

quick REFERENCE CHARTS

SORCERY

CASTER'S LEVEL AND MAXIMUM D100 SCORE TO CAST A SUCCESSFUL SPELL

	1-3	4-6	7-9	10-12	13-15	16-18	19-21	22-24	25-27	28-35	36-UP
UNOPPOSED SPELL	50	60	70	75	80	83	85	88	90	93	95
COMBAT SPELL	35	40	45	60	65	70	75	80	85	90	95

TARGET'S MRF

TARGET'S SAVING THROW TO RESIST ("30" = 1 TO 30)

0. VERY SMALL ANIMAL, CHILD	30	28	25	23	20	18	15	13	10	8	5
1. ANIMAL, HUMAN.	35	33	30	28	25	23	20	18	15	13	10
2. LARGE AND STRONG ANIMAL, MAGE LEVEL 1-3	45	38	35	33	30	28	25	23	20	18	15
3. VERY LARGE ANIMAL, MAGE LEVEL 4-6	55	45	40	38	35	33	30	28	25	23	20
4. GIGANTIC ANIMAL, MONSTER, MAGE LEVEL 7-9	60	55	50	43	40	38	35	33	30	28	25
5. LARGE MONSTER, MAGE LEVEL 10-12	65	63	60	50	45	43	40	38	35	33	30
6. VERY LARGE MONSTER, MAGE LEVEL 13-15	70	68	65	60	55	48	45	43	40	38	35
7. GIGANTIC MONSTER, MAGE LEVEL 16-18	75	73	70	68	65	55	50	48	45	43	40
8. UNDEAD AND OTHER MAGICAL BEINGS, MAGE LEVEL 19-21	80	78	75	73	70	65	60	53	50	48	45
9. RU'ÚN (ROBOT), MAGE LEVEL 22-24	85	83	80	78	75	73	70	60	55	53	50
10. MAGE LEVEL 25-27	90	88	85	83	80	78	75	70	65	60	55
11. MAGE LEVEL 28-35	95	93	90	88	85	83	80	78	75	65	60
12. MAGE LEVEL 36 AND UP	99	98	95	93	90	88	85	83	80	75	70

TARGET'S SPEED: VERY QUICK -10 QUICK -5

MAGE'S WOUNDS: SERIOUS -10 MINOR -5

Note: A critically wounded mage cannot cast any spell.

MAGE'S ACTIONS

IN MELEE: PSYCHIC SPELLS ONLY; RITUAL SPELLS CANNOT BE CAST IN MELEE -5

PREPARES SPELL FOR 1 EXTRA COMBAT ROUND +5*

MAGE ENCUMBERED -5*

TOTAL DARKNESS OR BLIND -25**

CASTING FROM THE SECOND RANK/OR PAST EACH INTERVENING TARGET -5**

CASTING AT TARGET(S) IN MELEE AND TRYING TO AVOID A FRIENDLY TARGET -10**

* PER ROUND (MAXIMUM OF +10)

** IF OUTSIDE OF TOUCH RANGE

SPELL TYPE:	UNIVERSAL SPELL	0	GENERIC SPELL	-5	AREA (DIAMETRE)	INDIVIDUALS TARGETED
	TEMPLE SPELL	-10			1 FT	1
					5 FT	1-2
TARGET CARRIES AN ENCHANTED SHIELD			+5		10 FT	1-6
TARGET WEARS ENCHANTED ARMOUR. THIS IS A SEPARATE					20 FT	2-12
MODIFIER FROM THE ABOVE; TOGETHER THE TARGET CAN					30 FT	4-24
HAVE A MAXIMUM OF +10.			+5			
FOR EVERY 40 SUBSKILL LEVELS THE TARGET HAS IN						
THE SKILL OF PRIEST (MAXIMUM +10)			+5			

REGENERATION OF PSYCHIC POWER POINTS

ORIGINAL PSYCHIC POWER POINTS

D100 SCORE RANGES

	01-10	11-20	21-50	51-80	81-100
175-200	150	100	80	50	30
201-250	200	150	100	60	40
251-275	250	200	150	70	50
276-UP	ALL	250	200	80	60

PERSONAL HISTORY

NAME AND LINEAGE	CLAN	DIET
NATIONALITY	CITY	GENDER/SPECIES
PROFESSION	DATE OF BIRTH	PERSONAL FUNDS

Use ADVENTURES ON TÉKUMEL, VOL. 1, to fill in these boxes, or else choose an Archetype from the booklet enclosed in this rules set.

