Equator. Standard Galaxies will have a Base 49% Chance of having One Stellar Mass/Parsec. Areas near the Galactic Nuclei will have this Chance Doubled and Areas near the Galactic Disc and Corona will have the Base Chance Halved (these Chances will vary for other Galaxy Types; ie. cD and Dwarf Galaxies, etc.).

STAR TYPE (d%)

Die Roll	Class	Color	Temp.	Principal Features
01-10	O	Violet-Blue	46,000°F+	Ionized Helium, Doubly Ionized Nitrogen, Triply Ionized Silicon, other highly Ionized Elements, little Hydrogen.
11-20	B	Blue	21,000°F to 45,999°F	Helium and Hydrogen various Silicon formations, Ionized Oxygen and Magnesium.
21-35	A	Light Blue	16,000°F to 20,999°F	Lots of Hydrogen, Ionized Magnesium, Silicon, Iron, Titanium, and Calcium, other Metals.
36-55	F	Pale Blue to White	11,000°F to 15,999°F	Hydrogen, Ionized Calcium, Iron, Chromium, Iron, Chromium, and other Metals.
56-80	G	White to Yellow	10,000°F to 10,999°F	Ionized Calcium, little Hydrogen, Chromium and other Metals.
81-90	K	Orange to Red	5,000°F to 9,999°F	Chromium and other Metals predominant.
91-00	M	Red	Less Than 5,000°F	Titanium Oxide and other Metals predominant.

* There are Ten Degrees of Each Class from 0-9 (ie. G1 and G2 Types are Average Stars).

Die Roll	Luminosity Class*	Star Type
01-10	Ia	Brightest Supergiants
11-20	Ib	Supergiants
21-30	II	Bright Giants
31-40	III	Giants
41-50	IV	Sub Supergiants and Intermediates
51-70	V	Main-Sequence Stars
71-75	VI	Sub-Sequence Stars
76-85	VII	White Dwarf
86-90	VIII	Black Dwarf
91-95	XI	Neutron Star
96-00	X	Black Hole

Possible Companions*

01-50	Standard
51-80	Binary
81-00	Trinary/Cluster

* Irregular I Class Galaxies will have a -10% Modifier for Luminosity and a +25% Modifier for Possible Companions.

WHITE DWARFS are Stars far into their Evolutionary Process. These Stars are very dense and have strong gravitational fields. Since these Stars have exhausted most of their fuel source they will appear fairly faint in Luminosity.

BLACK DWARFS are the result of a White Dwarf that has completely burned up all of its Energy. These will be Cold, Dense Stars that no longer Shine.

NEUTRON STARS are another fate of Stars near the end of their Evolutionary Process. They are composed entirely of Neutrons made stable by the extremely high pressure and density existing on these. The Density of these Stars is so great that Light escapes and bends back around the Star. Because of this, very little Light ever escapes completely and these Stars may appear to pulsate.

BLACK HOLES are Neutron Stars that have become smaller and more dense. The Light radiating from this Star can no longer escape because of the increased gravity. All matter will begin to implode towards the core of this density. Also, everything within 10 Billion Kilometers away will be pulled into this gravitational field at a Rate of # Tons times One Km/month that progressively Doubles every Month Thereafter. Anything that flows into this Infinite-Density will go into a region of Spacetime where it will reappear as Visible Matter again in some other place in the Universe. This reappearance of Matter is called a White Hole and the passage connecting the Black and White Holes, through which Matter passes, is called a Worm Hole.

Masses in Stellar Systems

GAS GIANTS (1-4) 70% Chance

* Irregular I and N Type Galaxies Add +20% to this Percentage.

Distance from Star (d%)*

01-50 50 Million-200 Million km (5d4)

51-00 100 Million-10 Billion km (d%)

* Never Less Than 10 Planetary Diameters away from Another World/Gas Giant.

Revolution around Star 1-100 years

Rotation of Gas Giant 10-1000 hours

Diameter 50,000-200,000 km (5d4)

Moons (2-20) 75% Chance

Rings (1-10) 50% Chance (d4)

1 - Dust Particles 2 - Gas (check Type)

3 - Ice Particles 3 - Mineral Particles (check Type)

Gas Layers (3-12) Roll d% for Type

01-05 Argon 26-60 Hydrogen 81-85 Oxygen

06-10 Bromine 61-65 Krypton 86-90 Radon

11-15 Chlorine 66-70 Methane 91-95 Water

16-20 Fluorine 71-75 Neon Vapor

21-25 Helium 76-80 Nitrogen 96-00 Xenon

Major Element Deposites (check Listing)

MAJOR ASTEROID BELTS (1-3) 35% Chance

* Irregular I, II, and N Type Galaxies Add +40% to this Percentage.

Distance from Star (d%)

01-30 50 Million-200 Million km (5d4)

31-70 100 Million-1 Billion km (d10)

71-00 1 Billion-10 Billion km (d10)

Major Element Deposites (check Listing)

CLIMATE LEVELS

Worlds within a Stellar System can be divided into 33 Different Climate Levels. All Worlds

within these Areas will have Climates and Temperatures according to that particular Zone.

[illegible]

- 0 - Worlds in this Level up through Level Four will have Ceased Rotating and their Atmospheres will have Completely Disipated. Gravity will range in extremes from one side of the World to the other. The side Not Facing the Star will have a Temperature Decrease of -100 to -400 Degrees. Planets at this distance will also be slowly heading into their Star(as for Black Hole)due to its Gravitational pull. At these Temperatures most anything will become molten.
- 1 - The Surface of the World will be made up of dry, charred Mountains and Valleys of Molten Rock. At this Distance Worlds will be caught in their Star's Gravitational Pull (as for Black Holes).
- 2 - Worlds at this Distance will be very Hot and Dry. Pools of Molten Rock will be found scattered throughout the Surface. From here, up to 20 Million km away, Worlds will be pulled in by their Star's Gravitational Field(as for Black Holes).
- 3 - Worlds here will be very Hot and Dry. At this Distance they may(50%)be pulled in by their Star's Gravitational Field(as for Black Holes).
- 4 - Worlds here will be Hot, Dry and Lifeless. Volcanos will exist throughout areas of the World.
- 5 - Worlds will have an Atmosphere at this Distance. They will be Hot and the effect of their Star's Gravitational Field will cause Violent Atmospheric and Geothermal conditions.

Distance		Temp.	Extent of Ice Caps from Poles to Equator
LVL 5;	75 Mkm to 140 Mkm	1500°F to 500°F	Nil
	141 Million km	250°F	No Hydrographics
	142.25 Million km	225°F	Little Hydrographics
	143.5 Million km	200°F	Never More Than 50% Hydrographics
	144.75 Million km	175°F	No Ice Caps
	146 Million km	150°F	No Ice Caps
	147.25 Million km	125°F	02%
	148 Million km	100°F	04%
	149.25 Million km	90°F	05%
L	149.5 Million km	85°F	10%
E	149.75 Million km	75°F	20%
V	150 Million km	70°F	25%
E	151.25 Million km	65°F	30%
L	152.5 Million km	60°F	35%
	153.75 Million km	55°F	40%
6	154 Million km	50°F	45%
	155 Million km	45°F	50%
	156 Million km	40°F	60%
	157 Million km	35°F	70%
	158 Million km	30°F	80%
	159 Million km	25°F	90%
	160 Million km	20°F	Complete Ice World
	162 Million km	15°F	Complete Ice World
	165 Million km	10°F	Complete Ice World
	170 Million km	5°F	Complete Ice World
LVL 7;	175 Million km	0°F	Frozen World

RANDOM WORLDS

7 - This Level can be subdivided to show a closer variant. All of these Worlds will be Frozen Worlds.

Distance from Star	Equator Temperature
175 Million km	0°F
180 Million km	-15°F
185 Million km	-30°F
190 Million km	-45°F
195 Million km	-60°F

8 to M - These Worlds may differ, but All will be Very Cold.

N to S - These Worlds will All be Extremely Cold. Metals will be brittle and Gases will Liquify.

T to Y - At these Distances Gases will Liquify and may even become Solid.

Z - From this point on, Temperatures will Decrease at a Rate of -5° for Every Billion km further away from the Star.

RANDOM WORLDS

PLANETS (1-12) 70% Chance

Distance from Star(d%)*

01-30 50 Million-200 Million km (5d4)

31-70 100 Million-1 Billion km (d10)

71-00 1 Billion-10 Billion km (d10)

* Never Less Than 10 Planetary Diameters away from Another World/Gas Giant.

Revolution around Star(d%)

01-30 50-200 days

31-70 1-10 years *Only Worlds of +100 Million km Distance

71-00 10-1000 years *Only Worlds of +1 Billion km Distance

Rotation of World(d%)

01-75 10-80 hours

76-00 3-300 days

Diameter/Density (d20)

Die Roll	Code	Diameter	Density
1	-	1000 km	x.076 (Asteroid)
2	-	2000 km	x.153
3	-	3000 km	x.230
4	-	4000 km	x.307
5	-	5000 km	x.384
6	-	6000 km	x.461
7	-	7000 km	x.538
8	-	8000 km	x.615
9	-	9000 km	x.692
10	-	10,000 km	x.769
11	-	11,000 km	x.846
12	-	12,000 km	x.923
13	-	13,000 km	Normal (Earth)
14	-	14,000 km	x 1.076
15	-	15,000 km	x 1.153
16	-	16,000 km	x 1.230
17	-	17,000 km	x 1.307
18	-	18,000 km	x 1.384
19	-	19,000 km	x 1.461
20	-	L-Z Special*	(see below)

* Special Planets may be Larger or More Dense than their Mass would be Normally.

(d%) 01-50 Larger Planet(Roll Diameter 20,000-200,000 km).

51-00 Denser Planet(Roll Standard Diameter; 1-10 Times Denser than what World would be Normally).

Moons (1-8) 60% Chance

Rings (1-6) 25% Chance
(see Gas Giants for Ring Types)

** WORLDS 1-4 have a -5 Atmosphere Density Modifier.

MAJOR ELEMENTS

Atmosphere Density/Class(d20)

Die Roll Code

1	0	None	16-18	9,0	Dense
2-4	1,2	Trace	19	C	Corrosive
5-7	3,4	Very Thin			(Roll Again)
8-10	5,6	Thin	20	R	Radioactive
11-15	7,8	Standard			(Roll Again)

Atmosphere Type(Predominant Gas Type)d%

01-05	Carbon Dioxide(CD)	41-45	Nitrogen(N)
06-10	Chlorine(Cl)	46-70	Oxygen(O)
11-15	Helium(He)	71-75	Sulfur Dioxide(SD)
16-20	Hydrogen(H)	76-95	Water Vapor(WV)
21-40	Methane(Me)	96-00	EXOTIC(check Gas Layer Types)

Hydrographics (d10) *

0 - Desert World	6 - 60% Water
1 - 10% Water	7 - 70% Water
2 - 20% Water	8 - 80% Water
3 - 30% Water	9 - 90% Water
4 - 40% Water	10 - Waterworld(A)
5 - 50% Water	

* Modifiers: -4, Planets with Trace or Very Thin Atmosphere; +2, Planets with Dense Atmosphere; NO ATMOSPHERE-NO WATER

** Planetary Hydrographics may consist of a Liquid Form of the Predominant Gas Type on Worlds of the Appropriate Climate Level.

MAJOR ELEMENT DEPOSITES (d%)

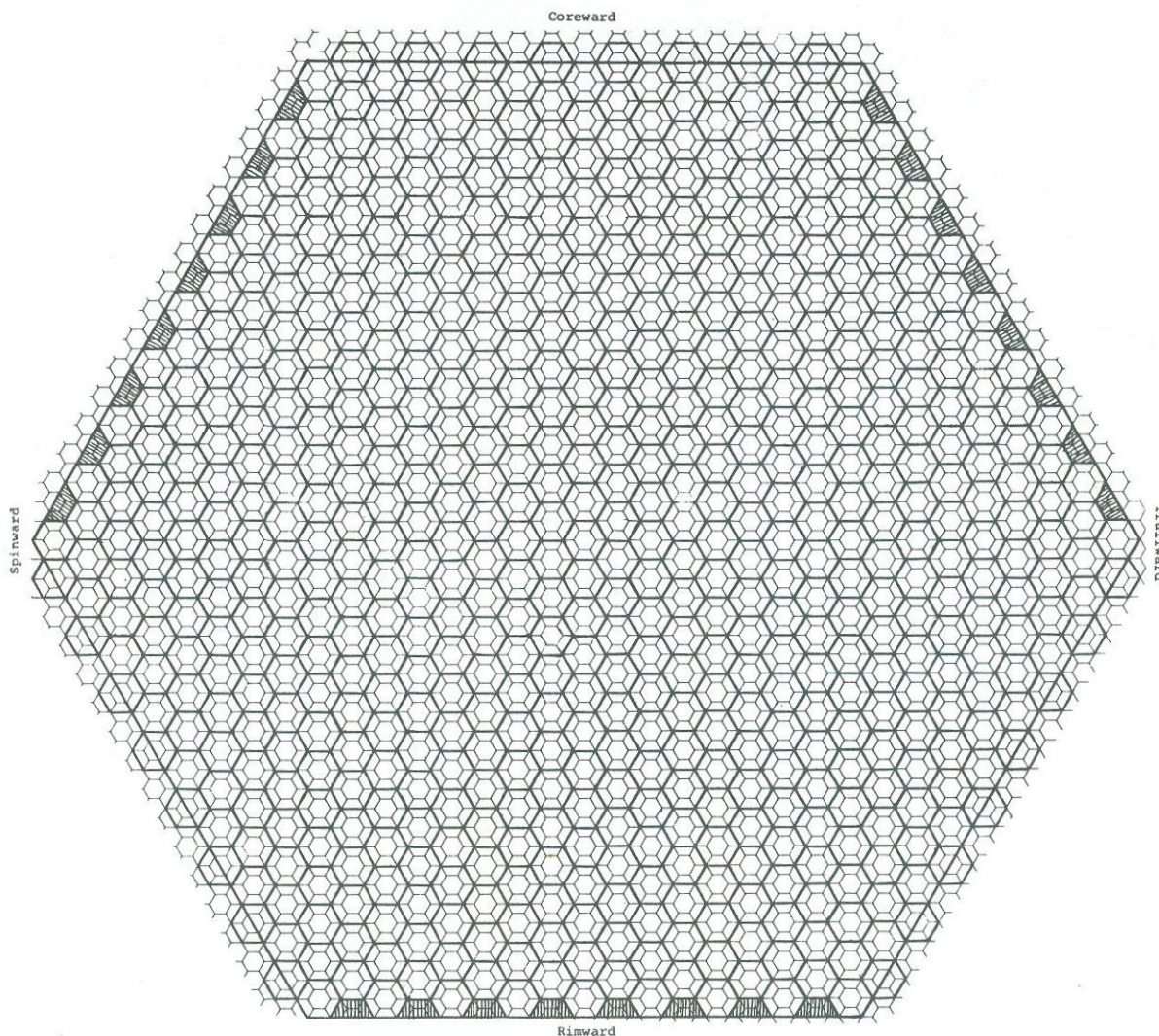
01	Actinium(Ac)	51	Mithiril(Ah)
02	Adamantite(Ad)	52	Molybdenum(Mo)
03	Aluminum(Al)	53	Neodymium(Nd)
04	Americum(Am)	54	Neptunium(Np)
05	Antimony(Sb)	55	Neutronium(Nu)
06	Arsenic(As)	56	Nickel(Ni)
07	Astatine(At)	57	Niobium(Nb)
08	Barium(Ba)	58	Osmium(Os)
09	Berkelium(Bk)	59	Orichallum(Or)
10	Beryllium(Be)	60	Palladium(Pd)
11	Bismuth(Bi)	61	Phosphorous(P)
12	Boron(B)	62	Platinum(Pt)
13	Cadium(Cd)	63	Plutonium(Pu)
14	Calcium(Ca)	64	Polonium(Po)
15	Californium(Cf)	65	Potassium(K)
16	Carbon(C)	66	Praseodymium(Pr)
17	Carrabellum(Cb)	67	Promethium(Pm)
18	Cerium(Ce)	68	Protactinium(Pa)
19	Cesium(Cs)	69	Radium(Ra)
20	Cobalt(Co)	70	Rhenium(Re)
21	Copper(Cu)	71	Rhodium(Rh)
22	Crystamanite(Cy)	72	Rubidium(Rb)
23	Curium(Cm)	73	Ruthenium(Ru)
24	Dilithium(Di)	74	Samarium(Sm)
25	Dysprosium(Dy)	75	Scandium(Sc)
26	Einsteinium(Es)	76	Selenium(Se)
27	Erbium(Er)	77	Silicon(Si)
28	Europium(Eu)	78	Silver(Ag)
29	Fermium(Fm)	79	Sodium(Na)
30	Francium(Fr)	80	Steelite(St)
31	Gadolinium(Gd)	81	Strontium(Sr)
32	Gallium(Ga)	82	Sulfur(S)
33	Germanium(Ge)	83	Tantalum(Ta)
34	Gold(Au)	84	Technetium(Tc)
35	Hafnium(Hf)	85	Tellurium(Te)
36	Holmium(Ho)	86	Terbium(Tb)
37	Indium(In)	87	Thallium(Tl)
38	Iodine(I)	88	Thorium(Th)
39	Iridium(Ir)	89	Thulium(Tm)
40	Iron(Fe)	90	Tin(Sn)
41	Lanthanum(La)	91	Titanium(Ti)
42	Lawrencium(Lr)	92	Tungsten(W)
43	Lead(Pb)	93	Uranium(U)
44	Lithium(Li)	94	Vanadium(V)
45	Lutetium(Lu)	95	Wolfram(W)
46	Magicanite(Mu)	96	Ytterbium(Yb)
47	Magnesium(Mg)	97	Yttrium(Y)
48	Manganese(Mn)	98	Zinc(Zn)
49	Medeleevium(Md)	99	Zirconium(Zr)
50	Mercury(Hg)	00	NEW EXOTIC

* Major Elements will Accumulate 10%-60% of the Total Mineral Content of the World.

** MOONS will have Major Elements similar to that of the World/Gas Giant that they revolve around.

*** ASTEROID BELTS-Roll Percentage Twice on the Element Table. Asteroid Belts will contain All of the Elements inbetween this Set of Percentages. 1-4 Elements will be Most Abundant out of these that are found.

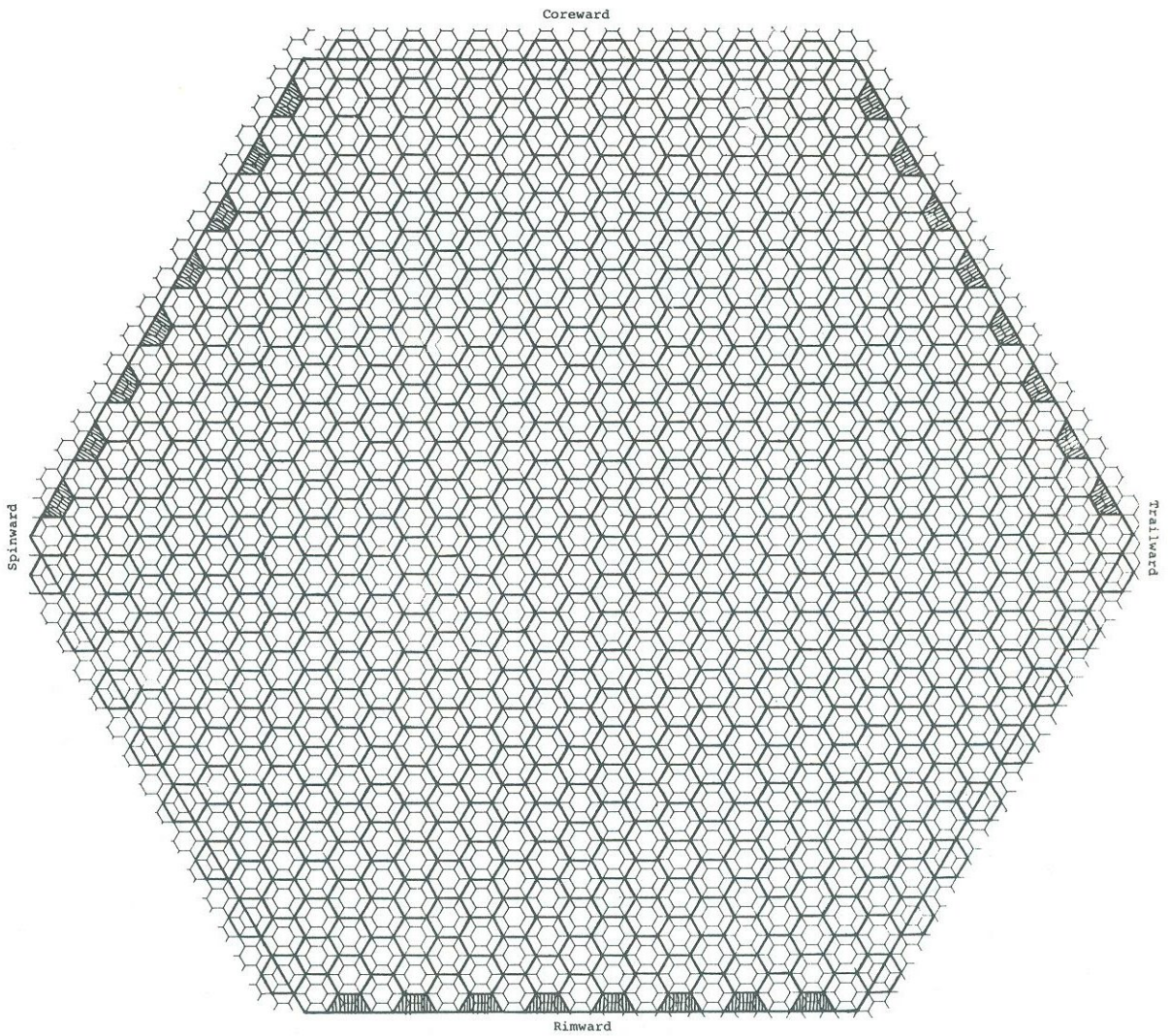
MEGAVECTOR



One Million Kiloparsec Area
(1000 Kiloparsecs wide)

Galaxy Name	Galaxy Type	Diameter	Stellar Masses	Notes

MEGASECTOR

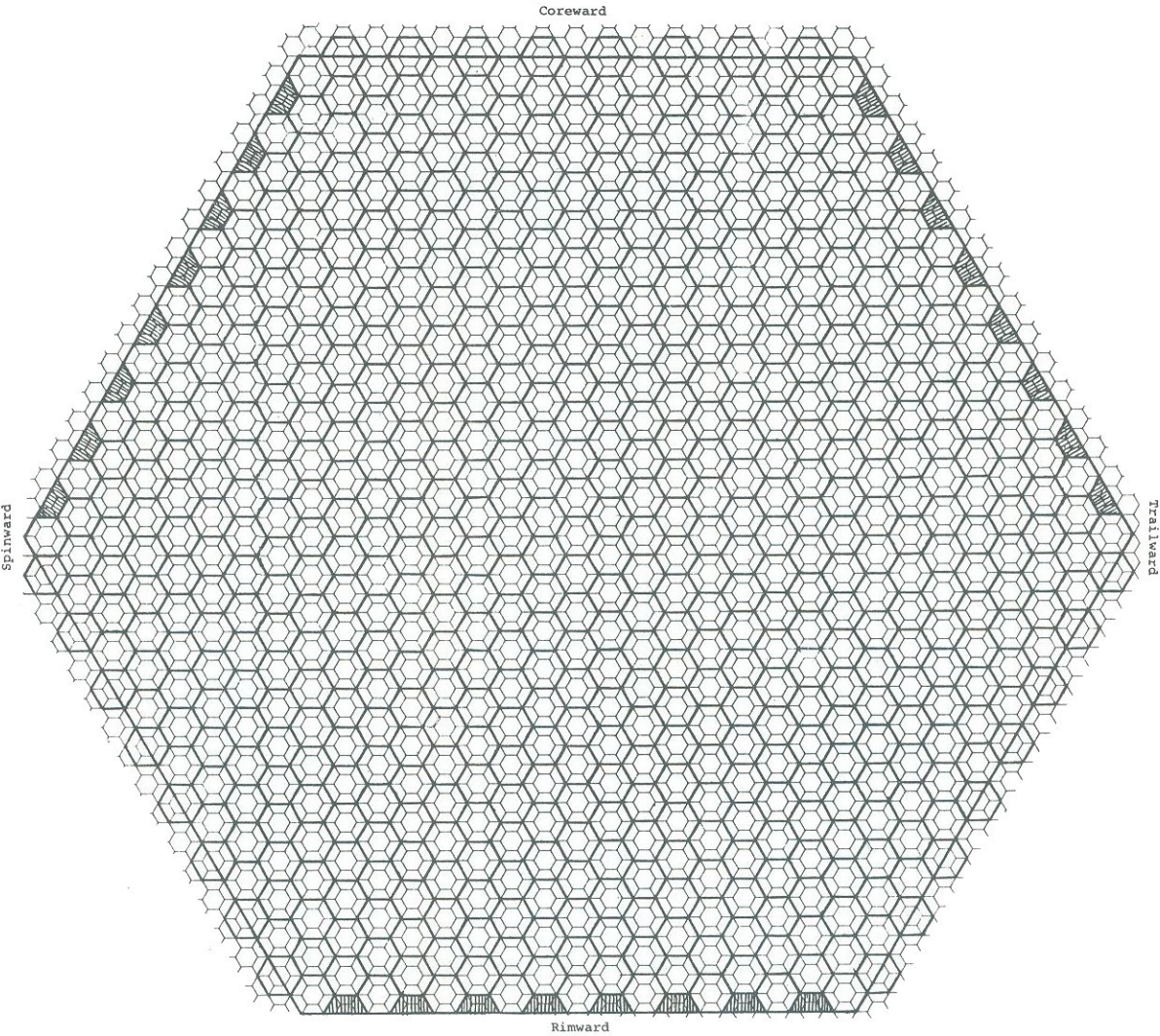


Ten Thousand Kiloparsec Area

(100 Kiloparsecs wide)

NOTES

NOTES



(25 Sectors across)

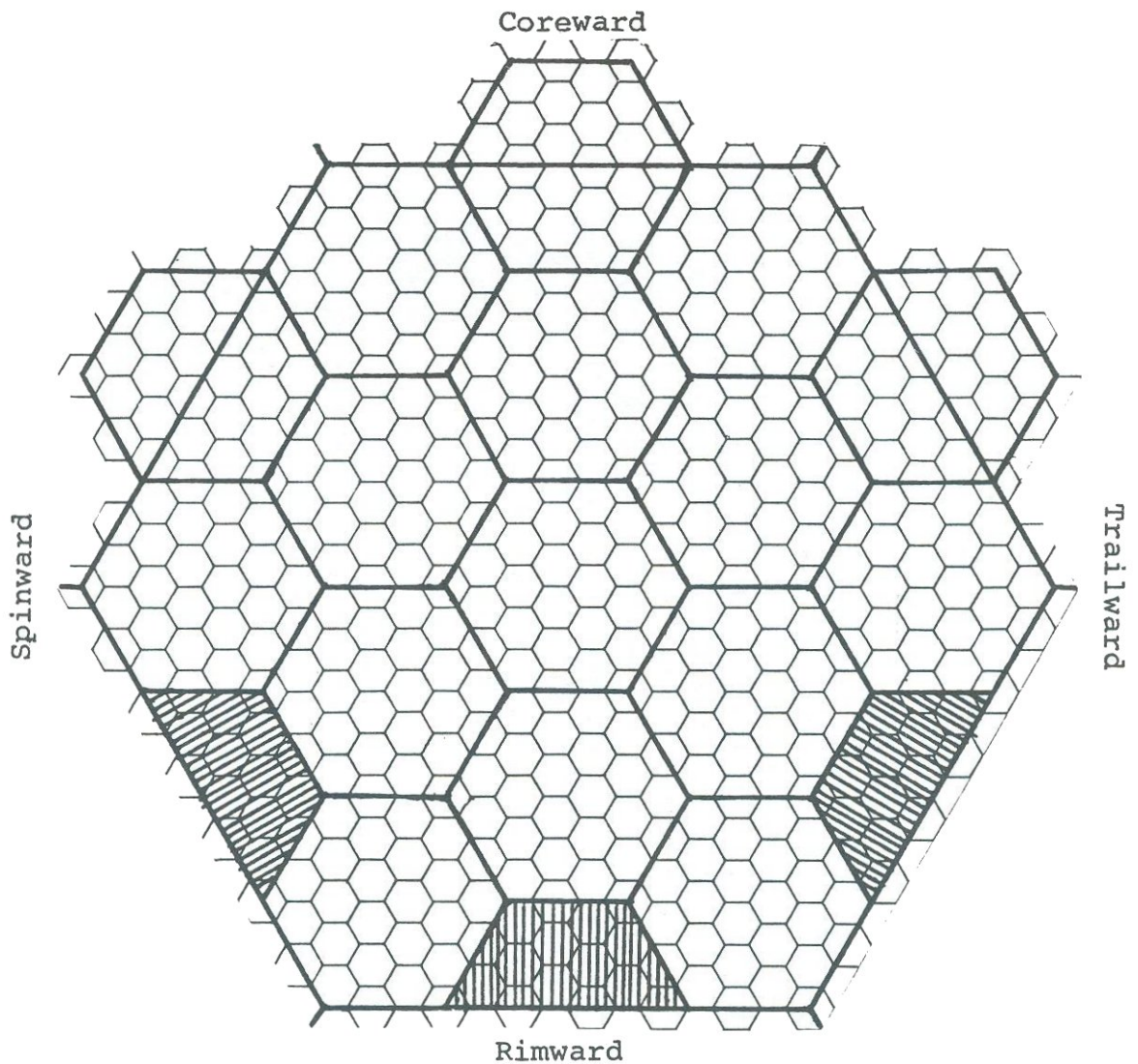
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1	_____	_____	-Center-	11	_____	_____	_____
2	_____	_____	_____	12	_____	_____	_____
3	_____	_____	_____	13	_____	_____	_____
4	_____	_____	_____	14	_____	_____	_____
5	_____	_____	_____	15	_____	_____	_____
6	_____	_____	_____	16	_____	_____	_____
7	_____	_____	_____	17	_____	_____	_____
8	_____	_____	_____	18	_____	_____	_____
9	_____	_____	_____	19	_____	_____	_____
10	_____	_____	_____	20	_____	_____	_____

GALAXY _____

UNIVERSAL STELLAR PROFILE

SECTOR _____

Galaxy _____ KPC _____

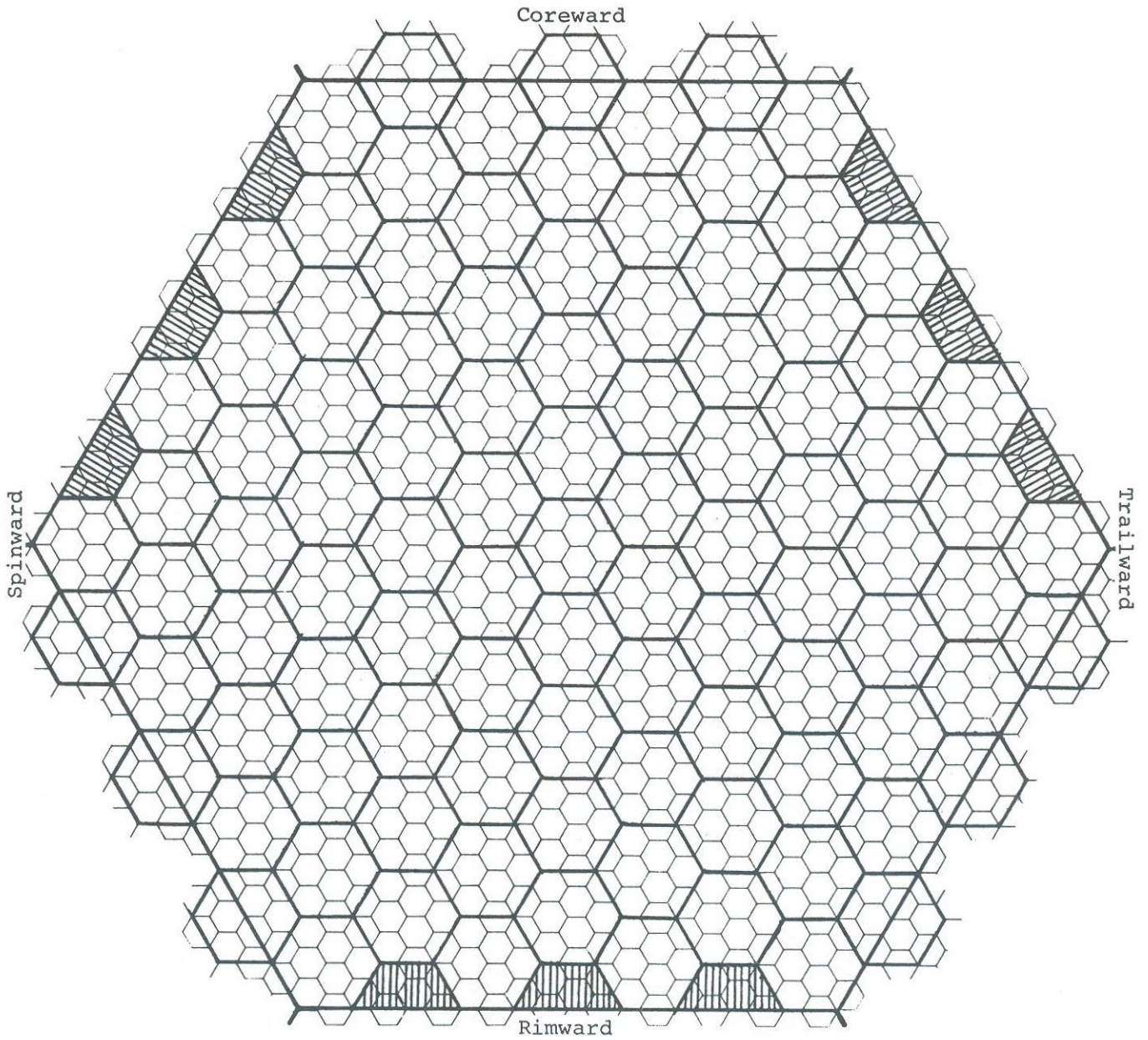


Sixteen Subsector Area

(20 Quadrangles/approx 40 Parsecs across)

Name	Controlled By	Name	Controlled By
1 _____	_____	9 _____	_____
2 _____	_____	10 _____	_____
3 _____	_____	11 _____	_____
4 _____	_____	12 _____	_____
5 _____	_____	13 _____	_____
6 _____	_____	14 _____	_____
7 _____	_____	15 _____	_____
8 _____	_____	16 _____	_____

UNIVERSAL STELLAR PROFILE



SUBSECTOR _____

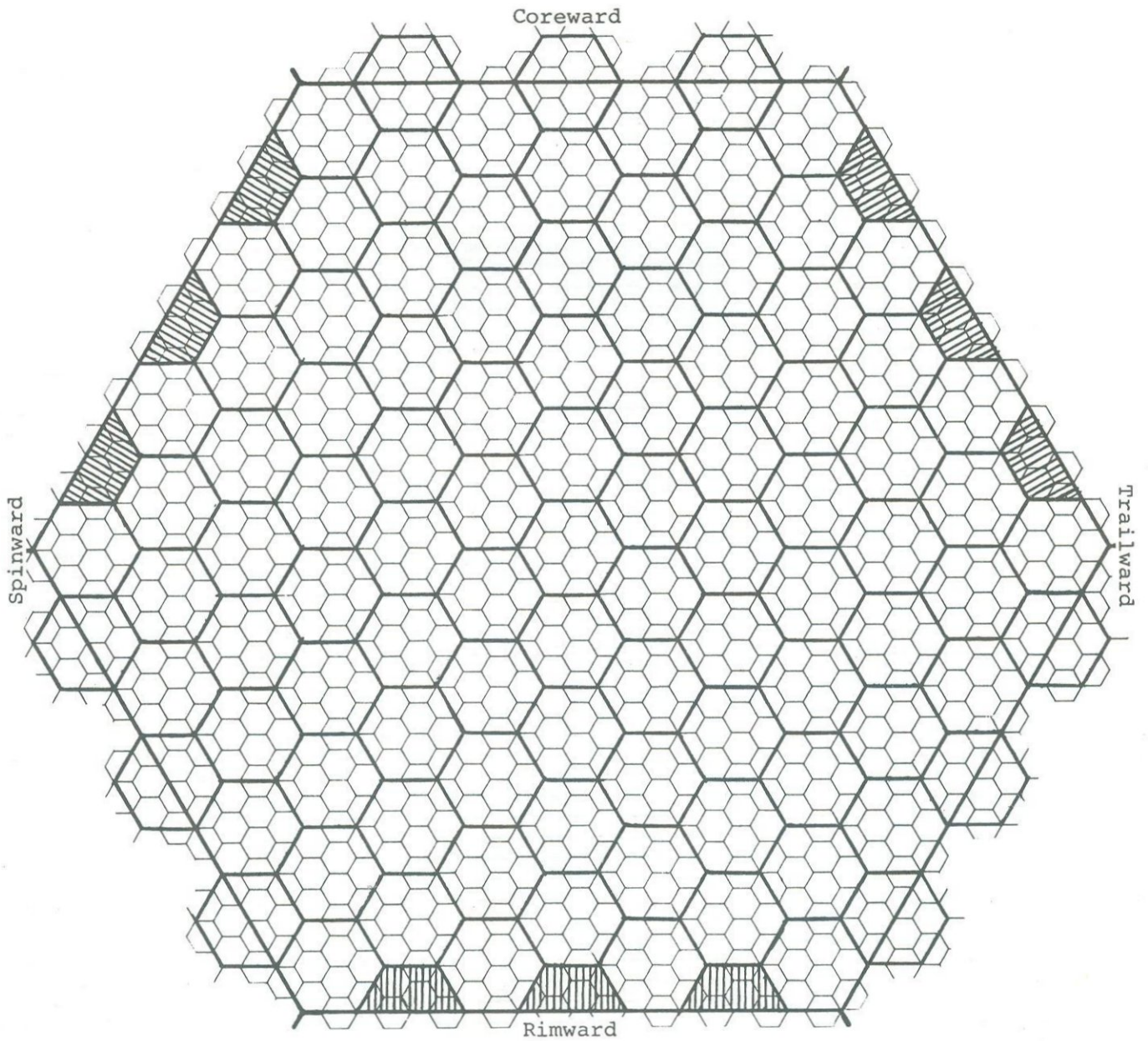
(10 Parsecs/approx 30 Light Years across)

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A - Atmosphere Density
AT - Atmosphere Type
H - Hydrographics
ME - Major Element Deposites
M - # of Moons

A - Agricultural I - Industrial D - Dependent

UNIVERSAL STELLAR PROFILE



SUBSECTOR _____

(10 Parsecs/approx 30 Light Years across)

[illegible]

S - Star Type
Com - Companions
G - # of Gas Giants
A - # of Asteroid Belts
P - # of Planets

C - Climate Level
Rev - Revolution
Rot - Rotation
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CL - Civilization Level

