

GURPS

**FANTASY
GM'S
PACK**

This book contains 128 pages of assorted record sheets and extra charts and tables for *GURPS Fantasy* and *GURPS Magic* — including the new Spell Prerequisite Charts. All pages are perforated for easy removal.

These record sheets are sold for the convenience of *GURPS* players who don't have easy access to a photocopier. Permission is granted to the purchaser of any *GURPS* product to copy all charts, tables and record sheets — including these! — for personal use.



STEVE JACKSON GAMES

Name	Player
Appearance	

Sequence

Point Total

ST

DX

Thrust: _____
Swing: _____
Kick: _____
_____:

IQ

НТ

Mymt

BASIC SPEED

 $(HT+DX)/4$

Round off

SWIM

ENCUMBRANCE

MOVE

$$None(0) = 2 \times ST$$
$$\text{Light (l)} = 4 \times ST$$
$$Med(2) = 6 \times ST$$
$$Hvy(3) = 12 \times ST$$
$$X\text{-hvy (4)} = 20 \times ST$$

ACTIVE DEFENSES

DODGE

PARRY

BLOCK

= Move

Weapon/2

Shield/2

BODY PROTECTION

Head Body Arms Legs Hands Feet ALL

PD

DR

OTHER PD

Shield:

OTHER DR

ADVANTAGES, DISADVANTAGES AND QUIRKS

Pt. Cost	Level
----------	-------

SUMMARY

Point Total

Attributes

Advantages

Disadvantages

Quirks

Skills

TOTAL

HAND WEAPONS & SKILLS

Name: _____

Weapon	Damage		Reach	ST	Notes
	Type	Amount			

Parry	Pt. Cost	Level
-------	----------	-------

RANGED WEAPONS & SKILLS

Weapon	Malf	Damage		SS	Acc	1/2D	Max	RoF	Shots	ST	Rcl	Notes	Pt. Cost	Level
		Type	Amount											

REACTION MODIFIERS

Appearance: _____

Status: _____

SPECIAL REACTION MODIFIERS

Reputation: _____

SPEED/RANGE TABLE

For complete table, see p. B201.

<i>Speed/ Range Modifier</i>	<i>Size Modifier</i>	<i>Linear Measurement (size or range/speed)</i>
+15	-15	1/10"
+14	-14	1/5"
+13	-13	1/3"
+12	-12	1/2"
+11	-11	2/3"
+10	-10	1"
+9	-9	1 1/2"
+8	-8	2"
+7	-7	3"
+6	-6	6"
+5	-5	12"
+4	-4	1 1/2 ft
+3	-3	2 ft
+2	-2	1 yd
+1	-1	1 1/2 yd
0	0	2 yd
-1	+1	3 yd
-2	+2	4 1/2 yd
-3	+3	7 yd
-4	+4	10 yd
-5	+5	15 yd
-6	+6	20 yd
-7	+7	30 yd
-8	+8	45 yd
-9	+9	70 yd
-10	+10	100 yd
-11	+11	150 yd
-12	+12	200 yd
-13	+13	300 yd
-14	+14	450 yd
-15	+15	700 yd
-16	+16	1,000 yd
-17	+17	1,500 yd
-18	+18	2,000 yd
-19	+19	3,000 yd
-20	+20	4,500 yd
-21	+21	7,000 yd
-22	+22	10,000 yd

CHARACTER STORY

WEAPONS AND POSSESSIONS

Item	\$	Wt.
------	----	-----

Beliefs & Goals: _____

NOTES

Totals: \$

Lbs.

Name _____	Player _____	Date Created	Sequence
Appearance _____		Unspent Points	Point Total

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HAND WEAPONS & SKILLS

Name: _____

Weapon

Damage		Reach	ST	Notes
Type	Amount			

Parry	Pt.	Cost	Level
-------	-----	------	-------

RANGED WEAPONS & SKILLS

Weapon	Malf	Damage		SS	Acc	1/2D	Max	RoF	Shots	ST	Rcl	Notes	Pt. Cost	Level
		Type	Amount											

REACTION MODIFIERS

Appearance: _____

Status: _____

SPECIAL REACTION MODIFIERS

Reputation: _____

SPEED/RANGE TABLE

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+14	-14	1/5"
+13	-13	1/3"
+12	-12	1/2"
+11	-11	2/3"
+10	-10	1"
+9	-9	1 1/2"
+8	-8	2"
+7	-7	3"
+6	-6	6"
+5	-5	12"
+4	-4	1 1/2 ft
+3	-3	2 ft
+2	-2	1 yd
+1	-1	1 1/2 yd
0	0	2 yd
-1	+1	3 yd
-2	+2	4 1/2 yd
-3	+3	7 yd
-4	+4	10 yd
-5	+5	15 yd
-6	+6	20 yd
-7	+7	30 yd
-8	+8	45 yd
-9	+9	70 yd
-10	+10	100 yd
-11	+11	150 yd
-12	+12	200 yd
-13	+13	300 yd
-14	+14	450 yd
-15	+15	700 yd
-16	+16	1,000 yd
-17	+17	1,500 yd
-18	+18	2,000 yd
-19	+19	3,000 yd
-20	+20	4,500 yd
-21	+21	7,000 yd
-22	+22	10,000 yd

CHARACTER STORY

Beliefs & Goals: _____

WEAPONS AND POSSESSIONS

Item	\$	Wt.
------	----	-----

Totals: \$

Lbs.

Name _____	Player _____	Date Created	Sequence
Appearance _____		Unspent Points	Point Total

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HAND WEAPONS & SKILLS

Weapon

Damage

Type	Amount	Reach	ST	Notes
------	--------	-------	----	-------

Parry	Pt. Cost	Level
-------	----------	-------

Name: _____

RANGED WEAPONS & SKILLS

Weapon

Malf

Type

Damage

Amount

SS Acc

 $\frac{1}{2}D$

Max

RoF

Sho

S

 R_{cl}

No

7

Pt. Cost Level

REACTION MODIFIERS

Appearance: _____

Status: _____

SPECIAL REACTION MODIFIERS

Reputation: _____

SPEED/RANGE TABLE

For complete table, see p. B201.

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+13	-13	1/3"
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+11	-11	2/5"
+10	-10	1"
+9	-9	1 1/2"
+8	-8	2"
+7	-7	3"
+6	-6	6"
+5	-5	12"
+4	-4	1 1/2 ft
+3	-3	2 ft
+2	-2	1 yd
+1	-1	1 1/2 yd
0	0	2 yd
-1	+1	3 yd
-2	+2	4 1/2 yd
-3	+3	7 yd
-4	+4	10 yd
-5	+5	15 yd
-6	+6	20 yd
-7	+7	30 yd
-8	+8	45 yd
-9	+9	70 yd
-10	+10	100 yd
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-13	+13	300 yd
-14	+14	450 yd
-15	+15	700 yd
-16	+16	1,000 yd
-17	+17	1,500 yd
-18	+18	2,000 yd
-19	+19	3,000 yd
-20	+20	4,500 yd
-21	+21	7,000 yd
-22	+22	10,000 yd

CHARACTER STORY

Beliefs & Goals: _____

WEAPONS AND POSSESSIONS

Item	\$	Wt.
------	----	-----

Totals: \$

Lbs.

GURPS[®]

CHARACTER SHEET

Appearance

Sequence

Point Total

ST

DX

_____ 9 _____

IQ

HT

Mvmt

Round off

SWIM

MOVE

$$X\text{-hvy (4)} = 20 \times S$$

Head Body Arms Legs Hands Feet ALL

DR

Shield/2

Shield:

OTHER DR

ADVANTAGES, DISADVANTAGES AND QUIRKS

Pt. Cost	Level
----------	-------

Point Total

TOTAL

HAND WEAPONS & SKILLS

Name: _____

Weapon

Damage		Reach	ST	Notes
Type	Amount			

Parry	Pt. Cost	Level
-------	----------	-------

RANGED WEAPONS & SKILLS

Weapon	Malf	Type	Damage			SS	Acc	V ₂ D	Max	RoF	Shots	ST	Rcl	Notes	Pt. Cost	Level
			Amount													

REACTION MODIFIERS

Appearance: _____

Status: _____

SPECIAL REACTION MODIFIERS

Reputation: _____

SPEED/RANGE TABLE

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+11	-11	2/3"
+10	-10	1"
+9	-9	1 1/2"
+8	-8	2"
+7	-7	3"
+6	-6	6"
+5	-5	12"
+4	-4	1 1/2 ft
+3	-3	2 ft
+2	-2	1 yd
+1	-1	1 1/2 yd
0	0	2 yd
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-13	+13	300 yd
-14	+14	450 yd
-15	+15	700 yd
-16	+16	1,000 yd
-17	+17	1,500 yd
-18	+18	2,000 yd
-19	+19	3,000 yd
-20	+20	4,500 yd
-21	+21	7,000 yd
-22	+22	10,000 yd

CHARACTER STORY

Beliefs & Goals: _____

WEAPONS AND POSSESSIONS

Item	\$	Wt.
------	----	-----

Totals: \$

Lbs.

HAND WEAPONS & SKILLS

Weapon

Damage		Reach	ST	Notes
Type	Amount			

Parry	Pt. Cost	Level
-------	----------	-------

Name: _____

RANGED WEAPONS & SKILLS

[illegible]

REACTION MODIFIERS

Appearance: _____

Status: _____

SPECIAL REACTION MODIFIERS

Reputation: _____

SPEED/RANGE TABLE

For complete table, see p. B201.

<i>Speed/ Range Modifier</i>	<i>Size Modifier</i>	<i>Linear Measurement (size or range/speed)</i>
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+11	-11	2/5"
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+9	-9	1 1/2"
+8	-8	2"
+7	-7	3"
+6	-6	6"
+5	-5	12"
+4	-4	1 1/2 ft
+3	-3	2 ft
+2	-2	1 yd
+1	-1	1 1/2 yd
0	0	2 yd
-1	+1	3 yd
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-4	+4	10 yd
-5	+5	15 yd
-6	+6	20 yd
-7	+7	30 yd
-8	+8	45 yd
-9	+9	70 yd
-10	+10	100 yd
-11	+11	150 yd
-12	+12	200 yd
-13	+13	300 yd
-14	+14	450 yd
-15	+15	700 yd
-16	+16	1,000 yd
-17	+17	1,500 yd
-18	+18	2,000 yd
-19	+19	3,000 yd
-20	+20	4,500 yd
-21	+21	7,000 yd
-22	+22	10,000 yd

CHARACTER STORY

[illegible]

Beliefs & Goals: _____

WEAPONS AND POSSESSIONS

Item	\$	Wt.
------	----	-----

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Totals: \$

Lbs.

NOTES

[illegible]

Name	Player
Appearance	

Sequence

Point Total

ST

DX

Thrust: _____
Swing: _____
Kick: _____
_____: _____

IQ

HT

Mvmt

 $(HT+DX)/4$

Round off

SWIM

MOVE

None (0) = $2 \times ST$ _____
 Light (1) = $4 \times ST$ _____
 Med (2) = $6 \times ST$ _____
 Hvy (3) = $12 \times ST$ _____
 X-hvy (4) = $20 \times ST$ _____

Head Body Arms Legs Hands Feet ALL

PD

DR

DODGE

PARRY

BLOCK

= Move

Weapon/2

Shield/2

OTHER PD

Shield: _____

OTHER DR

ADVANTAGES, DISADVANTAGES AND QUIRKS

Pt.	Cost	Level
1	100	100
2	100	100
3	100	100
4	100	100
5	100	100
6	100	100
7	100	100
8	100	100
9	100	100
10	100	100
11	100	100
12	100	100
13	100	100
14	100	100
15	100	100
16	100	100
17	100	100
18	100	100
19	100	100
20	100	100
21	100	100
22	100	100
23	100	100
24	100	100
25	100	100
26	100	100
27	100	100
28	100	100
29	100	100
30	100	100
31	100	100
32	100	100
33	100	100
34	100	100
35	100	100
36	100	100
37	100	100
38	100	100
39	100	100
40	100	100
41	100	100
42	100	100
43	100	100
44	100	100
45	100	100
46	100	100
47	100	100
48	100	100
49	100	100
50	100	100
51	100	100
52	100	100
53	100	100
54	100	100
55	100	100
56	100	100
57	100	100
58	100	100
59	100	100
60	100	100
61	100	100
62	100	100
63	100	100
64	100	100
65	100	100
66	100	100
67	100	100
68	100	100
69	100	100
70	100	100
71	100	100
72	100	100
73	100	100
74	100	100
75	100	100
76	100	100
77	100	100
78	100	100
79	100	100
80	100	100
81	100	100
82	100	100
83	100	100
84	100	100
85	100	100
86	100	100
87	100	100
88	100	100
89	100	100
90	100	100
91	100	100
92	100	100
93	100	100
94	100	100
95	100	100
96	100	100
97	100	100
98	100	100
99	100	100
100	100	100

SUMMARY

Point Total

Attributes

Advantages

Disadvantages

Quirks

Skills

TOTAL

CHARACTER SHEET

Weapon	Damage		Reach	ST	Notes
	Type	Amount			

Name: _____

Parry	Pt. Cost	Level
-------	----------	-------

[illegible]

Appearance:

Status:

Reputation:

For complete table, see p. B201.

<i>Speed/ Range Modifier</i>	<i>Size Modifier</i>	<i>Linear Measurement (size or range/speed)</i>
+15	-15	1/10"
+14	-14	1/5"
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+11	-11	2/3"
+10	-10	1"
+9	-9	1 1/2"
+8	-8	2"
+7	-7	3"
+6	-6	6"
+5	-5	12"
+4	-4	1 1/2 ft
+3	-3	2 ft
+2	-2	1 yd
+1	-1	1 1/2 yd
0	0	2 yd
-1	+1	3 yd
-2	+2	4 1/2 yd
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-4	+4	10 yd
-5	+5	15 yd
-6	+6	20 yd
-7	+7	30 yd
-8	+8	45 yd
-9	+9	70 yd
-10	+10	100 yd
-11	+11	150 yd
-12	+12	200 yd
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-14	+14	450 yd
-15	+15	700 yd
-16	+16	1,000 yd
-17	+17	1,500 yd
-18	+18	2,000 yd
-19	+19	3,000 yd
-20	+20	4,500 yd
-21	+21	7,000 yd
-22	+22	10,000 yd

[illegible]

Beliefs & Goals: _____

[illegible]

Totals: \$

Lbs.

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GURPS[®]

CHARACTER SHEET

Appearance _____

Sequence

Point Total

ST

DX

_____:

IQ

HT

Mvmt

Round off

SWIM

MOVE

Head Body Arms Legs Hands Feet ALL

DR

Shield/2

Shield: _____

1997, 1998, 1999, 2000, 2001, 2002, 2003, 2004, 2005, 2006, 2007, 2008, 2009, 2010, 2011, 2012, 2013, 2014, 2015, 2016, 2017, 2018, 2019, 2020, 2021, 2022, 2023, 2024, 2025, 2026, 2027, 2028, 2029, 2030, 2031, 2032, 2033, 2034, 2035, 2036, 2037, 2038, 2039, 2040, 2041, 2042, 2043, 2044, 2045, 2046, 2047, 2048, 2049, 2050, 2051, 2052, 2053, 2054, 2055, 2056, 2057, 2058, 2059, 2060, 2061, 2062, 2063, 2064, 2065, 2066, 2067, 2068, 2069, 2070, 2071, 2072, 2073, 2074, 2075, 2076, 2077, 2078, 2079, 2080, 2081, 2082, 2083, 2084, 2085, 2086, 2087, 2088, 2089, 2090, 2091, 2092, 2093, 2094, 2095, 2096, 2097, 2098, 2099, 2100, 2101, 2102, 2103, 2104, 2105, 2106, 2107, 2108, 2109, 2110, 2111, 2112, 2113, 2114, 2115, 2116, 2117, 2118, 2119, 2120, 2121, 2122, 2123, 2124, 2125, 2126, 2127, 2128, 2129, 2130, 2131, 2132, 2133, 2134, 2135, 2136, 2137, 2138, 2139, 2140, 2141, 2142, 2143, 2144, 2145, 2146, 2147, 2148, 2149, 2150, 2151, 2152, 2153, 2154, 2155, 2156, 2157, 2158, 2159, 2160, 2161, 2162, 2163, 2164, 2165, 2166, 2167, 2168, 2169, 2170, 2171, 2172, 2173, 2174, 2175, 2176, 2177, 2178, 2179, 2180, 2181, 2182, 2183, 2184, 2185, 2186, 2187, 2188, 2189, 2190, 2191, 2192, 2193, 2194, 2195, 2196, 2197, 2198, 2199, 2200, 2201, 2202, 2203, 2204, 2205, 2206, 2207, 2208, 2209, 2210, 2211, 2212, 2213, 2214, 2215, 2216, 2217, 2218, 2219, 2220, 2221, 2222, 2223, 2224, 2225, 2226, 2227, 2228, 2229, 2230, 2231, 2232, 2233, 2234, 2235, 2236, 2237, 2238, 2239, 2240, 2241, 2242, 2243, 2244, 2245, 2246, 2247, 2248, 2249, 2250, 2251, 2252, 2253, 2254, 2255, 2256, 2257, 2258, 2259, 2260, 2261, 2262, 2263, 2264, 2265, 2266, 2267, 2268, 2269, 2270, 2271, 2272, 2273, 2274, 2275, 2276, 2277, 2278, 2279, 2280, 2281, 2282, 2283, 2284, 2285, 2286, 2287, 2288, 2289, 2290, 2291, 2292, 2293, 2294, 2295, 2296, 2297, 2298, 2299, 2300, 2301, 2302, 2303, 2304, 2305, 2306, 2307, 2308, 2309, 2310, 2311, 2312, 2313, 2314, 2315, 2316, 2317, 2318, 2319, 2320, 2321, 2322, 2323, 2324, 2325, 2326, 2327, 2328, 2329, 2330, 2331, 2332, 2333, 2334, 2335, 2336, 2337, 2338, 2339, 2340, 2341, 2342, 2343, 2344, 2345, 2346, 2347, 2348, 2349, 2350, 2351, 2352, 2353, 2354, 2355, 2356, 2357, 2358, 2359, 2360, 2361, 2362, 2363, 2364, 2365, 2366, 2367, 2368, 2369, 2370, 2371, 2372, 2373, 2374, 2375, 2376, 2377, 2378, 2379, 2380, 2381, 2382, 2383, 2384, 2385, 2386, 2387, 2388, 2389, 2390, 2391, 2392, 2393, 2394, 2395, 2396, 2397, 2398, 2399, 2400, 2401, 2402, 2403, 2404, 2405, 2406, 2407, 2408, 2409, 2410, 2411, 2412, 2413, 2414, 2415, 2416, 2417, 2418, 2419, 2420, 2421, 2422, 2423, 2424, 2425, 2426, 2427, 2428, 2429, 2430, 2431, 2432, 2433, 2434, 2435, 2436, 2437, 2438, 2439, 2440, 2441, 2442, 2443, 2444, 2445, 2446, 2447, 2448, 2449, 2450, 2451, 2452, 2453, 2454, 2455, 2456, 2457, 2458, 2459, 2460, 2461, 2462, 2463, 2464, 2465, 2466, 2467, 2468, 2469, 2470, 2471, 2472, 2473, 2474, 2475, 2476, 2477, 2478, 2479, 2480, 2481, 2482, 2483, 2484, 2485, 2486, 2487, 2488, 2489, 2490, 2491, 2492, 2493, 2494, 2495, 2496, 2497, 2498, 2499, 2500, 2501, 2502, 2503, 2504, 2505, 2506, 2507, 2508, 2509, 2510, 2511, 2512, 2513, 2514, 2515, 2516, 2517, 2518, 2519, 2520, 2521, 2522, 2523, 2524, 2525, 2526, 2527, 2528, 2529, 2530, 2531, 2532, 2533, 2534, 2535, 2536, 2537, 2538, 2539, 2540, 2541, 2542, 2543, 2544, 2545, 2546, 2547, 2548, 2549, 2550, 2551, 2552, 2553, 2554, 2555, 2556, 2557, 2558, 2559, 2560, 2561, 2562, 2563, 2564, 2565, 2566, 2567, 2568, 2569, 2570, 2571, 2572, 2573, 2574, 2575, 2576, 2577, 2578, 2579, 2580, 2581, 2582, 2583, 2584, 2585, 2586, 2587, 2588, 2589, 2590, 2591, 2592, 2593, 2594, 2595, 2596, 2597, 2598, 2599, 2600, 2601, 2602, 2603, 2604, 2605, 2606, 2607, 2608, 2609, 2610, 2611, 2612, 2613, 2614, 2615, 2616, 2617, 2618, 2619, 2620, 2621, 2622, 2623, 2624, 2625, 2626, 2627, 2628, 2629, 2630, 2631, 2632, 2633, 2634, 2635, 2636, 2637, 2638, 2639, 2640, 2641, 2642, 2643, 2644, 2645, 2646, 2647, 2648, 2649, 2650, 2651, 2652, 2653, 2654, 2655, 2656, 2657, 2658, 2659, 2660, 2661, 2662, 2663, 2664, 2665, 2666, 2667, 2668, 2669, 2670, 2671, 2672, 2673, 2674, 2675, 2676, 2677, 2678, 26

ADVANTAGES, DISADVANTAGES AND QUIRKS

Pt.	Cost	Level
-----	------	-------

Point Total

TOTAL

HAND WEAPONS & SKILLS

Weapon

Damage		Reach	ST	Notes
Type	Amount			

Parry	Pt.	Cost	Level
-------	-----	------	-------

Name: _____

RANGED WEAPONS & SKILLS

Weapon

[illegible]

REACTION MODIFIERS

Appearance: _____

Status: _____

SPECIAL REACTION MODIFIERS

Reputation: _____

SPEED/RANGE TABLE

For complete table, see p. B201.

<i>Speed/ Range Modifier</i>	<i>Size Modifier</i>	<i>Linear Measurement (size or range/speed)</i>
+15	-15	1/10"
+14	-14	1/5"
+13	-13	1/3"
+12	-12	1/2"
+11	-11	2/3"
+10	-10	1"
+9	-9	1 1/2"
+8	-8	2"
+7	-7	3"
+6	-6	6"
+5	-5	12"
+4	-4	1 1/2 ft
+3	-3	2 ft
+2	-2	1 yd
+1	-1	1 1/2 yd
0	0	2 yd
-1	+1	3 yd
-2	+2	4 1/2 yd
-3	+3	7 yd
-4	+4	10 yd
-5	+5	15 yd
-6	+6	20 yd
-7	+7	30 yd
-8	+8	45 yd
-9	+9	70 yd
-10	+10	100 yd
-11	+11	150 yd
-12	+12	200 yd
-13	+13	300 yd
-14	+14	450 yd
-15	+15	700 yd
-16	+16	1,000 yd
-17	+17	1,500 yd
-18	+18	2,000 yd
-19	+19	3,000 yd
-20	+20	4,500 yd
-21	+21	7,000 yd
-22	+22	10,000 yd

CHARACTER STORY

WEAPONS AND POSSESSIONS

Item	\$	Wt.
------	----	-----

Beliefs & Goals: _____

NOTES

Totals: \$

Lbs.

grimoire of _____

[illegible]

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[illegible]

grimoire of

[illegible]

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[illegible]

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[illegible]

grimoire of

[illegible]

grimoire of _____

[illegible]

grimoire of

[illegible]

FANTASY CAMPAIGN PLAN GM: _____ Date: _____

Campaign name: _____ Campaign's starting year: _____ Rate game time passes: _____

Campaign type: _____

Known nonhuman races: _____

Campaign's base city or town: _____ (Suggestion: give players a map of the area.)

Campaign Political Background:

Name and type of state: _____ Can weapons be carried in public? _____

Brief description of the state and its neighbors: _____

General historical background for area: _____

Brief description of the political/economic situation: _____

What organizations are important? _____

Campaign's Tech Level: _____ Differences from this TL as described in *GURPS Basic Set*: _____

Magic rules:

General mana level: _____ Are there areas of other mana levels? How large and how common are they? _____

Are there "aspected mana" areas? _____

Are there other areas of special magic? _____

Are any optional magic rules in use? _____

How common are magic and mages? _____ Unusual Background cost? _____

Are magic-users well distributed? If not, where are they most likely to be found? _____

What legal and social restrictions are there on magic? On alchemy? _____

Is there a specific guild-type structure for magic users? _____

How common are magical items? _____

Does quick-and-dirty enchantment exist in this world? _____

Are there active deities or Higher Powers? _____

Is there any special clerical magic? _____

What spells from the Spell List are unknown in this campaign? _____

Are there any "common knowledge" spells to be added to the list? _____

Are there any "common knowledge" potions to be added to the list? _____

Are teleportation and telepathy common enough to affect communication? _____

How common is healing magic? Who benefits from it? _____

What magical or fantastic creatures are common? _____

Is magic used in applications that replace some technology? How? _____

Player Character Information:

PC races allowed: _____

(GM should provide racial description for any new races allowed as PCs.)

Base wealth for PCs: _____ Starting social levels allowed for PCs: _____

Is literacy assumed? _____ Starting point value allowed for PCs: _____

Language(s) the PCs will need: _____

General level of education: _____

Especially useful/useless character types: _____

Especially appropriate/inappropriate professions: _____

Advantages and skills that will be especially useful in this campaign: _____

Advantages and skills that will be worthless in this campaign: _____

Disadvantages that will be discouraged, either because they are fatal or because they won't really be disadvantages: _____

Appropriate Patrons (and base value): _____

Appropriate Enemies (and base value): _____

Special Disciplines Available in this Campaign:

High technology? (How powerful? How common?) _____

Psionics? (How powerful? How common?) _____

Rules variants: New skills, advantages, disadvantages (summarize): _____

Rules variants: Changes in combat rules (summarize): _____

The GM should also provide the players with details on "house rules" for character creation, new NPC races, and so on.

GM CONTROL SHEET

CHARACTERS and NPCs

[illegible]

SPECIAL ABILITIES

REQUIRED ROLLS

[illegible]

TIME USE FORM

Character _____ Played by _____

Period of time covered _____

Time use:

Sleep: 56 hrs/week (70 if you are Lazy) 20
 Meals, personal care, etc.
 Job: time spent depends on job or Wealth level
 Travel (depends on adventure and situation)
 Religious observances, etc.
 Entertainment
 Study of _____ skill
 Study of _____ skill
 Study of _____ skill
 Study of _____ skill
 Study of _____ skill
 Other: _____

TOTAL: per week 168 hours

Automatic language study: If you are in a foreign country, or if you are for any reason speaking a foreign language exclusively, this counts as an automatic 4 hours per day of language practice. Language skill gained with "automatic" practice cannot exceed your IQ.

Hours of automatic language study: (4/day): _____

Automatic study on the job: If your job involves a skill (and most do) you can count 1/4 of the time spent on the job as "study." This time may be split between two skills if both are job related.

Hours of automatic job study (1/4 time spent at work): _____

Study bonuses for magical intervention, mechanical education, etc.:

Skill: _____ Study equivalent (hours): _____
 Skill: _____ Study equivalent (hours): _____
 Skill: _____ Study equivalent (hours): _____
 Skill: _____ Study equivalent (hours): _____

Other notes:

Name: _____ Reaction + / -: _____ Point Total: _____
 Appearance: _____ Advantages, Disadvantages, Quirks: _____
 ST Fatigue: _____ Skills: _____
 DX Basic Damage _____
 IQ Thrust: _____
 HT Swing: _____ Hits Taken: _____
 Basic Speed: _____ Move: _____
 Encumbrance: _____ Weapons and Possessions: _____
 Dodge: _____ Parry: _____ Block: _____
 Head _____
 Body _____
 Arms _____
 Hands _____
 Legs _____
 Feet _____
 PD _____
 DR _____
 Weapon Ranges: _____

NPC Record Card

To make it easy to keep track of NPCs, all necessary data can be kept on a 3" x 5" card.
 A boxful of foes is easy to use; you can even use a paper clip to fasten the appropriate *Cardboard Heroes* figure to each card.

Name: MAX the guard Reaction + / -: -2 ordinarily +1 in combat Point Total: 75
 Appearance: INCREDIBLY THREATENING Advantages, Disadvantages, Quirks: _____
 12 ST Fatigue: _____ GIGANTISM
 12 DX Basic Damage _____ Skills: BROADSWORD-16
 10 IQ Thrust: 1d-1 KNIFE-16
 11 HT Swing: 1d+2
 Hits Taken: _____
 Basic Speed: 5.75 Move: 5
 Encumbrance: NONE
 Dodge: 5 Parry: 8 Block: 0
 Head _____
 Body _____
 Arms _____
 Hands _____
 Legs _____
 Feet _____
 PD _____
 DR _____
 Weapon Ranges: _____
 KNIFE imp 1-1 SS:12 ACC:0 1/2:10 Max:17
 KNIFE cut 1d+3 #650 5 lbs.
 KNIFE (2-hex reach) cut 1d #40 1 lb.
 KNIFE (large) cut 1d #40 1 lb.
 KNIFE imp 1d-1

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CHARACTER SHEET

Name _____ Player _____
 Appearance _____

Date Created _____

Sequence _____

Unspent Points _____

Point Total _____

Pt.
Cost

ST

FATIGUE

DX

DAMAGE

Thrust: _____

Swing: _____

Kick: _____

_____: _____

IQ

HT

HITS TAKEN

Mvmt

**BASIC
SPEED**

MOVE

$(HT + DX) / 4$

Round off

SWIM

ENCUMBRANCE

MOVE

None (0) = $2 \times ST$ _____

Light (1) = $4 \times ST$ _____

Med (2) = $6 \times ST$ _____

Hvy (3) = $12 \times ST$ _____

X-hvy (4) = $20 \times ST$ _____

BODY PROTECTION

Head Body Arms Legs Hands Feet ALL

PD

DR

OTHER PD

Shield: _____

OTHER DR

ACTIVE DEFENSES

DODGE

PARRY

BLOCK

= Move

Weapon/2

Shield/2

Pt.
Cost

ADVANTAGES, DISADVANTAGES AND QUIRKS



SKILLS

Pt. Cost Level

SUMMARY

Point Total

Attributes _____

Advantages _____

Disadvantages _____

Quirks _____

Skills _____

TOTAL

HAND WEAPONS & SKILLS

Name: _____

Weapon	Damage		Reach	ST	Notes
	Type	Amount			

Parry	Pt. Cost	Level
-------	----------	-------

RANGED WEAPONS & SKILLS

Weapon	Malf	Damage		SS	Acc	1/2D	Max	RoF	Shots	ST	Rcl	Notes	Pt. Cost	Level
		Type	Amount											

REACTION MODIFIERS

Appearance: _____

Status: _____

SPECIAL REACTION MODIFIERS

Reputation: _____

SPEED/RANGE TABLE

For complete table, see p. B201.

