

ADVANCED DUNGEONS & DRAGONS®



SPECIAL REFERANCE WORK

PLAYERS HANDBOOK

A COMPILED VOLUME OF INFORMATION FOR PLAYERS OF
ADVANCED DUNGEONS & DRAGONS, INCLUDING CHARACTER RACES,
CLASSES, AND LEVEL ABILITES; SPELL TABLES AND DESCRIPTIONS;
EQUIPMENT COSTS; WEAPONS DATA; AND INFORMATION ON ADVENTURING.

By Gary Gygax

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Distributed to the book trade in the United States by Random House, Inc. and in Canada by Random House of Canada, Ltd.

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CREATING THE PLAYER CHARACTERS

Point Value

New characters should be built on 120 points with a maximum of -60 points in disadvantages and -5 points in quirks. When converting from **D&D**, initial point totals will be determined by the **Levels to Point Totals Table** (see page 4), but the 60 point disadvantage limit should be upheld in any case.

Attributes

The upper attribute limit for normal humans is 16, but may be purchased up to 20 with GM permission. Demi-human attribute limits vary, and may be found on the **Ability Score Minimums / Maximums Table** (page 9).

Advantages and Disadvantages

The standard starting wealth for the campaign is 120 Gold Pieces (120 GURPS \$).

Exotic and Supernatural Advantages may not as a rule be selected with the exception of Power Investment or Magery. Feel free to ask about other Supernatural advantages that are important to the character concept.

CONVERTING ATTRIBUTES

GURPS characteristics are converted from **Dungeons & Dragons** according to **Tables 1 to 3**, located below. Characteristics will vary with the various **AD&D** editions (see **Charts 2 and 3**).

Table 1: Characteristics

D&D	GURPS
Strength	Strength
Dexterity	Dexterity
Constitution	Health
Intelligence	Intelligence
Wisdom	Willpower
Charisma	See Below

The D&D Charisma characteristic is a special case. For every 2 points of Charisma above 10, add 5 points in Advantages chosen from the list below:

Appearance [Variable]; Charisma [5/level]; Fashion Sense [5]; Smooth Operator [15/level]; Voice [10].

On the other hand, for every 2 points of Charisma below 10, add -5 points in Disadvantages chosen from the list below:

Appearance [Variable]; Clueless [-10]; Disturbing Voice [-10]; No Sense of Humor [-10]; Odious Personal Habit [Variable].



Table 2: Strength

GURPS	AD&D	D&D	3E D&D
1 [-90]	1	1	1
2 [-80]	2	2	2
3 [-70]	3	3	3
4 [-60]	4	4	4
5 [-50]	5	5	5
6 [-40]	6	6	6
7 [-30]	7	7	7
8 [-20]	8	8	8
9 [-10]	9	9	9
10 [0]	10-11	10-11	10-11
11 [10]	12-13	12	12-13
12 [20]	14-15	13	14-15
13 [30]	16	14	16
14 [40]	17	15	17
15 [50]	18	16	18
16 [60]	18/01-50		19
17 [70]	18/51-75		20
18 [80]	18/76-90	17	21
19 [90]	18/91-99		22
20 [100]	18/00	18	23
23 [130]	19	28-30	25
24 [140]	20	33-35	27
26 [160]	21	39-42	29
28 [180]	22	46-49	31
31 [210]	23	54-58	33
35 [250]	24	63-66	35
38 [280]	25	78-80	39

Table 3: Other Attributes

GURPS	AD&D	D&D	3E D&D
1	1	1	1
2	2	2	2
3	3	3	3
4	4	4	4
5	5	5	5
6	6	6	6
7	7	7	7
8	8	8	8
9	9	9	9
10 [0]	10	10	10
13	11	11	11
14	12	12	12
15	13	13	13
16	14	14	14
17	15	15	15
16	16	16	19
18	17	17	21
20 [100]	18	18	23
23	21	28-30	25
24	22	33-35	27
26	23	39-42	29
28	24	46-49	31
31	25	54-58	33
35		63-66	35
38		78-80	39

LEVELS AND ADVANCEMENT

Following is a chart for figuring out how many Character Points an existing **AD&D** Character should have when converted into the **GURPS** rules. This chart can also be used in reverse as a benchmark & comparison tool, allowing you to determine what Character Level your **GURPS** Character equates to in **AD&D** terms.

To use the chart, simply find your **AD&D** Character's Class Level on the chart below and look in the Character Points column to see how many points you have to play with in the **GURPS System**. Don't forget to give yourself an appropriate amount of additional Character Points for any X.P. your character has beyond the minimum required for his Level. In other words, if your 5th level fighter has 20,000 X.P. he has an extra 4,000 X.P. beyond the 16,000 X.P. required for 5th Level. Therefore, instead of giving him 180 Character Points to play with in **GURPS**, prorate some extra Character Points; in this case it would work out to around 184 Character Points.

MAGIC ITEMS

If a character is being converted, do not include the cost of their Magic items in their total Character Points. If a character is being created from scratch then they must purchase levels of the Signature Gear Advantage for their Magic Items. This document is intended to convert existing characters, not promote the creation of new engineered monstrosities.

COST OF MAGIC ITEMS, STRONGHOLDS, FOLLOWERS PER LEVEL

None of these are paid for out of the points allocated below; they are simply calculated and added to the character as transient points at the end of the conversion process. As a rule of thumb a character with Magic Items, Strongholds and Followers which tally up with a Real Cost equal to their ((Character Level-1) *10) or less are within acceptable limits for a High Power, High Magic campaign; much over that and a GM might want to take steps to purloin some Items. This total does not include Items like Scrolls, Potions, and other Items with Non Recoverable Charges.

Adhere to what a character actually has when converting; these phantom points are not intended to pad a character out, only allow an as-complete-as-possible conversion.



Table 4: AD&D Classes

AD&D Class Level	FIGHTER	EXPLORER	WARRIOR	ROGUE	WIZARD	PSIONIC	PRIEST
1	120	120	120	120	120	120	120
2	135	140	125	135	135	135	130
3	150	155	130	155	155	155	150
4	165	170	150	165	165	165	155
5	175	190	160	185	180	175	175
6	190	195	180	195	190	190	190
7	220	225	200	215	215	215	215
8	235	245	210	225	225	225	225
9	250	255	215	245	250	245	245
10	260	265	235	250	255	255	255
11	270	280	245	255	265	275	275
12	280	295	255	275	275	280	280
13	295	305	275	285	280	285	285
14	305	315	280	305	285	305	305
15	315	330	290	315	305	310	310
16	325	345	310	335	315	315	315
17	335	355	315	345	330	320	320
18	345	370	320	370	340	330	330
19	355	380	330	385	345	340	340
20	370	400	340	410	370	345	345

CHARACTER RACES

The races listed below have all been converted from **1st Edition AD&D**. Many additional races exist (usually in the various specialized settings), but fall outside the scope of this document.

Hill Dwarf

Hill Dwarves are generally found much closer to human societies than other types of dwarf; some in dwarf society see this as a symbol of their lesser social status. Physically, they still have the stocky build commonly associated with their race, although hill dwarves are not as strong as their mountain dwelling counterparts.

Height - min: 3' 10" **Weight - min:** 105 lbs

max: 5' 3" **max:** 175 lbs

Eyes: as human **Hair:** black to brown

Skin: as human, with brown overtones

Gestation Period: 10 months

Age Categories:

Infant: to 2 years

Child: 3-15 years

Adolescent: 16-19 years

Young Adult: 20-50 years

Mature: 51-150 years

Middle Aged: 151-250 years

Old: 251-350 years

Venerable: 351-450+ years

Hill Dwarf [15 Points]

Attribute Modifiers: HT +1 [10].

Secondary Characteristic Modifiers: Will +1 [5]; SM -1 [0]; MV -1 [-5].

Advantages: Absolute Direction (Underground Only -20%) [4]; Acute Touch 1 [2]; Artificer 1 (Metal or Stone Only -20%) [9]; DR 1 (Tough Skin -40%) [3]; Extended Lifespan 2 (350 Year Natural Lifespan) [4]; Infravision [10], Magic Resistance +3 [6]; Resistant +3 (To Poison) [5], Temperature Tolerance 1 (1).

Disadvantages: Code of Honor (Dwarven) [-5]; Enemy (Dwarf and Demihuman Haters: Less Powerful, Hunted, 6 or less) [-10]; Greed on 15 [-7]; Intolerance (Goblinoid Races) [-5]; Physical Limitation (Non-Buoyant, Can't Swim) [-5]; Physical Limitation (Can't Cast Arcane Spells or Use Magic Items Requiring An Activation Roll) [-5]; Unattractive (To Non-Dwarves only -20%) [-3].

Racial Quirks: Auromphilia (Love Of Gold) [-1]; Distinctive Features (Dwarf) [-1]; Dislike Horses [-1].

Mountain Dwarf

Mountain dwarves are the extremely hardy, imposing warriors that many think of when they picture dwarves. Dwelling mostly in their mountain undergrounds, they generally don't want much to do with the outside world. Their long time underground has given them a remarkable talent for never getting lost underground.

Height - min: 4' 3" **Weight - min:** 135 lbs
max: 5' 7" **max:** 225 lbs
Eyes: black to brown **Hair:** black to dark brown

Skin: as human/brown overtones

Gestation Period: 10 months

Age Categories:

Infant: to 2 years **Mature:** 51-175 years
Child: 3-15 years **Middle Aged:** 176-275 years
Adolescent: 16-19 years **Old:** 276-400 years
Young Adult: 20-50 years **Venerable:** 401-525+ years

Mountain Dwarf [17 Points]

Attribute Modifiers: HT +1 [10].

Secondary Characteristic Modifiers: Will +1 [5]; SM -1 [0]; MV -1 [-5].

Advantages: Absolute Direction (Underground Only -20%) [4]; Acute Touch 1 [2]; Artificer 1 (Metal or Stone Only -20%) [9]; DR 1 (Tough Skin -40%) [3]; Extended Lifespan 3 (400 Year Natural Lifespan) [6]; Infravision [10], Magic Resistance +3 [6]; Resistant +3 (To Poison) [5], Temperature Tolerance 1 (1).

Disadvantages: Code of Honor (Dwarven) [-5]; Enemy (Dwarf and Demihuman Haters: Less Powerful, Hunted, 6 or less) [-10]; Greed on 15 [-7]; Intolerance (Goblinoid Races) [-5]; Physical Limitation (Non-Buoyant, Can't Swim) [-5]; Physical Limitation (Can't Cast Arcane Spells or Use Magic Items Requiring An Activation Roll) [-5]; Unattractive (To Non-Dwarves only -20%) [-3].

Racial Quirks: Auromphilia (Love Of Gold) [-1]; Distinctive Features (Dwarf) [-1]; Dislike Horses [-1].

High Elf

Elves are among the longest lived of the humanoid races, living up to a millenia. High elves are mostly found living a pastoral existence, generally near human and other settlements. They are among the most commonly seen elf, but are by no means the only elves to associate with the rest of the world.

Height - min: 4' 2" **Weight - min:** 70 lbs
max: 5' 7" **max:** 125 lbs
Eyes: light (green, blue, etc) **Hair:** as human, some oddities
Skin: fair, off-white to peach
Gestation Period: 12 months

Age Categories:

Infant: to 3 years **Mature:** 151-450 years
Child: 4-25 years **Middle Aged:** 451-699 years
Adolescent: 25-30 years **Old:** 700-1000 years
Young Adult: 31-150 years **Venerable:** 1001-1200+years

High Elf [45 points]

Attribute Modifiers: HT -1 [-10]; DX +1 [20].

Secondary Characteristic Modifiers: Per +1 [5], Speed +.25 [5].

Advantages: Acute Hearing 2 [4], Acute Vision 2 [4], Attractive [4], Less Sleep 4 (4 hours of meditation per night) [8], Night Vision 2 [2], Resistant +3 (To Disease) [5], Subsonic Hearing [0], Talent (Bow, Broadsword, Dancing, Savoir-Faire, Singing, Stealth) [5], Telescopic Vision 2 [10], Unaging [15], Voice [10].

Disadvantages: Code of Honor (Elven) [-5]; Enemy (Elf and Demihuman Haters: Less Powerful, Hunted, 6 or less) [-10]; Intolerance (Goblinoid Races) [-5]; Odious Personal Habits (Arrogant) [-5]; Soulless (Can't be Raised or Resurrected) [-15].

Racial Quirks: Distinctive Features (Elf) [-1]; Easily Lose Track of Time [-1].

Gray Elf

Gray elves are both the strongest and the weakest of the elves. They show a fascination and prowess with magic only exceeded by humans, and prefer scholarly ways over a warriors prowess. They most often live far from human and other settlements, preferring to deal with elves and halflings.

CHARACTER RACES (VALLEY ELF)

Height - min: 4' 2"
max: 5' 7"
Eyes: light purple, blue, etc
Skin: fair, off-white to peach

Weight - min: 70 lbs
max: 125 lbs
Hair: light
Gestation Period: 13 months

Age Categories:

Infant: to 4 years
Child: 5-32 years
Adolescent: 33-40 years
Young Adult: 41-200 years
years

Mature: 201-500 years
Middle Aged: 501-800 years
Old: 801-1100 years
Venerable: 1101-1300+

Grey Elf [60 points]

Attribute Modifiers: HT -1 [-10]; DX +1 [20], IQ +1 [20].

Secondary Characteristic Modifiers: Per +1 (5), Speed +.25 (5).

Advantages: Acute Hearing 2 [4], Acute Vision 2 [4], Attractive [4], Less Sleep 4 (4 hours of meditation per night) [8], Night Vision 2 [2], Resistant +3 (To Disease) [5], Subsonic Hearing [0], Talent (Bow, Broadsword, Dancing, Savoir-Faire, Singing, Stealth) [5], Telescopic Vision 2 [10], Unaging [15], Voice [10].

Disadvantages: Code of Honor (Elven) [-5]; Enemy (Elf and Demihuman Haters: Less Powerful, Hunted, 6 or less) [-10]; Intolerance (All Non-Elves) [-10]; Odious Personal Habits (Arrogant) [-5]; Soulless (Can't be Raised or Resurrected) [-15].

Racial Quirks: Distinctive Features (Elf) [-1]; Easily Lose Track of Time [-1].

Valley Elf

Valley Elves are an offshoot of the Grey Elves native to the Valley of the Mage on Greyhawk, and have all the abilities of that sub-race. Taller than other elves, they're widely thought of as not being true elves, and other elves refuse to associate with them.

Height - min: 4' 2"
max: 5' 7"
Eyes: light purple, blue, etc
Skin: fair, off-white to peach

Weight - min: 70 lbs
max: 125 lbs (56 kg)
Hair: light
Gestation Period: 13 months

Age Categories:

Infant: to 4 years
Child: 5-32 years
Adolescent: 33-40 years
Young Adult: 41-200 years
years

Mature: 201-500 years
Middle Aged: 501-800 years
Old: 801-1100 years
Venerable: 1101-1300+

Valley Elf [60 points]

Attribute Modifiers: HT -1 [-10]; DX +1 [20], IQ +1 [20].

Secondary Characteristic Modifiers: Per +1 (5), Speed +.25 (5).

CHARACTER RACES (WOOD ELF)

Advantages: Acute Hearing 2 [4], Acute Vision 2 [4], Attractive [4], Less Sleep 4 (4 hours of meditation per night) [8], Night Vision 2 [2], Resistant +3 (To Disease) [5], Subsonic Hearing [0], Talent (Bow, Broadsword, Dancing, Savoir-Faire, Singing, Stealth) [5], Telescopic Vision 2 [10], Unaging [15], Voice [10].

Disadvantages: Code of Honor (Elven) [-5]; Enemy (Elf and Demihuman Haters: Less Powerful, Hunted, 6 or less) [-10]; Intolerance (Goblinoid Races) [-5], Odious Personal Habits (Arrogant) [-5]; Social Stigma (Second Class Citizen) [-5]; Soulless (Can't be Raised or Resurrected) [-15].

Racial Quirks: Distinctive Features (Elf) [-1]; Easily Lose Track of Time [-1].