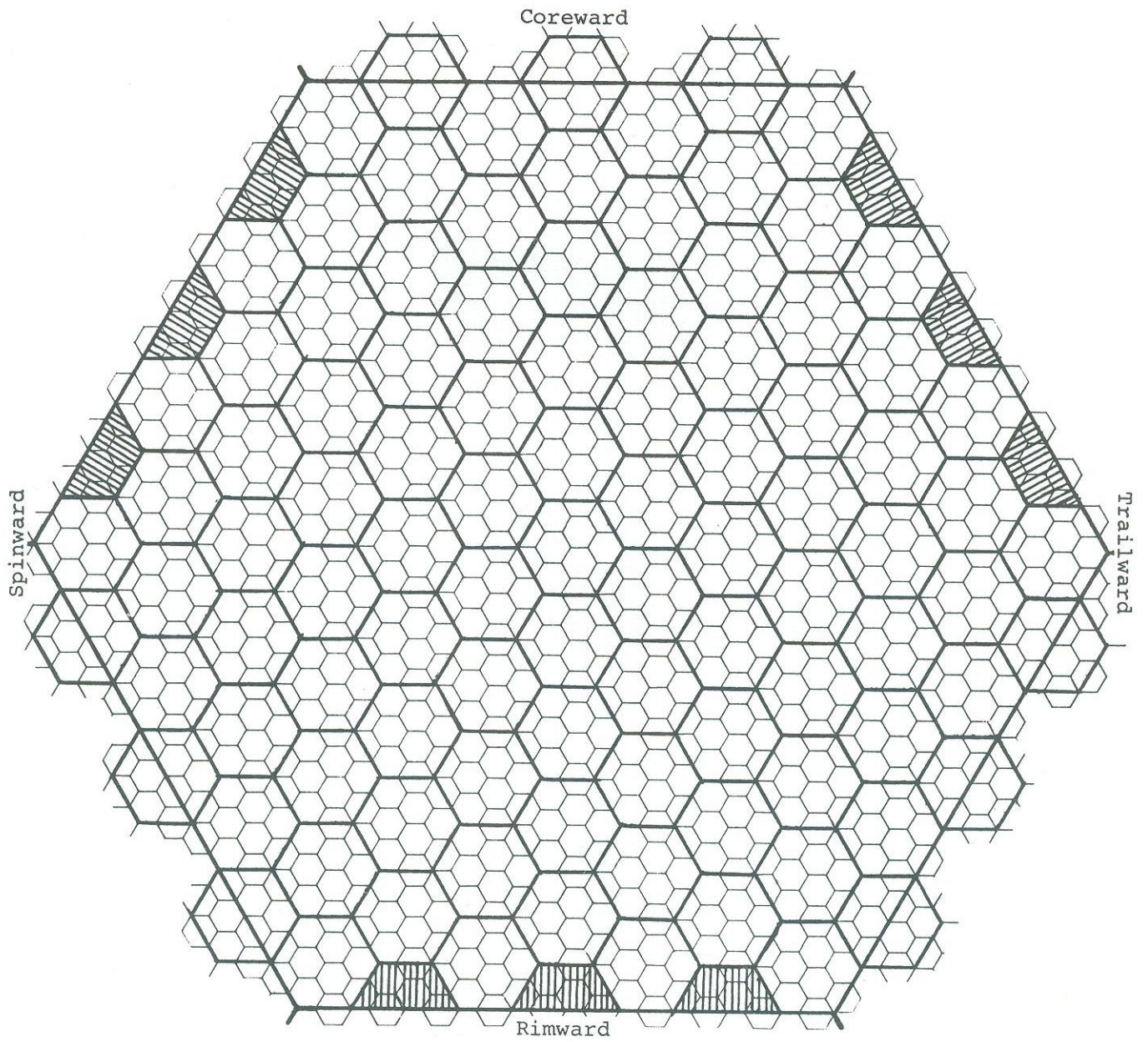
TI - Trade Index

R - Rich P - Poor

A - Agricultural I - Industrial D - Dependent

Sector

UNIVERSAL STELLAR PROFILE



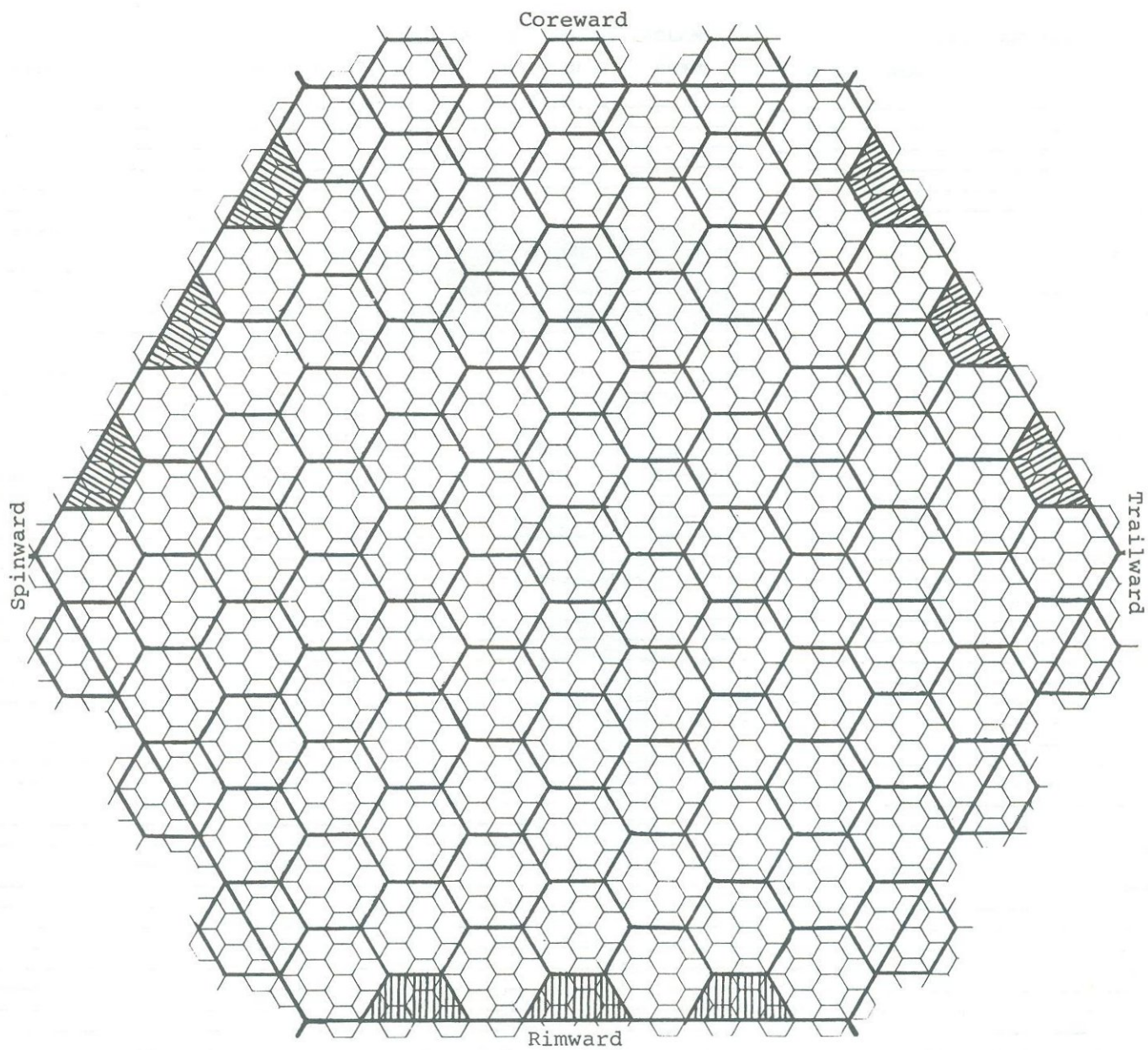
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(10 Parsecs/approx 30 Light Years across)

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UNIVERSAL STELLAR PROFILE



SUBSECTOR _____

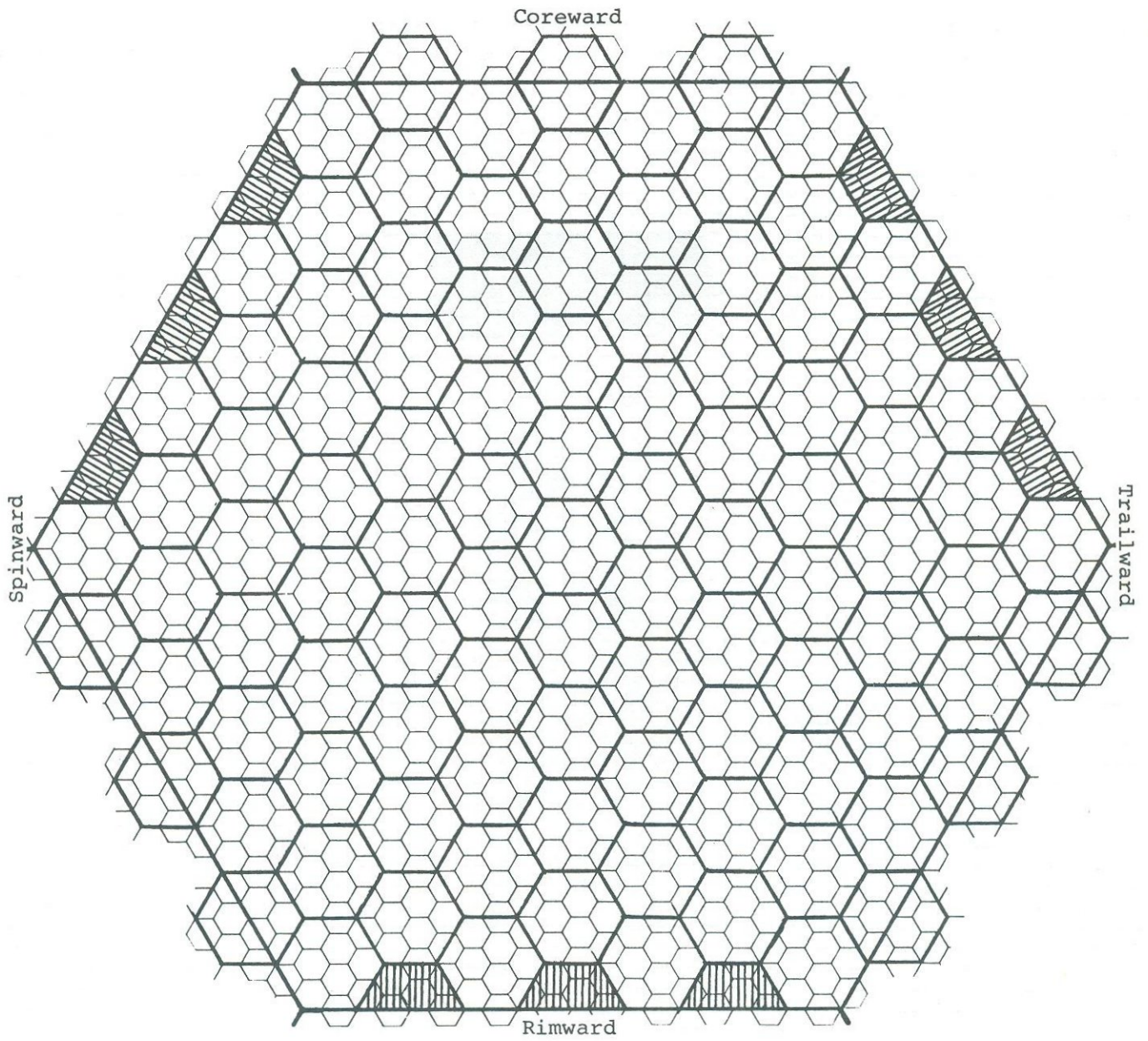
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99

UNIVERSAL STELLAR PROFILE



SUBSECTOR _____

(10 Parsecs/approx 30 Light Years across)

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[illegible]

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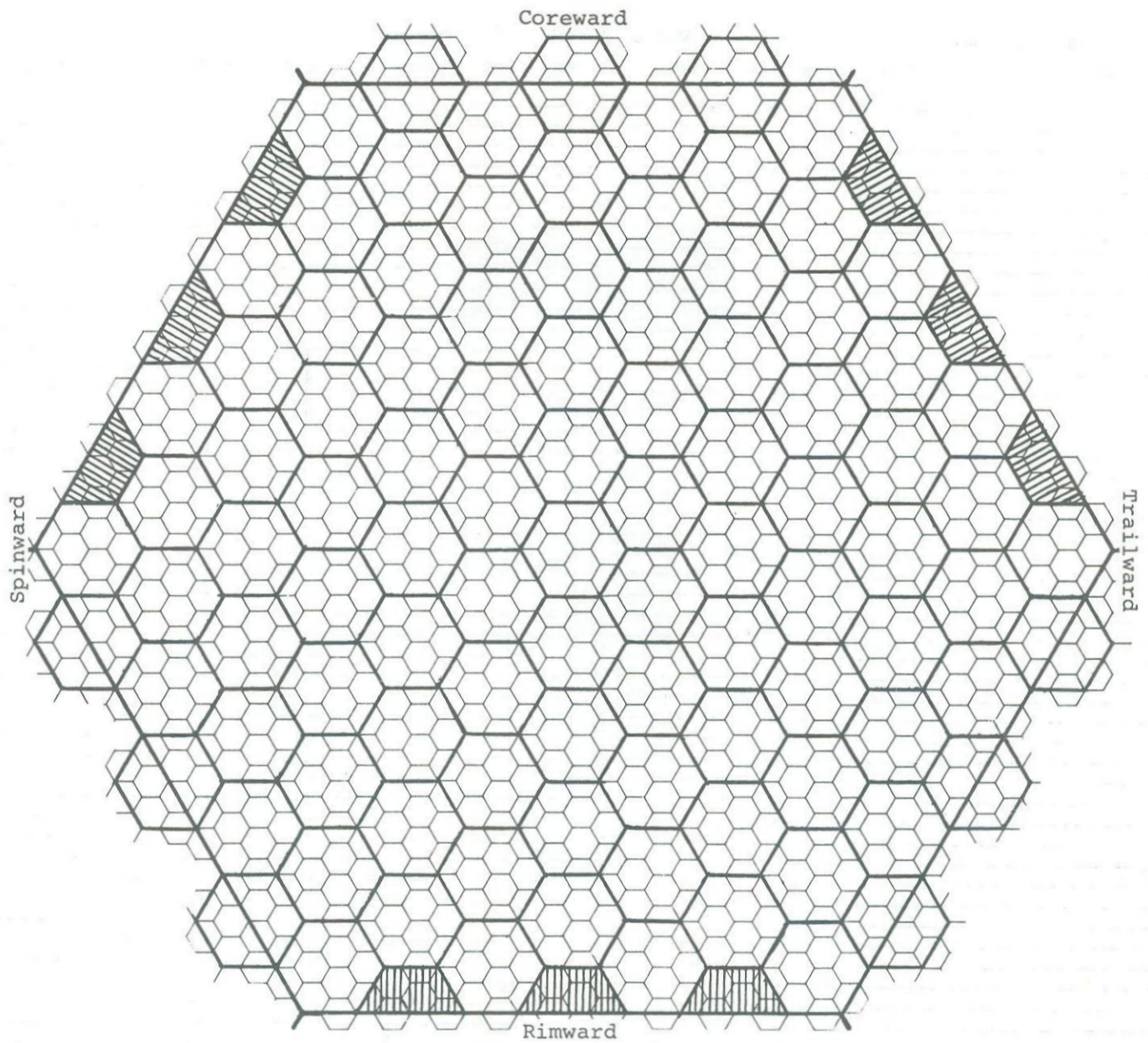
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Sector _____

UNIVERSAL STELLAR PROFILE



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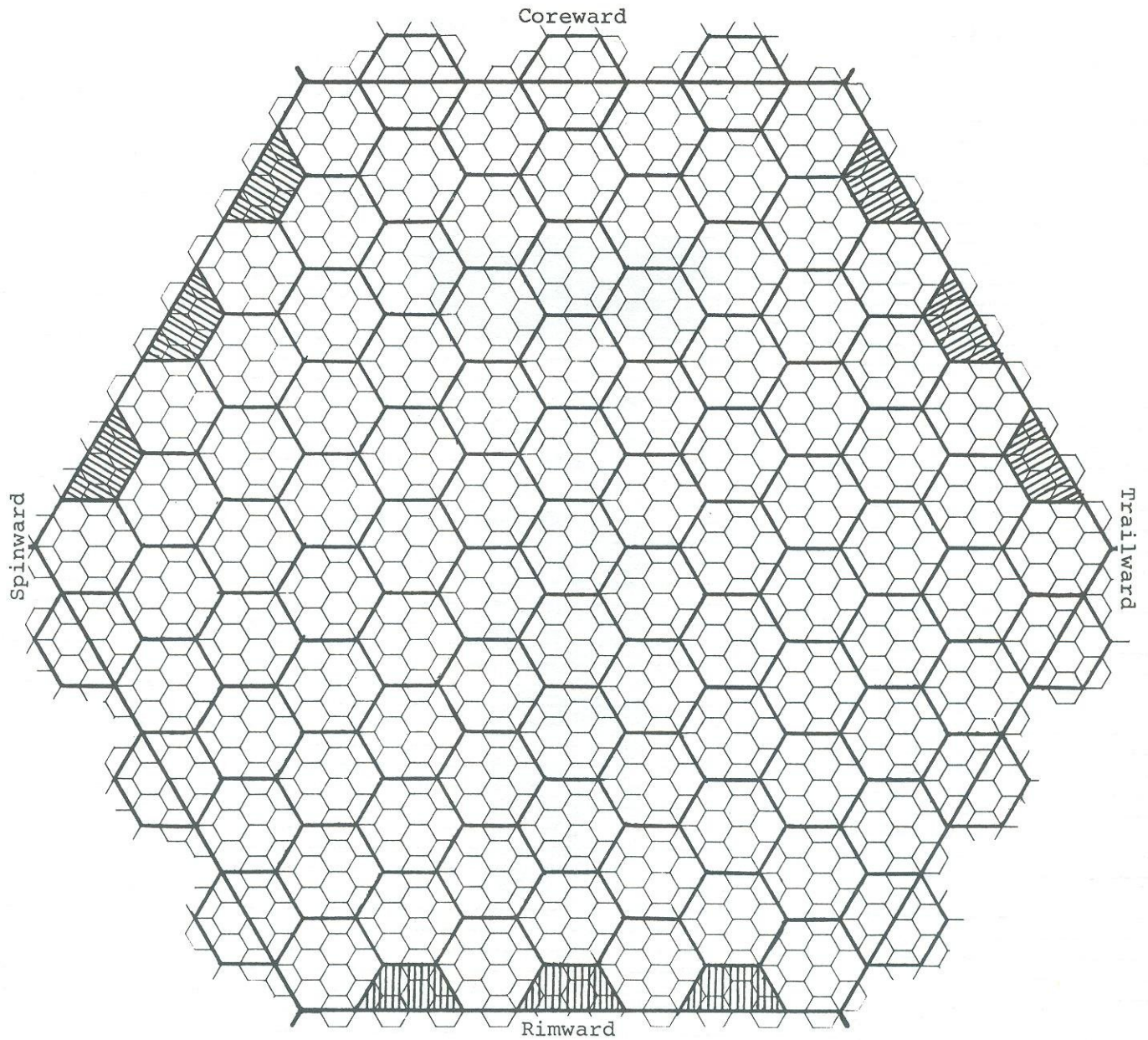
TI - Trade Index

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Sector _____

UNIVERSAL STELLAR PROFILE



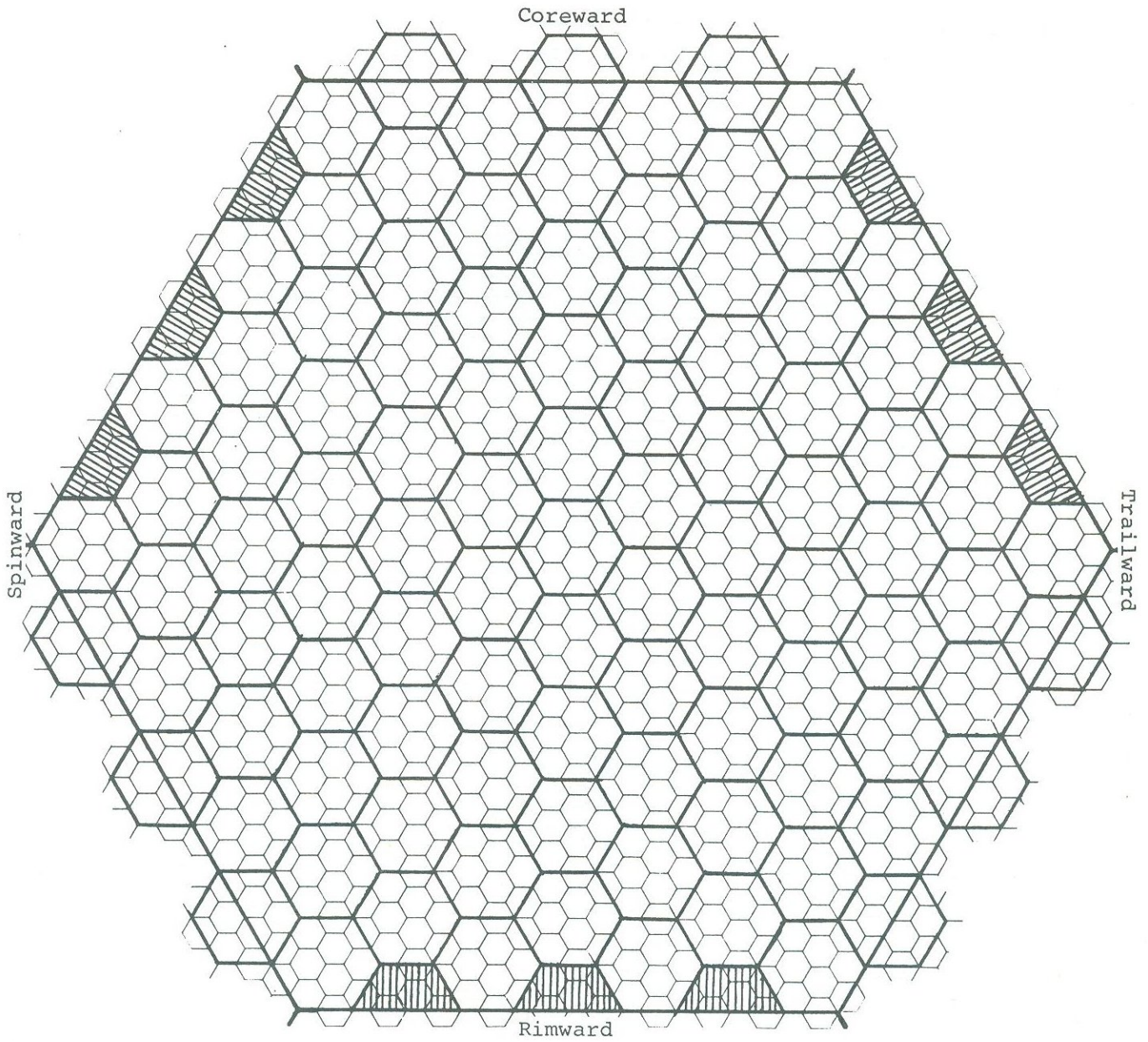
SUBSECTOR _____

(10 Parsecs/approx 30 Light Years across)

S - Star Type	C - Climate Level	A - Atmosphere Density
Com - Companions	Rev - Revolution	AT - Atmosphere Type
G - # of Gas Giants	Rot - Rotation	H - Hydrographics
A - # of Asteroid Belts	D - Diameter	ME - Major Element Deposites
P - # of Planets	Den - Density	M - # of Moons
	CL - Civilization Level	
	TI - Trade Index	
	R - Rich	P - Poor
A - Agricultural	I - Industrial	D - Dependent

Sector _____

UNIVERSAL STELLAR PROFILE



SUBSECTOR _____

(10 Parsecs/approx 30 Light Years across)

Com - Companions

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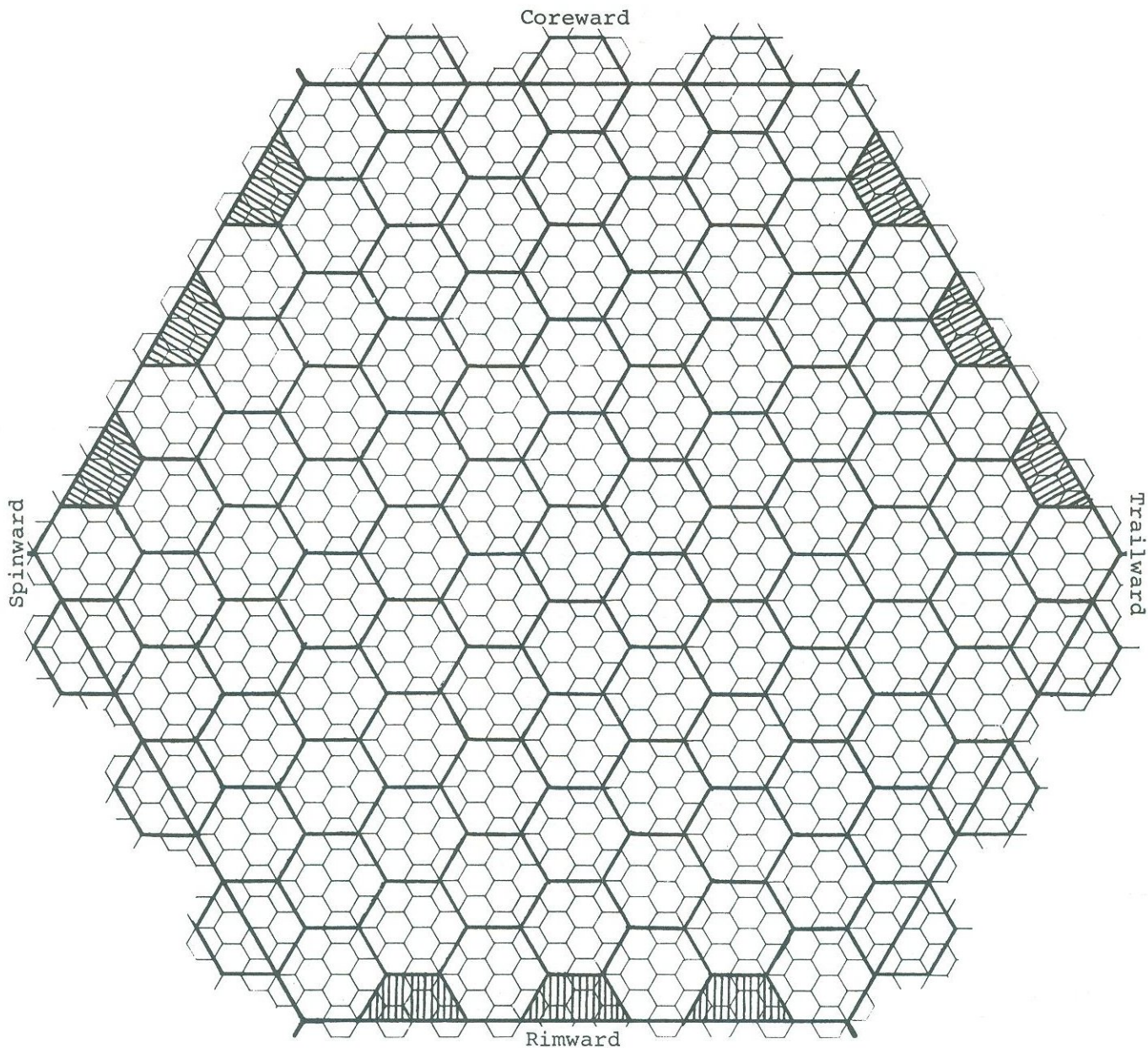
M - # of Moons

TI - Trade Index

I - Industrial

A - Agricultural I - Industrial D - Dependent

UNIVERSAL STELLAR PROFILE



SUBSECTOR _____

(10 Parsecs/approx 30 Light Years across)

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[illegible]

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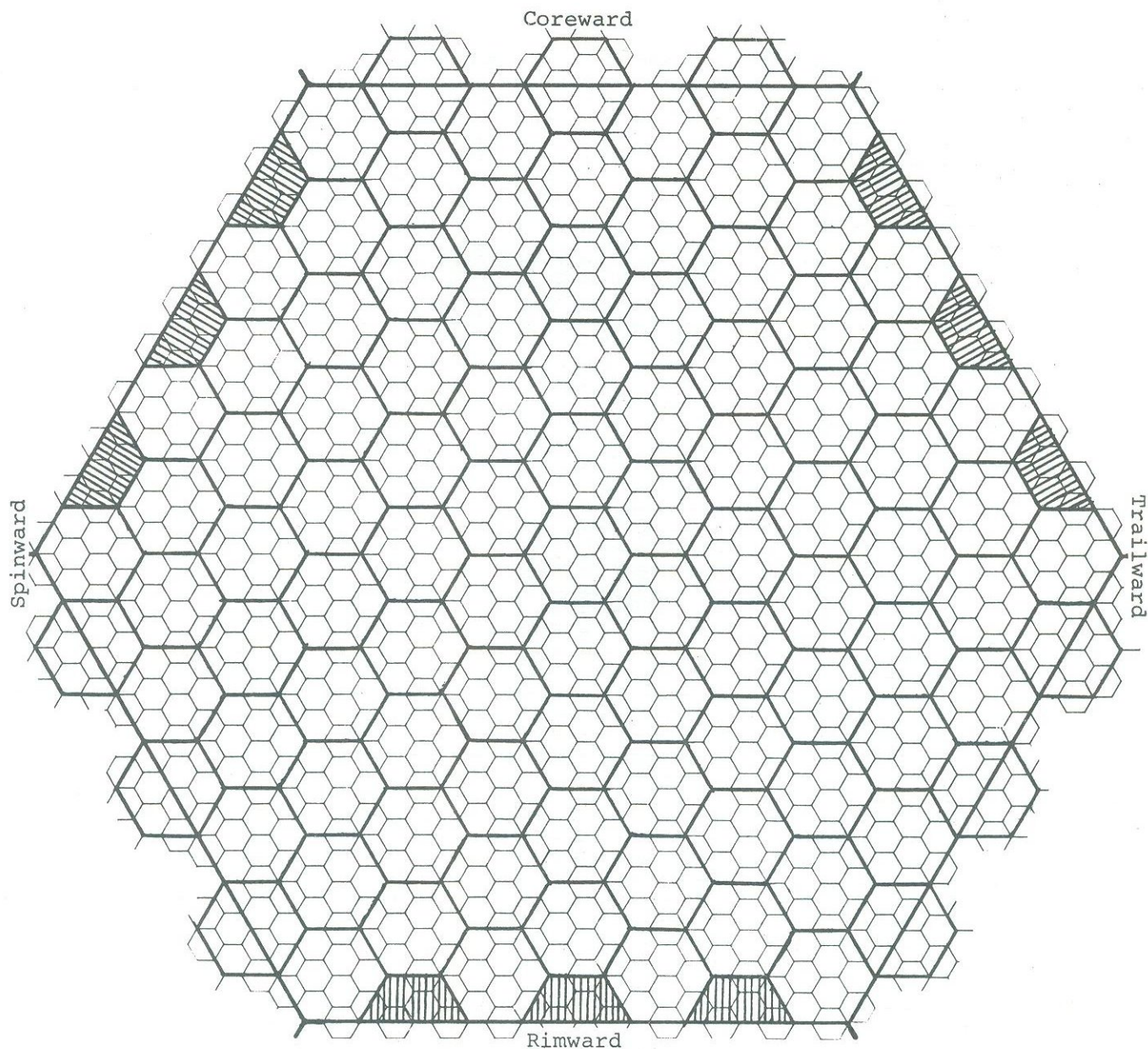
TI - Trade Index

R - Rich P - Poor

A - Agricultural I - Industrial D - Dependent

Sector

UNIVERSAL STELLAR PROFILE



SUBSECTOR _____

(10 Parsecs/approx 30 Light Years across)

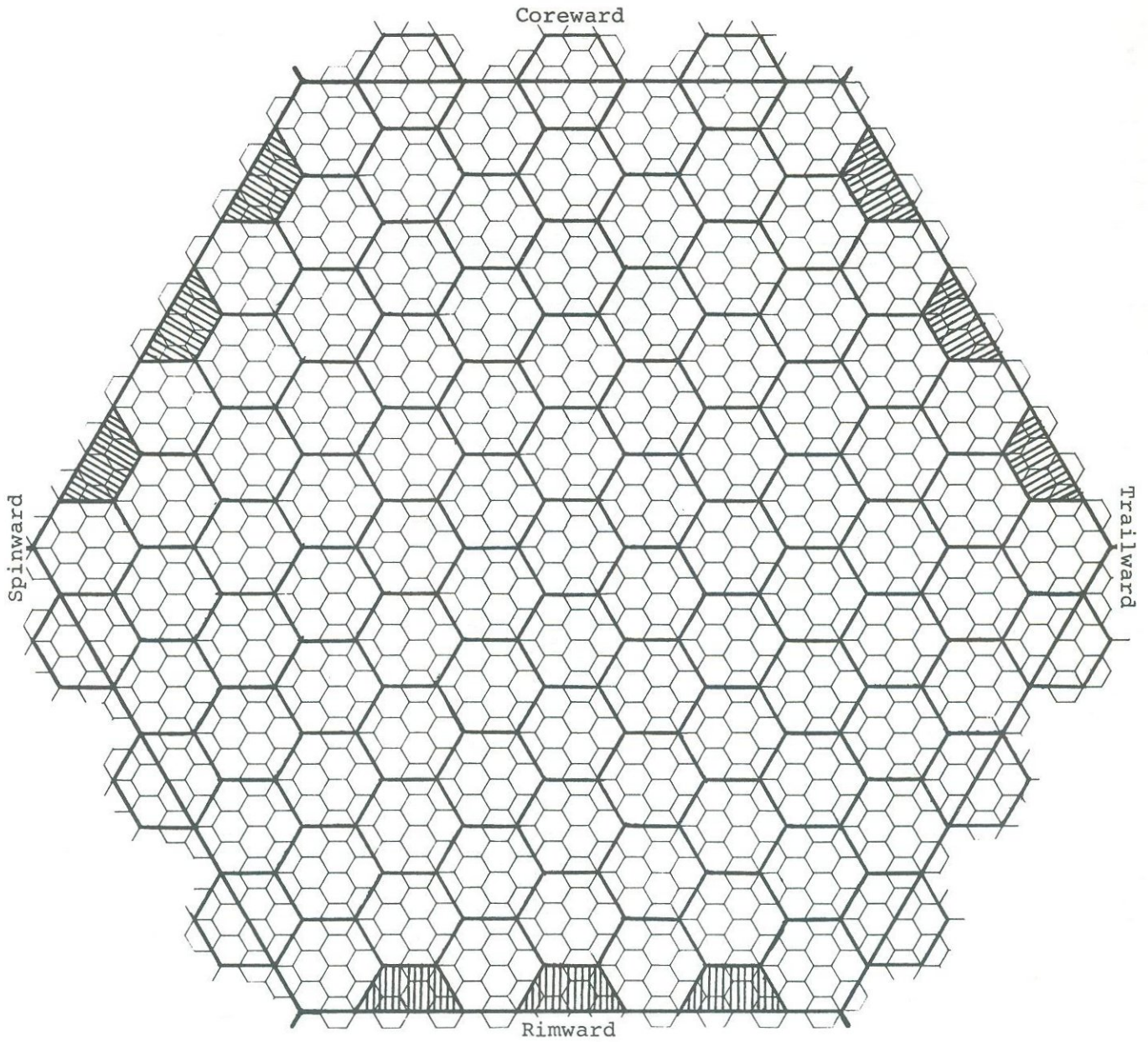
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A - Atmosphere Density
AT - Atmosphere Type
H - Hydrographics
ME - Major Element Deposites
M - # of Moons

A - Agricultural I - Industrial D - Dependent

111

UNIVERSAL STELLAR PROFILE



SUBSECTOR _____

(10 Parsecs/approx 30 Light Years across)

SUBSECTOR _____

[illegible]

S - Star Type
Com - Companions
G - # of Gas Giants
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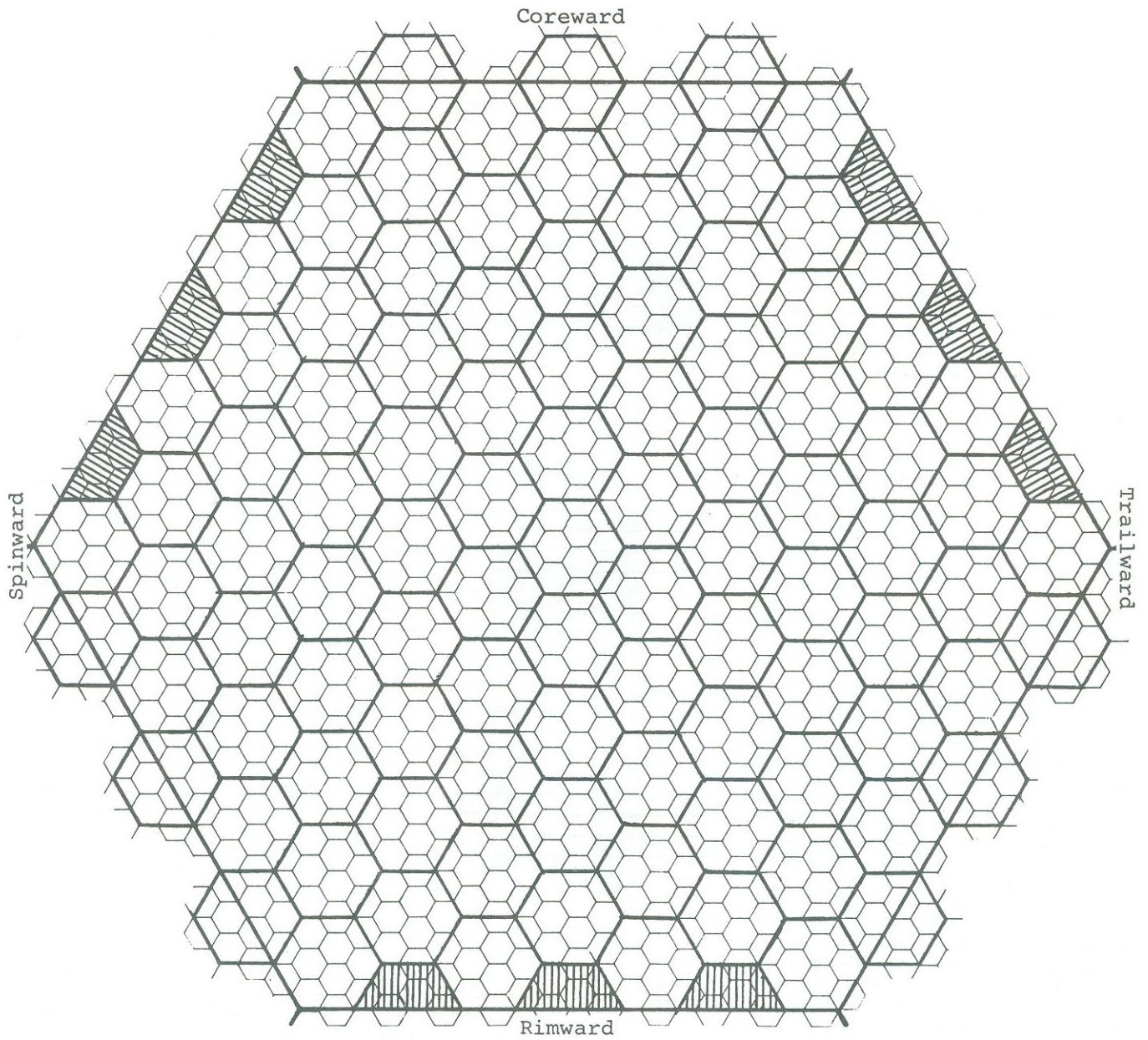
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- M - # of Moons

