



**ROLEMASTER**<sup>TM</sup>  
THE STANDARD SYSTEM

Play Aid

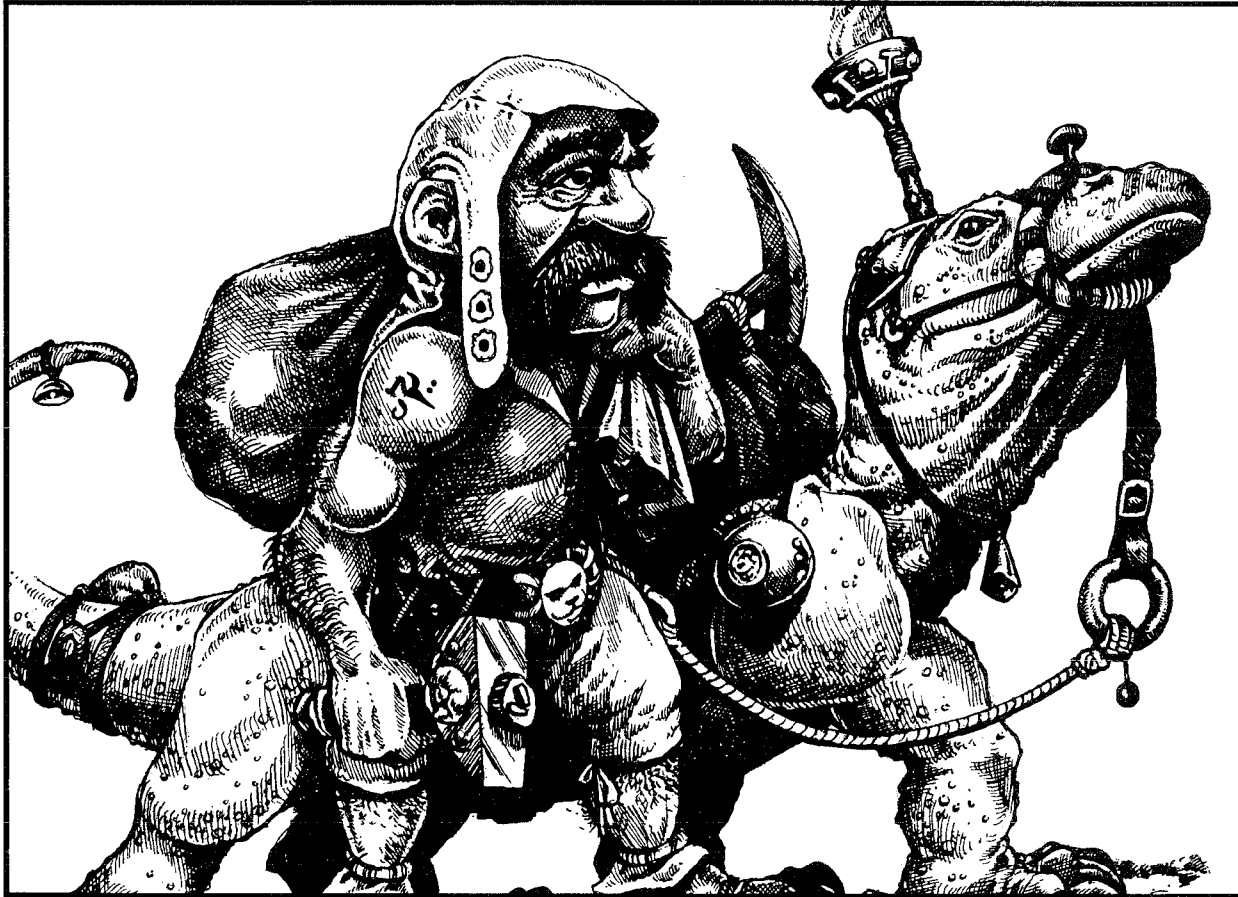
# ROLEMASTER<sup>TM</sup>

## PLAYER GUIDE

A quick guide for all players of Rolemaster.<sup>TM</sup>  
Fully usable with either the Rolemaster Standard  
System<sup>TM</sup> or Rolemaster: The Basics.<sup>TM</sup>



# ROLEMASTER PLAYER GUIDE™



**Designer:**  
John W. Curtis III

**Editor:** Coleman Charlton

**Interior Illustration:**

Glen Michael Angus, Storn Cook, Dan Cruger,  
Daniel Gelon, K.C. Lancaster, Arnie Swekel.

**Cover Illustration:** Angus McBride

**Project Specific Contributions:**

*Art Direction:* Jessica Ney-Grimm;  
*Pagemaking:* John Curtis, Michael Reynolds, Wendy Frazer,  
Ed Mawyer;  
*Paste-Up:* John Curtis, Wendy Frazer;  
*Cover Graphics:* Nick Morawitz;  
*Proofreading:* Michael Reynolds, Wendy Frazer;  
*Editorial Contributions:* Coleman Charlton, John Curtis.

**ICE STAFF:**

*Sales Manager:* Deane Begiebing;  
*Managing Editor:* Coleman Charlton;  
*President:* Peter Fenlon;  
*CEO:* Bruce Neidlinger;  
*Sales, Customer Service, & Operations Staff:* Dave Platnick,  
Olivia Johnston;  
*Print Buyer:* Kurt Fischer;  
*Editing, Development, & Production Staff:* John Curtis, Don Dennis,  
Bruce Harlick, Nick Morawitz, Jessica Ney-Grimm,  
Michael Reynolds, Monica L. Wilson;  
*Shipping Staff:* Dave Morris, Daniel Williams.

Copyright 1995 by Iron Crown Enterprises, Inc. ... All rights reserved. ... No reproductions without authors' permission.  
Produced and distributed by IRON CROWN ENTERPRISES, Inc., P.O. Box 1605, Charlottesville, VA 22902  
First U.S. Edition, First Printing 1995

Stock #5503  
ISBN 1-55806-240-8

# TABLE OF CONTENTS

|   |          |  |           |
|---|----------|--|-----------|
| Welcome to the Player Guide .....         | 3        | Cleric, Dwarf .....                      | 36        |
| Dice Rolling .....                        | 3        | Stats and Other Information .....        | 36        |
| Open-Ended Rolls .....                    | 3        | Special Information .....                | 37        |
| <b>Part I: Playing Rolemaster .....</b>   | <b>4</b> | Skills .....                             | 38        |
| 1.0 Performing Actions .....              | 4        | Special Items .....                      | 38        |
| 2.0 Movement .....                        | 5        | Cleric, Human .....                      | 40        |
| 3.0 Attacks .....                         | 5        | Stats and Other Information .....        | 40        |
| 3.1 Melee Attacks .....                   | 5        | Special Information .....                | 41        |
| 3.2 Missile Attacks .....                 | 5        | Skills .....                             | 42        |
| 3.3 Basic Spell Attacks .....             | 5        | Special Items .....                      | 42        |
| 3.4 Directed Spell Attacks .....          | 6        | Dabbler, Elf .....                       | 44        |
| 3.5 Area Spell Attacks .....              | 6        | Stats and Other Information .....        | 44        |
| 3.6 Defense and Parrying .....            | 6        | Special Information .....                | 45        |
| 4.0 Static Maneuvers .....                | 6        | Skills .....                             | 46        |
| 5.0 Moving Maneuvers .....                | 6        | Special Items .....                      | 46        |
| 6.0 Spells .....                          | 6        | Ranger, Elf .....                        | 48        |
| 7.0 Healing and Recovery .....            | 6        | Stats and Other Information .....        | 48        |
| <b>Part II: Character Templates .....</b> | <b>7</b> | Special Information .....                | 49        |
| Fighter, Human .....                      | 8        | Skills .....                             | 50        |
| Stats and Other Information .....         | 8        | Special Items .....                      | 50        |
| Special Information .....                 | 9        | <b>Part III: Tables and Charts .....</b> | <b>52</b> |
| Skills .....                              | 10       | General Static Maneuver Table .....      | 52        |
| Special Items .....                       | 10       | Weapon Tables .....                      | 53        |
| Fighter, Dwarf .....                      | 12       | Dagger Attack Table .....                | 53        |
| Stats and Other Information .....         | 12       | Mace Attack Table .....                  | 54        |
| Special Information .....                 | 13       | Polearm Attack Table .....               | 55        |
| Skills .....                              | 14       | Quarterstaff Attack Table .....          | 56        |
| Special Items .....                       | 14       | Short Bow Attack Table .....             | 57        |
| Thief, Halfling .....                     | 16       | Short Sword Attack Table .....           | 58        |
| Stats and Other Information .....         | 16       | Krush Critical Strike Table .....        | 59        |
| Special Information .....                 | 17       | Puncture Critical Strike Table .....     | 60        |
| Skills .....                              | 18       | Slash Critical Strike Table .....        | 61        |
| Special Items .....                       | 18       | Weapon Fumble Table .....                | 62        |
| Thief, Dwarf .....                        | 20       | Spell Tables .....                       | 63        |
| Stats and Other Information .....         | 20       | Basic Spell Attack Table .....           | 63        |
| Special Information .....                 | 21       | Fireball Attack Table .....              | 64        |
| Skills .....                              | 22       | Firebolt Attack Table .....              | 65        |
| Special Items .....                       | 22       | Elemental Attack Modifications .....     | 66        |
| Rogue, Human .....                        | 24       | Resistance Roll Table .....              | 66        |
| Stats and Other Information .....         | 24       | Cold Critical Strike Table .....         | 67        |
| Special Information .....                 | 25       | Electricity Critical Strike Table .....  | 68        |
| Skills .....                              | 26       | Heat Critical Strike Table .....         | 69        |
| Special Items .....                       | 26       | Spell Failure Table .....                | 70        |
| Magician, Elf .....                       | 28       | Moving Maneuver Table .....              | 71        |
| Stats and Other Information .....         | 28       | Spell Lists .....                        | 72        |
| Special Information .....                 | 29       | Open Channeling .....                    | 72        |
| Skills .....                              | 30       | Closed Channeling .....                  | 74        |
| Special Items .....                       | 31       | Open Essence .....                       | 76        |
| Magician, Human .....                     | 32       | Closed Essence .....                     | 78        |
| Stats and Other Information .....         | 32       |  |           |
| Special Information .....                 | 33       |  |           |
| Skills .....                              | 34       |  |           |
| Special Items .....                       | 34       |  |           |

# WELCOME TO THE PLAYER GUIDE

This book provides everything a player will normally need to play *Rolemaster*.

- Part I contains a brief summary of all of the rules needed to play the game.
- Part II contains eleven fully developed characters for the player to select from.
- Part III contains various tables and charts that might be needed during play.

**Note:** It is presumed that the player has a Gamemaster who owns either the *Rolemaster Standard System* or *Rolemaster: The Basics*. This book does not contain all of the information that a Gamemaster will need to run *Rolemaster*!

## DICE ROLLING

To play *Rolemaster*, you will need two different colored ten-sided dice (a ten-sided die is referred to as a d10). Sometimes, you will roll them and add them together, but mostly you will roll them and read them as result between 1 and 100 (a percentage result; often referred to as a d100). To read the dice as a percentage result, you must designate one of the two dice as the “tens” die (with the other being the “ones” die). After rolling the dice, read them (“tens” first) as a two-digit number (with two zeroes read as 100).

## OPEN-ENDED ROLLS

There is a special kind of percentage die roll used in *Rolemaster*: the open-ended roll. Most dice rolls used to resolve actions (though not all) are open-ended.

When a dice roll is open-ended, if the result of the dice roll is 96 or higher, record the result (or remember it) and roll again, adding it to the previous result. If the second roll is also 96 or higher, record the total result (or remember it) and roll again, adding it to the previous result. Continue this process until the roll is not 96 or higher. The net result is treated as the “roll” for the action (though many rolls were actually made). This process is sometimes called “open-ended high.”

However, the converse is also true. If the roll is 05 or less, record the result (or remember it) and roll again, subtracting the second roll from the first. If the second roll is 96 or higher, record the total result (or remember it) and roll again, subtracting it from the previous result. Continue this process until the roll is not 96 or higher. The net result is treated as the “roll” for the action (though many rolls were actually made). This process is sometimes called “open-ended low.”

**Note:** Once a roll is open-ended high, a roll of 05 or less does not start it back down.





# PART I PLAYING ROLEMASTER

## 1.0 PERFORMING ACTIONS

The section below describes how conflicting actions are resolved. Remember that there are many times that actions do not conflict. When this happens, the GM may ask you to simply resolve a maneuver (ignoring the sequence presented below).

**Note:** *In all situations, a round is equal to 10 seconds of game time (that is, time passing in the game; not real time). All other measures are given in standard English terms (e.g., feet, yards, minutes, hours, etc.).*

### COMMON ACTIONS CHART

| Action  | % of Total Activity |
|---|---------------------|
| Moving as a Snap Action .....                             | 1-20%               |
| Moving as a Normal Action .....                           | 1-50%               |
| Moving as a Deliberate Action .....                       | 1-80%               |
| Preparing a spell (see Section 6) .....                   | 90%                 |
| Casting a non-instantaneous spell‡ .....                  | 75%                 |
| Casting an instantaneous spell‡ .....                     | 10%                 |
| Concentration (e.g., maintain spell, etc.) .....          | 50%                 |
| Disengaging from melee (move up to 10') .....             | 25%                 |
| Making a moving maneuver (see Section 5) .....            | varies              |
| Making a static maneuver (see Section 4)† .....           | varies              |
| Making a full melee attack (see Section 3)* .....         | 60-100%             |
| Making a missile attack (see Section 3)* .....            | 30-60%              |
| Parrying a missile attack (see Section 3) .....           | 50%                 |
| Loading/reloading a sling .....                           | 50%                 |
| Loading/reloading a short bow .....                       | 50%                 |
| Loading/reloading a composite bow .....                   | 60%                 |
| Loading/reloading a long bow .....                        | 70%                 |
| Loading/reloading a light crossbow§ .....                 | 160%                |
| Loading/reloading a heavy crossbow§ .....                 | 220%                |
| Shifting a weapon to the other hand .....                 | 10%                 |
| Drawing a weapon .....                                    | 20%                 |
| Changing weapons .....                                    | 50%                 |
| Making an Awareness static maneuver (see Section 4) ..... | 10%                 |

\* — If less than the maximum % activity is used, the attack has a -1 modification for every 1% less than the maximum used.

† — Normally, a static maneuver takes 100% activity. This can be reduced up to 50% by taking a -1 penalty for every 1% reduced.

‡ — A character can only cast one spell per round.

§ — An action that takes more than 100% activity takes 100% for one round with the remainder spent during the following round.

## TACTICAL ACTION SEQUENCE

Many times, actions will be resolved and sequenced in a round by round basis. There is generally a high probability of conflict between characters (or at least having conflicting actions). Any action performed under stress should probably be resolved using the standard tactical action sequence presented here. For example, a thief trying to pick the lock on the door while a large ogre is coming down the hall, or a city guard trying to observe the spy hiding in the shadows. Of course, if two combatants are beating each other with sharp pointy things, they should use the sequence here.

### ACTIONS

There are three types of actions: a snap action (resolved earlier with a -20 modification), a normal action (resolved normally), or a deliberate action (resolved later with a +10 modification). A character can perform up to one of each type of action.

### PERCENTAGE ACTIVITY

However, the limiting factor is percentage activity. A character can never perform more than 100% activity in a round. Thus, if one action requires 100% activity, he will only get to perform one action that round.

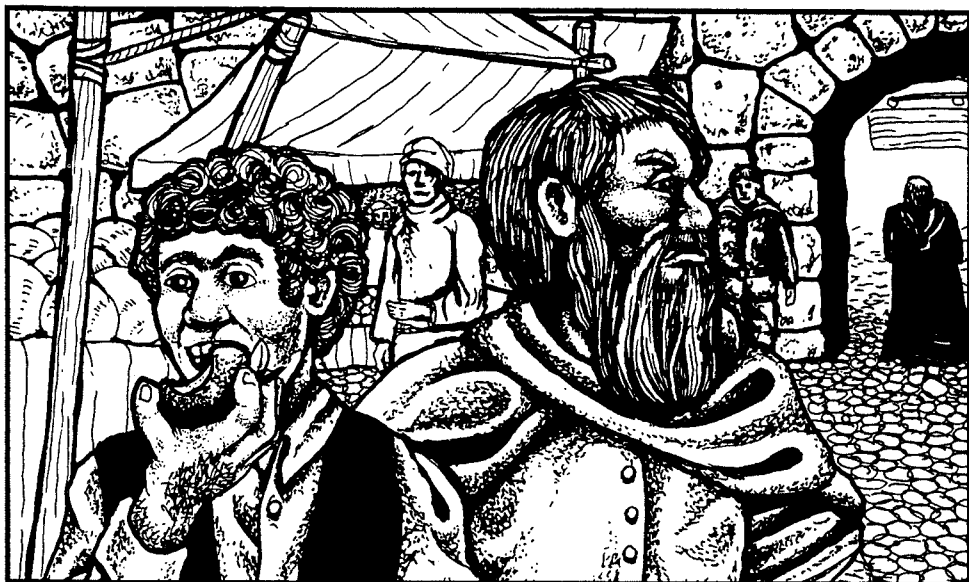
The percentage activity required for most common actions is shown in the table to the left.

### SEQUENCING ACTIONS

When actions are likely to conflict, there is a procedure for resolving the conflicts. Follow the steps below.

- 1) Action Declaration — Declare all actions (snap actions, normal actions, and deliberate actions).
- 2) Initiative Determination — Each combatant must make an initiative roll (2d10 + Qu Bonus).
- 3) Snap Action Phase — Resolve all snap actions (movement actions are limited to 20% of normal move).
- 4) Normal Action Phase — Resolve all normal actions (movement actions are limited to 50% of normal move).
- 5) Deliberate Action Phase — Resolve all deliberate actions (movement actions are limited to 80% of normal move).

Within any given phase (Snap Action Phase, etc.), actions are sequenced based upon the character's initiative roll (made during step two).



## 2.0 MOVEMENT

Every character has a normal move rate. This is an indicator of how far you can travel in one round of movement.

### MOVEMENT RATES

Your move rate is directly related to how tall you are (your stride), how quick you are (your Quickness stat bonus), and how much weight you are carrying (the GM will provide guidance when you are overloaded with equipment).

On each character template (see Part II), the base move rate is shown. This move rate includes everything except penalties for carrying weight. As long as the you are carrying no more equipment than is listed on the character sheet, your load will not be heavy enough to incur penalties.

### PACE

Whenever you perform a movement action, you must decide at what pace you want to move. There are six paces to choose from:

#### PACE CHART

|                       |                            |
|-----------------------|----------------------------|
| Walk .....            | normal move rate           |
| Fast Walk/Jog .....   | 1.5 times normal move rate |
| Run .....             | 2 times normal move rate   |
| Sprint/Fast Run ..... | 3 times normal move rate   |
| Fast Sprint .....     | 4 times normal move rate   |
| Dash .....            | 5 times normal move rate   |

Each pace has an increasing difficulty (so moving at a Walk is much easier than moving at a Fast Sprint). The GM will inform you as to the difficulty of moving at a given pace (sometimes there is no maneuver roll required, but sometimes the GM will require you to make a maneuver roll). In addition, increasing your pace causes you to tire more quickly (the GM will inform you as you expend Exhaustion Points).

**Note:** The GM may prohibit you from travelling at certain paces if you are wearing armor that is extraordinarily heavy or if you are carrying a heavy load of gear.

## 3.0 ATTACKS

There are basically five types of attacks in *Rolemaster*: melee attacks, missile attacks, basic spell attacks, direct spell attacks, and area spell attacks. Each is resolved slightly differently.

### 3.1 MELEE ATTACKS

The basic mechanics of making a melee attack are to roll an open-ended roll and add your skill bonus for the attack (usually a weapon skill). This result will be modified by the Defensive Bonus (DB) of your target. The GM may apply other modifiers as well. The net result is indexed on a weapon attack table using the target's armor type (AT) to determine which column

to use. See pages 53, 54, 55, 56 and 58 for sample melee attack tables (dagger, mace, polearm, quarterstaff, and short sword).

The exception to the above procedure is if the first roll (for the attack) falls within the fumble range for the weapon (this is shown on the weapon attack table). If the roll falls within the fumble range, you immediately roll again on the Weapon Fumble Table (see page 62, this roll is not open-ended).

### 3.2 MISSILE ATTACKS

A missile attack (including a thrown weapon attack) is resolved as a melee attack, except there is a modifier based upon how far away the target is from you (ranges and modifiers are shown on the weapon attack table). See page 5 for a sample missile attack tables (thrown dagger and short bow).

### 3.3 BASIC SPELL ATTACKS

A basic spell attack is any attack that does not direct elemental forces at the target (i.e., the attack is not a directed attack or an elemental attack). To resolve a basic spell attack, simply make a percentage roll (not open-ended) and add the character's skill bonus for the spell list. The net result is indexed on the Basic Spell Attack Table (see page 63) with the realm of the spell and the target's armor determining the column to use. The result on the table is a Resistance Roll (RR) modifier for the target of the spell (simply inform the GM of the result and he will apply it to the target's RR).

The only exception to this procedure is if the dice roll falls within one of the "unmodified" ranges listed on the table (marked with a UM). If the dice roll matches one of the UM results on the table, you do not add in the character's skill in the list (you simply use the unmodified roll).

If the result is an "F," the spell has failed and you must roll on the most appropriate column of the Spell Failure Table (see page 70; the GM will inform you as to the most appropriate column). This roll is not open-ended.



### 3.4 DIRECTED SPELL ATTACKS

Directed spell attacks are typically some kind of "Bolt" spell (e.g., Fire Bolt, Water Bolt, etc.). The procedure used for a missile attack is used, except that the spell caster's Directed Spell skill bonus is used.

The only exception to this procedure is if the dice roll falls within one of the "unmodified" ranges listed on the table (marked with a UM). If the dice roll matches one of the UM results on the table, simply use the unmodified roll.



### 3.5 AREA SPELL ATTACKS

An area spell attack is similar to a directed spell attack, except that instead of affecting a single target, the spell affects all targets within an area (e.g., a *Fire Ball* spell). Follow the same procedure as a Directed Spell Attack is used except the caster does not add a skill bonus and the result applies to all targets in the area. Each target may subtract his DB separately. Finally, any target at the center point of the spell has a -20 applied to his DB.

### 3.6 DEFENSE AND PARRYING

Defense in *Rolemaster* takes two forms: Armor and Defensive Bonus. The type of armor you wear determines which column your attacker will use when attacking you. All types of armor are given an armor type (AT) that ranges from 1 (only simple clothes) to 20 (fully covered in metal plates).

The other aspect of defense is how quick a person is. All characters have a Defensive Bonus (DB) that is directly related to their Quickness stat bonus. Parrying is the act of using part of your offensive capability to provide yourself with some defensive capability. This is reflected in that fact that you can subtract any amount off of your attack skill (up to 100% of it) and add it to your DB. Shields are natural parrying items and provide a bonus to your DB as well (usually +20).

**Note:** To parry a missile attack, you must have a shield and you must declare that you are parrying the missile attack (as this takes 50% of your activity).

## 4.0 STATIC MANEUVERS

A static maneuver is a maneuver that does not require a significant amount of movement (e.g., picking a lock, tracking, perception, etc.). If you choose to perform a static action for the round, the Gamemaster will inform you as to the difficulty of the maneuver (in the form of a modifier to the maneuver). In addition, he will let you know if the action will take several rounds.

You may choose to cancel your action and attempt to do something else. If you choose to continue with the action, roll a d100 (open-ended) and add your most appropriate skill bonus (you should inform the GM as to what skill you are using) and apply any modifications the GM has assigned. Look up the result on the static maneuver table on page 52.

## 5.0 MOVING MANEUVERS

A moving maneuver is defined as an action whose most significant component is movement (e.g., climbing, swimming, riding, acrobatics, tumbling, etc.). Resolution of a moving maneuver is similar to a static maneuver, except for two things: 1) you add either an applicable skill bonus or triple your Agility stat bonus (the GM will decide), and 2) the result is determined on the Moving Maneuver Table (see page 71).

There is always a special modifier to moving maneuvers. This is your Moving Maneuver Penalty (MMP). A character's MMP is primarily a factor of how heavy your armor is (though the GM may decide to have extraordinarily heavy loads of equipment might affect the MMP).

## 6.0 CASTING SPELLS

If you have skill in spells, you can choose to cast a spell as an action. Spells are grouped into lists (see Part III for some of the lists). When you learn spells, you learn part of the list (the lower level spells first).

To cast spells, you must spend power points (all characters have a few power points). The number of power points needed to cast the spell is equal to the level of the spell. In addition, there are other restrictions on spell casting.

- 1) The spell cannot be higher level than you.
- 2) The spell cannot be cast as a snap action (unless the spell is marked with an asterisk, which indicates that it is an instantaneous spell).
- 3) You must have at least 75% of your normal power points.
- 4) You must spend at least 2 rounds preparing to cast the spell.
- 5) You are not wearing heavy gear.

If you do not meet all of the above requirements, the GM may decide to allow you to cast the spell anyway (but will require you to make a maneuver roll using your spell skill).

**Note:** Specific restrictions on spell casting are given on each character sheet.

## 7.0 HEALING AND RECOVERY

Most types of healing occur very slowly. Hits heal back at the rate indicated on your character sheet (either a certain number per hour of rest or a certain number per sleep cycle). Power Points are recovered in the same fashion. More serious wounds will generally take many days to heal (the GM will tell you how long it will take wounds to heal).

**Note:** A sleep cycle is consider 3-4 hours of uninterrupted sleep. If a sleep cycle is interrupted, use the "resting" recovery rate instead.

# PART II

## CHARACTER TEMPLATES

This section contains eleven characters that have been fully developed (for levels one through ten). Each character is presented on four pages. To use the information, simply select what level you are going to play (the GM may determine this for you), and use the appropriate column of the character sheet.

The first page contains the character's race and profession information. Also shown are the character's stats (with bonuses in parenthesis). The Other Information section contains other types of information used during play. The Normal Equipment section of the first page contains a list of this character's common equipment (available at all levels). The Special Notes section contains any special notes (or rules) needed for this character. Finally, there are two illustrations for each character (one male, one female).

The second page contains one of two things: either a special attack table or a collection of spell lists (usable only by this character).

Pages three and four contain a listing of all the skills that this character is trained in. With each level is shown the total bonus for the skill (with a "—" if the character is untrained in the skill) and the number of ranks the character has in the skill (shown in parenthesis after the bonus). If the character attempts to use a skill

that he is untrained in (or does not have listed on his sheet), you should use the "unskilled" bonus listed with the category. Note that a character cannot attempt any skill for which he has no category.

**Note #1:** *The GM will inform you when ranks are important to maneuver resolution (usually you will use the skill bonus).*

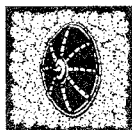
**Note #2:** *The GM may allow all characters to make unarmed attacks (e.g., boxing, wrestling, etc). If so, the GM will inform you as to the procedure for such attacks.*

Also included on the third page is a list of special items that the character may possess. The text with each item indicates the levels at which the character possesses the item. This text also describes the abilities of the item.

**Note:** *When you can cast spells, you will have spell lists shown on his skill sheet. You can cast spells from the list up to the rank that you have in the list (remember that the rank is shown in parentheses after the skill bonus). For example, if you have "Light Law +7(4)," this indicates that you can cast spells from the Light Law spell list up to fourth level.*







Name: \_\_\_\_\_  
Race: Human Profession: Fighter  
Height: 6'8" Weight: 264  
Hair: Blond Eyes: Blue  
Personality: \_\_\_\_\_  
Motivations/Alignment: \_\_\_\_\_

| Stat Bonuses    | Level  |        |        |        |        |        |        |        |        |        |
|-----------------|--------|--------|--------|--------|--------|--------|--------|--------|--------|--------|
|                 | 1st    | 2nd    | 3rd    | 4th    | 5th    | 6th    | 7th    | 8th    | 9th    | 10th   |
| Agility         | 58(+0) | 72(+1) | 81(+1) | 86(+3) | 86(+4) | 86(+4) | 86(+4) | 86(+4) | 86(+4) | 81(+3) |
| Constitution    | 90(+5) | 92(+6) | 96(+8) | 99(+9) | 99(+9) | 99(+9) | 99(+9) | 99(+9) | 99(+9) | 99(+9) |
| Memory          | 87(+4) | 90(+5) | 92(+6) | 92(+6) | 92(+6) | 92(+6) | 92(+6) | 92(+6) | 92(+6) | 92(+6) |
| Reasoning       | 61(+0) | 77(+2) | 80(+3) | 81(+3) | 80(+3) | 82(+3) | 83(+3) | 83(+3) | 83(+3) | 83(+3) |
| Self Discipline | 68(+2) | 77(+4) | 85(+6) | 82(+5) | 85(+6) | 85(+6) | 85(+6) | 85(+6) | 85(+6) | 85(+6) |
| Empathy         | 39(+0) | 49(+0) | 56(+0) | 65(+0) | 69(+0) | 70(+1) | 72(+1) | 68(+0) | 69(+0) | 73(+1) |
| Intuition       | 31(+0) | 48(+0) | 63(+0) | 66(+0) | 61(+0) | 65(+0) | 69(+0) | 69(+0) | 69(+0) | 69(+0) |
| Presence        | 55(+0) | 58(+0) | 62(+0) | 70(+1) | 73(+1) | 74(+1) | 74(+1) | 74(+1) | 74(+1) | 74(+1) |
| Quickness       | 80(+3) | 81(+3) | 83(+3) | 83(+3) | 83(+3) | 83(+3) | 83(+3) | 83(+3) | 83(+3) | 80(+3) |
| Strength        | 90(+7) | 91(+7) | 91(+7) | 91(+7) | 91(+7) | 91(+7) | 91(+7) | 91(+7) | 87(+6) | 90(+7) |

| Other Information | Level |     |     |     |     |     |     |     |     |      |
|-------------------|-------|-----|-----|-----|-----|-----|-----|-----|-----|------|
|                   | 1st   | 2nd | 3rd | 4th | 5th | 6th | 7th | 8th | 9th | 10th |
| Hits              | 50    | 60  | 72  | 79  | 86  | 92  | 96  | 104 | 108 | 108  |
| Power Points      | 0     | 0   | 0   | 0   | 0   | 1   | 1   | 0   | 0   | 1    |
| Exhaustion Pts.   | 55    | 58  | 64  | 67  | 67  | 67  | 67  | 67  | 67  | 67   |
| Armor Type        | 9     | 9   | 9   | 10  | 10  | 10  | 10  | 10  | 10  | 10   |
| MM Penalty        | -5    | -5  | -5  | -10 | -10 | -10 | -10 | -10 | -11 | -12  |
| Defensive Bonus   | +9    | +9  | +9  | +4  | +4  | +4  | +4  | +4  | +4  | +4   |
| Move Rate         | 64    | 64  | 64  | 59  | 59  | 59  | 59  | 59  | 59  | 59   |
| Channeling RR     | +0    | +0  | +0  | +0  | +0  | +3  | +3  | +0  | +0  | +3   |
| Essence RR        | +15   | +15 | +15 | +15 | +15 | +15 | +15 | +15 | +15 | +15  |
| Mentalism RR      | +0    | +0  | +0  | +3  | +3  | +3  | +3  | +3  | +3  | +3   |
| Chan/Ess RR       | +0    | +0  | +0  | +0  | +0  | +1  | +1  | +0  | +0  | +1   |
| Chan/Ment RR      | +0    | +0  | +0  | +1  | +1  | +1  | +1  | +1  | +1  | +1   |
| Ess/Ment RR       | +0    | +0  | +0  | +1  | +1  | +2  | +2  | +1  | +1  | +2   |
| Poison RR         | +15   | +18 | +24 | +27 | +27 | +27 | +27 | +27 | +27 | +27  |
| Disease RR        | +15   | +18 | +24 | +27 | +27 | +27 | +27 | +27 | +27 | +27  |
| Fear RR           | +6    | +12 | +18 | +15 | +18 | +18 | +18 | +18 | +18 | +18  |
| Hits/Hr Resting   | 3     | 3   | 4   | 5   | 5   | 5   | 5   | 5   | 5   | 5    |
| Hits/Sleep Cycle  | 10    | 12  | 16  | 18  | 18  | 18  | 18  | 18  | 18  | 18   |
| PPs/Hr Resting    | 0     | 0   | 0   | 0   | 0   | 1   | 1   | 0   | 0   | 1    |
| PPs/Sleep Cycle   | 0     | 0   | 0   | 0   | 0   | 1   | 1   | 0   | 0   | 1    |

#### Normal Equipment List

Rigid leather breastplate  
Arm and leg greaves  
Hard leather helm  
Weapon belt  
— Broadsword (with a sheath)  
— Handaxe (with a blade sheath)  
— Two daggers (each with a sheath)  
Composite Bow  
Quiver  
— 19 arrows  
Light Crossbow  
Bolt case  
— 12 crossbow bolts  
Sling  
Leather belt pouch  
— 18 metal pellets (used with the sling)  
Spear  
Polearm  
Lance  
Canvas backpack  
— 1 week of trail rations  
— 3 flagons of water  
— 17 iron caltrops  
— Handaxe  
— Metal sharpening tools  
— Leather repair kit  
— Three bowstrings  
Leather boots  
Two shirts  
Two pair of pants

#### Animal

Light Warhorse

#### Special Notes

+25 bonus to any attempts to evaluate a tactical situation. A lieutenant in city guard; has a network of contacts with the underworld.

Notes: The Composite Bow Attack Table is found on page 17. The Light Crossbow Attack Table is found on page 21. Resolve sling attacks as a thrown dagger attack with double range and crush criticals. The spear attacks as a polearm with a -5 modification. The lance attacks as a polearm with a +5 modification.



Length: 2 - 3 feet  
Weight: 4 - 6 pounds  
Fumble Range: 01 - 04 UM  
Breakage #: 1, 2, 3, 4, 5, 6, 7  
Strength: 65 - 75 w

Range Modifiers: 1' - 10': -15  
11' - 25': -30  
26' - 50': -45

# ATTACK TABLE 2.9 HANDAXE

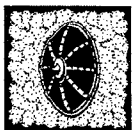
## ONE-HANDED EDGED

|     | 20   | 19   | 18   | 17   | 16   | 15   | 14   | 13   | 12   | 11   | 10   | 9    | 8    | 7    | 6    | 5    | 4    | 3    | 2    | 1    |     |
|-----|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|-----|
| 150 | 11EK | 13EK | 15EK | 17EK | 18EK | 18EK | 21EK | 21EK | 18EK | 20EK | 24EK | 24EK | 18ES | 18ES | 23ES | 26ES | 20ES | 23ES | 26ES | 26ES | 150 |
| 149 | 11EK | 13EK | 15EK | 17EK | 18EK | 18EK | 21EK | 21EK | 18ES | 20ES | 24ES | 24ES | 18ES | 18ES | 23ES | 26ES | 20ES | 23ES | 26ES | 26ES | 149 |
| 148 | 11EK | 13EK | 15EK | 17EK | 18EK | 18EK | 21EK | 21EK | 18EK | 20EK | 24EK | 24EK | 18ES | 18ES | 23ES | 26ES | 20ES | 23ES | 26ES | 26ES | 148 |
| 147 | 11EK | 13EK | 15EK | 17EK | 18EK | 18EK | 21EK | 21EK | 18ES | 20ES | 24ES | 24ES | 18ES | 18ES | 23ES | 26ES | 20ES | 23ES | 26ES | 26ES | 147 |
| 146 | 11DK | 13DK | 15EK | 17EK | 18EK | 18EK | 21EK | 21EK | 18EK | 20EK | 23EK | 23EK | 18ES | 18ES | 23ES | 26ES | 20ES | 22ES | 26ES | 27ES | 146 |
| 145 | 11DK | 13DK | 15EK | 17EK | 18EK | 18EK | 20EK | 20EK | 18ES | 19ES | 23ES | 23ES | 18ES | 18ES | 22ES | 26ES | 19ES | 22ES | 26ES | 27ES | 145 |
| 144 | 11DK | 13DK | 15DK | 17EK | 18EK | 18EK | 20EK | 20EK | 17EK | 19EK | 23EK | 23EK | 18ES | 18ES | 22ES | 26ES | 19ES | 22ES | 26ES | 27ES | 144 |
| 143 | 11DK | 13DK | 15DK | 16EK | 17EK | 17EK | 20EK | 20EK | 17ES | 19ES | 23ES | 23ES | 17ES | 17ES | 22ES | 26ES | 19ES | 22ES | 26ES | 26ES | 143 |
| 142 | 11CK | 13CK | 14DK | 16EK | 17DK | 17DK | 20DK | 20EK | 17EK | 19EK | 22EK | 22EK | 17ES | 17ES | 22ES | 24ES | 19ES | 21ES | 25ES | 26ES | 142 |
| 141 | 11CK | 13CK | 14DK | 16EK | 17DK | 17DK | 20DK | 20EK | 17ES | 18ES | 22ES | 22ES | 17ES | 17ES | 22ES | 24ES | 18ES | 21ES | 24ES | 26ES | 141 |
| 140 | 11CK | 12CK | 14DK | 16DK | 17DS | 17DK | 19DK | 19EK | 17DK | 18EK | 22EK | 22EK | 17DS | 17ES | 21ES | 24ES | 18EK | 21ES | 24ES | 26ES | 140 |
| 139 | 11CK | 12CK | 14DK | 16DK | 17DK | 17DS | 19DK | 19EK | 17DS | 18ES | 22ES | 21ES | 17DS | 17ES | 21ES | 24ES | 18ES | 21EK | 24ES | 26ES | 139 |
| 138 | 10CK | 12CK | 14DK | 16DK | 17DS | 17DK | 19DS | 19DK | 16DK | 18EK | 21EK | 21EK | 17DK | 17ES | 21ES | 23ES | 18EK | 20ES | 24ES | 25EK | 138 |
| 137 | 10CS | 12CK | 14CK | 15DK | 16DK | 16DS | 19DK | 19DK | 16DS | 18DS | 21DS | 21ES | 17DS | 16DK | 21ES | 23ES | 17ES | 20EK | 23ES | 25ES | 137 |
| 136 | 10CK | 12CK | 14CK | 15DK | 16DS | 16DK | 19DS | 19DS | 16DK | 17DK | 21DK | 21EK | 16DK | 16DS | 20EK | 23ES | 17DK | 20ES | 23EK | 24EK | 136 |
| 135 | 10BS | 12BK | 13CK | 15DK | 16DK | 16DS | 18DK | 18DK | 16DS | 17DS | 21DS | 20ES | 16DK | 16DK | 20DS | 22EK | 17DS | 20ES | 23EK | 24ES | 135 |
| 134 | 10BK | 12BS | 13CK | 15DK | 16DS | 16DK | 18DS | 18DS | 16DK | 17DK | 20DK | 20EK | 16DK | 16DS | 20DK | 22ES | 17DK | 19ES | 23EK | 24EK | 134 |
| 133 | 10BS | 12BK | 13CK | 15DK | 16DK | 16DS | 18DK | 18DK | 16DS | 17DS | 20DS | 20DS | 16DS | 16DK | 20DS | 22EK | 16DS | 19DK | 23ES | 23ES | 133 |
| 132 | 10BK | 12BS | 13CK | 15DK | 16CS | 16DK | 18DS | 18DS | 16DK | 16DK | 20DK | 20DK | 16DK | 16DS | 20DK | 22DS | 16DK | 19DS | 22EK | 23EK | 132 |
| 131 | 10BS | 11BK | 13CK | 14DK | 15CK | 15CS | 18CK | 17DK | 15DK | 16DS | 20DS | 19DS | 16DS | 16DK | 19DS | 21DK | 16DS | 19DK | 22ES | 23ES | 131 |
| 130 | 10BK | 11BS | 13CS | 14DK | 15CS | 15CK | 17CS | 17DS | 15CK | 16DK | 19DK | 19DK | 16CK | 15DK | 19DK | 21DS | 16DK | 18DK | 22EK | 23EK | 130 |
| 129 | 10AS | 11BK | 13CK | 14CK | 15CK | 15CS | 17CK | 17DK | 15CS | 16DS | 19DS | 19DS | 15CK | 15DK | 19DS | 21DS | 16DS | 18DK | 22ES | 22ES | 129 |
| 128 | 10AK | 11AS | 12BS | 14CK | 15CS | 15CK | 17CS | 17DS | 15CK | 16DK | 19DK | 19DK | 15CK | 15DS | 19DK | 21DS | 15DK | 18DS | 21EK | 22EK | 128 |
| 127 | 10AS | 11AK | 12BK | 14CK | 15CK | 15CS | 17CK | 17DK | 14CS | 15DS | 19DS | 18DS | 15CS | 15DK | 18DS | 20DK | 15DS | 18DK | 21ES | 22ES | 127 |
| 126 | 9AK  | 11AS | 12BS | 14CS | 15CS | 15CK | 17CS | 16DS | 14CK | 15DK | 19DK | 18DK | 15CK | 15DK | 18DK | 20DS | 15DK | 17DS | 21EK | 21DK | 126 |
| 125 | 9AS  | 11AK | 12BK | 13CK | 15CK | 14CS | 16CK | 16DK | 14CS | 15DS | 18DS | 18DS | 15CS | 15DK | 18DS | 20DK | 15DS | 17DK | 21ES | 21DS | 125 |
| 124 | 9AK  | 11AS | 12BS | 13CS | 14CS | 14CK | 16CS | 16CS | 14CK | 15CK | 18DK | 17DK | 15CS | 14DK | 18DK | 20DS | 14CK | 17DS | 20DK | 21DK | 124 |
| 123 | 9AS  | 11AK | 12BK | 13CK | 14CK | 14CS | 16CK | 16CK | 14CS | 14CS | 18DS | 17DS | 14CS | 14DK | 18DS | 19DK | 14CS | 17DK | 20DS | 21DS | 123 |
| 122 | 9AK  | 10AS | 12BS | 13CS | 14BS | 14CK | 16CS | 16CS | 13CK | 14CK | 17CK | 17DK | 14CK | 14DS | 17DK | 19DS | 14CK | 16DS | 20DK | 20DK | 122 |
| 121 | 9AS  | 10AK | 12BK | 13CK | 14BK | 14CS | 16CK | 15CK | 13CS | 14CS | 17CS | 17DS | 14CS | 14CK | 17DS | 19DK | 14CS | 16DK | 20DS | 20DS | 121 |
| 120 | 9AK  | 10AS | 11BS | 13CS | 14BS | 14BK | 15CS | 15CS | 13CK | 14CK | 17CK | 16DK | 14CK | 14CS | 17DK | 18DS | 13CK | 16DS | 19DK | 20DK | 120 |
| 119 | 9    | 10AK | 11AK | 12CK | 14BK | 13BS | 15CK | 15CK | 13CS | 13CS | 16CS | 16DS | 14CS | 14CK | 17CS | 18DK | 13CS | 16CK | 19DS | 19DS | 119 |
| 118 | 9    | 10AS | 11AS | 12BS | 13BS | 13BK | 15CS | 15CS | 13CK | 13CK | 16CK | 16DK | 14CK | 13CS | 16CK | 18DS | 13CK | 15CS | 19DK | 19DK | 118 |
| 117 | 9    | 10AK | 11AK | 12BK | 13BK | 13BS | 15CK | 14CK | 13CS | 13CS | 16CS | 15DS | 14CS | 13CK | 16CS | 18DK | 13CS | 15CK | 19DS | 19DS | 117 |
| 116 | 9    | 10AS | 11AS | 12BS | 13BS | 13BK | 15BS | 14CS | 12CK | 13CK | 16CK | 15DK | 13CK | 13CS | 16CK | 17DS | 12CK | 15CS | 19DK | 18DK | 116 |
| 115 | 9    | 10AK | 11AK | 12BK | 13BK | 13BS | 14BK | 14CK | 12BS | 13CS | 15CS | 15CS | 13BS | 13CK | 16CS | 17DK | 12CS | 15CK | 18DS | 18DS | 115 |
| 114 | 8    | 10   | 11AS | 12BS | 13AS | 13BK | 14BS | 14CS | 12BK | 12CK | 15CK | 15CK | 13BK | 13CS | 16CK | 17DS | 12CK | 14CK | 18DK | 18DK | 114 |
| 113 | 8    | 9    | 10AK | 11BK | 13AK | 12BS | 14BK | 14CK | 12BS | 12CS | 15CS | 14CS | 13BS | 13CK | 15CS | 17CK | 12BS | 14CK | 18DS | 18DS | 113 |
| 112 | 8    | 9    | 10AS | 11BS | 12AS | 12BK | 14BS | 13CS | 12BK | 12CK | 15CK | 14CK | 13BK | 13CS | 15CK | 16CS | 11BK | 14CK | 18DK | 17DK | 112 |
| 111 | 8    | 9    | 10AK | 11BK | 12AK | 12BS | 14BK | 13CK | 11BS | 12CS | 14CS | 14CS | 13BS | 12CK | 15CS | 16CK | 11BS | 14CK | 17DS | 17DS | 111 |
| 110 | 8    | 9    | 10AS | 11BS | 12AS | 12AK | 13BS | 13BS | 11BK | 11CK | 14CK | 14CK | 13BK | 12CS | 15CK | 16CK | 11BK | 13CS | 17DK | 17CK | 110 |
| 109 | 8    | 9    | 10AK | 11BK | 12AK | 12AS | 13BK | 13BK | 11BS | 11BS | 14CS | 13CS | 12BS | 12CK | 14CS | 16CK | 11BS | 13BK | 17DS | 16CS | 109 |
| 108 | 8    | 9    | 10AS | 11AS | 12AS | 12AK | 13BS | 13BS | 11BK | 11BK | 14CK | 13CK | 12BK | 12CS | 14CK | 15CS | 11BK | 13BS | 17DK | 16CK | 108 |
| 107 | 8    | 9    | 10AK | 10AK | 12AK | 11AS | 13BK | 12BK | 11BS | 11BS | 13CS | 13CS | 12BS | 12CK | 14CS | 15CK | 10AS | 13BK | 16CS | 16CS | 107 |
| 106 | 8    | 9    | 9AS  | 10AS | 12AS | 11AK | 13AS | 12BS | 11BK | 11BK | 13CK | 12CK | 12BK | 12CS | 14CK | 15CS | 10AK | 12BS | 16CK | 15CK | 106 |
| 105 | 8    | 9    | 9AK  | 10AK | 11AK | 11AS | 12AK | 12BK | 10BS | 10BS | 13CS | 12CS | 12BS | 11BK | 14BS | 14CK | 10AS | 12BK | 16CS | 15CS | 105 |
| 104 | 8    | 8    | 9    | 10AS | 11   | 11AK | 12AS | 12BS | 10BK | 10BK | 13BK | 12CK | 12BK | 11BS | 13BK | 14CS | 10AK | 12BS | 16CK | 15CK | 104 |
| 103 | 7    | 8    | 9    | 10AK | 11   | 11AS | 12AK | 12BK | 10BS | 10BS | 12BS | 12CS | 12BS | 11BK | 13BS | 14CK | 9AS  | 12BK | 15CS | 15CS | 103 |
| 102 | 7    | 8    | 9    | 10AS | 11   | 11AK | 12AS | 11BS | 10AK | 10BK | 12BK | 11CK | 11BK | 11BS | 13BK | 14BS | 9AK  | 11BS | 15CK | 14BK | 102 |
| 101 | 7    | 8    | 9    | 9AK  | 11   | 10AS | 12AK | 11BK | 10AS | 9BS  | 12BS | 11CS | 11AS | 11BK | 13BS | 13BK | 9AS  | 11AK | 15CS | 14BS | 101 |
| 100 | 7    | 8    | 9    | 9AS  | 11   | 10AK | 11AS | 11BS | 9AK  | 9BK  | 12BK | 11CK | 11AK | 11BS | 13BK | 13BS | 9AK  | 11AS | 15CK | 14BK | 100 |
| 99  | 7    | 8    | 8    | 9AK  | 10   | 10   | 11AK | 11BK | 9AS  | 9BS  | 11BS | 11CS | 11AS | 11BK | 12BS | 13BK | 8    | 11AK | 15CS | 13BS | 99  |
| 98  | 7    | 8    | 8    | 9AS  | 10   | 10   | 11AS | 10AS | 9AK  | 9BK  | 11BK | 10CK | 11AK | 10BS | 12BK | 13BS | 8    | 10AS | 14CK | 13BK | 98  |
| 97  | 7    | 8    | 8    | 9AK  | 10   | 10   | 11AK | 10AK | 9AS  | 9BS  | 11BS | 10CS | 11AS | 10BK | 12BS | 12BK | 8    | 10AK | 14CS | 13BS | 97  |
| 96  | 7    | 8    | 8    | 9AS  | 10   | 10   | 11AS | 10AS | 9AK  | 8AK  | 11BK | 10BK | 10AK | 10BS | 12BK | 12BS | 8    | 10AS | 14CK | 13AK | 96  |
| 95  | 7    | 7    | 8    | 9AK  | 10   | 9    | 10AK | 10AK | 9AS  | 8AS  | 10BS | 9BS  | 10AS | 10BK | 11BS | 12BK | 7    | 10AK | 14BS | 12AS | 95  |
| 94  | 7    | 7    | 8    | 8    | 10   | 9    | 10   | 10AS | 8AK  | 8AK  | 10BK | 9BK  | 10AK | 10BS | 11BK | 12BS | 7    | 9    | 13BK | 12AK | 94  |
| 93  | 7    | 7    | 8    | 8    | 9    | 9    | 10   | 9AK  | 8AS  | 8AS  | 10BS | 9BS  | 10AS | 10BK | 11BS | 11BK | 7    | 9    | 13BS | 12AS | 93  |
| 92  | 7    | 7    | 8    | 8    | 9    | 9    | 10   | 9AS  | 8AK  | 7AK  | 10BK | 9BK  | 10AK | 9AS  | 11BK | 11BS | 7    | 9    | 13BK | 11AK | 92  |
| 91  | 6    | 7    | 7    | 8    | 9    | 9    | 10   | 9AK  | 8    | 7AS  | 9AS  | 8BS  | 10AS | 9AK  | 11BS | 11BK | 7    | 9    | 13BS | 11AS | 91  |
| 90  | 6    | 7    | 7    | 8    | 9    | 9    | 9    | 9AS  | 8    | 7AK  | 9AK  | 8BK  | 10AK | 9AS  | 10AK | 10BS | 6    | 8    | 12BK | 11AK | 90  |
| 89  | 6    | 7    | 7    | 8    | 9    | 8    | 9    | 9AK  | 7    | 7AS  | 9AS  | 8BS  | 9    | 9AK  | 10AS | 10BK | 6    | 8    | 12BS | 10   | 89  |
| 88  | 6    | 7    | 7    | 7    | 9    | 8    | 9    | 9AS  | 7    | 6AK  | 9AK  | 8BK  | 9    | 9AK  | 10AK | 10BS | 6    | 8    | 12BK | 10   | 88  |
| 87  | 6    | 7    | 7    | 7    | 9    | 8    | 8    | 9AK  | 7    | 6AS  | 8AS  | 7BS  | 9    | 9AK  | 10AS | 10AK | 6    | 8    | 12BS | 10   | 87  |
| 86  | 6    | 7    | 7    | 7    | 8    | 8    | 8    | 9AK  | 7    | 6    | 8AK  | 7BK  | 9    | 8AK  | 9AK  | 9AS  | 5    | 7    | 11AK | 10   | 86  |
| 85  | 6    | 6    | 7    | 7    | 8    | 8    | 8    | 8AK  | 7    | 6    | 8AS  | 7BS  | 9    | 8AK  | 9AS  | 9AK  | 5    | 7    | 11AS | 9    | 85  |
| 84  | 6    | 6    | 6    | 7    | 8    | 8    | 8    | 7    | 7    | 6    | 7AK  | 6BK  | 9    | 8    | 9AK  | 9AS  | 5    | 7    | 11AK | 9    | 84  |
| 83  | 6    | 6    | 6    | 6    | 7    | 8    | 7    | 8    | 6    | 5    | 7AS  | 6BS  | 9    | 8    | 9AS  | 9AK  | 5    | 7    | 11AS | 9    | 83  |
| 82  | 6    | 6    | 6    | 6    | 6    | 8    | 7    | 8    | 6    | 5    | 7AK  | 6BK  | 8    | 8    | 9AK  | 8AS  | 4    | 6    | 11AK | 8    | 82  |
| 81  | 6    | 6    | 6    | 6    | 6    | 8    | 7    | 8    | 6    | 5    | 7    | 6AS  | 8    | 8    |      |      |      |      |      |      |     |



| Skill Bonus (Ranks)  | Level  |        |        |        |  |        |        |        |        |        |
|--|--------|--------|--------|--------|--|--------|--------|--------|--------|--------|
|  | 1st    | 2nd    | 3rd    | 4th    | 5th  | 6th    | 7th    | 8th    | 9th    | 10th   |
| Armor • Heavy, Plate, unskilled  | +39(3) | +40(3) | +42(3) | +43(3) | +43(3)   | +43(3) | +43(3) | +43(3) | +41(3) | +42(3) |
| Armor • Light, Soft Leather  | +35(2) | +37(2) | +41(2) | +43(2) | +43(2)   | +43(2) | +43(2) | +43(2) | +42(2) | +41(2) |
| Armor • Light, Rigid Leather   | +47(6) | +49(6) | +53(6) | +55(6) | +55(6)   | +55(6) | +55(6) | +55(6) | +54(6) | +53(6) |
| Armor • Medium, Chain  | -6     | -5     | -3     | -2     | -2   | -2     | -2     | -2     | -4     | -3     |
| Artistic • Active, unskilled   | -15    | -14    | -12    | -10    | -10  | -9     | -9     | -10    | -10    | -10    |
| Artistic • Passive, unskilled  | -15    | -15    | -15    | -14    | -14  | -13    | -13    | -14    | -14    | -13    |
| Athletic • Brawn, unskilled  | +14    | +16    | +22    | +24    | +26  | +28    | +28    | +28    | +29    | +29    |
| Jumping  | —      | —      | +25(1) | +27(1) | +32(2)   | +37(3) | +37(3) | +37(3) | +41(4) | +41(4) |
| Athletic • Endurance, unskilled  | +14    | +16    | +22    | +24    | +26  | +28    | +28    | +28    | +29    | +31    |
| Scaling  | —      | —      | +25(1) | +27(1) | +29(1)   | +34(2) | +34(2) | +34(2) | +35(2) | +37(2) |
| Swimming   | +17(1) | +19(1) | +25(1) | +27(1) | +32(2)   | +34(2) | +34(2) | +34(2) | +38(3) | +40(3) |
| Athletic • Gymnastics, unskilled   | +5     | +7     | +13    | +17    | +19  | +21    | +21    | +21    | +23    | +23    |
| Climbing   | —      | —      | +16(1) | +20(1) | +25(2)   | +27(2) | +27(2) | +30(3) | +35(4) | +35(4) |
| Rappelling   | —      | —      | —      | +20(1) | +22(1)   | +27(2) | +27(2) | +27(2) | +29(2) | +29(2) |
| Awareness • Perceptions, unskilled   | +2     | +4     | +6     | +5     | +6   | +6     | +6     | +6     | +6     | +6     |
| Alertness  | +4(2)  | +6(2)  | +9(3)  | +9(4)  | +11(5)   | +11(5) | +11(5) | +11(5) | +12(6) | +13(7) |
| Sense Ambush   | —      | —      | +7(1)  | +6(1)  | +7(1)  | +8(2)  | +8(2)  | +8(2)  | +9(3)  | +9(3)  |
| Awareness • Searching, unskilled   | +6     | +12    | +17    | +18    | +21  | +23    | +25    | +25    | +27    | +29    |
| Lie Perception   | —      | +15(1) | +20(1) | +21(1) | +24(1)   | +26(1) | +28(1) | +28(1) | +30(1) | +35(2) |
| Locate Hidden  | —      | —      | —      | —      | +24(1)   | +29(2) | +31(2) | +31(2) | +33(2) | +35(2) |
| Observation  | +9(1)  | +15(1) | +20(1) | +27(3) | +30(3)   | +32(3) | +34(3) | +37(4) | +42(5) | +44(5) |
| Awareness • Senses, unskilled  | -13    | +6     | +10    | +11    | +14  | +16    | +18    | +18    | +20    | +22    |
| Direction Sense  | —      | —      | +13(1) | +17(2) | +20(2)   | +22(2) | +27(3) | +27(3) | +32(4) | +37(5) |
| Situational Awareness  | —      | —      | —      | —      | +20(2)   | +28(4) | +30(4) | +36(6) | +38(6) | +40(6) |
| Combat Maneuvers, unskilled  | +15    | +18    | +22    | +22    | +23  | +23    | +23    | +23    | +23    | +22    |
| Mounted Combat   | +20(1) | +23(1) | +32(2) | +37(3) | +43(4)   | +48(5) | +53(6) | +58(7) | +63(8) | +62(8) |
| Two-Weapon Combat  | +20(1) | +33(3) | +47(5) | +47(5) | +48(5)   | +58(7) | +58(7) | +58(7) | +58(7) | +67(9) |
| Communications, unskilled  | +6     | +11    | +13    | +15    | +17  | +20    | +22    | +21    | +23    | +26    |
| Lip Reading  | —      | —      | +16(1) | +18(1) | +20(1)   | +26(2) | +31(3) | +30(3) | +32(3) | +35(3) |
| Common-speech, spoken  | +30(8) | +35(8) | +37(8) | +39(8) | +41(8)   | +44(8) | +46(8) | +45(8) | +47(8) | +50(8) |
| Common-speech, written   | +24(6) | +29(6) | +31(6) | +33(6) | +35(6)   | +38(6) | +40(6) | +39(6) | +41(6) | +44(6) |
| Small-speech,spoken  | +15(3) | +20(3) | +22(3) | +24(3) | +26(3)   | +29(3) | +31(3) | +30(3) | +32(3) | +35(3) |
| Small-speech,written   | +9(1)  | +14(1) | +16(1) | +18(1) | +20(1)   | +23(1) | +25(1) | +24(1) | +26(1) | +29(1) |
| Hill-speech,spoken   | +15(3) | +20(3) | +22(3) | +24(3) | +26(3)   | +29(3) | +31(3) | +30(3) | +32(3) | +35(3) |
| Hill-speech,written  | +9(1)  | +14(1) | +16(1) | +18(1) | +20(1)   | +23(1) | +25(1) | +24(1) | +26(1) | +29(1) |
| Crafts, unskilled  | +6     | +10    | +15    | +15    | +16  | +16    | +16    | +16    | +16    | +15    |
| Leather Crafts (Armor Repair)  | +11(1) | +15(1) | +25(2) | +25(2) | +26(2)   | +26(2) | +26(2) | +26(2) | +26(2) | +25(2) |
| Metal Crafts (Weapon Repair)   | +11(1) | +20(2) | +25(2) | +25(2) | +26(2)   | +26(2) | +26(2) | +26(2) | +26(2) | +25(2) |
| Rope Mastery   | +16(2) | +20(2) | +25(2) | +25(2) | +26(2)   | +26(2) | +26(2) | +26(2) | +26(2) | +25(2) |
| Directed Spells, unskilled   | -13    | -9     | -3     | -2     | -1   | -1     | -1     | -1     | -1     | -3     |
| Special Items  |        |        |        |        |  |        |        |        |        |        |
| Low Steel Broadsword [Levels Available: 1-8] Attacks as broadsword with a special +5 bonus to OB (because of the exceptional nature of the material).    |        |        |        |        | Alligator Hide Armor [Levels Available: 9-10] Protects and encumbers as AT 9. Provides a special +5 bonus to DB (because of the exceptional nature of the material). |        |        |        |        |        |
| Cameron's Bow [Levels Available: 1-10] Attacks as a composite bow with a special +15 bonus to OB (because of the exceptional nature of the wood).        |        |        |        |        | Xavier's Last Suit [Levels Available: 10] Protects and encumbers as AT 17. Provides a special +15 bonus to DB (because of its unique construction).                  |        |        |        |        |        |
| Troll Skin Saddle [Levels Available: 1-8] Provides +15 OB to mounted combat (because of the exceptional nature of the material).                         |        |        |        |        | Xavier's Last Helm [Levels Available: 10] Protects as a full helmet. Provides a special +5 bonus to DB (because of its unique construction).                         |        |        |        |        |        |
| High Steel Broadsword [Levels Available: 9-10] Attacks as broadsword with a special +10 bonus to OB (because of the exceptional nature of the material). |        |        |        |        |  |        |        |        |        |        |
| Other Special Items  |        |        |        |        |  |        |        |        |        |        |

| Skill Bonus (Ranks)                           | Level  |        |        |        |        |        |         |         |         |          |
|---|--------|--------|--------|--------|--------|--------|---------|---------|---------|----------|
|   | 1st    | 2nd    | 3rd    | 4th    | 5th    | 6th    | 7th     | 8th     | 9th     | 10th     |
| <b>Influence, unskilled</b>                   | +2     | +4     | +6     | +9     | +11    | +14    | +16     | +15     | +17     | +18      |
| Interrogation                                 | —      | —      | +9(1)  | +12(1) | +17(2) | +23(3) | +28(4)  | +27(4)  | +32(5)  | +36(6)   |
| Leadership                                    | —      | +10(2) | +12(2) | +21(4) | +23(4) | +26(4) | +28(4)  | +33(6)  | +35(6)  | +42(8)   |
| <b>Lore • General, unskilled</b>              | +16    | +22    | +25    | +27    | +27    | +27    | +29     | +31     | +33     | +35      |
| Culture Lore                                  | +25(3) | +31(3) | +34(3) | +36(3) | +36(3) | +36(3) | +38(3)  | +40(3)  | +42(3)  | +44(3)   |
| Fauna Lore                                    | —      | +25(1) | +28(1) | +30(1) | +30(1) | +30(1) | +32(1)  | +34(1)  | +39(2)  | +41(2)   |
| Heraldry                                      | +19(1) | +28(2) | +31(2) | +36(3) | +36(3) | +36(3) | +41(4)  | +46(5)  | +48(5)  | +53(6)   |
| Region Lore                                   | +25(3) | +31(3) | +34(3) | +36(3) | +36(3) | +36(3) | +38(3)  | +40(3)  | +42(3)  | +44(3)   |
| <b>Lore • Magical, unskilled</b>              | -7     | -3     | +0     | +0     | +0     | +0     | +0      | +0      | +0      | +0       |
| <b>Lore • Obscure, unskilled</b>              | -7     | -3     | +0     | +0     | +0     | +0     | +0      | +0      | +0      | +0       |
| <b>Lore • Technical, unskilled</b>            | -7     | -3     | +0     | +0     | +0     | +0     | +0      | +0      | +0      | +0       |
| <b>Outdoor • Animal, unskilled</b>            | +2     | +5     | +9     | +12    | +14    | +18    | +20     | +20     | +24     | +25      |
| Animal Handling                               | —      | +8(1)  | +15(2) | +21(3) | +26(4) | +30(4) | +32(4)  | +32(4)  | +36(4)  | +40(5)   |
| Animal Training                               | —      | —      | —      | —      | +17(1) | +24(2) | +29(3)  | +29(3)  | +33(3)  | +37(4)   |
| Driving                                       | —      | +8(1)  | +15(2) | +21(3) | +23(3) | +30(4) | +35(5)  | +35(5)  | +39(5)  | +43(6)   |
| Riding  | +5(1)  | +8(1)  | +15(2) | +21(3) | +26(4) | +33(3) | +38(6)  | +41(7)  | +51(9)  | +55(10)  |
| <b>Outdoor • Environmental, unskilled</b>     | +10    | +13    | +18    | +19    | +20    | +22    | +24     | +24     | +26     | +26      |
| Hunting                                       | —      | +16(1) | +24(2) | +25(2) | +29(3) | +34(4) | +36(4)  | +39(5)  | +41(5)  | +44(6)   |
| Survival                                      | —      | +16(1) | +21(1) | +25(2) | +29(3) | +31(3) | +36(4)  | +36(4)  | +41(5)  | +44(6)   |
| <b>Power Awareness, unskilled</b>             | -15    | -15    | -15    | -14    | -14    | -13    | -13     | -14     | -14     | -13      |
| <b>Power Manipulation, unskilled</b>          | +0     | +0     | +0     | +1     | +1     | +2     | +2      | +1      | +1      | +2       |
| <b>Science/Anal. • Basic, unskilled</b>       | -11    | -6     | -3     | -3     | -3     | -3     | -3      | -3      | -3      | -3       |
| <b>Science/Anal. • Specialized, unskilled</b> | +4     | +9     | +12    | +12    | +12    | +12    | +12     | +12     | +12     | +12      |
| <b>Self Control, unskilled</b>                | -11    | +10    | +16    | +17    | +21    | +23    | +23     | +25     | +27     | +29      |
| Frenzy  | —      | —      | +22(2) | +23(2) | +27(2) | +29(2) | +35(4)  | +37(4)  | +45(6)  | +47(6)   |
| Stunned Maneuvering                           | —      | —      | —      | +20(1) | +27(2) | +32(3) | +35(4)  | +40(5)  | +45(6)  | +50(7)   |
| <b>Special Attacks, unskilled</b>             | +9     | +12    | +16    | +16    | +17    | +17    | +17     | +17     | +16     | +16      |
| Brawling                                      | —      | +17(1) | +26(2) | +31(3) | +32(3) | +37(4) | +42(5)  | +42(5)  | +46(6)  | +46(6)   |
| Disarm Foe (armed)                            | —      | +17(1) | +21(1) | +26(2) | +32(3) | +32(3) | +37(4)  | +42(5)  | +41(5)  | +46(6)   |
| Disarm Foe (unarmed)                          | —      | —      | +21(1) | +21(1) | +27(2) | +32(3) | +32(3)  | +37(4)  | +41(5)  | +46(6)   |
| <b>Special Defenses, unskilled</b>            | +0     | +0     | +0     | +0     | +0     | +0     | +0      | +0      | +0      | +0       |
| <b>Subterfuge • Attack, unskilled</b>         | -13    | +7     | +11    | +13    | +16    | +18    | +18     | +18     | +18     | +19      |
| Ambush  | -      | —      | +14(1) | +16(1) | +19(1) | +24(2) | +24(2)  | +27(3)  | +27(3)  | +28(3)   |
| Silent Attack                                 | —      | —      | —      | —      | +19(1) | +21(1) | +24(2)  | +24(2)  | +24(2)  | +25(2)   |
| <b>Subterfuge • Mechanics, unskilled</b>      | -15    | +5     | +8     | +11    | +11    | +13    | +13     | +13     | +15     | +16      |
| Camouflage                                    | —      | —      | —      | —      | +14(1) | +16(1) | +16(1)  | +19(2)  | +21(2)  | +22(2)   |
| Hiding Items                                  | —      | —      | +11(1) | +14(1) | +14(1) | +16(1) | +19(2)  | +19(2)  | +21(2)  | +22(2)   |
| <b>Subterfuge • Stealth, unskilled</b>        | +6     | +11    | +17    | +17    | +20    | +22    | +24     | +26     | +28     | +27      |
| Hiding  | +9(1)  | +17(2) | +23(2) | +26(3) | +32(4) | +34(4) | +39(5)  | +41(5)  | +46(6)  | +48(7)   |
| Stalking                                      | +12(9) | +17(2) | +26(3) | +29(4) | +32(4) | +37(5) | +39(5)  | +44(6)  | +46(6)  | +48(7)   |
| <b>Tech/Trade • General, unskilled</b>        | +10    | +15    | +19    | +20    | +23    | +23    | +23     | +23     | +25     | +25      |
| First Aid                                     | +13(1) | +18(1) | +22(1) | +23(1) | +29(2) | +29(2) | +29(2)  | +29(2)  | +31(2)  | +34(3)   |
| Gambling                                      | —      | —      | +22(1) | +23(1) | +26(1) | +26(1) | +29(2)  | +32(3)  | +34(3)  | +34(3)   |
| Tactical Games                                | —      | +18(1) | +22(1) | +23(1) | +26(1) | +29(2) | +29(2)  | +29(2)  | +31(2)  | +31(2)   |
| <b>Tech/Trade • Professional, unskilled</b>   | +4     | +7     | +9     | +9     | +9     | +9     | +9      | +9      | +9      | +9       |
| <b>Tech/Trade • Vocational, unskilled</b>     | +4     | +7     | +9     | +9     | +9     | +9     | +9      | +9      | +9      | +9       |
| Evaluate Weapon                               | —      | —      | —      | +14(1) | +14(1) | +19(2) | +19(2)  | +19(2)  | +19(2)  | +19(2)   |
| Tactics                                       | —      | +37(1) | +39(1) | +39(1) | +39(1) | +39(1) | +44(2)  | +44(2)  | +44(2)  | +49(3)   |
| <b>Urban, unskilled</b>                       | +2     | +6     | +9     | +12    | +12    | +14    | +16     | +18     | +20     | +20      |
| Contacting                                    | —      | +9(1)  | +12(1) | +18(2) | +21(3) | +23(3) | +28(4)  | +30(4)  | +32(4)  | +35(5)   |
| Streetwise                                    | +5(1)  | +9(1)  | +15(2) | +18(2) | +21(3) | +26(4) | +28(4)  | +33(5)  | +38(6)  | +41(7)   |
| <b>Weapon • 1-H Crush, unskilled</b>          | +19    | +20    | +22    | +23    | +23    | +23    | +23     | +23     | +21     | +22      |
| <b>Weapon • 1-H Edged, unskilled</b>          | +50    | +53    | +55    | +58    | +58    | +59    | +60     | +61     | +60     | +62      |
| Broadsword                                    | +68(6) | +74(6) | +79(8) | +85(9) | +85(9) | +86(9) | +90(10) | +95(12) | +96(13) | +100(14) |
| Hand Axe                                      | +56(2) | +62(3) | +67(4) | +73(5) | +76(6) | +77(6) | +81(6)  | +88(9)  | +90(10) | +94(11)  |
| Dagger  | +53(1) | +59(2) | +64(3) | +70(4) | +73(5) | +74(5) | +78(5)  | +85(8)  | +87(9)  | +92(10)  |
| <b>Weapon • 2-Handed, unskilled</b>           | +19    | +20    | +22    | +23    | +23    | +23    | +23     | +23     | +21     | +22      |
| <b>Weapon • Missile, unskilled</b>            | +37    | +39    | +43    | +47    | +47    | +49    | +51     | +53     | +52     | +51      |
| Composite Bow                                 | +46(3) | +48(3) | +55(4) | +62(5) | +62(5) | +64(5) | +69(6)  | +74(7)  | +73(7)  | +75(8)   |
| Light Crossbow                                | +43(2) | +48(3) | +52(3) | +56(3) | +59(4) | +61(4) | +63(4)  | +68(5)  | +70(6)  | +72(7)   |
| Sling   | +40(1) | +45(2) | +49(2) | +53(2) | +56(3) | +58(3) | +60(3)  | +65(4)  | +67(5)  | +69(6)   |
| <b>Weapon • Missile Artillery, unskilled</b>  | +5     | +8     | +11    | +12    | +12    | +12    | +12     | +12     | +12     | +11      |
| <b>Weapon • Pole Arms, unskilled</b>          | +42    | +43    | +45    | +48    | +48    | +50    | +52     | +54     | +52     | +53      |
| Spear   | +51(3) | +52(3) | +54(3) | +60(4) | +60(4) | +62(4) | +67(5)  | +72(6)  | +73(7)  | +77(8)   |
| Polearm                                       | +48(2) | +52(3) | +54(3) | +57(3) | +60(4) | +62(4) | +64(4)  | +69(5)  | +67(5)  | +71(6)   |
| Lance   | +45(1) | +49(2) | +51(2) | +54(2) | +57(3) | +59(3) | +61(3)  | +66(4)  | +64(4)  | +68(5)   |
| <b>Weapon • Thrown, unskilled</b>             | +31    | +35    | +39    | +43    | +45    | +45    | +47     | +49     | +48     | +47      |
| Dagger  | +37(2) | +44(3) | +48(3) | +55(4) | +57(4) | +57(4) | +62(5)  | +67(6)  | +66(6)  | +68(7)   |



Name: \_\_\_\_\_  
Race: Dwarf Profession: Fighter  
Height: 4'5" Weight: 125  
Hair: Black Eyes: Blue  
Personality: \_\_\_\_\_  
Motivations/Alignment: \_\_\_\_\_

| Stat Bonuses      | Level   |         |          |          |          |          |          |          |          |          |
|-------------------|---------|---------|----------|----------|----------|----------|----------|----------|----------|----------|
|                   | 1st     | 2nd     | 3rd      | 4th      | 5th      | 6th      | 7th      | 8th      | 9th      | 10th     |
| Agility           | 55(-2)  | 53(-2)  | 60(-2)   | 70(-1)   | 72(-1)   | 73(-1)   | 77(+0)   | 78(+0)   | 78(+0)   | 78(+0)   |
| Constitution      | 92(+12) | 96(+14) | 100(+16) | 101(+18) | 101(+18) | 101(+18) | 101(+18) | 101(+18) | 101(+18) | 101(+18) |
| Memory            | 78(+2)  | 85(+4)  | 92(+6)   | 93(+6)   | 93(+6)   | 93(+6)   | 93(+6)   | 93(+6)   | 93(+6)   | 90(+5)   |
| Reasoning         | 65(+5)  | 80(+8)  | 87(+9)   | 87(+9)   | 87(+9)   | 87(+9)   | 87(+9)   | 87(+9)   | 87(+9)   | 87(+9)   |
| Self Discipline   | 48(+2)  | 58(+2)  | 63(+2)   | 59(+2)   | 66(+2)   | 76(+4)   | 77(+4)   | 78(+4)   | 79(+4)   | 83(+5)   |
| Empathy           | 45(-4)  | 56(-4)  | 73(-3)   | 75(-2)   | 70(-3)   | 77(-2)   | 78(-2)   | 80(-1)   | 81(-1)   | 81(-1)   |
| Intuition         | 62(+0)  | 76(+2)  | 77(+2)   | 81(+3)   | 81(+3)   | 81(+3)   | 81(+3)   | 81(+3)   | 81(+3)   | 81(+3)   |
| Presence          | 51(-4)  | 49(-4)  | 66(-4)   | 75(-2)   | 77(-2)   | 81(-1)   | 81(-1)   | 81(-1)   | 81(-1)   | 81(-1)   |
| Quickness         | 67(-2)  | 87(+2)  | 91(+3)   | 93(+4)   | 92(+4)   | 93(+4)   | 93(+4)   | 93(+4)   | 93(+4)   | 93(+4)   |
| Strength          | 90(+7)  | 91(+7)  | 92(+8)   | 95(+9)   | 95(+9)   | 95(+9)   | 95(+9)   | 95(+9)   | 93(+8)   | 95(+9)   |
| Other Information | Level   |         |          |          |          |          |          |          |          |          |
|                   | 1st     | 2nd     | 3rd      | 4th      | 5th      | 6th      | 7th      | 8th      | 9th      | 10th     |
| Hits              | 78      | 82      | 93       | 104      | 111      | 120      | 124      | 128      | 132      | 136      |
| Power Points      | 0       | 2       | 2        | 3        | 3        | 3        | 9        | 9        | 9        | 9        |
| Exhaustion Pts.   | 87      | 103     | 109      | 115      | 115      | 115      | 115      | 115      | 115      | 115      |
| Armor Type        | 13      | 13      | 13       | 16       | 16       | 16       | 16       | 16       | 16       | 16       |
| MM Penalty        | -18     | -10     | -10      | -38      | -29      | -25      | -25      | -25      | -25      | -25      |
| Defensive Bonus   | -6      | +1      | +4       | +0       | +0       | +0       | +0       | +0       | +0       | +0       |
| Move Rate         | 11      | 31      | 34       | 9        | 18       | 22       | 22       | 22       | 22       | 22       |
| Channeling RR     | +15     | +21     | +21      | +24      | +24      | +24      | +24      | +24      | +24      | +24      |
| Essence RR        | +28     | +28     | +31      | +34      | +31      | +34      | +34      | +37      | +37      | +37      |
| Mentalism RR      | +28     | +28     | +28      | +34      | +34      | +37      | +37      | +37      | +37      | +37      |
| Chan/Ess RR       | +36     | +38     | +39      | +41      | +40      | +41      | +41      | +42      | +42      | +42      |
| Chan/Ment RR      | +36     | +38     | +38      | +41      | +41      | +42      | +42      | +42      | +42      | +42      |
| Ess/Ment RR       | +72     | +72     | +73      | +76      | +75      | +77      | +77      | +78      | +78      | +78      |
| Poison RR         | +56     | +62     | +68      | +74      | +74      | +74      | +74      | +74      | +74      | +74      |
| Disease RR        | +51     | +57     | +63      | +69      | +69      | +69      | +69      | +69      | +69      | +69      |
| Fear RR           | +6      | +6      | +6       | +6       | +6       | +12      | +12      | +12      | +12      | +15      |
| Hits/Hr Resting   | 3       | 4       | 4        | 5        | 5        | 5        | 5        | 5        | 5        | 5        |
| Hits/Sleep Cycle  | 6       | 7       | 8        | 9        | 9        | 9        | 9        | 9        | 9        | 9        |
| PPs/Hr Resting    | 0       | 1       | 1        | 2        | 2        | 2        | 2        | 2        | 2        | 2        |
| PPs/Sleep Cycle   | 0       | 1       | 1        | 2        | 2        | 2        | 5        | 5        | 5        | 5        |

#### Normal Equipment List

Chain shirt or chain hauberk  
(depending on level)

Plate helm

Weapon belt

— Mace

— Handaxe

Javelin

Battle Axe

Whistle (hanging on a leather  
thong around neck)

Backpack

— Light bedroll

— Hammer and chisel

— Fire-starting bow

— 30' Reinforced hemp rope

— Grappling hook

— Extra change of clothes

Hard leather boots

Pants and shirt

Herb pouch

— 2 doses of Reglen (moss that  
when brewed will heal 50  
hits).

— 1 dose of Yuth (flower petals  
that when eaten are an  
antidote for nerve venoms).

— 1 month of dwarven  
waybread

#### Special Notes

A special bonus of +30 to DB and RR  
versus heat and cold attacks. In the  
dimmiest light, can see 50' per-  
fectly, and fairly well up to  
100'. Can see 10'  
in total darkness (non-  
magical). A special pen-  
alty of -50 to all Swimming  
maneuvers. Is a slow healer (all heal-  
ing times are doubled; already fig-  
ured in recovery rates above). Was a  
Lieutenant in the dwarven army.

**Note:** Handaxe Attack Table can be  
found on page 9. A Javelin attacks as  
a Polearm with a -10 modification  
(and handaxe ranges).





Length: 2.5 - 4 feet  
Weight: 5 - 9 pounds  
Fumble Range: 01 - 05 UM  
Breakage #: 1, 2, 3, 4, 5, 6, 7, 8  
Strength: 65 - 75 w

Range Modifiers: —

ATTACK TABLE 2.1  
BATTLE AXE  
TWO-HANDED

|     | 20   | 19   | 18   | 17   | 16   | 15   | 14   | 13   | 12   | 11   | 10   | 9    | 8    | 7    | 6    | 5    | 4    | 3    | 2    | 1    |     |
|-----|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|-----|
| 150 | 19EK | 21EK | 23EK | 25EK | 33ES | 33ES | 36ES | 36ES | 34ES | 36ES | 40ES | 40ES | 34ES | 34ES | 36ES | 42ES | 36ES | 41ES | 44ES | 46ES | 150 |
| 149 | 19ES | 21ES | 23ES | 25ES | 33ES | 33ES | 36ES | 36ES | 34ES | 36ES | 40ES | 40ES | 34ES | 34ES | 36ES | 42ES | 36ES | 41ES | 44ES | 46ES | 149 |
| 148 | 19EK | 21EK | 23EK | 25EK | 33ES | 33ES | 36ES | 36ES | 34ES | 36ES | 39ES | 40ES | 34ES | 34ES | 39ES | 42ES | 37ES | 40ES | 44ES | 45ES | 148 |
| 147 | 19ES | 21ES | 23ES | 25ES | 33ES | 33ES | 35ES | 35ES | 33ES | 35ES | 39ES | 38ES | 33ES | 33ES | 38ES | 41ES | 37ES | 40ES | 43ES | 45ES | 147 |
| 146 | 19EK | 21EK | 23EK | 24EK | 32ES | 32ES | 35ES | 35ES | 33ES | 35ES | 38ES | 39ES | 33ES | 33ES | 38ES | 41ES | 36ES | 39ES | 43ES | 44ES | 146 |
| 145 | 19ES | 21ES | 22ES | 24ES | 32ES | 32ES | 35ES | 34ES | 33ES | 34ES | 38ES | 38ES | 33ES | 33ES | 37ES | 40ES | 36ES | 39ES | 42ES | 44ES | 145 |
| 144 | 19EK | 20EK | 22EK | 24EK | 32ES | 31ES | 34ES | 34ES | 32ES | 34ES | 37ES | 38ES | 32ES | 32ES | 37ES | 40ES | 35ES | 38ES | 42ES | 43ES | 144 |
| 143 | 18ES | 20ES | 22ES | 24ES | 31ES | 31ES | 34ES | 34ES | 32ES | 33ES | 37ES | 37ES | 32ES | 32ES | 37ES | 39ES | 34ES | 38ES | 41ES | 42ES | 143 |
| 142 | 18EK | 20EK | 22EK | 23EK | 31ES | 31ES | 33ES | 33ES | 31ES | 33ES | 36ES | 37ES | 32ES | 32ES | 36ES | 39ES | 34ES | 37ES | 41ES | 42ES | 142 |
| 141 | 18ES | 20ES | 21ES | 23ES | 31ES | 30ES | 33ES | 33ES | 31ES | 32ES | 36ES | 36ES | 31ES | 31ES | 36ES | 38ES | 33ES | 36ES | 40ES | 41ES | 141 |
| 140 | 18DK | 20DK | 21EK | 23EK | 30ES | 30ES | 33ES | 32ES | 31ES | 32ES | 35ES | 36ES | 31ES | 31ES | 35ES | 38ES | 33ES | 36ES | 40ES | 41ES | 140 |
| 139 | 18DS | 19DS | 21ES | 22ES | 30EK | 30ES | 32ES | 32ES | 30ES | 31ES | 35ES | 35ES | 31ES | 31ES | 35ES | 37ES | 32ES | 35ES | 39ES | 40ES | 139 |
| 138 | 18DK | 19DK | 21DK | 22EK | 30ES | 29EK | 32ES | 31ES | 30ES | 31ES | 34ES | 35ES | 30ES | 30ES | 34ES | 37ES | 32ES | 35ES | 39ES | 39ES | 138 |
| 137 | 17DS | 19DS | 20DS | 22ES | 29EK | 29ES | 31EK | 31ES | 29ES | 30ES | 34ES | 34ES | 30ES | 30ES | 34ES | 36ES | 31ES | 34ES | 38ES | 39ES | 137 |
| 136 | 17DK | 19DK | 20DK | 22EK | 29DS | 29DK | 31DS | 31ES | 29ES | 30ES | 33ES | 34ES | 30ES | 29ES | 34ES | 36ES | 30ES | 34ES | 38ES | 38ES | 136 |
| 135 | 17DS | 19DS | 20DS | 21DS | 29DK | 28DS | 31DK | 30EK | 29DS | 29ES | 33ES | 33ES | 29ES | 29ES | 33ES | 36ES | 30ES | 33ES | 37ES | 38ES | 135 |
| 134 | 17DK | 18DK | 20DK | 21DK | 28DS | 28DK | 30DS | 30ES | 28DS | 29ES | 32ES | 33ES | 29DS | 29ES | 33ES | 35ES | 29ES | 32ES | 37ES | 37ES | 134 |
| 133 | 17DS | 18DS | 19DS | 21DS | 28DK | 28DS | 30DK | 29EK | 29DS | 29ES | 32ES | 32ES | 29DS | 28ES | 32ES | 35ES | 29ES | 32ES | 36ES | 37ES | 133 |
| 132 | 17CK | 18DK | 19DK | 21DK | 28DS | 27DK | 29DS | 29DS | 27DS | 28DS | 31DS | 32ES | 28DS | 28ES | 32ES | 34ES | 28ES | 31ES | 36ES | 36ES | 132 |
| 131 | 16CS | 18CS | 19DS | 20DS | 27DK | 27DS | 29DK | 28DK | 27DS | 27DS | 31DS | 31ES | 28DS | 28DS | 31ES | 34ES | 28ES | 31ES | 35ES | 35ES | 131 |
| 130 | 16CK | 18CK | 19DK | 20DK | 27DS | 27DK | 29DS | 28DS | 27DS | 27DS | 30DS | 31DS | 28DS | 27DS | 31ES | 33ES | 27ES | 30ES | 35ES | 35ES | 130 |
| 129 | 16GS | 17CS | 19DS | 20DS | 27DK | 26DS | 28DK | 28DK | 26DS | 26DS | 30DS | 30DS | 27DS | 27DS | 31DS | 33ES | 26ES | 30ES | 34ES | 34ES | 129 |
| 128 | 16CK | 17CK | 18DK | 19DK | 26DS | 26DK | 28DS | 27DS | 26DS | 26DS | 29DS | 30DS | 27DS | 27DS | 30DS | 32ES | 26DS | 29DS | 34ES | 34ES | 128 |
| 127 | 16CS | 17CS | 18CS | 19DS | 26DK | 26DS | 27DK | 27DK | 25DS | 25DS | 29DS | 29DS | 27DS | 26DS | 30DS | 32DS | 25DS | 29DS | 33ES | 33ES | 127 |
| 126 | 16CK | 17CK | 18CK | 19DK | 26DS | 25DK | 27DS | 26DS | 25DS | 25DS | 28DS | 29DS | 26DS | 26DS | 28DS | 31DS | 25DS | 26DS | 33ES | 32ES | 126 |
| 125 | 16GS | 17CS | 18CS | 19DS | 25DK | 25DS | 27DK | 26DK | 25DK | 25DS | 28DS | 28DS | 26DS | 26DS | 29DS | 31DS | 24DS | 27DS | 32ES | 32ES | 125 |
| 124 | 15CK | 16CK | 17CK | 18DK | 25DS | 25DK | 26DS | 26DS | 24DS | 24DS | 27DS | 28DS | 26DS | 25DS | 28DS | 30DS | 24DS | 27DS | 32ES | 31ES | 124 |
| 123 | 15BS | 16CS | 17CS | 18DS | 25DK | 24DS | 26DK | 25DK | 24DK | 24DS | 27DS | 28DS | 25DS | 25DS | 28DS | 30DS | 23DS | 26DS | 32ES | 31ES | 123 |
| 122 | 15BK | 16CK | 17CK | 18DK | 24CS | 24DK | 25DS | 25DS | 23CS | 23DK | 26DS | 27DS | 25DS | 24DS | 28DS | 30DS | 22DS | 26DS | 31ES | 30DS | 122 |
| 121 | 15BS | 16BS | 17CS | 18DS | 24CK | 24CS | 25CK | 24DK | 23CK | 23DS | 26DK | 27DS | 25DS | 24DS | 28DS | 30DS | 22DS | 25DS | 31ES | 30DS | 121 |
| 120 | 15BK | 16BK | 17CK | 17CK | 24CS | 23CK | 25CS | 24DS | 23CS | 22DK | 25DS | 26DS | 24CS | 24DS | 27DS | 29DS | 21DS | 25DS | 30DS | 29DS | 120 |
| 119 | 15AS | 15BS | 16CS | 17CS | 23CK | 23CS | 24CK | 23DK | 22CK | 22DS | 25DK | 26DK | 24CS | 23DS | 26DS | 28DS | 21DS | 24DS | 30DS | 28DS | 119 |
| 118 | 14AK | 15BK | 16CK | 17CK | 23CS | 22CK | 24CS | 23DS | 22CS | 21DK | 24DS | 25DS | 24CS | 23DS | 26DS | 28DS | 20DS | 23DS | 29DS | 28DS | 118 |
| 117 | 14AS | 15BS | 16CS | 16CS | 23CK | 22CS | 23CK | 23DK | 21CK | 21DS | 24DK | 25DK | 23CS | 23DS | 25DS | 27DS | 20DS | 23DS | 29DS | 27DS | 117 |
| 116 | 14AK | 15BK | 15CK | 16CK | 22CS | 22CK | 23CS | 22DS | 21CS | 20DK | 23DS | 24DS | 23CS | 22DS | 25DS | 27DS | 19DS | 22DS | 28DS | 27DS | 116 |
| 115 | 14AS | 15AS | 15BS | 16CS | 22CK | 21CS | 23CK | 22DK | 21CK | 20CS | 23DK | 24DK | 23CS | 22DS | 25DS | 26DS | 18DS | 22DS | 28DS | 26DS | 115 |
| 114 | 14AK | 15AK | 15BK | 16CK | 22CS | 21CK | 22CS | 21CS | 20CS | 19CK | 22CS | 23DS | 22CS | 22DS | 24DS | 26DS | 18DS | 21DS | 27DS | 25DS | 114 |
| 113 | 14AS | 14AS | 15BS | 15CS | 21CK | 21CS | 22CK | 21CK | 20CK | 19CS | 22CK | 23DK | 22CS | 21DS | 24DS | 25DS | 17DS | 21DS | 27DS | 25DS | 113 |
| 112 | 13AK | 14AK | 15BK | 15CK | 21CS | 20CK | 21CS | 20CS | 19CS | 18CK | 21CS | 22DS | 22CS | 21DS | 23DS | 25DS | 17DS | 20DS | 26DS | 24DS | 112 |
| 111 | 13   | 14AS | 14BS | 15CS | 21CK | 20CS | 21CK | 20CK | 19CK | 18CS | 21CK | 22CK | 21CS | 21CS | 23DS | 24DS | 16DS | 19DS | 26DS | 24DS | 111 |
| 110 | 13   | 14AK | 14BK | 15CK | 20BS | 20CK | 21CS | 20CS | 19CS | 17CK | 20CS | 21CS | 21CS | 20CS | 22DS | 24DS | 16CS | 19CS | 25DS | 23DS | 110 |
| 109 | 13   | 14AS | 14BS | 14CS | 20BK | 19CS | 20CK | 19CK | 18CK | 17CS | 20CK | 21CK | 21CS | 20CS | 22CS | 23DS | 16CS | 18CS | 25DS | 23DS | 109 |
| 108 | 13   | 13AK | 14AK | 14CK | 20BS | 19BK | 20CS | 19CS | 18CS | 16CK | 19CS | 20CS | 20CS | 19CS | 22CS | 23DS | 14CS | 16CS | 24DS | 21DS | 108 |
| 107 | 13   | 13AS | 13AS | 14BS | 19BK | 19BS | 19CK | 18CK | 18CK | 16CS | 18CK | 20CK | 20CK | 19CS | 21CS | 23DS | 14CS | 17CS | 24DS | 21DS | 107 |
| 106 | 12   | 13   | 13AK | 13BK | 19BS | 18BK | 19CS | 18CS | 17BS | 15CK | 18CS | 19CS | 20CS | 19CS | 21CS | 22CS | 13CS | 17CS | 23DS | 21DS | 106 |
| 105 | 12   | 13   | 13AS | 13BS | 19AK | 18BS | 19CK | 18CK | 17BK | 15CS | 18CK | 19CK | 19CK | 18CS | 20CS | 22CS | 13CS | 16CS | 23DS | 20DS | 105 |
| 104 | 12   | 13   | 13AK | 13BK | 18AS | 18BK | 18BS | 17CS | 16BS | 14CK | 17CS | 18CS | 19CS | 18CK | 20CS | 21CS | 12CS | 16CS | 22DS | 20DS | 104 |
| 103 | 12   | 12   | 12AS | 12BS | 18AK | 17BS | 18BK | 17CK | 16BK | 14CS | 17CK | 18CK | 19CK | 18CS | 19CS | 21CS | 12CS | 15CS | 22DS | 19CS | 103 |
| 102 | 12   | 12   | 12AK | 12BK | 18AS | 17BK | 17BS | 16CS | 16BS | 14CK | 16CS | 17CS | 18BS | 17CK | 19CK | 20CK | 11CK | 14CK | 21DS | 18CS | 102 |
| 101 | 12   | 12   | 12AS | 12BS | 17AK | 17AS | 17BK | 16CK | 15BK | 13CS | 16CK | 17CK | 18BK | 17CS | 19CS | 20CS | 10CS | 14CS | 21DS | 18CS | 101 |
| 100 | 12   | 12   | 12AK | 12BK | 17AS | 16AK | 17BS | 15CS | 15BS | 13CK | 15CS | 16CS | 18BS | 17CK | 18CK | 19CK | 10CK | 13CK | 20DS | 17CS | 100 |
| 99  | 11   | 12   | 11AS | 12AS | 17AK | 16AS | 16BK | 15CK | 14BK | 12CS | 15CK | 16CK | 17BK | 16CS | 18CS | 19CS | 9CS  | 13BS | 20CS | 17CK | 99  |
| 98  | 11   | 11   | 11AK | 11AK | 17AS | 16AK | 16BS | 15CS | 14BS | 12BK | 14CS | 15CS | 17BS | 16CK | 17CK | 18CK | 9CK  | 12BK | 20CS | 16CS | 98  |
| 97  | 11   | 11   | 11AS | 11AS | 16AK | 15AS | 15AK | 14BK | 14BK | 11BS | 14CK | 15CK | 17BK | 16CS | 17CS | 18CS | 8CS  | 12BS | 19CS | 16CK | 97  |
| 96  | 11   | 11   | 11   | 11AK | 16   | 15AK | 15AS | 14BS | 13AS | 11BK | 13CS | 15CS | 16BS | 15CK | 16CK | 17CK | 8BK  | 11BK | 19CS | 15CS | 96  |
| 95  | 11   | 11   | 11   | 10AS | 16   | 15AS | 15AK | 13BK | 13AK | 10BS | 13CK | 14CK | 16BK | 15CS | 16CS | 17CS | 7BS  | 10BS | 18CS | 14CK | 95  |
| 94  | 11   | 11   | 11   | 10AK | 15   | 14AK | 14AS | 13BS | 12AS | 10BK | 12BS | 14CK | 16BS | 14CK | 16CK | 17CK | 6BK  | 10AK | 18CS | 14CS | 94  |
| 93  | 10   | 10   | 10   | 10AS | 15   | 14AS | 14AK | 12BK | 12AK | 9BS  | 12BK | 13CK | 15BK | 14CS | 15CS | 16CS | 6BS  | 9AS  | 17CS | 13CK | 93  |
| 92  | 10   | 10   | 10   | 10AK | 15   | 14AK | 13AS | 12BS | 12AS | 9BK  | 11BS | 13BS | 15BS | 14BK | 15BK | 16BK | 5AK  | 9AK  | 17CS | 13BS | 92  |
| 91  | 10   | 10   | 10   | 9AS  | 14   | 13   | 13AK | 12BK | 11AK | 8BS  | 11BK | 12BK | 15BK | 13BS | 14BS | 16BS | 5AS  | 8AS  | 16CK | 12BK | 91  |
| 90  | 10   | 10   | 9    | 9AK  | 14   | 13   | 13AS | 11BS | 11AS | 8BK  | 10BS | 12BS | 14AS | 13BK | 14BK | 15BK | 4AK  | 8AK  | 16CS | 11BS | 90  |
| 89  | 10   | 10   | 9    | 9AS  | 14   | 13   | 12AK | 11BK | 10AK | 7AS  | 10BK | 11BK | 14AK | 13BS | 13BS | 14BS | —    | 7    | 15CK | 11AK | 89  |
| 88  | 10   | 9    | 9    | 9AK  | 13   | 12   | 12AS | 10AS | 10AS | 7AK  | 9BS  | 11BS | 14AS | 12BK | 13BK | 14BK | —    | —    | 15CS | 10AS | 88  |
| 87  | 9    | 9    | 9    | 9AS  | 13   | 12   | 11AK | 10AK | 10AK | 6AS  | 9BK  | 10BK | 13AK | 12BS | 13BS | 13BS | —    | —    | 14CK | 10AK | 87  |
| 86  | 9    | 9    | 9    | 8    | 13   | 11   | 11   | 10AS | 9    | 6AK  | 8BS  | 10BS | 13AS | 12BK | 12BK | 13BK | —    | —    | 14CS | 9    | 86  |
| 85  | 9    | 9    | 9    | 8    | 12   | 11   | 11   | 9AK  | 9    | 5AS  | 8BK  | 9BK  | 13AK | 11BS | 12BS | 12BS | —    | —    | 13BK | —    | 85  |
| 84  | 9    | 9    | 9    | 8    | 12   | 11   | 10   | 9AS  | 8    | 5AK  | 7AS  | 9BS  | 12AS | 11BK | 11BK | 12BK | —    | —    | 13BS | —    | 84  |
| 83  | 9    | 9    | 8    | 7    | 12   | 10   | 10   | 8AK  | 8    | 4AS  | 7AK  | 8BK  | 12AK | 11BS | 11BS | 11BS | —    | —    | 12BK | —    | 83  |
| 82  | 9    | 8    |      |      |      |      |      |      |      |      |      |      |      |      |      |      |      |      |      |      |     |

| Skill Bonus (Ranks)                       | Level  |        |         |         |          |          |          |          |          |          |
|---|--------|--------|---------|---------|----------|----------|----------|----------|----------|----------|
|   | 1st    | 2nd    | 3rd     | 4th     | 5th      | 6th      | 7th      | 8th      | 9th      | 10th     |
| <b>Armor • Heavy, Plate, unskilled</b>    | -8     | -8     | -6      | -3      | -3       | -3       | -2       | -2       | -4       | -2       |
| <b>Armor • Light Soft Leather</b>         | +4(3)  | +4(3)  | +5(3)   | +8(3)   | +8(3)    | +8(3)    | +10(3)   | +10(3)   | +9(3)    | +10(3)   |
| <b>Armor • Light, Rigid Leather</b>       | +28(3) | +28(3) | +29(3)  | +32(3)  | +32(3)   | +32(3)   | +34(3)   | +34(3)   | +33(3)   | +34(3)   |
| <b>Armor • Medium, Chain</b>              | +52(6) | +67(9) | +80(12) | +92(15) | +101(18) | +105(20) | +106(20) | +106(20) | +105(20) | +107(20) |
| <b>Artistic • Active, unskilled</b>       | -40    | -40    | -39     | -35     | -36      | -35      | -34      | -32      | -32      | -32      |
| <b>Artistic • Passive, unskilled</b>      | -38    | -36    | -35     | -14     | -15      | -14      | -14      | -12      | -12      | -12      |
| <b>Athletic • Brawn, unskilled</b>        | +4     | +6     | +11     | +15     | +17      | +17      | +20      | +22      | +23      | +24      |
| Weight Lifting                            | —      | —      | +29(1)  | +36(2)  | +38(2)   | +38(2)   | +44(3)   | +49(4)   | +53(5)   | +54(5)   |
| <b>Athletic • Endurance, unskilled</b>    | +4     | +6     | +11     | +15     | +17      | +17      | +20      | +22      | +23      | +24      |
| Scaling                                   | —      | —      | +29(1)  | +33(1)  | +38(2)   | +38(2)   | +44(3)   | +49(4)   | +53(5)   | +57(6)   |
| <b>Athletic • Gymnastics, unskilled</b>   | -14    | -10    | -7      | -4      | -2       | -2       | +2       | +2       | +2       | +2       |
| Climbing                                  | +4(1)  | +8(1)  | +14(2)  | +17(2)  | +19(2)   | +19(2)   | +26(3)   | +26(3)   | +29(4)   | +29(4)   |
| <b>Awareness • Perceptions, unskilled</b> | -13    | -9     | -9      | -7      | -7       | -5       | -5       | -5       | -5       | -4       |
| Alertness                                 | +7(5)  | +11(5) | +12(6)  | +15(7)  | +16(8)   | +19(9)   | +20(10)  | +20(10)  | +21(11)  | +22(11)  |
| Sense Ambush                              | —      | —      | +7(1)   | +9(1)   | +9(1)    | +12(2)   | +13(3)   | +13(3)   | +14(4)   | +15(4)   |
| <b>Awareness • Searching, unskilled</b>   | -6     | -1     | +2      | +5      | +5       | +9       | +11      | +11      | +13      | +14      |
| Detect Traps                              | —      | —      | +20(1)  | +23(1)  | +23(1)   | +27(1)   | +29(1)   | +29(1)   | +31(1)   | +35(2)   |
| Locate Hidden                             | —      | —      | +20(1)  | +23(1)  | +23(1)   | +27(1)   | +29(1)   | +32(2)   | +34(2)   | +35(2)   |
| Observation                               | —      | +17(1) | +23(2)  | +26(2)  | +29(3)   | +33(3)   | +38(4)   | +41(5)   | +43(5)   | +44(5)   |
| Reading Tracks                            | —      | —      | +20(1)  | +23(1)  | +23(1)   | +30(2)   | +32(2)   | +32(2)   | +34(2)   | +35(2)   |
| Tracking                                  | —      | —      | +20(1)  | +23(1)  | +26(2)   | +30(2)   | +32(2)   | +32(2)   | +37(3)   | +41(4)   |
| <b>Awareness • Senses, unskilled</b>      | -11    | -5     | -3      | +1      | +1       | +5       | +7       | +9       | +11      | +12      |
| Direction Sense                           | —      | —      | +15(1)  | +19(1)  | +22(2)   | +29(3)   | +31(3)   | +36(4)   | +41(5)   | +45(6)   |
| Situational Awareness (Combat)            | +10(2) | +16(2) | +18(2)  | +22(2)  | +28(4)   | +32(4)   | +40(6)   | +42(6)   | +44(6)   | +51(8)   |
| <b>Combat Maneuvers, unskilled</b>        | -22    | -18    | -17     | -15     | -15      | -13      | -12      | -12      | -12      | -11      |
| Subdual                                   | +18(2) | +32(4) | +43(6)  | +55(8)  | +66(10)  | +72(12)  | +80(14)  | +80(14)  | +80(14)  | +81(14)  |
| <b>Communications, unskilled</b>          | -10    | -5     | -1      | +0      | -1       | +0       | +0       | +1       | +1       | +0       |
| Dwarvish, spoken                          | +37(9) | +42(9) | +36(9)  | +37(9)  | +36(9)   | +37(9)   | +38(9)   | +38(9)   | +38(9)   | +37(9)   |
| Dwarvish, written                         | +28(6) | +33(6) | +37(6)  | +38(6)  | +37(6)   | +38(6)   | +38(6)   | +39(6)   | +39(6)   | +38(6)   |
| Common-speech, spoken                     | +34(8) | +39(8) | +43(8)  | +44(8)  | +43(8)   | +44(8)   | +44(8)   | +45(8)   | +45(8)   | +44(8)   |
| Common-speech, written                    | +25(5) | +30(5) | +34(5)  | +35(5)  | +34(5)   | +35(5)   | +35(5)   | +36(5)   | +36(5)   | +35(5)   |
| Elvish, spoken                            | +28(6) | +33(6) | +37(6)  | +38(6)  | +37(6)   | +38(6)   | +38(6)   | +39(6)   | +39(6)   | +38(6)   |
| Elvish, written                           | +25(5) | +30(5) | +34(5)  | +35(5)  | +34(5)   | +35(5)   | +35(5)   | +36(5)   | +36(5)   | +35(5)   |
| Hill-speech                               | +16(2) | +21(2) | +25(2)  | +26(2)  | +25(2)   | +26(2)   | +26(2)   | +27(2)   | +27(2)   | +26(2)   |

### Special Items

**Axe of Yuul** [Levels Available: 1-10] Attacks as a hand axe with a special +10 bonus to OB (because of its enchanted nature).

