

## ELECTIVE SKILLS

	Hand to Hand Non-Men of arms O.C.C.	Hand to Hand Soldier	Hand to Hand Mercenary
Disguise			
Dow sing	Level 1 + 2 to dodge <i>only</i>	Level 1 + 1 to damage	Level 1 + 1 to damage
Forgery	2 + 1 to parry <i>only</i>	2 2 attacks per melee	2 + 2 to parry/dodge
Hand to Hand Combat	3 + 2 to damage	3 + 3 to parry/dodge	3 2 attacks per melee
Horsemanship	4 2 attacks per melee	4 + 2 to damage	4 + 2 to damage
Identify plants/fruit	5 Kick attack: 1-6 damage	5 3 attacks per melee	5 + 3 to parry/dodge
Identify tracks	6 Critical strike on from behind	6 + 3 to damage	6 3 attacks per melee
Locate secret compartments/doors	7 + 2 parry	7 Critical strike 18-20	7 Critical strike 19-20
Medical	8 + 3 to parry/dodge	8 + 4 to damage	8 + 3 to damage
Pick locks	9 3 attacks per melee	9 4 attacks per melee	9 Kick attack: 1-6 damage
Pick pockets	10 + 3 to damage	10 + 5 to damage	10 Stun on 18-20
Prowl	11 Critical strike on 19 or 20	11 Stun on 18-20	11 + 4 to damage
Read/write (Native Language)	12 + 4 to parry/dodge	12 + 4 to parry/dodge	12 4 attacks per melee
Scale Walls	13 + 4 to damage	13 + 6 to damage	13 + 5 to damage
Track	14 4 attacks per melee	14 5 attacks per melee	14 + 4 to parry/dodge
Trap/skin small animals	15 + 5 to parry/dodge	15 + 5 to parry/dodge	15 5 attacks per melee
Trap/skin large animals			
Use poison			

## Weapon Proficiency (W.P.):

	Hand to Hand Palladin	Hand to Hand Knight	Hand to Hand Thief
W.P. Throwing axe			
W.P. battle axe	Level 1 + 2 to damage	Level 1 + 2 to damage	Level 1 + 2 to parry/dodge
W.P. ball and chain	2 2 attacks per melee	2 2 attacks per melee	2 2 attacks per melee
W.P. blunt	3 + 2 to parry/dodge	3 + 3 to damage	3 Kick attack: 1-6 damage
W.P. Knives	4 + 4 to damage	4 + 3 to parry/dodge	4 Critical strike from behind
W.P. Lance	5 3 attacks per melee	5 3 attacks per melee	5 + 2 to damage
W.P. Pole arms	6 Critical strike on 17-20	6 Kick attack: 1-6 damage	6 3 attacks per melee
W.P. Spears/Forks	7 Kick attack: 1-6 damage	7 Critical strike 18-20	7 Critical strike from behind (x3)
W.P. Short swords	8 Stuns on 18-20	8 + 4 to damage	8 Critical strike on 19 or 20
	9 4 attacks per melee	9 4 attacks per melee	9 + 4 to dodge <i>only</i>
	10 + 5 to damage	10 Stun on 18-20	10 Stuns on 18-20
	11 + 3 to parry/dodge	11 + 4 to parry/dodge	11 + 3 to damage
	12 + 2 to strike	12 + 5 to damage	12 4 attacks per melee
	13 5 attacks per melee	13 + 2 to strike	13 + 6 to dodge <i>only</i>
	14 + 6 to damage	14 5 attacks per melee	14 Critical strike form behind (x4)
	15 + 4 to parry/dodge	15 + 5 to parry/dodge	15 5 attacks per melee