CL - Civilization Level

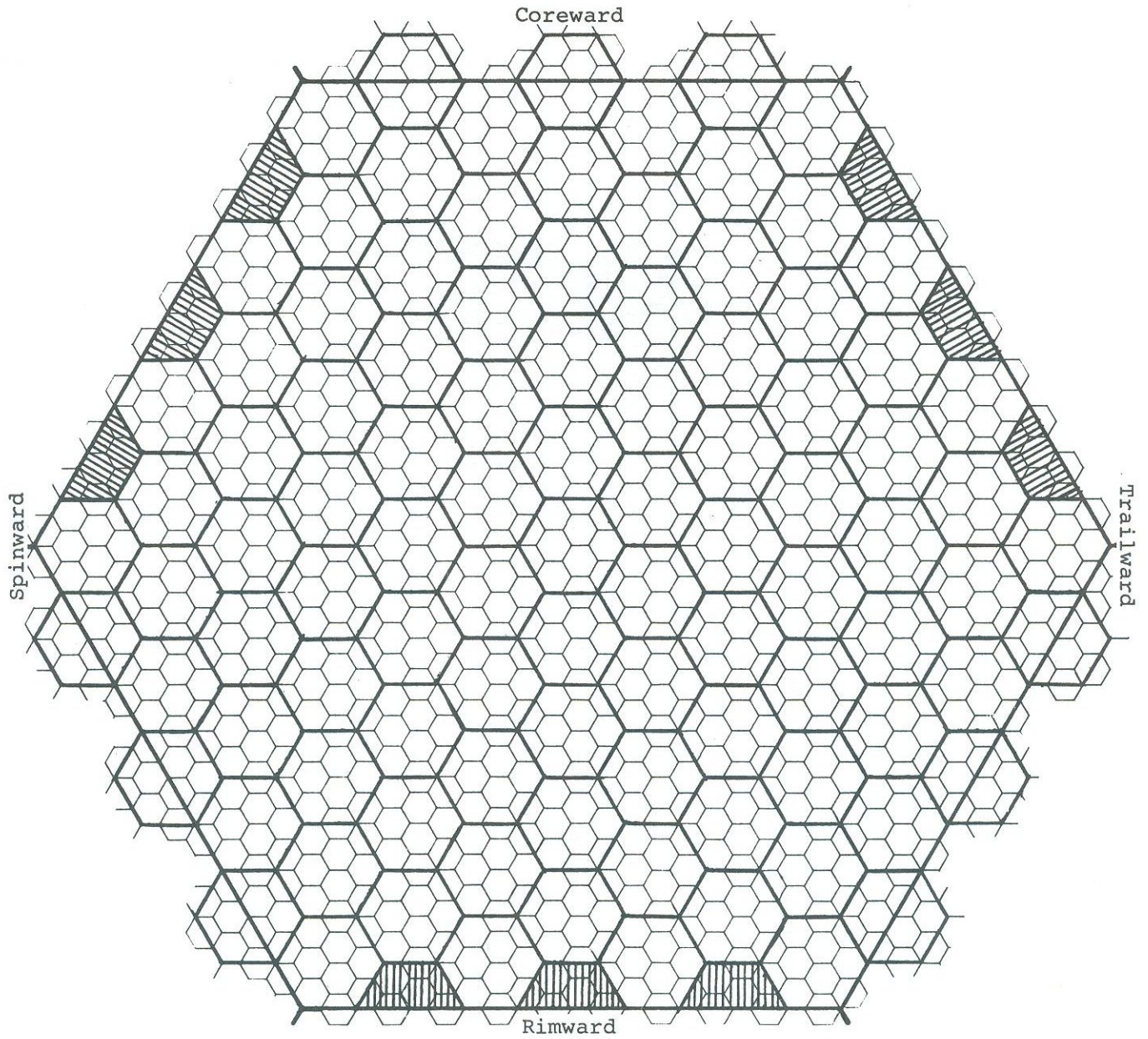
TI - Trade Index

R - Rich P - Poor

A - Agricultural I - Industrial D - Dependent

Sector

UNIVERSAL STELLAR PROFILE



SUBSECTOR _____

(10 Parsecs/approx 30 Light Years across)

SUBSECTOR _____

[illegible]

S - Star Type
Com - Companions
G - # of Gas Giants
A - # of Asteroid Belts
P - # of Planets

C - Climate Level
Rev - Revolution
Rot - Rotation
D - Diameter
Den - Density

A - Atmosphere Density
AT - Atmosphere Type
H - Hydrographics
ME - Major Element Deposites
M - # of Moons

CL - Civilization Level

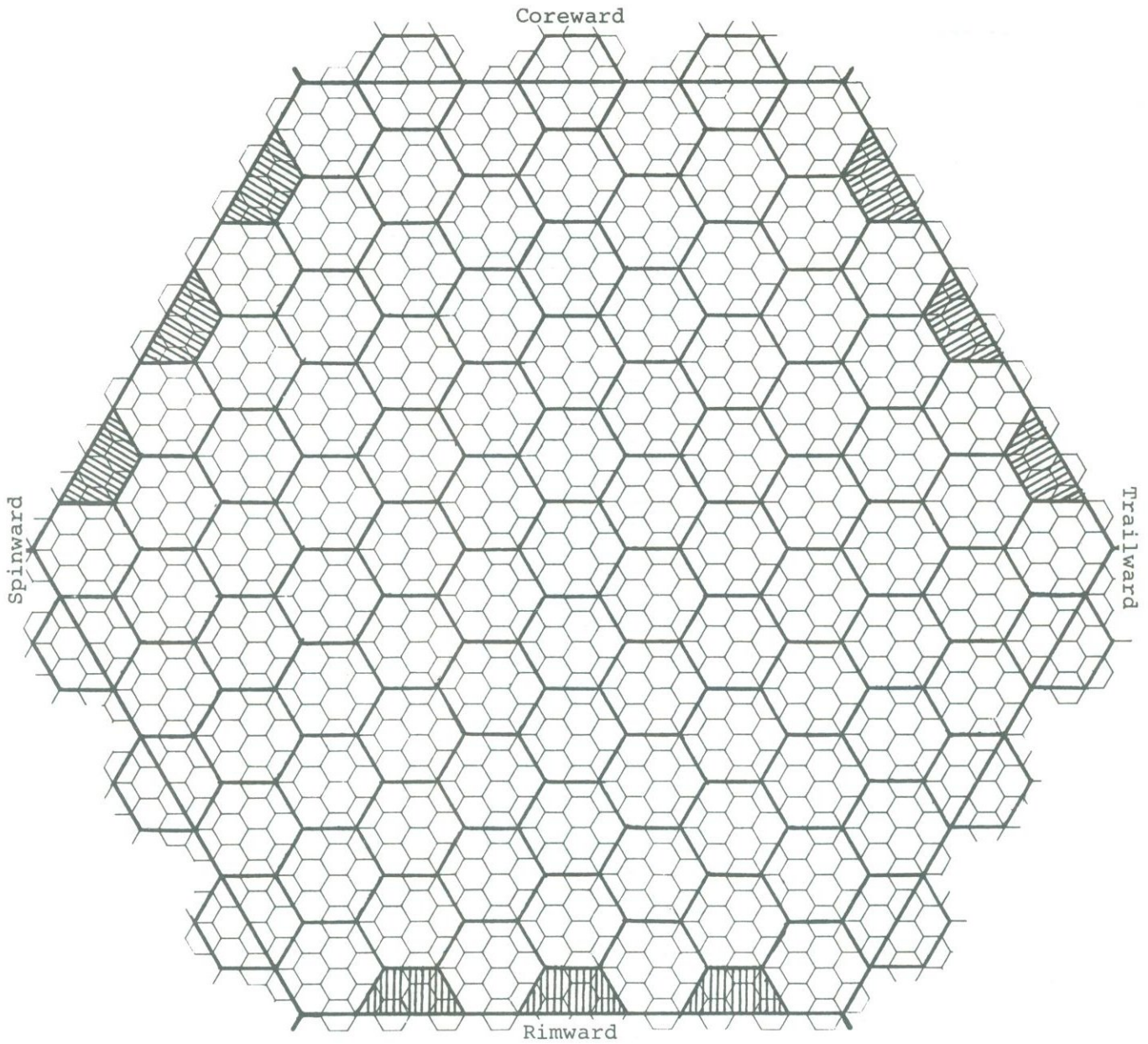
TI - Trade Index

R - Rich P - Poor

A - Agricultural I - Industrial D - Dependent

Sector _____

UNIVERSAL STELLAR PROFILE



SUBSECTOR _____

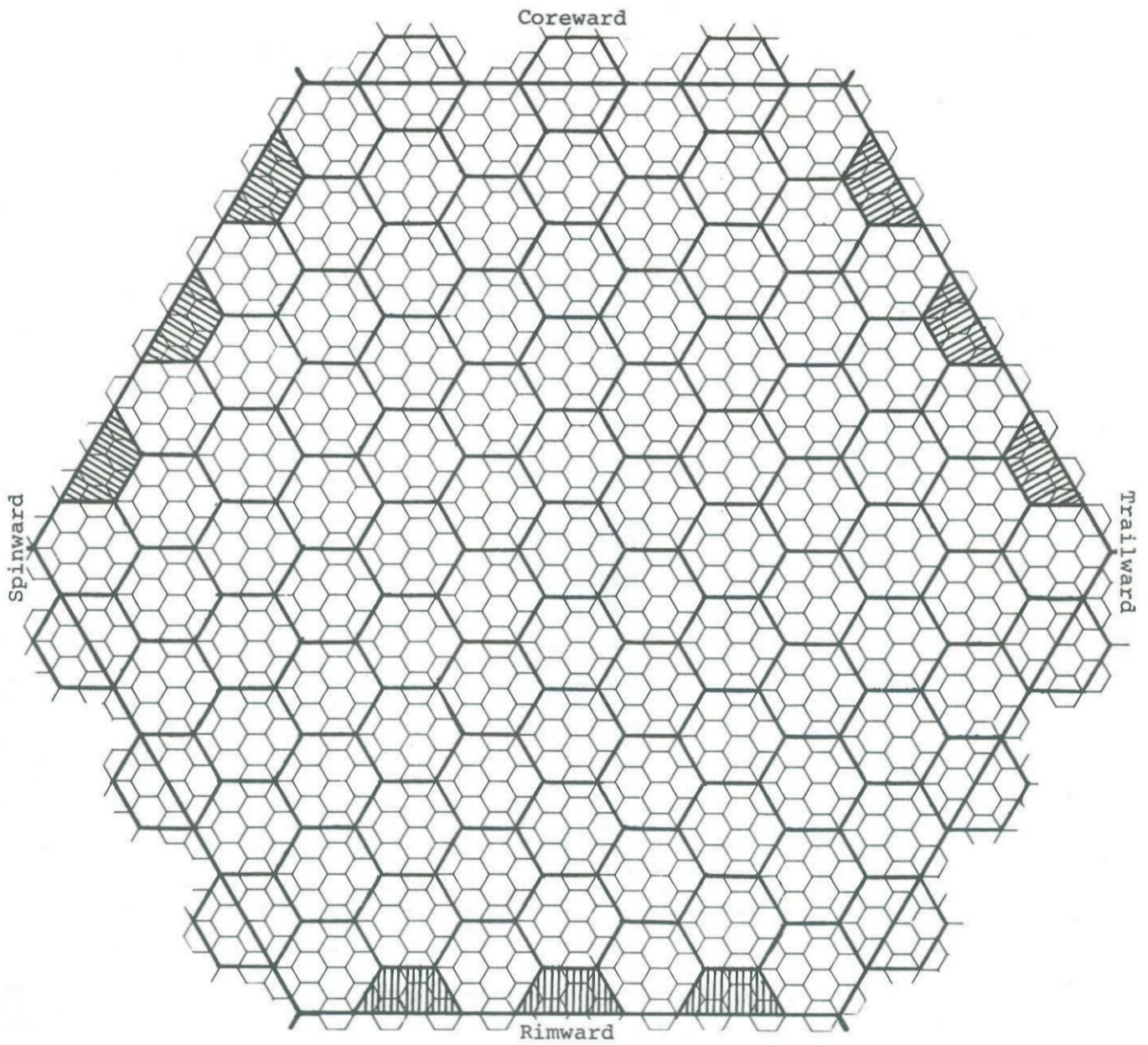
(10 Parsecs/approx 30 Light Years across)

- A - Atmosphere Density
- AT - Atmosphere Type
- H - Hydrographics
- ME - Major Element Deposites
- M - # of Moons

A - Agricultural I - Industrial D - Dependent

119

UNIVERSAL STELLAR PROFILE



SUBSECTOR _____

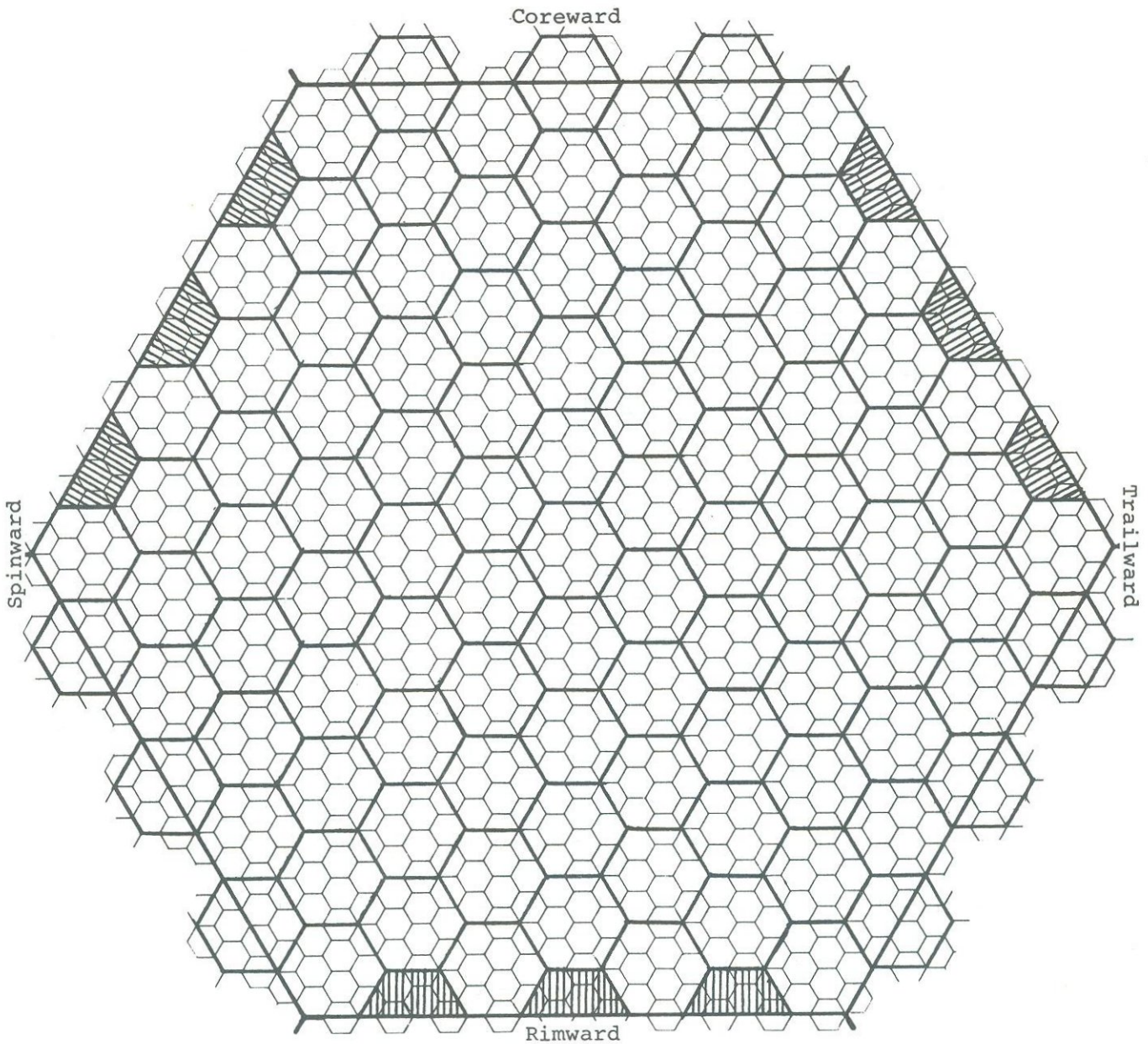
(10 Parsecs/approx 30 Light Years across)

- A - Atmosphere Density
- AT - Atmosphere Type
- H - Hydrographics
- ME - Major Element Deposites
- M - # of Moons

A - Agricultural I - Industrial D - Dependent

121

UNIVERSAL STELLAR PROFILE



SUBSECTOR _____

(10 Parsecs/approx 30 Light Years across)

*** Additional GALATIC GRID MAP SETS Are Available for \$4.50 per Set...Each Including Universal Grid, Megavector, Megasector, Kiloparsec, Sector, 16 Subsectors, World Maps and System Data Sheets....Send Check or Money Order to...

SUBSECTOR

[illegible]

S - Star Type
Com - Companions
G - # of Gas Giants
A - # of Asteroid Belts
P - # of Planets

C - Climate Level
Rev - Revolution
Rot - Rotation
D - Diameter
Den - Density

- A - Atmosphere Density
- AT - Atmosphere Type
- H - Hydrographics
- ME - Major Element Deposites
- M - # of Moons

CL - Civilization Level

TI - Trade Index

R - Rich P - Poor

A - Agricultural I - Industrial D - Dependent

Sector _____

WORLD TOPOGRAPHY

LAW LEVELS

WORLD TOPOGRAPHY

* Worlds with Hydrographics of 50% or More will have from 1-10 Major Land Masses.

** Worlds with Hydrographics of 50% or Less will have from 2-8 Major Bodies of Water.

Location of Bodies of Water/Land Masses

01-33	Northern Hemisphere
34-67	Equator
68-00	Southern Hemisphere

Mountains/Canyons

Each Land Mass will have from 1-4
Mountain Chains and/or 1-2 Major Canyons.

Check Location(d10):



10 Covers 1-2 Areas

Direction of Mountain Chain/Canyon

1-2	N to S	7-8	SE to NW
3-4	E to W	9-10	Curved/
5-6	NE to SW		Circular

Elevation/Grade(d20)

Each Mountain Chain will have from
1-6 Major Peaks.

There is a 50% Chance that Any Peak
will be a Volcano(Active 25%).

+25% Worlds with Sulfur Dioxide
Atmosphere.

+10% Volcanic Activity in nearby
Peak.

1- 100m	6- 750m	11- 2km	16- 3.25km	21- 6km
2- 200m	7- 1km	12- 2.25km	17- 3.5km	22- 7km
3- 300m	8- 1.25km	13- 2.5km	18- 3.75km	23- 8km
4- 400m	9- 1.5km	14- 2.75km	19- 4km	24- 9km
5- 500m	10- 1.75km	15- 3km	20- 5km	25- 10km

+3 Die Modifier for Worlds Size F - L.

+5 Die Modifier for Worlds +20,000 km Diameter.

* Other Peaks of the Mountain Chain/Gullies of
the Canyon, will be from 1-3 Elevation Grades
Higher/Shallower than the Major Ones Listed.

Depth of Oceans(d10)

1- 25m	6- 200m	11- 2km
2- 50m	7- 250m	12- 3km
3- 75m	8- 500m	13- 4km
4- 100m	9- 750m	14- 5km
5- 150m	10- 1km	15- 10km

+3 Die Modifier for Worlds Size F-L.

+5 Die Modifier Worlds +20,000 km Dm.

GOVERNMENT FORMS (2d12)

- AUTOCRACY - Government by an Emperor etc.
(Hereditary) who has self-derived absolute
power.
- BALKANIZATION - No Central Ruling Authority,
competition for control.
- BUREAUCRACY - Government by various depart-
ments conducted by administrators.
- CAPTIVE GOVERNMENT - A Colony or Conquered
Area.
- CONFEDERACY - Government by a league of en-
tities designed to promote the common good
of each.
- DEMOCRACY - Government by the people, through

multi-partisan cooperation.

- DICTATORSHIP - Government by one supreme
head with absolute authority.
- FEODALITY - Feudal Government where each
successive layer derives power from the one
above it and likewise pledges loyalty.
- GERIATOCRACY - Government by the very old.
- GYNARCHY - Government by Females only.
- HIERARCHY - Government which is religious
in nature and has successive layers each de-
riving power from the layer above it.
- MAGICRACY - Government by an elite group
of Magic Users.
- MATRIARCHY - Government by the eldest Fe-
males of the existing Social Unit.
- MILITOCRACY - Government by the Armed For-
ces headed by their military leaders.
- MONARCHY - Government by a hereditary Sov-
ereign whose powers are limited.
- OLIGARCHY - Government by a few rulers
with absolute power that are equal in their
standing.
- PATRIARCHY - Government by the Armed For-
ces headed by a religious leader.
- PEDOCRACY - Government by learned persons
and scholars.
- PLUTOCRACY - Government by the wealthy.
- REPUBLIC - Government by representatives
who rule in behalf of the community therein.
- TECHNOCRACY - Government by a company, guild,
or elite group of administrators. Position
being determined by skill or technical acti-
vity.
- THEOCRACY - Government by a direct repre-
sentative of God following the advise of
their diety.
- SYNDICRACY - Government by a body of syn-
dicated entities each representing a buis-
ness interest.

* LAW LEVELS(d10)

- No Prohibitions
- Germ/Chemical Warfare Equipment and Ex-
plosives prohibited.
- Energy Weapons and Disintegrators pro-
hibited.
- Any Military/Assault Weapons prohibited.
- Concealable Firearms prohibited.
- Firearms/Shotguns prohibited within City
Limits.
- Long Bladed Weapons/Projectiles prohib-
ited within City Limits.
- Concealable Bladed Weapons prohibited
within City Limits.
- Possession of Any Firearm outside one's
residence prohibited.
- Possession of Any Long Bladed Weapon/
Projectiles outside one's residence pro-
hibited.
- Possession of Any Weapon outside one's
residence prohibited.
- Possession of Any Weapon prohibited.
- Possession of Anything that might be
used as a Weapon prohibited.

* Statutes will Apply to All Preceeding
Law Levels as well as the one listed.

- Modifier for Autocracies/Feodalities.
- Modifier for Dictatorships/Oligarchies
- Modifier for Militocracies.
- Modifier for Captive Governments(exclu-
ding Colonies)plus Any Modifiers for
the Prevailing Government in Control.

CIVILIZATION LEVELS (%)

CL	----- WEAPONRY -----		ARMOR	TRANSPORTATION	ENERGY SOURCES	MISCELLANEOUS
	Personal	Heavy				
1	rocks	-----	-----	foot	muscle	lever
2	club	-----	shield	raft, cart	-----	wheel, candle
3	spear, dagger	-----	leather	canoe, mount	-----	sundial, nail
4	sling	-----	-----	boat, wagon	waterwheel	lantern
5	bow	-----	-----	-----	-----	loom
6	sword, polearms	ram, sow	chain	galley, chariot	windmill	spinning wheel
7	crossbow	catapult, ballista	-----	sailing ship, stagecoach	-----	hourglass
8	-----	-----	plate	-----	-----	steel, compass
9	-----	blk.pwdr. rockets	-----	-----	-----	optical lenses
10	-----	cannon	-----	-----	-----	sextant
11	blk.pwdr. guns	-----	-----	-----	-----	microscope
12	-----	-----	-----	hot air ballon	-----	printing press
13-16	bayonet	-----	-----	pedal propelled craft	steam	telegraph, camera
17-20	revolver, shotgun	artillery	ironclad	steamship, trains, dirigibles	electricity, coal	telephone, anesthetics
21-24	rifle, SMG, grenades	-----	steel plate, sheath	motorboat, cars, airplanes	oil	skilled surgery, radio
25-28	auto weapons	missiles	mesh	submarine, helicopter	fission, solar	television, computers
29-32	taser	space missiles	vacc suit	hovercraft, spacecraft	liquid/chemical	advanced/home computers
33-36	laser rifle	beam laser	plastic	anti-grav vehicles	hydrogen	primitive robotics, cloning
37-40	laser carbine	pulse laser	reflect	basic ion drives	-----	holographics, bionics
41-44	stun ray guns	blaster cannons	energized, powered plate	basic atomic drives	fusion	regenerative surgery, hand computers, average robotics
45-48	blaster rifles	matter bombs	combat, powered battle	average ion drives	-----	stasis chambers, intermediate robotics
49-52	blaster carbine	particle accelerator	powered attack	average atomic drives, grav belts	-----	longevity serums, advanced robotics
53-56	fusion guns	simple disintegrators	powered assault	intermediate ion drives	-----	rejuvenation chambers, automated medical equip.
57-60	death ray guns	-----	battle suit	intermediate atomic drives	plasma	androids
61-64	plasma guns	meson cannons	force field	advanced ion drives	-----	organic computers
65-68	disintegrators	energy missiles	-----	basic hyper drives, matter transporters	anti-matter	cyborgs
69-72	disintegrator units	anti-matter bombs	-----	advanced atomic drives, average hyper drives	-----	1st generation life ray
73-76	-----	anti-matter missiles	-----	intermediate hyper drives	-----	random terraforming

CL	----- WEAPONRY -----		ARMOR	TRANSPORTATION	ENERGY SOURCES	MISCELLANEOUS
	Personal	Heavy				
77-80	energy blades	-----	-----	advanced hyper drives	protoplasm	2nd generation life ray
81-84	-----	protoplasm	-----	-----	-----	advanced terraforming
85-88	protoplasm	-----	plasma	teleportation	-----	random stellarforming
89-92	anti- protoplasm	anti- protoplasm	-----	dimensional drives	black holes	advanced stellarforming
93-96	life energy	-----	life energy	time field manipulation	multiversal energy	-----
97-00	- - -	- - -	BEYOND	NORMAL	COMPREHENSION	- - - - -

Roll d% for CL

CIVILIZATION LEVEL MODIFIERS

Base Modifier of -50%

- Distance From Star -

100,000,000 km to 146,000,000 km	+10%
147,000,000 km to 149,000,000 km	+05%
160,000,000 km to 200,000,000 km	+05%
201,000,000 km to 300,000,000 km	+10%
301,000,000 km or More	+25%

- Size -

1000 km (Asteroid)	+20%
2000 km	+10%
3000 km	+05%

- Atmosphere -

None	+20%
Trace	+10%
Corrosive/Radioactive	+10%
Exotic (no Oxygen)	+05%

- Hydrographics -

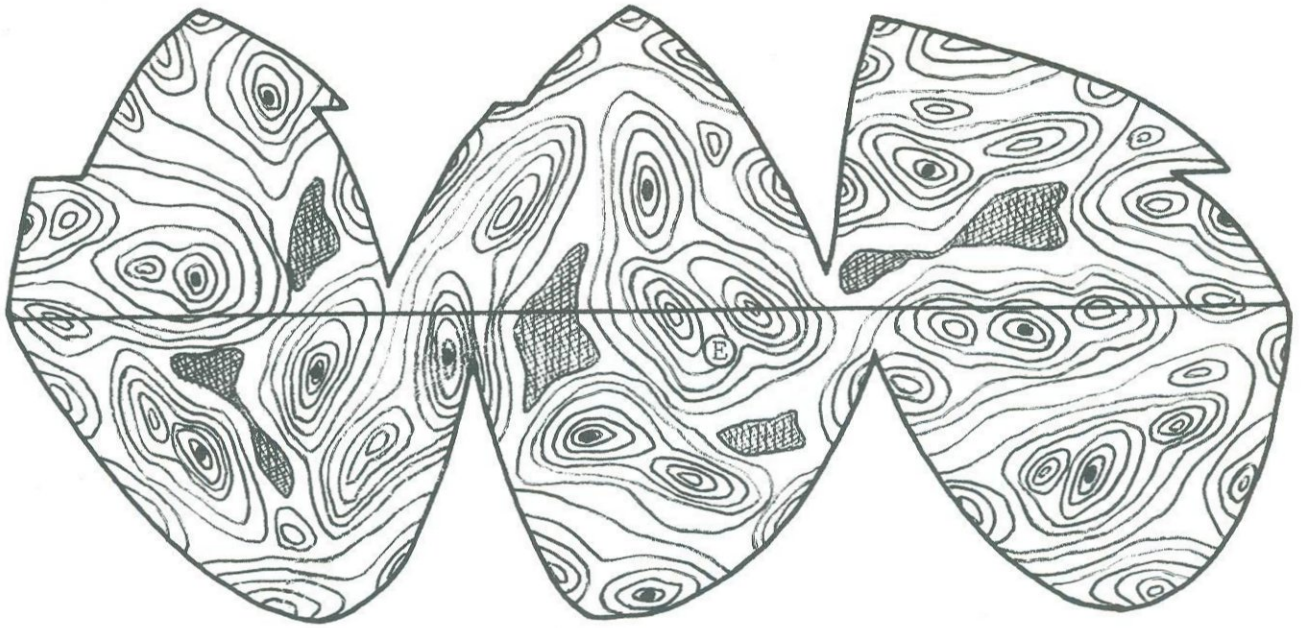
Desert World	+05%
90%	+05%
Waterworld	+10%


- Population -

Tens of Inhabitants	+15%
Hundreds of Inhabitants	+10%
Thousands of Inhabitants	+05%
Tens of Thousands	+05%
Billions of Inhabitants	+10%
Tens of Billions	+15%

- Government -

Hierarchy	-05%
Patriarchy	-10%
Pedocracy	+05%
Syndicracy	+10%
Technocracy	+20%
Theocracy	-15%



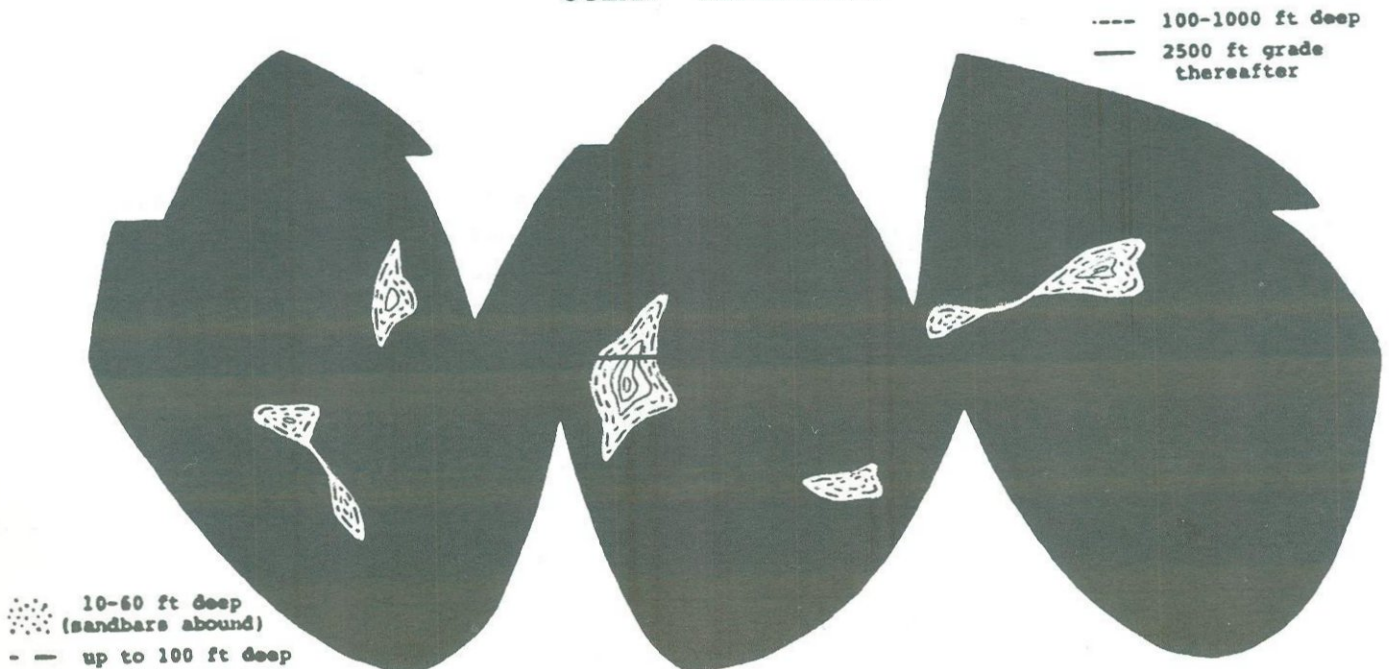
Scale  kilometers
(1500)

Name	C	Rev	Rot	D	Den	A	AT	H	ME	M - CL	- TI
Arachn	6.5	2y	40h	R	x2	6	O/SD	1	Ca	4	6 R (RZ)
Pop	Gov	Law	Major Race	Secondary Race							
H 5	9	1	Gni'Kiv	Lesser Insectoids							

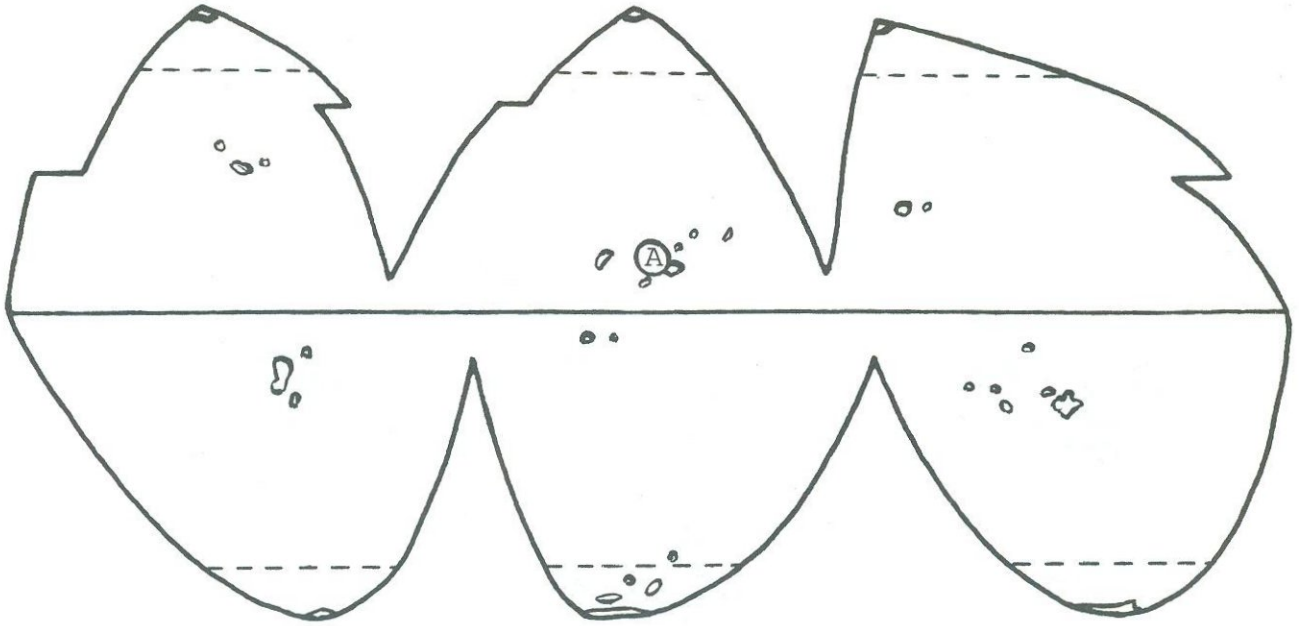
Starport (E) This marked Landing Spot is usually only used by Renegades who dare to deal with the Gni'Kiv.


Military Bases (12) The Major Bases are associated with areas of Volcanic Activity.

OCEAN TOPOGRAPHY



WORLD DATA



Scale  kilometers
(775)

Name	C	Rev	Rot	D	Den	A	AT	H	ME	M	- CL	- TI
Aquesia	6.A	1y	20h	D	x1	7	WV	A	Ti	0	55	RA/RI

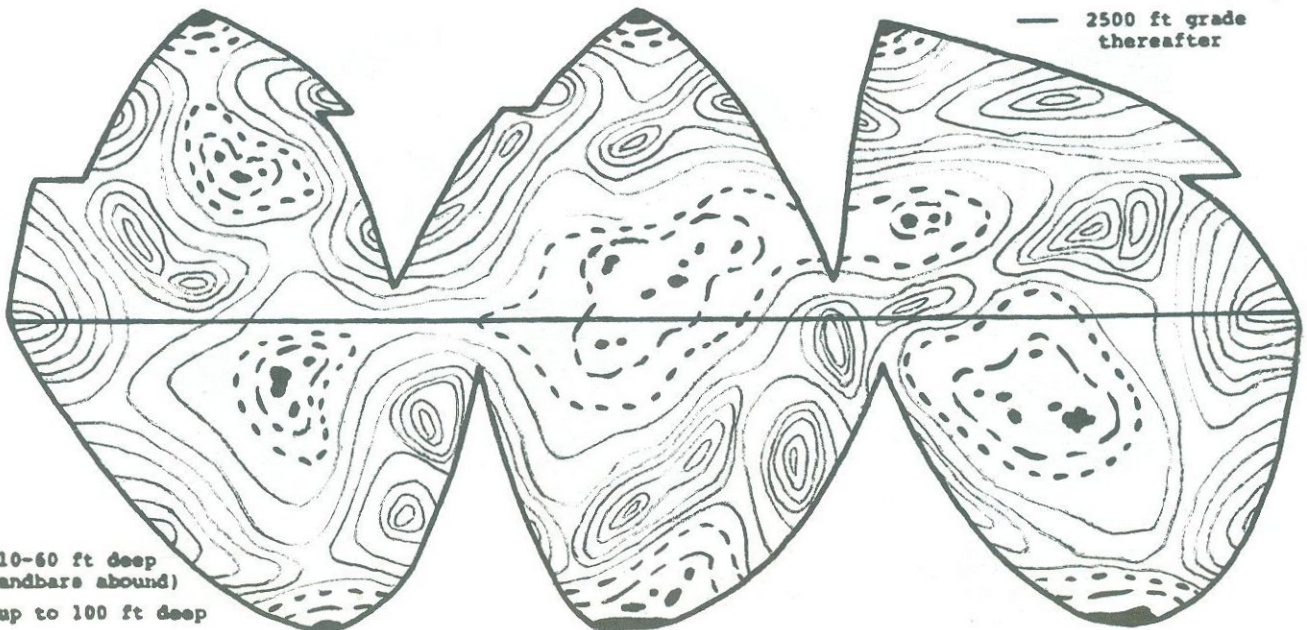
Pop	Gov	Law	Major Race	Secondary Race
H 4/C 3	3/5	5	Aquatic Human	Aquatic Elf ; Human

Starport (A) Excellent Quality Star Port. Controlled by Local Stellar Federation.


Military Bases (20) One per Major Island Group (Local Stellar Federation). One per Major Oceanic Trench (Planetary Gov'ts.).

OCEAN TOPOGRAPHY

---- 100-1000 ft deep
— 2500 ft grade thereafter





Scale  kilometers
(4500)

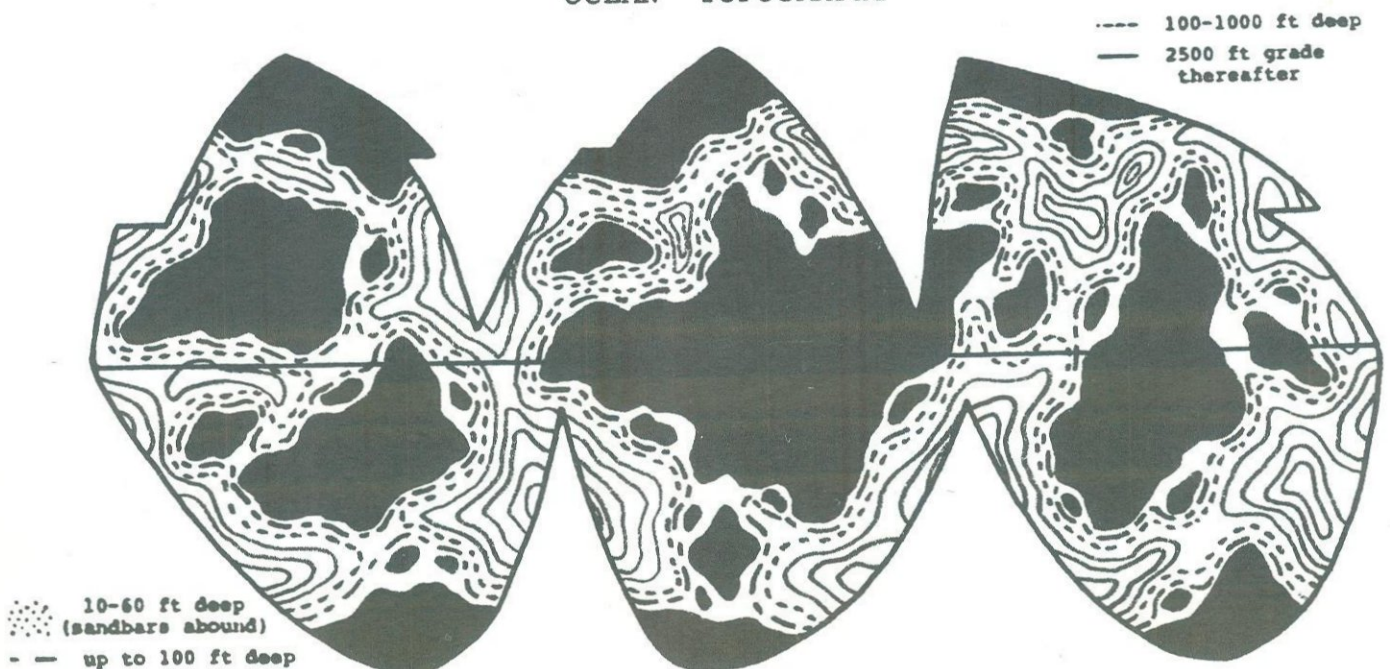
Name	C	Rev	Rot	D	Den	A	AT	H	ME	M -	CL -	TI
Titanus	D	9y	60h	Z	x5.75	A	O	5	Ah	7	8	R (YZ)

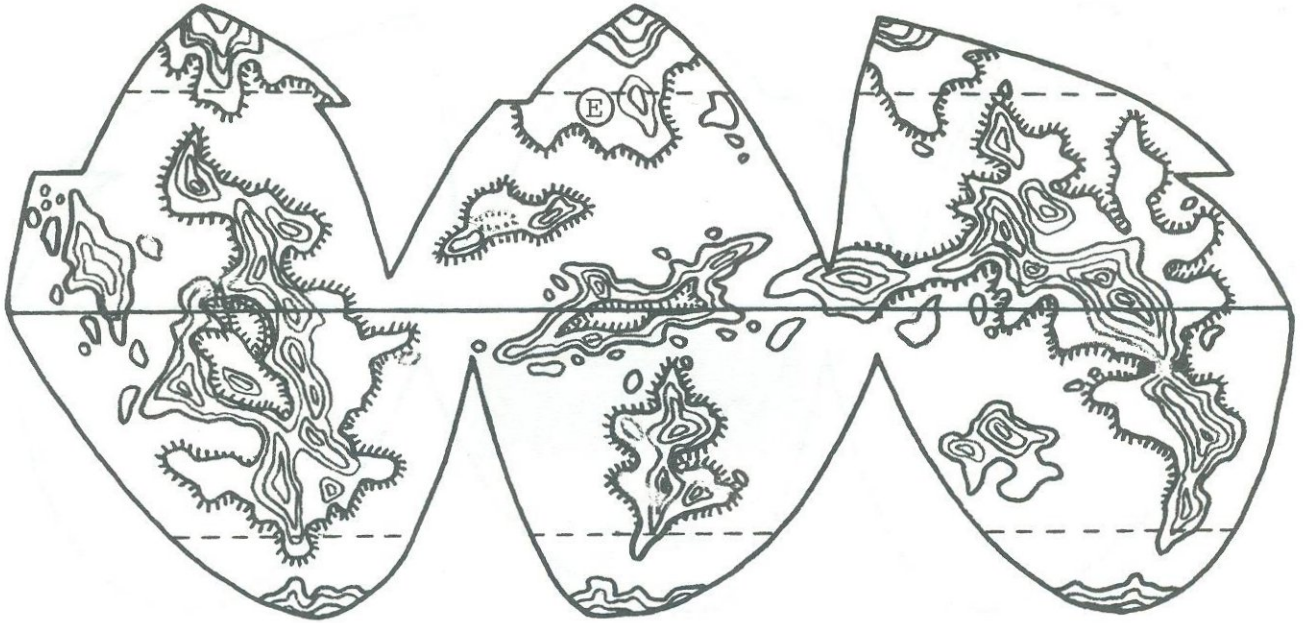
Pop	Gov	Law	Major Race	Secondary Race
H 3	13/23	6	Ice Titan	Snow Dwarf, Snow Goblin


Starport (-) No Designated Star Ports. Ice Titans generally do not like contact with Technological Races/Entities.