Wild Elf

Wild Elves (Grugach) shun all other races, including other elves. Grugach have all the abilities of High Elves, but generally only speak Elven. PCs and a few others may have a limited grasp of Common. Grugach resemble High Elves, but they're smaller, thinner and fairly complected.

Height - min: 4' 2"

Weight - min: 95 lbs

max: 5' 7"

max: 155 lbs

Eyes: earthy colors

Hair: darker tones (brown, red)

Skin: fair to human norm

Gestation Period: 11 months

Age Categories:

Infant: to 3 years
Child: 4-24 years
Adolescent: 25-30 years
Young Adult: 31-150 years

Mature: 151-400 years
Middle Aged: 401-600 years
Old: 601-800 years
Venerable: 801-1000+ years

Wild Elf [40 points]

Attribute Modifiers: HT -1 [-10]; DX +1 [20].

Secondary Characteristic Modifiers: Per +1 [5], Speed +.25 [5].

Advantages: Acute Hearing 2 [4], Acute Vision 2 [4], Attractive [4], Less Sleep 4 (4 hours of meditation per night) [8], Night Vision 2 [2], Resistant +3 (To Disease) [5], Subsonic Hearing [0], Talent (Bow, Dancing, Savoir-Faire, Singing, Spear, Stealth) [5], Telescopic Vision 2 [10], Unaging [15], Voice [10].

Disadvantages: Code of Honor (Elven) [-5]; Enemy (Elf and Demihuman Haters: Less Powerful, Hunted, 6 or less) [-10]; Intolerance (All non-Grugach) [-10]; Odious Personal Habits (Arrogant) [-5]; Soulless (Can't be Raised or Resurrected) [-15].

Racial Quirks: Distinctive Features (Elf) [-1]; Easily Lose Track of Time [-1].

Wood Elf

Wood (or Sylvan) elves are more reclusive than Gray Elves, but less so than Wild Elves; not mixing with the organized societies of other races on any regular or repeated basis. They have fair complexions, copper red to blond hair, and light brown, light green, or hazel eyes.

CHARACTER RACES (GNOME)

Height - min: 4' 2"
max: 5' 7"
Eyes: Brown, Green, Hazel
Skin: fair to human norm

Weight - min: 95 lbs
max: 155 lbs
Hair: Red to Blond
Gestation Period: 11 months

Age Categories:

Infant: to 3 years
Child: 4-24 years
Adolescent: 25-30 years
Young Adult: 31-150 years

Mature: 151-400 years
Middle Aged: 401-600 years
Old: 601-800 years
Venerable: 801-1000+ years

Wood Elf [40 points]

Attribute Modifiers: HT -1 [-10]; DX +1 [20].

Secondary Characteristic Modifiers: Per +1 [5], Speed +.25 [5].

Advantages: Acute Hearing 2 [4], Acute Vision 2 [4], Attractive [4], Less Sleep 4 (4 hours of meditation per night) [8], Night Vision 2 [2], Resistant +3 (To Disease) [5], Subsonic Hearing [0], Talent (Bow, Broadsword, Dancing, Savoir-Faire, Singing, Stealth) [5], Telescopic Vision 2 [10], Unaging [15], Voice [10].

Disadvantages: Code of Honor (Elven) [-5]; Enemy (Elf and Demihuman Haters: Less Powerful, Hunted, 6 or less) [-10]; Intolerance (All non-elves) [-10]; Odious Personal Habits (Arrogant) [-5]; Soulless (Can't be Raised or Resurrected) [-15].

Racial Quirks: Distinctive Features (Elf) [-1]; Easily Lose Track of Time [-1].

Gnome

Gnomes are somewhere between halflings and dwarves in size and stature. Hardy little beings, they generally prefer a forested and hilly area, being both miners and foresters. They live nearly as long as elves, and have a great interest in all sorts of knowledge.

Height - min: 3'
max: 4' 2"
Eyes: gem colors
Skin: tanned, yellow undertones

Weight - min: 65 lbs
max: 120 lbs
Hair: white, gray, brown
Gestation Period: 11 months

Age Categories:

Infant: to 2 year
Child: 3-14 years
Adolescent: 15-24 years
Young Adult: 25-90 years

Mature: 91-300 years
Middle Aged: 301-450 years
Old: 451-600 years
Venerable: 601-750+ years

Gnome [5 Points]

Attribute Modifiers: ST -1 [-10]; IQ +1 [20].

Secondary Characteristic Modifiers: Will -1 [-5]; SM -1 [0]; MV -1 [-5].

Advantages: Absolute Direction (Underground Only -20%) [4]; Acute Smell 1 [2]; Extended Lifespan 2 (350 Year Natural Lifespan) [4]; Infravision [10], Magic Resistance +3 [6].

CHARACTER RACES (HAIRFOOT HALFLING)

Disadvantages: Enemy (Gnome and Demihuman Haters: Less Powerful, Hunted, 6 or less) [-10]; Intolerance (Kobolds) [-5]; Physical Limitation (May only use Illusion Magic, can't use Magic Items Requiring An Activation Roll) [-5].

Racial Quirks: Distinctive Features (Gnome) [-1].

Half-Elf

The result of elven and human parents, half-elves enjoy a good mix of both parents strengths. Stronger and hardier than an elf, they live some three centuries or so.

Height - min: 4' 10"
max: 6'
Eyes: as human, some oddities
Skin: as human

Weight - min: 90 lbs
max: 190 lbs
Hair: as human
Gestation Period: 10 months

Age Categories:

Infant: to 1 year
Child: 2-14 years
Adolescent: 15-19 years
Young Adult: 20-40 years

Mature: 41-100 years
Middle Aged: 101-175 years
Old: 176-250 years
Venerable: 251-325+ years

Half-Elf [1 point]

Secondary Characteristic Modifiers: Per +1 [5], Speed +.25 [5].

Advantages: Acute Hearing 1 [2], Acute Vision 1 [2], Attractive [4], Extended Lifespan 1 (160 Year Natural Lifespan) [2], Night Vision 2 [2], Resistant +3 (To Disease) [5].

Disadvantages: Enemy (Elf, Half-Breed and Demihuman Haters: Less Powerful, Hunted, 6 or less) [-10]; Intolerance (Goblinoid Races) [-5]; Social Stigma (Half-Breed) [-5].

Racial Quirks: Distinctive Features (Half-Elf) [-1].

Hairfeet Halflings

Hairfeet halflings, or hobbits, resemble short, overweight humans. Despite this, they are exceptionally quick and very rugged. Their small size prevents them from being terribly strong, but their natural mellowness generally helps them avoid fights (at least ones they don't like).

Height - min: 2' 6"
max: 3' 10"
Eyes: as human
Skin: as human

Weight - min: 50 lbs
max: 100 lbs
Hair: as human
Gestation Period: 9+ months

Age Categories:

Infant: to 1 year
Child: 2-15 years
Adolescent: 16-21 years
Young Adult: 22-33 years

Mature: 34-68 years
Middle Aged: 69-101 years
Old: 102-144 years
Venerable: 145-199+ years

CHARACTER RACES (STOUT HALFLING)

Hair foot [7 Points]

Attribute Modifiers: ST -1 [-10]; DX +1 [20].

Secondary Characteristic Modifiers: Per +1 [5], SM -1 [0]; MV -1 [-5].

Advantages: Extended Lifespan 1 (100 Year Natural Lifespan) [2], Magic Resistance +3 [6], Resistant +3 (To Poison) [5], Talent (Bow, Cooking, Savoir-Faire, Sling, Stealth, Throwing) [5].

Disadvantages: Enemy (Halfling and Demihuman Haters: Less Powerful, Hunted, 6 or less) [-10], Odious Personal Habits (Glutton) [-5], Physical Limitation (May not use Arcane Magic, can't use Magic Items Requiring An Activation Roll) [-5].

Racial Quirks: Distinctive Features (Halfling) [-1].

Tallfellow Halflings

Tallfellows are taller than the hairfeet or stout, but are rather thin as halflings go. Their fair hair and lighter complexions makes them vaguely resemble elves, with whom they are good friends.

Height - min: 3' 3"	Weight - min: 60 lbs
max: 4' 9"	max: 110 lbs
Eyes: as human	Hair: as human
Skin: as human	Gestation Period: 9+ months

Age Categories:

Infant: to 1 year	Mature: 41-75 years
Child: 2-15 years	Middle Aged: 76-109 years
Adolescent: 16-22 years	Old: 110-153 years
Young Adult: 23-40 years	Venerable: 154-210+ years

Tallfellow Halfling [9 Points]

Attribute Modifiers: ST -1 [-10]; DX +1 [20].

Secondary Characteristic Modifiers: Per +1 [5], SM -1 [0]; MV -1 [-5].

Advantages: Extended Lifespan 2 (200 Year Natural Lifespan) [4], Magic Resistance +3 [6], Resistant +3 (To Poison) [5], Talent (Bow, Cooking, Savoir-Faire, Sling, Stealth, Throwing) [5].

Disadvantages: Enemy (Halfling and Demihuman Haters: Less Powerful, Hunted, 6 or less) [-10], Odious Personal Habits (Glutton) [-5], Physical Limitation (May not use Arcane Magic, can't use Magic Items Requiring An Activation Roll) [-5].

Racial Quirks: Distinctive Features (Halfling) [-1].

Stout Halflings

Stouts are a bit larger than hairfeet, and somewhat stronger. They don't have the excellent perception or leathery feet of their smaller relatives, but they do possess excellent night vision. Stouts also do not have quite the relaxed attitude of hairfeet; this is balanced out to an extent by their increased combat ability.

CHARACTER RACES (HALF-ORC)

Height - min: 2' 9"

max: 4'

Eyes: as human

Skin: as human

Age Categories:

Infant: to 1 year

Child: 2-15 years

Adolescent: 16-22 years

Young Adult: 23-40 years

Weight - min: 65 lbs

max: 130 lbs

Hair: as human

Gestation Period: 9+ months

Mature: 41-75 years

Middle Aged: 76-109 years

Old: 110-153 years

Venerable: 154-210+ years

Stout Halfling [21 Points]

Attribute Modifiers: ST -1 [-10]; DX +1 [20].

Secondary Characteristic Modifiers: Per +1 [5], SM -1 [0]; MV -1 [-5].

Advantages: Absolute Direction (Underground Only -20%) [4]; Extended Lifespan 1 (150 Year Natural Lifespan) [2], Infravision [10], Magic Resistance +3 [6], Resistant +3 (To Poison) [5], Talent (Bow, Cooking, Savoir-Faire, Sling, Stealth, Throwing) [5].

Disadvantages: Enemy (Halfling and Demihuman Haters: Less Powerful, Hunted, 6 or less) [-10], Odious Personal Habits (Glutton) [-5], Physical Limitation (May not use Arcane Magic, can't use Magic Items Requiring An Activation Roll) [-5].

Racial Quirks: Distinctive Features (Halfling) [-1].

Stout Mixed-Blood [16 Points]

Players wishing to create a Halfling of mixed Stout blood should use the Stout Halfling racial layout above, except that the character's Infravision [10] becomes Infravision (Half normal range - 30', -50%) [5].

Half-Orc

Often shunned by both their parents cultures, half-orcs are nonetheless a powerful sub-species. Mixing the durability and strength of their orkish relative with the intelligence and cunning their human parent, they make quite a fearsome warrior.

Height - min: 5' 1"

max: 6' 7"

Eyes: mostly black or brown

Skin: somewhat swarthy, greyish

Age Categories:

Infant: to 1 year

Child: 2-8 years

Adolescent: 9-11 years

Young Adult: 12-17 years

Weight - min: 140 lbs

max: 280 lbs

Hair: as human, mostly black

Gestation Period: 8 months

Mature: 18-39 years

Middle Aged: 40-54 years

Old: 55-79 years

Venerable: 80-100+ years

Half-Orc [-20 Points]

Attribute Modifiers: ST +1 [10]; HT +1 [10].

CHARACTER RACES (HUMAN)

Advantages: Acute Smell 1 [2]; DR 1 (Tough Skin -40%) [3]; Night Vision 2 [2]; Resistant +1 (To Poison and Disease) [5].

Disadvantages: Bad Temper [-10]; Colorblind (Achromatopsia, Only see bright colors and grays, -50%) [-5]; Enemy (Orc, Humanoid and Half-Breed Haters: Less Powerful, Hunted, 6 or less) [-10]; Selfish on 6 [-5]; Short Lifespan 1 (45 year natural lifespan) [-10]; Social Stigma (Half-Breed) [-5]; Ugly (To Non-Orcs/Half-Orcs only -20%) [-6].

Racial Quirks: Distinctive Features (Half-Orc) [-1].

Human

Humans are the the wildcard of the races; they are incredibly adaptable to a variety of situations, and possess a certain strength of character that marks them from other races. Despite this, or perhaps because of it, humans are tremendously unpredictable. They often show some of the personality traits assigned to other races, but to a remarkable extreme. There are humans more violent than the most vicious half-orcs, more peaceful the most contented halfling, more warlike the most battle-hardened dwarf, more mystical than the eldest gray elf, and more ingenious than the most creative gnome. Never contented with what they have, many non-human sages have noted that history is not written by the victors, but rather by the humans who, invariably, seem to be deeply involved in the currents of the time...

Height - min: 5'

Weight - min: 100 lbs

max: 6' 9" (206 cm)

max: 300 lbs (135 kg)

Eyes: normal variations

Hair: normal variations

Skin: normal variations

Gestation Period: 9 months

Age Categories:

Infant: to 1 year

Mature: 20-54 years

Child: 2-8 years

Middle Aged: 55-79 years

Adolescent: 9-12 years

Old: 80-99 years

Young Adult: 13-19 years

Venerable: 100-120+ years

CHARACTER ABILITY SCORES BY RACIAL TYPE

CHARACTER ABILITY SCORES BY RACIAL TYPE

Non- and part-human races must meet certain minimum ability scores and some races have lower maximum ability scores as well. In order for your character to be one of these races, these minimums and maximums must be met. The minimum scores must have been generated in the initial ability score purchase phase, or if bonuses are given for the race, then the minimums must be met considering such bonuses. Maximums applicable are easily met, for the ability score is simply lowered to conform to the maximum.

The table below shows these minimum and maximum figures at a glance.



TABLE 5: ABILITY SCORE MINIMUMS & MAXIMUMS

Character Ability Scores	Dwarven	Elven	Gnome	Half-Elven	Halfling	Half-Orc
STRENGTH	M/F	M/F	M/F	M/F	M/F	M/F
Min.	9/9	4/4	7/7	4/4	7/7	7/7
Max.	16/15	16/14	16/13	16/15	15/12	16/16
INTELLIGENCE						
Min.	4/4	9/9	8/8	5/5	7/7	4/4
Max.	16/16	16/16	16/16	16/16	16/16	15/15
DEXTERITY						
Min.	4/4	8/8	4/4	7/7	10/10	4/4
Max.	15/15	17/17	16/16	16/16	17/17	15/15
HEALTH						
Min.	10/10	7/7	9/9	7/7	9/9	11/11
Max.	17/17	16/16	16/16	16/16	16/16	17/17

Character Age:

At the onset of each and every character's creation it is necessary that you establish his or her age. For player characters and henchmen you must use the appropriate table. You may do the same for other characters, or you may assign age as you see fit in the light of the milieu you have developed.

Aging:

In order to establish the overall effects of age, it is necessary to establish a number of standard age brackets for each age of characters. When age category is established, modify ability scores accordingly, making each change progressively from young adulthood, all additions and subtractions being cumulative. Most adjustments are in whole numbers, so that 16 ST drops to 15 ST and so on.

TABLE 6: CHARACTER STARTING AGE

Race	Age
dwarf	40+5d4
elf	130+5d6
gnome	60+5d4
half-elf	22+3d4
halfling	20+3d4
half-orc	13+1d6
human	18+1d4



TABLE 7: CHARACTER AGE CATEGORIES

Race	Young Adult	Mature	Middle Aged	Old	Venerable
dwarf	35-50	51-150	151-200	251-350	351-450
dwarf, mountain	40-60	61-175	176-275	276-400	401-525
elf, high	100-175	176-550	551-875	876-1200	1201-1600
elf, gray	150-250	251-650	651-1000	1001-1500	1501-2000
elf, valley	100-175	176-550	551-875	876-1200	1201-1600
elf, wild	75-150	151-500	501-800	801-1100	1101-1350
elf, wood	75-150	151-500	501-800	801-1100	1101-1350
gnome	50-90	91-300	301-450	451-600	601-750
half-elf	24-40	41-100	101-175	176-250	251-325
halfling	22-33	34-68	69-101	102-144	145-199
half-orc	12-15	16-30	31-45	46-60	61-80
human	14-20	21-40	41-60	61-90	91-120

Young Adult: Add 1 point of HT.