**Battle Axe** [Levels Available: 1-9] Attacks as a battle axe with a special +5 bonus to OB (because it is made of fine steel).

**Steel Helm** [Levels Available: 1-8] Provides a special +10 bonus to DB (because it is made of exceptional steel).

**Full Chain Armor** [Levels Available: 2-10] Provides AT 16. Also gives a special +10 bonus to DB (because it is made of exceptional steel).

**Trollskin Belt** [Level Available: 5-10] Provides a special +5 bonus to DB (due to its highly resilient nature).

**Bruin's Bridle** [Levels Available: 5-10] Provides a special +20 bonus to any Riding maneuvers (due to its enchanted nature). Also, any horse wearing this bridle is always calm (will never bolt, move faster than a trot, etc.).

**Helm of Dureg** [Level Available: 6] Provides a special +10 bonus to DB (due to its enchanted nature).

**Steel Climbing Pitons** [Levels Available: 7-9] Provides a special +15 bonus to any Climbing maneuvers (because they are made of exceptional steel and because of their superior craftsmanship).

**Steel Javelin** [Levels Available: 8-10] Attacks as a javelin with a special +10 bonus to OB (because it is made of exceptional steel).

**Lock Pick Kit** [Levels Available: 9-10] Provides a special +5 bonus to any Picking Locks maneuvers (because the tools are crafted of a fine steel).

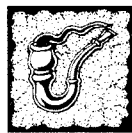
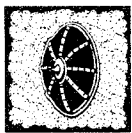
**Disarm Trap Kit** [Level Available: 10] Provides a special +5 bonus to any Disarming Traps maneuvers (because the tools are crafted of a fine steel).

**Steel Dagger** [Level Available: 10] Attacks as a dagger with a special +5 bonus to OB (because it is crafted of a fine steel).

**Wuttermund's Wand** [Level Available: 10] By invoking the powers within this wand, the wielder can predict the weather for the next 24 hours. The wielder must be out of doors when this power is activated. This power can only be called upon 10 times (before becoming a worthless wooden stick).

### Other Special Items

| Skill Bonus (Ranks)                           | Level  |        |        |        |        |        |        |        |         |         |
|---|--------|--------|--------|--------|--------|--------|--------|--------|---------|---------|
|   | 1st    | 2nd    | 3rd    | 4th    | 5th    | 6th    | 7th    | 8th    | 9th     | 10th    |
| <b>Crafts, unskilled</b>                      | -28    | -26    | -24    | -23    | -23    | -21    | -20    | -20    | -20     | -20     |
| Cooking (Trail Cooking)                       | —      | —      | —      | —      | —      | —      | +15(1) | +15(1) | +15(1)  | +15(1)  |
| Leather Crafts (Boot Repair)                  | +12(2) | +14(2) | +16(2) | +17(2) | +17(2) | +19(2) | +20(2) | +20(2) | +20(2)  | +20(2)  |
| Metal Crafts (Armor Repair)                   | +12(2) | +14(2) | +16(2) | +17(2) | +17(2) | +19(2) | +20(4) | +30(4) | +30(4)  | +30(4)  |
| Stone Crafts (Gem Setting)                    | +12(2) | +14(2) | +16(2) | +17(2) | +17(2) | +19(2) | +20(2) | +20(2) | +20(2)  | +20(2)  |
| <b>Directed Spells, unskilled</b>             | -32    | -32    | -32    | -30    | -30    | -28    | -26    | -26    | -26     | -25     |
| <b>Influence, unskilled</b>                   | -21    | -17    | -14    | -8     | -7     | -3     | -1     | +2     | +2      | +4      |
| Leadership                                    | +0(2)  | +4(2)  | +7(2)  | +19(4) | +20(4) | +24(4) | +32(6) | +35(6) | +41(8)  | +43(8)  |
| Public Speaking                               | —      | —      | —      | —      | —      | +15(1) | +17(1) | +23(2) | +26(3)  | +31(4)  |
| <b>Lore • General, unskilled</b>              | +8     | +17    | +22    | +22    | +22    | +22    | +22    | +22    | +22     | +22     |
| Heraldry                                      | +26(1) | +38(2) | +43(2) | +43(2) | +43(2) | +43(2) | +43(2) | +43(2) | +46(3)  | +46(3)  |
| "Home" Culture Lore                           | +32(3) | +41(3) | +46(3) | +46(3) | +46(3) | +49(4) | +49(4) | +49(4) | +49(4)  | +49(4)  |
| "Home" Region Lore                            | +41(6) | +50(6) | +55(6) | +55(6) | +55(6) | +55(6) | +55(6) | +55(6) | +55(6)  | +55(6)  |
| <b>Lore • Magical, unskilled</b>              | -21    | -14    | -9     | -9     | -9     | +8     | +8     | +8     | +8      | +8      |
| <b>Lore • Obscure, unskilled</b>              | -21    | -14    | -9     | -9     | -9     | +8     | +8     | +8     | +8      | +8      |
| <b>Lore • Technical, unskilled</b>            | -21    | -14    | -9     | -9     | -9     | +8     | +8     | +8     | +8      | +8      |
| <b>Outdoor • Animal, unskilled</b>            | -40    | -23    | -19    | -14    | -14    | -10    | -7     | -3     | -1      | +1      |
| Animal Handling (Horse)                       | —      | -5(1)  | +2(2)  | +10(3) | +13(4) | +20(5) | +26(6) | +33(7) | +38(8)  | +43(9)  |
| Riding (Horse)                                | —      | -5(1)  | +2(2)  | +10(3) | +13(4) | +20(5) | +26(6) | +33(7) | +38(8)  | +43(9)  |
| <b>Outdoor • Environmental, unskilled</b>     | +1     | +5     | +7     | +8     | +8     | +10    | +12    | +12    | +12     | +14     |
| Caving  | —      | —      | —      | +29(2) | +29(2) | +31(2) | +33(2) | +39(4) | +45(6)  | +47(6)  |
| Foraging                                      | +19(1) | +26(2) | +28(2) | +29(2) | +32(3) | +37(4) | +39(4) | +39(4) | +39(4)  | +44(5)  |
| Hunting                                       | +22(2) | +26(2) | +31(3) | +35(4) | +35(4) | +40(5) | +45(6) | +45(6) | +48(7)  | +50(7)  |
| Weather Watching                              | +19(1) | +23(1) | +25(1) | +26(1) | +29(2) | +31(2) | +33(2) | +36(3) | +36(3)  | +38(3)  |
| <b>Power Awareness, unskilled</b>             | -38    | -36    | -18    | -14    | -15    | -13    | -13    | -12    | -12     | -12     |
| Attunement                                    | —      | —      | —      | +4     | +3     | +5     | +5     | +6     | +6      | +6      |
| <b>Power Manipulation, unskilled</b>          | -38    | -36    | -35    | -31    | -32    | -30    | -30    | -29    | -29     | -29     |
| <b>Science/Anal. • Basic, unskilled</b>       | -1     | +7     | +11    | +11    | +11    | +11    | +11    | +11    | +11     | +10     |
| <b>Science/Anal. • Specialized, unskilled</b> | -18    | -10    | -6     | -6     | -6     | -6     | -6     | -6     | -6      | -7      |
| <b>Self Control, unskilled</b>                | -13    | -11    | -9     | -5     | -5     | +2     | +4     | +6     | +8      | +10     |
| Frenzy  | +8(2)  | +10(2) | +12(2) | +16(2) | +22(4) | +29(4) | +31(4) | +39(6) | +41(6)  | +49(8)  |
| Stunned Maneuver                              | —      | +7(1)  | +12(2) | +19(3) | +19(3) | +29(4) | +34(5) | +36(5) | +41(6)  | +46(7)  |
| <b>Special Attacks, unskilled</b>             | -23    | -23    | -22    | -20    | -20    | -18    | -17    | -17    | -18     | -16     |
| Brawling                                      | —      | +12(1) | +18(2) | +25(3) | +30(4) | +37(5) | +38(5) | +43(6) | +47(7)  | +54(8)  |
| Disarm Foe (Armed)                            | —      | —      | —      | —      | —      | +17(1) | +23(2) | +38(3) | +32(4)  | +39(5)  |
| <b>Special Defenses, unskilled</b>            | -30    | -30    | -30    | -30    | -30    | -30    | -30    | -30    | -30     | -30     |
| <b>Spell Lists</b>                            |        |        |        |        |        |        |        |        |         |         |
| Detection Mastery                             | —      | —      | —      | —      | —      | —      | —      | +4(1)  | +6(2)   | +6(3)   |
| <b>Subterfuge • Attack, unskilled</b>         | -30    | -28    | -28    | -9     | -9     | -5     | -4     | -4     | -2      | -1      |
| Ambush  | —      | —      | —      | —      | +9(1)  | +13(1) | +14(1) | +17(2) | +19(2)  | +23(3)  |
| <b>Subterfuge • Mechanics, unskilled</b>      | -27    | -5     | -2     | +0     | +2     | +2     | +5     | +5     | +5      | +5      |
| Disarming Traps                               | -9(1)  | +13(1) | +16(1) | +21(2) | +23(2) | +26(3) | +29(3) | +29(3) | +29(3)  | +32(4)  |
| Picking Locks                                 | -9(1)  | +13(1) | +16(1) | +18(1) | +23(2) | +23(2) | +26(2) | +29(3) | +29(3)  | +29(3)  |
| <b>Subterfuge • Stealth, unskilled</b>        | -30    | -28    | -28    | -9     | -7     | -3     | -2     | +0     | +0      | +3      |
| Hiding  | —      | —      | —      | —      | +11(1) | +15(1) | +19(2) | +24(3) | +249(3) | +27(3)  |
| Stalking                                      | —      | —      | —      | +9(1)  | +11(1) | +18(2) | +22(3) | +24(3) | +24(3)  | +30(4)  |
| <b>Tech/Trade • General, unskilled</b>        | -4     | +3     | +6     | +6     | +8     | +10    | +10    | +10    | +10     | +12     |
| First Aid                                     | —      | +21(1) | +24(1) | +27(2) | +29(2) | +31(2) | +31(2) | +31(2) | +31(2)  | +33(2)  |
| Gambling                                      | —      | +21(1) | +24(1) | +24(1) | +26(1) | +31(2) | +31(2) | +34(3) | +34(3)  | +36(3)  |
| Using Prepared Herbs                          | —      | +21(1) | +24(1) | +24(1) | +26(1) | +28(1) | +28(1) | +28(1) | +28(1)  | +30(1)  |
| <b>Tech/Trade • Professional, unskilled</b>   | -23    | -16    | -13    | -12    | -12    | -12    | -12    | -12    | -12     | -13     |
| Military Organization                         | +12(1) | +19(1) | +22(1) | +23(1) | +23(1) | +23(1) | +23(1) | +23(1) | +23(1)  | +22(1)  |
| <b>Tech/Trade • Vocational, unskilled</b>     | -23    | -16    | -13    | -12    | -12    | -12    | -12    | -12    | -12     | -13     |
| Evaluate Armor                                | —      | +19(1) | +22(1) | +23(1) | +23(1) | +23(1) | +23(1) | +23(1) | +23(1)  | +22(1)  |
| Evaluate Weapon                               | —      | +19(1) | +22(1) | +23(1) | +28(2) | +33(3) | +33(3) | +33(3) | +33(3)  | +32(3)  |
| <b>Urban, unskilled</b>                       | -29    | -7     | -6     | -3     | -3     | -2     | -2     | -2     | -2      | -2      |
| <b>Weapon • 1-H Concussion, unskilled</b>     | +25    | +25    | +27    | +30    | +30    | +30    | +31    | +31    | +29     | +31     |
| Mace  | +52(4) | +52(4) | +54(4) | +57(4) | +57(4) | +57(4) | +58(4) | +58(4) | +56(4)  | +58(4)  |
| <b>Weapon • 1-H Edged, unskilled</b>          | +25    | +27    | +31    | +34    | +36    | +38    | +39    | +39    | +37     | +41     |
| Hand Ax                                       | +52(4) | +57(5) | +61(5) | +67(6) | +69(6) | +74(7) | +75(7) | +75(7) | +76(8)  | +80(8)  |
| <b>Weapon • 2-Handed, unskilled</b>           | +21    | +23    | +27    | +32    | +34    | +36    | +39    | +41    | +41     | +44     |
| Battle Axe                                    | +39(1) | +44(2) | +51(3) | +59(4) | +64(5) | +69(6) | +75(7) | +80(8) | +83(9)  | +89(10) |
| <b>Weapon • Missile, unskilled</b>            | -7     | -7     | -6     | -3     | -3     | -3     | -1     | -1     | -2      | -1      |
| <b>Weapon • Missile Artillery, unskilled</b>  | -7     | -2     | -1     | +1     | +1     | +1     | +2     | +2     | +2      | +2      |
| <b>Weapon • Pole Arms, unskilled</b>          | +2     | +2     | +4     | +7     | +24    | +26    | +27    | +29    | +27     | +31     |
| Javelin                                       | —      | —      | —      | —      | —      | +44(1) | +45(1) | +47(1) | +48(2)  | +55(3)  |
| <b>Weapon • Thrown, unskilled</b>             | +10    | +12    | +13    | +18    | +20    | +22    | +24    | +24    | +23     | +26     |
| Hand Ax                                       | +28(1) | +33(2) | +34(2) | +42(3) | +44(3) | +49(4) | +51(4) | +51(4) | +50(4)  | +53(4)  |
| Javelin                                       | —      | —      | —      | —      | —      | —      | +42(1) | +45(2) | +47(3)  | +53(4)  |



Name: \_\_\_\_\_  
Race: Halfling Profession: Thief  
Height: 3'3" Weight: 76  
Hair: brown Eyes: Green  
Personality: \_\_\_\_\_  
Motivations/Alignment: \_\_\_\_\_

#### Stat Bonuses

|                 | Level   |         |         |         |         |         |         |          |          |          |
|-----------------|---------|---------|---------|---------|---------|---------|---------|----------|----------|----------|
|                 | 1st     | 2nd     | 3rd     | 4th     | 5th     | 6th     | 7th     | 8th      | 9th      | 10th     |
| Agility         | 90(+11) | 87(+10) | 93(+12) | 96(+14) | 97(+14) | 93(+12) | 96(+14) | 100(+16) | 100(+16) | 100(+16) |
| Constitution    | 79(+8)  | 87(+10) | 92(+12) | 92(+12) | 92(+12) | 92(+12) | 92(+12) | 92(+12)  | 92(+12)  | 92(+12)  |
| Memory          | 55(+0)  | 64(+0)  | 67(+0)  | 79(+2)  | 79(+2)  | 79(+2)  | 79(+2)  | 79(+2)   | 79(+2)   | 75(+2)   |
| Reasoning       | 53(+5)  | 62(+5)  | 67(+5)  | 71(+6)  | 71(+6)  | 71(+6)  | 71(+6)  | 71(+6)   | 71(+6)   | 71(+6)   |
| Self Discipline | 50(-4)  | 68(-4)  | 77(-2)  | 80(-1)  | 85(+0)  | 87(+0)  | 85(+0)  | 85(+0)   | 85(+0)   | 85(+0)   |
| Empathy         | 66(-2)  | 69(-2)  | 75(+0)  | 82(+1)  | 84(+1)  | 84(+1)  | 84(+1)  | 84(+1)   | 84(+1)   | 84(+1)   |
| Intuition       | 50(+0)  | 53(+0)  | 61(+0)  | 71(+1)  | 72(+1)  | 73(+1)  | 73(+1)  | 73(+1)   | 73(+1)   | 73(+1)   |
| Presence        | 55(-6)  | 63(-6)  | 71(-5)  | 72(-5)  | 78(-4)  | 79(-4)  | 79(-4)  | 79(-4)   | 79(-4)   | 79(-4)   |
| Quickness       | 90(+9)  | 93(+10) | 95(+11) | 95(+11) | 95(+11) | 95(+11) | 93(+10) | 95(+11)  | 95(+11)  | 95(+1)   |
| Strength        | 68(-8)  | 77(-6)  | 85(-4)  | 86(-4)  | 88(-4)  | 92(-2)  | 92(-2)  | 92(-2)   | 92(-2)   | 92(-2)   |

#### Other Information

|                  | Level |     |     |     |     |     |     |     |     |      |
|------------------|-------|-----|-----|-----|-----|-----|-----|-----|-----|------|
|                  | 1st   | 2nd | 3rd | 4th | 5th | 6th | 7th | 8th | 9th | 10th |
| Hits             | 39    | 49  | 55  | 62  | 63  | 69  | 69  | 75  | 75  | 81   |
| Power Points     | 0     | 0   | 0   | 1   | 1   | 1   | 1   | 1   | 1   | 1    |
| Exhaustion Pts.  | 64    | 70  | 76  | 76  | 76  | 76  | 76  | 76  | 76  | 76   |
| Armor Type       | 6     | 6   | 9   | 9   | 9   | 9   | 9   | 10  | 10  | 10   |
| MM Penalty       | -0    | -0  | -5  | -5  | -5  | -5  | -5  | -10 | -10 | -10  |
| Defensive Bonus  | 27    | 27  | +30 | +33 | +33 | +33 | +33 | +25 | +28 | +28  |
| Move Rate        | 47    | 50  | 48  | 48  | 48  | 48  | 45  | 43  | 43  | 43   |
| Channeling RR    | +15   | +15 | +15 | +18 | +18 | +18 | +18 | +18 | +18 | +18  |
| Essence RR       | +44   | +44 | +50 | +53 | +53 | +53 | +53 | +53 | +53 | +53  |
| Mentalism RR     | +22   | +22 | +22 | +25 | +25 | +28 | +28 | +28 | +28 | +28  |
| Chan/Ess RR      | +48   | +48 | +50 | +52 | +52 | +52 | +52 | +52 | +52 | +52  |
| Chan/Ment RR     | +34   | +34 | +35 | +36 | +37 | +37 | +37 | +37 | +37 | +37  |
| Ess/Ment RR      | +82   | +82 | +85 | +86 | +87 | +87 | +87 | +87 | +87 | +87  |
| Poison RR        | +54   | +60 | +66 | +66 | +66 | +66 | +66 | +66 | +66 | +66  |
| Disease RR       | +39   | +45 | +51 | +51 | +51 | +51 | +51 | +51 | +51 | +51  |
| Fear RR          | -12   | -12 | -6  | -3  | +0  | +0  | +0  | +0  | +0  | +0   |
| Hits/Hr Resting  | 4     | 5   | 6   | 6   | 6   | 6   | 6   | 6   | 6   | 6    |
| Hits/Sleep Cycle | 16    | 20  | 24  | 24  | 24  | 24  | 24  | 24  | 24  | 24   |
| PPs/Hr Resting   | 0     | 0   | 0   | 1   | 1   | 1   | 1   | 1   | 1   | 1    |
| PPs/Sleep Cycle  | 0     | 0   | 0   | 1   | 1   | 1   | 1   | 1   | 1   | 1    |

#### Normal Equipment List

Leather coat (covers all of torso and part of thighs) or rigid leather breastplate (depending on level)  
Arm and leg greaves  
Belt pouch  
— Flint and steel  
— Tinderbox (enough for 8 fires)  
— 3 candles  
— 9 animal treats  
— Mirenn berry (eat to gain 10 hits)  
Backpack  
— 9 climbing pitons and hammer  
— Small tarp (3' x 4')  
— Small mirror (3" x 6"), polished metal  
Lantern (holds 1 pint of oil)  
Three pair of pants  
Two shirts

#### Animal Companion

Silvertail (fox raised from birth)

#### Special Notes

A special bonus of +30 to DB and RR versus heat and cold attacks. Feet and hands almost immune to heat and cold.

Notes: Thrown knife attacks are resolved as a dagger attack with a -15.





Length: 2.5 - 4 feet  
Weight: 2 - 3 pounds  
Fumble Range: 01 - 04 UM  
Breakage #: Auto  
Strength: 54 - 66

Range Modifiers: 1' - 10': +25  
11' - 100': +0  
101' - 200': -35  
201' - 300': -60

# ATTACK TABLE 2.5 COMPOSITE BOW

MISSILE

|     | 20   | 19   | 18   | 17   | 16   | 15    | 14   | 13   | 12   | 11   | 10   | 9    | 8    | 7    | 6    | 5    | 4    | 3    | 2    | 1    |     |
|-----|------|------|------|------|------|-------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|-----|
| 150 | 11EP | 13EP | 15EP | 17EP | 22EP | 22EP  | 25EP | 25EP | 20EP | 22EP | 26EP | 26EP | 21EP | 21EP | 26EP | 29EP | 17EP | 20EP | 23EP | 27EP | 150 |
| 149 | 11EP | 13EP | 15EP | 17EP | 22EP | 22EP  | 25EP | 25EP | 20EP | 22EP | 26EP | 26EP | 21EP | 21EP | 26EP | 29EP | 17EP | 20EP | 23EP | 27EP | 149 |
| 148 | 11EP | 13EP | 15EP | 17EP | 22EP | 22EP  | 25EP | 25EP | 20EP | 22EP | 26EP | 26EP | 21EP | 21EP | 26EP | 29EP | 17EP | 20EP | 23EP | 27EP | 148 |
| 147 | 11EP | 13EP | 15EP | 17EP | 22EP | 22EP  | 25EP | 25EP | 20EP | 22EP | 26EP | 26EP | 21EP | 21EP | 26EP | 29EP | 17EP | 20EP | 23EP | 27EP | 147 |
| 146 | 11EP | 13EP | 15EP | 17EP | 22EP | 22EP  | 25EP | 25EP | 20EP | 22EP | 26EP | 26EP | 21EP | 21EP | 26EP | 29EP | 17EP | 20EP | 23EP | 27EP | 146 |
| 145 | 11DP | 13DP | 15EP | 16EP | 21EP | 21EP  | 24EP | 24EP | 19EP | 21EP | 25EP | 25EP | 20EP | 20EP | 25EP | 28EP | 16EP | 19EP | 22EP | 26EP | 145 |
| 144 | 11DP | 13DP | 14EP | 16EP | 21EP | 21EP  | 24EP | 24EP | 19EP | 21EP | 24EP | 24EP | 20EP | 20EP | 25EP | 28EP | 16EP | 19EP | 22EP | 25EP | 144 |
| 143 | 11DP | 12DP | 14DP | 16EP | 21EP | 21EP  | 23EP | 23EP | 18DP | 20EP | 24EP | 24EP | 20EP | 20EP | 24EP | 27EP | 16EP | 19EP | 22EP | 25EP | 143 |
| 142 | 11DP | 12DP | 14DP | 16EP | 21DP | 20EP  | 23EP | 23EP | 18DP | 20EP | 24EP | 24EP | 20EP | 20EP | 24EP | 27EP | 16EP | 19EP | 22EP | 25EP | 142 |
| 141 | 11DP | 12DP | 14DP | 15EP | 20DP | 20DP  | 23DP | 23EP | 18DP | 20EP | 23EP | 23EP | 20EP | 19EP | 24EP | 27EP | 15EP | 18EP | 21EP | 24EP | 141 |
| 140 | 10CP | 12CP | 14DP | 15EP | 20DP | 20DP  | 22DP | 22EP | 18DP | 19DP | 23DP | 23EP | 19EP | 19EP | 24EP | 26EP | 15EP | 18EP | 21EP | 24EP | 140 |
| 139 | 10CP | 12CP | 13DP | 15DP | 20DP | 20DP  | 22DP | 22EP | 18DP | 19DP | 23DP | 23EP | 19DP | 19EP | 23EP | 26EP | 15EP | 18EP | 21EP | 24EP | 139 |
| 138 | 10CP | 12CP | 13DP | 15DP | 20DP | 19DP  | 22DP | 22EP | 17DP | 19DP | 22DP | 22EP | 18DP | 19EP | 23EP | 26EP | 15EP | 17EP | 21EP | 23EP | 138 |
| 137 | 10CP | 12CP | 13DP | 15DP | 19DP | 19DP  | 21DP | 21DP | 17DP | 18DP | 22DP | 22DP | 18DP | 19EP | 23EP | 25EP | 14DP | 17EP | 21EP | 23EP | 137 |
| 136 | 10CP | 11CP | 13DP | 14DP | 19DP | 19DP  | 21DP | 21DP | 17CP | 18DP | 21DP | 21DP | 18DP | 18DP | 22EP | 25EP | 14DP | 17EP | 20EP | 23EP | 136 |
| 135 | 10CP | 11CP | 13CP | 14DP | 19DP | 19DP  | 21DP | 21DP | 17CP | 18DP | 21DP | 21DP | 18DP | 18DP | 22EP | 25EP | 14DP | 16EP | 20EP | 22EP | 135 |
| 134 | 10BP | 11BP | 13CP | 14DP | 19DP | 18DP  | 21DP | 20DP | 16CP | 17DP | 21DP | 21DP | 18DP | 18DP | 22DP | 24DP | 14DP | 16DP | 20EP | 22EP | 134 |
| 133 | 10BP | 11BP | 12CP | 14DP | 18DP | 18DP  | 20DP | 20DP | 16CP | 17DP | 20DP | 20DP | 18DP | 18DP | 22DP | 24DP | 13DP | 16DP | 20EP | 22EP | 133 |
| 132 | 10BP | 11BP | 12CP | 13DP | 18DP | 18DP  | 20DP | 20DP | 16CP | 17DP | 20DP | 20DP | 18DP | 17DP | 21DP | 24DP | 13DP | 16DP | 19EP | 21EP | 132 |
| 131 | 9BP  | 11BP | 12CP | 13DP | 18CP | 18DP  | 20DP | 19DP | 16CP | 16DP | 20DP | 20DP | 18DP | 17DP | 21DP | 23DP | 13DP | 15DP | 19EP | 21EP | 131 |
| 130 | 9BP  | 11BP | 12CP | 13DP | 18CP | 117CP | 19DP | 19DP | 15CP | 16DP | 19DP | 20DP | 17DP | 17DP | 21DP | 23DP | 13DP | 15DP | 19EP | 21EP | 130 |
| 129 | 9BP  | 10BP | 12CP | 13DP | 17CP | 117CP | 19CP | 19DP | 15CP | 16DP | 19DP | 19DP | 17DP | 17DP | 20DP | 23DP | 12DP | 15DP | 19EP | 20DP | 129 |
| 128 | 9AP  | 10BP | 11CP | 13DP | 17CP | 117CP | 19CP | 18DP | 15CP | 15CP | 19DP | 19DP | 17CP | 17DP | 20DP | 22DP | 12DP | 15DP | 18EP | 20DP | 128 |
| 127 | 9AP  | 10BP | 11CP | 12CP | 17CP | 117CP | 18CP | 18DP | 15CP | 15CP | 18DP | 19DP | 17CP | 16DP | 20DP | 22DP | 12DP | 14DP | 18EP | 20DP | 127 |
| 126 | 9AP  | 10AP | 11BP | 12CP | 17CP | 116CP | 18CP | 18DP | 14CP | 15CP | 18CP | 18DP | 16CP | 16DP | 20DP | 22DP | 12DP | 14DP | 18DP | 19DP | 126 |
| 125 | 9AP  | 10AP | 11BP | 12CP | 16CP | 116CP | 18CP | 17DP | 14CP | 15CP | 18CP | 18DP | 16CP | 16DP | 19DP | 21DP | 11CP | 14DP | 18DP | 19DP | 125 |
| 124 | 9AP  | 10AP | 11BP | 12CP | 16CP | 116CP | 17CP | 17DP | 14CP | 14CP | 17CP | 17DP | 16CP | 16DP | 19DP | 21DP | 11CP | 14DP | 18DP | 19DP | 124 |
| 123 | 9AP  | 10AP | 10BP | 11CP | 16CP | 116CP | 17CP | 17DP | 14CP | 14CP | 17CP | 17DP | 16CP | 15DP | 18DP | 21DP | 11CP | 13DP | 17DP | 18DP | 123 |
| 122 | 8AP  | 9AP  | 10BP | 11CP | 16CP | 115CP | 17CP | 16DP | 13CP | 14CP | 17CP | 17DP | 16CP | 15DP | 18DP | 20DP | 11CP | 13DP | 17DP | 18DP | 122 |
| 121 | 8AP  | 9AP  | 10BP | 11CP | 15CP | 115CP | 17CP | 16CP | 13BP | 13CP | 16CP | 16CP | 15CP | 15DP | 18DP | 20DP | 10CP | 12CP | 17DP | 17DP | 121 |
| 120 | 8AK  | 9AP  | 10BP | 11CP | 15BP | 115CP | 16CP | 16CP | 13BP | 13CP | 16CP | 16CP | 15CP | 15DP | 18DP | 20DP | 10CP | 12CP | 17DP | 17DP | 120 |
| 119 | 8    | 9AP  | 10BP | 11CP | 15BP | 115CP | 16CP | 15CP | 13BP | 13CP | 16CP | 16CP | 15CP | 15DP | 18DP | 19DP | 10CP | 12CP | 16DP | 17DP | 119 |
| 118 | 8    | 9AP  | 10BP | 10CP | 15BP | 114BP | 16CP | 15CP | 12BP | 12CP | 15CP | 15CP | 15CP | 14CP | 17DP | 19DP | 10CP | 12CP | 16DP | 16DP | 118 |
| 117 | 8    | 9AP  | 9AP  | 10CP | 15BP | 114BP | 15CP | 15CP | 12BP | 12CP | 15CP | 15CP | 15CP | 14CP | 17CP | 19DP | 9CP  | 12CP | 16DP | 16DP | 117 |
| 116 | 8    | 9AP  | 9AP  | 10BP | 14BP | 114BP | 15CP | 14CP | 12BP | 12CP | 15CP | 15CP | 14CP | 14CP | 17CP | 18DP | 9CP  | 11CP | 16DP | 16DP | 116 |
| 115 | 8    | 8AK  | 9AP  | 10BP | 14BP | 114BP | 15CP | 14CP | 12BP | 11CP | 14CP | 14CP | 14CP | 14CP | 16CP | 18CP | 9CP  | 11CP | 15DP | 15CP | 115 |
| 114 | 8    | 8    | 9AP  | 9BP  | 14BP | 113BP | 14CP | 14CP | 11BP | 11BP | 14CP | 14CP | 14CP | 13CP | 16CP | 18CP | 9CP  | 11CP | 15DP | 15CP | 114 |
| 113 | 7    | 8    | 9AP  | 9BP  | 14BP | 113BP | 14CP | 13CP | 11BP | 11BP | 13CP | 14CP | 14CP | 13CP | 16CP | 17CP | 8BP  | 11CP | 15DP | 15CP | 113 |
| 112 | 7    | 8    | 8AP  | 9BP  | 13AP | 113BP | 14BP | 13CP | 11BP | 10BP | 13CP | 13CP | 14CP | 13CP | 16CP | 17CP | 8BP  | 10CP | 15DP | 14CP | 112 |
| 111 | 7    | 8    | 8AP  | 9BP  | 13AP | 113BP | 13BP | 13CP | 11BP | 10BP | 13CP | 13CP | 13BP | 13CP | 15CP | 17CP | 8BP  | 10BP | 15DP | 14CP | 111 |
| 110 | 7    | 8    | 8AP  | 9BP  | 13AP | 112BP | 13BP | 12CP | 10BP | 10BP | 12CP | 13CP | 13BP | 13CP | 15CP | 16CP | 8BP  | 10BP | 14CP | 14CP | 110 |
| 109 | 7    | 8    | 8AP  | 8BP  | 13AP | 112BP | 13BP | 12CP | 10BP | 9BP  | 12BP | 12CP | 13BP | 12CP | 15CP | 16CP | 7BP  | 10BP | 14CP | 13CP | 109 |
| 108 | 7    | 7    | 8AP  | 8BP  | 12AP | 112AP | 13BP | 12CP | 10BP | 9BP  | 12BP | 12CP | 13BP | 12CP | 14CP | 16CP | 7BP  | 9BP  | 14CP | 13CP | 108 |
| 107 | 7    | 7    | 8AP  | 8AP  | 12AP | 111AP | 12BP | 11CP | 10AP | 9BP  | 11BP | 12CP | 12BP | 12CP | 14CP | 16CP | 7BP  | 9BP  | 14CP | 13BP | 107 |
| 106 | 7    | 7    | 7AP  | 8AP  | 12AP | 11AP  | 12BP | 11CP | 9AP  | 8BP  | 11BP | 11CP | 12BP | 12CP | 14CP | 15CP | 7AP  | 9BP  | 13CP | 12BP | 106 |
| 105 | 7    | 7    | 7AK  | 7AP  | 12AP | 11AP  | 12BP | 11BP | 9AP  | 8BP  | 11BP | 11CP | 12BP | 11CP | 14CP | 15CP | 6AP  | 8BP  | 13CP | 12BP | 105 |
| 104 | 6    | 7    | 7    | 7AP  | 11AP | 11AP  | 11BP | 10BP | 9AP  | 8BP  | 10BP | 11BP | 12BP | 11CP | 13CP | 15CP | 6AP  | 8BP  | 13CP | 12BP | 104 |
| 103 | 6    | 7    | 7    | 7AP  | 11AP | 10AP  | 11BP | 10BP | 9AP  | 8BP  | 10BP | 10BP | 12BP | 11CP | 13CP | 14BP | 6AP  | 8AP  | 13CP | 11BP | 103 |
| 102 | 6    | 6    | 7    | 7AP  | 11AP | 10AP  | 11BP | 10BP | 8AP  | 7BP  | 10BP | 10BP | 11BP | 11CP | 13CP | 14BP | 6AP  | 8AP  | 13CP | 11BP | 102 |
| 101 | 6    | 6    | 6    | 7AP  | 11AP | 10AP  | 10AP | 9BP  | 8AP  | 7BP  | 9BP  | 9BP  | 11BP | 11CP | 12BP | 14BP | 5AP  | 7AP  | 12CP | 11BP | 101 |
| 100 | 6    | 6    | 6    | 6AP  | 10AK | 10AP  | 10AP | 9BP  | 8AP  | 7AP  | 9BP  | 9BP  | 11BP | 10CP | 12BP | 13BP | 5AK  | 7AP  | 12CP | 10AP | 100 |
| 99  | 6    | 6    | 6    | 6AP  | 10   | 9AP   | 10AP | 9BP  | 8AP  | 6AP  | 9BP  | 9BP  | 11BP | 10BP | 12BP | 13BP | 5    | 7AP  | 12CP | 10AP | 99  |
| 98  | 6    | 6    | 6    | 6AP  | 10   | 9AP   | 9AP  | 8BP  | 7AP  | 6AP  | 8BP  | 8BP  | 11BP | 10BP | 12BP | 13BP | 5    | 7AP  | 12BP | 10AP | 98  |
| 97  | 6    | 6    | 6    | 6AP  | 10   | 9AP   | 9AP  | 8BP  | 7AP  | 6AP  | 8BP  | 8BP  | 10BP | 10BP | 11BP | 12BP | 4    | 6AP  | 11BP | 9AP  | 97  |
| 96  | 6    | 6    | 6    | 5AP  | 9    | 9AP   | 9AP  | 8BP  | 7AP  | 5AP  | 7BP  | 8BP  | 10BP | 9BP  | 11BP | 12BP | 4    | 6AP  | 11BP | 9AP  | 96  |
| 95  | 6    | 6    | 6    | 5AK  | 9    | 8AK   | 9AP  | 7BP  | 7AK  | 5AP  | 7AP  | 7BP  | 10AP | 9BP  | 11BP | 12BP | 4    | 6AK  | 11BP | 9AP  | 95  |
| 94  | 5    | 5    | 5    | 5    | 9    | 8     | 8AP  | 7BP  | 6    | 5AP  | 7AP  | 7BP  | 10AP | 9BP  | 10BP | 11BP | 4    | 5    | 11BP | 8AK  | 94  |
| 93  | 5    | 5    | 5    | 5    | 9    | 8     | 8AP  | 7BP  | 6    | 4AP  | 6AP  | 7BP  | 10AP | 9BP  | 10BP | 11BP | 3    | 5    | 10BP | 8    | 93  |
| 92  | 5    | 5    | 5    | 5    | 8    | 8     | 8AP  | 6AP  | 6    | 4AP  | 6AP  | 6BP  | 9AP  | 9BP  | 10BP | 11BP | 3    | 5    | 10BP | 8    | 92  |
| 91  | 5    | 5    | 5    | 5    | 8    | 7     | 7AP  | 6AP  | 6    | 4AP  | 5AP  | 6BP  | 9AP  | 8BP  | 10BP | 10BP | 3    | 5    | 10BP | 8    | 91  |
| 90  | 5    | 5    | 4    | 4    | 8    | 7     | 7AK  | 6AP  | 5    | 3AK  | 5AP  | 6BP  | 9AP  | 8BP  | 9BP  | 10BP | 3    | 5    | 10BP | 8    | 90  |
| 89  | 5    | 5    | 4    | 4    | 8    | 7     | 7    | 5AP  | 5    | 3    | 5AP  | 5AP  | 9AP  | 8BP  | 9BP  | 10BP | 3    | 5    | 10BP | 8    | 89  |
| 88  | 5    | 5    | 4    | 4    | 8    | 7     | 6    | 5AP  | 5    | 3    | 5AP  | 5AP  | 9AP  | 8BP  | 9BP  | 9BP  | 3    | 5    | 10BP | 8    | 88  |
| 87  | 5    | 4    | 4    | 3    | 7    | 6     | 6    | 5AP  | 5    | 2    | 4AP  | 5AP  | 8AP  | 7BP  | 8BP  | 9AP  | 3    | 5    | 10BP | 8    | 87  |
| 86  | 5    | 4    | 4    | 3    | 7    | 6     | 6    | 4AP  | 4    | 2    | 4AP  | 4AP  | 8AP  | 7BP  | 8BP  | 9AP  | 3    | 5    | 10BP | 8    | 86  |
| 85  | 4    | 4    | 4    | 3    | 7    | 6     | 5    | 4AP  | 4    | 2    | 4AK  | 4AP  | 8AP  | 7BP  | 8BP  | 8AP  | 3    | 5    | 10BP | 8    | 85  |
| 84  | 4    | 4    | 4    | 3    | 7    | 6     | 5    | 4AP  | 4    | 2    | 3    | 4AP  | 8AP  | 7AP  | 8AP  | 8AP  | 3    | 5    | 10BP | 8    | 84  |
| 83  | 4    | 4    | 4    | 3    | 6    | 5     | 5    | 3AP  | 4    | 2    | 3    | 3AP  | 7AP  | 7AP  | 7AP  | 7AP  | 3    | 5    | 10BP | 8    | 83  |
| 82  | 4    | 4    | 4    | 3    | 6    | 5     | 5    | 3AP  | 3    | 2    | 3    | 3AP  | 7AP  | 6AP  | 7AP  | 7AP  | 3    | 5    | 10BP | 8    | 82  |
| 81  | 4    | 4    | 4    | 3    | 6    | 5     | 4    | 3AP  | 3    | 2    | 3    | 3AP  | 7AP  | 6AP  | 7AP  | 7AP  | 3    | 5    | 10BP | 8    | 81  |
| 80  | 4    | 4    | 3    | 3    | 6    | 5     | 4    | 2AK  |      |      |      |      |      |      |      |      |      |      |      |      |     |

| Skill Bonus (Ranks)                       | Level  |        |        |         |         |         |         |         |         |         |
|---|--------|--------|--------|---------|---------|---------|---------|---------|---------|---------|
|   | 1st    | 2nd    | 3rd    | 4th     | 5th     | 6th     | 7th     | 8th     | 9th     | 10th    |
| <b>Armor • Heavy, Plate</b>               | -35    | -32    | -26    | -24     | -24     | -22     | -20     | -18     | -18     | -18     |
| <b>Armor • Light, Soft Leather</b>        | +23(1) | +29(1) | +35(1) | +39(1)  | +39(1)  | +37(1)  | +41(1)  | +45(1)  | +45(1)  | +45(1)  |
| <b>Armor • Light, Rigid Leather</b>       | +29(3) | +44(6) | +50(6) | +54(6)  | +54(6)  | +52(6)  | +56(6)  | +60(6)  | +60(6)  | +60(6)  |
| <b>Armor • Medium, Chain</b>              | -35    | -32    | -26    | -24     | -24     | -22     | -20     | -18     | -18     | -18     |
| <b>Artistic • Active, unskilled</b>       | -27    | -28    | -23    | -3      | -2      | -2      | +0      | +4      | +4      | +6      |
| Tale Telling                              | —      | —      | —      | —       | —       | +16(1)  | +18(1)  | +25(2)  | +25(2)  | +30(3)  |
| <b>Artistic • Passive, unskilled</b>      | -38    | -38    | -35    | -33     | -32     | -32     | -32     | -32     | -32     | -32     |
| <b>Athletic • Brawn, unskilled</b>        | -2     | +3     | +9     | +11     | +11     | +11     | +13     | +15     | +15     | +17     |
| Jumping                                   | —      | —      | —      | +29(1)  | +29(1)  | +32(2)  | +34(2)  | +36(2)  | +26(2)  | +38(2)  |
| <b>Athletic • Endurance, unskilled</b>    | +0     | +5     | +11    | +15     | +15     | +17     | +19     | +21     | +21     | +23     |
| Scaling                                   | —      | —      | —      | +33(1)  | +33(1)  | +38(2)  | +40(2)  | +45(3)  | +45(3)  | +50(4)  |
| Swimming                                  | +18(1) | +26(2) | +32(2) | +36(2)  | +36(2)  | +38(2)  | +40(2)  | +45(3)  | +45(3)  | +50(4)  |
| <b>Athletic • Gymnastics, unskilled</b>   | +27    | +28    | +33    | +39     | +39     | +37     | +40     | +47     | +47     | +49     |
| Acrobatics                                | —      | —      | —      | +57(1)  | +57(1)  | +55(1)  | +58(1)  | +68(2)  | +68(2)  | +70(2)  |
| Climbing                                  | +51(3) | +52(3) | +57(3) | +63(3)  | +63(3)  | +64(4)  | +67(4)  | +77(4)  | +77(5)  | +82(6)  |
| Contortions                               | —      | —      | —      | +57(1)  | +57(1)  | +55(1)  | +58(1)  | +68(2)  | +68(2)  | +70(2)  |
| Juggling                                  | —      | +46(1) | +51(1) | +60(2)  | +60(2)  | +61(3)  | +64(3)  | +74(4)  | +74(4)  | +79(5)  |
| Stilt Walking                             | —      | +46(1) | +51(1) | +57(1)  | +57(1)  | +55(1)  | +58(1)  | +68(2)  | +68(2)  | +70(2)  |
| Tightrope Walking                         | —      | +46(1) | +51(1) | +57(1)  | +55(1)  | +58(1)  | +68(2)  | +68(2)  | +73(3)  | +76(4)  |
| Tumbling                                  | —      | +46(1) | +51(1) | +57(1)  | +57(1)  | +58(2)  | +61(2)  | +71(3)  | +71(3)  | +76(4)  |
| <b>Awareness • Perceptions, unskilled</b> | +6     | +6     | +8     | +11     | +12     | +12     | +12     | +12     | +12     | +12     |
| Alertness                                 | +14(8) | +15(9) | +17(9) | +21(10) | +23(11) | +24(12) | +24(12) | +25(13) | +25(13) | +25(13) |
| Sense Ambush                              | +7(1)  | +8(2)  | +10(2) | +14(3)  | +16(4)  | +17(5)  | +17(5)  | +18(6)  | +19(7)  | +20(8)  |
| <b>Awareness • Searching, unskilled</b>   | +8     | +10    | +12    | +17     | +20     | +22     | +23     | +23     | +24     | +25     |
| Detect Traps                              | +26(1) | +31(2) | +33(2) | +41(3)  | +47(4)  | +52(5)  | +53(5)  | +56(6)  | +60(7)  | +64(8)  |
| Locate Hidden                             | +26(1) | +31(2) | +33(2) | +41(3)  | +44(3)  | +49(4)  | +50(4)  | +53(5)  | +54(5)  | +58(6)  |
| Observation                               | +26(1) | +31(2) | +33(2) | +41(3)  | +47(4)  | +52(5)  | +53(5)  | +56(6)  | +60(7)  | +64(8)  |
| Reading Tracks                            | +29(2) | +31(2) | +33(2) | +38(2)  | +41(2)  | +43(2)  | +44(2)  | +47(3)  | +51(4)  | +52(4)  |
| Tracking                                  | +29(2) | +31(2) | +33(2) | +38(2)  | +44(3)  | +46(3)  | +47(3)  | +50(4)  | +51(4)  | +52(4)  |
| <b>Awareness • Senses, unskilled</b>      | -24    | -7     | +5     | +0      | +3      | +5      | +5      | +7      | +7      | +9      |
| Direction Sense                           | —      | —      | —      | —       | +21(1)  | +26(2)  | +26(2)  | +28(2)  | +28(2)  | +30(2)  |
| Time Sense                                | —      | —      | +13(1) | +18(1)  | +21(1)  | +23(1)  | +23(1)  | +25(1)  | +25(1)  | +30(2)  |
| <b>Combat Maneuvers, unskilled</b>        | -14    | -14    | -9     | -6      | -5      | -7      | -6      | -3      | -3      | -3      |
| Subdual                                   | —      | +26(2) | +31(2) | +34(2)  | +35(2)  | +33(2)  | +34(2)  | +47(4)  | +47(4)  | +47(4)  |
| Tumbling Evasion                          | —      | —      | —      | —       | —       | —       | +29(1)  | +37(2)  | +42(3)  | +47(4)  |
| <b>Communications, unskilled</b>          | -10    | -10    | -6     | +0      | +2      | +4      | +6      | +8      | +8      | +10     |
| Small-speech, spoken                      | +29(8) | +29(8) | +33(8) | +39(8)  | +41(8)  | +43(8)  | +45(8)  | +47(8)  | +47(8)  | +49(8)  |
| Small-speech, written                     | +23(6) | +23(6) | +27(6) | +33(6)  | +35(6)  | +37(6)  | +39(6)  | +41(6)  | +41(6)  | +43(6)  |
| Common-speech, spoken                     | +29(8) | +29(8) | +33(8) | +39(8)  | +41(8)  | +43(8)  | +45(8)  | +47(8)  | +47(8)  | +49(8)  |
| Common-speech, written                    | +23(6) | +23(6) | +27(6) | +33(6)  | +35(6)  | +37(6)  | +39(6)  | +41(6)  | +41(6)  | +43(6)  |
| Elvish, spoken                            | +29(8) | +29(8) | +33(8) | +39(8)  | +41(8)  | +43(8)  | +45(8)  | +47(8)  | +47(8)  | +49(8)  |
| Elvish, written                           | +23(6) | +23(6) | +27(6) | +33(6)  | +35(6)  | +37(6)  | +39(6)  | +41(6)  | +41(6)  | +43(6)  |
| Hill-speech, spoken                       | +20(5) | +20(5) | +24(5) | +30(5)  | +32(5)  | +34(5)  | +36(5)  | +38(5)  | +38(5)  | +40(5)  |
| Hill-speech, written                      | +8(1)  | +8(1)  | +12(1) | +18(1)  | +20(1)  | +22(1)  | +24(1)  | +26(1)  | +26(1)  | +28(1)  |
| Orcish-speech, spoken                     | +20(5) | +20(5) | +24(5) | +30(5)  | +32(5)  | +34(5)  | +36(5)  | +38(5)  | +38(5)  | +40(5)  |
| Orcish-speech, written                    | +8(1)  | +8(1)  | +12(1) | +18(1)  | +20(1)  | +22(1)  | +24(1)  | +26(1)  | +26(1)  | +28(1)  |
| <b>Crafts, unskilled</b>                  | -23    | -24    | -20    | -15     | -14     | -16     | -14     | -12     | -12     | -12     |
| Cooking                                   | +17(2) | +16(2) | +20(2) | +25(2)  | +26(2)  | +24(2)  | +26(2)  | +38(4)  | +38(4)  | +38(4)  |
| Fletching                                 | —      | —      | +20(2) | +25(2)  | +26(2)  | +24(2)  | +26(2)  | +28(2)  | +28(2)  | +38(4)  |
| Horticulture                              | —      | —      | —      | +25(2)  | 26(2)   | +24(2)  | +26(2)  | +28(2)  | +28(2)  | +28(2)  |
| Leather Crafting (Armor Repair)           | —      | —      | —      | —       | +26(2)  | +24(2)  | +26(2)  | +38(4)  | +38(4)  | +38(4)  |
| Scribing                                  | —      | —      | —      | —       | —       | +24(2)  | +26(2)  | +28(2)  | +28(2)  | +28(2)  |
| Skinning                                  | +12(1) | +11(1) | +15(1) | +20(1)  | +21(1)  | +19(1)  | +21(1)  | +23(1)  | +23(1)  | +23(1)  |
| Wood Crafts (Shaft Repair)                | —      | +16(2) | +20(2) | +25(2)  | +26(2)  | +24(2)  | +26(2)  | +28(2)  | +38(4)  | +38(4)  |
| <b>Directed Spells, unskilled</b>         | -12    | -14    | -8     | -3      | -2      | -6      | -2      | +2      | +2      | +2      |
| <b>Influence, unskilled</b>               | -38    | -38    | -35    | -33     | -32     | -32     | -32     | -32     | -32     | -32     |

### Special Items

**Goblin Hide Armor** [Levels Available: 2] Protects and encumbers as AT 9. Provides a special +5 bonus to DB (because of the exceptional nature of the material). Tends to degrade with prolonged exposure to the elements.

**Thornberry's First Cloak** [Levels Available: 3-5] Provides +10 DB (because of the tensile strength of its fibers).

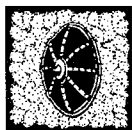
**Thornberry's Second Cloak** [Levels Available: 6-9] Provides +15 DB (because of the tensile strength of its fibers) and performs Minor Vessel Repair once per day.

**Channeling Medallion** [Levels Available: 7-10] Once per day casts a random fourth level Channeling spell (determined by GM).

**Potion of Essence Dispelling** [Levels Available: 9] Each dose provides its consumer with +50 RR versus Essence for 5 rounds. 3 doses.

**Bow of Aged Ash** [Levels Available: 9-10] Attacks as a composite bow with a special +10 bonus to OB (because of the exceptional nature of the wood).

| Skill Bonus (Ranks)                           | Level  |        |        |        |         |         |         |         |         |         |
|---|--------|--------|--------|--------|---------|---------|---------|---------|---------|---------|
|   | 1st    | 2nd    | 3rd    | 4th    | 5th     | 6th     | 7th     | 8th     | 9th     | 10th    |
| <b>Lore • General, unskilled</b>              | +0     | +2     | +2     | +7     | +9      | +9      | +11     | +13     | +15     | +16     |
| “Home” Culture Lore                           | +24(3) | +26(3) | +26(3) | +31(3) | +33(3)  | +33(3)  | +35(3)  | +37(3)  | +39(3)  | +40(3)  |
| Fauna Lore                                    | +21(2) | +23(2) | +23(2) | +31(3) | +36(4)  | +36(4)  | +41(5)  | +46(6)  | +48(6)  | +52(7)  |
| Flora Lore                                    | +18(1) | +23(2) | +23(2) | +31(3) | +33(3)  | +33(3)  | +35(3)  | +37(3)  | +39(3)  | +40(3)  |
| “Home” Region Lore                            | +24(3) | +26(3) | +26(3) | +31(3) | +33(3)  | +33(3)  | +35(3)  | +37(3)  | +39(3)  | +40(3)  |
| <b>Lore • Magical, unskilled</b>              | -25    | -25    | -25    | -3     | -3      | -3      | -3      | -3      | -3      | -3      |
| <b>Lore • Obscure, unskilled</b>              | -25    | -25    | -25    | -3     | -3      | -3      | -3      | -3      | -3      | -1      |
| Dragon Lore                                   | —      | —      | —      | —      | +15(1)  | +15(1)  | +15(1)  | +15(1)  | +15(1)  | +17(1)  |
| <b>Lore • Technical, unskilled</b>            | -8     | -6     | -4     | +3     | +5      | +7      | +9      | +11     | +13     | +15     |
| Lock Lore                                     | —      | —      | —      | +27(3) | +29(3)  | +31(3)  | +33(3)  | +44(6)  | +46(6)  | +57(9)  |
| Stone Lore                                    | —      | —      | —      | —      | —       | +25(1)  | +30(2)  | +32(2)  | +37(3)  | +39(3)  |
| Trading Lore                                  | —      | +12(1) | +17(2) | +24(2) | +29(3)  | +34(4)  | +36(4)  | +38(4)  | +28(4)  | +42(4)  |
| <b>Outdoor • Animal, unskilled</b>            | -2     | -1     | +7     | +13    | +15     | +15     | +19     | +23     | +24     | +25     |
| Animal Handling                               | +29(2) | +33(3) | +44(4) | +53(5) | +58(6)  | +61(7)  | +68(8)  | +75(9)  | +79(10) | +80(10) |
| Riding (Pony)                                 | +16(1) | +17(1) | +25(1) | +31(1) | +33(1)  | +33(1)  | +37(1)  | +41(1)  | +42(1)  | +46(2)  |
| <b>Outdoor • Environmental, unskilled</b>     | -7     | -7     | -3     | +3     | +6      | +8      | +8      | +8      | +8      | +8      |
| Caving  | —      | —      | —      | +24(2) | +27(2)  | +35(4)  | +35(4)  | +35(4)  | +35(4)  | +35(4)  |
| Foraging                                      | +11(1) | +11(1) | +18(2) | +24(2) | +27(2)  | +29(2)  | +32(3)  | +32(3)  | +32(3)  | +35(4)  |
| Hunting                                       | +14(2) | +14(2) | +18(2) | +24(2) | +30(3)  | +32(3)  | +32(3)  | +35(4)  | +38(5)  | +41(6)  |
| Star-gazing                                   | +11(1) | +11(1) | +15(1) | +21(1) | +24(1)  | +26(1)  | +26(1)  | +29(2)  | +32(3)  | +32(3)  |
| Weather Watching                              | +11(1) | +11(1) | +15(1) | +12(1) | +24(1)  | +26(1)  | +29(2)  | +29(2)  | +29(2)  | +29(2)  |
| <b>Power Awareness, unskilled</b>             | -38    | -38    | -35    | -33    | -32     | -32     | -32     | -32     | -32     | -32     |
| <b>Power Manipulation, unskilled</b>          | -38    | -38    | -35    | -33    | -32     | -32     | -32     | -32     | -32     | -32     |
| <b>Science/Anal. • Basic, unskilled</b>       | -20    | -3     | -1     | +3     | +3      | +3      | +3      | +3      | +3      | +5      |
| Basic Math                                    | —      | —      | +17    | +21(1) | +21(1)  | +21(1)  | +21(1)  | +21(1)  | +21(1)  | +26(2)  |
| <b>Science/Anal. • Specialized, unskilled</b> | -20    | —      | -20    | -16    | -16     | -16     | -16     | -16     | -16     | -16     |
| <b>Self Control, unskilled</b>                | -39    | -39    | -34    | -32    | -29     | -29     | -29     | -29     | -29     | -29     |
| <b>Special Attacks, unskilled</b>             | -31    | -30    | -24    | -21    | -20     | -20     | -18     | -16     | -16     | -16     |
| <b>Special Defenses, unskilled</b>            | -30    | -30    | -30    | -30    | -30     | -30     | -30     | -30     | -30     | -30     |
| <b>Subterfuge • Attack, unskilled</b>         | -8     | +8     | +14    | +20    | +23     | +23     | +25     | +29     | +31     | +33     |
| Ambush  | —      | —      | +32(1) | +41(2) | +44(2)  | +47(3)  | +52(4)  | +59(5)  | +64(6)  | +69(7)  |
| Silent Attack                                 | —      | —      | —      | +38(1) | +44(2)  | +44(2)  | +49(3)  | +56(4)  | +61(5)  | +66(6)  |
| <b>Subterfuge • Mechanics, unskilled</b>      | +18    | +19    | +23    | +29    | +31     | +31     | +35     | +39     | +41     | +43     |
| Camouflage                                    | —      | +37(1) | +41(1) | +50(2) | +52(2)  | +52(2)  | +56(2)  | +60(2)  | +65(3)  | +70(4)  |
| Disarming Traps                               | —      | —      | +41(1) | +47(1) | +49(1)  | +52(2)  | +59(3)  | +66(4)  | +71(5)  | +73(5)  |
| Disguise                                      | —      | —      | —      | —      | —       | —       | +53(1)  | +57(1)  | +59(1)  | +61(1)  |
| Hiding Items                                  | —      | —      | +41(1) | +50(2) | +55(3)  | +58(4)  | +65(5)  | +72(6)  | +74(6)  | +76(6)  |
| Picking Locks                                 | —      | —      | +41(1) | +47(1) | +52(2)  | +55(3)  | +62(4)  | +69(5)  | +74(6)  | +79(7)  |
| Setting Traps                                 | —      | +37(1) | +41(1) | +47(1) | +49(1)  | +49(1)  | +56(2)  | +60(2)  | +62(2)  | +64(2)  |
| Trap Building                                 | —      | +37(1) | +41(1) | +47(1) | +52(2)  | +52(2)  | +59(3)  | +63(3)  | +65(3)  | +70(4)  |
| Using/Removing Poison                         | —      | —      | —      | +47(1) | +49(1)  | +49(1)  | +53(1)  | +57(1)  | +59(1)  | +64(2)  |
| <b>Subterfuge • Stealth, unskilled</b>        | +21    | +22    | +28    | +34    | +35     | +34     | +37     | +40     | +41     | +42     |
| Hiding  | +54(6) | +58(7) | +67(8) | +76(9) | +80(10) | +81(11) | +86(12) | +91(13) | +94(14) | +97(15) |
| Picking Pockets                               | —      | +40(1) | +49(2) | +58(3) | +62(4)  | +64(5)  | +70(6)  | +76(7)  | +80(8)  | +81(8)  |
| Stalking                                      | +54(6) | +55(6) | +61(6) | +67(6) | +71(7)  | +73(8)  | +79(9)  | +85(10) | +88(11) | +91(12) |
| Trickery                                      | +39(1) | +43(2) | +52(3) | +61(4) | +65(5)  | +67(6)  | +73(7)  | +79(8)  | +83(9)  | +87(10) |
| <b>Tech./Trade • General, unskilled</b>       | -12    | -12    | -8     | -2     | +1      | +1      | +3      | +3      | +5      | +5      |
| First Aid                                     | —      | —      | —      | +16(1) | +22(2)  | +25(3)  | +30(4)  | +30(4)  | +32(4)  | +23(4)  |
| Orienteering                                  | —      | —      | +10(1) | +16(1) | +22(2)  | +22(2)  | +27(3)  | +27(3)  | +29(3)  | +29(3)  |
| Using Prepared Herbs                          | —      | —      | —      | —      | —       | —       | +21(1)  | +21(1)  | +26(2)  | +26(2)  |
| <b>Tech./Trade • Professional, unskilled</b>  | -25    | -25    | -25    | -21    | -21     | -21     | -21     | -21     | -21     | -21     |
| <b>Tech./Trade • Vocational, unskilled</b>    | -25    | -25    | -25    | -21    | -21     | -21     | -21     | -21     | -21     | -21     |
| Appraisal                                     | +15(2) | +15(2) | +20(3) | +24(3) | +29(4)  | +29(4)  | +34(5)  | +34(5)  | +39(6)  | +39(6)  |
| Evaluate Stone                                | —      | —      | +10(1) | +14(1) | +19(2)  | +24(3)  | +29(4)  | +29(4)  | +34(5)  | +34(5)  |
| <b>Urban, unskilled</b>                       | -31    | -14    | -9     | -5     | -2      | +0      | +2      | +4      | +6      | +8      |
| Contacting                                    | —      | —      | —      | +13(1) | +19(2)  | +24(3)  | +29(4)  | +31(4)  | +36(5)  | +38(5)  |
| Mingling                                      | —      | —      | —      | +13(1) | +16(1)  | +24(3)  | +26(3)  | +28(3)  | +33(4)  | +35(4)  |
| Scrounging                                    | —      | —      | —      | +13(1) | +19(2)  | +24(3)  | +29(4)  | +34(5)  | +39(6)  | +41(6)  |
| Streetwise                                    | —      | —      | +12(2) | +16(2) | +22(3)  | +30(5)  | +35(6)  | +37(6)  | +42(7)  | +47(8)  |
| <b>Weapon • 1-H Concussion, unskilled</b>     | -25    | -22    | -16    | -14    | -14     | -12     | -10     | -8      | -8      | -8      |
| <b>Weapon • 1-H Edged, unskilled</b>          | -25    | -22    | +1     | +3     | +5      | +7      | +11     | +13     | +15     | +15     |
| Dagger  | —      | —      | +19(1) | +21(1) | +23(1)  | +25(1)  | +32(2)  | +34(2)  | +39(3)  | +39(3)  |
| <b>Weapon • 2-Handed, unskilled</b>           | -25    | -22    | -16    | -14    | -14     | -12     | -10     | -8      | -8      | -8      |
| <b>Weapon • Missile, unskilled</b>            | +19    | +19    | +27    | +31    | +33     | +31     | +37     | +41     | +43     | +43     |
| Composite Bow                                 | +49(5) | +49(5) | +60(6) | +64(6) | +69(7)  | +67(7)  | +76(8)  | +80(8)  | +85(9)  | +85(9)  |
| <b>Weapon • Missile Artillery, unskilled</b>  | -4     | -5     | -3     | +1     | +1      | -1      | +1      | +3      | +3      | +3      |
| <b>Weapon • Pole Arms, unskilled</b>          | -25    | -22    | -16    | -14    | -14     | -12     | -10     | -8      | -8      | -8      |
| <b>Weapon • Thrown, unskilled</b>             | +13    | +13    | +21    | +25    | +27     | +25     | +31     | +35     | +37     | +37     |
| Thrown Knife                                  | +34(2) | +34(2) | +42(2) | +46(2) | +51(3)  | +49(3)  | +58(4)  | +62(4)  | +67(5)  | +67(5)  |



Name: \_\_\_\_\_  
Race: Dwarf Profession: Thief  
Height: 3'10" Weight: 110  
Hair: Black Eyes: Blue  
Personality: \_\_\_\_\_  
Motivations/Alignment: \_\_\_\_\_

| Stat Bonuses      | Level  |        |        |        |        |        |        |        |        |        |
|-------------------|--------|--------|--------|--------|--------|--------|--------|--------|--------|--------|
|                   | 1st    | 2nd    | 3rd    | 4th    | 5th    | 6th    | 7th    | 8th    | 9th    | 10th   |
| Agility           | 90(+3) | 92(+4) | 92(+4) | 92(+4) | 92(+4) | 92(+4) | 92(+4) | 92(+4) | 92(+4) | 92(+4) |
| Constitution      | 65(+6) | 70(+7) | 69(+6) | 74(+7) | 80(+9) | 83(+9) | 79(+8) | 80(+9) | 82(+9) | 84(+9) |
| Memory            | 59(+0) | 56(+0) | 63(+0) | 73(+1) | 75(+2) | 75(+2) | 75(+2) | 75(+2) | 75(+2) | 75(+2) |
| Reasoning         | 65(+0) | 75(+2) | 82(+3) | 91(+5) | 90(+5) | 92(+6) | 93(+6) | 93(+6) | 93(+6) | 93(+6) |
| Self Discipline   | 52(+2) | 62(+2) | 63(+2) | 69(+2) | 71(+3) | 71(+3) | 71(+3) | 71(+3) | 71(+3) | 71(+3) |
| Empathy           | 59(-4) | 64(-4) | 63(-4) | 66(-4) | 72(-3) | 79(-2) | 80(-1) | 80(-1) | 80(-1) | 80(-1) |
| Intuition         | 62(+3) | 64(+3) | 60(+3) | 63(+3) | 72(+4) | 80(+6) | 80(+6) | 80(+6) | 80(+6) | 80(+6) |
| Presence          | 64(-4) | 69(-4) | 74(-3) | 76(-2) | 76(-2) | 76(-2) | 76(-2) | 76(-2) | 76(-2) | 76(-2) |
| Quickness         | 90(+3) | 91(+3) | 91(+3) | 91(+3) | 91(+3) | 91(+3) | 91(+3) | 91(+3) | 91(+3) | 91(+3) |
| Strength          | 50(+2) | 69(+2) | 74(+3) | 77(+4) | 83(+5) | 83(+5) | 83(+5) | 83(+5) | 83(+5) | 83(+5) |
| Other Information | Level  |        |        |        |        |        |        |        |        |        |
|                   | 1st    | 2nd    | 3rd    | 4th    | 5th    | 6th    | 7th    | 8th    | 9th    | 10th   |
| Hits              | 67     | 68     | 74     | 83     | 88     | 95     | 100    | 109    | 116    | 116    |
| Power Points      | 3      | 3      | 3      | 3      | 4      | 6      | 6      | 6      | 6      | 6      |
| Exhaustion Pts.   | 79     | 82     | 79     | 82     | 89     | 89     | 86     | 89     | 89     | 89     |
| Armor Type        | 6      | 7      | 7      | 7      | 7      | 7      | 7      | 7      | 7      | 7      |
| MM Penalty        | -0     | -10    | -10    | -10    | -10    | -10    | -10    | -10    | -10    | -10    |
| Defensive Bonus   | +9     | +9     | +9     | +9     | +9     | +9     | +9     | +9     | +9     | +9     |
| Move Rate         | 39     | 29     | 29     | 29     | 29     | 29     | 29     | 29     | 29     | 29     |
| Channeling RR     | +24    | +24    | +24    | +24    | +27    | +33    | +33    | +33    | +33    | +33    |
| Essence RR        | +28    | +28    | +28    | +28    | +31    | +34    | +37    | +37    | +37    | +37    |
| Mentalism RR      | +28    | +28    | +31    | +34    | +34    | +34    | +34    | +34    | +34    | +34    |
| Chan/Ess RR       | +39    | +39    | +39    | +39    | +41    | +44    | +45    | +45    | +45    | +45    |
| Chan/Ment RR      | +39    | +39    | +40    | +41    | +42    | +44    | +44    | +44    | +44    | +44    |
| Ess/Ment RR       | +72    | +72    | +73    | +74    | +75    | +76    | +77    | +77    | +77    | +77    |
| Poison RR         | +38    | +41    | +38    | +41    | +47    | +47    | +44    | +47    | +47    | +47    |
| Disease RR        | +33    | +36    | +33    | +36    | +42    | +42    | +39    | +42    | +42    | +42    |
| Fear RR           | +6     | +6     | +6     | +6     | +9     | +9     | +9     | +9     | +9     | +9     |
| Hits/Hr Resting   | 3      | 4      | 3      | 4      | 5      | 5      | 4      | 5      | 5      | 5      |
| Hits/Sleep Cycle  | 12     | 14     | 12     | 14     | 18     | 18     | 16     | 18     | 18     | 18     |
| PPs/Hr Resting    | 2      | 2      | 2      | 2      | 2      | 3      | 3      | 3      | 3      | 3      |
| PPs/Sleep Cycle   | 2      | 2      | 2      | 2      | 2      | 3      | 3      | 3      | 3      | 3      |

#### Normal Equipment List

Leather coat or Studded leather coat (depending on level)  
Weapon belt  
— Mace  
Quiver (attached to weapon belt)  
— 11 crossbow bolts  
Light Crossbow  
Bandolier  
— 3 daggers  
Shoulder satchel  
— 3 flasks of oil  
— Rolled parchment (10 sheets)  
— Small jar of ink  
— 2 quill pens  
Lantern  
Herb pouch  
— 4 Dugmuther berries (eat to heal 10 hits)  
— 1 month of dwarven waybread  
Leather boots  
Two pair of pants  
Two shirts

#### Special Notes

A special bonus of +30 to DB and RR versus heat and cold attacks. In the dimmest light, can see 50' perfectly, and fairly well up to 100'. Can see 10' in total darkness (non-magical). A special penalty of -50 to all Swimming maneuvers. Inner ear problem: Anytime in the rain or when head is fully under water, will be deafened (-30 to all actions and cannot hear at all). Deafened condition will last for 1-10 minutes after the rain stops or head is removed from the water.

Notes: Attack





Length: 2 - 4 feet  
 Weight: 4 - 8 pounds  
 Fumble Range: 01 - 05 UM  
 Breakage #: Auto  
 Strength: 63 - 77

Range Modifiers: 1' - 10': +15  
 11' - 100': +0  
 101' - 200': -35  
 201' - 300': -50  
 301' - 360': -75

# ATTACK TABLE 2.15 LIGHT CROSSBOW

MISSILE

|     | 20   | 19   | 18   | 17   | 16   | 15   | 14   | 13   | 12   | 11   | 10   | 9    | 8    | 7    | 6    | 5    | 4    | 3    | 2    | 1    |     |
|-----|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|-----|
| 150 | 10EP | 12EP | 14EP | 16EP | 21EP | 21EP | 24EP | 24EP | 19EP | 21EP | 25EP | 25EP | 20EP | 20EP | 25EP | 28EP | 18EP | 21EP | 24EP | 26EP | 150 |
| 149 | 10DP | 12EP | 14EP | 16EP | 21EP | 21EP | 24EP | 24EP | 19EP | 21EP | 25EP | 25EP | 20EP | 20EP | 25EP | 28EP | 18EP | 21EP | 24EP | 26EP | 149 |
| 148 | 10DP | 12DP | 14EP | 16EP | 21EP | 21EP | 24EP | 24EP | 19EP | 21EP | 25EP | 25EP | 20EP | 20EP | 25EP | 28EP | 18EP | 21EP | 24EP | 26EP | 148 |
| 147 | 10CP | 12DP | 14EP | 16EP | 21EP | 21EP | 24EP | 24EP | 19EP | 21EP | 24EP | 24EP | 20EP | 20EP | 25EP | 28EP | 18EP | 21EP | 24EP | 26EP | 147 |
| 146 | 10CP | 12DP | 14DP | 16EP | 21EP | 21EP | 23EP | 23EP | 19EP | 20EP | 24EP | 24EP | 20EP | 20EP | 24EP | 27EP | 17EP | 20EP | 24EP | 25EP | 146 |
| 145 | 10CP | 12CP | 14DP | 15EP | 20EP | 20EP | 23EP | 23EP | 18EP | 20EP | 24EP | 24EP | 20EP | 19EP | 24EP | 27EP | 17EP | 20EP | 23EP | 25EP | 145 |
| 144 | 10CP | 12CP | 13DP | 15EP | 20EP | 20EP | 23EP | 23EP | 18EP | 20EP | 23EP | 23EP | 19EP | 19EP | 24EP | 27EP | 17EP | 20EP | 23EP | 25EP | 144 |
| 143 | 10BP | 12CP | 13DP | 15DP | 20DP | 20DP | 22DP | 22EP | 18DP | 19EP | 23EP | 23EP | 19EP | 19EP | 23EP | 26EP | 16EP | 19EP | 23EP | 24EP | 143 |
| 142 | 10BP | 11CP | 13DP | 15DP | 20DP | 20DP | 22DP | 22EP | 18DP | 19EP | 23EP | 23EP | 19EP | 19EP | 23EP | 26EP | 16EP | 19EP | 23EP | 24EP | 142 |
| 141 | 10BP | 11CP | 13CP | 15DP | 19DP | 19DP | 22DP | 22EP | 17DP | 19EP | 22EP | 22EP | 19EP | 19EP | 23EP | 26EP | 16EP | 19EP | 22EP | 24EP | 141 |
| 140 | 10BP | 11BP | 13CP | 14DP | 19DP | 19DP | 22DP | 21EP | 17DP | 18DP | 22DP | 22EP | 19EP | 18EP | 23EP | 25EP | 16EP | 19EP | 22EP | 23EP | 140 |
| 139 | 9BP  | 11BP | 13CP | 14DP | 19DP | 19DP | 21DP | 21DP | 17DP | 18DP | 22DP | 22EP | 18DP | 18EP | 22EP | 25EP | 16EP | 18EP | 22EP | 23EP | 139 |
| 138 | 9BP  | 11BP | 12CP | 14DP | 19DP | 19DP | 21DP | 21DP | 17DP | 18DP | 21DP | 21EP | 18DP | 18EP | 22EP | 25EP | 15EP | 18EP | 22EP | 23EP | 138 |
| 137 | 9AP  | 11BP | 12CP | 14DP | 18DP | 18DP | 21DP | 20DP | 16DP | 18DP | 21DP | 21DP | 18DP | 18DP | 22EP | 24EP | 15EP | 18EP | 21EP | 22EP | 137 |
| 136 | 9AP  | 11BP | 12CP | 14DP | 18DP | 18DP | 20DP | 20DP | 16DP | 17DP | 21DP | 21DP | 18DP | 18DP | 21EP | 24EP | 15DP | 17EP | 21EP | 22EP | 136 |
| 135 | 9AP  | 11BP | 12CP | 13DP | 18DP | 18DP | 20DP | 20DP | 16CP | 17DP | 20DP | 20DP | 18DP | 17DP | 21DP | 24EP | 15DP | 17EP | 21EP | 22EP | 135 |
| 134 | 9AP  | 10BP | 12BP | 13DP | 18CP | 18DP | 20DP | 19DP | 16CP | 17DP | 20DP | 20DP | 17DP | 17DP | 21DP | 23EP | 14DP | 17EP | 21EP | 21EP | 134 |
| 133 | 9AP  | 10BP | 12BP | 13CP | 18CP | 17CP | 19CP | 19DP | 15CP | 16DP | 20DP | 20DP | 17DP | 17DP | 21DP | 23DP | 14DP | 17DP | 20EP | 21EP | 133 |
| 132 | 9AP  | 10AP | 11BP | 13CP | 17CP | 17CP | 19CP | 19DP | 15CP | 16DP | 19DP | 19DP | 17DP | 17DP | 20DP | 23DP | 14DP | 16DP | 20EP | 21EP | 132 |
| 131 | 9AP  | 10AP | 11BP | 13CP | 17CP | 17CP | 19CP | 18DP | 15CP | 16DP | 19DP | 19DP | 17DP | 17DP | 20DP | 22DP | 14DP | 16DP | 20EP | 20EP | 131 |
| 130 | 9AP  | 10AP | 11BP | 12CP | 17CP | 17CP | 19CP | 18DP | 15CP | 15DP | 19DP | 19DP | 17DP | 16DP | 20DP | 22DP | 13DP | 16DP | 20EP | 20EP | 130 |
| 129 | 8AP  | 10AP | 11BP | 12CP | 17CP | 16CP | 18CP | 18DP | 15CP | 15DP | 18DP | 18DP | 16DP | 16DP | 19DP | 22DP | 13DP | 15DP | 19EP | 20EP | 129 |
| 128 | 8AP  | 10AP | 11BP | 12CP | 16CP | 16CP | 18CP | 18DP | 14CP | 15CP | 18DP | 18DP | 16CP | 16DP | 19DP | 21DP | 13DP | 15DP | 19EP | 20EP | 128 |
| 127 | 8AP  | 10AP | 11BP | 12CP | 16CP | 16CP | 18CP | 17DP | 14CP | 15CP | 18DP | 18DP | 16CP | 16DP | 19DP | 21DP | 12DP | 15DP | 19EP | 19DP | 127 |
| 126 | 8AK  | 9AP  | 10BP | 12CP | 16CP | 16CP | 17CP | 17DP | 14CP | 14CP | 17CP | 17DP | 16CP | 15DP | 19DP | 21DP | 12DP | 15DP | 18DP | 19DP | 126 |
| 125 | 8AK  | 9AP  | 10BP | 11BP | 15BP | 15CP | 17CP | 17CP | 14CP | 14CP | 17CP | 17DP | 16CP | 15DP | 18DP | 20DP | 12DP | 14DP | 18DP | 19DP | 125 |
| 124 | 8    | 9AP  | 10AP | 11BP | 15BP | 15CP | 17CP | 16CP | 13CP | 14CP | 17CP | 17DP | 15CP | 15DP | 18DP | 20DP | 12CP | 14DP | 18DP | 18DP | 124 |
| 123 | 8    | 9AP  | 10AP | 11BP | 15BP | 15BP | 16CP | 16CP | 13CP | 13CP | 16CP | 16DP | 15CP | 15DP | 18DP | 20DP | 11CP | 14DP | 18DP | 18DP | 123 |
| 122 | 8    | 9AP  | 10AP | 11BP | 15BP | 15BP | 16CP | 16CP | 13CP | 13CP | 16CP | 16DP | 15CP | 15DP | 17DP | 19DP | 11CP | 13DP | 17DP | 17DP | 122 |
| 121 | 8    | 9AP  | 10AP | 11BP | 15BP | 14BP | 16CP | 15CP | 13BP | 13CP | 16CP | 16CP | 15CP | 14DP | 17DP | 19DP | 11CP | 13DP | 17DP | 17DP | 121 |
| 120 | 8    | 9AK  | 9AP  | 10BP | 15BP | 14BP | 16CP | 15CP | 12BP | 12CP | 15CP | 15CP | 15CP | 14CP | 17DP | 19DP | 11CP | 13CP | 17DP | 17DP | 120 |
| 119 | 7    | 8    | 9AP  | 10BP | 14BP | 14BP | 15CP | 15CP | 12BP | 12CP | 15CP | 15CP | 14CP | 14CP | 17CP | 18DP | 10CP | 13CP | 17DP | 17DP | 119 |
| 118 | 7    | 8    | 9AP  | 10BP | 14BP | 14BP | 15BP | 14CP | 12BP | 11CP | 15CP | 15CP | 14CP | 14CP | 16CP | 18DP | 10CP | 12CP | 17DP | 16DP | 118 |
| 117 | 7    | 8    | 9AP  | 10BP | 14AP | 13BP | 15BP | 14CP | 12BP | 11CP | 14CP | 14CP | 14CP | 14CP | 16CP | 18DP | 10CP | 12CP | 16DP | 16DP | 117 |
| 116 | 7    | 8    | 9AP  | 10BP | 14AP | 13BP | 14BP | 14CP | 11BP | 11CP | 14CP | 14CP | 14CP | 13CP | 16CP | 17DP | 10CP | 12CP | 16DP | 16DP | 116 |
| 115 | 7    | 8    | 9AP  | 9AP  | 13AP | 13BP | 14BP | 13CP | 11BP | 11BP | 13CP | 13CP | 13CP | 13CP | 15CP | 17CP | 9CP  | 11CP | 16DP | 15DP | 115 |
| 114 | 7    | 8    | 8AP  | 9AP  | 13AP | 13BP | 14BP | 13CP | 11BP | 11BP | 13CP | 13CP | 13CP | 13CP | 15CP | 16CP | 9BP  | 11CP | 16DP | 15DP | 114 |
| 113 | 7    | 8    | 8AP  | 9AP  | 13AP | 12AP | 14BP | 13CP | 11BP | 10BP | 13CP | 13CP | 13BP | 13CP | 14CP | 16CP | 9BP  | 11CP | 15DP | 14CP | 113 |
| 112 | 7    | 8    | 8AP  | 9AP  | 13AP | 12AP | 13BP | 12CP | 10BP | 10BP | 13CP | 13CP | 13BP | 13CP | 14CP | 16CP | 9BP  | 11CP | 15DP | 14CP | 112 |
| 111 | 7    | 7    | 8AP  | 8AP  | 12AP | 12AP | 13BP | 12BP | 10BP | 10BP | 12CP | 12CP | 13BP | 12CP | 14CP | 16CP | 8BP  | 10BP | 15DP | 14CP | 111 |
| 110 | 7    | 7    | 8AK  | 8AP  | 12AP | 12AP | 13BP | 12BP | 10BP | 9BP  | 12CP | 12CP | 13BP | 12CP | 14CP | 16CP | 8BP  | 10BP | 15CP | 14CP | 110 |
| 109 | 7    | 7    | 8    | 8AP  | 12AP | 11AP | 12BP | 12BP | 10BP | 9BP  | 12BP | 12CP | 12BP | 12CP | 14CP | 15CP | 8BP  | 10BP | 15CP | 14CP | 109 |
| 108 | 6    | 7    | 7    | 8AP  | 12AP | 11AP | 12BP | 11BP | 10BP | 9BP  | 11BP | 11CP | 12BP | 12CP | 13CP | 15CP | 7BP  | 9BP  | 14CP | 13CP | 108 |
| 107 | 6    | 7    | 7    | 8AP  | 12AP | 11AP | 12BP | 11BP | 9AP  | 8BP  | 11BP | 11CP | 12BP | 11CP | 13CP | 15CP | 7BP  | 9BP  | 14CP | 13CP | 107 |
| 106 | 6    | 7    | 7    | 7AP  | 11AP | 11AP | 11AP | 11BP | 9AP  | 8BP  | 11BP | 11CP | 12BP | 11CP | 13CP | 14CP | 7AP  | 9BP  | 14CP | 13CP | 106 |
| 105 | 6    | 7    | 7    | 7AP  | 11AK | 11AP | 11AP | 10BP | 9AP  | 8BP  | 10BP | 10CP | 12BP | 11CP | 12CP | 14CP | 7AP  | 9BP  | 14CP | 12CP | 105 |
| 104 | 6    | 7    | 7    | 7AP  | 11   | 10AP | 11AP | 10BP | 9AP  | 8BP  | 10BP | 10BP | 11BP | 11CP | 12BP | 14BP | 6AP  | 8BP  | 13CP | 12BP | 104 |
| 103 | 6    | 6    | 7    | 7AP  | 11   | 10AP | 11AP | 10BP | 8AP  | 7BP  | 10BP | 10BP | 11BP | 11CP | 12BP | 13BP | 6AP  | 8AP  | 13CP | 12BP | 103 |
| 102 | 6    | 6    | 6    | 6AP  | 10   | 10AP | 10AP | 9BP  | 8AP  | 7BP  | 9BP  | 9BP  | 11BP | 10BP | 12BP | 13BP | 6AP  | 8AP  | 13CP | 11BP | 102 |
| 101 | 6    | 6    | 6    | 6AK  | 10   | 10AP | 10AP | 8BP  | 8AP  | 7BP  | 9BP  | 9BP  | 11BP | 10BP | 11BP | 13BP | 6AP  | 7AP  | 13CP | 11BP | 101 |
| 100 | 6    | 6    | 6    | 6    | 10   | 9AK  | 10AP | 9BP  | 8AP  | 6AP  | 9BP  | 9BP  | 11BP | 10BP | 11BP | 12BP | 5AK  | 7AP  | 12CP | 11BP | 100 |
| 99  | 6    | 6    | 6    | 6    | 10   | 9    | 9AP  | 8AP  | 7AP  | 6AP  | 8BP  | 8BP  | 10BP | 10BP | 11BP | 12BP | 5    | 7AP  | 12BP | 10BP | 99  |
| 98  | 5    | 6    | 6    | 6    | 9    | 9    | 9AP  | 8AP  | 7AP  | 6AP  | 8BP  | 8BP  | 10BP | 10BP | 10BP | 12BP | 5    | 7AP  | 12BP | 10BP | 98  |
| 97  | 5    | 6    | 6    | 6    | 9    | 9    | 9AP  | 8AP  | 7AP  | 5AP  | 8BP  | 8BP  | 10AP | 9BP  | 10BP | 11BP | 5    | 6AP  | 12BP | 10AP | 97  |
| 96  | 5    | 6    | 5    | 5    | 9    | 8    | 8AP  | 7AP  | 7AP  | 5AP  | 7BP  | 7BP  | 10AP | 9BP  | 10BP | 11BP | 4    | 6AP  | 11BP | 9AP  | 96  |
| 95  | 5    | 5    | 5    | 5    | 9    | 8    | 8AK  | 7AP  | 6AK  | 5AP  | 7AP  | 7BP  | 10AP | 9BP  | 10BP | 11BP | 4    | 6AK  | 11BP | 9AP  | 95  |
| 94  | 5    | 5    | 5    | 5    | 9    | 8    | 8    | 7AP  | 6    | 5AP  | 7AP  | 7BP  | 9AP  | 9BP  | 9BP  | 10BP | 4    | 11BP | 9AP  | 9AP  | 94  |
| 93  | 5    | 5    | 5    | 5    | 8    | 8    | 8    | 6AP  | 6    | 4AP  | 6AP  | 6BP  | 9AP  | 9BP  | 9BP  | 10BP | 4    | 11BP | 8AP  | 9AP  | 93  |
| 92  | 5    | 5    | 5    | 5    | 8    | 7    | 7    | 6AP  | 6    | 4AP  | 6AP  | 6BP  | 9AP  | 8BP  | 9BP  | 10BP | 3    | 10BP | 8AK  | 9AP  | 92  |
| 91  | 5    | 5    | 5    | 4    | 8    | 7    | 7    | 6AP  | 6    |      |      |      |      |      |      |      |      |      |      |      |     |

| Skill Bonus (Ranks)                       | Level  |        |        |        |        |         |         |         |         |         |
|---|--------|--------|--------|--------|--------|---------|---------|---------|---------|---------|
|   | 1st    | 2nd    | 3rd    | 4th    | 5th    | 6th     | 7th     | 8th     | 9th     | 10th    |
| <b>Armor • Heavy, Plate, unskilled</b>    | -23    | -22    | -20    | -18    | -16    | -16     | -16     | -16     | -16     | -16     |
| <b>Armor • Light, Soft Leather</b>        | +23(3) | +30(3) | +31(3) | +32(3) | +33(3) | +33(3)  | +33(3)  | +33(3)  | +33(3)  | +33(3)  |
| <b>Armor • Light, Rigid Leather</b>       | +17(1) | +21(1) | +22(1) | +23(1) | +24(1) | +24(1)  | +24(1)  | +24(1)  | +24(1)  | +24(1)  |
| <b>Armor • Medium, Chain</b>              | +22(3) | +23(3) | +24(3) | +25(3) | +25(3) | +25(3)  | +25(3)  | +25(3)  | +25(3)  | +25(3)  |
| <b>Artistic • Active, unskilled</b>       | -35    | -34    | -33    | -33    | -32    | -31     | -13     | -13     | -13     | -13     |
| <b>Artistic • Passive, unskilled</b>      | -35    | -35    | -34    | -34    | -32    | -29     | -11     | -11     | -11     | -11     |
| <b>Athletic • Brawn, unskilled</b>        | +0     | +4     | +4     | +6     | +9     | +9      | +8      | +9      | +11     | +13     |
| <b>Athletic • Endurance, unskilled</b>    | +2     | +6     | +6     | +8     | +11    | +11     | +12     | +15     | +17     | +19     |
| Scaling                                   | —      | +24(1) | +27(2) | +29(2) | +35(3) | +35(3)  | +39(4)  | +45(4)  | +52(5)  | +57(6)  |
| <b>Athletic • Gymnastics, unskilled</b>   | +7     | +9     | +11    | +13    | +15    | +15     | +15     | +15     | +17     | +17     |
| Climbing                                  | +28(2) | +33(3) | +38(4) | +43(5) | +48(6) | +48(6)  | +51(7)  | +51(7)  | +53(7)  | +56(7)  |
| Contortions                               | +25(1) | +30(2) | +32(2) | +37(3) | +42(4) | +42(4)  | +45(5)  | +48(6)  | +53(7)  | +56(8)  |
| Juggling                                  | +28(2) | +30(2) | +35(3) | +40(4) | +45(5) | +45(5)  | +48(6)  | +51(7)  | +53(7)  | +56(8)  |
| Tumbling                                  | —      | —      | +29(1) | +34(2) | +36(2) | +36(2)  | +39(3)  | +39(3)  | +44(4)  | +47(5)  |
| <b>Awareness • Perceptions, unskilled</b> | +3     | +3     | +3     | +3     | +6     | +10     | +10     | +10     | +10     | +10     |
| Alertness                                 | +36(8) | +36(8) | +36(8) | +36(8) | +39(8) | +43(8)  | +43(8)  | +43(8)  | +43(8)  | +43(8)  |
| Sense Ambush                              | +19(1) | +20(2) | +20(2) | +20(2) | +23(2) | +27(2)  | +27(2)  | +27(2)  | +27(2)  | +27(2)  |
| <b>Awareness • Searching, unskilled</b>   | +8     | +10    | +11    | +15    | +19    | +24     | +24     | +24     | +26     | +26     |
| Detect Traps                              | +26(1) | +28(1) | +32(2) | +39(3) | +46(4) | +54(5)  | +57(6)  | +57(6)  | +62(7)  | +65(8)  |
| Lie Perception                            | —      | +28(1) | +32(2) | +39(3) | +46(4) | +51(4)  | +51(4)  | +54(5)  | +59(6)  | +62(7)  |
| Locate Hidden                             | +26(1) | +31(2) | +35(3) | +42(4) | +46(4) | +54(5)  | +57(6)  | +60(7)  | +62(7)  | +65(8)  |
| Observation                               | +32(3) | +37(4) | +38(4) | +42(4) | +46(4) | +54(5)  | +57(6)  | +60(7)  | +62(7)  | +65(8)  |
| Poison Perception                         | +26(1) | +31(2) | +35(3) | +39(3) | +46(4) | +51(4)  | +54(5)  | +57(6)  | +62(7)  | +62(7)  |
| <b>Awareness • Senses, unskilled</b>      | -12    | +5     | +7     | +9     | +14    | +18     | +18     | +20     | +22     | +22     |
| Direction Sense                           | —      | +23(1) | +28(2) | +30(2) | +35(2) | +42(3)  | +45(4)  | +47(4)  | +49(4)  | +52(5)  |
| Situational Awareness (Mechanical)        | —      | —      | —      | —      | +35(2) | +39(2)  | +45(4)  | +47(4)  | +49(4)  | +55(6)  |
| Time Sense                                | —      | —      | +25(1) | +30(2) | +35(2) | +39(2)  | +39(2)  | +44(3)  | +49(4)  | +49(4)  |
| <b>Combat Maneuvers, unskilled</b>        | -22    | -21    | -21    | -21    | -20    | -20     | -20     | -20     | -20     | -20     |
| Subdual                                   | +18(2) | +29(4) | +39(6) | +39(6) | +50(8) | +60(10) | +60(10) | +60(10) | +60(10) | +60(10) |
| <b>Communications, unskilled</b>          | -17    | -15    | -14    | -11    | -9     | -7      | -6      | -6      | -6      | -6      |
| Dwarvish, spoken                          | +22(8) | +24(8) | +25(8) | +28(8) | +30(8) | +32(8)  | +33(8)  | +33(8)  | +33(8)  | +33(8)  |
| Dwarvish, written                         | +19(7) | +21(7) | +22(7) | +25(7) | +27(7) | +29(7)  | +30(7)  | +30(7)  | +30(7)  | +30(7)  |
| Common-speech, spoken                     | +19(7) | +21(7) | +22(7) | +25(7) | +27(7) | +29(7)  | +30(7)  | +30(7)  | +30(7)  | +30(7)  |
| Common-speech, written                    | +13(5) | +15(5) | +16(5) | +19(5) | +21(5) | +23(5)  | +24(5)  | +24(5)  | +24(5)  | +24(5)  |
| Elvish, spoken                            | +19(7) | +21(7) | +22(7) | +25(7) | +27(7) | +29(7)  | +30(7)  | +30(7)  | +30(7)  | +30(7)  |
| Elvish, written                           | +10(4) | +12(4) | +13(4) | +16(4) | +18(4) | +20(4)  | +21(4)  | +21(4)  | +21(4)  | +21(4)  |
| Woodspeech, spoken                        | +7(3)  | +9(3)  | +10(3) | +13(3) | +15(3) | +17(3)  | +18(3)  | +18(3)  | +18(3)  | +18(3)  |
| <b>Crafts, unskilled</b>                  | -25    | -24    | -24    | -23    | -21    | -21     | -21     | -21     | -21     | -21     |
| Fletching                                 | —      | —      | —      | —      | —      | +14(1)  | +19(2)  | +24(3)  | +29(4)  | +34(5)  |
| Leather Crafting (Armor Repair)           | +15(2) | +26(4) | +36(6) | +37(6) | +39(6) | +39(6)  | +39(6)  | +39(6)  | +39(6)  | +39(6)  |
| Metal Crafts (Arrow Heads)                | —      | —      | —      | —      | —      | —       | —       | +19(2)  | +19(2)  | +29(4)  |
| Rope Mastery                              | —      | +11(1) | +11(1) | +12(1) | +19(2) | +19(2)  | +19(2)  | +19(2)  | +19(2)  | +19(2)  |
| <b>Directed Spells, unskilled</b>         | -22    | -20    | -20    | -20    | -19    | -19     | -19     | -19     | -19     | -19     |
| <b>Influence, unskilled</b>               | -18    | -16    | -15    | -13    | -9     | -6      | -3      | -1      | -1      | +1      |
| Bribery                                   | —      | —      | —      | —      | —      | +12(1)  | +18(2)  | +23(3)  | +23(3)  | +28(4)  |
| Duping                                    | —      | —      | +6(2)  | +8(2)  | +12(2) | +21(4)  | +24(4)  | +26(4)  | +32(6)  | +34(6)  |

### Special Items

**Finely Crafted Crossbow** [Levels Available: 1-3] Attacks as light crossbow with a special +10 bonus to OB (because of its fine craftsmanship).

