



WIZARD'S AIDE



The
Wizard's
Aid
by
Matt
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INTRODUCTION

This booklet was designed to supplement many of the fantasy role playing games that are being played around the world. The information that this booklet contains can be used to add greater depth and realism to a fantasy campaign.

I would like to express my thanks to Emmanuel Bautista for the fine illustrations that he provided me. I would also like to that David Fristrom for some very helpful ideas.

Matthew Whalley
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Chula Vista Ca.

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TYPE III SKILLS

ALCHEMIST: The benefits of this skill are variable, much depends on how the individual referee runs the non-player character alchemist.

ASTROLOGER: An astrologer has a percent chance of being correct about a person's near future. The percent chance is equal to the sum of the character's wisdom and intelligence.

BARRISTER: A man that argues legal matters in courts. He is trained for his persuasiveness and verbal skill. He also makes an excellent con-man.

DREAM INTERPRETER: An expert in the meaning of dreams. Powerful men will seek him out and demand his services. The way to run this profession is as follows. A dream is made up by the referee for the player to interpret, using his own skills. If he does this correctly then he should be rewarded. If not, then the punishment is up to the referee.

ENGINEER: Is a specialist in building large structures, such as towers, castles, bridges, etc..

PHYSICIAN: One that is able to cure wounds and sickness to an extent left up to the referee.

WINE TASTER: An expert in wines, can usually tell by smell alone if wine is poisoned.

BOWYER: A man that makes bows of various kinds.

CARTOGRAPHER: Unless there is a person with this skill on an expedition, the players should not be allowed to use lined paper for map making.

COOPER: A barrel maker.

FLETCHER: An arrow maker.

INTERPRETER: This skill allows you to sound as if you are a native speaker in any language you know. As an interpreter you are allowed to know two more languages than normal.

LEGAL SOLICITOR: One that can prepare legal documents, such as wills, writs, subpoenas, and law suits. The solicitor does not argue the case in court.

LOCKSMITH: Being a locksmith allows the player a ten percent chance to pick locks. If the player is a thief, ten percent is added to his lock picking skill.

PROCURER: One that will obtain women for men and be paid a fee for the service. (The procurer is also known as a pimp)

SLAVER: A slaver has one special ability. He is able to accurately judge the characteristics of players, hirlings, and non-player characters.

TAXIDERMIST: One with the skills that allow him to preserve and stuff animals of all types. A very nice person to have around if a person likes to keep trophies of his acts of heroism.

The way the skills charts were set up indicates some of the culturall differences between races. To use the skills charts, check the appropriate chart for your race, and roll percentile dice for each of your skills, under the appropriate column for that skill.

EXPLANATIONS OF THE SKILLS

In this section, only those skills that require some definition, or those that entail a special ability, will be explained.

TYPE I SKILLS

FORTUNE TELLER: The fortune teller has a percent chance of making a rough prediction of a customer's near future. The fortune teller's percent chance is equal to his intelligence.

SMITH: One who does work in mostly iron, bronze, and steel. High dexterity and intelligence smiths can make more artistic and expensive works.

TINKER: A man who makes and fixes pots, pans, and other small simple metal items.

TYPE II SKILLS

ANIMAL TRAINER: A man that can train generally mammalian, non-fantastic animals, such as horses, dogs, etc.

ARMOURER: Trained to take fine steels and make them into armour and weapons other than swords.

BIRD TRAINER: One that can train non-intelligent birds. For example falcons, eagles, or tarns.

BIRTH TABLES

The race prerequisites chart was designed to limit the number of non-humans in a campaign. These limits are enforced by placing maximums and minimums on certain of the characteristics of non-humans. Before a player can become a non-human, he must first make sure that he meets the requirements for that race. Then, and only then, he is allowed to become a non-human.

The social class table was designed around two premises. In the designing of this chart it was assumed that people in the upper classes are more likely to go to seek fortunes than the lower classes. It has also been assumed that certain races are more likely to fill certain occupations than other races.

To use this chart you merely roll percentile dice and find what social class you are. Write this down and proceed to the wealth and skills charts.

The wealth and skills charts were designed to allow a large variation in the amount of gold a player is given to equip himself. These charts are also made under the assumption that rich people are usually better educated.

When using the wealth and skills tables, you use only the table with the same heading as your social class. You then roll percentile dice, check the result, and write down your wealth and the number of skills you have of each type. The next thing you do is roll two six-sided dice, and, if the result is two, you receive the listed inheritance.

BIRTH TABLES

RACE PREREQUISITES

	<u>MEN</u>	<u>HOBBITS</u>	<u>DWARVES</u>	<u>HALF-ELVES</u>	<u>ELVES</u>
STR	ANY	3 - 12	9 - 18	ANY	ANY
INT	ANY	ANY	ANY	9 - 18	9 - 18
WIS	ANY	ANY	ANY	ANY	9 - 18
CON	ANY	9 - 18	9 - 18	ANY	ANY
DEX	ANY	9 - 18	ANY	ANY	9 - 18
CHA	ANY	ANY	ANY	9 - 18	9 - 18

SOCIAL CLASS

<u>%</u>	<u>MEN</u>	<u>HOBBITS</u>	<u>DWARVES</u>	<u>HALF-ELVES</u>	<u>ELVES</u>
01-20	C	C	C	C	C
21-40	CR	C	CR	CR	CR
41-60	CR	C	CR	CR	CR
61-70	M	M	CR	CR	CR
71-80	M	M	M	M	G
81-90	G	M	G	G	G
91-95	G	G	G	G	N
96-00	N	G	N	N	N

C	COMMONER	G	GENTLEMAN
CR	CRAFTSMAN	N	NOBLE
M	MERCHANT		

WEATH AND SKILLS

COMMONER

%	TYPE	GOLD	INHER.	SKILLS		
				I	II	III
01-20	SERF	10	-	1		
21-50	PEASANT	30	40	1		
51-60	AVERAGE	50	75	2		
61-70	AVERAGE	50	100	2	1	
	SKILLED					
71-80	UPPER	75	125	2	1	
81-90	UPPER	100	200	3	1	
	SKILLED					
91-95	WELL TO DO	150	250	3	1	
96-00	WEALTHY	200	400	3	2	

CRAFTSMAN

%	TYPE	GOLD	INHER.	SKILLS		
				I	II	III
01-20	LABORER	30	-		1	
21-50	APPRENTICE	45	75		1	
51-60	BEGINNING	75	150		2	
	JOURNEYMAN					
61-70	JOURNEYMAN	125	200		2	
71-80	TOP	150	250	1	3	
	JOURNEYMAN					
81-90	BEGINNING	200	300	1	3	1
	MASTER					
91-95	MASTER	250	400	1	3	1
96-00	TOP	300	500	1	3	2
	MASTER					

MERCHANT

<u>%</u>	<u>TYPE</u>	<u>GOLD</u>	<u>INHER.</u>	<u>I</u>	<u>SKILLS</u>	
					<u>II</u>	<u>III</u>
01-20	MONGER	45	-	1		
21-50	VENDOR	75	150	1		
51-60	TRADER	125	200		1	
61-70	SHOPKEEPER	150	250	1	1	
71-80	PROPRIETOR	200	300	1	1	1
81-90	AGENT	250	400	1	1	1
91-95	ENTREPRENEUR	300	500	1	1	2
96-00	MAGNATE	500	750	1	1	3

GENTLEMEN

<u>%</u>	<u>TYPE</u>	<u>GOLD</u>	<u>INHER.</u>	<u>I</u>	<u>SKILLS</u>	
					<u>II</u>	<u>III</u>
01-20	IMPOVERISHED	60	-		1	
21-50	POOR	85	200			1
51-70	AVERAGE	150	250		1	1
71-80	WELL OFF	200	300		1	2
81-90	WELL TO DO	250	400		1	3
91-95	WEALTHY	300	500		1	3
96-00	RICH	500	750		2	3