Note that Personal Funds includes your clan allowance and should be kept updated.

STATISTICS & SKILL TEST MODIFIERS

HEIGHT & BUILD	COMELINESS	PSYCHIC POWER POINTS
STRENGTH	CHARISMA	HEIGHT-BUILD-STRENGTH FACTOR*
DEXTERITY	PSYCHIC ABILITY	CARRYING CAPACITY**
INTELLIGENCE	PSYCHIC RESERVOIR	BASE MOVEMENT SPEED

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Write any modifiers for skill tests after the score for each statistic.

*The total Height-Build-Strength Factor includes any modifiers for the hobby skill "Athletics," but NOT for military subskills.

**The Carrying Capacity is the character's Height-Build-Strength Factor divided by 10. This is not rounded to the nearest number.

COMBAT SKILLS AND VALUES

WEAPONS AND SKILL LEVELS	TOTAL CBT H-B-S	DAMAGE TABLES AND MODIFIERS	INITIATIVE MODIFIERS*
ARMOUR AND SHIELD TYPES	DAMAGE PROTECTION	INITIATIVE MODIFIERS	MOVEMENT/SPEED MODIFIERS

List each weapon skill (including shield). The Total Combat H-B-S value includes any bonus for military subskills. Also list combat values for "Other Weapons," i.e. those in which the character has no skill levels.

*List any initiative modifier for first and subsequent rounds divided by a slash, e.g. +3/-3.

ADVENTURES ON TÉKUMEL – CHARACTER RECORD SHEET

List spells as in the following example: 48, Hands of Krá, G2, G4. Players may consult the Spell Compendium for details on ranges, effects, etc.

[illegible]

Add further sheets as needed for detailed lists of relatives, important contacts, slaves, magical items, property and other information as the game progresses.

quick REFERENCE CHARTS

SORCERY

PHYLUM	LEVEL OF SPELL AND WHETHER PSYCHIC ("P") OR RITUAL ("R")					
	1-3 P/R	4-6 P/R	7-9 P/R	10-12 P/R	13-15 P/R	16-UP P/R
U1	30/25	20/15	10/5	5/3	3/2	2/1
U2	40/35	30/25	20/15	10/5	5/3	3/2
U3	50/45	40/35	30/25	20/15	10/5	5/3
U4	60/55	50/45	40/35	30/25	20/15	10/5
U5	70/65	60/55	50/45	40/35	30/25	20/15
U6	90/80	70/65	60/55	50/45	40/35	30/25
U7	110/100	90/80	70/65	60/55	50/45	40/35
U8	130/120	110/100	90/80	70/65	60/55	50/45
U9	150/140	130/120	110/100	90/80	70/65	60/55
U10	170/160	150/140	130/120	110/100	90/80	70/65
G1	40/35	30/25	20/15	10/5	5/3	3/2
G2	50/45	40/35	30/25	20/15	10/5	5/3
G3	60/55	50/45	40/35	30/25	20/15	10/5
G4	70/65	60/55	50/45	40/35	30/25	20/15
G5	80/75	70/65	60/55	50/45	40/35	30/25
G6	100/90	80/75	70/65	60/55	50/45	40/35
G7	120/110	100/90	80/75	70/65	60/55	50/45
G8	140/130	120/115	100/90	80/75	70/65	60/55
G9	160/150	140/135	120/115	100/90	80/75	70/65
G10	180/170	160/155	140/135	120/115	100/90	80/75
T1	Non-applicable: mages of Levels 1 through 9 cannot have or cast Temple spells. A referee may grant a low-level sorcerer a Temple spell as a "game special" as part of the story line. In such a case, the Spell Casting Costs listed in the G10 row above are employed but a D100 is rolled to determine the number of extra points added to the spell-casting cost. This addition is permanent for that character until he attains Level 10 or higher.			30/25	20/15	10/5
T2				40/35	30/25	20/15
T3				50/45	40/35	30/25
T4				60/55	50/45	40/35
T5				70/65	60/55	50/45
T6				80/75	70/65	60/55
T7				90/85	80/75	70/65
T8				100/95	90/85	80/75
T9				120/110	100/95	90/85
T10				140/130	120/110	100/95