<i>Speed/ Range Modifier</i>	<i>Size Modifier</i>	<i>Linear Measurement (size or range/speed)</i>
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+9	-9	1 1/2"
+8	-8	2"
+7	-7	3"
+6	-6	6"
+5	-5	12"
+4	-4	1 1/2 ft
+3	-3	2 ft
+2	-2	1 yd
+1	-1	1 1/2 yd
0	0	2 yd
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-4	+4	10 yd
-5	+5	15 yd
-6	+6	20 yd
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-14	+14	450 yd
-15	+15	700 yd
-16	+16	1,000 yd
-17	+17	1,500 yd
-18	+18	2,000 yd
-19	+19	3,000 yd
-20	+20	4,500 yd
-21	+21	7,000 yd
-22	+22	10,000 yd

CHARACTER STORY

Beliefs & Goals: _____

WEAPONS AND POSSESSIONS

Item	\$	Wt.
------	----	-----

Totals: \$

Lbs.

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CHARACTER SHEET

Name _____ Player _____
Appearance _____

Sequence

Point Total

Pt.
Cost

FATIGUE

DAMAGE

Thrust: _____
Swing: _____
Kick: _____
_____: _____

HITS TAKEN

HITS TAKEN

BASIC SPEED

MOVE

$$(HT+DX)/4$$

Round off

ENCUMBRANCE

MOVE

None (0) = $2 \times ST$ _____
 Light (1) = $4 \times ST$ _____
 Med (2) = $6 \times ST$ _____
 Hvy (3) = $12 \times ST$ _____
 X-hvy (4) = $20 \times ST$ _____

BODY PROTECTION

Head Body Arms Legs Hands Feet ALL

PD

DR

ACTIVE DEFENSES

DODGE

PARRY

BLOCK

= Move

Weapon/2

Shield/2

OTHER PD

Shield:

OTHER DR

Pt.
Cost

ADVANTAGES, DISADVANTAGES AND QUIRKS

SKILLS

Pt. Cost	Level
----------	-------

SUMMARY

Point Total

Attributes

Advantages

Disadvantages

Quirks

Skills

TOTAL

HAND WEAPONS & SKILLS

Weapon

Damage

Type	Amount	Reach	ST	Notes
------	--------	-------	----	-------

Parry	Pt. Cost	Level
-------	----------	-------

Name: _____

RANGED WEAPONS & SKILLS

Weapon

Malf

Damage	
Type	Amount
1	100
2	200
3	300
4	400
5	500
6	600
7	700
8	800
9	900
10	1000

55

Acc

 $\frac{1}{2}D$

Max

RoF

Sho

5

 R_c

Not

3

Pt. Cost Level

REACTION MODIFIERS

Appearance: _____

Status: _____

SPECIAL REACTION MODIFIERS

Reputation: _____

SPEED/RANGE TABLE

For complete table, see p. B201.

<i>Speed/ Range Modifier</i>	<i>Size Modifier</i>	<i>Linear Measurement (size or range/speed)</i>
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+11	-11	2/3"
+10	-10	1"
+9	-9	1 1/2"
+8	-8	2"
+7	-7	3"
+6	-6	6"
+5	-5	12"
+4	-4	1 1/2 ft
+3	-3	2 ft
+2	-2	1 yd
+1	-1	1 1/2 yd
0	0	2 yd
-1	+1	3 yd
-2	+2	4 1/2 yd
-3	+3	7 yd
-4	+4	10 yd
-5	+5	15 yd
-6	+6	20 yd
-7	+7	30 yd
-8	+8	45 yd
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-14	+14	450 yd
-15	+15	700 yd
-16	+16	1,000 yd
-17	+17	1,500 yd
-18	+18	2,000 yd
-19	+19	3,000 yd
-20	+20	4,500 yd
-21	+21	7,000 yd
-22	+22	10,000 yd

CHARACTER STORY

Beliefs & Goals: _____

WEAPONS AND POSSESSIONS

Item

§

Wt.

Totals: \$

Lbs.

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CHARACTER SHEET

Name _____ Player _____
 Appearance _____

Date Created	Sequence
Unspent Points	Point Total

Pt.
Cost

ST

FATIGUE

DX

DAMAGE

Thrust: _____
 Swing: _____
 Kick: _____
 _____: _____

IQ

HT

HITS TAKEN

Mvmt

**BASIC
SPEED**

MOVE

(HT+DX)/4

Round off

SWIM



ENCUMBRANCE

MOVE

None (0) = 2×ST _____
 Light (1) = 4×ST _____
 Med (2) = 6×ST _____
 Hvy (3) = 12×ST _____
 X-hvy (4) = 20×ST _____

BODY PROTECTION

Head Body Arms Legs Hands Feet ALL

PD									
DR									

ACTIVE DEFENSES

DODGE

PARRY

BLOCK

= Move

Weapon/2

Shield/2

OTHER PD

Shield: _____

OTHER DR

Pt.
Cost

ADVANTAGES, DISADVANTAGES AND QUIRKS

SKILLS

Pt. Cost Level

SUMMARY

Point Total

Attributes

Advantages

Disadvantages

Quirks

Skills

TOTAL

HAND WEAPONS & SKILLS

Weapon	Damage		Reach	ST	Notes
	Type	Amount			

Parry	Pt. Cost	Level
-------	----------	-------

Name: _____

RANGED WEAPONS & SKILLS

Weapon	Malf	Damage		SS	Acc	1/2D	Max	RoF	Shots	ST	Rcl	Notes	Pt. Cost	Level
		Type	Amount											

REACTION MODIFIERS

Appearance: _____

Status: _____

SPECIAL REACTION MODIFIERS

Reputation: _____

SPEED/RANGE TABLE

For complete table, see p. B201.

<i>Speed/ Range Modifier</i>	<i>Size Modifier</i>	<i>Linear Measurement (size or range/speed)</i>
+15	-15	1/10"
+14	-14	1/5"
+13	-13	1/3"
+12	-12	1/2"
+11	-11	2/3"
+10	-10	1"
+9	-9	1 1/2"
+8	-8	2"
+7	-7	3"
+6	-6	6"
+5	-5	12"
+4	-4	1 1/2 ft
+3	-3	2 ft
+2	-2	1 yd
+1	-1	1 1/2 yd
0	0	2 yd
-1	+1	3 yd
-2	+2	4 1/2 yd
-3	+3	7 yd
-4	+4	10 yd
-5	+5	15 yd
-6	+6	20 yd
-7	+7	30 yd
-8	+8	45 yd
-9	+9	70 yd
-10	+10	100 yd
-11	+11	150 yd
-12	+12	200 yd
-13	+13	300 yd
-14	+14	450 yd
-15	+15	700 yd
-16	+16	1,000 yd
-17	+17	1,500 yd
-18	+18	2,000 yd
-19	+19	3,000 yd
-20	+20	4,500 yd
-21	+21	7,000 yd
-22	+22	10,000 yd

CHARACTER STORY

WEAPONS AND POSSESSIONS

Item	\$	Wt.
------	----	-----

Beliefs & Goals: _____

NOTES

Totals: \$

Lbs.

GURPS[®]

CHARACTER SHEET

Name _____ Player _____
 Appearance _____

Date Created

Sequence

Unspent Points

Point Total

Pt.
Cost

ST

FATIGUE

DX

DAMAGE

Thrust: _____

Swing: _____

Kick: _____

_____: _____

IQ

HT

HITS TAKEN

Mvmt

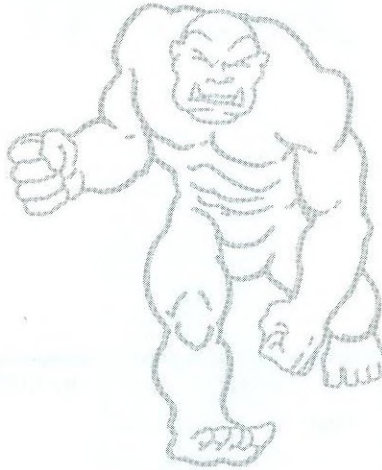
BASIC
SPEED

MOVE

(HT+DX)/4

Round off

SWIM



SKILLS

Pt. Cost Level

ENCUMBRANCE

MOVE

None (0) = 2×ST _____

Light (1) = 4×ST _____

Med (2) = 6×ST _____

Hvy (3) = 12×ST _____

X-hvy (4) = 20×ST _____

BODY PROTECTION

Head Body Arms Legs Hands Feet ALL

PD

DR

ACTIVE DEFENSES

DODGE

PARRY

BLOCK

= Move

Weapon/2

Shield/2

OTHER PD

Shield: _____

OTHER DR

Pt.
Cost

ADVANTAGES, DISADVANTAGES AND QUIRKS

SUMMARY

Point Total

Attributes

Advantages

Disadvantages

Quirks

Skills

TOTAL

HAND WEAPONS & SKILLS

Name: _____

Weapon

Damage		Reach	ST	Notes
Type	Amount			

Parry	Pt. Cost	Level
-------	----------	-------

RANGED WEAPONS & SKILLS

Weapon	Malf	Damage		SS	Acc	1/2D	Max	RoF	Shots	ST	Rcl	Notes	Pt. Cost	Level
		Type	Amount											

REACTION MODIFIERS

Appearance: _____

Status: _____

SPECIAL REACTION MODIFIERS

Reputation: _____

SPEED/RANGE TABLE

For complete table, see p. B201.

<i>Speed/ Range Modifier</i>	<i>Size Modifier</i>	<i>Linear Measurement (size or range/speed)</i>
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+9	-9	1 1/2"
+8	-8	2"
+7	-7	3"
+6	-6	6"
+5	-5	12"
+4	-4	1 1/2 ft
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+2	-2	1 yd
+1	-1	1 1/2 yd
0	0	2 yd
-1	+1	3 yd
-2	+2	4 1/2 yd
-3	+3	7 yd
-4	+4	10 yd
-5	+5	15 yd
-6	+6	20 yd
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-15	+15	700 yd
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-17	+17	1,500 yd
-18	+18	2,000 yd
-19	+19	3,000 yd
-20	+20	4,500 yd
-21	+21	7,000 yd
-22	+22	10,000 yd

CHARACTER STORY

WEAPONS AND POSSESSIONS

Item	\$	Wt.
------	----	-----

Beliefs & Goals: _____

NOTES

Totals: \$

Lbs.

HAND WEAPONS & SKILLS

Name: _____

Weapon	Damage		Reach	ST	Notes
	Type	Amount			

Parry	Pt. Cost	Level
-------	----------	-------

RANGED WEAPONS & SKILLS

Weapon	Malf	Damage		SS	Acc	V ₂ D	Max	RoF	Shots	ST	Rcl	Notes	Pt. Cost	Level
		Type	Amount											

REACTION MODIFIERS

Appearance: _____

Status: _____

SPECIAL REACTION MODIFIERS

Reputation: _____

SPEED/RANGE TABLE

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<i>Speed/ Range Modifier</i>	<i>Size Modifier</i>	<i>Linear Measurement (size or range/speed)</i>
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+13	-13	1/2"
+12	-12	2/3"
+11	-11	3/4"
+10	-10	1"
+9	-9	1 1/2"
+8	-8	2"
+7	-7	3"
+6	-6	6"
+5	-5	12"
+4	-4	1 1/2 ft
+3	-3	2 ft
+2	-2	1 yd
+1	-1	1 1/2 yd
0	0	2 yd
-1	+1	3 yd
-2	+2	4 1/2 yd
-3	+3	7 yd
-4	+4	10 yd
-5	+5	15 yd
-6	+6	20 yd
-7	+7	30 yd
-8	+8	45 yd
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-17	+17	1,500 yd
-18	+18	2,000 yd
-19	+19	3,000 yd
-20	+20	4,500 yd
-21	+21	7,000 yd
-22	+22	10,000 yd

CHARACTER STORY

[illegible]

Beliefs & Goals: _____

WEAPONS AND POSSESSIONS

Item	\$	Wt.
------	----	-----

[illegible]

Totals: \$

Lbs.

NOTES

[illegible]

Name _____ Player _____ Appearance _____ _____ _____	Date Created	Sequence
	Unspent Points	Point Total

A black and white line drawing of a cowboy riding a bucking horse. The cowboy is muscular, wearing a cowboy hat, and has his right arm raised high in the air, holding a lasso. The horse is in a dynamic, bucking pose, with its front legs lifted and its body arched. The drawing is simple, using only outlines and minimal shading.[illegible]

ENCUMBRANCE		MOVE
<i>None (0) = 2 × ST</i>	_____	_____
<i>Light (1) = 4 × ST</i>	_____	_____
<i>Med (2) = 6 × ST</i>	_____	_____
<i>Hvy (3) = 12 × ST</i>	_____	_____
<i>X-hvy (4) = 20 × ST</i>	_____	_____

ACTIVE DEFENSES		
DODGE	PARRY	BLOCK
<i>= Move</i>	<i>Weapon/2</i>	<i>Shield/2</i>

BODY PROTECTION							
	Head	Body	Arms	Legs	Hands	Feet	ALL
PD							
DR							
OTHER PD Shield: _____				OTHER DR			
_____				_____			
_____				_____			
_____				_____			

[illegible]

SUMMARY	Point Total
Attributes	_____
Advantages	_____
Disadvantages	_____
Quirks	_____
Skills	_____
TOTAL	

HAND WEAPONS & SKILLS

Name: _____

Weapon	Damage		Reach	ST	Notes	Parry	Pt. Cost	Level
	Type	Amount						

RANGED WEAPONS & SKILLS

[illegible]

REACTION MODIFIERS

Appearance: _____

Status: _____

SPECIAL REACTION MODIFIERS

Reputation: _____

SPEED/RANGE TABLE

For complete table, see p. B201.

<i>Speed/ Range Modifier</i>	<i>Size Modifier</i>	<i>Linear Measurement (size or range/speed)</i>
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+8	-8	2"
+7	-7	3"
+6	-6	6"
+5	-5	12"
+4	-4	1 1/2 ft
+3	-3	2 ft
+2	-2	1 yd
+1	-1	1 1/2 yd
0	0	2 yd
-1	+1	3 yd
-2	+2	4 1/2 yd
-3	+3	7 yd
-4	+4	10 yd
-5	+5	15 yd
-6	+6	20 yd
-7	+7	30 yd
-8	+8	45 yd
-9	+9	70 yd
-10	+10	100 yd
-11	+11	150 yd
-12	+12	200 yd
-13	+13	300 yd
-14	+14	450 yd
-15	+15	700 yd
-16	+16	1,000 yd
-17	+17	1,500 yd
-18	+18	2,000 yd
-19	+19	3,000 yd
-20	+20	4,500 yd
-21	+21	7,000 yd
-22	+22	10,000 yd

CHARACTER STORY

[illegible]

Beliefs & Goals: _____

WEAPONS AND POSSESSIONS

[illegible]

Totals: \$

Lbs.

NOTES

[illegible]

grimoire of

[illegible]

grimoire of

[illegible]

grimoire of

[illegible]

grimoire of _____

[illegible]

FANTASY CAMPAIGN PLAN

GM: _____ Date: _____

Campaign name: _____ Campaign's starting year: _____ Rate game time passes: _____

Campaign type: _____

Known nonhuman races: _____

Campaign's base city or town: _____ (Suggestion: give players a map of the area.)

Campaign Political Background:

Name and type of state: _____ Can weapons be carried in public? _____

Brief description of the state and its neighbors: _____

General historical background for area: _____

Brief description of the political/economic situation: _____

What organizations are important? _____

Campaign's Tech Level: _____ Differences from this TL as described in *GURPS Basic Set*: _____

Magic rules:

General mana level: _____ Are there areas of other mana levels? How large and how common are they? _____

Are there "aspected mana" areas? _____

Are there other areas of special magic? _____

Are any optional magic rules in use? _____

How common are magic and mages? _____ Unusual Background cost? _____

Are magic-users well distributed? If not, where are they most likely to be found? _____

What legal and social restrictions are there on magic? On alchemy? _____

Is there a specific guild-type structure for magic users? _____

How common are magical items? _____

Does quick-and-dirty enchantment exist in this world? _____

Are there active deities or Higher Powers? _____

Is there any special clerical magic? _____

What spells from the Spell List are unknown in this campaign? _____

Are there any "common knowledge" spells to be added to the list? _____

Are there any "common knowledge" potions to be added to the list? _____

Are teleportation and telepathy common enough to affect communication? _____

How common is healing magic? Who benefits from it? _____

What magical or fantastic creatures are common? _____

Is magic used in applications that replace some technology? How? _____

Player Character Information:

PC races allowed: _____

(GM should provide racial description for any new races allowed as PCs.)

Base wealth for PCs: _____ Starting social levels allowed for PCs: _____

Is literacy assumed? _____ Starting point value allowed for PCs: _____

Language(s) the PCs will need: _____

General level of education: _____

Especially useful/useless character types: _____

Especially appropriate/inappropriate professions: _____

Advantages and skills that will be especially useful in this campaign: _____

Advantages and skills that will be worthless in this campaign: _____

Disadvantages that will be discouraged, either because they are fatal or because they won't really be disadvantages: _____

Appropriate Patrons (and base value): _____

Appropriate Enemies (and base value): _____

Special Disciplines Available in this Campaign:

High technology? (How powerful? How common?) _____

Psionics? (How powerful? How common?) _____

Rules variants: New skills, advantages, disadvantages (summarize): _____

Rules variants: Changes in combat rules (summarize): _____

The GM should also provide the players with details on "house rules" for character creation, new NPC races, and so on.

GM CONTROL SHEET

CHARACTERS and NPCs

[illegible]

SPECIAL ABILITIES

[illegible]

REQUIRED ROLLS

[illegible]

TIME USE FORM

Character _____ Played by _____

Period of time covered _____

Time use:

Sleep: 56 hrs/week (70 if you are Lazy) 20
 Meals, personal care, etc.
 Job: time spent depends on job or Wealth level
 Travel (depends on adventure and situation)
 Religious observances, etc.
 Entertainment
 Study of _____ skill
 Study of _____ skill
 Study of _____ skill
 Study of _____ skill
 Study of _____ skill
 Other: _____

TOTAL: per week 168 hours

Automatic language study: If you are in a foreign country, or if you are for any reason speaking a foreign language exclusively, this counts as an automatic 4 hours per day of language practice. Language skill gained with "automatic" practice cannot exceed your IQ.

Hours of automatic language study: (4/day): _____

Automatic study on the job: If your job involves a skill (and most do) you can count 1/4 of the time spent on the job as "study." This time may be split between two skills if both are job related.

Hours of automatic job study (1/4 time spent at work): _____

Study bonuses for magical intervention, mechanical education, etc.:

Skill: _____ Study equivalent (hours): _____
 Skill: _____ Study equivalent (hours): _____
 Skill: _____ Study equivalent (hours): _____
 Skill: _____ Study equivalent (hours): _____

Other notes:

Name: _____ Reaction +/-: _____ Point Total: _____
 Appearance: _____ Advantages, Disadvantages, Quirks: _____

ST Fatigue: _____
DX Basic Damage _____ Skills: _____
IQ Thrust: _____
HT Hits Taken: _____

Basic Speed: _____ Move: _____
 Encumbrance: _____ Weapons and Possessions: _____
 Dodge: _____ Parry: _____ Block: _____

Head	Body	Arms	Hands	Legs	Feet
PD					
DR					

Weapon Ranges: _____

NPC Record Card

To make it easy to keep track of NPCs, all necessary data can be kept on a 3" x 5" card.
 A boxful of foes is easy to use; you can even use a paper clip to fasten the appropriate *Cardboard Heroes* figure to each card.

Name: MAX the guard Reaction +/-: ^{-2 ordinarily} +1 in combat Point Total: 75
 Appearance: INCREDIBLY THREATENING Advantages, Disadvantages, Quirks: SENSE OF DUTY

12 ST Fatigue: _____
12 DX Basic Damage _____ Skills: BROADSWORD-16
10 IQ Thrust: 1d-1 Swing: 1d+2 KNIFE-16
11 HT Hits Taken: _____

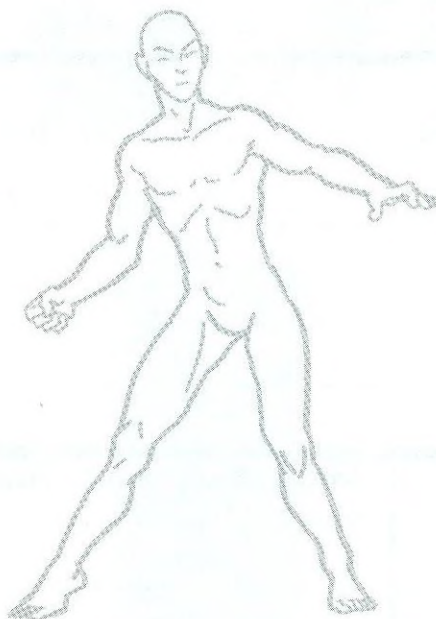
Basic Speed: 5.75 Move: 5
 Encumbrance: NONE Weapons and Possessions: SCIMITAR [Bastard sword] cut 1d+3 #650 5 lbs.
 Dodge: 5 Parry: 8 Block: 0 (2-hex reach) crush 1d cut 1d #40 1 lb.
KNIFE (large) imp 1d-1

Head _____ Arms _____ Hands _____ Legs _____ Feet _____
 Body _____
 Weapon Ranges: _____
KNIFE imp 1-1 SS: 12 ACC: 0 1/2: 10 Max 17

PD					
DR	(2)				

Name _____ Player _____ Appearance _____ _____	Date Created	Sequence
	Unspent Points	Point Total

Pt. Cost	ST		FATIGUE	
	DX		DAMAGE	
	IQ		Thrust: _____ Swing: _____ Kick: _____ _____: _____	
	HT		HITS TAKEN	
	Mvmt	BASIC SPEED	MOVE	
		(HT+DX)/4	Round off	
	SWIM			
	ENCUMBRANCE		MOVE	
	None (0) = 2×ST		_____	
	Light (1) = 4×ST		_____	
	Med (2) = 6×ST		_____	
	Hvy (3) = 12×ST		_____	
	X-hvy (4) = 20×ST		_____	
	ACTIVE DEFENSES			
	DODGE	PARRY	BLOCK	
	= Move	Weapon/2	Shield/2	

[illegible][illegible]

SUMMARY		Point Total
Attributes	_____	
Advantages	_____	
Disadvantages	_____	
Quirks	_____	
Skills	_____	
TOTAL		

HAND WEAPONS & SKILLS

Name: _____

Weapon	Damage		Reach	ST	Notes	Parry	Pt. Cost	Level
	Type	Amount						

RANGED WEAPONS & SKILLS

Weapon	Malf	Damage										Pt. Cost	Level
		Type	Amount	SS	Acc	1/2D	Max	RoF	Shots	ST	Rcl		

REACTION MODIFIERS

Appearance: _____

Status: _____

SPECIAL REACTION MODIFIERS

Reputation: _____

SPEED/RANGE TABLE

For complete table, see p. B201.

<i>Speed/ Range Modifier</i>	<i>Size Modifier</i>	<i>Linear Measurement (size or range/speed)</i>
+15	-15	1/10"
+14	-14	1/5"
+13	-13	1/3"
+12	-12	1/2"
+11	-11	2/3"
+10	-10	1"
+9	-9	1 1/2"
+8	-8	2"
+7	-7	3"
+6	-6	6"
+5	-5	12"
+4	-4	1 1/2 ft
+3	-3	2 ft
+2	-2	1 yd
+1	-1	1 1/2 yd
0	0	2 yd
-1	+1	3 yd
-2	+2	4 1/2 yd
-3	+3	7 yd
-4	+4	10 yd
-5	+5	15 yd
-6	+6	20 yd
-7	+7	30 yd
-8	+8	45 yd
-9	+9	70 yd
-10	+10	100 yd
-11	+11	150 yd
-12	+12	200 yd
-13	+13	300 yd
-14	+14	450 yd
-15	+15	700 yd
-16	+16	1,000 yd
-17	+17	1,500 yd
-18	+18	2,000 yd
-19	+19	3,000 yd
-20	+20	4,500 yd
-21	+21	7,000 yd
-22	+22	10,000 yd

CHARACTER STORY

Beliefs & Goals: _____

WEAPONS AND POSSESSIONS

Item	\$	Wt.
------	----	-----

Totals: \$

Lbs.

Name	Player
Appearance	

Sequence

Point Total

ST

DX

Thrust: _____
Swing: _____
Kick: _____
_____:

IQ

HT

HITS TAKEN

Mymt

MOVE

Round off

SWIM

ENCUMBRANCE

MOVE

None (0) = $2 \times ST$ _____
 Light (1) = $4 \times ST$ _____
 Med (2) = $6 \times ST$ _____
 Hvy (3) = $12 \times ST$ _____
 X-hvy (4) = $20 \times ST$ _____

BODY PROTECTION

Head Body Arms Legs Hands Feet ALL

PD

DR

ACTIVE DEFENSES

OTHER PD

OTHER DR

DODGE

PARRY

BLOCK

= Move

Weapon/2

Shield/2

Pt.
Cost

ADVANTAGES, DISADVANTAGES AND QUIRKS

SKILLS

Pt. Cost	Level
----------	-------

SUMMARY

Point Total

Attributes

Advantages

Disadvantages

Quirks

Skills

TOTAL

HAND WEAPONS & SKILLS

Weapon

Damage

Type	Amount	Reach	ST	Notes
------	--------	-------	----	-------

Parry	Pt.	Cost	Level
-------	-----	------	-------

Name: _____

RANGED WEAPONS & SKILLS

Weapon

[illegible]

REACTION MODIFIERS

Appearance: _____

Status: _____

SPECIAL REACTION MODIFIERS

Reputation: _____

SPEED/RANGE TABLE

For complete table, see p. B201.

<i>Speed/ Range Modifier</i>	<i>Size Modifier</i>	<i>Linear Measurement (size or range/speed)</i>
+15	-15	1/10"
+14	-14	1/5"
+13	-13	1/3"
+12	-12	1/2"
+11	-11	2/3"
+10	-10	1"
+9	-9	1 1/2"
+8	-8	2"
+7	-7	3"
+6	-6	6"
+5	-5	12"
+4	-4	1 1/2 ft
+3	-3	2 ft
+2	-2	1 yd
+1	-1	1 1/2 yd
0	0	2 yd
-1	+1	3 yd
-2	+2	4 1/2 yd
-3	+3	7 yd
-4	+4	10 yd
-5	+5	15 yd
-6	+6	20 yd
-7	+7	30 yd
-8	+8	45 yd
-9	+9	70 yd
-10	+10	100 yd
-11	+11	150 yd
-12	+12	200 yd
-13	+13	300 yd
-14	+14	450 yd
-15	+15	700 yd
-16	+16	1,000 yd
-17	+17	1,500 yd
-18	+18	2,000 yd
-19	+19	3,000 yd
-20	+20	4,500 yd
-21	+21	7,000 yd
-22	+22	10,000 yd

CHARACTER STORY

Beliefs & Goals: _____

WEAPONS AND POSSESSIONS

Item	\$	Wt.
------	----	-----

Totals: \$

Lbs.

GURPS

CHARACTER SHEET

Name _____	Player _____	Date Created	Sequence
Appearance _____		Unspent Points	Point Total

Pt. Cost	ST		FATIGUE
	DX	DAMAGE	
	IQ	Thrust: _____ Swing: _____ Kick: _____ ____: _____	
	HT	HITS TAKEN	
	Mvmt	BASIC SPEED	MOVE
	SWIM	<i>(HT+DX)/4</i>	<i>Round off</i>

ENCUMBRANCE	MOVE
<i>None</i> (0) = $2 \times ST$	
<i>Light</i> (1) = $4 \times ST$	
<i>Med</i> (2) = $6 \times ST$	
<i>Hvy</i> (3) = $12 \times ST$	
<i>X-hvy</i> (4) = $20 \times ST$	

ACTIVE DEFENSES		
DODGE	PARRY	BLOCK
= <i>Move</i>	<i>Weapon/2</i>	<i>Shield/2</i>



BODY PROTECTION							
	Head	Body	Arms	Legs	Hands	Feet	ALL
PD							
DR							

OTHER PD Shield: _____	OTHER DR
_____	_____
_____	_____
_____	_____

[illegible][illegible]

SUMMARY	<i>Point Total</i>
<i>Attributes</i>	_____
<i>Advantages</i>	_____
<i>Disadvantages</i>	_____
<i>Quirks</i>	_____
<i>Skills</i>	_____
TOTAL	_____

HAND WEAPONS & SKILLS

Name: _____

Weapon	Damage		Reach	ST	Notes	Parry	Pt. Cost	Level
	Type	Amount						

RANGED WEAPONS & SKILLS

Weapon	Malf	Damage		SS	Acc	1/2D	Max	RoF	Shots	ST	Rcl	Notes	Pt. Cost	Level
		Type	Amount											

REACTION MODIFIERS

Appearance: _____

Status: _____

SPECIAL REACTION MODIFIERS

Reputation: _____

SPEED/RANGE TABLE

For complete table, see p. B201.

<i>Speed/ Range Modifier</i>	<i>Size Modifier</i>	<i>Linear Measurement (size or range/speed)</i>
+15	-15	1/10"
+14	-14	1/5"
+13	-13	1/3"
+12	-12	2/3"
+11	-11	2 1/2"
+10	-10	1"
+9	-9	1 1/2"
+8	-8	2"
+7	-7	3"
+6	-6	6"
+5	-5	12"
+4	-4	1 1/2 ft
+3	-3	2 ft
+2	-2	1 yd
+1	-1	1 1/2 yd
0	0	2 yd
-1	+1	3 yd
-2	+2	4 1/2 yd
-3	+3	7 yd
-4	+4	10 yd
-5	+5	15 yd
-6	+6	20 yd
-7	+7	30 yd
-8	+8	45 yd
-9	+9	70 yd
-10	+10	100 yd
-11	+11	150 yd
-12	+12	200 yd
-13	+13	300 yd
-14	+14	450 yd
-15	+15	700 yd
-16	+16	1,000 yd
-17	+17	1,500 yd
-18	+18	2,000 yd
-19	+19	3,000 yd
-20	+20	4,500 yd
-21	+21	7,000 yd
-22	+22	10,000 yd

CHARACTER STORY

Beliefs & Goals: _____

WEAPONS AND POSSESSIONS

Item	\$	Wt.
------	----	-----

Totals: \$

Lbs.