Mature: Add 1 point of ST.

Middle Aged: Subtract 1 point of ST and 1 point of HT; add 1 point of IQ.

Old: Subtract 2 points of ST, 2 points of DX, and 1 point of HT.

Venerable: Subtract 1 point of ST, 1 point of DX, and 1 point of HT; add 1 point of IQ.



Racial Preferences:

In addition to the various attributes of the races of characters already mentioned, there are also certain likes and dislikes which must be considered in selecting the racial type of the character. The dealings which a character has with various races will be affected by racial preferences to some extent. Similarly,

the acquisition of hirelings by racial type might prove difficult for some characters if they go outside a narrow field. Your GM will certainly take racial preferences into account during during interaction between your character and the various races which he or she will encounter. The following table will serve as a guide in determining which races your character will like, be rather indifferent to, or dislike.

Table 8: Basic Acceptability of Racial Type

Race	Dwarves	Elves	Gnomes	Half-Elves	Halflings	Half-Orcs	Humans
DWARVEN	P	A	G	N	G (1)	H	N
ELVEN	A	P	T	G	T	A	N
GNOME	G	T	P	T	G	H	N
HALF-ELVEN	N	P	T	P	N	A	T
HALFLING	G (2)	G (3)	T	N	P	N	N
HALF-ORC	H	A	H	A	N	P	T
HUMAN	N	N	N	T	N	N	P

P: P indicates that the race is generally preferred, and dealings with the members of the race will be reflected accordingly.

G: G means that considerable goodwill exists towards the race.

T: T indicates that the race is viewed with tolerance and generally acceptable, if not loved.

N: N shows that the race is thought of neutrally, although some suspicion will be evidenced.

A: A means that the race is greeted with antipathy.

H: H tokens a strong hatred for the race in question.

(1) Only with regard to Tallfellows and Stouts, other Halflings are regarded with tolerance (T).

(2) Only Stouts regard dwarves as acceptable, other halflings tolerate them (T).

(3) Only Tallfellows regard elves as good company, other halflings are tolerant (T).

CHARACTER TEMPLATES

The Cleric

Clerics (or Adventuring Priests) are the "in the field" preachers of a god or goddess. They are considered to be direct representatives of the deity they follow, and are as such generally regarded with much respect, even by those who would oppose the deity and/or his minion. Although not quite the primary battle pieces of their deities, they nonetheless have considerable combat ability. As they are their deities's agents, clerics may invoke divine power against extra-dimensional, spiritual or religious enemies. Note that these beings recognize such forces, and not using one's turning ability may be quite useful for influencing the actions of such entities.

Cleric [75 Points]

Attributes: ST 10 [0]; DX 10 [0]; IQ 11 [20]; HT 10 [0].

Secondary Characteristics: Damage 1d-2/1d; BL 20 lbs.; HP 10 [0]; Will 12 [5]; Per 11 [0]; FP 10 [0]; Basic Speed 5 [0]; Basic Move 5 [0].

Advantages: Clerical Investment [5], Power Investiture 1 (Pact, -30%) [7] and True Faith (Pact, -30%; Turning*, +65%) [21]; and 20 points chosen from among Blessed (Pact, -30%) [7], Charisma [5/level], Fearlessness [2/level] or Unfazeable [15], Hard to Kill [2/level], Healer 1 or 2 [10 or 20], Higher Purpose [5], Intuition (Pact, -30%) [11], Languages (any) [2-6/language], Oracle (Pact, -30%) [11], Patron (Deity; 6 or less; Highly Accessible, +50%; Pact, -30%; Minimal Intervention, -50%; Special Abilities, +100%) [17], Religious Rank [5/level], Spirit Empathy [10], Voice [10], or additional levels of Charisma [5/level] or Power Investiture [7/level].

Disadvantages: Vow (No edged weapons) [-10]; and -40 points chosen from among Charitable [-15**], Compulsive Generosity [-5**] or Miserliness [-10**], Disciplines of Faith (Ritualism or Mysticism) [-5 or -10], Fanaticism [-15], Gluttony [-5**], Honesty [-10**], Intolerance ("Evil" religions) or (All other religions) [-5 or -10], Overconfidence [-5**], Overweight [-1] or Fat [-3], Pacifism [-5 to -30], Selfless [-5**], Selfless [-5**], Sense of Duty (Coreligionists) [-10], Social Stigma (Excommunicated) [-5], Stubbornness [-5], Truthfulness [-5**], Vow (Chastity or Vegetarianism) [-5] or Wealth (Struggling or Poor) [-10 or -15].

Primary Skills: Esoteric Medicine (Holy) (H) Per [4]-11 and Exorcism (H) Will [4]-12; *One* of Throwing (A) DX+1 [4]-11 or Sling (H) DX [4]-10; *One* of these three melee skills packages:

1. Axe/Mace (A) DX+1 [4]-11, and Shield (E) DX+2 [4]-12.
2. Flail (H) DX [4]-10 and Shield (E) DX+2 [4]-12.
3. Staff (A) DX+2 [8]-12.

Secondary Skills: First Aid (E) IQ [1]-11; Hidden Lore (Demons, Spirits, or Undead), Occultism, Public Speaking, and Teaching, all (A) IQ-1 [1]-10; Diagnosis, Theology, and Religious Ritual, all (H) IQ-2 [1]-9; *One* 3-point package selected from Detect Lies (H) Per [4]-11, Meditation (H) Will-2 [1]-10, Mental Strength (E) Will+1 [2]-13, Persuade (H) Will-1 [2]-11 and Sway Emotions (H) Will-1 [2]-11.

Background Skills: *One* of Climbing or Stealth, both (A) DX-1 [1]-9; Gesture, Panhandling, or Savoir-Faire (High Society), all (E) IQ [1]-11; Research or Writing, both (A) IQ-1 [1]-10; Hiking (A) HT-1 [1]-9; Scrounging (E) Per [1]-11; or Observation or Search, both (A) Per-1 [1]-10.

Spells: Choose 15 clerical spells (see *Magic*), which will be either (H) IQ-1 [1]-10 or (VH) IQ-2 [1]-9 with the +1 for Power Investiture.

* Take a Concentrate maneuver and roll a Quick Contest of Will with any undead or evil spirit in sight. If you win or tie, the creature can't come closer than yards equal to your margin of victory (minimum one yard). If it's closer already, it must move away. Effects endure for as long as you concentrate and for 1d seconds afterward.

** Multiplied for self-control number; see p. B120.

† +1 from Power Investiture 1, which is a precondition for using such spells.

The Druid

As those gods that employ clerics believe in a more direct, personal role in the affairs of mortals, the deities that use druids as their representatives see that the natural, less obvious hand brings higher benefits. Whereas a cleric may stride out into the limelight of an event, bringing the word of his or her god(ess) to the people, a druid will generally wait for the people to come to him/her. In addition, where many clerical spells are of a "creative" nature, bringing effects and objects into existence (or removing from existence the same), druidical spells instead attempt to use that which is provided by the world for such ends. Since the druid does not have the direct influence of their deity so easily accessible, they do not have the ability to disrupt spirits and extra-dimensional creatures. Instead, they use the guises of animals, affecting their deity's wish in a less obvious way.

Druid [75 Points]

Attributes: ST 10 [0]; DX 10 [0]; IQ 11 [20]; HT 10 [0].

Secondary Characteristics: Damage 1d/1d-2; BL 24 lbs.; HP 10 [0]; Will 12 [5]; Per 11 [0]; FP 10 [0]; Basic Speed 5.00 [0]; Basic Move 5 [0].

Advantages: Damage Resistance 1 (Limited, Elemental, -20%; Pact, -30%) [3], Green Thumb 1 [5], Languages (Druid Cant) [6], Power Investiture 1 (Druidic; Pact, -30%) [7] and Terrain Adaptation (Woodlands; Pact, -30%) [4]; and 20 points chosen from Animal Friend 1-4 [5/level], Animal Empathy (Pact, -30%) [4], Green Thumb 2-4 [5/level], Healer 1 or 2 [10 or 20], Intuition [15], Morph (Animals Only, -20%; Once per Day, -40%; Pact, -30%) [10], Outdoorsman 1 or 2 [10 or 20], Plant Empathy (Pact, -30%) [4], Resistant to Disease (+3) or (+8) [3 or 5], Spirit Empathy [10], or additional levels of Damage Resistance (Limited, Elemental, -20%; Pact, -30%) [3/Level] or Power Investiture (Druidic) [7/level].

Disadvantages: Vow (No metal armor) [-10]; and -30 points chosen from among Disciplines of Faith (Ritualism or Mysticism) [-5 or -10], Intolerance (Urbanites) [-5], Loner [-5*], No Sense of Humor [-10], Odious Personal Habit ("Dirty hippy") [-5], Overconfidence [-5*], Phobia (Crowds) [-15*], Phobia (Fire) [-5*], Phobia (Machinery) [-5*], Sense of Duty (Wild nature) [-15], Stubbornness [-5], Vow (Vegetarianism) [-5], Vow (Never sleep indoors) [-10], or Wealth (Struggling or Poor) [-10 or -15].

Primary Skills: Herb Lore (VH) IQ-1 [2]-11†; and Naturalist (H) IQ [2]-12†; One of Thrown Weapon (Spear or Stick), all (E) DX+1 [2]-11; Bolas, Lasso, or Throwing, all (A) DX [2]-10; or Blowpipe, Net, or Sling, all (H) DX-1 [2]-9; One of these two melee skills packages:

1. One of Axe/Mace, Broadsword, Shortsword, or Spear, all (A) DX+1 [4]-11, and Shield (E) DX+2 [4]-12.
2. One of Spear or Staff, both (A) DX+2 [8]-12.

Secondary Skills: Camouflage (E) IQ [1]-11; Animal Handling (any), Disguise (Animals), Hidden Lore (Elementals, Faeries, or Nature Spirits), and Weather Sense, all (A) IQ-1 [1]-10; Mimicry (Animal Sounds or Bird Calls), Pharmacy (Herbal), Religious Ritual (Druidic), Theology (Druidic), and Veterinary, all (H) IQ-2 [1]-9; and Survival (any) (A) Per-1 [1]-10.

Background Skills: Climbing and Stealth, both (A) DX-1 [1]-9; and Hiking (A) HT-1 [1]-9. • Two of Knife (E) DX [1]-10; First Aid or Gesture, both (E) IQ [1]-11; Animal Handling (any other), Hidden Lore (any other), or Teaching, all (A) IQ-1 [1]-10; Diagnosis or Poisons, both (H) IQ-2 [1]-9; or Observation (A) Per-1 [1]-10.

Spells: Choose 15 druidic spells (see *Magic*), which will be either (H) IQ-1 [1]-10 or (VH) IQ-2 [1]-9 with the +1 for Power Investiture (Druidic).

* Multiplied for self-control number; see p. B120.

† Includes +1 for Green Thumb.

HIEROPHANT ABILITIES

As part of their bizarre progression after 16th level, Druids stop accruing Spellcasting ability, and instead gain unusual special abilities. The equivalent of these abilities in the **GURPS System** are provided below:

Hierophant Abilities: Resistant to Poison (+8; Pact, -30%) [4], Longevity (Doesn't Age Cosmetically, +0%; Pact, -30%) [1], Metabolism Control 5 (Pact, -30%) [18], Jumper (World; Elemental Planes only, -50%; Pact -30%) [20].

The Fighter

People of incredible durability and combat ability, fighters personify the expression "tough as nails". Their training consists of nearly constant exercise and work with as many different types of armor, weapons and situations as possible. It is a grueling and painful procedure, but those who excel in it are probably the toughest beings on the face of the world.

Fighter [75 Points]

Attributes: ST 11 [10]; DX 12 [40]; IQ 10 [0]; HT 11 [10].

Secondary Characteristics: Damage 1d-1/1d+1; BL 24 lbs.; HP 11 [0]; Will 10 [0]; Per 10 [0]; FP 11 [0]; Basic Speed 5.50 [-5]; Basic Move 5 [0].

Advantages: Combat Reflexes [15]; and 20 points chosen from among Alcohol Tolerance [1], Born War Leader [5/Level], Danger Sense [15], Enhanced Block 1 [5], Enhanced Dodge 1 [15], Enhanced Parry 1 [5 or 10], Fearlessness 1-5 [2/level] or Unfazeable [15], Fit [5] or Very Fit [15], Hard to Kill 1-5 [2/level], Hard to Subdue 1-5 [2/level], High Pain Threshold [10], Military Rank 1-4 [5/level]**, Penetrating Voice [1], Rapid Healing [5] or Very Rapid Healing [15], Recovery [10], or Weapon Bond [1].

Disadvantages: -40 points chosen from among Bad Temper or Berserk [-10*], Bloodlust [-10*], Bully [-10*], Callous [-5], Chummy [-5] or Gregarious [-10], Code of Honor (Pirate's, Soldier's, or Chivalry) [-5, -10, or -15], Compulsive Carousing [-5*], Duty (Unit or force; 12 or less) [-10] or (15 or less) [-15]†, Fanaticism (Unit, force, nation, etc.) [-15], Greed [-15*], Honesty [-10*], Lecherousness [-15*], Obsession (Slay some specific type of monster) [-5*], One Eye [-15], Overconfidence [-5*], Sense of Duty (Nation) [-10] or Sense of Duty (Adventuring companions) [-5], Stubbornness [-5], Vow (Never refuse a challenge to combat) [-10], Workaholic [-5], or Wounded [-5].

Primary Skills: Brawling (E) DX+1 [2]-13 or Boxing (A) DX [2]-12; Knife (E) DX [1]-12; Shield (E) DX+2 [4]-14†; *One of* Crossbow or Thrown Weapon (Axe/Mace or Spear), all (E) DX+1 [2]-13; Bow or Throwing, both (A) DX [2]-12; or Sling (H) DX-1 [2]-11. *One of* these three sets of options:

1. *One of* Axe/Mace, Broadsword, Polearm†, Shortsword, Spear†, or Two-Handed Sword†, all (A) DX+2 [8]-14; or Flail (H) DX+1 [8]-13.
2. *Two of* Axe/Mace, Broadsword, Polearm†, Shortsword, Spear†, or Two-Handed Sword†, all (A) DX+1 [4]-13.
3. *Four of* Axe/Mace, Broadsword, Lance, Polearm†, Riding (Horse), Shortsword, Spear†, or Two-Handed Sword†, all (A) DX [2]-12.

Secondary Skills: Armoury (Body Armor or Melee Weapons) (A) IQ [2]-10; Leadership (A) IQ-1 [1]-9; and Strategy and Tactics, both (H) IQ-2 [1]-8.

Background Skills: *Three of* Forced Entry (E) DX [1]-12; Climbing or Stealth, both (A) DX-1 [1]-11; First Aid, Gesture, or Savoir-Faire (High Society), all (E) IQ [1]-10; Gambling, Heraldry, or Streetwise, all (A) IQ-1 [1]-9; Carousing (E) HT [1]-11; Hiking (A) HT-1 [1]-10; Intimidation (A) Will-1 [1]-9; Scrounging (E) Per [1]-10; or Observation (A) Per-1 [1]-9.

* Multiplied for self-control number; see p. B120.

** Duty must accompany Military Rank.

† Fighters who prefer two-handed weapons can omit Shield and raise a two-handed combat skill by a level.

The Paladin

The Holy Warriors of a deity, paladins spend almost as much time perfecting the art of war as fighters do. What little they have left is spent in prayer and worship. Although they represent more the god's sword than the god's word, these warriors do have some spell ability. Like the cleric's, paladins also have, somewhat limited, the ability to disrupt spirits and extra-dimensional creatures in the way that clerics do. Finally, due to the paladin's almost constant proximity to pain and suffering, they have a very limited ability to directly heal those that serve their ways.