NOBLE

<u>%</u>	<u>TYPE</u>	<u>GOLD</u>	<u>INHER.</u>	<u>I</u>	<u>SKILLS</u>	
					<u>II</u>	<u>III</u>
01-20	IMPOVERISHED	90	-			1
21-50	POOR	120	200			2
51-70	AVERAGE	150	250		1	2
71-80	WELL OFF	250	400		1	3
81-90	WELL TO DO	350	600		2	3
91-95	WEALTHY	500	1000		3	3
96-00	RICH	1000	2000			4

SKILLS OF MEN

%	I	II	III
01-03	BAKER	ANIMAL TRAINER	ACTOR
04-06	BARBER	ARMOURER	ADMINISTRATOR
07-09	BOOTMAKER	BIRD TRAINER	ALCHEMIST
10-12	BRICKLAYER	BOWYER	ARCHITECT
13-15	BUTCHER	BUREAUCRAT	ASTROLOGER
16-18	CARPETMAKER	CARPENTER	ASTRONOMER
19-21	COOK	CARTOGRAPHER	AUTHOR
22-24	CRIER	CHEF	BARRISTER
25-27	DYER	COOPER	BOTANIST
28-30	FARMER	FLETCHER	COMPOSER
31-33	FISHERMAN	FOREMAN	DANCER
34-36	FOOL/JESTER	GAMBLER	DIPLOMAT
37-39	FORTUNETELLER	GOLDSMITH	DREAM INTERPRETER
40-42	GLASS BLOWER	INTERPRETER	ENGINEER
43-45	GROCER	JEWELER	GEOLOGIST
46-48	HUNTER	LEGAL SOLICITOR	GEOGRAPHER
49-51	INN KEEPER	LOCKSMITH	HISTORIAN
52-54	MAID/BUTLER	MASON	JUDGE
55-57	MILLER	MERCHANT	LINGUIST
58-60	MINER	MILITARY ENGINEER	LOVER
61-63	MINSTREL	MONEY LENDER	MATHEMATICIAN
64-66	NETMAKER	MOUNTAINEER	MUSICIAN
67-69	PAPERMAKER	NAVIGATOR	MILITARY OFFICER
70-72	POTTER	PERFUMER	ORATOR
73-75	ROPEMAKER	PROCURER	PAINTER
76-78	SAILMAKER	SCRIBE	PHILOSOPHER
79-81	SAILOR	SHIP CAPTAIN	PHYSICIAN
82-84	SMITH	SHIPWRIGHT	POET
85-87	TANNER	SLAVER	SAGE
88-90	TINKER	SWORDSMITH	SCULPTOR
91-93	WEAVER	TAILOR	TUTOR
94-96	WINEMAKER	TEACHER	WINETASTER
97-99	WOODSMAN	WHEELWRIGHT	ZOOLOGIST
00	INKMAKER	TAXIDERMIST	CURATOR

HOBBIT SKILLS

%	I	II	III
01-09	BAKER	BOWYER	ARCHITECT
10-18	BUTCHER	CARPENTER	AUTHOR
19-27	COOK	CARTOGRAPHER	BOTANIST
28-36	DYER	CHEF	GEOGRAPHER
37-45	FARMER	COOPER	HISTORIAN
46-54	GROCER	FLETCHER	MUSICAN
55-63	INN KEEPER	LOCKSMITH	ORATOR
64-72	MILLER	MERCHANT	PHYSICIAN
73-81	TINKER	SCRIBE	POET
82-90	WEAVER	TAXIDERMIST	TUTOR
91-99	WINEMAKER	WHEELWRIGHT	WINE TASTER
00	SAILOR	MOUNTAINEER	ENGINEER

DWARF SKILLS

%	I	II	III
01-07	BOOTMAKER	ANIMAL TRAINER	ADMINISTRATOR
08-14	BRICKLAYER	ARMOURER	ALCHEMIST
15-21	BUTCHER	CARTOGRAPHER	ARCHITECT
22-28	CARPETMAKER	FOREMAN	ENGINEER
29-35	COOK	GOLDSMITH	GEOLOGIST
36-42	DYER	JEWELER	GEOGRAPHER
43-49	GLASSBLOWER	LOCKSMITH	HISTORIAN
50-56	HUNTER	MASON	MATHEMATICIAN
57-63	INN KEEPER	MERCHANT	MINING ENGINEER
64-70	MINER	MILITARY ENGINEER	MUSICIAN
71-77	PAPER MAKER	MONEY LENDER	OFFICER
78-85	POTTER	MOUNTAINEER	PHYSICIAN
86-91	TANNER	SCRIBE	POET
92-98	TINKER	TEACHER	SMITH (MITHRAL)
99-00	WEAVER	WHEELWRIGHT	ZOOLOGIST

ELF SKILLS

%	I	II	III
01-08	BAKER	ANIMAL TRAINER	ALCHEMIST
09-16	BOOTMAKER	BIRD TRAINER	ARCHITECT
17-24	FISHERMAN	BOWYER	ASTROLOGER
25-32	MINSTREL	CARPENTER	ASTRONMER
33-40	NET MAKER	COOPER	AUTHOR
41-48	PAPER MAKER	FLETCHER	BOTANIST
49-56	ROPE MAKER	INTERPRETER	HISTORIAN
57-64	SAIL MAKER	JEWELER	LINGUIST
65-72	SAILOR	NAVIGATOR	PHILOSOPHER
73-80	SMITH	SCRIBE	PHYSICIAN
81-88	TINKER	SHIP CAPTAIN	POET
89-96	WOODSMAN	SHIPWRIGHT	SAGE
97-00	WEAVER	SWORDSMITH	ZOOLOGIST



THE ABILITIES CHARTS

The purpose of these charts is to make the character more individualistic than the standard die rolls let him be. The rolls that you make on the abilities charts are to be made before you choose your character class, but after you choose your race.

When using this chart the first thing you do is check to see how many of these abilities you have. This is done by generating a random number from 1 - 3. (roll a six-sided die and divide by two). The result is the number of abilities that you have.

Some of the abilities need a bit of explanation. One of the abilities is a bit nebulous, the spells ability. Minus or plus one with spells means that this number is either added or subtracted from the number that an opponent is required to make for a saving throw. The damage modifications are used when employing spells such as fireball, lightning bolt, wall of ice, etc.. When healing spells are being employed, the damage modifications work differently. Instead of +1 damage per die, the cleric does +1 healing per die. In the extraordinary abilities tables, various pluses and minusses, versus various dangers are listed. The numbers listed are added or subtracted from your die roll, when making a saving throw versus this danger.

ABILITIES TABLE

%-ILE ROLL	(1-3) BAD	(4-6) GOOD
01-05 HORSEMAN	-25% speed	+25% speed
06-10 HEALING	1 point/2 days	2 points/day
11-15 SWIMMING	-25% to survive	+25% to survive
16-20 HEARING	-1 hearing	+1 hearing
21-25 SWORDS	-1 hit prob.	+1 hit prob.
26-30 SPEARS	-1 hit prob.	+1 hit prob.
31-35 MECH. BOWS	-1 hit prob.	+1 hit prob.
36-40 BOWS	-1 hit prob.	+1 hit prob.
41-45 SLINGS	-1 hit prob.	+1 hit prob.
46-50 DAGGERS	-1 hit prob.	+1 hit prob.
51-55 AXES	-1 hit prob.	+1 hit prob.
56-60 MACES	-1 hit prob.	+1 hit prob.
61-65 STAVES	-1 hit prob.	+1 hit prob.
66-70 MORN. STARS	-1 hit prob.	+1 hit prob.
71-75 HAMMERS	-1 hit prob.	+1 hit prob.
76-80 FLAILS	-1 hit prob.	+1 hit prob.
81-85 SPELLS	-1 with spells, -1 damage per die	+1 with spells, +1 damage per die
86-90 ENCHANTMENT	Takes 10% longer, cost 20% more	Takes 10% shorter, cost 20% less
91-00	Roll a twenty sided die for an extraordinary ability, roll a six sided die to determine whether the ability is good or bad, 1-3 bad, 4-6 good.	