Name	Player
Appearance	

Sequence

Point Total

ST

DX

IQ

HITS TAKEN

HT

Mvmt

Round off

SWIM

ENCUMBRANCE

MOVE

None (0) = 2XST _____

$$\text{Light (I)} = 4 \times ST$$
$$Med(2) = 6 \times ST$$
$$Hvy(3) = 12 \times ST$$
$$X\text{-hvy (4)} = 20 \times ST$$

ACTIVE DEFENSES

DODGE

PARRY

BLOCK

= *Move*

Weapon/2

Shield/2

BODY PROTECTION

Head Body Arms Legs Hands Feet ALL

PD

DR

OTHER PD

Shield:

OTHER DR

ADVANTAGES, DISADVANTAGES AND QUIRKS

Pt.	Cost	Level
1	100	100
2	100	100
3	100	100
4	100	100
5	100	100
6	100	100
7	100	100
8	100	100
9	100	100
10	100	100
11	100	100
12	100	100
13	100	100
14	100	100
15	100	100
16	100	100
17	100	100
18	100	100
19	100	100
20	100	100
21	100	100
22	100	100
23	100	100
24	100	100
25	100	100
26	100	100
27	100	100
28	100	100
29	100	100
30	100	100
31	100	100
32	100	100
33	100	100
34	100	100
35	100	100
36	100	100
37	100	100
38	100	100
39	100	100
40	100	100
41	100	100
42	100	100
43	100	100
44	100	100
45	100	100
46	100	100
47	100	100
48	100	100
49	100	100
50	100	100
51	100	100
52	100	100
53	100	100
54	100	100
55	100	100
56	100	100
57	100	100
58	100	100
59	100	100
60	100	100
61	100	100
62	100	100
63	100	100
64	100	100
65	100	100
66	100	100
67	100	100
68	100	100
69	100	100
70	100	100
71	100	100
72	100	100
73	100	100
74	100	100
75	100	100
76	100	100
77	100	100
78	100	100
79	100	100
80	100	100
81	100	100
82	100	100
83	100	100
84	100	100
85	100	100
86	100	100
87	100	100
88	100	100
89	100	100
90	100	100
91	100	100
92	100	100
93	100	100
94	100	100
95	100	100
96	100	100
97	100	100
98	100	100
99	100	100
100	100	100

SUMMARY

Point Total

Attributes

Advantages

Disadvantages

Quirks

Skills

TOTAL

HAND WEAPONS & SKILLS

Name: _____

Weapon	Damage		Reach	ST	Notes	Parry	Pt. Cost	Level
	Type	Amount						

RANGED WEAPONS & SKILLS

Weapon	Malf	Damage		SS	Acc	1/2D	Max	RoF	Shots	ST	Rcl	Notes	Pt.	Cost	Level
		Type	Amount												

REACTION MODIFIERS

Appearance: _____

Status: _____

SPECIAL REACTION MODIFIERS

Reputation: _____

SPEED/RANGE TABLE

For complete table, see p. B201.

<i>Speed/ Range Modifier</i>	<i>Size Modifier</i>	<i>Linear Measurement (size or range/speed)</i>
+15	-15	1/10"
+14	-14	1/5"
+13	-13	1/3"
+12	-12	1/2"
+11	-11	2/3"
+10	-10	1"
+9	-9	1 1/2"
+8	-8	2"
+7	-7	3"
+6	-6	6"
+5	-5	12"
+4	-4	1 1/2 ft
+3	-3	2 ft
+2	-2	1 yd
+1	-1	1 1/2 yd
0	0	2 yd
-1	+1	3 yd
-2	+2	4 1/2 yd
-3	+3	7 yd
-4	+4	10 yd
-5	+5	15 yd
-6	+6	20 yd
-7	+7	30 yd
-8	+8	45 yd
-9	+9	70 yd
-10	+10	100 yd
-11	+11	150 yd
-12	+12	200 yd
-13	+13	300 yd
-14	+14	450 yd
-15	+15	700 yd
-16	+16	1,000 yd
-17	+17	1,500 yd
-18	+18	2,000 yd
-19	+19	3,000 yd
-20	+20	4,500 yd
-21	+21	7,000 yd
-22	+22	10,000 yd

CHARACTER STORY

Beliefs & Goals: _____

WEAPONS AND POSSESSIONS

Item	\$	Wt.
------	----	-----

NOTES

Totals: \$

Lbs.

Name _____ Player _____ Appearance _____ _____	Date Created	Sequence
	Unspent Points	Point Total

BODY PROTECTION							
	Head	Body	Arms	Legs	Hands	Feet	ALL
PD							
DR							

OTHER PD Shield: _____	OTHER DR
_____	_____
_____	_____
_____	_____

[illegible]

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HAND WEAPONS & SKILLS

Weapon

Damage

Type	Amount	Reach	ST	Notes
------	--------	-------	----	-------

Parry	Pt. Cost	Level
-------	----------	-------

Name: _____

RANGED WEAPONS & SKILLS

Weapon

Damage

<i>Malf</i>	<i>Type</i>	<i>Amount</i>	<i>SS</i>	<i>Acc</i>	$\frac{1}{2}D$	<i>Max</i>	<i>RoF</i>	<i>Shots</i>	<i>ST</i>	<i>Rcl</i>	<i>Notes</i>	<i>Pt. Cost</i>	<i>Level</i>
-------------	-------------	---------------	-----------	------------	----------------	------------	------------	--------------	-----------	------------	--------------	-----------------	--------------

REACTION MODIFIERS

Appearance: _____

Status: _____

SPECIAL REACTION MODIFIERS

Reputation: _____

SPEED/RANGE TABLE

For complete table, see p. B201.

<i>Speed/ Range Modifier</i>	<i>Size Modifier</i>	<i>Linear Measurement (size or range/speed)</i>
+15	-15	1/10"
+14	-14	1/5"
+13	-13	1/3"
+12	-12	1/2"
+11	-11	2/3"
+10	-10	1"
+9	-9	1 1/2"
+8	-8	2"
+7	-7	3"
+6	-6	6"
+5	-5	12"
+4	-4	1 1/2 ft
+3	-3	2 ft
+2	-2	1 yd
+1	-1	1 1/2 yd
0	0	2 yd
-1	+1	3 yd
-2	+2	4 1/2 yd
-3	+3	7 yd
-4	+4	10 yd
-5	+5	15 yd
-6	+6	20 yd
-7	+7	30 yd
-8	+8	45 yd
-9	+9	70 yd
-10	+10	100 yd
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-16	+16	1,000 yd
-17	+17	1,500 yd
-18	+18	2,000 yd
-19	+19	3,000 yd
-20	+20	4,500 yd
-21	+21	7,000 yd
-22	+22	10,000 yd

CHARACTER STORY

WEAPONS AND POSSESSIONS

Item	\$	Wt.
------	----	-----

Beliefs & Goals: _____

NOTES

Totals: \$

Lbs.

Name	Player
Appearance	

Date Created	Sequence
Unspent Points	Point Total

Pt. Cost	ST		FATIGUE
	DX		DAMAGE Thrust: _____ Swing: _____ Kick: _____ _____: _____
	IQ		
	HT		HITS TAKEN
	Mvmt	BASIC SPEED <i>(HT+DX)/4</i>	MOVE <i>Round off</i>
	SWIM		

ENCUMBRANCE	MOVE
<i>None</i> (0) = $2 \times ST$	_____
<i>Light</i> (1) = $4 \times ST$	_____
<i>Med</i> (2) = $6 \times ST$	_____
<i>Hvy</i> (3) = $12 \times ST$	_____
<i>X-hvy</i> (4) = $20 \times ST$	_____

ACTIVE DEFENSES		
DODGE	PARRY	BLOCK
= <i>Move</i>	<i>Weapon/2</i>	<i>Shield/2</i>

A black and white line drawing of a muscular, bipedal dinosaur-like creature. The creature has a large, rounded head with a small eye visible on the left side. Its mouth is wide open, showing a row of sharp, pointed teeth. The body is very muscular, with prominent lines on the chest and abdomen. It is standing on its hind legs, which are thick and powerful. The front limbs are shorter and also muscular. The skin appears to have a scaly or textured pattern. The overall style is simple and cartoonish, typical of a children's coloring page.

BODY PROTECTION							
	Head	Body	Arms	Legs	Hands	Feet	ALL
PD							
DR							

OTHER PD Shield: _____	OTHER DR
_____	_____
_____	_____
_____	_____

[illegible][illegible]

SUMMARY		Point Total
Attributes	_____	
Advantages	_____	
Disadvantages	_____	
Quirks	_____	
Skills	_____	
TOTAL		

HAND WEAPONS & SKILLS

Weapon

Damage

Damage	
Type	Amount
1. Fire	100,000
2. Theft	50,000
3. Vandalism	25,000
4. Other	15,000
Total	190,000

Reach

ST

Notes

Parry

Pt. Cost

Level

Name: _____

RANGED WEAPONS & SKILLS

Weapon

Malf

Damage

Type

Amount

SS

Acc $\sqrt{2}D$

Max

Role

Shots

S7

Rc

N

Notes

Pt. Cost Level

REACTION MODIFIERS

Appearance: _____

Status: _____

SPECIAL REACTION MODIFIERS

Reputation: _____

SPEED/RANGE TABLE

For complete table, see p. B201.

<i>Speed/ Range Modifier</i>	<i>Size Modifier</i>	<i>Linear Measurement (size or range/speed)</i>
+15	-15	1/10"
+14	-14	1/3"
+13	-13	1/3"
+12	-12	1/2"
+11	-11	2/3"
+10	-10	1"
+9	-9	1 1/2"
+8	-8	2"
+7	-7	3"
+6	-6	6"
+5	-5	12"
+4	-4	1 1/2 ft
+3	-3	2 ft
+2	-2	1 yd
+1	-1	1 1/2 yd
0	0	2 yd
-1	+1	3 yd
-2	+2	4 1/2 yd
-3	+3	7 yd
-4	+4	10 yd
-5	+5	15 yd
-6	+6	20 yd
-7	+7	30 yd
-8	+8	45 yd
-9	+9	70 yd
-10	+10	100 yd
-11	+11	150 yd
-12	+12	200 yd
-13	+13	300 yd
-14	+14	450 yd
-15	+15	700 yd
-16	+16	1,000 yd
-17	+17	1,500 yd
-18	+18	2,000 yd
-19	+19	3,000 yd
-20	+20	4,500 yd
-21	+21	7,000 yd
-22	+22	10,000 yd

CHARACTER STORY

WEAPONS AND POSSESSIONS

Item

§

 W_t

Beliefs & Goals: _____

NOTES

Totals: \$

Lbs.

GURPS[®]

CHARACTER SHEET

Name _____ Player _____

Appearance _____

Date Created	Sequence
Unspent Points	Point Total

Pt. Cost	ST		FATIGUE
	DX		DAMAGE Thrust: _____ Swing: _____ Kick: _____ _____: _____
	IQ		
	HT		HITS TAKEN
	Mvmt	BASIC SPEED <i>(HT + DX) / 4</i>	MOVE <i>Round off</i>
	SWIM		

[illegible]

ENCUMBRANCE	MOVE
<i>None</i> (0) = $2 \times ST$	_____
<i>Light</i> (1) = $4 \times ST$	_____
<i>Med</i> (2) = $6 \times ST$	_____
<i>Hvy</i> (3) = $12 \times ST$	_____
<i>X-hvy</i> (4) = $20 \times ST$	_____

BODY PROTECTION							
	Head	Body	Arms	Legs	Hands	Feet	ALL
PD							
DR							

ACTIVE DEFENSES		
DODGE	PARRY	BLOCK
= <i>Move</i>	<i>Weapon/2</i>	<i>Shield/2</i>

OTHER PD Shield: _____	OTHER DR
_____	_____
_____	_____

[illegible]

SUMMARY	<i>Point Total</i>
<i>Attributes</i>	_____
<i>Advantages</i>	_____
<i>Disadvantages</i>	_____
<i>Quirks</i>	_____
<i>Skills</i>	_____
TOTAL	

HAND WEAPONS & SKILLS

Name: _____

Weapon	Damage		Reach	ST	Notes	Parry	Pt. Cost	Level
	Type	Amount						

RANGED WEAPONS & SKILLS

Weapon	Malf	Damage			SS	Acc	1/2D	Max	RoF	Shots	ST	Rcl	Notes	Pt.	Cost	Level
		Type	Amount													

REACTION MODIFIERS

Appearance: _____

Status: _____

SPECIAL REACTION MODIFIERS

Reputation: _____

SPEED/RANGE TABLE

For complete table, see p. B201.

<i>Speed/ Range Modifier</i>	<i>Size Modifier</i>	<i>Linear Measurement (size or range/speed)</i>
+15	-15	1/10"
+14	-14	1/5"
+13	-13	1/3"
+12	-12	1/2"
+11	-11	2/3"
+10	-10	1"
+9	-9	1 1/2"
+8	-8	2"
+7	-7	3"
+6	-6	6"
+5	-5	12"
+4	-4	1 1/2 ft
+3	-3	2 ft
+2	-2	1 yd
+1	-1	1 1/2 yd
0	0	2 yd
-1	+1	3 yd
-2	+2	4 1/2 yd
-3	+3	7 yd
-4	+4	10 yd
-5	+5	15 yd
-6	+6	20 yd
-7	+7	30 yd
-8	+8	45 yd
-9	+9	70 yd
-10	+10	100 yd
-11	+11	150 yd
-12	+12	200 yd
-13	+13	300 yd
-14	+14	450 yd
-15	+15	700 yd
-16	+16	1,000 yd
-17	+17	1,500 yd
-18	+18	2,000 yd
-19	+19	3,000 yd
-20	+20	4,500 yd
-21	+21	7,000 yd
-22	+22	10,000 yd

CHARACTER STORY

Beliefs & Goals: _____

WEAPONS AND POSSESSIONS

Item	\$	Wt.
------	----	-----

NOTES

Totals: \$

Lbs.

grimoire of _____

[illegible]

grimoire of _____

[illegible]

grimoire of

[illegible]

grimoire of _____

[illegible]

FANTASY CAMPAIGN PLAN

GM: _____ Date: _____

Campaign name: _____ Campaign's starting year: _____ Rate game time passes: _____

Campaign type: _____

Known nonhuman races: _____

Campaign's base city or town: _____ (Suggestion: give players a map of the area.)

Campaign Political Background:

Name and type of state: _____ Can weapons be carried in public? _____

Brief description of the state and its neighbors: _____

General historical background for area: _____

Brief description of the political/economic situation: _____

What organizations are important? _____

Campaign's Tech Level: _____ Differences from this TL as described in *GURPS Basic Set*: _____

Magic rules:

General mana level: _____ Are there areas of other mana levels? How large and how common are they? _____

Are there "aspected mana" areas? _____

Are there other areas of special magic? _____

Are any optional magic rules in use? _____

How common are magic and mages? _____ Unusual Background cost? _____

Are magic-users well distributed? If not, where are they most likely to be found? _____

What legal and social restrictions are there on magic? On alchemy? _____

Is there a specific guild-type structure for magic users? _____

How common are magical items? _____

Does quick-and-dirty enchantment exist in this world? _____

Are there active deities or Higher Powers? _____

Is there any special clerical magic? _____

What spells from the Spell List are unknown in this campaign? _____

Are there any "common knowledge" spells to be added to the list? _____

Are there any "common knowledge" potions to be added to the list? _____

Are teleportation and telepathy common enough to affect communication? _____

How common is healing magic? Who benefits from it? _____

What magical or fantastic creatures are common? _____

Is magic used in applications that replace some technology? How? _____

Player Character Information:

PC races allowed: _____

(GM should provide racial description for any new races allowed as PCs.)

Base wealth for PCs: _____ Starting social levels allowed for PCs: _____

Is literacy assumed? _____ Starting point value allowed for PCs: _____

Language(s) the PCs will need: _____

General level of education: _____

Especially useful/useless character types: _____

Especially appropriate/inappropriate professions: _____

Advantages and skills that will be especially useful in this campaign: _____

Advantages and skills that will be worthless in this campaign: _____

Disadvantages that will be discouraged, either because they are fatal or because they won't really be disadvantages: _____

Appropriate Patrons (and base value): _____

Appropriate Enemies (and base value): _____

Special Disciplines Available in this Campaign:

High technology? (How powerful? How common?) _____

Psionics? (How powerful? How common?) _____

Rules variants: New skills, advantages, disadvantages (summarize): _____

Rules variants: Changes in combat rules (summarize): _____

The GM should also provide the players with details on "house rules" for character creation, new NPC races, and so on.

GM CONTROL SHEET

CHARACTERS and NPCs

[illegible]

SPECIAL ABILITIES

[illegible]

REQUIRED ROLLS

[illegible]

TIME USE FORM

Character _____ Played by _____

Period of time covered _____

Time use:

Sleep: 56 hrs/week (70 if you are Lazy) 20

Meals, personal care, etc.

Job: time spent depends on job or Wealth level 20

Travel (depends on adventure and situation)

Religious observances, etc.

Entertainment skill

Study of _____ skill

Study of _____ skill

Study of _____ skill

Study of _____ skill

Study of _____ skill

Other: _____

TOTAL: per week 168 hours

Automatic language study: If you are in a foreign country, or if you are for any reason speaking a foreign language exclusively, this counts as an automatic 4 hours per day of language practice. Language skill gained with "automatic" practice cannot exceed your IQ.

Hours of automatic language study (4/day): _____

Automatic study on the job: If your job involves a skill (and most do) you can count 1/4 of the time spent on the job as "study." This time may be split between two skills if both are job related.

Hours of automatic job study (1/4 time spent at work): _____

Study bonuses for magical intervention, mechanical education, etc.:

Skill: _____ Study equivalent (hours): _____

Skill: _____ Study equivalent (hours): _____

Skill: _____ Study equivalent (hours): _____

Skill: _____ Study equivalent (hours): _____

Other notes:

Name: _____ Reaction +/=: _____ Point Total: _____
Appearance: _____ Advantages, Disadvantages, Quirks: _____

ST Fatigue: _____

DX Basic Damage _____ Skills: _____

IQ Thrust: _____

HT Swing: _____

Hits Taken: _____

Basic Speed: _____ Move: _____

Encumbrance: _____ Weapons and Possessions: _____

Dodge: _____ Parry: _____ Block: _____

Head Body Arms Hands Legs Feet

PD					
DR					

Weapon Ranges: _____

NPC Record Card

To make it easy to keep track of NPCs, all necessary data can be kept on a 3" x 5" card.
A boxful of foes is easy to use; you can even use a paper clip to fasten the appropriate *Cardboard Heroes* figure to each card.

Name: MAX the guard Reaction +/=: ^{-2 ordinarily} +1 in combat Point Total: 75

Appearance: INCREDIBLY THREATENING Advantages, Disadvantages, Quirks: _____

12 ST Fatigue: _____ **SENSE OF DUTY** _____

12 DX Basic Damage _____ **GIGANTISM** _____

10 IQ Thrust: 1d-1 Skills: BROADSWORD-16

11 HT Swing: 1d+2 KNIFE-16

Hits Taken: _____

Basic Speed: 5.75 Move: 5

Encumbrance: NONE Weapons and Possessions: _____

Dodge: 5 Parry: 8 Block: 0 SCIMITAR [bastard sword] cut 1d+3 #650 5 lbs

(2-hor reach) crush 1d

KNIFE (large) cut 1d #40 1 lb

imp 1d-1

Weapon Ranges: _____

KNIFE imp 1-1 SS:12 ACC:0 1/2-10 Max:17

Head Body Arms Hands Legs Feet

PD					
DR					

GURPS[®]

CHARACTER SHEET

Name _____ Player _____
 Appearance _____

Date Created _____

Sequence _____

Unspent Points _____

Point Total _____

Pt.
Cost

ST

FATIGUE

DX

DAMAGE

Thrust: _____

Swing: _____

Kick: _____

IQ

_____:

HT

HITS TAKEN

Mvmt

**BASIC
SPEED**

MOVE

(HT+DX)/4

Round off

SWIM



ENCUMBRANCE

MOVE

None (0) = 2×ST _____

Light (1) = 4×ST _____

Med (2) = 6×ST _____

Hvy (3) = 12×ST _____

X-hvy (4) = 20×ST _____

BODY PROTECTION

Head Body Arms Legs Hands Feet ALL

PD

DR

ACTIVE DEFENSES

DODGE

PARRY

BLOCK

= Move

Weapon/2

Shield/2

OTHER PD

Shield: _____

OTHER DR

Pt.
Cost

ADVANTAGES, DISADVANTAGES AND QUIRKS

SKILLS

Pt. Cost Level

SUMMARY

Point Total

Attributes _____

Advantages _____

Disadvantages _____

Quirks _____

Skills _____

TOTAL

HAND WEAPONS & SKILLS

Name: _____

Weapon	Damage		Reach	ST	Notes
	Type	Amount			

Parry	Pt.	Cost	Level
-------	-----	------	-------

RANGED WEAPONS & SKILLS

Weapon	Mod	Damage		SS	Acc	1/2D	Max	RoF	Shots	ST	Rcl	Notes	Pt. Cost	Level
		Type	Amount											

REACTION MODIFIERS

Appearance: _____

Status: _____

SPECIAL REACTION MODIFIERS

Reputation: _____

SPEED/RANGE TABLE

For complete table, see p. B201.

<i>Speed/ Range Modifier</i>	<i>Size Modifier</i>	<i>Linear Measurement (size or range/speed)</i>
+15	-15	1/10"
+14	-14	1/5"
+13	-13	1/3"
+12	-12	1/2"
+11	-11	2/3"
+10	-10	1"
+9	-9	1 1/2"
+8	-8	2"
+7	-7	3"
+6	-6	6"
+5	-5	12"
+4	-4	1 1/2 ft
+3	-3	2 ft
+2	-2	1 yd
+1	-1	1 1/2 yd
0	0	2 yd
-1	+1	3 yd
-2	+2	4 1/2 yd
-3	+3	7 yd
-4	+4	10 yd
-5	+5	15 yd
-6	+6	20 yd
-7	+7	30 yd
-8	+8	45 yd
-9	+9	70 yd
-10	+10	100 yd
-11	+11	150 yd
-12	+12	200 yd
-13	+13	300 yd
-14	+14	450 yd
-15	+15	700 yd
-16	+16	1,000 yd
-17	+17	1,500 yd
-18	+18	2,000 yd
-19	+19	3,000 yd
-20	+20	4,500 yd
-21	+21	7,000 yd
-22	+22	10,000 yd

CHARACTER STORY

Beliefs & Goals: _____

WEAPONS AND POSSESSIONS

Item	\$	Wt.
------	----	-----

Totals: \$

Lbs.

NOTES

HAND WEAPONS & SKILLS

Weapon

Damage		Reach	ST	Notes
Type	Amount			

Parry	Pt. Cost	Level
-------	----------	-------

Name: _____

RANGED WEAPONS & SKILLS

Weapon

Malf	Type	Damage		SS	Acc	1/2D	Max	RoF	Shots	ST	Rcl	Notes	Pt.	Cost	Level
		Amount													

REACTION MODIFIERS

Appearance: _____

Status: _____

SPECIAL REACTION MODIFIERS

Reputation: _____

SPEED/RANGE TABLE

For complete table, see p. B201.

<i>Speed/ Range Modifier</i>	<i>Size Modifier</i>	<i>Linear Measurement (size or range/speed)</i>
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+14	-14	1/5"
+13	-13	1/3"
+12	-12	1/2"
+11	-11	2/3"
+10	-10	1"
+9	-9	1 1/2"
+8	-8	2"
+7	-7	3"
+6	-6	6"
+5	-5	12"
+4	-4	1 1/2 ft
+3	-3	2 ft
+2	-2	1 yd
+1	-1	1 1/2 yd
0	0	2 yd
-1	+1	3 yd
-2	+2	4 1/2 yd
-3	+3	7 yd
-4	+4	10 yd
-5	+5	15 yd
-6	+6	20 yd
-7	+7	30 yd
-8	+8	45 yd
-9	+9	70 yd
-10	+10	100 yd
-11	+11	150 yd
-12	+12	200 yd
-13	+13	300 yd
-14	+14	450 yd
-15	+15	700 yd
-16	+16	1,000 yd
-17	+17	1,500 yd
-18	+18	2,000 yd
-19	+19	3,000 yd
-20	+20	4,500 yd
-21	+21	7,000 yd
-22	+22	10,000 yd

CHARACTER STORY

Beliefs & Goals: _____

WEAPONS AND POSSESSIONS

Item	\$	Wt.
------	----	-----

Totals: \$

Lbs.

GURPS[®]

CHARACTER SHEET

Player.

Sequence

Point Total

ST

DX

_____:

IQ**НТ**

Mvmt

Round off

SWIM

MOVE

Head Body Arms Legs Hands Feet ALL

DR

OTHER DR

Shield:

= Move

Weapon/2

Shield/2

ADVANTAGES, DISADVANTAGES AND QUIRKS

Pt. Cost	Level
----------	-------

Point Total

TOTAL

HAND WEAPONS & SKILLS

Weapon

Damage		Reach	ST	Notes
Type	Amount			

Parry	Pt. Cost	Level
-------	----------	-------

Name: _____

RANGED WEAPONS & SKILLS

Weapon	Malf	Damage		SS	Acc	1/2D	Max	RoF	Shots	ST	Rcl	Notes	Pt. Cost	Level
		Type	Amount											

REACTION MODIFIERS

Appearance: _____

Status: _____

SPECIAL REACTION MODIFIERS

Reputation: _____

SPEED/RANGE TABLE

For complete table, see p. B201.

<i>Speed/ Range Modifier</i>	<i>Size Modifier</i>	<i>Linear Measurement (size or range/speed)</i>
+15	-15	1/10"
+14	-14	1/5"
+13	-13	1/3"
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+11	-11	2/3"
+10	-10	1"
+9	-9	1 1/2"
+8	-8	2"
+7	-7	3"
+6	-6	6"
+5	-5	12"
+4	-4	1 1/2 ft
+3	-3	2 ft
+2	-2	1 yd
+1	-1	1 1/2 yd
0	0	2 yd
-1	+1	3 yd
-2	+2	4 1/2 yd
-3	+3	7 yd
-4	+4	10 yd
-5	+5	15 yd
-6	+6	20 yd
-7	+7	30 yd
-8	+8	45 yd
-9	+9	70 yd
-10	+10	100 yd
-11	+11	150 yd
-12	+12	200 yd
-13	+13	300 yd
-14	+14	450 yd
-15	+15	700 yd
-16	+16	1,000 yd
-17	+17	1,500 yd
-18	+18	2,000 yd
-19	+19	3,000 yd
-20	+20	4,500 yd
-21	+21	7,000 yd
-22	+22	10,000 yd

CHARACTER STORY

Beliefs & Goals: _____

WEAPONS AND POSSESSIONS

Item	\$	Wt.
------	----	-----

Totals: \$

Lbs.

NOTES

Pt.
Cost

Player

Sequence

Point Total

ST

DX

IQ

HT

Mymt

Round off

Pt.	Cost	Level
1	100	100
2	100	100
3	100	100
4	100	100
5	100	100
6	100	100
7	100	100
8	100	100
9	100	100
10	100	100
11	100	100
12	100	100
13	100	100
14	100	100
15	100	100
16	100	100
17	100	100
18	100	100
19	100	100
20	100	100
21	100	100
22	100	100
23	100	100
24	100	100
25	100	100
26	100	100
27	100	100
28	100	100
29	100	100
30	100	100
31	100	100
32	100	100
33	100	100
34	100	100
35	100	100
36	100	100
37	100	100
38	100	100
39	100	100
40	100	100
41	100	100
42	100	100
43	100	100
44	100	100
45	100	100
46	100	100
47	100	100
48	100	100
49	100	100
50	100	100
51	100	100
52	100	100
53	100	100
54	100	100
55	100	100
56	100	100
57	100	100
58	100	100
59	100	100
60	100	100
61	100	100
62	100	100
63	100	100
64	100	100
65	100	100
66	100	100
67	100	100
68	100	100
69	100	100
70	100	100
71	100	100
72	100	100
73	100	100
74	100	100
75	100	100
76	100	100
77	100	100
78	100	100
79	100	100
80	100	100
81	100	100
82	100	100
83	100	100
84	100	100
85	100	100
86	100	100
87	100	100
88	100	100
89	100	100
90	100	100
91	100	100
92	100	100
93	100	100
94	100	100
95	100	100
96	100	100
97	100	100
98	100	100
99	100	100
100	100	100

None (0) = $2 \times ST$
 Light (1) = $4 \times ST$
 Med (2) = $6 \times ST$
 Hvy (3) = $12 \times ST$
 X-hvy (4) = $20 \times ST$

Head Body Arms Legs Hands Feet ALL

DR

OTHER DR

Shield:

Shield/2

Pt.
Cost

ADVANTAGES, DISADVANTAGES AND QUIRKS

Point Total

TOTAL

HAND WEAPONS & SKILLS

Name: _____

Weapon	Damage		Reach	ST	Notes
	Type	Amount			

Parry	Pt. Cost	Level
-------	----------	-------

RANGED WEAPONS & SKILLS

Weapon	Malf	Damage		SS	Acc	1/2D	Max	RoF	Shots	ST	Rcl	Notes	Pt. Cost	Level
		Type	Amount											

REACTION MODIFIERS

Appearance: _____

Status: _____

SPECIAL REACTION MODIFIERS

Reputation: _____

SPEED/RANGE TABLE

For complete table, see p. B201.