## SECONDARY SKILLS

	Hand to Hand Assassin	Hand to Hand Ranger	Hand to Hand Long Bowman
Carpentry			
Cook	Level 1 + 2 to damage	Level 1 + 1 to parry/dodge	Level 1 + 2 to dodge <i>only</i>
Dance	2 2 attacks per melee	2 + 1 to strike	2 + 1 to damage
Demon and Devil Lore	3 Kick attack: 1-6 damage	3 2 attacks per melee	3 2 attacks per melee
Faerie Lore	4 Critical strike from behind	4 Kick attack: 1-6 damage	4 + 2 to parry
Imitate voices	5 3 attacks per melee	5 + 2 to damage	5 Kick attack: 1-6 damage
Mathematics	6 Critical strike on 17-20	6 3 attacks per melee	6 Critical strike with
Paint	7 Critical strike from behind (x3)	7 + 2 to parry/dodge	bow/arrow <i>only</i> on 18-20
Play string instruments	8 Stuns on 18-20	8 + 3 to damage	7 3 attacks per melee
Play wind instruments	9 Death blow on natural 20	9 4 attacks per melee	8 + 3 to damage
Plant/Farm Lore	10 4 attacks per melee	10 Stuns on 18-20	9 + 3 to parry/dodge
Preserve food	11 + 3 to parry/dodge	11 Critical strike on 18-20	10 + 4 to damage
Racial Histories	12 + 2 to strike	12 + 4 to damage	11 4 attacks per melee
Read/write additional Language	13 Critical strike from behind (x4)	13 + 3 to parry/dodge	12 + 4 to parry/dodge
Recognize Poison	14 5 attacks per melee	14 5 attacks per melee	13 + 4 to damage
Recognize Precious metals/stones	15 + 4 to damage	15 + 4 to parry/dodge	14 + 2 to strike
Recognize Weapon quality			15 5 attacks per melee
Religious Doctrine			
Sailing			
Sense of direction			
Sing			
Speak additional Language			
Swim			
Tailor			
Ventriloquism			

## COMBAT REFERENCE KEY

**Attacks per melees:** this indicates the number of strikes or attacks a character has per melee (minute) in combat.

**Critical strike:** the numbers indicate when a character rolls to hit when he inflicts a critical strike doing double the usual damage. This must be a natural roll *only* and not subsidized by bonuses to hit.

**Kick attack:** This is an offensive assault using only the foot and leg strength much like a karate kick. It is not an additional melee attack, but an optional attack ability.

**Stun:** Again this applies to unmodified (natural) rolls to strike. The assault renders the opponent temporarily stunned/incapacitated for 1-6 melee rounds.

**Critical from behind:** inflicts double damage from behind.

**Critical from behind (x3):** inflicts triple damage from this sneak attack.

**Critical from behind (x4):** inflict quadruple damage.

**Death blow:** the assassin, skilled in death dealing, scores an instant death with the roll of a natural 20 to strike. A natural 20 is a strike roll *that is not modified* by bonuses to strike.

## SPELL MAGIC

### Level One Page 61

charm  
charismatic aura  
decipher magic  
globe of silence  
increase weight  
paralysis bolt  
reduce self (6 inches)  
sense evil  
sense magic  
ventriloquism  
weightlessness  
**Elemental Spells**  
blinding flash  
cloud of slumber  
cloud of smoke  
dust storm  
water to wine

### Level Two Page 62

carpet of adhesion  
invisibility (self)  
immobilize  
levitate (self)  
love charm  
mesmerism  
see the invisible  
sense traps  
swim as a fish  
tongues  
wisps of confusion  
**Elemental Spells**  
chameleon  
darkness  
dowsing  
fog of fear  
identify minerals  
resist cold  
rock to mud  
sphere of day light  
wind rush

### Level Three Page 64

commune with dead  
fleet feet  
fly as the eagle  
levitate others  
mask of deceit  
multiple image  
reduce object  
sphere of invisibility  
speed of the snail  
the armour of Ithan  
the fairies tongue  
turn self into mist  
words of truth  
**Elemental Spells**  
call lightning  
circle of flame  
breath underwater  
fire ball  
grow plants  
miasma  
resist fire  
wall of clay

### Level Four Page 66

animate/control dead  
commune with spirits  
control the beasts  
death trance

diminish others  
familiar link  
magic pigeon  
magic net  
mystic illusion  
negate magic  
size of the Behemoth  
spirit of the wolf  
turn objects invisible  
**Elemental Spells**  
clay to lead  
extinguish fires  
fifteen foot air bubble  
hail  
phantom  
wall of ice  
wall of thorns  
wither plants

### Level Five Page 68

blind  
create bread and milk  
detect poison  
eyes of the wolf  
heal self  
induce epilepsy  
mute  
metamorphosis (self)  
shadow beast  
shadow walk/meld  
teleport (self)  
the strength of Utgard Loki  
turn the dead  
x-ray vision  
**Elemental Spells**  
animate plants  
circle of rain  
heal burns  
melt metal  
part waters  
wall of stone  
water seal  
whirlwind