Paladin [100 Points]

Attributes: ST 11 [10]; DX 11 [20]; IQ 10 [0]; HT 10 [0].

Secondary Characteristics: Damage 1d-1/1d+1; BL 24 lbs.; HP 11 [0]; Will 12 [10]; Per 10 [0]; FP 10 [0]; Basic Speed 5.00 [-10]; Basic Move 5 [0].

Advantages: Born War Leader 1 [5]; Detect (Evil; Pact, -30%) [7]; Resistant (Immune to Disease; Pact, -30%) [10]; Healing (Limited Use 1/day -40%, Pact -30%) [9]; DR 2 (Holy Aura; Trigger (only vs. evil creatures) -20%, Pact -30%) [5]; and Patron (Church or Order; 9 or less, Pact -30%) [10]. A further 25 points chosen from among Ally (Paladin's Warhorse (as Superior Horse, page F106), 15 or less; Pact -30%) [4], Combat Reflexes [15], Enhanced Block 1 [5], Enhanced Parry 1 [5 or 10], Fearlessness [2/level] or Unfazeable [15], Fit [5] or Very Fit [15], Hard to Kill [2/level], Hard to Subdue [2/level], High Pain Threshold [10], Higher Purpose [5], Power Investiture 1 (Maximum of 3; Pact, -30%) [7/Level], Rapid Healing [5], Recovery [10], Reputation (As a do-gooder: +2; From commoners: Large Class; All the Time) [5], Status 2 [10], True Faith (Pact, -30%; Turning*, +65%) [21], Weapon Bond [1], or additional levels of Born War Leader [5/level].

Disadvantages: Code of Honor (Chivalry) [-15]; Duty (To church or order; 9 or less) [-5]; Vow (of Poverty) [-5]; and -15 points chosen from Bloodlust [-10*], Charitable [-15*], Compulsive Generosity [-5**], Compulsive Vowing [-5**], Disciplines of Faith (Ritualism or Mysticism) [-5 or -10], Easy to Read [-10], Fanaticism [-15], Honesty (12) [-10], Intolerance ("Evil" religions) or (All other religions) [-5 or -10], No Sense of Humor [-10], Overconfidence [-5**], Selfless [-5**], Sense of Duty (Good entities) [-10], Stubbornness [-5], Truthfulness [-5**], or Vow (Chastity) [-5].

Primary Skills: Exorcism (H) Will [4]-12, Hidden Lore (Demons or Undead) (A) IQ [2]-10 and Riding (Horses) (A) DX+1 [4]-13. *One of* these three melee skills packages:

1. *One of* Axe/Mace, Broadsword, or Spear, all (A) DX+2 [8]-13, and Shield (E) DX+2 [4]-13.
2. Flail (H) DX+1 [8]-12 and Shield (E) DX+2 [4]-13.
3. *One of* Polearm, Spear, or Two-Handed Sword, all (A) DX+3 [12]-14.

Secondary Skills: Brawling (E) DX+1 [2]-12; Leadership (A) IQ [1]-10†; Strategy and Tactics, both (H) IQ [2]-10†; and Intimidation (A) Will-1 [1]-11.

Background Skills: Religious Ritual and Theology, both (H) IQ-2 [1]-8; Meditation (H) Will-2 [1]-10; and Esoteric Medicine (Holy) (H) Per-2 [1]-8. *Five of* Fast-Draw (any) (E) DX [1]-11; Climbing, Lance, or Stealth, all (A) DX-1 [1]-10; First Aid or Gesture, both (E) IQ [1]-10; Interrogation (A) IQ-1 [1]-9; Physiology (one monster type) or Psychology (one monster type), both (H) IQ-2 [1]-8; Hiking (A) HT-1 [1]-9; or Observation (A) Per-1 [1]-9.

* Take a Concentrate maneuver and roll a Quick Contest of Will with any undead or evil spirit in sight. If you win or tie, the creature can't come closer than yards equal to your margin of victory (minimum one yard). If it's closer already, it must move away. Effects endure for as long as you concentrate and for 1d seconds afterward.

** Multiplied for self-control number; see p. B120.

† Includes +1 for Born War Leader (p. 14).



A PALADIN IN HELL

SUTHERLAND

The Ranger

Some may call rangers the druidical equivalent of paladins; to a certain extent this is true. As people who dwell and travel so often in the forest, rangers have more than a passing familiarity with the ways of the nature gods, and are bequeathed abilities thus. They are somewhat more "civilized" than druids, and take up a bit of magical studies in their travels. One of the most dangerous enemies of the forest are often the giants, their disregard for the even the least of precautions starting fires, animal depletions, etc. Rangers are specifically trained to deal with these and other interlopers, both in combat and avoidance.

Ranger [100 Points]

Attributes: ST 11 [10]; DX 10 [0]; IQ 11 [20]; HT 12 [20].

Secondary Characteristics: Damage 1d-1/1d+1; BL 24 lbs.; HP 11 [0]; Will 12 [5]; Per 11 [0]; FP 12 [0]; Basic Speed 5.50 [0]; Basic Move 5 [0].

Advantages: Striking ST 3 (Trigger - vs. Giant-Kin and Humanoids only -20%) [12]; Outdoorsman 1 [10]; and 20 points chosen from Absolute Direction [5], Acute Vision [2/level], Combat Reflexes [15], Danger Sense [15], Fit [5] or Very Fit [15], High Pain Threshold [10], Night Vision 1-9 [1/level], Peripheral Vision [15], Power Investiture (3 levels max; Druidic; Pact, -30%) [7/level], Rapid Healing [5], Weapon Bond [1], Weapon Master (Bow) [20], or additional levels of Outdoorsman [10/level].

Disadvantages: Loner [-5*]; Vow (Own no more than what can be carried) [-10]; and -25 points chosen from among Bloodlust [-10*], Callous [-5], Code of Honor (Pirate's or Soldier's) [-5 or -10], Disciplines of Faith (Ritualism or Mysticism) [-5 or -10], Greed [-15*], Honesty [-10*], Intolerance (Urbanites) [-5], No Sense of Humor [-10], Odious Personal Habit ("Unwashed bushwacker") [-5], Overconfidence [-5*], Paranoia [-10], Phobia (Crowds) [-15*], Sense of Duty (Adventuring companions) [-5], Social Stigma (Disowned) [-5], Stubbornness [-5], or Vow (Never sleep indoors) [-10].

Primary Skills: Bow (A) DX+1 [4]-11; Camouflage (E) IQ+2 [2]-13†; Fast-Draw (Arrow) (E) DX [1]-10; Observation (A) Per [2]-11; and Tracking (A) Per+1 [2]-13†. *One* of these two melee skills packages:

1. *One* of Broadsword, Shortsword, or Spear, all (A) DX+2 [8]-12, and Shield (E) DX+2 [4]-12.
2. *One* of Broadsword, Shortsword, Spear, or Staff, all (A) DX+3 [12]-13.

Secondary Skills: Climbing and Stealth, both (A) DX-1 [1]-9; Gesture (E) IQ+1 [2]-12; Cartography, Shadowing, and Traps, all (A) IQ [2]-11; Navigation (Land or Sea) (A) IQ [1]-11†; Mimicry (Bird Calls) (H) IQ [2]-11†; Hiking (A) HT [2]-12; and Survival (any) (A) Per [1]-11†.

Background Skills: 4 points in improved primary or secondary skills, or Brawling, Fast-Draw (any other), Garrote, Jumping, Knife, or Knot-Tying, all (E) DX [1]-10; Boating (Unpowered), Riding (Horse), Throwing, or Wrestling, all (A) DX-1 [1]-9; First Aid or Seamanship, both (E) IQ [1]-11; Armoury (Missile Weapons), Prospecting, or Weather Sense, all (A) IQ-1 [1]-10; Swimming (E) HT [1]-12; Running (A) HT-1 [1]-11; Skiing (H) HT-2 [1]-10; or Search (A) Per-1 [1]-10.

* Multiplied for self-control number; see p. B120.

† Includes +1 for Outdoorsman.

The Barbarian

The barbarian is modeled on the design of Conan. They are powerful brutish fighters from primitive areas who fear and disdain magic and civilization, but will band together for a good brawl. Many barbarian abilities are connected to the land or kind of land in which their tribe lives.

Barbarian [73 Points]

Attributes: ST 12 (Size†, -10%) [18]; DX 11 [20]; IQ 9 [-20]; HT 12 [20].

Secondary Characteristics: Damage 1d-1/1d+2; BL 29 lbs.; HP 16 (Size†, -10%) [7]; Will 9 [0]; Per 11 [10]; FP 12 [0]; Basic Speed 5.75 [0]; Basic Move 5† [0].

Advantages: Fit [5]; Hard to Kill 2 [4]; Temperature Tolerance 1 (specify Hot or Cold) [1]; and 15 points chosen from among Absolute Direction [5], Acute Senses (any) [2/level], Alcohol Tolerance [1], Animal Empathy [5], Animal Friend [5/level], Combat Reflexes [15], Danger Sense [15], Fearlessness [2/level], Hard to Kill [2/level], Hard to Subdue [2/level], High Pain Threshold [10], Lifting ST 1-3 [3/level], Magic Resistance [2/level], Mariner 1 [10], Outdoorsman 1 [10], Rapid Healing [5] or Very Rapid Healing [15], Recovery [10], Resistant to Disease (+3) or (+8) [3 or 5], Resistant to Poison (+3) [5], Weapon Bond [1], or improving Fit [5] to Very Fit [15].

Disadvantages: Code of Honor (Pirate's) [-5]; Gigantism [0]; Low TL -1 [-5]; Social Stigma (Uneducated) [-5]; and -25 points chosen from among Alcoholism [-15], Appearance (Unattractive or Ugly) [-4 or -8], Bad Temper [-10*], Berserk [-10*], Bloodlust [-10*], Bully [-10*], Callous [-5], Compulsive Behavior (Carousing) [-5*], Delusions (About how the civilized world works) [-5, -10, or -15], Easy to Read [-10], Gluttony [-5*], Greed [-15*], Gullibility [-10*], Ham-Fisted 1 or 2 [-5 or -10], Horrible Hangovers [-1], Impulsiveness [-10*], Innumerate [-5], Intolerance (Civilized People) [-5], Language (Native Tongue): Spoken (native) /Written (None) [-3], Lecherousness [-15*], Mundane Background [-10], No Sense of Humor [-10], Odious Personal Habits [-5, -10, or -15], Overconfidence [-5*], Sense of Duty (Clan or Tribe) [-5], Stubbornness [-5], Wealth (Struggling) [-10], or additional levels of Low TL [-5/level].

Primary Skills: Survival (any) (A) Per+2 [8]-13. Pick *one* of the following 12-point packages:

1. Axe/Mace, Broadsword, or Spear, all (A) DX+2 [8]-13, and Shield (E) DX+2 [4]-13
2. Bow (A) DX+2 [8]-13 and Knife (E) DX+2 [4]-13
3. Thrown Weapon (Disc) (E) DX+2 [4]-13 and Shortsword (A) DX+2 [8]-13
4. Thrown Weapon (Harpoon) (E) DX+3 [8]-14 and Axe/Mace (A) DX+1 [4]-12
5. Thrown Weapon (Stick) (E) DX+2 [4]-13 and Spear (A) DX+2 [8]-13
6. Two-Handed Axe/Mace (A) DX+3 [12]-14
7. Two-Handed Sword (A) DX+3 [12]-14

Secondary Skills: Pick one of the following packages:

Desert: Navigation (Land) (A) IQ+2 [8]-11; Riding (Camel or Horse) (A) DX [2]-11; Stealth (A) DX [2]-11.

Plains: Navigation (Land) (A) IQ+1 [4]-10; Stealth (A) DX [2]-11, Tracking (A) Per [2]-11; and *one* of Riding (Horse) (A) DX+1 [4]-12, Running (A) HT+1 [4]-13, or Teamster (A) IQ+1 [4]-10.

Seafaring: Meteorology (A) IQ+1 [4]-10; Navigation (Sea) (A) IQ+1 [4]-10; Seamanship (E) IQ+1 [2]-10; Swimming (E) HT+1 [2]-13.

Woodland: Camouflage (E) IQ+1 [2]-10; Climbing (A) DX [2]-11; Stealth (A) DX [2]-11; Tracking (A) Per [2]-11; Traps (A) IQ+1 [4]-10.

Background Skills: Brawling (E) DX [1]-11 and *two* of Carousing (E) HT [1]-12, Intimidation (A) Will-1 [1]-8, or Sex Appeal (A) HT-1 [1]-11.

* Multiplied for self-control number; see p. B120.

† Includes effects of Gigantism (p. B20). Rolls to hit you are at +1. You may use oversized weapons and must buy extra-large armor.

The Cavalier

Cavaliers are typically members of the upper classes, or associated with them at least, which train to fight heavily armored from horse back. Further, this Package assumes that the Character has some form of wealth, whether it be titled, inherited, a wealthy parent, a stipend, or a sponsorship. If this is not true, simply drop the Wealth Advantage.

This package deal represents an established Cavalier that has fulfilled his training requirements and earned his own Coat of Arms; while some Characters will be able to start play as Cavaliers if they have no other abilities, many Characters will instead only have part of the Package and must aspire to complete their ascension.

Cavalier [75 Points]

Attributes: ST 11 [10]; DX 11 [20]; IQ 10 [0]; HT 11 [10].

Secondary Characteristics: Damage 1d-1/1d+1; BL 24 lbs.; HP 11 [0]; Will 10 [0]; Per 10 [0]; FP 11 [0]; Basic Speed 5.5 [0]; Basic Move 5 [0].

Advantages: Claim to Hospitality (Other Cavaliers) [5]; Hard to Subdue 3 [6]; Patron (Liege lord or knightly order) [10]; Status 2 [10]; Striking ST 2 (Trigger: Only when using a lance while mounted; -30%) [7]; and 15 points chosen from among Born War-Leader [5/level], Charisma [5/level], Combat Reflexes [15], Fearlessness [2/level], Fit [5] or Very Fit [15], Higher Purpose [5], High Pain Threshold [10], Independent Income [1/level], Legal Enforcement Powers [Varies], Reputation (As a do-gooder: +2; From commoners: Large Class; All the Time) [5], Signature Gear (Father's sword or other) [Varies], additional Status [5/level], or Wealth (Comfortable) [10]. (Wealth and Status may be bought as Potential Advantages (Heir) for half cost. See p. B33.)

Disadvantages: Code of Honor (Chivalry) [-15]; Duty (To liege lord or order; 9 or less) [-5]; and -20 points chosen from among Bloodlust [-10*], Callous [-5], Compulsive Behavior (Carousing or Generosity) [-5*], Debt [-1/level], Disciplines of Faith (Monasticism) [-10], Fanaticism [-15], Intolerance (Commoners or Unbelievers) [-5], Jealousy [-10], Overconfidence [-5*], Selfish [-5*], Sense of Duty (Vassals) [-5] or (The weak) [-10], Social Stigma (Disowned) [-5 or -10], Stubbornness [-5], Vow [-5 to -15], or additional Duty [-2 to -15].

Primary Skills: Lance (A) DX+1 [4]-12; Riding (Horse) (A) DX+1 [4]-12; Shield (E) DX+2 [4]-13.

Secondary Skills: Either Axe/Mace or Broadsword, both (A) DX [2]-11; Savoir-Faire (E) IQ+1 [2]-11.

Background Skills: Heraldry (A) IQ [2]-10; Leadership (A) IQ [2]-10. *Two* of Brawling or Jumping, both (E) DX [1] 11; Carousing or Singing, both (E) HT [1]-11; Games (Tournament Rules) (E) IQ [1]-10; Dancing (A) DX-1 [1]-10; Falconry (A) IQ-1 [1]-9; Tracking (A) Per-1 [1]-9; or Religious Ritual or Tactics, both (H) IQ-2 [1]-8.

* Multiplied for self-control number; see p. B120.

The Magic-User

The magical energies of the planes wax and wane, a rushing ocean of potential; some magicians may say that they seek to tap this power in the same way a millwright seeks to tap the power of river. From a physical point of view, they are quite weak. What exercise they might undergo is slight, for they have little time for the material disciplines.