<i>Speed/ Range Modifier</i>	<i>Size Modifier</i>	<i>Linear Measurement (size or range/speed)</i>
+15	-15	V ₁₀ "
+14	-14	V ₅ "
+13	-13	V ₃ "
+12	-12	V ₂ "
+11	-11	⅔"
+10	-10	1"
+9	-9	1½"
+8	-8	2"
+7	-7	3"
+6	-6	6"
+5	-5	12"
+4	-4	1½ ft
+3	-3	2 ft
+2	-2	1 yd
+1	-1	1½ yd
0	0	2 yd
-1	+1	3 yd
-2	+2	4½ yd
-3	+3	7 yd
-4	+4	10 yd
-5	+5	15 yd
-6	+6	20 yd
-7	+7	30 yd
-8	+8	45 yd
-9	+9	70 yd
-10	+10	100 yd
-11	+11	150 yd
-12	+12	200 yd
-13	+13	300 yd
-14	+14	450 yd
-15	+15	700 yd
-16	+16	1,000 yd
-17	+17	1,500 yd
-18	+18	2,000 yd
-19	+19	3,000 yd
-20	+20	4,500 yd
-21	+21	7,000 yd
-22	+22	10,000 yd

CHARACTER STORY

WEAPONS AND POSSESSIONS

Item	\$	Wt.
------	----	-----

Beliefs & Goals: _____

NOTES

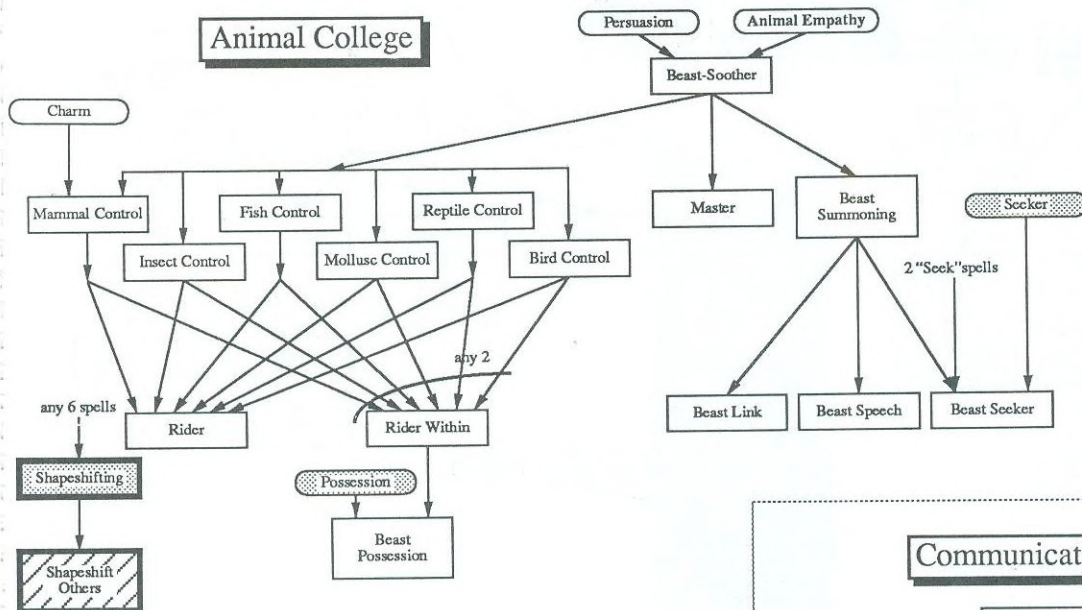
Totals: \$

Lbs.