**Lockpick Kit** [Levels Available: 1-3] Provides a special +5 bonus to Lockpicking (because the tools are crafted from fine steel).

**Enchanted Lockpicks** [Levels Available: 4-10] Provides a special +10 bonus to Lockpicking (because of the enchanted nature of the tools).

**Ring of Evalhorn** [Levels Available: 4-10] Provides a special +10 bonus to any moving maneuver that primarily uses balance (because of the enchanted nature of the ring).

**Brueling's Dagger** [Levels Available: 5-10] Attacks as a dagger with a special +15 bonus to OB (because of the exceptional material).

**Potion of Presence** [Level Available: 6] After imbibing this potion, the drinker will be able to detect the presence of any sentient being within 20'. The effects of the potion will last as long as the drinker concentrates (spends 50% activity).

**Trollskin Armor** [Levels Available: 6-9] Protects and encumbers as AT 7 with a special +15 bonus to DB (due to the exceptional material).

**Ring of Beruuk** [Levels Available: 6-10] Provides a special +10 bonus to DB (due to its enchanted nature).

**Potion of Flowstop** [Level Available: 8] The drinker of this potion can stop up to 3 points of bleeding (e.g., reduce a 4 hits per round wound to a 1 hit per round wound). After drinking it, the imbibor cannot make any significant movements for 1 hour or the bleeding will resume.

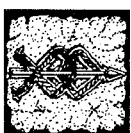
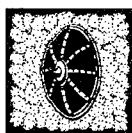
**Exceptional Lockpicks** [Levels Available 9-10] Provides a special +10 bonus to Lockpicking (because of the selection of tools in the set).

**Scroll of Porthinghome** [Levels Available 9-10] Every morning, at sunrise, a random 2nd level spell (from an Open Channeling spell list) will appear on this scroll.

**Dwarvish Mattock** [Level Available 10] Provides a special +10 bonus to any digger maneuver (because of the exceptional craftsmanship).

**Barbed Crossbow Quarrels** [Level Available 10] Provides a special bonus of +5 to any attack made with a crossbow. There are a total of 10 quarrels.

| Skill Bonus (Ranks)                           | Level  |        |        |        |        |        |        |        |        |        |
|---|--------|--------|--------|--------|--------|--------|--------|--------|--------|--------|
|   | 1st    | 2nd    | 3rd    | 4th    | 5th    | 6th    | 7th    | 8th    | 9th    | 10th   |
| <b>Lore • General, unskilled</b>              | -9     | -7     | -6     | -2     | +0     | +1     | +1     | +1     | +1     | +1     |
| “Home” Culture Lore                           | +15(3) | 15(3)  | +18(3) | +22(3) | +24(3) | +25(3) | +25(3) | +25(3) | +25(3) | +25(3) |
| “Home” Region Lore                            | +15(3) | 15(3)  | +18(3) | +22(3) | +24(3) | +25(3) | +25(3) | +25(3) | +25(3) | +25(3) |
| <b>Lore • Magical, unskilled</b>              | -30    | -28    | -27    | -23    | -21    | -20    | -20    | -20    | -20    | -20    |
| <b>Lore • Obscure, unskilled</b>              | -30    | -28    | -27    | -23    | -21    | -20    | -20    | -20    | -20    | -20    |
| <b>Lore • Technical, unskilled</b>            | -30    | -28    | -10    | -4     | +0     | +3     | +3     | +5     | +7     | +7     |
| Lock Lore                                     | —      | —      | —      | +17(2) | +21(2) | +24(2) | +30(4) | +32(4) | +34(2) | +40(6) |
| Poison Lore                                   | —      | —      | +8(1)  | +14(1) | +21(2) | +27(3) | +30(4) | +32(4) | +37(5) | +40(6) |
| <b>Outdoor • Animal, unskilled</b>            | -35    | -34    | -34    | -34    | -32    | -13    | -9     | -9     | -9     | -9     |
| Animal Handling                               | —      | —      | —      | —      | —      | +5(1)  | +9(1)  | +9(1)  | +9(1)  | +9(1)  |
| <b>Outdoor • Environmental, unskilled</b>     | -6     | -6     | -4     | -1     | +2     | +6     | +8     | +8     | +10    | +12    |
| Caving  | —      | +15(2) | +17(2) | +20(2) | +29(4) | +33(4) | +35(4) | +41(6) | +43(6) | +45(6) |
| Survival (Underground)                        | —      | —      | —      | +20(2) | +29(4) | +33(4) | +35(4) | +41(6) | +43(6) | +45(6) |
| <b>Power Awareness, unskilled</b>             | -16    | -16    | -15    | -13    | -11    | -8     | -7     | -7     | -7     | -7     |
| Attunement                                    | +2(1)  | +2(1)  | +6(2)  | +8(2)  | +10(2) | +13(2) | +14(2) | +14(2) | +17(3) | +17(3) |
| Read Runes                                    | +2(1)  | +2(1)  | +3(1)  | +5(1)  | +7(1)  | +10(1) | +14(2) | +14(2) | +14(2) | +14(2) |
| <b>Power Manipulation, unskilled</b>          | -35    | -35    | -34    | -34    | -32    | -29    | -28    | -28    | -28    | -28    |
| <b>Science/Anal. • Basic, unskilled</b>       | -13    | -9     | -7     | -2     | -1     | +1     | +1     | +1     | +1     | +1     |
| Basic Math                                    | —      | +9(1)  | +11(1) | +16(1) | +17(1) | +19(1) | +19(1) | +19(1) | +19(1) | +19(1) |
| <b>Science/Anal. • Specialized, unskilled</b> | -30    | -26    | -24    | -19    | -18    | -16    | -16    | -16    | -16    | -16    |
| <b>Self Control, unskilled</b>                | -25    | -8     | -7     | -5     | -1     | -1     | +1     | +1     | +3     | +3     |
| Adrenal Speed                                 | —      | —      | —      | —      | —      | —      | —      | +19(1) | +24(2) | +24(2) |
| Frenzy  | —      | —      | —      | —      | +17(1) | +20(2) | +25(3) | +28(4) | +30(4) | +30(4) |
| Mnemonics                                     | —      | —      | —      | —      | —      | —      | +1     | +19(1) | +21(3) | +24(2) |
| Stunned Maneuvering                           | —      | —      | —      | —      | —      | —      | +25(3) | +28(4) | +30(4) | +33(5) |
| <b>Special Attacks, unskilled</b>             | -23    | -22    | -21    | -20    | -18    | -18    | -18    | -18    | -18    | -18    |
| Brawling                                      | —      | +13(1) | +19(2) | +20(2) | +27(3) | +27(3) | +27(3) | +32(4) | +32(4) | +32(4) |
| Disarm Foe, (armed, 1H Conc.)                 | —      | —      | —      | +15(1) | +17(1) | +22(2) | +22(2) | +27(3) | +32(4) | +32(4) |
| <b>Special Defenses, unskilled</b>            | -30    | -30    | -30    | -30    | -30    | -30    | -30    | -30    | -30    | -30    |
| <b>Subterfuge • Attack, unskilled</b>         | -2     | +16    | +18    | +20    | +22    | +28    | +30    | +30    | +30    | +30    |
| Ambush  | —      | —      | +36(1) | +41(2) | +46(3) | +50(3) | +55(4) | +57(4) | +60(5) | +63(6) |
| Silent Attack                                 | —      | —      | +36(1) | +38(1) | +43(2) | +50(3) | +52(2) | +57(4) | +60(5) | +63(6) |
| <b>Subterfuge • Mechanics, unskilled</b>      | -9     | +11    | +14    | +18    | +19    | +24    | +24    | +26    | +26    | +28    |
| Disarm Traps                                  | —      | +29(1) | +35(2) | +39(2) | +43(3) | +48(3) | +48(3) | +53(4) | +56(5) | +58(5) |
| Forgery                                       | —      | —      | —      | —      | +37(1) | +45(2) | +48(3) | +53(4) | +53(4) | +58(5) |
| Hiding Items                                  | —      | —      | —      | +36(1) | +40(2) | +48(3) | +51(4) | +53(4) | +53(4) | +58(5) |
| Picking Locks                                 | —      | +26(1) | +35(2) | +39(2) | +43(3) | +48(3) | +51(4) | +53(4) | +56(5) | +58(5) |
| Setting Traps                                 | —      | —      | +32(1) | +39(2) | +40(2) | +45(2) | +48(3) | +53(4) | +53(4) | +55(4) |
| Trap Building                                 | —      | +26(1) | +32(1) | +39(2) | +40(2) | +48(3) | +48(3) | +53(4) | +53(4) | +58(5) |
| Using/Removing Poison                         | —      | —      | —      | —      | —      | —      | —      | +44(1) | +47(2) | +49(2) |
| <b>Subterfuge • Stealth, unskilled</b>        | +16    | +19    | +21    | +21    | +23    | +27    | +27    | +29    | +29    | +31    |
| Hiding  | +34(1) | +40(2) | +45(3) | +48(4) | +53(5) | +60(6) | +63(7) | +65(7) | +68(8) | +70(8) |
| Picking Pockets                               | +37(2) | +40(2) | +45(3) | +48(4) | +53(5) | +60(6) | +63(7) | +65(7) | +68(8) | +70(8) |
| Stalking                                      | +34(1) | +40(2) | +42(3) | +45(3) | +50(4) | +57(5) | +60(6) | +65(7) | +68(8) | +73(9) |
| Trickery                                      | —      | —      | +39(1) | +42(2) | +47(3) | +54(4) | +57(5) | +62(6) | +65(7) | +70(8) |
| <b>Tech/Trade • General, unskilled</b>        | -9     | -7     | -6     | -3     | +1     | +2     | +2     | +2     | +2     | +2     |
| First Aid                                     | +9(1)  | +11(1) | +15(2) | +18(2) | +25(3) | +26(3) | +26(3) | +26(3) | +26(3) | +26(3) |
| Using Prepared Herbs                          | —      | —      | —      | +15(1) | +19(1) | +23(2) | +26(3) | +26(3) | +26(3) | +26(3) |
| <b>Tech/Trade • Professional, unskilled</b>   | -27    | -25    | -24    | -21    | -19    | -16    | -16    | -16    | -16    | -16    |
| <b>Tech/Trade • Vocational, unskilled</b>     | -27    | -25    | -24    | -21    | -19    | -16    | -16    | -16    | -16    | -16    |
| Appraisal                                     | —      | —      | —      | +14(1) | +16(1) | +24(2) | +24(2) | +29(3) | +34(4) | +34(4) |
| Preparing Poisons                             | —      | —      | —      | —      | +16(1) | +19(1) | +24(2) | +24(2) | +29(3) | +34(4) |
| <b>Urban, unskilled</b>                       | -10    | -8     | -4     | +0     | +3     | +8     | +8     | +10    | +12    | +12    |
| Contacting                                    | +8(1)  | +13(2) | +20(3) | +27(4) | +33(5) | +41(6) | +44(7) | +46(7) | +51(8) | +54(9) |
| Scrounging                                    | —      | —      | —      | +18(1) | +24(2) | +32(3) | +38(5) | +43(6) | +48(7) | +51(8) |
| Streetwise                                    | +11(2) | +16    | +20(3) | +27(4) | +33(5) | +41(6) | +44(7) | +46(7) | +51(8) | +54(9) |
| <b>Weapon • 1-H Concussion, unskilled</b>     | +10    | +11    | +13    | +15    | +17    | +17    | +17    | +17    | +17    | +17    |
| Mace  | +37(4) | +38(4) | +40(4) | +42(4) | +44(4) | +44(4) | +44(4) | +44(4) | +44(4) | +44(4) |
| <b>Weapon • 1-H Edged, unskilled</b>          | -13    | +5     | +7     | +9     | +11    | +13    | +13    | +15    | +15    | +17    |
| Dagger  | —      | —      | —      | +27(1) | +29(1) | +34(2) | +34(2) | +36(4) | +36(2) | +41(3) |
| <b>Weapon • 2-Handed, unskilled</b>           | -13    | -12    | -10    | -8     | -6     | -6     | -6     | -6     | -6     | -6     |
| <b>Weapon • Missile, unskilled</b>            | +5     | +9     | +12    | +15    | +18    | +20    | +22    | +24    | +24    | +26    |
| Light Crossbow                                | +29(3) | +33(3) | +36(3) | +42(4) | +48(5) | +53(6) | +58(7) | +60(7) | +63(8) | +68(9) |
| <b>Weapon • Missile Artillery, unskilled</b>  | -14    | -11    | -10    | -8     | -7     | -4     | -4     | -4     | -4     | -4     |
| <b>Weapon • Pole Arms, unskilled</b>          | -13    | -12    | -10    | -8     | -6     | -6     | -6     | -6     | -6     | -6     |
| <b>Weapon • Thrown, unskilled</b>             | +9     | +13    | +14    | +17    | +18    | +20    | +20    | +22    | +22    | +24    |
| Thrown Dagger                                 | +33(3) | +37(3) | +41(4) | +44(4) | +48(5) | +53(6) | +53(6) | +55(6) | +58(7) | +63(8) |



Name: \_\_\_\_\_  
Race: Human Profession: Rogue  
Height: 5'11" Weight: 165  
Hair: Red Eyes: Blue  
Personality: \_\_\_\_\_  
Motivations/Alignment: \_\_\_\_\_

| Stat Bonuses      | Level   |         |         |         |         |         |         |         |         |         |
|-------------------|---------|---------|---------|---------|---------|---------|---------|---------|---------|---------|
|                   | 1st     | 2nd     | 3rd     | 4th     | 5th     | 6th     | 7th     | 8th     | 9th     | 10th    |
| Agility           | 91(+5)  | 92(+6)  | 96(+8)  | 96(+8)  | 96(+8)  | 96(+8)  | 96(+8)  | 96(+8)  | 96(+8)  | 92(+6)  |
| Constitution      | 77(+2)  | 86(+4)  | 94(+7)  | 95(+7)  | 95(+7)  | 95(+7)  | 95(+7)  | 95(+7)  | 95(+7)  | 95(+7)  |
| Memory            | 60(+0)  | 76(+2)  | 77(+2)  | 79(+2)  | 82(+3)  | 82(+3)  | 82(+3)  | 82(+3)  | 82(+3)  | 82(+3)  |
| Reasoning         | 56(+0)  | 65(+0)  | 73(+1)  | 81(+3)  | 85(+4)  | 85(+4)  | 85(+4)  | 82(+3)  | 85(+4)  | 85(+4)  |
| Self Discipline   | 50(+2)  | 58(+2)  | 64(+2)  | 71(+3)  | 79(+4)  | 81(+5)  | 84(+5)  | 84(+5)  | 84(+5)  | 80(+5)  |
| Empathy           | 43(+0)  | 57(+0)  | 64(+0)  | 68(+0)  | 69(+0)  | 69(+0)  | 69(+0)  | 69(+0)  | 69(+0)  | 69(+0)  |
| Intuition         | 63(+0)  | 71(+1)  | 73(+1)  | 77(+2)  | 81(+3)  | 81(+3)  | 81(+3)  | 81(+3)  | 81(+3)  | 81(+3)  |
| Presence          | 79(+12) | 89(+14) | 92(+16) | 92(+16) | 92(+16) | 91(+15) | 92(+16) | 92(+16) | 92(+16) | 92(+16) |
| Quickness         | 50(+0)  | 54(+0)  | 58(+0)  | 66(+0)  | 73(+1)  | 72(+1)  | 73(+1)  | 73(+1)  | 73(+1)  | 73(+1)  |
| Strength          | 92(+8)  | 93(+8)  | 93(+8)  | 93(+8)  | 93(+8)  | 93(+8)  | 93(+8)  | 93(+8)  | 93(+8)  | 93(+8)  |
| Other Information | Level   |         |         |         |         |         |         |         |         |         |
|                   | 1st     | 2nd     | 3rd     | 4th     | 5th     | 6th     | 7th     | 8th     | 9th     | 10th    |
| Hits              | 51      | 61      | 67      | 74      | 81      | 88      | 94      | 98      | 102     | 106     |
| Power Points      | 10      | 10      | 16      | 16      | 16      | 16      | 16      | 16      | 16      | 16      |
| Exhaustion Pts.   | 46      | 52      | 61      | 61      | 61      | 61      | 61      | 61      | 61      | 61      |
| Armor Type        | 9       | 17      | 17      | 17      | 17      | 17      | 17      | 17      | 17      | 17      |
| MM Penalty        | -7      | -18     | -15     | -15     | -15     | -15     | -15     | -15     | -15     | -15     |
| Defensive Bonus   | +0      | +0      | +0      | +0      | +0      | +0      | +0      | +0      | +0      | +0      |
| Move Rate         | 43      | 32      | 35      | 35      | 35      | 35      | 35      | 35      | 35      | 35      |
| Channeling RR     | +0      | +3      | +3      | +6      | +9      | +9      | +9      | +9      | +9      | +9      |
| Essence RR        | +15     | +15     | +15     | +15     | +15     | +15     | +15     | +15     | +15     | +15     |
| Mentalism RR      | +36     | +42     | +48     | +48     | +48     | +45     | +48     | +48     | +48     | +48     |
| Chan/Ess RR       | +0      | +1      | +1      | +2      | +3      | +3      | +3      | +3      | +3      | +3      |
| Chan/Ment RR      | +12     | +15     | +17     | +18     | +19     | +18     | +19     | +19     | +19     | +19     |
| Ess/Ment RR       | +12     | +14     | +16     | +16     | +16     | +15     | +16     | +16     | +16     | +16     |
| Poison RR         | +6      | +12     | +21     | +21     | +21     | +21     | +21     | +21     | +21     | +21     |
| Disease RR        | +6      | +12     | +21     | +21     | +21     | +21     | +21     | +21     | +21     | +21     |
| Fear RR           | +6      | +6      | +6      | +9      | +12     | +15     | +15     | +15     | +15     | +15     |
| Hits/Hr Resting   | 1       | 2       | 4       | 4       | 4       | 4       | 4       | 4       | 4       | 4       |
| Hits/Sleep Cycle  | 4       | 8       | 14      | 14      | 14      | 14      | 14      | 14      | 14      | 14      |
| PPs/Hr Resting    | 0       | 0       | 0       | 0       | 0       | 0       | 0       | 0       | 0       | 0       |
| PPs/Sleep Cycle   | 5       | 5       | 8       | 8       | 8       | 8       | 8       | 8       | 8       | 8       |

#### Normal Equipment List

Mace  
Polearm  
Rigid leather breastplate or metal breastplate (depending on level).  
Short Bow  
Riding Horse  
Robe  
Outfitted Belt  
—12 Throwing daggers  
—Arrow repair kit  
—Herb sack: Arkasu (heals 2-12 hits and doubles healing rate of major wounds, 2 doses)  
Backpack  
—Implements of chance for gambling  
—Extra robe  
—Light bedroll  
—50' rope  
—Pipe & tobacco  
—Ulgisor (bread, provides 1 day nutrition, 7 doses)  
—53 sp

#### Special Notes

Has an impressive scar running from navel to left shoulder. Has blood guilt: 10% chance per serious injury delivered of falling to the ground sobbing.





Length: 2 – 3.5 feet  
 Weight: 3 – 5 pounds  
 Fumble Range: 01 – 03 UM  
 Breakage #: 1, 2, 3, 4, 5, 6, 7  
 Strength: 75 – 86

# Range Modifiers:

## ATTACK TABLE 2.5 BROADSWORD

### ONE-HANDED EDGED

|     | 20  | 19   | 18   | 17   | 16   | 15   | 14   | 13   | 12   | 11   | 10   | 9    | 8    | 7    | 6    | 5    | 4    | 3    | 2    | 1    |      |     |
|-----|-----|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|-----|
| 150 | 8EK | 10EK | 12EK | 14EK | 15EK | 15EK | 18EK | 18ES | 16EK | 18EK | 22ES | 22ES | 20EK | 20ES | 25ES | 28ES | 22ES | 25ES | 28ES | 30ES | 150  |     |
| 149 | 8DK | 10DK | 12EK | 14ES | 15EK | 15EK | 18EK | 18EK | 16EP | 18EK | 18EK | 22ES | 22ES | 20EP | 20EP | 25ES | 28ES | 22ES | 25ES | 28ES | 30ES | 149 |
| 148 | 8DK | 10DK | 12EK | 14EK | 15EK | 15EK | 18EK | 18ES | 16EK | 18EK | 22ES | 22ES | 20EK | 20ES | 25ES | 28ES | 22ES | 25ES | 28ES | 30ES | 148  |     |
| 147 | 8CK | 10CK | 12DK | 14ES | 15EK | 15EK | 18EK | 18EP | 16EK | 18EK | 22ES | 22ES | 20EP | 20EP | 25ES | 28ES | 22ES | 25ES | 28ES | 30ES | 147  |     |
| 146 | 8CK | 10CK | 12DK | 14EK | 15DK | 15DK | 18EK | 18ES | 16EK | 18EK | 22ES | 21ES | 20EK | 20ES | 25ES | 27ES | 21ES | 24ES | 27ES | 29ES | 146  |     |
| 145 | 8CK | 10CK | 12DS | 14ES | 15DK | 15DK | 18DK | 18EP | 16EK | 17EK | 21ES | 21ES | 20EP | 20EP | 24EP | 27ES | 21ES | 24ES | 27ES | 29ES | 145  |     |
| 144 | 8CK | 10CK | 12DP | 14EP | 15DK | 15DK | 17DS | 17EK | 16EK | 17EK | 21ES | 21ES | 19EK | 19EK | 24ES | 27ES | 21ES | 24ES | 27ES | 29ES | 144  |     |
| 143 | 8CK | 10CK | 12DK | 13DK | 15DK | 14DK | 17DP | 17ES | 15DK | 17EK | 21ES | 21ES | 19EP | 19ES | 24EP | 26ES | 21ES | 24ES | 27ES | 28ES | 143  |     |
| 142 | 8BK | 10CK | 12CS | 13DS | 14DK | 14DK | 17DK | 17EP | 15DK | 17EK | 21ES | 20ES | 19EK | 19EP | 24ES | 26ES | 20ES | 23ES | 26ES | 28ES | 142  |     |
| 141 | 8BK | 10BK | 11CP | 13DP | 14DK | 14DK | 17DS | 17DK | 15DK | 17EK | 20ES | 20EP | 19ES | 19EK | 23EP | 26ES | 20ES | 23ES | 26ES | 28ES | 141  |     |
| 140 | 8BK | 10BK | 11CK | 13DK | 14DK | 14DK | 17DP | 17DS | 15DK | 16DK | 20DS | 20ES | 19EP | 19ES | 23ES | 26ES | 20ES | 23ES | 26ES | 27ES | 140  |     |
| 139 | 8BK | 10BK | 11CS | 13DS | 14CK | 14DK | 16DK | 16DP | 15DK | 16DK | 20DP | 20EP | 19DK | 19EP | 23EP | 25ES | 20ES | 22ES | 26ES | 27ES | 139  |     |
| 138 | 8BK | 9BK  | 11CP | 13CP | 14CK | 14CK | 16DS | 16DK | 15DK | 16DK | 20DS | 19ES | 18DS | 18EK | 23ES | 25ES | 19ES | 22ES | 25ES | 27ES | 138  |     |
| 137 | 8BK | 9BK  | 11CK | 13DK | 14CK | 14CK | 16DP | 16DS | 14DK | 16DK | 19DP | 19EP | 18DP | 18ES | 22EP | 25ES | 19ES | 22ES | 25ES | 26ES | 137  |     |
| 136 | 8BK | 9BK  | 11CP | 12DS | 14CK | 13CK | 16CK | 16DP | 14DK | 16DK | 19DS | 19DS | 18DK | 18DP | 22ES | 24ES | 19ES | 22ES | 25ES | 26ES | 136  |     |
| 135 | 8AK | 9BK  | 11CP | 12DP | 13CK | 13CK | 16CS | 16DK | 14CK | 15DK | 19DP | 19DP | 18DS | 18DK | 22EP | 24ES | 19ES | 21ES | 25ES | 26ES | 135  |     |
| 134 | 7AK | 9BK  | 11BK | 12DK | 13CK | 13CK | 15CP | 15DS | 14CK | 15DS | 19DS | 18DS | 18DP | 18DS | 22DS | 24ES | 18ES | 21ES | 24ES | 25ES | 134  |     |
| 133 | 7AK | 9AP  | 10BS | 12CS | 13CK | 13CP | 15CK | 15DP | 14CK | 15DP | 18DS | 18DP | 18DK | 17DP | 21DP | 24ES | 18ES | 21ES | 24ES | 25ES | 133  |     |
| 132 | 7AK | 9AK  | 10BP | 12CP | 13BK | 13CK | 15CS | 15DK | 14CK | 15DK | 18DP | 18DS | 17DS | 17DK | 21DS | 23ES | 18DS | 20ES | 24ES | 25ES | 132  |     |
| 131 | 7AK | 9AP  | 10BK | 12CK | 13BK | 13CP | 15CP | 15DS | 13CK | 15DS | 18DK | 18DP | 17DP | 17DS | 21DP | 23DS | 17DS | 20ES | 24ES | 24ES | 131  |     |
| 130 | 7AK | 9AK  | 10BS | 12CS | 13BK | 13BK | 15CK | 15DP | 13CK | 14DP | 18DS | 17DS | 17DK | 17DP | 21DK | 23DS | 17DS | 20ES | 23ES | 24ES | 130  |     |
| 129 | 7AP | 9AS  | 10BP | 11CP | 13BK | 12BP | 15CS | 14DK | 13CK | 14DK | 17DP | 17DP | 17DS | 17DK | 20DS | 22DS | 17DS | 20DS | 23ES | 24ES | 129  |     |
| 128 | 7AK | 9AP  | 10BK | 11CK | 12BK | 12BK | 14CP | 14CS | 13CK | 14CS | 17DK | 17DS | 17CP | 17DS | 20DP | 22DS | 17DK | 19DS | 23ES | 23ES | 128  |     |
| 127 | 7AS | 8AK  | 10BS | 11CS | 12BK | 12BP | 14CK | 14CP | 13CS | 14CP | 17DS | 17DP | 17CK | 16DP | 20DK | 22DS | 16DS | 19DS | 23EK | 23EK | 127  |     |
| 126 | 7AP | 8AS  | 10BP | 11CP | 12BK | 12BK | 14CS | 14CK | 13CP | 13CK | 17CP | 17DS | 16CS | 16DK | 20DS | 22DS | 16DP | 19DS | 22ES | 23ES | 126  |     |
| 125 | 7AK | 8AP  | 10BK | 11CK | 12BP | 12BP | 14CP | 14CS | 12CK | 13CS | 16CK | 16DP | 16CP | 16DS | 19DP | 21DS | 16DK | 18DS | 22EK | 22ES | 125  |     |
| 124 | 7   | 8AK  | 9AS  | 11BS | 12BK | 12BK | 14CK | 13CP | 12CS | 13CP | 16CS | 16DS | 16CK | 16DP | 19DK | 21DS | 16DS | 18DS | 22ES | 22ES | 124  |     |
| 123 | 7   | 8AS  | 9AP  | 11BP | 12AP | 11BS | 13CS | 13CK | 12CP | 13CK | 16CP | 15DP | 16CS | 16DK | 19DS | 21DS | 15DP | 18DS | 21EK | 22ES | 123  |     |
| 122 | 7   | 8AP  | 9AK  | 10BK | 12AK | 11BP | 13BP | 13CS | 12CK | 13CS | 15CK | 15DS | 16CP | 16DS | 19DP | 20DS | 15DK | 18DP | 21ES | 22ES | 122  |     |
| 121 | 7   | 8AK  | 9AS  | 10BS | 11AS | 11BK | 13BK | 13CP | 12BS | 12CP | 15CS | 15DP | 16CK | 15DP | 18DK | 20DS | 15DS | 17DS | 21EK | 21DS | 121  |     |
| 120 | 7   | 8AS  | 9AP  | 10BP | 11AP | 11BS | 13BS | 13CK | 12BP | 12CK | 15CP | 15DK | 15CS | 15DK | 18DS | 20DS | 15DP | 17DP | 21DS | 21DS | 120  |     |
| 119 | 6   | 8    | 9AK  | 10BK | 11AK | 11AP | 13BP | 12CS | 11BK | 12CS | 15CK | 14CS | 15CP | 15CS | 18DP | 19DS | 14DK | 17DS | 20DP | 20DS | 119  |     |
| 118 | 6   | 8    | 9AS  | 10BS | 11AS | 11AK | 12BK | 12CP | 11BS | 12CP | 15CK | 14CP | 15CK | 15CP | 18DK | 19DK | 14DS | 16DP | 20DK | 20DS | 118  |     |
| 117 | 6   | 8    | 9AP  | 10BP | 11AP | 11AS | 12BS | 12CK | 11BP | 12CK | 14CP | 14CK | 15CK | 15CK | 18CS | 19DS | 14DP | 16DK | 20DK | 20DS | 117  |     |
| 116 | 6   | 7    | 8AK  | 10BK | 11AK | 10AP | 12BP | 12CS | 11BK | 11CS | 14CK | 14CS | 15CP | 14CS | 17CP | 19DP | 14CK | 16DS | 20DP | 19DP | 116  |     |
| 115 | 6   | 7    | 8AS  | 9BS  | 11AS | 10AK | 12BK | 12BP | 11BS | 11CP | 14CS | 13CP | 15CK | 14CP | 17CK | 18DK | 13CS | 16DP | 19DK | 19DS | 115  |     |
| 114 | 6   | 7    | 8AP  | 9AP  | 10AP | 10AS | 12BS | 11BK | 11BP | 11BK | 14CP | 13CK | 14CS | 14CK | 17CS | 18DS | 13CP | 15DK | 19DP | 19DS | 114  |     |
| 113 | 6   | 7    | 8AK  | 9AK  | 10AK | 10AP | 12BP | 11BS | 10BK | 11BS | 13CK | 13CS | 14CP | 14CS | 17CP | 18DP | 13CK | 15DS | 19DP | 19DS | 113  |     |
| 112 | 6   | 7    | 8AS  | 9AS  | 10AS | 10AK | 11BK | 11BP | 10BS | 11BP | 13CS | 13CP | 14BK | 14CP | 16CK | 17DK | 12CS | 15CP | 19DK | 18DP | 112  |     |
| 111 | 6   | 7    | 8AP  | 9AP  | 10AP | 10AS | 11AS | 11BK | 10BP | 10BK | 13CP | 12CK | 14BS | 14CK | 16CS | 17CS | 12CP | 15CK | 18DS | 18DS | 111  |     |
| 110 | 6   | 7    | 8AK  | 9AK  | 10AK | 10AP | 11AP | 11BS | 10BK | 10BS | 13CK | 12CS | 14BP | 13CS | 16CP | 17CP | 12CK | 14CS | 18DP | 18DP | 110  |     |
| 109 | 6   | 7    | 8    | 9AS  | 10   | 9AK  | 11AK | 10BP | 10BS | 10BP | 12BS | 12CP | 14BK | 13CP | 16CK | 17CK | 12CS | 14CP | 18DK | 17DS | 109  |     |
| 108 | 6   | 7    | 8    | 8AP  | 10   | 9AS  | 11AS | 10BK | 10BP | 10BK | 10BP | 12CK | 13BS | 13CK | 15CS | 16CS | 11CP | 14CK | 18DS | 17DP | 108  |     |
| 107 | 6   | 7    | 7    | 8AK  | 9    | 9AP  | 10AP | 10BS | 9AK  | 9BS  | 12BK | 11CS | 13BP | 13CS | 15CP | 16CP | 11CK | 13CS | 17DP | 17DS | 107  |     |
| 106 | 6   | 7    | 7    | 8AS  | 9    | 9AK  | 10AK | 10BP | 9AS  | 9BP  | 12BS | 11CP | 13BK | 13CP | 15CK | 16CK | 11CS | 13CP | 17DK | 16DP | 106  |     |
| 105 | 6   | 6    | 7    | 8AP  | 9    | 9AS  | 10AS | 10BK | 9AP  | 9BK  | 12BP | 11CK | 13BS | 13CK | 15CS | 15CS | 11CP | 13CK | 17DS | 16DS | 105  |     |
| 104 | 5   | 6    | 7    | 8AK  | 9    | 9    | 10AP | 9BS  | 9AK  | 9BS  | 11BK | 11CS | 13BP | 12CS | 14CP | 15CP | 10BK | 13CS | 17DP | 16DP | 104  |     |
| 103 | 5   | 6    | 7    | 8AS  | 9    | 9    | 10AK | 9BP  | 9AS  | 9BP  | 11BS | 10CP | 13BK | 12CP | 14CK | 15CK | 10BS | 12CP | 16DK | 15DK | 103  |     |
| 102 | 5   | 6    | 7    | 7AP  | 9    | 8    | 9AS  | 9AK  | 9AP  | 8BK  | 11BP | 10CK | 12BS | 12BK | 14BS | 15CS | 10BP | 12BK | 16DS | 15DS | 102  |     |
| 101 | 5   | 6    | 7    | 7AK  | 9    | 8    | 9AP  | 9AS  | 8AK  | 8BS  | 11BK | 10BS | 12BP | 12BS | 14BP | 14CP | 10BK | 12BS | 16DP | 15CP | 101  |     |
| 100 | 5   | 6    | 7    | 7AS  | 8    | 8    | 9AK  | 9AP  | 8AS  | 8AP  | 10BS | 10BP | 12BK | 12BP | 13BK | 14CK | 9BS  | 11BP | 16CK | 14CK | 100  |     |
| 99  | 5   | 6    | 6    | 7    | 8    | 8    | 8    | 9    | 8AK  | 8AP  | 8AK  | 10BP | 9BK  | 12BS | 11BK | 13BS | 9BP  | 11BK | 15CS | 14CS | 99   |     |
| 98  | 5   | 6    | 6    | 7    | 8    | 8    | 8    | 9    | 8AS  | 8AK  | 8AS  | 10BK | 9BS  | 12BP | 11BS | 13BP | 9AK  | 11BS | 15CP | 14CP | 98   |     |
| 97  | 5   | 6    | 6    | 7    | 8    | 8    | 8    | 9    | 8AP  | 8AS  | 7AP  | 10BS | 9BP  | 12AK | 11BP | 13BK | 9AS  | 11BP | 15CK | 13CK | 97   |     |
| 96  | 5   | 6    | 6    | 7    | 8    | 7    | 8    | 8AK  | 8AP  | 7AK  | 9BP  | 8BK  | 11AS | 11BK | 12BS | 13BS | 8AP  | 10BK | 14CS | 13CS | 96   |     |
| 95  | 5   | 6    | 6    | 6    | 8    | 7    | 8    | 8AS  | 7AK  | 7AS  | 9AS  | 8BS  | 11AP | 12BS | 12BP | 12BP | 8AK  | 10BS | 14CP | 12CP | 95   |     |
| 94  | 5   | 5    | 6    | 6    | 8    | 7    | 8    | 7AP  | 7    | 7AP  | 9AS  | 8BP  | 11AK | 11BP | 12BK | 12BK | 8    | 10AP | 14CK | 12CK | 94   |     |
| 93  | 5   | 5    | 6    | 6    | 7    | 7    | 8    | 7AK  | 7    | 7AK  | 9AP  | 8BK  | 11AS | 10BK | 12BS | 12BS | 7    | 9AK  | 14CS | 12BS | 93   |     |
| 92  | 5   | 5    | 6    | 6    | 7    | 7    | 8    | 7AS  | 7    | 6AS  | 8AK  | 7BS  | 11AP | 10BS | 11BP | 12BP | 7    | 9AS  | 13CP | 12BP | 92   |     |
| 91  | 5   | 5    | 5    |      |      |      |      |      |      |      |      |      |      |      |      |      |      |      |      |      |      |     |

| Skill Bonus (Ranks)                       | Level   |         |         |         |         |         |         |         |         |         |
|---|---------|---------|---------|---------|---------|---------|---------|---------|---------|---------|
|   | 1st     | 2nd     | 3rd     | 4th     | 5th     | 6th     | 7th     | 8th     | 9th     | 10th    |
| <b>Armor • Heavy, Plate, unskilled</b>    | +66     | +72     | +76     | +76     | +76     | +76     | +76     | +76     | +76     | +77     |
| <b>Armor • Light, Soft Leather</b>        | +34     | +36     | +40     | +40     | +40     | +40     | +40     | +40     | +40     | +36     |
| <b>Armor • Light, Rigid Leather</b>       | +43     | +45     | +49     | +49     | +49     | +49     | +49     | +49     | +49     | +45     |
| <b>Armor • Medium, Chain</b>              | -4      | -3      | -1      | -1      | -1      | -1      | -1      | -1      | -1      | -3      |
| <b>Artistic • Active, unskilled</b>       | +2      | -5      | -1      | -1      | +16     | +17     | +18     | +20     | +20     | +20     |
| Acting                                    | —       | —       | —       | —       | +19(1)  | +20(1)  | +21(1)  | +26(2)  | +26(2)  | +29(3)  |
| <b>Artistic • Passive, unskilled</b>      | -3      | -10     | -8      | -7      | -6      | -7      | -6      | -6      | -6      | -6      |
| <b>Athletic • Brawn, unskilled</b>        | +19     | +24     | +29     | +31     | +33     | +35     | +37     | +39     | +39     | +37     |
| Jumping                                   | +22(1)  | +30(2)  | +35(2)  | +40(3)  | +45(4)  | +47(4)  | +52(5)  | +54(5)  | +54(5)  | +55(6)  |
| <b>Athletic • Endurance, unskilled</b>    | +17     | +22     | +27     | +29     | +31     | +33     | +35     | +37     | +37     | +37     |
| Distance Running                          | —       | —       | —       | —       | +34(1)  | +36(1)  | +38(1)  | +40(1)  | +40(1)  | +43(2)  |
| Swimming                                  | +20(1)  | +25(1)  | +30(1)  | +35(2)  | +37(2)  | +39(2)  | +44(3)  | +46(3)  | +46(3)  | +46(3)  |
| <b>Athletic • Gymnastics, unskilled</b>   | +17     | +21     | +25     | +27     | +30     | +32     | +34     | +36     | +36     | +34     |
| Acrobatics                                | —       | +24(1)  | +28(1)  | +33(2)  | +36(2)  | +41(3)  | +43(3)  | +48(4)  | +48(4)  | +49(5)  |
| Climbing                                  | —       | +24(1)  | +28(1)  | +33(2)  | +36(2)  | +41(3)  | +46(4)  | +51(5)  | +51(5)  | +52(6)  |
| Rappelling                                | —       | —       | —       | +30(1)  | +36(2)  | +38(2)  | +40(2)  | +42(2)  | +42(2)  | +43(3)  |
| Tumbling                                  | —       | +24(1)  | +28(1)  | +30(1)  | +33(1)  | +38(2)  | +40(2)  | +45(3)  | +45(3)  | +43(3)  |
| <b>Awareness • Perceptions, unskilled</b> | +7      | +9      | +9      | +12     | +15     | +16     | +16     | +16     | +16     | +16     |
| Alertness                                 | +10(3)  | +13(4)  | +13(4)  | +17(5)  | +21(6)  | +23(7)  | +24(8)  | +25(9)  | +25(9)  | +26(10) |
| Sense Ambush                              | —       | —       | —       | +13(1)  | +16(1)  | +18(2)  | +18(2)  | +19(3)  | +19(3)  | +20(4)  |
| <b>Awareness • Searching, unskilled</b>   | +9      | +12     | +13     | +19     | +24     | +27     | +29     | +30     | +31     | +33     |
| Detect Traps                              | —       | +15(1)  | +16(1)  | +22(1)  | +27(1)  | +33(2)  | +35(2)  | +39(3)  | +40(3)  | +45(4)  |
| Locate Hidden                             | —       | +15(1)  | +16(1)  | +25(2)  | +30(2)  | +33(2)  | +35(2)  | +39(3)  | +40(3)  | +45(4)  |
| Observation                               | —       | +15(1)  | +16(1)  | +25(2)  | +33(3)  | +39(4)  | +44(5)  | +45(5)  | +46(5)  | +51(6)  |
| Poison Perception                         | —       | —       | —       | +22(1)  | +27(1)  | +33(2)  | +35(2)  | +39(3)  | +40(3)  | +42(3)  |
| <b>Awareness • Senses, unskilled</b>      | -8      | +11     | +11     | +16     | +21     | +24     | +26     | +28     | +28     | +30     |
| Direction Sense                           | —       | —       | —       | +19(1)  | +24(1)  | +30(2)  | +32(2)  | +37(3)  | +37(3)  | +39(3)  |
| Situational Awareness                     | —       | —       | —       | —       | +27(2)  | +30(2)  | +38(4)  | +40(4)  | +40(4)  | +48(6)  |
| <b>Combat Maneuvers, unskilled</b>        | +12     | +13     | +15     | +16     | +18     | +19     | +19     | +19     | +19     | +17     |
| Mounted Combat                            | +22(2)  | +23(2)  | +25(2)  | +31(3)  | +38(4)  | +44(5)  | +49(6)  | +54(7)  | +59(8)  | +62(9)  |
| <b>Communications, unskilled</b>          | +2      | +6      | +7      | +11     | +15     | +17     | +19     | +20     | +21     | +23     |
| Common-speech, spoken                     | +32(10) | +36(10) | +37(10) | +41(10) | +45(10) | +47(10) | +49(10) | +50(10) | +51(10) | +53(10) |
| Common-speech, written                    | +32(10) | +36(10) | +37(10) | +41(10) | +45(10) | +47(10) | +49(10) | +50(10) | 51(10)  | +53(10) |
| Small-speech, spoken                      | +23(7)  | +27(7)  | +28(7)  | +32(7)  | +36(7)  | +38(7)  | +40(7)  | +41(7)  | +42(7)  | +44(7)  |
| Small-speech, written                     | +14(4)  | +18(4)  | +19(4)  | +23(4)  | +27(4)  | +29(4)  | +31(4)  | +32(4)  | +33(4)  | +35(4)  |
| Hill-speech, spoken                       | +29(9)  | +33(9)  | +34(9)  | +38(9)  | +42(8)  | +44(8)  | +46(8)  | +47(8)  | +48(8)  | +50(8)  |
| Hill-speech, written                      | +14(4)  | +18(4)  | +19(4)  | +23(4)  | +27(4)  | +29(4)  | +31(4)  | +32(4)  | +33(4)  | +35(4)  |
| <b>Crafts, unskilled</b>                  | +7      | +10     | +12     | +13     | +15     | +16     | +16     | +16     | +16     | +14     |
| Metal Crafts                              | —       | —       | —       | —       | —       | —       | +21(1)  | +26(2)  | +26(2)  | +29(3)  |
| <b>Directed Spells, unskilled</b>         | -3      | -1      | +3      | +4      | +5      | +6      | +6      | +6      | +6      | +2      |
| <b>Influence, unskilled</b>               | -3      | -10     | +9      | +12     | +15     | +16     | +19     | +21     | +23     | +25     |
| Duping                                    | —       | —       | —       | —       | —       | +22(2)  | +25(2)  | +33(4)  | +35(4)  | +43(6)  |
| Interrogation                             | —       | —       | —       | +15(1)  | +18(1)  | +19(1)  | +22(1)  | +24(1)  | +26(1)  | +28(1)  |
| Leadership                                | —       | —       | —       | —       | +18(1)  | +19(1)  | +25(2)  | +27(2)  | +32(3)  | +34(3)  |
| <b>Lore • General, unskilled</b>          | +12     | +16     | +19     | +23     | +28     | +30     | +30     | +29     | +30     | +30     |
| Culture Lore                              | +21(3)  | +25(3)  | +28(3)  | +32(3)  | +37(3)  | +39(3)  | +39(3)  | +38(3)  | +39(3)  | +39(3)  |
| Fauna Lore                                | —       | —       | +22(1)  | +26(1)  | +31(1)  | +36(2)  | +36(2)  | +35(2)  | +39(3)  | +39(3)  |
| Heraldry                                  | —       | —       | —       | +26(1)  | +34(2)  | +36(2)  | +39(3)  | +38(3)  | +39(3)  | +39(3)  |
| Region Lore                               | +30(6)  | +34(6)  | +37(6)  | +41(6)  | +46(6)  | +48(6)  | +48(6)  | +47(6)  | +48(6)  | +48(6)  |

### Special Items

**Sundial Shield** [Levels Available: 1-2] Acts as a full shield with a special +10 bonus to DB (because of the exceptional nature of its materials).

**Potion of Channeling Dispelling** [Level Available: 3] Provides its imbiber with +50 RR versus Channeling for 7 rounds. 1 dose.

**Sea Dragon Hide Armor** [Levels Available: 5-8] Protects and encumbers as AT 17. Provides a special +10 bonus to DB (because of the exceptional nature of the material).

**Monti-cane** [Levels Available: 6-10] Attacks as a mace. Also acts as a +1 Essence spell adder.

**Rod of Montigue** [Levels Available: 7-10] Attacks as a mace with a special +20 bonus to OB (because of its divinely inspired design) and can Analyze Symbol once per day.

**High Steel Dagger Set** [Levels Available: 8-10] Each dagger (set contains 4 daggers) can be thrown with a special +10 bonus to OB (because of the exceptional nature of the material).

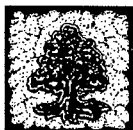
**Nees' Enchanted Fingers** [Levels Available: 9-10] Provides a special +5 bonus to Disarming Traps (because of its enchanted nature) and its bearer with Nightvision 100'.

**Low Steel Helm** [Levels Available: 9-10] Protects as a full helmet and provides a special +5 bonus to DB (because of the exceptional nature of its materials).

**Bush Cloak** [Levels Available: 9-10] Provides +5 DB (because of the exceptional nature of its materials).

**Montigue's Avenger** [Level Available: 10] Attacks as a Polearm with a special +5 bonus to OB (because it is constructed from low steel). Inflicts Slaying Crits versus Undead.

| Skill Bonus (Ranks)                           | Level  |        |        |        |        |        |        |        |         |         |
|---|--------|--------|--------|--------|--------|--------|--------|--------|---------|---------|
|   | 1st    | 2nd    | 3rd    | 4th    | 5th    | 6th    | 7th    | 8th    | 9th     | 10th    |
| <b>Lore • Magical, unskilled</b>              | -15    | -11    | -10    | -8     | -5     | -5     | -5     | -6     | -5      | -5      |
| <b>Lore • Obscure, unskilled</b>              | -15    | -11    | -10    | -8     | -5     | -5     | -5     | -6     | -5      | -5      |
| <b>Lore • Technical, unskilled</b>            | -15    | +6     | +9     | +13    | +18    | +20    | +22    | +23    | +24     | +26     |
| Lock Lore                                     | —      | —      | —      | +19(2) | +24(2) | +32(4) | +34(4) | +41(6) | +42(6)  | +44(6)  |
| Poison Lore                                   | —      | —      | +12(1) | +16(1) | +21(1) | +23(1) | +25(1) | +26(1) | +27(1)  | +32(2)  |
| <b>Martial Arts • Striking, unskilled</b>     | +6     | +7     | +9     | +9     | +9     | +9     | +9     | +9     | +9      | +7      |
| <b>Martial Arts • Sweeps, unskilled</b>       | +3     | +22    | +28    | +28    | +30    | +32    | +32    | +34    | +36     | +32     |
| Wrestling                                     | —      | —      | —      | +34(2) | +36(2) | +38(2) | +44(4) | +46(4) | +48(4)  | +50(6)  |
| <b>Outdoor • Animal, unskilled</b>            | +7     | +12    | +18    | +20    | +22    | +24    | +26    | +40    | +29     | +28     |
| Animal Handling                               | —      | —      | —      | —      | +25(1) | +30(2) | +35(3) | +40(4) | +44(5)  | +46(6)  |
| Driving                                       | —      | —      | —      | +23(1) | +28(2) | +33(3) | +38(4) | +43(5) | +47(6)  | +49(7)  |
| Riding  | +13(2) | +21(3) | +30(4) | +35(5) | +40(6) | +45(7) | +50(8) | +55(9) | +59(10) | +60(11) |
| <b>Outdoor • Environmental, unskilled</b>     | +14    | +17    | +19    | +23    | +28    | +31    | +31    | +31    | +31     | +32     |
| Foraging                                      | +20(2) | +26(3) | +28(3) | +35(4) | +43(5) | +46(5) | +46(5) | +46(5) | +49(6)  | +50(6)  |
| Hunting                                       | +20(2) | +26(3) | +31(4) | +35(4) | +40(4) | +46(5) | +49(6) | +52(7) | +52(7)  | +53(7)  |
| Weather Watching                              | —      | —      | —      | —      | —      | —      | +34(1) | +37(2) | +37(2)  | +41(3)  |
| <b>Power Awareness, unskilled</b>             | -3     | +7     | +9     | +10    | +11    | +10    | +11    | +11    | +11     | +11     |
| Attunement                                    | —      | —      | +12(1) | +13(1) | +14(1) | +13(1) | +14(1) | +14(1) | +14(1)  | +14(1)  |
| <b>Power Manipulation, unskilled</b>          | +12    | +5     | +7     | +8     | +9     | +8     | +9     | +9     | +9      | +9      |
| <b>Science/Anal. • Basic, unskilled</b>       | -15    | -13    | -11    | -7     | -4     | -4     | -4     | +11    | +15     | +15     |
| Basic Math                                    | —      | —      | —      | —      | —      | —      | —      | —      | +18(1)  | +18(1)  |
| <b>Science/Anal. • Specialized, unskilled</b> | +0     | +2     | +4     | +8     | +11    | +11    | +11    | +9     | +11     | +11     |
| <b>Self Control, unskilled</b>                | +1     | -7     | +12    | +16    | +20    | +23    | +26    | +26    | +26     | +28     |
| Frenzy  | —      | —      | —      | +19(1) | +23(1) | +26(1) | +32(2) | +35(3) | +38(4)  | +40(4)  |
| Stunned Maneuvering                           | —      | —      | —      | —      | +23(1) | +29(2) | +32(2) | +35(3) | +38(4)  | +43(5)  |
| <b>Special Attacks, unskilled</b>             | +15    | +16    | +18    | +19    | +20    | +21    | +21    | +21    | +21     | +19     |
| Brawling                                      | —      | —      | +23(1) | +29(2) | +35(3) | +41(4) | +46(5) | +46(5) | +51(6)  | +49(6)  |
| Disarm Foe                                    | +20(1) | +21(1) | +28(2) | +34(3) | +40(4) | +41(4) | +46(5) | +46(5) | +51(6)  | +54(7)  |
| <b>Special Defenses, unskilled</b>            | +0     | +0     | +0     | +0     | +0     | +0     | +0     | +0     | +0      | +0      |
| <b>Spell Lists</b>                            |        |        |        |        |        |        |        |        |         |         |
| <b>Spells • Physical Enhancement</b>          | —      | +1(1)  | +1(1)  | +1(1)  | +1(1)  | +2(2)  | +2(2)  | +2(2)  | +3(3)   | +3(3)   |
| <b>Subterfuge • Attack, unskilled</b>         | +2     | +21    | +23    | +27    | +31    | +32    | +32    | +34    | +36     | +36     |
| Ambush  | —      | —      | +26(1) | +30(1) | +34(1) | +35(1) | +38(2) | +43(3) | +48(4)  | +48(4)  |
| Silent Attack                                 | —      | —      | —      | —      | +34(1) | +35(1) | +38(2) | +40(2) | +45(2)  | +45(2)  |
| <b>Subterfuge • Mechanics, unskilled</b>      | +0     | +19    | +24    | +29    | +33    | +35    | +37    | +38    | +41     | +41     |
| Disguise                                      | —      | —      | +27(1) | +32(1) | +36(1) | +41(2) | +43(2) | +47(3) | +53(4)  | +53(4)  |
| Hiding Items                                  | —      | —      | —      | +32(1) | +36(1) | +38(1) | +40(1) | +44(2) | +47(2)  | +50(3)  |
| <b>Subterfuge • Stealth, unskilled</b>        | +19    | +23    | +27    | +31    | +35    | +38    | +40    | +42    | +44     | +44     |
| Hiding  | +22(1) | +26(1) | +33(2) | +37(2) | +41(2) | +47(3) | +49(3) | +54(4) | +59(5)  | +62(6)  |
| Picking Pockets                               | —      | —      | +30(1) | +37(2) | +41(2) | +47(3) | +49(3) | +54(4) | +59(5)  | +59(5)  |
| Stalking                                      | +22(1) | +26(1) | +33(2) | +40(3) | +44(3) | +50(4) | +52(4) | +57(5) | +62(6)  | +65(7)  |
| Trickery                                      | —      | —      | —      | +34(1) | +41(2) | +44(2) | +49(3) | +51(3) | +53(3)  | +56(4)  |
| <b>Tech/Trade • General, unskilled</b>        | +6     | +8     | +9     | +12    | +17    | +18    | +20    | +19    | +10     | +10     |
| First Aid                                     | —      | —      | +12(1) | +15(1) | +20(1) | +21(1) | +26(2) | +25(2) | +31(3)  | +31(3)  |
| Gambling                                      | +9(1)  | +11(1) | +12(1) | +18(2) | +23(2) | +24(2) | +26(2) | +28(3) | +31(3)  | +34(4)  |
| <b>Tech/Trade • Professional, unskilled</b>   | +0     | +3     | +4     | +7     | +10    | +10    | +10    | +9     | +10     | +10     |
| Military Organization                         | +5(1)  | +8(1)  | +9(1)  | +12(1) | +15(1) | +15(1) | +15(1) | +14(1) | +15(1)  | +15(1)  |
| <b>Tech/Trade • Vocational, unskilled</b>     | +0     | +3     | +4     | +7     | +10    | +10    | +10    | +9     | +10     | +10     |
| Appraisal                                     | —      | —      | +9(1)  | +12(1) | +15(1) | +15(1) | +15(1) | +14(1) | +15(1)  | +15(1)  |
| Siege Engineering                             | +5(1)  | +8(1)  | +9(1)  | +12(1) | +15(1) | +15(1) | +15(1) | +14(1) | +15(1)  | +15(1)  |
| <b>Urban, unskilled</b>                       | -3     | -10    | +10    | +15    | +19    | +18    | +21    | +22    | +25     | +25     |
| Contacting                                    | —      | —      | —      | —      | +22(1) | +21    | +24(1) | +28(2) | +34(3)  | +34(3)  |
| Scrounging                                    | —      | —      | —      | —      | —      | —      | —      | +25(1) | +31(2)  | +31(2)  |
| Streetwise                                    | —      | —      | —      | +18(1) | +22(1) | +21(1) | +27(2) | +31(3) | +37(4)  | +37(4)  |
| <b>Weapon • 1-H Crush, unskilled</b>          | +21    | +22    | +41    | +41    | +43    | +43    | +45    | +45    | +47     | +45     |
| Mace  | —      | —      | —      | —      | +46(1) | +46(1) | +51(2) | +51(2) | +56(3)  | +54(3)  |
| <b>Weapon • 1-H Edged, unskilled</b>          | +38    | +39    | +41    | +41    | +41    | +41    | +41    | +41    | +41     | +39     |
| Broadsword                                    | +41(1) | +42(1) | +44(1) | +44(1) | +44(1) | +44(1) | +44(1) | +44(1) | +44(1)  | +42(1)  |
| <b>Weapon • 2-Handed, unskilled</b>           | +21    | +22    | +24    | +24    | +24    | +24    | +24    | +24    | +24     | +22     |
| <b>Weapon • Missile, unskilled</b>            | +35    | +37    | +41    | +41    | +41    | +41    | +41    | +41    | +41     | +37     |
| Short Bow                                     | +38(1) | +40(1) | +44(1) | +44(1) | +44(1) | +44(1) | +44(1) | +44(1) | +44(1)  | +40(1)  |
| <b>Weapon • Missile Artillery, unskilled</b>  | +5     | +7     | +10    | +13    | +15    | +15    | +15    | +14    | +15     | +13     |
| <b>Weapon • Pole Arms, unskilled</b>          | +44    | +45    | +49    | +51    | +53    | +53    | +55    | +57    | +59     | +58     |
| Polearm                                       | +56(4) | +57(4) | +64(5) | +66(5) | +71(6) | +71(6) | +76(7) | +81(8) | +86(9)  | +88(10) |
| <b>Weapon • Thrown, unskilled</b>             | +35    | +37    | +43    | +43    | +45    | +45    | +47    | +47    | +49     | +45     |
| Dagger  | +38(1) | +40(1) | +46(1) | +46(1) | +51(2) | +51(2) | +56(3) | +56(3) | +61(4)  | +57(4)  |



Name: \_\_\_\_\_  
Race: Elf Profession: Magician  
Height: 6'5" Weight: 175  
Hair: Black Eyes: Blue  
Personality: \_\_\_\_\_  
Motivations/Alignment: \_\_\_\_\_

| Stat Bonuses      | Level  |        |        |        |        |        |        |        |        |        |
|-------------------|--------|--------|--------|--------|--------|--------|--------|--------|--------|--------|
|                   | 1st    | 2nd    | 3rd    | 4th    | 5th    | 6th    | 7th    | 8th    | 9th    | 10th   |
| Agility           | 67(+4) | 80(+7) | 89(+8) | 88(+8) | 89(+8) | 91(+9) | 91(+9) | 91(+9) | 91(+9) | 91(+9) |
| Constitution      | 50(+0) | 63(+0) | 68(+0) | 75(+2) | 75(+2) | 75(+2) | 75(+2) | 75(+2) | 75(+2) | 75(+2) |
| Memory            | 60(+2) | 77(+4) | 81(+5) | 82(+5) | 85(+6) | 85(+6) | 85(+6) | 85(+6) | 85(+6) | 85(+6) |
| Reasoning         | 96(+8) | 98(+9) | 98(+9) | 98(+9) | 98(+9) | 98(+9) | 98(+9) | 98(+9) | 98(+9) | 98(+9) |
| Self Discipline   | 53(-5) | 59(-5) | 67(-5) | 71(-4) | 72(-4) | 67(-5) | 70(-4) | 74(-4) | 74(-4) | 74(-4) |
| Empathy           | 90(+7) | 91(+7) | 91(+7) | 91(+7) | 91(+7) | 91(+7) | 91(+7) | 91(+7) | 91(+7) | 91(+7) |
| Intuition         | 53(+0) | 69(+0) | 71(+1) | 73(+1) | 75(+2) | 75(+2) | 75(+2) | 75(+2) | 75(+2) | 75(+2) |
| Presence          | 50(+2) | 58(+2) | 69(+2) | 76(+4) | 77(+4) | 81(+5) | 81(+5) | 81(+5) | 81(+5) | 81(+5) |
| Quickness         | 48(+2) | 59(+2) | 70(+3) | 76(+4) | 80(+5) | 81(+5) | 81(+5) | 79(+4) | 81(+5) | 81(+5) |
| Strength          | 60(+0) | 72(+1) | 85(+4) | 85(+4) | 85(+4) | 85(+4) | 85(+4) | 85(+4) | 85(+4) | 85(+4) |
| Other Information |        |        |        |        |        |        |        |        |        |        |
|                   | 1st    | 2nd    | 3rd    | 4th    | 5th    | 6th    | 7th    | 8th    | 9th    | 10th   |
| Hits              | 23     | 23     | 23     | 28     | 28     | 27     | 34     | 34     | 40     | 40     |
| Power Points      | 12     | 19     | 26     | 33     | 33     | 40     | 47     | 54     | 61     | 68     |
| Exhaustion Pts.   | 40     | 40     | 40     | 46     | 46     | 46     | 46     | 46     | 46     | 46     |
| Armor Type        | 1      | 1      | 1      | 1      | 1      | 1      | 1      | 1      | 1      | 1      |
| MM Penalty        | -0     | -0     | -0     | -0     | -0     | -0     | -0     | -0     | -0     | -0     |
| Defensive Bonus   | +6     | +6     | +9     | +12    | +15    | +15    | +15    | +12    | +15    | +15    |
| Move Rate         | 61     | 61     | 64     | 67     | 70     | 70     | 70     | 67     | 70     | 70     |
| Channeling RR     | -5     | -5     | -2     | -2     | +1     | +1     | +1     | +1     | +1     | +1     |
| Essence RR        | +31    | +31    | +31    | +31    | +31    | +31    | +31    | +31    | +31    | +31    |
| Mentalism RR      | +1     | +1     | +1     | +7     | +7     | +10    | +10    | +10    | +10    | +10    |
| Chan/Ess RR       | -3     | -3     | -2     | -2     | -1     | -1     | -1     | -1     | -1     | -1     |
| Chan/Ment RR      | -8     | -8     | -7     | -5     | -4     | -3     | -3     | -3     | -3     | -3     |
| Ess/Ment RR       | -1     | -1     | -1     | +1     | +1     | +2     | +2     | +2     | +2     | +2     |
| Poison RR         | +10    | +10    | +10    | +16    | +16    | +16    | +16    | +16    | +16    | +16    |
| Disease RR        | +100   | +100   | +100   | +106   | +106   | +106   | +106   | +106   | +106   | +106   |
| Fear RR           | -15    | -15    | -15    | -12    | -12    | -12    | -15    | -12    | -12    | -12    |
| Hits/Hr Resting   | 1      | 1      | 1      | 1      | 1      | 1      | 1      | 1      | 1      | 1      |
| Hits/Sleep Cycle  | 1      | 1      | 1      | 4      | 4      | 4      | 4      | 4      | 4      | 4      |
| PPs/Hr Resting    | 4      | 4      | 4      | 4      | 4      | 4      | 4      | 4      | 4      | 4      |
| PPs/Sleep Cycle   | 6      | 10     | 13     | 17     | 17     | 20     | 24     | 27     | 31     | 34     |

#### Normal Equipment List

Trident  
Pants  
Shirt  
Leather boots  
Robe  
Travelling Purse  
—Dagmurthur (herb, heals 10 hits, 5 doses)  
—Trail rations  
—Flint & steel  
—2 pair extra pants  
—4 pair extra shirts  
—Hunting knife  
Water Jug and carrying belt  
—Elven berry juice (satisfies thirst for a day, 7 doses)

#### Special Notes

Will die only from violence or weariness of living. Does not require sleep, only 2 hrs. meditation a day. Has perfect nightvision up to 50' with any light source at all and can see fairly well up to 100' with the same. Superb hearing (+10 to Awareness maneuvers). Cannot be scared. +10 DB and RR versus cold attacks. +10 to Trickery, Stalking, and Hiding skills. When parrying with 100% OB, receives an additional +25 DB. Is attacked on sight by wolverines.

#### Spell Casting

Must have at least one free hand. Must be able to speak in at least a whisper. Resolve Icebolt attacks on the Firebolt Attack Table except use Cold criticals. Resolve Shock Bolt attacks as a Fire Bolt with Electricity criticals. In addition, the attack roll should have a modifier of -20 and a maximum result of 85 (i.e., treat all results of 85 or higher as 85). Resolve Water Bolt attacks on the Fire Bolt Attack Table except use Crush criticals. Resolve Cold Ball attacks as a Fire Ball with Cold criticals.



### Earth Law

1. **Enchanted Rope** — [D:C; R:touch] If caster holds one end of a rope he can cause the rope to move up to its length (within 10'/lv) in any direction and to tie itself in knots (it cannot attack or tie up a living being).
2. **Loosen Earth** — [D:P; R:100'] Loosens 100 cu' of earth to the consistency of plowed ground.
4. **Earthwall** — [D:1 min/lvl; R:100'] Creates a wall of earth up to 10' x 10' x (3' at the base, 1' at the top). This wall can be dug through.
5. **Cracks Call** — [D:—; R:100'] Any previous cracks or flaws in material up to 10' x 10' x 10' section will extend to their limit.
6. **Repair** — [D:P; R:touch] The caster may mend a single break in a small (up to 2 pounds) inorganic object or multiple breaks, rips, or cracks in a larger (up to 10 pounds) organic object. All component parts of the object must be within a 10' radius.
7. **Stonewall** — [D:1 min/lvl; R:100'] As *Earthwall*, except wall is up to 10' x 10' x 1' of stone. It can be chipped through.
8. **Earthen Spikes** — [D:10 min/lvl; R:100'] This spell causes the area of effect to bristle with hundreds of 6" to 12" sharp edges and blades. The exact composition of these spikes will depend on the material the ground is made of. The area of effect (20' x 20') must be placed horizontally on a surface (i.e., it cannot be placed on walls). Most animals and creatures cannot be induced to walk through the area. Anyone moving through the area must make a maneuver roll (at least Extremely Hard difficulty) for every 5' moved through. Anyone who falls inside the area of effect receives an 'A' Puncture critical strike.
9. **Stone/Earth** — [D:P; R:100'] Changes 100 cubic feet of stone to packed earth. This change is gradual (taking three rounds for complete change).
10. **Earthwall True** — [D:P; R:100'] As *Earthwall*, except for duration.

### Light Law

1. **Projected Light** — [D:10 min/lvl; R:self] Beam of light (like a flashlight) springs from the caster's palm. This light has a 50' effective range.
2. **Shock Bolt I** — [D:—; R:100'] A bolt of intense, charged light is shot from the palm of the caster.
3. **Light I** — [D:10 min/lvl; R:touch] Lights a 10'R area about the point touched. If the point is on a mobile target, it will move with the target.
4. **Shade** — [D:10 min/lvl; R:touch] All shadows in a 100' radius deepen. This results in a +25 bonus to hiding and +10 to stalking maneuvers.
5. **Sudden Light** — [D:—; R:100'] Causes a 10'R burst of intense light. All those in the area of effect are stunned 1 round per 5 failure.
6. **Dark I** — [D:10 min/lvl(C); R:touch] As *Light I*, except the radius is as a dark night.
7. **Light V** — [D:10 min/lvl; R:touch] As *Light I*, except radius can be up to 50' (the exact radius can be changed by concentrating for one round).
8. **Shock Bolt III** — [D:—; R:300'] As *Shock Bolt I*, except range is 300'.
9. **Dark V** — [D:10 min/lvl; R:touch] As *Dark I*, except radius can be up to 50' (the exact radius can be changed by concentrating for one round).
10. **Lightning Bolt I** — [D:—; R:100'] As *Shock Bolt*, except a Lightning Bolt is shot.

### Fire Law

1. **Boil Liquid** — [D:C; R:10'] For each level of caster, one cubic foot of liquid can be heated to boiling at a rate of 1 cubic foot per round.
2. **Warm Solid** — [D:24 hr; R:10'] Any solid inanimate, non-metal material (up to 1 cubic foot per level) can be warmed to 100°F at a rate of 1 cubic foot per round of concentration.
3. **Woodfires** — [D:—; R:self] Causes any wood to ignite and burn. All wood ignited must be within 1' of caster's palm.
4. **Wall of Fire** — [D:1 rnd/lvl; R:100'] Creates an opaque wall of fire (up to 10' x 10' x 6'). Anyone passing through it takes an 'A' Heat critical.
5. **Heat Solid** — [D:1 min/lvl(C); R:10'] As *Warm Solid*, except for duration and material can be heated to 500°F at a rate of 50°F per round. The caster must concentrate to increase the temperature.
6. **Fire Bolt I** — [D:—; R:100'] A bolt of fire is shot from the palm of the caster. Resolve attack on the Fire Bolt Table.
7. **Call Flame I** — [D:1 rnd/lvl; R:10'] As *Wall of Fire*, except it creates a cube of flame (up to 10' x 10' x 10'). The cube takes a complete round to form and be effective. Anyone passing through (or that is caught inside) the cube takes an 'A' Heat critical.
8. **Fire Ball** — [D:—; R:100'] A 1' diameter ball of fire is shot from the palm of the caster. Upon reaching its target, it explodes to affect a 10'R area. Resolve attack on the Fire Ball Table.
9. **Ignite** — [D:P; R:5'/lv] The caster may designate a type of light source to ignite or extinguish (e.g., candles, torches, etc.). (5' R/lvl).
10. **Circle Aflame** — [D:1 rnd/lvl; R:self] As *Wall of Fire*, except "wall" is 10' high and forms a 10'R circle (6" thick) with the caster at the center.

### Water Law

1. **Condensation** — [D:P; R:touch] Condenses 1 cubic foot of water from the surrounding air. Water gradually condenses into caster's hands and may be funneled into any suitable receptacle.
2. **Fog** — [D:P; R:100'] Creates dense fog within up to 10' R/level of caster.
3. **Waterwall** — [D:C; R:100'] Creates a wall of water up to 10' x 10' x 1'. This wall reduces all movement through it by 80%. In addition, all attacks through the wall suffer a -80 penalty.
4. **Water Bolt I** — [D:—; R:100'] A bolt of water is shot from the caster's palm.
5. **Unfog** — [D:P; R:100'] Disperses any fog in the area of effect (10' R/lvl). If all of a fog is not dispersed (i.e., the fog covers a greater area than the area of effect for this spell), the fog will refill the area of effect at a rate of 10' R every 1-5 minutes.
8. **Calm Water** — [D:C; R:100'] Water within 100' radius is calmed. Waves are cut by 20' in center and less towards the perimeter.
10. **Waterwall True** — [D:1 min/lvl; R:100'] As *Waterwall*, except for the duration.

### Ice Law

1. **Freeze Liquid** — [D:C; R:10'] For every level of the caster, 1 cubic foot of liquid is cooled to freezing at a rate of one cubic foot per round. This will not drop a liquid's temperature below -20°F (thus, liquids will a freezing point below -20°F will not freeze).
2. **Cool Solid** — [D:24 hr; R:10'] Any solid, inanimate, non-metal material can be cooled to -20°F, at a rate of 1 cubic foot per round of concentration. Area of Effect is 1 cu'/lv.
3. **Wall of Cold** — [D:1 rnd/lvl; R:100'] Creates a clear wall of intense cold (up to 10' x 10' x 1'). Anyone passing through takes an 'A' Cold critical.
5. **Chill Solid** — [D:1 min/lvl(C); R:10'] As *Cool Solid*, except material can be cooled to -200°F, at a rate of 50°F per round. The caster must concentrate to decrease the temperature (without concentration, the material will remain at its current temperature for the duration of the spell).
6. **Ice Bolt I** — [D:—; R:100'] A bolt of ice is shot from the palm of the caster.
7. **Cold Ball II** — [D:—; R:100'] A 1' diameter ball of cold is shot from the palm of the caster. Upon reaching its target, it explodes to affect 20'R area.
8. **Wall of Ice** — [D:P; R:100'] Summons a wall of ice up to 10' x 10' x (2' at base, 1' at top). It can be melted through or chipped through or toppled (if not against a solid surface).
9. **Call Cold I** — [D:1 rnd/lvl; R:10'] As *Wall of Cold*, except it creates a cube of cold (up to 10' x 10' x 10'). The cube takes a complete round to form and be effective. Anyone passing through (or that is caught inside) the cube takes an 'A' Cold critical.
10. **Circle of Cold** — [D:1 rnd/lvl; R:self] As *Wall of Cold*, except "wall" is 10' high and forms a 20'R circle (6" thick) with the caster at the center (the wall will not move with the caster).

### Wind Law

1. **Breezes** — [D:C; R:10'/lv] Causes a light breeze (up to 20' per round) as long as the caster concentrates. Any gasses in the area are moved by the breeze. (Area of Effect is 10' R/lvl)
2. **Airwall** — [D:C; R:100'] Creates a wall of dense churning air up to 10' x 10' x 3'. This wall reduces all movement through it by 50%. In addition, all attacks through the wall suffer a -50 penalty.
3. **Slumber Mist** — [D:C; R:5'/lv] By concentrating, the caster can remove most of the oxygen from the area of effect (5' R/lvl). After 3 rounds of concentration, all targets in the area of effect must make an RR each round in the area of effect or fall asleep (1 round per 10 failure).
4. **Stun Cloud I** — [D:6 rnds; R:10'] Creates a 5'R cloud of charged gas particles. This cloud delivers a 'C' Electricity critical to all within the area of effect on the first and second rounds; a 'B' on the third and fourth rounds; and an 'A' on the fifth and sixth rounds (after 6 rounds, the cloud dissipates). The cloud takes one round to form (so anyone in the radius when it is cast may make a maneuver to move out of the radius without taking a critical). It will then stay formed for six rounds.
5. **Airstop I** — [D:C; R:100'] Stops all generalized air movement (e.g., wind) up to winds of 30 mph; cuts stronger winds by 30 mph within a 10' radius.
6. **Stun Cloud X** — [D:6 rnds; R:20'] As *Stun Cloud I*, except radius is 10'.
7. **Vacuum I** — [D:—; R:100'] Creates a 5'R near vacuum. Anyone inside the radius must make a successful RR or take a 'B' Crush critical, as air leaves and rushes back in.
8. **Air Stop II** — [D:C; R:100'] As *Air Stop I*, except radius is 20'.
9. **Slumber Cloud** — [D:1 min/lvl; R:5'/lv] As *Slumber Mist*, except for the duration, and it drifts with the wind.
10. **Stun Cloud IV** — [D:6 rnds; R:40'] As *Stun Cloud V*, except for radius.

\*: Instant spell, —: Not applicable, C: Concentration, T: Touch, V: Varies, P: Permanent, †: There are complex parameters that govern the use of this spell. See your GM for more information.



| Skill Bonus (Ranks)                       | Level   |         |         |         |         |         |         |         |         |         |
|---|---------|---------|---------|---------|---------|---------|---------|---------|---------|---------|
|   | 1st     | 2nd     | 3rd     | 4th     | 5th     | 6th     | 7th     | 8th     | 9th     | 10th    |
| <b>Armor • Heavy, Plate</b>               | -26     | -21     | -14     | -14     | -14     | -13     | -13     | -13     | -13     | -13     |
| <b>Armor • Light, Soft Leather</b>        | -22     | -15     | -10     | -10     | -10     | -8      | -8      | -8      | -8      | -8      |
| <b>Armor • Light, Rigid Leather</b>       | -22     | -15     | -10     | -10     | -10     | -8      | -8      | -8      | -8      | -8      |
| <b>Armor • Medium, Chain</b>              | -26     | -21     | -14     | -14     | -14     | -13     | -13     | -13     | -13     | -13     |
| <b>Artistic • Active, unskilled</b>       | -2      | +18     | +19     | +23     | +23     | +25     | +25     | +27     | +27     | +29     |
| Play Instrument (Lyre)                    | —       | —       | —       | —       | +29(2)  | +31(2)  | +31(2)  | +33(2)  | +33(2)  | +35(2)  |
| Singing                                   | —       | —       | —       | +26(1)  | +26(1)  | +31(2)  | +31(2)  | +33(2)  | +33(2)  | +35(2)  |
| <b>Artistic • Passive, unskilled</b>      | -6      | +11     | +12     | +16     | +17     | +18     | +18     | +20     | +20     | +22     |
| Music                                     | —       | —       | —       | —       | +23(2)  | +24(2)  | +24(2)  | +26(2)  | +26(2)  | +28(2)  |
| Poetry                                    | —       | —       | —       | +19(1)  | +20(1)  | +24(2)  | +24(2)  | +26(2)  | +26(2)  | +28(2)  |
| <b>Athletic • Brawn, unskilled</b>        | +6      | +10     | +14     | +16     | +16     | +17     | +17     | +17     | +17     | +17     |
| <b>Athletic • Endurance, unskilled</b>    | +6      | +12     | +16     | +20     | +20     | +21     | +21     | +21     | +21     | +21     |
| Swimming                                  | +15(3)  | +21(3)  | +25(3)  | +29(3)  | +29(3)  | +30(3)  | +30(3)  | +30(3)  | +30(3)  | +30(3)  |
| <b>Athletic • Gymnastics, unskilled</b>   | +12     | +20     | +23     | +24     | +25     | +27     | +27     | +26     | +26     | +26     |
| Climbing                                  | +18(2)  | +26(2)  | +29(2)  | +30(2)  | +31(2)  | +33(2)  | +33(2)  | +32(2)  | +32(2)  | +32(2)  |
| <b>Awareness • Perceptions, unskilled</b> | -5      | -5      | -3      | -2      | +0      | -1      | +0      | +0      | +0      | +0      |
| Alertness                                 | +2(7)   | +2(7)   | +4(7)   | +5(7)   | +7(7)   | +6(7)   | +7(7)   | +7(7)   | +7(7)   | +7(7)   |
| <b>Awareness • Searching, unskilled</b>   | +5      | +6      | +7      | +10     | +11     | +12     | +13     | +13     | +13     | +15     |
| Observation                               | —       | +9(1)   | +10(1)  | +13(1)  | +17(2)  | +18(2)  | +19(2)  | +22(3)  | +22(3)  | +27(4)  |
| <b>Awareness • Senses, unskilled</b>      | -20     | -3      | -1      | +2      | +4      | +5      | +6      | +8      | +8      | +8      |
| Time Sense                                | —       | —       | —       | —       | +10(2)  | +11(2)  | +12(2)  | +14(2)  | +14(2)  | +20(4)  |
| <b>Combat Maneuvers, unskilled</b>        | +1      | +4      | +6      | +8      | +9      | +9      | +10     | +9      | +9      | +9      |
| <b>Communications, unskilled</b>          | +21     | +26     | +27     | +27     | +28     | +28     | +28     | +28     | +28     | +28     |
| Elvish, spoken                            | +51(10) | +56(10) | +57(10) | +57(10) | +58(10) | +58(10) | +58(10) | +58(10) | +58(10) | +58(10) |
| Elvish, written                           | +51(10) | +56(10) | +57(10) | +57(10) | +58(10) | +58(10) | +58(10) | +58(10) | +58(10) | +58(10) |
| Common-speech, spoken                     | +45(8)  | +50(8)  | +51(8)  | +51(8)  | +52(8)  | +52(8)  | +52(8)  | +52(8)  | +52(8)  | +52(8)  |
| Common-speech, written                    | +45(8)  | +50(8)  | +51(8)  | +51(8)  | +52(8)  | +52(8)  | +52(8)  | +52(8)  | +52(8)  | +52(8)  |
| Plains-speech, spoken                     | +36(5)  | +41(5)  | +42(5)  | +42(5)  | +43(5)  | +43(5)  | +43(5)  | +43(5)  | +43(5)  | +43(5)  |
| Plains-speech, written                    | +27(2)  | +32(2)  | +33(2)  | +33(2)  | +34(2)  | +34(2)  | +34(2)  | +34(2)  | +34(2)  | +34(2)  |
| Wood-speech, spoken                       | +36(5)  | +41(5)  | +42(5)  | +42(5)  | +43(5)  | +43(5)  | +43(5)  | +43(5)  | +43(5)  | +43(5)  |
| Wood-speech, written                      | +27(2)  | +32(2)  | +33(2)  | +33(2)  | +34(2)  | +34(2)  | +34(2)  | +34(2)  | +34(2)  | +34(2)  |
| Black-speech spoken                       | +45(8)  | +50(8)  | +51(8)  | +51(8)  | +52(8)  | +52(8)  | +52(8)  | +52(8)  | +52(8)  | +52(8)  |
| Black-speech written                      | +45(8)  | +50(8)  | +51(8)  | +51(8)  | +52(8)  | +52(8)  | +52(8)  | +52(8)  | +52(8)  | +52(8)  |
| <b>Crafts, unskilled</b>                  | +1      | +6      | +8      | +9      | +10     | +10     | +11     | +11     | +11     | +11     |
| <b>Directed Spells, unskilled</b>         | -2      | +21     | +25     | +28     | +30     | +33     | +36     | +38     | +40     | +42     |
| Firebolt                                  | —       | —       | —       | —       | +33(1)  | +39(2)  | +42(2)  | +47(3)  | +52(4)  | +57(5)  |
| Icebolt                                   | —       | —       | —       | —       | —       | —       | —       | +41(1)  | +46(2)  | +51(3)  |
| Shockbolt                                 | —       | —       | +28(1)  | +34(2)  | +36(2)  | +39(2)  | +45(3)  | +50(4)  | +55(5)  | +60(6)  |
| Waterbolt                                 | —       | —       | —       | —       | —       | —       | —       | —       | +43(1)  | +48(2)  |
| <b>Influence, unskilled</b>               | -6      | +11     | +12     | +16     | +17     | +20     | +20     | +20     | +20     | +20     |
| Seduction                                 | —       | —       | +15(1)  | +19(1)  | +23(2)  | +26(2)  | +26(2)  | +26(2)  | +26(2)  | +29(3)  |
| <b>Lore • General, unskilled</b>          | +32     | +37     | +39     | +39     | +41     | +41     | +41     | +41     | +41     | +41     |
| Culture Lore                              | +41(3)  | +46(3)  | +48(3)  | +48(3)  | +50(3)  | +50(3)  | +50(3)  | +50(3)  | +50(3)  | +50(3)  |
| History                                   | +38(2)  | +43(2)  | +45(2)  | +45(2)  | +50(3)  | +53(4)  | +56(5)  | +56(5)  | +56(5)  | +56(5)  |
| Fauna Lore                                | +38(2)  | +43(2)  | +45(2)  | +45(2)  | +50(3)  | +50(3)  | +53(4)  | +53(4)  | +53(4)  | +53(4)  |
| Flora Lore                                | +38(2)  | +43(2)  | +45(2)  | +45(2)  | +47(2)  | +50(3)  | +50(3)  | +50(3)  | +50(3)  | +50(3)  |
| Region Lore                               | +50(6)  | +55(6)  | +57(6)  | +57(6)  | +59(6)  | +59(6)  | +59(6)  | +59(6)  | +59(6)  | +59(6)  |

### Special Items

**PenSet** [Levels Available: 3-10] Provides a +15 bonus to any communications written with these pens (because of their enchanted nature).

**Spectacles** [Levels Available: 3-4] Provides a +10 bonus to Awareness • Perceptions category (because of their enchanted nature).

**Dracka's Fork** [Levels Available: 3-6] Attacks as a polearm with a special +15 bonus to OB (because of the lightweight quality of its materials).

**Dracka's Helm** [Level Available: 3] Acts as a full helm but does not modify Essence spell casting (because of the transparent quality of its materials).

**Ring of Traction** [Levels Available: 4-10] Provides a special +10 bonus to climbing maneuvers twice a day.

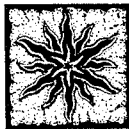
**Dracka's Cloak** [Levels Available: 5-10] Provides +25 bonus to DB (because of the resilient quality of its weave).

**Dracka's Bracers** [Levels Available: 7-10] Provides an additional +20 bonus to DB when worn with Dracka's Cloak (because of its enchanted nature).

**Dracka's Shield** [Levels Available: 8-10] Protects as a full shield with a special +15 bonus to DB (because of the exceptional quality of its materials). Can be wielded without penalty with Dracka's Fork.