Instead, their enormous investitures in controlling the magical forces of the world eventually gives them the ability to rock mountains, reshape rivers and devastate all who stand in their way.

Magic-User [75 Points]

Attributes: ST 10 [0]; DX 10 [0]; IQ 12 [40]; HT 10 [0].

Secondary Characteristics: Damage 1d-2/1d; BL 20 lbs.; HP 10 [0]; Will 12 [0]; Per 9 [-15]; FP 13 [9]; Basic Speed 4.75 [-5]; Basic Move 4 [0].

Advantages: Magery 1 (Only while unarmored; -20%) [12]; and 20 points chosen from among Eidetic Memory [5] or Photographic Memory [10], Gizmos 1-3 [5/level], Intuition [15], Language Talent [10], Languages (any) [2-6/language], Mind Shield [4/level], Single-Minded [5], Spirit Empathy [10], Status [5/level], Versatile [5], or additional levels of Magery (Only while unarmored; -20%) [8/level].

Disadvantages: -40 points chosen from among Absent-Mindedness [-15], Bad Sight (Mitigator: Glasses, -60%) [-10], Bad Temper [-10*], Clueless [-10], Combat Paralysis [-15], Cowardice [-10*], Curious [-5*], Duty [-2 to -15], Frightens Animals [-10], Gluttony [-5*], Hard of Hearing [-10], Klutz [-5] or Total Klutz [-15], Loner [-5*], Low Pain Threshold [-10], Nervous Stomach [-1], Oblivious [-5], Obsession (Become the world's most powerful wizard, a lich, etc.) [-10*], Overconfidence [-5*], Post-Combat Shakes [-5*], Pyromania [-5*], Secret [-5 to -30], Sense of Duty (Adventuring companions) [-5], Shyness [-5, -10, or -20], Skinny [-5], Social Stigma (Excommunicated)† [-10], Stubbornness [-5], Unfit [-5] or Very Unfit [-15], or Unnatural Features 1-5 [-1/level].

Primary Skills: Hidden Lore (Demons, Magic Items, Magical Writings, or Spirits) and Occultism, both (A) IQ [2]-12; Alchemy (VH) IQ [8]-12; and Thaumatology (VH) IQ [1]-12†.

Secondary Skills: Research, Teaching, and Writing, all (A) IQ [2]-12; and Meditation (H) Will-1 [2]-11. *Either* Shield (Buckler) (E) DX+1 [2]-11 *and* Smallsword (A) DX [2]-10, *or* Staff (A) DX+1 [4]-11. *One of* Thrown Weapon (Dart) (E) DX [1]-10; Throwing (A) DX-1 [1]-9; or Sling (H) DX-2 [1]-8.

Background Skills: Four of Fast-Draw (Potion) (E) DX [1]-10; Climbing or Stealth, both (A) DX-1 [1]-9; Body Sense (H) DX-2 [1]-8; First Aid, Gesture, or Savoir-Faire (High Society), all (E) IQ [1]-12; Cartography or Hidden Lore (any other) (A) IQ-1 [1]-11; Diplomacy, Physiology (monster type), or Strategy, all (H) IQ-2 [1]-10; Hiking (A) HT-1 [1]-9; or Scrounging (E) Per [1]-9.

Spells: Spells (all (H) IQ [1]-12‡, except as noted): Detect Magic; Lend Energy; and one of the following packages:

Elementalist: Create Air; Create Fire; Create Water; Ignite Fire; Purify Air; Purify Water; Seek Earth; Seek Water; Shape Air; Shape Earth; Shape Fire.

Mentalist: Daze; Fear; Foolishness; Forgetfulness; Hide Thoughts; Mind-Reading; Mind-Sending; Sense Foes; Sense Emotion; Sleep; Truthsayer.

Illusionist: Blur; Complex Illusion; Continual Light; Darkness; Hide; Illusion Disguise; Illusion Shell; Light; Simple Illusion; Silence; Sound.

Choose two spells for advanced study and raise their level to (H) IQ+2 [4]-14.

* Multiplied for self-control number; see p. B120.

† Means that helpful clerical spells (such as healing) work at -3 on you. Harmful ones *aren't* affected!

‡ Includes +1 for Magery.

The Thief

Fighting styles designed by bandits and the like, thieves could be considered light fighters. Usually practitioner's of lighter weapons, thieves are a blur in combat. Most of their opponents are more armored than they, so the thief's training helps them to look for and attack at chinks in any armor. Masters of surprise attacks, their emphasis on speed keeps thieves' lesser durability from having to deal with the wrong end of their opponents' weaponry. Since the safest message is one only those who need to understand can, thieves quickly become experts at dealing with cryptic writings.

Thief [75 Points]

Attributes: ST 10 [0]; DX 12 [40]; IQ 11 [20]; HT 10 [0].

Secondary Characteristics: Damage 1d-2/1d; BL 20 lbs.; HP 10 [0]; Will 11 [0]; Per 12 [5]; FP 10 [0]; Basic Speed 5.5 [0]; Basic Move 5 [0].

Advantages: 20 points chosen from Absolute Direction [5], Acute Hearing [2/level], Ambidexterity [5], Catfall [10], Combat Reflexes [15], Contact or Contact Group (Fences) [Varies], Danger Sense [15], Double-Jointed [15], Enhanced Dodge 1 [15], Flexibility [5], Gizmos 1-3 [5/level], High Manual Dexterity [5/level], Honest Face [1], Luck [15], Night Vision [1/level], Perfect Balance [15], Peripheral Vision [15], Serendipity 1 [15], Striking ST 1 or 2 (Only on surprise attack, -60%) [2 or 4], or Wealth (Comfortable or Wealthy) [10 or 20].

Disadvantages: Secret (Imprisonment or Exile) [-20] and -20 points chosen from among Bad Temper [-10*], Bloodlust [-10*], Callous [-5], Code of Honor (Pirate's) [-5], Compulsive Carousing [-5*], Compulsive Gambling [-5*], Compulsive Lying [-15*], Compulsive Spending [-5*], Cowardice [-10*], Greed [-15*], Kleptomania [-15*], Laziness [-10], Lecherousness [-15*], Loner [-5*], One Eye [-15], Overconfidence [-5*], Pacifism (Cannot Kill) [-15], Post-Combat Shakes [-5*], Sense of Duty (Adventuring companions) [-5], Skinny [-5], or Social Stigma (Criminal Record) [-5], Trademark [-5 to -15], Trickster [-15*], or Wealth (Struggling) [-10].

Primary Skills: Observation or Search, both (A) Per+1 [4]-13; and one of the following skill sets:

Burglar: Climbing (A) DX+2 [8]-14; either Forced Entry (E) DX+2 [4]-14 or Lockpicking (A) DX+1 [4]-13.

Cutpurse/Pickpocket: Shadowing (A) IQ+1 [4]-12; either Pickpocket (A) DX+1 [8]-13 or Knife (E) DX+3 [8]-15.

Shoplifter: Filch (A) DX+2 [8]-14; Holdout (A) IQ+1 [4]-12.

Secondary Skills: Fast-Talk (A) IQ [2]-11; Streetwise (A) IQ [2]-11; either Running (A) HT+2 [8]-12 or Stealth (A) DX+2 [8]-14.

Background Skills: One of Panhandling or Savoir-Faire (High Society or Servant) (E) IQ [1]-11; Carousing (E) HT [1]-11; Scrounging (E) Per [1]-14; Architecture, Connoisseur, Disguise, Gambling, Merchant, Smuggling or Traps, all (A) IQ-1 [1]-10; Lip Reading, Observation, or Urban Survival (A) Per-1 [1]-11; Acrobatics, Counterfeiting, Escape, Forgery, or Sleight of Hand (H) DX-2 [1]-16; or Jeweler (H) IQ-2 [1]-9. *One of* Brawling, or Knife, both (E) DX [1]-12.

* Multiplied for self-control number; see p. B120.

The Assassin

An assassin earns his living by killing others. He is the ultimate spy, but must be evil in alignment regardless of his motivations for selecting his jobs. Assassins cooperate in guilds, but do not take kindly to other assassins working on their turf. Assassins are limited in their progression, and must defeat previous leaders to reach the highest levels.

Assassin [75 Points]

Attributes: ST 11 [10]; DX 11 [20]; IQ 11 [20]; HT 10 [0].

Secondary Characteristics: Damage 1d-1/1d+1; BL 24 lbs.; HP 11 [0]; Will 11 [0]; Per 11 [0]; FP 10 [0]; Basic Speed 5.25 [0]; Basic Move 5 [0].

Advantages: 20 points chosen from among Absolute Direction [5] or 3D Spatial Sense [10], Acute Senses [2/level], Claim to Hospitality (Assassins' Guild) [5], Contact or Contact Group (Go-Betweens) [Varies], Combat Reflexes [15], Danger Sense [15], Daredevil [15], Fit [5] or Very Fit [15], Honest Face [1], Night Vision [1/level], Patron (Assassin's Guild or similar) [Varies], Resistant to Poison +3 [5], Single-Minded [5], Smooth Operator 1 [15], Striking ST [5/level], or Wealth (Comfortable) [10].

Disadvantages: Enemy (Families of previous victims, governments, etc.: Large Group; Hunter; Fairly Often: 9 or less) [-30] or Secret (An assassin; Possible Death) [-30]; and -10 points chosen from among Callous [-5], Code of Honor (Professional) [-5], Loner [-5*]; Overconfidence [-5*]; or Trademark [-5 or -10].

Primary Skills: Holdout (A) IQ+2 [8]-13. Either Shadowing (A) IQ+2 [8]-13 or Stealth (A) DX+2 [8]-13. Two of Crossbow, Garrote, Knife, or Thrown Weapon (Knife or Shuriken), all (E) DX+2 [4]-13; Rapier or Smallsword (A) DX+1 [4]-12; or Blowpipe or Sleight of Hand, both (H) DX [4]-11.

Secondary Skills: Acting (A) IQ+1 [4]-12. One of Savoir-Faire (High Society or Servant) (E) IQ+2 [4]-13 or Streetwise (A) IQ+1 [4]-12. One of Armoury, Lockpicking/TL3, or Traps, both (A) IQ+2 [8]-13, or Poisons (H) IQ+1 [8]-12. One of Cloak or Main-Gauche, both (A) DX [2]-11.

Background Skills: Three of Camouflage (E) IQ [1]-11; Scrounging (E) Per+1 [2]-12; Climbing (A) DX [2]-11; Architecture, Disguise, or Fast-Talk (A) IQ [2]-11; Observation (A) Per [2]-11; Cryptography, Forgery, Hidden Lore (Conspiracies), or Intelligence Analysis, all (H) IQ-1 [2]-10; or Alchemy/TL3 (VH) IQ-2 [2]-10.

* Multiplied for self-control number; see p. B120.

The Bard

Bards are traveling story tellers, welcome at nearly any inn or castle. As news moves slowly, they are welcomed doubly for both information and amusement. Combatants of no small skill, their study of old languages and songs gives them a great ability at translation, lore, and illusionist magic. In addition, their tributes to various gods sees the favor of certain deities who grant them minor druidical powers.

Bard [75 Points]

Attributes: ST 10 [0]; DX 11 [20]; IQ 11 [20]; HT 10 [0].

Secondary Characteristics: Damage 1d-2/1d; BL 20 lbs.; HP 10 [0]; Will 10 [-10]; Per 12 [0]; FP 11 [0]; Basic Speed 5.5 [0]; Basic Move 5 [0].

Advantages: Charisma 1 [5]; Musical Ability 2 [10] or Voice [10]; and 15 points chosen from among Absolute Timing [2], Acute Hearing [2/level], Appearance (Attractive) [4] or (Handsome) [12], Bard [5/level], Contacts (Bardic Colleges or other bards) [Varies], Cultural Adaptability [10], Eidetic Memory [5] or Photographic Memory [10], Fashion Sense [5], Honest Face [1], Language Talent [10], Languages (any) [2-6/language], Legal Immunity (Bardic Immunity) [10], No Hangover [1], Patron (Bardic Colleges) [Varies], Penetrating Voice [1], Power Investiture 1 (3 levels max; Druidic; Pact, -30%) [7], Reputation (For talent) [Varies], Sensitive [5], Smooth Operator 1 [15], Social Chameleon [5], Status 1 [5], Versatile [5], or additional levels of Charisma [5/level] or Musical Ability [5/level].

Disadvantages: -40 points chosen from among Alcoholism [-15], Bully [-10*], Chummy [-5] or Gregarious [-10], Code of Honor (Gentleman's) [-10], Compulsive Carousing [-5*], Compulsive Lying [-15*], Curious [-5*], Disciplines of Faith (Ritualism or Mysticism) [-5 or -10], Enemies (Previous satire victims) [Varies], Impulsiveness [-10*], Jealousy [-10], Lecherousness [-15*], Odious Personal Habit (Continuous singing or strumming) [-5], Overconfidence [-5*], Post-Combat Shakes [-5*], Sense of Duty (To their College) [-5] or Sense of Duty (All Colleges) [-10], Trickster [-15*], Vow (Never to sleep in the same place for more than a week) [-5], or Xenophilia [-10*].

Primary Skills: Acting (A) IQ+1 [4]-13; Dancing (A) DX+1 [4]-13; Musical Instrument (Any) (H) IQ+2 [4]-14†; Performance (A) IQ+1 [4]-13; Public-Speaking (A) IQ+3 [4]-15‡; and Singing (E) HT+4 [4]-15†.

Secondary Skills: Musical Influence (VH) IQ [2]-12†; Persuade (H) Will-1 [2]-13; Poetry (A) IQ [2]-12; Savoir-Faire (Any) (E) IQ+1 [2]-13; and Suggest (H) Will-1 [2]-13. Also, 6 points chosen from among Fast-Talk (A) IQ [2]-12; History (Local), Literature, and Mimicry (Speech), all (H) IQ-1 [2]-11; or Captivate and Sway Emotions, both (H) Will-1 [2]-13.

Background Skills: 5 points chosen from among Acrobatics and Sleight of Hand, both (H) DX-2 [1]-10; Makeup/TL3 (E) IQ [1]-12; Politics (A) IQ-1 [1]-11; Musical Composition (H) IQ [1]-12†; Carousing (E) HT [1]-11; Sex Appeal (A) HT-1 [1]-10; Survival (Any) (Per) IQ-1 [1]-11; or Diplomacy (H) IQ [1]-14†.

* Multiplied for self-control number; see p. B120.

† +2 from either Musical Ability or Voice.

‡ +1 from Charisma.

BARD-SONG

This is the power of magical song. Its abilities are subject to the Bard-Song limitation. For information on the Bard-Song limitation, see **Dungeon-Fantasy** page 21.

Bards may purchase the following Advantages at a discount:

Empathy (Bard-Song, -30%) [11]; Mimicry (Bard-Song, -30%) [7]; Mind Control (Bard-Song, -30%) [35]; Rapier Wit (Bard-Song, -30%) [4]; Speak With Animals (Bard-Song, -30%) [18]; Subsonic Speech (Bard-Song, -30%) [7]; Telecommunication (Telesend; Bard-Song, -30%) [21]; Terror (Bard-Song, -30%) [21]; and Ultrasonic Speech (PM, -30%) [7].

Those with any points in Bard-Song can learn Captivate (p. B191), Hypnotism (p. B201), Musical Influence (p. B210), Persuade (p. B191), Suggest (p. B191), and Sway Emotions (p. B192).

The Monk

The monk is modeled after Kwai Chang Kain of Kung Fu fame, a strong martial artist and skilled in certain stealth techniques in common with the thief classes. Monks are limited in advancement, and often must defeat higher level monks in combat in order to progress to the highest levels.

Monk [100 Points]

Attributes: ST 11 [10]; DX 11 [20]; IQ 10 [0]; HT 11 [10].

Secondary Characteristics: Damage 1d-1/1d+1; BL 24 lbs.; HP 11 [0]; Will 12 [10]; Per 10 [0]; FP 11 [0]; Basic Speed 5.50 [0]; Basic Move 5 [0].