### Level Six Page 70

age  
animate object  
dispel magic barriers  
exorcism  
mind whip  
mystic alarms  
mystic portal  
metamorphosis (other)  
schizophrenia  
telekinetics  
the faeries dance  
the sorcerers seal  
witch bottle  
**Elemental Spells**  
calm storm  
encase object in stone  
snow storm  
walk the waves

### Level Seven Page 72

astral projection  
curse of boils  
empathy  
impenetrable wall of force  
geas  
remove curse  
see wards  
**Elemental Spells**

eternal flame  
quicksand  
suspended animation  
ten foot wheel of fire

### Level Eight Page 73

create zombies  
curse of fever  
doppleganger  
expel demons  
expel devils  
swords to snakes  
restoration  
**Elemental Spells**  
close fissure  
earthquake  
river of lava  
stone to flesh

### Level Nine Page 74

teleport (superior)  
summon greater familiar  
**Elemental Spells**  
rainbow  
tornado

### Level Ten Page 74

death  
havoc  
scroll creation  
**Elemental Spells**  
hurricane  
magnetism

### Level Eleven Page 75

dimensional teleport  
resurrection  
**Elemental Spells**  
petrification

## ELEMENTAL MAGIC

### AIR SPELLS

#### Level one Page 81

breath without air  
clap of thunder  
cloud of slumber  
cloud of steam  
create light  
create mild wind (2 mph)  
howling wind  
stop wind

#### Level two Page 81

change wind direction  
create air  
heavy breathing  
levitate  
mesmerism  
miasma  
northwind  
silence (15 feet radius)  
wind rush (60 mph)

#### Level three Page 82

call lightning  
darkness  
fingers of the wind  
float in air  
fifteen foot air bubble  
northern lights  
resist cold  
walk the wind

#### Level four Page 83

ball lightning  
calm storm  
dissipate gases  
freeze water  
invisibility  
leaf rustler  
phantom footman  
protection from lightning

#### Level five Page 84

breath of life  
circle of rain  
darken the sky  
detect the invisible  
invisible wall  
phantom  
whirl-wind

#### Level six Page 85

electric field/wall  
electromagnetism  
mist of death  
snow storm  
vacuum  
whisper of wind

#### Level seven Page 85

atmosphere manipulation  
hurricane  
rainbow  
tornado

### EARTH SPELLS

#### Level one Page 86

chameleon  
dowsing  
dust storm  
fool's gold  
identify minerals  
identify plants  
rock to mud  
rot wood

#### Level two Page 87

create dirt or clay  
dirt to clay  
dirt to sand  
grow plants  
hopping stones  
track  
wall of clay  
wither plants

#### Level three Page 87

animate plants  
create mound  
crumble stone  
dig  
earth rumble  
encase object in stone  
locate minerals  
wall of stone

#### Level four Page 88

animate object  
cocoon of stone (self)  
mend stone  
quicksand  
repel animals  
rust  
sand storm  
wall of thorns

#### Level five Page 89

chasm  
clay to lead

clay to stone  
close fissures  
mud mound  
river of lava  
travel through earth

#### Level six Page 89

clay to iron  
earthquake  
mend metal  
sculpt and animate clay animals  
stone to flesh  
travel through stone  
wood to stone

#### Level seven Page 90

create golem  
metal to clay  
metal to wood  
petrification  
wall of iron

#### Level eight Page 91

cap volcano  
magnetism  
soul transference  
suspended animation

### FIRE SPELLS

#### Level one Page 91

blinding flash  
cloud of smoke  
create coal  
flame lick  
globe of day light  
nightvision (60 feet)  
resist fire  
stench of Hades

#### Level two Page 92

cloud of ash  
darkness  
fiery touch  
freeze water  
resist cold  
spontaneous combustion  
swirling lights  
tongue of flame

#### Level three Page 92

circle of cold  
circle of flame  
create heat  
extinguish fires  
fire ball  
lower temperature  
wall of flame

#### Level four Page 93

cloud of steam  
flame friend  
fuel flame  
heal burns  
heat objects/water  
mini-fireballs

#### Level five Page 94

blue flame  
breath fire  
eat fire  
screaming wall of flame  
wall of ice

#### Level six Page 94

dancing fires  
eternal flame  
flame of life  
ten foot wheel of fire

**Level seven** Page 95  
fire whip  
melt metal  
river of lava

**Level eight** Page 95  
burst into flame  
drought

### WATER SPELLS

**Level one** Page 95  
cloud of steam  
color water  
create fog  
dowsing  
float on water  
purple mist  
saltwater to fresh  
water to wine