**Medium Staff** [Levels Available: 10] Attacks as a quarterstaff. Acts as a +2 Essence spell adder and performs Lifekeeping once per day (prevents a being's soul from leaving his body for one hour and thus prevents actual death—body must be repaired before Lifekeeping expires or being does die).

| Skill Bonus (Ranks)                           | Level  |        |        |        |        |        |         |         |         |         |
|---|--------|--------|--------|--------|--------|--------|---------|---------|---------|---------|
|   | 1st    | 2nd    | 3rd    | 4th    | 5th    | 6th    | 7th     | 8th     | 9th     | 10th    |
| <b>Lore • Magical, unskilled</b>              | +28    | +33    | +35    | +37    | +41    | +43    | +45     | +47     | +49     | +51     |
| Artifact Lore                                 | +31(1) | +36(1) | +38(1) | +43(2) | +47(2) | +52(3) | +57(4)  | +59(4)  | +61(4)  | +66(5)  |
| Spell Lore                                    | +31(1) | +39(2) | +44(3) | +46(3) | +50(3) | +55(4) | +57(4)  | +59(4)  | +64(5)  | +66(5)  |
| Undead Lore                                   | +31(1) | +36(1) | +38(1) | +40(1) | +47(2) | +49(2) | +54(3)  | +59(4)  | +61(4)  | +63(4)  |
| <b>Lore • Obscure, unskilled</b>              | +14    | +21    | +23    | +23    | +25    | +27    | +27     | +27     | +27     | +27     |
| Dragon Lore                                   | +17(1) | +24(1) | +26(1) | +26(1) | +31(2) | +33(2) | +33(2)  | +33(2)  | +33(2)  | +33(2)  |
| <b>Lore • Technical, unskilled</b>            | +14    | +21    | +23    | +23    | +25    | +25    | +25     | +25     | +25     | +25     |
| Herb Lore                                     | +17(1) | +24(1) | +26(1) | +26(1) | +28(1) | +28(1) | +28(1)  | +28(1)  | +28(1)  | +28(1)  |
| Poison Lore                                   | —      | —      | —      | —      | +28(1) | +28(1) | +28(1)  | +28(1)  | +28(1)  | +28(1)  |
| <b>Outdoor • Animal, unskilled</b>            | +3     | +6     | +24    | +24    | +26    | +27    | +27     | +27     | +27     | +27     |
| Riding  | —      | —      | —      | +27(1) | +29(1) | +33(2) | +33(2)  | +33(2)  | +33(2)  | +33(2)  |
| <b>Outdoor • Environmental, unskilled</b>     | +5     | +7     | +9     | +10    | +12    | +11    | +12     | +12     | +12     | +12     |
| Foraging                                      | +11(2) | +13(2) | +15(2) | +16(2) | +21(3) | +20(3) | +21(3)  | +21(3)  | +21(3)  | +21(3)  |
| Hunting                                       | +11(2) | +13(2) | +15(2) | +16(2) | +18(2) | +17(2) | +18(2)  | +18(2)  | +18(2)  | +18(2)  |
| <b>Power Awareness, unskilled</b>             | +4     | +21    | +24    | +28    | +31    | +34    | +36     | +38     | +40     | +42     |
| Attunement                                    | —      | —      | +27(1) | +34(2) | +40(3) | +43(3) | +48(4)  | +50(4)  | +55(5)  | +57(5)  |
| Power Perception                              | —      | —      | +27(1) | +31(1) | +37(2) | +40(2) | +45(3)  | +50(4)  | +52(4)  | +54(4)  |
| Read Runes                                    | —      | —      | +27(1) | +31(1) | +37(2) | +43(3) | +48(4)  | +50(4)  | +52(4)  | +57(5)  |
| <b>Power Manipulation, unskilled</b>          | +19    | +19    | +20    | +22    | +23    | +24    | +24     | +24     | +24     | +24     |
| <b>Science/Anal. • Basic, unskilled</b>       | +18    | +24    | +27    | +27    | +28    | +28    | +28     | +28     | +28     | +28     |
| Basic Math                                    | —      | —      | +30(1) | +30(1) | +31(1) | +31(1) | +31(1)  | +31(1)  | +31(1)  | +31(1)  |
| <b>Science/Anal. • Specialized, unskilled</b> | +18    | +22    | +23    | +23    | +24    | +24    | +24     | +24     | +24     | +24     |
| Alchemy                                       | —      | —      | +28(1) | +28(1) | +29(1) | +29(1) | +29(1)  | +29(1)  | +29(1)  | +29(1)  |
| <b>Self Control, unskilled</b>                | -23    | -23    | -23    | -19    | -19    | -20    | -18     | -18     | -18     | -18     |
| <b>Special Attacks, unskilled</b>             | -1     | +3     | +7     | +8     | +8     | +8     | +9      | +9      | +9      | +9      |
| <b>Special Defenses, unskilled</b>            | +0     | +0     | +0     | +0     | +0     | +0     | +0      | +0      | +0      | +0      |
| <b>Spell Lists</b>                            |        |        |        |        |        |        |         |         |         |         |
| Spells • Dispelling Ways                      | —      | +14(2) | +14(2) | +14(2) | +14(2) | +14(2) | +17(5)  | +17(5)  | +17(5)  | +17(5)  |
| Spells • Living Change                        | —      | —      | —      | —      | —      | +15(3) | +15(3)  | +15(3)  | +17(5)  | +17(5)  |
| Spells • Lofty Bridge                         | —      | —      | —      | —      | —      | —      | —       | —       | +13(1)  | +13(1)  |
| Spells • Rapid Ways                           | —      | —      | —      | —      | +15(3) | +15(3) | +15(3)  | +17(5)  | +17(5)  | +17(5)  |
| Spells • Shield Mastery                       | —      | +15(3) | +15(3) | +15(3) | +15(3) | +15(3) | +15(3)  | +15(3)  | +18(6)  | +18(6)  |
| Spells • Spirit Mastery                       | —      | —      | +14(2) | +17(5) | +20(8) | +20(8) | +20(8)  | +20(8)  | +20(8)  | +20(8)  |
| Spells • Delving Ways                         | —      | —      | +15(3) | +15(3) | +15(3) | +15(3) | +17(5)  | +17(5)  | +17(5)  | +17(5)  |
| Spells • Detecting Ways                       | —      | —      | —      | —      | +14(2) | +14(2) | +14(2)  | +14(2)  | +14(2)  | +14(2)  |
| Spells • Elemental Shields                    | —      | —      | —      | +14(2) | +14(2) | +14(2) | +14(2)  | +14(2)  | +14(2)  | +14(2)  |
| Spells • Lesser Illusions                     | —      | +13(1) | +13(1) | +13(1) | +16(4) | +16(4) | +16(4)  | +16(4)  | +16(4)  | +16(4)  |
| Spells • Physical Enhancement                 | —      | —      | +13(1) | +13(1) | +13(1) | +15(3) | +15(3)  | +15(3)  | +15(3)  | +15(3)  |
| Spells • Spell Wall                           | —      | —      | —      | —      | —      | +15(3) | +15(3)  | +15(3)  | +17(5)  | +17(5)  |
| Spells • Unbarring Ways                       | —      | —      | —      | —      | —      | —      | +15(3)  | +15(3)  | +18(6)  | +18(6)  |
| Spells • Earth Law                            | —      | —      | +15(3) | +18(6) | +18(6) | +18(6) | +18(6)  | +18(6)  | +20(8)  | +22(10) |
| Spells • Fire Law                             | +15(3) | +18(6) | +18(6) | +18(6) | +18(6) | +20(8) | +22(10) | +22(10) | +22(10) | +22(10) |
| Spells • Ice Law                              | —      | —      | —      | —      | —      | —      | +15(3)  | +18(6)  | +18(6)  | +21(9)  |
| Spells • Light Law                            | +15(3) | +15(3) | +15(3) | +18(6) | +18(6) | +18(6) | +18(6)  | +18(6)  | +18(6)  | +21(9)  |
| Spells • Water Law                            | —      | +14(2) | +14(2) | +14(2) | +14(2) | +14(2) | +14(2)  | +15(3)  | +17(5)  | +17(5)  |
| Spells • Wind Law                             | —      | —      | +15(3) | +15(3) | +17(5) | +19(7) | +20(8)  | +22(10) | +22(10) | +22(10) |
| <b>Subterfuge • Attack, unskilled</b>         | -16    | -13    | -11    | -10    | -9     | -9     | -8      | -8      | -8      | -8      |
| <b>Subterfuge • Mechanics, unskilled</b>      | -3     | +1     | +3     | +3     | +4     | +22    | +22     | +22     | +22     | +22     |
| <b>Subterfuge • Stealth, unskilled</b>        | +3     | +6     | +10    | +11    | +12    | +12    | +13     | +15     | +15     | +17     |
| Hiding  | +9(2)  | +12(2) | +16(2) | +17(2) | +18(2) | +18(2) | +19(2)  | +21(2)  | +21(2)  | +23(2)  |
| Stalking                                      | +9(2)  | +12(2) | +16(2) | +17(2) | +18(2) | +18(2) | +19(2)  | +21(2)  | +21(2)  | +23(2)  |
| <b>Tech./Trade • General, unskilled</b>       | -10    | -7     | +11    | +14    | +15    | +14    | +17     | +17     | +17     | +19     |
| First Aid                                     | -4(2)  | -1(2)  | +17(2) | +20(2) | +21(2) | +20(2) | +23(2)  | +23(2)  | +23(2)  | +25(2)  |
| Using Prepared Herbs                          | —      | —      | —      | —      | +18(1) | +17(1) | +20(1)  | +20(1)  | +20(1)  | +22(1)  |
| <b>Tech./Trade • Professional, unskilled</b>  | +10    | +13    | +15    | +15    | +17    | +17    | +17     | +17     | +17     | +17     |
| <b>Tech./Trade • Vocational, unskilled</b>    | +10    | +13    | +15    | +15    | +17    | +17    | +17     | +17     | +17     | +17     |
| Preparing Herbs                               | —      | —      | +20(1) | +20(1) | +22(1) | +22(1) | +27(2)  | +27(2)  | +27(2)  | +27(2)  |
| Preparing Poisons                             | —      | —      | —      | —      | +22(1) | +22(1) | +22(1)  | +22(1)  | +27(2)  | +27(2)  |
| <b>Urban, unskilled</b>                       | -5     | -4     | -3     | -1     | +0     | +1     | +1      | +1      | +18     | +18     |
| <b>Weapon • 1-H Crush, unskilled</b>          | -11    | -6     | +1     | +1     | +1     | +2     | +2      | +2      | +2      | +2      |
| <b>Weapon • 1-H Edged, unskilled</b>          | -11    | -6     | +1     | +1     | +1     | +2     | +2      | +2      | +2      | +2      |
| <b>Weapon • 2-Handed, unskilled</b>           | -11    | -6     | +1     | +1     | +1     | +2     | +2      | +2      | +2      | +2      |
| <b>Weapon • Missile, unskilled</b>            | -7     | +0     | +5     | +5     | +5     | +7     | +7      | +7      | +7      | +7      |
| <b>Weapon • Missile Artillery, unskilled</b>  | -3     | +1     | +3     | +3     | +4     | +5     | +5      | +5      | +5      | +5      |
| <b>Weapon • Pole Arms, unskilled</b>          | -11    | +11    | +18    | +18    | 18     | +19    | +19     | +19     | +19     | +19     |
| Trident                                       | —      | +20(3) | +27(3) | +27(3) | +27(3) | +28(3) | +28(3)  | +31(4)  | +31(4)  | +31(4)  |
| <b>Weapon • Thrown, unskilled</b>             | -7     | +0     | +5     | +5     | +5     | +7     | +7      | +7      | +7      | +7      |



Name: \_\_\_\_\_  
Race: Human Profession: Magician  
Height: 5'10" Weight: 170  
Hair: Golden Blond Eyes: Green  
Personality: \_\_\_\_\_  
Motivations/Alignment: \_\_\_\_\_

| Stat Bonuses      | Level  |        |        |        |        |        |        |        |        |        |
|-------------------|--------|--------|--------|--------|--------|--------|--------|--------|--------|--------|
|                   | 1st    | 2nd    | 3rd    | 4th    | 5th    | 6th    | 7th    | 8th    | 9th    | 10th   |
| Agility           | 64(+0) | 74(+1) | 77(+2) | 77(+2) | 77(+2) | 74(+1) | 77(+2) | 77(+2) | 77(+2) | 77(+2) |
| Constitution      | 63(+0) | 75(+2) | 73(+1) | 80(+3) | 81(+3) | 84(+3) | 82(+3) | 87(+4) | 88(+4) | 88(+4) |
| Memory            | 63(+0) | 73(+1) | 74(+1) | 75(+2) | 76(+2) | 82(+3) | 82(+3) | 82(+3) | 77(+2) | 82(+3) |
| Reasoning         | 90(+5) | 92(+6) | 92(+6) | 92(+6) | 92(+6) | 92(+6) | 92(+6) | 92(+6) | 92(+6) | 92(+6) |
| Self Discipline   | 50(+2) | 61(+2) | 64(+2) | 70(+3) | 72(+3) | 73(+3) | 75(+4) | 75(+4) | 74(+3) | 75(+4) |
| Empathy           | 91(+5) | 92(+6) | 96(+8) | 98(+9) | 98(+9) | 98(+9) | 98(+9) | 98(+9) | 98(+9) | 98(+9) |
| Intuition         | 59(+0) | 73(+1) | 79(+2) | 88(+4) | 88(+4) | 88(+4) | 88(+4) | 88(+4) | 88(+4) | 88(+4) |
| Presence          | 51(+0) | 68(+0) | 75(+2) | 76(+2) | 80(+3) | 80(+3) | 80(+3) | 80(+3) | 80(+3) | 80(+3) |
| Quickness         | 64(+0) | 72(+1) | 79(+2) | 80(+3) | 81(+3) | 82(+3) | 82(+3) | 82(+3) | 82(+3) | 82(+3) |
| Strength          | 61(+2) | 72(+3) | 78(+4) | 79(+4) | 82(+5) | 84(+5) | 84(+5) | 84(+5) | 81(+5) | 82(+5) |
| Other Information | Level  |        |        |        |        |        |        |        |        |        |
|                   | 1st    | 2nd    | 3rd    | 4th    | 5th    | 6th    | 7th    | 8th    | 9th    | 10th   |
| Hits              | 30     | 34     | 32     | 37     | 37     | 37     | 38     | 46     | 45     | 46     |
| Power Points      | 20     | 27     | 41     | 42     | 48     | 54     | 72     | 66     | 72     | 78     |
| Exhaustion Pts.   | 40     | 46     | 43     | 49     | 49     | 49     | 49     | 52     | 52     | 52     |
| Armor Type        | 1      | 1      | 1      | 1      | 1      | 1      | 1      | 1      | 1      | 1      |
| MM Penalty        | -0     | -0     | -0     | -0     | -0     | -0     | -0     | -0     | -0     | -0     |
| Defensive Bonus   | -0     | +3     | +6     | +9     | +9     | +9     | +9     | +9     | +9     | +9     |
| Move Rate         | 50     | 53     | 56     | 59     | 59     | 59     | 59     | 59     | 59     | 59     |
| Channeling RR     | +0     | +3     | +6     | +12    | +12    | +12    | +12    | +12    | +12    | +12    |
| Essence RR        | +30    | +33    | +39    | +42    | +42    | +42    | +42    | +42    | +42    | +42    |
| Mentalism RR      | +0     | +0     | +6     | +6     | +9     | +9     | +9     | +9     | +9     | +9     |
| Chan/Ess RR       | +5     | +7     | +10    | +13    | +13    | +13    | +13    | +13    | +13    | +13    |
| Chan/Ment RR      | +0     | +1     | +4     | +6     | +7     | +7     | +7     | +7     | +7     | +7     |
| Ess/Ment RR       | +5     | +6     | +10    | +11    | +12    | +12    | +12    | +12    | +12    | +12    |
| Poison RR         | +0     | +6     | +3     | +9     | +9     | +9     | +9     | +12    | +12    | +12    |
| Disease RR        | +0     | +6     | +3     | +9     | +9     | +9     | +9     | +12    | +12    | +12    |
| Fear RR           | +6     | +6     | +6     | +9     | +9     | +9     | +12    | +12    | +9     | +12    |
| Hits/Hr Resting   | 1      | 1      | 1      | 2      | 2      | 2      | 2      | 2      | 2      | 2      |
| Hits/Sleep Cycle  | 1      | 4      | 2      | 6      | 6      | 6      | 6      | 8      | 8      | 8      |
| PPs/Hr Resting    | 3      | 3      | 4      | 5      | 5      | 5      | 5      | 5      | 5      | 5      |
| PPs/Sleep Cycle   | 10     | 14     | 21     | 21     | 24     | 27     | 36     | 33     | 36     | 37     |

#### Normal Equipment List

Polearm  
Short sword  
Short Bow  
Animal companion: cat  
Kilt (doubles as sleeping blanket)  
Shoulder bag  
—Lockpick set  
—First aid kit  
—Trail rations  
—2 tomes of artifact lore  
—Extra kilt  
—Cooking pot  
—Cooking utensils  
—Skinning knife & sheath  
—Tinderbox  
Hip satchel of herbs  
—cooking herbs (30gp worth!)  
—Ukur (provides 1 day nutrition, 7 doses)  
—Mirena (heals 10 hits, 5 doses)



#### Special Notes

Animal Friend (with wolves, wild cats, and pigeons), understands these species intimately. +50 on all Cooking maneuvers. Chivalrous, never makes the first attack or first aggressive maneuver in battle.

#### Spell Casting

Must have at least one free hand. Must be able to speak in at least a whisper. Resolve Water Bolt attacks on the Fire Bolt Attack Table except use Crush criticals. Resolve Shock Bolt attacks on the Fire Bolt Attack Table, except use Electricity criticals. Resolve Shock Bolt attacks as a Fire Bolt with Electricity criticals. In addition, the attack roll should have a modifier of -20 and a maximum result of 85 (i.e., treat all results of 85 or higher as 85).



## Earth Law

1. **Enchanted Rope** — [D:C; R:touch] If caster holds one end of a rope he can cause the rope to move up to its length (within 10'/lv) in any direction and to tie itself in knots (it cannot attack or tie up a living being).
2. **Loosen Earth** — [D:P; R:100'] Loosens 100 cu' of earth to the consistency of plowed ground.
4. **Earthwall** — [D:1 min/lvl; R:100'] Creates of wall of earth up to 10' x 10' x(3' at the base, 1' at the top). This wall can be dug through.
5. **Cracks Call** — [D:—; R:100'] Any previous cracks or flaws in material up to 10'x10'x10' section will extend to their limit.
6. **Repair** — [D:P; R:touch] The caster may mend a single break in a small (up to 2 pounds) inorganic object or multiple breaks, rips, or cracks in a larger (up to 10 pounds) organic object. All component parts of the object must be within a 10' radius.
7. **Stonewall** — [D:1 min/lvl; R:100'] As *Earthwall*, except wall is up to 10'x10'x1' of stone. It can be chipped through.
8. **Earthen Spikes** — [D:10 min/lvl; R:100'] This spell causes the area of effect to bristle with hundreds of 6" to 12" sharp edges and blades. The exact composition of these spikes will depend on the material the ground is made of. The area of effect (20'x20') must be placed horizontally on a surface (i.e., it cannot be placed on walls). Most animals and creatures cannot be induced to walk through the area. Anyone moving through the area must make a maneuver roll (at least Extremely Hard difficulty) for every 5' moved through. Anyone who falls inside the area of effect receives an 'A' Puncture critical strike.
9. **Stone/Earth** — [D:P; R:100'] Changes 100 cubic feet of stone to packed earth. This change is gradual (taking three rounds for complete change).
10. **Earthwall True** — [D:P; R:100'] As *Earthwall*, except for duration.

## Light Law

1. **Projected Light** — [D:10 min/lvl; R:self] Beam of light (like a flashlight) springs from the caster's palm. This light has a 50' effective range.
2. **Shock Bolt I** — [D:—; R:100'] A bolt of intense, charged light is shot from the palm of the caster.
3. **Light I** — [D:10 min/lvl; R:touch] Lights a 10'R area about the point touched. If the point is on a mobile target, it will move with the target.
4. **Shade** — [D:10 min/lvl; R:touch] All shadows in a 100' radius deepen. This results in a +25 bonus to hiding and +10 to stalking maneuvers.
5. **Sudden Light** — [D:—; R:100'] Causes a 10'R burst of intense light. All those in the area of effect are stunned 1 round per 5 failure.
6. **Dark I** — [D:10 min/lvl(C); R:touch] As *Light I*, except the radius is as a dark night.
7. **Light V** — [D:10 min/lvl; R:touch] As *Light I*, except radius can be up to 50' (the exact radius can be changed by concentrating for one round).
8. **Shock Bolt III** — [D:—; R:300'] As *Shock Bolt I*, except range is 300'.
9. **Dark V** — [D:10 min/lvl; R:touch] As *Dark I*, except radius can be up to 50' (the exact radius can be changed by concentrating for one round).
10. **Lightning Bolt I** — [D:—; R:100'] As *Shock Bolt*, except a Lightning Bolt is shot.

## Fire Law

1. **Boil Liquid** — [D:C; R:10'] For each level of caster, one cubic foot of liquid can be heated to boiling at a rate of 1 cubic feet per round.
2. **Warm Solid** — [D:24 hr; R:10'] Any solid inanimate, non-metal material (up to 1 cubic foot per level) can be warmed to 100°F at a rate of 1 cubic foot per round of concentration.
3. **Woodfires** — [D:—; R:self] Causes any wood to ignite and burn. All wood ignited must be within 1' of caster's palm.
4. **Wall of Fire** — [D:1 rnd/lvl; R:100'] Creates an opaque wall of fire (up to 10' x 10' x 6'). Anyone passing through it takes an 'A' Heat critical.
5. **Heat Solid** — [D:1 min/lvl(C); R:10'] As *Warm Solid*, except for duration and material can be heated to 500°F at a rate of 50°F per round. The caster must concentrate to increase the temperature.
6. **Fire Bolt I** — [D:—; R:100'] A bolt of fire is shot from the palm of the caster. Resolve attack on the Fire Bolt Table.
7. **Call Flame I** — [D:1 rnd/lvl; R:10'] As *Wall of Fire*, except it creates a cube of flame (up to 10' x 10' x 10'). The cube takes a complete round to form and be effective. Anyone passing through (or that is caught inside) the cube takes an 'A' Heat critical.
8. **Fire Ball** — [D:—; R:100'] A 1' diameter ball of fire is shot from the palm of the caster. Upon reaching its target, it explodes to affect a 10'R area. Resolve attack on the Fire Ball Table.
9. **Ignite** — [D:P; R:5'/lvl] The caster may designate a type of light source to ignite or extinguish (e.g., candles, torches, etc.). (5' R/lvl).
10. **Circle Aflame** — [D:1 rnd/lvl; R:self] As *Wall of Fire*, except "wall" is 10' high and forms a 10'R circle (6" thick) with the caster at the center.

## Water Law

1. **Condensation** — [D:P; R:touch] Condenses 1 cubic foot of water from the surrounding air. Water gradually condenses into caster's hands and may be funneled into any suitable receptacle.
2. **Fog** — [D:P; R:100'] Creates dense fog within up to 10' R/level of caster.
3. **Waterwall** — [D:C; R:100'] Creates a wall of water up to 10' x 10' x 1'. This wall reduces all movement through it by 80%. In addition, all attacks through the wall suffer a -80 penalty.
4. **Water Bolt I** — [D:—; R:100'] A bolt of water is shot from the caster's palm.
5. **Unfog** — [D:P; R:100'] Disperses any fog in the area of effect (10' R/lvl). If all of a fog is not dispersed (i.e., the fog covers a greater area than the area of effect for this spell), the fog will refill the area of effect at a rate of 10' R every 1-5 minutes.
8. **Calm Water** — [D:C; R:100'] Water within 100' radius is calmed. Waves are cut by 20' in center and less towards the perimeter.
10. **Waterwall True** — [D:1 min/lvl; R:100'] As *Waterwall*, except for the duration.

## Ice Law

1. **Freeze Liquid** — [D:C; R:10'] For every level of the caster, 1 cubic foot of liquid is cooled to freezing at a rate of one cubic foot per round. This will not drop a liquid's temperature below -20°F (thus, liquids will a freezing point below -20°F will not freeze).
2. **Cool Solid** — [D:24 hr; R:10'] Any solid, inanimate, non-metal material can be cooled to -20°F, at a rate of 1 cubic foot per round of concentration. Area of Effect is 1 cu'/lvl.
3. **Wall of Cold** — [D:1 rnd/lvl; R:100'] Creates a clear wall of intense cold (up to 10'x10'x1'). Anyone passing through takes an 'A' Cold critical.
5. **Chill Solid** — [D:1 min/lvl(C); R:10'] As *Cool Solid*, except material can be cooled to -200°F, at a rate of 50°F per round. The caster must concentrate to decrease the temperature (without concentration, the material will remain at its current temperature for the duration of the spell).
6. **Ice Bolt I** — [D:—; R:100'] A bolt of ice is shot from the palm of the caster.
7. **Cold Ball II** — [D:—; R:100'] A 1' diameter ball of cold is shot from the palm of the caster. Upon reaching its target, it explodes to affect 20'R area.
8. **Wall of Ice** — [D:P; R:100'] Summons a wall of ice up to 10'x10'x(2' at base, 1' at top). It can be melted through or chipped through or toppled (if not against a solid surface).
9. **Call Cold I** — [D:1 rnd/lvl; R:10'] As *Wall of Cold*, except it creates a cube of cold (up to 10' x 10' x 10'). The cube takes a complete round to form and be effective. Anyone passing through (or that is caught inside) the cube takes an 'A' Cold critical.
10. **Circle of Cold** — [D:1 rnd/lvl; R:self] As *Wall of Cold*, except "wall" is 10' high and forms a 20'R circle (6" thick) with the caster at the center (the wall will not move with the caster).

## Wind Law

1. **Breezes** — [D:C; R:10'/lvl] Causes a light breeze (up to 20' per round) as long as the caster concentrates. Any gasses in the area are moved by the breeze. (Area of Effect is 10'R/lvl)
2. **Airwall** — [D:C; R:100'] Creates a wall of dense churning air up to 10' x 10' x 3'. This wall reduces all movement through it by 50%. In addition, all attacks through the wall suffer a -50 penalty.
3. **Slumber Mist** — [D:C; R:5'/lvl] By concentrating, the caster can remove most of the oxygen from the area of effect (5'R/lvl). After 3 rounds of concentration, all targets in the area of effect must make an RR each round in the area of effect or fall asleep (1 round per 10 failure).
4. **Stun Cloud I** — [D:6 rnds; R:10'] Creates a 5'R cloud of charged gas particles. This cloud delivers a 'C' Electricity critical to all within the area of effect on the first and second rounds; a 'B' on the third and fourth rounds; and an 'A' on the fifth and sixth rounds (after 6 rounds, the cloud dissipates). The cloud takes one round to form (so anyone in the radius when it is cast may make a maneuver to move out of the radius without taking a critical). It will then stayed formed for six rounds.
5. **Airstop I** — [D:C; R:100'] Stops all generalized air movement (e.g., wind) up to winds of 30 mph; cuts stronger winds by 30 mph within a 10' radius.
6. **Stun Cloud X** — [D:6 rnds; R:20'] As *Stun Cloud I*, except radius is 10'.
7. **Vacuum I** — [D:—; R:100'] Creates a 5'R near vacuum. Anyone inside the radius must make a successful RR or take a 'B' Crush critical, as air leaves and rushes back in.
8. **Air Stop II** — [D:C; R:100'] As *Air Stop I*, except radius is 20'.
9. **Slumber Cloud** — [D:1 min/lvl; R:5'/lvl] As *Slumber Mist*, except for the duration, and it drifts with the wind.
10. **Stun Cloud IV** — [D:6 rnds; R:40'] As *Stun Cloud V*, except for radius.

\*: Instant spell, —: Not applicable, C: Concentration, T: Touch, V: Varies, P: Permanent, †: There are complex parameters that govern the use of this spell. See your GM for more information.

| Skill Bonus (Ranks)                       | Level   |         |         |         |         |         |         |         |         |         |
|---|---------|---------|---------|---------|---------|---------|---------|---------|---------|---------|
|   | 1st     | 2nd     | 3rd     | 4th     | 5th     | 6th     | 7th     | 8th     | 9th     | 10th    |
| <b>Armor • Heavy, Plate, unskilled</b>    | -26     | -23     | -20     | -20     | -18     | -19     | -18     | -18     | -18     | -18     |
| <b>Armor • Light, Soft Leather</b>        | +7      | +10     | +13     | +13     | +14     | +12     | +14     | +14     | +14     | +14     |
| <b>Armor • Light, Rigid Leather</b>       | +7      | +10     | +14     | +13     | +13     | +14     | +12     | +14     | +14     | +14     |
| <b>Armor • Medium, Chain</b>              | -26     | -23     | -20     | -20     | -18     | -19     | -18     | -18     | -18     | -18     |
| <b>Artistic • Active, unskilled</b>       | -10     | -8      | -3      | -2      | -1      | -2      | -1      | -1      | -1      | -1      |
| <b>Artistic • Passive, unskilled</b>      | -10     | -8      | -3      | +0      | +1      | +18     | +18     | +18     | +18     | +18     |
| <b>Athletic • Brawn, unskilled</b>        | +4      | +8      | +9      | +11     | +12     | +11     | +12     | +13     | +13     | +13     |
| <b>Athletic • Endurance, unskilled</b>    | +4      | +10     | +11     | +13     | +14     | +15     | +16     | +17     | +17     | +19     |
| Swimming                                  | +7(1)   | +13(1)  | +14(1)  | +19(2)  | +20(2)  | +21(2)  | +22(2)  | +26(3)  | +26(3)  | +28(3)  |
| <b>Athletic • Gymnastics, unskilled</b>   | +2      | +5      | +8      | +9      | +9      | +9      | +11     | +11     | +11     | +11     |
| Climbing                                  | —       | +8(1)   | +11(1)  | +12(1)  | +12(1)  | +12(1)  | +14(1)  | +17(2)  | +17(2)  | +17(2)  |
| Tumbling                                  | —       | —       | —       | +12(1)  | +12(1)  | +12(1)  | +14(1)  | +14(1)  | +14(1)  | +17(2)  |
| <b>Awareness • Perceptions, unskilled</b> | +2      | +4      | +6      | +11     | +11     | +11     | +12     | +12     | +11     | +12     |
| Alertness                                 | +4(2)   | +6(2)   | +8(2)   | +13(2)  | +13(2)  | +13(2)  | +14(2)  | +14(2)  | +13(2)  | +14(2)  |
| <b>Awareness • Searching, unskilled</b>   | +13     | +15     | +16     | +19     | +19     | +21     | +22     | +24     | +23     | +26     |
| Observation                               | —       | +18(1)  | +19(1)  | +25(2)  | +25(2)  | +27(2)  | +28(2)  | +30(2)  | +29(2)  | +32(2)  |
| Reading Tracks                            | +16(1)  | +18(1)  | +19(1)  | +22(1)  | +22(1)  | +24(1)  | +25(1)  | +27(1)  | +26(1)  | +29(1)  |
| Tracking                                  | +16(1)  | +18(1)  | +19(1)  | +22(1)  | +22(1)  | +24(1)  | +25(1)  | +27(1)  | +26(1)  | +29(1)  |
| <b>Awareness • Senses, unskilled</b>      | -13     | +6      | +8      | +15     | +15     | +15     | +16     | +18     | +17     | +20     |
| Time Sense                                | —       | —       | —       | —       | —       | +21(2)  | +22(2)  | +24(2)  | +23(2)  | +26(2)  |
| <b>Combat Maneuvers, unskilled</b>        | +2      | +4      | +6      | +8      | +8      | +7      | +9      | +9      | +8      | +9      |
| <b>Communications, unskilled</b>          | +12     | +17     | +19     | +22     | +22     | +26     | +26     | +26     | +25     | +28     |
| Common-speech, spoken                     | +42(10) | +47(10) | +49(10) | +52(10) | +52(10) | +56(10) | +56(10) | +56(10) | +55(10) | +58(10) |
| Common-speech, written                    | +42(10) | +47(10) | +49(10) | +52(10) | +52(10) | +56(10) | +56(10) | +56(10) | +55(10) | +58(10) |
| Small-speech, spoken                      | +33(7)  | +38(7)  | +40(7)  | +43(7)  | +43(7)  | +47(7)  | +47(7)  | +47(7)  | +46(7)  | +49(7)  |
| Small-speech, written                     | +33(7)  | +38(7)  | +40(7)  | +43(7)  | +43(7)  | +47(7)  | +47(7)  | +47(7)  | +46(7)  | +49(7)  |
| Hill-speech, spoken                       | +36(8)  | +41(8)  | +43(8)  | +46(8)  | +46(8)  | +50(8)  | +50(8)  | +50(8)  | +49(8)  | +52(8)  |
| Hill-speech, written                      | +30(6)  | +35(6)  | +37(6)  | +40(6)  | +40(6)  | +44(6)  | +44(6)  | +44(6)  | +43(6)  | +46(6)  |
| <b>Crafts, unskilled</b>                  | +2      | +4      | +5      | +6      | +6      | +7      | +9      | +9      | +7      | +9      |
| <b>Directed Spells, unskilled</b>         | -3      | -1      | +18     | +21     | +23     | +23     | +28     | +30     | +31     | +34     |
| Firebolt                                  | —       | —       | —       | —       | +26(1)  | +29(2)  | +37(3)  | +42(4)  | +46(5)  | +52(6)  |
| Shockbolt                                 | —       | —       | +21(1)  | +24(1)  | +29(2)  | +32(3)  | +40(4)  | +45(5)  | +49(6)  | +55(7)  |
| Waterbolt                                 | —       | —       | —       | —       | —       | +26(1)  | +34(2)  | +36(2)  | +40(3)  | +46(4)  |
| <b>Influence, unskilled</b>               | -10     | -8      | -3      | +0      | +1      | +18     | +18     | +18     | +20     | +20     |
| Bribery                                   | —       | —       | —       | —       | —       | —       | —       | —       | +23(1)  | +26(2)  |
| <b>Lore • General, unskilled</b>          | +19     | +24     | +26     | +28     | +28     | +32     | +32     | +32     | +30     | +32     |
| Culture Lore                              | +28(3)  | +33(3)  | +35(3)  | +37(3)  | +37(3)  | +41(3)  | +41(3)  | +41(3)  | +39(3)  | +41(3)  |
| Fauna Lore                                | +25(2)  | +33(3)  | +35(3)  | +40(4)  | +40(4)  | +47(5)  | +50(6)  | +50(6)  | +48(6)  | +50(6)  |
| Flora Lore                                | +22(1)  | +27(1)  | +29(1)  | +31(1)  | +31(1)  | +38(2)  | +38(2)  | +38(2)  | +39(3)  | +41(3)  |
| Region Lore                               | +31(4)  | +36(4)  | +38(4)  | +40(4)  | +40(4)  | +44(4)  | +44(4)  | +44(4)  | +42(4)  | +44(4)  |
| <b>Lore • Magical, unskilled</b>          | +17     | +22     | +22     | +24     | +26     | +32     | +34     | +34     | +34     | +38     |
| Artifact Lore                             | —       | +25(1)  | +28(2)  | +30(2)  | +32(2)  | +41(3)  | +43(3)  | +43(3)  | +46(4)  | +50(4)  |
| Spell Lore                                | —       | —       | +25(1)  | +30(2)  | +32(2)  | +38(2)  | +43(3)  | +43(3)  | +43(3)  | +50(4)  |
| <b>Lore • Obscure, unskilled</b>          | -10     | -7      | -7      | -7      | -7      | -3      | -3      | -3      | -5      | -3      |
| <b>Lore • Technical, unskilled</b>        | -10     | -7      | -7      | -7      | -7      | -3      | -3      | -3      | -5      | -3      |
| <b>Martial Arts • Striking, unskilled</b> | +6      | +9      | +12     | +12     | +14     | +13     | +14     | +14     | +14     | +14     |
| Boxing                                    | +9(1)   | +12(1)  | +15(1)  | +15(1)  | +17(1)  | +16(1)  | +17(1)  | +17(1)  | +17(1)  | +17(1)  |
| <b>Martial Arts • Sweeps, unskilled</b>   | -13     | -10     | -7      | -7      | -7      | -8      | -6      | -6      | -6      | -6      |
| <b>Outdoor • Animal, unskilled</b>        | +20     | +23     | +28     | +32     | +34     | +35     | +38     | +38     | +40     | +40     |
| Animal Handling                           | +26(2)  | +29(2)  | +37(3)  | +41(3)  | +43(3)  | +44(3)  | +47(3)  | +47(3)  | +49(3)  | +49(3)  |
| Animal Healing                            | +26(2)  | +29(2)  | +34(2)  | +38(2)  | +40(2)  | +41(2)  | +44(2)  | +44(2)  | +46(2)  | +49(3)  |
| Riding                                    | +23(1)  | +29(2)  | +34(2)  | +38(2)  | +40(2)  | +41(2)  | +44(2)  | +44(2)  | +46(2)  | +46(2)  |

#### Special Items

**Woven Soft Leather Armor** [Level Available: 10] Protects and encumbers as AT 8 with a special +10 bonus to DB (because of its structural fortitude).

**Lockpick Set** [Level Available: 10] Provides a special +10 bonus to Lockpicking (because the pieces are crafted from fine steel).

**Paddy's Lockpick Set** [Level Available: 10] Performs Lock Lore once per day (because of its enchanted nature).

**Halberd** [Level Available: 10] Attacks as a polearm with a special +10 bonus to OB (because it is balanced very well).

#### Additional Special Items



| Skill Bonus (Ranks)                           | Level  |        |        |        |        |        |        |        |        |         |
|---|--------|--------|--------|--------|--------|--------|--------|--------|--------|---------|
|   | 1st    | 2nd    | 3rd    | 4th    | 5th    | 6th    | 7th    | 8th    | 9th    | 10th    |
| <b>Outdoor • Environmental, unskilled</b>     | +10    | +12    | +13    | +18    | +20    | +24    | +27    | +27    | +27    | +31     |
| Foraging                                      | —      | +15(1) | +19(2) | +24(2) | +26(2) | +30(2) | +33(2) | +33(2) | +33(2) | +37(2)  |
| Star-gazing                                   | +16(2) | +18(2) | +19(2) | +24(2) | +26(2) | +30(2) | +33(2) | +33(2) | +33(2) | +37(2)  |
| <b>Power Awareness, unskilled</b>             | +0     | +19    | +26    | +31    | +34    | +34    | +36    | +36    | +38    | +40     |
| Attunement                                    | —      | +22(1) | +29(1) | +37(2) | +40(2) | +40(2) | +45(3) | +45(3) | +47(3) | +52(4)  |
| Read Runes                                    | —      | —      | +29(1) | +34(1) | +40(2) | +40(2) | +42(2) | +42(2) | +47(3) | +52(4)  |
| <b>Power Manipulation, unskilled</b>          | +15    | +17    | +22    | +25    | +26    | +26    | +26    | +26    | +26    | +26     |
| <b>Science/Anal. • Basic, unskilled</b>       | +12    | +15    | +15    | +15    | +15    | +17    | +17    | +17    | +16    | +17     |
| Basic Math                                    | +15(1) | +18(1) | +18(1) | +18(1) | +18(1) | +20(1) | +20(1) | +20(1) | +19(1) | +20(1)  |
| <b>Science/Anal. • Specialized, unskilled</b> | +10    | +13    | +13    | +13    | +13    | +15    | +15    | +15    | +14    | +15     |
| <b>Self Control, unskilled</b>                | +6     | +6     | +8     | +10    | +13    | +13    | +15    | +15    | +13    | +15     |
| Meditation                                    | —      | —      | +14(2) | +16(2) | +19(2) | +19(2) | +21(2) | +21(2) | +19(2) | +21(2)  |
| Stunned Maneuvering                           | +9(1)  | +9(1)  | +11(1) | +13(1) | +16(1) | +16(1) | +21(2) | +21(2) | +19(2) | +21(2)  |
| <b>Special Attacks, unskilled</b>             | +4     | +6     | +8     | +9     | +10    | +9     | +11    | +11    | +10    | +11     |
| <b>Special Defenses, unskilled</b>            | +0     | +0     | +0     | +0     | +0     | +0     | +0     | +0     | +0     | +0      |
| <b>Spell Lists</b>                            |        |        |        |        |        |        |        |        |        |         |
| Spells • Delving Ways                         | —      | —      | —      | —      | —      | —      | +17(3) | +17(3) | +17(3) | +17(3)  |
| Spells • Detecting Ways                       | —      | —      | +15(2) | +16(2) | +16(2) | +16(2) | +16(2) | +16(2) | +16(2) | +16(2)  |
| Spells • Elemental Shields                    | —      | +13(2) | +15(2) | +16(2) | +16(2) | +16(2) | +16(2) | +16(2) | +16(2) | +16(2)  |
| Spells • Essence's Perception                 | +12(2) | +13(2) | +15(2) | +16(2) | +16(2) | +16(2) | +16(2) | +19(5) | +21(7) | +24(10) |
| Spells • Physical Enhancement                 | —      | —      | —      | +15(1) | +18(4) | +18(4) | +18(4) | +20(6) | +20(6) | +22(8)  |
| Spells • Spell Wall                           | —      | —      | —      | —      | —      | +16(2) | +16(2) | +16(2) | +16(2) | +16(2)  |
| Spells • Gate Mastery                         | —      | —      | —      | —      | —      | +17(3) | +20(6) | +20(6) | +20(6) | +22(8)  |
| Spells • Invisible Ways                       | —      | —      | —      | —      | —      | —      | +16(2) | +18(4) | +18(4) | +18(4)  |
| Spells • Living Change                        | +11(1) | +12(1) | +14(1) | +17(3) | +17(3) | +17(3) | +17(3) | +17(3) | +17(3) | +17(3)  |
| Spells • Lofty Bridge                         | —      | +12(1) | +14(1) | +15(1) | +15(1) | +15(1) | +15(1) | +15(1) | +15(1) | +15(1)  |
| Spells • Rapid Ways                           | —      | —      | +16(3) | +17(3) | +18(4) | +18(4) | +18(4) | +18(4) | +20(6) | +20(6)  |
| Spells • Shield Mastery                       | —      | +14(3) | +16(3) | +17(3) | +20(6) | +20(6) | +20(6) | +20(6) | +23(9) | +23(9)  |
| Spells • Spell Enhancement                    | —      | +13(2) | +15(2) | +16(2) | +16(2) | +16(2) | +16(2) | +16(2) | +16(2) | +16(2)  |
| Spells • Spell Reins                          | —      | —      | —      | —      | —      | —      | —      | +15(1) | +15(1) | +15(1)  |
| Spells • Spirit Mastery                       | —      | —      | +14(1) | +15(1) | +15(1) | +15(1) | +15(1) | +15(1) | +15(1) | +15(1)  |
| Spells • Earth Law                            | —      | +13(2) | +15(2) | +18(4) | +18(4) | +21(7) | +21(7) | +21(7) | +21(7) | +21(7)  |
| Spells • Fire Law                             | —      | —      | —      | +17(3) | +20(6) | +20(6) | +20(6) | +20(6) | +20(6) | +20(6)  |
| Spells • Ice Law                              | —      | —      | +16(3) | +17(3) | +17(3) | +17(3) | +17(3) | +17(3) | +17(3) | +17(3)  |
| Spells • Light Law                            | —      | —      | +15(2) | +19(5) | +19(5) | +20(6) | +20(6) | +22(8) | +22(8) | +22(8)  |
| Spells • Water Law                            | —      | —      | —      | —      | +16(2) | +19(5) | +19(5) | +19(5) | +22(8) | +24(10) |
| Spells • Wind Law                             | —      | —      | —      | —      | —      | —      | +17(3) | +19(5) | +21(7) | +23(9)  |
| <b>Subterfuge • Attack, unskilled</b>         | +4     | +6     | +8     | +11    | +11    | +10    | +12    | +12    | +11    | +12     |
| Ambush  | +7(1)  | +9(1)  | +11(1) | +14(1) | +14(1) | +13(1) | +15(1) | +15(1) | +14(1) | +15(1)  |
| Silent Attack                                 | +7(1)  | +9(1)  | +11(1) | +14(1) | +14(1) | +13(1) | +15(1) | +15(1) | +14(1) | +15(1)  |
| <b>Subterfuge • Mechanics, unskilled</b>      | +7     | +10    | +12    | +14    | +14    | +13    | +14    | +14    | +14    | +14     |
| Disguise                                      | +10(1) | +13(1) | +15(1) | +17(1) | +17(1) | +16(1) | +17(1) | +17(1) | +17(1) | +17(1)  |
| Hiding Items                                  | +10(1) | +13(1) | +15(1) | +17(1) | +17(1) | +16(1) | +17(1) | +17(1) | +17(1) | +17(1)  |
| Picking Locks                                 | —      | +13(1) | +15(1) | +17(1) | +17(1) | +16(1) | +17(1) | +17(1) | +17(1) | +17(1)  |
| Using/Removing Poison                         | +10(1) | +13(1) | +15(1) | +17(1) | +17(1) | +16(1) | +17(1) | +17(1) | +17(1) | +17(1)  |
| <b>Subterfuge • Stealth, unskilled</b>        | +8     | +10    | +12    | +17    | +17    | +16    | +18    | +18    | +17    | +18     |
| Hiding  | +14(2) | +16(2) | +18(2) | +23(2) | +23(2) | +22(2) | +24(2) | +24(2) | +23(2) | +24(2)  |
| Stalking                                      | +14(2) | +16(2) | +18(2) | +23(2) | +23(2) | +22(2) | +24(2) | +24(2) | +23(2) | +24(2)  |
| <b>Tech./Trade • General, unskilled</b>       | +9     | +11    | +11    | +12    | +12    | +14    | +17    | +17    | +15    | +17     |
| First Aid                                     | —      | —      | +14(1) | +15(1) | +15(1) | +17(1) | +20(1) | +20(1) | +21(2) | +23(2)  |
| Using Prepared Herbs                          | —      | —      | —      | —      | +15(1) | +17(1) | +20(1) | +20(1) | +18(1) | +20(1)  |
| <b>Tech./Trade • Professional, unskilled</b>  | +5     | +8     | +9     | +11    | +11    | +13    | +13    | +12    | +13    | —       |
| Advertising                                   | +10(1) | +13(1) | +14(1) | +16(1) | +16(1) | +18(1) | +18(1) | +18(1) | +17(1) | +18(1)  |
| <b>Tech./Trade • Vocational, unskilled</b>    | +5     | +8     | +9     | +11    | +11    | +13    | +13    | +13    | +12    | +13     |
| Appraisal                                     | +15(2) | +18(2) | +19(2) | +21(2) | +21(2) | +23(2) | +23(2) | +23(2) | +22(2) | +23(2)  |
| <b>Urban, unskilled</b>                       | -10    | -8     | -5     | -3     | -2     | -2     | -2     | -2     | -2     | -2      |
| <b>Weapon • 1-H Crush, unskilled</b>          | -11    | -8     | -5     | -5     | -3     | -4     | -3     | -3     | -3     | -3      |
| <b>Weapon • 1-H Edged, unskilled</b>          | +6     | +9     | +12    | +12    | +14    | +13    | +14    | +14    | +14    | +14     |
| Short Sword                                   | +9(1)  | +12(1) | +15(1) | +15(1) | +17(1) | +16(1) | +17(1) | +17(1) | +17(1) | +17(1)  |
| <b>Weapon • 2-Handed, unskilled</b>           | -11    | -8     | -5     | -5     | -3     | -4     | -3     | -3     | -3     | -3      |
| <b>Weapon • Missile, unskilled</b>            | +4     | +7     | +10    | +10    | +11    | +9     | +11    | +11    | +11    | +11     |
| Short Bow                                     | +7(1)  | +10(1) | +13(1) | +13(1) | +14(1) | +12(1) | +14(1) | +14(1) | +14(1) | +14(1)  |
| <b>Weapon • Missile Artillery, unskilled</b>  | -10    | -7     | -5     | -5     | -3     | -4     | -3     | -3     | -3     | -3      |
| <b>Weapon • Pole Arms, unskilled</b>          | +6     | +9     | +14    | +14    | +16    | +15    | +18    | +18    | +18    | +18     |
| Polearm                                       | +9(1)  | +12(1) | +17(1) | +17(1) | +22(2) | +21(2) | +24(2) | +24(2) | +27(3) | +27(3)  |
| <b>Weapon • Thrown, unskilled</b>             | +4     | +7     | +10    | +10    | +11    | +9     | +11    | +11    | +11    | +11     |
| Thrown Dagger                                 | +7(1)  | +10(1) | +13(1) | +13(1) | +14(1) | +12(1) | +14(1) | +14(1) | +14(1) | +14(1)  |



Name: \_\_\_\_\_  
Race: Dwarf Profession: Cleric  
Height: 4'1" Weight: 135  
Hair: Dark brown Eyes: Blue  
Personality: \_\_\_\_\_  
Motivations/Alignment: \_\_\_\_\_

| Stat Bonuses      | Level  |        |        |        |        |        |        |        |        |        |
|-------------------|--------|--------|--------|--------|--------|--------|--------|--------|--------|--------|
|                   | 1st    | 2nd    | 3rd    | 4th    | 5th    | 6th    | 7th    | 8th    | 9th    | 10th   |
| Agility           | 46(-2) | 50(-2) | 57(-2) | 58(-2) | 61(-2) | 66(-2) | 66(-2) | 66(-2) | 66(-2) | 66(-2) |
| Constitution      | 50(+6) | 64(+6) | 72(+7) | 73(+7) | 79(+8) | 79(+8) | 79(+8) | 79(+8) | 79(+8) | 79(+8) |
| Memory            | 90(+5) | 93(+6) | 98(+9) | 98(+9) | 98(+9) | 98(+9) | 98(+9) | 98(+9) | 98(+9) | 98(+9) |
| Reasoning         | 59(+0) | 67(+0) | 74(+1) | 77(+2) | 78(+2) | 82(+3) | 84(+3) | 84(+3) | 84(+3) | 84(+3) |
| Self Discipline   | 82(+5) | 87(+6) | 87(+6) | 87(+6) | 87(+6) | 87(+6) | 87(+6) | 87(+6) | 87(+6) | 87(+6) |
| Empathy           | 60(-4) | 69(-4) | 71(-3) | 77(-2) | 83(-1) | 83(-1) | 83(-1) | 83(-1) | 83(-1) | 83(-1) |
| Intuition         | 90(+5) | 91(+5) | 93(+6) | 93(+6) | 93(+6) | 93(+6) | 89(+4) | 92(+6) | 93(+6) | 93(+6) |
| Presence          | 66(-4) | 81(-1) | 91(+1) | 91(+1) | 91(+1) | 91(+1) | 91(+1) | 91(+1) | 91(+1) | 91(+1) |
| Quickness         | 65(-2) | 74(-1) | 80(+1) | 78(+0) | 88(+2) | 91(+3) | 91(+3) | 91(+3) | 91(+3) | 91(+3) |
| Strength          | 43(+2) | 47(+2) | 57(+2) | 64(+2) | 65(+2) | 65(+2) | 65(+2) | 65(+2) | 65(+2) | 65(+2) |
| Other Information | Level  |        |        |        |        |        |        |        |        |        |
|                   | 1st    | 2nd    | 3rd    | 4th    | 5th    | 6th    | 7th    | 8th    | 9th    | 10th   |
| Hits              | 45     | 46     | 48     | 48     | 50     | 50     | 50     | 50     | 57     | 57     |
| Power Points      | 16     | 22     | 23     | 23     | 29     | 35     | 33     | 41     | 41     | 47     |
| Exhaustion Pts.   | 79     | 79     | 82     | 82     | 85     | 85     | 85     | 85     | 85     | 85     |
| Armor Type        | 1      | 5      | 5      | 5      | 7      | 9      | 9      | 9      | 9      | 9      |
| MM Penalty        | -0     | -5     | -0     | -0     | -10    | -5     | -5     | -5     | -5     | -5     |
| Defensive Bonus   | -6     | -3     | +3     | +0     | +6     | +9     | +9     | +9     | +9     | +9     |
| Move Rate         | 24     | 22     | 33     | 36     | 32     | 40     | 40     | 40     | 40     | 40     |
| Channeling RR     | +30    | +30    | +33    | +33    | +33    | +33    | +27    | +33    | +33    | +33    |
| Essence RR        | +28    | +28    | +31    | +34    | +37    | +37    | +37    | +37    | +37    | +37    |
| Mentalism RR      | +28    | +37    | +43    | +43    | +43    | +43    | +43    | +43    | +43    | +43    |
| Chan/Ess RR       | +41    | +41    | +43    | +44    | +45    | +45    | +43    | +45    | +45    | +45    |
| Chan/Ment RR      | +41    | +44    | +47    | +47    | +47    | +47    | +45    | +47    | +47    | +47    |
| Ess/Ment RR       | +72    | +75    | +78    | +79    | +80    | +80    | +80    | +80    | +80    | +80    |
| Poison RR         | +38    | +38    | +41    | +41    | +44    | +44    | +44    | +44    | +44    | +44    |
| Disease RR        | +33    | +33    | +36    | +36    | +39    | +39    | +39    | +39    | +39    | +39    |
| Fear RR           | +15    | +18    | +18    | +18    | +18    | +18    | +18    | +18    | +18    | +18    |
| Hits/Hr Resting   | 3      | 3      | 4      | 4      | 4      | 4      | 4      | 4      | 4      | 4      |
| Hits/Sleep Cycle  | 12     | 12     | 14     | 14     | 16     | 16     | 16     | 16     | 16     | 16     |
| PPs/Hr Resting    | 3      | 3      | 3      | 3      | 3      | 3      | 3      | 3      | 3      | 3      |
| PPs/Sleep Cycle   | 8      | 11     | 12     | 12     | 15     | 18     | 17     | 22     | 22     | 24     |

#### Normal Equipment List

Mace  
Warhammer  
Helmet (hard leather, shaped like an alligator head)  
Leather vest (AT 5)  
Boots, Pants, Tunic  
Backpack  
- Light bedroll  
- 2 candles  
- 6 pieces of white chalk sticks  
- Flint & steel  
- Tinderbox (enough for 4 fires)  
- Cooking pot  
- 5 flasks of oil  
- 5 weeks of trail rations  
Valise  
- Extra pair of pants, boots, tunic  
- 2 shirts  
- Holy vestments  
- Holy symbol (made of steel)  
- 3 glass vials (empty, each holds 2 oz.)

#### Animal

Light Riding Horse

#### Special Notes

A special bonus of +30 to DB and RR versus heat and cold attacks. In the dimmest light, can see 50' perfectly, and fairly well up to 100'. Can see 10' in total darkness (non-magical). A special penalty of -50 to all Swimming maneuvers.

#### Spell Casting

Must have at least one free hand.  
Must be able to peak in at least a whisper.



## Channels

1. **Create Holy Water** [D: P; R: T] When this spell is cast, up to four ounces of clean, clear water is transformed into holy water. This spell takes 1 hour to cast. If the water is not placed into a clean receptacle, its holy nature is ruined.
2. **Calming\*** [D: 1 rnd/10 fail; R: 50'] Caster points his arm (elbow locked and fist clenched) at the target and channels raw power from his power source (usually a deity). The target of the spell may take no aggressive/offensive action, and will only fight if attacked.
3. **Channels I\*** [D: —; R: V] When this spell is cast, the first level spell that the caster begins to cast the next round will be "channeled" to another spell user of the Channeling realm. †
5. **Stunning\*** [D: 1 rnd/10 fail; R: 50'] Caster points his arm (elbow locked and fist clenched) at the target and channels raw power from his power source (usually a deity). The target of the spell is stunned.
6. **Channels III\*** [D: —; R: V] As *Channels I*, except up to a third level spell may be transmitted.
8. **Golden Slumbers\*** [D: 1 rnd/10 fail; R: 50'] Caster points his arm (elbow locked and fist clenched) at the target and channels raw power from his power source (usually a deity). The target of the spell falls asleep. †
10. **Channels V\*** [D: —; R: V] As *Channels I*, except up to a fifth level spell may be transmitted.

## Protections

1. **Prayer I** [D: V; R: 100'] Targets gets a +5 bonus to his RRs and maneuver rolls. The duration of this spell is 10 minutes per level if cast on a non-mobile target (if the target is subsequently moved, the spell is dispelled). If cast on a mobile target, the spell will last as long as the caster concentrates. If the caster is the target, the duration is 1 min/level.
2. **Bless I** [D: V; R: 100'] As *Prayer I*, except bonus applies to DB and maneuvers rolls.
3. **Resistance I** [D: V; R: 100'] As *Prayer I*, except bonus applies to DB and RRs.
4. **Heat Resistance\*** [D: V; R: 100'] Targets is protected from natural heat (up to 170°F; treat as if target were in 70°F temperature). Target also receives +20 to RRs versus heat spells and heat attacks (+20 DB versus elemental fire and heat attacks). The duration of this spell is 10 minutes per level if cast on a non-mobile target (if the target is subsequently moved, the spell is dispelled). If cast on a mobile target, the spell will last as long as the caster concentrates. †
5. **Cold Resistance\*** [D: V; R: 100'] As *Heat Resistance*, except target is protected from natural cold down to 20°F (treat as if target were in 70°F temperature). †
8. **Temperature Sphere I** [D: V; R: 10'] All within a 10' radius are allowed the benefits of either a *Heat Resistance* or a *Cold Resistance* spell (must be the same for all targets). The sphere is not mobile. The duration is the same as *Heat Resistance*.
10. **Protection Sphere I** [D: V; R: 10'] All within a 10' radius are allowed the benefits of either *Prayer I* or *Bless I* or *Resistance I* (must be the same for all targets). The sphere is not mobile. The duration is as *Heat Resistance*.

## Communal Ways

1. **Guess** [D: —; R: self] When faced with a choice about which he has little or no information, the GM will determine which way he goes, biasing the choice favorable by 25% (e.g., roll d100: correct on a 26-100, incorrect on a 01-25). †
3. **Intuitions I** [D: —; R: self] Caster gains a vision of what will probably happen in the next minute if he takes a specified action.
4. **Dream I** [D: sleep; R: self] Caster has a dream relating to a topic decided upon just before retiring for sleep. The caster must sleep for a normal sleep cycle (minimum of 4 hours) for this spell to work.
5. **Intuitions III** [D: —; R: self] As *Intuitions I*, except caster gets to gaze three minutes into the future.
6. **Death's Tale** [D: —; R: self] Caster gets a vision of the events surrounding the death of any one dead target (through the eyes of the deceased). He also gets a view of the killer (if any). †
7. **Channel Opening I** [D: C; R: 1 mile/lvl] Caster can make contact with any one known target he is acquainted with. This spell will enable the caster to learn the specific location of the other being.
8. **Intuitions V** [D: —; R: self] As *Intuitions I*, except caster gets to gaze five minutes into the future.
10. **Dream III** [D: sleep; R: self] As *Dream I*, except limit is three dreams per night on different topics.

## Life Mastery

1. **Preservation** [D: 1 min/lvl; R: 10'] Caster can preserve a "dead" body. †
2. **Lifekeeping I** [D: 1 min/lvl; R: 10'] Caster can prevent the soul of a "dead" body from leaving its body. †
3. **Preservation II** [D: 1 hr/lvl; R: 10'] As *Preservation I*, except for the duration. †
4. **Heal Life Essence I** [D: P; R: 10'] The target of this spell will be healed of d10 points of lost Constitution. †
5. **Lifekeeping II** [D: 1 hr/lvl; R: 10'] As *Lifekeeping I*, except for duration. †
6. **Heal Life Essence II** [D: P; R: 10'] As *Heal Life Essence I*, except will heal 2d10 lost points. †
7. **Preservation III** [D: 1 day/lvl; R: 10'] As *Preservation I*, except for the duration. †
9. **Heal Life Essence III** [D: P; R: 10'] As *Heal Life Essence I*, except will heal 3d10 lost points. †
10. **Preservation IV** [D: 1 week/lvl; R: 10'] As *Preservation I*, except for the duration. †

## Repulsions

1. **Repel Undead V** [D: 1 min/lvl; R: 100'] Causes up to 5 Undead to flee or disintegrate. †
2. **Cancel Channeling** [D: C; R: self] When the caster of this spell is a target of a spell from the realm of Channeling, the "incoming" spell must first make an RR. For RR purposes, each spell uses a level equal to its caster's level. If the "incoming" spell is successful, it may target the caster normally; otherwise, the incoming spell has no effect on this target.
3. **Anti-Channels I** [D: —; R: 100'] Cancels a *Channels I* spell being transmitted or received within the range.
4. **Neutralize Curse I** [D: 1 min/lvl; R: 100'] Nullifies a curse for the duration of this spell. The curse is not dispelled and takes effect after the duration of this spell. The curse makes an RR with a -20 penalty.
5. **Anti-Channels III** [D: —; R: 100'] As *Anti-Channels I*, except affects up to a *Channels III*.
6. **Repel Undead IX** [D: 1 min/lvl; R: 100'] As *Repel Undead V*, except up to 9 Undead may be affected.
7. **Remove Curse** [D: P; R: T] Dispels a curse if the curse fails an RR. The curse's level is the level of the caster of the original curse. †
8. **Dispel Channeling I** [D: —; R: 10'] Any active spell from the realm of Channeling that is on the target must make an RR (use the level of that's spells caster as the spell's level). If the spell fails its RR, it is dispelled.
9. **Neutralize Curse II** [D: 1 hr/lvl; R: 100'] As *Neutralize Curse I*, except for duration.
10. **Anti-Channels V** [D: —; R: 100'] As *Anti-Channels I*, except affects up to a *Channels V*.

## Summons

1. **Summons I** [D: V; R: 100'] Caster magically summons a first-level, on-intelligent creature from the surrounding area. The caster can specify the type of creature, but the GM should determine the exact creature that answers the summons. If the creature can understand the caster, the creature can be controlled through normal communication. Otherwise, control is maintained only through concentration of the caster. If the creature is summoned for a task that is not dangerous (in its own perspective), the duration of this spell is 10 minutes per level. If the creature is ever put into a dangerous situation, the duration drops to 1 round per level. †
2. **Summons II** [D: V; R: 100'] As *Summons I*, except caster chooses one of the following options: a) the level of the summoned creature is increased by one, b) an extra first-level creature can be summoned, or c) the duration can be doubled. †
3. **Summons III** [D: V; R: 100'] As *Summons II*, except 2 options are chosen. †
4. **Summons IV** [D: V; R: 100'] As *Summons II*, except 3 options are chosen. †
5. **Summons V** [D: V; R: 100'] As *Summons II*, except 4 options are chosen. †
6. **Summons VI** [D: V; R: 100'] As *Summons II*, except 5 options are chosen. †
7. **Summons VII** [D: V; R: 100'] As *Summons II*, except 6 options are chosen. †
8. **Summons VIII** [D: V; R: 100'] As *Summons II*, except 7 options are chosen. †
9. **Summons X** [D: V; R: 100'] As *Summons II*, except 9 options are chosen. †
10. **Demonic Gate I** [D: C; R: 10'] Caster summons a Type I Demon that appears over the course of 2 rounds. The caster can only control it by concentrating. After the caster stops concentrating, the demon will fade out over the course of two rounds. However, during this two rounds, it will attack the closest being. †

\*: Instant spell, —: Not applicable, C: Concentration, T: Touch, V: Varies, P: Permanent, †: There are complex parameters that govern the use of this spell. See your GM for more information.

| Skill Bonus (Ranks)                       | Level   |         |         |         |         |         |         |         |         |         |
|---|---------|---------|---------|---------|---------|---------|---------|---------|---------|---------|
|   | 1st     | 2nd     | 3rd     | 4th     | 5th     | 6th     | 7th     | 8th     | 9th     | 10th    |
| <b>Armor • Heavy, Plate, unskilled</b>    | -28     | -28     | -28     | -28     | -28     | -28     | -28     | -28     | -28     | -28     |
| <b>Armor • Light, Soft Leather</b>        | —       | +15(3)  | +21(3)  | +23(3)  | +27(3)  | +27(3)  | +27(3)  | +27(3)  | +27(3)  | +27(3)  |
| <b>Armor • Light, Rigid Leather</b>       | +3(1)   | +18(4)  | +33(7)  | +38(8)  | +45(9)  | +45(9)  | +45(9)  | +45(9)  | +45(9)  | +45(9)  |
| <b>Armor • Medium, Chain</b>              | +17(3)  | +17(3)  | +17(3)  | +17(3)  | +17(3)  | +17(3)  | +17(3)  | +17(3)  | +17(3)  | +17(3)  |
| <b>Artistic • Active, unskilled</b>       | -40     | -37     | -34     | -33     | -32     | -32     | -32     | -32     | -32     | -32     |
| <b>Artistic • Passive, unskilled</b>      | -33     | -30     | -26     | -25     | -24     | -24     | -26     | -24     | -24     | -24     |
| <b>Athletic • Brawn, unskilled</b>        | -7      | -7      | -6      | -6      | -5      | -5      | -5      | -5      | -5      | -5      |
| <b>Athletic • Endurance, unskilled</b>    | -7      | -7      | -6      | -6      | -5      | -5      | -5      | -5      | -5      | -5      |
| Scaling                                   | —       | —       | —       | —       | —       | —       | —       | +13(1)  | +13(1)  | +13(1)  |
| <b>Athletic • Gymnastics, unskilled</b>   | -19     | -18     | -16     | -17     | -15     | -14     | -14     | -12     | -12     | -12     |
| Climbing                                  | +2(2)   | +3(2)   | +5(2)   | +4(2)   | +6(2)   | +7(2)   | +7(2)   | +9(2)   | +9(2)   | +9(2)   |
| <b>Awareness • Perceptions, unskilled</b> | +20     | +21     | +23     | +23     | +23     | +23     | +19     | +23     | +23     | +23     |
| Alertness                                 | +34(4)  | +35(4)  | +37(4)  | +37(4)  | +37(4)  | +37(4)  | +37(4)  | +37(4)  | +37(4)  | +37(4)  |
| <b>Awareness • Searching, unskilled</b>   | +2      | +3      | +5      | +6      | +6      | +7      | +5      | +9      | +9      | +11     |
| Detect Traps                              | —       | +21(1)  | +23(1)  | +24(1)  | +24(1)  | +25(1)  | +23(1)  | +27(1)  | +27(1)  | +29(1)  |
| Locate Hidden                             | —       | +21(1)  | +23(1)  | +24(1)  | +24(1)  | +25(1)  | +23(1)  | +27(1)  | +27(1)  | +29(1)  |
| Observation                               | —       | +21(1)  | +26(2)  | +27(2)  | +27(2)  | +28(2)  | +29(3)  | +33(3)  | +33(3)  | +35(3)  |
| <b>Awareness • Senses, unskilled</b>      | -10     | -9      | +10     | +10     | +10     | +10     | +6      | +12     | +12     | +12     |
| Time Sense                                | —       | —       | —       | +31(2)  | +31(2)  | +31(2)  | +27(2)  | +33(2)  | +33(2)  | +33(2)  |
| <b>Combat Maneuvers, unskilled</b>        | -29     | -27     | -25     | -26     | -24     | -23     | -23     | -23     | -23     | -23     |
| <b>Communications, unskilled</b>          | -2      | -1      | +6      | +8      | +9      | +10     | +10     | +10     | +10     | +10     |
| Dwarvish, spoken                          | +43(10) | +44(10) | +51(10) | +53(10) | +54(10) | +55(10) | +55(10) | +55(10) | +55(10) | +55(10) |
| Dwarvish, written                         | +37(8)  | +38(8)  | +45(8)  | +47(8)  | +48(8)  | +49(8)  | +49(8)  | +49(8)  | +49(8)  | +49(8)  |
| Common-speech, spoken                     | +34(7)  | +35(7)  | +42(7)  | +44(7)  | +45(7)  | +46(7)  | +46(7)  | +46(7)  | +46(7)  | +46(7)  |
| Common-speech, written                    | +28(5)  | +29(5)  | +36(5)  | +38(5)  | +39(5)  | +40(5)  | +40(5)  | +40(5)  | +40(5)  | +40(5)  |
| Elvish, spoken                            | +31(6)  | +32(6)  | +39(6)  | +41(6)  | +42(6)  | +43(6)  | +43(6)  | +43(6)  | +43(6)  | +43(6)  |
| Elvish, written                           | +28(5)  | +29(5)  | +36(5)  | +38(5)  | +39(5)  | +40(5)  | +40(5)  | +40(5)  | +40(5)  | +40(5)  |
| Orcish, spoken                            | +28(5)  | +29(5)  | +36(5)  | +38(5)  | +39(5)  | +40(5)  | +40(5)  | +40(5)  | +40(5)  | +40(5)  |
| <b>Crafts, unskilled</b>                  | -17     | -15     | -12     | -12     | -12     | -12     | -12     | -12     | -12     | -12     |
| Cooking                                   | +28(1)  | +30(1)  | +33(1)  | +33(1)  | +33(1)  | +33(1)  | +33(1)  | +33(1)  | +38(1)  | +38(1)  |
| Leather Crafting (Armor Repair)           | +18(1)  | +30(3)  | +33(3)  | +33(3)  | +33(3)  | +33(3)  | +33(3)  | +43(5)  | +43(5)  | +45(7)  |
| Metal Crafts (Iron Smithing)              | +28(3)  | +30(3)  | +33(3)  | +33(3)  | +33(3)  | +33(3)  | +33(3)  | +33(3)  | +33(3)  | +33(3)  |
| Rope Mastery                              | —       | —       | +23(1)  | +23(1)  | +23(1)  | +23(1)  | +23(1)  | +23(1)  | +23(1)  | +23(1)  |
| <b>Directed Spells, unskilled</b>         | -29     | -28     | -28     | -28     | -28     | -28     | -28     | -28     | -28     | -28     |
| <b>Influence, unskilled</b>               | -9      | -6      | -2      | -1      | +0      | +0      | +0      | +2      | +2      | +4      |
| Leadership                                | —       | —       | +16(1)  | +20(2)  | +21(2)  | +21(2)  | +21(2)  | +23(2)  | +23(2)  | +25(2)  |
| Public Speaking                           | +12(2)  | +15(2)  | +19(2)  | +23(3)  | +24(3)  | +24(3)  | +24(3)  | +26(3)  | +26(3)  | +28(3)  |
| <b>Lore • General, unskilled</b>          | +9      | +11     | +18     | +19     | +19     | +20     | +20     | +20     | +20     | +20     |
| “Home” Culture Lore                       | +39(5)  | +41(5)  | +48(5)  | +49(5)  | +49(5)  | +50(5)  | +50(5)  | +50(5)  | +50(5)  | +50(5)  |
| “Home” Region Lore                        | +33(3)  | +35(3)  | +42(3)  | +43(3)  | +43(3)  | +44(3)  | +44(3)  | +44(3)  | +44(3)  | +44(3)  |
| Religion                                  | +30(2)  | +32(2)  | +39(2)  | +40(2)  | +46(4)  | +47(4)  | +47(4)  | +47(4)  | +47(4)  | +47(4)  |
| <b>Lore • Magical, unskilled</b>          | -15     | -13     | -6      | +12     | +12     | +13     | +15     | +15     | +15     | +15     |
| Undead Lore                               | —       | —       | —       | +30(1)  | +30(1)  | +31(1)  | +36(2)  | +36(2)  | +36(2)  | +36(2)  |
| <b>Lore • Obscure, unskilled</b>          | -20     | -18     | -11     | +7      | +7      | +8      | +8      | +8      | +8      | +8      |
| Dragon Lore                               | —       | —       | —       | —       | —       | —       | —       | +26(1)  | +26(1)  | +26(1)  |
| <b>Lore • Technical, unskilled</b>        | -1      | +1      | +8      | +9      | +9      | +10     | +12     | +12     | +12     | +12     |
| Herb Lore                                 | —       | +19(1)  | +8(0)   | +9(0)   | +9(0)   | +28(1)  | +33(2)  | +33(2)  | +33(2)  | +33(2)  |
| Metal Lore                                | +20(2)  | +22(1)  | +29(2)  | +30(2)  | +30(2)  | +31(2)  | +33(2)  | +43(4)  | +43(4)  | +43(4)  |

### Special Items

**Staff of Evingclaw** [Levels Available: 1-10] Attacks as quarterstaff with a special +10 bonus to OB (because of its enchanted nature).

**Haringham's Bow** [Levels Available: 5-10] Attacks as a short bow with a special +15 bonus to OB (because of its enchanted nature). Also acts as a +1 Channeling adder.

**Alligator Hide Armor** [Levels Available: 5-10] Protects and encumbers as AT 7. Provides a special +15 bonus to DB (because of the exceptional nature of the material).

**Disarm trap kit** [Levels Available: 6-10] Provides a special +5 bonus to Disarm Traps skill (because the kit has a very large selection of tools in it).

**Cured Alligator Hide Armor** [Levels Available: 7-10] Protects and encumbers as AT 9. Provides a special +15 bonus to DB (because of the exceptional nature of the material).

**Rod of Yrgram** [Levels Available: 7-10] Attacks as a mace with a special bonus of +10 to OB (because of its unique construction). Also acts as a +3 Channeling adder.

**War Hammer of Yrgram** [Levels Available: 7-10] Attacks as a war hammer with a special bonus of +5 to OB (because of its unique construction).

**Vestments of Praaguth** [Levels Available: 8-10] Protects and encumbers as AT 5. Provides a special +15 bonus to DB (because of its magical nature). In addition, criticals from metal weapons are lessened by one degree (e.g., a C critical becomes an B critical, an A critical has no effect).

**Shield of Praaguth** [Levels Available: 8-10] Acts as a full shield with a special +10 bonus to DB (because it is reinforced with steel bindings). In addition, the shield gains a special bonus of +10 DB bonus when facing a foe with metal weapons (this is an enchanted property of the shield).

**Claw of Tellerak** [Levels Available: 9-10] Attacks as a mace with a special +10 bonus to OB (because of its enchanted nature). In addition, the mace acts as a x2 Channeling multiplier.

| Skill Bonus (Ranks)                           | Level  |        |        |        |        |        |        |        |        |         |
|---|--------|--------|--------|--------|--------|--------|--------|--------|--------|---------|
|   | 1st    | 2nd    | 3rd    | 4th    | 5th    | 6th    | 7th    | 8th    | 9th    | 10th    |
| <b>Outdoor • Animal, unskilled</b>            | -35    | -35    | -33    | -14    | -12    | -12    | -12    | -12    | -12    | -12     |
| Animal Handling                               | —      | —      | —      | —      | —      | —      | —      | +6(1)  | +6(1)  | +6(1)   |
| <b>Outdoor • Environmental, unskilled</b>     | +11    | +13    | +17    | +17    | +17    | +17    | +15    | +17    | +17    | +17     |
| Caving  | +32(2) | +34(2) | +38(2) | +38(2) | +38(2) | +38(2) | +36(2) | +38(2) | +38(2) | +38(2)  |
| Foraging                                      | +29(1) | +31(1) | +35(1) | +35(1) | +35(1) | +35(1) | +33(1) | +35(1) | +35(1) | +35(1)  |
| Survival (Underground)                        | —      | +34(2) | +38(2) | +38(2) | +38(2) | +38(2) | +36(2) | +38(2) | +38(2) | +38(2)  |
| <b>Power Awareness, unskilled</b>             | -1     | +2     | +6     | +9     | +10    | +12    | +10    | +12    | +12    | +12     |
| Attunement                                    | +17(1) | +23(2) | +27(2) | +30(2) | +31(2) | +33(2) | +34(3) | +36(3) | +36(3) | +39(4)  |
| Divination                                    | —      | +23(2) | +27(2) | +30(2) | +31(2) | +39(4) | +37(4) | +39(4) | +39(4) | +39(4)  |
| Read Runes                                    | —      | +20(1) | +24(1) | +27(1) | +28(1) | +30(1) | +28(1) | +30(1) | +30(1) | +33(1)  |
| <b>Power Manipulation, unskilled</b>          | -28    | -25    | -21    | -20    | -19    | -19    | -21    | -19    | -19    | -19     |
| <b>Science/Anal. • Basic, unskilled</b>       | -8     | -7     | -2     | +0     | +0     | +4     | +4     | +4     | +4     | +4      |
| Basic Math                                    | —      | —      | +16(1) | +18(1) | +18(0) | +25(2) | +25(2) | +25(2) | +25(2) | +25(2)  |
| <b>Science/Anal. • Specialized, unskilled</b> | -25    | -24    | -19    | -17    | -17    | -15    | -15    | -15    | -15    | -15     |
| <b>Self Control, unskilled</b>                | -24    | -19    | +0     | +0     | +0     | +0     | +2     | +2     | +2     | +4      |
| Meditation                                    | —      | —      | +21(2) | +21(2) | +21(2) | +21(2) | +23(2) | +23(2) | +23(2) | +25(2)  |
| <b>Special Attacks, unskilled</b>             | -25    | -24    | -24    | -24    | -24    | -24    | -24    | -24    | -24    | -24     |
| <b>Special Defenses, unskilled</b>            | -30    | -30    | -30    | -30    | -30    | -30    | -30    | -30    | -30    | -30     |
| <b>Spell Lists</b>                            |        |        |        |        |        |        |        |        |        |         |
| Spells • Bone Law                             | —      | +11(1) | +12(1) | +12(1) | +14(3) | +17(6) | +15(6) | +17(6) | +17(6) | +17(6)  |
| Spells • Calm Spirits                         | —      | —      | +12(1) | +12(1) | +12(1) | +12(1) | +10(1) | +12(1) | +12(1) | +12(1)  |
| Spells • Locating Ways                        | —      | —      | —      | +12(1) | +12(1) | +12(1) | +13(4) | +15(4) | +15(4) | +15(4)  |
| Spells • Lore                                 | —      | —      | —      | —      | —      | +14(3) | +12(3) | +14(3) | +14(3) | +14(3)  |
| Spells • Muscle Law                           | —      | —      | —      | —      | +13(2) | +13(2) | +11(2) | +13(2) | +13(2) | +13(2)  |
| Spells • Nerve Law                            | —      | —      | —      | —      | —      | —      | —      | —      | —      | +14(3)  |
| Spells • Organ Law                            | —      | —      | —      | —      | —      | —      | —      | +13(2) | +13(2) | +13(2)  |
| Spells • Symbolic Ways                        | —      | —      | —      | —      | —      | —      | —      | —      | +14(3) | +14(3)  |
| Spells • Barrier Law                          | —      | +12(2) | +13(3) | +13(2) | +13(2) | +13(2) | +11(2) | +13(2) | +13(2) | +13(2)  |
| Spells • Concussion's Way                     | —      | —      | —      | —      | —      | —      | —      | —      | —      | +13(2)  |
| Spells • Lofty Movements                      | —      | +13(3) | +14(3) | +14(3) | +14(3) | +14(3) | +15(6) | +17(6) | +17(6) | +17(6)  |
| Spells • Nature's Law                         | —      | —      | —      | +14(3) | +14(3) | +14(3) | +12(3) | +14(3) | +14(3) | +14(3)  |
| Spells • Purifications                        | —      | —      | —      | —      | —      | +13(2) | +11(2) | +13(2) | +16(5) | +16(5)  |
| Spells • Sound's Way                          | —      | —      | —      | —      | +14(3) | +14(3) | +12(3) | +17(6) | +17(6) | +17(6)  |
| Spells • Spell Defense                        | —      | —      | +13(2) | +13(2) | +13(2) | +13(2) | +11(2) | +13(2) | +16(5) | +18(7)  |
| Spells • Weather Ways                         | —      | —      | +14(3) | +14(3) | +14(3) | +14(3) | +12(3) | +14(3) | +14(3) | +14(3)  |
| Spells • Channels                             | —      | —      | —      | +14(3) | +14(3) | +16(5) | +16(7) | +20(9) | +20(9) | +21(10) |
| Spells • Communal Ways                        | —      | —      | +14(3) | +15(5) | +16(5) | +16(5) | +16(7) | +20(9) | +20(9) | +20(9)  |
| Spells • Life Mastery                         | —      | —      | —      | —      | —      | —      | —      | +12(1) | +12(1) | +13(2)  |
| Spells • Protections                          | —      | +13(3) | +14(3) | +15(4) | +16(5) | +16(5) | +14(5) | +17(6) | +19(8) | +21(10) |
| Spells • Repulsions                           | +12(2) | +13(3) | +14(3) | +14(3) | +14(3) | +14(3) | +12(3) | +14(3) | +14(3) | +14(3)  |
| Spells • Summons                              | —      | —      | —      | +15(4) | +16(5) | +17(6) | +17(8) | +19(8) | +19(8) | +19(8)  |
| <b>Subterfuge • Attack, unskilled</b>         | -22    | -21    | -20    | -20    | -20    | -20    | -22    | -20    | -20    | -20     |
| <b>Subterfuge • Mechanics, unskilled</b>      | -27    | -27    | -25    | -7     | -7     | -6     | -8     | -6     | -4     | -4      |
| Disarm Traps                                  | —      | —      | —      | —      | —      | +12(1) | +10(1) | +12(1) | +17(2) | +17(2)  |
| <b>Subterfuge • Stealth, unskilled</b>        | -22    | -21    | -3     | -3     | -3     | -3     | -5     | -3     | -3     | -3      |
| Stalking                                      | —      | —      | —      | —      | +15(1) | +15(1) | +13(1) | +15(1) | +15(1) | +15(1)  |
| <b>Tech/Trade • General, unskilled</b>        | +3     | +5     | +9     | +10    | +10    | +11    | +11    | +11    | +11    | +11     |
| First Aid                                     | +21(1) | +23(1) | +27(1) | +31(2) | +31(2) | +35(3) | +35(3) | +35(3) | +38(3) | +38(3)  |
| Orienteering                                  | +21(1) | +23(1) | +27(1) | +28(1) | +28(1) | +29(1) | +29(1) | +29(1) | +29(1) | +29(1)  |
| Using Prepared Herbs                          | +21(1) | +23(1) | +27(1) | +28(1) | +28(1) | +29(1) | +29(1) | +29(1) | +29(1) | +29(1)  |
| <b>Tech/Trade • Professional, unskilled</b>   | -20    | -19    | -14    | -13    | -13    | -12    | -12    | -12    | -12    | -12     |
| <b>Tech/Trade • Vocational, unskilled</b>     | -20    | -19    | -14    | -13    | -13    | -12    | -12    | -12    | -12    | -12     |
| Evaluate Armor                                | +15(1) | +16(1) | +21(1) | +22(1) | +27(2) | +28(2) | +28(2) | +28(2) | +28(2) | +28(2)  |
| Evaluate Weapon                               | +15(1) | +16(1) | +21(1) | +22(1) | +22(1) | +23(1) | +23(1) | +23(1) | +23(1) | +23(1)  |
| <b>Urban, unskilled</b>                       | -29    | -26    | -22    | -21    | -21    | -3     | -5     | -3     | -3     | -3      |
| <b>Weapon • 1-H Concussion, unskilled</b>     | +2     | +2     | +2     | +2     | +2     | +2     | +4     | +4     | +4     | +6      |
| Mace  | +32(5) | +32(5) | +32(5) | +32(5) | +32(5) | +32(5) | +34(5) | +37(6) | +37(6) | +37(6)  |
| War Hammer                                    | —      | —      | —      | —      | —      | +20(1) | +25(2) | +28(3) | +31(4) | +36(5)  |
| <b>Weapon • 1-H Edged, unskilled</b>          | -23    | -23    | -23    | -23    | -23    | -23    | -23    | -23    | -23    | -23     |
| <b>Weapon • 2-Handed, unskilled</b>           | -4     | -4     | -4     | -4     | -2     | -2     | -2     | -2     | -2     | -2      |
| Quarterstaff                                  | +17(2) | +17(2) | +17(2) | +20(2) | +22(2) | +27(3) | +27(3) | +27(3) | +27(3) | +27(3)  |
| <b>Weapon • Missile, unskilled</b>            | -27    | -27    | -27    | -27    | -10    | -8     | -8     | -8     | -8     | -8      |
| Short Bow                                     | —      | —      | —      | —      | +8(1)  | +10(1) | +10(1) | +10(1) | +10(1) | +10(1)  |
| <b>Weapon • Missile Artillery, unskilled</b>  | -22    | -22    | -22    | -19    | -19    | -18    | -20    | -18    | -18    | -18     |
| <b>Weapon • Pole Arms, unskilled</b>          | -23    | -23    | -23    | -23    | -23    | -23    | -23    | -23    | -23    | -23     |
| <b>Weapon • Thrown, unskilled</b>             | -10    | -10    | -10    | -10    | -10    | -10    | -10    | -10    | -10    | -10     |
| Thrown Hammer                                 | +8(1)  | +8(1)  | +8(1)  | +8(1)  | +8(1)  | +8(1)  | +8(1)  | +8(1)  | +8(1)  | +8(1)   |





Name: \_\_\_\_\_  
Race: Human Profession: Cleric  
Height: 6'0" Weight: 196  
Hair: Blonde Eyes: Hazel  
Personality: \_\_\_\_\_  
Motivations/Alignment: \_\_\_\_\_

| Stat Bonuses      | Level  |        |          |          |          |          |          |          |          |          |
|-------------------|--------|--------|----------|----------|----------|----------|----------|----------|----------|----------|
|                   | 1st    | 2nd    | 3rd      | 4th      | 5th      | 6th      | 7th      | 8th      | 9th      | 10th     |
| Agility           | 41(+0) | 36(+0) | 46(+0)   | 59(+0)   | 64(+0)   | 73(+1)   | 73(+1)   | 73(+1)   | 73(+1)   | 73(+1)   |
| Constitution      | 54(+0) | 71(+1) | 78(+2)   | 83(+3)   | 85(+4)   | 85(+4)   | 85(+4)   | 85(+4)   | 82(+3)   | 85(+4)   |
| Memory            | 90(+5) | 99(+9) | 100(+10) | 100(+10) | 100(+10) | 100(+10) | 100(+10) | 100(+10) | 100(+10) | 100(+10) |
| Reasoning         | 74(+1) | 78(+2) | 83(+3)   | 84(+3)   | 84(+3)   | 84(+3)   | 84(+3)   | 84(+3)   | 84(+3)   | 84(+3)   |
| Self Discipline   | 52(+2) | 58(+2) | 68(+2)   | 74(+3)   | 74(+3)   | 74(+3)   | 74(+3)   | 74(+3)   | 74(+3)   | 70(+3)   |
| Empathy           | 64(+0) | 71(+1) | 77(+2)   | 78(+2)   | 83(+3)   | 87(+4)   | 87(+4)   | 87(+4)   | 87(+4)   | 87(+4)   |
| Intuition         | 95(+7) | 97(+8) | 97(+8)   | 97(+8)   | 97(+8)   | 97(+8)   | 97(+8)   | 97(+8)   | 97(+8)   | 97(+8)   |
| Presence          | 49(+0) | 62(+0) | 67(+0)   | 71(+1)   | 73(+1)   | 71(+1)   | 75(+2)   | 78(+2)   | 80(+3)   | 81(+3)   |
| Quickness         | 42(+0) | 51(+0) | 64(+0)   | 71(+1)   | 74(+1)   | 75(+2)   | 75(+2)   | 75(+2)   | 75(+2)   | 75(+2)   |
| Strength          | 69(+2) | 79(+4) | 85(+6)   | 86(+6)   | 86(+6)   | 86(+6)   | 86(+6)   | 86(+6)   | 86(+6)   | 86(+6)   |
| Other Information | Level  |        |          |          |          |          |          |          |          |          |
|                   | 1st    | 2nd    | 3rd      | 4th      | 5th      | 6th      | 7th      | 8th      | 9th      | 10th     |
| Hits              | 34     | 36     | 38       | 41       | 49       | 49       | 55       | 55       | 59       | 61       |
| Power Points      | 12     | 19     | 19       | 25       | 25       | 31       | 31       | 37       | 37       | 43       |
| Exhaustion Pts.   | 40     | 43     | 46       | 49       | 52       | 52       | 52       | 52       | 49       | 52       |
| Armor Type        | 6      | 7      | 8        | 8        | 8        | 8        | 8        | 8        | 8        | 8        |
| MM Penalty        | -0     | -10    | -15      | -15      | -15      | -15      | -15      | -15      | -15      | -15      |
| Defensive Bonus   | +0     | +0     | +0       | +0       | +0       | +0       | +0       | +0       | +0       | +0       |
| Move Rate         | 50     | 40     | 35       | 38       | 38       | 41       | 41       | 41       | 41       | 41       |
| Channeling RR     | +36    | +39    | +39      | +39      | +39      | +39      | +39      | +39      | +39      | +39      |
| Essence RR        | +0     | +3     | +6       | +6       | +9       | +12      | +12      | +12      | +12      | +12      |
| Mentalism RR      | +0     | +0     | +0       | +3       | +3       | +3       | +6       | +6       | +9       | +9       |
| Chan/Ess RR       | +7     | +9     | +10      | +10      | +11      | +12      | +12      | +12      | +12      | +12      |
| Chan/Ment RR      | +7     | +8     | +8       | +9       | +9       | +9       | +10      | +10      | +11      | +11      |
| Ess/Ment RR       | +0     | +1     | +2       | +3       | +4       | +5       | +6       | +6       | +7       | +7       |
| Poison RR         | +0     | +3     | +6       | +9       | +12      | +12      | +12      | +12      | +9       | +12      |
| Disease RR        | +0     | +3     | +6       | +9       | +12      | +12      | +12      | +12      | +9       | +12      |
| Fear RR           | +6     | +6     | +6       | +9       | +9       | +9       | +9       | +9       | +9       | +9       |
| Hits/Hr Resting   | 1      | 1      | 1        | 2        | 2        | 2        | 2        | 2        | 2        | 2        |
| Hits/Sleep Cycle  | 1      | 2      | 4        | 6        | 8        | 8        | 8        | 8        | 6        | 8        |
| PPs/Hr Resting    | 4      | 4      | 4        | 4        | 4        | 4        | 4        | 4        | 4        | 4        |
| PPs/Sleep Cycle   | 6      | 10     | 10       | 13       | 13       | 16       | 16       | 19       | 19       | 22       |

#### Normal Equipment List

Broadsword  
Spear  
Leather coat, metal-studded  
leather coat, or full-length  
metal-studded leather coat  
(depending on level)  
Short Bow  
Outfitted Belt  
—4 Daggers  
—Map of known world & case  
—Holy symbol  
—Grapeleaf (hallucinogen used  
for worship ritual once/week)  
—First aid kit & case  
—Money purse: 38sp & 2 gp  
Pairs of pants  
Shirts  
Leather boots  
Light war horse  
—Saddle  
Saddle bags  
—150' rope  
—Scaling hooks  
—Lockpicking kit  
—First aid kit  
—Bedroll  
—Extra pair of pants  
—Extra 2 shirts  
—Variety of trade goods

#### Special Notes

Has a mentor who will provide training in a wide variety of skills.

#### Spell Casting

Must have at least one free hand.  
Must be able to speak at least in a whisper.



## Channels

1. **Create Holy Water** [D: P; R: T] When this spell is cast, up to four ounces of clean, clear water is transformed into holy water. This spell takes 1 hour to cast. If the water is not placed into a clean receptacle, its holy nature is ruined.
2. **Calming\*** [D: 1 rnd/10 fail; R: 50'] Caster points his arm (elbow locked and fist clenched) at the target and channels raw power from his power source (usually a deity). The target of the spell may take no aggressive/offensive action, and will only fight if attacked.
3. **Channels I\*** [D: —; R: V] When this spell is cast, the first level spell that the caster begins to cast the next round will be "channeled" to another spell user of the Channeling realm. †
5. **Stunning\*** [D: 1 rnd/10 fail; R: 50'] Caster points his arm (elbow locked and fist clenched) at the target and channels raw power from his power source (usually a deity). The target of the spell is stunned.
6. **Channels III\*** [D: —; R: V] As *Channels I*, except up to a third level spell may be transmitted.
8. **Golden Slumbers\*** [D: 1 rnd/10 fail; R: 50'] Caster points his arm (elbow locked and fist clenched) at the target and channels raw power from his power source (usually a deity). The target of the spell falls asleep. †
10. **Channels V\*** [D: —; R: V] As *Channels I*, except up to a fifth level spell may be transmitted.

## Protections

1. **Prayer I** [D: V; R: 100'] Targets gets a +5 bonus to his RRs and maneuver rolls. The duration of this spell is 10 minutes per level if cast on a non-mobile target (if the target is subsequently moved, the spell is dispelled). If cast on a mobile target, the spell will last as long as the caster concentrates. If the caster is the target, the duration is 1 min/level.
2. **Bless I** [D: V; R: 100'] As *Prayer I*, except bonus applies to DB and maneuvers rolls.
3. **Resistance I** [D: V; R: 100'] As *Prayer I*, except bonus applies to DB and RRs.
4. **Heat Resistance\*** [D: V; R: 100'] Targets is protected from natural heat (up to 170°F; treat as if target were in 70°F temperature). Target also receives +20 to RRs versus heat spells and heat attacks (+20 DB versus elemental fire and heat attacks). The duration of this spell is 10 minutes per level if cast on a non-mobile target (if the target is subsequently moved, the spell is dispelled). If cast on a mobile target, the spell will last as long as the caster concentrates. †
5. **Cold Resistance\*** [D: V; R: 100'] As *Heat Resistance*, except target is protected from natural cold down to 20°F (treat as if target were in 70°F temperature). †
8. **Temperature Sphere I** [D: V; R: 10'] All within a 10' radius are allowed the benefits of either a *Heat Resistance* or a *Cold Resistance* spell (must be the same for all targets). The sphere is not mobile. The duration is the same as *Heat Resistance*.
10. **Protection Sphere I** [D: V; R: 10'] All within a 10' radius are allowed the benefits of either *Prayer I* or *Bless I* or *Resistance I* (must be the same for all targets). The sphere is not mobile. The duration is as *Heat Resistance*.

## Communal Ways

1. **Guess** [D: —; R: self] When faced with a choice about which he has little or no information, the GM will determine which way he goes, biasing the choice favorable by 25% (e.g., roll d100: correct on a 26-100, incorrect on a 01-25). †
3. **Intuitions I** [D: —; R: self] Caster gains a vision of what will probably happen in the next minute if he takes a specified action.
4. **Dream I** [D: sleep; R: self] Caster has a dream relating to a topic decided upon just before retiring for sleep. The caster must sleep for a normal sleep cycle (minimum of 4 hours) for this spell to work.
5. **Intuitions III** [D: —; R: self] As *Intuitions I*, except caster gets to gaze three minutes into the future.
6. **Death's Tale** [D: —; R: self] Caster gets a vision of the events surrounding the death of any one dead target (through the eyes of the deceased). He also gets a view of the killer (if any). †
7. **Channel Opening I** [D: C; R: 1 mile/lvl] Caster can make contact with any one known target he is acquainted with. This spell will enable the caster to learn the specific location of the other being.
8. **Intuitions V** [D: —; R: self] As *Intuitions I*, except caster gets to gaze five minutes into the future.
10. **Dream III** [D: sleep; R: self] As *Dream I*, except limit is three dreams per night on different topics.

## Life Mastery

1. **Preservation** [D: 1 min/lvl; R: 10'] Caster can preserve a "dead" body. †
2. **Lifekeeping I** [D: 1 min/lvl; R: 10'] Caster can prevent the soul of a "dead" body from leaving its body. †
3. **Preservation II** [D: 1 hr/lvl; R: 10'] As *Preservation I*, except for the duration. †
4. **Heal Life Essence I** [D: P; R: 10'] The target of this spell will be healed of d10 points of lost Constitution. †
5. **Lifekeeping II** [D: 1 hr/lvl; R: 10'] As *Lifekeeping I*, except for duration. †
6. **Heal Life Essence II** [D: P; R: 10'] As *Heal Life Essence I*, except will heal 2d10 lost points. †
7. **Preservation III** [D: 1 day/lvl; R: 10'] As *Preservation I*, except for the duration. †
9. **Heal Life Essence III** [D: P; R: 10'] As *Heal Life Essence I*, except will heal 3d10 lost points. †
10. **Preservation IV** [D: 1 week/lvl; R: 10'] As *Preservation I*, except for the duration. †

## Repulsions

1. **Repel Undead V** [D: 1 min/lvl; R: 100'] Causes up to 5 Undead to flee or disintegrate. †
2. **Cancel Channeling** [D: C; R: self] When the caster of this spell is a target of a spell from the realm of Channeling, the "incoming" spell must first make an RR. For RR purposes, each spell uses a level equal to its caster's level. If the "incoming" spell is successful, it may target the caster normally; otherwise, the incoming spell has no effect on this target.
3. **Anti-Channels I** [D: —; R: 100'] Cancels a *Channels I* spell being transmitted or received within the range.
4. **Neutralize Curse I** [D: 1 min/lvl; R: 100'] Nullifies a curse for the duration of this spell. The curse is not dispelled and takes effect after the duration of this spell. The curse makes an RR with a -20 penalty.
5. **Anti-Channels III** [D: —; R: 100'] As *Anti-Channels I*, except affects up to a *Channels III*.
6. **Repel Undead IX** [D: 1 min/lvl; R: 100'] As *Repel Undead V*, except up to 9 Undead may be affected.
7. **Remove Curse** [D: P; R: T] Dispels a curse if the curse fails an RR. The curse's level is the level of the caster of the original curse. †
8. **Dispel Channeling I** [D: —; R: 10'] Any active spell from the realm of Channeling that is on the target must make an RR (use the level of that's spells caster as the spell's level). If the spell fails its RR, it is dispelled.
9. **Neutralize Curse II** [D: 1 hr/lvl; R: 100'] As *Neutralize Curse I*, except for duration.
10. **Anti-Channels V** [D: —; R: 100'] As *Anti-Channels I*, except affects up to a *Channels V*.