Advantages: Trained by a Master [30]; and 30 points chosen from Autotrance [1], Claim to Hospitality (Monasteries of the same order) [1], Clerical Investment [5], Enhanced Dodge [15/level], Enhanced Parry [5 or 10/level], Extra Attack 1 (Multi-Strike, +20%) [30], Fearlessness 1-5 [2/level] or Unfazeable [15], Fit [5], Hand of Death: Toxic Attack 6d (Contact Agent, -30%; Costs Fatigue, 2 FP, -10%; Delay, Variable, +20%; Low Signature, +10%; Melee Attack, Reach C, -30%; Resistible, HT-4, -10%) [12], Higher Purpose [5], High Pain Threshold [10], Inner Balance 1-4 [15/level], Less Sleep 1-4 [2/level], Longevity [2], Metabolism Control 3 [15], Perfect Balance [15], Resistant to Disease (+3) [3], Resistant to Poison (+3) [5], Single-Minded [5], or Style Perks [1/perk].

Perks: Style Familiarity (own style) [1].

Disadvantages: -40 points chosen from among Charitable [-15*], Disciplines of Faith (Monasticism or Mysticism) [-10] or (Asceticism) [-15], Fanaticism (Philosophical or religious) [-15], Loner [-5*], Low TL 1 or 2 [-5 or -10], Oblivious [-5], Pacifism (Cannot Kill or Self-Defense Only) [-15], Sense of Duty (Fellow monks) [-5], Shyness [-5 or -10], Vow (Chastity, Vegetarianism, etc.) [-5], Vow (Silence) [-10], Vow (Always fight unarmed) [-15], Wealth (Struggling) [-10], (Poor) [-15] or (Dead Broke) [-25] or Workaholic [-5].

Primary Skills: Meditation (H) Will [4]-12 or Religious Ritual (H) IQ [4]-10; Philosophy or Theology, both (H) IQ [4]-10; and 15 points in the skills and techniques chosen from Chin Na (MA154), Hung Gar (MA163), Pak Hok (MA188), Praying Mantis (MA191-192), or Shaolin Kung Fu (MA194).

Secondary Skills: Pick two of Autohypnosis (H) Will-1 [2]-11, Breath Control (H) HT-1 [2]-10, Esoteric Medicine (H) Per-1 [2]-11, Hypnotism (H) IQ-1 [2]-9, Mind Block (A) Will [2]-12, Occultism (A) IQ [2]-10, Pharmacy (Herbal) (H) IQ-1 [2]-9, or Savoir-Faire (Dojo) (E) IQ+1 [2]-11.

Background Skills: First Aid (E) IQ [1]-10, and either Cooking (A) IQ-1 [1]-9 or Housekeeping (E) IQ [1]-10.

* Multiplied for self-control number; see p. B120.

ADVANTAGES**Enemies and Patrons**

In a feudal society, nearly all nobles have a patron in their liege, and a duty to that liege as well. A manorial lord or knight-bachelor will be worth 10 points, a baron or royal officer will be worth 15 points, a duke or kingdom official will be worth 20, and a king or king's family will be worth 25 points.

Churches are can also be powerful patrons, depending on their local power and wealth. The churches of Major Deities (or state religions) are worth 20 points in kingdoms where they are legal

due to their influence and/or wealth. The churches of Minor or Local gods (or Demi-Gods) are worth 15 points as they are socially important but politically disinclined. Proscribed Churches are only worth 10 points as they must operate in secret and have little influence. Note that any church in a proscribed region will only be effectively a 10 point patron.

Mercantile guilds are also an entity that can be a benefactor. While the guilds are technically international, they operate mostly with local concerns. A PC can have a master, or local guild chapter, as a 10 point patron.

The Thieves Guild can be an influential patron for those operating in the underworld. The thieves' brotherhood has limited influence however, and is mostly local in its operation. The patron can be in the form of a single master, or the whole local brotherhood. In a small city or rural area, a Thieves Guild patron is worth 10 points, while in larger cities it is worth 15.

Other appropriate patrons could include a powerful clan, a city alderman, or a religious fighting order.

Obviously any of the above entities can act as enemies as well following normal GURPS guidelines.

Legal Enforcement Powers

Legal Enforcement Powers are tied directly to one's status (see below). For those such as men-at-arms or guards who may not be noble, they will have Legal Enforcement Powers granted by their lord or patron. This will usually at one level less, but trusted or important guards may be granted the same level.

Status

In a medieval setting, one's status is the single most important aspect of life. It will determine the opportunities in a person's life, and is usually set at birth. Generally only those who join a church or guild are able to improve their lot in life.

Anyone with a noble status of 1, automatically gains 1 level of Legal Enforcement Powers and Legal Immunity. Anyone with a noble status of 2 or 3 gets 2 levels of Legal Enforcement Powers and Legal Immunity. Anyone with a noble status of 4 or higher gets 3 levels of Legal Enforcement Powers and Legal Immunity.

One's noble status will also directly affect military rank in feudal kingdoms, and allows one to carry chivalric weapons. A noble will have a military rank equal to their status at no cost, if they also have a military duty. Extra rank can be purchased to represent high military position.

Clerical status of 2 or higher grants 1 level of Legal Immunity, which is more a matter of respect and political savvy. See Clerical Investment for more information.

While guildsmen can have a higher than normal status with appropriate prestige and wealth, they are granted no legal benefits outside of the guild. In fact, the wealthy "upstarts" will often be watched closely by nobles.

Nearly all status involves an appropriate duty to their superiors. Usually the higher the status, the higher the duty involved. High ranking nobles will also have several Allies (vassals), at the GMs discretion.

Table 9: Social Status		
Level	Title	Monthly Cost of Living
8	Monarch/Pontiff	10000 gp
7	Crown Prince	5000 gp
6	Prince / Princess	2500 gp
6	Duke / Primate	2500 gp
5	Marquis	1000 gp
5	Earl or Count / Archbishop	1000 gp
4	Viscount / Royal Officer / Bishop	500 gp
4	Baron / Royal Minister	500 gp
3	Baronet, Landed Knight / Gentry	250 gp
2	Knight Bachelor / Guildmaster / Alderman / Temple Officer	150 gp
1	Squire / Captain / Priest	75 gp
0	Villein, Townsman / Acolyte / Guild Journeyman	35 gp
-1	Bondsman / Servant	30 gp
-2	Outsider / Urban Rogue	15 gp
-3	Beggar / Slave	15 gp

Administrative Rank

In societies where the Head of State is a heredity ruler or religious figure, Administrative rank reaches level 8 (Monarch); rank in descending order is Royal Officer (Rank 7), Royal Minister (Rank 6), Governor (Rank 5), Mayor (Rank 4), and Alderman (Rank 3).

Military Rank

Military rank is tied directly to status (see above). Non-noble characters cannot have a rank higher than 2. No matter the rank, officially a noble of any status will outrank a commoner. The exception will be in mercenary units, whose officers will often not be noble. Of course, mercenary units lack any authority not granted by their employer.

Table 10: Military Rank	
Rank	Title
7	King
6	Marshal
5	Knight Commander
4	Captain
3	Lieutenant
2	Sergeant at Arms
1	Corporal
0	Soldier/Militia

Religious Rank

Religious Rank is a must for church members. Those with Religious Rank must also have the church as a patron (see pg. B72). Once a cleric gains the Rank of Archdeacon, they are automatically given a Status of 1. Any Status levels after that must be paid for in order to hold certain positions, representing the political aspects of a churches hierarchy. Lay members need no level, but members of religious fighting orders need 1 level of this advantage and can have up to 3 levels.

Table 11: Religious Rank			
Rank	Clerical Title	Rank	Druidic Title
8	Pontiff	8	The Great Druid
7	Primate	7	Archdruid
6	Cardinal	6	Initiate of the Sixth Circle
5	Archbishop	5	Initiate of the Fifth Circle
4	Bishop	4	Initiate of the Fourth Circle
3	Abbot / Archdeacon	3	Initiate of the Third Circle
2	Priest	2	Initiate of the Second Circle
1	Acolyte / Lay Grandmaster / Deacon	1	Initiate of the First Circle
0	Laity	0	Aspirant

Guild Rank

Each level of Guild Rank above apprentice (rank 0) are 5 points each. Nominally there is a minimum skill level involved with each rank, but in actuality skill need not play a part. While there are no strict skill minimums, a gilded PC must purchase status appropriate to his rank (to show his wealth, ability, and political maneuvering). One must have a status of at least 0 to purchase any guild rank, and purchase a Duty (Guild, pay dues and follow guild rules, not dangerous, 5 points).

Note that barbarian tribes have no guilds, and do not recognize any guild monopolies. While there is no restriction in learning normally gilded skills, a PC from one of these cultures would likely have a patron in the master or clan that usually specializes in that skill.

Table 12: Guild Rank	
Rank	Title
6	Guildmaster
5	Sendic
4	Bonded Master
3	Traveling Master
2	Journeyman
1	Craftsman
0	Apprentice

Bardic Rank

Bards belong to colleges, which change as they advance. With the exception of the Magna Alumnae, who will happily advise any other bard, bards do not associate with those of a lower college. Nominally there is a minimum skill level involved with each rank, but in actuality skill need not play a part.

Table 13: Bardic Rank	
Rank	Title
8	Magna Alumnae
7	Ollamh
6	Anstruth
5	Cli
4	Canaith
3	Doss
2	MacFuirmidh
1	Fochlucan
0	Probationer

Monastic Rank

There can be only a limited number of monks above Rank 3 (Superior Master). There are three Rank 4 (Master of Dragons) and but one of each higher level. When a PC monk wishes to rise above Rank 3, the monk must find and defeat in single combat, hand-to-hand, without weapons or magic items, one of the Rank 4 monks - the White, the Green, or the Red. The same must be done at Ranks 5-13. The loser either remains at (or drops to) the lower Rank. The 5 Option Points for the new level of Rank is gone (win or lose), and the monk may not attempt to rise again in Rank until another 5 OP is earned.

Table 14: Monastic Rank	
Rank	Title
13	Grand Master of Flowers
12	Master of Spring
11	Master of Summer
10	Master of Autumn
9	Master of Winter
8	Master of the East Wind
7	Master of the South Wind
6	Master of the West Wind
5	Master of the North Wind
4	Master of Dragons
3	Superior Master
2	Master
1	Brother
0	Novice

Wealth

A person's wealth is also tied to their status. A wealthy serf will still have fewer assets than an average guild master, and a guild master will most likely have less than a baron. A wealthy knight will have more than a poor knight.

Wealth is also measured in more than coins. There is a strong barter economy where services and goods are often paid in kind. The wealth of a farmer will be expressed in the amount of land he holds and how many animals he owns. A manor lord may have little spare money, but may have large amounts of land and a sizable home.

Power Investiture

Clerical magic emanates from the gods, and differs from standard wizardly magic in three ways:

- Priests may purchase Power Investiture up to level 6, acquiring access to new spell levels each time a new level of Power Investiture is purchased. However, a maximum of +3 may be applied to spell skill levels, no matter how high the priest's Power Investiture may be.
- Clerical spells are affected by sanctity, not mana. Sanctity is "normal" everywhere but in areas that are specially cursed (no or low sanctity) or blessed (high or very high sanctity). These levels affect holy magic just like mana levels affect wizardly magic.
- Druid spells are influenced by nature's strength rather than by sanctity. They're at full skill in healthy wilderness, natural caves, etc.; -1 in despoiled wild places such mines or clear-cut forests; -3 in cities and cut-stone tunnels; -5 amidst ordinary pollution; and -10 in a poisoned wasteland.
- Clerical spells don't have prerequisites beyond a minimum Power Investiture level, or require study to learn. To acquire one, the cleric prays and spends a point. Available spells are limited, though.

Magery

Wizards use the magic system as written. Wizards do have to learn prerequisites and don't have limited spell lists, but several spells are off-limits (unless the GM makes an exception):

- Aside from Lend Energy and Recover Energy, Healing spells are the dominion of clerics. Wizards may only learn Healing spells that either belong to another college as well or are in the only prerequisite path to a spell in a different college (e.g., Zombie requires Lend Vitality, so a wizard could learn it). In the latter case, if any other path exists, the wizard must take it instead.
- Animal, Plant, and Weather spells are the preserve of druids. Again, wizards may only learn such magic as part of another college or when a spell from another college absolutely requires it.
- Radiation spells don't suit dungeon fantasy, so they don't exist for anyone.

Other spells need changes to be balanced in dungeon fantasy:

- Enlarge is too good for the energy cost. It costs 15 FP per +1 SM.
- To keep Invisibility from completely upstaging thieves, the spell ends instantly if the subject attacks, casts a combat spell, or otherwise does anything more violent than moving around, spying, and stealing. Reduce energy cost from 5/3 to 4/2 to compensate.

Table 15: Job Table			
Job (prerequisites)	Monthly Income	Success Roll	Critical Failure
Poor Jobs			
Generic Servant (No attribute below 7)	24 gp	IQ	LJ/LJ, whipped 2d
Thief*# (At least 4 Thief skills at 13+ or two at 16+)	PR x 4 gp	Best PR	3d, arrested/6d,jailed
Prostitute (Sex Appeal, Streetwise 13+ & at least Average Appearance)	36 gp	PR	3d/catch pox
Apprentice: Craft Guild# (Basic Skills)	Room & board + 5 gp	IQ	whipped 3d/lose position
Apprentice: Professional Guild# (Literacy plus basic skills)	Room & board + 10 gp	IQ	whipped 2d/lose position
Laborer (ST 11+)	ST x 4 gp	ST	2d, LJ/2d, LJ,-1i
Struggling Jobs			
Bravo* (ST 13 + and/or weapon skill at 14+)	50 gp	PR-1	LJ, 3d/LJ,6d
Journeyman Entertainer*# (Acting/Musical instrument/Public Speaking, etc. at 14+)	Best skill x 4 gp	PR-2	leave town/2d, tomatoes
Journeyman Crafter# (Craft skill 14+)	Skill x 5 gp	PR-2	-2i/2d, -2i,LJ
Porter* (ST 12+)	ST x 5 gp	ST	1d LJ/2d LJ
Tenant Farmer* (Farming 12+, ST 10+)	60 gp	PR	-1i/2i LJ
Mendicant Priest* (Clerical Investment)	25 gp	IQ	-1i/-2i
Average Jobs			
Journeyman Professional# (Professional Skill 14+)	Skill x 6 gp	PR	-1i/-2i,LJ
Man at Arms/Mercenary* (3 combat skills 14+, any Survival 14+)	75 gp	Best PR	3d/4d, C
Town Guard (3 combat skills, Law, Streetwise 14+)	88 gp	Best PR	2d/41, C
Master Crafter# (Craft Skill 16+)	Skill x 13 gp	PR	-1i/2d, -2i
Master Entertainer*# (2 Performance skills 15+)	Best skill x 5 gp	PR	LJ/2d, LJ
Courtesan# (Above Average Appearance, Sex Appeal, Savoir-Faire, Psychology 14+)	Skill total x 6 gp	PR	-2i/LJ, -2i
Bureaucrat/Town Official (Literacy, IQ 12+)	75 gp	PR	LJ/LJ, arrested
Traveling Master Mercantyle* # (Merchant 14+, Diplomacy 12+ \$1,000+ capital)	0.5% capital x skill	PR-1	-1i/bankrupt
Priest (Clerical Investment, Theology)	25 gp/Rank	Theology	LJ/declared heretic!
Comfortable Jobs			
Administrator (Literacy, Administration 14+, Politics 12+)	Skill x 25 gp	PR	LJ/-1i,LJ
Master Professional*# (Professional Skill 14+)	Skill x 25 gp	PR	-2i/-4i
Guildmaster (Skill 20+, Administration 14+, Politics 12+)	PR x 38 gp	PR	-2i/LJ
Master Mercantyle*# (Merchant 16+, Capital \$10,000+)	1% of capital x skill	PR	-2i/-4i
Military Officer (Weapons skills totaling 60+, Strategy 14+)	Rank x 50 gp	Best PR	-2i, 3d/-31, 5d,LJ
Squire (Savoir-Faire 13+, 3 weapons 12+, Status 1)	125 gp	Best wpn-1	2d/C,3d,lose horse, weapons
Bishop/High Priest (Rank 4, Theology, Diplomacy 13+)	125 gp/Rank	PR	-1i/LJ, declared heretic
Wealthy Jobs			
Archbishop/Pontiff (Rank 5-8, Theology, Diplomacy, Administration 15+)	Lavish upkeep and immense power	PR	None/LJ
Household Knight (as Military Officer + Savoir-Faire 14+, Riding 14+, Lance 12+, Status 2+, Duty)	288 gp	Best wpn	2d/3d,C,lose horse, weapons, armor

Landed Nobles: Receive the money from their holdings at a rate of 1gp (\$4) per acre -- but this varies according to the land quality and weather conditions. For a success roll, use the Administration or Farming skill of the noble or his bailiff.