**Level two** Page 96  
breath underwater  
fog of fear  
foul water  
liquid (any) to water  
resist fire  
ride the waves  
walk the waves  
water seal

**Level three** Page 96  
calm waters  
circle of rain  
command fish  
freeze water  
resist cold  
sheet of ice  
wall of ice

**Level four** Page 97  
create water  
hail  
shards of ice  
snow storm  
swim like the dolphin  
water wisps

**Level five** Page 98  
earth to mud  
protection from lightning  
ten foot ball of ice  
toxic mist  
whirlpool

**Level six** Page 98  
heal burns  
hurricane  
ice elemental  
summon sharks/whales  
encase in ice

**Level seven** Page 99  
drought  
rain dance  
storm  
tidal wave

### PSIONICS

**LEVEL ONE** Page 127  
aura of truth  
detect psionics  
hypnotic suggestion  
meditation/trance

object reading  
presence sense  
resist cold  
resist thirst  
resist fatigue  
see aura  
sense good or evil  
sense magic

### LEVEL TWO Page 128

bio-regeneration  
commune with spirits  
death trance  
empathy  
levitate  
limited telepathy  
limited telekinesis  
mind block  
nightvision  
resist fire  
resist hunger  
spontaneous combustion

### LEVEL THREE Page 129

extended telepathy  
mental bolt of force  
precognition  
see the invisible  
teleport object  
turn invisible  
evil eye  
despair  
paralysis  
stun  
sleep  
fear  
blind  
pain  
death

### LEVEL FOUR Page 130

astral projection  
commune with animals  
float  
fuel flame  
mind wipe  
sense traps

### LEVEL FIVE Page 131

basic force field  
cure insanity  
cause insanity  
dispel spirits  
extended telekinesis  
mentally possess others  
negate poison  
water walk

### LEVEL SIX Page 132

create illusion with sound  
heal others  
mass hypnotic suggestion  
mind bond  
psychic surgery  
resist vacuum  
teleport self

### LEVEL SEVEN Page 132

generate personal aura  
induced catatonic state  
induced nightmares  
recurring nightmares  
multiple phantoms

### LEVEL EIGHT Page 133

advanced trance state  
group mind block  
insert memory

### LEVEL NINE Page 133

alter personality  
fantasy experience

### LEVEL TEN Page 134

death trap

### CIRCLE MAGIC

#### Circles of Protection

Protection from Angels  
Protection from Devils  
Protection from Demons  
Protection from Elementals  
Protection from Elemental Forces  
Protection from Evil  
Protection from Faerie Folk  
Protection from Good  
Protection from Ghosts/spirits  
Protection from Jinn  
Protection from Magic (simple)  
Protection from Magic (superior)  
Protection from Old Ones  
Protection from Undead  
Protection from Witches  
Protection from Were-beasts

#### Circles of Summoning

Angels  
Animals  
Demons/Devils (lesser)  
Demons/Devils (greater)  
Elementals  
Elemental Forces  
Faerie Folk  
Gargoyles  
Ghosts  
Insects  
Pawn  
Serpents  
Spirits  
Undead

#### Circles of Power

All Seeing  
Animate Dead  
Command  
Death  
Dimensional Rift  
Domination/control  
Force  
Healing  
Invisibility  
Insanity  
Knowledge  
Pain  
Passion  
Power  
Power Leech  
Power Matrix  
Strength  
Wonder

### SAVING THROWS VS CIRCLES

**Summoning:** 13 or better  
**Power:** 13 or better  
**Protection:** 16 or better

### WIZARD

Level	Magic Combat
1	Recognize enchantment 50%
2	Recognize magic items 20%
3	+1 save vs. spell magic
4	2 SPELL ATTACKS per melee
5	+2 spell strength
6	+2 save vs. spell magic
7	+1 save vs. circles/wards
8	Recognize enchantment 80%
9	+3 spell strength
10	Recognize magic items 60%
11	+2 save vs. circles/wards
12	+3 save vs. spell magic
13	Sense evil 55%
14	+4 spell strength
15	+4 save vs. spell magic