## Summons

1. **Summons I** [D: V; R: 100'] Caster magically summons a first-level, on-intelligent creature from the surrounding area. The caster can specify the type of creature, but the GM should determine the exact creature that answers the summons. If the creature can understand the caster, the creature can be controlled through normal communication. Otherwise, control is maintained only through concentration of the caster. If the creature is summoned for a task that is not dangerous (in its own perspective), the duration of this spell is 10 minutes per level. If the creature is ever put into a dangerous situation, the duration drops to 1 round per level. †
2. **Summons II** [D: V; R: 100'] As *Summons I*, except caster chooses one of the following options: a) the level of the summoned creature is increased by one, b) an extra first-level creature can be summoned, or c) the duration can be doubled. †
3. **Summons III** [D: V; R: 100'] As *Summons II*, except 2 options are chosen. †
4. **Summons IV** [D: V; R: 100'] As *Summons II*, except 3 options are chosen. †
5. **Summons V** [D: V; R: 100'] As *Summons II*, except 4 options are chosen. †
6. **Summons VI** [D: V; R: 100'] As *Summons II*, except 5 options are chosen. †
7. **Summons VII** [D: V; R: 100'] As *Summons II*, except 6 options are chosen. †
8. **Summons VIII** [D: V; R: 100'] As *Summons II*, except 7 options are chosen. †
9. **Summons X** [D: V; R: 100'] As *Summons II*, except 9 options are chosen. †
10. **Demonic Gate I** [D: C; R: 10'] Caster summons a Type I Demon that appears over the course of 2 rounds. The caster can only control it by concentrating. After the caster stops concentrating, the demon will fade out over the course of two rounds. However, during this two rounds, it will attack the closest being. †

\*: Instant spell, —: Not applicable, C: Concentration, T: Touch, V: Varies, P: Permanent, †: There are complex parameters that govern the use of this spell. See your GM for more information.

| Skill Bonus (Ranks)                       | Level   |         |         |         |         |         |         |         |         |         |
|---|---------|---------|---------|---------|---------|---------|---------|---------|---------|---------|
|   | 1st     | 2nd     | 3rd     | 4th     | 5th     | 6th     | 7th     | 8th     | 9th     | 10th    |
| <b>Armor • Heavy, Plate</b>               | -26     | -22     | -18     | -18     | -18     | -17     | -17     | -17     | -17     | -17     |
| <b>Armor • Light, Soft Leather</b>        | +24(4)  | +34(6)  | +36(6)  | +36(6)  | +36(6)  | +38(6)  | +38(6)  | +38(6)  | +38(6)  | +38(6)  |
| <b>Armor • Light, Rigid Leather</b>       | +15(1)  | +19(1)  | +21(1)  | +21(1)  | +21(1)  | +23(1)  | +23(1)  | +23(1)  | +23(1)  | +23(1)  |
| <b>Armor • Medium, Chain</b>              | -26     | -22     | -18     | -18     | -3      | -17     | -17     | -17     | -17     | -17     |
| <b>Artistic • Active, unskilled</b>       | -30     | 29      | -28     | -27     | -26     | -24     | -23     | -23     | -22     | -22     |
| <b>Artistic • Passive, unskilled</b>      | -23     | -21     | -20     | -19     | -18     | -17     | -16     | -16     | +2      | +2      |
| Sculpting                                 | —       | —       | —       | —       | —       | —       | —       | —       | +20(1)  | +20(1)  |
| <b>Athletic • Brawn, unskilled</b>        | -11     | -8      | -5      | -4      | -3      | -2      | -2      | -2      | -3      | -2      |
| <b>Athletic • Endurance, unskilled</b>    | -9      | -6      | -3      | -2      | -1      | +0      | +0      | +0      | +1      | +2      |
| Scaling                                   | —       | —       | +15(1)  | +16(1)  | +20(2)  | +21(2)  | +21(2)  | +21(2)  | +22(2)  | +23(2)  |
| Swimming                                  | +12(2)  | +15(2)  | +18(2)  | +19(2)  | +20(2)  | +21(2)  | +21(2)  | +21(2)  | +22(2)  | +23(2)  |
| <b>Athletic • Gymnastics, unskilled</b>   | -11     | -11     | -11     | -10     | -8      | -5      | -5      | -5      | -3      | -3      |
| Climbing                                  | +7(1)   | +7(1)   | +10(2)  | +11(2)  | +13(2)  | +16(2)  | +19(3)  | +19(3)  | +21(3)  | +24(4)  |
| <b>Awareness • Perceptions, unskilled</b> | +21     | +23     | +23     | +24     | +24     | +24     | +24     | +24     | +24     | +24     |
| Alertness                                 | +23(2)  | +25(2)  | +25(2)  | +26(2)  | +26(2)  | +26(2)  | +26(2)  | +26(2)  | +26(2)  | +26(2)  |
| <b>Awareness • Searching, unskilled</b>   | +4      | +6      | +9      | +10     | +12     | +12     | +12     | +12     | +14     | +14     |
| Lie Perception                            | —       | —       | +27(1)  | +28(1)  | +30(1)  | +30(1)  | +33(2)  | +33(2)  | +38(3)  | +38(3)  |
| Observation                               | +22(1)  | +24(1)  | +27(1)  | +28(1)  | +33(2)  | +33(2)  | +36(3)  | +36(3)  | +38(3)  | +38(3)  |
| <b>Awareness • Senses, unskilled</b>      | -9      | -7      | +10     | +11     | +13     | +13     | +13     | +13     | +13     | +13     |
| Time Sense                                | —       | —       | —       | —       | —       | —       | +34(2)  | +34(2)  | +34(2)  | +34(2)  |
| <b>Combat Maneuvers, unskilled</b>        | -28     | -28     | -28     | -26     | -26     | -24     | -24     | -24     | -24     | +22     |
| Mounted Combat                            | —       | —       | +7(1)   | +9(1)   | +14(2)  | +16(2)  | +21(3)  | +21(3)  | +26(4)  | +31(5)  |
| <b>Communications, unskilled</b>          | +11     | +17     | +20     | +20     | +21     | +22     | +22     | +22     | +22     | +22     |
| Common-speech, spoken                     | +56(10) | +62(10) | +65(10) | +65(10) | +66(10) | +67(10) | +67(10) | +67(10) | +67(10) | +67(10) |
| Common-speech, written                    | +56(10) | +62(10) | +65(10) | +65(10) | +66(10) | +67(10) | +67(10) | +67(10) | +67(10) | +67(10) |
| Small-speech, spoken                      | +47(7)  | +53(7)  | +56(7)  | +56(7)  | +57(7)  | +58(7)  | +58(7)  | +58(7)  | +58(7)  | +58(7)  |
| Small-speech, written                     | +41(5)  | +47(5)  | +50(5)  | +50(5)  | +51(5)  | +52(5)  | +52(5)  | +52(5)  | +52(5)  | +52(5)  |
| Hill-speech, spoken                       | +41(5)  | +47(5)  | +50(5)  | +50(5)  | +51(5)  | +52(5)  | +52(5)  | +52(5)  | +52(5)  | +52(5)  |
| Hill-speech, written                      | +35(3)  | +41(3)  | +44(3)  | +44(3)  | +45(3)  | +46(3)  | +46(3)  | +46(3)  | +46(3)  | +46(3)  |
| <b>Crafts, unskilled</b>                  | -23     | -19     | -18     | -17     | -17     | -16     | -16     | -16     | -16     | -16     |
| Rope Mastery                              | +12(1)  | +16(1)  | +17(1)  | +18(1)  | +18(1)  | +19(1)  | +19(1)  | +19(1)  | +19(1)  | +19(1)  |
| Wood Crafts (Arrow Shafts)                | +12(1)  | +16(1)  | +17(1)  | +18(1)  | +18(1)  | +19(1)  | +19(1)  | +19(1)  | +19(1)  | +19(1)  |
| <b>Directed Spells, unskilled</b>         | -28     | -28     | -28     | -27     | -27     | -25     | -25     | -25     | -25     | -25     |
| <b>Influence, unskilled</b>               | -18     | -16     | +2      | +3      | +4      | +5      | +6      | +8      | +9      | +11     |
| Leadership                                | —       | —       | —       | —       | +22(1)  | +23(1)  | +24(1)  | +26(1)  | +30(2)  | +32(2)  |
| <b>Lore • General, unskilled</b>          | +6      | +15     | +18     | +18     | +20     | +20     | +20     | +22     | +24     | +26     |
| “Home” Culture Lore                       | +30(3)  | +39(3)  | +42(3)  | +42(3)  | +44(3)  | +44(3)  | +44(3)  | +46(3)  | +48(3)  | +50(3)  |
| History                                   | +24(1)  | +33(1)  | +36(1)  | +36(1)  | +38(1)  | +38(1)  | +38(1)  | +40(1)  | +42(1)  | +44(1)  |
| Fauna Lore                                | +24(1)  | +33(1)  | +36(1)  | +36(1)  | +38(1)  | +38(1)  | +38(1)  | +40(1)  | +42(1)  | +44(1)  |
| “Home” Region Lore                        | +30(3)  | +39(3)  | +42(3)  | +42(3)  | +44(3)  | +44(3)  | +44(3)  | +46(3)  | +48(3)  | +50(3)  |
| Religion                                  | —       | —       | +39(2)  | +45(4)  | +47(4)  | +47(4)  | +53(6)  | +55(6)  | +57(6)  | +65(8)  |
| <b>Lore • Magical, unskilled</b>          | -14     | -5      | +15     | +15     | +15     | +15     | +15     | +15     | +15     | +15     |
| <b>Lore • Obscure, unskilled</b>          | -19     | +7      | +10     | +10     | +10     | +10     | +10     | +10     | +10     | +10     |
| <b>Lore • Technical, unskilled</b>        | -19     | +7      | +10     | +10     | +10     | +10     | +10     | +10     | +10     | +10     |
| Herb Lore                                 | —       | —       | +28(1)  | +28(1)  | +28(1)  | +28(1)  | +28(1)  | +28(1)  | +10     | +28(1)  |
| <b>Outdoor • Animal, unskilled</b>        | -8      | -4      | -2      | -2      | +0      | +5      | +5      | +7      | +7      | +7      |
| Driving                                   | —       | —       | —       | +16(1)  | +18(1)  | +23(1)  | +23(1)  | +25(1)  | +25(1)  | +25(1)  |
| Riding (Horses)                           | +10(1)  | +14(1)  | +19(2)  | +19(2)  | +21(2)  | +26(2)  | +29(3)  | +31(3)  | +34(4)  | +34(4)  |

#### Special Items

**Phraenon's Wand of Inspiration** [Levels Available: 1-10] +2 Channeling spell adder.

**Loupe du Nord** [Levels Available: 1-10] Special eyepiece that provides +10 bonus to Appraising.

**Snakeskin Armor** [Levels Available: 1-10] Protects and encumbers as AT 7. Provides a special +5 bonus to DB (because of the exceptional nature of the material).

**High Steel Arrows** [Levels Available: 1-6] Provides a special +5 bonus to any attack made with a short bow (due to the exceptional edge on the arrowheads).

**Lockpick Set** [Levels Available: 4-10] Provides a special +5 bonus to Lockpicking.

**Low Steel Broadsword** [Levels Available: 5-10] Attacks as a broadsword with a special bonus of +10 to OB (because of the exceptional nature of its materials).

**Stinger's Collection** [Levels Available: 7-10] Lockpick kit providing a special +20 bonus to Lockpicking (because of the exceptional quality and variety of the tools).

**Phial of Stun Relief** [Levels Available: 6-10] Contains a congealed ointment that when licked provides its imbiber with one round of stun relief. Contains 10 doses.

**Sculpting Tools** [Level Available: 7] Provides +10 bonus to Sculpting (because of the exceptional nature of their materials).

**Phraenon's Extension (x2)** [Levels Available: 7-10] Each of the two extensions to Phraenon's Wand of Inspiration provides an additional +1 Channeling spell adder when properly attached to Phraenon's Wand.

**Personalized Military Saddle** [Levels Available: 8-10] Provides this Human Cleric with a special +15 bonus to Mounted Combat (due to its enchanted nature).

**Potion of Summons VI** [Level Available: 8] The drinker of this potion can immediately cast Summons VI as per the drinkers own level. No PP's required. 1 dose.

| Skill Bonus (Ranks)                           | Level  |        |        |        |        |        |        |        |        |        |
|---|--------|--------|--------|--------|--------|--------|--------|--------|--------|--------|
|   | 1st    | 2nd    | 3rd    | 4th    | 5th    | 6th    | 7th    | 8th    | 9th    | 10th   |
| <b>Outdoor • Environmental, unskilled</b>     | +8     | +13    | +14    | +17    | +17    | +19    | +21    | +21    | +21    | +21    |
| Foraging                                      | —      | +31(1) | +32(1) | +38(2) | +38(2) | +40(2) | +45(3) | +48(4) | +48(4) | +48(4) |
| Star-gazing                                   | —      | +31(1) | +32(1) | +35(1) | +38(2) | +40(2) | +42(2) | +45(3) | +45(3) | +45(3) |
| <b>Power Awareness, unskilled</b>             | -13    | +6     | +7     | +10    | +11    | +14    | +15    | +17    | +18    | +20    |
| Attunement                                    | —      | —      | —      | —      | —      | +32(1) | +33(1) | +38(2) | +39(2) | +41(2) |
| Divination                                    | —      | —      | —      | —      | —      | —      | +39(3) | +50(6) | +51(6) | +53(6) |
| Power Perception                              | —      | —      | —      | +28(1) | +29(1) | +32(1) | +33(1) | +35(1) | +36(1) | +41(2) |
| <b>Power Manipulation, unskilled</b>          | -18    | -16    | -15    | -14    | -13    | -12    | -11    | -11    | -10    | -10    |
| <b>Science/Anal. • Basic, unskilled</b>       | -6     | +0     | +3     | +3     | +3     | +3     | +3     | +3     | +3     | +3     |
| Basic Math                                    | +12(1) | +18(1) | +21(1) | +21(1) | +21(1) | +21(1) | +21(1) | +21(1) | +21(1) | +21(1) |
| <b>Science/Anal. • Specialized, unskilled</b> | -23    | -17    | -14    | -14    | -14    | -14    | -14    | -14    | -14    | -14    |
| <b>Self Control, unskilled</b>                | -26    | -9     | -9     | -4     | -4     | -4     | -3     | -3     | -2     | +0     |
| Healing Trance                                | —      | —      | —      | —      | —      | —      | —      | +15(1) | +16(1) | +15(1) |
| Meditation                                    | —      | —      | —      | —      | —      | +17(2) | +18(2) | +18(2) | +19(2) | +21(2) |
| <b>Special Attacks, unskilled</b>             | -26    | -24    | -22    | -21    | -21    | -20    | -20    | -20    | -20    | -20    |
| <b>Special Defenses, unskilled</b>            | -30    | -30    | -30    | -30    | -30    | -10    | -30    | -30    | -30    | -30    |
| <b>Spell Lists</b>                            |        |        |        |        |        |        |        |        |        |        |
| Barrier Law                                   | —      | —      | —      | —      | —      | —      | +15(2) | +15(2) | +15(2) | +15(2) |
| Concussion's Ways                             | —      | —      | +16(3) | +16(3) | +16(3) | +16(3) | +16(3) | +19(6) | +19(6) | +22(9) |
| Lofty Movements                               | —      | —      | +15(2) | +15(2) | +18(5) | +18(5) | +18(5) | +18(5) | +18(5) | +18(5) |
| Nature's Law                                  | —      | +15(2) | +15(2) | +15(2) | +15(2) | +15(2) | +15(2) | +15(2) | +15(2) | +15(2) |
| Purifications                                 | —      | —      | —      | +15(2) | +15(2) | +15(2) | +15(2) | +15(2) | +15(2) | +15(2) |
| Sound's Way                                   | —      | —      | —      | —      | —      | +16(3) | +16(3) | +16(3) | +16(3) | +16(3) |
| Spell Defense                                 | —      | —      | —      | +15(2) | +15(2) | +15(2) | +15(2) | +15(2) | +16(3) | +16(3) |
| Weather Ways                                  | —      | —      | —      | —      | +14(1) | +14(1) | +14(1) | +14(1) | +14(1) | +14(1) |
| Blood Law                                     | —      | +15(2) | +15(2) | +15(2) | +15(2) | +17(4) | +17(4) | +17(4) | +17(4) | +17(4) |
| Bone Law                                      | —      | —      | —      | +16(3) | +16(3) | +16(3) | +19(6) | +21(8) | +21(8) | +21(8) |
| Calm Spirits                                  | —      | —      | —      | —      | —      | —      | +15(2) | +15(2) | +15(2) | +18(5) |
| Creations                                     | —      | —      | —      | —      | —      | +16(3) | +19(6) | +19(6) | +19(6) | +20(7) |
| Locating Ways                                 | —      | —      | —      | —      | +16(3) | +16(3) | +16(3) | +16(3) | +17(4) | +17(4) |
| Lore  | —      | —      | —      | +14(1) | +14(1) | +14(1) | +14(1) | +14(1) | +14(1) | +14(1) |
| Muscle Law                                    | —      | —      | —      | —      | —      | —      | —      | +16(3) | +16(3) | +16(3) |
| Nerve Law                                     | —      | +14(1) | +14(1) | +14(1) | +14(1) | +14(1) | +14(1) | +14(1) | +14(1) | +14(1) |
| Organ Law                                     | —      | +16(3) | +16(3) | +16(3) | +16(3) | +16(3) | +16(3) | +16(3) | +16(3) | +16(3) |
| Channels                                      | +14(2) | +15(2) | +18(5) | +18(5) | +21(8) | +21(8) | +21(8) | +21(8) | +21(8) | +21(8) |
| Communal Ways                                 | —      | +15(2) | +15(2) | +15(2) | +15(2) | +16(3) | +16(3) | +18(5) | +21(8) | +21(8) |
| Life Mastery                                  | —      | —      | —      | —      | +15(2) | +15(2) | +16(3) | +16(3) | +16(3) | +19(6) |
| Protections                                   | —      | —      | +15(2) | +15(2) | +15(2) | +18(5) | +18(5) | +18(5) | +18(5) | +18(5) |
| Repulsions                                    | —      | —      | —      | +15(2) | +15(2) | +15(2) | +15(2) | +18(5) | +21(8) | +21(8) |
| Summons                                       | —      | —      | —      | —      | —      | —      | —      | —      | +16(3) | +18(5) |
| <b>Subterfuge • Attack, unskilled</b>         | -21    | -20    | -20    | -19    | -19    | -18    | -18    | -18    | -18    | -18    |
| <b>Subterfuge • Mechanics, unskilled</b>      | -22    | -3     | -2     | -2     | -2     | +1     | +1     | +1     | +1     | +1     |
| Picking Locks                                 | —      | —      | —      | +16(1) | +16(1) | +19(1) | +19(1) | +22(2) | +22(2) | +22(2) |
| <b>Subterfuge • Stealth, unskilled</b>        | -4     | -3     | -3     | -2     | -2     | -1     | -1     | -1     | -1     | -1     |
| Hiding  | +14(1) | +15(1) | +15(1) | +16(1) | +16(1) | +17(1) | +17(1) | +17(1) | +17(1) | +17(1) |
| Stalking                                      | +14(1) | +15(1) | +15(1) | +16(1) | +16(1) | +17(1) | +17(1) | +17(1) | +17(1) | +17(1) |
| <b>Tech/Trade • General, unskilled</b>        | +1     | +6     | +8     | +9     | +9     | +9     | +9     | +9     | +9     | +11    |
| First Aid                                     | +19(1) | +27(2) | +29(2) | +30(2) | +30(2) | +33(3) | +33(3) | +33(3) | +33(3) | +35(3) |
| Orienteering                                  | +19(1) | +24(1) | +26(1) | +27(1) | +27(1) | +27(1) | +27(1) | +27(1) | +27(1) | +29(1) |
| Using Prepared Herbs                          | +19(1) | +24(1) | +26(1) | +30(2) | +30(2) | +30(2) | +30(2) | +33(3) | +33(3) | +35(3) |
| <b>Tech/Trade • Professional, unskilled</b>   | -17    | -11    | -9     | -9     | -9     | -9     | -9     | -9     | -9     | -9     |
| Advertising                                   | +18(1) | +24(1) | +26(1) | +26(1) | +26(1) | +26(1) | +26(1) | +26(1) | +26(1) | +26(1) |
| <b>Tech/Trade • Vocational, unskilled</b>     | -17    | -11    | -9     | -9     | -9     | -9     | -9     | -9     | -9     | -9     |
| Appraisal                                     | +23(2) | +29(2) | +31(2) | +31(2) | +31(2) | +31(2) | +31(2) | +31(2) | +31(2) | +31(3) |
| Preparing Herbs                               | —      | —      | —      | —      | —      | +26(1) | +26(1) | +26(1) | +26(1) | +26(1) |
| <b>Urban, unskilled</b>                       | -22    | -20    | -19    | -18    | -18    | -18    | -17    | -17    | -16    | -16    |
| <b>Weapon • 1-H Concussion, unskilled</b>     | -21    | -17    | -13    | -13    | -13    | -12    | -12    | -12    | -12    | -12    |
| <b>Weapon • 1-H Edged, unskilled</b>          | +0     | +6     | +10    | +10    | +10    | +11    | +11    | +11    | +11    | +13    |
| Broadsword                                    | +24(3) | +30(3) | +34(3) | +34(3) | +34(3) | +38(4) | +38(4) | +38(4) | +38(4) | +40(4) |
| <b>Weapon • 2-Handed, unskilled</b>           | -21    | -17    | -13    | -13    | -13    | -12    | -12    | -12    | -12    | -12    |
| <b>Weapon • Missile, unskilled</b>            | -4     | -2     | +0     | +2     | +2     | +4     | +4     | +4     | +4     | +4     |
| Short Bow                                     | +17(2) | +19(2) | +21(2) | +23(2) | +23(2) | +25(2) | +25(2) | +28(3) | +28(3) | +28(3) |
| <b>Weapon • Missile Artillery, unskilled</b>  | -17    | -15    | -14    | -14    | -14    | -13    | -13    | -13    | -13    | -13    |
| <b>Weapon • Pole Arms, unskilled</b>          | -4     | +0     | +4     | +4     | +4     | +5     | +5     | +5     | +5     | +5     |
| Spear   | +14(1) | +18(1) | +22(1) | +22(1) | +22(1) | +23(1) | +23(1) | +23(1) | +23(1) | +23(1) |
| <b>Weapon • Thrown, unskilled</b>             | -6     | -4     | -2     | -2     | -2     | +0     | +0     | +0     | +0     | +0     |
| Thrown Dagger                                 | +12(1) | +14(1) | +16(1) | +16(1) | +16(1) | +18(1) | +18(1) | +18(1) | +18(1) | +18(1) |



Name: \_\_\_\_\_  
Race: Elf Profession: Dabbler  
Height: 6'9" Weight: 175  
Hair: Dark brown Eyes: Blue  
Personality: \_\_\_\_\_  
Motivations/Alignment: \_\_\_\_\_

| Stat Bonuses      | Level   |         |         |         |          |          |          |          |          |          |
|-------------------|---------|---------|---------|---------|----------|----------|----------|----------|----------|----------|
|                   | 1st     | 2nd     | 3rd     | 4th     | 5th      | 6th      | 7th      | 8th      | 9th      | 10th     |
| Agility           | 95(+11) | 96(+12) | 92(+10) | 95(+11) | 96(+12)  | 95(+11)  | 96(+12)  | 96(+12)  | 96(+12)  | 96(+12)  |
| Constitution      | 50(+0)  | 63(+0)  | 69(+0)  | 72(+1)  | 76(+2)   | 80(+3)   | 77(+2)   | 79(+2)   | 80(+3)   | 80(+3)   |
| Memory            | 60(+2)  | 77(+4)  | 87(+6)  | 90(+7)  | 90(+7)   | 90(+7)   | 90(+7)   | 88(+6)   | 90(+7)   | 90(+7)   |
| Reasoning         | 50(+0)  | 66(+0)  | 75(+2)  | 77(+2)  | 79(+2)   | 77(+2)   | 78(+2)   | 80(+3)   | 81(+3)   | 81(+3)   |
| Self Discipline   | 50(-5)  | 58(-5)  | 65(-5)  | 73(-4)  | 79(-3)   | 79(-3)   | 79(-3)   | 79(-3)   | 79(-3)   | 79(-3)   |
| Empathy           | 90(+7)  | 92(+8)  | 94(+9)  | 99(+11) | 100(+12) | 100(+12) | 100(+12) | 100(+12) | 100(+12) | 100(+12) |
| Intuition         | 52(+0)  | 61(+0)  | 71(+1)  | 74(+1)  | 77(+2)   | 80(+3)   | 80(+3)   | 80(+3)   | 80(+3)   | 80(+3)   |
| Presence          | 62(+2)  | 67(+2)  | 82(+5)  | 83(+5)  | 85(+6)   | 86(+6)   | 90(+7)   | 86(+6)   | 90(+7)   | 90(+7)   |
| Quickness         | 59(+2)  | 63(+2)  | 81(+5)  | 83(+5)  | 89(+6)   | 90(+7)   | 87(+6)   | 90(+7)   | 90(+7)   | 90(+7)   |
| Strength          | 58(+0)  | 66(+0)  | 76(+2)  | 77(+2)  | 78(+2)   | 79(+2)   | 81(+3)   | 81(+3)   | 81(+3)   | 81(+3)   |
| Other Information | Level   |         |         |         |          |          |          |          |          |          |
|                   | 1st     | 2nd     | 3rd     | 4th     | 5th      | 6th      | 7th      | 8th      | 9th      | 10th     |
| Hits              | 22      | 22      | 22      | 25      | 34       | 36       | 40       | 40       | 48       | 48       |
| Power Points      | 7       | 15      | 16      | 25      | 26       | 33       | 30       | 40       | 40       | 47       |
| Exhaustion Pts.   | 40      | 40      | 40      | 43      | 46       | 49       | 46       | 46       | 49       | 49       |
| Armor Type        | 7       | 7       | 7       | 7       | 7        | 7        | 7        | 7        | 7        | 7        |
| MM Penalty        | -10     | -10     | -10     | -10     | -10      | -10      | -10      | -10      | -10      | -10      |
| Defensive Bonus   | +0      | +0      | +5      | +5      | +8       | +11      | +8       | +11      | +11      | +11      |
| Move Rate         | 61      | 61      | 70      | 70      | 73       | 76       | 73       | 76       | 76       | 76       |
| Channeling RR     | -5      | -5      | -2      | -2      | +1       | +4       | +4       | +4       | +4       | +4       |
| Essence RR        | +31     | +34     | +37     | +43     | +46      | +46      | +46      | +46      | +46      | +46      |
| Mentalism RR      | +1      | +1      | +10     | +10     | +13      | +13      | +16      | +13      | +16      | +16      |
| Chan/Ess RR       | +2      | +3      | +5      | +7      | +9       | +10      | +10      | +10      | +10      | +10      |
| Chan/Ment RR      | -3      | -3      | +1      | +1      | +3       | +4       | +5       | +4       | +5       | +5       |
| Ess/Ment RR       | +4      | +5      | +9      | +11     | +13      | +13      | +14      | +13      | +14      | +14      |
| Poison RR         | +10     | +10     | +10     | +13     | +16      | +19      | +16      | +16      | +19      | +19      |
| Discase RR        | +100    | +100    | +100    | +103    | +106     | +109     | +106     | +106     | +109     | +109     |
| Fear RR           | -15     | -15     | -15     | -12     | -9       | -9       | -9       | -9       | -9       | -9       |
| Hits/Hr Resting   | 1       | 1       | 1       | 1       | 1        | 2        | 1        | 1        | 2        | 2        |
| Hits/Sleep Cycle  | 1       | 1       | 1       | 2       | 4        | 6        | 4        | 4        | 6        | 6        |
| PPs/Hr Resting    | 4       | 4       | 5       | 6       | 6        | 6        | 6        | 6        | 6        | 6        |
| PPs/Sleep Cycle   | 4       | 8       | 8       | 13      | 13       | 17       | 15       | 20       | 20       | 24       |

#### Normal Equipment List

Broadsword  
Battle axe  
Short bow  
Polearm  
Studded leather coat  
Weather resistant clothing  
Saddle bags  
—Bedroll  
—Mandolin  
—Arrow repair kit  
—Bread and dried fruit (1 weeks worth)  
—Dried meats (1 weeks worth)  
—Water (1 weeks worth)  
—Hunting knife

#### Animal

Light Warhorse

#### Special Notes

Will die only from violence or weariness of living. Does not require sleep, only 2 hrs. meditation a day. Has perfect nightvision up to 50' with any light source at all and can see fairly well up to 100' with the same. Superb hearing (+10 to Awareness maneuvers). Cannot be scarred. +10 DB and RR versus cold attacks. +10 to Trickery, Stalking, and Hiding skills.

#### Spell Casting

Must have at least one free hand. Must be able to speak in at least a whisper.





## Concealment Mastery

1. **Shadow** — [D:10 min/lvl; R:self] Target and objects on his person appear to be a shadow; and thus are almost invisible in dark areas (e.g., in many situations this could be handled with a Stalking/Hiding bonus).
2. **Unseen III** — [D:24 hrs; R:10/lvl] Up to three objects (e.g., 1 garment, 1 naked body, and 1 weapon) are made invisible. The object(s) will remain invisible until 24 hours pass, or the object is struck by a violent blow (being hit by a weapon, falling, etc), or the object makes a violent move.
3. **Conceal I** — [D:4 hrs/lvl; R:touch] Target inanimate object take on the visual appearance of a similar object. The object cannot vary in dimensions by more than 100% of actual size in any given dimension. This is strictly a visual illusion (and can be detected as such).
4. **Locate Object** — [D:—; R:5/lvl] This spell allows the caster to find any inanimate object. The caster must be able to uniquely describe the object.
5. **Darkness** — [D:10 min/lvl; R:10'] Creates an area of darkness up to 2' R/lvl about the point touched. The darkness is equal to the darkest night. If the point is on a mobile object or being, it will move with the object/being.
6. **Secret I** — [D:4 hrs/lvl; R:touch] Target inanimate object takes on the visual and tactile appearance of another object. The object cannot vary in dimensions by more than 100% of actual size in any given dimension. This is an illusion (and can be detected as such).
7. **Unseen V** — [D:24 hrs; R:10/lvl] As *Unseen III*, but affects up to 5 objects.
8. **Displacement I** — [D:1 min/lvl; R:self] Target appears to be offset from where he actually is. All attacks have no effect 10% of the time. Each time a foe misses him, the chance of that foe missing again goes down by 5%.
9. **Conceal III** — [D:4 hrs/lvl; R:touch] As *Conceal I*, but affects up to 3 objects.
10. **Unseen X** — [D:24 hrs; R:10/lvl] As *Unseen III*, but affects up to 10 objects.

## Influences

1. **Sleep III** — [D:—; R:100'] Causes target(s) to fall into a natural sleep. This spell can affect a number of targets whose levels total up to 3. The caster must be able to see all targets. At the time of casting, the caster should designate target priority (i.e., affect target A; if levels are left, affect target B; etc.). The first 2 rounds of sleep is magical (the target cannot be awakened through normal means).
2. **Charm Animals** — [D:1 hr; R:100'] Target animal(s) will believe the caster is a good friend.
3. **Charm Kind** — [D:1 hr/lvl; R:100'] Target humanoid believes the caster is a good friend.
4. **Sleep V** — [D:—; R:100'] As *Sleep III*, except affects a total of 5 levels.
5. **Suggestion** — [D:varies; R:100'] Target will follow a single suggested act that is not completely alien to him (e.g., no suicide suggestions, no blinding himself suggestions, etc.).
6. **Telepathy I** — [D:1 rnd/lvl(C); R:2/lvl] Caster can read the surface thoughts of the target.
7. **Sleep VII** — [D:—; R:100'] As *Sleep III*, except affects a total of 7 levels.
8. **Hold Kind** — [D:C; R:100'] Target humanoid is held to 25% activity.
9. **Greater Charm Kind** — [D:1 hr/lvl; R:100'] As *Charm Kind*, except will affect one target for every five levels (or fraction thereof) of the caster.
10. **Sleep X** — [D:—; R:100'] As *Sleep III*, except affects a total of 10 levels.

## Mechanisms

1. **Machine Lore** — [D:—; R:touch] This spell analyzes one "machine," giving the caster an idea of its purpose and operating procedures. This gives the caster a +20 when operating this particular machine. Anyone he describes the analysis to can get a +10 when operating the machine.
2. **Tune** — [D:—; R:touch] When this spell is cast upon a machine, the machine's efficiency will return to its original level.
3. **Jam I** — [D:—; R:touch] This spell has a 50% chance of jamming the target mechanism (e.g., trap, lock, machine, etc.). If the target mechanism is jammed, there is only a 5% chance that the target mechanism operates normally when used/triggered normally (check separately each time the mechanism is used).
4. **Unlock I** — [D:—; R:touch] This spell has a 30% chance of opening any non-magical lock. If the lock is not unlocked, there is a 10% chance that any traps associated with it are set off. Rolls are open-ended and the sophistication of the lock may modify the roll.
5. **Untrap I** — [D:—; R:touch] As *Unlock I*, except its chances concern disarming traps.
6. **Operate I** — [D:1 min/lvl; R:touch] As *Unlock I*, except this spell has a 30% chance of operating any non-magical machine in its normal capacity for the duration of the spell. After the duration, the machine will operate normally.

7. **Detect Active Power** — [D:1 min/lvl(C); R:self] For the duration of this spell, the caster will be aware when any active magic is in a 5' radius. The caster will not know what the magic is or where it is; only that it is in the area of effect.
8. **Jam II** — [D:—; R:touch] As *Jam I*, except has a 70% chance of jamming the trap (and only a 4% chance of setting it off).
9. **Unlock II** — [D:—; R:touch] As *Unlock I*, except has a 50% chance of opening the lock (and only an 8% chance of setting off associated traps).
10. **Untrap II** — [D:—; R:touch] As *Untrap I*, except has a 50% chance of disarming the trap (and only an 8% chance of setting off the trap).

## Senses

1. **Sly Ears** — [D:10 min/lvl; R:self] Caster gains double normal hearing. This results in +50 to Perception involving only hearing, +25 to Perception involving hearing and other senses.
2. **Nightvision** — [D:10 min/lvl; R:self] Caster can see 100' on a normal night as if it were daylight.
3. **Scent** — [D:10 min/lvl; R:self] Caster gains an extremely acute sense of smell. This results in +50 to Perception involving only smell, +25 to Perception involving smell and other senses.
4. **Sensory Marker** — [D:P; R:touch] One location is "marked" so that the caster can find it again later with a *Far Sense* spell. The marker is automatically located when the caster casts a *Far Sense* spell if the marker is within range of the *Far Sense* spell. A marker can be placed on any inanimate object. Lmted to one marker per level.
5. **Far Sense I** — [D:1 min/lvl(C); R:50/lvl] Caster may designate one of his senses to be used at any "marked" location within range (see *Sensory Marker*). The caster can use any perception skill he has at the time (e.g., if he is currently under the effects of *Nightvision*, he will have *Nightvision* at the marked location). The remote sensory point may be rotated to face any direction. While he is sensing at the marked location, he must remain immobile and concentrate.
6. **Sidevision** — [D:10 min/lvl; R:self] Caster has a 300° field of vision. The flank bonus for attacks against the caster is lowered to +5 and the rear bonus is lowered to +15.
7. **Touch** — [D:10 min/lvl; R:self] Caster gains extreme tactile sensitivity. This results in a +25 to all actions that depend on the tactile sense (e.g., pick locks, disarm traps, etc.).
8. **Watervision** — [D:10 min/lvl; R:self] Caster can see 100' in any water (including murky water) as if it were daylight.
9. **Darkvision** — [D:10 min/lvl; R:self] As *Nightvision*, except any darkness can be seen through. Also, no light is needed for this spell to work.
10. **Far Sense II** — [D:1 min/lvl(C); R:50/lvl] As *Far Sense I*, except caster may designate up to two senses at the marked location.

## Thieving Law

1. **Gauge Wealth** — [D:—; R:10'] The caster gets a feeling for how much the target of this spell believes he is worth (i.e., his net worth). Note that this could be drastically different than how much money the target has (as wealth could include land, livestock, etc.).
2. **Weigh Pockets** — [D:—; R:10'] The caster knows approximately how much "wealth" the target has upon his person.
3. **Mark Target** — [D:1 hr/lvl; R:touch] The caster magically "marks" a target for use with the *Locate Target* spell. The caster can only have one target marked at a time.
4. **Find Buyer I** — [D:—; R:self] Locates the nearest person (within the area of effect; direction and distance) who wants a specific object. The caster must be touching the object at the time this spell is cast.
5. **Locate Target** — [D:—; R:self] The caster knows the exact location (direction and distance) of a "marked" target.
6. **Jewel/Metal Assessment** — [D:—; R:self] Caster can assess the value of jewels and metals within 10% of actual value. This spell allows him to calculate different values for all the cultures he is familiar with. Note that this spell evaluates the materials only.
7. **Item Assessment** — [D:—; R:self] As *Jewel/Metal Assessment*, except this spell will take into account the craftsmanship of the item. Magical properties are not evaluated.
8. **Find Buyer II** — [D:—; R:self] Locates the nearest person (within 500' lvl; direction and distance) who wants a specific object and is willing to acquire it at this time. The caster must be touching the object at the time this spell is cast.
9. **Detect Power** — [D:—; R:self] Detects magical power in an item (but not the realm or how much power is in the item).
10. **Item Analysis I** — [D:—; R:self] Caster has a 10% chance of determining the enchanted abilities of an object (roll separately for each ability). Once this spell has been cast on an item, it may not be cast on the same item again until the caster has gained a level of experience.

\*: Instant spell, —: Not applicable, C: Concentration, T: Touch, V: Varies, P: Permanent, †: There are complex parameters that govern the use of this spell. See your GM for more information.

| Skill Bonus (Ranks)                       | Level   |         |         |         |         |         |         |         |         |         |
|---|---------|---------|---------|---------|---------|---------|---------|---------|---------|---------|
|   | 1st     | 2nd     | 3rd     | 4th     | 5th     | 6th     | 7th     | 8th     | 9th     | 10th    |
| <b>Armor • Heavy, Plate</b>               | -19     | -18     | -16     | -15     | -14     | -15     | -12     | -12     | -12     | -12     |
| <b>Armor • Light, Soft Leather</b>        | +30(2)  | +32(2)  | +30(2)  | +32(2)  | +34(2)  | +32(2)  | +35(2)  | +35(2)  | +35(2)  | +35(2)  |
| <b>Armor • Light, Rigid Leather</b>       | +9      | +11     | +9      | +11     | +13     | +11     | +14     | +14     | +14     | +14     |
| <b>Armor • Medium, Chain</b>              | -19     | -18     | -16     | -15     | -14     | -15     | -12     | -12     | -12     | -12     |
| <b>Artistic • Active, unskilled</b>       | -10     | +9      | +11     | +16     | +19     | +20     | +22     | +23     | +24     | +24     |
| Play Instrument (Mandolin)                | —       | —       | —       | —       | +41(2)  | +43(2)  | +44(2)  | +45(2)  | +51(4)  | —       |
| Singing                                   | —       | +27(1)  | +29(1)  | +34(1)  | +37(1)  | +38(1)  | +40(1)  | +44(2)  | +45(2)  | +48(3)  |
| <b>Artistic • Passive, unskilled</b>      | -21     | -3      | +2      | +6      | +9      | +12     | +13     | +14     | +15     | +15     |
| Music                                     | —       | —       | —       | —       | —       | +33(2)  | +34(2)  | +35(2)  | +36(2)  | +42(4)  |
| Poetry                                    | —       | +15(1)  | +20(1)  | +24(1)  | +27(1)  | +30(1)  | +31(1)  | +35(2)  | +36(2)  | +39(3)  |
| <b>Athletic • Brawn, unskilled</b>        | -2      | -1      | -1      | +1      | +3      | +3      | +4      | +4      | +5      | +5      |
| <b>Athletic • Endurance, unskilled</b>    | +0      | +3      | +3      | +7      | +9      | +11     | +12     | +12     | +13     | +15     |
| Scaling                                   | —       | —       | —       | —       | —       | +29(1)  | +30(1)  | +33(2)  | +37(3)  | +42(4)  |
| Swimming                                  | +27(4)  | +30(4)  | +30(4)  | +34(4)  | +36(4)  | +38(4)  | +39(4)  | +42(5)  | +43(5)  | +45(5)  |
| <b>Athletic • Gymnastics, unskilled</b>   | +13     | +17     | +16     | +20     | +23     | +22     | +23     | +26     | +26     | +26     |
| Climbing                                  | +37(3)  | +41(3)  | +40(3)  | +44(3)  | +47(3)  | +49(4)  | +50(4)  | +53(4)  | +53(4)  | +56(5)  |
| Tumbling                                  | —       | +35(1)  | +34(1)  | +41(2)  | +44(2)  | +46(3)  | +47(3)  | +53(4)  | +53(4)  | +56(5)  |
| <b>Awareness • Perceptions, unskilled</b> | +5      | +5      | +7      | +8      | +11     | +13     | +13     | +13     | +13     | +13     |
| Alertness                                 | +11(6)  | +11(6)  | +13(6)  | +14(6)  | +17(6)  | -15(6)  | +19(6)  | +19     | +20(7)  | +20(7)  |
| Sense Ambush                              | —       | +7(2)   | +9(2)   | +12(4)  | +15(4)  | +29(6)  | +19(6)  | +19     | +19(6)  | +19(6)  |
| <b>Awareness • Searching, unskilled</b>   | -6      | -6      | -1      | +2      | +4      | +7      | +7      | +8      | +10     | +10     |
| Detect Traps                              | —       | +15(2)  | +20(2)  | +23(2)  | +25(2)  | +28(2)  | +28(2)  | +35(4)  | +37(4)  | +43(6)  |
| Locate Hidden                             | —       | —       | +20(2)  | +23(2)  | +25(2)  | +34(4)  | +34(4)  | +35(4)  | +37(4)  | +43(6)  |
| Observation                               | +12(1)  | +15(2)  | +20(2)  | +26(3)  | +31(4)  | +34(4)  | +34(4)  | +38(5)  | +40(5)  | +40(5)  |
| <b>Awareness • Senses, unskilled</b>      | -25     | -8      | -6      | -3      | +0      | +2      | +2      | +4      | +10     | +6      |
| Direction Sense                           | —       | —       | +12(1)  | +15(1)  | +18(1)  | +23(2)  | +23(2)  | +25(2)  | +28(3)  | +30(3)  |
| Time Sense                                | —       | —       | —       | —       | —       | —       | —       | —       | +25(2)  | +27(2)  |
| <b>Combat Maneuvers, unskilled</b>        | -22     | -21     | -20     | -18     | -15     | -15     | -15     | -14     | -14     | -14     |
| <b>Communications, unskilled</b>          | -2      | +3      | +8      | +13     | +18     | +20     | +20     | +22     | +25     | —       |
| Lip Reading                               | —       | —       | —       | +31(1)  | +36(1)  | +41(2)  | +41(2)  | +46(3)  | +52(4)  | +52(4)  |
| Elvish, spoken                            | +43(10) | +48(10) | +53(10) | +58(10) | +63(10) | +65(10) | +65(10) | +67(10) | +70(10) | +70(10) |
| Elvish, written                           | +43(10) | +48(10) | +53(10) | +58(10) | +63(10) | +65(10) | +65(10) | +67(10) | +70(10) | +70(10) |
| Common-speech, spoken                     | +37(8)  | +42(8)  | +47(8)  | +52(8)  | +57(8)  | +59(8)  | +59(8)  | +61(8)  | +64(8)  | +64(8)  |
| Common-speech, written                    | +31(6)  | +36(6)  | +41(6)  | +46(6)  | +51(6)  | +53(6)  | +53(6)  | +55(6)  | +58(6)  | +58(6)  |
| Plains-speech, spoken                     | +22(3)  | +27(3)  | +32(3)  | +37(3)  | +42(3)  | +44(3)  | +44(3)  | +46(3)  | +49(3)  | +49(3)  |
| Plains-speech, written                    | +19(2)  | +24(2)  | +29(2)  | +46(6)  | +39(2)  | +41(2)  | +41(2)  | +43(2)  | +46(2)  | +46(2)  |
| Wood-speech, spoken                       | +28(5)  | +33(5)  | +38(5)  | +43(5)  | +48(5)  | +50(5)  | +50(5)  | +52(5)  | +55(5)  | +55(5)  |
| Wood-speech, written                      | +19(2)  | +24(2)  | +29(2)  | +34(2)  | +39(2)  | +41(2)  | +41(2)  | +43(2)  | +46(2)  | +46(2)  |
| Black-speech, spoken                      | +43(10) | +48(10) | +53(10) | +58(10) | +63(10) | +65(10) | +65(10) | +67(10) | +70(10) | +70(10) |
| Black-speech, written                     | +43(10) | +48(10) | +53(10) | +58(10) | +63(10) | +65(10) | +65(10) | +67(10) | +70(10) | +70(10) |
| <b>Crafts, unskilled</b>                  | -22     | -19     | -19     | -16     | -14     | -15     | -14     | -15     | -14     | -14     |
| Fletching                                 | —       | +16(1)  | +16(1)  | +24(2)  | +31(3)  | +30(3)  | +31(3)  | +30(3)  | +31(3)  | +31(3)  |
| Leather Crafting (Armor Repair)           | +13(1)  | +16(1)  | +16(1)  | +19(1)  | +21(1)  | +25(2)  | +31(3)  | +30(3)  | +31(3)  | +31(3)  |
| Wood Crafts (Arrows)                      | +18(2)  | +21(2)  | +31(4)  | +34(4)  | +36(4)  | +35(4)  | +36(4)  | +35(4)  | +31(3)  | +31(3)  |
| <b>Directed Spells, unskilled</b>         | -13     | -11     | -15     | -12     | -9      | -11     | -9      | -9      | -9      | -9      |
| <b>Influence, unskilled</b>               | -16     | +2      | +9      | +11     | +16     | +19     | +20     | +21     | +22     | +24     |
| Bribery                                   | —       | —       | —       | —       | —       | —       | —       | —       | —       | +42(1)  |
| Duping                                    | —       | —       | —       | +29(1)  | +37(2)  | +43(3)  | +47(4)  | +48(4)  | +52(5)  | +54(5)  |
| Seduction                                 | —       | —       | +27(1)  | +32(2)  | +37(2)  | +40(2)  | +44(3)  | +48(4)  | +52(5)  | +54(5)  |
| <b>Lore • General, unskilled</b>          | -5      | +1      | +9      | +11     | +11     | +11     | +11     | +10     | +12     | +12     |
| “Home” Culture Lore                       | +19(3)  | +25(3)  | +33(3)  | +35(3)  | +35(3)  | +35(3)  | +35(3)  | +34(3)  | +36(3)  | +36(3)  |
| “Home” Region Lore                        | +19(3)  | +25(3)  | +33(3)  | +35(3)  | +35(3)  | +35(3)  | +35(3)  | +34(3)  | +36(3)  | +36(3)  |
| <b>Lore • Magical, unskilled</b>          | -2      | +4      | +10     | +14     | +16     | +16     | +18     | +19     | +23     | +25     |
| Artifact Lore                             | +29(2)  | +35(2)  | +44(3)  | +48(10) | +53(4)  | +56(5)  | +58(5)  | +59(5)  | +63(5)  | +65(5)  |
| Spell Lore                                | —       | +22(1)  | +31(2)  | +38(3)  | +40(3)  | +43(4)  | +48(5)  | +49(5)  | +53(5)  | +55(5)  |
| Undead Lore                               | —       | —       | —       | —       | —       | —       | —       | —       | —       | +43(1)  |
| <b>Lore • Obscure, unskilled</b>          | -26     | -22     | -16     | -14     | -14     | -14     | -14     | -15     | -13     | -13     |

#### Special Items

**Lothar's Shield** [Levels Available: 2-10] Protects as a full shield with a special +10 bonus to DB (because of its enchanted nature).

**Lothar's Battle Axe** [Levels Available: 2-10] Attacks as a battle axe with a special +15 bonus to OB (because of its enchanted nature). Also acts as a +1 Essence adder.

**Lothar's Polearm** [Levels Available: 2-10] Attacks as a polearm with a special +10 bonus to OB (because of its enchanted nature).

**Standard Machine** [Levels Available: 4-10] Attacks as a short bow with a special +15 bonus to OB (because of its sophisticated design).

**Amulet of Essence** [Level Available: 10] Acts as a +3 Essence spell adder.

**Shield of the Arcane** [Levels Available: 7-10] Protects as a full shield with a special +15 bonus to DB (because of its enchanted nature).

| Skill Bonus (Ranks)                           | Level  |        |        |        |        |        |        |        |        |         |
|---|--------|--------|--------|--------|--------|--------|--------|--------|--------|---------|
|   | 1st    | 2nd    | 3rd    | 4th    | 5th    | 6th    | 7th    | 8th    | 9th    | 10th    |
| <b>Lore • Technical, unskilled</b>            | -9     | -3     | +5     | +9     | +11    | +11    | +13    | +14    | +18    | +18     |
| Lock Lore                                     | +9(1)  | +15(1) | +23(1) | +27(1) | +38(4) | +47(7) | +49(7) | +50(7) | +54(7) | +63(10) |
| Poison Lore                                   | —      | +15(1) | +26(2) | +33(3) | +35(3) | +38(4) | +43(5) | +47(6) | +54(7) | +54(7)  |
| <b>Outdoor • Animal, unskilled</b>            | +14    | +19    | +19    | +26    | +31    | +30    | +33    | +33    | +35    | +35     |
| Animal Handling                               | —      | —      | +37(1) | +47(2) | +52(2) | +54(3) | +60(4) | +63(5) | +68(6) | +68(6)  |
| Riding (Horse)                                | +35(2) | +40(2) | +43(3) | +50(3) | +58(4) | +60(5) | +63(5) | +66(6) | +68(6) | +68(6)  |
| <b>Outdoor • Environmental, unskilled</b>     | -6     | -4     | -1     | +1     | +3     | +4     | +4     | +5     | +6     | +6      |
| Foraging                                      | +12(1) | +17(2) | +20(2) | +25(3) | +30(4) | +34(5) | +37(6) | +38(6) | +39(6) | +42(7)  |
| Hunting                                       | —      | —      | +17(1) | +22(2) | +24(2) | +25(2) | +25(2) | +26(2) | +30(3) | +33(4)  |
| Star-gazing                                   | —      | +14(1) | +20(2) | +22(2) | +27(3) | +28(3) | +28(3) | +29(3) | +30(3) | +30(3)  |
| Weather Watching                              | —      | —      | —      | —      | —      | —      | +22(1) | +26(2) | +30(3) | +30(3)  |
| <b>Power Awareness, unskilled</b>             | +5     | +6     | +13    | +17    | +20    | +21    | +22    | +23    | +24    | +24     |
| Attunement                                    | +26(2) | +27(2) | +37(3) | +41(3) | +47(4) | +48(4) | +52(5) | +53(5) | +54(5) | +54(5)  |
| Read Runes                                    | +23(1) | +27(2) | +34(2) | +41(3) | +44(3) | +45(3) | +49(4) | +50(4) | +51(4) | +51(4)  |
| <b>Power Manipulation, unskilled</b>          | -11    | -10    | -5     | -3     | +0     | +1     | +2     | +1     | +2     | +2      |
| Transcend Armor                               | +24(1) | +25(1) | +30(1) | +32(1) | +35(1) | +36(1) | +37(1) | +36(1) | +37(1) |         |
| <b>Science/Anal. • Basic, unskilled</b>       | -11    | -9     | -3     | -2     | -2     | -2     | -2     | -1     | +0     | +0      |
| Basic Math                                    | —      | +9(1)  | +15(1) | +16(1) | +16(1) | +16(1) | +16(1) | +17(1) | +18(1) | +18(1)  |
| <b>Science/Anal. • Specialized, unskilled</b> | -11    | -26    | -20    | -19    | -19    | -19    | -19    | -18    | -17    | -17     |
| <b>Self Control, unskilled</b>                | -38    | -21    | -18    | -16    | -11    | -11    | -8     | -9     | -6     | -4      |
| Mnemonics                                     | —      | —      | —      | +2(1)  | +7(1)  | +7(1)  | +10(1) | +12(2) | +18(3) | +23(4)  |
| Stunned Maneuvering                           | —      | —      | —      | —      | +7(1)  | +7(1)  | +13(2) | +15(3) | +18(3) | +23(4)  |
| <b>Special Attacks, unskilled</b>             | -24    | -23    | -23    | -21    | -19    | -20    | -18    | -18    | -18    | -18     |
| <b>Special Defenses, unskilled</b>            | -30    | -30    | -30    | -30    | -30    | -30    | -30    | -30    | -30    | -30     |
| <b>Spell Lists</b>                            |        |        |        |        |        |        |        |        |        |         |
| Spell Enhancement                             | —      | —      | +10(1) | +12(1) | +13(1) | +13(1) | +13(1) | +13(1) | +13(1) | +13(1)  |
| Gate Mastery                                  | —      | —      | —      | —      | —      | +13(1) | +13(1) | +13(1) | +13(1) | +13(1)  |
| Living Change                                 | —      | —      | —      | —      | —      | —      | —      | +13(1) | +13(1) | +13(1)  |
| Lofty Bridge                                  | —      | —      | —      | —      | —      | —      | +13(1) | +13(1) | +13(1) | +13(1)  |
| Essence's Perception                          | —      | —      | —      | —      | +14(2) | +14(2) | +14(2) | +14(2) | +14(2) | +14(2)  |
| Spell Wall                                    | +9(2)  | +10(2) | +11(2) | +13(2) | +14(2) | +15(3) | +15(3) | +15(3) | +16(4) | +16(4)  |
| Rune Mastery                                  | —      | —      | —      | +13(2) | +14(2) | +14(2) | +14(2) | +14(2) | +14(2) | +14(2)  |
| Detecting Ways                                | +10(3) | +11(3) | +12(3) | +14(3) | +15(3) | +15(3) | +15(3) | +15(3) | +15(3) | +18(6)  |
| Concealment Mastery                           | —      | —      | —      | —      | +12    | +13(1) | +15(3) | +15(3) | +15(3) | +15(3)  |
| Influences                                    | —      | —      | —      | —      | —      | —      | —      | +14(2) | +16(4) | +16(4)  |
| Mechanisms                                    | +8(1)  | +9(1)  | +10(1) | +12(1) | +13(1) | +13(1) | +13(1) | +13(1) | +13(1) | +13(1)  |
| Senses  | —      | —      | —      | —      | +13(1) | +13(1) | +13(1) | +13(1) | +13(1) | +13(1)  |
| Thieving Law                                  | —      | +10(2) | +12(3) | +14(3) | +15(3) | +15(3) | +15(3) | +15(3) | +15(3) | +15(3)  |
| <b>Subterfuge • Attack, unskilled</b>         | -2     | -1     | +0     | +2     | +5     | +5     | +6     | +6     | +6     | +6      |
| Ambush  | +16(1) | +17(1) | +18(1) | +20(1) | +26(2) | +26(2) | +27(2) | +27(2) | +27(2) | +27(2)  |
| <b>Subterfuge • Mechanics, unskilled</b>      | +3     | +4     | +7     | +8     | +10    | +10    | +13    | +14    | +37    | +16     |
| Disarming Traps                               | —      | —      | —      | +26(1) | +28(1) | +28(1) | +31(1) | +35(2) | +37(2) | +40(3)  |
| Disguise                                      | —      | —      | —      | —      | +28(1) | +28(1) | +31(1) | +32(1) | +37(2) | +37(2)  |
| Picking Locks                                 | —      | —      | +25(1) | +26(1) | +31(2) | +31(2) | +34(2) | +38(3) | +40(3) | +43(4)  |
| Using/Removing Poison                         | —      | —      | —      | —      | —      | —      | +31(1) | +32(1) | +34(1) | +34(1)  |
| <b>Subterfuge • Stealth, unskilled</b>        | +4     | +5     | +6     | +8     | +13    | +13    | +14    | +16    | +16    | +18     |
| Hiding  | +31(4) | +32(4) | +33(4) | +35(4) | +43(5) | +43(5) | +47(6) | +49(6) | +52(7) | +57(8)  |
| Picking Pockets                               | —      | —      | +24(1) | +26(1) | +34(2) | +34(2) | +38(3) | +40(3) | +43(4) | +48(5)  |
| Stalking                                      | +31(4) | +32(4) | +33(4) | +35(4) | +40(4) | +40(4) | +44(5) | +46(5) | +49(6) | +54(7)  |
| Trickery                                      | —      | —      | +27(2) | +29(2) | +40(4) | +40(4) | +47(6) | +49(6) | +55(8) | +57(8)  |
| <b>Tech./Trade • Professional, unskilled</b>  | -28    | -26    | -21    | -20    | -19    | -18    | -18    | -18    | -17    | -17     |
| <b>Tech./Trade • Vocational, unskilled</b>    | -28    | -26    | -21    | -20    | -19    | -18    | -18    | -18    | -17    | -17     |
| Appraisal                                     | —      | —      | —      | —      | —      | —      | —      | —      | +18(1) | +18(1)  |
| Preparing Poisons                             | —      | —      | —      | —      | —      | —      | —      | +17(1) | +18(1) | +18(1)  |
| <b>Urban, unskilled</b>                       | -23    | -23    | +0     | +0     | +4     | +5     | +8     | +8     | +9     | +9      |
| Contacting                                    | —      | —      | —      | —      | +22(1) | +23(1) | +29(2) | +29(2) | +33(3) | +33(3)  |
| Mingling                                      | —      | —      | —      | —      | +22(1) | +23(1) | +26(1) | +26(1) | +30(2) | +30(2)  |
| Scrounging                                    | —      | —      | —      | —      | —      | —      | +26(1) | +26(1) | +30(2) | +30(2)  |
| Streetwise                                    | —      | —      | —      | —      | +22(1) | +23(1) | +29(2) | +29(2) | +33(3) | +33(3)  |
| <b>Weapon • 1-H Concussion, unskilled</b>     | -14    | -13    | -11    | -10    | -9     | -10    | -7     | -7     | -7     |         |
| <b>Weapon • 1-H Edged, unskilled</b>          | +3     | +4     | +6     | +7     | +8     | +7     | +10    | +10    | +10    | -7      |
| Broadsword                                    | +21(1) | +22(1) | +24(1) | +25(1) | +26(1) | +25(1) | +28(1) | +28(1) | +28(1) | +28(1)  |
| <b>Weapon • 2-Handed, unskilled</b>           | +3     | +4     | +6     | +7     | +8     | +7     | +10    | +10    | +10    | +10     |
| Battle Axe                                    | +21(1) | +2(1)  | +24(1) | +25(1) | +26(1) | +25(1) | +28(1) | +28(1) | +28(1) | +28(1)  |
| <b>Weapon • Missile, unskilled</b>            | +18    | +20    | +20    | +22    | +24    | +22    | +27    | +27    | +27    | +27     |
| Short Bow                                     | +42(3) | +44(3) | +44(3) | +46(3) | +51(4) | +49(4) | +54(4) | +54(4) | +57(5) | +57(5)  |
| <b>Weapon • Missile Artillery, unskilled</b>  | -14    | -13    | -12    | -11    | -9     | -9     | -8     | +27    | -7     | -7      |
| <b>Weapon • Pole Arms, unskilled</b>          | +3     | +4     | +6     | +7     | +8     | +7     | +10    | +10    | +10    | +10     |
| Polearm                                       | +21(1) | +22(1) | +24(1) | +25(1) | +26(1) | +25(1) | +28(1) | +28(1) | +28(1) | +28(1)  |
| <b>Weapon • Thrown, unskilled</b>             | -3     | -1     | -3     | -1     | +1     | -1     | +2     | +2     | +2     | +2      |



Name: \_\_\_\_\_  
Race: Elf Profession: Ranger  
Height: 6'3" Weight: 155  
Hair: Dark brown Eyes: Blue  
Personality: \_\_\_\_\_  
Motivations/Alignment: \_\_\_\_\_

| Stat Bonuses    | Level  |        |        |        |        |        |        |        |        |        |
|-----------------|--------|--------|--------|--------|--------|--------|--------|--------|--------|--------|
|                 | 1st    | 2nd    | 3rd    | 4th    | 5th    | 6th    | 7th    | 8th    | 9th    | 10th   |
| Agility         | 66(+4) | 69(+4) | 79(+6) | 81(+7) | 82(+7) | 84(+7) | 85(+8) | 85(+8) | 85(+8) | 80(+7) |
| Constitution    | 95(+7) | 96(+8) | 98(+9) | 98(+9) | 98(+9) | 98(+9) | 98(+9) | 98(+9) | 98(+9) | 98(+9) |
| Memory          | 79(+4) | 84(+5) | 84(+5) | 84(+5) | 84(+5) | 84(+5) | 84(+5) | 84(+5) | 84(+5) | 84(+5) |
| Reasoning       | 65(+3) | 75(+5) | 76(+5) | 85(+7) | 85(+7) | 85(+7) | 85(+7) | 85(+7) | 85(+7) | 85(+7) |
| Self Discipline | 34(-5) | 50(-5) | 62(-5) | 62(-5) | 62(-5) | 62(-5) | 62(-5) | 62(-5) | 62(-5) | 62(-5) |
| Empathy         | 50(+2) | 61(+2) | 69(+2) | 71(+3) | 73(+3) | 75(+4) | 77(+4) | 77(+4) | 77(+4) | 77(+4) |
| Intuition       | 90(+5) | 91(+5) | 94(+7) | 97(+8) | 98(+9) | 98(+9) | 98(+9) | 98(+9) | 98(+9) | 98(+9) |
| Presence        | 50(-1) | 55(-1) | 60(-1) | 67(-1) | 70(+0) | 72(+0) | 72(+0) | 72(+0) | 72(+0) | 72(+0) |
| Quickness       | 62(+2) | 70(+3) | 71(+3) | 76(+4) | 76(+4) | 76(+4) | 76(+4) | 76(+4) | 76(+4) | 76(+4) |
| Strength        | 50(+0) | 58(+0) | 63(+0) | 63(+0) | 63(+0) | 63(+0) | 63(+0) | 63(+0) | 63(+0) | 63(+0) |

#### Normal Equipment List

Short sword  
Long bow  
Soft Leather Shirt or metal breastplate (depending on level).  
Tunic  
Full-bodice undergarment  
Saddle bags  
—Bedroll  
—Extra undergarments  
—Mandolin  
—Arrow repair kit  
—Bread and dried fruit (1 weeks worth)  
—Dried meats (1 weeks worth)  
—Water (1 weeks worth)  
—Hunting knife

#### Animal Warhorse

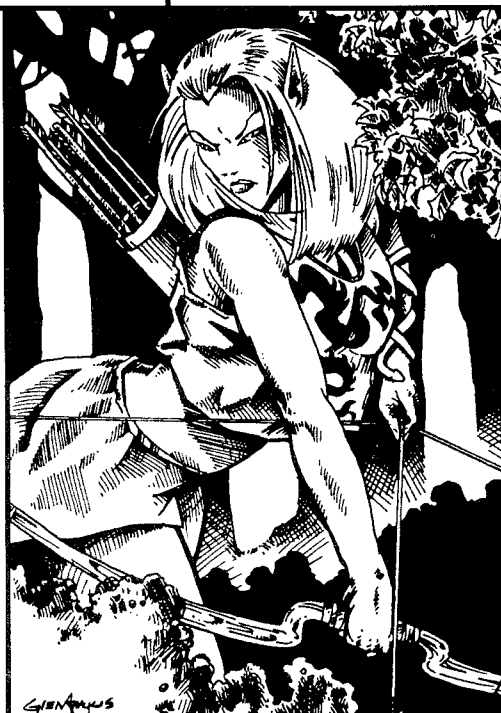
| Other Information | Level |      |      |      |      |      |      |      |      |      |
|-------------------|-------|------|------|------|------|------|------|------|------|------|
|                   | 1st   | 2nd  | 3rd  | 4th  | 5th  | 6th  | 7th  | 8th  | 9th  | 10th |
| Hits              | 31    | 33   | 41   | 41   | 47   | 47   | 53   | 53   | 59   | 59   |
| Power Points      | 10    | 16   | 18   | 25   | 26   | 26   | 26   | 32   | 32   | 36   |
| Exhaustion Pts.   | 61    | 64   | 67   | 67   | 67   | 67   | 67   | 67   | 67   | 67   |
| Armor Type        | 5     | 5    | 5    | 5    | 17   | 17   | 17   | 17   | 17   | 17   |
| MM Penalty        | -0    | -0   | -0   | -0   | -15  | -15  | -15  | -15  | -15  | -15  |
| Defensive Bonus   | +6    | +9   | +9   | +12  | +2   | +2   | +2   | +2   | +2   | +2   |
| Move Rate         | 61    | 64   | 64   | 67   | 67   | 67   | 67   | 67   | 67   | 67   |
| Channeling RR     | +15   | +15  | +21  | +24  | +27  | +27  | +27  | +27  | +27  | +27  |
| Essence RR        | +1    | +1   | +1   | +4   | +4   | +7   | +7   | +7   | +7   | +7   |
| Mentalism RR      | -8    | -8   | -8   | -8   | -5   | -5   | -5   | -5   | -5   | -5   |
| Chan/Ess RR       | -3    | -3   | -1   | +1   | +2   | +3   | +3   | +3   | +3   | +3   |
| Chan/Ment RR      | -6    | -6   | -4   | -3   | -1   | -1   | -1   | -1   | -1   | -1   |
| Ess/Ment RR       | -9    | -9   | -9   | -9   | -8   | -7   | -6   | -6   | -6   | -6   |
| Poison RR         | +31   | +34  | +37  | +37  | +37  | +37  | +37  | +37  | +37  | +37  |
| Disease RR        | +121  | +124 | +127 | +127 | +127 | +127 | +127 | +127 | +127 | +127 |
| Fear RR           | -15   | -15  | -15  | -15  | -15  | -15  | -15  | -15  | -15  | -15  |
| Hits/Hr Resting   | 4     | 4    | 5    | 5    | 5    | 5    | 5    | 5    | 5    | 5    |
| Hits/Sleep Cycle  | 14    | 16   | 18   | 18   | 18   | 18   | 18   | 18   | 18   | 18   |
| PPs/Hr Resting    | 3     | 3    | 4    | 4    | 5    | 5    | 5    | 5    | 5    | 5    |
| PPs/Sleep Cycle   | 5     | 8    | 9    | 13   | 13   | 13   | 13   | 16   | 16   | 18   |

#### Special Notes

Will die only from violence or weariness of living. Does not require sleep, only 2 hrs. meditation a day. Has perfect nightvision up to 50' with any light source at all and can see fairly well up to 100' with the same. Superb hearing (+10 to Awareness maneuvers). Cannot be scared. +10 DB and RR versus cold attacks. +10 to Trickery, Stalking, and Hiding skills. Knighted by the Elven Court.

#### Spell Casting

Must have at least one free hand. Must be able to speak in at least a whisper.



### Inner Walls

1. **Heat Resistance\*** — [D:1 min/lvl; R:touch] Instantaneous. Target is protected from natural heat up to 170°F (treat as if target were in 70°F temperature). Target also receives +20 to all RRs versus heat spells and heat attacks (+20 DB versus elemental fire and heat attacks). The duration of this spell is 10 minutes per level if cast on a non-mobile target. If cast on a mobile target, the spell will last as long as the caster concentrates. If cast on a non-mobile target that is subsequently moved, the spell is dispelled.
2. **Cold Resistance \*** — [D:1 min/lvl; R:touch] Instantaneous. Target is protected from natural cold down to 20°F (treat as if target were in 70°F temperature). Target also receives +20 to all RRs versus cold spells and cold attacks (+20 DB versus elemental cold and ice attacks). The duration of this spell is 10 minutes per level if cast on a non-mobile target. If cast on a mobile target, the spell will last as long as the caster concentrates. If cast on a non-mobile target that is subsequently moved, the spell is dispelled.
3. **Resistance I** — [D:1 min/lvl; R:self] Caster gets a +5 bonus to RRs & DB.
4. **Bless I** — [D:1 min/lvl; R:self] Caster gets a +5 bonus to maneuver rolls & DB.
5. **Prayer I** — [D:1 min/lvl; R:self] Caster gets a +5 bonus to RRs & maneuver rolls
7. **Sterilization** — [D:—; R:touch] Caster can sterilize 1 cubic foot per level of any solid or liquid. This will not affect inert poisons or harm creatures larger than 0.25" in length.
8. **Resistance II** — [D:1 min/lvl; R:self] As *Resistance I*, except bonus is +10.
9. **Bless II** — [D:1 min/lvl; R:self] As *Bless I*, except bonus is +10.
10. **Prayer II** — [D:1 min/lvl; R:self] As *Prayer I*, except bonus is +10.

### Moving Ways

1. **Rockrunning** — [D:1 min/lvl; R:self] Caster can run on any nearly horizontal rocky and earthen surfaces as if he was on level ground. He will expend exhaustion points as if he were walking.
2. **Limbwalking** — [D:1 min/lvl; R:self] Allows caster to walk along tree limbs as if he were on level ground.
3. **Swimming** — [D:1 min/lvl; R:100'] Target can swim without expending energy (i.e., will expend no exhaustion points).
4. **Waterwalking** — [D:1 min/lvl; R:self] Caster can walk on water as if he were on level dry ground. This may not be used on rough water.
5. **Sandrunning** — [D:1 min/lvl; R:self] Caster can run on sandy surfaces as if he was on level ground. He will expend exhaustion points as if walking.
6. **Limbrunning** — [D:1 min/lvl; R:self] As *Limbwalking*, except caster can move at two times normal pace (i.e., Run pace). He will expend exhaustion points as if he were walking.
7. **Traceless Passing** — [D:C; R:self] Caster can walk without leaving tracks or other visible signs of his passing.
8. **Hide Tracks I** — [D:C; R:50'] Caster can hide the tracks of any 1 being. This spell and *Traceless Passing* can be used simultaneously and caster will still maintain 50% activity (i.e., he can concentrate on both spells at the same time).
9. **Waterrunning** — [D:1 min/lvl; R:self] As *Waterwalking*, except caster can move at two times normal pace (i.e., Run pace). He will expend exhaustion points as if he were walking.
10. **Hide Tracks II** — [D:C; R:50'] As *Hide Tracks I*, except it hides 2 beings' tracks.

### Nature's Summons

1. **Summon Nourishment** — [D:—; R:varies] An animal will arrive bearing some form of nourishment for the caster. This may take the form of berries, nuts, or tubers (always some form of vegetable matter). The animal will drop the food and return to the wilderness.
2. **Summon Warmth** — [D:8 hours; R:varies] A heavily-furred animal will arrive and lie down near the caster. The animal will allow the caster (and only the caster) to lie down next to it.
3. **Summon Guide** — [D:24 hours (C); R:varies] An animal who knows the path to a specific location will arrive to guide the caster to that location. The animal will only guide the caster as long as he concentrates on the desired location.
4. **Summon Guardian** — [D:8 hours; R:varies] A suitable large animal will arrive. This animal will attempt to protect the caster from hostile attacks for the duration of the spell. The animal will be one that is capable of inflicting at least Medium animal attacks. The animal will only protect the caster as long as the caster remains in the same general area that the spell was cast (i.e., if the caster leaves the area, the animal will not travel with him).

5. **Summon Mount** — [D:24 hours; R:varies] A large animal will arrive and serve as a mount for the caster.
6. **Summon Hunter** — [D:—; R:varies] An animal will arrive bearing a recently killed prey for the caster (some form of meat). The animal will drop the food close by and then return to the wilderness.
7. **Summon Sense** — [D:24 hours (C); R:varies] An animal with a specified heightened sense will arrive. For the duration of the spell, the animal will "perceive" for the caster. The caster can concentrate to have the animal communicate what he has been perceiving.
9. **Summon Group** — [D:24 hours; R:varies] A "group" of animals will arrive and stay near the area where the spell was cast. For the purposes of this spell, the animals summoned must normally travel in groups (e.g., wolves, deer, birds, etc.).
10. **Mass Summons** — [D:varies; R:varies] The caster can use any lower level spells on this list, except that one animal per level will be summoned. For example, a 10th level Ranger could summon 10 guardians. All of the animals will serve only the caster.

### Nature's Way

1. **Trap Detection** — [D:1 min/lvl; R:50'] Caster has a 75% chance of detecting a trap in the area of effect. The caster can concentrate on a different area each round. There must be living plants or animals in the area of effect or no information will be gained.
2. **Water Finding I** — [D:—; R:self] Caster can locate any natural source of running water, exposed groundwater, etc. exceeding 1 gallon. He will learn the approximate size and quality of source.
3. **Fire Starting I** — [D:—; R:1'] Allows caster to set a fire of 1'R. Fire will burn as long as there is fuel. A target in the 1'R will take an 'A' Heat critical.
5. **Food Finding I** — [D:—; R:self] Caster learns location, type, and approximate quantity of edible food (e.g., dead animal matter, plants, etc.). The food source must exceed 1 pound.
6. **Water Purification** — [D:P; R:touch] Allows caster to purify a number of gallons of water equal to his level.
7. **Shelter Finding I** — [D:—; R:self] Caster learns location, type, and approximate size of any waterproof, covered space exceeding 125 cubic feet. The shelter must have an entry (exceeding 2'R) opening onto open air.
8. **Lesser Traps** — [D:P; R:touch] This spell creates a minor, normal trap (constructed magically). The trap can deliver up to a 'B' critical strike (must be either a Slash, a Krush, or a Puncture; specified by the caster at the time of casting) to any one target. The size of the trap can vary from 1'R to 10'R. The time to construct the trap is 1 round per 1'R.
9. **Weather Prediction I** — [D:—; R:1 min/lvl] Gives caster a 95% chance of predicting time, type, and severity of weather over next 24 hour period.
10. **Nature's Awareness I** — [D:C; R:self] Caster can monitor animate activity in the area (e.g., he will be aware of subtle movements). For the duration of this spell, the caster cannot move.

### Path Mastery

1. **Pathlore** — [D:—; R:self] Caster learns origin and nearest "destination" of any path within the area of effect.
2. **Nightvision** — [D:10 min/lvl; R:self] Target can see 100' on a normal night as if it were daylight.
3. **Tracking I** — [D:C; R:self] Caster gets a +50 bonus for all Tracking attempts.
4. **Path Tale** — [D:C; R:self] Caster acquires visual image of any user(s) of a given path, up to 1 hour in the past per level of the caster.
5. **Pathfinding I** — [D:C; R:1 mile] Caster learns the location(s) of any path(s) within 1 mile. This spell reveals the nearest point on path, but not the path's course.
6. **Tracks Lore** — [D:—; R:touch] Caster learns origin of tracks, and acquires a visual image of the one who left them. Caster will gain a +25 bonus when tracking this particular being or animal.
7. **Detect Ambush I** — [D:10 min/lvl; R:self] Caster is aware of any being within the area of effect that has hostile intentions towards him. The hostility must be directed specifically at the caster or the spell reveals nothing. The being's hostility must be active, not passive.
8. **Passing Lore** — [D:—; R:touch] Caster acquires visual and aural (sound) image of any being or animal that has passed within a 50'R of a specific object. The being or animal can have passed up to 1 hour per level earlier. If more than one being or animal has passed, the caster will see them one image at a time, one image per round (starting with the oldest image).
9. **Pathfinding V** — [D:C; R:5 miles] As *Pathfinding I*, except for range
10. **Animal Tongues** — [D:1 min/lvl; R:self] Allows caster to understand and "speak" the language of any 1 animal species.

\*: Instant spell, —: Not applicable, C: Concentration, T: Touch, V: Varies, P: Permanent, †: There are complex parameters that govern the use of this spell. See your GM for more information.

| Skill Bonus (Ranks)                       | Level   |         |         |         |         |         |         |         |         |         |
|---|---------|---------|---------|---------|---------|---------|---------|---------|---------|---------|
|   | 1st     | 2nd     | 3rd     | 4th     | 5th     | 6th     | 7th     | 8th     | 9th     | 10th    |
| <b>Armor • Heavy, Plate</b>               | +36(3)  | +46(5)  | +58(7)  | +69(9)  | +75(11) | +75(11) | +76(11) | +76(11) | +76(11) | +75(11) |
| <b>Armor • Light, Soft Leather</b>        | -22     | -22     | -18     | -16     | -16     | -16     | -14     | -14     | -14     | -16     |
| <b>Armor • Light, Rigid Leather</b>       | -22     | -22     | -18     | -16     | -16     | -16     | -14     | -14     | -14     | -16     |
| <b>Armor • Medium, Chain</b>              | -26     | -26     | -24     | -23     | -23     | -23     | -22     | -22     | -22     | -23     |
| <b>Artistic • Active, unskilled</b>       | -25     | -8      | -6      | -2      | -1      | -1      | +1      | +1      | +1      | +0      |
| Play Instrument (Flute)                   | —       | —       | —       | —       | —       | +20(2)  | +22(2)  | +22(2)  | +22(2)  | +21(2)  |
| <b>Artistic • Passive, unskilled</b>      | -24     | -7      | -5      | -1      | +1      | +1      | +2      | +2      | +2      | +2      |
| Music                                     | —       | —       | —       | —       | —       | +22(2)  | +23(2)  | +23(2)  | +23(2)  | +23(2)  |
| <b>Athletic • Brawn, unskilled</b>        | -2      | -1      | +2      | +3      | +3      | +3      | +4      | +4      | +4      | +3      |
| <b>Athletic • Endurance, unskilled</b>    | -2      | +1      | +4      | +7      | +7      | +9      | +10     | +10     | +12     | +11     |
| Scaling                                   | —       | +19(1)  | +22(1)  | +28(2)  | +28(2)  | +33(3)  | +34(3)  | +37(4)  | +39(4)  | +38(4)  |
| Swimming                                  | +22(3)  | +25(3)  | +28(3)  | +31(3)  | +31(3)  | +33(3)  | +34(3)  | +37(4)  | +39(4)  | +38(4)  |
| <b>Athletic • Gymnastics, unskilled</b>   | -3      | +0      | +4      | +7      | +7      | +7      | +9      | +9      | +11     | +9      |
| Climbing                                  | +18(2)  | +21(2)  | +25(2)  | +28(2)  | +28(2)  | +28(2)  | +30(2)  | +30(2)  | +32(6)  | +30(2)  |
| <b>Awareness • Perceptions, unskilled</b> | +5      | +5      | +9      | +11     | +13     | +13     | +13     | +13     | +13     | +13     |
| Alertness                                 | +11(6)  | +11(6)  | +15(6)  | +17(6)  | +19(6)  | +20(7)  | +20(7)  | +20(7)  | +20(7)  | +20(7)  |
| Sense Ambush                              | —       | —       | —       | +12(1)  | +15(2)  | +15(2)  | +16(3)  | +16(3)  | +16(3)  | +16(3)  |
| <b>Awareness • Searching, unskilled</b>   | -2      | +0      | +2      | +7      | +10     | +12     | +14     | +16     | +16     | +16     |
| Detect Traps                              | —       | +18(1)  | +20(1)  | +25(1)  | +28(1)  | +33(2)  | +35(2)  | +40(3)  | +43(4)  | +43(4)  |
| Locate Hidden                             | —       | +18(1)  | +20(2)  | +28(2)  | +31(2)  | +33(2)  | +38(3)  | +43(4)  | +43(4)  | +43(4)  |
| Observation                               | +16(1)  | +21(2)  | +23(2)  | +28(2)  | +34(3)  | +36(3)  | +41(4)  | +43(4)  | +46(5)  | +46(5)  |
| Reading Tracks                            | +16(1)  | +18(1)  | +20(1)  | +28(2)  | +34(3)  | +39(4)  | +41(4)  | +46(5)  | +49(6)  | +49(6)  |
| Tracking                                  | +16(1)  | +21(2)  | +23(2)  | +31(3)  | +37(4)  | +42(5)  | +47(6)  | +52(7)  | +55(8)  | +55(8)  |
| <b>Awareness • Senses, unskilled</b>      | -25     | -8      | -4      | -2      | +2      | +2      | +2      | +2      | +2      | +2      |
| Direction Sense                           | —       | —       | —       | +16(1)  | +20(1)  | +20(1)  | +20(1)  | +20(1)  | +23(2)  | +23(2)  |
| <b>Combat Maneuvers, unskilled</b>        | -29     | -28     | -26     | -24     | -24     | -24     | -23     | -23     | -23     | -24     |
| Mounted Combat                            | +11(2)  | +12(2)  | +14(2)  | +21(3)  | +21(3)  | +26(4)  | +32(5)  | +37(6)  | +42(7)  | +46(8)  |
| <b>Communications, unskilled</b>          | -2      | +1      | +1      | +4      | +4      | +4      | +5      | +5      | +5      | +5      |
| Elvish, spoken                            | +43(10) | +46(10) | +46(10) | +49(10) | +49(10) | +49(10) | +50(10) | +50(10) | +50(10) | +50(10) |
| Elvish, written                           | +43(10) | +46(10) | +46(10) | +49(10) | +49(10) | +49(10) | +50(10) | +50(10) | +50(10) | +50(10) |
| Common-speech, spoken                     | +37(8)  | +40(8)  | +40(8)  | +43(8)  | +43(8)  | +43(8)  | +44(8)  | +44(8)  | +44(8)  | +44(8)  |
| Common-speech, written                    | +37(8)  | +40(8)  | +40(8)  | +43(8)  | +43(10) | +43(8)  | +44(8)  | +44(8)  | +44(8)  | +44(8)  |
| Plains-speech, spoken                     | +28(5)  | +31(5)  | +31(5)  | +34(5)  | +34(5)  | +34(5)  | +35(2)  | +35(5)  | +35(5)  | +35(5)  |
| Plains-speech, written                    | +19(2)  | +22(2)  | +22(2)  | +25(2)  | +25(2)  | +25(2)  | +26(2)  | +26(2)  | +26(2)  | +26(2)  |
| Wood-speech, spoken                       | +28(5)  | +31(5)  | +31(5)  | +34(5)  | +34(5)  | +34(5)  | +35(5)  | +35(5)  | +35(5)  | +35(5)  |
| Wood-speech, written                      | +19(2)  | +22(2)  | +22(2)  | +25(2)  | +25(2)  | +25(2)  | +26(2)  | +26(2)  | +26(2)  | +26(2)  |
| Black-speech, spoken                      | +37(8)  | +40(8)  | +40(8)  | +43(8)  | +43(8)  | +43(8)  | +44(8)  | +44(8)  | +44(8)  | +44(8)  |
| Black-speech, written                     | +37(8)  | +40(8)  | +40(8)  | +43(8)  | +43(8)  | +43(8)  | +44(8)  | +44(8)  | +44(8)  | +44(8)  |
| <b>Crafts, unskilled</b>                  | -27     | -26     | -24     | -23     | -23     | -23     | -22     | -22     | -22     | -23     |
| Fletching                                 | —       | —       | —       | +12(1)  | +17(2)  | +22(3)  | +28(4)  | +28(4)  | +33(5)  | +32(5)  |
| Wood Crafts (Arrows)                      | —       | +14(2)  | +16(2)  | +17(2)  | +27(4)  | +27(4)  | +28(4)  | +28(4)  | +28(4)  | +37(6)  |
| <b>Directed Spells, unskilled</b>         | -17     | -17     | -13     | -11     | -11     | -11     | -9      | -9      | -9      | -11     |
| <b>Influence, unskilled</b>               | -24     | -24     | -22     | -3      | -1      | -1      | +0      | +2      | +2      | +4      |
| Diplomacy                                 | —       | —       | —       | —       | —       | —       | —       | +20(1)  | +20(1)  | +22(1)  |
| Leadership                                | —       | —       | —       | —       | +17(1)  | +17(1)  | +18(1)  | +20(1)  | +23(2)  | +25(2)  |
| <b>Lore • General, unskilled</b>          | +6      | +10     | +10     | +12     | +12     | +12     | +12     | +14     | +14     | +14     |
| “Home” Culture Lore                       | +30(3)  | +34(3)  | +34(3)  | +36(3)  | +36(3)  | +36(3)  | +36(3)  | +38(3)  | +38(3)  | +38(3)  |
| Fauna Lore                                | —       | —       | —       | —       | —       | —       | +30(1)  | +35(2)  | +38(3)  | +41(4)  |
| Flora Lore                                | —       | —       | —       | —       | —       | —       | +30(1)  | +35(2)  | +38(3)  | +38(3)  |

### Special Items

**Evenglow Shield** [Levels Available: 1-4] Protects as a full shield with a special +10 bonus to DB (because of the exceptional nature of the materials).

**Sapphire Bow** [Levels Available: 6-10] Attacks as a long bow with a special +5 bonus to OB (because of its superior design). Glow when near Undead. Reload % is halved.

**Ferriman's Dust** [Levels Available: 6] When a bit of dust from this pouch is sprinkled upon any physical surface where a being has passed, any residue left by the being, whether it be from its body or possessions, becomes highlighted in the sprinkler's realm of sensory perception. Smells become very obvious, threads brushed off from clothes turn bright pink, etc. (due to dust's enchanted nature). +20 bonus to sprinkler of dust if the identity of the sought being is known to Reading Tracks, Tracking, Hunting.

**Sapphire Short Sword** [Level Available: 7] Attacks as short sword with a special +5 bonus to OB (because of its superior balance). Extra Heat Critical versus Undead.

**Hesitation Scroll** [Level Available: 8] Contains two Hesitation spells which, when read successfully, target hesitates in any nondefensive action (-20 to initiative; must parry with at least half of his OB).

**Sapphire Gloves** [Level Available: 10] Wearer of gloves receives an additional +15 bonus to OB when wielding any Sapphire weapon.



| Skill Bonus (Ranks)                           | Level  |        |        |         |        |        |        |        |        |         |
|---|--------|--------|--------|---------|--------|--------|--------|--------|--------|---------|
|   | 1st    | 2nd    | 3rd    | 4th     | 5th    | 6th    | 7th    | 8th    | 9th    | 10th    |
| Heraldry                                      | +27(2) | +31(2) | +31(2) | +33(2)  | +33(2) | +33(2) | +33(2) | +35(2) | +38(3) | +38(3)  |
| "Home" Region Lore                            | +30(3) | +34(3) | +34(3) | +36(3)  | +36(3) | +36(3) | +36(3) | +38(3) | +38(3) | +38(3)  |
| <b>Lore • Magical, unskilled</b>              | +8     | +12    | +12    | +14     | +14    | +14    | +14    | +14    | +14    | +14     |
| Undead Lore                                   | —      | —      | —      | —       | —      | —      | —      | —      | —      | +32(10) |
| <b>Lore • Obscure, unskilled</b>              | -2     | +2     | +2     | +4      | +4     | +4     | +4     | +4     | +6     | +6      |
| Dragon Lore                                   | —      | —      | —      | —       | —      | —      | —      | +22(1) | +24(1) | +27(2)  |
| <b>Lore • Technical, unskilled</b>            | -19    | +2     | +2     | +4      | +4     | +4     | +4     | +4     | +6     | +8      |
| Herb Lore                                     | —      | —      | +20(1) | +22(1)  | +22(1) | +22(1) | +22(1) | +22(1) | +24(1) | +26(1)  |
| Poison Lore                                   | —      | —      | —      | —       | —      | —      | —      | —      | +24(1) | +26(1)  |
| <b>Outdoor • Animal, unskilled</b>            | -1     | +1     | +5     | +10     | +12    | +14    | +19    | +21    | +21    | +20     |
| Animal Handling                               | +17(1) | +22(2) | +26(2) | +34(3)  | +36(3) | +41(4) | +46(4) | +51(5) | +54(6) | +53(6)  |
| <b>Outdoor • Environmental, unskilled</b>     | -5     | -2     | +2     | +5      | +8     | +10    | +12    | +14    | +14    | +14     |
| Foraging                                      | +13(1) | +16(1) | +23(2) | +26(2)  | +29(2) | +34(3) | +36(3) | +38(3) | +41(4) | +41(4)  |
| Hunting                                       | +13(1) | +19(2) | +23(2) | +26(2)  | +32(3) | +34(3) | +36(3) | +41(4) | +44(5) | +47(6)  |
| Weather Watching                              | +13(1) | +16(1) | +20(1) | +26(2)  | +29(2) | +31(2) | +36(3) | +38(3) | +38(3) | +41(4)  |
| <b>Power Awareness, unskilled</b>             | -14    | -14    | -12    | -10     | -8     | -8     | -7     | -7     | +10    | +10     |
| <b>Power Manipulation, unskilled</b>          | -14    | -14    | -12    | -10     | -8     | -8     | -7     | -7     | -7     | -7      |
| Transcend Armor                               | —      | —      | —      | —       | —      | +27(1) | +33(2) | +38(3) | +43(4) | +48(5)  |
| <b>Science/Anal. • Basic, unskilled</b>       | -20    | -15    | +2     | +6      | +6     | +6     | +6     | +6     | +6     | +6      |
| Basic Math                                    | —      | —      | —      | +24(1)  | +24(1) | +24(1) | +24(1) | +24(1) | +24(1) | +24(1)  |
| <b>Science/Anal. • Specialized, unskilled</b> | -20    | -15    | -15    | -11     | -11    | -11    | -11    | -11    | -11    | -11     |
| <b>Self Control, unskilled</b>                | -41    | -41    | -41    | -41     | -40    | -40    | -40    | -40    | -40    | -40     |
| <b>Special Attacks, unskilled</b>             | -31    | -31    | -29    | -28     | -28    | -28    | -27    | -27    | -27    | -28     |
| Jousting                                      | +4(1)  | +4(1)  | +6(1)  | +7(1)   | +7(1)  | +7(1)  | +8(1)  | +8(1)  | +8(1)  | +7(1)   |
| <b>Special Defenses, unskilled</b>            | -30    | -30    | -30    | -30     | -30    | -30    | -30    | -30    | -30    | -30     |
| <b>Spell Lists</b>                            |        |        |        |         |        |        |        |        |        |         |
| Spells • Blood Law                            | —      | —      | —      | —       | +15(1) | +17(3) | +17(3) | +17(3) | +17(3) | +17(3)  |
| Spells • Creations                            | —      | —      | —      | —       | —      | —      | +16(2) | +16(2) | +26(2) | +16(2)  |
| Spells • Lore                                 | —      | +12(2) | +14(2) | +15(20) | +16(2) | +16(2) | +16(2) | +16(2) | +16(2) | +16(2)  |
| Spells • Muscle Law                           | —      | —      | —      | —       | —      | —      | —      | +16(2) | +16(2) | +17(3)  |
| Spells • Symbolic Ways                        | —      | —      | —      | +14(1)  | +15(1) | +15(1) | +15(1) | +15(1) | +15(1) | +15(1)  |
| Spells • Barrier Law                          | —      | —      | —      | —       | —      | —      | —      | +15(1) | +15(1) | +15(1)  |
| Spells • Concussion's Ways                    | —      | —      | —      | —       | —      | +15(1) | +15(1) | +15(1) | +15(1) | +15(1)  |
| Spells • Detection Mastery                    | +12(2) | +12(2) | +14(2) | +15(2)  | +16(2) | +16(2) | +16(2) | +16(2) | +16(2) | +16(2)  |
| Spells • Purifications                        | —      | —      | +13(1) | +14(1)  | +15(1) | +15(1) | +15(1) | +15(1) | +15(1) | +15(1)  |
| Spells • Inner Walls                          | —      | —      | —      | —       | —      | —      | —      | +15(1) | +15(1) | +15(1)  |
| Spells • Moving Ways                          | —      | —      | —      | —       | +16(2) | +16(2) | +16(2) | +16(2) | +16(2) | +16(2)  |
| Spells • Nature's Senses/Movements            | —      | —      | —      | —       | —      | —      | —      | —      | —      | +16(2)  |
| Spells • Nature's Way                         | —      | —      | +14(2) | +17(4)  | +18(4) | +18(4) | +18(4) | +18(4) | +18(4) | +18(4)  |
| Spells • Path Mastery                         | —      | —      | —      | —       | —      | —      | —      | +15(1) | +18(4) | +18(4)  |
| <b>Subterfuge • Attack, unskilled</b>         | -26    | -26    | -5     | -3      | -2     | +0     | +1     | +1     | +3     | +2      |
| Ambush  | —      | —      | —      | —       | +16(1) | +18(1) | +22(2) | +22(2) | +24(2) | +26(3)  |
| <b>Subterfuge • Mechanics, unskilled</b>      | -18    | -16    | +5     | +9      | +10    | +10    | +11    | +11    | +11    | +10     |
| Camouflage                                    | —      | —      | —      | —       | —      | —      | +29(1) | +29(1) | +29(1) | +28(1)  |
| Trap Building                                 | —      | —      | —      | —       | +28(1) | +28(1) | +19(1) | +19(1) | +29(1) | +28(1)  |
| <b>Subterfuge • Stealth, unskilled</b>        | -9     | -7     | -1     | +1      | +4     | +6     | +9     | +11    | +13    | +14     |
| Hiding  | —      | +11(1) | +17(1) | +19(1)  | +22(1) | +27(2) | +33(3) | +35(3) | +37(3) | +41(4)  |
| Stalking                                      | +9(1)  | +11(1) | +20(2) | +22(2)  | +28(3) | +30(3) | +33(3) | +35(3) | +40(4) | +44(5)  |
| Trickery                                      | —      | —      | +20(2) | +22(2)  | +25(2) | +27(2) | +30(2) | +38(4) | +46(6) | +53(8)  |
| <b>Tech/Trade • General, unskilled</b>        | -28    | -25    | -8     | -6      | -6     | -4     | -4     | -4     | -4     | -2      |
| Mapping                                       | —      | —      | —      | —       | —      | —      | —      | +14(1) | +14(1) | +16(1)  |
| Using Prepared Herbs                          | —      | —      | —      | —       | +12(1) | +14(1) | +17(2) | +17(2) | +17(2) | +19(2)  |
| <b>Tech/Trade • Professional, unskilled</b>   | -18    | -15    | -13    | -10     | -9     | -9     | -9     | -9     | -9     | -9      |
| <b>Tech/Trade • Vocational, unskilled</b>     | -18    | -15    | -13    | -10     | -9     | -9     | -9     | -9     | -9     | -9      |
| Navigation                                    | —      | —      | —      | —       | —      | —      | —      | —      | +26(1) | +26(1)  |
| Preparing Herbs                               | —      | —      | +22(1) | +25(1)  | +26(1) | +26(1) | +26(1) | +26(1) | +26(1) | +26(1)  |
| <b>Urban, unskilled</b>                       | -23    | -21    | -19    | -16     | -14    | -14    | -14    | -14    | -14    | -14     |
| <b>Weapon • 1-H Concussion, unskilled</b>     | -26    | -26    | -24    | -23     | -23    | -23    | -22    | -22    | -22    | -23     |
| <b>Weapon • 1-H Edged, unskilled</b>          | -5     | -5     | -1     | +0      | +0     | +2     | +3     | +5     | +5     | +4      |
| Short Sword                                   | +19(3) | +19(3) | +23(3) | +24(3)  | +27(4) | +29(4) | +33(5) | +35(5) | +35(5) | +37(6)  |
| <b>Weapon • 2-Handed, unskilled</b>           | -26    | -26    | -24    | -23     | -23    | -23    | -22    | -22    | -22    | -23     |
| <b>Weapon • Missile, unskilled</b>            | -1     | -1     | +5     | +7      | +7     | +7     | +11    | +13    | +13    | +11     |
| Long Bow                                      | +23(3) | +23(3) | +29(3) | +31(3)  | +34(4) | +34(4) | +41(5) | +43(5) | +43(5) | +44(6)  |
| <b>Weapon • Missile Artillery, unskilled</b>  | -18    | -16    | -12    | -8      | -7     | -7     | -6     | -6     | -6     | -7      |
| <b>Weapon • Pole Arms, unskilled</b>          | -26    | -26    | -24    | -23     | -23    | -23    | -22    | -22    | -22    | -23     |
| <b>Weapon • Thrown, unskilled</b>             | -22    | -22    | -18    | -16     | -16    | -16    | -14    | -14    | -14    | -16     |

# PART III

## TABLES & CHARTS

**Note:** Most of the rules for using the tables in this section can be found in Part I.

This section contains the tables and charts used by many of the characters presented in Part II. The General Static Maneuver Table (on the right), is used for most "non-combat" type skills (the GM will inform you of the specific results of any maneuver).