BAD EXTRAORDINARY ABILITIES

DIE ROLL -----	ABILITY -----
1	-2 vs. clerical spells.
2	-2 vs. magical spells.
3	Slow learner. Subtract 25% from all experience.
4	Flesh tastes good to monsters. 5% chance they will stop biting.
5	Roll a 6-sided die. The result is you minus with any one type of weapon.
6	Illiterate. Cannot read. Knows only alignment and type language.
7	Sickly anemic. Subtract 1 from all attributes including hit points.
8	All thumbs. -2 with all missile weapons. -3 dexterity.
9	Albino. -3 constitution. -2 strength.
10	Pampered. -3 strength. -2 constitution.
11	-4 vs. dragon breath.
12	-4 vs. poison.
13	-3 vs. wands and rods.
14	-4 vs. staves.
15	-3 vs. stoning.
16	-2 defense
17	Night blind. Can't see in dark areas. Require a lot of light. -1 vs. firelight-oriented spells.
18	Almost always surprised. 1 to 5 on a 6-sided die mean slow reaction.
19	-3 vs. death ray.
20	-4 vs. acids, slimes, molds, oozes, and puddings.

GOOD EXTRAORDINARY ABILITIES

<u>DIE</u> <u>ROLL</u>	<u>ABILITY</u>
1	+2 vs. clerical spells.
2	+2 vs. magical spells.
3	Quick learner. Add 25% to all experience.
4	Flesh tastes bad to monsters. 95% chance they will stop biting.
5	Roll a 6-sided die. The result is your plus with any type of weapon.
6	Excellent linguist. Read all languages, Speak 6 additional languages.
7	Ability to tell if something is poison. 95% accurate.
8	Natural locksmith. Ability to pick locks like a thief. If already a thief, double the chances of success.
9	Desert dweller. +3 constitution. +2 strength.
10	Mountain man. +3 strength. +2 constitution.
11	Woodsman. +2 on all missile weapons. +3 dexterity.
12	+4 vs. dragon breath.
13	+4 vs. poison.
14	+3 vs. wands and rods.
15	+4 vs. staves
16	+3 vs. stoning.
17	+2 defense.
18	Ability to find mechanical traps 95% of the time.
19	Can detect magic ability. 90% accurate.
20	True sight illusions never fool you and you can tell if something is polymorphed or altered by magic in some way.

THE HEIGHT CHART

This chart assumes that men are much larger than the average man of the Middle Ages. The assumption here is that player characters are of superior stock compared to the standard peasant of the time.

The heights for non-humans, for the most part, have been drawn from Norse mythology and from Tolkien. If you have different thoughts about the heights of non-humans, then feel free to change the chart.

HOW TO USE THIS CHART

Roll 3 6-sided dice, check the number under the appropriate race and find the resulting height. In the case of the non-humans where the range of the number is not the full 3 - 18, merely re-roll the dice until you get a number within the proper limits.

If you are checking the height for a female human, elf, or half-elf, make the regular dice roll and count up three rows to get the female's true height. For female hobbits and dwarves, you count up two rows to find the true height.

One final comment about this chart. Do not be upset if your 18 strength fighter is only 4'8". Just think how surprised his opponents will be when he starts to tear them to pieces. Conversely, if your character is 6'6", who is going to want to tangle with him (even though his strength is only 4) ? Looks deceive!

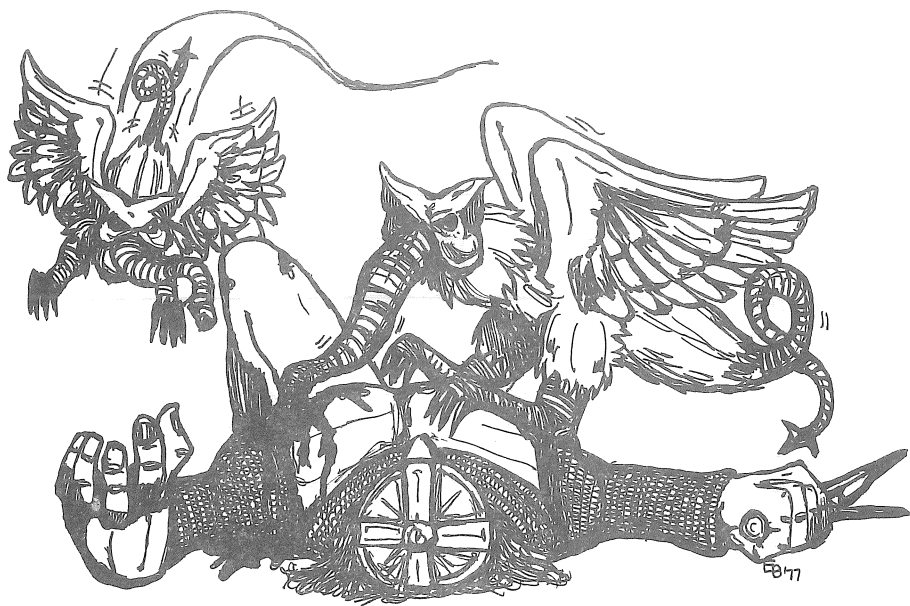
HEIGHT CHART

<u>HEIGHT</u>	<u>MEN</u>	<u>ELVES</u>	<u>HALF-ELVES</u>	<u>DWARVES</u>	<u>HOBBITS</u>
2' 0"					4
2' 2"					5
2' 4"					6
2' 6"					7
2' 8"					8
2' 10"					9
3' 0"					10
3' 2"				5	11
3' 4"				6	12
3' 6"				7	13
3' 8"				8	14
3' 10"				9	15
4' 0"				10	16
4' 2"				11	17
4' 4"	3			12	
4' 6"	4	5		13	
4' 8"	5	6	5	14	
4' 10"	6	7	6	15	
5' 0"	7	8	7	16	
5' 2"	8	9	8		
5' 4"	9	10	9		
5' 6"	10	11	10		
5' 8"	11	12	11		
5' 10"	12	13	12		
6' 0"	13	14	13		
6' 2"	14	15	14		
6' 4"	15	16	15		
6' 6"	16		16		
6' 8"	17				
6' 10"	18				

WEIGHT CHART

This chart is used similarly to the height chart, with the exception of females. For females, you go up yet one more row, the reasoning being that height for height, women are lighter than men.

Weight is extremely important in roll playing games. It is important, for example, to know if a rope can hold a person and all of his treasure, also whether or not a small boat will stay afloat with the whole party aboard.



WEIGHT CHART

<u>WEIGHT</u>	<u>MEN</u>	<u>ELVES</u>	<u>HALF-ELVES</u>	<u>DWARVES</u>	<u>HOBBITS</u>
35					4
40					5
45					6
50					7
55					8
60					9
65		5			10
70	3			5	11
75		6			12
80	4		5	6	13
85		7			14
90	5	8	6	7	15
95					16
100	6	9	7	8	17
110	7	10	8	9	
120	8	11	9	10	
130	9	12	10	11	
140	10	13	11	12	
150	11	14	12	13	
160	12	15	13	14	
170	13	16	14	15	
180	14		15	16	
190	15		16		
215	16				
230	17				
245	18				

THE COMBAT RESOLUTION MATRICES

These tables were designed to allow a constant rising of the character's combat abilities. For each level the character advances he becomes more skillful in combat. His additional combat skill is shown in the tables, as an ever increasing probability of hitting his opponent.

The weapons modifications for combat are included to allow the simulation of the differences of the hit probability of the various weapons. The weapons damage and prerequisites are in this booklet to reflect the amounts of damage done by different weapons. Another purpose is to allow only those characters of sufficient strength to use the large and heavy weapons.