### WARLOCK

Level	Magic Combat
1	+1 save vs. spell magic
2	+1 save vs. circles/wards
3	+1 spell strength
4	2 SPELL ATTACKS per melee
5	Recognize enchantment 36%
6	Summon greater elemental 38%
7	+2 save vs. spell magic
8	+2 spell strength
9	Summon greater elemental 50%
10	Recognize enchantment 56%
11	+2 save vs. circles/wards
12	+3 spell strength
13	+3 save vs. spell magic
14	Summon greater elemental 77%
15	+3 save vs. circles/wards

### WITCH

Level	Magic Combat
1	+1 save vs. spell magic
2	+1 save vs. circles/wards
3	Recognize enchantment 30%
4	+1 spell strength
5	Recognize magic items 15%
6	2 SPELL ATTACKS per melee
7	+2 save vs. spell magic
8	+2 save vs. circles/wards
9	+2 spell strength
10	Recognize enchantment 45%
11	Sense evil 30%
12	Recognize magic items 33%
13	+3 save vs. spell magic
14	+3 spell strength
15	+3 save vs. circles/wards

### THE DIABOLIST

Level	Magic Combat
1	+1 save vs. circles
2	+2 save vs. wards
3	Recognize enchantment 40%
4	+2 ward strength
5	+1 save vs. spell magic
6	Recognize magic items 58%
7	+1 circle strength
8	+3 ward strength
9	+2 save vs. spell magic
10	+3 save vs. wards
11	+2 circle strength
12	+4 ward strength
13	+2 save vs. circles
14	+4 save vs. wards
15	+3 save vs. spell magic

### THE SUMMONER

Level	Magic Combat
1	+1 save vs. circles
2	+1 circle strength
3	Recognize enchantment 48%
4	+1 save vs. spell magic
5	+2 circle strength
6	+2 save vs. wards
7	Recognize magic item 40%
8	+2 save vs. circles
9	+3 circle strength
10	+2 save vs. spell magic
11	+3 save vs. circles
12	Sense evil 50%
13	+3 save vs. wards
14	+3 save vs. spell magic
15	+4 save vs. circles

### MIND MAGE

Level	Magic Combat
1	+1 save vs. psionic attack
2	Recognize illusions 39%
3	+1 save vs. spell magic
4	2 psionic attacks per melee
5	+2 save vs. insanity
6	+2 save vs. psionic attack
7	+1 save vs. circles/wards
8	Recognize illusions 69%
9	+3 save vs. psionic attack
10	+2 save vs. spell magic
11	+3 save vs. insanity
12	+2 save vs. circles/wards
13	Recognize illusions 92%
14	+4 save vs. psionic attack
15	+4 save vs. insanity

### PRIEST/PRIESTESS

Level	Magic Combat
1	+1 Save vs. Spell magic
2	+1 Save vs. Circles/wards
3	+1 Spell Strength
4	Sense Evil 40%
5	2 Spell Attacks per melee
6	Recognize enchantment 30%
7	+2 Save vs. Spell magic
8	+2 Save vs. Circles/wards
9	+2 Spell Strength
10	Sense Evil 65%
11	Recognize enchantment 50%
12	+3 Save vs. Spell magic
13	+3 Spell Strength
14	+3 Save vs. Circles/wards
15	Recognize enchantment 71%

### SHAMAN

Level	Magic Combat
1	+1 Save vs. Spell magic
2	+1 Save vs. Circles/wards
3	+1 Spell Strength
4	Sense Evil 40%
5	2 Spell Attacks per melee
6	Recognize enchantment 30%
7	+2 Save vs. Spell magic
8	+2 Save vs. Circles/wards
9	+2 Spell Strength
10	Sense Evil 65%
11	Recognize enchantment 50%
12	+3 Save vs. Spell magic
13	+3 Spell Strength
14	+3 Save vs. Circles/wards
15	Recognize enchantment 71%