Military Bases (12) Military Dominated by the Ice Titans. Bases are scattered throughout the World. Oceans are Frozen Solid.

OCEAN TOPOGRAPHY





Scale  kilometers
(725)

Name	C	Rev	Rot	D	Den	A	AT	H	ME	M -	CL -	TI
Trinarian	6.C	10y	30h	C	x.92	6	O	5	Cy	3	8	RA

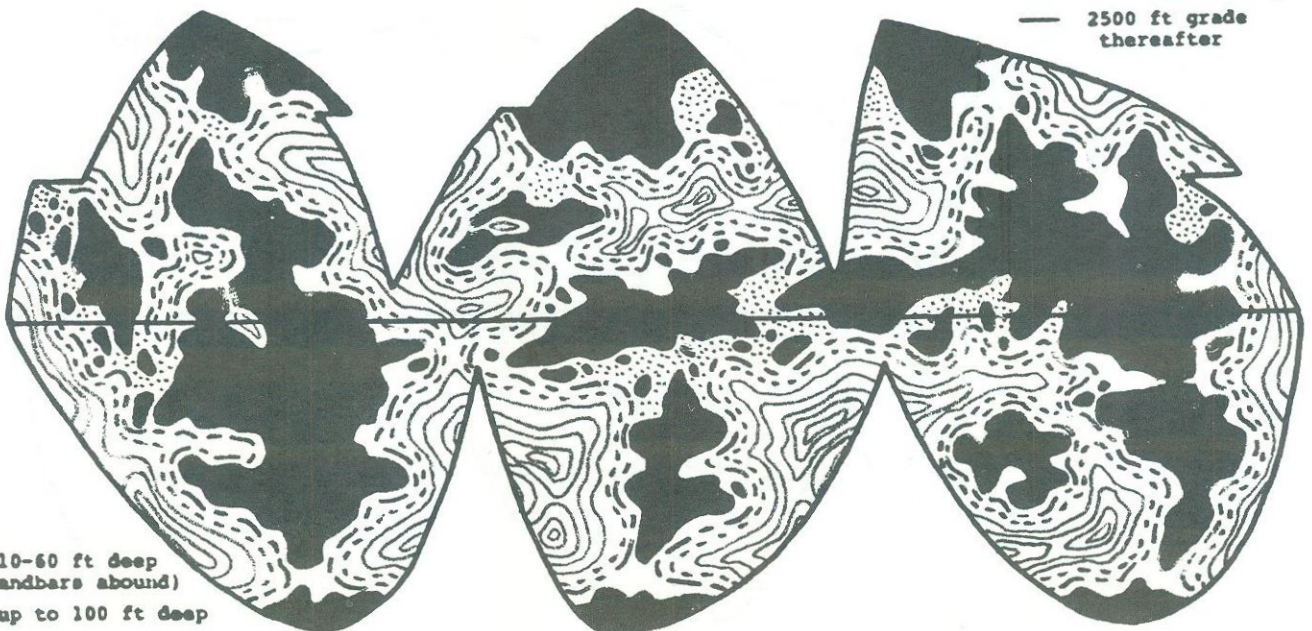
Pop	Gov	Law	Major Race	Secondary Race
H 1	19	1	Gelf	Gnorc , Koblin

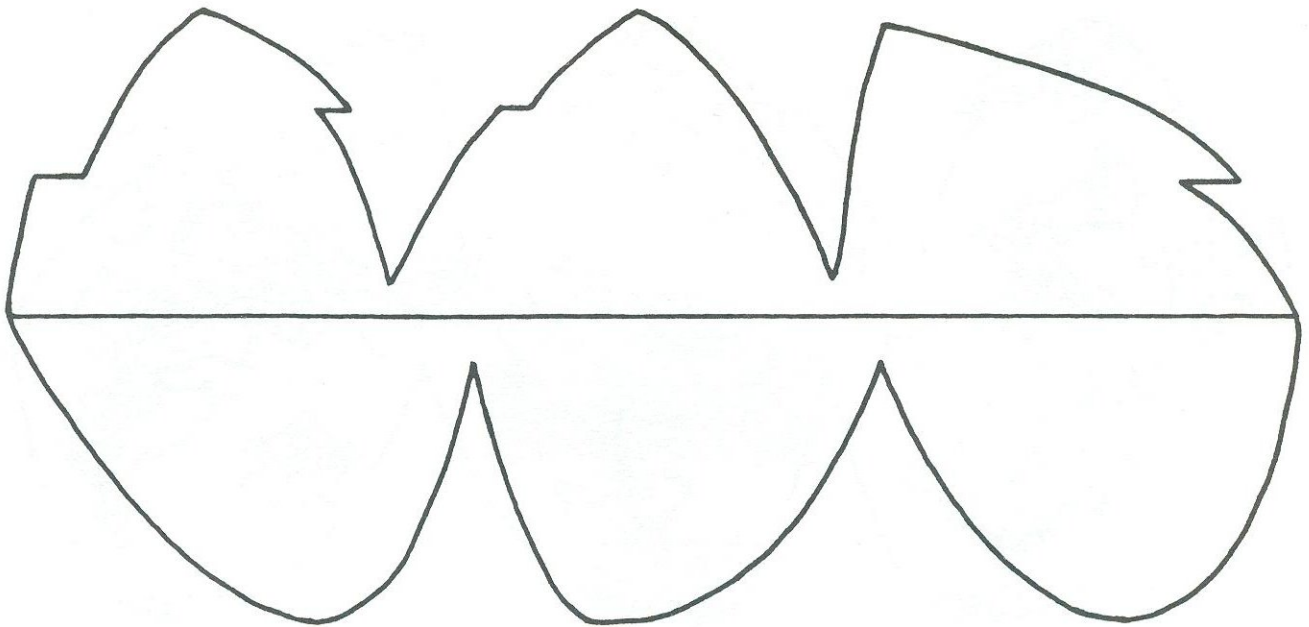
Starport (E) This marked Landing Spot is only used once every Ten Years. Traders come to get quantities of Black Dilithium(Cy).

Military Bases (-) No Major Bases ; Local Militia

OCEAN TOPOGRAPHY

---- 100-1000 ft deep
— 2500 ft grade thereafter





Scale () kilometers

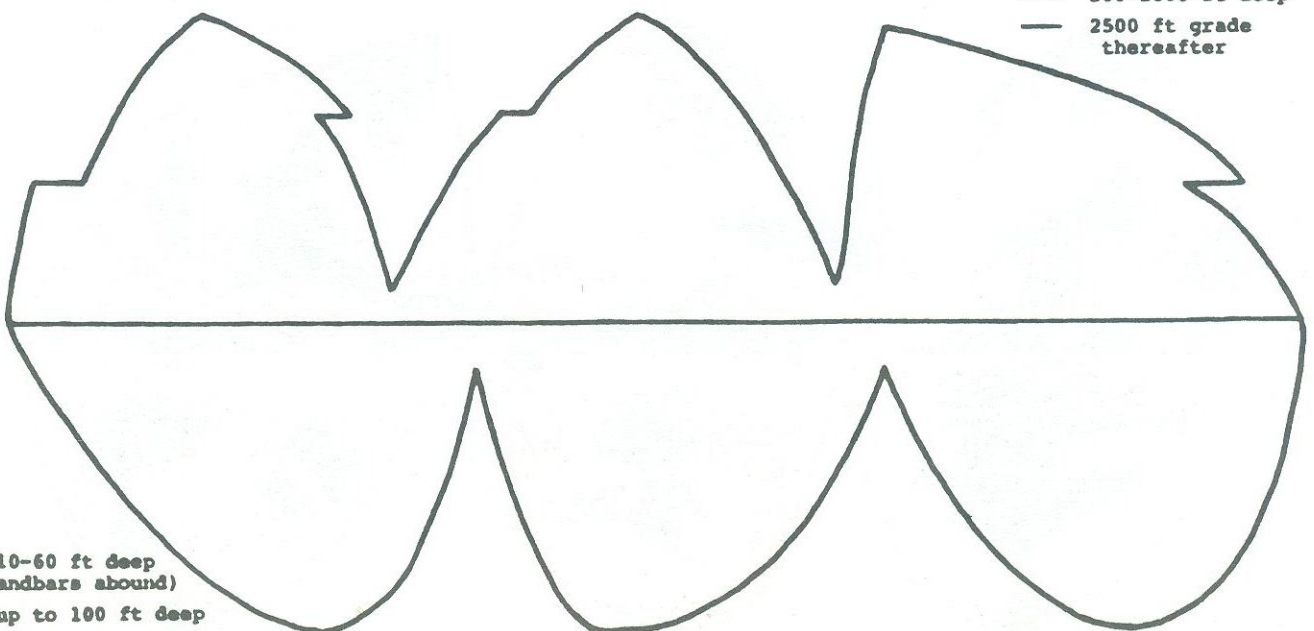
Name	C	Rev	Rot	D	Den	A	AT	H	ME	M -	CL -	TI
_____	-	_____	_____	-	_____	_____	_____	_____	_____	-	_____	_____
Pop	Gov	Law	Major	Race	Secondary		Race					
_____	_____	_____	_____	_____	_____		_____					

Starport () _____

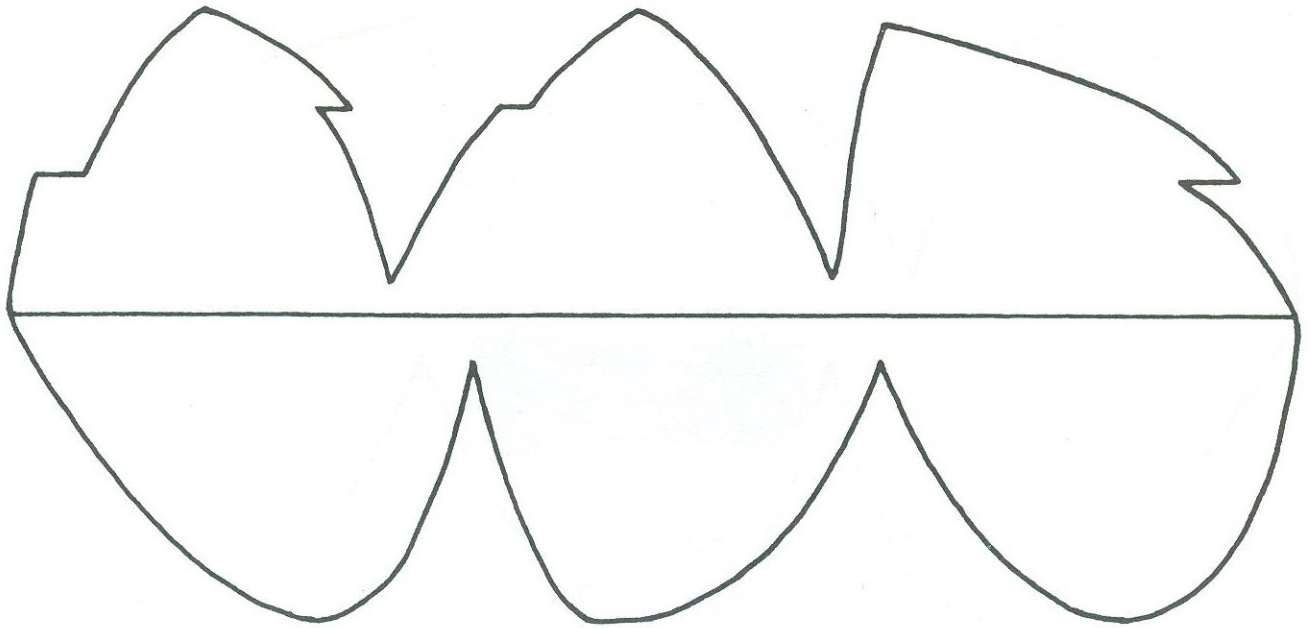
Military Bases () _____

OCEAN TOPOGRAPHY

----- 100-1000 ft deep
 ————— 2500 ft grade
 thereafter



••••• 10-60 ft deep
 (sandbars abound)
 - - - up to 100 ft deep



Scale kilometers
()

Name C Rev Rot D Den A AT H ME M - CL - TI

_____ - - - - -

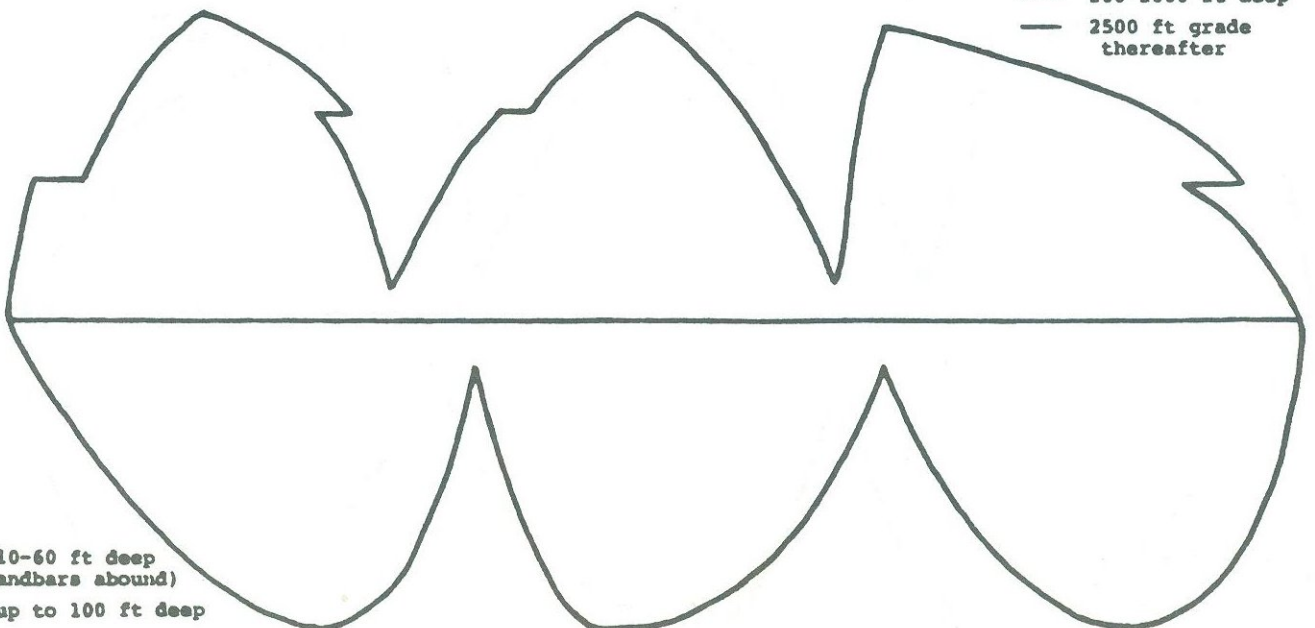
Pop Gov Law Major Race Secondary Race

Starport () _____

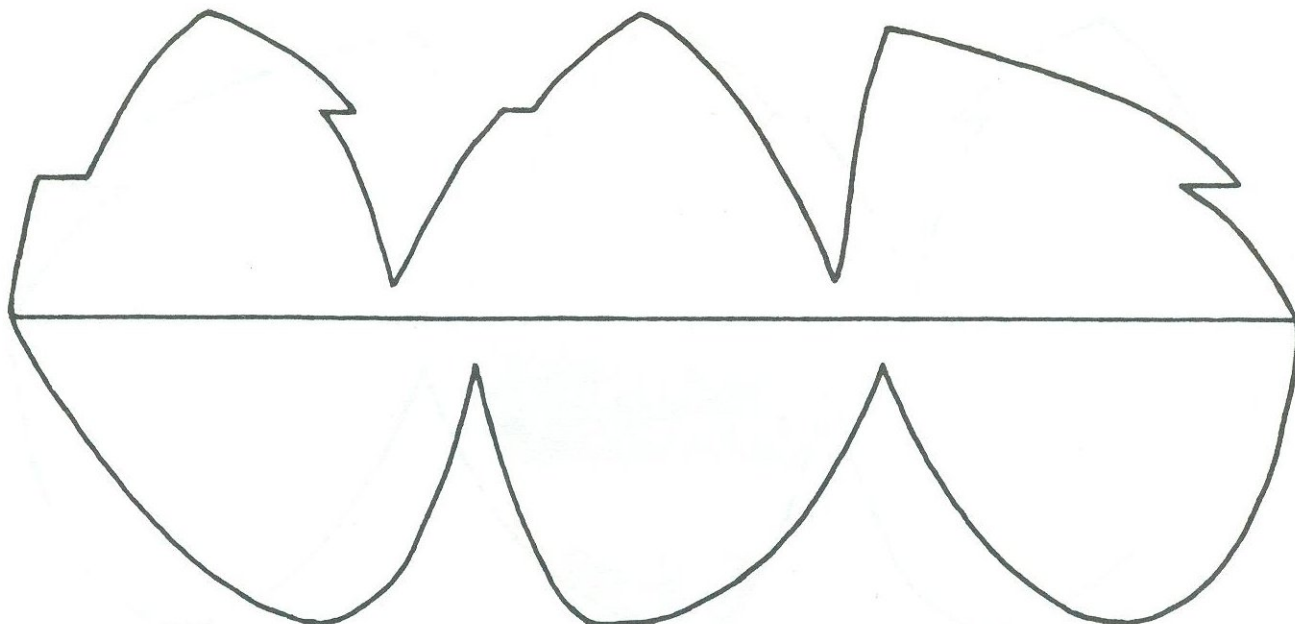
Military Bases () _____

OCEAN TOPOGRAPHY

---- 100-1000 ft deep
— 2500 ft grade thereafter



10-60 ft deep
(sandbars abound)
- - up to 100 ft deep



Scale 1 kilometers
(1)

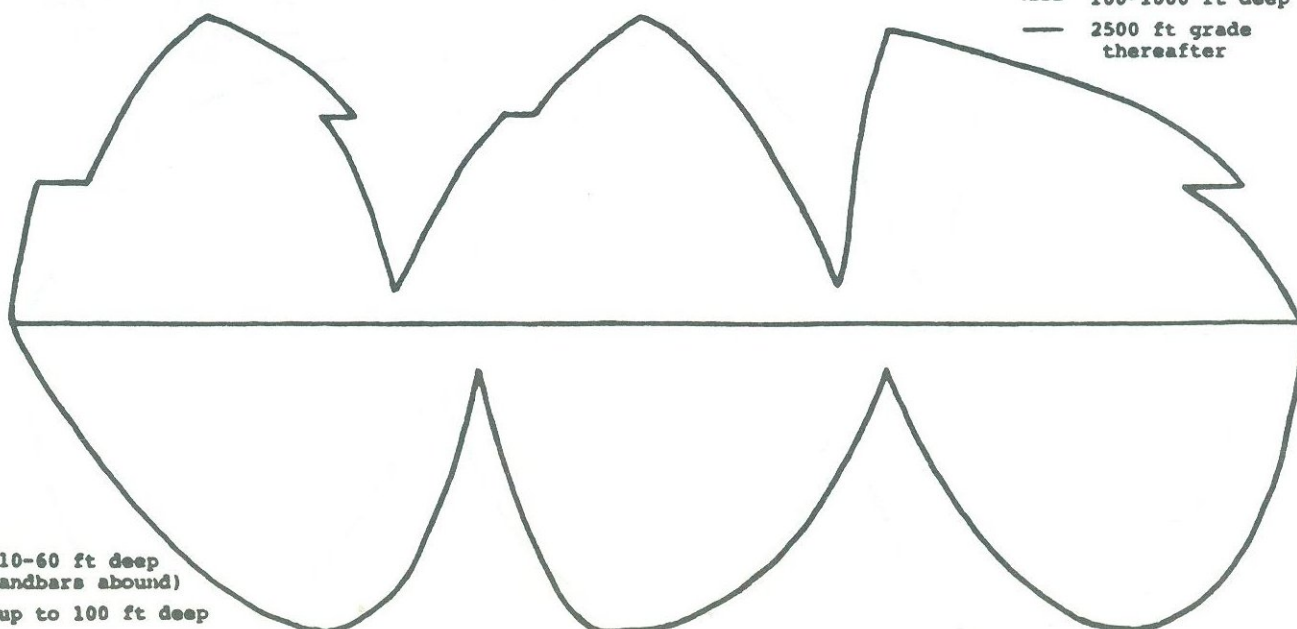
Name	C	Rev	Rot	D	Den	A	AT	H	ME	M	CL	TI
_____	-	_____	_____	-	_____	_____	_____	_____	_____	_____	-	-
Pop	Gov	Law	Major	Race	Secondary Race							
_____	_____	_____	_____	_____	_____							

Starport () _____

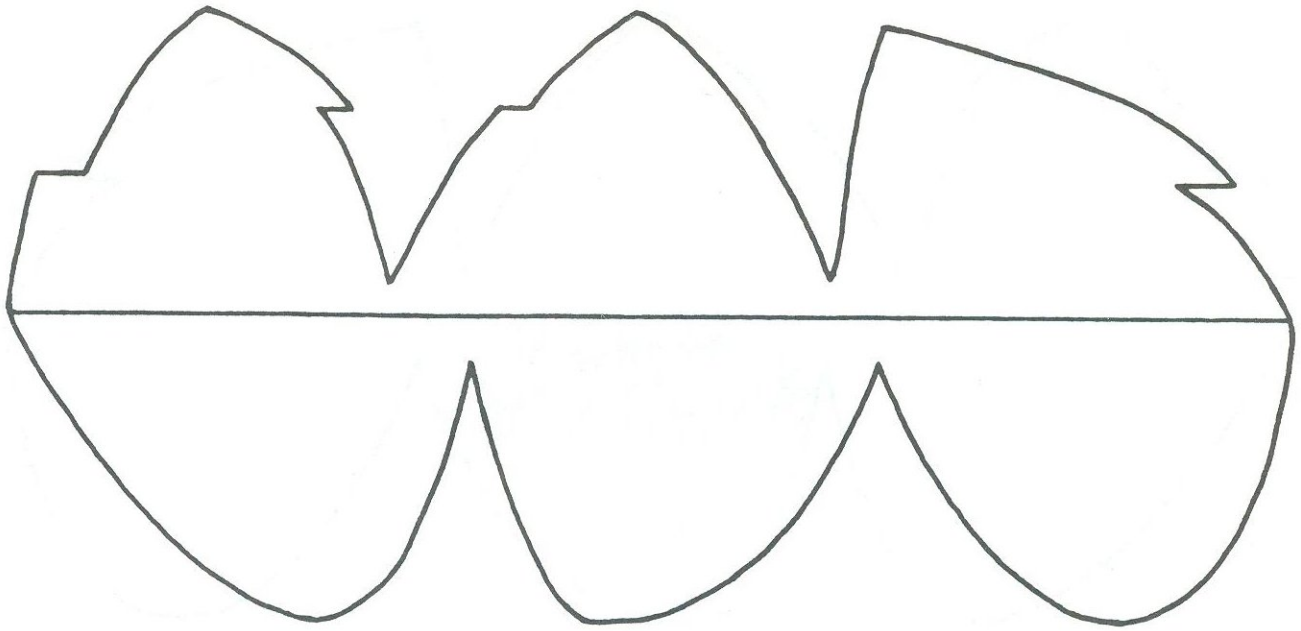
Military Bases () _____

OCEAN TOPOGRAPHY

---- 100-1000 ft deep
— 2500 ft grade thereafter



10-60 ft deep
(sandbars abound)
- - up to 100 ft deep



Scale 11 kilometers
()

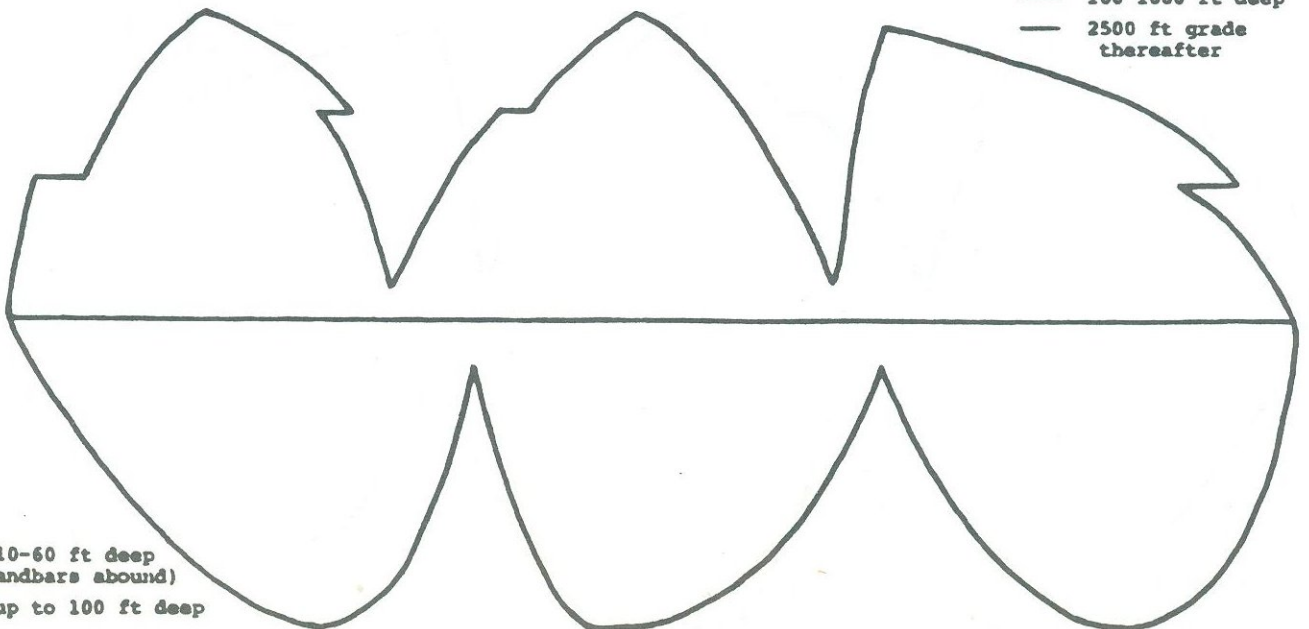
Name	C	Rev	Rot	D	Den	A	AT	H	ME	M -	CL -	TI
_____	-	_____	_____	-	_____	_____	_____	_____	_____	-	_____	_____
Pop	Gov	Law	Major	Race	Secondary Race							
_____	_____	_____	_____	_____	_____							

Starport () _____

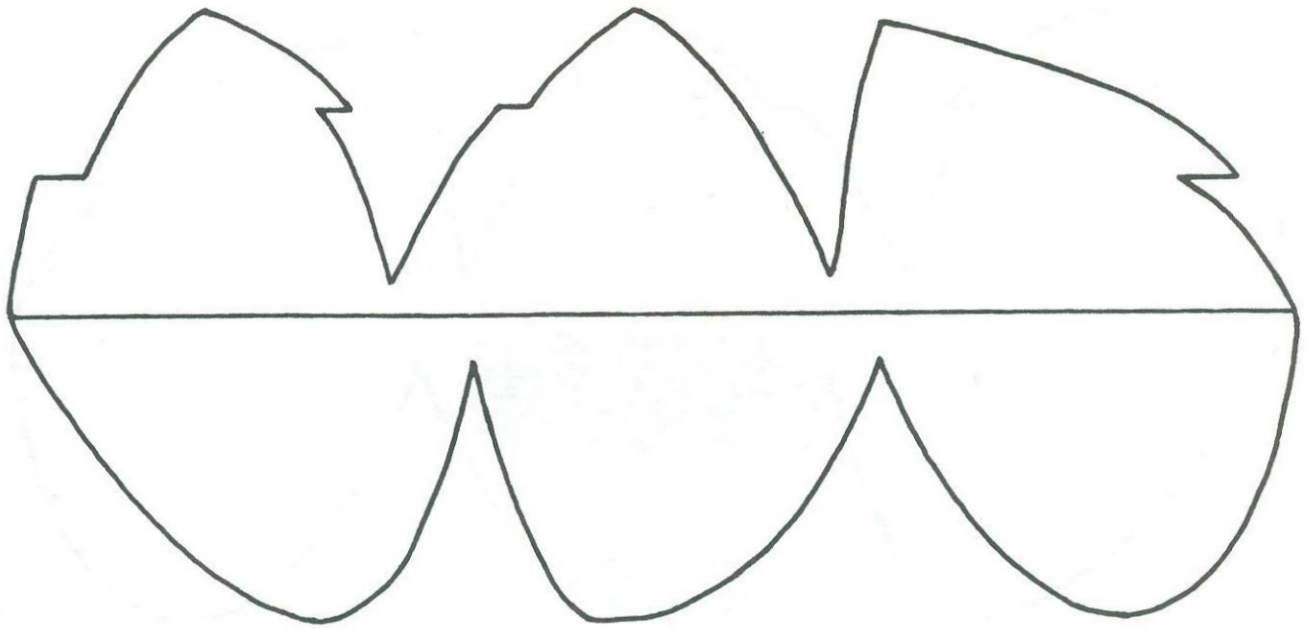
Military Bases () _____

OCEAN TOPOGRAPHY

---- 100-1000 ft deep
— 2500 ft grade thereafter



10-60 ft deep
(sandbars abound)
- - up to 100 ft deep



Scale kilometers
()

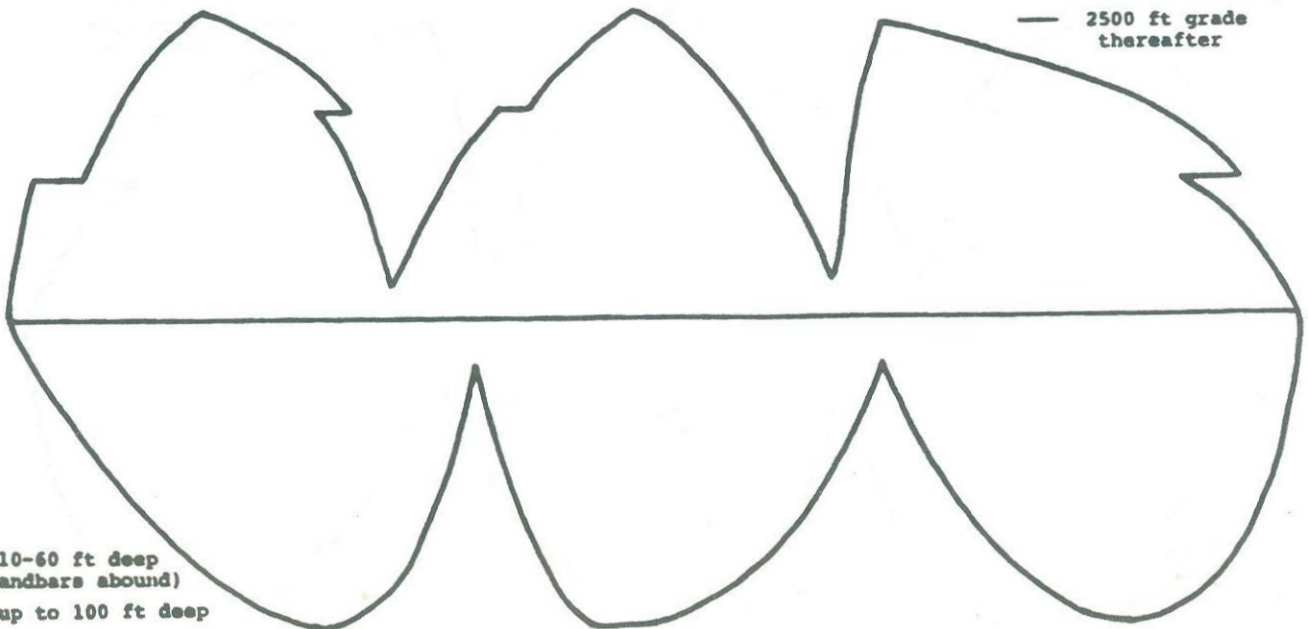
Name	C	Rev	Rot	D	Den	A	AT	H	ME	M - CL - TI
_____	-	_____	_____	-	_____	_____	_____	_____	_____	- - - - -
Pop	Gov	Law	Major	Race	Secondary	Race				
_____	_____	_____	_____	_____	_____	_____				

Starport () _____

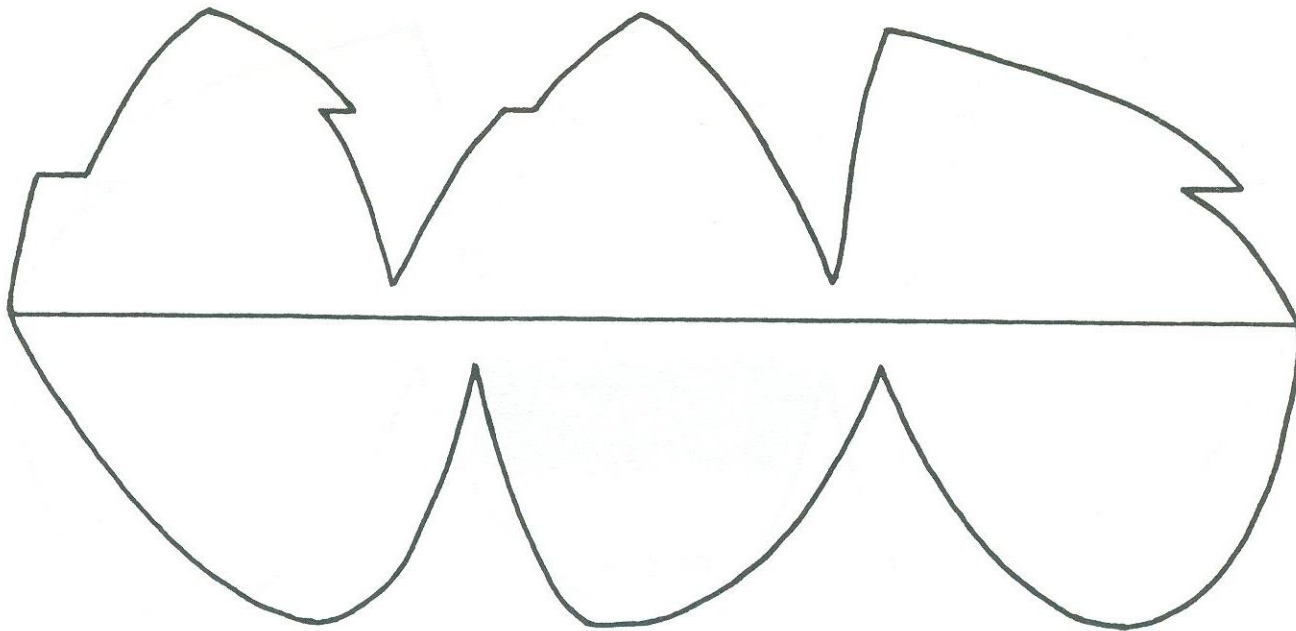
Military Bases () _____

OCEAN TOPOGRAPHY

---- 100-1000 ft deep
— 2500 ft grade thereafter



10-60 ft deep (sandbars abound)
- - up to 100 ft deep



Scale kilometers
()

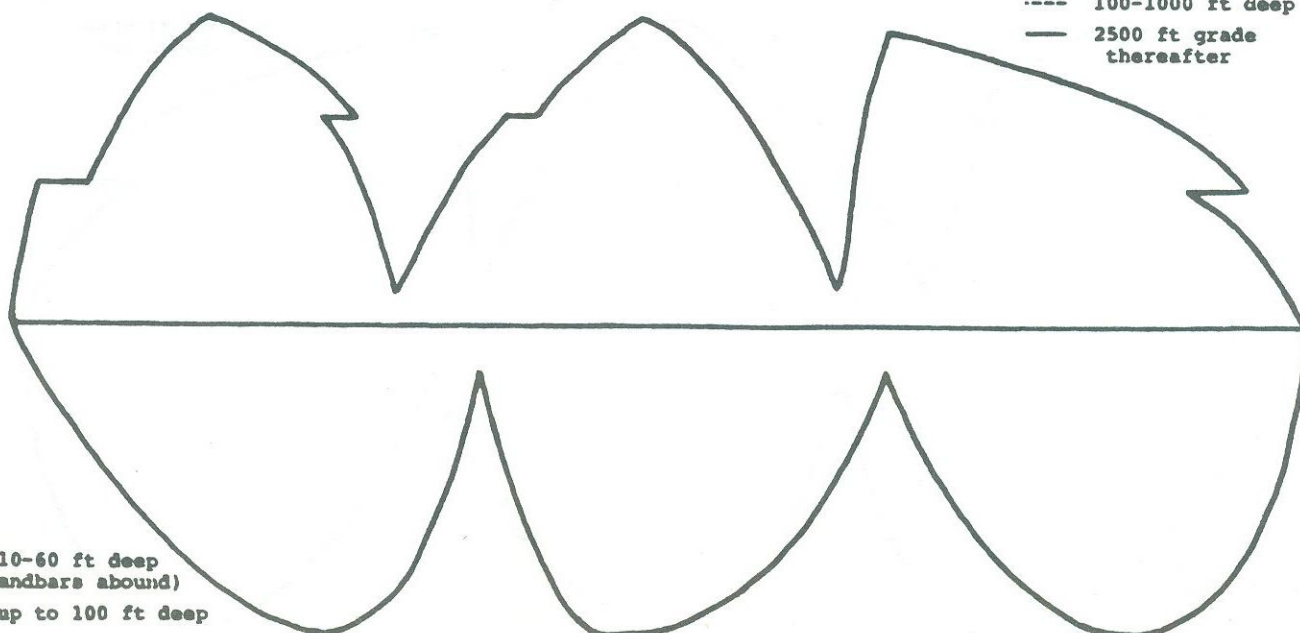
Name	C	Rev	Rot	D	Den	A	AT	H	ME	M	CL	TI
_____	---	---	---	---	---	---	---	---	---	---	---	---
Pop	Gov	Law	Major	Race	Secondary Race							
_____	_____	_____	_____	_____	_____							