The combat resolution matrices are based upon the roll of a pair of percentile dice. To use these matrices, first find the appropriate table for use with the attacker. (Fighting-Men use the Fighting-Men table, Monsters use the Monsters table, and so on) The next step is to compare the armour class of the defender to the level of the attacker. Keeping the resulting number in mind, you then find the combat modifier for the type of weapon that you are using. You add the weapon modifier to the basic number, subtracting if the modifier is negative. Last of all you must take into account any defensive bonuses the defender might have, usually from magic armour or high dexterity. This final number is the number that you must roll equal to or below on percentile dice, in order to be able to hit your opponent.

While all of this might seem to be a very long and involved process, it is really quite simple. The best way to use this system is to have the player write what number he needs to roll below to hit each armour class. This will save because the player will not have to look in the book for each combat.

COMBAT RESOLUTION MATRIX
FIGHTING-MEN ATTACKING

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

COMBAT RESOLUTION MATRIX
CLERICS ATTACKING

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

COMBAT RESOLUTION MATRIX
MAGIC-USERS ATTACKING

LEVEL	ARMOUR CLASS							
	9	8	7	6	5	4	3	2
1	55	50	45	40	35	30	25	20
2	57	52	47	42	37	32	27	22
3	59	54	49	44	39	34	29	24
4	61	56	51	46	41	36	31	26
5	63	58	53	48	43	38	33	28
6	65	60	55	50	45	40	35	30
7	68	63	58	53	48	43	38	33
8	71	66	61	56	51	46	41	36
9	74	69	64	59	54	49	44	39
10	77	72	67	62	57	52	47	42
11	80	75	70	65	60	55	50	45
12	82	77	72	67	62	57	52	47
13	84	79	74	69	64	59	54	49
14	86	81	76	71	66	61	56	51
15	88	83	78	73	68	63	58	53
16	90	85	80	75	70	65	60	55

COMBAT RESOLUTION MATRIX
MONSTERS ATTACKING

LEVEL	ARMOUR CLASS							
	9	8	7	6	5	4	3	2
1	55	50	45	40	35	30	25	20
2	58	53	48	43	38	33	28	23
3	61	56	51	46	41	36	31	26
4	65	60	55	50	45	40	35	30
5	68	63	58	53	48	43	38	33
6	71	66	61	56	51	46	41	36
7	75	70	65	60	55	50	45	40
8	78	73	68	63	58	53	48	43
9	81	76	71	66	61	56	51	46
10	85	80	75	70	65	60	55	50
11	88	83	78	73	68	63	58	53
12	91	86	81	76	71	66	61	56
13	95	90	85	80	75	70	65	60
14	98	93	88	83	78	73	68	63
15	100	96	91	86	81	76	71	66
16	100	100	95	90	85	80	75	70

CLERIC'S SAVING THROW

<u>LEVEL OF CLERIC</u>	<u>POISON OR DEATH RAY</u>	<u>WANDS</u>	<u>STONING</u>	<u>BREATH WEAPONS</u>	<u>SPELLS, STAVES</u>
1	50	45	35	25	30
2	53	47	37	28	33
3	56	50	40	31	36
4	59	53	43	34	39
5	63	56	46	38	43
6	66	59	49	41	46
7	69	62	52	44	49
8	72	65	55	47	52
9	76	68	58	51	56
10	79	71	61	54	59
11	82	74	64	57	62
12	86	77	67	61	66
13	90	80	70	65	70

WEAPONS MODIFICATIONS
FOR COMBAT

WEAPON	ARMOUR CLASS							
	9	8	7	6	5	4	3	2
DAGGER	+10	+5	0	0	-5	-5	-15	-15
HAND-AXE	+5	+5	0	0	-5	-5	-10	-15
MACE	0	0	0	0	0	0	+5	0
CUDGEL	+15	+10	+5	0	-5	-15	-20	-25
SHORTSWORD	+10	+5	0	0	0	-5	-10	-15
SCIMITAR	+15	+10	+5	0	-5	-10	-15	-20
HAMMER	0	0	0	0	+5	0	+5	0
BROADSWORD	+5	0	0	0	0	0	-5	-10
QUARTERSTAFF	+5	+5	+5	0	0	-10	-15	-20
MORNING STAR	+10	+10	+5	+5	+10	+5	0	0
BASTARD SWORD*	+5	+5	+5	+5	+10	+10	+5	0
FLAIL	+5	+5	+5	+5	+10	+5	+10	+10
SPEAR	0	0	0	0	-5	-5	-5	-10
TRIDENT	+5	0	+5	0	0	0	-5	-10
POLEARMS	+10	+10	+10	+5	+5	0	0	-5
HALBARD	0	0	0	+5	+10	+5	+5	0
BATTLE AXE	0	0	0	0	+5	+5	0	-5
MILITARY PICK	0	0	0	0	+15	+10	+15	+10
GREATSWORD	+10	+10	+10	+10	+15	+15	+10	+5
MTD. LANCE	+15	+15	+15	+15	+10	+5	0	0
PIKE	0	0	0	0	0	0	0	-5

* When used two-handed, as a broadsword when used one-handed

MISSILE WEAPON MODIFIERS

<u>WEAPON</u>	<u>ARMOUR CLASS</u>								<u>DAMAGE</u>
	9	8	7	6	5	4	3	2	
HEAVY CROSSBOW	+10	+10	+10	+5	0	0	-5	-10	1-12
LIGHT CROSSBOW	+10	+10	+5	0	0	-5	-15	-25	1-6
LONG BOW	+15	+10	+10	+10	+5	0	-10	-15	1-10
COMPOSITE BOW	+10	+10	+10	+5	0	-5	-15	-20	1-8
HORSE BOW	+10	+5	+5	0	0	-5	-15	-20	1-6
SHORT BOW	+5	+5	+5	0	0	-5	-15	-25	1-6
SLING	+15	+10	+5	0	-5	-10	-20	-30	1-6

The missile weapon modifiers given here are for medium range, for close range add 5%, long range subtract 5%

ARMOUR DESCRIPTION

ARMOUR

<u>CLASS</u>	<u>DESCRIPTION</u>
9	No armour, normal clothes.
8	A shield, or cloth armour, specifically a gambeson
7	Leather armour, or cloth armour with a shield
6	Leather armour with a shield, or ring mail without shield, scale mail without shield
5	Chain mail without shield, ring mail with shield, scale mail with shield
4	Chain mail with shield
3	Plate armour without shield
2	Plate armour with shield

WEAPON DAMAGE AND PREREQUISITES

<u>WEAPON</u>	<u>MIN. STR.</u>	<u>DAMAGE</u>	
		<u>VS. MAN SIZED</u>	<u>VS. LARGER THAN MAN SIZED</u>
DAGGER	-	1-4	1-3
HAND-AXE	-	1-6	1-4
MACE	-	1-6	1-6
CUDGEL	-	1-4	1-4
SHORT SWORD	-	1-6	1-8
SCIMITAR	8	1-8	1-8
HAMMER	-	1-6	1-6
BROADSWORD	9	1-8	1-12
QUARTERSTAFF	-	1-6	1-4
MORNING STAR	9	1-8	1-6
BASTARD SWORD*	13	1-10	2-16
FLAIL	15	1-10	1-8
SPEAR**	-	1-6	1-8
TRIDENT	-	1-8	1-10
POLEARMS	9	1-8	1-10
HALBARD	12	1-10	2-12
BATTLE AXE	14	1-12	1-12
MILITARY PICK	-	1-6	1-6
GREATSWORD	16	1-12	2-20
MTD. LANCE	-	1-10	3-24
PIKE	13	1-10	2-12

* STR. MIN. IS THE SAME USED 1 OR 2 HANDED, DAMAGE LISTED IS TWO-HAND.