Spell Prerequisite Charts

A GURPS Magic Play Aid
by Walter Milliken

Animal College



Legend

Difficulty

Hard spell

Very Hard spell

Magery Requirements

none

Magery 2

Magery

Magery 3

Prerequisites

other spell

advantage

A

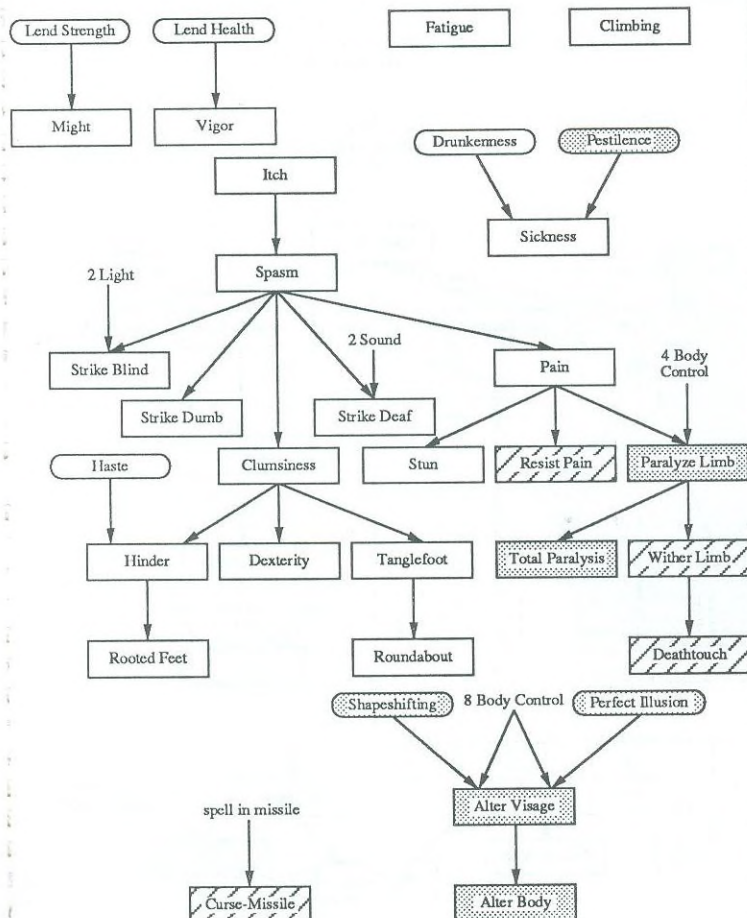
B

A

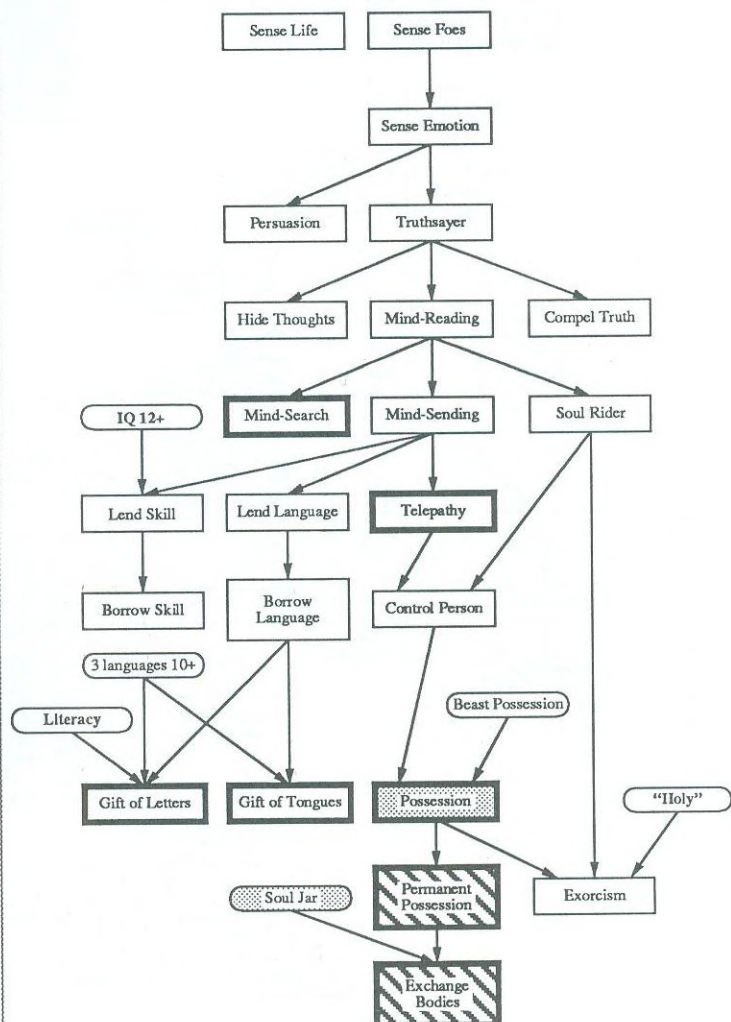
A or B

A and B

Body Control College

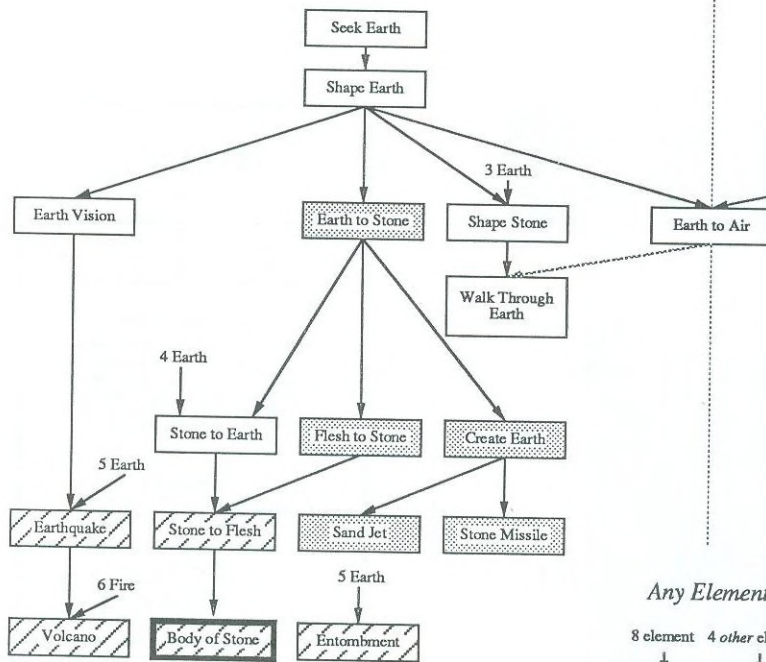


Communication and Empathy College

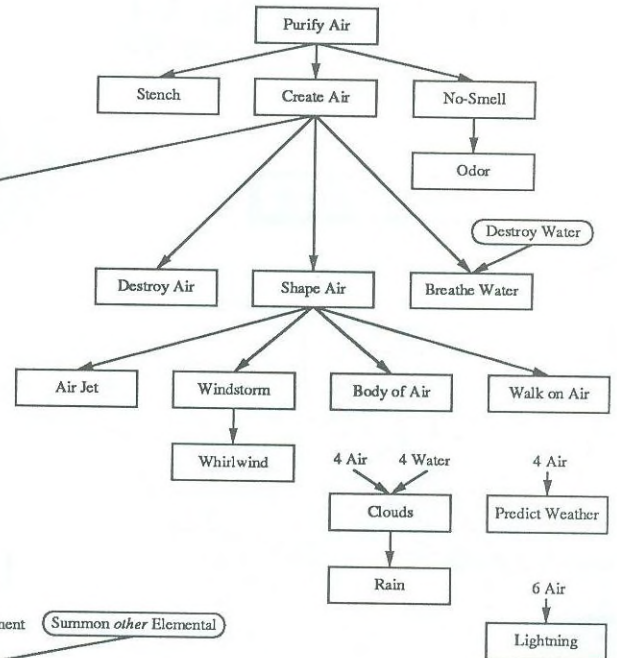


Elemental Colleges

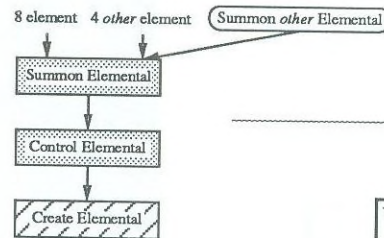
Earth College



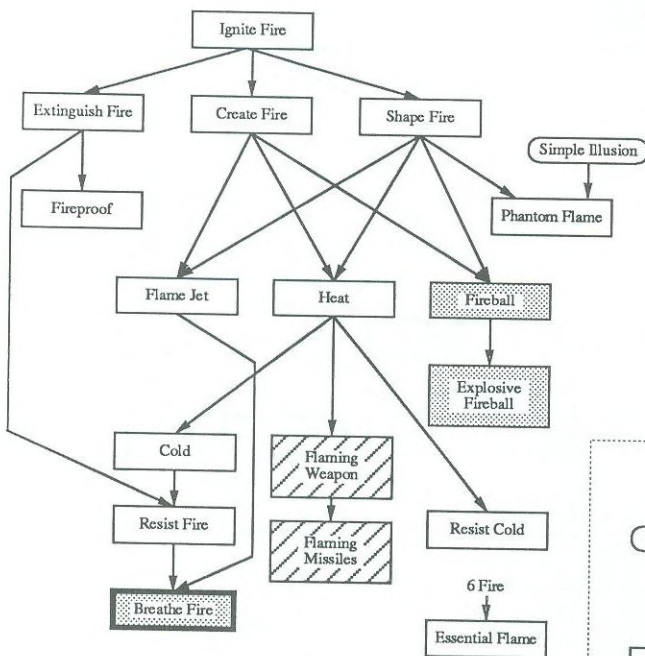
Air College



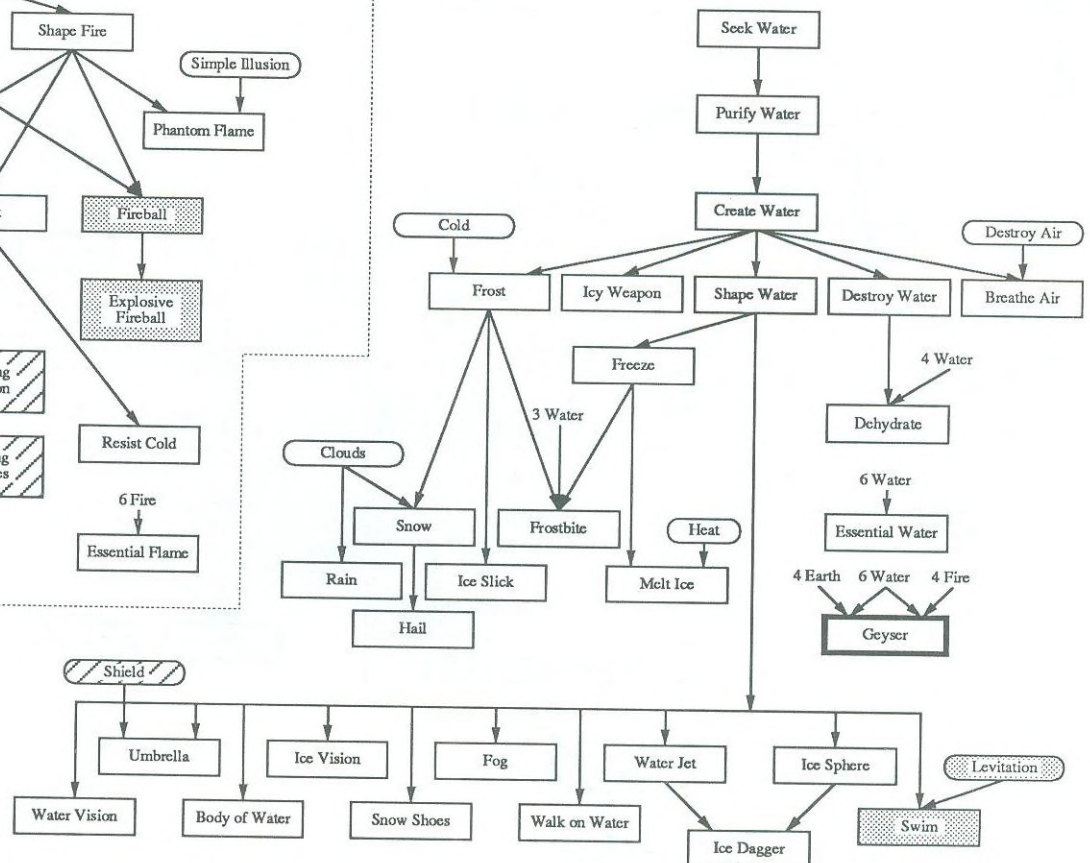
Any Element



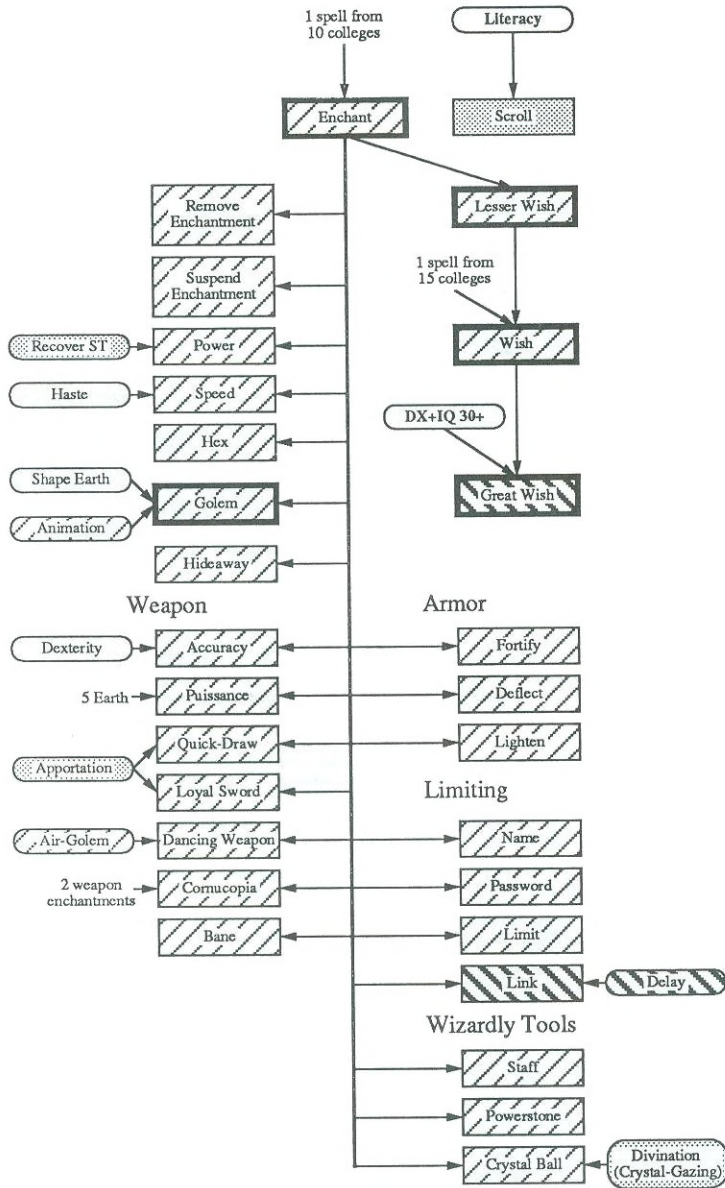
Fire College



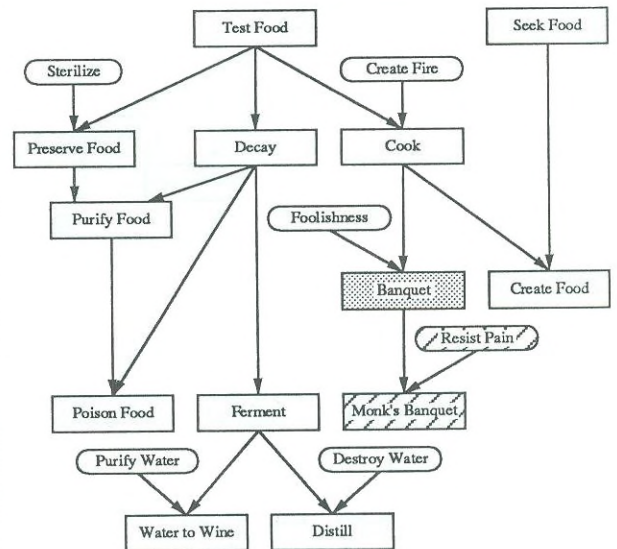
Water College



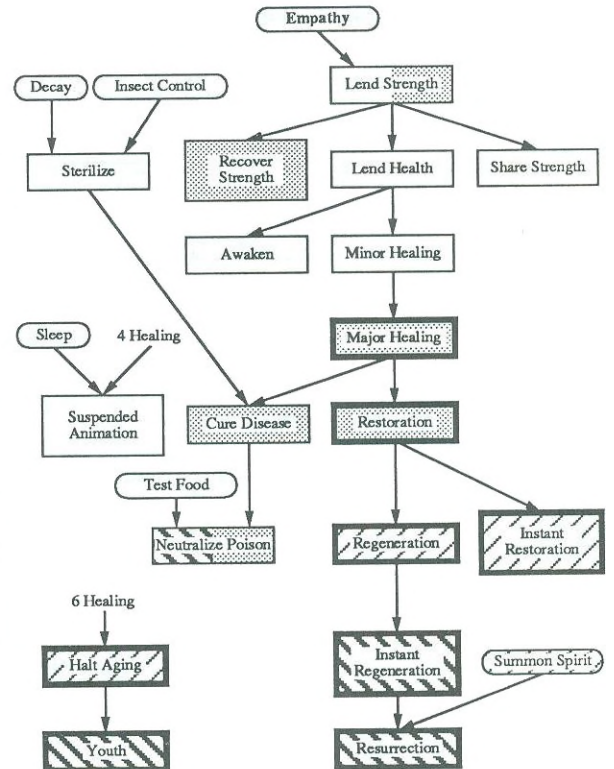
Enchantment College



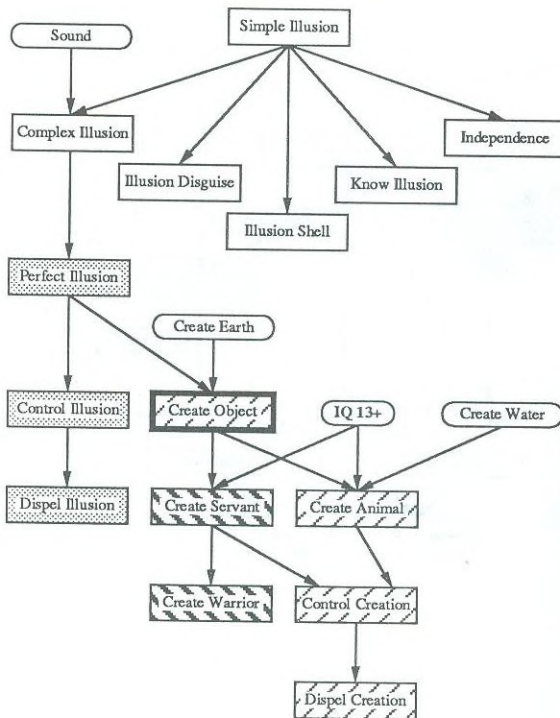
Food College



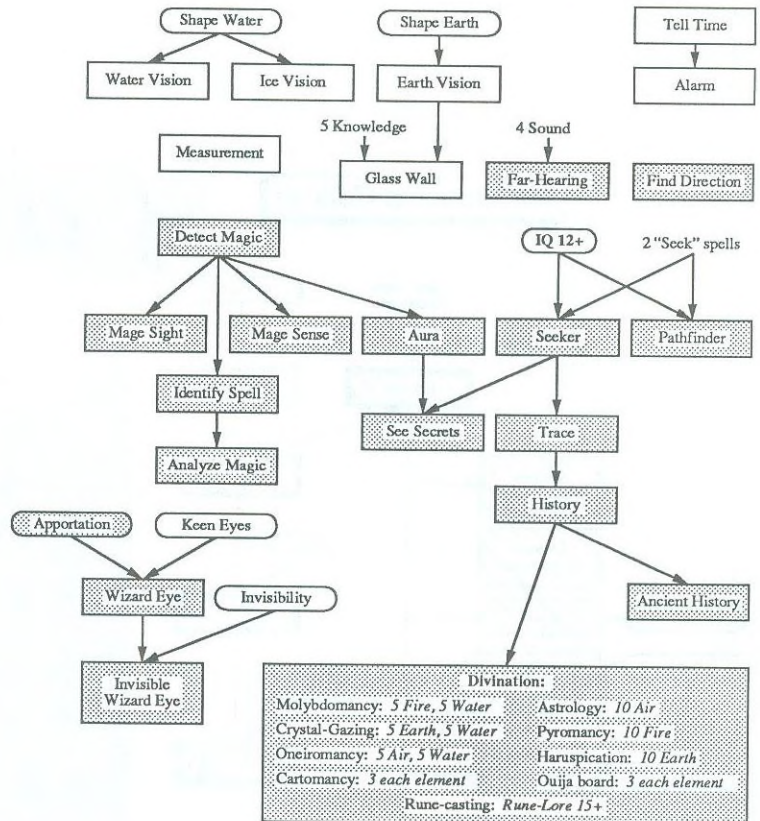
Healing College



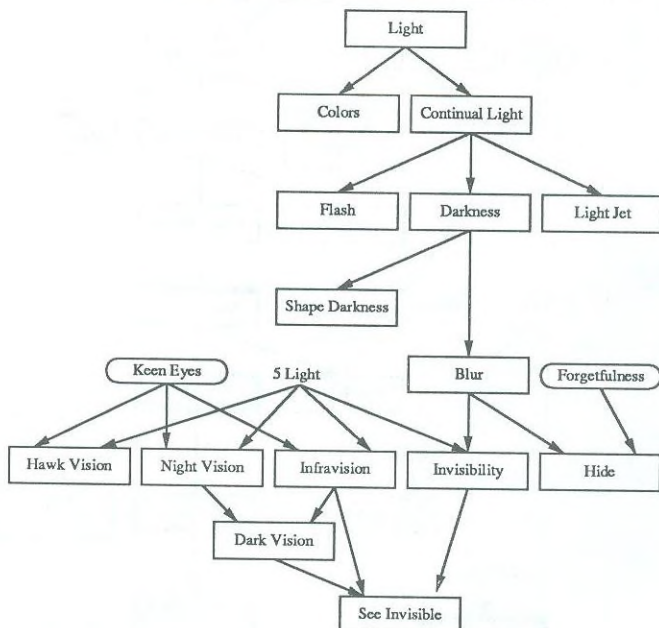
Illusion and Creation College



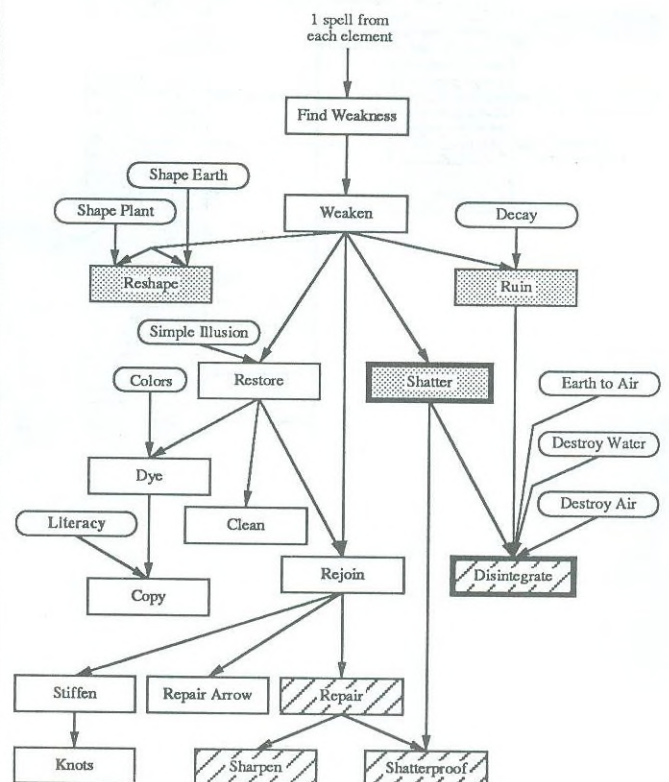
Knowledge College



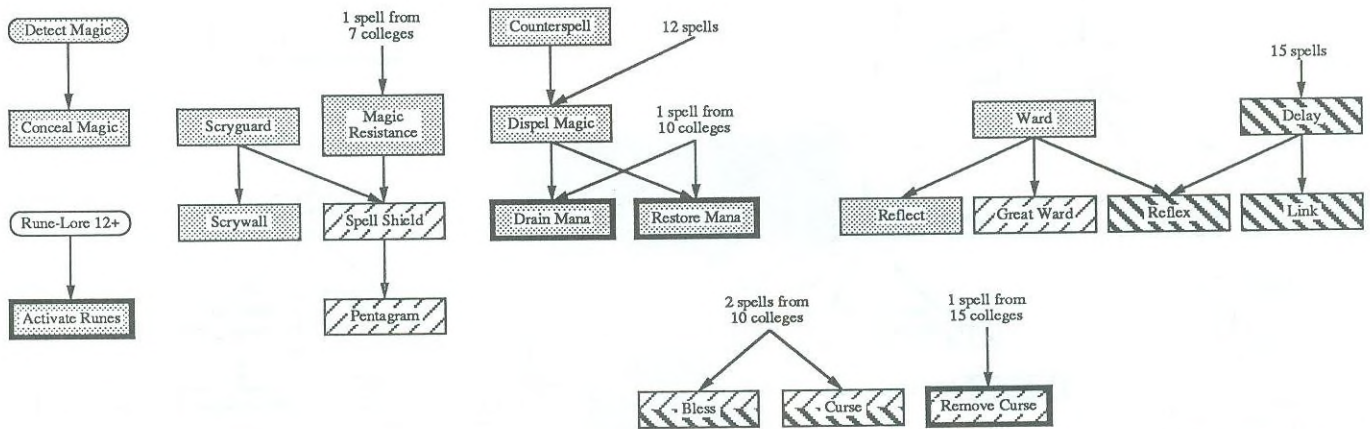
Light and Darkness College



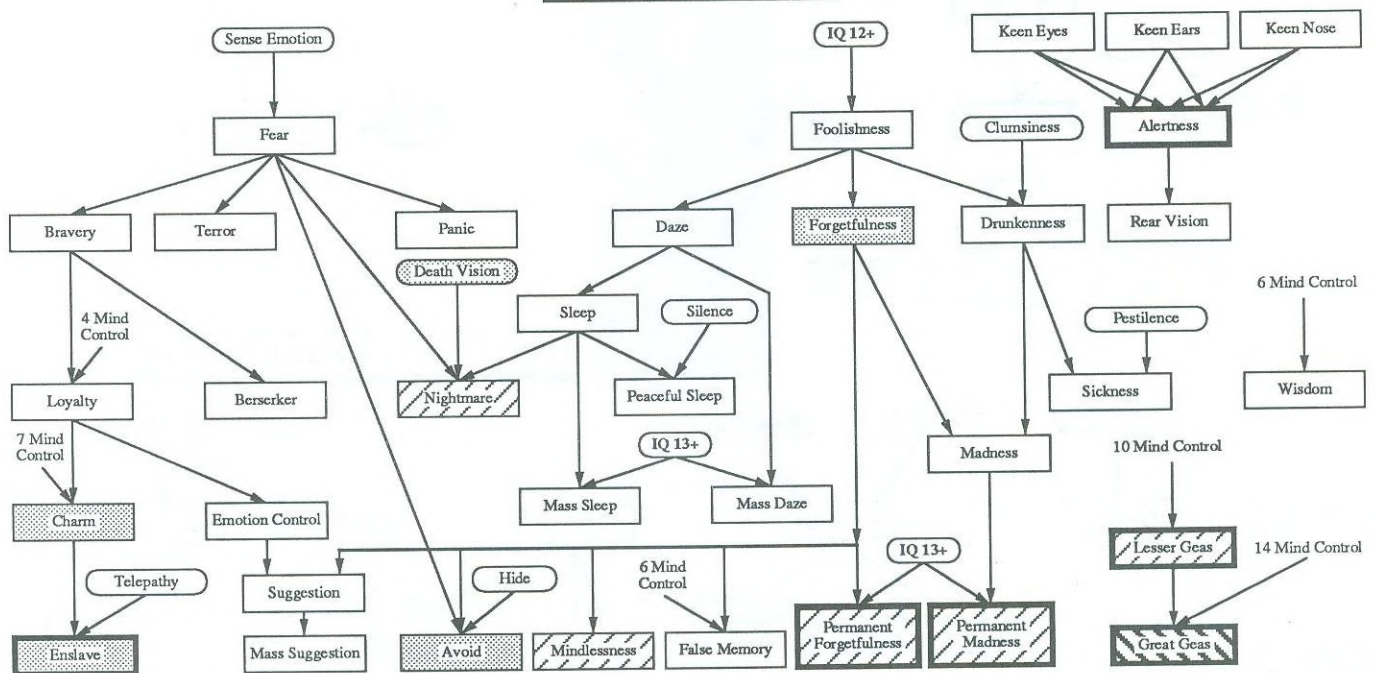
Making and Breaking College



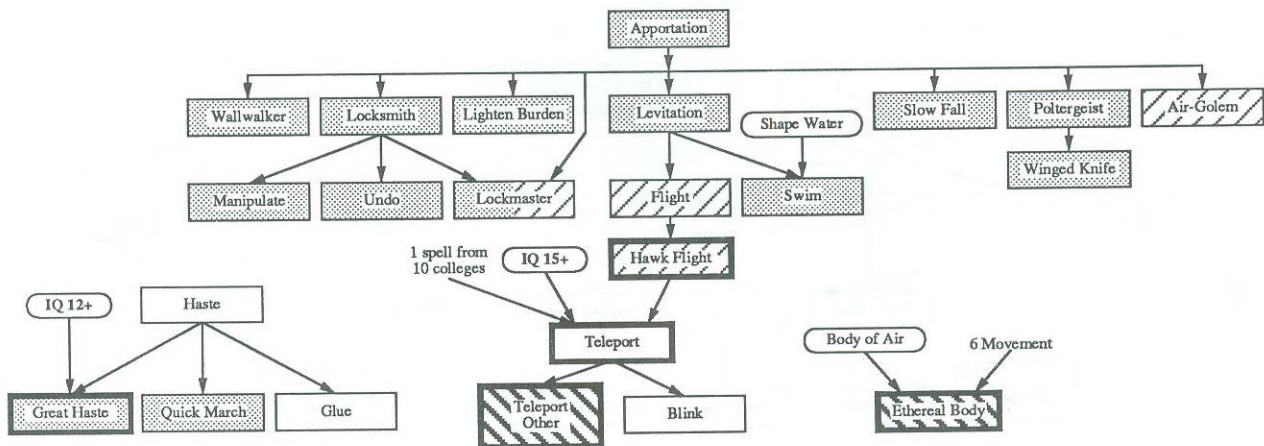
Meta-Spell College



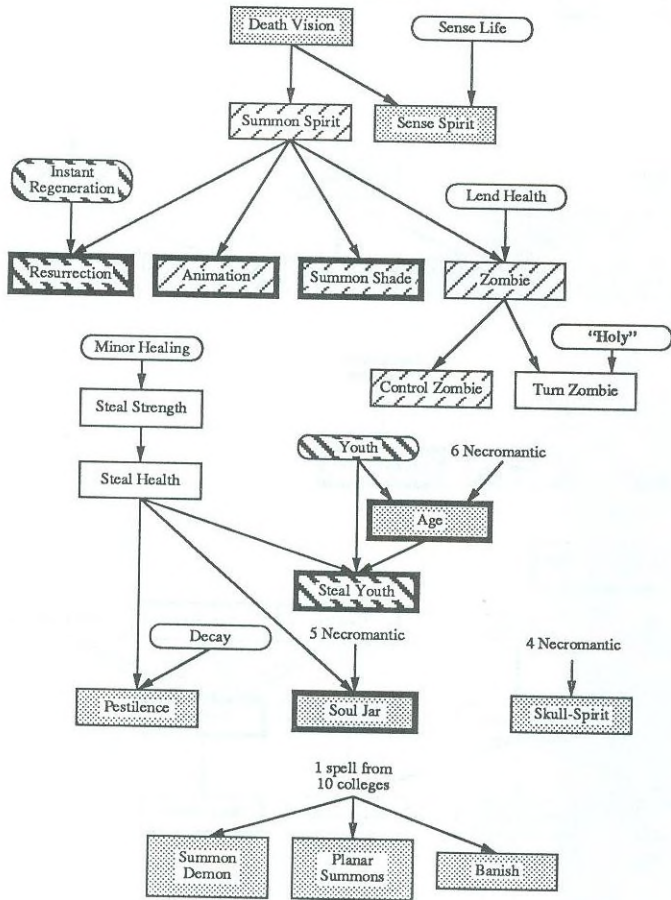
Mind Control College



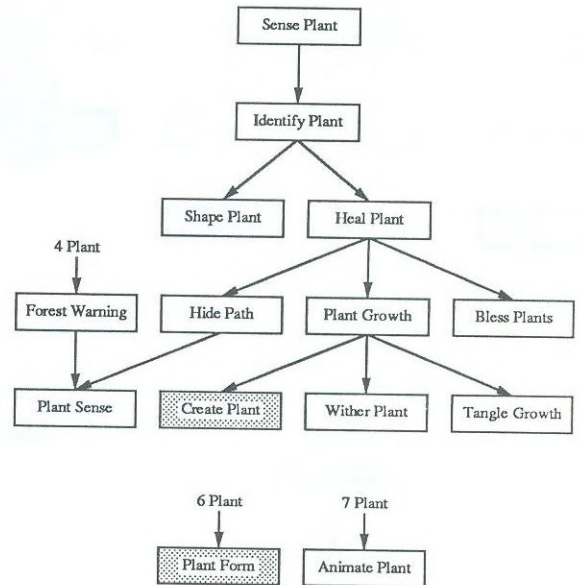
Movement College



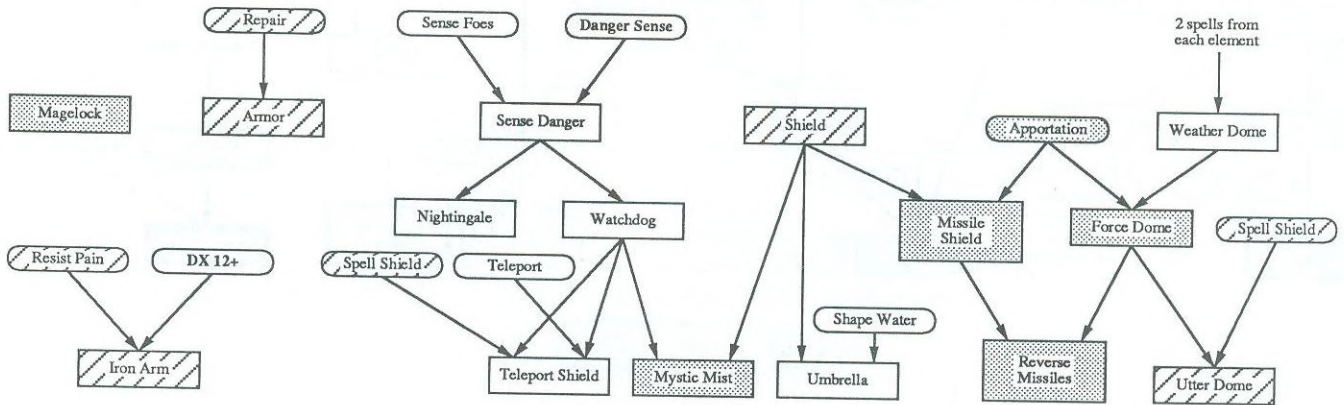
Necromantic College



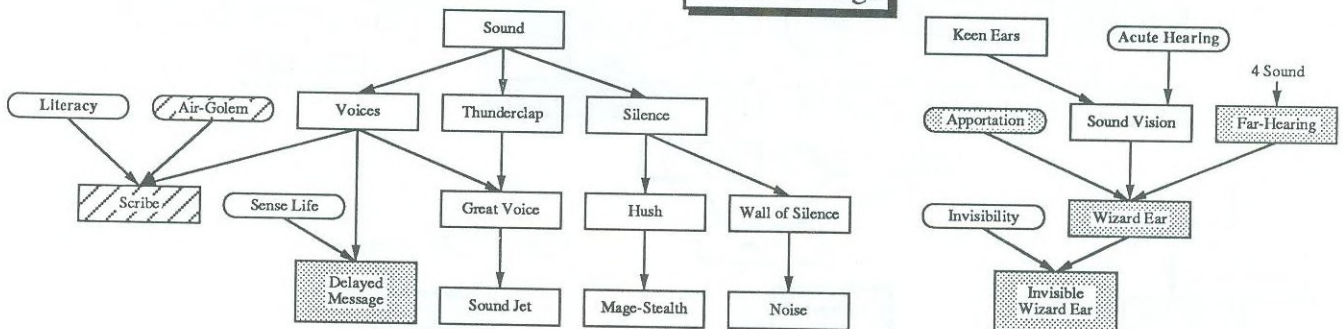
Plant College



Protection and Warning College



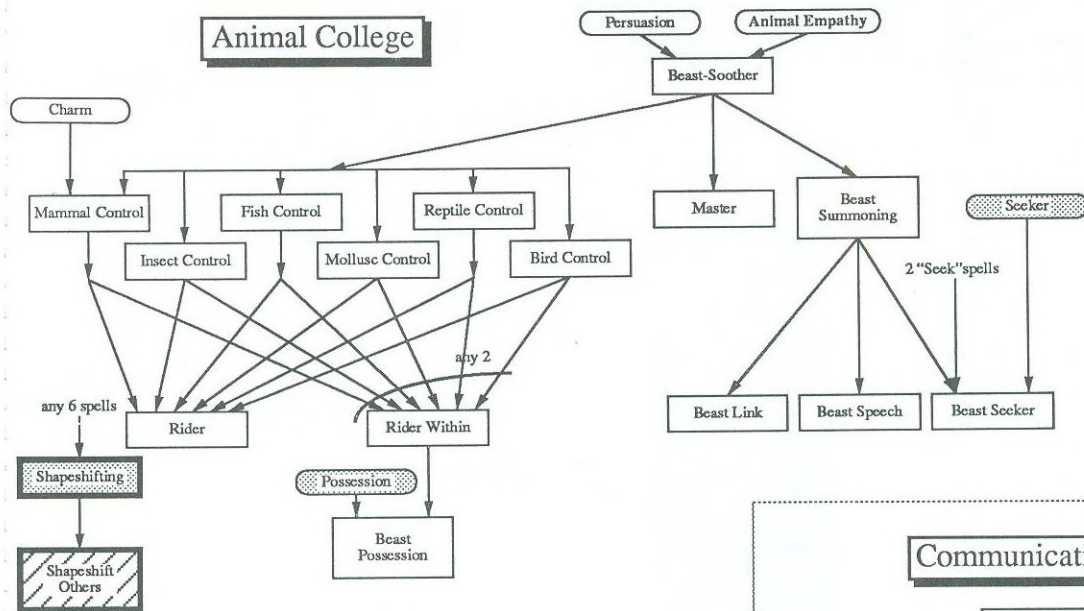
Sound College



Spell Prerequisite Charts

A GURPS Magic Play Aid
by Walter Milliken

Animal College



Legend

Difficulty

Hard spell

Very Hard spell

Magery Requirements

none

Magery 2

Magery

Magery 3

Prerequisites

other spell

advantage

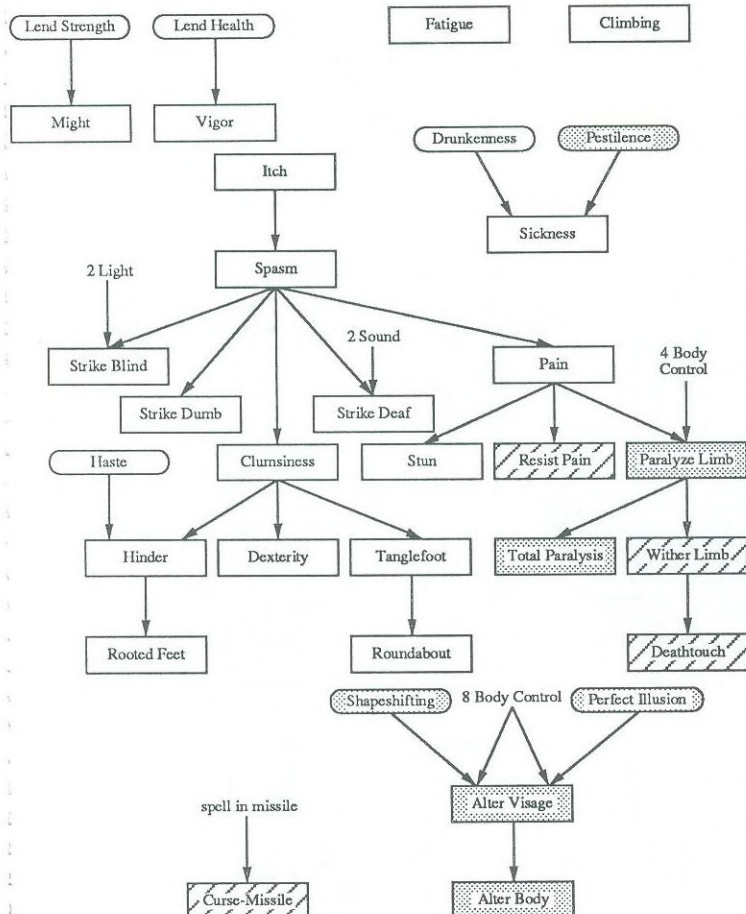
A

B

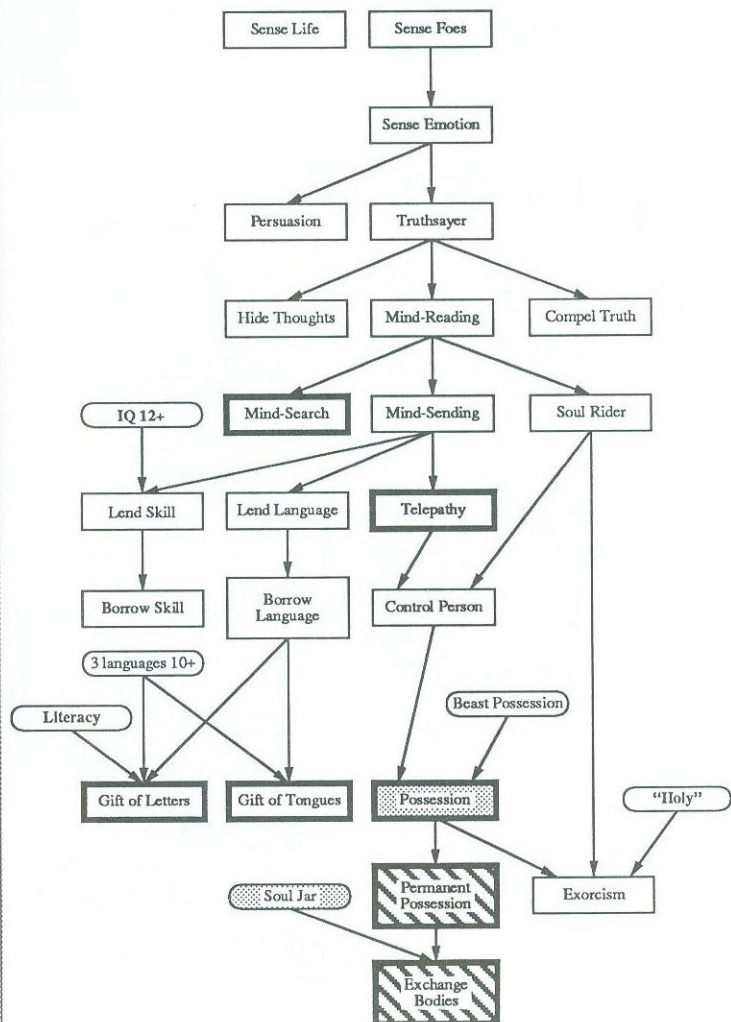
A or B

A and B

Body Control College

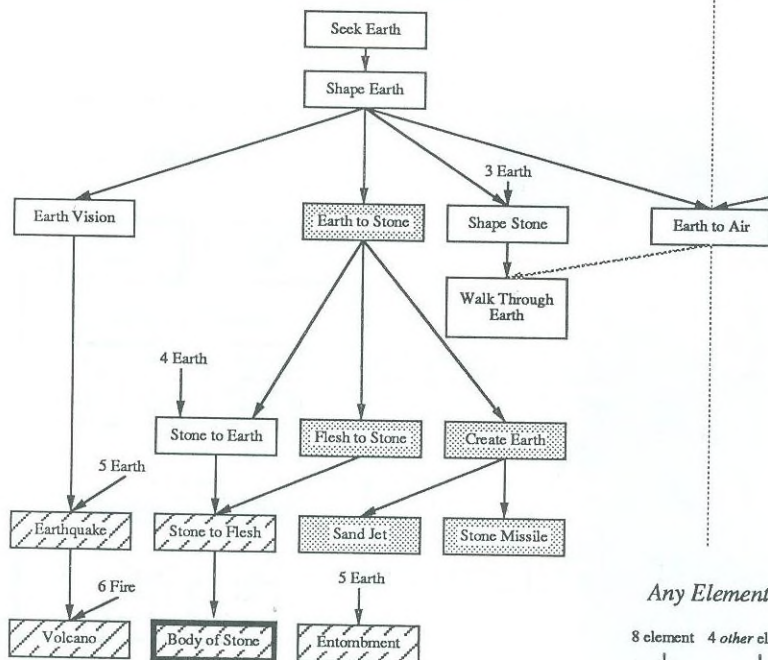


Communication and Empathy College

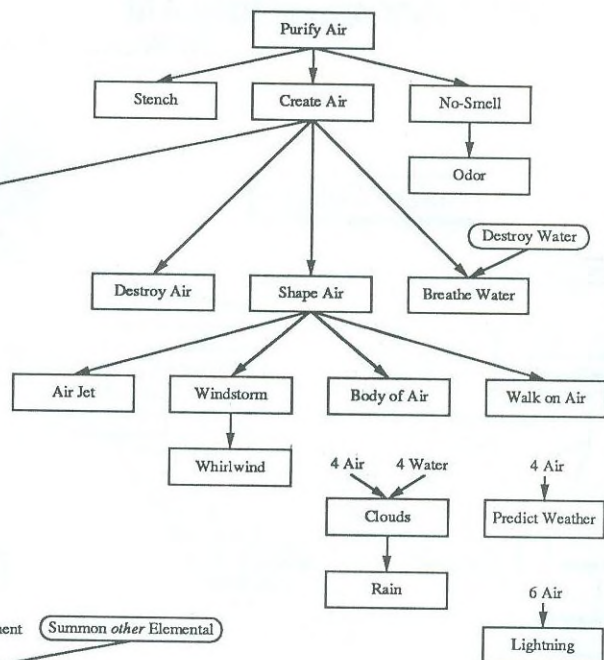


Elemental Colleges

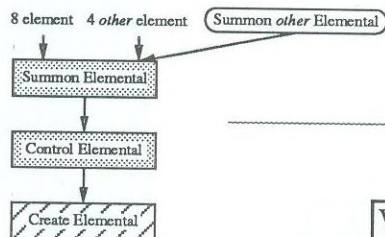
Earth College



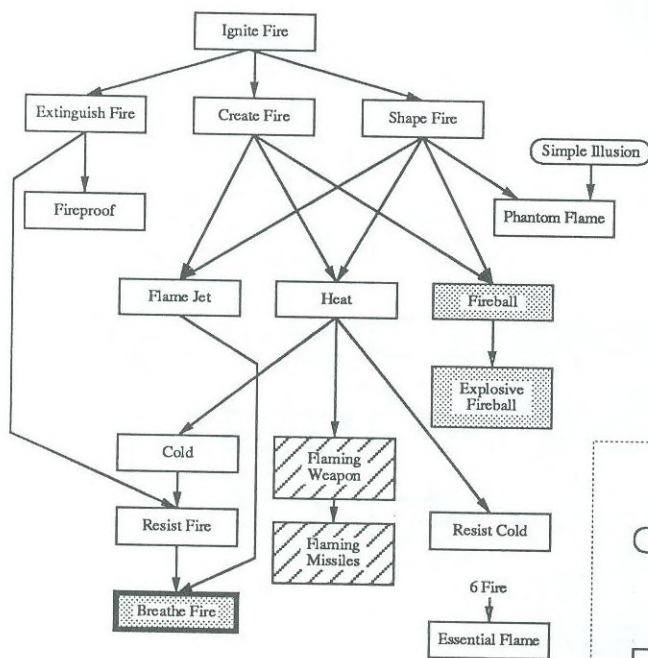
Air College



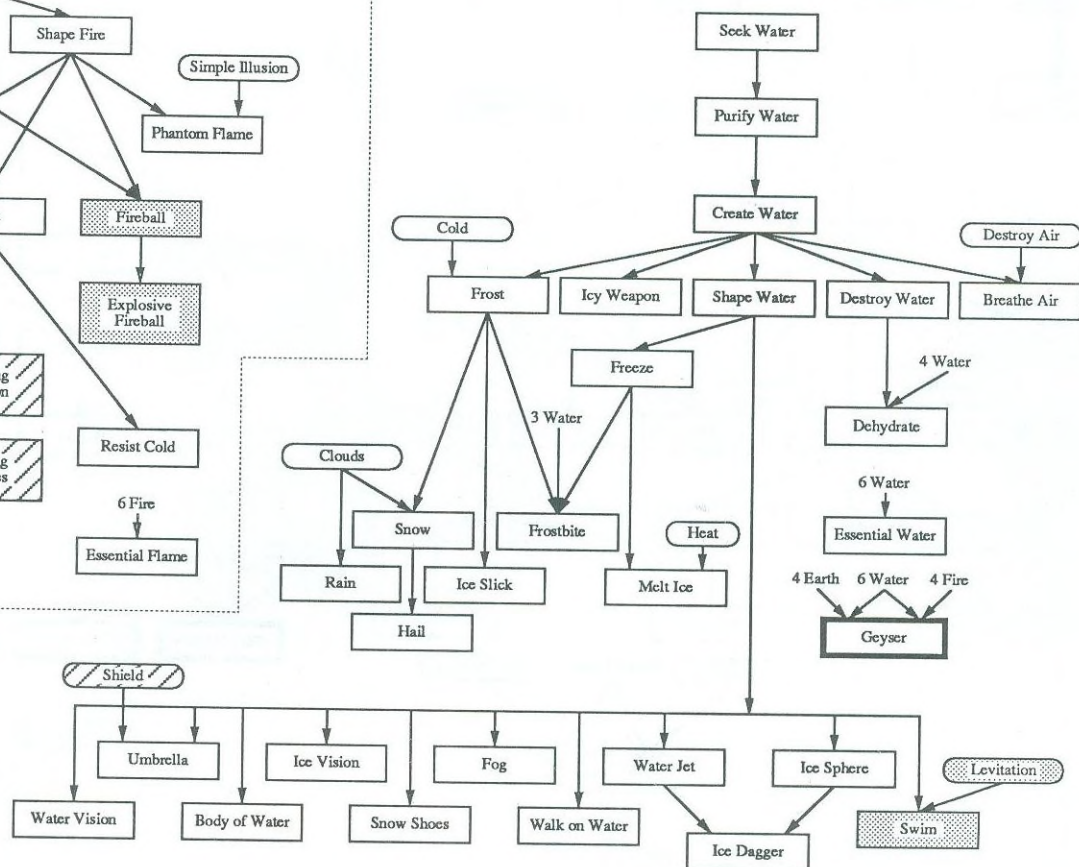
Any Element



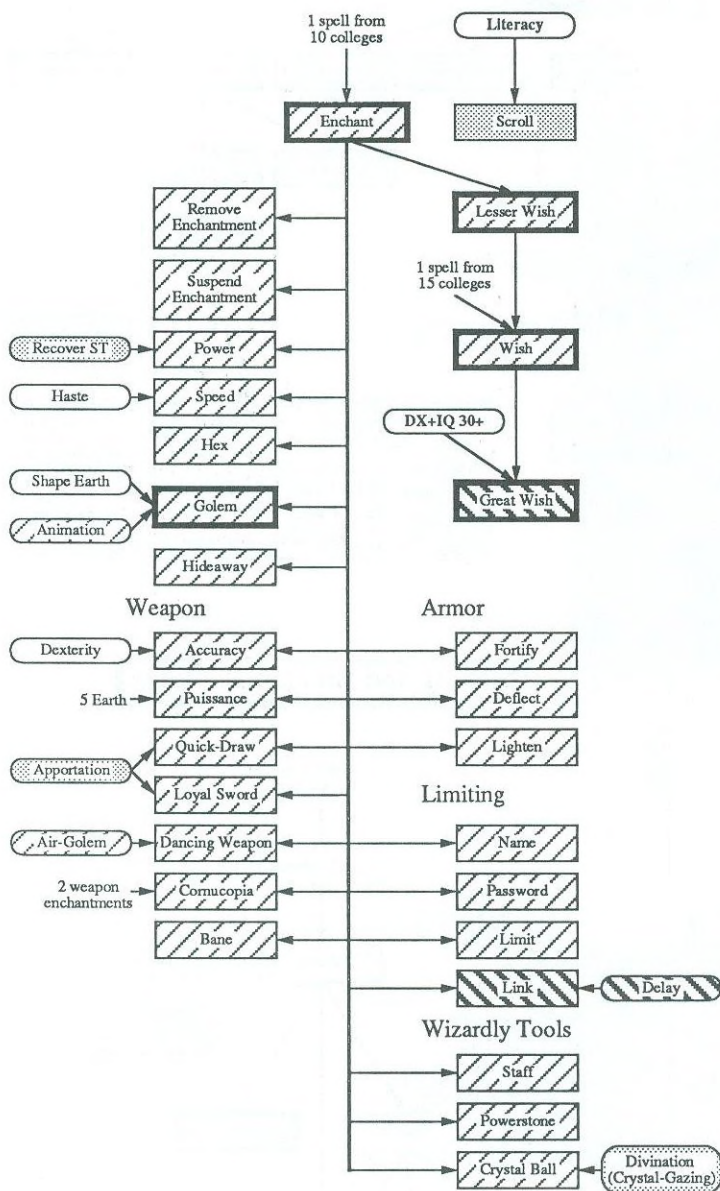
Fire College



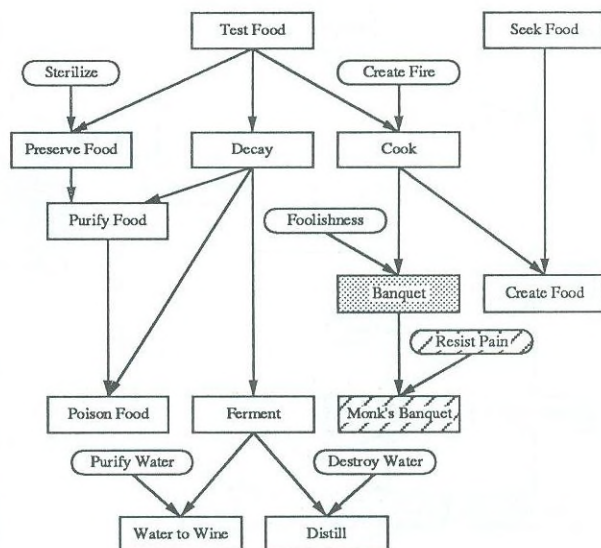
Water College



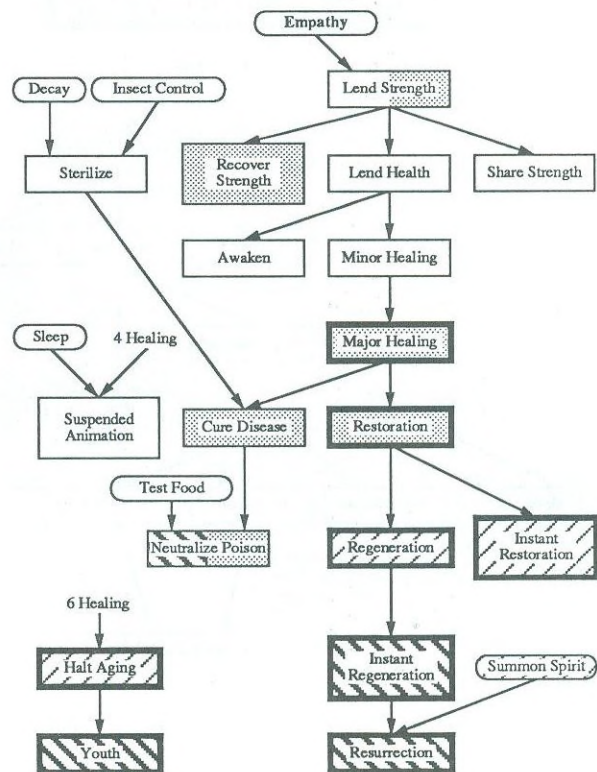
Enchantment College



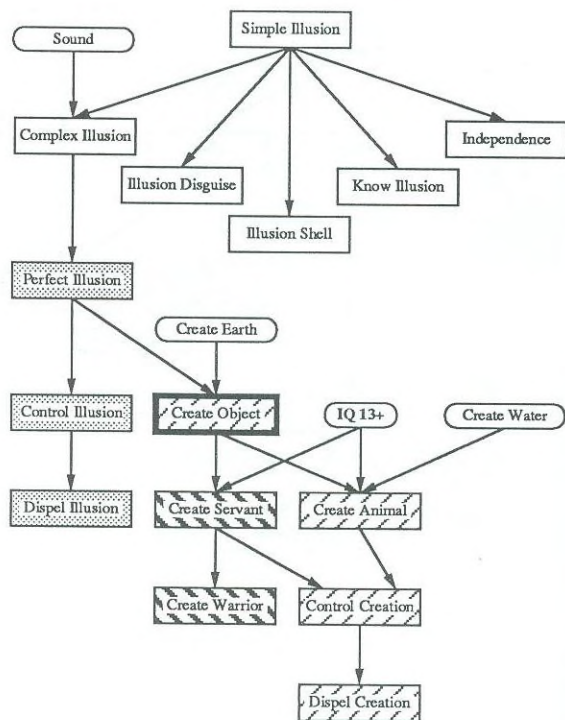
Food College



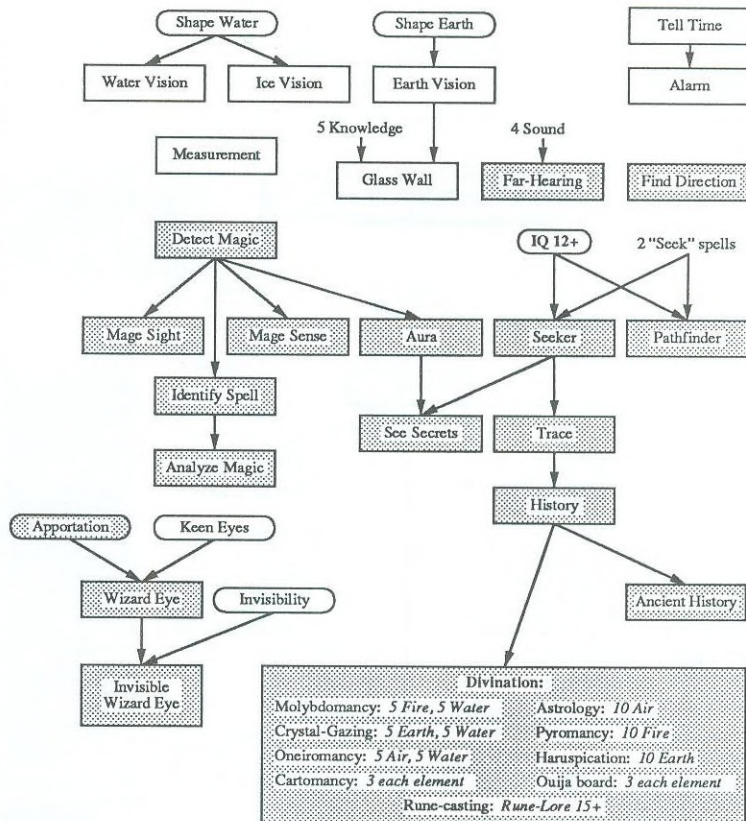
Healing College



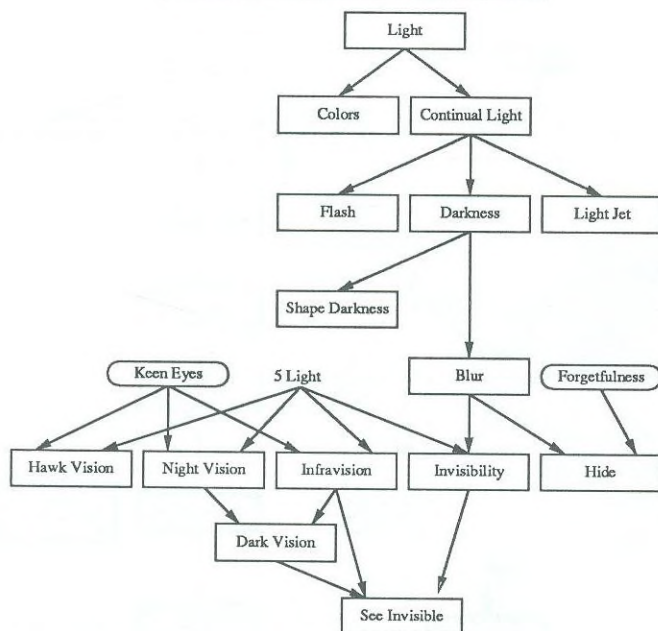
Illusion and Creation College



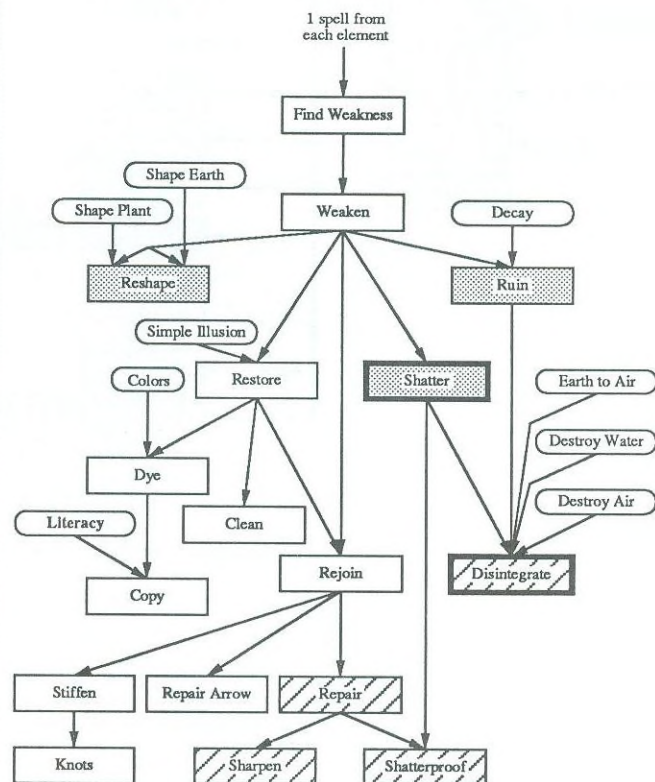
Knowledge College



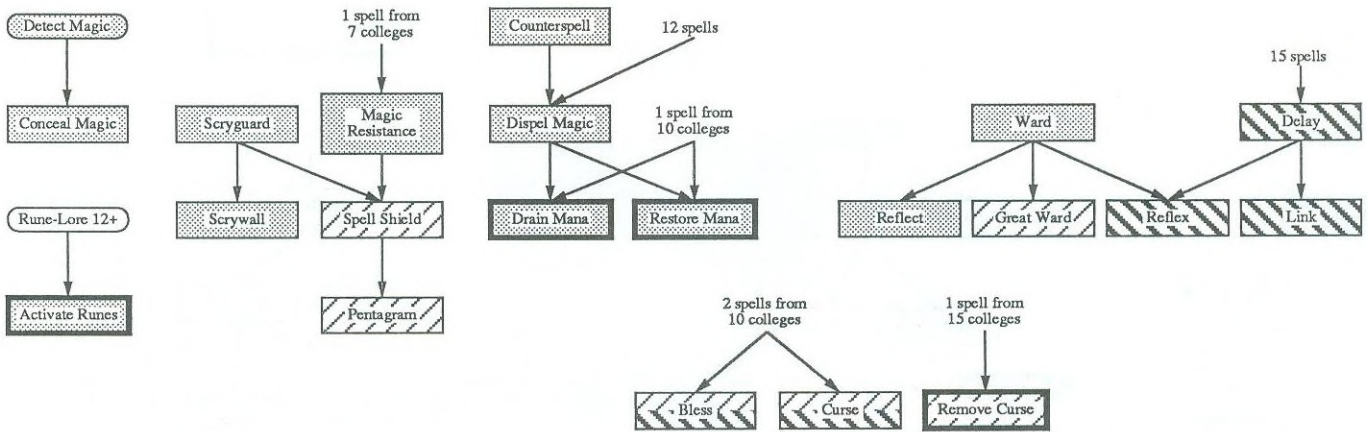
Light and Darkness College



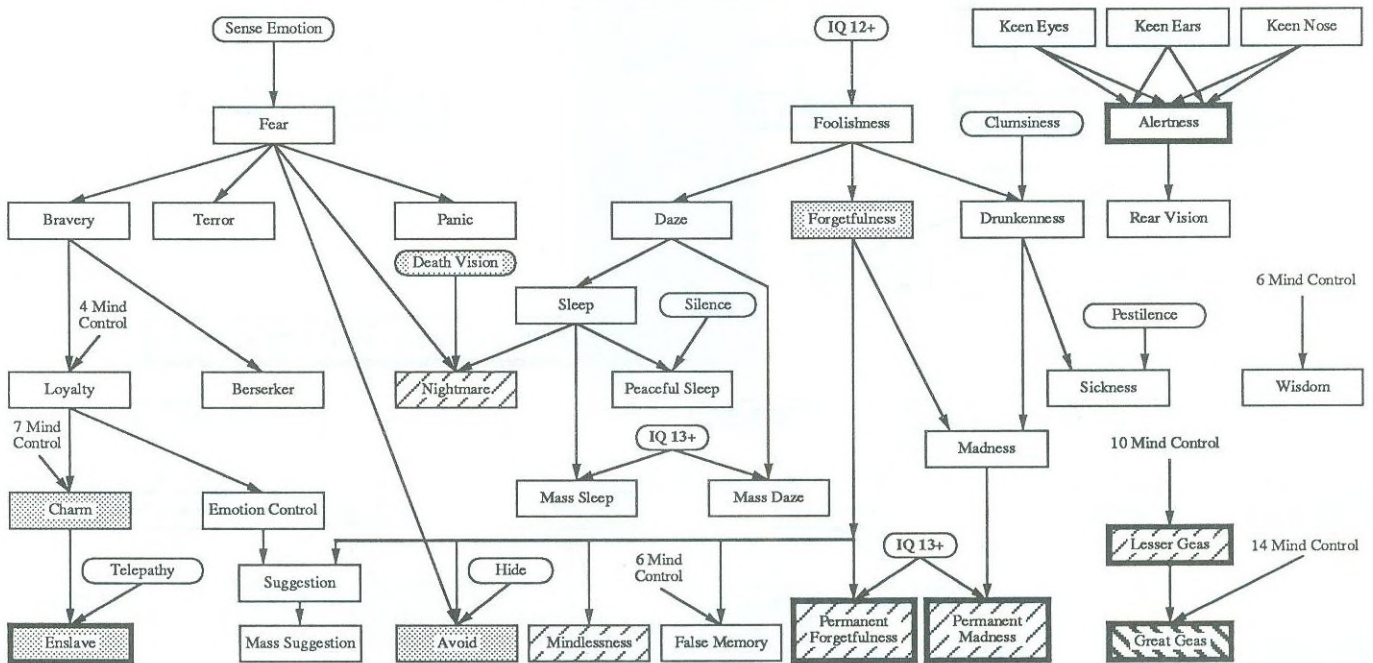
Making and Breaking College



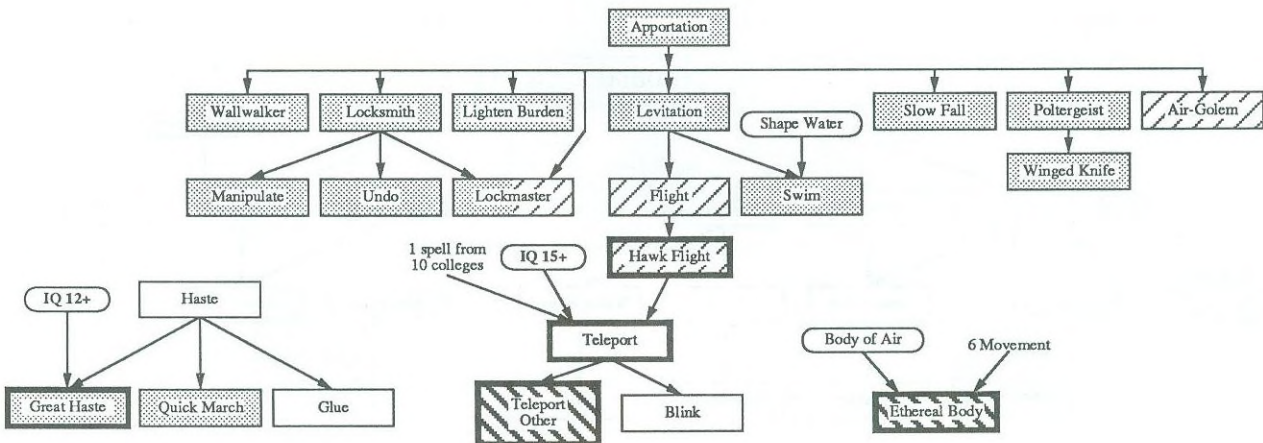
Meta-Spell College



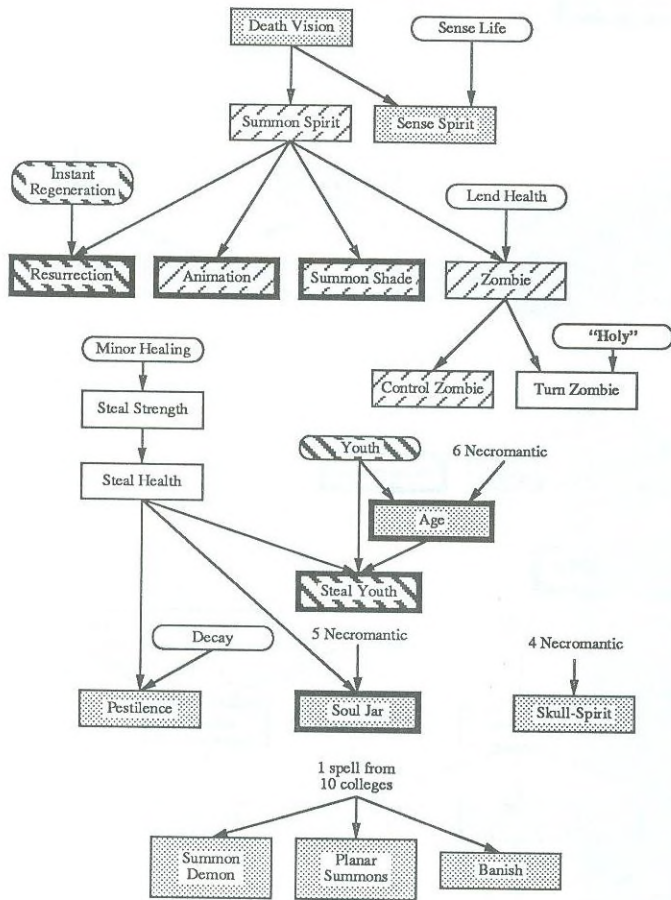
Mind Control College



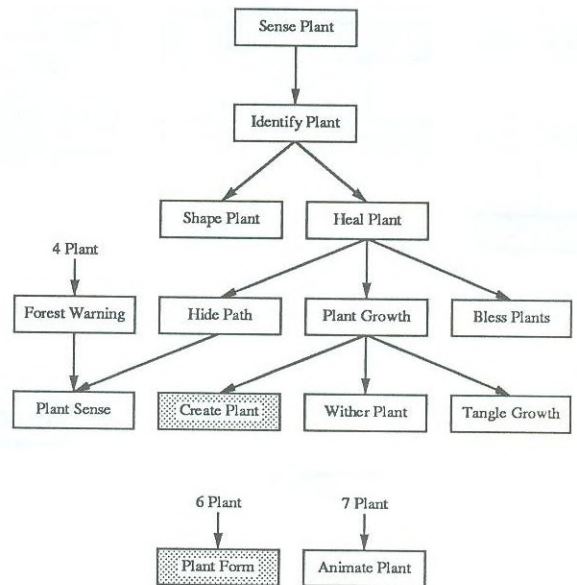
Movement College



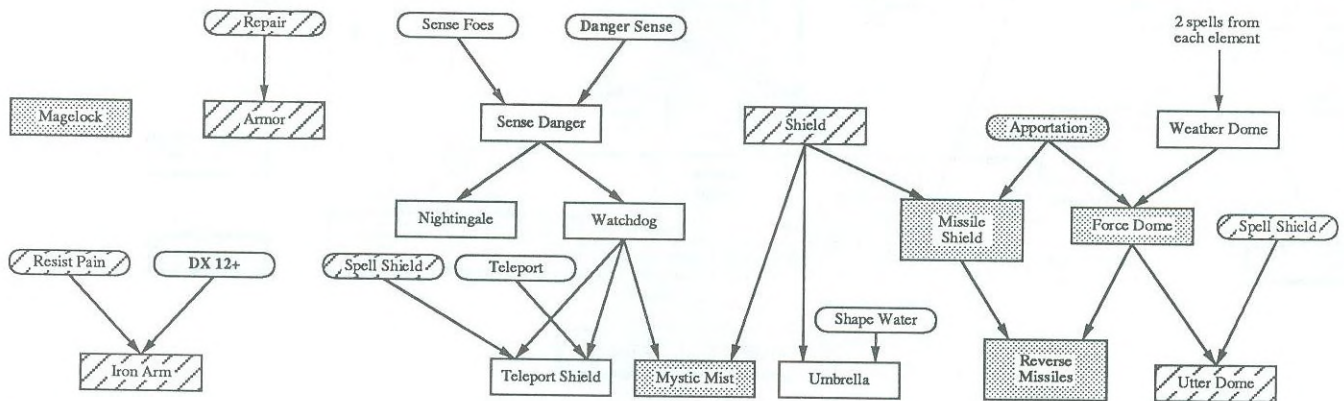
Necromantic College



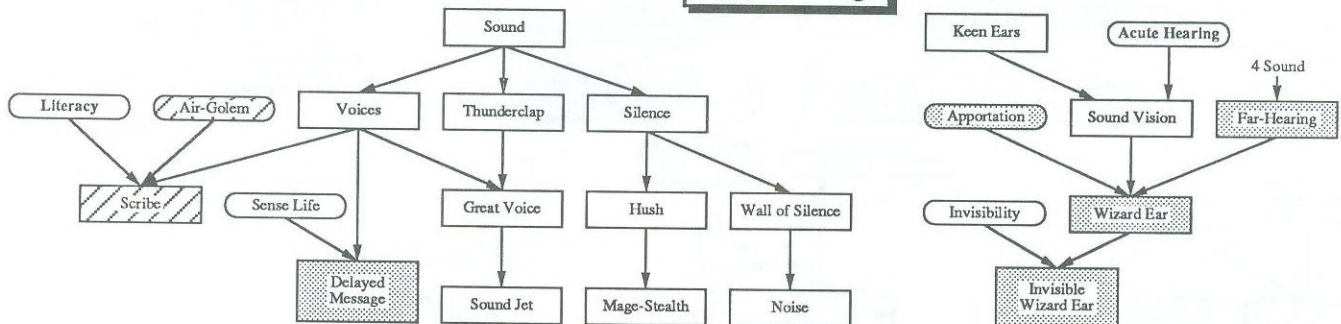
Plant College



Protection and Warning College



Sound College



ANCIENT/MEDIEVAL HAND WEAPON TABLE

Weapons are listed in groups, according to the skill required to use them. The skill's default level, and any defaults from other skills, are also shown. For swords, daggers, etc., the weight includes a good scabbard. Weapons which can be used in two ways have two separate lines — one for each type of attack. Some weapons can be used with two different *techniques*. These weapons are listed twice — one under each applicable skill.

Weapon	Type	Amount	Reach	Cost	Weight	Min ST	Special Notes
AXE/MACE (DX-5)†							
Hatchet	cut	sw	1	\$40	2 lbs.	7	Throwable. 1 turn to ready.
Axe	cut	sw+2	1	\$50	4 lbs.	12	1 turn to ready.
Throwing axe	cut	sw+2	1	\$60	4 lbs.	12	Throwable. 1 turn to ready.
Small mace	cr	sw+2	1	\$35	3 lbs.	11	1 turn to ready.
Mace	cr	sw+3	1	\$50	5 lbs.	12	1 turn to ready.
Pick	imp	sw+1	1	\$70	3 lbs.	11	1 turn to ready. May get <i>stuck</i> .
BLACKJACK (DX-4)							
Blackjack or sap	cr.	thr	C	\$20	1 lb.	7	May not parry
BROADSWORD (DX-5, Shortsword-2 or Force Sword -3)							
Broadsword	cut	sw+1	1	\$500	3 lbs.	10	Standard broadsword has <i>blunt</i> point. More expensive because of sharp point.
	cr	thr+1	1				
Thrusting "	cut	sw+1	1	\$600	3 lbs.	10	1 turn to ready after swing.† Standard bastard sword has <i>blunt</i> point. Same as above, with thrusting point.†
	imp	thr+2	1				
Bastard sword	cut	sw+1	1, 2	\$650	5 lbs.	11	1 turn to ready after swing.† Standard bastard sword has <i>blunt</i> point. Same as above, with thrusting point.†
	cr	thr+1	2				
Thrusting "	cut	sw+1	1, 2	\$750	5 lbs.	11	
	imp	thr+2	2				
Light club	cr	sw+1	1	\$10	3 lbs.	10	
FENCING (DX-5) See p. 99 for fencing parry rules.							
Smallsword	imp	thr+1	1	\$400	1 lb.	—	Maximum damage 1d+1.
Rapier	imp	thr+1	1, 2	\$500	1½ lbs.	—	Maximum damage 1d+1.
Saber	cut	sw	1	\$700	2 lbs.	7	Thrust: maximum damage 1d+2.
	imp	thr+1	1				
FLAIL (DX-6) Any attempt to parry a flail weapon is at a -4. Fencing weapons cannot parry flails.†							
Morningstar	cr	sw+3	1	\$80	6 lbs.	12	1 turn to ready.
Flail	cr	sw+4	1, 2*	\$100	8 lbs.	13	2-handed. 1 turn to ready.
KNIFE (DX-4)							
Large knife	cut	sw-2	C, 1	\$40	1 lb.	—	Maximum damage 1d+2.
	imp	thr	C				Throwable; Maximum damage 1d+2.
Small knife	cut	sw-3	C, 1	\$30	½ lb.	—	Maximum damage 1d+1.
	imp	thr-1	C				Throwable; Maximum damage 1d+1.
Dagger	imp	thr-1	C	\$20	¼ lb.	—	Throwable; Maximum damage 1d.
LANCE (Spear-3 for those who have Riding 12+; DX-6 for others)							
Lance	imp.	thrust+3	4	\$60	6 lbs.	12	May not parry. See p. 136 for readying.
POLEARM (DX-5) All polearms require 2 hands.							
Glaive	cut	sw+3	2, 3*	\$100	8 lbs.	11	2 turns to ready.
	imp	thr+3	1-3*				1 turn to ready after thrust.