Court Officials: These are given a specific income, and will also have income from land as well in most cases.

MARTIAL ARTS

For those who own **GURPS Martial Arts** and want to include those rules, the following styles are appropriate: Boxing (MA152), Dagger Fighting (MA155), Fencing Styles (MA156), Knightly Mounted Combat (MA175-177), Longsword Fighting (MA180), Archery (MA181), Polearm Fighting (MA187), Pollaxe Fighting (MA191), Quarterstaff (MA192), Staff Fighting (MA192), Spear Fighting (MA196), Sword-and-Buckler Play (MA199), Sword-and-Shield Fighting (MA199), and Wrestling (MA204). It could be argued that *any* style would be appropriate for PC monks, but the final say lies with individual GMs.

Racial martial arts styles include Smasha (Goblinoids and Half-Orcs only; MA210), and the elven martial arts Blade Dancing, Cloud Shadows, Bow Singing, The Way of the Tree, The Forest Runners, and Eternal Defenders (see below).

Cinematic maneuvers should be allowed, but that is, of course, up to the individual GM.

The following is from the article "**Beyond Sylvan War Lore: Six New GURPS Martial Arts Styles for Elves**" By Neal Byles which originally appeared in Pyramid.

BLADE DANCING [6 Points]

The Blade Dancers are the most flamboyant of the Elven martial artists. Traditionally, Blade Dancers are flighty even by Elven standards -- Dwarves typically can't stand them -- taking very little save their fencing seriously at all. Blade Dancers are often given to outrageous acts of daredevilry and are usually quite noticeable by their elegant dress. Armor is worn lightly, if at all. Elven Chain is the coveted protection of all Blade Dancers.

Fencing is the heart of Blade Dancing. The skill is learned with a primary focus on the Elven longsword but the Elven shortsword is also taught. The most common practice of Blade Dancing is a two-handed style with longsword in the dominant hand and shortsword in the off-hand; the latter is usually used defensively. However, some individuals prefer saving the off-hand for a cloak, buckler, the Elven equivalent of the Main-Gauche or nothing at all. If available, the Weapon Master (Fencing) advantage is open to Blade Dancers.

As the name implies, dancing is also an integral part of the Blade Dancer's training. A fight just isn't a fight without some sense of choreography to it, even if the opponent is less than cooperative. For this reason anyone with Style Familiarity: Blade Dancing who is faced with such an artist gets an additional +1 to defend against their attacks. Unfortunately the only beings likely to be familiar with Blade Dancing are other Blade Dancers. On the rare occasions that two Blade Dancers meet in mortal combat -- an Elf against a Dark Elf, for instance -- the fight can easily reach epic lengths, as both parties will tend to get lost in the beauty of the dance. Not surprisingly, many Blade Dancers are also Bards and musicians. Luck, Daredevil and Ambidexterity are common advantages.

Movement spells, especially Wallwalker and Blink, are favorites among Blade Dancers, as are spells that will enhance their grace, such as Dexterity, Balance and Ambidexterity. Legends abound of Dancing Masters who use advanced Sound spells and even Illusions to provide their own soundtracks and light-shows.

Skills: Acrobatics; Broadsword; Dancing; Jumping; Shortsword

Techniques: Close Combat (Broadsword); Bind Weapon (Smallsword); Counterattack (Broadsword); Feint (Broadsword); Targeted Attack (Broadsword Thrust/Face); Targeted Attack (Broadsword Thrust/Neck); Targeted Attack (Broadsword Thrust/Vitals).

Cinematic Skills: Light Walk

Cinematic Techniques: Dual-Weapon Attack; Dual-Weapon Defense

Optional Traits

Advantages: Ambidexterity; Combat Reflexes; Enhanced Dodge.

Skills: Brawling; Broadsword Art; Buckler; Cloak; Fast Draw (Sword); Fast Talk; Main-Gauche; Musical Instrument; Poetry; Savoir Faire; Singing; Stealth; Tactics

CLOUD SHADOWS [6 Points]

The Cloud Shadows are the spies, scouts, and sometimes assassins of the Elves. It is a rare style favored by the Dark Elves although not exclusively so. An Elf would have to have a very good reason to employ the deadlier skills of this Art, however. These reasons are usually tied to the protection of important Elven secrets or to their racial Sense of Duty to Nature.

Cloud Shadows are deadly combatants when they are seen, but some would argue that their mission has failed when open combat occurs. Through the use of Stealth, Invisibility Art, the Invisibility spell, and the clever employment of Sound and Illusion spells, there are few living creatures capable of avoiding detection as well as the masters of this style.

While Cloud Shadows are quite adept at unarmed combat, theirs is primarily a weapon art. The most common choices of primary weapons are the short sword or knife and the short bow, with fencing weapons and throwing knives following closely behind. The Weapon Master Advantage, both the general and specific forms, is common to the masters of this art.

Sound, Light/Darkness, and Body Control spells are a must for Cloud Shadows. Illusion, Air, Communication/Empathy, and Mind Control spells are also common. Assassin Cloud Shadows almost always learn the Deathtouch spell as well, which is deadly when used in conjunction with the Hand of Death advantage.

Skills: Brawling; Jumping; Wrestling; any two Weapon Skills

Techniques: Feint (Weapon or Brawling); Ground Fighting; Targeted Attack (Cloud Shadows Swing/Arm); Counterattack

Cinematic Skills: Blind Fighting; Breaking Blow; Invisibility Art; Light Walk; Mental Strength; Power Blow; Pressure Points; Pressure Secrets

Cinematic Techniques: Binding; Roll with Blow

Optional Traits

Advantages: Hand of Death: Toxic Attack 6d (Contact Agent, -30%; Costs Fatigue, 2 FP, -10%; Delay, Variable, +20%; Low Signature, +10%; Melee Attack, Reach C, -30%; Resistible, HT-4, -10%) [12]

Skills: Acrobatics; Breath Control; Camouflage; Climbing; Escape; Hypnotism; Stealth; Survival (Woodland); Swimming; other Weapon Skills

BOW SINGING [4 Points]

Next to Sylvan War Lore, this is the most common style for Elves to learn and is largely responsible for the Elves' reputation as experts with the bow. The masters of this art are truly fearsome with the Elven longbow -- in fact, it was the Bow Singing Masters who first developed the secret to creating this fantastic weapon. The Weapon Master (Bow) Advantage is essential to this style in campaigns in which it is allowed.

While singing isn't as integral to the Bow Singer style as dancing is to the Blade Dancers, it is still a common skill. Many Bow Singers use song to focus their concentration on their art. The sound of the Elves' ethereal voices singing gentle, melodious tunes, along with the harmony of an arrow in flight have been the last sound ever heard by many an unfortunate Orc. These artists often perform Singing and Meditation as one single action.

Bow Singers sometimes study their weapon to the exclusion of all others, taking a Major Vow to use no other weapon, but this is not required. Some of the style's practitioners have learned to use their bows to parry missile weapons, although this can only be accomplished when there is no arrow nocked in their own bows. They are also capable of using their bows to parry melee weapons but few Bow Singers will risk damaging their beloved weapons this way. Rather they have perfected the art of avoiding attacks altogether. The masters of the style have also learned the legendary trick of nocking and firing two arrows at once; this is reflected in the Dual-Weapon Attack cinematic maneuver and takes an extra round to ready. Fast drawing two arrows at a time is at -2.

Bow Singers almost always learn the Dexterity and the Hawk Vision spells. Singers with a mind toward defense often learn Shield and Missile Shield as well. Elemental spells are also commonly studied toward the end of learning Fiery Missiles, Lightning Missiles and/or Icy Missiles to use on their arrows and Shape Stone/Metal to make arrowheads. All Bow Singers are required to learn Shape Plant to make their own bows and arrows. This spell is absolutely necessary, along with master-level skill in Armoury (Bowyer/Fletcher), in order to fashion an Elven longbow.

Skills: Armoury (Bowyer/Fletcher); Bow; Fast Draw (Arrow); Meditation

Techniques: Targeted Attack (Bow)

Cinematic Skills: Blind Fighting (Bow only); Pressure Points (Bow only); Pressure Secrets (Bow only); Zen Archery

Cinematic Techniques: Dual-Weapon Attack (Arrow)

Optional Traits

Advantages: Enhanced Dodge

Skills: Brawling; Camouflage; Parry Missile Weapons (Bow); Musical Instrument (usually stringed); Singing; Stealth; Survival (Woodland); Tactics (Ranged Combat); other Weapon Skills

THE WAY OF THE TREE [4 Points]

The disciples of the Way of the Tree are perhaps the most rare Elven martial artists of all. Only true adherents to the style's ultra-pacifistic philosophy are ever taught this style. However, the masters of this art are nearly impossible to defeat when forced to defend themselves or Nature.

Disciples of the Way of the Tree must learn their Philosophy at IQ level or higher. As the name implies, this philosophy holds the tree as the ultimate example of how to live, especially as life pertains to violence. The tree lives its life aiding the life cycle and, most importantly, doing no harm. It is steadfast and resilient and always protects all that it shelters. Followers of the Way must take the Disadvantages Major Vow: Use No Weapons, Pacifism: Self-Defense Only and Pacifism: Cannot Kill, as well as the Code of Honor: Protect All Innocents (-5). The pacifism practiced by the Way is very nearly Total Non-Violence. Its practitioners will defend themselves and other innocents and most assuredly the Nature they are sworn to protect, but neither will they kill nor cause any lasting (i.e. crippling) harm to their enemies. The Green Thumb advantage is almost universal among disciples and Animal Friend is common, but neither is required.

The Way of the Tree is one of the few Elven styles that does not teach the relevant Art skill (in this case Judo Art) as part of its requirement. This is because the philosophy of the Way considers it unseemly to make art out of any act of violence, no matter how non-lethal.

All followers of the Way of the Tree learn extensively from the Plant College of magic and often the Animal College as well. Body Control, Mind Control, and Healing magic are also common, both to aid in non-damaging combat and to repair any damage they may inadvertently cause. Air, Water, and Earth spells are standard areas of study but disciples of the Way are loath to learn any Fire spells, with the exception of Extinguish Fire. While such Elves will learn Ignite Fire as the necessary prerequisite, they will not cast the spell once it is learned. Most disciples rely on Water spells for the same purpose. Exceptionally noble disciples have attempted to learn Resist Fire and Flameturning to help protect their forests but few are able to stomach learning all of the necessary prerequisites.

Skills: Judo; Philosophy; Meditation; Naturalist

Techniques: Arm/Wrist Lock; Breakfall; Disarming

Cinematic Skills: Mental Strength; Pressure Points; Pressure Secrets; Push; Esoteric Medicine

Cinematic Maneuvers: Hand Clap Parry; Roll with the Blow

Optional Traits:

Advantages: Enhanced Dodge; Enhanced Parry

Skills: Biology/TL 3 (Botany); Camouflage; Climbing; Musical Instrument; Singing; Stealth; Any Medical or other natural Science skills

THE FOREST RUNNERS [4 Points]

Sometimes called the Wolf Runners or the Fae Beasts, the Forest Runners have used an intimate knowledge and understanding of animals to develop one of the deadliest styles of all the Elven martial arts. All of its practitioners either have or develop the Animal Friend advantage, and many have the Beastkin Advantage as well. The Minor Vow of Vegetarianism is common but not required (except of the Beastkin).

Other Elves often look upon Forest Runners with a mixture of confusion, envy, and pity. These Elves seek elegance in the perfect communion with nature, particularly the animals, an interpretation that is not often shared by their kin. Their Sense of Duty to Nature is taken extremely seriously, even by Elven standards, and they can sometimes become quite feral in their pursuit of natural synergy. The Forest Runners tend to be minimalists when it comes to clothing and fashion and will never wear any armor beyond furs or light leather, and only rarely those. Moreover it is uncommon for Forest Runners to use weapons at all and even then they usually restrict themselves to stone axes, knives or spears (Major or Minor Vow, respectively). The Weapon Master Advantage is obviously inappropriate for this style. The disadvantages Low TL and Technophobia are common, as is Claustrophobia.

Obviously Animal magic is integral to the Forest Runner style with Shapeshifting spells considered to be the height of mastery. A common practice among Runners is to use the Partial Shapeshifting spell to assume predatory teeth and claws while engaged in combat. True lycanthropy is typically viewed as a blessing of the Eternal among the more fanatic Forest Runners. As all of the Runners' skills and maneuvers were derived from studying and emulating various animals, most of them may be utilized even in full animal shapes, at the discretion of the GM. Healing, Sound, Plant and Elemental (Air and Water) spells are also common.

Skills: Jumping; Karate; Karate Art

Techniques: Cat Stance; Counterattack (Karate); Feint (Karate); Elbow Strike; Ground Fighting (Karate); Jump Kick; Kicking; Neck Snap; Spinning Kick; Sweep; Targeted Attack (Karate)

Cinematic Skills: Blind Fighting; Light Walk; Power Blow; Flying Leap

Cinematic Techniques: Flying Jump Kick; Springing Attack

Optional Traits

Advantages: Beast-Kin: (Animal Friend 4 [20]; Magery 1 (Animal college only, -40%) [6], Sense of Duty (Animals) [-15]; and Vow (Vegetarianism) [-5]) [6]

Skills: Acrobatics; Animal Handling; Camouflage; Climbing; Musical Instrument (usually percussive); Running; Singing; Stealth; Survival (Woodland); Tracking; Veterinary

ETERNAL DEFENDERS [5 Points]

The Defenders of the Eternal is the closest thing to a religious and chivalric order that the Elves have produced. They are the self-proclaimed protectors of Life, Nature, the Eternal and everything Sylvan. Dark Elves often name themselves Defenders and pursue mastery of this art, creating a marked schism in interpretation of the philosophy of the style.

The Defender style centers on the Fae Knife, a light, pointed, hand-and-a-half sword similar to the Katana but with a straight, two-edged blade. The Fae Knife uses the Katana skill and like the Katana it may be used interchangeably one- or two-handedly (at +1 to damage for two-handed use) with Parry at 1/2 skill when used one-handed and 2/3 skill when used two-handed. The Weapon Master (Katana) advantage is available to Defenders where appropriate.

The Defenders follow a Code of Honor, the tenets of which are: own no more than you can carry; never refuse a worthy request for help; defend Nature at all costs; always protect the innocent and those weaker than yourself; and never put personal feelings or honor over the welfare of others. Obviously, the Dark Elf version of this Code is selective in its interpretation, only including Sylvans in the "innocent/weaker" and request for aid categories. This Code is worth -15 points (-10 for Dark Elves). Fanaticism and Megalomania are not uncommon disadvantages for Defenders, as is Pacifism: Cannot Harm Innocents.

The standard practice of the style is to fight with the Fae Knife alone, although dual-weapon variations do exist. While the shield is not a native tool for Elves, it has been adopted by many of the Fae-folk for its defensive capabilities and is sometimes used by Eternal Defenders. Defenders may or may not wear armor as a matter of personal preference. Light mail, usually enhanced with Fortify, Deflect and Lighten spells, is popular and Elven Chain (similarly enchanted) is sometimes bestowed upon the Masters of highest status and reputation. The bow is one of the few weapons that Defenders will learn in addition to the Fae Knife but they only use them when necessary.

Eternal Defenders often recognize that the best way to defend the Sylvan lands, especially from human encroachment, is through diplomacy not warfare. As such many Defenders are trained diplomats and bards and some even study human politics. Defenders are often charismatic and generally have excellent reputations among Sylvans.

Typical spell choices for Defenders are Protection, Body Control, Mind Control, Communication/Empathy, Healing and Movement spells. The various Nature Colleges (Animal, Plant and Elemental) are also common, as are most battle magic spells.