** SPEARS ARE 1-8, 1-12 VS. CHARGE: 1-10,2-16 WHEN SET VS. CHARGE

THE SAVING THROW TABLES

The saving throw tables are based upon percentile dice. For each level that the character rises in experience, his saving throw is improved thus a smooth progression is allowed.

To use the saving throw tables you must first find table that is applicable to the character. Secondly the column that applies to the saving throw that must be made is found. Third the column must be compared to the level of the character, the result is the basic saving throw. The basic saving throw is the saving throw, unless the character has a magical item or special ability that changes his saving throw. Once the final saving throw has been determined you then roll a pair of percentile dice. To make your saving throw you must roll equal to or below the indicated number.

For monster saving throws, the fighter's saving throw table is used. The exception when the monster is a spell casting creature is making its saving throw. In this case the monster's saving throw is chosen from between the table for the fighters, and the table of the type of spell caster that the monster is.

PERCENTILE DICE SYSTEMS

Percentile systems are quite similar to the popular 20 sided die system. The conversion between the systems is very simple, to convert weapons pluses, defensive abilities, etc., from the 20 sided system to percentile system you merely take the plus and multiply by 5. The special abilities in this booklet are all based on the twenty sided die system. To use the special abilities table with a percentile system you must multiply by five, e.g. 1=5%, 2=10%, 3=15%, etc..

FIGHTER'S SAVING THROWS

<u>LEVEL OF FIGHTER</u>	<u>POISON OR DEATH RAY</u>	<u>WANDS</u>	<u>STONING</u>	<u>BREATH WEAPONS</u>	<u>SPELLS, STAVES</u>
1	45	40	35	30	25
2	48	43	38	34	28
3	51	46	42	38	31
4	54	49	46	42	34
5	58	53	50	46	38
6	61	56	53	50	41
7	64	59	57	55	44
8	67	62	61	59	47
9	71	66	65	63	51
10	74	69	68	67	54
11	77	72	72	71	57
12	81	76	76	75	61
13	85	80	80	80	65

CLERIC'S SAVING THROWS

<u>LEVEL OF CLERIC</u>	<u>POISON OR DEATH RAY</u>	<u>WANDS</u>	<u>STONING</u>	<u>BREATH WEAPONS</u>	<u>SPELLS, STAFFS</u>
1	50	45	35	25	30
2	53	47	37	28	33
3	56	50	40	31	36
4	59	53	43	34	39
5	63	56	46	38	43
6	66	59	49	41	46
7	69	62	52	44	49
8	72	65	55	47	52
9	76	68	58	51	56
10	79	71	61	54	59
11	82	74	64	57	62
12	86	77	67	61	66
13	90	80	70	65	70

MAGIC-USER'S SAVING THROWS

<u>LEVEL</u> <u>OF MAGE</u>	<u>POISON OR</u> <u>DEATH RAY</u>	<u>WANDS</u>	<u>STONING</u>	<u>BREATH</u> <u>WEAPONS</u>	<u>SPELLS,</u> <u>STAVES</u>
1	40	35	40	25	30
2	42	37	42	27	34
3	45	40	45	30	38
4	48	43	48	33	42
5	50	45	50	35	46
6	53	48	53	38	50
7	56	51	56	41	54
8	58	53	58	43	58
9	61	56	61	46	62
10	64	59	64	49	66
11	66	61	66	51	70
12	69	64	69	54	74
13	72	67	72	57	78
14	74	69	74	59	82
15	77	72	77	62	86
16	80	75	80	65	90

THE SPELL SYSTEMS

Two spell systems are presented in this booklet. They are both attempts to raise the power of lower level spell-casters, and decrease the power of the higher level spell-casters. These spell systems also have a great deal of dependence upon the prime requisite of the spell-caster.

The first system is the spell points system. When this system is used the spell-caster is allowed to cast any spell that he has sufficient points to cast. He of course is limited to casting only spell appropriate to his level.

The use of the spell point system is relatively simple. The character first determines his spell points. The formula is 2 times the prime requisite plus the constitution, divide all of this by three and multiply by the level of the spell-caster. To use a spell you simply subtract the cost of the chosen spell from your total spell points and consider the spell cast. The extra cost listed is sort of a variable control on a spell. When the extra cost is per turn, then the meaning is that the extra is above and beyond the normal duration. When the cost is per die of damage, or body, etc., it means that the initial cost covers only the initial cost of the spell, and not the damage or other effect.

The regeneration of spell points is a matter best left up to the individual referee. A character might regain all of the points back each day, or 1/7 or whatever.

The second spell system allows the spell caster to have as many spells per day as his prime requisite. The spells should be chosen in advance. To use the system you compare the spell level to the level of the caster, the resulting number is the number that must not be exceeded on the roll of two six-sided dice. The spells chosen may be of any level usable to the spell caster. Two clerical spell systems are included the alternate one is used for druids and for campaigns in which first level clerics are allowed spells.

SPELL POINT COST TABLE

<u>SPELL NAME</u>	<u>COST</u>	<u>EXTRA COST</u>
(Spell order 1)		
CHARM PERSON	3	-
DETECT MAGIC	1	-
HOLD PORTAL	1	-
LIGHT	1	+1/turn
MAGIC MISSILE	2	+1/missile
PROTECTION FROM EVIL	2	+1/turn
READ LANGUAGES	1	-
READ MAGIC	1	-
SHIELD	2	+1/turn
SLEEP	4	-
VENTRILIQISM	1	-
(Spell order 2)		
CONTINUAL LIGHT	5	-
DARKNESS, 5' RADIUS	5	+2/turn
DETECT EVIL	4	+2/turn
DETECT INVISIBLE	3	+2/turn
ESP	4	+2/turn
INVISIBILITY	5	-
KNOCK	4	-
LEVITATION	3	+2/turn
LOCATE OBJECT	3	-
MAGIC MOUTH	5	-
MIRROR IMAGE	4	+2/turn
PHANTASMAL FORCES	5	+2/turn
PYROTECHNICS	4	-
STRENGTH	7	-

SPELL POINT COST TABLE

<u>SPELL NAME</u>	<u>COST</u>	<u>EXTRA COST</u>
(Spell order 2 cont.)		
WEB	7	-
WIZARD LOCK	7	-
(Spell order 3)		
CLAIRAUDIENCE	9	+3/turn
CLAIRVOYANCE	9	+3/turn
DISPEL MAGIC	9	-
EXPLOSIVE RUNES	9	-
FIRE BALL	14	+1/die
HASTE SPELL	11	-
HOLD PERSON	11	-
INFRAVISION	8	-
INVISIBILITY, 10' RADIUS	12	-
LIGHTNING BOLT	12	+1/die
MONSTER SUMMONING I	10	-
PROTECTION FROM EVIL, 10' RADIUS	12	+3/turn
PROTECTION FROM NORMAL MISSLES	12	+3/turn
ROPE TRICK	9	-
SLOW SPELL	11	-
SUGGESTION	9	-
WATER BREATHING	9	+3/turn
(Spell order 4)		
CHARM MONSTER	16	-
CONFUSION	15	+4/turn
DIMENSION DOOR	17	-
EXTENSION I	13	-
FEAR	15	+4/turn

SPELL POINT COST TABLE

<u>SPELL NAME</u>	<u>COST</u>	<u>EXTRA COST</u>
(Spell order 4 cont.)		
GROWTH OF PLANTS	17	-
HALLUCINATORY TERRAIN	16	-
ICE STORM	22	-
MASSMORPH	16	-
MONSTER SUMMONING II	18	-
POLYMORPH OTHERS	20	-
POLYMORPH SELF	17	+4/turn
REMOVE CURSE	14	-
WALL OF FIRE	22	-
WALL OF ICE	22	-
WIZARD EYE	13	+4/turn
(Spell order 5)		
ANIMATE DEAD	14	+5/body
CLOUDKILL	28	-
CONJURE ELEMENTAL	35	-
CONTACT HIGHER PLANE	14	+9/plane
EXTENSION II	20	-
FEEBLEMIND	25	-
GROWTH ANIMALS	25	-
HOLD MONSTER	28	-
MAGIC JAR	32	-
MONSTER SUMMONING III	25	-
PASS-WALL	24	-
TELEKINESIS	23	+5/turn
TELEPORT	29	-
TRANSMUTE ROCK TO MUD	25	-