Poleaxe	cut or cr	sw+4	2, 3*	\$120	10 lbs.	12	2 turns to ready after swing.
Halberd	cut	sw+5	2, 3*	\$150	12 lbs.	13	2 turns to ready after swing.
	imp	sw+4	2, 3*				2 turns to ready after swing. May get <i>stuck</i> .
	imp	thr+3	1-3*				1 turn to ready after thrust.
SHORTSWORD (DX-5, Broadsword-2 or Force Sword -3)							
Shortsword	cut	sw	1	\$400	2 lbs.	7	Sabers can be used w/Shortsword skill.
	imp	thr	1				
Baton	cr	sw	1	\$20	1 lb.	7	A short, well-balanced club.
	cr	thr	1				
SPEAR (DX-5 or Staff-2)							
Javelin	imp	thr+1	1	\$30	2 lbs.	—	Primarily for throwing.
Spear	imp	thr+2	1*	\$40	4 lbs.	9	Used 1-handed. Throwable.
		thr+3	1, 2*				Same spear used 2-handed.
STAFF (DX-5 or Spear-2) Requires two hands.							
Quarterstaff	cr	sw+2	1, 2	\$10	4 lbs.	6	Parry is 2/3 Staff skill.
	cr	thr+2	1, 2				
TWO-HANDED AXE/MACE (DX-5) Requires two hands.†							
Great axe	cut	sw+3	1, 2*	\$100	8 lbs.	13	1 turn to ready.
Warhammer	imp	sw+3	1, 2*	\$100	7 lbs.	13	1 turn to ready. May get <i>stuck</i> .
Maul	cr	sw+4	1, 2*	\$80	12 lbs.	14	1 turn to ready.
Scythe	cut	sw+2	1	\$15	5 lbs.	12	2-handed. 1 turn to ready
	imp	sw	1			6	-2 to hit when impaling.

Weapon	Type	Amount	Reach	Cost	Weight	Min ST	Special Notes
TWO-HANDED SWORD (DX-5 or Force Sword -3) Requires two hands.							
Bastard sword	cut	sw+2	1, 2	\$650	5 lbs.	10	Exactly as with Broadsword, but used two-handed.
Thrusting "	cut	sw+2	1, 2	\$750	5 lbs.	10	As above, with thrusting point.
	imp	thr+3	2				
Greatsword	cut	sw+3	1, 2	\$800	7 lbs.	12	Usually has <i>blunt</i> point.
	cr	thr+2	2				
Thrusting "	cut	sw+3	1, 2	\$900	7 lbs.	12	As above, with thrusting point.
	imp	thr+3	2				
Quarterstaff	cr	sw+2	1, 2	\$10	4 lbs.	9	Using sword technique with staff.
	cr	thr+1	2				

WHIP (No default)

Whip	cr	sw-2	1-7	\$20/yd	2 lbs./yd	10	Max. dam. 1d-1; see p. 52.
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* Must be *readied* for one turn to change from long to short grip or vice versa.

† Becomes unready if used to parry.

ANCIENT/MEDIEVAL RANGED WEAPON TABLE

Weapons are listed in groups, according to the skill required to use them, along with skill defaults.

Weapon	Type	Amt.	SS	Acc	Ranges ½ Dam.	Max.	Cost*	Weight†	Min ST	Special Notes
AXE THROWING (DX-4)										
Hatchet	cut	sw	11	1	ST×1½	ST 2½	\$40	2 lbs.	7	
Throwing axe	cut	sw+2	10	2	ST	ST×1½	\$60	4 lbs.	11	
BLOWPIPE (DX-6)										
Blowpipe	Special (p. 49)	—	10	1	—	ST×4	\$30	1 lb.	—	See p. 49.
BOLAS (No default)										
Bolas	Special (p. 49)	thr-1	12	0	—	ST×3	\$20	2 lbs.	—	See p. 49.
BOW (DX-6) 2 hands to fire. 2 turns to ready.										
Short bow	imp	thr	12	1	ST×10	ST×15	\$50/\$2	2 lbs.	7	Max. dam. 1d+3.
Regular bow	imp	thr+1	13	2	ST×15	ST×20	\$100/\$2	2 lbs.	10	Max. dam. 1d+4.
Longbow	imp	thr+2	15	3	ST×15	ST×20	\$200/\$2	3 lbs.	11	Max. dam. 1d+4.
Composite bow	imp	thr+3	14	3	ST×20	ST×25	\$900/\$2	4 lbs.	10	Max. dam. 1d+4.
Quiver							\$10	½ lb.		Holds 10 arrows/ bolts.
CROSSBOW (DX-4) 2 hands to fire, four turns to ready (eight if ST is greater than yours).										
Crossbow	imp	thr+4	12	4	ST×20	ST×25	\$150/\$2	6 lbs.	7	Max. dam. 3d.
Prodd	cr	thr+4	12	2	ST×20	ST×25	\$150/.1	6 lbs.	7	Fires lead pellets.
Goat's-foot	—	—			To cock crossbow		\$50	2 lbs.	7	See p. 114.
KNIFE THROWING (DX-4)										
Large knife	imp	thr	12	0	ST-2	ST+5	\$40	1 lb.	—	Max. dam. 1d+2.
Small knife	imp	thr-1	11	0	ST-5	ST	\$30	½ lb.	—	Max. dam. 1d+1.
Dagger	imp	thr-1	12	0	ST-5	ST	\$20	¼ lb.	—	Max. dam. 1d.
LASSO (No default)										
Lasso	Special	Special	16	0	—	—	\$40	3 lbs.	—	See p. 51.
NET (No default)										
Large net	Special (p. 51)	—	13	1	—	ST/2 + Skill/5	\$40	20 lbs.	—	See p. 51.
Melee net	Special (p. 51)	—	12	1	—	ST + Skill/5	\$20	5 lbs.	—	See p. 51.
SLING (DX-6) 2 hands to load, 1 to fire. 2 turns to ready.										
Sling	cr	sw	12	0	ST×6	ST×10	\$10	½ lb.	—	Fires rocks.
Staff sling	cr	sw+1	14	1	ST×10	ST×15	\$20	2 lbs.	—	Fires rocks.
SPEAR THROWER (DX-4 or Spear Throwing -4) Increases user's effective ST by 5 when throwing a spear.										
							\$20	2 lbs.		See p. 52.
SPEAR THROWING (DX-4 or Spear Thrower -4)										
Javelin	imp	thr+1	10	3	ST×1½	ST×2½	\$30	2 lbs.	7	
Spear	imp	thr+3	11	2	ST	ST×1½	\$40	4 lbs.	9	
DX-3 or THROWING SKILL (See p. 90)										
Rock	cr	thr-1	12	0	ST×2	ST×3½	—	1 lb.	—	
Oil flask	fire	see p. 121	13	0	—	ST×3½	\$50†	1 lb.	—	

*Cost: The number after the slash is the cost per shot (arrow or other missile) for a missile weapon.

† An arrow weighs 2 oz.; a crossbow bolt, sling-stone or prodd pellet weigh 1 oz.

‡ Fantasy, or TL4; costs \$1 at TL6+.

FANTASY/MEDIEVAL EQUIPMENT

The following equipment should be enough to outfit most parties. The GM is free to add items to this list. Note that weapons and armor are on separate tables (pp. 206, 207, 210).

All prices below assume that the item is of ordinary quality, and is neither common nor scarce at the time and place it is being bought.

PCs may buy food at any time they are in town, or passing through friendly farmland. In general, equipment is only available in towns; the GM may vary this as much as he wants.

Weapons and armor will *not* be freely available except in towns. You may encounter a farmer or wayfarer who will sell you a weapon, but he will probably want at least double the normal price for it!

Weight of *money* depends on the game world. In general fantasy/medieval settings a \$ is a copper farthing; \$1,000 in silver would weigh one pound. A gold coin is worth 20 silver coins of the same weight.

Food

Traveler's rations (one meal of dried meat and cheese)	½ lb., \$2
Simple tavern meal (stew, fruit, vegetable, etc)	\$2 to \$4
Water (one quart)	2 lbs., usually free
Wine (one quart)	2 lbs., \$2
Brandy (one quart)	2 lbs., \$15

Medical Gear

Simple first aid kit (adds 1 to First Aid skill)	2 lbs., \$30
"Crash kit" (adds 2 to First Aid skill)	10 lbs., \$100
Doctor's black bag (adds 2 to First Aid skill; -2 to Surgery skill without at least this much)	15 lbs., \$300



Equipment for Climbing, Breaking and Entering, etc.