Next, there are six weapon tables (others are presented in Part II with specific characters). To use a weapon attack table, cross-index the final attack roll (d100 plus weapon skill minus DB) with the target's Armor Type to determine the result of the attack. If the result is a "—," no damage of any kind is delivered. If the result is a number (only), that amount of concussion damage is given to the target (i.e., subtracted from his hits). If the result is a number with two letters after it, the target suffers concussion damage equal to the number and suffers a critical hit. The first letter indicates the severity of the critical (A to E, with E being the most severe) and the second letter indicates the type of critical strike table (S = Slash, P = Puncture, and K = Krush).

After the weapon attack tables, you will find the weapon critical strike tables (used in conjunction with the weapon attack tables). You will also find the Weapon Fumble Table. If you fumble your attack, roll d100 (not open-ended) and look up the result on the most appropriate column of the Weapon Fumble Table.

After the Weapon Fumble Table are the spell attack tables. First, the Basic Spell Attack Table is presented. This is used like a weapon attack table. Cross-index the total spell attack roll (d100 plus spell skill) with the armor type of the target. If the spell caster is a Ranger or a Cleric, use the Channeling Spell section. If the spell caster is a Magician or Dabbler, use the Essence Spell section. After the Basic Spell Attack Table, there are two other attack tables: one for ball (area) attacks and one for bolt (directed) attacks. If a character has spells appropriate for these attacks, the special rules for using these tables will be shown on the character sheet.

After the spell attack tables, there is an Elemental Attack Roll Modifications Table. This table is used for all elemental (non Basic) spell attacks. At the bottom of this page, there is a Resistance Roll Table (this is used as outlined in Part I). Next are the spell criticals strike tables. They are used like the weapon critical strike tables (and any special rules are found on individual character sheets).

Next, there is the Moving Maneuver Table. This table is used as outlined in Part I. Finally, there is a compilation of all the Open and Closed lists that a character might possess. If your character has spells listed in his skills that are not on the second page of his character sheet, you can find them in this section.

### General Static Maneuver Table T-4.8.1

#### -26 down Spectacular Failure: -50% • 5.0% • -30

You make a thorough mess of your attempt as you forget even the most basic principles of this maneuver. You are at -20 modification to your next two actions while you recover from your stunning failure.

#### -25 — 04 Absolute Failure: -20% • 3.0% • -10

Your remarkable failure marks you for ridicule. Hope your parents weren't watching...

#### 05 — 75 Failure: 0% • 2.0% • +0

You fail. Your skill is not up to the task. Maybe next time.

#### UM 66 Unusual Event: — • — • —

Your maneuver is beset by an unusual event. It may or may not be a beneficial occurrence (GM should choose or determine randomly).

#### 76 — 90 Partial Success: 20% • 1.5% • +5

Your attempt bears little fruit, but you appear to be on the right track. Perhaps more attention to detail will improve your chances.

#### 91 — 110 Near Success: 80% • 1.25% • +10

You are within sight of your goal! If appropriate, you may attempt to complete your maneuver with another roll with a modification of +10.

#### UM 100 Unusual Success: 125% • 1.0% • +25

You have achieved a remarkable success in an unusual fashion. The GM should determine the details; this result may occur because of an unexpected extraneous event or because of a remarkable personal effort.

#### 111 — 175 Success: 100% • 1.0% • +20

Congratulations! You are completely successful in your attempt. Carry on.

#### 176 up Absolute Success: 120% • 0.75% • +30

Wounds! Your masterful performance has stretched the boundaries of your own abilities! You operate at +10 (non-cumulative) to all future attempts to use this skill, until you receive a result of **Absolute Failure** or **Spectacular Failure**.

**Length:** 0.75 – 1.5 feet  
**Weight:** 0.5 – 1.5 pounds  
**Fumble Range:** 01 UM  
**Breakage #s:** 1, 2, 3, 4, 5, 6  
**Strength:** 74 – 86

**Range Modifiers:** 1' – 10': -10  
 11' – 25': -20  
 26' – 50': -30

# ATTACK TABLE 2.6

## DAGGER

### ONE-HANDED EDGED



|     | 20  | 19  | 18  | 17  | 16  | 15  | 14   | 13   | 12  | 11  | 10   | 9    | 8   | 7   | 6     | 5    | 4    | 3    | 2    | 1    |     |
|-----|-----|-----|-----|-----|-----|-----|------|------|-----|-----|------|------|-----|-----|-------|------|------|------|------|------|-----|
| 150 | 3CP | 4CP | 4EP | 6EP | 7EP | 7EP | 10EP | 10EP | 6EP | 8EP | 12EP | 12EP | 8EP | 8EP | 13EP  | 16EP | 10EP | 13EP | 16EP | 18EP | 150 |
| 149 | 3BP | 4CP | 4DP | 6EP | 7DP | 7DP | 10DP | 10EP | 6EP | 8EP | 12EP | 12EP | 8EP | 8EP | 13EP  | 16EP | 10EP | 13EP | 16EP | 18EP | 149 |
| 148 | 3AP | 4BP | 4CP | 6DP | 7DP | 7DP | 10DP | 10EP | 6EP | 8EP | 12EP | 12EP | 8EP | 8EP | 13EP  | 16EP | 10EP | 13EP | 16EP | 18EP | 148 |
| 147 | 3AP | 4BP | 4CP | 6DP | 7CP | 7CP | 10DP | 10DP | 6DP | 8DP | 12DP | 12EP | 8EP | 8EP | 13EP  | 16EP | 10EP | 13EP | 16EP | 18EP | 147 |
| 146 | 3AP | 4BP | 4CP | 6DP | 7CP | 7CP | 10CP | 10DP | 6DP | 8DP | 12DP | 12EP | 8EP | 8EP | 13EP  | 16EP | 10EP | 13EP | 16EP | 18EP | 146 |
| 145 | 3AK | 4AP | 4CP | 6CP | 7CP | 7CP | 10CP | 10DP | 6CP | 8DP | 12DP | 12EP | 8EP | 8EP | 13EP  | 16EP | 10EP | 13EP | 16EP | 18EP | 145 |
| 144 | 3   | 4AP | 4BP | 6CP | 7CP | 7CP | 10CP | 10DP | 6CP | 8DP | 12DP | 11EP | 8EP | 8EP | 13EP  | 15EP | 10EP | 13EP | 16EP | 17ES | 144 |
| 143 | 3   | 4AP | 4BP | 6CP | 7BP | 7CP | 10CP | 10DP | 6CP | 8DP | 11DP | 11DP | 8DP | 8EP | 13EP  | 15EP | 10EP | 12EP | 16EP | 17EP | 143 |
| 142 | 3   | 4AP | 4BP | 6CP | 7BP | 7CP | 10CP | 10CP | 6CP | 8CP | 11DP | 11DP | 8DP | 8DP | 12EP  | 15ES | 9DP  | 12EP | 15EP | 17ES | 142 |
| 141 | 3   | 4AP | 4BP | 6CP | 7BP | 7BP | 9CP  | 9CP  | 6CP | 7CP | 11DP | 11DP | 8DP | 8DP | 12DP  | 15DP | 9DP  | 12EP | 15EP | 17EP | 141 |
| 140 | 3   | 4AK | 4BP | 6CP | 7BP | 7BP | 9CP  | 9CP  | 6CP | 7CP | 11CP | 11DP | 8DP | 8DP | 12DP  | 15ES | 9DP  | 12EP | 15EP | 17ES | 140 |
| 139 | 3   | 4   | 4AP | 6BP | 7BP | 7BP | 9CP  | 9CP  | 6CP | 7CP | 11CP | 11DP | 8DP | 8DP | 12DP  | 14DP | 9DP  | 12DP | 15EP | 16EP | 139 |
| 138 | 3   | 4   | 4AS | 6BS | 7AP | 7BP | 9BP  | 9CP  | 6CP | 7CP | 11CP | 10DP | 8DP | 8DP | 12DP  | 14DS | 9DP  | 12DP | 15EP | 16EP | 138 |
| 137 | 3   | 4   | 4AP | 6BP | 7AP | 6BP | 9BP  | 9CP  | 6CP | 7CP | 10CP | 10DP | 8DP | 8DP | 12DP  | 14DP | 9DP  | 12DP | 15EP | 16EP | 137 |
| 136 | 3   | 4   | 4AS | 6BS | 6AP | 6BP | 9BP  | 9CP  | 5CP | 7CP | 10CP | 10DP | 8CP | 8DP | 12DP  | 14DS | 9DP  | 11DP | 15EP | 16EP | 136 |
| 135 | 3   | 4   | 4AP | 5BP | 6AP | 6BP | 9BP  | 9CP  | 5BP | 7CP | 10CP | 10CP | 8CP | 7DP | 11DP  | 14DP | 8DP  | 11DP | 14ES | 16EP | 135 |
| 134 | 3   | 4   | 4AS | 5BS | 6AP | 6AP | 9BP  | 9CS  | 5BP | 7CP | 10CP | 10CP | 7CP | 7DP | 11DP  | 14DS | 8CP  | 11DP | 14EP | 15DS | 134 |
| 133 | 3   | 4   | 4AP | 5BP | 6AP | 6AP | 9BP  | 8BS  | 5BP | 7CP | 10CP | 10CP | 7CP | 7DP | 11DP  | 13DS | 8CP  | 11DP | 14ES | 15DP | 133 |
| 132 | 3   | 4   | 4AS | 5AS | 6AP | 6AP | 8BS  | 8BS  | 5BP | 6BP | 10CP | 9CP  | 7CP | 7CP | 11DP  | 13DP | 8CP  | 11DP | 14DP | 15DP | 132 |
| 131 | 3   | 4   | 4AP | 5AP | 6AP | 6AP | 8AP  | 8BP  | 5BP | 6BP | 9CP  | 9CP  | 7CP | 7CP | 11CS  | 13DP | 8CP  | 11DP | 14DS | 15DP | 131 |
| 130 | 3   | 4   | 4AK | 5AS | 6AK | 6AP | 8AS  | 8BS  | 5BP | 6BP | 9CP  | 9CP  | 7CP | 7CP | 11CP  | 13DS | 8CP  | 11CS | 14DP | 15DS | 130 |
| 129 | 3   | 4   | 4   | 5AP | 6   | 6AP | 8AP  | 8BP  | 5BP | 6BP | 9CP  | 9CP  | 7CP | 7CP | 11CS  | 13DP | 8CP  | 10CP | 14DS | 14DP | 129 |
| 128 | 3   | 4   | 4   | 5AS | 6   | 6AP | 8AS  | 8BS  | 5BP | 6BP | 9BP  | 9CP  | 7CP | 7CP | 11CP  | 12DS | 7CP  | 10CS | 13DP | 14DS | 128 |
| 127 | 3   | 4   | 3   | 5AP | 6   | 6AS | 8AP  | 8BP  | 5BP | 6BP | 9BP  | 9CS  | 7CP | 7CP | 10CS  | 12CP | 7CP  | 10CP | 13DS | 14DS | 127 |
| 126 | 3   | 4   | 3   | 5AS | 6   | 6AP | 8AS  | 8BS  | 5AP | 6BP | 9BP  | 8CP  | 7CP | 7CS | 10CP  | 12CS | 7CP  | 10CS | 13DP | 14DS | 126 |
| 125 | 3   | 4   | 3   | 5AP | 6   | 6AK | 8AP  | 7BP  | 5AP | 6BP | 9BP  | 8CS  | 7CP | 7CP | 10CS  | 12CP | 7CP  | 10CP | 13DS | 14DP | 125 |
| 124 | 3   | 3   | 3   | 5AS | 6   | 5   | 7AS  | 7BS  | 5AP | 6BP | 8BP  | 8CP  | 7CP | 7CS | 10CP  | 12CS | 7BP  | 10CS | 13DP | 13CS | 124 |
| 123 | 3   | 3   | 3   | 5AP | 6   | 5   | 7AP  | 7AP  | 4AP | 5BP | 8BS  | 8CS  | 7CP | 7CP | 10CS  | 12CP | 7BS  | 10CP | 13DS | 13CP | 123 |
| 122 | 3   | 3   | 3   | 5AS | 6   | 5   | 7AS  | 7AS  | 4AP | 5BP | 8BP  | 8CP  | 7BS | 7CS | 10CP  | 11CS | 7BP  | 9CS  | 13DP | 13CS | 122 |
| 121 | 3   | 3   | 3   | 4AP | 5   | 5   | 7AP  | 7AP  | 4AP | 5AP | 8BS  | 8BS  | 7BP | 8CP | 10CS  | 11CP | 7BS  | 9CP  | 12DS | 13CP | 121 |
| 120 | 3   | 3   | 3   | 4AK | 5   | 5   | 7AK  | 7AS  | 4AP | 5AP | 8BP  | 7BP  | 7BS | 6CS | 9CP   | 11CS | 6BP  | 9BS  | 12CP | 13CS | 120 |
| 119 | 3   | 3   | 3   | 4   | 5   | 5   | 7    | 7AP  | 4AP | 5AP | 8BS  | 7BS  | 6BP | 6CP | 9CS   | 11CP | 6BS  | 9BP  | 12CS | 12CP | 119 |
| 118 | 3   | 3   | 3   | 4   | 5   | 5   | 7    | 7AS  | 4AP | 5AS | 7BP  | 7BP  | 6BS | 6CS | 9CP   | 11CS | 6BP  | 9BS  | 12CP | 12CS | 118 |
| 117 | 3   | 3   | 3   | 4   | 5   | 5   | 7    | 6AP  | 4AS | 5AP | 7AS  | 7BS  | 6BP | 6BP | 9BS   | 10CP | 6BS  | 9BP  | 12CS | 12CP | 117 |
| 116 | 3   | 3   | 3   | 4   | 5   | 5   | 7    | 6AS  | 4AP | 5AS | 7AP  | 7BP  | 6BS | 6BS | 9BP   | 10CS | 6AP  | 8BS  | 12CP | 12CS | 116 |
| 115 | 3   | 3   | 3   | 4   | 5   | 5   | 6    | 6AP  | 4AK | 5AP | 7AS  | 7BS  | 6BP | 6BP | 9BS   | 10CP | 6AS  | 8BP  | 12CS | 12CP | 115 |
| 114 | 3   | 3   | 3   | 4   | 5   | 5   | 6    | 6AS  | 4   | 4AS | 7AP  | 6BP  | 6BS | 6BS | 9BP   | 10BS | 6AP  | 8BS  | 11CP | 11BS | 114 |
| 113 | 2   | 3   | 3   | 4   | 5   | 5   | 6    | 6AP  | 4   | 4AP | 7AS  | 6BS  | 6BP | 6BP | 8BS   | 10BP | 5AS  | 8BP  | 11CS | 11BP | 113 |
| 112 | 2   | 3   | 3   | 4   | 5   | 5   | 6    | 6AS  | 4   | 4AS | 6AP  | 6BP  | 6BS | 6BS | 8BP   | 9BS  | 5AP  | 8BS  | 11CP | 11BS | 112 |
| 111 | 2   | 3   | 3   | 4   | 5   | 4   | 6    | 6AP  | 4   | 4AP | 6AS  | 6BS  | 6BP | 6BP | 8BS   | 9BP  | 5AS  | 8AP  | 11CS | 11BP | 111 |
| 110 | 2   | 3   | 3   | 4   | 5   | 4   | 6    | 6AK  | 4   | 4AK | 6AP  | 6BP  | 6BS | 6BS | 8BP   | 9BS  | 5AP  | 8AS  | 11CP | 11BS | 110 |
| 109 | 2   | 3   | 3   | 4   | 5   | 4   | 6    | 5    | 3   | 4   | 6AS  | 6BS  | 6BP | 6BP | 8BS   | 9BP  | 5AS  | 7AP  | 11CS | 10BP | 109 |
| 108 | 2   | 3   | 3   | 4   | 5   | 4   | 6    | 5    | 3   | 4   | 6AP  | 5AP  | 6AS | 6BS | 8BP   | 9BS  | 5AP  | 7AS  | 11CP | 10BS | 108 |
| 107 | 2   | 3   | 3   | 3   | 4   | 4   | 5    | 5    | 3   | 4   | 6AS  | 5AS  | 6AP | 5BP | 8BS   | 9BP  | 5AS  | 7AP  | 10BS | 10BP | 107 |
| 106 | 2   | 3   | 3   | 3   | 4   | 4   | 5    | 5    | 3   | 4   | 6AP  | 5AP  | 6AS | 5BS | 8BP   | 8BS  | 4AP  | 7AS  | 10BP | 10BS | 106 |
| 105 | 2   | 3   | 3   | 3   | 4   | 4   | 5    | 5    | 3   | 3   | 5AK  | 5AS  | 6AP | 5BP | 7BS   | 8BP  | 4AK  | 7AP  | 10BS | 10AP | 105 |
| 104 | 2   | 3   | 3   | 3   | 4   | 4   | 5    | 5    | 3   | 3   | 5    | 5AP  | 5AS | 5BS | 7BP   | 8BS  | 4    | 7AS  | 10BP | 9AS  | 104 |
| 103 | 2   | 3   | 3   | 2   | 4   | 4   | 5    | 5    | 3   | 3   | 5    | 5AS  | 5AP | 5AP | 7BS   | 8BP  | 4    | 7AP  | 10BS | 9AP  | 103 |
| 102 | 2   | 3   | 2   | 3   | 4   | 4   | 5    | 5    | 3   | 3   | 5    | 4AP  | 5AS | 5AS | 7BP   | 8BS  | 4    | 6AS  | 10BP | 9AS  | 102 |
| 101 | 2   | 3   | 2   | 3   | 4   | 4   | 5    | 4    | 3   | 3   | 5    | 4AS  | 5AP | 5AP | 7AS   | 7BP  | 4    | 6AP  | 10BS | 9AP  | 101 |
| 100 | 2   | 2   | 2   | 3   | 4   | 4   | 5    | 4    | 3   | 3   | 5    | 4AP  | 5AS | 5AS | 7AP   | 7BS  | 4    | 6AK  | 9BP  | 9AS  | 100 |
| 99  | 2   | 2   | 2   | 3   | 4   | 4   | 5    | 4    | 3   | 3   | 4    | 4AS  | 5AP | 5AP | 7AS   | 7BP  | 4    | 6    | 9BS  | 8AP  | 99  |
| 98  | 2   | 2   | 2   | 3   | 4   | 4   | 3    | 4    | 3   | 3   | 4    | 4AP  | 5AS | 5AS | 6AP   | 7BS  | 3    | 6    | 9BP  | 8AS  | 98  |
| 97  | 2   | 2   | 2   | 3   | 4   | 4   | 3    | 4    | 3   | 3   | 4    | 4AS  | 5AP | 5AP | 6AS   | 7AP  | 3    | 6    | 9BS  | 8AP  | 97  |
| 96  | 2   | 2   | 2   | 3   | 4   | 4   | 3    | 4    | 2   | 2   | 4    | 3AP  | 5AK | 5AS | 6AP   | 7AS  | 3    | 6    | 9AP  | 8AK  | 96  |
| 95  | 2   | 2   | 2   | 3   | 3   | 3   | 4    | 4    | 2   | 2   | 4    | 3    | 5AS | 5AP | 6AS   | 6AP  | 3    | 5    | 9AS  | 8AS  | 95  |
| 94  | 2   | 2   | 2   | 3   | 3   | 3   | 4    | 4    | 2   | 2   | 4    | 3    | 5   | 5AS | 6AP   | 6AS  | 3    | 5    | 9AP  | 7    | 94  |
| 93  | 2   | 2   | 2   | 3   | 3   | 3   | 4    | 3    | 2   | 2   | 3    | 3    | 5   | 5AP | 6AS   | 6AP  | 3    | 5    | 8AS  | 7    | 93  |
| 92  | 2   | 2   | 2   | 2   | 3   | 3   | 4    | 3    | 2   | 2   | 3    | 3    | 5   | 4AS | 6AP   | 6AS  | 3    | 5    | 8AP  | 7    | 92  |
| 91  | 2   | 2   | 2   | 2   | 3   | 3   | 4    | 3    | 2   | 2   | 3    | 3    | 5   | 4AP | 5AS   | 6AP  | 2    | 5    | 8AS  | 7    | 91  |
| 90  | 2   | 2   | 2   | 2   | 3   | 3   | 4    | 3    | 2   | 2   | 3    | 2    | 5   | 4AK | 5AP   | 5AS  | 2    | 5    | 8AP  | 7    | 90  |
| 89  | 2   | 2   | 2   | 2   | 3   | 3   | 3    | 3    | 2   | 2   | 3    | 2    | 4   | 4   | 5AS   | 5AP  | 2    | 5    | 8AS  | 7    | 89  |
| 88  | 2   | 2   | 2   | 2   | 3   | 3   | 3    | 3    | 2   | 2   | 3    | 2    | 4   | 4   | 5AP   | 5AS  | 2    | 5    | 8AP  | 7    | 88  |
| 87  | 2   | 2   | 2   | 2   | 3   | 3   | 3    | 3    | 2   | 2   | 3    | 2    | 4   | 4   | 5AS   | 5AP  | 2    | 5    | 8AS  | 7    | 87  |
| 86  | 2   | 2   | 2   | 2   | 3   | 3   | 3    | 3    | 2   | 2   | 3    | 2    | 4   | 4   | 5AP</ |      |      |      |      |      |     |



# ATTACK TABLE 2.15 MACE

## ONE-HANDED CONCUSSION

Length: 2 – 3 feet  
Weight: 3.5 – 8 pounds  
Fumble Range: 01 – 02 UM  
Breakage #s: 1, 2, 3, 4, 5, 6, 7, 8  
Strength: 74 – 86 w

Range Modifiers: 1' – 10': -35

|     | 20   | 19   | 18   | 17   | 16   | 15   | 14   | 13   | 12   | 11   | 10   | 9    | 8    | 7    | 6    | 5    | 4    | 3    | 2    | 1    |     |
|-----|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|-----|
| 150 | 12EK | 14EK | 16EK | 16EK | 19EK | 19EK | 22EK | 22EK | 14EK | 16EK | 20EK | 20EK | 15EK | 15EK | 20EK | 23EK | 15EK | 18EK | 21EK | 23EK | 150 |
| 149 | 12EK | 14EK | 16EK | 18EK | 19EK | 19EK | 22EK | 22EK | 14EK | 16EK | 20EK | 20EK | 15EK | 15EK | 20EK | 23EK | 15EK | 18EK | 21EK | 23EK | 149 |
| 148 | 12EK | 14EK | 16EK | 18EK | 19EK | 19EK | 22EK | 22EK | 14EK | 16EK | 20EK | 20EK | 15EK | 15EK | 20EK | 23EK | 15EK | 18EK | 21EK | 23EK | 148 |
| 147 | 12EK | 14EK | 16EK | 18EK | 19EK | 19EK | 22EK | 22EK | 14EK | 16EK | 20EK | 20EK | 15EK | 15EK | 20EK | 23EK | 15EK | 18EK | 21EK | 23EK | 147 |
| 146 | 12EK | 14EK | 16EK | 18EK | 19EK | 19EK | 22EK | 22EK | 14EK | 16EK | 20EK | 20EK | 15EK | 15EK | 20EK | 23EK | 15EK | 18EK | 21EK | 22EK | 146 |
| 145 | 12DK | 14DK | 16EK | 18EK | 19EK | 19EK | 21EK | 21EK | 14EK | 16EK | 19EK | 19EK | 15EK | 15EK | 20EK | 22EK | 15EK | 17EK | 21EK | 22EK | 145 |
| 144 | 12DK | 14DK | 16EK | 17EK | 19EK | 18EK | 21EK | 21EK | 13DK | 15EK | 19EK | 18EK | 15EK | 15EK | 19EK | 22EK | 14EK | 17EK | 20EK | 22EK | 144 |
| 143 | 12DK | 14DK | 15DK | 17EK | 18EK | 18EK | 21EK | 21EK | 13DK | 15EK | 19EK | 18EK | 14DK | 14EK | 19EK | 22EK | 14EK | 17EK | 20EK | 21EK | 143 |
| 142 | 12DK | 14DK | 15DK | 17EK | 18DK | 18DK | 21DK | 21EK | 13DK | 15DK | 19DK | 18EK | 14DK | 14EK | 19EK | 21EK | 14EK | 17EK | 20EK | 21EK | 142 |
| 141 | 12DK | 13DK | 15DK | 17EK | 18DK | 18DK | 20DK | 20EK | 13DK | 15DK | 18DK | 18EK | 14DK | 14DK | 19EK | 21EK | 14EK | 16EK | 20EK | 21EK | 141 |
| 140 | 12CK | 13CK | 15DK | 17DK | 18DK | 18DK | 20DK | 20EK | 13DK | 14DK | 18DK | 18EK | 14DK | 14DK | 18DK | 21EK | 13DK | 16EK | 19EK | 21EK | 140 |
| 139 | 11CK | 13CK | 15DK | 17DK | 18DK | 18DK | 20DK | 20EK | 13DK | 14DK | 18DK | 18EK | 14DK | 14DK | 18DK | 20EK | 13DK | 16EK | 19EK | 21EK | 139 |
| 138 | 11CK | 13CK | 15DK | 16DK | 18DK | 17DK | 20DK | 20EK | 13DK | 14DK | 18DK | 18EK | 14DK | 14DK | 18DK | 21EK | 13DK | 16EK | 19EK | 20EK | 138 |
| 137 | 11CK | 13CK | 15DK | 16DK | 17DK | 17DK | 20DK | 20DK | 13DK | 14DK | 18DK | 17EK | 14DK | 14DK | 18DK | 20EK | 13DK | 16EK | 19EK | 20EK | 137 |
| 136 | 11CK | 13CK | 14DK | 16DK | 17DK | 17DK | 20DK | 19DK | 13DK | 14DK | 17DK | 17DK | 14DK | 14DK | 18DK | 20DK | 13DK | 16DK | 19EK | 20EK | 136 |
| 135 | 11CK | 13CK | 14CK | 16DK | 17DK | 17DK | 19DK | 19DK | 13CK | 14DK | 17DK | 17DK | 14DK | 14DK | 18DK | 20DK | 13DK | 15DK | 19EK | 20EK | 135 |
| 134 | 11BK | 13CK | 14CK | 16DK | 17DK | 17DK | 19DK | 19DK | 12CK | 14DK | 17DK | 17DK | 13CK | 13DK | 17DK | 20DK | 12DK | 15DK | 18EK | 19EK | 134 |
| 133 | 11BK | 13BK | 14CK | 16DK | 17DK | 17DK | 19DK | 19DK | 12CK | 13DK | 17DK | 17DK | 13CK | 13DK | 17DK | 19DK | 12DK | 15DK | 18EK | 19EK | 133 |
| 132 | 11BK | 12BK | 14CK | 15DK | 17DK | 16DK | 19DK | 19DK | 12CK | 13DK | 17DK | 16DK | 13CK | 13DK | 17DK | 19DK | 12DK | 15DK | 18EK | 19EK | 132 |
| 131 | 11BK | 12BK | 14CK | 15DK | 16CK | 16DK | 19DK | 18DK | 12CK | 13DK | 16DK | 16DK | 13CK | 13DK | 17DK | 19DK | 12DK | 15DK | 18EK | 19EK | 131 |
| 130 | 11BK | 12BK | 14CK | 15DK | 16CK | 16CK | 18CK | 18DK | 12CK | 13CK | 16DK | 16DK | 13CK | 13DK | 17DK | 19DK | 12DK | 14DK | 18EK | 18DK | 130 |
| 129 | 11AK | 12BK | 13CK | 15DK | 16CK | 16CK | 18CK | 18DK | 11CK | 13CK | 16DK | 16DK | 13CK | 13DK | 16DK | 18DK | 11CK | 14DK | 17EK | 18DK | 129 |
| 128 | 10AK | 12BK | 13CK | 15DK | 16CK | 16CK | 18CK | 18DK | 11CK | 12CK | 16CK | 15DK | 13CK | 13DK | 16DK | 18DK | 11CK | 14DK | 17DK | 18DK | 128 |
| 127 | 10AK | 12BK | 13CK | 15CK | 16CK | 16CK | 18CK | 17DK | 11CK | 12CK | 15CK | 15DK | 13CK | 12CK | 16DK | 18DK | 11CK | 14DK | 17DK | 17DK | 127 |
| 126 | 10AK | 12AK | 13BK | 14CK | 16CK | 15CK | 18CK | 17DK | 11CK | 12CK | 15CK | 15DK | 12CK | 12CK | 16DK | 18DK | 11CK | 14DK | 17DK | 17DK | 126 |
| 125 | 10AK | 12AK | 13BK | 14CK | 15CK | 15CK | 17CK | 17DK | 11CK | 12CK | 15CK | 15DK | 12CK | 12CK | 16CK | 17DK | 11CK | 13CK | 17DK | 17DK | 125 |
| 124 | 10AK | 11AK | 13BK | 14CK | 15CK | 15CK | 17CK | 17DK | 11CK | 12CK | 15CK | 14DK | 12CK | 12CK | 15CK | 17DK | 11CK | 13CK | 17DK | 17DK | 124 |
| 123 | 10AK | 11AK | 13BK | 14CK | 15CK | 15CK | 17CK | 17DK | 11CK | 11CK | 15CK | 14DK | 12CK | 12CK | 15CK | 17DK | 10CK | 13CK | 16DK | 17DK | 123 |
| 122 | 10AK | 11AK | 12BK | 14CK | 15BK | 15CK | 17CK | 16CK | 10CK | 11CK | 14CK | 14DK | 12CK | 12CK | 15CK | 17DK | 10CK | 13CK | 16DK | 16DK | 122 |
| 121 | 10AK | 11AK | 12BK | 14CK | 15BK | 15CK | 16CK | 16CK | 10BK | 11CK | 14CK | 14DK | 12CK | 12CK | 15CK | 16CK | 10CK | 13CK | 16DK | 16DK | 121 |
| 120 | 10AK | 11AK | 12BK | 13CK | 15BK | 14BK | 16CK | 16CK | 10BK | 11CK | 14CK | 13CK | 12CK | 12CK | 15CK | 16CK | 10CK | 12CK | 16DK | 16DK | 120 |
| 119 | 10   | 11AK | 12BK | 13CK | 14BK | 14BK | 16CK | 16CK | 10BK | 11CK | 14CK | 13CK | 12BK | 11CK | 14CK | 16CK | 10CK | 12CK | 16DK | 16DK | 119 |
| 118 | 10   | 11AK | 12BK | 13CK | 14BK | 14BK | 16CK | 16CK | 10BK | 11CK | 13CK | 13CK | 11BK | 11CK | 14CK | 16CK | 9CK  | 12CK | 15DK | 15DK | 118 |
| 117 | 9    | 11AK | 12AK | 13CK | 14BK | 14BK | 16CK | 15CK | 10BK | 10CK | 13CK | 13CK | 11BK | 11CK | 14CK | 15CK | 9BK  | 12CK | 15DK | 15CK | 117 |
| 116 | 9    | 11AK | 12AK | 13BK | 14BK | 14BK | 15CK | 15CK | 10BK | 10BK | 13CK | 13CK | 11BK | 11CK | 14CK | 15CK | 9BK  | 11CK | 15DK | 15CK | 116 |
| 115 | 9    | 10AK | 11AK | 13BK | 14AK | 14BK | 15BK | 15CK | 9BK  | 10BK | 13CK | 12CK | 11BK | 11CK | 14CK | 15CK | 9BK  | 11CK | 15DK | 15CK | 115 |
| 114 | 9    | 10   | 11AK | 12BK | 14AK | 13BK | 15BK | 15CK | 9BK  | 10BK | 13CK | 12CK | 11BK | 11CK | 13CK | 15CK | 9BK  | 11BK | 15DK | 14CK | 114 |
| 113 | 9    | 10   | 11AK | 12BK | 13AK | 13BK | 15BK | 14CK | 9BK  | 10BK | 12CK | 12CK | 11BK | 11CK | 13CK | 14CK | 8BK  | 11BK | 14CK | 14CK | 113 |
| 112 | 9    | 10   | 11AK | 12BK | 13AK | 13BK | 15BK | 14CK | 9BK  | 9BK  | 12CK | 12CK | 11BK | 10CK | 13CK | 14CK | 8BK  | 11BK | 14CK | 14CK | 112 |
| 111 | 9    | 10   | 11AK | 12BK | 13AK | 13AK | 14BK | 14CK | 9BK  | 9BK  | 12BK | 11CK | 11BK | 10BK | 13CK | 14CK | 8BK  | 10BK | 14CK | 14CK | 111 |
| 110 | 9    | 10   | 11AK | 12BK | 13AK | 13AK | 14BK | 14CK | 9BK  | 9BK  | 12BK | 11CK | 10BK | 10BK | 13BK | 14CK | 8BK  | 10BK | 14CK | 13CK | 110 |
| 109 | 9    | 10   | 11AK | 12BK | 13AK | 12AK | 14BK | 14CK | 9BK  | 9BK  | 11BK | 11CK | 10BK | 10BK | 12BK | 13BK | 8AK  | 10BK | 14CK | 13CK | 109 |
| 108 | 9    | 10   | 10AK | 11BK | 12AK | 12AK | 14BK | 13BK | 8BK  | 9BK  | 11BK | 11CK | 10BK | 10BK | 12BK | 13BK | 7AK  | 10BK | 13CK | 13CK | 108 |
| 107 | 9    | 10   | 10AK | 11AK | 12AK | 12AK | 14BK | 13BK | 8AK  | 9BK  | 11BK | 10CK | 10BK | 10BK | 12BK | 13BK | 7AK  | 10BK | 13CK | 13BK | 107 |
| 106 | 8    | 9    | 10AK | 11AK | 12AK | 12AK | 13AK | 13BK | 8AK  | 8BK  | 11BK | 10CK | 10BK | 10BK | 12BK | 13BK | 7AK  | 9BK  | 13CK | 12BK | 106 |
| 105 | 8    | 9    | 10AK | 11AK | 12AK | 12AK | 13AK | 13BK | 8AK  | 8BK  | 11BK | 10CK | 10BK | 10BK | 12BK | 12BK | 7AK  | 9AK  | 13CK | 12BK | 105 |
| 104 | 8    | 9    | 10   | 11AK | 12   | 12AK | 13AK | 12BK | 8AK  | 8BK  | 10BK | 10CK | 10AK | 9BK  | 11BK | 12BK | 7AK  | 9AK  | 13CK | 12BK | 104 |
| 103 | 8    | 9    | 10   | 11AK | 12   | 11AK | 13AK | 12BK | 8AK  | 8BK  | 10BK | 9CK  | 10AK | 9BK  | 11BK | 12BK | 7AK  | 9AK  | 12CK | 12BK | 103 |
| 102 | 8    | 9    | 10   | 10AK | 12   | 11AK | 13AK | 12BK | 8AK  | 8AK  | 10BK | 9BK  | 9AK  | 9BK  | 11BK | 12BK | 6AK  | 9AK  | 12CK | 11BK | 102 |
| 101 | 8    | 9    | 9    | 10AK | 11   | 11AK | 12AK | 12BK | 7AK  | 7AK  | 10BK | 9BK  | 9AK  | 9BK  | 11BK | 11BK | 6AK  | 8AK  | 12CK | 11BK | 101 |
| 100 | 8    | 9    | 9    | 10AK | 11   | 11AK | 12AK | 12BK | 7AK  | 7AK  | 9BK  | 9BK  | 9AK  | 9BK  | 11BK | 11BK | 6AK  | 8AK  | 12BK | 11BK | 100 |
| 99  | 8    | 9    | 9    | 10AK | 11   | 11   | 12AK | 11BK | 7AK  | 7AK  | 9BK  | 9BK  | 9AK  | 9BK  | 10BK | 11BK | 6    | 8AK  | 12BK | 11AK | 99  |
| 98  | 8    | 8    | 9    | 10AK | 11   | 11   | 12AK | 11BK | 7AK  | 7AK  | 9BK  | 8BK  | 9AK  | 9BK  | 10BK | 11BK | 6    | 8AK  | 12BK | 10AK | 98  |
| 97  | 8    | 8    | 9    | 9AK  | 11   | 10   | 11AK | 11AK | 7AK  | 7AK  | 9AK  | 8BK  | 9AK  | 9AK  | 10BK | 10BK | 5    | 8AK  | 11BK | 10AK | 97  |
| 96  | 8    | 8    | 9    | 9AK  | 11   | 10   | 11AK | 11AK | 7AK  | 6AK  | 9AK  | 8BK  | 9AK  | 8AK  | 10BK | 10BK | 5    | 7AK  | 11BK | 10AK | 96  |
| 95  | 7    | 8    | 9    | 9AK  | 10   | 10   | 11AK | 11AK | 7AK  | 6AK  | 8AK  | 8BK  | 9AK  | 8AK  | 10BK | 10BK | 5    | 7AK  | 11BK | 10AK | 95  |
| 94  | 7    | 8    | 8    | 9    | 10   | 10   | 11   | 10AK | 6    | 6AK  | 8AK  | 7BK  | 8AK  | 8AK  | 9AK  | 10BK | 5    | 7    | 11BK | 9AK  | 94  |
| 93  | 7    | 8    | 8    |      |      |      |      |      |      |      |      |      |      |      |      |      |      |      |      |      |     |



Length: 6-15 feet  
Weight: 5-12 pounds  
Fumble Range: 01-07 UM  
Breakage #: 1, 2, 3, 4, 5, 6, 7  
Strength: 65-75

Range Modifiers: —

# ATTACK TABLE 2.18

## POLEARM

### POLE ARM



|     | 20   | 19   | 18   | 17   | 16   | 15   | 14   | 13   | 12   | 11   | 10   | 9    | 8    | 7    | 6    | 5    | 4    | 3    | 2    | 1    |     |
|-----|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|-----|
| 150 | 16EP | 16EP | 20EP | 22EP | 25EP | 25EP | 28EP | 28EP | 28EK | 28EK | 32EK | 32EK | 30EK | 30EK | 35EK | 38EK | 32EK | 35EK | 38EK | 40EK | 150 |
| 149 | 16EP | 18EP | 20EP | 22EP | 25EP | 25EP | 28EP | 28EP | 26ES | 28ES | 32ES | 32ES | 30ES | 30ES | 35ES | 38ES | 32ES | 35ES | 38ES | 40ES | 149 |
| 148 | 16EP | 18EP | 20EP | 22EP | 25EP | 25EP | 28EP | 28EP | 26EK | 28EK | 32EK | 32EK | 30EK | 30EK | 35EK | 38EK | 32EK | 35EK | 38EK | 39EK | 148 |
| 147 | 16DP | 18EP | 20EP | 22EP | 25EP | 25EP | 28EP | 27EP | 26ES | 27ES | 31ES | 31ES | 30ES | 30ES | 34ES | 37ES | 31ES | 34ES | 37ES | 39ES | 147 |
| 146 | 18DP | 18DP | 20EP | 21EP | 24EK | 24EP | 27EP | 27EP | 25EK | 27EK | 31EK | 31EK | 29EK | 29EK | 34EK | 37EK | 31EK | 34EK | 37EK | 38EK | 146 |
| 145 | 18DP | 18DP | 19DP | 21EP | 24ES | 24EK | 27EK | 27EP | 25ES | 27ES | 30ES | 30ES | 29ES | 29ES | 34ES | 36ES | 30ES | 33ES | 36ES | 38ES | 145 |
| 144 | 16CK | 17DP | 19DP | 21EP | 24EP | 24ES | 27ES | 26EK | 25EK | 28EK | 30EK | 30EK | 29EK | 29EK | 33EK | 36EK | 30EK | 33EK | 36EK | 37EK | 144 |
| 143 | 15CS | 17DP | 19DP | 21EP | 24DK | 24DP | 26DP | 26ES | 24ES | 26ES | 30ES | 30ES | 28ES | 28ES | 33ES | 35ES | 29ES | 32ES | 35ES | 37ES | 143 |
| 142 | 15CP | 17CK | 19DP | 20EP | 23DS | 23DK | 26DK | 26EP | 24EP | 26EP | 29EK | 29EK | 28EK | 28EK | 32EK | 35EK | 29EK | 32EK | 35EK | 36EK | 142 |
| 141 | 15CK | 17CS | 18DP | 20DP | 23DP | 23DS | 26DS | 25EK | 24EK | 25EK | 29ES | 29ES | 28ES | 28ES | 32ES | 35ES | 28ES | 31ES | 35ES | 36ES | 141 |
| 140 | 15CS | 17CP | 18DK | 20DP | 23DK | 23DP | 25DP | 25ES | 23ES | 25ES | 28EP | 28EP | 28EK | 27EK | 32EK | 34EK | 28EK | 31EK | 34EK | 35EK | 140 |
| 139 | 15BP | 17CK | 18CS | 20DP | 23DS | 23DK | 25DK | 25DP | 23DP | 24EP | 28EK | 28EK | 27ES | 27ES | 31ES | 34ES | 28ES | 30ES | 34ES | 35ES | 139 |
| 138 | 15BK | 16CS | 18CP | 19DP | 22DP | 22DS | 25DS | 24DK | 23DK | 24EK | 28ES | 28ES | 27EK | 27EK | 31EK | 33EK | 27EK | 30EK | 34EK | 34EK | 138 |
| 137 | 15BS | 16CP | 18CK | 19DK | 22DK | 22DP | 24DP | 24DS | 23DS | 24ES | 27DP | 27EP | 27ES | 27ES | 30ES | 33ES | 27ES | 29ES | 33ES | 34ES | 137 |
| 136 | 14BP | 16BK | 17CS | 19DS | 22DS | 22DK | 24DK | 24DP | 22DP | 23DP | 27DK | 27EK | 26DK | 26EK | 30EK | 32EK | 26EK | 29EK | 33EK | 33EK | 136 |
| 135 | 14BK | 16BS | 17CP | 19DP | 22CP | 21DS | 24DS | 23DK | 22DK | 23DK | 26DS | 26ES | 26DK | 26ES | 30ES | 32ES | 26ES | 28ES | 32ES | 33ES | 135 |
| 134 | 14AS | 16BP | 17CK | 18DK | 21CK | 21CP | 23DP | 23DS | 22DS | 23DS | 26DP | 26EP | 26DK | 26EK | 29EK | 32EK | 25EK | 28EK | 32EK | 32EK | 134 |
| 133 | 14AP | 15BK | 17CS | 18DS | 21CS | 21CK | 23CK | 23DP | 21DP | 22DP | 26DK | 26DK | 26DS | 25DS | 29ES | 31ES | 25ES | 28ES | 32ES | 32ES | 133 |
| 132 | 14AK | 15BS | 16CP | 18DP | 21CP | 21CS | 23CS | 22DK | 21DK | 22DK | 25DS | 25DS | 25DK | 25DK | 29EK | 31EK | 24EK | 27EK | 31EK | 31EK | 132 |
| 131 | 14AS | 15BP | 16BK | 18CK | 21CK | 20CP | 22CP | 22DS | 21DS | 21DS | 25DP | 25DP | 25DS | 25DS | 28DS | 30ES | 24DS | 27ES | 31ES | 31ES | 131 |
| 130 | 14AP | 15AK | 16BS | 17CS | 20CS | 20CK | 22CK | 22DP | 20DP | 21DP | 24DK | 24DK | 24DS | 24DK | 28DK | 30EK | 24DP | 27EP | 30EK | 30EK | 130 |
| 129 | 13AK | 15AS | 16BP | 17CP | 20CP | 20CS | 22CS | 21DK | 20DK | 21DK | 24DS | 24DS | 24DS | 24DS | 27DS | 29DS | 23DK | 26EK | 30ES | 30ES | 129 |
| 128 | 13AS | 15AP | 16BK | 17CK | 20CK | 20CP | 22CP | 21DS | 20CS | 20DS | 24DP | 24DP | 24DK | 24DK | 27DK | 29DK | 23DS | 25DS | 30EK | 29EP | 128 |
| 127 | 13AP | 14AK | 15BS | 17CS | 20BS | 19CK | 21CK | 21DP | 20CP | 20DP | 23DK | 23DK | 24DS | 23DS | 27DS | 29DS | 22DP | 25DP | 29ES | 29EK | 127 |
| 126 | 13AK | 14AS | 15BP | 16CP | 19BP | 19CS | 21CS | 20CK | 19CK | 20DK | 23DS | 23DS | 24DK | 23DK | 26DK | 28DK | 22DK | 24DK | 29EP | 28ES | 126 |
| 125 | 13AS | 14AP | 15BK | 16CK | 19BK | 19BP | 21CP | 20CS | 19CS | 19DS | 22DP | 22DP | 23DS | 23DS | 26DS | 28DS | 21DS | 24DS | 28EK | 28EP | 125 |
| 124 | 13   | 14AK | 15BS | 16CS | 19BS | 19BK | 20CK | 20CP | 19CP | 19DP | 22DK | 22DK | 23DK | 23DK | 26DK | 27DK | 21DP | 23DP | 28ES | 27EK | 124 |
| 123 | 13   | 14AS | 14AP | 16CP | 19BP | 18BS | 20CS | 19CK | 18CK | 18DK | 22DS | 22DS | 23CS | 22DS | 25DS | 27DS | 20DK | 23DK | 28EP | 27DS | 123 |
| 122 | 12   | 13AP | 14AK | 15CK | 18BK | 18BP | 20CP | 19CS | 18CS | 18CS | 21CP | 21DP | 22CP | 22CK | 25DK | 26DK | 20DS | 22DS | 27EK | 26DP | 122 |
| 121 | 12   | 13AK | 14AS | 15BS | 18BS | 18BK | 19CK | 19CP | 18CP | 18CP | 21CK | 21DK | 22CK | 22DS | 24DS | 26DS | 20DP | 22DP | 27DS | 26DK | 121 |
| 120 | 12   | 13AS | 14AP | 15BP | 18AP | 17BS | 19CS | 18CK | 17CK | 17CK | 20CS | 20DS | 22CS | 21DP | 24DK | 26DK | 19DK | 21DK | 26DP | 25DS | 120 |
| 119 | 12   | 13   | 14AK | 14BK | 18AK | 17BP | 19BP | 18CS | 17CS | 17CS | 20CP | 20DP | 22CP | 21DK | 23DS | 25DS | 19DS | 21DS | 26DK | 25DP | 119 |
| 118 | 12   | 13   | 13AS | 14BS | 17AS | 17BK | 18BK | 18CP | 17CP | 17CP | 20CK | 20DK | 21CK | 21DS | 23DP | 25DK | 18DP | 21DP | 26DS | 24DK | 118 |
| 117 | 12   | 13   | 13AP | 14BP | 17AP | 17BS | 18BS | 17CK | 17CK | 16CK | 19CS | 19DS | 21CS | 20DP | 23DK | 24DS | 18DK | 20DK | 25DP | 24DS | 117 |
| 116 | 12   | 12   | 13AK | 14BK | 17AK | 16AP | 18BP | 17CP | 16CS | 16CS | 19CP | 19DP | 21CP | 20DK | 22DS | 24DP | 17DS | 20DS | 25DK | 23DP | 116 |
| 115 | 11   | 12   | 13AS | 13BS | 17AS | 16AK | 17BK | 17CP | 16CP | 15CP | 18CK | 18CK | 20CK | 20CS | 22DP | 23DK | 17CP | 19DP | 24DS | 23DK | 115 |
| 114 | 11   | 12   | 12AP | 13BP | 16AP | 16AS | 17BS | 16CK | 16BK | 15CK | 18CS | 18CS | 20CS | 19CP | 22DK | 23DS | 16CK | 19DK | 24DK | 22DS | 114 |
| 113 | 11   | 12   | 12AK | 13BK | 16AK | 16AP | 17BP | 16BS | 15BS | 15CS | 18CP | 17CP | 20CP | 19CK | 21CS | 23DP | 16CS | 18DS | 23DK | 22DP | 113 |
| 112 | 11   | 12   | 12AS | 13AS | 16AS | 15AK | 16BK | 16BP | 15BP | 14CP | 17CK | 17CK | 20CK | 19CS | 21CP | 22DK | 16CP | 18DP | 23DS | 21DK | 112 |
| 111 | 11   | 11   | 12AP | 12AP | 16AP | 15AS | 16BS | 15BK | 15BK | 14CK | 17CS | 17CS | 19CS | 19CP | 20CK | 22DS | 15CK | 17CK | 23DP | 21DS | 111 |
| 110 | 11   | 11   | 12AK | 12AK | 15AK | 15AP | 16AP | 15BS | 14BS | 14CS | 16CP | 16CP | 19CP | 18CK | 20CS | 21DP | 15CS | 17CS | 22DK | 20DP | 110 |
| 109 | 11   | 11   | 11   | 12AS | 15   | 15AK | 15AK | 15BP | 14BP | 13CP | 16CK | 16CK | 19CK | 18CS | 20CP | 21CK | 14CP | 16CP | 22DS | 20DK | 109 |
| 108 | 10   | 11   | 11   | 12AP | 15   | 14AS | 15AS | 14BK | 14BK | 13CK | 16CS | 15CS | 18CS | 18CP | 19CK | 20CS | 14CK | 16CK | 21DP | 19DS | 108 |
| 107 | 10   | 11   | 11   | 11AK | 15   | 14AP | 15AP | 14BS | 14BS | 13BS | 15CP | 15CP | 18CP | 17CK | 19CS | 20CP | 13CS | 15CS | 21DK | 19DP | 107 |
| 106 | 10   | 11   | 11   | 11AS | 14   | 14AK | 15AK | 14BP | 13BP | 12BP | 15CK | 15CK | 18BK | 17CS | 18CP | 20CK | 13CP | 15CP | 21DS | 18DK | 106 |
| 105 | 10   | 10   | 10   | 11AP | 14   | 13AS | 14AS | 13BK | 13BK | 12BK | 14BS | 14CS | 17BS | 17CP | 18CK | 19CS | 12CK | 14CK | 20DP | 18DS | 105 |
| 104 | 10   | 10   | 10   | 11AK | 14   | 13   | 14AP | 13BS | 13BS | 11BS | 14BP | 14CP | 17BP | 16CK | 18CS | 19CP | 12CS | 14CS | 20DK | 17CP | 104 |
| 103 | 10   | 10   | 10   | 10AS | 14   | 13   | 14AK | 13BP | 12AP | 11BP | 14BK | 13CK | 17BK | 16CS | 17CP | 18CK | 12CP | 14CP | 19DS | 17CK | 103 |
| 102 | 10   | 10   | 10   | 10AP | 13   | 13   | 13AS | 12AK | 12AK | 11BK | 13BS | 13CS | 17BS | 16CP | 17CK | 18CS | 11BK | 13CK | 19DP | 16CS | 102 |
| 101 | 9    | 10   | 10   | 10AK | 13   | 12   | 13AP | 12AS | 12AS | 10BS | 13BP | 13CP | 16BP | 16CK | 17CS | 17CP | 11BS | 13CS | 19CK | 16CP | 101 |
| 100 | 9    | 9    | 9    | 9    | 13   | 12   | 13AK | 12AP | 11AP | 10BP | 12BK | 12CK | 16BK | 15CS | 16CP | 17CK | 10BP | 12CP | 18CS | 15CK | 100 |
| 99  | 9    | 9    | 9    | 9    | 13   | 12   | 12   | 11AK | 11AK | 10BK | 12BS | 12CS | 16BS | 15CP | 16CK | 17CS | 10BK | 12BK | 18CP | 15CS | 99  |
| 98  | 9    | 9    | 9    | 9    | 12   | 12   | 12   | 11AS | 11AS | 9BS  | 12BP | 11CP | 15BP | 15CK | 15CS | 16CP | 9AS  | 11BS | 17CK | 14CP | 98  |
| 97  | 9    | 9    | 9    | 9    | 12   | 11   | 12   | 11AP | 11AP | 9BP  | 11BK | 11BK | 15BK | 14BS | 15BP | 16CK | 9AP  | 11BP | 17CS | 14CK | 97  |
| 96  | 9    | 9    | 9    | 8    | 12   | 11   | 11   | 10AK | 10AK | 8AK  | 11BS | 11BS | 15BS | 14BP | 15BK | 15CS | 8AK  | 10BK | 17CP | 13CS | 96  |
| 95  | 8    | 9    | 8    | 8    | 12   | 11   | 11   | 10AS | 10AS | 8AS  | 10BP | 10BP | 15BP | 14BK | 14BS | 15BP | 8AS  | 10BS | 16CK | 13CP | 95  |
| 94  | 8    | 8    | 8    | 8    | 11   | 11   | 11   | 10AP | 10   | 8AP  | 10AK | 10BK | 1    |      |      |      |      |      |      |      |     |

# ATTACK TABLE 2.19 QUARTERSTAFF

TWO-HANDED

Length: 5 - 7 feet  
Weight: 3 - 5 pounds  
Fumble Range: 01 - 03 UM  
Breakage #: 1, 2, 3, 4, 5, 6, 7  
Strength: 65 - 75 w

Range Modifiers: —

|      | 20   | 19   | 18   | 17   | 16   | 15   | 14   | 13   | 12   | 11   | 10   | 9    | 8    | 7    | 6    | 5    | 4    | 3    | 2    | 1    |     |
|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|-----|
| 150  | 11CK | 13CK | 15EK | 17EK | 18EK | 18EK | 21EK | 21EK | 20EK | 22EK | 26EK | 26EK | 28EK | 28EK | 33EK | 36EK | 30EK | 33EK | 36EK | 38EK | 150 |
| 149  | 11CK | 13CK | 15DK | 17EK | 18DK | 18DK | 21EK | 21EK | 20EK | 22EK | 26EK | 26EK | 28EK | 28EK | 33EK | 36EK | 30EK | 33EK | 36EK | 38EK | 149 |
| 148  | 11BK | 13CK | 15CK | 17EK | 18DK | 18DK | 21DK | 21EK | 20EK | 22EK | 26EK | 26EK | 28EK | 28EK | 33EK | 36EK | 30EK | 33EK | 36EK | 38EK | 148 |
| 147  | 11BK | 13BK | 15CK | 17DK | 18CK | 18DK | 21DK | 21EK | 20DK | 22EK | 26EK | 26EK | 28EK | 28EK | 33EK | 36EK | 30EK | 33EK | 36EK | 37EK | 147 |
| 146  | 11BK | 13BK | 15CK | 17DK | 18CK | 18CK | 21DK | 21DK | 20DK | 22EK | 26EK | 26EK | 28EK | 28EK | 32EK | 35EK | 29EK | 32EK | 35EK | 37EK | 146 |
| 145  | 11AK | 13BK | 15CK | 17DK | 18CK | 18CK | 21DK | 21DK | 20DK | 21DK | 25DK | 25EK | 27EK | 27EK | 32EK | 35EK | 29EK | 32EK | 35EK | 37EK | 145 |
| 144  | 11AK | 13BK | 15CK | 17DK | 18CK | 18CK | 20CK | 20DK | 19DK | 21DK | 25DK | 25EK | 27EK | 27EK | 32EK | 35EK | 29EK | 32EK | 35EK | 36EK | 144 |
| 143  | 11AK | 13AK | 15BK | 16CK | 17CK | 17CK | 20CK | 20DK | 19CK | 21DK | 25DK | 25EK | 27DK | 27EK | 32EK | 34EK | 28DK | 31EK | 34EK | 36EK | 143 |
| 142  | 11AK | 13AK | 15BK | 16CK | 17CK | 17CK | 20CK | 20DK | 19CK | 21DK | 25DK | 25DK | 27DK | 27DK | 31EK | 34EK | 28DK | 31EK | 34EK | 36EK | 142 |
| 141  | 11AK | 13AK | 14BK | 16CK | 17BK | 17CK | 20CK | 20DK | 19CK | 21DK | 24DK | 24DK | 27DK | 27DK | 31DK | 34EK | 28DK | 31EK | 34EK | 35EK | 141 |
| 140  | 11AK | 13AK | 14BK | 16CK | 17BK | 17CK | 20CK | 20CK | 19CK | 20CK | 24DK | 24DK | 26DK | 26DK | 31DK | 33EK | 28DK | 30DK | 34EK | 35EK | 140 |
| 139  | 11   | 12AK | 14BK | 16CK | 17BK | 17BK | 20CK | 19CK | 19CK | 20CK | 24DK | 24DK | 26DK | 26DK | 31DK | 33DK | 27DK | 30DK | 33EK | 35EK | 139 |
| 138  | 11   | 12AK | 14BK | 16CK | 17BK | 17BK | 19CK | 19CK | 18CK | 20CK | 24CK | 24DK | 26CK | 26DK | 30DK | 33DK | 27DK | 30DK | 33EK | 34EK | 138 |
| 137  | 10   | 12AK | 14BK | 16CK | 17BK | 17BK | 19CK | 19CK | 18CK | 20CK | 23CK | 23DK | 26CK | 26DK | 30DK | 32DK | 27CK | 29DK | 33EK | 34EK | 137 |
| 136  | 10   | 12AK | 14AK | 15BK | 16BK | 16BK | 19CK | 19CK | 18CK | 20CK | 23CK | 23DK | 26CK | 25DK | 30DK | 32DK | 26CK | 29DK | 32EK | 34DK | 136 |
| 135  | 10   | 12AK | 14AK | 15BK | 16BK | 16BK | 19CK | 19CK | 18CK | 19CK | 23CK | 23DK | 25CK | 25DK | 29DK | 32DK | 26CK | 29DK | 32EK | 33DK | 135 |
| 134  | 10   | 12   | 14AK | 15BK | 16AK | 16BK | 19BK | 18CK | 18CK | 19CK | 23CK | 23DK | 25CK | 25DK | 29DK | 32DK | 26CK | 29DK | 32DK | 33DK | 134 |
| 133  | 10   | 12   | 13AK | 15BK | 16AK | 16BK | 18BK | 18CK | 18CK | 19CK | 22CK | 22CK | 25CK | 25DK | 29DK | 31DK | 26CK | 29DK | 32DK | 33DK | 133 |
| 132  | 10   | 12   | 13AK | 15BK | 16AK | 16BK | 18BK | 18CK | 17BK | 19CK | 22CK | 22CK | 25CK | 25CK | 29DK | 31DK | 25CK | 28CK | 31DK | 32DK | 132 |
| 131  | 10   | 12   | 13AK | 15BK | 16AK | 16AK | 18BK | 18CK | 17BK | 19CK | 22CK | 22CK | 25CK | 24CK | 28CK | 31DK | 25CK | 28CK | 31DK | 32DK | 131 |
| 130  | 10   | 12   | 13AK | 15BK | 16AK | 16AK | 18BK | 18CK | 17BK | 18CK | 22CK | 22CK | 24CK | 24CK | 28CK | 30DK | 25CK | 27CK | 31DK | 32DK | 130 |
| 129  | 10   | 11   | 13AK | 14BK | 15AK | 15AK | 18BK | 18BK | 17BK | 18BK | 21CK | 21CK | 24CK | 24CK | 28CK | 30DK | 24CK | 27CK | 30DK | 31DK | 129 |
| 128  | 10   | 11   | 13AK | 14AK | 15AK | 15AK | 18BK | 17BK | 17BK | 18BK | 21CK | 21CK | 24CK | 24CK | 27CK | 29CK | 24BK | 26CK | 30DK | 31CK | 128 |
| 127  | 10   | 11   | 13AK | 14AK | 15AK | 15AK | 17BK | 17BK | 16BK | 18BK | 21CK | 21CK | 24CK | 23CK | 27CK | 29CK | 23BK | 26CK | 30DK | 30CK | 127 |
| 126  | 10   | 11   | 13AK | 14AK | 15AK | 15AK | 17BK | 17BK | 16BK | 17BK | 21CK | 20CK | 23BK | 23CK | 27CK | 29CK | 23BK | 26CK | 29DK | 30CK | 126 |
| 125  | 9    | 11   | 12AK | 14AK | 15AK | 15AK | 17AK | 17BK | 16BK | 17BK | 20BK | 20CK | 23BK | 23CK | 26CK | 28CK | 23BK | 25BK | 29CK | 29CK | 125 |
| 124  | 9    | 11   | 12   | 14AK | 15AK | 15AK | 17AK | 17BK | 16BK | 17BK | 20BK | 20CK | 23BK | 23CK | 26CK | 28CK | 23BK | 25BK | 29DK | 30CK | 124 |
| 123  | 9    | 11   | 12   | 14AK | 15AK | 14AK | 17AK | 16BK | 16BK | 17BK | 20BK | 20CK | 23BK | 23CK | 26CK | 28CK | 23BK | 25BK | 29CK | 29CK | 123 |
| 122  | 9    | 11   | 12   | 13AK | 14AK | 14AK | 16AK | 16BK | 16BK | 17BK | 20BK | 20CK | 23BK | 22CK | 26CK | 28CK | 22BK | 25BK | 28CK | 29CK | 122 |
| 121  | 9    | 11   | 12   | 13AK | 14   | 14AK | 16AK | 16BK | 16BK | 16BK | 20BK | 19CK | 23BK | 22CK | 26CK | 27CK | 22BK | 25BK | 28CK | 29CK | 121 |
| 120  | 9    | 11   | 12   | 13AK | 14   | 14AK | 16AK | 16BK | 15AK | 16BK | 19BK | 19CK | 22BK | 22CK | 25CK | 27CK | 22AK | 24BK | 28CK | 28CK | 120 |
| 119  | 9    | 10   | 12   | 13AK | 14   | 14AK | 16AK | 16BK | 15AK | 16BK | 19BK | 19CK | 22BK | 22CK | 25CK | 27CK | 21AK | 24BK | 28CK | 28CK | 119 |
| 118  | 9    | 10   | 12   | 13AK | 14   | 14AK | 16AK | 15BK | 15AK | 16BK | 19BK | 19CK | 22BK | 22CK | 25CK | 27CK | 21AK | 24BK | 27CK | 28BK | 118 |
| 117  | 9    | 10   | 11   | 13AK | 14   | 14AK | 16AK | 15AK | 15AK | 16BK | 19BK | 18BK | 22BK | 21BK | 25BK | 26CK | 21AK | 23BK | 27CK | 27BK | 117 |
| 116  | 9    | 10   | 11   | 13AK | 14   | 13   | 15AK | 15AK | 15AK | 15BK | 18BK | 18BK | 21BK | 21BK | 24BK | 26CK | 21AK | 23BK | 27CK | 27BK | 116 |
| 115  | 9    | 10   | 11   | 12AK | 13   | 13   | 15AK | 15AK | 15AK | 15BK | 18BK | 18BK | 21BK | 21BK | 24BK | 26BK | 20AK | 23BK | 26CK | 27BK | 115 |
| 114  | 9    | 10   | 11   | 12   | 13   | 13   | 15AK | 15AK | 14AK | 15AK | 18BK | 18BK | 21BK | 21BK | 24BK | 25BK | 20AK | 22AK | 26CK | 26BK | 114 |
| 113  | 8    | 10   | 11   | 12   | 13   | 13   | 15AK | 14AK | 14AK | 15AK | 18BK | 17BK | 21BK | 21BK | 23BK | 25BK | 20AK | 22AK | 26CK | 26BK | 113 |
| 112  | 8    | 10   | 11   | 12   | 13   | 13   | 15AK | 14AK | 14AK | 15AK | 18BK | 17BK | 21AK | 20BK | 23BK | 25BK | 19AK | 22AK | 26CK | 26BK | 112 |
| 111  | 8    | 10   | 11   | 12   | 13   | 13   | 14   | 14AK | 14AK | 14AK | 17AK | 17BK | 20AK | 20BK | 23BK | 24BK | 19AK | 21AK | 25BK | 25BK | 111 |
| 110  | 8    | 10   | 11   | 12   | 13   | 13   | 14   | 14AK | 14AK | 14AK | 17AK | 17BK | 20AK | 20BK | 23BK | 24BK | 19AK | 21AK | 25BK | 25AK | 110 |
| 109  | 8    | 9    | 10   | 11   | 13   | 12   | 14   | 14AK | 13AK | 14AK | 17AK | 16BK | 20AK | 20BK | 22BK | 24BK | 19   | 21AK | 25BK | 25AK | 109 |
| 108  | 8    | 9    | 10   | 11   | 12   | 12   | 14   | 14AK | 13AK | 14AK | 17AK | 16BK | 20AK | 19BK | 22BK | 23BK | 18   | 21AK | 24BK | 24AK | 108 |
| 107  | 8    | 9    | 10   | 11   | 12   | 12   | 14   | 13AK | 13AK | 14AK | 16AK | 16BK | 20AK | 19BK | 22BK | 23BK | 18   | 20AK | 24BK | 24AK | 107 |
| 106  | 8    | 9    | 10   | 11   | 12   | 12   | 14   | 13AK | 13   | 13AK | 16AK | 16BK | 19AK | 19BK | 22BK | 23BK | 18   | 20AK | 24BK | 24AK | 106 |
| 105  | 8    | 9    | 10   | 11   | 12   | 12   | 13   | 13AK | 13   | 13AK | 16AK | 15BK | 19AK | 19BK | 21BK | 22BK | 17   | 20AK | 24BK | 23AK | 105 |
| 104  | 8    | 9    | 10   | 11   | 12   | 12   | 13   | 13AK | 13   | 13AK | 16AK | 15BK | 19AK | 19AK | 21BK | 22BK | 17   | 19   | 23BK | 23AK | 104 |
| 103  | 8    | 9    | 10   | 11   | 12   | 12   | 13   | 13AK | 13   | 13AK | 15AK | 15BK | 19AK | 18AK | 21BK | 22BK | 16   | 19   | 23BK | 22AK | 103 |
| 102  | 8    | 9    | 10   | 10   | 12   | 12   | 11   | 13   | 12AK | 12   | 13AK | 15AK | 19AK | 18AK | 21AK | 22BK | 16   | 19   | 23BK | 22AK | 102 |
| 101  | 7    | 9    | 9    | 10   | 11   | 11   | 11   | 13   | 12   | 12   | 12   | 15AK | 18AK | 18AK | 20AK | 21BK | 16   | 18   | 22AK | 22AK | 101 |
| 100  | 7    | 9    | 9    | 10   | 11   | 11   | 11   | 12   | 12   | 12   | 12   | 15AK | 18AK | 18AK | 20AK | 21BK | 16   | 18   | 22AK | 21AK | 100 |
| 99   | 7    | 8    | 9    | 10   | 11   | 11   | 11   | 12   | 12   | 12   | 12   | 14AK | 18AK | 18AK | 20AK | 21AK | 15   | 18   | 22AK | 21   | 99  |
| 98   | 7    | 8    | 9    | 10   | 11   | 11   | 11   | 12   | 12   | 12   | 12   | 14AK | 18AK | 17AK | 19AK | 20AK | 16   | 17   | 22AK | 21   | 98  |
| 97   | 7    | 8    | 9    | 10   | 11   | 11   | 11   | 12   | 11   | 11   | 11   | 14AK | 18AK | 17AK | 19AK | 20AK | 15   | 17   | 21AK | 20   | 97  |
| 96   | 7    | 8    | 9    | 10   | 11   | 10   | 10   | 12   | 11   | 11   | 11   | 14   | 17AK | 17AK | 19AK | 20AK | 15   | 17   | 21AK | 20   | 96  |
| 95   | 7    | 8    | 9    | 9    | 11   | 10   | 10   | 12   | 11   | 11   | 11   | 14   | 17AK | 17AK | 19AK | 19AK | 14   | 17   | 21AK | 20   | 95  |
| 94   | 7    | 8    | 9    | 9    | 10   | 10   | 10   | 11   | 11   | 11   | 11   | 13   | 17AK | 16AK | 18AK | 19AK | 14   | 16   | 20AK | 19   | 94  |
| 93   | 7    | 8    | 8    | 9    | 10   | 10   | 10   | 11   | 11   | 11   | 11   | 13   | 17AK | 16AK | 18AK | 19AK | 14   | 16   | 20AK | 19   | 93  |
| 92   | 7    | 8    | 8    | 9    | 10   | 10   | 10   | 11   | 11   | 11   | 10   | 13   | 17AK | 16AK | 18AK | 18AK | 14   | 16   | 20AK | 19   | 92  |
| 91   | 7    | 8    | 8    | 9    | 10   | 10   | 10   | 11   | 10   | 10   | 10   | 13   | 16   | 16   | 18AK | 18AK | 13   | 15   | 20AK | 18   | 91  |
| 90   | 7    | 8    | 8    | 9    | 10   | 10   | 10   | 11   | 10   | 10   | 10   | 12   | 16   | 16   | 17AK | 16AK | 13   | 15   | 19AK | 18   | 90  |
| 89   | 6    | 7    | 8    | 9    | 10   | 10   | 9    | 10   | 10   | 10   | 10   | 12   | 16   | 15   | 17AK | 16AK | 13   | 15   | 19   | 18   | 89  |
| 88   | 6    | 7    | 8    | 8    | 10   | 9    | 9    | 10   | 10   | 10   | 10   | 12   | 16   | 15   | 17AK | 17AK | 12   | 14   | 19   | 17   | 88  |
| 87   | 6    | 7    | 8    | 8    | 9    | 9    | 9    | 10   | 10   | 10   | 10   | 12   | 15   | 15   | 16AK | 17AK | 12   | 14   | 18   | 17   | 87  |
| 86   | 6    | 7    | 8    | 8    | 9    | 9    | 9    | 10   | 9    | 10   | 9    | 11   | 15   | 15   | 16   | 17AK | 12   | 14   | 18   | 17   | 86  |
| 85   | 6    | 7    | 7    | 8    | 9    | 9    | 9    | 10   | 9    | 9    | 9    | 11   | 15   | 14   | 16   | 16AK | 12   | 13   | 18   | 16   | 85  |
| 84   | 6    | 7    | 7    | 8    | 9    | 9    | 9    | 10   | 9    | 9    | 9    | 11   | 15   | 14   | 16   | 16AK | 11   | 13   | 18   | 16   | 84  |
| 83   | 6    | 7    | 7    | 8    | 9    | 9    | 9    | 9    | 9    | 9    | 9    | 11   | 15   | 14   | 15   | 16AK | 11   | 13   | 17   | 16   | 83  |
| 82   | 6    | 7    | 7    | 8    | 9    | 8    | 8    | 9    | 9    | 9    | 8    | 10   | 14   | 14   | 15   | 15AK | 11   | 13   | 17   | 15   | 82  |
| 81   | 6    | 7    | 7    | 7    | 9    | 8    | 8    | 9    | 8    | 9    | 8    | 10   | 14   | 14   | 15   | 15   | 10   | 12   | 17   | 15   | 81  |
| 80</ |      |      |      |      |      |      |      |      |      |      |      |      |      |      |      |      |      |      |      |      |     |

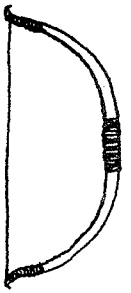


Length: 2.5 – 3.5 feet  
Weight: 1.5 – 2 pounds  
Fumble Range: 01 – 04 UM  
Breakage #: Auto  
Strength: 54 – 66

Range Modifiers: 1' – 10': +10  
11' – 100': +0  
101' – 180': -40  
181' – 240': -70

# ATTACK TABLE 2.22 SHORT BOW

MISSILE



|     | 20  | 19  | 18   | 17   | 16   | 15   | 14   | 13   | 12   | 11   | 10   | 9    | 8    | 7    | 6    | 5    | 4    | 3    | 2    | 1    |     |
|-----|-----|-----|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|-----|
| 150 | 6DP | 8EP | 10EP | 12EP | 17EP | 17EP | 20EP | 20EP | 15EP | 17EP | 21EP | 21EP | 15EP | 15EP | 20EP | 23EP | 14EP | 17EP | 20EP | 22EP | 150 |
| 149 | 6CP | 8DP | 10EP | 12EP | 17EP | 17EP | 20EP | 20EP | 15EP | 17EP | 21EP | 21EP | 15EP | 15EP | 20EP | 23EP | 14EP | 17EP | 20EP | 22EP | 149 |
| 148 | 6CP | 8DP | 10EP | 12EP | 17EP | 17EP | 20EP | 20EP | 15EP | 17EP | 21EP | 21EP | 15EP | 15EP | 20EP | 23EP | 14EP | 17EP | 20EP | 22EP | 148 |
| 147 | 6CP | 8CP | 10DP | 12EP | 17EP | 17EP | 20EP | 20EP | 15EP | 17EP | 21EP | 21EP | 15EP | 15EP | 20EP | 23EP | 14EP | 17EP | 20EP | 22EP | 147 |
| 146 | 6CP | 8CP | 10DP | 12EP | 17DP | 17DP | 19EP | 19EP | 15EP | 16EP | 20EP | 20EP | 15EP | 15EP | 20EP | 22EP | 14EP | 17EP | 20EP | 21EP | 146 |
| 145 | 6CP | 8CP | 10DP | 12EP | 16DP | 16DP | 19DP | 19EP | 15EP | 16EP | 20EP | 20EP | 15EP | 15EP | 19EP | 22EP | 13EP | 16EP | 19EP | 21EP | 145 |
| 144 | 6BP | 8CP | 10DP | 11DP | 16DP | 16DP | 19DP | 19EP | 14DP | 16EP | 20EP | 20EP | 15EP | 15EP | 19EP | 22EP | 13EP | 16EP | 19EP | 21EP | 144 |
| 143 | 6BP | 8CP | 10CP | 11DP | 16DP | 16DP | 18DP | 18EP | 14DP | 16EP | 19EP | 19EP | 14EP | 14EP | 19EP | 22EP | 13EP | 16EP | 19EP | 21EP | 143 |
| 142 | 6BP | 8CP | 9CP  | 11DP | 16DP | 16DP | 18DP | 18EP | 14DP | 15EP | 19EP | 19EP | 14EP | 14EP | 19EP | 21EP | 13EP | 16EP | 19EP | 20EP | 142 |
| 141 | 6BP | 8BP | 9CP  | 11DP | 16DP | 15DP | 18DP | 18DP | 14DP | 15DP | 19DP | 19EP | 14EP | 14EP | 18EP | 21EP | 13EP | 15EP | 19EP | 20EP | 141 |
| 140 | 6BP | 8BP | 9CP  | 11DP | 15DP | 15DP | 18DP | 17DP | 14DP | 15DP | 18DP | 18EP | 14DP | 14EP | 18EP | 21EP | 12EP | 15EP | 18EP | 20EP | 140 |
| 139 | 6BP | 7BP | 9CP  | 11DP | 15CP | 15DP | 17DP | 17DP | 13DP | 15DP | 18DP | 18EP | 14DP | 14EP | 18EP | 21EP | 12DP | 15EP | 18EP | 19EP | 139 |
| 138 | 6BP | 7BP | 9CP  | 10DP | 15CP | 15CP | 17DP | 17DP | 13DP | 14DP | 18DP | 18DP | 14DP | 14DP | 18EP | 20EP | 12DP | 15EP | 18EP | 19EP | 138 |
| 137 | 6AP | 7BP | 9CP  | 10DP | 15CP | 15CP | 17DP | 17DP | 13CP | 14DP | 18DP | 17DP | 14DP | 13DP | 18DP | 20EP | 12DP | 14EP | 18EP | 19EP | 137 |
| 136 | 6AP | 7BP | 9CP  | 10DP | 15CP | 14CP | 17CP | 16DP | 13CP | 14DP | 17DP | 17DP | 13DP | 13DP | 17DP | 20EP | 11DP | 14DP | 18EP | 19EP | 136 |
| 135 | 6AP | 7BP | 9BP  | 10CP | 14CP | 14CP | 16CP | 16DP | 13CP | 14DP | 17DP | 17DP | 13DP | 13DP | 17DP | 19DP | 11DP | 14DP | 17EP | 18EP | 135 |
| 134 | 5AP | 7BP | 8BP  | 10CP | 14CP | 14CP | 16CP | 16DP | 12CP | 13DP | 17DP | 17DP | 13DP | 13DP | 17DP | 19DP | 11DP | 14DP | 17EP | 18EP | 134 |
| 133 | 5AP | 7AP | 8BP  | 10CP | 14CP | 14CP | 16CP | 15DP | 12CP | 13DP | 16DP | 16DP | 13DP | 13DP | 17DP | 19DP | 11DP | 13DP | 17EP | 18EP | 133 |
| 132 | 5AP | 7AP | 8BP  | 9CP  | 14BP | 13CP | 15CP | 15DP | 12CP | 13DP | 16DP | 16DP | 13DP | 13DP | 16DP | 19DP | 11DP | 13DP | 17EP | 18EP | 132 |
| 131 | 5AP | 7AP | 8BP  | 9CP  | 14BP | 13CP | 15CP | 15DP | 12CP | 13CP | 16DP | 16DP | 13DP | 12DP | 16DP | 18DP | 10DP | 13DP | 17EP | 17DP | 131 |
| 130 | 5AP | 7AP | 8BP  | 9CP  | 13BP | 13BP | 15CP | 14DP | 12CP | 12CP | 15DP | 15DP | 13CP | 12DP | 16DP | 18DP | 10CP | 13DP | 16EP | 17DP | 130 |
| 129 | 5AP | 7AP | 8BP  | 9CP  | 13BP | 13BP | 15CP | 14DP | 11CP | 12CP | 15CP | 15DP | 12CP | 12DP | 16DP | 18DP | 10CP | 13DP | 16DP | 17DP | 129 |
| 128 | 5AP | 6AP | 8BP  | 9CP  | 13BP | 13BP | 14CP | 14CP | 11CP | 12CP | 15CP | 15DP | 12CP | 12DP | 16DP | 18DP | 10CP | 12DP | 16DP | 16DP | 128 |
| 127 | 5AP | 6AP | 7BP  | 9CP  | 13BP | 12BP | 14CP | 14CP | 11CP | 11CP | 15CP | 14DP | 12CP | 12DP | 15DP | 17DP | 10CP | 12DP | 16DP | 16DP | 127 |
| 126 | 5AP | 6AP | 7BP  | 8BP  | 12BP | 12BP | 14CP | 13CP | 11BP | 11CP | 14CP | 14DP | 12CP | 12DP | 15DP | 17DP | 9CP  | 12CP | 15DP | 16DP | 126 |
| 125 | 5AK | 6AP | 7AP  | 8BP  | 12BP | 12BP | 13CP | 13CP | 11BP | 11CP | 14CP | 14DP | 12CP | 12DP | 15DP | 17DP | 9CP  | 12CP | 15DP | 16DP | 125 |
| 124 | 5   | 6AP | 7AP  | 8BP  | 12BP | 12BP | 13CP | 13CP | 10BP | 11CP | 14CP | 13CP | 12CP | 11DP | 15DP | 17DP | 9CP  | 11CP | 15DP | 15DP | 124 |
| 123 | 5   | 6AP | 7AP  | 8BP  | 12AP | 11BP | 13CP | 12CP | 10BP | 10CP | 13CP | 13CP | 11CP | 11CP | 14CP | 16DP | 9CP  | 11CP | 15DP | 15DP | 123 |
| 122 | 5   | 6AP | 7AP  | 8BP  | 12AP | 11BP | 13BP | 12CP | 10BP | 10CP | 13CP | 13CP | 11CP | 11CP | 14CP | 16DP | 8CP  | 11CP | 15DP | 15DP | 122 |
| 121 | 5   | 6AP | 7AP  | 8BP  | 11AP | 11BP | 12BP | 12CP | 10BP | 10CP | 13CP | 13CP | 11CP | 11CP | 14CP | 16DP | 8CP  | 11CP | 15DP | 15DP | 121 |
| 120 | 5   | 6AK | 7AP  | 7BP  | 11AP | 11BP | 12BP | 11CP | 10BP | 10CP | 12CP | 12CP | 11CP | 11CP | 14CP | 15DP | 8BP  | 10CP | 14DP | 14DP | 120 |
| 119 | 5   | 6   | 6AP  | 7BP  | 11AP | 11AP | 12BP | 11CP | 9BP  | 9BP  | 12CP | 12CP | 11CP | 11CP | 13CP | 15CP | 8BP  | 10CP | 14DP | 14DP | 119 |
| 118 | 4   | 6   | 6AP  | 7BP  | 11AP | 10AP | 11BP | 11CP | 9BP  | 9BP  | 12CP | 12CP | 11CP | 10CP | 13CP | 15CP | 8BP  | 10CP | 14DP | 14CP | 118 |
| 117 | 4   | 5   | 6AP  | 7BP  | 11AP | 10AP | 11BP | 10CP | 9BP  | 9BP  | 11CP | 11CP | 11CP | 10CP | 13CP | 15CP | 7BP  | 10CP | 14DP | 13CP | 117 |
| 116 | 4   | 5   | 6AP  | 7BP  | 10AP | 10AP | 11BP | 10CP | 9BP  | 9BP  | 11CP | 11CP | 10CP | 10CP | 13CP | 14CP | 7BP  | 9BP  | 14DP | 13CP | 116 |
| 115 | 4   | 5   | 6AP  | 7AP  | 10AP | 10AP | 11BP | 10BP | 9AP  | 8BP  | 11CP | 11CP | 10CP | 10CP | 13CP | 14CP | 7BP  | 9BP  | 13CP | 13CP | 115 |
| 114 | 4   | 5   | 6AP  | 6AP  | 10AP | 9AP  | 10BP | 10BP | 8AP  | 8BP  | 11BP | 10CP | 10BP | 10CP | 12CP | 14CP | 7BP  | 9BP  | 13CP | 13CP | 114 |
| 113 | 4   | 5   | 6AP  | 6AP  | 10AP | 9AP  | 10BP | 9BP  | 8AP  | 8BP  | 10BP | 10CP | 10BP | 10CP | 12CP | 14CP | 7AP  | 9BP  | 13CP | 12CP | 113 |
| 112 | 4   | 5   | 5AP  | 6AP  | 10AP | 9AP  | 10BP | 9BP  | 8AP  | 8BP  | 10BP | 10CP | 10BP | 9CP  | 12CP | 13CP | 6AP  | 9BP  | 13CP | 12CP | 112 |
| 111 | 4   | 5   | 5AP  | 6AP  | 9AP  | 9AP  | 10AP | 9BP  | 8AP  | 7BP  | 10BP | 9CP  | 10BP | 9CP  | 12CP | 13CP | 6AP  | 8BP  | 13CP | 12CP | 111 |
| 110 | 4   | 5   | 5AK  | 6AP  | 9AK  | 9AP  | 9AP  | 8BP  | 8AP  | 7BP  | 9BP  | 9CP  | 10BP | 9CP  | 11CP | 13CP | 6AP  | 8BP  | 12CP | 12BP | 110 |
| 109 | 4   | 5   | 5    | 6AP  | 9    | 8AP  | 9AP  | 8BP  | 7AP  | 7BP  | 9BP  | 9BP  | 9BP  | 9CP  | 11CP | 13CP | 6AP  | 8BP  | 12CP | 11BP | 109 |
| 108 | 4   | 5   | 5    | 5AP  | 9    | 8AP  | 9AP  | 8BP  | 7AP  | 6BP  | 9BP  | 9BP  | 9BP  | 9CP  | 11BP | 12CP | 5AP  | 8AP  | 12CP | 11BP | 108 |
| 107 | 4   | 4   | 5    | 5AP  | 8    | 8AP  | 8AP  | 7BP  | 7AP  | 6AP  | 8BP  | 8BP  | 9BP  | 9CP  | 11BP | 12BP | 5AP  | 7AP  | 12CP | 11BP | 107 |
| 106 | 4   | 4   | 5    | 5AP  | 8    | 8AP  | 8AP  | 7BP  | 7AP  | 6AP  | 8BP  | 8BP  | 9BP  | 9CP  | 11BP | 12BP | 5AP  | 7AP  | 12CP | 10BP | 106 |
| 105 | 4   | 4   | 5    | 5AP  | 8    | 7AK  | 8AP  | 7BP  | 7AK  | 6AP  | 8BP  | 8BP  | 9BP  | 8BP  | 10BP | 11BP | 5AK  | 7AP  | 11CP | 10BP | 105 |
| 104 | 4   | 4   | 4    | 5AP  | 8    | 7    | 8AP  | 7BP  | 6    | 5AP  | 8BP  | 7BP  | 9BP  | 8BP  | 10BP | 11BP | 6    | 7AP  | 11BP | 10BP | 104 |
| 103 | 4   | 4   | 4    | 5AP  | 8    | 7    | 7AP  | 6BP  | 6    | 5AP  | 7BP  | 7BP  | 9BP  | 8BP  | 10BP | 11BP | 4    | 6AP  | 11BP | 10AP | 103 |
| 102 | 3   | 4   | 4    | 4AP  | 7    | 7    | 7AP  | 6AP  | 6    | 5AP  | 7AP  | 7BP  | 8BP  | 8BP  | 10BP | 11BP | 4    | 6AP  | 11BP | 9AP  | 102 |
| 101 | 3   | 4   | 4    | 4AP  | 7    | 7    | 7AP  | 6AP  | 6    | 5AP  | 7AP  | 6BP  | 8BP  | 8BP  | 9BP  | 10BP | 4    | 6AP  | 11BP | 8AP  | 101 |
| 100 | 3   | 4   | 4    | 4AK  | 7    | 6    | 6AK  | 5AP  | 6    | 4AK  | 6AP  | 6BP  | 8BP  | 8BP  | 9BP  | 10BP | 4    | 6AK  | 10BP | 9AP  | 100 |
| 99  | 3   | 4   | 4    | 4    | 7    | 6    | 6    | 5AP  | 5    | 4    | 6AP  | 6BP  | 8BP  | 7BP  | 9BP  | 10BP | 4    | —    | 10BP | 9AP  | 99  |
| 98  | 3   | 4   | 4    | 4    | 7    | 6    | 6    | 5AP  | 5    | 4    | 6AP  | 5BP  | 8AP  | 7BP  | 9BP  | 10BP | 3    | —    | 10BP | 8AP  | 98  |
| 97  | 3   | 4   | 4    | 4    | 6    | 6    | 6    | 4AP  | 5    | 4    | 5AP  | 5BP  | 8AP  | 7BP  | 8BP  | 9BP  | 3    | —    | 10BP | 8AK  | 97  |
| 96  | 3   | 3   | 3    | 3    | 6    | 5    | 5    | 4AP  | 5    | 3    | 5AP  | 5AP  | 7AP  | 7BP  | 8BP  | 9BP  | 3    | —    | 10BP | 8    | 96  |
| 95  | 3   | 3   | 3    | 3    | 6    | 5    | 5    | 4AP  | 5    | 3    | 5AK  | 5AP  | 7AP  | 7BP  | 8BP  | 9BP  | 3    | —    | 9AP  | —    | 95  |
| 94  | 3   | 3   | 3    | 3    | 6    | 5    | 5    | 4AP  | 4    | 3    | 5    | 4AP  | 7AP  | 7BP  | 8BP  | 9BP  | 3    | —    | 9AP  | —    | 94  |
| 93  | 3   | 3   | 3    | 3    | 6    | 5    | 4    | 3AP  | 4    | 3    | 4    | 4AP  | 7AP  | 6BP  | 8BP  | 8BP  | —    | —    | 9AP  | —    | 93  |
| 92  | 3   | 3   | 3    | 3    | 5    | 5    | 4    | 3AP  | 4    | 2    | 4    | 4AP  | 7AP  | 6BP  | 7AP  | 8BP  | —    | —    | 9AP  | —    | 92  |
| 91  | 3   | 3   | 3    | 3    | 5    | 4    | 4    | 3AP  | 4    | 2    | 4    | 3AP  | 7AP  | 6BP  | 7AP  | 8AP  | —    | —    | 9AP  | —    | 91  |
| 90  |     |     |      |      |      |      |      |      |      |      |      |      |      |      |      |      |      |      |      |      |     |



# ATTACK TABLE 2.23 SHORT SWORD

## ONE-HANDED EDGED

Length: 1.5 – 2 feet  
Weight: 2 – 4 pounds  
Fumble Range: 01 – 02 UM  
Breakage #: 1, 2, 3, 4, 5, 6  
Strength: 74 – 86