Starport () _____

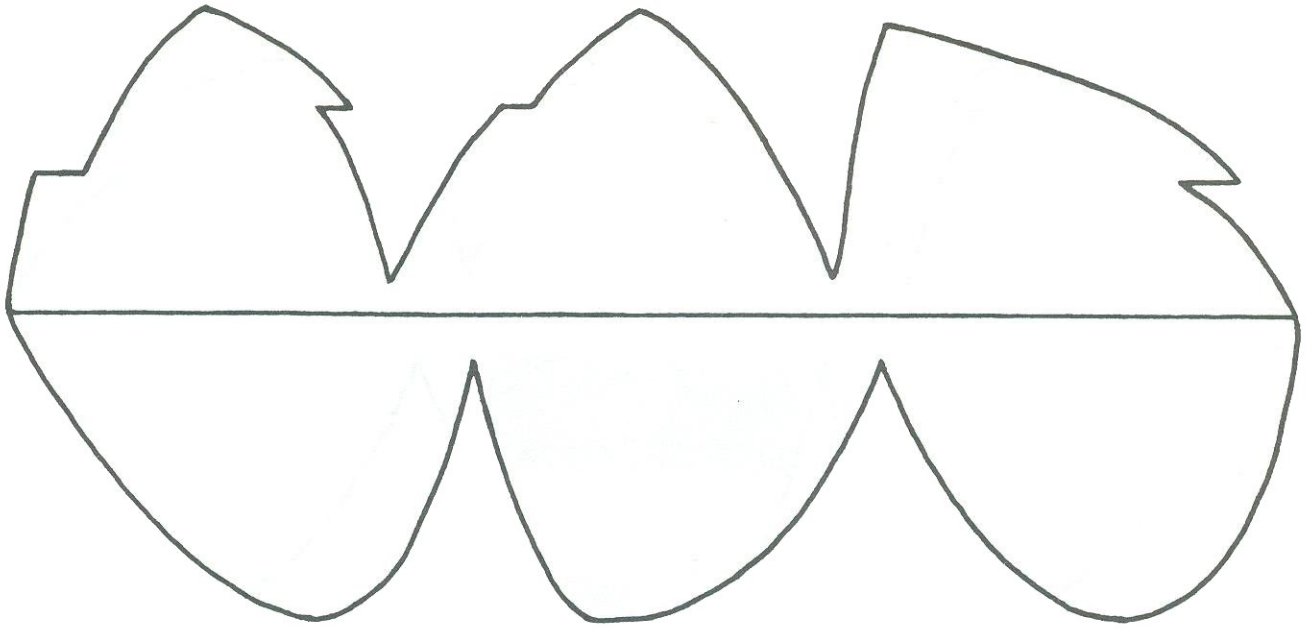
Military Bases () _____

OCEAN TOPOGRAPHY

---- 100-1000 ft deep
— 2500 ft grade thereafter



10-60 ft deep
(sandbars abound)
- - up to 100 ft deep



Scale kilometers
()

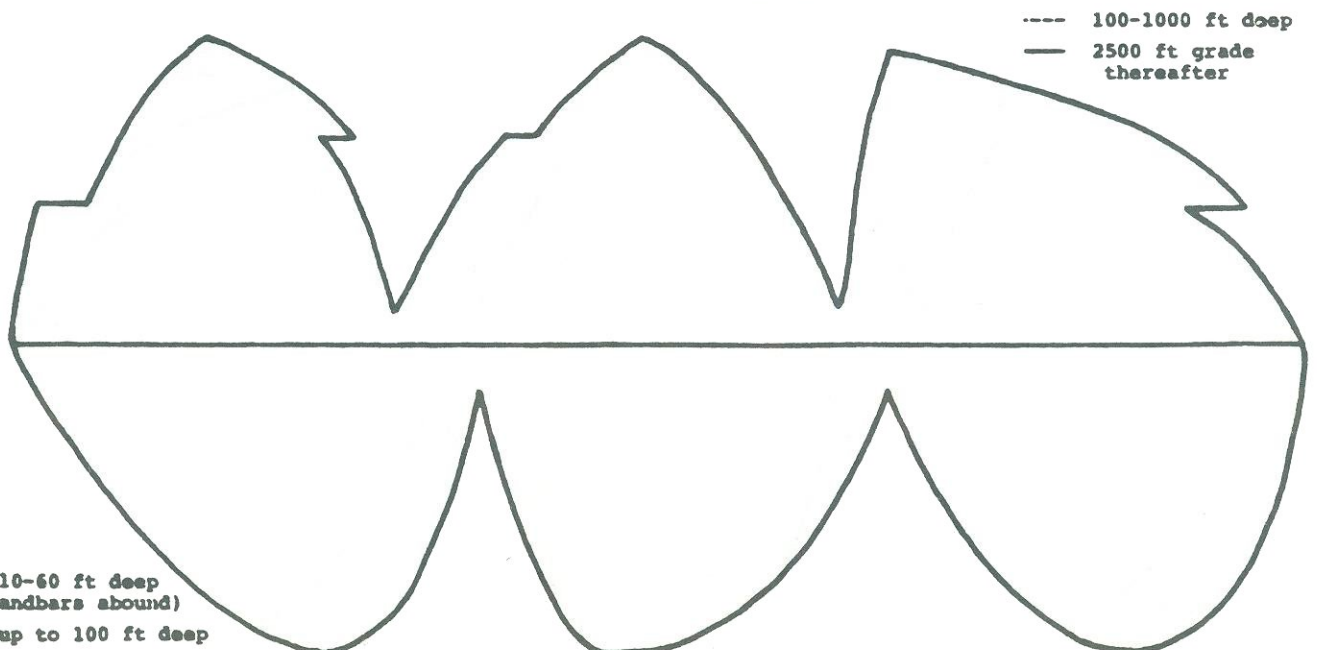
Name	C	Rev	Rot	D	Den	A	AT	H	ME	M	-	CL	-	TI
_____	-	_____	_____	-	_____	_____	_____	_____	_____	_____	-	_____	-	_____

Pop	Gov	Law	Major	Race	Secondary	Race
_____	_____	_____	_____	_____	_____	_____

Starport () _____

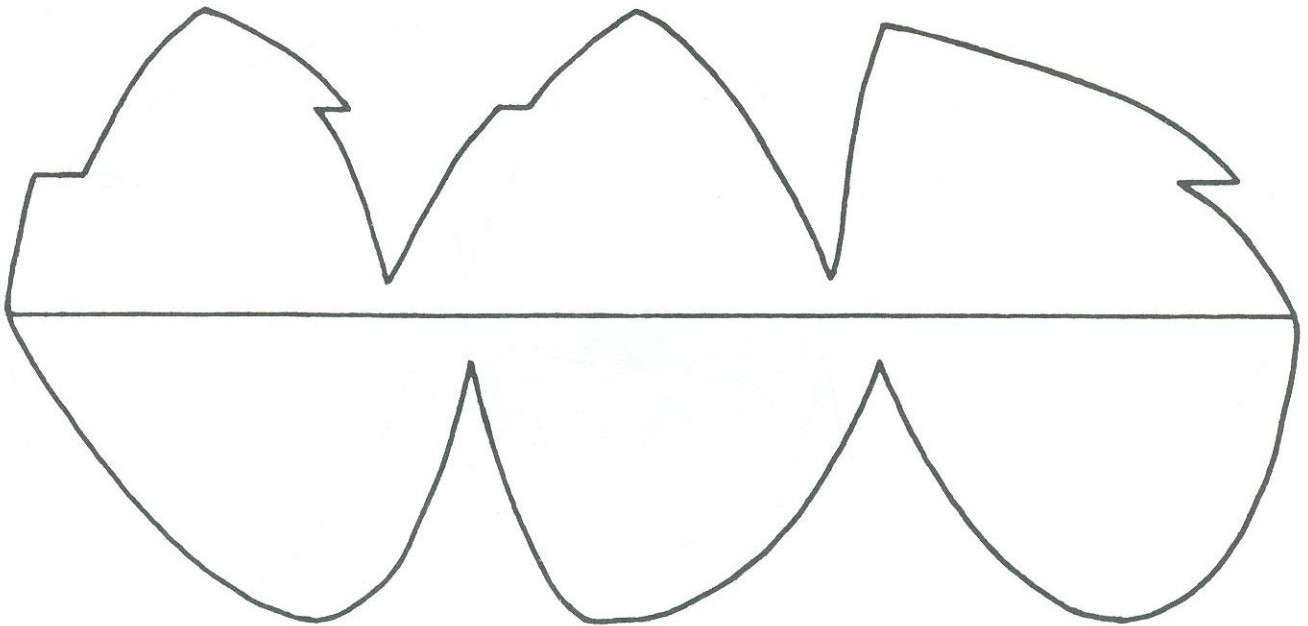
Military Bases () _____

OCEAN TOPOGRAPHY



---- 100-1000 ft deep
— 2500 ft grade
thereafter

10-60 ft deep
(sandbars abound)
- - up to 100 ft deep



Scale (11) kilometers

Name	C	Rev	Rot	D	Den	A	AT	H	ME	M	-	CL	-	TI
_____	-	_____	_____	-	_____	_____	_____	_____	_____	_____	-	_____	-	_____

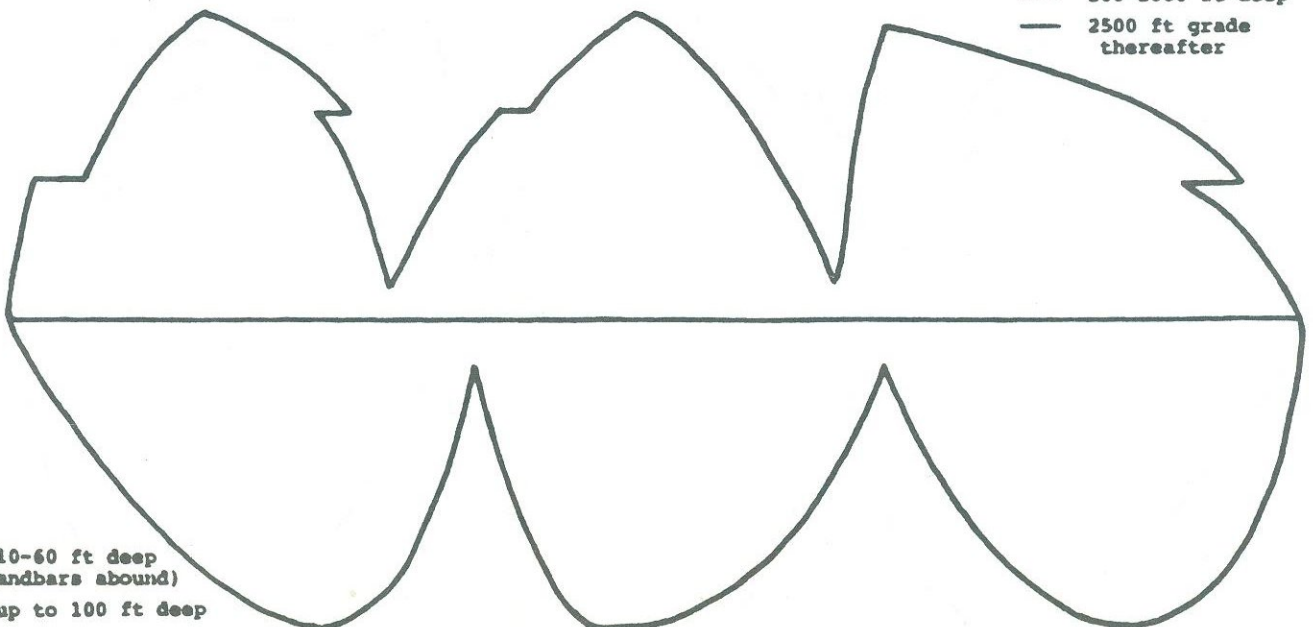
Pop	Gov	Law	Major	Race	Secondary	Race
_____	_____	_____	_____	_____	_____	_____

Starport () _____

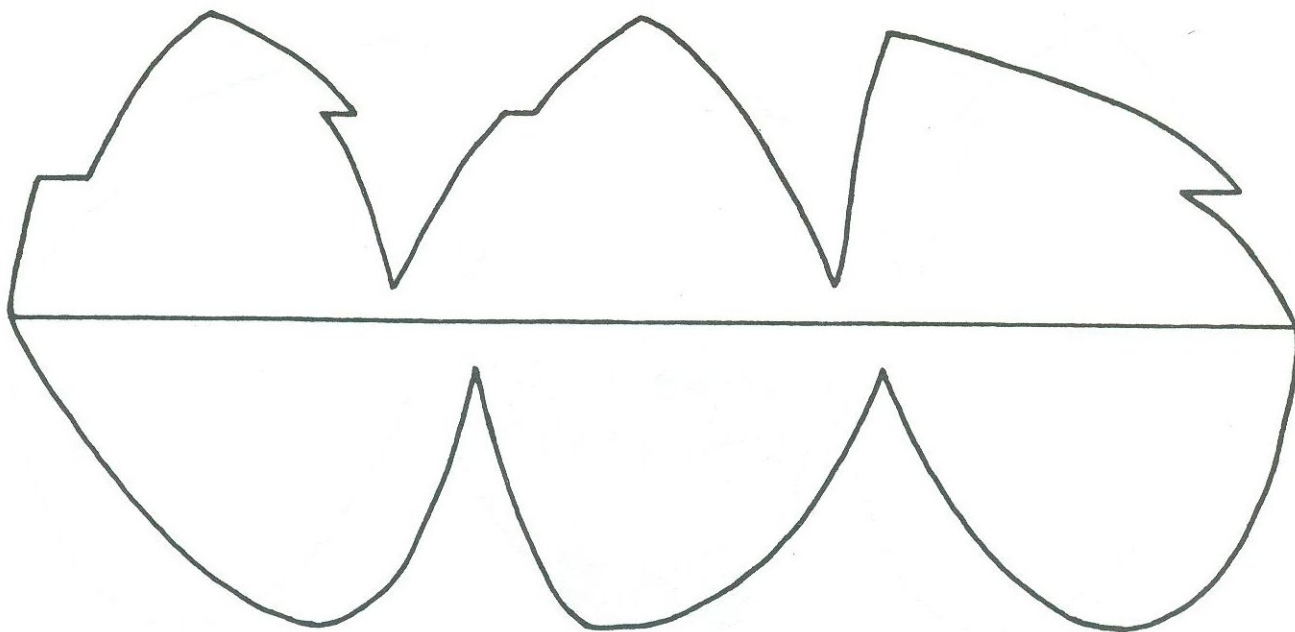
Military Bases () _____

OCEAN TOPOGRAPHY

---- 100-1000 ft deep
 — 2500 ft grade thereafter



••••• 10-60 ft deep
 (sandbars abound)
 - - up to 100 ft deep



Scale () kilometers

Name C Rev Rot D Den A AT H ME M - CL - TI

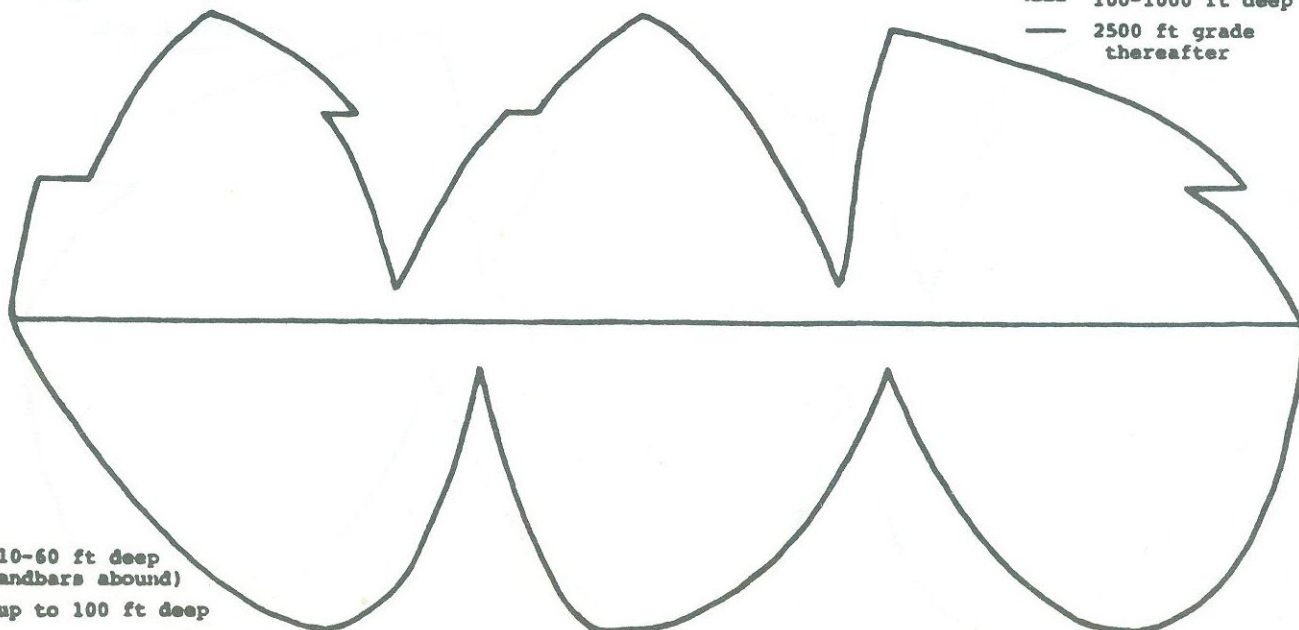
Pop Gov Law Major Race Secondary Race

Starport () _____

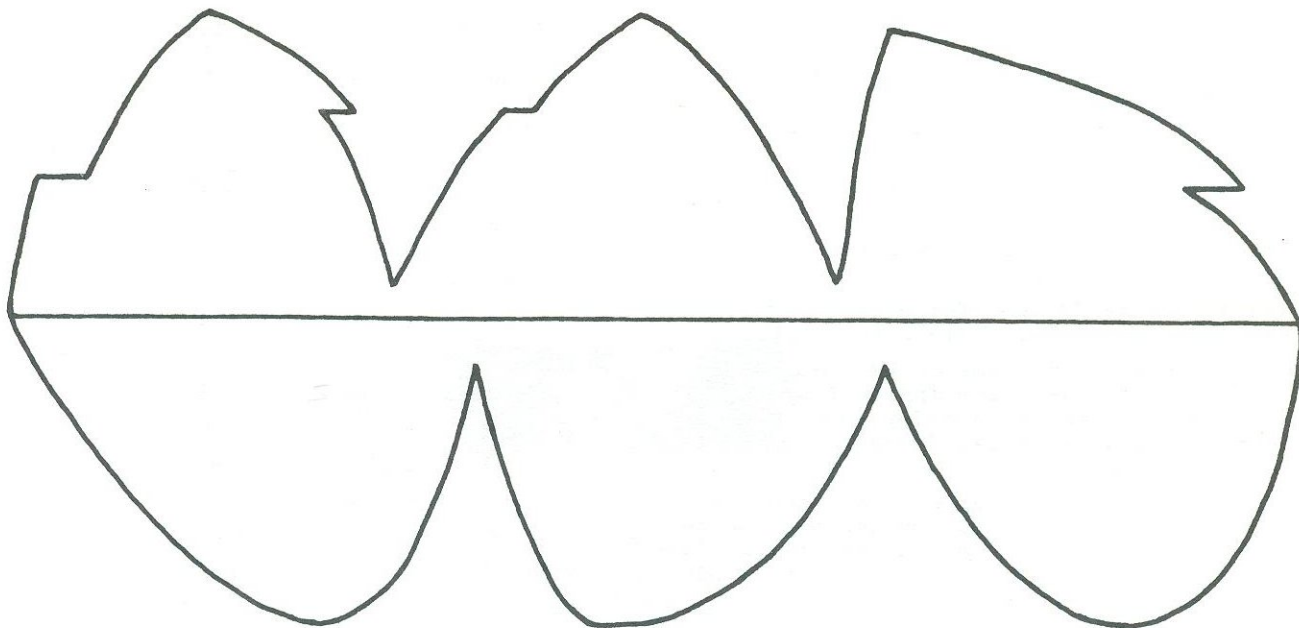
Military Bases () _____

OCEAN TOPOGRAPHY

----- 100-1000 ft deep
 — 2500 ft grade thereafter



10-60 ft deep (sandbars abound)
 - - up to 100 ft deep



Scale () kilometers

Name C Rev Rot D Den A AT H ME M - CL - TI

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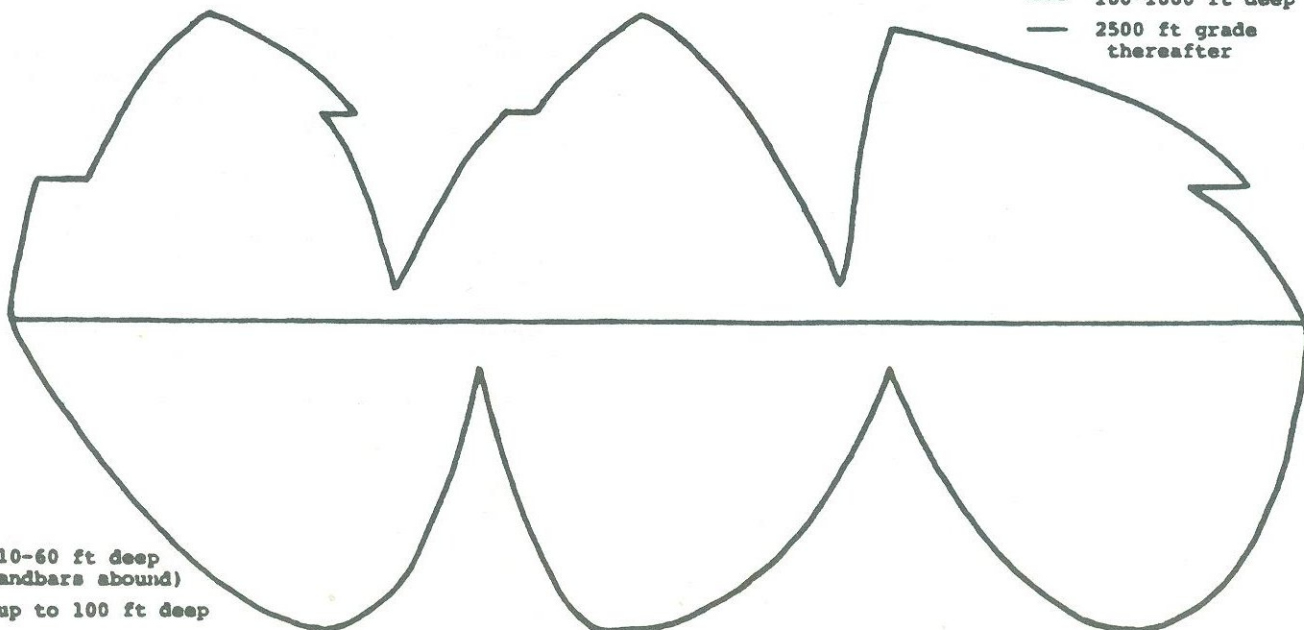
Pop Gov Law Major Race Secondary Race

Starport () _____

Military Bases () _____

OCEAN TOPOGRAPHY

---- 100-1000 ft deep
 — 2500 ft grade thereafter



10-60 ft deep
 (sandbars abound)
 - - up to 100 ft deep

RANDOM ALIENOIDS

RANDOM ALIENOIDS

Climate Levels 5 to A have a Base 05% Chance of having Life Forms (with Following Modifiers):

+20% Worlds with Water Vapor/Oxygen Atmospheres.

+15% Average Equator Temperature of 50°F to 100°F.

+10% Average Equator Temperature of 175°F to 125°F OR A.E.T of 45°F to 20°F.

+05% Average Equator Temperature of 200°F to 250°F OR A.E.T of 15°F to -30°F.

* Note that Life Forms on Very Hot or Very Cold Worlds must have Innate Resistances vs. such Elements in order to survive in these Climates (unless Technological Colonized Area).

** Life Forms on Worlds with Atmospheres other than Water Vapor/Oxygen must be able to survive in the mixture of Gases that is listed (unless Technological Colonized Area).

Major Life Form on World (d%)

01-40	Bacteria/One Celled Organisms
41-70	Plants
71-90	Animals
91-00	Sentient Alienoid Race

* Life Forms on a World will Include All those up to the Type Listed.

BACTERIA/ONE CELLED ORGANISMS - Left to the Gamemaster's Discretion.

PLANTS - (see Random Exotic Plants / Monsters, Aliens, and Fantastic Beings-Role Playing Supplement Volume II).

ANIMALS - Generate Creatures and/or Animals from Standard Encounter Tables and/or Random Animal Generation Charts (see Role Playing Supplement Vol. II -M.,A., and F.B.). Once Creatures have been selected, proceed to Mutation Tables for Genetic Alterations.

ALIENOIDS - Races of Alien Creatures from one World or several Worlds in one area, will be derived from Basic Creature Stock (d%):

01-10	Avian (roll again)	41-80	Humanoid
11-20	Aquatic (roll again)	81-90	Insect/Arachnid
21-30	Amphibian/Reptile	91-00	EXOTIC
31-40	Mammalian		

World Diameter/Density	Average Strength	Average Dexterity	Base AC
1000 km (Asteroid) x.076	1	1-3	20
2000 km x 0.15	1-2	1-3	20-19
3000 km x 0.23	2	1-3	19-18
4000 km x 0.30	3	1-3	18-17
5000 km x 0.38	3-4	1-4	17-16
6000 km x 0.46	4	2-4	16-15
7000 km x 0.54	5	3-5	15-14
8000 km x 0.62	5-6	3-6	14-13
9000 km x 0.69	6	4-6	13-12
10,000 km x 0.78	7	4-7	12
11,000 km x 0.85	7-8	5-8	11
12,000 km x 0.92	8	6-8	11
13,000 km (Earth) Normal	9	8-9	10
14,000 km x 1.076	10	8-10	10
15,000 km x 1.15	10	9-10	9
16,000 km x 1.23	11	9-11	9
17,000 km x 1.30	12	9-12	9
18,000 km x 1.38	12	10-12	8
19,000 km x 1.46	13	10-13	8
20,000 km x 1.54	14	11-14	7

POPULATION/NATIVE INHABITANTS

21,000 km x 1.62	14	12-14	7
22,000 km x 1.69	15	12-15	7
23,000 km x 1.78	16	13-16	6
24,000 km x 1.85	16	14-16	6
25,000 km x 1.92	17	14-17	5
26,000 km x 2.00	18	15-18	5
27,000 km x 2.076	18/01-50	16-18	5
28,000 km x 2.15	18/51-00	17-18	4
29,000 km x 2.23	19	18-19	4
30,000 km x 2.30	20	18-20	3
40,000 km x 3.076	28	19-28	-1
50,000 km x 3.85	34	20-30	-5
75,000 km x 5.78	50	20-50	-15
100,000 km x 7.69	68	20-70	-20
110,000 x 10.0	100	20-90	-40
130,000 x 11.0	100/01	20-100	-42
130,000 x 12.0	100/02	30-100	-44
140,000 x 13.0	100/03	40-100	-46
150,000 x 14.0	100/04	50-100	-48
160,000 x 15.0	100/05	60-100	-50
170,000 x 16.0	100/10	100	
180,000 x 17.0	100/25		
190,000 x 18.0	100/50		
200,000 x 19.0	100/75		
200,000+ x 20.0	100/00		

* Density is shown Based with Earth Sized Worlds (or ones of similar Density). Adjust Accordingly where necessary.

** Most Less Dense/Smaller Worlds will have Taller/Thinner Creatures and Plants that are Native to that World.

*** Most More Dense/Larger Worlds will have Shorter/Stouter Creatures and Plants that are Native to that World.

POPULATION

Homeworlds (d6)

1- Hundreds of Thousands	4- Hundreds of Millions
2- Millions of Inhabitants	5- Billions of Inhabitants
3- Tens of Millions	6- Tens of Billions

Colonized Worlds (d10)

1- Tens of Inhabitants	6- Millions of Inhabitants
2- Hundreds of Inhabitants	7- Tens of Millions
3- Thousands of Inhabitants	8- Hundreds of Millions
4- Tens of Thousands	9- Billions of Inhabitants
5- Hundreds of Thousands	10- Tens of Billions

NATIVE INHABITANTS

As Noted by the World Diameter/Density Tables, Creatures Native to a certain World must have a Physical Structure Based on that World's Density in order to survive on such. Likewise Creatures will be affected if removed from such an Environment. Average Strength/Dexterity on a Large World may be Phenomenal on a Smaller one. Also, Creatures from a Smaller World would need a very Strong Physical Structure to survive on a more dense Planet.

Native Creatures will be Based on Standard Animal or Racial Stock with any Characteristics applicable. Peculiarities (Mutations) of Native Creatures May Differ from World to World. These Creatures will have Genetically Mutated for 2-12 Generations sometime during their History, evolving to their present form. For ev-

RANDOM MUTATIONS

ery Three Generations, Roll Percentage for One Genetic Mutation typical to that particular type of Racial Division/Animal Type.

01-15	one Physical Defect
16-30	one Mental Defect
31-55	one Physical Mutation
56-80	one Mental Mutation
81-90	two Random Mutations
91-00	Heightened Intelligence (increase 1-4 Points)

* If too many Defects occur within the first few Generations, that Race/Animal Type may become Extinct in a short time to follow. Alien Races have a better Chance of surviving Extinction, being reduced to maybe a few survivors.

RANDOM MUTATIONS

	Roll (d%)
Physical Mutation	01-50
Mental Mutation	51-00

Beneficial Physical Mutations (01-25)

01-02	Chameleon Powers
03-04	Control Body Density
05-06	Generate Cold
07-08	Generate Electricity
09-10	Generate Flame
11-12	Generate Heat
13-14	Heightened Charisma (2-8 points)
15-16	Heightened Constitution (1-10 points)
17-18	Heightened Dexterity (2-12 points)
19-20	Heightened Speed (1-10x better)
21-22	Heightened Strength (2-12 points)
23-24	Improved Awareness (30'-120' radius)
25-26	Improved Hearing (1-10x better)
27-28	Improved Sense of Smell (1-10x better)
29-30	Improved Vision (1-100x better)
31-32	Infravision (30'-120' range)
33-34	Ultravision (30'-120' range)
35-36	X-Ray Vision (10'-60' range)
37-38	Immune to Bacteria
39-40	Immune to Cold
41-42	Immune to Electricity
43-44	Immune to Fire
45-46	Immune to Heat
47-48	Immune to Poisons
49-50	Immune to Radiation
51-52	Immune to All Elements
53-54	Multiple Body Parts
55-56	New Body Parts
57-58	Elastic Body Parts
59-60	Non-Corporeal Body
61-62	Energy Absorbant Body
63-64	Reflective Skin
65-66	Photosynthetic Skin
67-68	Natural AC (1-10 Levels better)
69-70	Quills/Spines/Horns
71-72	Regeneration (1-10 hp per Turn/Round)
73-74	Shape Change Ability
75-76	Taller/Shorter (1-4 times)
77-78	Breathe in Adverse Environments
79-80	Wings
81-90	ROLL SPECIAL ANIMAL DEFENSE
91-95	ROLL SPECIAL ANIMAL ATTACK
96-00	ROLL TWO BENEFICIAL PHYSICAL MUTATIONS

Physical Defects (26-50)

01-05	Body Structure Weakness
06-10	Diminished Hearing (10%-100% Loss)
11-15	Diminished Sense of Smell (10%-100% Loss)
16-20	Diminished Sight (10%-100% Loss)
21-25	Loss of Charisma (2-8 points)
26-30	Loss of Constitution (1-10 points)
31-35	Loss of Dexterity (2-12 points)

36-40	Loss of Strength (2-12 points)
41-45	No Resistance to Bacteria
46-50	No Resistance to Poisons
51-55	No Resistance to Radiation
56-60	Poor Respiratory System
61-65	Poor Nervous System
66-70	Hemophiliac
71-75	Oxygen(or Predominant Gas)is Poisonous
76-80	Cannot Control Bowel Movements
81-85	Inability to Digest Properly
86-90	Rapunzel Syndrome (body hair grows 1-10 inches every hour)
91-00	ROLL TWO PHYSICAL DEFECTS

Mental Defects (51-75)

01-05	Mental Vegetable
06-10	Inability to Hear Properly
11-15	Inability to Learn
16-20	Inability to Read
21-25	Inability to See Properly
26-30	Inability to Speak Properly
31-35	Audio Hallucinations
36-40	Visual Hallucinations
41-45	Limited Experience Ability (no more than 1st-4th Level capability)
46-50	Loss of 2-5 Points of Intelligence
51-55	Loss of 2-5 Points of Wisdom
56-60	Memory Recall only up to 1-4 Days
61-65	Vulnerability to Psionic and Mental Attacks
66-70	Follow Any Suggestion (no Mind of their Own)
71-75	Permanent Paranoia
76-80	Fear of a Particular Animal Group or Creature/Insect Type, etc.
81-85	Epilepsy (random seizures)
86-90	Schizophrenia (2-8 Personalities)
91-95	Drastic Permanent Alignment Change
96-00	ROLL TWO MENTAL DEFECTS

Beneficial Mental Mutations (76-00)

01	Absorb Energy to Regenerate
02-03	Astral Travel Ability
04	Adjust Cellular Damage (1-6 hp/round)
05-06	Clairaudience (30'-120' radius)
07-08	Clairvoyance (30'-120' radius)
09	Clerical Spell Competent
10	Cold Spell Competent
11	Druidic Spell Competent
12	Fire Spell Competent
13	Illusion Spell Competent
14	Magical Spell Competent
15-16	Control Temperatures
17-18	Control Weather
19-20	Control Winds
21-22	Detect Alignment
23-24	Detect Magical Radiations
25-26	Detect Radiation
29	Control Density of Objects
30	Dimension Door Ability
32-33	Directional Sense
34-35	Double Brain/Double Brain Capacity
36	Emotion Control of other Creatures
37-38	Empathy
39-40	ESP (10'-60' range)
41	Ethereal Travel Ability
42	Expand Size (1-10x larger)
43	Force Field Generation (10-100 hp)
44	Generate Death Field (1'-10' radius)
45	Gravity Control
46-47	Heightened Intelligence (2-12 points)
48-49	Heightened Wisdom (2-12 points)
50	Hypnosis
51-52	Intuition
53-54	Invisibility
55-56	Levitation
57	Life Drain (1-6 hp/round)

ALIEN RACES

58	Magnetic Powers (1'-20' range)
59	Manipulate Energy
60	Manipulate Heat
61	Manipulate Light Waves
62	Manipulate Shock Waves
63	Manipulate Sonic Waves
64	Mental Blast Ability
65	Mental Control (1-4 individuals)
66-67	Mental Shield
68	Disrupt Molecules
69	Rearrange Molecules
70	Travel the Planes
71-72	Precognition (1-10 minutes)
73-74	Radar/Sonar
75-76	Radio Reception
77	Reduce Size (1-10 times)
78-79	Read/Comprehend Languages
80-81	Read Auras
82-83	Read Psychic Impressions
84-85	Suspended Animation (personal)
86-87	Telekinesis
88	Telekinetic Flight
89-90	Telempathy
91-92	Telepathic Powers
93	Teleportation (limited)
94	Teleportation
95	Time Travel
96	Total Healing Ability (1-4 times/day)
97-98	ROLL SPECIAL ANIMAL ABILITY
99-00	ROLL TWO BENEFICIAL MENTAL MUTATIONS

* Mutations are Permanent and Cannot be Altered. Abilities/Imperfections will be performed/occur at intervals as prescribed by the Gamemaster(unless specified otherwise).

ALIEN RACES

DROMEDAN

Homeworld: Mstislav
 Size/Density: 9000 km/Normal
 Location: Andromeda Galaxy
 Civ. Level: 83
 Population: 100 Million+
 Base AC: 8
 Move: 12"
 Treasure Type: **
 No. of Attacks: 4
 Damage/Attack: 1-4
 Special Attacks: Nil
 Special Defenses: immune to Mental Attacks
 Magic Resistance: Standard
 Alignment: Neutral (Chaotic)
 Size: M
 Psionic Ability: 90% Chance
 Average Abilities:
 S: 11 I: 18 W: 9 D: 9 C: 9 CH: 7
 Fighter: up to 12th Level
 Thief: up to 15th Level
 Martial Artist: No Limit
 Techno: High Levels

The Dromedans are a fierce warrior Race that dominate most areas of the Andromeda Galaxy. They dislike most 'lesser' humanoids and will usually try to capture/seize anything possessed by these Creatures. The Dromedans have superior Technology to most of the other Races in their Galaxy and thus are able to maintain their control. Their Major Governmental Form seems to be along the lines of a Feodality. The Dromedans do have many Captive Governments under their control ranging throughout the Andromeda Galaxy.

GELF

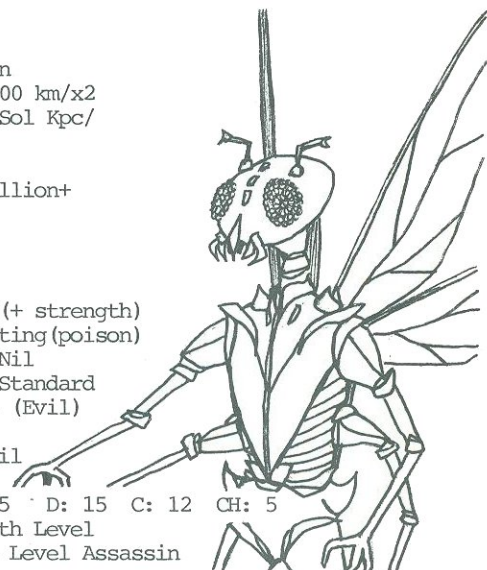
Homeworld: Trinarian
 Size/Density: 12,000 km/x .92
 Location: Skxziana Cloud/Leo II Galaxy/
 Milky Cluster
 Civ. Level: 8
 Population: 100,000+
 Base AC: 8
 Move: 9"
 Treasure Type: V
 No. of Attacks: 1 to 2
 Damage/Attack: 1
 Special Attacks: Surprise 50%
 Special Defenses: Save at 2 Levels Higher
 Magic Resistance: 25% (immune to Sleep, Charm)
 Alignment: Good (Lawful)
 Size: S (3' tall)
 Psionic Ability: 15% Chance
 Average Abilities:
 S: 5 I: 10 W: 9 D: 10 C: 10 CH: 9
 Cleric: up to 8th Level
 Fighter: up to 5th Level
 Magic-User: up to 6th Level (maybe higher)
 Thief: up to 10th Level



Gelfs are small Creatures that tend to stay to themselves most of the time. They usually live in borrows or small villages far away from most other dwellings. On their Homeworld the Gelfs are under a constant struggle with some of the more predominant predators that usually feed off this Race. Gelf communes will usually be ruled under a Theocracy or Magicracy type Government. There are some Gelfs that have even been known to reach Higher Levels of Magic Use and these few will tend much to themselves and their few disciples.

GNI'KIV

Homeworld: Arachn
 Size/Density: 25,000 km/x2
 Location: Antares/Sol Kpc/
 Milky Way
 Civ. Level: 6
 Population: One Billion+
 Base AC: 6
 Move: 12"/36"
 Treasure Type: Q
 No. of Attacks: 4
 Damage/Attack: 1-6(+ strength)
 Special Attacks: Sting (poison)
 Special Defenses: Nil
 Magic Resistance: Standard
 Alignment: Neutral (Evil)
 Size: M
 Psionic Ability: Nil
 Average Abilities:
 S: 16 I: 7 W: 5 D: 15 C: 12 CH: 5
 Fighter: up to 10th Level
 Thief: up to 12th Level Assassin



The Gni'Kiv are a Race of Wasp People that definately dislike Any Non-Insectoid Races. They live in hives ruled by their Queen and are very fierce warriors by their own right. They have been known to tolerate outside contact, but only when such will prove profitable to their community. Otherwise, most Creatures that they contact will be captured and used for food in the Germination Cells of their Hives. The Gni'Kiv will have a Autocracy or Monarchy type Government and all within will be sworn to their Queen.