Cord (3/16", supports 90 lbs.)	10 yards: ½ lb., \$1
Rope (3/8", supports 300 lbs.)	10 yards: 1 ½ lbs., \$5
Heavy Rope (3/4", supports 1,100 lbs.)	10 yards: 5 lbs., \$25
Cable (1 ½", supports 3,700 lbs.)	10 yards: 17 lbs., \$100
Iron spike or "piton"	½ lb., \$1
Light hooked grapnel (can support 300 lbs.)	2 lbs., \$20
Lockpicks (ordinary quality)	Weight negligible; \$30
Lockpicks (good quality; +1 on all attempts)	Weight negligible; \$200

Tools

6-foot pole (for pitching tents or touching questionable items)	3 lbs., \$5
Pick (for digging)	8 lbs., \$16
Shovel	6 lbs., \$30
Crowbar (5 feet long, iron)	10 lbs., \$8
Hammer (a small sledge, not a carpentry hammer)	4 lbs., \$12
Hatchet (for chopping wood, -1 to skill in combat)	2 lbs., \$20

Outdoor Equipment

Personal basics (the things nobody but an idiot leaves home without). -2 to any Survival roll if you're without them: Spoon, fork, and cup; flint and steel; towel; etc.

Weight negligible; \$5

Group basics (a sturdy box with all the *ordinary* things a group of 3 to 8 would take camping: cookpots, a bit of rope, hatchet, etc.) 20 lbs., \$50

Whetstone (for sharpening tools and weapons; Armourer may <i>find</i> one after an hour's search and a skill roll)	1 lb., \$5
Torch (will burn for one hour)	1 lb., \$3
Lantern	2 lbs., \$20
Oil for lantern (1 pint burns 24 hours)	1 lb., \$2
Tent (1 person). Includes ropes; no poles needed	5 lbs., \$50
Tent (2 people). Includes ropes; a 6-foot pole must be carried or improvised.	12 lbs., \$80
Tent (4 people). Includes ropes; 2 6-foot poles are required.	30 lbs., \$150
Tent (20 people). Includes ropes; 16 6-foot poles are required.	100 lbs., \$300
Blanket (heavy wool)	5 lbs., \$20
Sleeping bag (for freezing weather)	15 lbs., \$100
Fishing net	10 lbs., \$30
Small ceramic bottle (1 quart)	1 lb., \$3
Large ceramic bottle (1 gallon)	4 lbs., \$5
Small wineskin (1 gallon)	Weight negligible; \$10
Large wineskin (5 gallons)	1 lb., \$30
Small pouch (will hold 3 lbs.)	Weight negligible; \$10
Large purse or pouch (will hold 10 lbs.)	½ lb., \$20
Small backpack (will hold 40 lbs. of gear)	3 lbs., \$60
Large backpack (with frame, will hold 100 lbs. of gear)	10 lbs., \$100



Riding and Transportation

Riding animals: see <i>Animals</i> , p. 144.	
Saddle, bit and bridle (for horse, mule, etc.)	20 lbs., \$150
One-horse wagon (carries up to 1 ton)	300 lbs., \$400
Two-horse wagon (carries up to 2 tons)	500 lbs., \$700
Four-horse wagon (carries up to 4 tons)	800 lbs., \$1,000
Ox team wagon (carries up to 10 tons)	1,200 lbs., \$1,500
Rowboat (carries up to 1,000 lbs., slowly)	300 lbs., \$500
Canoe (carries up to 600 lbs.)	100 lbs., \$300

ANCIENT/MEDIEVAL ARMOR

Use this table with the *Hit Location* rules when you want to buy armor piece by piece. To save space on your Character Sheet, list the pieces of armor on the back of the sheet rather than in the "Possessions" box. Note the PD and DR for each body part beside the character sketch on your record sheet. "Areas" refers to the parts of the body in relation to the die-roll numbers on the Parts of the Body table; see diagram, next page.

Headgear and Helmets

Cloth cap. A padded cloth cap. PD 1; DR 1. \$5; weight negligible. Covers area 3-4.

Leather helm. Heavy leather with cloth padding. PD 2; DR 2. \$20; weight negligible. Covers areas 3-4, 5

Chain coif. A chainmail hood, covering the head and shoulders. * \$55; 4 lbs. Covers areas 3-4, 5.

Pot-helm. Steel; covers the top of the head. PD 3; DR 4. \$100; 5 lbs. Covers areas 3-4.

Greathelm. Heavy steel; covers the entire head. All weapon skill rolls are at -1, and all IQ rolls to see, hear, etc., are at -3. PD 4; DR 7. \$340; 10 lbs. Covers areas 3-4, 5.

Clothing and Torso Armor

If you are not using the "hit location" rules, the PD and DR of your torso armor are used against all attacks.

Ordinary clothing. Cost depends on quality. No PD or DR. Weight 1 lb.

Peasant rags (random, dirty scraps): \$2.

Lower-class clothing (tunic and pants, indifferently clean): \$10.

Middle-class clothing (tunic and pants, or robe, decorated): \$40.

Upper-class clothing (various types, elaborately decorated): \$200.

Noble dress (various types, elaborately decorated and jeweled): \$1,000 and up.

Winter clothing. As above, with no PD, but DR 1 due to thickness. Double above prices. Also covers arms and legs. 3 lbs. Covers areas 6, 8-14, 17-18.

Overcoat. Worn in addition to winter clothing in cold weather. No PD; DR 1. Adds its DR to clothing (or armor) over which it is worn, but *miserably hot* except in cold weather. Also covers arms and legs. \$50 (or \$100 and up for upper-class or better); 10 lbs. Covers areas 6, 8-14, 17-18.

Cloth armor. Padded cotton with leather straps. PD 1; DR 1. \$30; 6 lbs. Covers areas 9-11, 17-18.

Leather armor. Heavy "boiled" leather. PD 2; DR 2. \$100; 10 lbs. Covers areas 9-11, 17-18.

Leather jacket. Light, flexible leather. Also covers arms. PD 1; DR 1. \$50; 4 lbs. Covers areas 6, 8-11, 17-18.

Chainmail. * \$230; 25 lbs. Covers areas 9-11, 17-18.

Scale armor. Heavy leather armor, padded inside, with metal rings or scales attached. PD 3; DR 4. \$420; 35 lbs. Covers areas 9-11, 17-18.

Breastplate. Covers neck to groin, but protects against blows from the front only. Bronze: PD 4; DR 4; \$400; 20 lbs. Steel: PD 4; DR 5; \$500; 18 lbs. Covers areas 9-11, 17-18.

Corselet. A custom-made plate-armor "back-and-breast" with leather straps. PD 4; DR 6. \$1,300; 35 lbs. Covers areas 9-11, 17-18.

Heavy corselet. As above, but heavier and of better steel. PD 4; DR 7. \$2,300; 45 lbs. Covers areas 9-11, 17-18.

Backpack. A full backpack protects against attacks from the rear only. PD 2; DR 2. Cost and weight vary. Covers areas 9-10, 17-18.

Arms and Legs

Prices for arm (areas 6, 8) and leg (areas 12-14) armor are given in *pairs*. For one arm or leg, pay ½ the indicated cost and weight.

Cloth armor. Padded cotton with leather straps. PD 1; DR 1. Arms: \$20; 2 lbs. Legs: \$20; 2 lbs.

Leather armor. Strong "boiled" leather with articulated joints. PD 2; DR 2. Arms: \$50; 2 lbs. Legs: \$60; 4 lbs.

Chainmail. Standard "international" four-link mail shirt of steel wire. * Arms are added to a mail shirt to make it long-sleeved (add \$70, 9 lbs.). Legs are usually laced to plate armor as part of a "half plate" outfit; \$110; 15 lbs.

Scale armor. Padded leather with metal rings or scales. PD 3; DR 4. Arms: \$210; 14 lbs. Legs: \$250; 21 lbs.

Plate armor. Custom-made steel vambraces (forearms), greaves (leg pieces), etc., with articulated joints. PD 4; DR 6. Arms: \$1,000; 15 lbs. Legs: \$1,100; 20 lbs.

Heavy plate. As above, but heavier and of better steel. PD 4; DR 7. Arms: \$1,500; 20 lbs. Legs: \$1,600; 25 lbs.

Hands and Feet

Cloth gloves. Heavy canvas. PD 1; DR 1. \$15; weight negligible. Covers area 7.

Leather gloves. Heavy leather with open palm to allow a better weapon grip. PD 2; DR 2. \$30; weight negligible. Covers area 7.

Gauntlets. As above, but with steel plates riveted on for better protection. PD 3; DR 4. \$100; 2 lbs. Covers area 7.

Sandals or slippers. Canvas, cloth, etc. No PD or DR. \$10; 1 lb.

Shoes. Ordinary leather walking shoes. PD 1; DR 1. \$40; 2 lbs. Covers areas 15-16.

Boots. Heavy leather boots, laced high. PD 2; DR 2. \$80; 3 lbs. Covers areas 15-16.

Sollerets. Metal-plated boots, very uncomfortable except in combat. PD 3; DR 4. \$150; 7 lbs. Covers areas 15-16.

* Normally, chainmail is worn *over* padded cloth armor. The combination has a PD of 3 and DR of 4. Exception: Against *impaling* weapons, it has PD 1 and DR 2. The cost and weight for a complete set of chainmail, as given in the *Equipment and Encumbrance* chapter (pp. 71-77), assume that padded cloth is included. Worn by itself, *without* cloth armor underneath, chainmail would have a PD of 3 and a DR of 3 (PD 0, DR 1 vs. impaling). Using chainmail this way is not efficient in terms of cost or weight!

SPELL TABLE

This section can be copied and used for reference, especially when creating characters. The "grimoire" form on p. 112 may also be photocopied for your own use; it is especially handy to copy it onto the back of a wizard's Character Sheet.

Notes: An asterisk (*) after a spell name indicates that it is Mental/Very Hard. All other spells are Mental/Hard.

A — indicates that the column does not apply.
Under *prerequisites*, Magery is abbreviated M, Magery 2 is M2, and so on.
Under *class*, an "R" indicates that the spell can be resisted. The entry after the dash shows what resists the spell.
Under *energy*, if two numbers are separated by a slash, the first is the cost to cast and the second is the cost to maintain. A /h means cost to maintain is half the cost to cast. A /s means cost to maintain is the same as cost to cast.
Under *time to cast*, "Instant" means that the effect occurs as soon as the spell is finished, and is completed immediately.
"Special" just means that the description is too complex to fit on a table — see appropriate page number (also shown on the table).
A "#" sign means that there are exceptions to the amount given — see the appropriate page number.

Page	Spell Name	Class	College	Time to cast	Duration	Energy	Prerequisites
39	Accuracy	Enchantment	Enchantment	—	Perm.	varies#	Dexterity
52	Activate Runes*	Regular	Metaspell	1 sec.	Instant	none	M, Rune-Lore 12+
65	Age*	Reg./R-HT	Necro.	1 min.	Perm.	5 to 50	Youth or 6 other Necromantic spells
61	Air-Golem	Regular	Movement	10 sec.	1 hr.	4/2	M2, Apportation
31	Air Jet	Regular	Air	1 sec.	1 sec.	1 to 3#	Shape Air
47	Alarm	Regular	Knowledge	1 sec.	1 week	1#	Tell Time
60	Alertness*	Regular	Mind	1 sec.	10 min.	varies#	Any 2 of Keen Eyes/Ears/Nose spells
25	Alter Body	Reg./R-HT	Body	2 min.	1 hr.#	8/6#	Alter Visage
25	Alter Visage	Reg./R-HT	Body	1 min.	1 hr.#	4/3#	Shapeshifting or Perfect Illusion #
49	Analyze Magic	Inform./R-spell	Knowledge	1 hr.	Instant	8	Identify Spell
48	Ancient History	Information	Knowledge	min. = cost	Instant	varies#	History
67	Animate Plant	Regular	Plant	5 sec.	1 min.	varies#	7 Plant spells
64	Animation*	Regular	Necro.	5 sec.	1 min.	varies#	Summon Spirit
60	Apportation	Reg./R-IQ	Movement	1 sec.	1 min.	varies#	M
67	Armor	Regular	Protection	1 sec.	1 min.	varies#	Repair
47	Aura	Information	Knowledge	1 sec.	Instant	3	Detect Magic
58	Avoid	Area	Mind	1 min.	1 hr.	3/3	Hide, Fear, Forgetfulness
44	Awaken	Area	Healing	1 sec.	Instant	1	Lend Health
40	Bane	Enchantment	Enchantment	—	Perm.	100#	Enchant
65	Banish	Spec./R-ST+IQ	Necro.	5 sec.	Instant	Special	M, 1 spell ea. from 10 colleges
43	Banquet	Regular	Food	1 sec.	1 day	2 per meal	M, Cook, Foolishness
21	Beast Link	Regular	Animal	5 sec.	Special	3	Beast Summoning
22	Beast Possession	Reg./R-IQ	Animal	5 sec.	1 min.	6/2	Rider Within or Possession
21	Beast Seeker	Information	Animal	1 sec.	Instant	3#	Beast Summoning, 2 Seek spells or Seeker
21	Beast-Soother	Regular	Animal	1 sec.	Perm.#	1 to 3	Persuasion or Animal Empathy advantage
22	Beast Speech	Regular	Animal	1 sec.	1 min.	4/2	Beast Summoning
21	Beast Summoning	Regular	Animal	1 sec.	1 min.	3/2#	Beast-Soother
57	Berserker	Reg./R-IQ	Mind	4 sec.	10 min.#	3/2	Bravery
22	Bird Control	Reg./R-IQ	Animal	1 sec.	1 min.	4/2	Beast-Soother
54	Bless	Regular	Metaspell	min. = cost	special	special	M2, 2 spells ea. from 10 colleges#
66	Bless Plants	Area	Plant	5 min.	1 crop/season	1#	Heal Plant
62	Blink	Blocking	Movement	1 sec.	Instant	2	Teleport
50	Blur	Regular	Lt-Dk	2 sec.	1 min.	1 to 5/s	Darkness
31	Body of Air	Reg./R-HT	Air	5 sec.	1 min.	4/1	Shape Air
29	Body of Stone*	Reg./R-HT	Earth	5 sec.	1 min.	10/hex#	Stone to Flesh
36	Body of Water	Reg./R-HT	Water	5 sec.	1 min.	5/hex#	Shape Water
27	Borrow Language	Regular	Comm.	3 sec.	1 min.	3/1	Lend Language
27	Borrow Skill	Regular	Comm.	3 sec.	1 min.	4/3	Lend Skill
56	Bravery	Area/R-IQ-1	Mind	1 sec.	1 hr.#	2#	Fear
35	Breathe Air	Regular	Water	1 sec.	1 min.	4/2	Create Water, Destroy Air
34	Breathe Fire*	Regular	Fire	2 sec.	1 sec.	1 to 4	M, Flame Jet, Resist Fire
31	Breathe Water	Regular	Air/Water	1 sec.	1 min.	4/2	Create Air, Destroy Water
59	Charm	Reg./R-IQ	Mind	3 sec.	1 min.	6/3	M, Loyalty, 7 Mind Control spells
51	Clean	Area	Mk-Brk	1 sec.	Perm.	2	Restore
24	Climbing	Regular	Body	1 sec.	1 min.	1 to 3/s	none
31	Clouds	Area	Air	10 sec.	10 min.	1/20/s	4 Water spells, 4 Air spells
23	Clumsiness	Reg./R-IQ	Body	1 sec.	1 min.	varies#	Spasm
33	Cold	Regular	Fire	1 min.	1 min.	3/hex#	Heat
49	Colors	Regular	Lt-Dk	1 sec.	1 min.	2/1#	Light
26	Compel Truth	Inform./R-IQ	Comm.	1 sec.	5 min.	4/2	M2, Truthsayer
45	Complex Illusion	Area	Illusion	1 sec.	1 min.	2/1	Sound, Simple Illusion
52	Conceal Magic	Regular	Metaspell	3 sec.	10 hrs.	1 to 5/s#	Detect Magic
49	Continual Light	Regular	Lt-Dk	1 sec.	varies#	varies#	Light
46	Control Creation	Reg./R-spell	Illusion	2 sec.	Instant	1 per hex#	Create Animal or Create Servant
30	Control Elemental	Special	4 diff.	2 sec.	1 min.	Special	Summon Elemental#
46	Control Illusion	Reg./R-spell	Illusion	2 sec.	Perm.	1/hex#	Perfect Illusion
26	Control Person	Reg./R-IQ	Comm.	10 sec.	1 min.	6/3	Soul Rider or Telepathy
64	Control Zombie	Reg./R-spell	Necro.	1 sec.	Perm.	3	Zombie
43	Cook	Regular	Food	5 sec.	Instant	1 per meal	Test Food, Create Fire
52	Copy	Regular	Mk-Brk	5 sec.	Perm.	2 plus 1/copy	Literacy, Dye
40	Cornucopia	Enchantment	Enchantment	—	Perm.	50×\$ value#	M2, 2 Weapon Enchantment spells
53	Counterspell	Reg./R-spell	Metaspell	5 sec.	Instant	varies#	M
30	Create Air	Area	Air	1 sec.	5 sec.#	1	Purify Air
46	Create Animal	Regular	Illusion	sec. = cost	1 min.	varies#	Create Water, Create Object, IQ 13+
29	Create Earth	Regular	Earth	1 sec.	Perm.	4/ hex#	Earth to Stone
30	Create Elemental	Special	4 Diff.	Special	Perm.	Special	M2, Control Elemental
33	Create Fire	Area	Fire	1 sec.	1 min.	2/1	Ignite Fire
43	Create Food	Regular	Food	30 sec.	Perm.	3/meal#	Cook, Seek Food
46	Create Object*	Regular	Illusion	sec. = cost	Indef.#	2/5 lbs.	M2, Create Earth, Perfect Illusion
66	Create Plant	Area	Plant	sec. = cost	Perm.	varies#	M, Plant Growth
46	Create Servant	Regular	Illusion	3 sec.	1 min.	3/1#	M3, IQ 13+, Create Object
46	Create Warrior	Regular	Illusion	4 sec.	1 min.	4/4#	Create Servant

Page	Spell Name	Class	College	Time to cast	Duration	Energy	Prerequisites
35	Create Water	Regular	Water	1 sec.	Perm.	2/gal.	Purify Water
42	Crystal Ball	Enchantment	Enchantment	—	Perm.	1,000	Divination (Crystal-gazing)
45	Cure Disease	Regular	Healing	10 min.#	Instant	4#	Sterilize, Major Healing
54	Curse	Regular	Metaspell	varies#	Special	varies#	M2, 2 spells ea. from 10 colleges#
24	Curse-Missile	Missile	Body	1 sec. + other spell#	varies#	2	M2 + other spell
40	Dancing Weapon	Enchantment	Enchantment	—	Perm.	1,000 /lb.#	Air-Golem
50	Darkness	Area	Lt-Dk	1 sec.	1 min.	2/1	Continual Light
50	Dark Vision	Regular	Lt-Dk	1 sec.	1 min.	5/2	Night Vision or Infravision
57	Daze	Reg./R-HT	Mind	2 sec.	1 min.	3/2	Foolishness
24	Deathtouch	Regular	Body	1 sec.	Instant	1 to 3	Wither Limb
63	Death Vision	Regular	Necro.	3 sec.	1 sec.	2	M
42	Decay	Regular	Food	1 sec.	Perm.	1/meal	Test Food
41	Deflect	Enchantment	Enchantment	—	Perm.	varies#	Enchant
35	Dehydrate	Reg./R-HT	Water	2 sec.	Perm.	1 to 3#	5 Water spells inc. Destroy Water
55	Delay	Regular	Metaspell	10 sec.	2 hrs.	3/3	M3, 15 spells
70	Delayed Message	Area	Sound	4 sec.	Indef.#	3#	M, Voices, Detect Life
31	Destroy Air	Area	Air	1 sec.	Instant	2	Create Air
35	Destroy Water	Area	Water	1 sec.	Perm.	3	Create Water
47	Detect Magic	Regular	Knowledge	5 sec.	Instant	2	M
23	Dexterity	Regular	Body	1 sec.	1 min.	2 per DX + /s	Clumsiness
51	Disintegrate*	Regular	Mk-Brk	1 sec.	Perm.	1 to 4#	M2, Shatter, Ruin#
47	Dispel Creation	Reg./R-spell	Illusion	1 sec.	Instant	1 per hex#	Control Creation
46	Dispel Illusion	Reg./R-spell	Illusion	1 sec.	Instant	1/hex	Control Illusion
53	Dispel Magic	Area/R-spell	Metaspell	sec. = cost	Perm.	3	Counterspell and 12 other spells
43	Distill	Regular	Food	10 sec.	Perm.	1/quart	Ferment, Destroy Water
48	Divination	Information	Knowledge	1 hr.#	Instant	10	History, element spells#
54	Drain Mana*	Area	Metaspell	1 hr.	Perm.	10	Dispel Magic, 1 spell ea. from 10 colleges
57	Drunkennes	Reg./R-IQ	Mind	2 sec.	1 min.	varies#	Foolishness, Clumsiness
51	Dye	Regular	Mk-Brk	3 sec.	2d days	varies#	Restore, Colors
29	Earthquake	Area	Earth	30 sec.	1 min.	2/2	M2, 6 Earth spells inc. Earth Vision
29	Earth to Air	Regular	Earth/Air	2 sec.	Perm.	8/hex#	Create Air, Shape Earth
28	Earth to Stone	Regular	Earth	1 sec.	Perm.	5/hex#	M, Shape Earth
29	Earth Vision	Regular	Earth/Know.	1 sec.	30 sec.	2/10 yds.#	Shape Earth
59	Emotion Control	Area/R-IQ	Mind	1 sec.	1 hr.	2#	Loyalty
38	Enchant*	Enchantment	Enchantment	varies#	Perm.	varies#	M2, 1 spell ea. from 10 colleges
59	Enslave*	Reg./R-IQ	Mind	1 sec.	Perm.	30	Charm, Telepathy
29	Entombment	Reg./R-HT	Earth	3 sec.	Perm.	10#	M2, 5 Earth spells
34	Essential Flame	Area	Fire	3 sec.	1 min.	3/2#	6 Fire spells
35	Essential Water	Regular	Water	1 sec.	Perm.	3/gal.	6 Water spells
63	Ethereal Body*	Regular	Movement	30 sec.	10 sec.	8/4	6 Movement spells or M3 and Body of Air
27	Exchange Bodies*	Reg./R-IQ	Comm.	1 hr.	Perm.	120	Permanent Possession, Soul Jar
27	Exorcism	Reg./R-spell	Comm.	10 sec.	Instant	10	Soul Rider or Possession#
34	Explosive Fireball	Missile	Fire	1 to 3 sec.	Instant	2 to 6#	Fireball
33	Extinguish Fire	Regular	Fire	1 sec.	Perm.	3/hex	Ignite Fire
58	False Memory	Reg./R-IQ	Mind	5 sec.	varies#	varies#	Forgetfulness, 6 other Mind Control spells
70	Far-Hearing	Information	Sound/Know.	3 sec.	1 min.	4/2	M, not deaf, 4 other Sound spells#
25	Fatigue	Reg./R-HT	Body	1 sec.	1 min.	1 per ST-/h	none
56	Fear	Area/R-IQ	Mind	1 sec.	10 min.#	1#	Sense Emotion
43	Ferment	Regular	Food	10 sec.	1 hr.	1 per pint or loaf	Decay
47	Find Direction	Information	Knowledge	1 sec.	Instant	2	M
51	Find Weakness	Information	Mk-Brk	2 sec.	Instant	1#	1 spell of ea. four elements
34	Fireball	Missile	Fire	1 to 3 sec.	Instant	1 to 3#	M, Create Fire, Shape Fire
33	Fireproof	Area	Fire	5 min.	1 day	3#	Extinguish Fire
21	Fish Control	Reg./R-IQ	Animal	1 sec.	1 min.	3/2	Beast-Soother
34	Flame Jet	Regular	Fire	1 sec.	1 sec.	1-3/s#	Create Fire, Shape Fire
34	Flaming Missiles	Regular	Fire	3 sec.	1 min.	4/2#	Flaming Weapon
34	Flaming Weapon	Regular	Fire	2 sec.	1 min.	4/1	M2, Heat
49	Flash	Regular	Lt-Dk	2 sec.	Instant	4	Continual Light
29	Flesh to Stone	Reg./R-HT	Earth	2 sec.	Perm.	10/hex#	Earth to Stone
62	Flight	Regular	Movement	2 sec.	1 min.	5/3	M2, Levitation
35	Fog	Area	Water	1 sec.	1 min.	2/1	Shape Water
57	Foolishness	Reg./R-IQ	Mind	1 sec.	1 min.	1 per IQ-/h	IQ 12 +
68	Force Dome	Area	Protection	1 sec.	10 min.	3/2	M, Weather Dome, Apportation
66	Forest Warning	Area	Plant	1 sec.	10 hrs.	½#s	4 Plant spells
57	Forgetfulness	Reg./R-IQ or skill	Mind	10 sec.	1 hr.	3/3	M, Foolishness, IQ 12 +
40	Fortify	Enchantment	Enchantment	—	Perm.	varies#	Enchant
37	Freeze	Regular	Water	10 sec.	varies#	6/hex#	Shape Water
36	Frost	Area	Water	1 sec.	varies#	1	Create Water or Cold
37	Frostbite	Reg./R-HT	Water	3 sec.	Perm.	1 to 3#	5 other Water spells inc. Freeze, Frost
37	Geyser*	Area	Water	5 sec.	1 sec.	5/2	6 Water spells and either 4 Earth or Fire spells
27	Gift of Letters*	Regular	Comm.	1 sec.	1 min.	4/2	Borrow Language, 3 languages at 10 +
27	Gift of Tongues*	Regular	Comm.	1 sec.	1 min.	4/2	Borrow Language, 3 languages at 10 +
49	Glass Wall	Regular	Knowledge	1 sec.	1 min.	4/2	5 Knowledge spells or Earth Vision
60	Glue	Area	Movement	1 sec.	10 min.	3/3	Haste
39	Golem*	Enchantment	Enchantment	varies#	Perm.	varies#	Shape Earth, Animation#
59	Great Geas*	Reg./R-IQ	Mind	1 min.	Perm.	30	M3, 15 Mind Control spells inc. Lesser Geas
60	Great Haste*	Regular	Movement	3 sec.	10 sec.	5#	M, Haste, IQ 12 +
69	Great Voice	Regular	Sound	2 sec.	1 min.	3/1	Voices, Thunderclap
53	Great Ward	Block/R-spell	Metaspell	none	Instant	1 per subject#	M2, Ward
39	Great Wish*	Enchantment	Enchantment	—	—	2,000	M3, Wish, (DX + IQ) = 30 +
37	Hail	Area	Water	1 sec.	1 min.	1/5/s#	Snow
45	Halt Aging*	Regular	Healing	1 sec.	5d days	20#	M2, 6 Healing spells
60	Haste	Regular	Movement	2 sec.	1 min.	2/1#	none
62	Hawk Flight*	Regular	Movement	3 sec.	1 min.	8/4	Flight
50	Hawk Vision	Regular	Lt-Dk	2 sec.	1 min.	4/2	Keen Eyes or 5 Light spells#
66	Heal Plant	Area	Plant	1 min.	Perm.	3#	Identify Plant