SPELL POINT COST TABLE

<u>SPELL NAME</u>	<u>COST</u>	<u>EXTRA COST</u>
(Spell order 5 cont.)		
WALL OF STONE	28	-
WALL OF IRON	28	+5/turn
(Spell order 6)		
ANTI-MAGIC SHELL	40	+5/turn
CONTROL OF WEATHER	38	-
DEATH SPELL	40	-
DISINTEGRATE	41	-
EXTENSION III	30	-
GEAS	39	-
INVISIBLE STALKER	47	-
LEGEND LORE	24	+24/day
LOWER WATER	36	+5/turn
MONSTER SUMMONING IV	37	-
MOVE EARTH	41	+15/turn
PART WATER	36	+5/turn
PROJECTED IMAGE	33	+5/turn
REINCARNATION	43	-
REPULSION	36	+5/turn
TRANSMUTE STONE TO FLESH	43	-
(Spell order 7)		
CHARM PLANTS	46	-
DELAYED BLAST FIRE BALL	50	-
LIMITED WISH	150	-
MASS INVISIBILITY	50	-
MONSTER SUMMONING V	50	-
PHASE DOOR	49	-

SPELL POINT COST TABLE

<u>SPELL NAME</u>	<u>COST</u>	<u>EXTRA COST</u>
(Spell order 7 cont.)		
POWER WORD-STUN	54	-
REVERSE GRAVITY	53	-
SIMULACRUM	59	-
(Spell order 8)		
CLONE	65	-
MASS CHARM	64	-
MIND BLANK	61	-
MONSTER SUMMONING VI	65	-
PERMANENT SPELL	75	-
POLYMORPH ANY OBJECT	65	-
POWER WORD-BLIND	72	-
SYMBOL	64	-
(Spell order 9)		
ASTRAL SPELL	80	-
GATE SPELL	200	-
MAZE SPELL	78	-
METEOR SWARM	100	-
MONSTER SUMMONING VII	84	-
PRISMATIC WALL	82	+9/turn
POWER WORD-KILL	95	-
SHAPE CHANGE	90	+9/turn
TIME STOP	80	-
FULL WISH	300	-

CLERICAL SPELL POINT COST TABLES

<u>SPELL NAME</u>	<u>COST</u>	<u>EXTRA COST</u>
(Spell order 1)		
<u>CURE LIGHT WOUNDS</u>	3	-
<u>DETECT EVIL</u>	1	+1/turn
DETECT MAGIC	1	-
<u>LIGHT</u>	1	+1/turn
<u>PROTECTION FROM EVIL</u>	1	+1/turn
<u>PURIFY FOOD AND WATER</u>	2	-
(Spell order 2)		
<u>BLESS</u>	4	+2/turn
FIND TRAPS	4	+2/turn
HOLD PERSON	6	-
SILENCE, 15' RADIUS	4	+2/turn
SNAKE CHARM	4	-
SPEAK WITH ANIMALS	4	+2/turn
(Spell order 3)		
<u>CONTINUAL LIGHT</u>	11	-
<u>CURE DISEASE</u>	9	-
LOCATE OBJECT	10	-
PRAYER	8	-
REMOVE CURSE	9	-
SPEAK WITH THE DEAD	10	-
(Spell order 4)		
CREATE WATER	18	-
<u>CURE SERIOUS WOUNDS</u>	17	-
NEUTRALIZE POISON	15	-
PROTECTION FROM EVIL, 10' RADIUS	17	+4/turn
SPEAK WITH PLANTS	15	+4/turn

CLERICAL SPELL POINT COST TABLES

<u>SPELL NAME</u>	<u>COST</u>	<u>EXTRA COST</u>
TURN STICKS TO SNAKES	14	+4/turn
(Spell order 5)		
COMMUNE	37	-
CREATE FOOD	23	-
<u>DISPEL EVIL</u>	25	-
INSECT PLAGUE	35	-
QUEST	31	-
<u>RAISE DEAD</u>	39	-
(Spell order 6)		
ANIMATE OBJECTS	36	+6/turn
BLADE BARRIER	40	+6/turn
CONJURE ANIMALS	37	-
FIND THE PATH	42	-
SPEAK WITH MONSTERS	33	-
THE WORD OF RECALL	38	-
(Spell order 7)		
AERIAL SERVANT	67	-
ASTRAL SPELL	43	+12/turn
CONTROL WEATHER	55	-
EARTHQUAKE	57	-
GATE	125	-
HOLY WORD	58	-
PART WATER	49	+7/turn
<u>RAISE DEAD FULLY</u>	80	-
<u>RESTORATION</u>	70	-
SYMBOL	49	-
WIND WALK	59	-

DRUIDICAL SPELL POINT COST TABLE

<u>SPELL NAME</u>	<u>COST</u>	<u>EXTRA COST</u>
(Spell order 1)		
DETECT MAGIC	1	-
DETECT SNARES AND PITS	1	-
FAERIE FIRE	2	+1/turn
LOCATE ANIMALS	2	-
PREDICT WEATHER	2	-
PURIFY WATER	2	-
(Spell order 2)		
CREATE WATER	4	-
CURE LIGHT WOUNDS	5	-
HEAT METAL	6	-
LOCATE PLANTS	5	-
OBSCUREMENT	3	-
PRODUCE FLAME	5	-
SPEAK WITH ANIMALS	4	+2/turn
WARP WOOD	5	-
(Spell order 3)		
CALL LIGHTNING	11	-
CURE DISEASE	9	-
HOLD ANIMAL	11	-
NEUTRALIZE POISON	8	-
GROWTH OF PLANTS	9	-
PROTECTION FROM FIRE	9	-
PYROTECNICS	10	-
WATER BREATHING	10	+3/turn

DRUIDICAL SPELL POINT COST TABLE

<u>SPELL NAME</u>	<u>COST</u>	<u>EXTRA COST</u>
(Spell order 4)		
ANIMAL SUMMONING I	17	-
CONTROL TEMP.,10' RADIUS	20	-
CURE SERIOUS WOUNDS	17	-
DISPEL MAGIC	16	-
HALLUCINATORY FOREST	20	-
INSECT PLAGUE	23	-
PLANT DOOR	18	-
PRODUCE FIRE	19	-
PROTECTION FROM LIGHTNING	16	-
SPEAK WITH PLANTS	15	+4/turn
(Spell order 5)		
ANIMAL GROWTH	25	-
ANIMAL SUMMONING II	27	-
ANTI-PLANT SHELL	25	+5/turn
COMMUNE WITH NATURE	31	-
CONTROL WINDS	29	-
HOLD PLANT	25	-
PASS PLANT	26	-
TRANSMUTE ROCK TO MUD	25	-
TURN STICKS TO SNAKES	21	+5/turn
WALL OF FIRE	30	-

DRUIDICAL SPELL POINT COST TABLE

<u>SPELL NAME</u>	<u>COST</u>	<u>EXTRA COST</u>
(Spell order 6)		
ANIMAL SUMMONING III	39	-
ANTI-ANIMAL SHELL	36	+6/turn
CONJURE FIRE ELEMENTAL	44	-
FEEBLEMIND	39	-
FINGER OF DEATH	56	-
TRANSPORT VIA PLANTS	40	-
TURN WOOD	36	-
WEATHER SUMMONING	41	-
(Spell order 7)		
ANIMATE ROCK	49	+7/turn
CONFUSION	46	+7/turn
CONJURE EARTH ELEMENTAL	59	-
CONTROL WEATHER	49	-
CREEPING DOOM	53	-
FIRE STORM	55	-
REINCARNATE	56	-
TRANSMUTE METAL TO WOOD	49	-