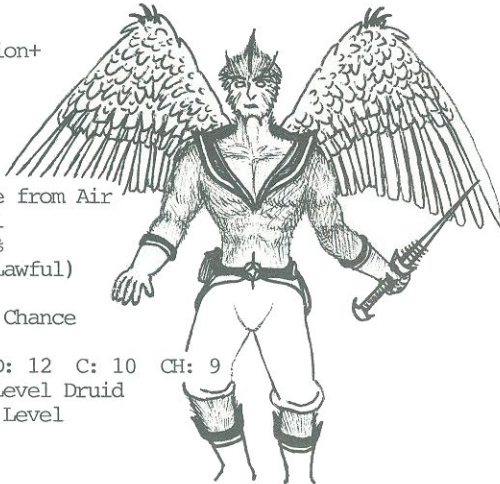
ICE TITAN

Homeworld: Titanus
 Size/Density: 75,000 km/x 5.75
 Location: Sol Subsector/Sol Kpc/
 Milky Way
 Civ. Level: 8
 Population: 10 Million+
 Base AC: -15
 Move: 48"
 Treasure Type: *
 No. of Attacks: 2 or 4
 Damage/Attack: 2-5 (+ strength)
 Special Attacks: Nil
 Special Defenses: Immune to Cold
 Magic Resistance: 50%
 Alignment: Neutral (Good)
 Size: L (50' tall)
 Psionic Ability: 95% Chance
 Average Abilities:
 S: 50 I: 16 W: 16 D: 25 C: 18 CH: 8
 Cleric: No Limit
 Fighter: up to 10th Level
 Magic-User: No Limit

The Ice Titans live on the World Titanus in the Sol Subsector. They are usually docile unless threatened but tend to avoid outside contact. The Ice Titans will deal with Humanoid Type Races but will usually not have anything to do with other Sentient Creatures. On Titanus there are two Major Divisions of this Race; the Lower and Higher Echielon, being a Four-Armed and Standard Two-Armed variety of these Creatures. The Lower Echielon are usually the Working Class whereas the Higher Echielon will be the ones that dictate their Society. On this World are a variety of Governmental Forms, but All will cooperate with each other and be ruled in behalf of the populace.

MALAR

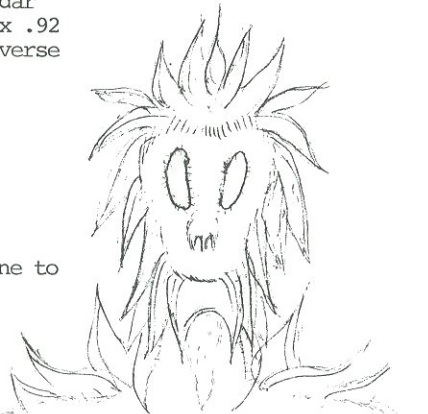
Homeworld: Avatar
 Size/Density: 10,000 km/x .75
 Location: Sagittarian Disk 10°, 90°Lon/
 Milky Way
 Civ. Level: 65
 Population: 100 Million+
 Base AC: 9
 Move: 12"/24"
 Treasure Type: **
 No. of Attacks: 1-2
 Damage/Attack: 1-3
 Special Attacks: Dive from Air
 Special Defenses: Nil
 Magic Resistance: 15%
 Alignment: Neutral (Lawful)
 Size: M
 Psionic Ability: 15% Chance
 Average Abilities:
 S: 7 I: 11 W: 9 D: 12 C: 10 CH: 9
 Cleric: up to 18th Level Druid
 Fighter: up to 10th Level
 Thief: No Limit
 Techno: High Levels



The Malar are a Race of Avian Creatures that Range in a wide variety of basic Bird-Type Stock. The Cardinal Types will usually be the Hierarchy whereas Eagles and Falcons will be the warriors. The Malar regard themselves superior to most Sentient Races but will usually be friendly to those that they come in contact with. There are several Worlds in the immediate area of their Homeworld that the Malar control and most of these will have a Theocracy or Patriarchy Type Government.

NAVEIYLIAN

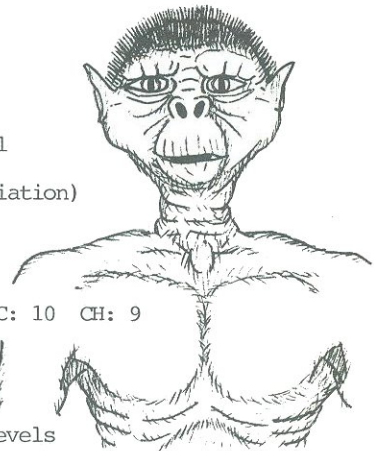
Homeworld: Triphalmar
 Size/Density: 2000 km/x .92
 Location: Parallel Universe
 Civ. Level: 95
 Population: 100,000+
 Base AC: 8
 Move: 12"
 Treasure Type: **
 No. of Attacks: 1-2
 Damage/Attack: 1-2
 Special Attacks: Nil
 Special Defenses: Immune to
 Mental Attacks
 Magic Resistance: 25%
 Alignment: Good
 Size: M
 Psionic Ability: 100%
 Average Abilities:
 S: 6 I: 16 W: 16 D: 9 C: 20 CH: 10
 Cleric: No Limit
 Fighter: up to 10th Level
 Magic-User: No Limit
 Techno: Very High Levels



The Naveiylians are a unique Humanoid Race that stay very much to themselves. Very little is known about their life style and customs for few Creatures have ventured to their World and returned. The Naveiylians have been known to abduct Creatures from other Worlds/Planes for experimentation (for the benefit of that Creature) and study them for some time, usually to return that Creature to its home eventually.

OLEG

Homeworld: Drad
 Size/Density: 14,000 km/Normal
 Location: ? (Milky Way)
 Civ. Level: 36
 Population: ?
 Base AC: 10
 Move: 12"
 Treasure Type: **
 No. of Attacks: 1
 Damage/Attack: 1-2
 Special Attacks: Nil
 Special Defenses: Absorb All
 Forms of Energy
 Magic Resistance: (100% Radiation)
 Alignment: Neutral (Good)
 Size: M
 Psionic Ability: Nil
 Average Abilities:
 S: 10 I: 9 W: 9 D: 11 C: 10 CH: 9
 Cleric: No Limit
 Fighter: up to 12th Level
 Martial Artist: No Limit
 Thief: No Limit
 Techno: Moderate to High Levels

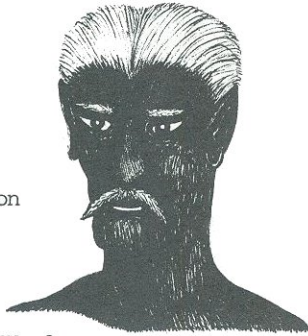


The Olegs are a Race on the fringes of Extinction. Only a very small number still exist in the Milky Way. Most Oleg are indistinguishable from Normal Humans but their Metabolism differs greatly. They only have a 10% Chance of interbreeding and their offspring, as a result of this, only have a 25% of retaining the Oleg Attributes. The Homeworld of the Oleg was destroyed some time ago, being pulled into the Black Hole binary of their System. Before this final event, disease and famine struck throughout their World wiping out the majority of the Race. An Experimental Craft managed to escape though, bringing the few survivors away from the ever growing danger that eventually destroyed all of what remained of their World and Race.

ALIEN RACES

PERSEAN

Homeworld: Aegis
Size/Density: 13,000 km/Normal
Location: Perseus Arm 0°,30°Lon/
Milky Way
Civ. Level: 75
Population: 1 Billion+
Base AC: 9
Move: 12"
Treasure Type: **
No. of Attacks: 1-2
Damage/Attack: 1-2
Special Attacks: Hypnosis
Special Defenses: Immune to Poison
Magic Resistance: Standard
Alignment: Neutral (Evil)
Size: M
Psionic Ability: 05% Chance
Average Abilities:
S: 10 I: 9 W: 9 D: 9 C: 9 CH: 9
Fighter: No Limit
Thief: No Limit
Martial Artist: No Limit
Techno: High Levels



The Perseans are a warrior Race that control a large section of the Rim and Corona of the Milky Way; their area of control being out from the Sol Kpc a Distance of 5 Kpc at 110°. The Immediate Sphere of the Persean Influence being about 2 Kpc in Diameter. Perseans look very Human-like with their pigmentation ranging in the lower end of most of the base colors. Their Metabolism is different though, and their body temperature stays quite cool. Most are strong warriors and have no regard for life (especially towards other Races) as a general rule. Their Sphere of Influence has been kept in check though by the United Federacy of Comsentient Worlds with not too many border disputes.

SAGITTARIAN

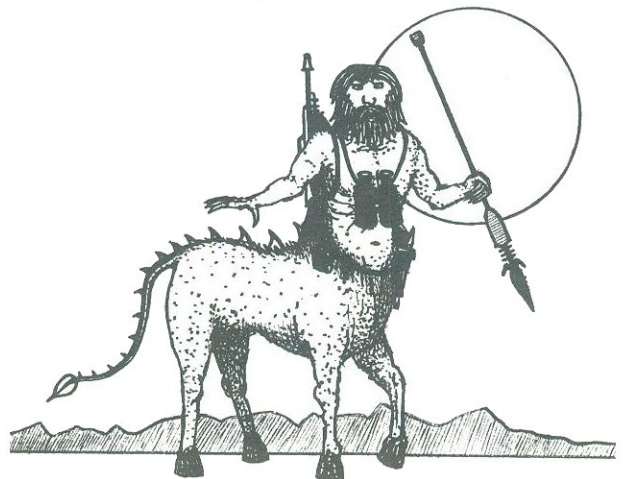
Homeworld: Centaus
Size/Density: 15,000 km/x 1.15
Location: Sagittarius Arm 5°,300° Lon/
Milky Way
Civ. Level: 55
Population: 100 Million+
Base AC: 9
Move: 18"
Treasure Type: **
No. of Attacks: 2
Damage/Attack: 1-2
Special Attack: Kick(2-8)
Special Defenses: Nil
Magic Resistance: Standard
Alignment: Neutral (Lawful)
Size: L (7' tall)
Psionic Ability: 03% Chance
Average Abilities:
S: 16 I: 9 W: 9 D: 10 C: 12 CH: 9
Cleric: 6th Level
Fighter: 10th Level
Techno: Moderate to High Levels

The Sagittarians are Horse-People (Centaurs) that have developed a comparable Technology to their fully Human counterparts. The Sphere of Worlds that the Sagittarians control has about a One Kiloparsec Diameter. There are few other Races in this area. The Worlds in this area will range between a Technocracy and Syndicracy in Government. The Sagittarians are worthy competitors in Trade, being some of the finest Merchants on that side of the United Federacy of Comsentient Worlds.

RIONIAN

Homeworld: Rigel
Size/Density: 12,000 km/x .92
Location: Sol Kiloparsec/Milky Way
Civ. Level: 78
Population: 1 Billion+
Base AC: 10
Move: 15"
Treasure Type: **
No. of Attacks: 1
Damage/Attack: 1-2
Special Attacks: Nil
Special Defenses: Nil
Magic Resistance: Standard
Alignment: Neutral (Good)
Size: M (5' tall)
Psionic Ability: 40% Chance
Average Abilities:
S: 8 I: 10 W: 9 D: 9 C: 10 CH: 9
Cleric: up to 8th Level
Fighter: 12th Level
Thief: No Limit
Martial Artist: No Limit
Techno: High Levels

The Rionians are basically Human-Types with a few peculiarities pertaining to their development on the World of Rigel in the System of that same name. They do have higher Psionic Ratings at start and have many Institutes that train in these Areas. Basically they are a peace loving people and have a firm alliance and trade agreement with the Humans at the Sol Sector Capital on the World of Zwiera.



NAME: _____

Homeworld: _____

Size/Density: _____

Location: _____

Civ. Level: _____

Population: _____

Base AC: _____

Move: _____

Treasure Type: _____

No. of Attacks: _____

Damage/Attack: _____

Special Attacks: _____

Special Defenses: _____

Magic Resistance: _____

Alignment: _____

Size: _____

Psionic Ability: _____

Average Abilities: _____

S: ___ I: ___ W: ___ D: ___ C: ___ CH: ___

NAME: _____

Homeworld: _____

Size/Density: _____

Location: _____

Civ. Level: _____

Population: _____

Base AC: _____

Move: _____

Treasure Type: _____

No. of Attacks: _____

Damage/Attack: _____

Special Attacks: _____

Special Defenses: _____

Magic Resistance: _____

Alignment: _____

Size: _____

Psionic Ability: _____

Average Abilities: _____

S: ___ I: ___ W: ___ D: ___ C: ___ CH: ___

NAME: _____

Homeworld: _____

Size/Density: _____

Location: _____

Civ. Level: _____

Population: _____

Base AC: _____

Move: _____

Treasure Type: _____

No. of Attacks: _____

Damage/Attack: _____

Special Attacks: _____

Special Defenses: _____

Magic Resistance: _____

Alignment: _____

Size: _____

Psionic Ability: _____

Average Abilities: _____

S: ___ I: ___ W: ___ D: ___ C: ___ CH: ___

NAME: _____

Homeworld: _____

Size/Density: _____

Location: _____

Civ. Level: _____

Population: _____

Base AC: _____

Move: _____

Treasure Type: _____

No. of Attacks: _____

Damage/Attack: _____

Special Attacks: _____

Special Defenses: _____

Magic Resistance: _____

Alignment: _____

Size: _____

Psionic Ability: _____

Average Abilities: _____

S: ___ I: ___ W: ___ D: ___ C: ___ CH: ___

NAME: _____
Homeworld: _____
Size/Density: _____
Location: _____
Civ. Level: _____
Population: _____
Base AC: _____
Move: _____
Treasure Type: _____
No. of Attacks: _____
Damage/Attack: _____
Special Attacks: _____
Special Defenses: _____
Magic Resistance: _____
Alignment: _____
Size: _____
Psionic Ability: _____
Average Abilities: _____
S: ___ I: ___ W: ___ D: ___ C: ___ CH: ___

NAME: _____
Homeworld: _____
Size/Density: _____
Location: _____
Civ. Level: _____
Population: _____
Base AC: _____
Move: _____
Treasure Type: _____
No. of Attacks: _____
Damage/Attack: _____
Special Attacks: _____
Special Defenses: _____
Magic Resistance: _____
Alignment: _____
Size: _____
Psionic Ability: _____
Average Abilities: _____
S: ___ I: ___ W: ___ D: ___ C: ___ CH: ___

NAME: _____
Homeworld: _____
Size/Density: _____
Location: _____
Civ. Level: _____
Population: _____
Base AC: _____
Move: _____
Treasure Type: _____
No. of Attacks: _____
Damage/Attack: _____
Special Attacks: _____
Special Defenses: _____
Magic Resistance: _____
Alignment: _____
Size: _____
Psionic Ability: _____
Average Abilities: _____
S: ___ I: ___ W: ___ D: ___ C: ___ CH: ___

NAME: _____
Homeworld: _____
Size/Density: _____
Location: _____
Civ. Level: _____
Population: _____
Base AC: _____
Move: _____
Treasure Type: _____
No. of Attacks: _____
Damage/Attack: _____
Special Attacks: _____
Special Defenses: _____
Magic Resistance: _____
Alignment: _____
Size: _____
Psionic Ability: _____
Average Abilities: _____
S: ___ I: ___ W: ___ D: ___ C: ___ CH: ___

MOVEMENT/TIME

MOVEMENT/TIME/RANGES

Normal Listings will indicate Walking Rates per Minute for Movement.

Speed will usually be listed in Miles per Hour(Kilometers for Greater Distances).

Time is divided into Segments(Seconds), Combat/Melee Rounds(10 Seconds), Rounds(Minutes), Turns(10 Minutes), Quarters(15 Minutes), Halves (30 Minutes), Hours, Days, and so on. Note that this is Standardized with Earth Sized Worlds.

Violent Climatic/Geothermal events may occur on Worlds that Rotate faster than what is Standard for their Mass. This will likewise cause Movement to be Encumbered.

Planets that Rotate Quickly will have Shorter Days/Nights just as Planets that Rotate Slower will have Longer Days/Nights.

Age is Noted by Standard Sized Worlds. Planets that Revolve around their Star at Faster/Slower Rates will likewise have Shorter/Longer Years. This will also affect the Metabolic Rate of Creatures that are present on that World.

Ranges will be listed in Scale with the Gaming Board(for using Miniatures)at 1":10 feet. Outdoor Ranges will be at 1":10 yards, although the Scale for Miniatures will remain the same.

STELLAR TRAVEL

Chemical Engines/Pulse Drives

These Engines will burn Liquid or Solid Fuel, usually Oxygen(Hydrogen can be used on more advance models). Nearly all of the Ship's Fuel will be used building up to a Maximum Speed, where it will cruise until the destination is reached. At this time the Ship will Maneuver (with remaining Fuel set aside)to where it will land.

Factor	Distance/Speed	CL
0	Less than 1-G Acceleration	25
1	1-G Acceleration	26
2	2-Gs Acceleration	27
3	3-Gs Acceleration	28
4	4-Gs Acceleration	29
5	5-Gs Acceleration	30
6	One Million km/year	31
7	One Million km/month	31
8	One Million km/week	32
9	One Million km/day	32
A	10 Million km/day	33
B	100 Million km/day	33
C	One Billion km/day	34
D	10 Billion km/day	34
E	Light Speed	35

Ion Drives/Atomic Drives

These Engines will propel themselves by using Ionization or Nuclear Fission as an energy force to move them through Space. These Drives can though cause disasterous effects if used in Orbit or near the Surface of a World. Ion Drives will vaporize Liquid Fuels (usually Hydrogen),while Atomic Drives will rely upon the reaction when Atoms are split within their Nuclear Pile.

Factor	Distance/Speed	CL
0	up to Light Speed	37-40 (Maneuver)
1	One Parsec/week	41-43
2	2 Parsecs/week	44-46
3	3 Parsecs/week	47-49
4	4 Parsecs/week	50-52
5	5 Parsecs/week	53-55
6	6 Parsecs/week	56-58
7	One Parsec/day	59-60
8	8 Parsecs/week	61-63
9	9 Parsecs/week	64-66
A	10 Parsecs/week	67-70

STELLAR TRAVEL

Hyper Space/Warp Space Drives

These Drives utilize Anti-Matter Energy directed through some medium and then Space is curved through this process so that great distances can be covered in a relatively short period of time. The Energy used must be Focused through a Crystal of some kind. The Denser the Crystal, the longer it will last before it has become dangerously worn.

Factor	Distance/Speed	CL
0	Sub-Light Speed	65 (Maneuver)
1	One Parsec/3 years	66
2	One Parsec/½ year	67
3	One Parsec/5 weeks	68
4	Two Parsec/3 days	68
5	Three Parsecs/day	69
6	Five Parsecs/day	69
7	One Parsec/3 hours	70
8	One Parsec/2 hours	70
9	One Parsec/1½ hours	71
A	One Parsec/hour	71
B	One Parsec/45 minutes	72
C	One Parsec/3 turns	72
D	One Parsec/15 Minutes	73
E	One Parsec/turn	74
F	One Parsec/5 rounds	75
G	One Parsec/3 rounds	76
H	One Parsec/round	77
J	One Parsec/3 melee rounds	78
K	One Parsec/melee round	79
L	One Parsec/segment	80

FUEL will be consumed at a Rate of:

Solid/Liquid Fuel

10 Tons Fuel/100 Tons of Starcraft x Engine Factor

Radioactive Materials

One Ton Fuel/100 Tons of Starcraft x Engine Factor

Matter/Anti-Matter

Once the Reaction has been set off,it will perpetuate itself as long as it is contained within an Electromagnetic Field.The Energy will be focused through a Crystal, until finally it wears to the point that the Crystal will no longer focus the Energy gy properly and explode shortly thereafter.

Crystal Hardness Crystal Longevity

1-4	One Day
5-7	One Week
8-9	One Month
10	3 Months
11-14	6 Months
15-17	One Year
18-19	3 Years
20	5 Years

*Crystals must be in clear transparent form or their Power Output and Longevity will be Reduced by 10% for every degree of Non-Transparency. Transparency will be measured in Six Degrees from 0-5(Clear to Translucent) and Color will be measured in Six Degrees from 0-5(Clear/White to Dark). These Degrees added together,will reflect the Percentage loss Total.

Crystals must be 6" in Length and 2" in Diameter/1000 Tons of the Spacecraft in order for it to Focus the Energy Properly.

The Fuel Consumption Listed will be for One Complete Trip at Top Speed per Week of Travel (unless Specified Otherwise).

Maneuver Drives will require 10 Tons of Fuel/Power Plant Factor to operate for One Week in Space.

STARPORTS

STARPORTS

Star Systems with Technological Worlds(CL29+) may have Starports and Stations present in that System.

CL	A	B	C	D	E	X
29-30	---	---	05%	10%	25%	---
31-32	---	---	10%	25%	50%	---
33-34	---	05%	25%	50%	53%	---
35-36	05%	10%	50%	53%	56%	---
37-38	10%	25%	53%	56%	59%	---
39-40	25%	50%	56%	59%	62%	03%
41-42	50%	53%	59%	62%	65%	05%
43-44	53%	56%	62%	65%	68%	10%
45-46	56%	59%	65%	68%	71%	15%
47-48	59%	62%	68%	71%	74%	20%
49-50	62%	65%	71%	74%	77%	25%
51-52	65%	68%	74%	77%	80%	30%
53-54	68%	71%	77%	80%	83%	35%
55-56	71%	74%	80%	83%	86%	40%
57-58	74%	77%	80%	86%	89%	45%
59-60	77%	80%	83%	89%	91%	50%
61-62	80%	83%	86%	91%	93%	55%
63-64	83%	86%	89%	93%	94%	60%
65-66	86%	89%	91%	94%	95%	65%
67-68	89%	91%	93%	95%	96%	70%
69-70	91%	93%	94%	96%	97%	75%
71-72	93%	94%	95%	97%	98%	80%
73-74	94%	95%	96%	98%	99%	85%
75-76	95%	96%	97%	99%	100%	90%
77-78	96%	97%	98%	100%	100%	95%
79-80	97%	98%	99%	100%	100%	100%
81-82	98%	99%	100%	100%	100%	100%
83-84	99%	100%	100%	100%	100%	100%

85+ These Civilization Levels May Not Even Require Starports for they have more effective Modes of Transportation.

Starport Descriptions

A - Fine Quality Orbital Station. Complete overhaul and construction facilities. Refined Fuel and Refined Raw Elements available.

Available Craft

Shuttles 5-20 Tugships 4-16

Landing Capacity

Starliners Freighters Free Traders Small Craft
2-5 2-12 5-20 10-100

B - Good Quality Orbital Station. Routine overhaul and Non-Starship construction facilities. Refined Fuel available.

Available Craft

Shuttles 3-12 Tugships 2-8

Landing Capacity

Starliners Freighters Free Traders Small Craft
1-3 2-5 3-12 5-50

C - Average Quality Starport. 35% Chance of it being an Orbital Station. Repair facilities available. Unrefined Fuel and Raw Materials available, Refined Fuel available at Ports of CL 57+

Available Craft

Shuttles 2-8 Tugships 1-4

Landing Capacity

Starliners Freighters Free Traders Small Craft
1(75%) 1-3 2-5 2-20

D - Poor Quality Starport. 25% Chance of it being an Orbital Port. Unrefined Fuel available.

MILITARY BASES

Available Craft

Shuttles 1-4 Tugships 1(50%)

Landing Capacity

Starliners Freighters Free Traders Small Craft
1(35%) 1(75%) 1-3 2-5

E - Designated Starship Landing Area. No facilities available. 10% Chance of it being an Orbital Dock.

Shuttle (35%) Tugship (20%)

Landing Capacity*

Starliners Freighters Free Traders Small Craft
1(10%) 1(35%) 1(50%) 1-3

* Check Starliner through Small Craft. The First Pad Type Generated will be the extent of the Landing Area.

X - When this Prefix is Generated, the Area in question will have from 2-5 different Class Starports. Roll separately for each Type.

O - This Prefix designates No Starport available in that Area(generally Worlds of CL 28 or Less, unless percentages do not cooperate).

MILITARY BASES ON TECHNOLOGICAL WORLDS (CL 29+)

Gov't Form	(Each Base)	(Total for System)	(/Base)
(# of Bases)**	S	Ftr	DB D/C C/B C D PDS SM
Autocracy(1-4)	2-8	20-500	3-12 2-5 1-3 1-2 1 65% 5-20
Balkan(1/Sup.Pwr.)	1-4	10-100	4-16 1/SP - - - 35% 1-2/SP
Captive Gov't(1-2)	1-2	10-100	3-12 1-3 1 1 - - -
Dictatorship(2-5)	2-12	50-1000	5-20 2-8 1-3 1-2 1 65% 20-50
Feodality(1-2)	2-8	10-100	3-12 1-4 1-2 - - 50% 2-5
Geriatocracy(1)	1-2	5-20	1-4 1 1 - - 45% 1-2
Hierarchy(1)	1-2	5-50	1-4 - - - - 65% 1
Matriarchy(1)	2-5	5-20	2-5 1-2 - - - 45% 1-2
Milotocracy(2-5)	3-12	50-1000	5-30 2-8 2-5 1-3 1 70% 20-80
Oligarchy(1-4)	2-12	10-1000	5-20 2-5 1-4 1-2 1 60% 5-20
Patriarchy(1-3)	2-8	20-500	4-16 2-5 1-2 1 - 55% 2-12
Pedocracy(1)	2-5	5-20	2-8 1 - - - 65% 1-3
Syndicracy(1)	2-8	10-60	3-12 1-2 1 - - 60% 2-5
Technocracy(1-3)	3-12	50-500	3-12 1-3 1-2 1 - 75% 2-12
ALL OTHERS(1)	1-3	5-100	2-8 1 - - - 25% 1-2

* The Spacecraft of these Bases will correspond with what that World's CL will allow.

** Worlds of Higher Technology will have their Bases distributed throughout the System. These may also have Additional Bases than those listed Above:

CL	
33-40	One Additional Base(50%)
41-56	One Additional Base
57+	Two Additional Bases

*** Only Worlds with a CL of 65+ can have Planetary Defense Shields. Worlds that have these may combine several Shields protect an area OR use One Shield for the same purpose(some Higher CL PDS can encompass entire Planets).

Symbol Explanations

S - Scout Ships
Ftr - Fighter Craft
DB - Defense Boats
D/C - Destroyers OR Cruisers
C/B - Cruisers OR Battleships
C - Carriers
D - Dreadnaughts
PDS - Planetary Defense Shield
SM - Space Missiles

MILITARY BASES

BIG BATTLES

STANDARD MILITARY BASES ON TECHNOLOGICAL WORLDS (CL 16+)

Gov't Form (# of Bases)*	Aircraft/Missiles (at each Base) - (per Super Power)**					
	Ftr	H/O	Bmr	SurM	ICBM	StM
Autocracy(20-80)	5-30	5-20	1-4	200-800	20-500	1-4
Balkanist(20-80)	10-40	10-20	1-2	100-800	10-1000	2-5
Captive Gvt(5-20)	5-20	3-12	1	----	----	2-5
Dictator(20-120)	20-50	10-20	2-8	100-2000	100-1000	2-8
Feodality(20-50)	5-30	2-20	1-2	200-500	20-500	1-3
Milotcray(20-120)	20-50	10-30	2-8	500-2000	200-1200	3-12
Oligarchy(20-80)	10-40	5-20	2-5	100-1200	100-600	1-4
Patriarchy(10-60)	5-20	2-20	1-2	10-100	5-20	1
Syndicracy(20-50)	5-20	5-20	1-2	50-200	10-200	1-2
Technocracy(20-50)	10-40	10-30	1-3	200-1200	100-800	2-5
ALL OTHERS(10-20)	5-20	2-20	1-2	10-100	2-20	---

Landcraft/Watercraft

Gov't Form	(vehicles/vessels per Base)					
	AsV	ArV	- DB	D	Cru	Car
Autocracy	20-50	10-40	10-30	5-20	2-8	2-8
Balkanization	10-30	10-30	5-20	2-8	2-5	2-5
Captive Gov't	10-40	10-30	10-20	5-20	2-5	1-6
Dictatorship	20-50	20-50	10-30	5-20	3-12	2-12
Feodality	10-30	10-20	5-20	5-20	2-8	2-5
Milotocracy	20-50	20-50	10-40	5-20	3-18	2-12
Oligarchy	10-40	10-30	10-30	5-20	2-8	2-8
Patriarchy	10-30	10-20	5-20	1-10	2-5	1-3
Syndicracy	20-50	10-40	10-20	2-12	2-8	2-5
Technocracy	10-30	10-30	10-20	2-12	1-8	1-4
ALL OTHERS	10-20	10-20	5-20	2-5	1-4	1-2

* This Reflects the Number of Bases per Landmass OR Superpower. Worlds of CL 16-20 will have their # of Bases and their # of Vehicles/Vessels,etc. Reduced by ½. These Worlds will not have Aircraft or Missiles.

** Only Worlds of CL 25+ will have Missiles.

*** Worlds with 35% or Less Hydrographics will have their Fleets of Watercraft Reduced by ½. Worlds with 25% or Less will have these Fleets Reduced by ¾.

**** Worlds with Hydrographics of 65% or More will have their Aircraft/Vehicle Squadrons(excluding Missiles)Reduced by ½. Worlds with 80% or More Hydrographics will have these numbers Reduced by ¾.

(Note that Watercraft May have Flight Capabilities)

Symbol Explanations

Ftr - Fighter Aircraft
H/O - Helicopters OR Ornithopters
Bmr - Bomber Aircraft
SurM - Surface Missiles
ICBM - Intercontinental Ballistic Missiles
StM - Sattelite Missiles
AsV - Assault Vehicles
ArV - Armored Vehicles
DB - Defense Boats
D - Destroyers
Cru - Cruisers
Car - Carriers

SERVICE PERSONNEL/TECHNICIANS ON WORLDS (CL 10+)

Gov't Form	Percent of Population Total
Autocracy	10%-40%
Dictatorship	10%-50%
Militocracy	20%-50%
Oligarchy	10%-40%
Patriarchy	10%-30%
Technocracy	20%-50%
Geriatocracy - -	- - -
Matriarchy - -	- - -
Pedocracy - -	- - -
ALL OTHERS	05%-30%

* WORLDS of CL 1-10 will have Available Men-At-Arms constituting 10%-60% of the Population of Each Town/Village.

** WORLDS of CL 12 or LESS will have a Calvary/Navy that is Comparable to the Number of Fighters at their disposal.

BIG BATTLES

This Format can be used in Most Large Scale Combat Situations.

Follow each Battle Round(15 Minutes)correctly using Markers for 10 Men/100 Men,and/or War Machines. Each Battle Phase(5 minutes)must be checked separately for the Battle Round Casualty Total.

Damage Percentages from Each Battle Phase are Totaled and Averaged for the Total Loss for Each Battle Round. One Marker Shall be Removed for Every 10% of Casualties(round off Uneven Percentages)Roll Percentage Each Phase.

* When Markers are used as 10 Men, they may be Doubled Up to Each Represent 5 Men(one Marker Every 05% of Casualties).

- Calculate Average Fighting Level OR Hit Dice of Opposing Sides/Squads.
- Calculate Average Armor Class for Each Side.
- Calculate Average Weapon Type for Each Side.

Once Averages for Each Side/Squad are Figured, To Hit and Damage Modifiers must be Added and/or Subtracted to arrive at Total Bonuses/Penalties:

every Three Levels of Experience	+1
Weapon vs. AC	by Weapon Type
hatred/rage	+2
low moral/fear	-1/-2
vision reduced/impaired	-2/-3
night/darkness	-3/-4
blinding light	-4
opponent slowed/immobilized	+2/+3
charge	+2
flank attack	+1
rear attack	+2
Infrared/Ultraviolet Sight,	(only if Vision
or other Scanning Equipment	is impaired)+3
projectiles, medium range	-2
projectiles, long range	-4
target moving moderately/fast	-1/-3
target, 25% cover	-1
target, 50% cover	-3
target, 75% cover	-5
catapult/ballista,etc.	+1
cannons/artillery,etc.	+2
energy weapons	+3
grenades	+2
missiles, small	+3
missiles, large	+4
missiles, guided/nuclear	Automatic Hit

* Add Any Average Dexterity Modifiers/Squad for To Hit Bonuses when Aiming Projectile Shots.

BIG BATTLES

Damage Modifiers/Battle Phase

grenades	+05%
cannons/artillery	+05%/+10%
missiles, small	+15%
missiles, large	+25%
nuclear bombs	+50%/+100%
energy weapons	+15%
two squads vs. one	% Damage (x2)
three squads vs. one	% Damage (x3)
Critical Rolls	+25%

* Automatic Damage Each Battle Round of +05% if no To Hits are Scored for that Side (when Engaged in Melee).

*** Once Modifiers are Calculated begin Battle Using Normal Attack Matrixes.

Battle Round I		
Roll	-	Innitiative
	-	Hits
	-	Damage Percentage
For		

Battle Phase I
Battle Phase II
Battle Phase III

* The Side Winning Initiative may elect to Change their Mode of Attack at the Beginning of a Battle Phase.

** Calculate Casualties on Each Side and Remove Appropriate Number of Markers.

Begin Battle Round II

SQUAD DESIGNATIONS

Infantry Squads

1 Marker = 10 Men(100 Men)

Artillery Squads

1 Marker = 1(10) War Machines and 5(50) Men

Tank Squads

1 Marker = 1(10) Tanks and 5(50) Men

APC Squads (Armored Personnel Carriers)

1 Marker = 1(10) Vehicles and 10(100) Men

* Armored Vehicles will have an Effective Armor Class of 0.

** Infantry will not be able to Effectively Attack Tank and APC Squads unless they have Explosives.

SHIP TO SHIP COMBAT

GUNNERY

Factor	Type
1/2	Beam Laser
3/4	Pulse Laser
5/6	Blaster Cannon
7/8	Particle Accelerators
9/A	Meson/Disintegrators

* Second Factor will indicate a Dual Turret.

MISSILES

Factor	Type
1-2	*Artillery
3-4	*Surface/ICBM
5-6	Satellite
7-8	Space
9-A	Energy

* These will be 50%-100% Ineffective in Space.

SHIP TO SHIP COMBAT

HULL ARMOR

Factor	Description
0	Thick Wood/Soft Stone
1	Stone 1' thick/Metal 1" thk
2	Metal 2" thick
3	Metal 3" thick
4	Metal 6" thick
5	Metal 9" thick
6	Metal 1' thick
7	Metal 1½' thick
8	Metal 2' thick
9	Metal 2½' thick
A	Metal 3' thick

DEFENSIVE SHIELDS

Factor	Type
0	NONE
1	Reflective Armor
2	Standard Industrial Energy Field
3	Quality Industrial Energy Field
4	Deflectors
5	Repulsors
6	Nuclear Damper
7	Fission Damper
8	Anti-Radiation
9	Anti-Energy Particle
A	Energy Absorbant Shield (25%) Rate: 1 Factor/5,000 tons
B	EAS (50%) Rate: 1 Factor/ 2,500 tons
C	EAS (75%) Rate: 1 Factor/ 1,000 tons
D	EAS (100%) Rate: 1 Factor 500 tons
E	EAS (100%) Rate: 1 Factor 100 tons

DEFENSIVE TO HIT MODIFIERS

Opponent's Weapon Factor	Shield	Type	0	1	2	3	4	5	6	7	8	9	A+
G 1	+1	-4	-1	-2	-3	-4	0	-1	-6	-7	**		
G 2	+1	-3	-1	-1	-3	-3	0	0	-6	-6	**		
G 3	+2	-3	0	-1	-2	-3	+1	0	-5	-6	**		
G 4	+2	-2	0	0	-2	-2	+1	+1	-5	-5	**		
G 5	+3	-2	+1	0	-1	-2	+2	+1	-4	-5	**		
G 6	+3	-1	+1	+1	-1	-1	+2	+2	-4	-4	**		
G 7	+4	-1	+2	+1	0	-1	+3	+2	-3	-4	**		
G 8	+4	0	+2	+2	0	0	+3	+3	-3	-3	**		
G 9	+5	0	+3	+2	+1	0	+4	+3	-2	-3	**		
G A	+5	+1	+3	+3	+1	+1	+4	+4	-2	-2	**		
M 1	+2	+2	0	0	-7	-7	+1	+1	0	0	0		
M 2	+3	+2	+1	0	-6	-7	+2	+1	+1	0	*		
M 3	+3	+3	+1	+1	-6	-6	+2	+2	+1	+1	*		
M 4	+4	+3	+2	+1	-5	-6	+3	+2	+2	+1	*		
M 5	+4	+4	+2	+2	-5	-5	+3	+3	+2	+2	*		
M 6	+5	+4	+3	+2	-4	-5	+4	+3	+3	+2	*		
M 7	+5	+5	+3	+3	-4	-4	+4	+4	+3	+3	*		
M 8	+6	+5	+4	+3	-3	-4	+5	+4	+4	+3	*		
M 9	+6	+6	+4	+4	-3	-3	+5	+5	+4	+4	**		
M A	+7	+6	+5	+4	-2	-3	+6	+5	+5	+4	**		

Other Modifiers:

Gunnery Skill +1/Skill LVL
Electronic Sights/Scanners +3
Computer Assist +1/Weapon Program Skill
Anti-Detection Shield -5 (Scanners will not penetrate unless they are Higher in CL than the ADS, therefore not gaining Any Bonus).

* EAS will only Absorb Damage if an Exterior Explosion is Designated.

** Shields will Absorb Damage according to their Factor Rate as prescribed until they are Taken Down.

MANNED CRAFT

Opponent's		Hull				Armor				Value			
Weapon	Factor	0	1	2	3	4	5	6	7	8	9	A	
G 1		12	13	14	15	17	18	19	21	23	25	27	
G 2		11	13	13	15	16	18	18	21	22	25	27	
G 3		10	12	12	14	15	17	17	20	21	24	25	
G 4		10	11	12	13	15	16	17	19	21	23	24	
G 5		9	10	11	12	14	15	16	18	20	22	23	
G 6		8	10	10	11	13	14	15	17	19	21	22	
G 7		8	9	10	10	12	13	14	16	18	20	21	
G 8		7	9	9	10	11	12	13	15	17	19	20	
G 9		7	8	9	9	10	11	12	14	16	18	19	
G A		6	7	8	9	10	10	11	13	15	17	18	
M 1		10	11	12	13	15	16	17	19	21	23	25	
M 2		9	11	11	13	14	16	16	19	20	23	24	
M 3		9	10	11	12	13	15	16	18	19	22	23	
M 4		8	10	10	12	12	15	15	18	18	22	22	
M 5		8	9	10	11	12	14	15	17	18	21	22	
M 6		7	9	9	10	11	13	14	16	17	21	21	
M 7		7	8	9	10	10	13	13	16	16	20	20	
M 8		6	8	8	9	10	12	13	15	16	19	20	
M 9		6	7	7	8	9	11	12	14	15	18	19	
M A		5	6	6	7	8	10	11	13	14	17	18	

Opponent's Weapon Factor	Points of Wood	Damage Stone	Against Metal
G 0*	5-10	2-5	1-2
G 1	15	10	5
G 2	25	20	15
G 3	35	30	25
G 4	45	40	35
G 5	55	50	45
G 6	65	60	55
G 7	80	75	70
G 8	95	90	85
G 9	110	105	100
G A	125	120	115
M 0**	5-10	1-4	1-2
M 1	15	10	5
M 2	25	20	15
M 3	35	30	25
M 4	45	40	35
M 5	55	50	45
M 6	65	60	55
M 7	75	70	65
M 8	85	80	75
M 9	100	100	100
M A	125	125	125

MANNED CRAFT PROFILE

Tonnage will be Designated as Follows:

0	under 100 tons	K	10,000 tons
1	100 tons	L	20,000 tons
2	200 tons	M	30,000 tons
3	300 tons	N	40,000 tons
4	400 tons	P	50,000 tons
5	500 tons	Q	75,000 tons
A	1000 tons	R	100,000 tons
B	2000 tons	S	200,000 tons
C	3000 tons	T	300,000 tons
D	4000 tons	U	400,000 tons
E	5000 tons	V	500,000 tons
		Z	+1 Million tons

Configuration will be Designated as Follows:

0	Disc shaped	6	Combination 0/4
1	Tubular/Ovular	7	Combination 0/2
2	Triangle/Wedge	8	Combination 1/5
3	Square shaped	9	Combination 2/5
4	Rectangular	A+	Other Irregulars
5	Round/Ball shaped		

Computers will be Designated as Follows:

One Factor/5 Spaces of Total Program Capacity. Simultaneous Program Access Capability will be $\frac{1}{2}$ the Total Program Capacity.

Maneuver Drives - These can only be Chemical or Solid Fuel Engines(List Engine Factor).

Stellar Drive - Engines Capable of Interstellar Travel(List Engine Class and Factor).

Power Plant - Base of One Factor for Basic Systems Operations. Add Computer Factor, Maneuver Drive Factor, Stellar Drive Factor, plus Gunnery and Missile Factor(Multiply these by the Number of Hardpoints/Turrets for Each),Shield Factor All Added to Base for Power Total. The Power Plant will be able to Generate 10 Energy Points per Power Plant Factor/Battle Phase. Energy Powered Weapons will drain 10 EP/Weapon Factor per Phase of Operation.

Gunnery - List Any Gunnery by Factor. List number of Batteries below each.