Range Modifiers: 1' – 10': -30

|     | 20  | 19  | 18  | 17   | 16   | 15   | 14   | 13   | 12   | 11   | 10   | 9    | 8    | 7    | 6    | 5    | 4    | 3      | 2    | 1    |     |
|-----|-----|-----|-----|------|------|------|------|------|------|------|------|------|------|------|------|------|------|--------|------|------|-----|
| 150 | 5CK | 7DK | 9EK | 11EK | 10EK | 10EK | 13EK | 13ES | 11EK | 13EK | 17ES | 17ES | 16EK | 16ES | 21ES | 24ES | 18ES | 21ES   | 24ES | 26ES | 150 |
| 149 | 5CK | 7CK | 9EK | 11ES | 10EK | 10EK | 13EK | 13EP | 11EK | 13EK | 17ES | 17ES | 16EP | 16EP | 21ES | 24ES | 18ES | 21ES   | 24ES | 26ES | 149 |
| 148 | 5CK | 7CK | 9DK | 11EK | 10DK | 10DK | 13EK | 13ES | 11EK | 13EK | 17ES | 17ES | 16EK | 16ES | 21ES | 24ES | 18ES | 21ES   | 24ES | 26ES | 148 |
| 147 | 5BK | 7CK | 9DK | 11ES | 10DK | 10DK | 13DK | 13EP | 11EK | 13EK | 17ES | 17ES | 16EP | 16EP | 21ES | 24ES | 18ES | 21ES   | 24ES | 26ES | 147 |
| 146 | 5BK | 7CK | 9DS | 11DK | 10DK | 10DK | 13DK | 13EK | 11EK | 13EK | 17ES | 17ES | 16EK | 16ES | 21ES | 24ES | 18ES | 21ES   | 24ES | 26ES | 146 |
| 145 | 5BK | 7BK | 9CP | 11DS | 10DK | 10DK | 13DS | 13ES | 11DK | 13EK | 17ES | 17ES | 16EP | 16EP | 21EP | 23ES | 17ES | 21ES   | 24ES | 25ES | 145 |
| 144 | 5BK | 7BK | 9CK | 11DP | 10CK | 10DK | 13DP | 13DP | 11DK | 13EK | 16ES | 16ES | 16EK | 16EK | 20ES | 23ES | 17ES | 20ES   | 23ES | 25ES | 144 |
| 143 | 5AK | 7BK | 9CS | 11DK | 10CK | 10CK | 13DK | 12DK | 11DK | 13EK | 16ES | 16ES | 16EK | 16ES | 20EP | 23ES | 17ES | 20ES   | 23ES | 25ES | 143 |
| 142 | 5AK | 7BK | 9CP | 11DS | 10CK | 10CK | 12CS | 12DS | 11DK | 12DK | 16DS | 16EP | 16EK | 15EP | 20ES | 23ES | 17ES | 20ES   | 23ES | 25ES | 142 |
| 141 | 5AK | 7BK | 9CK | 10DP | 10CK | 10CK | 12CP | 12DP | 11DK | 12DK | 16DS | 16ES | 15ES | 15EK | 20EP | 22ES | 17ES | 20ES   | 23ES | 24ES | 141 |
| 140 | 5AK | 7BP | 9CS | 10CK | 10CK | 10CK | 12CK | 12DK | 10DK | 12DK | 16DP | 16EP | 15DP | 15ES | 20ES | 22ES | 17ES | 20ES   | 23ES | 24ES | 140 |
| 139 | 5AK | 7AK | 9BP | 10CS | 9CK  | 9CK  | 12CS | 12DS | 10CK | 12DK | 16DS | 15ES | 15DK | 15EP | 19EP | 22ES | 16ES | 19ES   | 22ES | 24ES | 139 |
| 138 | 5AK | 7AP | 8BK | 10CP | 9BK  | 9CK  | 12CP | 12DP | 10CK | 12DK | 15DP | 15DP | 15DP | 15DK | 19ES | 22ES | 16ES | 19ES   | 22ES | 24ES | 138 |
| 137 | 5AP | 7AK | 8BS | 10CK | 9BK  | 9CK  | 12CK | 12DK | 10CK | 12DK | 15DS | 15DS | 15DP | 15DS | 19EP | 22ES | 16ES | 19ES   | 22ES | 23ES | 137 |
| 136 | 5AK | 7AS | 8BP | 10CS | 9BK  | 9BP  | 12CS | 11CS | 10CK | 12DK | 15DP | 15DP | 15DK | 15DP | 19DS | 21ES | 16ES | 19ES   | 22ES | 23ES | 136 |
| 135 | 5AS | 7AP | 8BK | 10CP | 9BK  | 9BK  | 11CP | 11CP | 10CK | 11DS | 15DK | 15DS | 15DS | 15DK | 19DP | 21ES | 16ES | 19ES   | 22ES | 23ES | 135 |
| 134 | 5   | 6AK | 8BS | 10CK | 9BK  | 9BP  | 11CK | 11CK | 10CK | 11DP | 15DS | 15DP | 15DP | 14DS | 19DS | 21DS | 16DS | 18ES   | 22ES | 23ES | 134 |
| 133 | 5   | 6AS | 8BP | 10CS | 9BK  | 9BK  | 11CS | 11CS | 10CK | 11CK | 15DP | 14DS | 14DK | 14DP | 18DP | 21DS | 15DS | 18ES   | 21ES | 23ES | 133 |
| 132 | 5   | 6AP | 8BK | 9BP  | 9BK  | 9BP  | 11CP | 11CP | 10CK | 11CS | 14DK | 14DP | 14DS | 14DK | 18DS | 20DS | 15DS | 18ES   | 21ES | 22ES | 132 |
| 131 | 5   | 6AK | 8AS | 9BK  | 9AK  | 9BK  | 11BK | 11CK | 10CK | 11CP | 14CS | 14DS | 14DP | 14DS | 18DP | 20DS | 15DS | 18DS   | 21ES | 22ES | 131 |
| 130 | 5   | 6AS | 8AP | 9BS  | 9AP  | 9BS  | 11BS | 11CS | 9CK  | 11CK | 14CP | 14DP | 14CK | 14DP | 18DK | 20DS | 15DS | 18DS   | 21ES | 22ES | 130 |
| 129 | 5   | 6   | 8AK | 9BP  | 9AK  | 8BP  | 11BP | 10CP | 9CS  | 11CS | 14CK | 14DS | 14CS | 14DK | 18DS | 20DS | 15DS | 17DS   | 21ES | 22ES | 129 |
| 128 | 5   | 6   | 8AS | 9BK  | 8AS  | 8BK  | 11BK | 10CK | 9CP  | 10CP | 14CS | 13DP | 14CP | 14DS | 17DP | 20DS | 14DS | 17DS   | 20ES | 21ES | 128 |
| 127 | 5   | 6   | 7AP | 9BS  | 8AP  | 8AS  | 10BS | 10CS | 9CK  | 10CK | 13CP | 13DS | 14CK | 14DP | 17DK | 19DS | 14DS | 17DS   | 20ES | 21ES | 127 |
| 126 | 5   | 6   | 7AK | 9BP  | 8AK  | 8AP  | 10BP | 10CP | 9BS  | 10CS | 13CK | 13DP | 14CS | 13DK | 17DS | 19DS | 14DK | 17DS   | 20EK | 21ES | 126 |
| 125 | 4   | 6   | 7AS | 9BK  | 8AS  | 8AK  | 10BK | 10BK | 9BP  | 10CP | 13CS | 13DS | 14CP | 13DS | 17DP | 19DS | 14DS | 17DS   | 20ES | 21ES | 125 |
| 124 | 4   | 6   | 7AP | 9BS  | 8AP  | 8AS  | 10BS | 10BS | 9BK  | 10CK | 13CP | 13CP | 13CK | 13DP | 17DK | 19DS | 14DP | 16DS   | 20EK | 20ES | 124 |
| 123 | 4   | 6   | 7AK | 8AP  | 8AK  | 8AP  | 10BP | 10BP | 9BS  | 10CS | 13CK | 12CK | 13CS | 13CK | 17DS | 18DS | 13DK | 16DS   | 19ES | 20DS | 123 |
| 122 | 4   | 6   | 7AS | 8AK  | 8AS  | 8AK  | 10AK | 9BK  | 9BP  | 10CP | 13CS | 12CS | 13CP | 13CS | 16DP | 18DS | 13DS | 16DS   | 19DK | 20DS | 122 |
| 121 | 4   | 6   | 7AP | 8AS  | 8AP  | 8AS  | 10AS | 9BS  | 8BK  | 9CK  | 12CP | 12CP | 13CK | 13CP | 16CK | 18DS | 13DP | 16DS   | 19DS | 20DS | 121 |
| 120 | 4   | 6   | 7AK | 8AP  | 8AK  | 8AP  | 9AP  | 9BP  | 8BS  | 9CS  | 12CK | 12CK | 13CS | 13CK | 16CS | 18DS | 13CK | 16DS   | 19DK | 19DS | 120 |
| 119 | 4   | 6   | 7   | 8AK  | 8    | 7AK  | 9AK  | 9BK  | 8BP  | 9BP  | 12CS | 12CS | 13CP | 13CS | 16CP | 18DS | 13CS | 15DS   | 19DS | 19DS | 119 |
| 118 | 4   | 5   | 7   | 8AS  | 7    | 7AS  | 9AS  | 9BS  | 8BK  | 9BK  | 12CP | 12CP | 13CK | 12CP | 16CK | 17DK | 13CP | 15DP   | 19DK | 19DS | 118 |
| 117 | 4   | 5   | 7   | 8AP  | 7    | 7AP  | 9AP  | 9BP  | 8BS  | 9BS  | 12CK | 11CK | 13CS | 12CK | 15CS | 17CS | 12CK | 15DS   | 18DS | 19DS | 117 |
| 116 | 4   | 5   | 6   | 8AK  | 7    | 7AK  | 9AK  | 9BK  | 8BP  | 9BP  | 12CS | 11CS | 12CP | 12CS | 15CP | 17CP | 12CK | 15DP   | 18DP | 19DS | 116 |
| 115 | 4   | 5   | 6   | 7AS  | 7    | 7AS  | 9AS  | 8BS  | 8BK  | 9BK  | 11BP | 11CP | 12CK | 12CP | 15CK | 17CK | 12CP | 15CS   | 18DK | 18DS | 115 |
| 114 | 4   | 5   | 6   | 7AP  | 7    | 7    | 9AP  | 8BP  | 8BS  | 8BS  | 11BK | 11CK | 12BS | 12CK | 15CS | 16CS | 12CK | 14CP   | 18DS | 18DP | 114 |
| 113 | 4   | 5   | 6   | 7AK  | 7    | 7    | 8AK  | 8AK  | 8AP  | 8BP  | 11BS | 11CS | 12BP | 12CS | 15CP | 16CP | 12CS | 14CK   | 18DP | 18DS | 113 |
| 112 | 4   | 5   | 6   | 7AS  | 7    | 7    | 8AS  | 8AS  | 8AK  | 8BK  | 11BP | 10CP | 12BK | 12CP | 15CK | 16CK | 11CP | 14CS   | 17DK | 18DP | 112 |
| 111 | 4   | 5   | 6   | 7AP  | 7    | 7    | 8AP  | 8AP  | 7AS  | 8BS  | 11BK | 10CK | 12BS | 12CK | 15CS | 16CS | 11CK | 14CP   | 17DS | 17DS | 111 |
| 110 | 4   | 5   | 6   | 7AK  | 7    | 7    | 8AK  | 8AK  | 7AP  | 8BP  | 10BS | 10CS | 12BP | 11CS | 14CP | 16CP | 11CS | 14CK   | 17DP | 17DP | 110 |
| 109 | 4   | 5   | 6   | 7    | 7    | 7    | 8    | 8AS  | 7AK  | 8BK  | 10BP | 10CP | 12BK | 11CP | 14CK | 15CK | 11CP | 13CS   | 17DK | 17DS | 109 |
| 108 | 4   | 5   | 6   | 7    | 7    | 6    | 8    | 7AP  | 7AS  | 8BS  | 10BK | 10CK | 11BS | 11CK | 14CS | 15CS | 11CK | 13CP   | 17DS | 17DP | 108 |
| 107 | 4   | 5   | 6   | 7    | 6    | 6    | 8    | 7AK  | 7AP  | 7BP  | 10BS | 9BS  | 11BP | 11CS | 14CP | 15CP | 10CS | 13CK   | 16DP | 16DS | 107 |
| 106 | 4   | 5   | 6   | 6    | 6    | 6    | 8    | 7AS  | 7AK  | 7BK  | 10BP | 9BP  | 11BK | 11CP | 13CK | 15CK | 10BP | 13CS   | 16DK | 16DP | 106 |
| 105 | 4   | 5   | 5   | 6    | 6    | 6    | 7    | 7AP  | 7AS  | 7AS  | 10BK | 9BK  | 11BS | 11BK | 13BS | 14CS | 10BK | 13CP   | 16DS | 16CS | 105 |
| 104 | 4   | 5   | 5   | 6    | 6    | 6    | 7    | 7AK  | 7AP  | 7AP  | 9BS  | 9BS  | 11BP | 11BS | 13BP | 14BP | 10BS | 12CK   | 16DP | 16CP | 104 |
| 103 | 4   | 5   | 5   | 6    | 6    | 6    | 7    | 7AS  | 7AK  | 7AK  | 9BP  | 9BP  | 11BK | 11BP | 13BK | 14BK | 10BP | 12BS   | 16CK | 15CS | 103 |
| 102 | 4   | 4   | 5   | 6    | 6    | 6    | 7    | 7AP  | 6AS  | 7AS  | 9AK  | 9BK  | 11BS | 10BK | 13BS | 14BS | 10BK | 12BP   | 16CS | 15CP | 102 |
| 101 | 3   | 4   | 5   | 6    | 6    | 6    | 7    | 6AK  | 6AP  | 7AP  | 9AS  | 8BS  | 11BP | 10BS | 13BP | 14BP | 9BS  | 12BK   | 15CP | 15CK | 101 |
| 100 | 3   | 4   | 5   | 6    | 6    | 6    | 7    | 6AS  | 6AK  | 7AK  | 9AP  | 8BP  | 11BK | 10BP | 12BK | 13BK | 9BP  | 12BS   | 15CK | 15CS | 100 |
| 99  | 3   | 4   | 5   | 6    | 6    | 5    | 7    | 6    | 6    | 6AS  | 9AK  | 8BK  | 10BS | 10BK | 12BS | 13BS | 9BK  | 11BP   | 15CS | 15CP | 99  |
| 98  | 3   | 4   | 5   | 6    | 6    | 5    | 6    | 6    | 6    | 6AP  | 8AS  | 8BS  | 10AP | 10BS | 12BP | 13BP | 9AS  | 11BK   | 15CP | 14CK | 98  |
| 97  | 3   | 4   | 5   | 5    | 5    | 5    | 6    | 6    | 6    | 6AK  | 8AP  | 8BP  | 10AK | 10BP | 12BK | 13BK | 9AP  | 11BS   | 15CK | 14CS | 97  |
| 96  | 3   | 4   | 5   | 5    | 5    | 5    | 6    | 6    | 6    | 6AS  | 8AK  | 7BK  | 10AS | 10BK | 12BS | 12BS | 8AK  | 11BP   | 14CS | 14CP | 96  |
| 95  | 3   | 4   | 5   | 5    | 5    | 5    | 6    | 6    | 6    | 6AP  | 8AS  | 7BS  | 10AP | 10BS | 11BP | 12BP | 8AS  | 11BK   | 14CP | 14BK | 95  |
| 94  | 3   | 4   | 5   | 5    | 5    | 5    | 6    | 5    | 6    | 6    | 8AP  | 7BP  | 10AK | 9BP  | 11BK | 12BK | 8AP  | 10BS   | 14CK | 13BS | 94  |
| 93  | 3   | 4   | 4   | 5    | 5    | 5    | 6    | 5    | 6    | 6    | 7AK  | 7BK  | 10AS | 9BK  | 11BS | 12BS | 8AK  | 10AP   | 14CS | 13BP | 93  |
| 92  | 3   | 4   | 4   | 5    | 5    | 5    | 6    | 5    | 5    | 5    | 7AS  | 7AS  | 10AP | 9BS  | 11BP | 12BP | 8AS  | 10AK   | 14CP | 13BK | 92  |
| 91  | 3   | 4   | 4   | 4    | 5    | 5    | 5    | 6    | 5    | 5    | 7AP  | 7AP  | 9AK  | 9BP  | 11BK | 11BK | 8AP  | 10AS</ |      |      |     |

## 4.3 KRUSH CRITICAL STRIKE TABLE

|              | A  | B  | C  | D   | E  |
|--------------|--|--|--|---|--|
| <b>01-05</b> | Not very impressive.<br>-0H  | Your grip fails you.<br>+0H  | Practice this one.<br>+1H  | Strike blunted by clothing.<br>+2H  | Destroy one of foe's silly decorations.<br>+3H   |
| <b>06-10</b> | The strike lost something in the translation.<br>+0H   | Thud.<br>+2H   | You should have swung much harder.<br>+3H  | Foe steps right, then left, and almost evades you blow.<br>+4H  | Blow is forceful, not hard. Foe is unbalanced. You have initiative.<br>+6H   |
| <b>11-15</b> | Foe evades your much of your swing. You have initiative.<br>+3H  | Foe evades frantically. You have the initiative next round.<br>+3H   | Really solid strike to foe's shield side. You have initiative.<br>+7H  | Shot close to foe's throat. He seeks to avoid your next strike.<br>+5H - (X-10)   | Foe raises an arm to block your strike. He does himself harm. You profit.<br>+6H - ✖ - (+5)  |
| <b>16-20</b> | Foe steps back 5 feet. He is out of position.<br>+2H - ✖   | Foe is concerned with his own preservation. He steps back 5 feet.<br>+4H - (X-10)                            | Blow to foe's waist. He spins sideways.<br>+6H - (X-20)  | Glancing blow takes skin with it. You have initiative next round.<br>+5H - (-5)   | Strong blow breaks foe's guard. He is unbalanced.<br>✖ - (+10)   |
| <b>21-35</b> | Foe tries to duck under your strike. You knock him back.<br>+3H - ✖ - (+5)                               | Foe loses some resolve from your solid strike.<br>+4H - (X-20)   | Disorient foe with a tricky shot. He is at a loss for words.<br>+5H - ✖  | Foe goes airborne to evade your strike. He is stumbling back.<br>+4H - ✖  | Solid shot breaks foe's ribs. You have initiative next round.<br>+6H - (-10)   |
| <b>36-45</b> | Bust foe's shin. You have initiative.<br>with leg greaves: +9H<br>w/o leg greaves: +6H - (-5)            | Blow to foe's left calf. You gain initiative.<br>with leg greaves: +9H - 2✖<br>w/o leg greaves: +6H - 2(-20) | Catch foe in lower leg. You gain initiative, while foe regains footing.<br>+9H - 2(-25)  | Light swing to foe's leg. Foe's calf is bruised. You have the initiative.<br>+10H - (-10)                                     | Blow to upper leg. Minor fracture. You have initiative.<br>+12H - (-10)  |
| <b>46-50</b> | Foe steps under your blow. You catch him in the back.<br>+4H - (X-25)                                    | Solid blow to back. Foe seeks to avoid this attack again. He has lost his way.<br>+6H - (X-25)               | He leans to your shield side and you hit him in the back. You have the initiative for 2 rounds.<br>+5H - ✖                     | Catch foe in shoulder blade. Foe drops his guard and reels from your blow.<br>+10H - ✖  | Glancing strike to lower back. Foe turns away to avoid the damage. Foe uses his weapon for balance.<br>+15H - ✖  |
| <b>51-55</b> | Blow to foe's chest. Foe leans sideways in pain.<br>+5H - (X-25)   | Foe recoils before your blow impacts. He steps back 5 feet to defend himself.<br>+6H - 2✖                    | Hard strike to chest, armor does not help.<br>+5H - ✖ - (-10)  | Blow to foe's ribs. It hurts him to raise his arms. Foe cannot lean over.<br>+10H - (-15)                                     | Blow to chest. He seeks to regain his wind and survive your onslaught.<br>+15H - 2✖ - (-15)  |
| <b>56-60</b> | Blow to foe's waist sends a piece of equipment flying. Foe recoils.<br>+5H - (X-25)                      | Strike passes under shield arm and lands on foe's thigh. Big bruise.<br>+6H - ✖ - (-5)                       | Strike grazes across left thigh and lands on right. It lands solid.<br>+6H - ✖ - (-5) - (+10)                                  | Miss foe's arm and strike his thigh. He stumbles and drops something.<br>+6H - ✖ - (-10)                                      | Blow to foe's thigh causes his right leg to falter for a moment.<br>+10H - ✖ - (-10)   |
| <b>61-65</b> | Strike to weapon forearm.<br>with arm greaves: +8H - ✖<br>w/o arm greaves: +5H - ✖                       | Blow to foe's forearm. The strike is solid. The pain is certain.<br>+9H - ✖ - (-10)                          | Catch foe in mid-swing and disarm him. His weapon tumbles behind you.<br>+8H - ✖   | Blow to forearm. Blow tears clothing, but not skin. Arm is bruised.<br>+10H - ✖ - (-10)                                       | Strike foe's weapon arm with a titanic blow. Foe drops his weapon and reels.<br>+10H - ✖ - (-15)   |
| <b>66</b>    | Shatter shoulder in foe's shield arm. Arm is quite useless. Foe drops shield, if he has one.<br>+8H - 2✖ | Drive elbow backwards and break it. Arm is useless. Foe drops weapon, leans way over, and yells out.<br>3✖   | That does it for him. Your strike lands on foe's knee. The knee buckles and foe goes down hard.<br>+9H - 3✖ - (-90)            | Masterful strike to foe's head. If he has no helm, he is dead. If he has a helm, he is knocked out for 4 hours.<br>+20H       | Crush what was once foe's head. If foe has a helm, it is destroyed also. You are spackled with blood.<br>+15H - (+10)  |
| <b>67-70</b> | Solid strike to foe's chest. Knocks the breath out of foe.<br>+8H - 3✖ - ✖                               | Bloom! Shot strikes foe's upper chest. Foe stumbles.<br>+10H - 2✖ - (-10)                                    | Strike to chest causes a host of trouble.<br>+10H - 3✖ - 2✖ - (-10)  | Blow to shoulder.<br>with shoulder armor: +6H - ✖<br>w/o shoulder armor: 2✖ - (-20)   | Blow to foe's shield arm. If foe has a shield, it is broken. If not, arm is broken.<br>+15H - 3✖ - (-75)   |
| <b>71-75</b> | Shot takes foe in lower leg. He fails to jump over it.<br>+5H - 2✖ - (-20)                               | Strike to foe's right achilles tendon. Oh that hurts ya know!<br>+10H - 2✖ - (-35)                           | Strike twists foe's knee.<br>+10H - 2✖ - (-40)   | Blow lands with a crack. Leg bone is broken. Major cartilage damage.<br>+12H - 2✖ - (-50)                                     | Blow to foe's hip bone breaks it. Help! Foe has fallen and cannot get up.<br>+15H - 3✖ - (-75)   |
| <b>76-80</b> | Blow to foe's shield arm destroys shield. If no shield, arm is broken.<br>+8H - ✖                        | Blow to foe's shield arm breaks wrist. Hand is useless. Foe drops shield.<br>+8H - ✖                         | Blow to foe's weapon arm. A metal armguard is bent and the arm is useless until until the armor is removed.<br>+9H - ✖ - (-50) | Blow breaks foe's weapon arm. Sling foe's weapon to the right 5 feet. Foe's arm is useless. Tendon damage.<br>+8H - ✖         | Slap foe's arm and elbow around like string. Joint is shattered. Arm is useless. Foe should have stayed in bed.<br>+9H - 2✖  |
| <b>81-85</b> | Blow to foe's side sends him stumbling 5 feet to your right.<br>+10H - 2✖ - (-20)                        | Blow thunders as it connects. Foe's ribs crackle in response. It hurts.<br>+12H - 2✖ - (-25)                 | Foe yells out before the impact and is silenced by the blow. Ribs crack.<br>+12H - 3✖ - (-40)                                  | Blow lands on foe's side. He goes down hard. Victory is close.<br>+15H - 3✖ - (+10)   | Blow to foe's armpit. Crush ribs and destroy organs. Foe dies in 3 rounds.<br>+30H   |
| <b>86-90</b> | Strike foe in lower back. Muscles and cartilage are damaged.<br>+12H - 3✖ - (-25)                        | Foe makes a mistake and pays. You send him prone with a fell strike. Tendons are smashed.<br>4✖ - (-30)      | Powerful blow sweeps foe onto his back. Bones break and muscles tear.<br>+20H - 6✖ - (-50)                                     | Blow to foe's neck. If foe has a throat protector, he is paralyzed from the neck down. If not, he dies in two rounds.<br>+25H | Neck strike shatters bone and severs an artery. Foe cannot breath. Foe is inactive and suffocates in 12 rounds.<br>—   |
| <b>91-95</b> | Break foe's nose.<br>with nose guard: +10H - 2✖<br>w/o nose guard: +15H - 3✖                             | Strike to foe's head. If he has no helm, he falls into a coma for 3 weeks.<br>+20H - 12✖                     | Blow to thigh. Compound fracture severs an artery. Foe goes down hard and dies in 12 rounds.<br>+9H                            | Strike comes down on the shield shoulder of foe. Arm shatters. Foe dies from shock and blood loss in 9 rounds.<br>—           | Blast to foe's back. A bone is driven into vital organs. Foe is down and dies in six rounds.<br>+25H   |
| <b>96-99</b> | Blow to foe's head. If foe has no helm, he is dead. If foe has a helm, he is knocked down.<br>+20H - 6✖  | Blast foe's chest. Send ribcage into heart. Foe drops and dies in 6 rounds.<br>+20H - 6✖                     | Blow to foe's abdomen. Strike destroys a variety of organs. Poor fool expires after 6 rounds of inactivity.<br>+20H - 6✖       | Crush foe's chest cavity. He grips your arm, looks into your eyes, then drops and dies in 3 rounds.<br>+25H                   | Blow to foe's face. If visored, the visor is driven into his face and foe dies in 10 rounds. Without a visor, he dies instantly. You have half the round left.<br>+30H - (+20) |
| <b>100</b>   | Crush foe's jaw. Drive bone through brain. Foe dies instantly.<br>+50H - (+20)                           | Blow snaps neck. Foe is paralyzed from the shoulders down.<br>+25H - 15✖                                     | Strike to forehead. Destroy foe's eyes. Send his helm flying. Foe is spun about.<br>+30H - 24✖                                 | Blast to foe's heart. It stops. He dies. You consider yourself to be dead. Fine work. You are ready to slay.<br>+25H          | Blow turns hip to dust. Foe falls down. Attempts to stand. Falls again and dies in 6 rounds.<br>+35H - 2✖ - 6(-30)   |

**Key:** ✖=must parry B rounds; ✖=no parry for B rounds; ✖=stunned for B rounds; ✖=bleed B hits per round; (-B)=foe has -B penalty; (+B)=attacker gets +B next round.

## 4.7 PUNCTURE CRITICAL STRIKE TABLE

|              | A   | B  | C   | D  | E   |
|--------------|---|--|---|--|---|
| <b>01-05</b> | Foe avoids most of the attack.<br>+0H   | Glancing blow. Nothing extra.<br>+0H   | Foe dances clear of the worst.<br>+1H   | Strike bounces off.<br>+2H   | Strike lands flat.<br>+3H   |
| <b>06-10</b> | Strike failed to connect well.<br>+1H   | Panck!<br>+2H  | Nick your weapon and your foe.<br>+3H   | Strike lands without energy.<br>+4H  | Shot unbalances foe. You have initiative.<br>+5H  |
| <b>11-15</b> | Strike causes foe to flinch. You gain initiative next round.<br>+1H                                       | Foe questions his resolve. You gain initiative next round.<br>+3H  | Foe's evasion puts him out of position. You gain initiative next round.<br>+5H                                | Foe evades and maneuvers for a better position.<br>+2H - X   | Foe is fearful of your skill and steps back from your mighty onslaught.<br>+3H - X  |
| <b>16-20</b> | Foe steps back defensively.<br>+1H - X  | For steps back and avoids the worst.<br>+2H - (X-10)   | Blow to foe's side. If foe has a belt it is severed.<br>+3H - (X-20)  | Precise strike to foe's side. You have the initiative for 1 round.<br>(-10)                                  | Foe vibrates from the impact of the strike.<br>X - (+20)  |
| <b>21-35</b> | Convince foe of his peril by just missing his abdomen.<br>+2H - X (+10)                                   | Foe is uncertain about your next attack. He chooses to let you make the first move (you gain the initiative).<br>+2H - 2X                      | Strike crosses foe's head. If he has a helm it is knocked off and dented.<br>X - 1                            | You wound foe in hip. Strike strips equipment from right side of waist.<br>X - 2                             | Deal foe a measurable blow to his side. Any one container on your foe now has a hole in it.<br>+2H - 2 - (-10)                                  |
| <b>36-45</b> | Nick foe's calf with long follow through.<br>1  | Cheap shot to foe's shin.<br>with leg greaves: +5H - X<br>w/o leg greaves: +2H - 1   | Strike along foe's calf. The damage takes a moment to show.<br>2  | Close call for foe's groin.<br>with waist armor: +4H - X<br>w/o waist armor: 3                               | Strike to upper leg rips clothing.<br>with leg armor: +3H - X<br>w/o leg armor: +2H - 3   |
| <b>46-50</b> | Foe's evasion exposes his back to your strike.<br>+2H - (X-30)  | Blow to back damages any equipment worn there.<br>X - 1  | Lower back strike sends foe reeling. His guard is still up.<br>2X - 1   | Light strike pins foe's weapon arm to his side.<br>+6H - X   | Strike to side. If foe has armor, the blow tears it open and exposes skin.<br>with abdomen armor: +8H - X - 1<br>w/o abdomen armor: +4H - X - 4 |
| <b>51-55</b> | Strike to foe's chest and he looks impressed.<br>(X-25) - 2   | Solid strike to foe's chest. Blood from wound ruins any heraldry.<br>+3H - 2 - 2X  | Strike toward chest. If foe has a shield, it is out of position for the rest of the round.<br>+3H - 2X - 2    | Solid chest strike leaves bruises and blood.<br>+5H - X - 3 - (-15)  | Foe goes low to evade your attack. Strike takes foe down on one knee. Finish him.<br>+5H - X - (-10)  |
| <b>56-60</b> | Minor thigh wound. It could have been better.<br>+2H - X - 2  | Thigh wound does some damage.<br>+3H - X - 2   | Strike to foe's thigh.<br>with leg armor: +8H - X - 1<br>w/o leg armor: +5H - 2X - 2 - (-10)                  | Strike foe in abdomen.<br>with abdomen armor: +5H - 2X<br>w/o abdomen armor: +3H - X - 3                     | Blow to foe's side. He stumbles to your right 10 feet.<br>+6H - X - 5   |
| <b>61-65</b> | Minor forearm wound numbs foe's grip.<br>+2H - 2 - (-10)  | Forearm strike shakes foe up. Foe attempts a recovery.<br>+2H - X - 2 - (-10)  | Solid strike to foe's right forearm.<br>with arm greaves: +5H - 2X<br>w/o arm greaves: +3H - 2X - 2 - (-10)   | Blow to foe's weapon arm. Arm is numb.<br>+3H - 2X - 3 - (-10)   | Catch foe's forearm. The wound opens up nicely. Foe is in pain.<br>+5H - 2X - 3 - (-15)   |
| <b>66</b>    | Strike to foe's shield shoulder. Arm is useless. That must really hurt!<br>3X - (+10)                     | Foe blocks your attack with his elbow. Elbow is shattered. Shield arm is useless.<br>+3H - 4X - 2X   | Strike shatters foe's knee. Foe crumbles to the ground. He is down for 3 rounds.<br>2X - (-90)                | Strike to head kills foe, if he has no helm. If he has a helm he is knocked out for 6 hours.<br>+10H         | Strike through both of foe's lungs. Foe drops and passes out. He dies 6 rounds later.<br>(+10)  |
| <b>67-70</b> | Strike along foe's neck.<br>+5H - 3X - X  | Strike to foe's neck. It's not enough for a kill.<br>2X - 3 - (-5)   | Strike along foe's neck. Foe is frantic to evade death.<br>4X - 2X - (+15)                                    | Strike down foe's defenses with a blow to both arms.<br>+3H - 2X - (-20)                                     | Shot raises foe's arm up, severing many muscles and tendons. Arm is useless.<br>6X - 3  |
| <b>71-75</b> | Strike to lower leg.<br>with leg greave: +5H - 3X - (-10)<br>w/o leg greave: +3H - X - (-25)              | Strike to foe's calf. Slash muscle. Foe almost falls down.<br>+3H - 2X - (-40)   | Destructive strike to lower leg. If foe has leg armor, it is torn free.<br>+5H - 2X - (-50)                   | Excellent blow to lower leg slashes muscles and cartilage. Foe falls prone.<br>+6H - 2X - (-50)              | Strike plunges into leg with deadly effect. Foe drops, gripping his leg in pain.<br>3X - (-75)  |
| <b>76-80</b> | Strike foe in upper arm. You tear his pretty clothes.<br>+3H - 2X - 3 - (-25)                             | Strike to shield side. If foe has shield, your weapon is stuck in it for a round.<br>3X - 3 - (-30)  | Strike through muscle in shield arm. If foe has a shield, he drops it.<br>6X - 3 - (-25)                      | Strike to foe's shield arm. Arm is useless.<br>+12H - 6X - 3   | Strike foe in weapon arm, the bone is broken. Arm is useless.<br>+10H - 3X  |
| <b>81-85</b> | Deep wound in foe's side. Well, it looked like a killing blow.<br>6X - 5 - (+20)                          | Tear open foe's side in a graphic display of violence.<br>+6H - 3X - 5 - (-25)   | Strike bites into foe's ribs. The impact sounds truly terrible.<br>+6H - 3X - (-25) - 5                       | Major abdominal wound. Blood pours out in frightening quantities.<br>+10H - 3X - 6 - (-20)                   | Strike to foe's back severs a vein. Foe goes to his knees and dies in 12 rounds.<br>—   |
| <b>86-90</b> | Catch foe in the back. He drops his guard and stumbles forward.<br>2X - 2 - (-20)                         | Strike to foe's head. If foe has no helm he dies. If foe has helm, he falls to his knees.<br>+6H - 2X  | Strike impacts on foe's head. If he has no helm, he dies. Helm is destroyed.<br>+6H - 2X                      | Strike through foe's kidneys. Foe is down and immobile for 2 hours, then he dies.<br>+9H                     | Strike plunges in just below foe's collarbone. Foe drops and dies in 12 rounds.<br>—  |
| <b>91-95</b> | Strike to foe's ear. Foe hears at -50.<br>with helmet: +5H - 4X - X<br>w/o helmet: +3H - 2 - 2X           | Strike to foe's hip.<br>with waist armor: +7H - X - (-10)<br>w/o waist armor: +5H - X - 3 - (-25)  | Strike to chest. If foe has plate chest armor, he drops and dies in 9 rounds. If not, he dies instantly.<br>— | Strike through foe's side spills his guts on the floor. Foe fights on normally for 6 rounds, then dies.<br>— | Your weapon passes through the arm and sticks out the other side. Foe dies in 12 rounds.<br>12X   |
| <b>96-99</b> | Strike to nose. There is a permanent scar. Foe's eyes are crossed for a moment.<br>3X - 3                 | Strike through foe's cheek and throat. Foe drops and dies after 9 rounds of incapacity.<br>(+20)   | Strike through foe's neck breaks backbone and severs spine. Foe is paralyzed from the neck down.<br>—         | Strike plunges into doomed foe's chest and emerges from the other side. Foe drops and dies in 6 rounds.<br>— | Shot through heart sends foe reeling back 10 feet to a place suitable for death. Your weapon is stuck in reeling foe.<br>—                      |
| <b>100</b>   | Strike through neck. Sever vein and artery. Foe cannot breathe. Foe drops and dies of heart failure.<br>— | Strike plunges into foe's eye. Foe dies instantly. Foe remains standing for a moment until he realizes this.<br>all allies get +10 for 1 round | Shot through both ears proves effective. Foe dies instantly. Pretty shot.<br>6(+20)                           | Strike through brain makes life difficult for foe. You have a half round left to act.<br>(+20)               | Strike to foe's eye. Foe dies instantly. Carry on soldier.<br>(+25)   |

Key: BX=must parry B rounds; B=no parry for B rounds; B=X=stunned for B rounds; B=bleed B hits per round; (-B)=foe has -B penalty; (+B)=attacker gets +B next round.

## 4.8 SLASH CRITICAL STRIKE TABLE

|              | A  | B   | C  | D   | E  |
|--------------|--|---|--|---|--|
| <b>01-05</b> | Weak strike.<br>+0H  | Feeble strike falls clear of target.<br>+0H   | Firm shot. Good recovery. Try again.<br>+1H  | Strike lands poorly.<br>+2H   | Your attack is weak.<br>+3H  |
| <b>06-10</b> | Good form, but it disappoints.<br>+1H  | Hard strike with no edge. Foe steps clear before you sort it out.<br>+2H  | Strike foe with more force than edge.<br>+3H   | An opening appears and all you can do is smack foe lightly.<br>+4H  | Unbalance foe. You receive initiative next round.<br>+5H   |
| <b>11-15</b> | Blade misses foe's face by inches. You receive initiative next round.<br>+1H   | Foe steps quickly out of your reach. You receive initiative next round.<br>+3H  | Blow to foe's side yields the initiative to you next round.<br>+6H   | You force your opponent back. He keeps you at bay with wild swings.<br>+3H - X  | You push aside foe's weapon and force him back.<br>+4H - X   |
| <b>16-20</b> | Strike passes under foe's arm. It fails to bite deep. He recoils.<br>+1H - X   | Blow to foe's side. Foe defends energetically.<br>+2H - (X-10)  | Your assault catches foe in side and forces him back 5 feet.<br>+4H - (X-20)   | You lean in and slash foe's side. You receive initiative next round.<br>+2H - (-10)   | Strong blow to foe's ribs. Foe drops his guard and almost his weapon.<br>X - (+10)   |
| <b>21-35</b> | Foe's evasion puts him out of an aggressive posture.<br>+2H - X - (+10)  | Foe is shaken by your blow to his side. His defensive measures look clumsy.<br>+2H - (X-20)   | You break foe's rib with a lightning strike to his chest. He recovers quickly. His shield side still faces you.<br>+3H - X       | Arm and chest strike. Foe cannot defend himself for a moment. You step around his shielded side.<br>+3H - X                             | Foe avoids your main effort, but you nick him on your recovery. Foe receives minor side wound and stumbles back 10 feet.<br>+3H - B - (-10)  |
| <b>36-45</b> | Minor thigh wound. Cut foe with the smallest of slashes.<br>B  | Strike foe in shin. If he doesn't have greaves, you slash open foe's shin.<br>with leg greaves: +2H - X<br>w/o leg greaves: +2H - B   | The blow does nothing more than open a wide cut in foe.<br>+2H - 2B  | Foe blocks your attack on his chest. You slash foe's upper area.<br>+3H - 2B  | Blow to foe's upper leg. Leg armor helps block the blow.<br>with leg greaves: +5H<br>w/o leg greaves: +3H - 3B                               |
| <b>46-50</b> | Blow to foe's back. Foe attempts to ward you off with a wild swing.<br>+2H - (X-30)  | Foe twists oddly to avoid your attack. Blow strikes foe's back.<br>+4H - (X-30)   | Blow to foe's back. Foe twists out of it and you turn your weapon to magnify the wound. Foe yells out.<br>+3H - X - B            | Reach long and catch foe in his lower back. He twists out of it, but is unbalanced.<br>+3H - X - 2B                                     | Strike to foe's stomach. He doubles over in pain and you pull your sword clean with one more sweep.<br>+4H - X - 3B                          |
| <b>51-55</b> | Blow to foe's chest. Foe stumbles back and puts up a feeble guard.<br>+2H - (X-25) - B   | Quality strike. Minor chest wound. If foe has armor, he only staggers. If not, the wound is effective.<br>with chest armor: +4H - X<br>w/o chest armor: +3H - 2X - B - (-5) | Blow lands solidly upon foe's chest. You get some slashing action, but not a mortal wound.<br>+4H - X - 2B - (-10)               | Heavy blow to upper torso. Wound falls open and foe is in pain. His guard is still up, amazingly enough.<br>+5H - X - 3B - (-15)        | Cut foe open with little grace. You are unsure of your success until you see all the blood coming out of his chest.<br>+6H - 2X - 4B - (-10) |
| <b>56-60</b> | You recover from your initial swing and bring edge across foe's thigh.<br>+3H - X - 2B   | Edge makes contact well enough. Minor thigh wound.<br>+4H - 2X - 2B   | Strike to side slips down onto foe's thigh. The wound is effective.<br>+5H - X - 2B  | Tip of your blade gets a hit on foe's thigh. You twist your weapon.<br>+6H - 2X - 2B  | Thigh wound. Your blow cuts deep and severs an important vein.<br>+8H - 2X - 5B  |
| <b>61-65</b> | You feign high and strike low. Slash foe in back of upper leg.<br>+3H - 2B - (-10)   | Nick foe in his forearm. Wound bleeds surprisingly strongly.<br>+4H - X - 2B - (-10)  | Catch part of foe's forearm. You make a long slice in foe's arm.<br>+4H - X - 3B - (-10)   | You are lucky to strike foe's forearm while recovering from a lunge.<br>+4H - 2X - 3B - (-10)   | Foe tries to disarm you and pays with a nasty cut to his forearm.<br>+6H - 2X - 3B - (-15)   |
| <b>66</b>    | Foe blocks your attack with his shield arm. Shoulder is broken and arm is useless. You have initiative.<br>+9H - 3X - (+10)                    | Your strike misses torso and breaks foe's elbow. Foe drops his weapon and his weapon arm is useless.<br>+8H - 4X - 2X   | Your swing falls short when foe leaps back. You shatter foe's knee. Foe is knocked down.<br>+6H - 3X - (-90)                     | You knock foe out for 6 hours with a strike to side of head. If foe has no helm, you kill him instantly.<br>+15H                        | Block foe's weapon arm away and then sever it. Foe drops immediately and expires in 12 rounds. Good shot!<br>+12H - (+10)                    |
| <b>67-70</b> | Strike lands close against foe's neck. Foe is horrified.<br>+6H - 3X - X   | Your attempt to behead foe almost works. Neck strike. Foe is not happy.<br>+7H - 2X - 3B - (-5)   | Slash foe's neck. Your weapon cuts neck garments (and armor) free.<br>+8H - 4X - 2X - (+10)                                      | You strike foe's shoulder and slash muscles.<br>+5H - 3X - (-20) - (+10)  | Slash tendons and crush the bones in foe's shield arm shoulder. Arm is useless.<br>4X - 2B   |
| <b>71-75</b> | Blow falls on lower leg. Slash tendons. Poor sucker.<br>+4H - 2X - 2B - (-30)  | Slash muscle in foe's calf. Foe is in too much pain to regain footing quickly.<br>+6H - 3X - X - (-40)  | Slash muscle and tendons in foe's lower leg. Foe stumbles forward into you with his guard down.<br>+7H - 2X - X - (-45)          | Slash muscle and sever tendons in foe's lower leg. He can't stand much longer. His guard is feeble.<br>3X - 2X - (-50)                  | Slash foe's lower leg and sever muscle and tendons. Foe will fall without something to lean against.<br>+8H - 6X - (-70)                     |
| <b>76-80</b> | Foe goes low, but you still catch his upper arm. It's a bleeder.<br>+5H - 2X - 3B - (-25)  | Foe moves his shield arm too slowly. You gladly slash his arm.<br>+6H - 2X - 3B - (-30)   | You come in high and fast. Slash muscle and tendons in foe's shield arm. Foe's arm is useless.<br>+9H - 6X - 4B                  | Foe mistakenly brings his weapon arm across your blade. Sever tendons. Foe's arm is limp and useless.<br>+10H - 4X - 2X                 | Foe reaches out to block your blow. You sever two fingers and break his shield arm making it useless.<br>+12H - 3X                           |
| <b>81-85</b> | Foe steps right into your swing. You make a large wound.<br>+6H - 5X - 6B - (+20)  | Your edge bites half its width into foe. Open up a terrible wound. Blood goes everywhere.<br>+7H - 2X - X - 6B  | You follow your training well. You extend on your slashing arc. Strike lands against foe's side.<br>+8H - 2X - 4B - (-20)        | You plunge your weapon into foe's stomach. Major abdominal wound. Foe is instantly pale from blood loss.<br>+10H - 4X - 2X - 8B - (-10) | Sever opponent's hand. Sad. Foe is down and in shock for 12 rounds, then dies.<br>+5H - 12X  |
| <b>86-90</b> | Foe turns out and away from your swing. You still catch his side.<br>+8H - 2X - 2B - (-10)   | Strike to back. Foe goes prone trying to avoid your strike. He gets up facing the wrong direction.<br>+10H - 3X - 3B  | Blast to back breaks bone. Foe stumbles forward before falling down. He is having trouble standing.<br>+9H - 4X - (-10)          | Your attempt to disarm foe is even more effective. Sever opponent's hand. Foe is in shock for 6 rounds and then dies.<br>+6H - 6X       | Meat chopping strike severs foe's leg. Foe drops and lapses in unconsciousness. Foe dies in 9 rounds.<br>+15H - (+10)                        |
| <b>91-95</b> | Blow to foe's head. If no helmet, cut off foe's ear (all hearing ability is halved).<br>with helmet: +3H - 2X<br>w/o helmet: +3H - 3X - X - 3B | Strike to foe's hip. The blow has little edge, but much impact. Your blow staggers foe. His recovery is slow.<br>+7H - 3X - X - (-20) - (+10)                               | Chop the top of foe's thigh. Sever foe's leg. Foe drops immediately and dies in 6 rounds due to shock and blood loss.<br>+20H    | Sever foe's weapon arm and bury your sword into foe's side. Foe falls prone. Foe is in shock for 12 rounds, then dies.<br>+15H - 9X     | Sever foe's spine. Foe collapses, paralyzed from the neck down permanently.<br>+20H  |
| <b>96-99</b> | The tip of your weapon slashes foe's nose. Minor wound and a permanent scar.<br>+2H - 6X - 2B - (-30)  | Strike to foe's head breaks skull and causes massive brain damage. Foe drops and dies in 6 rounds.<br>+20H  | You cleave shield and arm in half. Foe attempts to catch his falling arm. Foe is in shock for 12 rounds then dies.<br>+18H - 12X | Slash foe's side. Foe dies in 3 rounds due to internal organ damage. Foe is down and unconscious immediately.<br>+20H                   | Strike to foe's head destroys brain and makes life difficult for the poor fool. Foe expires in a heap—immediately.<br>—                      |
| <b>100</b>   | Strike severs carotid artery and jugular vein, breaking foe's neck. Foe dies in 6 rounds of agony.<br>—  | Disembowel foe, killing him instantly. 25% chance your weapon is stuck in opponent for 1 round.<br>—  | Strike up, in, and across foe's forehead. Destroy foe's eyes. Foe flips onto his back in pain.<br>+5H - 30X                      | Impale foe in heart. Foe dies instantly. Heart is destroyed. 25% chance your weapon is stuck in for 2 rounds.<br>+12H                   | Very close! Strike to foe's groin area. All vital organs are destroyed immediately. Foe dies after 24 rounds of agony.<br>+10H - 12X         |

**Key:** BX=must parry B rounds; B=no parry for B rounds; B=X=stunned for B rounds; B=B=bleed B hits per round; (-B)=foe has -B penalty; (+B)=attacker gets +B next round.



## 4.13 WEAPON FUMBLE TABLE

|              | ONE-HANDED ARMS   | TWO-HANDED ARMS  | POLEARMS AND SPEARS   | MOUNTED ARMS   | THROWN ARMS  | MISSILE WEAPONS   |
|--------------|---|--|---|--|--|---|
| <b>01-25</b> | Your palm is sweaty. Maybe you will improve.  | My that weapon is heavy! You lose the opportunity to take a swing.   | You snag your own clothes and lose the opportunity to take a swing.   | Your mount's tack tangles your weapon. You lose the opportunity to take a strike.  | Your grip is weak. You elect not to attack because of control.   | Sweat trickles into your eye. You elect not to attack. Good choice.   |
| <b>26-30</b> | Klutzy. Drop your weapon. Spend two rounds recovering it; or draw a new one next round.   | Your weapon flies. Take four rounds to recover it; or draw a new one next round.   | Fumble your delivery and your weapon is out of position. You lose the option to attack.                                   | Can't find the right angle. You lose 2 rounds of attack (but can still parry).   | You fumble your delivery but hang onto your weapon. You have -10 to your next attack.  | Your ten thumbs just cannot handle loading. You must reload your weapon.  |
| <b>31-40</b> | Your feet get tangled. You miss the opportunity to get in that vital blow.  | Your mind is wandering. Spend the rest of the round clearing your head.  | You just look clumsy. Your feet are sliding. You are stunned for one round.   | You slip in the saddle. You lose 2 rounds of attack (but can still parry).   | Your feet are really tangled up. You lose 2 rounds of attack, but can still parry.   | Your ammunition slips away. You must reload.  |
| <b>41-50</b> | You are over-extended and strain a muscle. Take 1d5 hits.   | Stumble over an imaginary dead turtle. You lose 2 rounds of attack, but you can still parry.   | Your weapon is spinning for two rounds. You can still parry at -10.   | Your mount dodges an unseen foe. You are stunned for 2 rounds.   | You begin juggling your weapon because of a bad grip. Your lack of control stuns you for 3 rounds.   | You notice that your ammunition is faulty. After removing it you discover you were wrong. Reload it.                                    |
| <b>51-60</b> | You try to impress your opponent with a spin maneuver. Too bad. Lose two rounds while you recover.                              | Your combination of acrobatics and attacks is unimpressive. Lose two rounds of attacks, but you can still parry.                         | You stagger into a nearby fixed object. You are stunned and unable to parry for two rounds.                               | You lose your grip on your weapon. Luckily, it is tangled in your mount's tack. Your lack of grace stuns you for three rounds. | Poor release. Weapon travels 2d10 feet to the left of the target.  | Your ammunition keeps jumping off of your weapon! Try melee next time.  |
| <b>61-65</b> | You snag your clothes with your weapon, causing it to slip from your hand. Spend two rounds juggling it.                        | Your weapon flies from your hands, but you are able to catch it before it flies totally away. Lose two rounds of attack.                 | Your shaft tangles in your legs. You almost fall down in an impressive feat of entangling. Your next attack is at -20.    | Your poor mount stumbles. You are stunned for two rounds.  | Very poor release sends your weapon straight up! You duck for cover while your weapon checks for breakage.   | Your weapon slips from your hands. Spend two rounds recovering it; or draw a new weapon.  |
| <b>66</b>    | You execute a perfect attack—against closest ally (yourself if no one else is around). Ally takes 1d10 hits and a 'B' critical. | Acrobatic maneuver leaves you flat on your back. Take 2d10 hits and an 'E' Krush critical.   | Your weapon must check for breakage as you slam it into the ground! You are stunned for six rounds because of the impact. | Your swing slices the tack of your mount. You and your saddle take your leave of the poor beast. Take an 'A' Krush critical.   | Your ferocious scream is followed by silence as you hit yourself. Take a 'D' Krush critical.   | Take an 'A' Krush critical from the sudden release. Your weapon snaps cleanly into two pieces.  |
| <b>67-70</b> | You trip over that uneven surface. Spend two rounds staggering. You can still parry.  | You gracefully drop your weapon to the ground. You are able to kick it back into your hand, but you lose two rounds while doing it.      | Your weapon seems to have a mind of it's own! Your next attack is at -50 as your try and get it under control.            | Your tack has loosened! You suddenly slip sideways. You are stunned for two rounds.  | You cannot control your aim—your weapon flies 2d10 feet to the right of the intended target.   | Your grip fails you and your weapon flies from your hands. Spend two rounds recovering it; or draw a new weapon.                        |
| <b>71-80</b> | You are distracted by that pixie in the corner. You lose 2 rounds of attacks.   | You strain your shoulders in a mighty swing (that misses). You are stunned for two rounds.   | Your ineptitude is obvious to all. You lose 3 rounds of attacks and are stunned for 2 rounds.                             | Your weapon goes straight into the ground (check for breakage).  | Just as you are about to release, you step into an imaginary hole in the ground. Lose 3 rounds getting up from the ground.                           | Your bowstring breaks! Draw a new weapon or put a new string on this one.   |
| <b>81-85</b> | You are suddenly very winded. Take two rounds to relax.   | You lose your grip as you begin your swing. Your weapon is trying to slip away. Spend three rounds gaining control. You can still parry. | Clumsy move narrowly misses your own head. You are stunned and unable to parry for three rounds (try a bow next time).    | Your weapon flies out of your hand! Draw a new one.  | Your weapon drops to the ground as you begin to aim. Take four rounds to recover this one; or draw a new one.  | Your weapon bites back when you fire. Your shot misses everything, but you are stunned and unable to parry for three rounds.            |
| <b>86-90</b> | Hopefully, you will learn that dancing is not appropriate in combat. You are stunned for two rounds by your lack of ability.    | You pulled something on that last swing and now it begins to hurt! You are stunned for three rounds while you recover.                   | There it goes! Your weapon skitters away. Take six rounds to recover it; or draw a new one.                               | Your weapon must check for breakage as it hits the hardest part of your foe. You take 2d10 hits from the blast.                | Your poor and weak release sends the weapon up two feet. It immediately comes down and hits you. You take no damage, but are stunned for six rounds. | You release too soon! Your arrow falls 3d10 feet short of the target. In addition, you spend two rounds trying to find more ammunition. |
| <b>91-95</b> | You fall down as your swing goes wide. You are stunned for three rounds.  | You fall and narrowly miss gutting yourself! You are stunned for four rounds.  | You fall and smack your head on the ground. You are down for four rounds and stunned for three.                           | Your mount bucks unexpectedly just as you were about to swing. You find yourself stunned and unable to parry for three rounds. | Your weapon flies behind you 4d10 feet!  | Your shot goes astray as you slip and fall during your release. You are stunned for six rounds and unable to parry for two rounds.      |
| <b>96-99</b> | The excitement is just too much! Your momentary frenzy leaves you stunned and unable to parry for three rounds.                 | You trip and fall. You are down for four rounds and unable to parry for three.   | Your shoulder doesn't bend that way! You are stunned and unable to parry for three rounds. You now fight at -25.          | Your mount jumps wildly. You take 4d10 hits from the impact and are stunned and unable to parry for six rounds.                | You trip as you release. Your shot goes off wildly and you are stunned for twelve rounds.  | Your weapon shatters (as you don't realize your own strength)! You are stunned for 4 rounds.  |
| <b>100</b>   | You attempt to maim yourself. Take a 'D' critical.  | Worst move seen in ages! You are out for 2 days with a groin injury. There is a 50% chance your foes will be out for 3 rounds, laughing. | Your weapon breaks and one end hits you in the head. You are stunned and unable to parry for six rounds.                  | You can't stay on your mount! You fall and take a 'D' crush critical.  | You accidentally hit yourself in the delivery. Take a 'D' Krush critical.  | Poor execution. You take 5 hits as the weapon hits you. You are permanently maimed and are bleeding 2 hits per round.                   |



# BASIC SPELL SPELL LAW

| Essence Spell |                |               |       | Channeling Spell |              |       | Mentalism Spell |                |       |          |
|---------------|----------------|---------------|-------|------------------|--------------|-------|-----------------|----------------|-------|----------|
|               | Target's Armor |               | Other | Target's Armor   |              | Other | Target's Armor  |                | Other |          |
|               | Metal Armor    | Leather Armor |       | Metal Armor      | Metal Shield |       | Metal Helmet    | Leather Helmet |       |          |
| UM 01-02      | F              | F             | F     | F                | F            | F     | F               | F              | F     | 01-02 UM |
| 03-04         | F              | F             | F     | F                | F            | F     | F               | F              | F     | 03-04    |
| 05-08         | F              | F             | +70   | F                | F            | +70   | F               | F              | +70   | 05-08    |
| 09-12         | F              | F             | +65   | F                | F            | +65   | F               | F              | +65   | 09-12    |
| 13-16         | F              | +45           | +60   | F                | F            | +60   | F               | +45            | +60   | 13-16    |
| 17-20         | +45            | +40           | +50   | F                | +45          | +50   | F               | +40            | +50   | 17-20    |
| 21-24         | +40            | +35           | +45   | F                | +40          | +45   | F               | +35            | +45   | 21-24    |
| 25-28         | +35            | +30           | +35   | +45              | +35          | +35   | +45             | +30            | +35   | 25-28    |
| 29-32         | +30            | +25           | +30   | +40              | +30          | +30   | +35             | +25            | +30   | 29-32    |
| 33-36         | +25            | +20           | +20   | +35              | +25          | +20   | +30             | +20            | +20   | 33-36    |
| 37-40         | +20            | +15           | +15   | +30              | +20          | +15   | +25             | +15            | +15   | 37-40    |
| 41-44         | +15            | +10           | +5    | +25              | +15          | +5    | +20             | +10            | +5    | 41-44    |
| 45-48         | +10            | +5            | 0     | +20              | +10          | 0     | +15             | +5             | 0     | 45-48    |
| 49-52         | +5             | 0             | 0     | +15              | +5           | 0     | +10             | 0              | 0     | 49-52    |
| 53-56         | 0              | 0             | -5    | +10              | 0            | -5    | +5              | 0              | -5    | 53-56    |
| 57-60         | 0              | -5            | -10   | +5               | 0            | -10   | 0               | -5             | -10   | 57-60    |
| 61-64         | -5             | -5            | -15   | 0                | -5           | -15   | 0               | -5             | -15   | 61-64    |
| 65-68         | -5             | -10           | -20   | 0                | -5           | -20   | -5              | -10            | -20   | 65-68    |
| 69-72         | -10            | -15           | -25   | -5               | -10          | -25   | -5              | -15            | -25   | 69-72    |
| 73-76         | -25            | -20           | -30   | -10              | -15          | -30   | -10             | -20            | -30   | 73-76    |
| 77-80         | -30            | -25           | -35   | -15              | -20          | -35   | -15             | -25            | -35   | 77-80    |
| 81-84         | -35            | -30           | -40   | -20              | -25          | -40   | -20             | -30            | -40   | 81-84    |
| 85-88         | -40            | -35           | -45   | -25              | -30          | -45   | -25             | -35            | -45   | 85-88    |
| 89-92         | -45            | -40           | -50   | -30              | -35          | -50   | -30             | -40            | -50   | 89-92    |
| 93-95         | -50            | -45           | -55   | -35              | -40          | -55   | -35             | -45            | -55   | 93-95    |
| UM 96-97      | -60            | -65           | -75   | -55              | -60          | -75   | -55             | -65            | -75   | 96-97 UM |
| UM 98-99      | -85            | -90           | -100  | -80              | -85          | -100  | -80             | -90            | -100  | 98-99 UM |
| UM 100        | -110           | -115          | -125  | -105             | -110         | -125  | -105            | -115           | -125  | 100 UM   |

## BASE ATTACK ROLL MODIFICATIONS

| Range       | Mod | A/D | Category                   | Effect        | Notes                                |
|-------------|-----|-----|----------------------------|---------------|--------------------------------------|
| Touching    | +30 | A   | Skill Rank with Spell List | +1 per rank   | Depends on specific spell.           |
| 0' - 10'    | +10 | A,D | Spells                     | + (variable)  | +1 if a 3-18 system is used.         |
| 11' - 50'   | 0   | A,D | Items                      | + 5 per bonus | E.g., Demons, Dwarves, Dragons, etc. |
| 51' - 100'  | -10 | D   | Race                       | + (variable)  | Detected, but not sighted.           |
| 101' - 300' | -20 | D   | Full Cover                 | -20           | Less than half of target sighted.    |
| 301' - up   | -30 | D   | Partial Cover              | -10           | Applies only if no cover.            |
|             |     | D   | Static Target              | +10           |                                      |

ATTACK TABLE 5.3

# FIRE BALL

## SPELL LAW

|          | 20  | 19  | 18  | 17  | 16  | 15  | 14  | 13  | 12  | 11  | 10  | 9   | 8   | 7   | 6   | 5   | 4   | 3   | 2   | 1   |          |
|----------|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|----------|
| 01-04    | F   | F   | F   | F   | F   | F   | F   | F   | F   | F   | F   | F   | F   | F   | F   | F   | F   | F   | F   | F   | 01-04    |
| 05-08    | -   | -   | -   | -   | -   | -   | -   | -   | -   | -   | -   | -   | -   | -   | -   | -   | -   | -   | 1   | 1   | 05-08    |
| 09-12    | -   | -   | -   | -   | -   | -   | -   | -   | -   | -   | -   | 1   | -   | -   | -   | 1   | -   | -   | 2   | 3   | 09-12    |
| 13-16    | -   | -   | -   | 1   | -   | -   | -   | 1   | -   | -   | 1   | 2   | -   | -   | 1   | 2   | -   | 1   | 4A  | 5A  | 13-16    |
| 17-20    | -   | -   | 1   | 2   | -   | -   | 1   | 2   | -   | 1   | 2   | 3A  | -   | 1   | 2   | 4A  | 1   | 2   | 6A  | 7A  | 17-20    |
| 21-24    | -   | 1   | 2   | 3A  | -   | 1   | 2   | 3A  | 1   | 1   | 3A  | 4A  | 1   | 2   | 3A  | 6A  | 2   | 3A  | 7A  | 9A  | 21-24    |
| 25-28    | 1   | 2   | 3A  | 4A  | 1   | 2   | 3A  | 4A  | 1   | 2   | 4A  | 5A  | 2   | 3A  | 4A  | 7A  | 3A  | 4A  | 9A  | 11A | 25-28    |
| 29-32    | 2   | 3   | 4A  | 5A  | 2   | 3   | 4A  | 5A  | 2   | 3A  | 5A  | 6A  | 3A  | 4A  | 5A  | 9A  | 4A  | 5A  | 11A | 12A | 29-32    |
| 33-36    | 3   | 4A  | 5A  | 6A  | 3A  | 4A  | 5A  | 6A  | 3A  | 3A  | 6A  | 7A  | 4A  | 5A  | 6A  | 11B | 5A  | 6A  | 12A | 13B | 33-36    |
| 37-40    | 3   | 5A  | 6A  | 7A  | 4A  | 5A  | 6A  | 7A  | 4A  | 4A  | 7A  | 8B  | 5A  | 6A  | 7A  | 12B | 6A  | 7A  | 13B | 14B | 37-40    |
| 41-44    | 4A  | 6A  | 7A  | 8A  | 5A  | 6A  | 7A  | 8B  | 5A  | 4A  | 8B  | 9B  | 6A  | 7A  | 8B  | 13B | 7A  | 8A  | 14B | 15B | 41-44    |
| 45-48    | 4A  | 7A  | 8A  | 9B  | 6A  | 7A  | 8B  | 9B  | 5A  | 5A  | 9B  | 10B | 7A  | 8B  | 9B  | 14B | 8A  | 9B  | 15B | 16B | 45-48    |
| 49-52    | 5A  | 8A  | 9A  | 10B | 7A  | 8A  | 9B  | 10B | 6A  | 6B  | 10B | 11B | 8B  | 9B  | 10B | 15B | 9B  | 10B | 16B | 17C | 49-52    |
| 53-56    | 5A  | 8A  | 10B | 11B | 8A  | 9A  | 10B | 11B | 6A  | 7B  | 11B | 12B | 9B  | 10B | 11B | 16C | 10B | 11B | 17C | 18C | 53-56    |
| 57-60    | 6A  | 9A  | 11B | 12B | 9A  | 10A | 11B | 12B | 7B  | 8B  | 12B | 13C | 10B | 11B | 12B | 17C | 11B | 12B | 18C | 19C | 57-60    |
| 61-64    | 6A  | 9B  | 12B | 13B | 10A | 11B | 12B | 13B | 7B  | 9B  | 13C | 14C | 11B | 12B | 13C | 18C | 12B | 13B | 19C | 20C | 61-64    |
| 65-68    | 7A  | 10B | 13B | 14B | 11B | 11B | 13B | 14C | 8B  | 10B | 14C | 15C | 12B | 13C | 14C | 19C | 13B | 14C | 20C | 21C | 65-68    |
| 69-72    | 7B  | 10B | 14B | 15C | 11B | 12B | 14C | 15C | 8B  | 11C | 15C | 16C | 13C | 14C | 15C | 20C | 14C | 15C | 20C | 22C | 69-72    |
| 73-76    | 8B  | 11B | 15C | 16C | 12B | 12B | 15C | 16C | 9B  | 12C | 16C | 17C | 14C | 15C | 16C | 21C | 15C | 16C | 21C | 23D | 73-76    |
| 77-80    | 8B  | 11B | 15C | 16C | 12B | 13B | 16C | 17C | 10C | 13C | 17C | 18C | 15C | 16C | 17C | 22D | 16C | 17C | 22D | 24D | 77-80    |
| 81-84    | 9B  | 12C | 16C | 17C | 13B | 13C | 17C | 18C | 11C | 14C | 18C | 19D | 16C | 17C | 19D | 23D | 17C | 18C | 23D | 25D | 81-84    |
| 85-88    | 9B  | 12C | 16C | 17C | 13C | 14C | 17C | 18C | 12C | 15C | 19D | 20D | 17C | 18D | 21D | 24D | 18C | 20C | 24D | 26D | 85-88    |
| 89-92    | 10C | 13C | 17C | 18C | 14C | 14C | 18C | 19C | 13C | 16C | 20D | 21D | 18D | 19D | 23D | 25D | 20C | 22D | 25D | 27D | 89-92    |
| 93-95    | 10C | 13C | 17C | 18C | 14C | 14C | 18C | 19C | 14C | 17C | 22D | 23D | 20D | 20D | 25D | 26D | 22C | 24D | 26D | 28D | 93-95    |
| UM 96-97 | 11C | 14D | 18D | 19D | 15C | 15C | 19D | 20D | 15D | 18D | 23D | 24E | 21D | 21D | 26D | 27E | 23D | 25D | 27E | 29E | 96-97 UM |
| UM 98-99 | 13D | 16D | 20D | 21E | 17D | 17D | 21D | 22E | 17D | 20E | 25E | 26E | 23E | 23E | 28E | 29E | 25E | 27E | 29E | 31E | 98-99 UM |
| UM 100   | 15E | 18E | 22E | 23E | 19E | 19E | 23E | 24E | 19E | 22E | 27E | 28E | 25E | 25E | 30E | 31E | 27E | 29E | 31E | 33E | 100 UM   |

(Use Heat Criticals)

UM = Unmodified Roll

| Range       | Mod |
|-------------|-----|
| 0' - 10'    | +35 |
| 11' - 50'   | 0   |
| 51' - 100'  | -25 |
| 101' - 200' | -40 |
| 201' - 300' | -55 |
| 301' - up   | -75 |

ATTACK TABLE 5.4

# FIRE BOLT

|          | 20  | 19  | 18  | 17  | 16  | 15  | 14  | 13  | 12  | 11  | 10  | 9   | 8   | 7   | 6   | 5   | 4   | 3   | 2   | 1   |          |
|----------|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|----------|
| UM 01-02 | F   | F   | F   | F   | F   | F   | F   | F   | F   | F   | F   | F   | F   | F   | F   | F   | F   | F   | F   | F   | 01-02 UM |
| 03-10    | F   | F   | F   | F   | F   | F   | F   | F   | F   | F   | F   | F   | F   | F   | F   | F   | -   | -   | -   | -   | 03-10    |
| 11-20    | F   | F   | F   | F   | F   | F   | F   | F   | -   | -   | -   | -   | -   | -   | -   | -   | -   | -   | -   | -   | 11-20    |
| 21-30    | 1   | -   | -   | -   | -   | -   | -   | -   | -   | -   | -   | -   | -   | -   | -   | -   | -   | -   | -   | -   | 21-30    |
| 31-35    | 1   | 1   | -   | -   | 1   | -   | -   | -   | -   | -   | -   | -   | -   | -   | -   | -   | -   | -   | 1   | -   | 31-35    |
| 36-40    | 2   | 2   | 1   | -   | 1   | 1   | -   | -   | -   | -   | -   | -   | -   | -   | -   | -   | -   | -   | 2   | -   | 36-40    |
| 41-45    | 2   | 3   | 2   | 1   | 2   | 2   | 1   | -   | 1   | -   | -   | -   | 1   | 1   | -   | -   | 1   | 1   | 4A  | -   | 41-45    |
| 46-50    | 3   | 4   | 3   | 3A  | 2   | 3   | 3   | 1   | 1   | 1   | 1   | -   | 2   | 2   | 1   | -   | 2   | 3   | 6A  | 3A  | 46-50    |
| 51-55    | 3   | 4   | 4   | 4A  | 2   | 4   | 4   | 3A  | 2   | 2   | 3   | 1   | 3   | 3   | 2   | 1A  | 3   | 5A  | 7A  | 5A  | 51-55    |
| 56-60    | 4   | 5   | 5A  | 6A  | 3   | 5   | 6   | 5A  | 2   | 3   | 5   | 3A  | 4   | 4   | 3   | 3A  | 4A  | 6A  | 8A  | 7A  | 56-60    |
| 61-65    | 4   | 5   | 6A  | 7A  | 4   | 6   | 7A  | 7A  | 3   | 4   | 6   | 5A  | 5   | 5   | 4   | 5B  | 5A  | 7A  | 9A  | 9B  | 61-65    |
| 66-70    | 5   | 6   | 7A  | 9A  | 4   | 7   | 8A  | 9A  | 3   | 4   | 7A  | 7B  | 6   | 6   | 5A  | 7B  | 6A  | 8A  | 10B | 10B | 66-70    |
| 71-75    | 5   | 6A  | 8A  | 10B | 5A  | 8   | 9A  | 10B | 4   | 5   | 8A  | 9B  | 7A  | 7   | 6A  | 9C  | 7A  | 9A  | 11B | 11C | 71-75    |
| 76-80    | 5   | 7A  | 9A  | 11B | 6A  | 9A  | 10B | 11B | 4   | 5A  | 9B  | 11C | 8A  | 8A  | 7A  | 11C | 8A  | 10B | 12C | 12C | 76-80    |
| 81-85    | 6A  | 7A  | 10B | 12B | 6A  | 9A  | 11B | 13C | 5   | 6A  | 10B | 13C | 9A  | 9A  | 8B  | 13C | 9B  | 11B | 13C | 13D | 81-85    |
| 86-90    | 6A  | 8A  | 11B | 14C | 6A  | 10A | 12B | 14C | 6A  | 7A  | 12C | 15C | 10A | 10B | 9B  | 15D | 10B | 12B | 14D | 14D | 86-90    |
| 91-95    | 6A  | 8B  | 12B | 15C | 8A  | 10A | 13C | 16C | 6A  | 8B  | 14C | 17D | 11B | 11B | 10C | 16D | 11B | 13C | 15D | 16D | 91-95    |
| 96-100   | 7A  | 9B  | 13C | 16C | 8B  | 11A | 14C | 17C | 7B  | 9B  | 15C | 18D | 12B | 12C | 11C | 17D | 12C | 14C | 16D | 18D | 96-100   |
| 101-105  | 7A  | 9B  | 14C | 17C | 9B  | 11B | 15C | 18D | 7B  | 10B | 16D | 19D | 13C | 13C | 12D | 18E | 13C | 15C | 17D | 20E | 101-105  |
| 106-110  | 7B  | 10B | 15C | 18D | 10B | 12B | 16C | 19D | 8B  | 11B | 17D | 20E | 14C | 14D | 13D | 19E | 14C | 16D | 18E | 22E | 106-110  |
| 111-115  | 8B  | 10B | 16C | 19D | 10B | 12B | 17D | 20D | 8B  | 11C | 18D | 21E | 15D | 15D | 15D | 20E | 16D | 18D | 20E | 24E | 111-115  |
| 116-120  | 8B  | 11C | 17D | 20D | 11C | 13C | 19D | 22E | 9C  | 12C | 19E | 22E | 16D | 16D | 16E | 22E | 18D | 20D | 22E | 26E | 116-120  |
| 121-125  | 9C  | 12C | 18D | 21E | 12C | 14C | 20E | 23E | 10C | 13C | 20E | 23E | 17D | 17E | 18E | 24E | 20D | 22E | 24E | 28E | 121-125  |
| 126-130  | 9C  | 12C | 19D | 22E | 12C | 14C | 20E | 23E | 10C | 13C | 21E | 24E | 18E | 18E | 20E | 26E | 22E | 24E | 26E | 30E | 126-130  |
| 131-135  | 9C  | 13C | 20E | 23E | 13D | 14D | 21E | 24E | 10C | 14D | 22E | 25E | 19E | 19E | 21E | 28E | 24E | 26E | 28E | 32E | 131-135  |
| 136-140  | 10C | 13D | 21E | 24E | 14D | 15D | 22E | 25E | 11D | 14D | 23E | 26E | 20E | 20E | 22E | 30E | 26E | 28E | 30E | 34E | 136-140  |
| 141-145  | 10D | 14D | 22E | 25E | 15D | 16D | 23E | 26E | 11D | 15E | 24E | 27E | 21E | 21E | 24E | 32E | 28E | 30E | 32E | 36E | 141-145  |
| 146-150  | 10D | 14E | 23E | 26E | 16E | 16E | 24E | 27E | 11D | 15E | 25E | 28E | 22E | 22E | 26E | 34E | 30E | 32E | 34E | 38E | 146-150  |
| UM 100   | 14E | 18E | 28E | 32E | 20E | 20E | 28E | 32E | 15E | 19E | 29E | 33E | 25E | 27E | 30E | 38E | 36E | 38E | 40E | 45E | 100 UM   |

(Use Heat Criticals)

| Range       | Mod |
|-------------|-----|
| 0' - 10'    | +35 |
| 11' - 50'   | 0   |
| 51' - 100'  | -25 |
| 101' - 200' | -40 |
| 201' - 300' | -55 |
| 301' - up   | -75 |

UM = Unmodified Roll

## ELEMENTAL ATTACK ROLL MODIFICATIONS TABLE — 5.9

| A/D              | CATEGORY   | EFFECT                          | NOTES  |
|------------------|--|---------------------------------|--|
| A<br>A           | Skill Rank w/ spell List<br>Caster's Directed<br>Spells skill bonus              | +1 to +50<br>≈(-60 to +160)     | Applicable only to area spells like Fire Ball and Cold Ball.<br>A combination of bonuses for:<br>stats (Agility bonus + Agility bonus + Self Discipline bonus: -30 to + 40),<br>profession (0 to +20), skill (-30 to +100), and other special factors. |
| A,D<br>A,D       | Spells<br>Items  | + (variable)<br>+ 5 per bonus   | Depends on specific spell.<br>+ 1 if a 3-18 system is used.  |
| D<br>D<br>D<br>D | Defender's Quickness<br>Full Cover<br>Partial Cover<br>Static Target             | -25 to +35<br>-60<br>-30<br>+30 | Detected, but not sighted; Quickness bonus not used.<br>Less than half of target sighted; Quickness bonus not used.<br>Applies only to prone and/or surprised targets without cover being used;<br>Quickness bonus not used.                           |
| D<br>D<br>D<br>D | Wall Shield (NA)<br>Full Shield (NA)<br>Normal Shield (NA)<br>Target Shield (NA) | -30<br>-20<br>-15<br>-5         | Must be facing caster.<br>Must be facing caster.<br>Must be facing caster.<br>Must be facing caster.   |
| D<br>D           | No Helmet<br>Full Helmet (covers face)   | +5<br>-5                        |  |
| D                | Center Point of Area Spell   | +20                             | Only applies to area spells like Fire Ball and Cold Ball.  |
| D                | Range  | -75 to +35                      | See specific attack table.   |

A = Based on Attacker. D = Based on Defender.

## RESISTANCE ROLL TABLE — 5.10

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

\* The Attack Level is the level of the caster.

† For each level over 15, the attack level raises the result by 1; the target level lowers it by 1.

To resist the target's RR must be greater than or equal to the number given above.

### RESISTANCE ROLL MODIFICATIONS

| A/D | CATEGORY                       | EFFECT        | NOTES   |
|-----|--------------------------------|---------------|---|
| A   | Base Attack Roll Modifications | -125 to +70   | Apply result from SL Basic Attack Table 5.1.  |
| A,D | Spells                         | ± (variable)  | Depends on specific spell.  |
| D   | Items                          | ± 5 per bonus | ± 1 if a 3-18 system is used.   |
| D   | Race                           | ± (variable)  | E.g., Demons, Dwarves, Dragons, etc.  |
| D   | Willing Target                 | -50           | Target wants the spell cast at/on him.  |
| D   | Same Realm                     | +15           | Target's spell realm is the same as the spell's realm.  |
| D   | Target's Stat Bonus            | -25 to +35    | For Essence use Empathy (intelligence);<br>for Channeling use Intuition (wisdom);<br>for Mentalism use Presence (charisma). |

## 6.1 COLD CRITICAL STRIKE TABLE

|              | A  | B   | C   | D   | E  |
|--------------|--|---|---|---|--|
| <b>01-05</b> | Cold breeze yields little damage.<br>+0H   | Attack yields a brief climate change.<br>+0H  | You give foe's cheeks a rosy hue.<br>+1H  | Your blast looks good, works poorly.<br>+2H   | Sharp and cold air assaults foe's skin.<br>+3H   |
| <b>06-10</b> | Feeble and poorly directed. Foe is not really concerned.<br>+1H  | Burst of cold causes target mild discomfort.<br>+2H   | Your attack conjures a bitter arctic wind. Foe is not impressed.<br>+3H   | Foe shields himself. Your attack misses most of its mark.<br>+4H  | Ice up the ground and foe's feet. He springs clear. You have initiative.<br>+4H  |
| <b>11-15</b> | Foe dodges your attack with too much effort. You have initiative.<br>+2H   | Foe evades frantically. He is still chilled. You have initiative next round.<br>+3H   | Encrust foe with ice. He is unbalanced as he shakes it off. You gain initiative.<br>+4H   | Light frosting leaves foe unsteady. You must hit him again.<br>+5H - X  | Frigid strike to foe's torso and face. You have the initiative.<br>+6H - X   |
| <b>16-20</b> | Foe is fearful of your assault. Your attack gives you the initiative.<br>+3H   | Assault blinds foe for a moment. You have 2 rounds of initiative.<br>+4H  | Numbing whirlwind encircles foe. You have 2 rounds of initiative.<br>+5H  | Foe's attempts to evade and strikes himself. You try not to laugh.<br>+6H - X   | Foe's failed efforts to avoid your attack puts him at a grave disadvantage.<br>+7H - X   |
| <b>21-35</b> | Burst of cold to the face sends foe stumbling back. You have initiative for 2 rounds.<br>+4H   | Frost laden blast forces foe back. Any containers of water freeze and burst open. You have 2 rounds of initiative.<br>+5H   | Disorient foe with a tricky shot. His garments have failed to keep out the chill. Press him while you can.<br>+6H - X   | With a burst of white, you shower foe with ice crystals. Foe closes his eyes to avoid the onslaught.<br>+7H - X - (-20)   | Freeze foe's hair and scalp. If foe has long hair, it breaks off! Foe struggles in vain to repair the damage.<br>+8H - (2X-15)                   |
| <b>36-45</b> | Your attack freezes one of foe's metal items. Foe takes a defensive stance.<br>+5H - X   | Foe makes a futile attempt to parry the attack. He loses 3 rounds of initiative.<br>+6H - X   | Catch foe in lower leg. You gain initiative while foe regains footing.<br>+7H - 2X - (-)  | Foe ices down; freezing any exposed skin. The pain is great.<br>+9H - X - 2(-20)  | Assault to foe's legs. Hypothermic, he struggles to remain standing.<br>X - (-20)  |
| <b>46-50</b> | Scatter your attack all over foe's chest. Foe is covered with frost. He looks ghoulish.<br>+6H - 2X  | Cold penetrates foe's chest and gives him frostbite. The pain must be severe. He stumbles back.<br>+7H - 2X - 2(-)  | Blast hits foe's chest and scatters. The cold stings all exposed skin. Foe has a shocked look on his face.<br>+8H - X   | Assault lands on foe's weapon arm. He makes a supreme effort to pull his arm away. Foe is unable to protect himself.<br>+9H - X - 2(-10)  | Glancing strike to lower back. Foe is spun about and slings his weapon away. You have him now.<br>+10H - X                                       |
| <b>51-55</b> | Blow to foe's chest. Your attack has force and foe stumbles.<br>+7H - X  | Strong off-center blast takes foe in his shield arm wrist and side.<br>+8H - X - 3(-)   | Hard strike to chest, armor does not help. Blow leaves its frigid mark.<br>+5H - 2X - (-10)   | Heavy blow to shield shoulder. Foe is knocked back 5 feet. Muscle damage.<br>+10H - 2X - 3(-)   | Blow to side. Foe seeks to regain his wind and survive your next onslaught.<br>+11H - X - 4(-)   |
| <b>56-60</b> | Strike falls on an exposed area. Foe gives ground. He is shaken but his guard is still up.<br>+8H - 2X   | Foe turns to avoid your attack and exposes his back. All wood on his back<br>+9H - 2X - 2(-)  | Strong blast hits foe low. His legs almost give with the pain. Foe recoils 5 feet away from your assault.<br>with leg armor: +5H - 2X<br>w/o leg armor: +9H - X - X       | Miss foe's arm and strike his thigh. He loses his footing. Skin and nerve damage causes foe pain.<br>X - 3(-15)   | Your blast engulfs foe's weapon arm and climbs toward his torso. He steps away frantic to evade the pain.<br>+10H - X - 4(-20)                   |
| <b>61-65</b> | Well placed. Strike slams into foe's weapon arm. Foe's evasion is comical.<br>with arm greaves: +2H - X<br>w/o arm greaves: +9H - X - X                          | Solid strike to foe's forearm. Foe's hand frozen shut for 1 round.<br>+10H - X - (-5) - 3(-)  | Blast freeze dries organic material on foe's back.<br>+11H - 4X   | Blast freezes foe's arm and shield. If no shield, arm useless from nerve damage.<br>with shield: +20H<br>w/o shield: 5X   | Strike to foe's waist. All equipment on belt freezes and breaks if foe moves.<br>+13H - 3X - (-30)   |
| <b>66</b>    | Steal the heat from foe's neck and chest area. Foe drops anything he is holding and blocks his throat.<br>+10H - 3X - X  | Foe is covered by the blast. All extremities are damaged. The pain grows until foe is warmed up.<br>4X - 3(-)   | Foe's response to your burst of cold sends him to the ground hard. Foe jams his wrist into the ground.<br>6X - (-15) - 4(-)   | Frigid onslaught fills foe's eyes and mouth with ice. Foe is blinded for a moment until he can clear his eyes.<br>4X - (-30) - 4(-)   | Your strike steals the heat out of foe's neck and upper chest. Nerves and muscles are damaged.<br>+15H - 8X - 4(-)                               |
| <b>67-70</b> | Score a hit to foe's side. It produces mild frostbite. Any herbs on foe's belt are ruined.<br>+10H - X - X - (-5)  | Spray foe's face with a powerful chill. He tries without success to push your attack away. The damage endures. becomes frozen and brittle.<br>+11H - 2X - X - (-10)                     | Freeze foe's weapon arm. It is useless until it is warmed up. Foe is in great pain and struggles to stand.<br>+12H - 2X - X - (-15)                                       | Polar wind pierces deep into chest and leaves foe trembling. You are close to victory. Foe faces the wrong way.<br>with chest armor: +15H - X - X - (-5)<br>w/o ch armor: +13H - 3X - X - (-20) | Blow to foe's shield arm. He is knocked down. If foe has a shield, it is broken. If not, the arm is broken.<br>with shield: 2X<br>w/o shield: 6X |
| <b>71-75</b> | Strong unbalancing blast. Foe's body temperature drops.<br>+11H - 2X - (-10)   | Strike lands on foe's legs. The pain and shock cause him to falter.<br>+12H - 2X - 3(-)   | Side strike hits foe just right. Any leather or cloth freezes and shatters.<br>2X - 3(-20)  | Blast drains the heat from foe's weapon arm. Hand and arm are useless. The hand is frozen closed.<br>+13H - 2X - X - (-50)  | Blast freezes weapon hand, shoulder and face. Foe is numb and needs time to warm up. Foe is still standing.<br>+15H - 3X                         |
| <b>76-80</b> | Strike to foe's shield arm. If foe sees it he may block with a shield. Foe recoils 5 feet from the blast.<br>with shield: +2H - 2X<br>w/o shield: +12H - 2X - X  | Chest strike freezes what it touches. Equipment is damaged. The pain persists. Chest armor is destroyed.<br>w/ ch. armor: +13H - 4X - (+15) - 3(-)<br>w/o chest armor: +20H - 4X - (-5) | Blow to foe's arms. Any metal armguards freeze, immobilizing arms until the armor is removed or unfrozen.<br>with chest armor: 3X - 4(-)<br>w/o chest armor: (-25) - 4(-) | Strike to foe's side downs him. Severe frostbite hampers movements. Any liquid among foe's equipment freezes.<br>+15H - 3X - X - (-25)  | Solid chest strike. Foe flips onto his back, dropping all he holds. Foe is at your mercy.<br>12X - (-30)   |
| <b>81-85</b> | Back blast. Any glass on back is broken. Painful bruise.<br>+13H - 2X - X  | Clean hard strike pushes foe over, cracking ribs. His recovery lacks grace.<br>+12H - 2X - X - (-15) - 4(-)   | Arctic blast to foe's torso. Foe is badly frostbitten and falls to knees in pain.<br>6X - 5(-40)  | Freezes foe's hands. Arms are useless. Foe drops what he was carrying.<br>9X - 6(-)   | Assault to throat and face is terminal. Foe is still active but dies in 12 rounds.<br>+17H   |
| <b>86-90</b> | Assault to foe's lower leg freezes part of it. Foe falls down. Without leg armor, foot must be amputated.<br>with leg armor: 2X - 6(-10)<br>w/o leg armor: (-70) | Strike lower leg and freeze it. With leg armor, he needs aid in 20 rnds to keep the foot. Without leg armor, it's gone.<br>with leg armor: 3X<br>w/o leg armor: (-75)                   | Blow to foe's knees. They freeze up and foe falls. On impact, foe shatters a knee. His fall makes it twice as bad.<br>9X - 6(-80)   | Chest hit causes much pain. If foe is warmly clothed he is knocked out. If not he dies of shock in 12 rounds.<br>+25H - (-40)   | Your ruthless tempest entangles foe and steals the warmth from his body. He drops and dies in 9 inactive rounds.<br>-                            |
| <b>91-95</b> | Blow lands on foe's face. It freezes his nose, ears and cheeks. Foe collapses. Without helm, foe loses both ears.<br>with helmet: 3X<br>w/o helmet: 6X - (-50)   | Connect with foe's hip. Hip is fractured. Skin and muscles are frostbitten. Foe falls down. He is almost helpless.<br>+17H - 3X - X - (-75)   | Freeze the blood in foe's thigh. As it warms the clots move to his heart killing him in 9 rounds.<br>+15H - 3X - X - (-30)  | All warmth is driven from foe's lower body. Vital organs are destroyed. Foe is immobile, and dies in 9 rounds.<br>+18H  | Push foe backwards and off balance. The blood in foe's extremities is frozen. He dies in 6 rounds of agony.<br>+19H                              |
| <b>96-99</b> | Chest strike sends foe over hard. He is knocked out. His lips freeze and split open. He cannot speak for 2 weeks.<br>9X  | Blast foe's neck and collarbone. Neck armor will block the attack, but foe is knocked out. If the neck is exposed it freezes solid and foe dies in 9 rounds.<br>-                       | Your onslaught freezes foe's torso and head. Foe remains standing for a moment. He goes into shock and dies 6 rounds later.<br>+18H                                       | Foe's heart and lungs are suddenly frozen by your arctic blast. Foe is finished. He dies of shock and suffocation in 6 rounds.<br>+19H  | Foe is a lifeless frozen statue. He is quite dead and well preserved. Store in a cool dry place.<br>+20H - (+10)                                 |
| <b>100</b>   | Foe is sent into a month long coma by the attack. He loses his nose to frostbite.<br>+21H  | Assault drops foe's body temperature; his heart stops. He dies in 1 round; well preserved. You are respected by all.<br>(+5)  | Blast freezes foe's eyes, mouth, and neck. Foe falls down in a coma for 2 weeks and paralyzed from neck down.<br>-  | Massive assault freezes foe's body completely. He remains standing, but if knocked over he will shatter.<br>+20H  | Foe freezes solid and shatters into a thousand pieces. Most land within 20 feet from where he was standing.<br>(+20)                             |

Key: BX=must parry B rounds; B=no parry for B rounds; B=X=stunned for B rounds; B=bleed B hits per round; (-B)=foe has -B penalty; (+B)=attacker gets +B next round.

## 6.2 ELECTRICITY CRITICAL STRIKE TABLE

|              | A  | B   | C   | D  | E   |
|--------------|--|---|---|--|---|
| <b>01-05</b> | Blast is frightful, but ineffective.<br>+0H  | Your strike's energy is poorly aimed.<br>+0H  | Strike's energy soaks into the ground.<br>+1H   | Bright flash and little heat disturb foe.<br>+2H   | Foe avoids blast but feels charged.<br>+3H  |
| <b>06-10</b> | Sparks fly. Foe is illuminated by blast.<br>+1H  | Foe's hair stands on end. Frightening!<br>+2H   | Foe waves off sparks and smoke.<br>+3H  | Static gathers on foe. Zap!<br>+4H   | Foe sees spots. You have initiative.<br>+4H   |
| <b>11-15</b> | Bolt reaches for foe but then grounds out. You have initiative.<br>+2H   | Mild jolt to foe's shoulder causes him to hesitate. You have initiative.<br>+2H   | The thunderous crack of your attack panics foe. You gain the initiative.<br>+3H   | Bolt jumps to foe's weapons and then into the ground. You have initiative.<br>+4H  | Flash unbalances foe and sends him on the defensive. You have initiative.<br>+5H - ✖  |
| <b>16-20</b> | Foe flinches from the static in the air. You have the initiative.<br>+3H   | The blast of light and heat daunts foe. He looks away; you have initiative.<br>+4H  | Flying debris obstructs foe's vision. You have 2 rounds of initiative.<br>+3H   | Foe strikes out at the blast to protect himself. It seems to work well enough.<br>+4H - ✖  | Foe fails to avoid some of the attack and almost falls down.<br>+6H - ✖   |
| <b>21-35</b> | Foe recoils from thundering sound of the blast. He loses 2 rounds initiative.<br>+4H   | Flashes of light and sharp cracks. Foe's impressed. You have 2 rnds initiative.<br>+5H  | Any coins on foe heat up smolder in foe's pockets. He steps back.<br>+6H - ✖  | Your attack jolts foe into action. He steps back and swings in all directions.<br>+5H - 2✖ - ♠   | Foe is magnetized foe a moment. It distracts him. He is dazed.<br>+10H - 2✖   |
| <b>36-45</b> | Blast almost misses, but it grounds into foe's weapon arm.<br>w/o metal weapon: +5H - ✖<br>with metal weapon: +7H - ✖✖   | Foe's side and back are entangled by blast. Foe is shaken.<br>+2H - ✖ - ♠   | Foe heats up and goes on defensive until he cools. His footing is good.<br>+7H - 2✖   | Entangle foe in deadly blue light. Garments smolder and traces of energy inhabit his equipment.<br>+7H - ✖ - 2(-10)                                    | Foe's equipment is infested by the blast. Garments are scorched; exposed skin is burned. Foe is a wreck.<br>+12H - 2✖                                     |
| <b>46-50</b> | Small bits of electrical energy chase around foe's body. Foe makes a futile effort to throw them off.<br>+2H - ✖ - ♠   | Strike hits foe's chest. Clothes smoke, then burn. Foe flails his arms trying to put them out.<br>+6H - 2✖  | Strike connects with foe's arm. It careens off each piece of metal foe is wearing. Exposed areas are blistered.<br>+7H - 2✖   | Direct hit to foe's chest illuminates foe. Much of the strike grounds out. Some of the energy remains for an instant.<br>+7H - 2✖ - 2(-10)             | Blast to foe's waist. He stumbles, dazed by light, and twitches for the next hour. You have 6 rnds of initiative.<br>+13H - 2✖ - ✖                        |
| <b>51-55</b> | Direct sizzling blast to foe's shoulder. It grounds out and leaves foe dazed.<br>+6H - ✖   | Back strike throws equipment about. Minor burns to exposed skin.<br>+7H - ✖ - 2♠  | Hard strike to side, armor does not help. Blow leaves a permanent mark.<br>+7H - ✖✖ - ♠   | Blast assaults foe's shield arm. If foe has metal armor he is knocked out.<br>+10H - 2✖ - ✖  | Weapon arm endures a terrible onslaught. Foe drops all in his hand.<br>+13H - 2✖ - 2♠   |
| <b>56-60</b> | Foe is jerked off balance by the strike and has trouble regaining footing.<br>+7H - 3✖   | Blast heats up metal on foe, causing painful burns to contacting flesh.<br>w/o metal: +8H - 2✖<br>with metal: +10H - 2✖✖  | Strong blast hits foe low. His legs almost give from the pain. Foe recoils.<br>with leg armor: +12H - ✖<br>w/o leg armor: +9H - 2✖  | You hits hard; foe's abdomen is hammered. He steps back 5 feet.<br>with abdominal armor: +20H<br>w/o abdominal armor: +15H - 6✖                        | Bolt passes through foe's leg before grounding. Foe suffers.<br>with leg armor: +8H - ✖✖<br>w/o leg armor: 2✖ - 2♠  |
| <b>61-65</b> | Well placed. Strike slams into foe's weapon arm. Foe's evasion is comical.<br>with metal greaves: +3H - 2✖<br>w/o metal greaves: +7H - ✖   | Foe's reflexes are numbed by blast. He is dazed and moving slowly.<br>+9H - ✖✖  | Strike is low and pours into ground. A stray bolt arches into foe's leg.<br>+10H - 2✖ - ✖   | Blast to foe's shield shoulder. Foe's shield arm and shield ignite.<br>with shield: 6✖ - 3♠<br>w/o shield: 2✖ - 2♠                                     | Foe is overcome by the flash. He falls, entangled in his smoldering garments.<br>+14H - 2✖ - ✖  |
| <b>66</b>    | Disrupt the beating of foe's heart for a moment. Reflexes strain muscles. Foe is knocked down.<br>3 ✖  | Bright flash illuminates foe and jolts every muscle in his body. Foe's reflexes will flinch again in 10 rounds.<br>+15H - 3✖✖ - 2♠ - (-20)                        | Any metal armor on arm and chest becomes fused together in the blast. Foe's arm is then pinned and useless.<br>+9H - 12 ✖   | Foe's neck absorbs the bulk of the attack. Nerves overload. Foe is knocked out and mute for a week.<br>+20H - 4♠                                       | Boom! Foe's skeleton crackles with the impact. He drops and dies in 2 rounds.<br>(+10)  |
| <b>67-70</b> | Blast climbs up foe's side and sends him stumbling back 5 feet. He blocks his face against a renewed assault.<br>+7H - ✖✖  | Strike lands on shoulder and streaks down back. Foe steps forward in failing attempt to duck. He is vulnerable.<br>+10H - 2✖ - ✖                                  | Back blast. Foe drops to one knee and rises again with some difficulty. Skin is blistered badly.<br>+11H - 2✖✖ - (-10)  | The shock of the assault inhabits foe's spine. Muscles and tendons are stretched. He has trouble standing.<br>+12H - 2✖ - (-20)                        | Blasted leaps onto foe's shield arm. His arm and any shield are on fire. Metal is fused.<br>4 ✖ - 3♠ - (-40)  |
| <b>71-75</b> | Your attack infects foe with electrical energy. It dances all over him. It takes some time for him to recover.<br>+8H - 3✖ - (-5)  | Chest and arm blast damages organic armor. Metal armor will heat up painfully. Foe smells own hair burning.<br>4 ✖ - 2✖<br>while metal armor worn: 3♠             | Chest blast. Organic armor is destroyed. Metal armor is scalding hot.<br>+12H - 8 ✖<br>until metal armor removed: 5♠  | Attack engulfs foe's weapon. Hand and arm are useless. Skin, muscles, and nerves are damaged.<br>+13H - 3 ✖  | Strike savages center of foe's chest. Foe's convulsions resemble a dance. One arm is paralyzed.<br>with armor: +10H - 3✖✖ - ♠<br>w/o chest armor: 6✖ - 3♠ |
| <b>76-80</b> | Electrify foe's shield side. Foe finds little protection behind his shield. Hopefully, it contains no metal.<br>w/o metal on shield: +6H - ✖✖<br>with metal on shield: +9H - 2✖✖ | Abdomen entangled by a great electrical serpent. Foe is knocked down; the beast disappears.<br>with abdom. armor: +15H - 2✖ - ✖<br>w/o abdominal armor: +11H - 2♠ | Nerves in foe's elbow are damaged; shield arm is useless. He drops his weapon on his foot. He is embarrassed.<br>6 ✖ - (-5) - ♠   | Blast reaches out with hateful resolve. Foe's neck and back are engulfed. Nerves are damaged and muscles torn.<br>+20H - 10✖✖                          | Metal on foe fuses to his body, damaging nerves. Dazed, he drops to the ground to look for his marbles.<br>+18H - 3♠                                      |
| <b>81-85</b> | Blast goes right into foe's back and he vibrates. He is unaware of much around him for a moment. He flails his weapon around.<br>+12H - 2✖✖                                      | The shock turns foe's reflexes against his muscles. Tendons are torn during foe's violent convulsions. The poor fool.<br>+13H - 3✖✖                               | Violent shock to foe's abdomen. Armor deflects some of the damage. Foe is terribly unbalanced. Torn cartilage.<br>with armor: +10H - ✖ - (-20)<br>w/o armor: 4 ✖ - (-40) - 2♠ | Bolt grapples foe's weapon arm and snakes into his body. His arm is useless. He is dizzy and falls unconscious after 6 active rounds.<br>+15H - 6(-30) | Blast hits shoulder. Foe conducts your strike well. His nervous system is rearranged. He drops and dies of shock and nerve damage in 12 rounds.<br>-      |
| <b>86-90</b> | Assault to foe's lower leg fuses metal and burns much. Foe falls. One leg is paralyzed if metal greaves are worn.<br>with metal armor: +15H - 2✖✖<br>w/o metal armor: +15H - 3✖✖ | Blast lands on leg with unusual force. Simple leg fracture if he wears armor; a compound fracture if not.<br>with leg armor: 6✖✖ - ♠<br>w/o leg armor: 6✖ - (-50) | Bunt of strike infects foe's knee. Muscles and nerves are burned. Foe drops in agony and grips his knee.<br>2 ✖✖ - (-60)  | Electrify foe's body. Muscles and tendons tear in convulsions. If no armor he dies in 12 rounds.<br>with chest armor: 9 ✖ - 6♠                         | Strike seeks out the shoulder and then his spine. Foe drops, hip and backbone shattered, and dies in 12 rounds.<br>-                                      |
| <b>91-95</b> | Strike arcs up into foe's hip. Garments catch fire. Shock and nerve damage inflicted.<br>3 ✖ - (-50)   | Jolt blinds foe for 2 days and sends him crashing to the ground. He is badly dazed and helpless while the blindness lasts (2 to 10 days).<br>9 ✖                  | Trapped in a web of light, your foe fails to escape the heat. He is unconscious and, without immediate aid, will go into shock, dying in 12 rounds.<br>(-75) - 5♠             | Strike to foe's head devastates nervous system. He falls into a coma. Foe is a living vegetable. Any metal is hot to the touch.<br>+30H                | Blast rends foe's body, causing fatal damage to organs. His eyes pop out and he dies in 9 inactive rounds. So much for the Governor's pardon.<br>+25H     |
| <b>96-99</b> | Foe's loses consciousness from the blast. His convulsions keep him standing 1 round.<br>+10H - 12 ✖  | Strike overloads foe's nervous system. His heart stops and restarts several times. He drops and dies in 9 rounds.<br>+15H   | Sustained heat of the onslaught fuses metal, cloth, and skin. Foe's eyes pop out of his head. He dies in 3 rounds.<br>-   | Foe reels back 10 feet. Nerve damage and shock combined with broken hip and arm spell death in 3 painful rnds.<br>+20H                                 | Titanic blast virtually cuts foe in half. Bolts streak across ground threatening new victims. Foe is dead, of course.<br>(+20)                            |
| <b>100</b>   | Foe's head is ablaze. Garments catch fire. Foe falls unconscious and dies in 6 rounds from nerve damage.<br>+20H   | Foe's insides heat up and burn, destroying nerves and organs alike. Foe drops and dies instantly.<br>(+10)  | Strike lands on foe's head. Muscles are fused, tendons torn. Foe's brain fries. He slips to ground and dies in 3 rnds.<br>3(+10)  | Havoc reigns around foe. Closest thing to him is also entangled in this deadly bolt. He dies 2 rnds later.<br>(+15)                                    | Strike to foe's head. He is burned to a cinder. What is left blows away on the wind. All fear you.<br>(+20)   |

Key: ✖=must parry B rounds; ✖✖=no parry for B rounds; ✖✖=stunned for B rounds; ♠=bleed B hits per round; (-B)=foe has -B penalty; (+B)=attacker gets +B next round.