Page	Spell Name	Class	College	Time to cast	Duration	Energy	Prerequisites
33	Heat	Regular	Fire	1 min.	1 min.	3/hex#	Create Fire, Shape Fire
38	Hex	Enchantment	Enchantment	—	Perm.	200	Enchant
50	Hide	Regular	Lt-Dk	5 sec.	1 hr.	1 to 5/s	Blur or Forgetfulness
67	Hide Path	Regular	Plant	1 sec.	1 min.	2/1	Heal Plant
26	Hide Thoughts	Regular	Comm.	1 sec.	10 min.	3/1	Truthsayer
39	Hideaway	Enchantment	Enchantment	—	Perm.	50#	Create Object, Lighten
25	Hinder	Regular	Body	1 sec.	1 min.	1 to 4/s	Haste or Clumsiness
48	History	Information	Knowledge	sec. = cost	Instant	varies#	Trace
70	Hush	Reg./R-IQ	Sound	2 sec.	10 sec.#	2/1	Silence
36	Ice Dagger	Missile	Water	1 to 3 sec.	Instant	1 to 3#	Ice Sphere or Water Jet
37	Ice Slick	Area	Water	2 sec.#	varies#	3	Frost
36	Ice Sphere	Missile	Water	1 to 3 sec.	Instant	1 to 3#	Shape Water
37	Ice Vision	Regular	Water	1 sec.	30 sec.	2/10 yds.#	Shape Water
36	Icy Weapon	Regular	Water	3 sec.	1 min.	3/1	Create Water
66	Identify Plant	Information	Plant	1 sec.	Instant	2	Seek Plant
49	Identify Spell	Information	Knowledge	1 sec.	Instant	2	Detect Magic
32	Ignite Fire	Regular	Fire	1 sec.	1 sec.	1 to 4#	none
46	Illusion Disguise	Regular	Illusion	1 sec.	varies#	3	Simple Illusion
46	Illusion Shell	Regular	Illusion	1 sec.	1 min.	2/hex#	Simple Illusion
47	Independence	Area	Illusion	varies#	varies#	2	Simple Illusion
50	Infravision	Regular	Lt-Dk	1 sec.	1 min.	3/1	Keen Eyes or 5 Light spells
21	Insect Control	Reg./R-IQ	Animal	1 sec.	1 min.	3/2	Beast-Soother
45	Instant Regeneration*	Regular	Healing	Special	Perm.	80#	M3, Regeneration
45	Instant Restoration*	Regular	Healing	Special	Perm.	50#	M2, Restoration
70	Invisible Wizard Ear	Regular	Sound	4 sec.	1 min.	5/3	Wizard Ear, Invisibility
48	Invisible Wizard Eye	Regular	Knowledge	4 sec.	1 min.	5/3	Wizard Eye, Invisibility
50	Invisibility	Regular	Lt-Dk	3 sec.	1 min.	5/3	6 Light spells inc. Blur
68	Iron Arm	Blocking	Protection	1 sec.	Instant	1	Resist Pain, DX 12+
23	Itch	Reg./R-HT	Body	1 sec.	Scratch#	2	none
60	Keen Ears	Regular	Mind/Sound	1 sec.	30 min.	1 per +/h#	none
60	Keen Eyes	Regular	Mind	1 sec.	30 min.	1 per +/h#	none
60	Keen Nose	Regular	Mind	1 sec.	30 min.	1 per +/h#	none
52	Knots	Regular	Mk-Brk	3 sec.	Indef.#	2#	Stiffen
47	Know Illusion	Information	Illusion	1 sec.	Instant	2	Simple Illusion
44	Lend Health	Regular	Healing	1 sec.	1 hr.	1 per HT loaned	Lend Strength
27	Lend Language	Regular	Comm.	3 sec.	1 min.	3/1	Mind-Sending
27	Lend Skill	Regular	Comm.	3 sec.	1 min.	3/2	Mind-Sending, IQ 12+
44	Lend Strength	Regular	Healing	1 sec.	Perm.	varies#	M or Empathy advantage
59	Lesser Geas*	Reg./R-IQ	Mind	30 sec.	Perm.	12	M2, 10 Mind Control spells
39	Lesser Wish*	Enchantment	Enchantment	—	—	180	M, 1 spell ea. from 10 colleges
61	Levitation	Reg./R-IQ	Movement	2 sec.	1 min.	1 per 80 lbs./h#	Apportation
49	Light	Regular	Lt-Dk	1 sec.	1 min.	1/1	none
49	Light Jet	Regular	Lt-Dk	1 sec.	1 min.	2/1	Continual Light
41	Lighten	Enchantment	Enchantment	—	Perm.	varies#	Enchant
60	Lighten Burden	Regular	Movement	3 sec.	10 min.	3 or 5/h#	Apportation
32	Lightning	Missile	Air	1 to 3 sec.	Instant	1 to 3#	6 Air spells
41	Limit	Enchantment	Enchantment	—	Perm.	200	Enchant
55	Link	Area	Link./Meta.	4 hrs.	Indef.#	8	Delay
61	Lockmaster	Reg./R-Magelock	Movement	10 sec.	Perm.	3#	Locksmith or Apportation and M2
61	Locksmith	Regular	Movement	1 sec.	1 min.#	2/2	Apportation
40	Loyal Sword	Enchantment	Enchantment	—	Perm.	750 per lb.#	Apportation
59	Loyalty	Reg./R-IQ	Mind	2 sec.	1 hr.	2/2#	Bravery, 4 other Mind Control spells
58	Madness	Reg./R-IQ-2	Mind	2 sec.	1 min.	4/2	Forgetfulness or Drunkenness
68	Magelock	Regular	Protection	4 sec.	6 hrs.	3/2	M
49	Mage Sense	Information	Knowledge	1 sec.	1 min.	3/2	Detect Magic
49	Mage Sight	Regular	Knowledge	1 sec.	1 min.	3/2	Detect Magic
70	Mage-Stealth	Regular	Sound	3 sec.	1 min.	3/2	Hush
53	Magic Resistance	Regular/R-IQ + M	Metaspell	3 sec.	1 min.	1 to 5/s	M, 1 spell ea. from 7 colleges
44	Major Healing*	Regular	Healing	1 sec.	Perm.	1 to 4#	M, Minor Healing
22	Mammal Control	Reg./R-IQ	Animal	1 sec.	1 min.	5/3	Beast-Soother or Charm
61	Manipulate	Regular	Movement	3 sec.	1 min.	4/3#	Locksmith
57	Mass Daze	Area/R-HT	Mind	sec. = cost	Instant	2/1#	Daze, IQ 13+
57	Mass Sleep	Area/R-HT	Mind	sec. = cost	Instant	3#	Sleep, IQ 13+
59	Mass Suggestion	Area/R-IQ	Mind	sec. = cost	10 min.	4/2#	Suggestion
21	Master	Reg./Block./R-IQ	Animal	1 sec.	Indef.	2	Beast-Soother
47	Measurement	Area/Inform.	Knowledge	1 sec.	Instant	1#	none
37	Melt Ice	Area	Water	10 sec.	Perm.#	1#	Heat or Freeze
57	Mental Stun	Reg./R-IQ	Mind	1 sec.	Instant	2	Daze or Stun
23	Might	Regular	Body	1 sec.	1 min.	2 per ST +/s	Lend Strength
58	Mindlessness*	Reg./R-IQ	Mind	5 sec.	1 min.	8/4	M2, Forgetfulness
26	Mind-Reading	Reg./R-IQ	Comm.	10 sec.	1 min.	4/2	Truthsayer
26	Mind-Search*	Reg./R-IQ	Comm.	1 min.	1 min.	6/3	Mind-Reading
26	Mind-Sending	Regular	Comm.	4 sec.	1 min.	4/4	Mind-Reading
44	Minor Healing	Regular	Healing	1 sec.	Perm.	1 to 3#	Lend Health
68	Missile Shield	Regular	Protection	1 sec.	1 min.	5/2	Apportation or Shield
22	Mollusk Control	Reg./R-IQ	Animal	1 sec.	1 min.	3/2	Beast-Soother
43	Monk's Banquet	Regular	Food	1 sec.	24 hrs.	6	Banquet, Resist Pain
68	Mystic Mist	Area	Protection	5 min.	10 hrs.	1/1	M and Watchdog or Shield
41	Name	Enchantment	Enchantment	—	Perm.	200 or 400#	Enchant
45	Neutralize Poison	Regular	Healing	30 sec.	Perm.	5#	Cure Disease or M3 and Test Food
67	Nightingale	Area	Protection	1 sec.	10 hrs.	1/2/s#	Sense Danger
50	Night Vision	Regular	Lt-Dk	1 sec.	1 min.	3/1	Keen Eyes or 5 Light spells
58	Nightmare	Reg./R-IQ	Mind	1 min.	1 hr.	6	M2, Death Vision, Fear, Sleep
69	Noise	Area	Sound	1 sec.	5 sec.	4/2	Wall of Silence
31	No-Smell	Regular	Air	1 sec.	1 hr.	2#	Purify Air

Page	Spell Name	Class	College	Time to cast	Duration	Energy	Prerequisites
32	Odor	Area	Air	1 sec.	1 hr. #	1	No-smell
23	Pain	Reg./R-HT	Body	2 sec.	1 sec.	2	Spasm
56	Panic	Area/R-IQ	Mind	1 sec.	1 min.	4/2	Fear
24	Paralyze Limb	Reg./R-HT	Body	1 sec.	1 min.	3#	M, 5 Body Control spell inc. Pain
41	Password	Enchantment	Enchantment	—	Perm.	400#	Enchant
47	Pathfinder	Information	Knowledge	10 sec.	Instant	4#	M, IQ 12+, 2 Seek spells
58	Peaceful Sleep	Reg./R-Spec.	Mind	30 sec.	8 hrs.	4	Sleep, Silence
53	Pentagram	Special	Metaspell	5 sec./hex#	Perm.	10/hex#	Spell Shield
46	Perfect Illusion	Area	Illusion	1 sec.	1 min.	3/h#	M, Complex Illusion
57	Perm. Forgetfulness*	Reg./R-IQ or skill	Mind	1 hr.	Perm.	15	M2, Forgetfulness, IQ 13+
58	Perm. Madness*	Reg./R-IQ-2	Mind	10 min.	Perm.	20	M2, Madness, IQ 13+
27	Perm. Possession*	Reg./R-IQ	Comm.	5 min.	Indef.	30	M3, Possession
26	Persuasion	Reg./R-IQ	Comm.	1 sec.	1 min.	2X bonus#	Sense Emotion
65	Pestilence	Regular	Necro.	30 sec.	Perm.	6	M, Steal Health, Decay
34	Phantom Flame	Area	Fire	1 sec.	1 min.	1/1	Shape Fire or Simple Illusion
65	Planar Summons	Special	Necro.	5 min.	varies#	20#	M1 spell ea. from 10 colleges
67	Plant Form	Special	Plant	1 sec.	1 hr.	5/2	M, 6 Plant spells
66	Plant Growth	Area	Plant	10 sec.	1 min.	3/2	Heal Plant
67	Plant Sense	Reg./R-Hide Path	Plant	1 sec.	1 min.	3/2	Forest Warning, Hide Path
42	Poison Food	Regular	Food	1 sec.	Perm.	3 per meal	Purify Food, Decay
61	Poltergeist	Missile/R-HT	Movement	1 sec.	Instant	1 or 2#	Apportation
27	Possession*	Reg./R-IQ	Comm.	1 min.	1 min.	10/4	M and Control Person or Beast Possession
38	Power	Enchantment	Enchantment	—	Perm.	varies#	Recover Strength
41	Powerstone	Enchantment	Enchantment	—	Perm.	20 per casting	Enchant
31	Predict Weather	Information	Air	5 sec.	Instant	varies#	4 Air spells
42	Preserve Food	Regular	Food	1 sec.	1 week	Special	Sterilize, Test Food
39	Puissance	Enchantment	Enchantment	—	Perm.	varies#	5 Earth spells
30	Purify Air	Area	Air	1 sec.	Instant	1	none
42	Purify Food	Regular	Food	1 sec.	Perm.	1 per lb.	Preserve Food or Decay
35	Purify Water	Special	Water	5-10 sec./gal. #	Perm.	1/gal.	Seek Water
40	Quick Draw	Enchantment	Enchantment	—	Perm.	300/lb. #	Apportation
60	Quick March	Regular	Movement	1 min.	1 day's march	4#	M, Haste
31	Rain	Area	Air/Water	1 min.	1 hr.	1/10/s	Clouds
60	Rear Vision	Regular	Mind	1 sec.	1 min.	3/1	Alertness
44	Recover Strength	Special	Healing	Special	Special	none	M, Lend Strength
53	Reflect	Block/R-spell	Metaspell	none	Instant	4 or 6#	Ward
56	Reflex	Special	Metaspell	10 sec.	1 hr.	varies#	Delay, Ward
45	Regeneration*	Regular	Healing	Special/#	Perm.	20#	Magery 2, Restoration
51	Rejoin	Regular	Mk-Brk	4 sec./10 lbs.	10 min.	1 per 10 lbs./h	Weaken, Restore
54	Remove Curse	Reg./R-spell	Metaspell	1 hr.	Instant	20	M2, 1 spell ea. from 15 colleges
38	Remove Enchantment	Enchantment	Enchantment	varies	Perm.	100#	Enchant
52	Repair	Regular	Mk-Brk	1 sec./lb.	Perm.	3/10 lbs.	M2, Rejoin
52	Repair Arrow	Regular	Mk-Brk	4 sec./arrow	Perm.	2 per arrow	Rejoin
22	Reptile Control	Reg./R-IQ	Animal	1 sec.	1 min.	4/2	Beast-Soother
51	Reshape	Regular	Mk-Brk	10 sec.	1 min.	6/3	M, Weaken, Shape Earth or Shape Plant
33	Resist Cold	Regular	Fire	1 sec.	1 min.	2/hex#	Create Fire, Heat
33	Resist Fire	Regular	Fire	1 sec.	1 min.	2/hex#	Extinguish Fire, Cold
25	Resist Pain	Regular	Body	1 sec.	1 min.	4/2	M2, Pain
45	Restoration*	Regular	Healing	1 min/#	Perm.	15#	Major Healing
51	Restore	Regular	Mk-Brk	3 sec.	10 min.	2 per hex/h	Weaken or Simple Illusion
54	Restore Mana*	Area	Metaspell	1 hr.	Perm.	10	Dispel Magic, 1 spell ea. from 10 colleges
45	Resurrection*	Regular	Heal./Necro.	2 hrs.	Perm.	300#	Instant Regeneration, Summon Spirit
68	Reverse Missiles	Regular	Protection	1 sec.	1 min.	7/3	Missile Shield or Force Dome
22	Rider	Regular	Animal	1 sec.	5 min.	2/1	1 Control spell#
22	Rider Within	Regular	Animal	3 sec.	1 min.	4/1	2 Animal Control spells#
25	Rooted Feet	Reg./R-ST	Body	1 sec.	1 min. #	3	Hinder
25	Roundabout	Reg./R-HT	Body	1 sec.	Instant	3	Tanglefoot
51	Ruin	Regular	Mk-Brk	5 sec./lb.	1 min. #	2 per lb./s	M, Weaken, Decay
28	Sand Jet	Regular	Earth	1 sec.	1 sec.	1 to 3/s	Create Earth, Shape Earth
70	Scribe	Regular	Sound	1 sec.	1 min.	3/1	Voices, Literacy, Air-Golem
38	Scroll	Enchantment	Enchantment	days=cost	varies#	Special	M, Literacy advantage
52	Scryguard	Regular	Metaspell	5 sec.	10 hrs.	3/1#	M
53	Scrywall	Area	Metaspell	sec.=cost	10 hrs.	3/2	Scryguard
50	See Invisible	Regular	Li-Dk	1 sec.	1 min.	4/2	Invisibility or Dark Vision and Infravision
48	See Secrets	Regular	Knowledge	5 sec.	1 min.	5/2	Seeker, Aura
28	Seek Earth	Information	Earth	10 sec.	Instant	3	none
42	Seek Food	Information	Food	1 sec.	Instant	2	none
66	Seek Plant	Information	Plant	1 sec.	Instant	2	none
35	Seek Water	Information	Water	1 sec.	Instant	2	none
47	Seeker	Information	Knowledge	1 sec.	Instant	3#	M, IQ 12+, 2 Seek spells
67	Sense Danger	Information	Protection	1 sec.	Instant	3	Sense Foes or Danger Sense advantage
25	Sense Emotion	Regular	Comm.	1 sec.	Instant	2	Sense Foes
25	Sense Foes	Inform./Area	Comm.	1 sec.	Instant	1 (min. 2)#	none
25	Sense Life	Inform./Area	Comm.	1 sec.	Instant	½ (min. 1)#	none
63	Sense Spirit	Inform./Area	Necro.	1 sec.	Instant	½	Death Vision or Sense Life and M
30	Shape Air	Regular	Air	1 sec.	1 min.	1 to 10#	Create Air
50	Shape Darkness	Area	Li-Dk	1 sec.	1 min.	2/2#	Darkness
28	Shape Earth	Regular	Earth	1 sec.	1 min.	2/hex/1/hex	Seek Earth
33	Shape Fire	Area	Fire	1 sec.	1 min.	2/1	Ignite Fire
66	Shape Plant	Regular	Plant	10 sec.	1 min.	3/1#	Identify Plant
28	Shape Stone	Regular	Earth	1 sec.	1 min.	4/hex/ 2/hex#	Shape Earth, 3 other Earth spells
35	Shape Water	Regular	Water	2 sec.	1 min.	1/1#	Create Water
22	Shapeshifting*	Special	Animal	3 sec.	1 hour	6/2	M, 6 other spells
23	Shapeshift Others*	Special/R-IQ	Animal	30 sec.	1 hour	6/2	M2, Shapeshifting for that form
44	Share Strength	Regular	Healing	1 sec.	Special	varies#	Lend ST

Page	Spell Name	Class	College	Time to cast	Duration	Energy	Prerequisites
52	Sharpen	Regular	Mk-Brk	4 sec.	1 min.	Special	Repair
51	Shatter*	Regular	Mk-Brk	1 sec.	Instant	1 to 3#	M, Weaken
52	Shatterproof	Regular	Mk-Brk	1 sec.	1 hr.	3/3	Repair, Shatter
67	Shield	Regular	Protection	1 sec.	1 min.	varies#	M2
57	Sickness	Reg./R-HT	Mind/Body	4 sec.	1 min.	3/3	Drunkennness or Pestilence
69	Silence	Area	Sound	1 sec.	1 min.	2/1	Sound
45	Simple Illusion	Area	Illusion	1 sec.	1 min.	1/h	not blind, IQ 11+
64	Skull-Spirit	Regular	Necro.	1 sec.	24 hrs.	20	4 other Necromantic spells
57	Sleep	Reg./R-HT	Mind	3 sec.	Instant	4	Daze
60	Slow Fall	Regular	Movement	1 sec.	1 min.	1 per 50 lbs./h	Apportation
37	Snow	Area	Water	1 sec.	1 hr.	1/15#	Clouds, Frost
37	Snow Shoes	Regular	Water	2 sec.	1 min.	2/1	Shape Water
64	Soul Jar*	Regular	Necro.	1 min.	Perm.	8	M, 6 Necro. spells inc. Steal HT
26	Soul Rider	Reg./R-IQ	Comm.	3 sec.	1 min.	5/2	Mind-Reading
69	Sound	Regular	Sound	1 sec.	varies#	varies#	none
69	Sound Jet	Regular	Sound	1 sec.	1 sec.	1 to 4#/s	Great Voice
70	Sound Vision	Regular	Sound	1 sec.	1 min.	5/2	Acute Hearing
23	Spasm	Reg./R-HT	Body	1 sec.	A moment	2	Itch
53	Spell Shield	Area	Metaspell	1 sec.	1 min.	3/2	M2, Scryguard, Magic Resistance
38	Speed	Enchantment	Enchantment	—	Perm.	500#	Haste
41	Staff	Enchantment	Enchantment	—	Perm.	30	Enchant
64	Steal Health	Regular	Necro.	1 min./3 HT-#	Perm.	none#	Steal Strength
64	Steal Strength	Regular	Necro.	1 min./3 ST-#	Perm.	none#	Minor Healing
65	Steal Youth*	Reg./R-HT	Necro.	1 hr.	Perm.	10 to 30	Youth, Age, Steal Health
32	Stench	Area	Air	1 sec.	5 min.	1#	Purify Air
44	Sterilize	Area	Healing	varies#	Instant	3/hex#	Decay or Insect Control
51	Stiffen	Reg./R-Spec.	Mk-Brk	2 sec./lb.	10 min.	1 per lb./h#	Rejoin
29	Stone Missile	Missile	Earth	1/energy pt.	Instant	1 to 3#	Create Earth
28	Stone to Earth	Regular	Earth	1 sec.	Perm.	10/hex#	Earth to Stone or any 4 Earth spells
29	Stone to Flesh	Regular	Earth	5 sec.	Perm.	10/hex#	M2, Stone to Earth, Flesh to Stone
24	Strike Blind	Reg./R-HT	Body	1 sec.	10 sec.	4/2	2 Light spells, Spasm
24	Strike Deaf	Reg./R-HT	Body	1 sec.	10 sec.	3/1	2 Sound spells, Spasm
24	Strike Dumb	Reg./R-HT	Body	1 sec.	10 sec.	3/1	Spasm
23	Stun	Reg./R-HT	Body	1 sec.	Instant	2	Pain
59	Suggestion	Reg./R-IQ	Mind	10 sec.	10 min.	4/3	Emotion Control, Forgetfulness
65	Summon Demon	Special	Necro.	5 min.	1 hr.#	20	M, 1 spell ea. from 10 colleges
30	Summon Elemental	Special	4 Diff.	30 sec.	1 hr.#	4	M, #
63	Summon Shade*	Inform./R-IQ	Necro.	10 min.#	1 min.	50/20	Summon Spirit
63	Summon Spirit	Inform./R-IQ	Necro.	5 min.	1 min.	20/10#	Death Vision, M2
38	Suspend Enchantment	Enchantment	Enchantment	1 sec.	1 hr.	25#	Enchant
44	Suspended Animation	Reg./R-HT	Healing	30 sec.	Indef.#	6	Sleep, 4 Healing spells
62	Swim	Regular	Water/Move	3 sec.	1 min.	6/3	Shape Water, Levitation
66	Tangle Growth	Area	Plant	2 sec.	1 min.	1 or 2#/h	Plant Growth
25	Tanglefoot	Reg./R-DX	Body	1 sec.	Instant	2	Clumsiness
26	Telepathy*	Regular	Comm.	4 sec.	1 min.	4/4#	Mind-Sending
62	Teleport*	Special	Movement	1 sec.	Instant	varies#	Hawk Flight or IQ 15+ #
62	Teleport Other*	Reg./R-IQ + 1	Movement	1 sec.	Instant	varies#	M3, Teleport
68	Teleport Shield	Area	Protection	10 sec.	1 hr.	1/3#/s	Watchdog, either Spell Shield or Teleport
47	Tell Time	Information	Knowledge	1 sec.	Instant	1	none
56	Terror	Area/R-IQ	Mind	1 sec.	Instant	4	Fear
42	Test Food	Information	Food	1 sec.	Instant	1 to 3#	none
69	Thunderclap	Regular	Sound	1 sec.	Instant	2	Sound
24	Total Paralysis	Reg./R-HT	Body	1 sec.	1 min.	5#	Paralyze Limb
47	Trace	Regular	Knowledge	1 min.	1 hr.#	3/1	Seeker
25	Truthsayer	Inform./R-IQ	Comm.	1 sec.	Instant	2	Sense Emotion
64	Turn Zombie	Area	Necro.	2 sec.	1 day	2#	Zombie#
36	Umbrella	Regular	Water	2 sec.	10 min.	1/1	Shape Water or Shield
61	Undo	Reg./R-Spec.	Movement	1 sec.	Instant	3 or 6#	Locksmith
69	Utter Dome	Area	Protection	1 sec.	1 min.	6/4	M2, Force Dome, Spell Shield
24	Vigor	Regular	Body	1 sec.	1 min.	2 per HT + /s#	Lend Health
69	Voices	Regular	Sound	1 sec.	1 min.	3/2	Sound
29	Volcano	Regular	Earth	1 hr.#	1 day	15/10	Earthquake, 6 Fire spells
31	Walk on Air	Regular	Air	1 sec.	1 min.	3/2	Shape Air
35	Walk on Water	Regular	Water	4 sec.	1 min.	3/2	Shape Water
28	Walk Through Earth	Regular	Earth	1 sec.	1 sec.	4/3#	Shape Stone
69	Wall of Silence	Area	Sound	1 sec.	1 min.	2/1	Silence
61	Wallwalker	Regular	Movement	1 sec.	1 min.	1 per 50 lbs./h#	Apportation
67	Watchdog	Area	Protection	10 sec.	10 hrs.	1/1	Sense Danger
53	Ward	Block/R-spell	Metaspell	none	Instant	2 or 3#	M
36	Water Jet	Regular	Water	1 sec.	1 sec.	1 to 3#	Shape Water
43	Water to Wine	Regular	Food	10 sec.	Perm.	4 per gal.#	Purify Water, Ferment
36	Water Vision	Information	Water	1 sec.	30 sec.	1/1#	Shape Water
51	Weaken	Regular	Mk-Brk	5 sec.	Perm.	2	Find Weakness
68	Weather Dome	Area	Protection	1 sec.	10 hrs.	3/2	2 spells ea. from 4 elements
32	Whirlwind	Area	Air	Instant#	1 min.#	4/2	Windstorm
32	Windstorm	Area	Air	Instant#	1 min.#	2/1	Shape Air
63	Winged Knife	Missile	Movement	1 sec.	Instant	1 per lb.#	Poltergeist
59	Wisdom	Regular	Mind	1 sec.	1 min.	varies#	6 other Mind Control spells
39	Wish*	Enchantment	Enchantment	—	—	250	M2, Lesser Wish, 1 spell ea. from 15 colleges
24	Wither Limb	Reg./R-HT	Body	1 sec.	Perm.	5	M2, Paralyze Limb
66	Wither Plant	Area/R-HT	Plant	10 sec.	Perm.	2	Plant Growth
70	Wizard Ear	Regular	Sound	2 sec.	1 min.	4/3	Apportation, Far-Hearing, Sound Vision
48	Wizard Eye	Regular	Knowledge	2 sec.	1 min.	4/2	M Apportation, Keen Eyes
45	Youth*	Regular	Healing	1 sec.	Special	100#	M3, Halt Aging
64	Zombie	Regular	Necro.	1 min.	Perm.	8#	Summon Spirit, Lend Health

GM'S REFERENCE SHEET

Long-Distance Modifiers

Use these skill modifiers for "Seek" spells, and for other specified spells which work over a long distance.

Less than 100 yards: 0

Up to a half-mile: -1

Up to a mile: -2

Up to 3 miles: -3

Up to 10 miles: -4

Up to 50 miles: -5

Up to 100 miles: -6

Up to 300 miles: -7

Up to 1,000 miles: -8

Another -1 for each additional 1,000 miles.

Also, subtract 1 from effective skill for each "known" item you choose to ignore in your search. For instance, you would need to ignore the water in your canteen when you cast Seek Water in the desert!



Ranged Attack Modifiers

Missile spell attacks are treated as "ranged weapons" (pp. B100, B114-119) for all purposes. Range stats for these spells are:

Curse Missile: SS 13, Acc +2, ½D 30, Max 80.

Explosive Fireball: SS 13, Acc +1, ½D 25, Max 50.

Fireball: SS 13, Acc +1, ½D 25, Max 50.

Ice Dagger: SS 13, Acc +3, ½D 30, Max 60.

Ice Sphere: SS 13, Acc +2, ½D 40, Max 80.

Lightning: SS 13, Acc +3, ½D 50, Max 100.

Poltergeist: SS 13, Acc +1, ½D 20, Max 60.

Stone Missile: SS 13, Acc +2, ½D 40, Max 80.

Winged Knife: SS 13, Acc +1, ½D 20, Max 40.

Casting Spells

In order to cast a spell, you must *know* that spell, or possess an item that lets you use the spell (see p. M18/B153). Then you must spend one or more turns in *concentration*. At the beginning of the turn *after* your last turn of concentration, you must make your skill roll for that spell. You may then do something else on that turn (use a weapon, start concentrating again, etc.).

Casting a spell works just like any other use of a skill. The caster rolls 3d and compares the result with his "skill level." If his roll is less than or equal to his skill level, the spell works. If his roll is greater than his skill, the spell fails.

Various modifiers will add to or subtract from the caster's basic skill with the spell. The modifiers depend on the *class* of spell — see p. M10/B149.

A successful roll means the spell was cast, and the spell's energy cost is marked off your ST (as fatigue) or your HT (as injury).

A critical success (a 3 or 4; a 5 if your effective skill was 15+; a 6 if your effective skill was 16+) means the spell worked especially well. The *nature* of this great success is left to the GM, who should be both generous and creative. There is *never* an energy cost if you get a critical success when you cast a spell.

A failed roll means the spell was not cast. If a successful use of the spell would have cost energy, the caster loses one energy point. If the spell would not have required energy, the caster loses nothing.

A critical miss (any roll of 18; a 17 if your skill is under 16; or any roll 10 over your effective skill) means that the energy cost of the spell was spent, but the spell failed *badly*. A table of "backfire" results is provided below. However, the GM may improvise *any* "backfire" that he finds appropriate and amusing, as long as he does not actually *kill* the caster.

Critical Spell Failure Table

Roll 3d. The GM does not *have* to use this table; he is free to improvise (appropriate to the spell and situation). If a result on this table is inappropriate, or if it happens to be the result that the caster actually *intended*, roll again.

- 3 — Spell fails entirely; caster takes 1 die of damage.
- 4 — Spell is cast on spellcaster.
- 5 — Spell is cast on one of the caster's companions (roll randomly).
- 6 — Spell is cast on a nearby foe — roll randomly.
- 7 — Spell produces only a whining noise and an awful odor of brimstone.
- 8 — Spell goes at someone or something other than its intended target — friend, foe, or random item. Roll randomly, or GM makes an interesting choice.
- 9 — Spell fails entirely; caster takes 1 hit of damage.
- 10 — Spell fails entirely; caster is stunned (IQ roll to recover).
- 11 — Spell produces nothing but a loud noise and a flash of colored light.
- 12 — Spell produces a weak and useless shadow of its intended effect.
- 13 — Spell produces the reverse of the intended effect.
- 14 — Spell produces the reverse of the intended effect, on the wrong target (roll randomly).
- 15 — Nothing happens except caster temporarily forgets spell — make an IQ roll after a week, and again each following week, until he remembers. Caster can study spell during this time, but it is a waste of his time.
- 16 — Spell seems to work, but it is only a useless illusion.
- 17 — Spell fails entirely; caster's right arm is crippled — 1 week to recover.
- 18 — Spell fails entirely. A demon (see p. 103/B154) appears and attacks the caster. This will not happen if, *in the GM's opinion*, the caster and spell were both lily-white, pure good in intent. Instead, roll again.

FANTASY CAMPAIGN PLAN

GM: _____ Date: _____

Campaign name: _____ Campaign's starting year: _____ Rate game time passes: _____

Campaign type: _____

Known nonhuman races: _____

Campaign's base city or town: _____ (Suggestion: give players a map of the area.)

Campaign Political Background:

Name and type of state: _____ Can weapons be carried in public? _____

Brief description of the state and its neighbors: _____

General historical background for area: _____

Brief description of the political/economic situation: _____

What organizations are important? _____

Campaign's Tech Level: _____ Differences from this TL as described in *GURPS Basic Set*: _____

Magic rules:

General mana level: _____ Are there areas of other mana levels? How large and how common are they? _____

Are there "aspected mana" areas? _____

Are there other areas of special magic? _____

Are any optional magic rules in use? _____

How common are magic and mages? _____ Unusual Background cost? _____

Are magic-users well distributed? If not, where are they most likely to be found? _____

What legal and social restrictions are there on magic? On alchemy? _____

Is there a specific guild-type structure for magic users? _____

How common are magical items? _____

Does quick-and-dirty enchantment exist in this world? _____

Are there active deities or Higher Powers? _____

Is there any special clerical magic? _____

What spells from the Spell List are unknown in this campaign? _____

Are there any "common knowledge" spells to be added to the list? _____

Are there any "common knowledge" potions to be added to the list? _____

Are teleportation and telepathy common enough to affect communication? _____

How common is healing magic? Who benefits from it? _____

What magical or fantastic creatures are common? _____

Is magic used in applications that replace some technology? How? _____

Player Character Information:

PC races allowed: _____

(GM should provide racial description for any new races allowed as PCs.)

Base wealth for PCs: _____ Starting social levels allowed for PCs: _____

Is literacy assumed? _____ Starting point value allowed for PCs: _____

Language(s) the PCs will need: _____

General level of education: _____

Especially useful/useless character types: _____

Especially appropriate/inappropriate professions: _____

Advantages and skills that will be especially useful in this campaign: _____

Advantages and skills that will be worthless in this campaign: _____

Disadvantages that will be discouraged, either because they are fatal or because they won't really be disadvantages: _____

Appropriate Patrons (and base value): _____

Appropriate Enemies (and base value): _____

Special Disciplines Available in this Campaign:

High technology? (How powerful? How common?) _____

Psionics? (How powerful? How common?) _____

Rules variants: New skills, advantages, disadvantages (summarize): _____

Rules variants: Changes in combat rules (summarize): _____

The GM should also provide the players with details on "house rules" for character creation, new NPC races, and so on.

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