Missiles - List by Missile Factor. List number of Batteries below each.

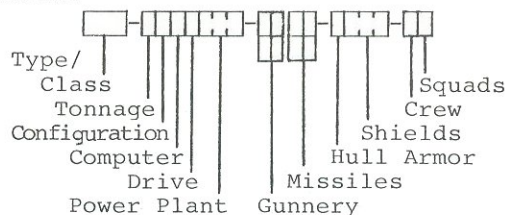
Hull Armor - List Hull Factor

Shields - List Defensive Shield Factor

Crew - List Minimum Number of Crew Members needed to Operate Craft.

Squadrons - List Any Launch Squads by One Factor/10 Light Craft.

Landcraft and Watercraft will be Listed as Follows:



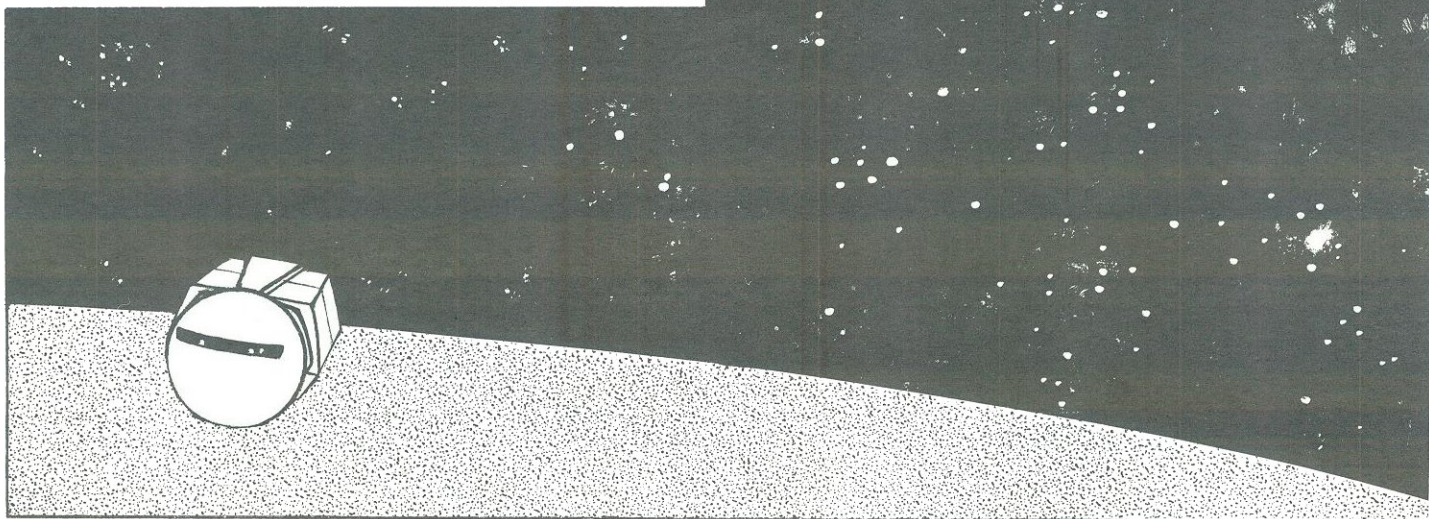
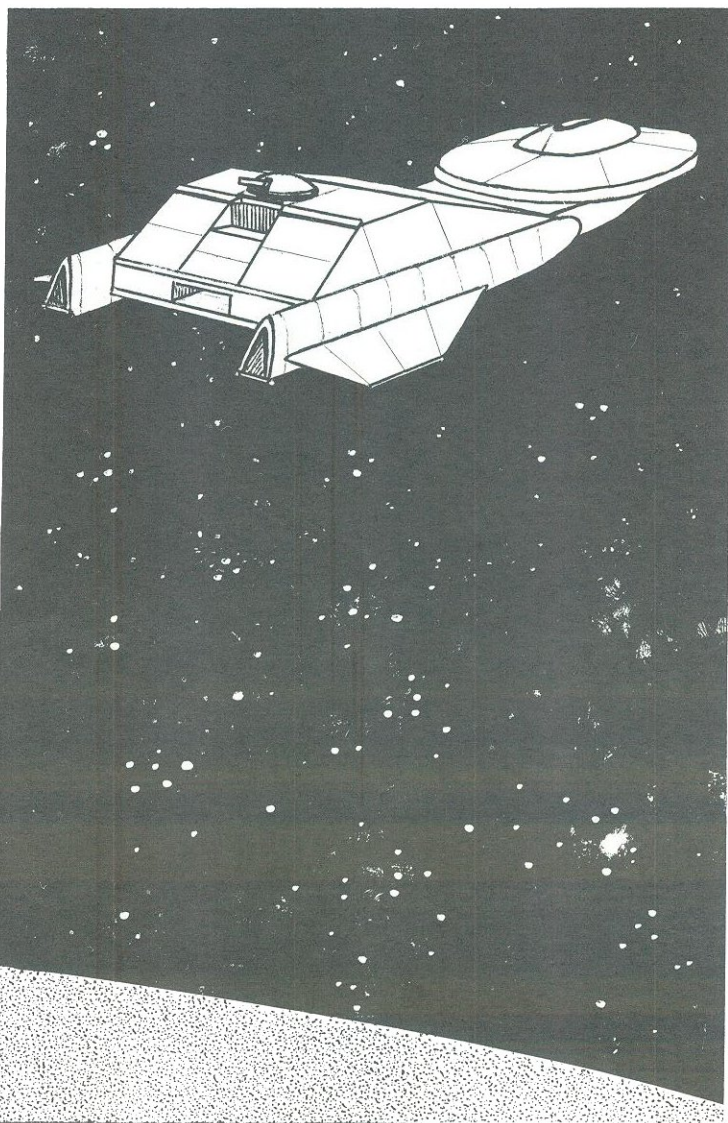
Other Things might be Listed such as Cargo Space, Fuel Tankage, Miscellaneous Equipment, etc.

All Areas will be Listed as for Starcraft/Aircraft Except For:

Drives - These will be Designated as Follows:

0	Manually Operated
1-3	Wheeled
4-5	Tracked
6	Propeller Driven
7	Turbine Driven
8	Foil/Sled
9	Hovercraft
A	Antigravity

Squadrons - List Any Infantry Squads by One Factor/10 Personnel.



TRADE INDEX

Personal Weaponry

CL	Name	Cost
2+	Clubs	5-50 sp
3+	Daggers/Axes	5-30 sp
3+	Spears	10-30 sp
5+	Bows	100-200 sp
6+	Polearms	100-300 sp
6+	Swords	100-500 sp
7+	Crossbows	100-400 sp
11+	Blk.Powdr. Guns	100-200 sp
17+	Revolver	100-200 sp
19+	Shotgun	100-300 sp
21+	Rifle	100-500 sp
22+	SMG	200-800 sp
23+	Grenades	50-200 sp
25+	Automatic Weapons	300-1200 sp
33+	Taser	100-400 sp
34+	Laser Rifle	2000-5000 sp
37+	Laser Carbine/Pistol..	2000-8000 sp
42+	Stun Guns	1000-4000 sp
45+	Blaster Rifles	2000-8000 sp
50+	Blaster Carbine/Pistol.	2000-12,000 sp
52+	Fusion Guns	5000-20,000 sp
60+	Death Ray Guns	10,000-40,000 sp
62+	Plasma Guns	20,000-80,000 sp
68+	Disintegrators ...	30,000-120,000 sp
70+	Disintegrator Units .	10,000-100,000 sp
80+	Energy Blade/Sword.	100,000-300,000 sp

Ammunition/Power Cells

5+	Arrows(10)	20-120 sp
7+	Bolts/Quarrels(10) ...	10-100 sp
9+	Black Powder(Ounce) ...	10-20 sp
9+	Shot, lead(10)	5-10 sp
12+	Shot, steel(10)	10-20 sp
17+	Pistols(10)	5-15 sp
19+	Shotguns(10)	10-20 sp
20+	Chemical Cells(10)	5-20 sp
21+	Rifles(10)	5-20 sp
22+	Clip w/10 rounds	10-30 sp
22+	Banana Clip w/25 rounds .	20-70 sp
23+	Drum Clip w/50 rounds ..	50-200 sp
25+	Belt w/100 round	100-300 sp
25+	Electric Cell Charger ...	10-30 sp
26+	Feed Belt w/1000 rounds.	1000-2000 sp
30+	Solar Cell	2-5 sp
35+	Power Pack(100 shots) .	1000-3000 sp
35+	Power Pack (recharge)...	200-500 sp
37+	Hydrogen Cell(10 shots).	100-300 sp
45+	Hydrogen Cell Charger .	1000-2000 sp
45+	Hydrogen Power Pack(100)	2000-5000 sp
45+	Hydrogen Pwr.Pk(recharge)	200-800 sp
50+	Atomic Cell(10 shots)...	500-2000 sp
50+	Atomic Power Pack(100)..	5000-20,000 sp
50+	Atomic Pwr.Pk.(recharge).	500-2000 sp
62+	Plasma Power Pack(100)..	10,000-20,000 sp
62+	Plasma Pwr.Pk(recharge).	1000-3000 sp
68+	Plasma Cell(10 shots)	2000-5000 sp
70+	Atomic/Plasma Cell Recharger	10,000-20,000 sp

Personal Armor

CL	Name	Cost
2+	Shield	20-50 sp
3+	Leather	20-120 sp
4+	Studded Leather	200-500 sp
5+	Banded	400-1600 sp
5+	Scale Mail	200-800 sp
6+	Chain Mail	300-1200 sp
8+	Plate Mail	500-2000 sp
9+	Plate Suit	1000-4000 sp
22+	Sheath	20-80 sp
25+	Mesh	50-200 sp
28+	Environ/Vacc Suit ..	3000-12,000 sp

34+	Synth/Plastic	1000-2000 sp
38+	Reflect	1000-3000 sp
42+	Charged/Energized ..	5000-20,000 sp
44+	Powered	10,000-20,000 sp
46+	Combat	10,000-30,000 sp
48+	Battle	20,000-50,000 sp
50+	Attack	50,000-200,000 sp
54+	Assault	100,000-300,000 sp
58+	Battle Suit	200,000-500,000 sp
75+	Force Field Device	500,000-2 Million sp

Miscellaneous Equipment and Supplies

CL	Name	Cost
2+	Backpack	10-40 sp
2+	Box, large	50-200 sp
2+	Box, small	20-80 sp
2+	Candles/Torches	1-2 sp
2+	Chest, large	20-40 sp
2+	Chest, small	10-20 sp
2+	Oil, barrel	20-50 sp
2+	Oil, gallon	2-5 sp
2+	Pouch/Sack, large	5-20 sp
2+	Pouch, small	1-10 sp
2+	Rope, 100'	5-20 sp
2+	Spikes(10)	2-5 sp
2+	Tarp/small Sail	5-50 sp
2+	Tent	100-300 sp
2+	Tinder Box	5-20 sp
2+	Tools, Carpenter	100-300 sp
2+	Tools, Mason	100-400 sp
3+	Tools, Locksmith	10-200 sp
3+	Lamp	10-30 sp
3+	Water/Wine Skin	10-20 sp
4+	Lantern	20-50 sp
4+	Mirror	10-20 sp
5+	Shackles/Cuffs	20-50 sp
7+	Hourglass	5-20 sp
8+	Compass	5-20 sp
9+	Optical Lenses	20-80 sp
10+	Sextant	10-40 sp
11+	Microscope	100-300 sp
12+	Tools, Mechanic	200-1200 sp
13+	Pocket Watch	10-30 sp
15+	Camera	30-300 sp
20+	Beacon	20-50 sp
20+	Flashlight	5-30 sp
21+	Two Way Radio, lng.rng..	200-800 sp
21+	Two Way Radio, sht.rng..	100-200 sp
22+	Tools, Medical	500-2000 sp
22+	Tools, Metalwork	400-1600 sp
25+	Calculator	10-30 sp
25+	Communicator, lng.rng...	200-2000 sp
25+	Communicator, med.rng...	200-1200 sp
25+	Communicator, sht.rng...	100-600 sp
25+	Metal Detector	200-500 sp
25+	Oxygen Tank	200-500 sp
25+	Radiation Counter	100-400 sp
25+	Respirators	50-200 sp
25+	Tape Recorder	30-120 sp
25+	Tools, Electronic	500-3000 sp
30+	Computer	10,000 sp x Computer Factor Multiplied by the Computer's Weight in Tons.
30+	Sights, Electronic ..	1000-3000 sp
30+	Sights, Infra-Red	500-2000 sp
30+	Video Recorder	500-2000 sp
33+	Robot, basic	10,000-100,000 sp
35+	Survival Bubbles	500-2000 sp
37+	Holographic Redr/Pjtr..	1000-4000 sp
40+	Robot, standard ...	10,000-200,000 sp
42+	Computer, hand	1000-5000 sp
44+	Medi-Kit	2000-5000 sp
45+	Robot, intermediate ..	50,000-500,000 sp
50+	Anti-Grav Belt	100,000-200,000 sp
50+	Robot, advanced ...	100,000-1 Million sp
60+	Androids	500,000-5 million sp

PROVISIONS

Provisions		
CL	Name	Cost
2+	Wine, quart	5-20 sp
3+	Wine, fine, quart	25-100 sp
3+	Wine, Exotic, quart ...	100-1000 sp
3+	Staples (1 week)	40-60 sp
3+	Ale, pint	1-2 sp
3+	Beer, pint	½-1 sp
3+	Beef, fresh (1 meal)	2-8 sp
3+	Fish, fresh (1 meal)	2-5 sp
3+	Fruit, fresh (1 meal) ...	1-3 sp
3+	Grain, (1 meal/animal) ..	½-2 sp
4+	Beef, dried (1 meal)	2-5 sp
4+	Fish, dried (1 meal)	1-4 sp
4+	Fruit, dried (1 meal) ...	1-2 sp
4+	Rations, iron (1 week) ..	50-100 sp
6+	Liquor, pint	2-8 sp
6+	Liquor, quart	5-30 sp
7+	Salt Pellets (100)	1-2 sp
20+	Chemicals (10 grams)	5-100 sp
20+	Vitamins (100)	2-5 sp
25+	Water Purify Tablets (100).	10-20 sp
27+	Bacteriological Decontamination Kit (1 application).	20-50 sp
30+	Radiation Decontamination Kit (1 application)...	20-80 sp
35+	Sustenance Drink (1 meal) ..	5-20 sp
44+	Medi-Kit Refills (10 applications)...	500-2000 sp
45+	Regenerative Serums ..	100-1000 sp
50+	Longevity Serums	500-2000 sp
65+	Psionic Booster Drugs ..	100-1000 sp

Miscellaneous Compounds/Components

CL	Name	Cost
2+	Herbs, ounce (d%)	
	01-35 abundant	5-20 sp
	36-75 uncommon	5-30 sp
	76-00 rare	10-50 sp
2+	Herbs, pound (d%)	
	01-25 abundant	10-50 sp
	26-75 uncommon	20-200 sp
	76-00 rare	100-500 sp
3+	Spices, ounce (d%)	
	01-35 abundant	5-20 sp
	36-75 uncommon	10-30 sp
	76-00 rare	20-50 sp
3+	Spices, pound (d%)	
	01-25 abundant	20-50 sp
	26-75 uncommon	50-200 sp
	76-00 rare	200-500 sp
3+	* Potions, Alchemist per LVL of Difficulty ..	500-2000 sp
3+	* Potions, Apothecary per LVL of Difficulty ..	200-500 sp
4+	Poison (1 pint) per LVL of Difficulty ...	5-50 sp
4+	Explosive, Factor 1 (pint) ..	1-2 sp
8+	Acid, LVL 1 (¼ pint) per Factor	1-5 sp
8+	** Explosive, LVL 1 (ounce) per Factor	5 sp
15+	Acid, LVL 2 (½ pint) per Factor	5-20 sp
20+	Explosive, LVL 2 (ounce) per Factor	2-5 sp
25+	Explosive, LVL 3 (ounce) per Factor	5-10 sp
45+	Acid, LVL 3 (¾ pint) ...	200-500 sp

* The Components for these Items will Cost ¼ the Price Indicated. This will also apply for Magical Spell Components.

** The Components for these Items will Cost ½ the Price Indicated.

TRANSPORTATION DEVICES

Livestock/Animals		
CL	Name	Cost
2+	Beasts of Burden,	
	large ...	200-800 sp
	medium ..	100-500 sp
	small	50-200 sp
3+	Dairy Animals,	
	large ...	200-700 sp
	medium ..	100-400 sp
	small ...	30-120 sp
	Mounts,	
 large ...	300-1200 sp
 medium ..	200-800 sp
 small ...	100-300 sp
3+	Slaughter Animals,	
	large ...	200-1200 sp
	medium ..	200-700 sp
	small ...	50-300 sp
4+	Fowl,	
 large	20-80 sp
 medium ...	10-30 sp
 small	5-20 sp
4+	Hunting Animals,	
	large ...	200-700 sp
	medium ..	100-400 sp
	small	30-120 sp
5+	Pets,	
 large ...	100-300 sp
 medium ...	30-120 sp
 small	5-50 sp
6+	Guard Animals,	
	large ...	200-800 sp
	medium ..	200-500 sp
	small	50-200 sp
10+	Exotic Animals,	
	large ...	500-3000 sp
	medium ..	200-800 sp
	small	50-300 sp
	Riding Gear	
CL	Name	Cost
2+	Harness	5-20 sp
	Yoke	20-80 sp
3+	Bit and Bridle	10-30 sp
	Riding Blanket	2-20 sp
4+	Barding, leather	300-1200 sp
	Saddle	100-300 sp
	Saddle Bags, large	30-120 sp
	, small	20-50 sp
6+	Barding, chain	500-3000 sp
8+	Barding, plate	2000-5000 sp
30+	Barding, synthetics ..	200-800 sp
35+	Barding, plastic chain ..	500-2000 sp
35+	Barding, plastic plate ..	1000-4000 sp
	Transportation Devices	
CL	Name	Cost
2+	Cart	20-80 sp
2+	Raft	20-50 sp
3+	Canoe/Kiyak	70-100 sp
4+	Boat, small	100-600 sp
4+	Boat, large	500-5000 sp
5+	Wagon	2000-8000 sp
6+	Chariot	2000-5000 sp
6+	Galley, large ...	200,000-800,000 sp
6+	Galley, small	50,000-200,000 sp
7+	Merchant Ship ...	100,000-400,000 sp
7+	Stagecoach	3000-12,000 sp
8+	War Ship	200,000-500,000 sp
12+	Hot Air Ballon	2000-8000 sp
13+	Bicycle	50-200 sp
21+	Automobile (early models)	2000-5000 sp
22+	Motorboat, large ...	2000-20,000 sp
22+	Motorboat, small	500-2000 sp
22+	Motorcycle (early models).	300-1800 sp

TRANSPORTATION DEVICES

FUEL

22+	Primitive Aircraft	2000-8000 sp
23+	Automobile (later models)	3000-18,000
23+	Motorcycle (later models)	2000-5000 sp
25+	Aircraft	500,000-5 Million sp
25+	Armored Vehicles ..	20,000-80,000 sp
25+	Submarine, large ..	2 Million-5 Million sp
25+	Submarine, medium.	1 Million-3 Million sp
26+	Submarine, mini ..	100,000-1 Million sp
26+	Helicopter	200,000-800,000 sp
27+	Ornithopter	200,000-2 Million sp
28+	Hydrofoil	20,000-80,000 sp
29+	Hovercraft	100,000-300,000 sp
30+	** Non-Stellar Spacecraft ..	100,000 sp/ton
34+	Anti-Grav Vehicle, large ..	2-5 Million sp
34+	Anti-Grav Vehicle, small ..	1-2 Million sp
40+	** Inter-Stellar Spacecraft ..	250,000 sp/ton
50+	Anti-Grav Belt ..	100,000-200,000 sp
87+	Teleportation Ring ..	500,000-2 Million sp
90+	Planar Travel Ring ..	1 Million-3 Million sp

* Prices Include Necessary Equipment to Operate the Transportation Device; Optional Accessories Not Included.

** Equipped with Basic Drive Types for that Civilization Level at a Factor of One. Drives must be Modified or Replaced for Higher Factor Ratings. Optional Equipment such as Weaponry, Shields, etc. Not Included.

* Heavy Weaponry

CL	Name	Cost
6+	Ram	200-800 sp
6+	Sow	300-1200 sp
7+	Ballista	200-500 sp
7+	Catapult	200-800 sp
8+	Trebuchet	300-1200 sp
10+	Cannon, large	2000-8000 sp
10+	Cannon, small	1000-4000 sp
20+	Artillery, large ..	20,000-50,000 sp
20+	Artillery, small ..	10,000-30,000 sp
25+	Missile Rack, large ..	100,000-800,000 sp
25+	Missile Rack, medium ..	50,000-200,000 sp
25+	Missile Rack, small ..	10,000-30,000 sp
25+	Missile, large	20,000-50,000 sp
25+	Missile, medium	5000-20,000 sp
25+	Missile, small	1000-5000 sp
27+	Warhead, Negation ..	500,000-2 Million sp
27+	Warhead, Nuclear ..	1 Million-5 Million sp
28+	Warhead, Neutron ..	2 Million-5 Million sp
28+	Auto-Cannon, large ..	20,000-80,000 sp
28+	Auto-Cannon, small ..	10,000-40,000 sp
30+	Space Missile	500,000-2 Million sp
33+	Beam Laser (single) ..	200,000-800,000 sp
33+	Beam Laser (double) ..	300,000-1.2 Million sp
33+	Beam Laser (triple) ..	500,000-2 Million sp
38+	Pulse Laser (single) ..	300,000-1.2 Million sp
38+	Pulse Laser (double) ..	500,000-2 Million sp
38+	Pulse Laser (triple) ..	1 Million-3 Million sp
40+	Blaster (single)	500,000-2 Million sp
40+	Blaster (double)	1 Million-4 Million sp
45+	Warhead, Matter ..	2 Million-8 Million sp
50+	Particle Accelerator ..	5 Million-20 Million sp
55+	Disintegrator ...	10 Million-30 Million sp
62+	Meson	20 Million-50 Million sp
65+	Missile, Energy ...	3 Million-12 Million sp
70+	Warhead, Anti-Matter	20 Million-50 Million sp

* Note that Most Heavy Weaponry is of a Military Nature and may not be available (except for the Black Market). Government Forms and Law Levels should be checked.

The More Determental Weapon Types (Nuclear Bombs, Matter Bombs, Mesons, Energy Missiles, Anti-Matter Bombs, etc.) are rarely available on the Open Market.

Maneuver Drives

Factor 0 - 1 Million sp/100 tons of Craft.

Factor 1 and Up - 2.5 Million sp/100 tons of Craft, multiplied by the Maneuver Drive Factor.

Stellar Drives

Ion Drives

Factor 0 - 2.5 Million sp/100 tons of Craft.

Factor 1 and Up - 5 Million sp/100 tons of Craft, multiplied by the Ion Drive Factor.

Atomic Drives

Factor 0 - 5 Million sp/100 tons of Craft.

Factor 1 and Up - 10 Million sp/100 tons of Craft, multiplied by the Atomic Drive Factor.

Hyper Space/Warp Space Drives

Factor 0 - 10 Million sp/100 tons of Craft.

Factor 1 and Up - 25 Million sp/100 tons of Craft, multiplied by the Drive Factor.

Power Plants

Standard Reactors

Base Price for Standard Power Plants will be Figured at 2 Million-5 Million sp/100 tons of the Craft. Standard Power Plants weigh from 5-10 tons depending on Civilization Level. The Tonnage of a Power Plant will be increased an Equal amount of tons to Additional Power Plant Factors Above Factor One.

Anti-Matter Reactors

Base Price for an Anti-Matter Reactor will be Figured at 20 Million-50 Million sp/100 tons of the Craft. The Tonnage of an Anti-Matter Reactor will be from 5-10 tons/1000 tons of the Craft and will likewise Reflect the Size of the Crystal needed to Focus such Energy Properly.

Fuel

Solid Fuels

Refined	200-500 sp/ton
Unrefined	50-200 sp/ton

Liquid Fuels

Refined	300-800 sp/ton
Unrefined	100-300 sp/ton

Radioactive Materials

Refined	500-2000 sp/ton
Unrefined	200-500 sp/ton

Crystals (Anti-Matter)

Crystals must be Faceted properly in order to Function/Focus the Energy Correctly.

Hardness	Price/Kilocarats
1-4	100,000 sp
5-7	250,000 sp
8-9	500,000 sp
10	1 Million sp
11-14	3 Million sp
15-17	5 Million sp
18-19	7 Million sp
20	10 Million sp

A Kilocarats will be a Crystal Approximately 6" in Length and 2" in Diameter.

SHIELDS

Shields/Hull Armor

Base Price of 10,000 sp/10 tons of Craft to Increase the Hull Armor Factor by One. This will also Increase the Craft's Weight by +10% per Factor Increase.

Reflective Armor will be Figured at a Base Price of 2500 sp/ton of the Craft provided that the Craft already has Hull Armor. Otherwise, the Base Price will be 12,000 sp/ton of the Craft per Hull Armor Factor.

IEF - Industrial Energy Field(standard)will be Figured at 10 Million sp/1000 tons of Craft.

IEF(quality) - 25 Million sp/1000 tons of the Craft.

Deflector Shields - 50 Million sp/1000 tons of the Craft.

Repulsor Shields - 75 Million sp/1000 tons of the Craft.

Nuclear Damper Shields - 10 Million sp/100 tons of the Craft.

Fission Damper Shields - 25 Million sp/100 tons of the Craft.

Anti-Radiation Shields - 50 Million sp/100 tons of the Craft.

Anti-Particle Shields - 75 Million sp/100 tons of the Craft.

Energy Absorbant Shields(EAS)25% - Absorbs 25% of Energy Damage Sustained provided that it does not Exceed the Absorbancy Capacity. Base Price of 1 Million sp/10 tons of the Craft.

*EAS (50%) - As for Above except 50% Absorbancy. Base Price of 2 Million sp/ton of Craft.

*EAS (75%) - As for Above except 75% Absorbancy. Base Price of 3 Million sp/ton of Craft.

*EAS (100%) - As for Above except 100% Absorbancy. Base Price of 4 Million sp/ton of Craft.

*EAS (100%) - As for Above except 100% Absorbancy. Base Price of 5 Million sp/ton of Craft. This Model has a Higher Absorbancy Capacity.

* For Absorbancy Capacities, See Defensive Shields.

PRICE MODIFICATIONS

* For Every Civilization Level Above what needed to Manufacture an Item, the Price of such will be Cumulatively Reduced by -01% (Never to go Below 25% of the Total Base Price). THIS WILL ONLY APPLY ON INDUSTRIAL WORLDS.

** If an Item Becomes OBSOLETE, it will begin to Cumulatively Increase in Price by +05% for Every Civilization Level Above where it Becomes an Antique(Adjusted at Base Price).

MONETARY CONVERSIONS

cp - Copper Piece
10 Copper Pieces = 1 sb

sb - Silver Bit
10 Silver Bits = 1 sp

sp - Silver Piece(Silver Dollar)
20 Silver Pieces = 1 gp

gp - Gold Piece(20 Dollar Gold Piece)
5 Gold Piece = 1 pp

pp - Platinum Piece(100 Dollar Coin)
10 Platinum Pieces = 1 tp

tp - Titanium Piece(1000 Dollar Coin)

POISONS, PREPARATIONS

POISONS

These Tables Reflect the Average Damage of a Normal Dose for Man-Sized Creatures. Smaller Creatures will take Double Damage, and Adjust for Larger Creatures.

		Ingestive (Oral)		Damage vs. Save	
	Type	Onset Time	Successful	Unsuccessful	
LVL I	A	1 turn	*	**	
	B	2-8 rounds	*	***	
	C	2-5 rounds	*	****	
	D	1-2 rounds	*	death	
LVL II	AA	2-8 rounds	**	***	
	BB	2-5 rounds	**	****	
	CC	1-2 rounds	**	death	
	DD	1 round	**	death	
LVL III	AAA	2-5 rounds	***	****	
	BBB	1-2 rounds	***	death	
	CCC	1 round	****	death	
	DDD	1-3 melee rounds	death	death	
		Penetrative (Contact)		Damage vs. Save	
	Type	Onset Time	Successful	Unsuccessful	
LVL I	A	1 turn	-----	*	
	B	2-5 rounds	-----	**	
	C	2-5 melee rounds	*	***	
	D	2-5 segments	***	death	
LVL II	AA	2-5 rounds	*	**	
	BB	1 round	**	***	
	CC	1 melee round	***	****	
	DD	1 segment	****	death	

+ All Poisons will cause Illness/Nausea lasting for 2-5 Days/Poison Level, divided by the Character's Constitution Score(Round Numbers Down to Next Lowest Day).

* Loss of One Eighth of Total Hit Points.

** Loss of One Fourth of Total Hit Points.

Strength, Dexterity, and Constitution will be Reduced by One Eighth of their Normal Rating.

*** Loss of One Half of Total Hit Points.

Strength, Dexterity, and Constitution will be Reduced by One Fourth of their Normal Rating.

**** Loss of Three Quarters of Total Hit Points. Strength, Dexterity, and Constitution will be Reduced by One Half of their Normal Rating.

ACIDS

LVL	Factor	Type
I	1-4	Natural Acids
II	5-8	Industrial Acids
III	9-A	Disruptive/Molecular Acids

* Acids will burn/dissolve Materials for a Number of Rounds Equal to their Factor.

** Acids are capable of eating through Medium Density Items up to One Inch in thickness per Acid Factor/round(this will include plastics,light weight metals).More Dense Items will only be dissolved at ½ this Rate and likewise, less Dense Materials will be consumed twice as fast.

EXPLOSIVES

	Factor	Type	Damage
LVL I	1	Stable Volatiles	1-3/pint*
		Liquid Grenades	2-5/pint**
	2	Gun Powder	3-12/oz.
		Fragmentation Grenades	10-20/oz.

PREPARATIONS

LVL I	3	Phosphorous	2-8/oz.*
		Phosphorous Grenades	2-12/oz.**
	4	Hydrochloric Sodium	2-5/oz.*
LVL II		HCl Sodium Grenades	4-16/oz.**
	5	Dynamite	5-20/oz.
		TNT	5-30/oz.
LVL III	6	Unstable Volatiles	2-5/oz.*
		Nepam	5-20/oz.**
	7	Glycerides	10-40/pint
LVL IV		Unstable Mixtures	10-30/pint
	8	Chemical Grenades	10-50/oz.
		Plastics	20-50/oz.
LVL IV	9	Neutron($\frac{1}{2}$ km radius/oz.) death***	
		Nuclear(1 km radius/oz.)	100-500***
		Matter(1 km radius/gram)	500-1000***
	A	Anti-Matter(100 km radius/gram)	disintegration

Explosive Level will indicate the Level of Demolition Expertise required to construct such Explosive. Failure to Prepare such properly may result in hazardous occurrences.

* This Indicates Damage/round of Burning.

** This Indicates Damage for the Initial Blast. Damage will continue Burning as for (*).

*** Check for Fallout Conditions/Radiation.

+ All Explosives will have a Cumulative +15% Chance/Explosive Factor per Round of Igniting Any nearby Flammable/Combustible Substances.

HERBAL PREPARATIONS

Most Preparations can be Achieved at the First Level of Difficulty for Characters with an Intelligence of 9+(unless specified otherwise).

For Every Two(2) Points of Intelligence, a Character may learn One Preparation. Formulas should be written down or Character must make an Intelligence Saving Throw(adjust for Difficulty/extent of Preparation) in order to Prepare such Properly by memory.

Alchemists, Apothecarys, and Head Hunters may also learn Two Preparations/ Level of Experience, added to those that may be learned as listed above.

Each Item may have more than One Use. Each Use will be counted as One Preparation.

BUSHES/SHRUBS

Blackberry - Thorn Bush. Black and Red Cluster Berries with Green Leaves.

Habitat: Sub-Tropical to Temperate; +25% Frequency Modifier Elsewhere.

- 1 - (leaves) causes tissues to retain moisture/prevents secretion of fluids.
- 2 - (berries) rich in Vitamin C; large amounts act as a strong laxative.

Cinnamon - brownish/orange bush. Brownish Red Bark on stalk.

Habitat: Sub-Tropical to Temperate; +30% Frequency Modifier Elsewhere.

- 1 - (bark) dried and powdered. Remedy for diarrhea. Ingested.
- 2 - (bark) dried for tea. Remedy for Indigestion/stomach gas.

Cocoa - large shrub with medium oval shaped leaves. Dark Green in coloration.

Habitat: Tropical to Sub-Tropical; +35% Frequency Modifier Elsewhere.

- 1 - (leaves) raw or boiled tea. Double Movement and Triple Endurance.
- 2 - (leaves) powered; salve. Analgesic.
- 3 - (leaves) distilled; strong Analgesic; large amounts may cause Heart Attack.

HERBS — Bushes

Coffee - large shrub with small oval shaped leaves. Green leaves and brown/red berries.

Habitat: Tropical to Sub-Tropical; +35%

Frequency Modifier Elsewhere.

- 1 - (berries/beans) boiled; stimulant
- 2 - (leaves) powdered and distilled; Double Movement.

Desfontainia - Greenish in color. Small Oval shaped leaves with ridged/pointed edges.

Habitat: Sub-Tropical to Temperate; +30%

Frequency Modifier Elsewhere.

- 1 - (leaves) boiled for tea; small amounts; Narcotic/Hallucinogenic.
- 2 - (berries) boiled, small amounts; see Visions.
- 3 - (berries) boiled; strong Hallucinogen, possible violent Insanity(maybe permanent).

Heimia - light Green colored bush. Yellow Flowers. Short thin leaves.

Habitat: Tropical to Temperate; +25% Frequency Modifier Elsewhere.

- 1 - (leaves) boiled to make 'Sinicuichi' drink, Narcotic; Trance Inducer.
- 2 - (leaves) boiled, small amounts; pleasant drowsiness and euphoria.
- 3 - (flowers) boiled, small amounts; mild intoxicant, causes giddiness and amount of light picked up by the eye is reduced.
- 4 - (any) excessive amounts can be Poisonous, Type (A).

Hemlock - stalk type bush, thin branches and soft light green leaves. Leaves come in odd numbered clusters and are spade shaped with multiple separations.

Habitat: Temperate to Subtropical; +30% Frequency Modifier Elsewhere. Prefers damp, shaded areas.

- 1 - (leaves) any form; Poison Type (CC) Ingestive.
- 2 - (stalk) small amounts; relieves spasms.
- 3 - (stalk) Sedative and Analgesic.

Iboga - stalk type bush with thin branches. Light Yellow leaves in pairs of two. Leaves shaped like an oval with points at either end. Small Flower Clusters in pairs of two at top of each stalk. Seed Pods at branch intersections.

Habitat: Tropical to Sub-Tropical; +35% Frequency Modifier Elsewhere. Prefers damp areas.

- 1 - (flowers) powdered; strong Aphrodesiac.
- 2 - (leaves) powdered, small amounts; Doubles Strength and Endurance.
- 3 - (leaves) powdered; strong Hallucinogenic.

Lang-Tang - stalk type bush with oblong oval shaped leaves. Dorsal Flowers extend at each pair of leaves. Flowers will be yellow with purple veins. Fruit will grow out from flower base.

Habitat: Tropical to Temperate, dry areas. +25% Frequency Modifier Elsewhere.

- 1 - (leaves/fruit) small amounts; Sedative.
- 2 - (leaves/fruit) Poison Type (BB) Ingestive.

Mezereon - leafy bush, many small oblong leaves. Clusters of small Red Berries.

Habitat: Temperate. +30% Frequency Modifier Elsewhere.

- 1 - (flower/berry) Internal; Poison Type (B) Ingestive.
- 2 - (flower/berry) powered, salve; Treatment of Skin Ulcers.
- 3 - (leaves) powered, small amounts; Stimulant.

HERBS — Bushes

Mimosa - large shrub with many branchlets. Oblong fern-like leaflet clusters, colored green. Very small white flower strings on branchlets bearing no leaves. If disturbed, leaves will fold against each other immediately.

Habitat: Sub-Tropical to Temperate. +25% Frequency Modifier Elsewhere.

- 1 - (roots) boiled into a drink, small amounts; Stimulant.
- 2 - (roots) boiled into drink; Hallucinogenic/Stimulant.

Both Preparations use in preparing for Battle to improve performance and remove fear.

Mulberry - leafy bush. large leaves protruding from main stalk. Leaves are Green with Red and White Cluster Berries at stalk.

Habitat: Temperate. +25% Frequency Modifier Elsewhere.

- 1 - (berry) mixed with sugar, drink. Syrup makes a Strong Expectorant.
- 2 - (berry) rich in Vitamin C; large amounts act as a Laxative.
- 3 - (leaves) Astringent, shrinks tissues and prevents the secretion of fluids.

Rosemary - stalk type bush. Many thin oblong leaves, Green in coloration. Clusters of light Purple Irregular shaped flowers at top of stalks.

Habitat: Temperate to Sub-Tropical. +25% Frequency Modifier Elsewhere.

- 1 - (leaves) boiled; induces sweating and menstruation.
- 2 - (flowers) distilled, oil; used orally to relieve Indigestion/stomach gas.
- 3 - (flowers) distilled, oil; used externally as a mixture in Hair Lotions.

Wild Rose - leafy thorn bush. Oval shaped leaves with pointed edges. Flowers of any color but usually Red. Berries at blossom, Red color.

Habitat: Temperate; +25% Frequency Modifier Elsewhere.

- 1 - (flower) powdered, boiled; used in perfumes and scented candles/incense.
- 2 - (flower/pollen) powdered, drink; gargle for throat and mouth ailments.
- 3 - (fruit) Rich in Vitamin C, excellent for infants and young creatures.

Yun-Shih - small stalk bush, vine like tendencies. Thorns on stalk. Yellowish-Green in coloration.

Habitat: Temperate to Sub-Tropical. Dry areas. +30% Frequency Modifier Elsewhere.

- 1 - (leaves/fruit) small amounts; Stimulant.
- 2 - (leaves/fruit) Stimulant/Hallucinogen.
- 3 - (flowers) powdered, drink, small amounts; True Sight ability. Muscular Sluggishness.
- 4 - (flowers) powdered, drink, commune with the Spirit World. Muscular Sluggishness.
- 5 - (seeds) powdered, burned in candle or incense; summon Spirits

CACTI

Bakana - small oblong stalks. buttons on top of each stalk. Very few spines. Dark Green.

Habitat: Temperate to Sub-Tropical. Very dry/arid areas. +35% Frequency Modifier Elsewhere.

- 1 - (button) mild Hallucinogen.
- 2 - (stalk) Narcotic/Analgesic.

Hikuli - small rounded, short stalk. Spines in rows around entire Cactus. Dark Green.

Habitat: Tropical to Sub-Tropical. Very dry/arid areas. +30% Frequency Modifier Elsewhere.

HERBS — Cacti

- 1 - (any part) small amounts; Intoxicant.
- 2 - (any part) average amounts; Hallucinogenic/Intoxicant.
- 3 - (any part) average to large amounts; Poison Type (A).

Mammilla - small rounded Cactus. Short Stalk with few spines. Green in coloration.

Habitat: Tropical to Sub-Tropical. Dry/arid areas. +35% Frequency Modifier Elsewhere.

- 1 - (any part) small amounts; Stimulant.
- 2 - (any part) ingested; ability to locate Sorcerers and Witches.
- 3 - (any part) boiled for drink, small amounts; ability to see Visions.
- 4 - (any part) boiled for drink; causes insanity.
- 5 - (any part) boiled, salve for external use; remedy for Ear troubles.

Mulato - small cluster Cactus forming Buttons. Very few spines. Greenish/Brown in coloration.

Habitat: Tropical to Sub-Tropical. Very dry/arid areas. +30% Frequency Modifier Elsewhere.

- 1 - (any part) boiled for drink, average amounts; strong Intoxicant.
- 2 - (any part) small amounts; Stimulant, gives Speed when running.
- 3 - (root) powdered with other weeds added, gives True Sight and ability to detect Personal Theft.
- 4 - (root) powdered and added to wine; prolongs life, reduces aging effects.

Peyote - small rounded Cactus. Buttons form at top of Cactus. Usually dark Green to Brownish/Green in coloration. Very few soft spine clusters. White hairy particles form at center of Buttons.

Habitat: Temperate to Sub-Tropical. Dry/arid areas. +35% Frequency Modifier Elsewhere.