## OCCUPATIONAL CHARACTER CLASS (O.C.C.)

	Requirements
<b>Men of arms</b>	
Mercenary Fighter	P.S. 7
Soldier	P.S. 10, P.E. 8
Knight	I.Q. 7, P.E. 10, P.P. 12, P.S. 10
Palladin	I.Q. 10, P.E. 10, P.P. 12, P.S. 12
Long Bowman	P.S. 10, P.P. 12
Ranger	I.Q. 9, P.E. 13, P.S. 10
Thief	P.P. 9
Assassin	I.Q. 9, P.P. 14
<b>Men of Magic</b>	
Wizard (spell magic)	I.Q. 10
Witch (devil worshiper)	I.Q. 5 (evil alignment)
Warlock (elemental magic)	I.Q. 6, M.E. 10
Diabolist (circles/symbols)	I.Q. 12
Summoner (demonology)	I.Q. 10, M.E. 14
Mind Mage (psionics)	I.Q. 9 (psionics)
Alchemist (Non-player class)	
<b>Clergy</b>	
Priest/Priestess	I.Q. 7
Druid	I.Q. 9, P.E. 12
Shaman	I.Q. 9, P.E. 9
Healer	P.E. 15
<b>Optional O.C.C.'s</b>	
Peasant/Farm/Stable hand	P.P. 7
Squire	I.Q. 7, P.S. 6
Scholar	I.Q. 14
Merchant	I.Q. 10
Noble	I.Q. 7

## INITIAL EQUIPMENT FOR THE DIFFERENT O.C.C.'S

### Men at Arms

All have a set of clothes, boots, belt, one large sack, one small sack and one low quality weapon (of any type). Amount of gold (to buy more equipment under G.M. supervision) 120.

**NOTE:** Soldiers start off with the same, but are provided with more equipment when they enlist. See Soldier.

### Men of Magic

All have a set of clothes, boots, belt, large sack, unused notebook (blank pages), ink, pen and quills, chalk, candle, one knife. Amount of gold 110 gold.

### Clergy

All have a set of clothes, boots, belt, back pack or sack, one vial of holy water, one scented candle, bandages, 1/2 dozen sticks of incense, one knife and 105 gold.

### Optional O.C.C.s

All have a basic set of clothes, boots, sack, one low quality weapon and 50 gold. (Noble has same as Men at Arms and 200 gold)

**Weapons:** pages 45-47

**Additional Equipment:** pages 48-50

**Magic Items (See Alchemist):** pages 135-139

**Wards, Runes, Symbols (See Diabolist):** pages 103-113

**Gods and Religions:** pages 154-171

**Demons and Devils:** pages 172-186

## LANGUAGES

Common Racial Languages	Written Language
<b>*Human:</b> Northern tongue (barbarian)	
Southern tongue	Yes
Eastern tongue	
Western tongue	
<b>**Elven:</b> (includes)	
Elf	Yes
Changeling	
Titan	
<b>**Dwarven:</b> (includes)	
Dwarf	Yes
Kobold	
Gnome	
Troglodyte	
<b>**Goblin:</b> (includes)	
Goblin	No
Hob-goblin	
Orc	
<b>**Troll:</b> (includes)	
Troll	No
Most Giant tongues	
<b>Wolfen:</b> One common tongue	Yes
<b>Ogre:</b> One common tongue	No
<b>**Faerie:</b> (includes <i>all</i> faerie folk, even Goblins, Hob-goblins, Orcs and Kobolds, but is distinctly different than the Goblin language.)	No

\* Humans have 4 *distinctly different* languages depending on geographic point of origin.

\*\*Those languages with 2 asterisks indicate the *same language* is spoken by several races.

## EXPERIENCE POINTS

### Awarding experience points

Experience Points	The action
25	Performing a skill (successful or not).
25	Clever, but futile idea.
100	Clever, useful idea or action.
100	Quick thinking idea or action.
200	A critical plan or action that saves the character's life and/or a few comrades.
400-1000	A critical plan or action that saves the entire group or many people.
100-300	Endangering the character's own life to help others.
500-700	Self-sacrifice (or potential self-sacrifice) in a <i>life and death</i> situation (like leaping in front of a fireball meant for someone else to save that person, even though likely to die, or offering own life to save the group or another).
100	Avoiding unnecessary violence.
100-200	Deductive reasoning and/or insight.
50	Good judgement.
50	Playing in character bonus.
50-100	Daring (clever or not).
25-50	Killing or subduing a minor menace.
75-100	Killing or subduing a major menace.
150-300	Killing or subduing a great menace.