SPELL CASTING TABLE

LEVEL OF MAGE	SPELL LEVEL								
	1	2	3	4	5	6	7	8	9
1	8	-	-	-	-	-	-	-	-
2	7	-	-	-	-	-	-	-	-
3	6	8	-	-	-	-	-	-	-
4	5	7	-	-	-	-	-	-	-
5	4	6	8	-	-	-	-	-	-
6	3	5	7	-	-	-	-	-	-
7	3	4	6	8	-	-	-	-	-
8	3	3	5	7	-	-	-	-	-
9	3	3	4	6	8	-	-	-	-
10	3	3	3	5	7	-	-	-	-
11	3	3	3	4	6	-	-	-	-
12	3	3	3	3	5	8	-	-	-
13	3	3	3	3	4	7	-	-	-
14	3	3	3	3	3	6	8	-	-
15	3	3	3	3	3	5	7	-	-
16	3	3	3	3	3	4	6	8	-
17	3	3	3	3	3	3	5	7	-
18	3	3	3	3	3	3	4	6	8
19	3	3	3	3	3	3	3	5	7
20	3	3	3	3	3	3	3	4	6
21	3	3	3	3	3	3	3	3	5
22	3	3	3	3	3	3	3	3	4
23	3	3	3	3	3	3	3	3	3
24	3	3	3	3	3	3	3	3	3
25	3	3	3	3	3	3	3	3	3

SPELL CASTING TABLE

CLERIC'S	SPELL LEVEL						
LEVEL	1	2	3	4	5	6	7
1	-	-	-	-	-	-	-
2	9	-	-	-	-	-	-
3	8	-	-	-	-	-	-
4	7	9	-	-	-	-	-
5	6	8	-	-	-	-	-
6	5	7	9	9	-	-	-
7	4	6	8	8	9	-	-
8	3	5	7	7	8	-	-
9	3	4	6	6	7	-	-
10	3	3	5	5	6	-	-
11	3	3	4	4	5	-	-
12	3	3	3	3	4	-	-
13	3	3	3	3	3	9	-
14	3	3	3	3	3	8	-
15	3	3	3	3	3	7	-
16	3	3	3	3	3	6	-
17	3	3	3	3	3	5	9
18	3	3	3	3	3	4	8
19	3	3	3	3	3	3	7
20	3	3	3	3	3	3	6
21	3	3	3	3	3	3	5
22	3	3	3	3	3	3	4
23	3	3	3	3	3	3	3

ALTERNATE SPELL CASTING TABLE

CLERIC'S	SPELL LEVEL						
LEVEL	1	2	3	4	5	6	7
1	9	-	-	-	-	-	-
2	8	-	-	-	-	-	-
3	7	-	-	-	-	-	-
4	6	9	-	-	-	-	-
5	5	8	9	-	-	-	-
6	4	7	8	9	-	-	-
7	3	6	7	8	9	-	-
8	3	5	6	7	8	-	-
9	3	4	5	6	7	-	-
10	3	3	4	5	6	-	-
11	3	3	3	4	5	-	-
12	3	3	3	3	4	-	-
13	3	3	3	3	3	9	-
14	3	3	3	3	3	8	-
15	3	3	3	3	3	7	-
16	3	3	3	3	3	6	-
17	3	3	3	3	3	5	9
18	3	3	3	3	3	4	8
19	3	3	3	3	3	3	7
20	3	3	3	3	3	3	6
21	3	3	3	3	3	3	5
22	3	3	3	3	3	3	4
23	3	3	3	3	3	3	3

MYSTICAL MAGIC

RING OF MAGIC DETECTION: This ring can only be used to determine if individual items are magic. It cannot be used as a broad-based magic detection device.

RING OF FLYING: Allows one to fly at the speed of 120 yards per turn, for up to 24 turns per use of the ring. The ring can only be used three times per day.

RING OF WATER BREATHING: As long as this ring is worn, the user can breathe underwater.

RING OF INFRAVISION: Allows the user to see in the dark with a range up to sixty feet.

RING OF TRAP DETECTION: When using this ring, the wearer will detect traps 75% of the time.

RING OF POISON DETECTION: Made out of a piece of the horn of a unicorn, when dipped in poison, the ring will turn bright red.

RING OF MAGIC READING: The person that wears this ring, will have the ability to read magical scrolls and tomes.

RING OF OPENNING: By merely knocking on a door or other portal, the portal will open regardless of what was holding it shut, be it spell, person, or lock.

RING SPEAKING: While wearing this ring the user is fluent in all languages past, present, and future.

RING OF REVENGE: The user of this ring may call forth an invisible stalker to do his bidding. The servant of the ring will do whatever his master orders, but if a long service is required he will try to pervert his orders. Only one of these creatures can be called from the ring, and once it is summoned, the ring is no longer useful.

RING OF TRUE SIGHT: Allows the wearer the power to see all illusions for what they are. With this ring it is also within the user's power to know whether a being is polymorphed, and if it is, what the original form of the creature was. (This ring should be extremely rare)

RING OF INVERSION: This ring has both a bad and a good side. When worn, all of a player's prime characteristics change. To determine what the characteristics change to, subtract each characteristic from 21.

RING OF READING: Whomsoever wears this ring will be blessed with the ability to read any language, no matter what it might be, save only magic.

RING OF REINCARNATION: The power contained in this ring will operate but once. When the person that is wearing this ring dies, he is brought back to life in another form. The form in which the character is brought back depends upon the alignment that he had when he died, the determination of what kind of creature he is, is made by rolling dice on the reincarnation chart of his former alignment.

RING TABLE

%-ROLL

01-07 WEAKNESS
 08-14 CONTRAIRINESS
 15-20 INVERSION
 21-27 DELUSION
 28-31 TRAP DETECTION
 32-35 MAMMAL CONTROL
 36-39 INFRAVISION
 40-43 READING
 44-47 FIRE RESISTANCE
 48-51 OPENING
 52-55 SPEAKING
 56-58 INVISIBILITY
 59-61 HUMAN CONTROL
 62-64 PROTECTION +1
 65-67 FLYING
 68-70 THREE WISHES
 71-73 WATER WALKING

%-ROLL

74-76 POISON DETECTION
 77-78 WATER BREATHING
 79-80 MAGIC READING
 81-82 PROTECTION +2, 5' RADIUS
 83-84 DJINN SUMMONING
 85-86 REGENERATION
 87-88 TELEKINESIS
 89-90 SHOOTING STARS
 91-92 X-RAY VISION
 93 REVENGE
 94 PROTECTION +3
 95 MAGIC DETECTION
 96 REINCARNATION
 97 TRUE SIGHT
 98 SPELL TURNING
 99 SPELL STORING
 100 MANY WISHES

REINCARNATION CHART

When using the reincarnation chart, roll percentile dice and check that number under your appropriate alignment. If the dice indicate that you change alignment, then roll a fifty-fifty chance to determine which alignment you become. When the dice indicate that you have become a human, hobbit, dwarf, gnome, elf, or half-elf, randomly determine your new character class. You then roll a six-sided die to determine your new level.

If you have become a giant or a lycanthrope, determine randomly which type you have become making sure that the type is appropriate for your alignment. When the dice indicate that you have become a dragon, determine type and age, and whether you talk or use spells.

The last thing you do is determine what your new characteristics are. Your new strength is a totally random determination, intelligence and wisdom remain the same, constitution is random, dexterity and the new charisma are the average of a new die roll and the one that you had in your previous incarnation.