- 1 - (white particles) small amounts; Poison Type (B).
- 2 - (white particles) Poison Type (BBB).
- 3 - (any part) powdered for salve; pain reliever, arthritis remedy.
- 4 - (any part) powdered and smoked, small amounts; Narcotic/Hallucinogen.
- 5 - (any part) powdered and smoked, mixed with Cannabis; increases Mental Prowess/Mental Capabilities.
- 6 - (any part) powdered and smoked, mixed with Cannabis(or other Herbs)and Magic Mushrooms; increases Mental Capabilities and gives True Sight ability.
- 7 - (any part) ingested, small amounts; ability to Contact the Spirit World.
- 8 - (any part) ingested, Precognition, also used for Divinations and Prophecies.

Large amounts of this Cactus will produce Wild Hallucinations in Any Form(if proper Ritual is Not Performed).

If the White Particles(Stricnine)are ever consumed with the other parts, the Cactus will generate its standard effects along with Muscular Sluggishness.

San Pedro - tall hexagonal stalks with spiny ridges. Green to Dark Green in coloration. Flowers will blossom at top of stalks.

Habitat: Temperate. Dry/arid areas. +25% Frequency Modifier Elsewhere.

- 1 - (any part) large amounts; Hallucinogenic. Increases Mental Capabilities.
- 2 - (any part) large amounts; pain reliever/Analgesic.

HERBS — Flowers

Sunami - small stalk Cactus. Few spines. Usually Greenish in coloration.

Habitat: Tropical to Sub-Tropical. Dry/arid areas. +30% Frequency Modifier Elsewhere.

- 1 - (any part) small amounts; strong Hallucinogenic/Intoxicant.
- 2 - (any part) strong Hallucinogenic/Poison Type (CCC).

FLOWERS

Achillea - small plant with hairy leaves and stem. Dark Greenish coloration. Flowers are in clusters at top of stalk, usually Yellow in color.

Habitat: Temperate to Sub-Tropical, Preferring Mountainous Terrain. +35% Frequency Modifier Elsewhere.

- 1 - (flowers) powdered and boiled; Stimulant.
- 2 - (any part) powdered and boiled; used in manufacture of Liqueurs.
- 3 - (any part) powdered for salve; externally used on Wounds to promote Coagulation.

Anemone - stalk type Flower. Singular star shaped Flower at top of each stalk. Flower usually White with Yellow center.

Habitat: Temperate to Sub-Tropical. +30% Frequency Modifier Elsewhere.

- 1 - (petals) powdered, small amounts; remedy for menstrual disorders.
- 2 - (flower head) powdered for drink, small amounts; remedy for Coughs and Chest ailments.
- 3 - (any part) Strong Poison Type (AAA).

Arnica - stalk type Flower. Singular multipetal Flower. Three Yellow Flowers at top of each stalk.

Habitat: Temperate. Preferring Mountainous Terrain. +35% Frequency Modifier Elsewhere.

- 1 - (flowers) powdered for salve; remedy for bruises and skin ailments.
- 2 - (flowers) internal use, small amounts; Stimulant.
- 3 - (any part) internal use, small amounts; remedy for Lung Conditions.
- 4 - (any part) internal use; Poison Type (B).

Autumn Crocus - stalk type Flower. Star shaped Flower with oblong upright Pedals. Flower is light Purple with Orange/Yellow Pistil.

Habitat: Temperate to Sub-Tropical. +30% Frequency Modifier Elsewhere.

- 1 - (flowers) powdered, internal use; treatment of Gout and other foot disorders.
- 2 - (stem/leaves) internal; Poison Type (CCC).
- 3 - (any part) boiled and watered down, internal or external use; inhibits Cellular Division, healing, slows growth and other regenerative effects.

Belladonna - leafy Flower. Oval shaped Green leaf clusters with small cup shaped Flowers. Yellowish Berries near Flowers. Flowers themselves will be pale Greenish White/Yellow.

Habitat: Temperate to Sub-Tropical. +30% Frequency Modifier Elsewhere.

- 1 - (any part) internal and external; Poison Type (DD).
- 2 - (flowers) small amounts; strong Analgesic reducing pain greatly.
- 3 - (leaves) small amounts; Antiseptic qualities.

Celadine - leafy Flower. Large oval shaped leaves in clusters near the ground. Slender stems rise from the center with star shaped Yellow

HERBS — Flowers

Yellow Blossoms. Flower Pedals are small and oval shaped with many Yellow Pistil extending high from the center.

Habitat: Temperate to Sub-Tropical. +25% Frequency Modifier Elsewhere.

- 1 - (root) powdered; laxative and diuretic helping the body dispose of water.
- 2 - (root) boiled; mild Sedative.
- 3 - (flowers) boiled into a syrup, mixed with sugar; cough suppressant and expectorant.

Chrysanthemum - stalk Flower. Clusters of five Flower Heads at top of each stalk. Flower Heads contain many small rounded Pedals forming a cluster with a flattened surface. Yellow Flowers with Dark Green stem.

Habitat: Temperate to Sub-Temperate. +30% Frequency Modifier Elsewhere.

- 1 - (flower) small amounts, internal; remedy for stomach/intestinal worms.
- 2 - (flower) internal; strong Poison Type (BBB).

Centaur - stalk Flower. Very delicate and small. At top of each stem is a cluster of pale Purple/lavender Flowers. Flowers are very small with short thin Pedals forming a star. Small Yellow Pistil rise from the center of each. Flowers only bloom during the early summer for a very short time.

Habitat: Temperate to Sub-Temperate (Summer). +45% Frequency Modifier otherwise.

- 1 - (flower) powdered, mixed with Wine; mild Analgesic and fever reducer.
- 2 - (flower/white) rare occurrence in Normal Clusters, Once every 100 years; used in manufacture of Magical Wines.

Chicory - stalk Flower. Delicate stems rising to Flower. Small thin leaves at each stemlet intersection. Flowers will blossom at these locations as well. Flowers will be light blue with many thin oblong Pedals.

Habitat: Temperate to Sub-Temperate. +30% Frequency Modifier Elsewhere.

- 1 - (leaves) powdered for slave; remedy for Skin Ulcers.
- 2 - (leaves) internal use; counteract High Blood Pressure.
- 3 - (root) internal use; stimulate appetite and alleviate constipation.
- 4 - (root) internal use, average amounts; purify the blood.

Foxglove - stalk Flower. Singular stalk with small Green leaves. Flower cluster at upper half of stalk. Bell shaped Flowers hanging downwards, Pale Purple/Pink in coloration. Inside of Flowers will be white with Reddish-Brown spots.

Habitat: Temperate to Sub-Tropical. +30% Frequency Modifier Elsewhere.

- 1 - (leaves) internal use; increases Heart beat and circulation of the Blood.
- 2 - (leaves) internal use; reverses the effects of Heart Failure and Heart Attack.

Henbane - leafy Flower. Green oval shaped pointed leaves with soft hairs covering them. Flower will have one Pedal which opens around the Pistil. Flowers will be rounded Star shape, Yellow with dark Purple center. Pedals have thin purple veins and Pistil will also be this color.

Habitat: Temperate to Sub-Tropical. +30% Frequency Modifier Elsewhere.

- 1 - (seeds) powdered, internal use, small amounts; strong Narcotic/Analgesic.
- 2 - (seeds) internal use; Poison Type (BBB).

HERBS — Flowers

Hollyhock - stalk Flower. Small oval shaped leaves, usually dark Green. Leaves will have light hair. Flowers will grow from stalk junctions with ruffled Pedals. Round Flower with small Yellow Head. Flower will be light Purple/Pink in coloration.

Habitat: Temperate to Sub-Temperate. +30% Frequency Modifier Elsewhere.

- 1 - (leaves/flower) internal use; soothing properties.

Iris - stalk Flower. Sword shaped Green leaves rise from base of plant. Irregular shaped Flower will blossom at top of each stalk. Flower will be deep Purple with touches of Yellow/White at base of each Pedal. Pistil will be White to Yellow.

Habitat: Temperate to Tropical. +35% Frequency Modifiers Elsewhere.

- 1 - (flower) powdered; excellent catalyst for salves and balms of any kind.

Lavender - stalk Flower. Thin stalk branching out to smaller stems at top. Upper stems will have Flower clusters rising to their top. Flowers will be upright and bell shaped. Outer edge of Pedals will flare out into a rounded star shape, usually colored light purple.

Habitat: Temperate to Sub-Tropical. +30% Frequency Modifier Elsewhere.

- 1 - (flower) external; base for Cosmetics.
- 2 - (flower) small amounts; remedy for stomach/intestinal gas/discomfort.
- 3 - (flower) powdered, internal use; reduces spasms.
- 4 - (flower) boiled, internal; remedy for migraines and other headaches.
- 5 - (any part) boiled, external use; remedy for hair loss/baldness.

Lily of the Valley - small plant with very delicate stem. Flowers will be suspended from stemlets all along main stem. Flowers will be bell shaped and White in coloration. Edges of each small Pedal will curl outward and under a slight degree. Pistil will be small and Yellow in color.

Habitat: Temperate to Tropical. +30% Frequency Modifier Elsewhere.

- 1 - (flower) powdered, internal use; treatment for a Weak Heart. Also used to reverse the effects of a Heart Attack.

Mallow - leafy Flower. Small Green leaves with ruffled edges, star shaped. Flower will have elongated heart shaped Pedals, five pointed. Flower and Pistil will be light Purple in color. Pedals will also have thin dark Purple stripes running from the center of Flower

Habitat: Temperate to Sub-Temperate. +30% Frequency Modifier Elsewhere.

- 1 - (leaves/flower) internal use; soothing properties.
- 2 - (leaves/flowers) external use; mild Analgesic, with Antiseptic properties as well.

Marigold - stalk Flower. Dark Green stalk with similar colored sword shaped leaves. Flower will be at top of each stalk with many thin Petals colored Yellow. Flower Head will be slightly darker in color than the Pedals that form a ring around it.

Habitat: Temperate to Sub-Temperate. +30% Frequency Modifier Elsewhere.

- 1 - (flower) powdered for salve, external; ointment for wounds, sores, and burns.
- 2 - (flower) boiled for drink; Stimulant.
- 3 - (leaf/stem) boiled, internal; remedy for digestive problems.

HERBS — Flowers

Milk Vetch - small delicate plant with small fern like leaves. Thin hair covered stem, red/purple in color. Flower stalk will rise from intersection of each set of leaves. Rings of small Pedals stacked up to top of of Flower reaching the Pistil. Hairs will accumulate inbetween all the Pedals. The Pedals will be colored as for the stem and the Pistil will be Yellow.

Habitat: Temperate to Sub-Tropical. Shaded areas. +35% Frequency Modifier Elsewhere.

- 1 - (stem) boiled to a gum; base for many different kinds of Compounds.
- 2 - (leaves) boiled; oral Antiseptic.
- 3 - (flowers) small amounts; mild spinal paralysis and hallucinations.
- 4 - (flowers) ingested; Poison Type (AAA).

Monkshood - stalk Flower. Green stem rising up to the upper half of the plant where irregularly shaped purple Flowers accumulate towards the top. Pistil will be light blue in color.

Habitat: Temperate to Sub-Temperate. prefers Mountainous Terrain. +30% Frequency Modifier Elsewhere.

- 1 - (any part) small amounts, internal use; reduces fever.
- 2 - (any part) internal; Poison Type (AAA).
- 3 - (flowers) powdered for salve; ointment for Rheumatism.
- 4 - (flowers) boiled; mild Anesthetic.

Morning Glory - vine Flower. Light Green spade shaped leaves with Flower stem in same area. Flower will be elongated and cup shaped, flaring out to form a pentagon at the end of the Pedals. Flowers can be any color.

Habitat: Temperate to Sub-Tropical. +30% Frequency Modifier Elsewhere.

- 1 - (seeds) powdered, ingested; trance inducer and Hallucinogenic. Flower Color will determine strength:
Violet - very weak Yellow - mild
Red - weak Blue - strong
Orange - very mild White - very strong
- 2 - (seeds) powdered, boiled, drink; produces True Sight ability.

Oleander - large shrub like Flower. Green oblong leaves with pointed ends. Flower clusters will be at end of each branchlet. Flowers will be Red and sometimes on rare occasions a White group of Flowers may be found. Flowers will have four tear drop shaped Pedals with a White or Yellow center.

Habitat: Temperate to Sub-Temperate. +25% Frequency Modifier Elsewhere.

- 1 - (any part) small amounts, internal use; strengthens weak Heart Rate.
- 2 - (any part) ingested; may cause Heart Attack.
- 3 - (White Flower) internal; Poison Type (DDD).

Orchid - stalk Flower. Very thin sword like leaves. Stalk rises to elongated cluster of small irregularly shaped Flowers. Flowers will be light Lavender in color.

Habitat: Tropical to Temperate. +35% Frequency Modifier Elsewhere.

- 1 - (flower) powdered; used in Perfumes.
- 2 - (root) boiled for drink; drink called Salep, nutritional value as well as soothing properties.
- 3 - (root) powdered, internal use; remedy for stomach/intestinal irritation.

HERBS — Flowers

Periwinkle - delicate leafy Flower. Light Green spade shaped leaves. Thin stem with Purple Flower at end of each. Five tear drop shaped Pedals fading to White at center. Small Flower Head, Yellow in color.

Habitat: Temperate to Sub-Tropical. +30% Frequency Modifier Elsewhere.

- 1 - (any part) small amounts; treatment for intestinal ailments.
- 2 - (any part) internal use; treatment for Leukemia.

Poppy, Field - rounded leaves at base of Flower. Slender stem rises up to singular rounded Flower. Usually Red with Brown/Black Flower Head.

Habitat: Temperate to Sub-Tropical. +35% Frequency Modifier Elsewhere.

- 1 - (flower pedals) powdered; Sweetener.
- 2 - (flower head) internal use; Sedative.

Poppy, Opium - rounded leaves at Flower Base. Slender stem rising to singular Flower. Flower will be rounded, usually Pinkish in color. Flower Head will be Light Yellow.

Habitat: Tropical to Sub-Tropical. +35% Frequency Modifier Elsewhere.

- 1 - (leaves) boiled; Anesthetic qualities.
- 2 - (flower head) sap collected in Autumn, smoked; strong Sedative.
- 3 - (flower head) sap collected in Autumn, distilled; strong Narcotic/Analgesic.

Sun Flower - tall stalk Flower. Large singular Flower at top of stalk with other possible Flower off shoots proceeding towards base. Flower will be Yellow with oblong Pedals. Flower Head will be large producing many good sized seeds.

Habitat: Temperate to Sub-Tropical. +30% Frequency Modifier Elsewhere.

- 1 - (seeds) oil from seed; remedy for Gall Bladder troubles. Seeds are Edible and very Nutritious.
- 2 - (leaves) internal use; remedy for Lung conditions.

Violet - small plant. Dark Greenish-Purple leaves fan out at base of plant. Leaves oblong covered with soft hair. Thin stem rises up from leaf cluster bearing small light Purple Flower with three heart shaped Pedals. Very small Flower Head, Yellow in color.

Habitat: Temperate to Tropical. +35% Frequency Modifier Elsewhere.

- 1 - (any part) small amounts, internal use; treatment for Bronchitis.
- 2 - (any part) boiled, diluted; Laxative.
- 3 - (any part) larger amounts, ingested; used to induce vomiting.

GRASSES/WEEDS

Butterbur - leafy Flower. Clusters of soft hair like Pedals at upper part of stalk. Leaves will be rounded and Green in color. Multiple ball shaped Flower clusters will have light Yellow Head at center. Light Pedals will be blown from Flower carrying seeds.

Habitat: Temperate to Sub-Temperate. +35% Frequency Modifier Elsewhere.

- 1 - (leaves) powdered for salve; treatment of skin wounds and abscesses.
- 2 - (roots) boiled, internal use; Arthritis remedy.

Cannabis Indica - shrublike weed. Multiple oblong serrated leaves with odd numbered fingers. Leaves dark Green in color. Entire Plant will have a Christmas Tree like shape. Female Plant most potent.

HERBS — Grasses/Weeds

Habitat: Tropical to Sub-Tropical. +30% Frequency Modifier Elsewhere.

- 1 - (stem/leaves) smoked; mild Sedative.
- 2 - (flower/bud) smoked; strong Stimulant at first with Sedative effects later. Analgesic qualities as well.
- 3 - (any part) boiled into a sap/resin, smoked; strong Sedative/Analgesic with Narcotic properties.

Cannabis Sativa - tall stalk type weed. Multiple oblong serrated leaves with odd numbered fingers. Leaves Green in color. Plant will grow to be very tall with Flower clusters at top of stalk. Female Plant most potent.

Habitat: Sub-Tropical to Temperate. +30% Frequency Modifier Elsewhere.

- 1 - (stem/leaves) smoked; very mild Sedative.
- 2 - (flower/bud) smoked; Stimulant at first with Sedative side effects. Enhances Appetite.
- 3 - (any part) boiled into sap/resin, smoked; strong Sedative.

Clover, Red - small flowering Weed. Small Dark Green heart shaped leaves. Usually in cluster of three or four (Four leafed, reputed to bring good Luck). Thin stem rises to singular Flower. Flower is rounded with many small thin Pedals.

Habitat: Temperate to Sub-Tropical. +35% Frequency Modifier Elsewhere.

- 1 - (any part) powdered for salve; remedy for Skin conditions.
- 2 - (any part) powdered, internal use; relieves Muscle spasms.
- 3 - (any part) boiled for drink; Expectorant.

Hogweed - stalk type Weed. Irregular shaped leaves. Upper part of stalk will have multiple tiny stemlets each bearing small Flower cluster. Small Flowers will be White in color.

Habitat: Temperate to Sub-Temperate. +35% Frequency Modifier Elsewhere.

- 1 - (any part) internal, small amounts; Sedative.
- 2 - (any part) ingested; Poison Type (CC).

Wormwood - shrub type Weed. Small pale Green leaves with small rounded Yellow Flowers at each intersection. Stalk will have Pale Lavender color.

Habitat: Temperate to Sub-Temperate. +30% Frequency Modifier Elsewhere.

- 1 - (any part) powdered for drink; Narcotic/Stimulant.
- 2 - (any part) powdered for drink, in excess; may cause Nervous disorders, convulsions, and spasms.

LEAFY/NON-FLOWERING PLANTS

Aloe - fleshy leaves usually light Green in coloration. Stalk rises from leaf cluster at base bearing fleshy Fruit.

Habitat: Temperate to Sub-Tropical. Dry/arid areas. +35% Frequency Modifier Elsewhere.

- 1 - (any part) internal use; Laxative.
- 2 - (leaves/fruit) juices, external use; soothing ointment, good for treatment of Burns.

Artichoke - cluster of fleshy leaves in a ball. Leaves Dark Green in coloration.

Habitat: Temperate to Sub-Temperate. +30% Frequency Modifier Elsewhere.

- 1 - (roots/leaves) edible, nutritious; remedy for Liver disorders.

Arum - small Green stalk rising up to bear cluster of small Red Berries.

Habitat: Sub-Temperate to Sub-Tropical. +30% Frequency Modifier Elsewhere.

HERBS — Leafy/Non-Flowering Plants

- 1 - (root/leaves) internal use; Arthritis remedy.
- 2 - (berries) ingested; Poison Type (CCC).
- 3 - (berries) ingested, small amounts; Poison Type (BB).

Castor - stalk type Weed. Pale Reddish-Brown stalk. Large serrated leaves, Green in color. At top of each stalk are clusters of very small flowers, usually White or Pink.

Habitat: Temperate to Sub-Tropical. +30% Frequency Modifier Elsewhere.

- 1 - (any part) powdered, external use; base for Eye ointments.
- 2 - (seeds) powdered, boiled and diluted; strong Laxative.
- 3 - (seeds) average amounts, internal; Poison Type (B).

Fern - leafy clusters rising from base at the Ground. Leaves usually light Green in coloration, irregular in shape.

Habitat: Temperate to Tropical. +35% Frequency Modifier Elsewhere. Prefers moist shaded areas.

- 1 - (stem/buds) powdered, internal use; remedy for Tape Worm and other intestinal Worms.

Horsetail - stalk type plant. Very short pale Green stalk with thin brown streaks. Top of stalk forms a bud that is rough/studded. Bud will have brown spots.

Habitat: Temperate to Tropical. Preferring moist shaded areas. +35% Frequency Modifier otherwise.

- 1 - (any part) internal use; remedy for Breathing disorders.

Houseleek - stalk plant. Fleshy leaves covering stalk rising to top. Top of stalk will have multiple Pedal Flower clusters. Flowers will be White with Brownish-Red Pistil.

Habitat: Temperate to Sub-Tropical. Preferring Mountainous Terrain. +35% Frequency Modifier otherwise.

- 1 - (leaves) external use, juices; remedy for Burns and insect bites.
- 2 - (leaves) boiled, external use; ointment for Eye inflammation.
- 3 - (any part) boiled for drink; refreshing and nutritious.

Rhubarb - leafy plant. Large fan shaped leaves, Green in color. Stalk rises from center of leaf cluster. Fruit will accumulate along top of stalk.

Habitat: Temperate to Sub-Temperate. +35% Frequency Modifier Elsewhere.

- 1 - (stems) average amounts; strong Laxative.

MUSHROOMS/FUNGI

Amanita - short Mushroom with either bell shaped or umbrella shaped cap. Cap will be Red with White spots.

Habitat: Temperate to Sub-Temperate. +35% Frequency Modifier Elsewhere.

- 1 - (stem) boiled, small amounts; Antibiotic.
- 2 - (cap) ingested; mild Hallucinogen and powerful stimulant. Increases Strength and Endurance.
- 3 - (any part) boiled for Tea; Hallucinogenic/Narcotic/Stimulant.
- 4 - (any part) ingested, in excess; wild Hallucinogenic/Poison Type (CC).

Ergot - Brownish colored Fungi that grows on Rye when going to seed. Stem grows from bud. Short and thin.

HERBS — Mushrooms/Fungi

Habitat: Temperate to Sub-Tropical. +30% Frequency Modifier Elsewhere.

- 1 - (any part) ingested; mild Hallucinogen and Stimulant.
- 2 - (any part) distilled, ingested; powerful Hallucinogen/Intoxicant. Increases thinking process.

Puffballs - rounded Fungi growths. Size may vary. Color usually White or some variation of such. Fungi will grow in a ball on the ground.

Habitat: Temperate to Tropical. +35% Frequency Modifier Elsewhere.

- 1 - (White) ingested; Poison Type (CC).
- 2 - (Brown/White spots) ingested, small amounts; Hallucinogenic, used for contacting the Spirit World.

Psilocybe - small delicate Mushrooms. Thin stem with small bell shaped or rounded cap. Stem will usually be White with a tan colored Cap. There are other variations though.

Habitat: Temperate to Tropical. +35% Frequency Modifier Elsewhere.

- 1 - (any part) boiled for Tea; Hallucinogenic/Stimulant.
- 2 - (any part) ingested; Hallucinogenic. Also gives True Sight ability.
- 3 - (any part) dried and powdered, ingested; used for Prophecies and Visions.
- 4 - (any part) dried, smoked; Hallucinogenic/Intoxicant.
- 5 - (any part) ingested, in excess; Poison Type (AA).

* ALL MUSHROOMS/FUNGI must have a moist and shaded Habitat in order to survive.

ROOTS

Garlic - nodular rounded bulb type Root. Leaves will be sword shaped, very thin rising above the ground. Bulb itself will be White to Beige in coloration. Bulb will be covered in thin layer of skin which becomes brittle after drying.

Habitat: Temperate to Sub-Tropical. +25% Frequency Modifier Elsewhere.

- 1 - (bulb) internal use; remedy for Colds, Flu, and Bronchitis. Dangerous for young and small Creatures though.
- 2 - (leaves) boiled, internal or external use; Antiseptic qualities.

Liquorice - long brownish-grey roots with small exposed leaves.

Habitat: Temperate to Sub-Temperate. +30% Frequency Modifier Elsewhere.

- 1 - (root) boiled, internal use; remedy for Gastric Ulcers.
- 2 - (root) boiled, larger amounts, internal or external use; soothes inflamed Tissues.
- 3 - (root) boiled, sugar added; nutritious Trail Snack.

Mandrake - oblong pointed Root. Oblong spade shaped Green leaves rise above the ground. Leaf clusters will bear Fruit and small flowers. Root will be forked at end.

Habitat: Temperate to Sub-Tropical. +30% Frequency Modifier Elsewhere.

- 1 - (any part) internal use, very small amounts; Analgesic and mild Aphrodesiac.
- 2 - (any part) internal use, small amounts; Sedative.
- 3 - (any part) ingested, average amounts; Poison Type (BBB).

Onion - rounded bulb type Root. Bulb will be from Pale Tan to Pale White/Green in coloration. Bulb usually covered in Brownish-Orange skin wh-

HERBS — Roots

ich becomes brittle. Thin leaf stalk, light Green.

Habitat: Temperate to Sub-Tropical. +25%

Frequency Modifier Elsewhere.

- 1 - (bulb) internal use; remedy for Intestinal discomfort.
- 2 - (bulb) boiled, internal use; reduces Blood pressure.
- 3 - (bulb) internal use, prolonged; reduces chance of Heart Failure.
- 4 - (leaves) boiled, external use; Antiseptic qualities.

Sassafrasse - long Reddish-brown Root. Small leaves exposed above ground. Strong Menthol fragrance.

Habitat: Temperate to Sub-Temperate. +30%

Frequency Modifier Elsewhere.

- 1 - (root) boiled, sugar added for drink; refreshing Stimulant.
- 2 - (root) boiled, vapors inhaled; clears nasal passages, aids breathing.

TREES

Cinchona - small leafy Tree. Leaves will be irregular shaped and Green in coloration. Bark of Tree will be Yellowish-brown in color, very stringy.

Habitat: Sub-Tropical to Tropical. +35% Frequency Modifier Elsewhere.

- 1 - (bark) powdered and boiled; remedy for Heart palpitations.
- 2 - (bark) powdered, distilled (Quinine); cure for Malaria.
- 3 - (bark) powdered, boiled, larger amounts; Poison Type (AA).

Cohoba - tall Tree with irregular fern like leaves. Smooth bark, usually grey to greenish in coloration. Seed pods suspended from branchlets holding up to twelve disc shaped seeds.

Habitat: Tropical to Sub-Tropical. +35% Frequency Modifier Elsewhere.

- 1 - (seeds) powdered, small amounts, snuff; Narcotic/Intoxicant.
- 2 - (seeds) powdered, snuff; strong Narcotic/Intoxicant. Used for contacting the Spirit World.

Datura - thick hard wood Tree. Rough bark with large oval shaped leaves. Cone shaped Flowers that flare out at the ends, usually light colors. Fruit will be pod shaped and fleshy, suspended near Flowers.

Habitat: Sub-Tropical to Tropical. +30% Frequency Modifier Elsewhere.

- 1 - (bark) powdered, smoked; mild Hallucinogen.
- 2 - (bark) boiled, internal use; remedy for Colds and reduces Chills.

Juniper - evergreen. Small thin leaf clusters in rows. Intersections of branchlets will bear small blue to light blue Berries.

Habitat: Temperate to Sub-Temperate. +35% Frequency Modifier Elsewhere.

- 1 - (any part) boiled, external use; remedy for skin conditions and rashes.

Lime - leafy Tree. Oval shaped Leaves, usually pale Green in coloration. Small White Flower with Reddish colored berries.

Habitat: Temperate to Sub-Temperate. +30%

Frequency Modifier Elsewhere.

- 1 - (leaves) boiled, internal use; remedy for Colds.
- 2 - (leaves) boiled, gargle; soothing agent for mouth/throat sores.
- 3 - (leaves) boiled, larger amounts; remedy for stomach cramps and reduces spasms.

HERBS — Trees

Myristica - leafy Tree. Average sized oval shaped leaves. Bears rounded Fruit, dark Red to brownish in color. Fruit is fleshy and covered with hair.

Habitat: Sub-Tropical to Tropical. +30% Frequency Modifier Elsewhere.

- 1 - (seed) powdered (Nutmeg), snuff; Narcotic.
- 2 - (seed) powdered (Nutmeg), ingested; Hallucinogenic/Intoxicant.
- 3 - (skin of Fruit) powdered (Mace), very small amounts; relieve digestive/Kidney disorders.
- 4 - (skin of Fruit) powdered (Mace), small amounts; reduces Fever.
- 5 - (any part of Fruit) powdered, larger amounts; Poison Type (B).

* Both Powdered Forms are excellent in cooking as Spices (small amounts).

Pine - evergreen. Many different varieties. All have thin needle shaped Dark Green to light Green leaves. They will bear rough cone type fruit with seed. Bark is usually rough and flakey.

Habitat: Temperate to Sub-Temperate. +35% Frequency Modifier Elsewhere.

- 1 - (any part) boiled for sap; excellent Catalyst for oils, ointments, salves, balms, etc.

Pomegranate - leafy Tree. Large oval shaped dark Green leaves. Smooth bark. Flowers and round fleshy Fruit. Fruit will be Red/Orange. Inside Fruit are rows of juicy Red seeds.

Habitat: Temperate to Sub-Tropical. +30% Frequency Modifier Elsewhere.

- 1 - (fruit) highly Nutritional.
- 2 - (bark) powdered, internal use; destroys intestinal/stomach worms.

Sophora - leafy Tree. Small branchlets covered with small oblong leaves, rounded. Flower and seed will form at end of branchlets. Flower is Pale with Red colored beans/seed pods.

Habitat: Temperate to Sub-Tropical. +35% Frequency Modifier Elsewhere.

- 1 - (seed) boiled for drink; Narcotic/Hallucinogen.

Viola - leafy Tree. Large Tree with blood Red rough bark. Bears small pale Fruit.

Habitat: Tropical. +30% Frequency Modifier Elsewhere.

- 1 - (bark) powdered and boiled, powder resin, snuff (Yakee), small amounts; Hallucinogenic/Stimulant.
- 2 - (bark) powdered and boiled, snuff (Yakee); Hallucinogenic/Narcotic/Intoxicant used to contact the Outer Planes.

Yew - evergreen. Thin dark Green leaves in rows along branchlets. Small Pink berries with visible black pit/seed.

Habitat: Temperate to Sub-Temperate. +30% Frequency Modifier Elsewhere.

- 1 - (berries) ingested, small amounts; strong Sedative.
- 2 - (berries) ingested; Poison Type (DDD).

Yohimbi - leafy Tree. Covered with Pale Yellowish-green leaves. Yellowish colored bark.

Habitat: Temperate to Sub-Tropical. +30% Frequency Modifier Elsewhere.

- 1 - (bark) powdered, smoked; mild Aphrodesiac.
- 2 - (bark) powdered for drink; strong Aphrodesiac.

Yopo - leafy Tree. Irregular leaves and smooth bark. Seed Pods suspended from branchlets.

Habitat: Tropical. +30% Frequency Modifier

Elsewhere.

- 1 - (seeds) powdered, internal use; Narcotic/Hallucinogen used for contacting the Outer Planes.

VINES

Banister - slender leafy Vine. Large oval shaped pointed leaves, dark Green in coloration. Flower clusters will grow from leafy areas. Flowers are small and colored White to Yellow.

Habitat: Tropical. +30% Frequency Modifier Elsewhere.

- 1 - (bark) powdered, boiled for drink; Narcotic.
- 2 - (stem) powdered, boiled for drink; Hallucinogen.
- 3 - (bark and stem combined) powdered for drink; used for Prophecies, Divinations, and reputed for its Telepathic properties.

Tetrapteris - thick stalk type Vine. Very leafy with ruffled spade shaped leaves. Grows to enormous heights. Leaves will be dark Green and bark/stem will be almost black in color. Small Flowers will form at top of leaf clusters.

Habitat: Tropical. +35% Frequency Modifier Elsewhere.

- 1 - (stem) powdered, mixed with water for Yellow colored drink; strong Narcotic/Analgesic.
 - 2 - (bark) powdered, snuff; used for contacting far away places.
- * Fruit have even been reputed to be Magical Beans.

POTIONS

These are all Magical Preparations using exotic components and must be compounded by an Alchemist/Apothecary or person with similar skills.

Generally these Potions will last for ½ Hour to Two Hours unless specified otherwise.

(01-02) Air/Water Breathing - Depending on the Type this will grant the ability to Breathe in that particular environment.

(03-04) Astral Form - This shifts the Material from of a Creature to the Astral Plane and allows full mobility. If it wears off and the Creature is not near the Prime Material, they will become stuck on the Astral Plane.

(05-06) Aura of Terror - Once consumed, any Creature looking at the Recipient must Save vs. Magic or become frightened and run away.

(07-08) Brain Booster - This will raise the Recipient's Intelligence and Wisdom Scores One Point for a limited duration.

(09-10) Charisma - This will clear up the complexion of the Creature and raise their Charisma Score One Point for a limited duration.

(11-12) Clairaudience - This will grant the ability to hear anything within a 3" radius, whether blocked by solid objects or whatever.

(13-14) Clairvoyance - This will grant the ability to see anything within a 3" radius whether blocked by solid objects or completely dark, etc.

(15-16) Climbing - This will grant the ability to Climb as a Thief of equivalent Experience.

(17-18) Cold Resistance - This will grant immunity to all forms of Cold. Magical Cold will automatically be reduced to half potency concerning the Recipient.

(19-20) Control - Depending on the components used,

this will give the consumer the ability to Control that kind of Creature for a certain amount of time.

(21-22) Cure Blindness - Remedy for Blindness whether Permanent or Temporary.

(23-24) Cure Disease - Remedy for most ailments and Diseases.

(25-27) Delusion- This can be any Potion that is not made properly. It will have either diverse effects or work improperly, etc. Potions can be intentionally made in this way.

(28-29) ESP - This grants the ability to read minds/thoughts of any Creature within a 3" range.

(30-31) Etherealness - This transfers the Material form of a Creature to the Ethereal Plane. It grants full mobility but if the Potion wears off while the Creature is away from the Prime Material, they will become trapped on the Ethereal Plane.

(32-33) Fire Resistance - This will grant immunity to all forms of Fire and Heat. Magical forms of these Elements will automatically have their effects reduced to half normal.

(34-35) Flying - This grants the consumer the ability to Fly at a speed equivalent to their Normal Movement Rate for the duration of the Potion's effect.

(36-37) Gaseous Form - This will cause the Creature affected to become Gaseous, including all of the items on their person, for the duration of the Potion's effect.

(38-39) Giant Strength - Depending on the components used (from particular Giant Type), this will grant equivalent Strength of that Type of Giant, to the consumer for the duration of the Potion.

(40-41) Grow - This Potion can be cumulated with other Potions of this kind. Each Potion will cause the consumer to Grow from 1½ to 2 times their normal size for the duration of the Potion.

(42-43) Haste - This will grant the consumer ability to move and attack from 1½ to 2 times faster than what they would normally. These Potions can be cumulated for a stronger effect.

(44-45) Healing - This will restore from 2-8 Hit Points of Damage that a Creature might have suffered. This will not though completely Heal Critical Hits or Regenerate tissue. Cumulative.

(46-47) Extra Healing - This is in most aspects the same as the Healing Potion, except that this will restore from 4-16 Hit Points. Cumulative. This form of Healing will also repair Minor Critical Wounds.

(48-49) Triple Healing - This is the most potent form of the Healing Potions. It will restore from 5-30 Hit Points of Damage and completely Heal most Critical Wounds, provided that their Damage does not exceed the amount of Hit Points Restored. A Triple Heal also has mild Regenerative Properties, capable of Restoring an amount of Tissue equal to ½ the Total of the Hit Points Restored. This and All other Healing Potions are cumulative with each other.

(50-51) Hero Ability - This Potion will grant the ability to Attack as a 4th Level Fighter or Add +2 Fighting Levels to the consumer's Experience, whichever is more advantageous, for the

POTIONS

duration of the Potion.

(52-53) Super Hero Ability - This Potion will grant the ability to Attack as an 8th Level Fighter or Add +4 Fighting Levels to the consumer's Experience, whichever is more advantageous. This ability will last for the duration of the Potion.

(54-55) Infravision - This will grant the consumer the ability to see with Infravision up to 60 feet away, for the duration of the Potion's effects. Creatures that already have such ability will have an increase in their Infravision of +50%.

(56-57) Invisibility - This will cause the Creature affected to become Invisible for the duration of the Potion's effect. If the entire Potion is consumed, the Creature affected will remain Invisible even when Attacking. Smaller portions of the Potion can be consumed for controlled Invisibility.

(58-59) Invulnerability - When this Potion is consumed, the Creature affected will be Invulnerable to Any Attack directed at them for a duration of 5-10 rounds. The Potion will continue to work for a duration as prescribed for other Potions, during such time giving the consumer a -2 AC Adjustment and a +2 Bonus on All Saves.

(60-61) Knowledge - When this Potion is consumed, the Creature affected will Automatically Know the Answer to One Question.

(62-63) Levitation - When this Potion is consumed the Creature affected will be able to Levitate through the air a short distance above the ground for the duration of the Potion's effect.

(64-65) Longevity - When this Potion is consumed, the Creature affected will have their Life Expectancy increased 5-10 Years. This will also Reverse the effects of unnatural aging a like amount of years. These Potions are cumulative.

(66-67) Love - When consumed, this Potion will cause the Creature affected to fall madly in Love with the first Creature(similar to their Race)that they see. This effect is Permanent until Dispelled.

(68-69) Mental Prowess - When this Potion is consumed, the Creature affected will be able to read the thoughts of Any Creature that they can see and know that Creature's Alignment. This will also raise the consumer's Intelligence One Point for the duration of the Potion and they may know the answer to One Simple Question.

(70-71) Metamorph - This Potion will alter the shape of a Creature to that of another, depending on the components used when the Potion was mixed. There are some more powerful versions of this Potion, some being Permanent(25%)and others even allowing a choice of the Creature Type to be Transformed into(50%).

(72-75) Pain Reliever - This is one of the more Powerful Analgesics. Within are Five Doses, each capable of making the Creature affected Immune to Pain for Two Hours per Dose consumed.

(76-77) Persuasiveness - When this Potion is consumed, the Creature doing such will have complete powers of Persuasion over those that around them.

(78-79) Protection - Depending on the components used, this will give the consumer Protection from the Attacks of that kind of Creature

POTIONS

(80-81) Salve of Wound Closure - This Salve can be applied to open wounds and cause them to close and heal. There will be from 2-8 preparations per Jar. Also,two applications can be used on a Critical Wound to have this same effect. The Salve in its freshest form has even been known to fuse dismembered pieces back together with no side effects.

(82-83) Shrink - When this Potion is consumed the Creature affected will be able to Shrink in Size anywhere up to Half their Present Size. These Potions can be cumulated and the effects will last as for standard Potions.

(84-86) Slow - This Potion will have a Sedating effect on the Creature affected and cause them be slowed down to Half their normal speed and capability. Some Creatures have even been known to become 'tired' and slow to very little movement.

(87-89) Speed - This is a strong Stimulant and will cause the Creature affected to be able to Move and Perform Twice as fast as they would Normally. As this is a Magical Potion, it will not cause the Creature's Metabolic Rate to be likewise be affected. These Potions can be cumulatively used but side effects like Aging or Heart Stress may occur.

(90-91) Strength - When this Potion is consumed the Creature affected will have their Strength raised by 1-4 Points not to exceed 20. This effect will last for the duration of the Potion.

(92-93) Sweet Water - This is a Biological and Radioactive Decontaminating fluid. It will take any Liquid that is affected in that manner and decontaminate/purify such. This Fluid is also an important ingredient in the manufacture of most Magical Wines and other drinks.

(94-95) Telepathy - This Potion will grant the ability to use Telepathy to communicate with and read the thoughts of other Creatures. The Creature must be within sight of the consumer in order for it to function properly.

(96-97) Treasure Finding - When this Potion is consumed the Creature doing such will immediately be able to Divine the exact location of the nearest piece and/or group of Treasure. However,this information might be impartial and slightly vague but it will reveal the general Treasure Type.

(98-99) True Sight - When this Potion is consumed the Creature affected will be able to see with True Sight. This will penetrate any Illusion and/or Invisibility and reveal Any Auras and/or Psychic Impressions in the area. The effect will last for the standard duration of Potions.

(00) NEW EXOTIC POTION

RANDOM EXOTIC POTIONS

Roll d10 to Determine Spell Category of the Potion's Effect.

1-3	Clerical	5-9	Magical
4	Druidic	10	COMBINATION

Once the Potion Category has been determined Roll d10 for the Level of the Spell Effect and Randomly Choose OR Select a particular Type of Spell from that Level for the Potion to be similar to.

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