# THE PALLADIUM ROLE-PLAYING GAME SHIELD



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## ATTRIBUTE BONUS CHART

	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
I.Q. add to all skills. This is a one time bonus	+2%	+3%	+4%	+5%	+6%	+7%	+8%	+9%	+10%	+11%	+12%	+13%	+14%	+15%	+16%
M.E. save vs. psionic attack	+1	+1	+2	+2	+3	+3	+4	+4	+5	+5	+6	+6	+7	+7	+8
save vs. insanity	+1	+1	+2	+2	+3	+4	+5	+6	+7	+8	+9	+10	+11	+12	+13
M.A. trust/intimidate	40%	45%	50%	55%	60%	65%	70%	75%	80%	84%	88%	92%	94%	96%	97%
P.S. Hand to Hand combat: damage	+1	+2	+3	+4	+5	+6	+7	+8	+9	+10	+11	+12	+13	+14	+15
P.P. parry and dodge bonus	+1	+1	+2	+2	+3	+3	+4	+4	+5	+5	+6	+6	+7	+7	+8
bonus to strike	+1	+1	+2	+2	+3	+3	+4	+4	+5	+5	+6	+6	+7	+7	+8
P.E. save vs. coma/death	+4%	+5%	+6%	+8%	+10%	+12%	+14%	+16%	+18%	+20%	+22%	+24%	+26%	+28%	+30%
save vs. magic/poison	+1	+1	+2	+2	+3	+3	+4	+4	+5	+5	+6	+6	+7	+7	+8
P.B. charm/impress	30%	35%	40%	45%	50%	55%	60%	65%	70%	75%	80%	83%	86%	90%	92%
Spd. No special bonuses other than the raw, natural ability to run.															

## RACIAL ATTRIBUTE CHART

Number of Dice rolled for attributes

RACE	AVERAGE LIFE SPAN	CANNIBALISM	IQ	ME	MA	PS	PP	PE	PB	Spd.
HUMAN	60 years	8%	3	3	3	3	3	3	3	3
ELF	600 years	0	3	3	2	3	4	3	5	3
DWARF	200 years	0	3	3	2	4	3	4	2	2
GOBLIN	80 years	18%	2	3	3	3	4	3	2	3
HOB-GOBLIN	60 years	50%	2	4	3	3	3	3	2	3
KOBOLD	160 years	90%	3	2	3	3	3	4	2	3
ORC	50 years	60%	2	2	3	4	3	3	3	3
OGRE	90 years	99%	3	3	2	4	3	4	2	3
TROLL	120 years	99%	3	2	2	5	4	4	2	2
TROGLODYTE	90 years	30%	2	2	3	4	4	3	2	5
CHANGELING	800 years	40%	3	5	4	3	3	2	2	2
GNOME	300 years	0	3	2	3	2	4	4	4	2
WOLFEN	50 years	90%	3	3	2	4	3	3	3	4

### COST (gold) LIGHT ARMOUR

20	Cloth (full suit)
50	Padding or Quilt (full suit)
75	Soft Leather (full suit)
150	Hard Leather (full suit)
200	Studded Leather (Bezainted) (full suit)

ARMOUR RATING (A.R.) S.D.C. WEIGHT

	5	6	2 lbs.
	8	15	5 lbs.
	9	20	8 lbs.
	10	30	11 lbs.
	12	38	20 lbs.

### HEAVY ARMOUR

280	Chain mail (full suit)	13	44	40 lbs.
170	Chain mail (half suit)	9	20	18 lbs.
340	Double mail (full suit)	14	55	50 lbs.
200	Double mail (half suit)	10	28	20 lbs.
650	Scale mail (Jazeraint) (full suit)	15	75	45 lbs.
300	Scale mail (half suit)	11	35	20 lbs.
700	Splint armour (Laminated metal) (full suit)	16	82	50 lbs.
400	Splint armour (half suit)	12	40	22 lbs.
800	Plate and chain (full suit only)	15	100	52 lbs.
1000	Plate (full suit only)	17	160	58 lbs.
450	Plate (half suit)	13	60	20 lbs.

**FULL SUIT:** Leggings (chausses) or leg plating; knee, shoulder, and elbow guards; helmet; coif (protects neck), hauberk (protects chest/thigh) or plating; arm bands or plating; gloves or gauntlets; surcoat.

**HALF SUIT:** Protects chest, neck, joints (knees, elbows, and wrists), and head (helmet).

### COST (gold) Barding (Armour for horses)

	A.R.	S.D.C.	WEIGHT
400	10	40	44 lbs.
500	10	40	56 lbs.
750	14	60	55 lbs.
900	14	70	70 lbs.
1700	17	125	70 lbs.
2400	17	160	100 lbs.
1200	13	70	50 lbs.
1600	13	80	60 lbs.