REINCARNATION CHARTS

<u>%-ILE</u>	<u>LAWFUL</u>	<u>NEUTRAL</u>	<u>CHAOTIC</u>
01-03	HUMAN	HUMAN	HUMAN
04-06	HUMAN	HUMAN	ORC
07-09	HOBBIT	HOBBIT	GNOLL
10-12	HOBBIT	HOBBIT	HOBGOBLIN
13-15	DWARF	DWARF	KOBOLD
16-18	DWARF	DWARF	GOBLIN
19-21	GNOME	GNOME	BALROC
22-24	GNOME	GNOME	OGRE
25-27	ELF	ELF	TROLL
28-30	ELF	ELF	GHOUL
31-33	ENT	NIXIE	WIGHT
34-36	ENT	PIXIE	WRAITH
37-39	HALF-ELF	DRYAD	SPECTRE
40-42	HALF-ELF	GRIFFON	MUMMY
43-45	PEGASUS	ROC	VAMPIRE
46-48	PEGASUS	LYCANTHROPE	MEDUSA
49-51	HIPPOGRIFF	ORC	MANTICORE
52-54	HIPPOGRIFF	OGRE	GARGOYLE
55-57	ROC	DRAGON	MINOTAUR
58-60	ROC	WYVERN	DRAGON
61-63	CENTAUR	CENTAUR	CHIMERA
64-66	CENTAUR	HYDRA	BUGBEAR
67-69	GIANT	PURPLE WORM	OGRE MAGE
70-72	GIANT	CHIMERA	GIANT
73-75	BLINKDOG	MINOTAUR	LICHE
76-78	BLINKDOG	GIANT	DOPPLEGANGER
79-81	DRAGON	BUGBEAR	HARPY
82-84	DRAGON	LICHE	LYCANTHROPE
85-87	LYCANTHROPE	LIZARDMAN	SALAMANDER
88-90	LYCANTHROPE	DOPPLEGANGER	DISPLACER BEAST
91-93	UNICORN	UMBER HULK	HELL HOUND
94-96	UNICORN	PHASE SPIDER	GORGON
97-00	CHANGE ALIGNMENT	CHANGE ALIGNMENT	CHANGE ALIGNMENT

NAME GENERATION CHARTS

These charts are designed to facilitate the creation of names for fantasy roll playing. The use of these charts is fairly simple, you use an easy to follow formula for name generation.

When using the name generation charts, various kinds of dice are required. You will need a six-sided, a four-sided, an eight-sided, a twelve-sided, and a set of percentile dice. When using the table of beginning consonants, you roll percentile dice. The table of intermediate consonants requires the rolling of four-sided and eight-sided dice. The first number on the chart is the four-sided die and the second number is the eight-sided die. To use the table of vowels, a twelve-sided die is rolled. Twelves are ignored and the die is rolled again.

To use the name generation charts, follow the ensuing formula. A six-sided die is rolled, on a 1 - 3 the name begins with a vowel, on a 4 - 6 the name starts with a beginning consonant. To generate all further sounds, check the previous sound. If the previous sound was a vowel, roll a six-sided die. If the result is 1 - 2 then the next sound is a vowel, if the result is 4 - 6 then the next sound is an intermediate consonant. If the previous sound was a consonant, then go directly to the vowel table. This series of operations is continued until a name of suitable length and sound is created.

In the use of these charts, an almost infinite number of names can be generated. These names can be spelled to suit the individual, and thus further differentiate the names.

TABLE OF BEGINNING CONSONANTS

<u>%</u>	<u>LETTER(S)</u>	<u>SOUND</u>	<u>%</u>	<u>LETTER(S)</u>	<u>SOUND</u>
01-02	B	<u>BAR</u>	51-52	R	<u>RUN</u>
03-04	BL	<u>BLADE</u>	53-54	S	<u>SAFE</u>
05-06	BR	<u>BRAIN</u>	55-56	SC	<u>SCALE</u>
07-08	C	<u>CAST</u>	57-58	SCHL	<u>SCHLUSS</u>
09-10	CH	<u>CHAIN</u>	59-60	SH	<u>SHAKE</u>
11-12	CL	<u>CLEAR</u>	61-62	SHR	<u>SHRIKE</u>
13-14	CR	<u>CRIME</u>	63-64	SL	<u>SLAVE</u>
15-16	D	<u>DEATH</u>	65-66	SN	<u>SNAKE</u>
17-18	DR	<u>DRUID</u>	67-68	SP	<u>SPELL</u>
19-20	F	<u>FAITH</u>	69-70	SPR	<u>SPRING</u>
21-22	FL	<u>FLAIL</u>	71-72	SQU	<u>SQUARE</u>
23-24	FR	<u>FRONT</u>	73-74	ST	<u>STOP</u>
25-26	G	<u>GAIN</u>	75-76	STR	<u>STREET</u>
27-28	GL	<u>GLEE</u>	77-78	SV	<u>SVEN</u>
29-30	GR	<u>GROW</u>	79-80	SW	<u>SWEDEN</u>
31-32	GW	<u>GWEN</u>	81-82	T	<u>TIME</u>
33-34	H	<u>HOT</u>	83-84	TH	<u>THE</u>
35-36	J	<u>JANE</u>	85-86	THR	<u>THREE</u>
37-38	L	<u>LORD</u>	87-88	TR	<u>TRAIN</u>
39-40	M	<u>MAN</u>	89-90	TW	<u>TWAIN</u>
41-42	N	<u>NORTH</u>	91-92	V	<u>VAIN</u>
43-44	P	<u>PAIN</u>	93-94	W	<u>WILD</u>
45-46	PL	<u>PLANE</u>	95-96	Y	<u>YELLOW</u>
47-48	PR	<u>PRAY</u>	97-98	Z	<u>ZOO</u>
49-50	QU	<u>QUIET</u>	99-00	ZH	<u>AZURE</u>

TABLE OF INTERMEDIATE CONSONANTS

DICE ROLL	LETTER(S)	SOUND	DICE ROLL	LETTER(S)	SOUND
1,1	B	SO <u>B</u>	3,1	RK	PO <u>RK</u>
1,2	CK	RO <u>CK</u>	3,2	RL	EA <u>RL</u>
1,3	D	FA <u>D</u>	3,3	RM	WO <u>RM</u>
1,4	F	STA <u>FF</u>	3,4	RN	TU <u>RN</u>
1,5	G	RA <u>G</u>	3,5	RP	WA <u>RP</u>
1,6	J	RA <u>GE</u>	3,6	RT	CO <u>URT</u>
1,7	L	RA <u>IL</u>	3,7	S	BA <u>SS</u>
1,8	M	HA <u>M</u>	3,8	SH	AS <u>H</u>
2,1	N	CA <u>N</u>	4,1	SK	TA <u>SK</u>
2,2	NG	RI <u>NG</u>	4,2	ST	CA <u>ST</u>
2,3	P	CA <u>P</u>	4,3	T	RA <u>T</u>
2,4	R	TA <u>R</u>	4,4	TH	WRA <u>TH</u>
2,5	RB	HE <u>RB</u>	4,5	V	DO <u>VE</u>
2,6	RD	CU <u>RD</u>	4,6	X	BO <u>X</u>
2,7	RF	SCA <u>RF</u>	4,7	Z	HA <u>ZE</u>
2,8	RG	BUR <u>G</u>	4,8	ZH	AZ <u>URE</u>

TABLE OF VOWELS

DIE ROLL	LETTER(S)	SOUND	DIE ROLL	LETTER(S)	SOUND
1	A	FA <u>T</u> E	6	i	HI <u>T</u>
2	a	FA <u>S</u> T	7	O	NO <u>T</u> E
3	E	EV <u>E</u>	8	e	NO <u>T</u>
4	e	NE <u>T</u>	9	U	FU <u>T</u> IL <u>E</u>
5	I	IDE <u>A</u>	10	u	BUL <u>L</u>
			11	oy	BO <u>Y</u>

55