### 6.3 HEAT CRITICAL STRIKE TABLE

|              | A   | B  | C   | D  | E   |
|--------------|---|--|---|--|---|
| <b>01-05</b> | The air around foe shimmers. Pfft.<br>+0H   | Attack is wild and boils nearby water.<br>+0H  | Hot smoke makes foe's eyes red.<br>+1H  | Foe evades the embrace of the flames.<br>+2H   | Foe avoids the blast but not the heat.<br>+3H   |
| <b>06-10</b> | Hot wind makes foe uncomfortable.<br>+1H  | Singe foe's exposed skin. The heat dies quick. Foe is not impressed.<br>+2H  | Sparks and smoke dance all over foe. He waves them off with little effort.<br>+3H   | Flames surround foe. He seems to step out of them unharmed.<br>+4H   | Sweltering heat reaches out for foe. He evades. You have initiative.<br>+4H   |
| <b>11-15</b> | Foe covers his face and leaps aside. You have initiative.<br>+2H  | Foe simmers in his clothes. He is unfocused and you have initiative.<br>+2H  | Foe suspects that he is on fire. He is wrong. You gain the initiative.<br>+3H   | Foe is enshrouded by smoke. The heat harms him little. You have initiative.<br>+4H   | Flash unbalances foe and sends him on the defensive. You have initiative.<br>+6H - ✖  |
| <b>16-20</b> | Blast stings foe's hands and arms. You have the initiative.<br>+3H  | Assault blinds foe for a moment. You have 2 rounds of initiative.<br>-   | Hair and bowstrings are singed. You have 2 rounds of initiative.<br>+5H   | Foe strikes out at the flames to protect himself. It seems to work well enough.<br>+6H - ✖   | Foe fails to avoid some of the attack and almost falls down.<br>+7H - ✖   |
| <b>21-35</b> | Foe's chest and side heat up and garments smolder from assault. He will be easily kindled if you strike again.<br>+4H - ✖   | Fire laden blast forces foe back. Any containers of water boil and burst open. You have 2 rounds of initiative.<br>+6H   | Disorient foe with a tricky shot. Garments smolder suspiciously. He checks them carefully; guard is still up.<br>+7H - ✖ - ♠  | With a burst of flame, you cover foe with heated air. Foe jumps back to avoid any additional wounds.<br>+8H - 2✖ - ♠   | Blister foe's weapon arm. He gives ground to escape the heat. His footing is better than you had hoped.<br>+9H - 2✖ - 2♠  |
| <b>36-45</b> | Hot winds dance around foe parching his exposed skin. He puts up a desperate defence.<br>+6H - ✖  | Foe's shield side is swathed in fire. He may use a shield to avoid the attack, but it combusts. Shield hand is burned.<br>with shield: +3H - 3✖<br>w/o shield: +7H - ✖ - ♠ | Heat catches foe in lower leg. You gain initiative while foe regains his balance. The pain stays with him.<br>+8H - 2✖ - ♠  | Cover foe with a flash fire. Exposed skin burns. The flames bite deep and the pain is great.<br>If not wet: +9H - 2✖<br>If wet: +6H - 2✖   | Strike to side and back ignite foe's cloak and pack. Neck and shoulder are lightly burned.<br>with backpack: +8H - ♠<br>w/o backpack: +10H - 3♠                 |
| <b>46-50</b> | Clothes smoke, then burn. Foe tails his arms trying to put them out. The pain endures longer than the flames.<br>+7H - ✖ - ♠  | Foe evades most of the damage with some grace. The remainder scorches his side lightly.<br>+8H - 2✖ - ♠  | Flame spreads up foe's side and snaps at his arm and face. Exposed areas are lightly burned.<br>+9H - ✖ - 2♠  | Assault lands on foe's weapon arm. He makes a supreme effort to pull his arm away. Foe is unable to protect himself.<br>+10H - ✖ - 3♠  | Foe blocks flames with his weapon. A wooden weapon is destroyed. A metal weapon becomes too hot to hold.<br>+12H - 2✖ - 3♠                                      |
| <b>51-55</b> | Spark sets a piece of foe's equipment on fire. Foe must remove the item.<br>+8H - 2✖ - ♠  | Foe ducks; attack torches back and the ground behind him. He is shaken.<br>+8H - ✖ - 2♠  | Hard strike to side, armor does not help. Blow leaves a blistering mark.<br>+9H - 2✖ - 3♠   | Foe is aflame and takes damage for 3 rounds while he burns.<br>+10H - 2✖ - 3♠  | Your flames reach out. Foe frantically leaps back. His chest is burned.<br>+13H - ✖ - 3♠  |
| <b>56-60</b> | Assault ignites foe's back. Equipment crackles as it burns and falls clear.<br>+9H - ✖ - 2♠   | Engulf foe in flame and smoke. The flames die down; foe escapes death.<br>+10H - 2✖ - 2♠   | Strong blast hits foe in legs; they nearly give with pain. He recoils 5 ft.<br>with leg armor: +8H - 2✖<br>w/o leg armor: +10H - 2✖ - 2♠  | Flames dance around foe's head. He seeks to get clear and almost falls.<br>With helmet: +3H - 2✖ - 2(-10)<br>w/o helmet: +12H - 2♠   | Garments over foe's shoulders and head are set afire. He is frantic.<br>with helm: +8H - ✖ - ♠ - (-5)<br>w/o helm: +15H - 2✖ - (-10) - 3♠                       |
| <b>61-65</b> | Well placed. Strike slams into foe's weapon arm. Garments are burned. Foe's evasion is comical.<br>with arm greaves: +7H - ♠<br>w/o arm greaves: +10H - 3♠  | Concentrated strike burns through foe's leg. The flames do not last but foe's skin is exposed. Skin blisters.<br>+9H - ✖ - (-5) - 2♠                                       | Flames burst against foe's side. He stumbles but does not fall. He tries to smother the fire with his garments.<br>+10H - ✖ - (-10) - 3♠  | Foe's shield arm and shield are on fire. Dropping the shield only helps a little. The flames cling to his garments.<br>with shield: +10H - 2✖ - ✖ - 4♠<br>w/o shield: +13H - 2✖ - ✖ - 6♠ | Searing strike to foe's legs. Exposed skin and muscle is burned. Infection will follow. Foe struggles to stay up.<br>+15H - 2✖ - 4♠ - (-10)                     |
| <b>66</b>    | Flame grapples foe's shield and chest. The wound is grave and infection will follow.<br>+9H - 2✖ - (-15)  | Fire lands along side foe's face. His hair, cheek, and ear are engulfed. Foe throws himself to the ground.<br>+10 - 2✖ - 4♠  | Blaze consumes garments on weapon arm. Any metal covering heats up. Foe falls from the blast.<br>+12H - 3♠  | Foe's face and weapon hand are scalded. Foe is having trouble opening his eyes.<br>+10✖ - (-10) - 6♠   | Foe's combustible garments turn him into a torch. He runs a short distance, drops and dies in 6 rounds.<br>+25H   |
| <b>67-70</b> | Toast foe's side and send him stumbling back 5 feet away from you. He blocks his face against any renewed assault.<br>+8H - 2✖ - 2♠ - (-5)  | Flames seek out foe with a predator's lust. He throws garments and equipment off frantically to satisfy the blaze. Foe is busy staying alive.<br>+7H - 2✖ - ✖ - (-10) - 2♠ | Back blast. Foe drops to one knee and then rises again with some difficulty. Some of his garments still smoke from the assault. Skin is blistered badly.<br>2✖ - ✖ - (-15) - 2♠ | Foe leaps back from your deadly inferno. He escapes death but falls on his back. He is prone for 1 round. Minor arm burns.<br>+15H - ✖ - 3♠  | Blast leaps onto foe's shield arm. Any shield foe has and his arm are on fire. The heat penetrates deep and foe's face shows it.<br>5♠ - (-15)                  |
| <b>71-75</b> | Fire consumes garments and hair. Blinding smoke keeps foe's defenses poorly aligned.<br>+12H - ✖ - ✖  | Chest and arm blast damages organic armor and engulfs any wood on foe. Metal armor heats up painfully.<br>+9H - 2✖ - ✖ - (-15) - (+10)                                     | Chest blast. Organic armor is destroyed. Metal armor should be removed quickly.<br>3✖ - (-15) - 6♠  | Foe's weapon arm is a conflagration. Hand and arm are useless. Muscles and nerves are damaged.<br>6✖ - (-50)   | Strike center of foe's chest. Flame spills in all directions. Foe is knocked down. Chest armor is destroyed.<br>+15H - 6♠ - (-60)                               |
| <b>76-80</b> | Foe's shield side engulfed in flame. Foe's shield but it will be kindled if wooden.<br>+10H - 2✖ - ✖ - 2♠   | Abdomen entangled in flames. The flames will spread upward next turn if not extinguished. Foe sees the danger.<br>20 - 2♠  | Strike engulfs foe's most exposed hand and burns it without mercy. Hand is useless. Arm clothing is destroyed.<br>6✖ - (-40)  | Foe's side is ignited by your strike and the wounds are deep. He smothers the fire but the damage is done.<br>3✖ - 5♠  | Blast lands on foe's side but spreads to arms and legs. A shield prevents arm damage but his hands are burned off.<br>+20H - 12✖                                |
| <b>81-85</b> | Foe exposes his back while evading the strike. Blast scorches a small wound in his shoulder blade.<br>+8H - 2✖ - 2♠ - (-20)   | Strike knocks foe down on his back. The flames do not endure but much equipment is burned or crushed.<br>✖ - 2♠  | Violent inferno destroys organic armor and ruins metal armor on leg. Much of the blast tumbles clear after impact.<br>(-20) - 2♠  | Foe's arms and chest embrace your infernal strike. Arms are useless and foe's skin is open to the air.<br>+15H - 9✖  | Foe inhales flames scalding lungs and throat Foe is active for 12 rnds (while he burns), then dies.<br>+20H   |
| <b>86-90</b> | Assault to foe's lower leg consumes covering. Foe falls down. One leg is on fire.<br>+10H - 2(-10)  | Leg covering is set on fire by blast. It spreads quickly and foe is in trouble. The flames will grow if not put out.<br>+16H - 3✖  | Foe's shield side is devoured by flames. Head, arm, side, and leg have critical burns. If foe has a shield, it is destroyed in place of his arm.<br>+15H - 6✖ - (-85) - 3♠      | Blast engulfs lower half of foe's body. If foe has abdominal armor, he is knocked out. If not, he dies in 12 inactive rounds from organ damage.<br>with abdominal armor: 2♠              | Foe's lower body is badly burned. Nerves, organs and tissue destroyed. Foe is paralyzed and will die in 9 rounds from shock and dehydration.<br>+20H            |
| <b>91-95</b> | Blow to foe's head. If he has helmet it heats up like a furnace and must be painfully removed. Foe ears and cheeks are burned.<br>with helmet: +15H - 3✖ - (-10)<br>w/o helmet: +12H - 2✖ - ✖ - (-30) | Head strike. Force of blast removes any helmet worn. Hair, scalp and skin burn. Smoke and flame blind foe for 3 rnds.<br>with helmet: +10H - 3✖ - 2♠<br>w/o helmet: 6♠     | Trapped in the furnace of your blast, foe is overcome and falls down. He is unconscious and still burning.<br>+18H - 6✖ - (-90) - 4♠  | Flames assault upper body. If foe has a full helm, he is blinded and in a coma for 2 days. If not, he dies in 6 rounds due to shock and brain damage.<br>-                               | Foe is cremated before your very eyes. He remains standing for 6 rounds and then drops and dies. A small fire lingers over the remains. A horrible end.<br>+25H |
| <b>96-99</b> | Blast lands on the weapon arm and climbs up to foe's neck. It burns all it touches. If foe has any organic neck covering it is destroyed.<br>4✖ - 8♠  | Flames burn into foe's throat. The damage is frightening. Foe's neck collapses in the flames. He drops and dies in 9 inactive rnds. He smells bad.<br>+20H - 12♠ - (+10)   | Intense heat fuses metal, cloth and skin. Foe is unrecognizable. If no chest armor he is dead instantly. Otherwise he dies after 9 rounds of burning.<br>-                      | Foe is trapped in the furnace made by your attack. Organs are destroyed and foe's blood boils. He has no hope of survival and dies in 6 inactive rounds.<br>+20H                         | Your foe is devoured by a hellfire of which even you are frightened. All combustibles within 10 ft ignite. Little will remain when the fire dies.<br>(+10)      |
| <b>100</b>   | Brutally scar the side of foe's face. Foe is knocked out. He loses 50 from his Appearance and 25 from his Presence.<br>+20H - 5♠  | Assault consumes clothing and tissue. Foe's arms and chest are without skin. Foe is paralyzed. Infection will follow.<br>+25H  | Strike to foe's head. If he has a helmet, his head is broiled and he dies in 2 rnds. If no helmet he dies instantly.<br>(+10)   | Every part of foe is ablaze. He dies in 2 rounds, making terrifying noises. He continues to burn for 12 rounds.<br>(+15)   | Fire devours every part of foe in an instant. Bits of metal, teeth and a few bones shower to the ground.<br>(+20)   |

Key: ✖=must parry B rounds; ✖=no parry for B rounds; B✖=stunned for B rounds; B♠=bleed B hits per round; (-B)=foe has -B penalty; (+B)=attacker gets +B next round.

## 6.6 SPELL FAILURE TABLE

|                | ATTACK SPELLS  |  | NON-ATTACK SPELLS  |   |
|----------------|--|--|--|---|
|                | ELEMENTAL  | FORCE  | INFORMATIONAL  | OTHER   |
| <b>01-20</b>   | That gnat just landed in your ear. You must begin casting the spell again (but do not lose the power points).  | Your target's grace distracts you. You lose the spell (and one power point).   | Momentary lapse in concentration delays the casting of the spell for one round.  | You stumble across the incantation and delay the casting of the spell for one round.  |
| <b>21-30</b>   | Your fingertips spark and surprise you. You lose the spell (and one power point). You operate at a -50 modification next round.  | You remember a childhood incident that was traumatizing. You lose the spell (but not the power points). Operate at -10 for five rounds.  | You only gain one small bit of information. Unfortunately, that information is outdated (or incorrect).  | You cannot remember the final words for the spell. Lose the spell (but not the power points).   |
| <b>31-40</b>   | Minor power backlash. You lose the spell (and half the number of power points -rounded down). Stunned for 1 round.   | The magic blurs your vision. You lose the spell (and half the number of power points -rounded down). Stunned for 1 round.  | You gain half of the desired information; but it is incorrect.   | Your head pounds. You have to stop casting (lose the spell, but not the power points).  |
| <b>41-60</b>   | You realize you are casting the wrong spell. You must start over. Lose the power points.   | The planets are not aligned correctly! Your spell has absolutely no effect (and you lose the power points).  | The information you gain is correct, but you have no idea what the topic was!  | A momentary mental lapse cause you to forget your place in the spell (lose the spell, but not the power points).  |
| <b>61-75</b>   | You feel a spider crawling up your back! You lose the spell and the power points.  | Your target must be blessed! Your spell has no effect and you lose double the normal number of power points.   | You gain correct information about a similar topic to that which you were seeking. You are so surprised, you are stunned 1 round.  | While casting, you notice that shadows are beginning to move. You immediately stop casting (lose the spell and 1 power point).  |
| <b>76-90</b>   | The spell fails! Flames rolls down your arm. You take 5 hits and are stunned for 3 rounds.   | Power backlash! The spell fails entirely. You are stunned for 8 rounds.  | You cannot make out the information due to extraneous feedback.  | A muscle cramp in your jaw causes your spell to fail. Lose the spell, and half the normal points (rounded down). You are stunned for two rounds.  |
| <b>91-95</b>   | The elements refuse your call! You are knocked back 3 feet (taking 2d10 hits), and are stunned for six rounds.   | The target's will is stronger than yours! You collapse on the ground (taking d10 hits), and are stunned for 9 rounds.  | You gain a bit of ominous information about your own death! You are stunned for one round.   | You are seeing stars. You must cancel the spell. Lose the spell, and half the normal power points (rounded down). You are stunned for one round.  |
| <b>96-100</b>  | Instead of launching, the elements engulf you. Take 20 hits and a 'B' critical strike.   | The spell internalizes. You take 4d10 hits and knocked unconscious for 12 hours.   | You gain one piece of very specific, incorrect information. However, you experience power feedback (take d10 hits).  | You internalize the spell. You take 2d10 hits and are stunned for 2d10 rounds.  |
| <b>101-125</b> | The elemental attack strays to the right of the intended target. You are stunned for three rounds.   | The spell affects a random target to the right of the intended target. You are stunned for one round and take d10 hits (from the mental strain).   | Power feedback causes the information to be garbled. You are stunned for two rounds.   | The spell strays to points unknown. You are stunned for three rounds.   |
| <b>126-150</b> | An unforeseen cosmic shift causes the spell to veer to the left of the target (striking the nearest target). This sudden change causes mental strain; take 5 hits and you are stunned for one round.     | You lose control and the spell hits a target to the left of the intended target. Make another attack against a random target within range. You are stunned for one round and take d10 hits from the wild attack. | You gain useless information about an unknown target. In addition, there is so much information, that you are stunned for three rounds.  | For some reason, the spell does not work! You are stunned for four rounds while you try and figure it out.  |
| <b>151-175</b> | You get the polarity backwards! The elements travel 180° from the intended direction (hitting any available target). In the wake, you take 5d10 hits and a 'C' critical strike.                          | The spell targets a random victim that can be anywhere with 500'. The power backlash short circuits your brain. Take 25 hits and are unable to function for d10 hours.   | You strain too hard to get the information. Your spell fails utterly and you take 3 hits (and are stunned for 5 rounds).   | You have been working too hard. The spell misfires badly. You take d10 hits and are stunned for d10 rounds.   |
| <b>176-185</b> | The elements cannot be controlled! Your brain is fried (lose all spell casting ability for 1 week). You operate at -50 for 3 months (or until brain is repaired).  | The spell lodges in your head. You suffer brain damage; you operate at a -75 modification for d10 months (or until brain is repaired). You lose all spell casting ability for 1 week).                           | Something just is not right here. The massive overload in your head knocks you down (take five hits). Spend 5d10 minutes recovering (no other actions allowed).  | The spell misfires in your head. Take 2d10 hits while you are knocked down. You are unable to function for one hour.  |
| <b>186-191</b> | The spell explodes immediately as you cast it! Make a point blank attack on yourself. You are in a coma for 1 week (and lose spell casting ability for 2 weeks).   | The spell misfires and internalizes inside your head. Take 35 hits. You lose spell casting ability for d10 weeks. There is a 40% chance of falling into a d10 day coma.  | The utter nothingness that you discern takes you close to death. Take 2d10 hits and an 'A' Impact critical as you recover. You must spend one hour doing nothing.  | Severe power feedback knocks you down. Take 1d10 hits and an 'A' Impact critical. You are unable to function for d10 hours.   |
| <b>192-195</b> | The elements attack you. Take 10d10 hits and d10 'C' critical strikes. After the assault, you will fall into a coma for 5 weeks. After the coma, you will seem fine; but will die 6 hours later.         | You suffer a massive stroke! Take 10d10 hits and fall into a month-long coma. At the end of the coma, you will seem fine; but will die d10 hours later.  | You have seen your own death! You collapse to the ground (take 3d10 hits and you are unconscious for d10 hours). You now suffer from Paranoia.   | You have just acquired a nervous disorder GM's discretion). You lose all spell casting ability for d10 weeks. You slam yourself into the nearest solid object (take 5d10 hits) and knock yourself out (for 12 hours). |
| <b>196-200</b> | The power is too much to control. The elements refuse to rise to your command. The spell internalizes and paralyzes your torso.  | The spell completely short circuits your nervous system. You are paralyzed from the waist down.  | You are the victim of a mild stroke. Take 4d10 hits and lose all spell casting ability for one week. In addition, you will have a -40 penalty for d10 days.  | You suffer a mild stroke. Take 20 hits and lose all spell casting ability for two weeks. In addition, you will have a -50 penalty for d10 days.   |
| <b>201-250</b> | The elements control you! Take 8d10 concussion hits and a d10 'E' critical strikes. After displaying your failure, you will fall into a coma for 3 weeks (and lose spell casting ability for d10 weeks). | The spell completely internalizes. You lose all spell casting ability for d10 weeks and will be in a coma for d10 weeks. Take 8d10 hits.   | The spell short circuits. Take 20 hits and knock yourself out for 9 hours. You lose all spell casting ability for 4 weeks.   | You internalize the spell. Take 4d10 hits and you are knocked out for 2d10 hours. You have lost all spell casting ability for d10 weeks.  |
| <b>251-300</b> | You slip into the elemental planes for d10 rounds. When you return, you realize that you have lost all your spell casting ability for d10 months.  | Severe nervous disorder causes you to lose all your spell casting ability for d10 months.  | You now have a nervous tick. You are stunned for d10 rounds. Anytime you attempt to cast this spell in the future will result in deterioration of the nervous tick (eventually, you will become a quivering blob). | You now suffer from a nervous disorder (GM's discretion). You are stunned for 2d10 rounds and can no longer cast this spell.  |
| <b>301+</b>    | All of the elements visit you at once. All that is left is a charred mass of flesh.  | Massive internalization of spell. Instant brain death.   | You have seen Armageddon. This results in brain shut-down. You are in a coma for 3 months.   | You suffer a severe stroke. You drop into a coma for d10 months.  |

Key: B×=must parry B rounds; 00=no parry for B rounds; B♣=stunned for B rounds; B♣=bleed B hits per round; (-B)=foe has -B penalty; (+B)=attacker gets +B next round.

# MANEUVER / MOVEMENT CHART

|                 | Routine  | Easy   | Light  | Medium   | Hard   | Very Hard  | Extremely Hard   | Sheer Folly   | Absurd   |
|-----------------|--|--|--|--|--|--|--|---|--|
| -201            | Fall down. +2 Hits. You are out 3 rounds.                            | Fall. Knock self out. You are out for 12 rounds. +9 Hits.    | Fall. Break arms. +10 Hits. You are out for 6 rounds.            | Fall. +15 Hits. Break arm. You are out for 9 rounds.               | Fall. Break arms. +20 Hits. You are out 18 rounds. Arms useless. | Fall. Break both arms and neck. +30 Hits. You are out 60 rounds. | Fall sends you into a coma for 3 years. +30 Hits. Broken spine.    | Fall breaks neck. You die in 3 rounds.                              | Fall crushes skull.  |
| (-200) — (-151) | Fail to act.   | Fall down. Lose 2 rounds. +2 Hits.                           | Fall down. +3 Hits. You are out for 4 rounds.                    | Fall. Break wrist. +10 Hits. You are out for 6 rounds.             | Fall. Break leg. +15 Hits. You are out 9 rounds.                 | Fall. Break arms. +20 Hits. You are out 18 rounds. Arms useless. | Fall. Break back and legs. +25 Hits. Paralysis of lower body.      | Fall. You smash your backbone and are in a coma for 1 year.         | Fall paralyzes you from neck down.                             |
| (-150) — (-101) | 10   | Fail to act.   | Fall down. +2 Hits. You are out for 2 rounds.                    | Fall down. Sprain ankle. You are at -25. +6 Hits.                  | Fall. Break arm. 6 mds, stunned 3 mds.                           | Fall. Break leg. +15 Hits. You are out for 6 rounds.             | Fall. Break both arms and neck. +30 Hits. You are out 60 mds.      | Fall. Break back and legs. +25 Hits. Paralysis of lower body.       | Fall. You smash your backbone and are in a coma for 1 year.    |
| (-100) — (-51)  | 30   | 10   | Fail to act.   | Fall down. Lose 2 rounds. +3 Hits.                                 | Fall down. Sprain ankle. You are at -25. +5 Hits.                | Fall. +20 Hits. Break your wrist. Out 2 mds. Not very smooth.    | Fall. +12 Hits. Break arm. You are out for 6 rounds.               | Fall. +30 Hits. You are out 9 mds. Shatter knee. You are at -80.    | Fall. Break back and legs. +25 Hits. Paralysis of lower body.  |
| (-50) — (-26)   | 50   | 30   | 10   | Fail to act.   | Fall down. +5 Hits. You are out 3 rounds.                        | Fall. Sprain ankle and tear ligament. You are at -30. +15 Hits.  | Fall. +10 Hits. Knock yourself out. Out for 18 mds. You lose, pal. | Fall. +12 Hits. Break arm. You are out for 6 rounds.                | Fall. You are out 18 rounds. You break both arms. +25 Hits.    |
| (-25) — 0       | 70   | 50   | 30   | 5  | Fail to act.   | Fall down. +5 Hits. You are out of action for 3 rounds.          | Fall. Sprain ankle and tear muscle. You are at -30. +10 Hits.      | Fall. +20 Hits. Break your wrist. Out 2 mds. Not very smooth.       | Fall. +10 Hits. Break your leg. You are at -75. Out 6 rounds.  |
| 01 — 20         | 80   | 60   | 50   | 10   | 5  | Fails to act.  | Fall down. +5 Hits. You are out for 3 rounds.                      | Fall. +5 Hits. You pull a leg muscle. You are at -25. Out 2 rounds. | Fall. +15 Hits. Break your arm. You are out for 6 rounds.      |
| 21 — 40         | 90   | 70   | 60   | 20   | 10   | 5  | Fail to act.   | Fall down. +7 Hits. You take 3 hits per round. Out for 2 mds.       | Fall. Knock yourself out. You are out for 30 rounds. +10 Hits. |
| 41 — 55         | 100  | 80   | 70   | 30   | 20   | 10   | 5  | Fall down. +5 Hits. Out for 3 rounds.                               | Fall. Sprain ankle. You are -30. +15 Hits.                     |
| 56 — 65         | 100  | 90   | 80   | 40   | 30   | 20   | 10   | Fail to act.  | Fall. +7 Hits. 3 hits/md. Out for 2 rounds.                    |
| 66 — 75         | 100  | 100  | 90   | 50   | 40   | 30   | 20   | 5   | Freeze for 2 rounds.   |
| 76 — 85         | 100  | 100  | 100  | 60   | 50   | 40   | 30   | 10  | Fail to act.   |
| 86 — 95         | 100  | 100  | 100  | 70   | 60   | 50   | 40   | 20  | 5  |
| 96 — 105        | 110  | 100  | 100  | 80   | 70   | 60   | 50   | 25  | 10   |
| 106 — 115       | 110  | 110  | 100  | 90   | 80   | 70   | 60   | 30  | 20   |
| 116 — 125       | 120  | 110  | 110  | 100  | 90   | 80   | 70   | 40  | 30   |
| 126 — 135       | 120  | 120  | 110  | 100  | 100  | 90   | 80   | 50  | 40   |
| 136 — 145       | 130  | 120  | 120  | 110  | 100  | 100  | 90   | 60  | 50   |
| 146 — 155       | 130  | 130  | 120  | 120  | 110  | 100  | 100  | 70  | 60   |
| 156 — 165       | 140  | 130  | 120  | 120  | 120  | 110  | 100  | 80  | 70   |
| 166 — 185       | 140  | 140  | 130  | 120  | 120  | 120  | 110  | 90  | 80   |
| 186 — 225       | 150  | 140  | Great move. You feel better. Subtract 4 hits from current total. | Move inspires all. You are unstunned. Allies are at +10 for 2 mds. | Move inspires your allies. +20 to friendly rolls for 3 rounds.   | Move inspires your allies. +30 to friendly rolls for 2 rounds.   | 120  | 100   | 90   |
| 226 — 275       | 150  | Incredible move. You feel great. Take 3 from your hit total. | Move inspires all. You are unstunned. Allies are +10 for 2 mds.  | Move inspires your allies. +20 to friendly rolls for 3 rounds.     | Move inspires your allies. +25 to friendly rolls for 3 rounds.   | Move inspires your allies. +30 to friendly rolls for 3 rounds.   | You have half the round to act.                                    | 100   | 100  |
| 276+            | Incredible move. You feel great. Take 3 from your current hit total. | Brilliant. Move inspires all. Allies are at +10 for 2 mds.   | Move inspires your allies. +20 to friendly rolls for 3 rounds.   | Move inspires your allies. +25 to friendly rolls for 3 rounds.     | Move inspires your allies. +30 to friendly rolls for 3 rounds.   | Move inspires your allies. +30 to friendly rolls for 4 rounds.   | Move stuns foes within 30' for 1 md. You still have half a md.     | Move stuns all foes within 50 feet for 1 round.                     |  |

# OPEN CHANNELING

## BARRIER LAW

1. **Light Wall I** — [D:C; R:50'] Creates a wall a black, insubstantial wall up to 20' x 20' x 1" that light cannot pass into or through (i.e., it does not hinder movement, but it blocks vision).
2. **Airwall** — [D:C; R:50'] Creates a wall of dense churning air up to 10' x 10' x 3'. This wall reduces all movement through it by 50%. In addition, all attacks through the wall suffer a -50 penalty.
3. **Light Wall II** — [D:1 min/lvl; R:50'] As *Light Wall I*, except for duration.
4. **Waterwall** — [D:C; R:50'] Creates a wall of water up to 10' x 10' x 1'. This wall reduces all movement through it by 80%. In addition, all attacks through the wall suffer a -80 penalty.
5. **Woodwall** — [D:1 min/lvl; R:50'] Creates a wall of wood up to 10' x 20' x 2". This wall can be burned though, chopped through, or toppled (if not propped up somehow).
7. **Earthwall** — [D:1 min/lvl; R:50'] As *Woodwall*, except wall is made of earth and has a size up to 10' x 10' x (3' at base, 1' at top) of packed earth.
8. **Icewall I** — [D:P; R:50'] As *Woodwall*, except wall is made of ice and has a size up to 10' x 10' x (2' at base, 1' at top). It can be melted through, chipped through, or toppled (if not propped up somehow).
10. **Barrier Pit** — [D:P; R:50'] Opens a pit (500 cubic feet in stone; 1000 cubic feet in earth or ice). The entire pit must be within 50' of caster. A pit may not be opened except on a horizontal surface with an incline of less than 45°.

## CONCUSSION'S WAYS

1. **Healing I** — [D:P; R:touch] Target is healed of d10 concussion hits.
2. **Frost/Burn Relief I** — [D:P; R:touch] Target is healed of one area of up to mild frostbite or 1st degree burn.
3. **Minor Irritation Relief** — [D:P; R:touch] Target is healed of one minor irritation (e.g., headache, toothache, bee-sting, hangover, etc.).
4. **Healing III** — [D:P; R:touch] As *Healing I*, except that target is healed of 3d10 concussion hits.
5. **Stun Relief\*** — [D:P; R:touch] Instantaneous. Target is relieved of 1 round's worth of accumulated stun effects. See Section 7.1.1 for more information.
6. **Frost/Burn Relief II** — [D:P; R:touch] As *Frost/Burn Relief I*, except caster can heal 2 areas of mild damage or 1 area of moderate damage (e.g., 2nd degree burn).
7. **Regeneration I\*** — [D:C; R:touch] Instantaneous. Will reduce damage target has by 1 hit every minute as long as caster concentrates. If the caster is unconscious this spell will operate on him without concentration. See Appendix 7.1.1 for more on subconscious spells.
8. **Healing V** — [D:P; R:touch] As *Healing I* except that target is healed of 5d10 concussion hits.
9. **Frost/Burn Relief III** — [D:P; R:touch] As *Frost/Burn Relief I*, except caster can heal 3 areas of mild damage or 1 area of severe damage (e.g., 3rd degree burn) or a combination of 1 mild and 1 moderate area of damage.
10. **Awakening** — [D:—; R:100'] Target is instantly awake.

## DETECTION MASTERY

1. **Detect Channeling** — [D:1 min/lvl (C); R:50'] Detects any active spell or item from the Channeling realm; caster can concentrate on a different 5'R each round.
2. **Detect Essence** — [D:1 min/lvl (C); R:50'] As *Detect Channeling*, except realm is Essence.
3. **Detect Mentalism** — [D:1 min/lvl (C); R:50'] As *Detect Channeling*, except realm is Mentalism.
4. **Detect Life** — [D:1 min/lvl (C); R:50'] As *Detect Channeling*, except detects living beings.
5. **Detect Curse** — [D:1 min/lvl (C); R:50'] As *Detect Channeling*, except detects curses on people or things.
6. **Detect Undead** — [D:1 min/lvl (C); R:50'] As *Detect Channeling*, except detects the presence of Undead.
7. **Detect Traps** — [D:1 min/lvl (C); R:50'] As *Detect Channeling*, except it gives a 75% chance of detecting a trap (trap sophistication modifiers may reduce or enhance this chance). See Section 7.1.28 for information on trap complexity.
8. **Life Typing** — [D:—; R:50'] As *Detect Channeling*, except it analyzes one living being; giving race, age, and current state of health.

9. **Detect Invisible** — [D:1 min/lvl (C); R:50'] As *Detect Channeling*, except detects invisible things. All attacks against an invisible target suffer a -50 penalty (instead of the standard -100). See Section 7.1.10 for more in Invisibility.
10. **Perceive Power I** — [D:1 min/lvl (C); R:50'] As *Detect Channeling*, except it will give an estimate of the power (i.e., level) of the person, item, or spell examined.

## LIGHT'S WAY

1. **Projected Light** — [D:10 min/lvl; R:self] Beam of light (like a flashlight) springs from the caster's palm; 50' effective range. If the caster closes his fist, the light will "turn off;" when the fist is opened, the light will come back on (so long as the spell duration has not expired).
2. **Light I** — [D:10 min/lvl; R:touch] Lights a 10'R area about the point touched; if the point is on a mobile object or being, it will move with the object/being. See Section 7.1.7.
3. **Aura** — [D:10 min/lvl; R:10'] Creates a bright aura about the target, making him appear more powerful and subtracting 10 from all attacks against the target.
4. **Light II** — [D:10 min/lvl; R:touch] As *Light I*, except 1 or 2 areas can be created with a total radius of 20' (e.g., one area of 20' or two areas of 10').
5. **Sudden Light** — [D:—; R:100'] Causes a 10'R burst of intense light, all within are stunned for 1 round per 10 failure.
6. **True Aura** — [D:10 min/lvl; R:10'] As *Aura*, except it makes him appear very powerful; subtracting 15 from all attacks against the target.
7. **Shock Bolt** — [D:—; R:100'] A bolt of intense, charged light is shot from the palm of the caster at the target; results are determined on the Shock Bolt Attack Table.
8. **Light III** — [D:10 min/lvl; R:touch] As *Light II*, up to 3 areas can be created with a total radius of 30'.
9. **Utterlight I** — [D:1 min/lvl; R:touch] As *Light I*, except it is the equivalent of full daylight; it also nullifies all magically created darkness for the duration.
10. **Waiting Light** — [D:10 min/lvl; R:touch] As *Light I*, except caster can delay the spell up to 24 hours; it can be triggered by one of the following (decided by caster): elapsed time, specific movements, specific sounds, or touch.

## LOFTY MOVEMENTS

2. **Edgewalking** — [D:1 min/lvl; R:10'] Target can walk along narrow edges (down to 2" wide) that can support his weight. Maneuver rolls are not normally required.
4. **Limbwalking** — [D:1 min/lvl; R:10'] Target can walk along tree limbs as if he were on level ground.
5. **Stonewalking** — [D:1 min/lvl; R:10'] Target can walk on stone surfaces of up to 60' as if he were on level ground.
6. **Waterwalking** — [D:1 min/lvl; R:10'] Target can walk on water as if he were on level ground; may not be used on rough water.
7. **Merging Organic** — [D:1 min/lvl; R:10'] Target can merge into organic material (live or dead). While merged, the target cannot move or perceive. When the target emerges from the material, he can emerge from any side or face of the material. The target cannot move "through" material greater in width than his own body size plus 2 feet.
8. **Store Sanctuary** — [D:P; R:self] Caster "stores" a location for use with spells later on this list. While casting this spell, the caster must meditate for one hour in the location that will be stored. The caster can only have one sanctuary stored at a time. As long as this location remains "stored," it will detect as a magical (i.e., "holy") place.
9. **Limbrunning** — [D:1 min/lvl; R:10'] As *Limbwalking*, except target can run.
10. **Stonerunning** — [D:1 min/lvl; R:10'] As *Stonewalking*, except target can run.

# OPEN CHANNELING

## NATURE'S LAW

2. **Plant Lore** — [D:—; R:10'] Caster learns nature, history, and value of any 1 plant.
3. **Herb Lore** — [D:—; R:10'] Caster can understand the nature, origin, and value of any 1 herb; if the plant is not an herb, no information will be related.
5. **Stone Lore** — [D:—; R:10'] Caster learns the nature, history, and origin of any 1 stone.
6. **Speed Growth** — [D:1 day; R:10'] Caster can increase speed of growth for any 1 species of plant within the radius by 10 times.
7. **Animal Tongues** — [D:1 min/lvl; R:self] Allows caster to understand and "speak" the language of any 1 animal species.
9. **Animal Mastery I** — [D:C; R:100'] Caster can control the actions of any 1 animal.
10. **Nature's Awareness I** — [D:C; R:100'] Caster can monitor animate activity in the area (e.g., he will be aware of subtle movements). For the duration of the spell, the caster cannot move.

## PURIFICATIONS

1. **Disease Purification** — [D:P; R:touch] Stops infection and/or spread of a disease in 1 target after he has acquired the disease. No further damage will occur in uninfected areas of the body.
2. **Food Preservation** — [D:1 week; R:touch] This spell perfectly preserves one day's worth of food for 1 week, after which it will spoil normally.
3. **Poison Purification** — [D:P; R:touch] Neutralizes any 1 poison in the system of 1 target. *Note: Damage already sustained is not cured.*
4. **Disease Resistance I** — [D:10 min/lvl; R:touch] For the duration of the spell, target gets an additional RR versus any disease(s).
5. **Poison Resistance I** — [D:10 min/lvl; R:touch] For the duration of the spell, target gets an additional RR versus any poison(s).
6. **Sustenance Purification** — [D:P; R:touch] This spell neutralizes abnormal diseases, poison, and other similar substances in one day's worth of food and/or water. It will not neutralize a poison or similar substance that is a natural part of the food (e.g., it will not neutralize the natural poison in poisoned mushrooms).
8. **Disease Resistance II** — [D:10 min/lvl; R:touch] As *Disease Resistance I*, except target gets 2 additional RRs.
9. **Poison Resistance II** — [D:10 min/lvl; R:touch] As *Poison Resistance I*, except target gets 2 additional RRs.
10. **Mind Disease Cures** — [D:P; R:touch] Target is cured of any 1 mind disease, recovery 1-50 days.

## SOUND'S WAY

1. **Speech I** — [D:C; R:10'] Target is able to communicate basic ideas in the language of a specific being (e.g., hungry, thirsty, bathroom, peace, etc.). For the duration of the spell, the target has the equivalent of skill rank 2 in the language.
3. **Quiet I** — [D:1 min/lvl; R:100'] Creates a 1'R area around the target, into and out of which sound cannot travel; if the point is on a mobile object or being, it will move with the object/being; +25 to Stalking attempts. See Section 7.1.7.
5. **Soundwall I** — [D:10 min/lvl; R:100'] Creates a plane (up to 20' x 20'), through which sound will not pass.
6. **Speech II** — [D:C; R:10'] As *Speech I*, except target can communicate in more complex concepts, although there is a good chance of misinterpretations. For the duration of the spell, the target has the equivalent of skill rank 4 in the language.
7. **Silence I** — [D:1 min/lvl; R:100'] As *Quiet I*, except radius is 10'.
8. **Quiet III** — [D:1 min/lvl; R:100'] As *Quiet I*, except 3 targets can be affected.
10. **Soundwall V** — [D:10 min/lvl; R:100'] As *Soundwall I*, except 5 such walls are created. Each Soundwall must be connected to at least one other Soundwall.

## SPELL DEFENSE

1. **Protection I** — [D:1 min/lvl; R:10'] Subtracts 5 from elemental attack rolls against the target, and adds 5 to all of the target's RRs versus spells.
2. **Cancel Channeling** — [D:C; R:self] When the caster of this spell is a target of a spell from the realm of Channeling, the "incoming" spell must first make an RR before the caster makes an RR. For RR purposes, each spell uses a level equal to its caster's level. If the "incoming" spell passes the RR, it may target the caster of this spell normally; otherwise the incoming spell has no effect on this target.
3. **Protection Sphere I** — [D:C; R:10'] As *Protection I*, except for duration and all beings within 10' of target get the benefits.
4. **Cancel Essence** — [D:C; R:self] As *Cancel Channeling*, except the caster is protected from spells in the realm of Essence.
5. **Protection II** — [D:1 min/lvl; R:10'] As *Protection I*, except bonuses are 10.
6. **Cancel Mentalism** — [D:C; R:self] As *Cancel Channeling*, except the caster is protected from spells in the realm of Mentalism.
7. **Protection Sphere II** — [D:C; R:10'] As *Protection Sphere I*, except bonuses are 10.
8. **Dispel Channeling I** — [D:C; R:10'] Any active spell from the realm of Channeling that is on the target must make an RR (use the level of that spell's caster as the spell's level). If the spell fails its RR, it is dispelled.
9. **Channeling Shield** — [D:1 min/lvl; R:self] Creates a shimmering shield in front of the caster. This shield subtracts 10 from all frontal Channeling attack rolls on the caster (base and elemental). If the caster performs no other actions during a round, he can "parry" (as with a normal shield) one spell attack. The parry bonus is equal to the sum of all the bonuses that the caster would normally have for his spell's base attack roll.
10. **Protection III** — [D:1 min/lvl; R:10'] As *Protection I*, except bonuses are 15.

## WEATHER WAYS

1. **Living Gauge** — [D:C; R:self] Caster can ascertain information from the surrounding atmosphere. Information that may be gained includes: temperature, humidity, barometric pressure, and wind speed. The caster can gain a different piece of information each round.
2. **Rain Prediction** — [D:—; R:self] Gives caster a 95% chance of predicting the time and type of precipitation (±15 minutes) over the next 24 hour period.
4. **Storm Prediction** — [D:—; R:self] As *Rain Prediction*, except it allows a 95% chance of predicting the time and type of a storm, ±15 minutes over the next 24 hour period.
5. **Weather Prediction I** — [D:—; R:self] As *Rain Prediction* except it allows 95% chance of predicting time, type, and severity of weather (±15 minutes) over the next 24 hour period.
7. **Breeze Call** — [D:1 md/lvl; R:self] Caster causes a breeze to come forth that will drive out any gaseous matter (cloud, etc.) and subtracts from all missile attacks (-10). Once set, the direction of the breeze will not change.
8. **Fog Call** — [D:1 min/lvl; R:self] Caster causes fog to arise that obscures all vision in and through the radius. All missile attacks into or out of the fog are modified by -10 to -50 (GM's discretion).
10. **Weather Prediction III** — [D:—; R:self] As *Weather Prediction I*, except that caster has a 95% chance of predicting weather over a 3 day period.

# CLOSED CHANNELING

## BLOOD LAW

1. **Flowstop I** — [D:—; R:touch] Allows caster to stop bleeding on a wound that is bleeding 1 hit per round; target may not be moved, or bleeding will resume at prior rate.
2. **Flowstop III** — [D:—; R:touch] As *Flowstop I*, except that caster can stop bleeding on a wound that is bleeding up to 3 hits per round (total).
3. **Clotting I** — [D:—; R:touch] Allows caster to stop bleeding on a wound that is bleeding 1 hit per round; for 1 hour, target can move at no more than a walking pace, or bleeding will resume at prior rate.
4. **Flowstop V** — [D:—; R:touch] As *Flowstop I*, except that caster can stop bleeding in a wound that is bleeding up to 5 hits per round.
5. **Limb Preservation\*** — [D:1 day/lvl; R:touch] Instantaneous. Allows caster to prevent the deterioration of 1 limb (even while severed); also requires use of same spells from Muscle Law, Bone Law, and Nerve Law.
6. **Cut Repair I** — [D:P; R:touch] Allows caster to stop bleeding from 1 wound that is bleeding 1 hit per round.
7. **Clotting III** — [D:—; R:touch] As *Clotting I*, except that caster can stop bleeding in a wound that is bleeding up to 3 hits per round (total).
8. **Minor Vessel Repair** — [D:P; R:touch] Allows caster to completely mend a damaged minor blood vessel (a vessel that bleeds at up to 3 hits per round, not major arteries or veins).
9. **Cut Repair III** — [D:P; R:touch] As *Cut Repair I*, except that caster can repair wound(s) that bleed(s) up to 3 hits per round (total); three 1 hit per round wounds or one 3 hit per round wound or one 2 hit per round and one 1 hit per round wound can be healed.
10. **Major Vessel Repair** — [D:P; R:touch] Allows caster to repair 1 damaged blood vessel of any size, including severed veins and arteries; recovery time: 1-10 days, depending on size of vessel and severity of damage. A major vessel is one that bleeds at 5 hit per round or more when severed.

## BONE LAW

1. **Bone Lore** — [D:—; R:touch] Caster acquires complete understanding of any bone damage, including the tools and methods required for healing. Caster does not receive the skill or power to perform the cure.
3. **Minor Fracture Repair** — [D:P; R:touch] Allows caster to mend one simple fracture (not compound fractures, shatters, joint damage, etc.). Recovery time is one day.
4. **Cartilage Repair** — [D:P; R:touch] Allows caster to repair all cartilage damage around one joint. Recovery time is one day.
5. **Limb Preservation\*** — [D:1 day/lvl; R:touch] Instantaneous. Allows caster to prevent the deterioration of one limb (even if severed). Also requires the use of the same spell from Nerve Law, Muscle Law, and Blood Law.
6. **Major Fracture Repair** — [D:P; R:touch] As *Minor Fracture Repair*, except that the caster can also repair compound fractures. Recovery time is one day.
8. **Skull Repair** — [D:P; R:touch] Allows caster to mend one fracture in a skull (but not a shattered area). Recovery time is 1-10 days (depending on the damage).
10. **Joint Repair** — [D:P; R:touch] Allows caster to repair one broken (but not

## CALM SPIRITS

2. **Calm I** — [D:1 min/lvl; R:100'] Target will take no aggressive/offensive action, and will fight only if attacked.
4. **Calm II** — [D:1 min/lvl; R:100'] As *Calm I*, except 2 targets may be affected.
5. **Hold Kind** — [D:C; R:100'] Humanoid target is held to 25% of normal action.
6. **Calm III** — [D:1 min/lvl; R:100'] As *Calm I*, except 3 targets may be affected.
8. **Calm IV** — [D:1 min/lvl; R:100'] As *Calm I*, except 4 targets may be affected.
9. **Calm V** — [D:1 min/lvl; R:100'] As *Calm I*, except 5 targets may be affected.
10. **Mass Animal Calming I** — [D:2 min/lvl; R:100'] Caster can calm a number of animals equal to his level.

## CREATIONS

2. **Sustain Self** — [D:1 day; R:self] Allows caster to go without food or water and not suffer damage (i.e., provides nutrition and water for 1 day).
3. **Water Production I** — [D:P; R:10'] Caster can produce sufficient in any available receptacle to supply a being for one day.
4. **Food Production I** — [D:P; R:10'] Caster can produce sufficient food from the surrounding area to feed 1 hearty appetite for 1 day.
5. **Fire Starting** — [D:—; R:1'] Allows caster to set a fire of 1'R; fire will then last as long as there is fuel. A target in the 1'R will take an 'A' Heat critical.
6. **Nutrient Conjures I** — [D:P; R:10'] Caster can produce 1 loaf of waybread that weighs .5lb and will support 1 being for 1 day; the loaf will lose potency in 1 month.
7. **Water Production III** — [D:P; R:10'] As *Water Production I*, except caster can produce 3 days of water.
8. **Food Production III** — [D:P; R:10'] As *Food Production I*, except caster can produce sufficient food to feed 3 beings for 1 day.
9. **Herb Enhancement** — [D:P; R:touch] Allows caster to enhance the potency of any 1 growing herb by 100% (i.e., x2); spell may be employed only once per herb.
10. **Water Production V** — [D:P; R:10'] As *Water Production I*, except caster can produce 5 days of water.

## LOCATING WAYS

2. **Guess** — [D:—; R:self] When faced with a choice about which he has little or no information (e.g., which corridor leads outside the quickest) the caster may cast this spell and the Gamemaster will determine which way he goes, biasing the choice favorable by 25% (e.g. roll 1-100: correct on 26-100, incorrect on 01-25).
3. **Pathfinding I** — [D:—; R:100'] Caster learns the location(s) of any "path(s)" within 100'; gives the nearest point on path, but not the path's course.
4. **Guidance** — [D:10 min/lvl(C); R:100'/lvl] The caster is subtly directed (hints and clues) towards a specific destination (within 100'/lvl) by guidance from his deity. The exact form of the guidance may vary from deity to deity (e.g., a deity of water might leave hints in the rocks of a stream, etc.). For the duration of the spell, the caster must concentrate on following the guidance.
5. **Location I** — [D:—; R:100'] Gives the direction and distance to any specific object or place that the caster is familiar with or has had described in detail.
6. **Pathfinding II** — [D:—; R:300'] As *Pathfinding I*, except range is 300'.
8. **Location II** — [D:—; R:300'] As *Location I*, except range is 300'.
9. **Pathfinding III** — [D:—; R:500'] As *Pathfinding I*, except range is 500'.
10. **Location III** — [D:—; R:500'] As *Location I*, except range is 500'.



# CLOSED CHANNELING

## LORE

1. **Afterthoughts** — [D:—; R:self] Allows caster virtual total recall of any conversation or writing he encountered within a period of days equal to his level.
2. **Detect Evil** — [D:1 min/lvl; R:100'] Detects "true evil" in an animate or inanimate target; caster can concentrate on a 5'R area each round.
3. **Detect Curse** — [D:1 min/lvl; R:100'] As *Detect Evil*, except caster can detect curses.
4. **Detect Emotion** — [D:1 min/lvl; R:100'] As *Detect Evil*, except caster can detect extremes of emotion (e.g., hatred, love, sadness, etc.). In addition, the caster learns which emotions the target is feeling in extreme. If there are no extremes of emotion (i.e., only normal feelings), this spell detects nothing.
5. **Light Lore I** — [D:—; R:10'] Caster can ascertain the origin point and nature of any 1 "holy item" that is not "of darkness" or "of evil;" will not give specific capabilities.
6. **Poison Lore** — [D:—; R:10'] Caster can ascertain exact nature and type of poison; he can determine what cure may be used, but does not receive the required tools or skills.
8. **Life Lore** — [D:—; R:100'] Caster can determine the nature and type of any 1 living target. He will not be able to ascertain the target's personal traits or capabilities, but will know the normal abilities associated with the target's species.
10. **Curse Tales** — [D:—; R:10'] Caster can determine nature and origin of any 1 curse, including the name of the one who bequeathed it.

## MUSCLE LAW

1. **Muscle Lore** — [D:—; R:touch] Caster acquires a complete understanding of any muscle damage, including the tools and methods required for healing; caster does not receive the skill or power to perform the cure.
2. **Tendon Lore** — [D:—; R:touch] As *Muscle Lore*, except the knowledge obtained concerns the healing of tendon damage.
3. **Sprain Repair** — [D:P; R:touch] Allows caster to repair (not replace) 1 sprain; recovery time: 1 hour.
4. **Muscle Repair I** — [D:P; R:touch] Allows caster to repair (not replace) 1 damaged muscle; recovery time: 1 hour.
5. **Limb Preservation\*** — [D:1 day/lvl; R:touch] Instantaneous. Allows caster to prevent the deterioration of 1 limb (even while severed); also requires use of same spells from Nerve Law, Bone Law, and Blood Law.
6. **Tendon Repair I** — [D:P; R:touch] Allows caster to repair one damaged tendon; recovery time: 1 hour.
9. **Muscle Repair III** — [D:P; R:touch] As *Muscle Repair I*, except caster can repair 3 damaged muscles.
10. **Tendon Repair III** — [D:P; R:touch] As *Tendon Repair I*, except caster can repair 3 damaged tendons.

## NERVE LAW

1. **Nerve Lore** — [D:—; R:touch] Caster acquires complete understanding of any nerve damage, including the tools and methods required for healing; caster does not receive the skill or power to perform the cure.
4. **Minor Nerve Repair** — [D:P; R:touch] Allows caster to repair minor damage to 1 nerve; requires 1 day recovery period. Minor damage is defined as any nerve damage that results in penalties up to -20.
5. **Limb Preservation\*** — [D:1 day/lvl; R:touch] Instantaneous. Allows caster to prevent the deterioration of 1 limb (even while severed); also requires use of same spells from Muscle Law, Bone Law, and Blood Law.
9. **Major Nerve Repair** — [D:P; R:touch] As *Minor Nerve Repair*, except will heal any nerve damage.
10. **Unparalysis** — [D:10 min/lvl; R:touch] Caster can cure any 1 paralysis problem.

## ORGAN LAW

1. **Organ Lore** — [D:—; R:touch] Caster acquires complete understanding of any organ damage, including the tools and the methods required for healing; caster does not receive the skill or power to perform the cure.
3. **Nasal Repair** — [D:P; R:touch] Allows caster to repair any nose damage short of complete nose loss; requires 6-60 minutes depending on damage.
5. **Minor Ear Repair** — [D:P; R:touch] Caster can repair any external damage, including ear loss (regeneration takes 1-10 hours).
6. **Minor Eye Repair** — [D:P; R:touch] Allows caster to repair any minor eye damage (e.g., corneal scratch, removal of foreign object, etc.).
9. **Major Ear Repair** — [D:P; R:touch] As *Minor Ear Repair* except that caster can repair any interior or exterior damage; hearing is restored in 1-10 days (note that complete replacement of the inner ear is an exception).

## SYMBOLIC WAYS

1. **Analyze Symbol** — [D:—; R:50'] Caster learns what spell is emplaced within one *Symbol* within 50'. The *Symbol* will not be triggered (unless specifically created to be triggered by an *Analyze Symbol* spell).
2. **Spell Prime** — [D:varies; R:self] This spell "primes" the next spell cast by the caster—that spell is treated as if it were instantaneous. The PP cost of this spell is equal to the highest level that the caster desires to be primed. For example, if the caster wants any fourth level spell (or less) to be treated as instantaneous, this spell will cost 4 PPs. In addition, when casting this spell, the caster must pray for one minute per PP spent in the spell. For example, if the caster spends 4 PPs on this spell, he must pray for 4 minutes before this spell is completed. Any interruption of this process results in the failure of this spell. The effects of this spell end when the caster casts his next spell (even if the next spell is higher level than the number of PPs expended on this spell). (Got all that?)
3. **Unsymbol I** — [D:P; R:10'] Caster can remove one *Symbol I* (an emplaced 1st level spell). The *Symbol's* RR is based on the level of the spell in the *Symbol* spell (the target level) and the level of the *Unsymbol* spell (the attack level).
5. **Symbol I (F)** [D:P; R:10'] Caster can emplace one 1st level spell on any 1 given non-mobile stone (see below). Within one minute, the spell to be emplaced must also be cast (within 10'). The symbol is usually visible, but is only required to be visible if reading is the trigger (see below).
  - The *Symbol* must be placed on a slab of stone (block, piece, etc.) weighing at least 2,000 pounds. Only one *Symbol* may be placed on each continuous slab. The stone may not be moved without dispelling the *Symbol*.
  - A *Symbol* can be triggered by one of the following (decided by caster): time period, specified movements, specified sounds, touch, reading, violent actions in the area, etc. The triggering range is normally 10' or the range of the emplaced spell, whichever is larger.
  - If the spell emplaced is an attack spell, the attack level is the spell's level (i.e., for *Symbol I* the attack level is always 1st level, **not** the level of the caster). If the spell is an elemental attack, the OB is normally +0. However, the attack can be focused on a location (as opposed to simply the person who triggers the symbol). In this case, the OB is +50.
  - Normally, if the *Symbol* affects a being or thing (e.g., healing, attacks, etc.), it can be triggered only once per day.
7. **Symbol II (F)** [D:P; R:10'] As above, except a 2nd level spell is emplaced.
8. **Unsymbol II (F)** [D:P; R:10'] As above, except 2nd level spell is removed.
9. **Symbol III (F)** [D:P; R:10'] As above, except a 3rd level spell is emplaced.
10. **Analyze Symbol True (I)** [D:—; R:50'] As *Analyze Symbol*, except caster learns what spells are emplaced in all *Symbols* within a 50'R.

# OPEN ESSENCE

## DELVING WAYS

2. **Text Analysis I** — [D:1 min/lvl(C); R:self] Caster can read text written in an unknown language, but only understand basic concepts of it. This spell gives the caster the equivalent of rank 2 knowledge in a written language.
3. **Stone Analysis** — [D:—; R:10'] Gives nature and origin of natural stone, and when and how worked stone was obtained and worked.
4. **Metal Analysis** — [D:—; R:10'] As *Stone Analysis*, except metal may be examined.
5. **Gas Analysis** — [D:—; R:10'] As *Stone Analysis*, except gas may be examined.
7. **Text Analysis II** — [D:1 min/lvl(C); R:self] As *Text Analysis I*, except gives a complete technical analysis (vocabulary and syntax) but not an understanding of idioms (jargon), implications, or cultural references. This spell gives the caster the equivalent of rank 5 knowledge in a written language.
8. **Liquid Analysis** — [D:—; R:10'] As *Stone Analysis*, except liquid may be examined.
10. **Delving** — [D:—; R:touch] Gives significant details about an item's construction and purpose (not specific powers).

## DETECTING WAYS

1. **Detect Essence** — [D:1 min/lvl(C); R:100'] Detects any active spell or item from the Essence realm. Caster can concentrate on a 5'R area each round.
2. **Detect Mentalism** — [D:1 min/lvl(C); R:100'] As *Detect Essence*, except realm is Mentalism.
3. **Detect Channeling** — [D:1 min/lvl(C); R:100'] As *Detect Essence*, except realm is Channeling.
5. **Detect Invisible** — [D:1 min/lvl(C); R:100'] As *Detect Essence*, except detects invisible things. All attacks against something so detected are modified by -50.
6. **Detect Traps** — [D:1 min/lvl(C); R:100'] As *Detect Essence*, except it gives a 75% chance of detecting a trap (trap sophistication may modify this chance).
7. **Detect Evil** — [D:1 min/lvl; R:100'] As *Detect Essence*, except detects if a being is evil or an item created by evil or long used by a very evil person.
8. **Location I** — [D:1 min/lvl; R:100'] Gives the direction and distance to any specific object or place that the caster is familiar with or has had described in detail.
10. **Perceive Power I** — [D:1 min/lvl(C); R:100'] As *Detect Essence*, except it will give an estimate of the power of the person (level) or item or spell examined.

## ELEMENTAL SHIELDS

1. **Resist Light** — [D:1 min/lvl; R:10'] Target is totally protected from all natural light (includes glare, sunburn, and temporary blinding; but not lightning); +10 to all RRs vs light (electricity); -10 to elemental electricity attacks.
2. **Resist Heat** — [D:1 min/lvl; R:10'] As *Resist Light*, except protects against natural heat to 200° F and modifies spells involving heat by 10.
3. **Resist Cold** — [D:1 min/lvl; R:10'] As *Resist Light*, except protects against natural cold to -20° F and modifies spells involving cold by 10.
4. **Resist Light Sphere** — [D:1 min/lvl; R:10'] As *Resist Light*, except all beings within 10'R of target are protected.
5. **Resist Heat Sphere** — [D:1 min/lvl; R:10'] As *Resist Heat*, except all beings within 10'R of target are protected.
6. **Resist Cold Sphere** — [D:1 min/lvl; R:10'] As *Resist Cold*, except all beings within 10'R of target are protected.
8. **Lightarmor** — [D:1 min/lvl; R:10'] As *Resist Light*, except protects against all natural light and electricity and modifies spells involving light (electricity) by 20.
9. **Heatarmor** — [D:1 min/lvl; R:10'] As *Lightarmor*, except protects against heat.
10. **Coldarmor** — [D:1 min/lvl; R:10'] As *Lightarmor*, except protects against cold.

## ESSENCE HAND

1. **Vibrations I** — [D:1 rnd/lvl; R:100'] Causes an object of up to 1 pound mass to vibrate rapidly; if fragile it may break (roll a RR). If it is an object held by a being the being must make a RR or fumble it (each round).
2. **Staying I** — [D:1 min/lvl; R:100'] Exerts 1 pound of pressure on a person or object. Object cannot be moved by staying alone, and pressure can only be in one direction.

3. **Telekinesis I** — [D:1 min/lvl(C); R:100'] Can move one object, up to 1 pound in mass, up to 1' per second (with no acceleration). If the caster stops concentration before the duration is up, the object remains stationary as if it had a *Staying* spell of an equal weight limit cast upon it.
4. **Vibrations II** — [D:1 rnd/lvl; R:100'] As *Vibrations I*, except mass limit is 5 pounds.
5. **Staying II** — [D:1 min/lvl; R:100'] As *Staying I*, except mass limit is 5 pounds.
6. **Telekinesis II** — [D:1 min/lvl(C); R:100'] As *Telekinesis I*, except mass limit is 5 pounds.
7. **Vibrations III** — [D:1 rnd/lvl; R:100'] As *Vibrations I*, except mass limit is 25 pounds.
8. **Staying III** — [D:1 min/lvl; R:100'] As *Staying I*, except mass limit is 25 pounds.
9. **Vibrations IV** — [D:1 rnd/lvl; R:100'] As *Vibrations I*, except mass limit is 50 pounds.
10. **Aiming** — [D:1 rnd(C); R:touch] By concentrating on the mind of a missile firer and the flight of the missile, the caster causes +50 to be added to the attack roll of the missile. The caster must concentrate, touch the firer and see the missile for the entire round that the missile is fired.

## PHYSICAL ENHANCEMENT

1. **Mannish Scale\*** — [D:—; R:1'] Instantaneous. Caster can tell the exact dimensions, mass, and/or weight of one object.
2. **Sly Ears** — [D:10 min/lvl; R:10'] Target gains double normal hearing. The results in +50 to Perception involving only hearing, +25 to Perception involving hearing and other senses.
3. **Balance\*** — [D:varies; R:10'] Instantaneous. Target may add +50 to any maneuver rolls for one slow maneuver (e.g., walking a 3" beam).
4. **Nightvision** — [D:10 min/lvl; R:10'] Target can see 100' on a normal night as if it were daylight. See Section 7.1.19.
5. **Sidevision** — [D:10 min/lvl; R:10'] Target has a 300° field of vision. The flank bonus for attacks against the target is lowered to +5 and the rear bonus is lowered to +15.
6. **Sounding** — [D:10 min/lvl; R:10'] Target's voice has its loudness tripled. This has no effect on spell casting capabilities (it simply allows the caster to make himself heard without difficulty over long distances).
7. **Watervision** — [D:10 min/lvl; R:10'] As *Nightvision*, except target can see 100' in even murky water.
8. **Waterlungs** — [D:10 min/lvl; R:10'] Target can breathe water but not air.
9. **Heatvision** — [D:10 min/lvl; R:10'] As *Nightvision*, except target can see varying degrees of heat on the surfaces of objects. This spell does not allow the caster to see "through" things. While this vision is sufficient for moving around, it is not sufficient at all for reading or mapping.
10. **Gaslungs** — [D:10 min/lvl; R:10'] As *Waterlungs*, except target can breathe any gas as normal air.

## ESSENCE'S PERCEPTIONS

2. **Presence\*** — [D:1 rnd/lvl(C); R:10'] Instantaneous. Caster is aware of the presence of all sentient/thinking beings within 20'.
3. **Listen I** — [D:1 rnd/lvl(C); R:10'] Caster can pick a point up to 10' away and he will hear as if he were at that point (there can be intervening objects such as walls).
5. **Long Ear I** — [D:1 min/lvl(C); R:100'] Caster's point of hearing may be moved independently up to 100' away (moves at the rate of 10' per round). He must physically be able to go there (e.g., he could not send his point of hearing thorough walls or closed doors).
6. **Watch I** — [D:1 rnd/lvl(C); R:10'] As *Listen I*, except the caster sees from the fixed point (it can rotate).
7. **Long Eye I** — [D:1 min/lvl(C); R:100'] As *Long Ear I*, except the caster sees from the moving point (it can rotate).
8. **Listen II** — [D:1 rnd/lvl(C); R:100'] As *Listen I*, except the range is 100'.
10. **Telepathy** — [D:1 rnd/lvl(C); R:10'] Caster can read the surface thoughts of one target.

# OPEN ESSENCE

## LESSER ILLUSIONS

1. **Ventriloquism** — [D:C; R:100'] Caster can speak and his voice will appear to come from any point that he wants within 100' (point must be in his field of vision).
2. **Sound/Light Mirage** — [D:10 min/lvl(C); R:100'] Creates any simple, immobile image, scene, or sounds in an area up to 10'R, or creates a set of immobile sounds in an area up to 10'R.
3. **Taste/Smell Mirage** — [D:10 min/lvl(C); R:100'] As *Sound/Light Mirage*, except creates a set of immobile smells in the area of effect, or a set of immobile tastes in the area of effect.
4. **Illusions II** — [D:1 min/lvl; R:100'] Creates a simple, immobile image or scene up to an area of 10'R. One of the following options may also be chosen: a) an extra sense can be added (not the tactile or *Presence* senses), b) the duration can be doubled, c) the range can be doubled, or d) the radius of the area of effect can be doubled. All parts of the area of effect must be within the range of the spell (and all parts of the range must be in the caster's field of vision).
5. **Phantasm I** — [D:1 min/lvl(C); R:100'] Creates the image of one object or being that will move however the caster wants (as long as the caster concentrates). When the caster stops concentrating, the image remains but stops moving. The caster may resume concentration again later and make the image move again (presuming that the duration has not expired). The image can be of any size that would fit in a 10'R.
6. **Light Glamour** — [D:1 day/lvl; R:50'] Changes the visual appearance of one object. The target can be no larger than 10 pounds per level.
7. **Waiting Illusion II** — [D:varies; R:50'] As *Illusion II*, except it can be delayed up to 24 hours. At the time of casting, the caster must decide upon the trigger for the spell. The caster can choose one of the following: a) time period, b) specified movements, c) specified sounds, d) specified smells, e) specified tastes. If a sense is used to trigger the spell, that sense must be included in the illusion.
8. **Illusions III** — [D:1 min/lvl; R:100'] As *Illusion II*, except two options may be chosen. See the notes below for guidelines on how to combine the options.
9. **Phantasm II** — [D:1 min/lvl(C); R:100'] As *Phantasm I*, except one of the following options may also be chosen: a) an extra sense can be added (not the tactile or *Presence* senses), b) the duration can be doubled, c) the range can be doubled, d) the radius of the area of effect can be doubled, e) another image can be created and moved independently of the first (all separate images must be within the caster's field of vision and within range of the spell), or f) limited repetitious sounds, movements, etc can be added that do not require concentration of the caster (the proper senses involved must also be included with the illusion).
10. **Waiting Phantasm II** — [D:varies; R:100'] As *Phantasm II*, except it can be delayed as in *Waiting Illusion II*. The phantasm will move and act if given a simple command (at the time of casting), or it can deliver a short speech (if sound was one of the included senses).

## RUNE MASTERY

2. **Spell Store** — [D:varies; R:self] Caster may cast this spell with any spell he wants to store. The spell to be stored must be cast within one minute after the *Spell Store* is cast. The stored spell may then be cast later as an instantaneous spell. The *Spell Store* spell costs the same number of PPs as the spell that is stored. No other spell may be cast while a spell is stored.
3. **Rune I** — [D:varies; R:self] This spell inscribes a spell on a specially prepared piece of paper. The rune can then be used to cast the inscribed spell once. Spell to be inscribed must be cast within one minute after the *Rune #* spell is cast. Rune I can only inscribe 1st level spells. The rune can be set to affect reader.
6. **Rune II** — [D:varies; R:self] As *Rune I*, except up to 2nd level spells can be inscribed.
8. **Rune III** — [D:varies; R:self] As *Rune I*, except up to 3rd level spells can be inscribed.
10. **Rune V** — [D:varies; R:self] As *Rune I*, except up to 5th level spells can be inscribed.

## SPELL WALL

1. **Protection I** — [D: 1min/lvl; R:10'] Subtracts 5 from elemental attack rolls against the target and adds 5 to all of the target's RRs versus spells.
2. **Cancel Essence** — [D: C; R:self] When the caster of this spell is a target of a spell from the realm of Essence, the "incoming" spell must first make an RR before the caster makes an RR. For RR purposes, each spell uses a level equal to its caster's level. If the "incoming" spell passes the RR, it may target the caster of this spell normally; otherwise the incoming spell has no effect on this target.
3. **Protection Sphere I** — [D: 1min/lvl; R:self] As *Protection I*, except all beings within 10'R of target get the benefits.
4. **Cancel Mentalism** — [D: C; R:self] As *Cancel Essence* except affects spells from the realm of Mentalism.
5. **Protection II** — [D: 1min/lvl; R:10'] As *Protection I*, except bonuses are 10.
6. **Cancel Channeling** — [D: C; R:self] as *Cancel Essence*, except affects spells from the realm of Channeling.
7. **Protection Sphere II** — [D: 1min/lvl; R:self] As *Protection II*, except it has a 10'R as in *Protection Sphere I*.
8. **Dispel Essence Sphere I** — [D: C; R:self] As *Cancel Essence*, except for the area of effect (centered on the caster). If the radius encounters an already existing spell, that spell must make an RR (with a +30 modifier) or be cancelled.
9. **Essence Shield** — [D: C; R:self] Creates a shimmering shield in front of the caster. This shield subtracts 10 from all frontal Essence attack rolls on the caster (base and elemental). If the caster performs no other actions during a round, he can "parry" (as with a normal shield) one spell attack. The parry bonus is equal to the sum of all the bonuses that the caster would normally have for his spell's base attack roll.
10. **Mind Shield** — [D: C; R:self] As *Essence Shield*, except is effective only against Mentalism spells.

## UNBARRING WAYS

1. **Lock** — [D: —; R:100'] Caster can cause any lock he can see within 100' to be locked (the lock is just normally locked and can be opened normally).
2. **Magic Lock** — [D: 1 min/lvl; R:touch] A door (or container) can be magically "locked." The door can be broken down normally or the spell can be dispelled. Otherwise, the door cannot be opened for the duration of the spell.
3. **Locklore** — [D: —; R:touch] Gives the caster a +20 bonus for picking the lock analyzed. If the caster describes the information gained from this spell, that person will get a +10 bonus to picking the lock analyzed.
4. **Opening I** — [D: —; R:touch] When cast upon a lock, there is a 20% chance a normal lock will open, and a 45% chance that a *Magic Lock* will open. There is a 10% chance that any associated traps are set off. Rolls are open-ended, and the sophistication of the lock may modify the roll (see Section 7.1.29).
5. **Traplore** — [D: —; R:touch] As *Locklore*, except applies to disarming traps.
6. **Disarm I** — [D: —; R:touch] As *Opening I*, except its chances concern disarming traps (see Section 7.1.29).
7. **Jamming** — [D: P; R:50'] Causes a door to expand and jam into its frame. Roll d100 to determine the severity of the jam (a 01 means the door is only slightly stuck; a 100 means that the door is unopenable).
8. **Weakening** — [D: P; R:50'] Reduces the inherent strength of a door by 50%. All attempts to break down the door get a +50 bonus.
9. **Open Prison I** — [D: P; R:self] When cast, there is a 20% chance that all locks within the area of effect are unlocked (45% chance for *Magic Locks*). Roll separately for each lock in the area of effect. Rolls are open-ended, and the sophistication of the lock may modify the roll (see Section 7.1.29).
10. **Opening II** — [D: —; R:touch] As *Opening I*, except chance is 40% (90% for *Magic Locks*).

# CLOSED ESSENCE

## DISPELLING WAYS

1. **Cancel Essence I** — [D: C; R:self] When the caster of this spell is a target of a spell from the realm of Essence, the “incoming” spell must first make an RR before the caster makes an RR. For RR purposes, each spell uses a level equal to the level of its caster. If the “incoming” spell passes the RR, it may target the caster normally; otherwise, the incoming spell has no effect on this target.
2. **Cancel Mentalism I** — [D: C; R:self] As *Cancel Essence I*, except affects spells from the realm of Mentalism.
3. **Cancel Channeling I** — [D: C; R:self] As *Cancel Essence I*, except affects spells from the realm of Channeling.
4. **Dispel Essence I** — [D: —; R:10'] Any active spell from the realm of Essence that is on the target must make an RR (use the level of that spell's caster as the spells level). If the spell fails its RR, it is dispelled.
5. **Dispel Mentalism I** — [D: —; R:10'] As *Dispel Essence I*, except affects spells from the realm of Mentalism.
6. **Dispel Channeling I** — [D: —; R:10'] As *Dispel Essence I*, except affects spells from the realm of Channeling.
7. **Dispel Essence Sphere I** — [D: C; R:self] As *Dispel Essence I*, except for the area of effect (centered on the caster). If the radius encounters an already existing spell, the spell must make an RR (with a +30 modifier) or be cancelled (not dispelled) for as long as the active spell is inside the radius.
8. **Dispel Mentalism Sphere I** — [D: C; R:self] As *Dispel Essence Sphere I*, except only Mentalism spells are affected.
9. **Dispel Channeling Sphere I** — [D: C; R:self] As *Dispel Essence Sphere I*, except only Channeling spells are affected.
10. **Dispel Essence Sphere V** — [D: C; R:self] As *Dispel Essence Sphere I*, except radius is 50'.

## GATE MASTERY

1. **Familiar** — [D: P; R:touch] The caster can attune himself to a small creature (of creature intelligence) to serve as his familiar. The caster must obtain the creature through normal means (can be no more than 10% of caster's own mass) and cast this spell on the creature once per day for 1 week (concentrating for 2 hours per day). The caster can then control the familiar and view the world through its senses by concentrating on it (though the familiar must be within 50' per level). If the creature is killed, the caster will have a -25 modification to all actions for 2 weeks.
2. **Summons I** — [D: varies; R:100'] Caster can instantly summon a first level, non-intelligent creature that he can control. If the creature can understand the caster's communication (e.g., *Creature Tongues*), the creature can be controlled by normal communication. Otherwise, control is only maintained through concentration of the caster. The general type of the creature can be specified by the caster but exactly what the creature is should be determined by the GM (selected from creatures commonly found in the area where the spell is cast). If the creature was summoned to be used for a task that is not dangerous to the creature, the duration for this spell is 10 minutes per level of the caster. However, if the creature is ever put into a dangerous situation, the duration drops to 1 round per level of the caster.
3. **Companion** — [D: varies; R:100'] The caster can make a semi-intelligent being a companion. The companion can be no more than 50% of the caster's mass. The companion cannot be more intelligent than the caster. The relationship between the caster and the companion is not magical (and the caster must strive to maintain good relations with the companion or it will leave him). The relationship should be treated as a parent/child relationship. The companion will almost always obey a “do not” command (e.g., “Do not drink that potion”); but the companion may make an RR to resist a “do” command (e.g., “Go steal the eggs from the chickens”). The GM should determine when a command is a “do not” command and when a command is a “do” command (i.e., the commands do not have to have “do” or “do not” in them—it is the intent of the command that should be examined).
5. **Summons II** — [D: varies; R:100'] As *Summons I*, except caster can also choose one of the following options: a) the level of a summoned creature is increased by one, b) an extra first level creature can be summoned, or c) the duration can be doubled.
6. **Control Demon I** — [D: C; R:10'/lv] Allows the caster to control a Type I demon for the duration of the spell. At the time of casting, there is a 2% chance per Type of the demon that the demon can ignore the control.
7. **Summons III** — [D: varies; R:100'] As *Summons II*, except 2 options can be chosen.
8. **Lesser Demonic Gate** — [D: varies; R:10'] Caster summons a demon who gradually appears over the course of d10+1 rounds. The GM should roll d100 (not open-ended) to determine the type of the demon. A result of 1-60 summons a Type I demon. A result of 61-90 summons a Type II demon. A result of 91-100

summons a Type III demon. See Section 7.1.31 for results if demon is not “controlled” or “mastered” before it fully appears.

9. **Summons V** — [D: varies; R:100'] As *Summons III*, except 4 options can be chosen.

10. **Control Demon II** — [D: C; R:10'/lv] As *Control Demon I*, except Type I and Type II demons can be controlled.

## INVISIBLE WAYS

2. **Unseen I** — [D: 24 hours; R:10'] A single object is made invisible (1 garment, 1 naked body, etc.); until 24 hrs pass or the object is struck by a violent blow (being hit by a weapon, falling, etc.) or the object makes a violent move (i.e., an attack).
4. **Invisibility I** — [D: 24 hours; R:10'] As *Unseen I*, except everything within 1' of the target is invisible as long as it is within 1' and none of the *Unseen I* termination conditions occur. See Section 7.1.10.
6. **Invisibility II** — [D: 24 hours; R:10'] As *Invisibility I*, except the radius can vary up to 1' (chosen at the time of casting). This makes the invisible target harder to see. See Section 7.1.10.
8. **Invisibility Sphere I** — [D: 24 hours; R:10'] As *Invisibility I*, except radius is 10'.
10. **Unseen III** — [D: 24 hours; R:10'] As *Unseen I*, except 3 objects can be affected.

## LIVING CHANGE

1. **Shrink Self** — [D: 1 min/lvl; R:self] Caster may shrink by up to 50% his normal mass (height in most situations). The caster retains his previous strength.
2. **Enlarge Self** — [D: 1 min/lvl; R:self] As *Shrink Self*, except caster may increase his mass by 50% (height in most situations); there is no increase in his strength (except for movement purposes).
3. **Change Lore** — [D: —; R:100'] Allows caster to analyze the form of another being for future use with *True Change*.
5. **Change to Kind** — [D: 1 min/lvl; R:10'] Caster can alter the target's form to the form of any desired humanoid race. The form cannot be a specific form. For example, the target could take on the form of a Dwarf, but not the Dwarven king. Only physical form is gained (e.g., the target who becomes a Dwarf would not receive the dwarves ability to see in the dark). See Section 7.1.11.
7. **Shrink** — [D: 1 min/lvl; R:10'] As *Shrink Self*, except the maximum decrease is 10% of caster's mass per level (maximum of 90% of the target's mass) and it can be cast on any material that is living or was once living.
10. **Enlarge** — [D: 1 min/lvl; R:10'] As *Shrink*, except it increases target's mass up to 10% of caster's mass per level.

## RAPID WAYS

1. **Run I\*** — [D:10 min/lvl; R:10'] Instantaneous. Target may run at double his normal walking pace; he expends exhaustion points at the same rate he would if he were walking, once he stops or performs some other action the spell is canceled.
2. **Speed I\*** — [D:rnd; R:10'] Instantaneous. Target may act at twice his normal rate (i.e., 200% activity per round), but immediately afterwards must spend a number of rounds equal to the rounds speeded at half rate (i.e., only 50% normal activity per round). See 7.1.24 for more information.
3. **Speed Reading** — [D:10 min/lvl; R:10'] Target reads at a rate of 10 pgs./min.
4. **Speed II\*** — [D:varies; R:10'] Instantaneous. As *Speed I*, except duration is 2 rounds for one target or 1 round for each of 2 targets.
5. **Sprint I\*** — [D:10 min/lvl; R:10'] Instantaneous. Target may run at triple his normal walking pace and only expends exhaustion points at the same rate he would if he were walking. Once he stops or performs some other action the spell is canceled.
6. **Haste I\*** — [D:rnd; R:10'] Instantaneous. Target may act at twice his normal rate (i.e., 200% activity). See Section 7.1.24 for more information.
7. **Speed III\*** — [D:varies; R:10'] Instantaneous. As *Speed I*, except duration is 3 rounds split among one to three targets (in any combination).
8. **Haste II\*** — [D:varies; R:10'] Instantaneous. As *Haste I*, except duration is 2 rounds for one target or 1 round for each of 2 targets.
9. **Fast Sprint\*** — [D:10 min/lvl; R:10'] Instantaneous. Target may run at four times his normal walking pace and only expend exhaustion points at the same rate he would if he were walking, but once he stops or performs some other action the spell is canceled.
10. **Speed V\*** — [D:varies; R:10'] Instantaneous. As *Speed III*, except duration is 5 rounds split among one to five targets (in any combination).

# CLOSED ESSENCE

## SHIELD MASTERY

1. **Enchanted Shield** — [D:1 min/lvl; R:10'] Caster temporarily enchants a non-magic, non-metal shield with a +10 Defensive Bonus (DB).
2. **Shield\*** — [D:1 min/lvl; R:self] Instantaneous. Creates an invisible force shield in front of the caster. This functions as a normal shield (subtracting 25 from appropriate attacks, etc.), except it does not occupy a hand. This spell cannot be combined with a "real" shield.
3. **Blur\*** — [D:1 min/lvl; R:10'] Instantaneous. Causes target to appear blurred to attackers. This subtracts 10 from all attacks.
4. **Enchanted Robes** — [D:1 min/lvl; R:10'] Caster temporarily enchants one robe to confer a +10 DB.
5. **Deflections I\*** — [D:—; R:100'] Instantaneous. Caster can deflect any one missile that passes within 100' of him (caster must be able to see the missile). This causes 100 to be subtracted from the missile's attack.
6. **Enchanted Leather** — [D:1 min/lvl; R:10'] Caster temporarily enchants one non-magic suit of leather (usually a shirt) with a +10 DB.
7. **Bladeturn I\*** — [D:—; R:100'] Instantaneous. Caster can deflect any one melee attack that he can see (and is within range). This causes 50 to be subtracted from the attack.
9. **Deflections II\*** — [D:—; R:100'] Instantaneous. As *Deflections I*, except 2 missiles may be affected.
10. **Aim Untrue I\*** — [D:—; R:100'] Instantaneous. Caster can deflect any one missile that passes within 100' of him (caster must be able to see the missile). This causes the missile to automatically miss its target.

## LOFTY BRIDGE

1. **Leaping** — [D: 1 rnd; R:100'] Allows the target to leap 50' laterally or 20' vertically in the round that the spell is cast.
2. **Landing** — [D: varies; R:100'] Allows the target to land safely after a fall up to 20' per level of the caster. In addition, the target may take that distance off the severity of any longer fall.
3. **Leaving I** — [D:—; R:10'] Caster teleports the target to a point up to 100' away. There can be no intervening "barriers" in a direct line between the target and the point. A "barrier" is defined as anything the target could not physically go through (e.g., a closed door is a barrier, a pit is not).
4. **Levitation** — [D: 1 min/ lvl; R:10'] Allows target to move up and down vertically at a rate of 10' per round. The spell does not confer any ability to control horizontal movement.
5. **Fly II** — [D: 1 min/ lvl; R:10'] Target can fly at a rate of 75' per round (approximately 5 mph). While *Fly* is active, normal movement (e.g., walking, running, etc.) is not allowed.
6. **Portal** — [D: 1 rnd/ lvl; R:touch] Opens a 3'x6'x3' portal in any solid surface. At the end of the duration, the surface is returned to its previous state. If anyone is in the area of effect when the spell effect ends, he is forced back to his point of entry.
7. **Fly II** — [D: 1 min/ lvl; R:10'] As *Fly I*, except rate is 150' per round.
8. **Long Door I** — [D: —; R:10'] As *Leaving I*, except target can pass through barriers by specifying exact distances. If the arrival point coincides with solid or liquid material, the target does not move; instead, he is stunned 1-10 rounds (the caster still expends the PPs for this spell).
9. **Leaving III** — [D:—; R:10'] As *Leaving I*, except movement range is 300'.
10. **Teleport I** — [D:—; R:10'] As *Long Door I*, except movement range is 10 miles per level. This can be very risky depending upon the caster's familiarity with the destination's locale. The following chances for failure exist: *Never seen place* (but has had described) = 50%; *Been briefly* (one hour or less) = 25%; *Studied* (been in for 24 hours) = 10%; *Studied carefully* (7 days) = 1%; *Lived in* (for at least one year) = .01%. In the case of failure, first determine the direction of the error (randomly). The amount of error is then determined by making a d100 (open-ended) to determine the distance of the error in feet.

## SPELL ENHANCEMENT

1. **Special Effects\*** — [D:varies; R:self] Instantaneous. Caster can add a minor smell, visual, or audio aspect to the next spell that he casts. This minor effect cannot increase or change the effects of the spell in any fashion.
2. **Extension II** — [D:varies; R:self] Causes the next spell that the caster casts (within 1 minute) to have double the normal duration. This spell is not cumulative with any other *Extension* spells.
4. **Ranging I** — [D:varies; R:self] Causes the next spell that the caster casts (within 1 minute) to have its range increased by 50'. This spell is not cumulative with any other *Ranging* spells.

5. **Extension III** — [D:varies; R:self] As *Extension II*, except duration is 3 x normal.
6. **Instant Ranging I\*** — [D:varies; R:self] Instantaneous. As *Ranging I*, except the casting time is instant.
7. **Increased Radius I** — [D:varies; R:self] Causes the next spell that the caster casts (within 1 minute) to have its area of effect increased by 5'. This spell is not cumulative with other *Increased Radius* spells.
8. **Ranging II** — [D:varies; R:self] As *Ranging I*, except range increase is 100'.
9. **Extension IV** — [D:varies; R:self] As *Extension II*, except duration is 4 times normal.
10. **Instant Ranging II\*** — [D:varies; R:self] Instantaneous. As *Instant Ranging I*, except range is increased by 100'.

## SPELL REINS

1. **Spell Store** — [D:varies; R:self] Caster may cast this spell with any spell he wants to store. The spell to be stored must be cast within one minute after the *Spell Store* is cast. The stored spell may then be cast later as an instantaneous spell. The *Spell Store* costs the same number of PPs as the spell that is stored. No other spell may be cast while a spell is stored.
2. **Identify Casting\*** — [D:—; R:self] Instantaneous. If the target of this spell is casting a spell, the caster will know what realm the spell is from and what type of spell the target is casting.
3. **Spell Hold I\*** — [D:1 rnd; R:100'] Instantaneous. The attack spell that is targeted with this spell must make an RR (using its caster's level as its level). If the RR succeeds, it will attack its original target as intended; otherwise, the effects of that spell are delayed for the duration of this spell. At the end of the duration, if the target of the held spell has moved more than 20', the held spell may randomly affect another target within 10' of the original target point. Base attack spells will suffer a -20 modification if not cast upon the original target. Elemental attack spell suffer a -30 modification if not cast upon the original target.
5. **Spell Bending I\*** — [D:—; R:100'] Instantaneous. Caster can deflect 1 elemental attack spell. The incoming spell must make an RR (using its caster's level as its level). If the RR succeeds, it will attack its target normally; otherwise, its attack roll is modified by -10 per 10 failure.
6. **Spell Hold II\*** — [D:2 rnds; R:self] Instantaneous. As *Spell Hold I*, except attack spells can be held up to 2 rounds.
8. **Spell Bending II\*** — [D:—; R:100'] Instantaneous. As *Spell Bending I*, except attack roll is modified by -20 per 10 failure.
9. **Spell Hold III\*** — [D:3 rnds; R:100'] Instantaneous. As *Spell Hold I*, except attack spells can be held up to 3 rounds.
10. **Reverse Spell I\*** — [D:—; R:100'] Instantaneous. The target elemental attack spell must make an RR (using its caster's level as its level) with a modification of +20 (in favor of the elemental attack spell). If the RR succeeds, it makes its attack as normal; otherwise, the elemental attack spell is reversed back on its caster. Resolve the attack with only a +0 OB.

## SPIRIT MASTERY

1. **Sleep V** — [D:—; R:100'] Causes target(s) to fall into a natural sleep. This spell can affect a number of targets whose levels total up to 5. The caster must be able to see all the targets. At the time of casting, the caster should designate target priority (i.e., affect target A; if levels are left, affect target B; etc.). The first 2 rounds of sleep are magical (the target cannot be awakened through normal means).
2. **Charm Kind** — [D:1 hr/lvl; R:100'] Target humanoid believes the caster is a good friend.
3. **Sleep VII** — [D:—; R:100'] As *Sleep V*, except a total of 7 levels can be affected.
4. **Confusion** — [D:1 rnd/5 failure; R:100'] Target is incapable of making decisions or initiating action. However, the target may continue to fight if already engaged; he may also fight in self defense.
5. **Suggestion** — [D:varies; R:10'] Target will follow a single suggested act that is not completely alien to him (e.g., no suicide suggestions, no blinding himself suggestions, etc.).
6. **Sleep X** — [D:—; R:100'] As *Sleep V*, except a total of 10 levels may be affected.
7. **Hold Kind** — [D:C; R:100'] Target humanoid is held to 25% activity per round.
8. **Master of Kind** — [D:10 min/lvl; R:50'] Target humanoid must obey caster. However, he will not perform any act that is completely alien to him (e.g., no suicide suggestions, no blinding himself, etc.).
9. **Lord Sleep** — [D:—; R:100'] As *Sleep V*, except a total of 20 levels may be affected.
10. **True Charm** — [D:1 hr/lvl; R:100'] As *Charm Kind*, except any sentient creature may be affected.



# ROLEMASTER PLAYER GUIDE™

This book contains everything that a beginning *Rolemaster* player needs to know about how to play. This solves the problem of trying to introduce new players to *Rolemaster*, only to have them balk at the immense volume of information to absorb. In addition, veteran *Rolemaster* players will find the pre-generated characters and summarized rules a great reference!

Here is what you will find inside:

- A general overview of the *Rolemaster* system, everything that is needed for most decisions a player must make.
- Eleven fully developed characters, with information for every single level from first to tenth (including special items gained and lost).
- Attack tables for the player to use (along with the appropriate critical strike tables and fumble table).
- Spell lists, spell attack tables, spell critical tables, and spell failure table.
- The General Static Maneuver Table and the Moving Maneuver Table.

**ROLEMASTER™**  
THE STANDARD SYSTEM

## Get Real, Get Rolemaster!

The latest in the evolution of role playing. Now provided in a convenient 3-hole punch format, the *Rolemaster Standard System* contains four parts:

- *Rolemaster Standard Rules™*: These are all the rules needed to play *Rolemaster*. With 20 professions and dozens of new training packages, this system is all you will ever need.
- *Arms Law™*: The complete *Rolemaster* melee and missile combat system!
- *Spell Law™*: The complete *Rolemaster* magic system (over 2,000 spells)!
- *Gamemaster Law™*: The definitive guide for GMs of all systems!

In addition, you can test the waters. For those new to *Rolemaster*:

- *Rolemaster: The Basics™*: This boxed set contains all the basic information needed to learn the *Rolemaster* system.
- *Rolemaster Player Guide™*: This is it!

1-55806-240-8 ICE1000



Made in USA #5503

Produced and  
Distributed by:  
ICE, Inc.  
P.O. Box 1605  
Charlottesville,  
VA 22902 USA