Skills: Breath Control; Katana (Fae Knife); Katana Art (Fae Knife); Meditation

Techniques: Feint (Katana); Targeted Attack (Katana Thrust / Face); Targeted Attack (Katana Thrust/Neck); Targeted Attack (Katana Thrust/Vitals); Stop Hit

Cinematic Skills: Blind Fighting; Body Control; Flying Leap; Immovable Stance; Light Walk; Mental Strength; Power Blow (Katana only)

Cinematic Techniques: Whirlwind Attack

Optional Traits

Advantages: Enhanced Parry (Katana)

Skills: Acrobatics; Body Language; Bow; Brawling; Diplomacy; Parry Missile Weapons; Philosophy; Politics; Public Speaking; Savoir Faire; Shield; Stealth; Tactics; Wrestling

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Starting Money

Average starting money is 120 gp, all of it available for gear. Heroes may be Dead Broke (0 gp), Poor (24 gp), Struggling (60 gp), Comfortable (240 gp), Wealthy (600 gp), or Very Wealthy (2400 gp) at the usual point costs. Filthy Rich is off-limits – nobody that rich would raid dungeons!

Signature Gear

Any adventurer may designate a nonexpendable item as Signature Gear and pay 1 point (instead of cash) per \$500 in value. This makes it part of his abilities, buying the GM's word that he won't often be without it. The GM might allow such gear to be magically "hexed" and irremovable.

Extra Money

Trading Points for Money (p. B26) is common among delvers. Since Signature Gear is worth \$500/point, it's fair to give the same oomph to those blowing points on things that do risk being broken or worn out. Each point sacrificed yields \$500 – not merely \$100 – in extra starting money. Dead Broke PCs cannot do this! To encourage adventurers to go on adventures, this option isn't available after the campaign begins.

Wealth in Play

"Society" can be summed up as "town, where we buy and sell stuff." To give Wealth impact once play begins, assume that it represents business contacts. For all loot except coin and gems, it determines the percentage of an item's new price that the adventurer can get when selling: 0% if Dead Broke, 10% if Poor, 20% if Struggling, 40% if Average, 60% if Comfortable, 80% if Wealthy, or 100% if Very Wealthy.

Cost and Weight of Basic Equipment

1 Brass Piece	=	1/1000 gp	10 bp = 1 cp
1 Copper Piece	=	1/100 gp	10 cp = 1 sp
1 Silver Piece	=	1/10 gp	10 sp = 1 gp
1 Electrum Piece	=	1/2 gp	2 ep = 1 gp
1 Gold Piece	=	1 gp	5 gp = 1 pp
1 Platinum Piece	=	5 gp	



Livestock

Livestock	Cost	Weight
Ape	150 gp	350
Boar	10 gp	100
Bull	20 gp	1,000
Calf	5 gp	50
Camel	10-15 gp	900
Capon	3 cp	---
Cat	5 sp	10
Chicken	3 cp	10
Cow	10 gp	750
Dog,guard	20-100 gp	80
Dog,hunting	20-50 gp	65
Dog,lap	5-20 gp	50
Dog,sled	10-40 gp	80
Dog,war	30-120 gp	95
Donkey	8 gp	800
Dove	3 sp	2
Elephant,labor	200-300 gp	10,000
Elephant,war	300-1200 gp	12,000
Falcon,trained	600-1200 gp	8
Goat	1 gp	60
Goose	5 cp	---
Guinea hen	2 cp	---
Hawk,large	130-180 gp	40
Hawk,small	15-40 gp	7
Horse,draft	200-300 gp	800
Horse,heavy war	300-500 gp	1,300
Horse,light war	120-240 gp	700
Horse,medium war	180-360 gp	900
Horse,riding	45-80 gp	600
Hunting cat	10,000 gp	175
Lama	30 gp	650
Mule	20 gp	700
Ox	15 gp	1,000
Partridge	5 cp	---
Peacock	5 sp	---
Pigeon	1 cp	1.5
Pigeon, homing	1 gp	---
Piglet	1 gp	10
Pig	3 gp	300
Pony,riding	15-25 gp	400
Pony,war	25-35 gp	450
ram	4 gp	---
Sheep	2 gp	50
Songbird	1 gp	1
Swan	5 sp	---
Yak	9 gp	480

Livestock, Special

Livestock, Special	Cost	Weight
Dragonnel	45,000 gp	10,000
Eel,giant	4,500 gp	8,000
Giant strider	7,500 gp	1,100
Griffon	35,000 gp	8,000
Hippocampus	20,000 gp	4,000
Hippogriff	32,000 gp	2,000
Pegasus	40,000 gp	1,000
Roc	30,000 gp	25,000
Sea horse	15,000 gp	1,500
Unicorn	500,000 gp	800
Wyvern	25,000 gp	6,000

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EQUIPMENT

Tack & Harness

Tack & Harness	Cost	Weight
Barding, Half Brigandine	500 gp	100
Barding, Chain	500 gp	300
Barding, Leather	200 gp	70
Barding, Padded, Full	150 gp	60
Barding, Padded, Half	100 gp	40
Barding, Plate, Full	2000 gp	500
Barding, Plate, Half	800 gp	250
Barding, Scale	200 gp	200
Barding, Full Scale	1000	300
Barding, Half Scale	500 gp	200
Barding, Splint	400 gp	400
Bit & Bridle	15 sp	2
Halter	5 cp	0.1
Harness	12 cp	10
Harness, Cart	2 gp	10
Horseshoes (installed)	1 gp	10
Saddle, Pack	5 gp	15
Saddle, Riding	10 gp	35
Saddle Bags, large	4 gp	8
Saddle Bags, small	3 gp	5
Saddle Blanket	3 sp	4
Yoke, Horse	5 gp	15
Yoke, Ox	3 gp	20

Room & Board

Room & Board	Cost
Ale, gallon	2 sp
Banquet, per person	10 sp
Bread	5 cp
Cheese	4 sp
Common Wine (per pitcher)	2 sp
Egg or Fresh Vegetables	1 cp
Grain and Stabling for horse (daily)	5 sp
Honey (lb)	5 sp
Meat for 1 meal	2 sp
Meal, Common, 1 day	3 sp
Meal, Good, 1 day	5 sp
Meal, Poor, 1 day	1 sp
Month, City, Common room	20 gp
Month, City, Poor Room	6 sp
Month, Common room	12 gp
Month, Double room	58 gp
Month, Latrine, Separate	2 gp
Month, Poor room	8 sp
Month, Private room	29 gp
Night, Common room	5 sp
Night, Double room	2 gp
Night, Poor room	5 cp
Night, Private room	1 gp
Small Beer (gallon)	5 cp
Soup, quart	5 cp
Week, Common room	3 gp
Week, Double room	9 gp
Week, Poor room	2 sp
Week, Private room	4 gp

Clothing

Clothing	Cost	Weight
Apron	1 cp	1
Belt	3 Sp	0.3
Boots, High, Hard	2 gp	7
Boots, High, Soft	1 gp	5
Boots, Low, Hard	1 gp	5
Boots, Low, Soft	8 sp	3
Boots, Riding	3 gp	6
Breeches	2 gp	1
Brooch, Plain	10 gp	0.2
Cap	1 sp	1
Cape, Cloth	3 cp	1
Cape, Fur	100 gp+	2
Cloak, Cloth	2 sp	2
Cloak, Cloth, Good	8 sp	2
Cloak, Fur	200 gp+	3
Cloth, Canvas	1 gp/sq.yrd	2/ sq.yrd
Cloth, Cotton	1 cp/ sq.yrd	1/ sq.yrd
Cloth, Linen	5 bp/ sq.yrd	1/ sq.yrd
Cloth, Satin	4 gp/ sq.yrd	1/ sq.yrd
Cloth, Silk	10 gp/ sq.yrd	0.5/ sq.yrd
Cloth, Velvet	4 gp/ sq.yrd	1/ sq.yrd
Cloth, Wool	8 bp/ sq.yrd	2/ sq.yrd
Dress	9 cp+	4
Fur trimming	10 gp+	---
Girdle, Broad	3 gp	1
Girdle, Normal	2 gp	0.5
Gloves, Cloth	1-2 cp	0.5
Gloves, Leather	5-10 gp	1
Gown, Common	12 sp	2
Hat, Cloth	10 cp	1
Hat, Fur	40 gp+	1
Hat, Straw	7 bp	0.5
Hose/Leggings	2 gp	0.5
Jacket, Silk	80 gp	1
Jerkin	1 gp	7.5
Knife Sheath	3 cp	0.5
Loincloth	1 cp	0.5
Mittens	3 sp	0.5
Needle, Sewing	1-2 sp	0.1
Pin	1 gp	0.1
Robe, Poor	6 cp	5
Robe, Common	9 sp	5
Robe, Embroidered	20 gp	5
Sandals	5 cp	1
Sash	1 gp	0.5
Scissors	5 cp	1
Shirt/blouse	4 cp+	1
Shoes	1 gp	1
Surcoat	6 sp	1
Sword Scabbard	4 gp	1
Hanger, Balderic	4 gp	1
Tabard	6 sp	1
Thread, 1 spool	5-10 bp	0.5
Toga, coarse	8 cp	1
Trouser/skirt	3 cp+	1
Tunic	8 sp	1
Vest, Cloth	1 gp	1
Vest, Fur	100 gp+	1.5

Furnishings

Furnishings	Cost	Weight	Notes
Armchair, Padded	3 gp	40	
Armchair, Wooden	1 gp	30	
Bed, Double	8 gp	150	
Bed, Single	5 gp	90	
Bench, Padded	4 gp	20	
Bench, Wooden	2 gp	15	
Bookcase, Metal	15 gp	250	4'x 1'x 5'
Bookcase, Wooden	5 gp	100	4'x 1'x 5'
Bowl, Pewter	2 sp	1.5	
Bowl, Pottery	5 cp	1.5	
Bowl, Silver	9 gp	1.5	
Cabinet	3-8 gp	80	
Carpet	1-10 cp	2	
Chair, Padded	2 gp	25	
Chair, Wooden	1 gp	18	
Chest of drawers	5-7 gp	70	
Cup, Pewter	2 sp	0.5	
Cup, Pottery	4 cp	0.4	
Cup, Silver	2 ep	0.5	
Curtains/drapes	1-4	1	
Cutlery, Copper	1 sp/piece	0.5/piece	
Cutlery, Pewter	2 sp/piece	0.5/piece	
Cutlery, Silver	5 gp/piece	0.5/piece	
Decanter, Crystal	10 gp	6	
Decanter, Pottery	3 cp	5.5	
Decanter, Silver	5 gp	6	
Desk	15 gp	35	
Goblet, Crystal	4 gp	1	
Goblet, Pewter	4 sp	1	
Goblet, Silver	2 ep	1	
Hamper	7-15 cp	4	
Kettle, Iron, Various sizes	2-12 gp	(1-6)	
Loom	3-7 gp	200	
Mat	15 cp	5	
Mattress, Feather, Double	4 gp	30	
Mattress, Feather, Single	2 gp	20	
Mattress, Straw, Double	3 gp	25	
Mattress, Straw, Single	1 gp	15	
Mirror	10-15 gp	2	
Pillow, Feather	1-2 sp	1.5	
Plate, Pewter	8 sp	0.7	
Plate, Pottery	8 cp	0.6	
Plate, Silver	2 gp	0.7	
Rug, Small	1 sp+	5	
Rug, Large	3 sp+	50	
Sconce, Wall	5 cp	5	
Sofa/couch	30 gp	75	
Stool	3 gp	8	
Table	2 sp/sq. ft.	5/sq. ft.	
Tub	2-5 gp	10	
Wardrobe, Plain	15 gp	50	
Wardrobe, With mirror(s)	25 gp+	85	

Religious Items

Religious Items	Cost	Weight
Beads, Prayer	1 gp	0.5
Incense, Stick	1 gp+	0.1
Symbol, Holy, Iron	2 gp	3
Symbol, Holy, Silver	50 gp	2
Symbol, Holy, Wooden	7 cp	1
Water, Holy, Vial	25 gp	3.5
Wheel, Prayer	3 gp	10

Provisions

Provisions	Cost	Weight
Ale, pint of	1 cp	---
Ale, dark, pint of	3 cp	---
Beer, heavy, pint of	1 sp	---
Beer, light, pint of	4 cp	---
Brandy, pint of	1 sp+	---
Bread, loaf of	7 bp	2.5
Butter per lb.	2 sp	1
Cider, pint of	8 cp	---
Cider, Tun (250 ga)	8 gp	2050
Dry Rations (7 days)	10 cp	---
Eggs (100)	8 sp	---
Eggs (24)	2 sp	---
Figs (lb)	3 sp	1
Firewood (day)	1 cp	---
Fish, Herring, Salted (100)	1 sp	---
Fish, Pickled, Barrel	3 sp	---
Flour, 10 lb bag of	6 sp	10
Food, Merchant's meal	1 sp	---
Food, Rich meal	1 gp	---
Grain, Horse meal, 1 day	1 cp	5
Grog, Pint of	3 cp	---
Herbs (Common, lb)	5 cp	1
Juice, Apple, Pint of	8 bp	---
Juice, Grape, Pint of	8 bp	---
Juice, Orange, Pint of	9 bp	---
Juice, Tomato, Pint of	7 bp	---
Mead, Pint of	5 cp	---
Milk, Cow, Pint of	2 cp	---
Milk, Goat, Pint of	1 cp	---
Nuts (lb)	1 cp	1
Raisins (lb)	2 sp	1
Rations, Iron, 1 week	5 gp	7.5
Rations, Standard, 1 week	3 gp	20
Rice (lb)	2 sp	1
Rum, Pint of	5 cp+	---
Salt (lb)	1 sp	1
Sugar, Coarse (lb)	1 sp	1
Tea, pint of	7 bp	---
Water, Spring, Pint of	5 bp	---
Wine, Good, Pint of	1 sp+	---
Wine, Good, Tun (250 Gal)	20 gp	2050
Wine, Watered, Pint of	6 cp	---

Musical Instruments

Musical Instruments	Cost	Weight
Bandore	15 gp	10
Chime	2 gp+	(1-20)
Drum	4 gp	20
Fife	5 gp	10
Flute	16 gp	5
Gong	5 gp	(.5-10)
Harp	50 gp+	25
Horn	6 gp	7.5
Lute	25 gp	15
Lyre	27 gp	10
Mandolin	28 gp	15
Pipes	2 gp	5
Rebec & bow	30 gp	15

EQUIPMENT

Thief Equipment

Thief Equipment	Cost	Weight	Legality
Acid, Metal-eating, 1 Vial **	50 gp	0.2	4
Aniseed, vial	2 sp	*	4
Arm Sling	2 cp	*	4
Armor, Silenced	750 gp + 50		2
Arrow, Major grapple	10 gp	1	4/3
Arrow, Minor grapple	6 gp	0.6	4/3
Arrow, Stone biter	1 gp	*	4
Arrow, Stone biter, Adamantite	7 gp	*	4
Arrow, Wood biter	8 sp	*	4
Blinding Powder	Var	*	4/3/2
Boots, Blade	15 gp	3	2
Boots, Footpad's	8 gp	3	2
Boots, Hollow	15 gp	3	2
Bow, Folding	45 gp	2	4/3
Caltrops (10)	3 gp	1	4/3
Cards, Marked, Deck **	5 gp	0.2	2
Catstink, (vial) **	40 gp	*	3/2
Charcoal, Bundle	2 cp	*	4
Chisels, lock, set of 3	2 gp	1	4
Crowbar	6 sp	4	4
Dagger, Climbing	5 gp	1	4
Darksuit	30 gp	5	3
Dice, Biased, Bone (box of 4)	5 gp	*	2
Dice, Biased, Ivory (box of 4)	20 gp	*	2
Dog Pepper, Packet	1 sp	*	4/3
Funnel, Small	3 cp	0.1	4
Glass Cutter, Handled	120 gp	1	4/2
Gloves, Clawed **	20 gp	1	2
Grappling Iron	3 gp	2	4
Hacksaw	3 gp	1	4
Hacksaw Blade	6 sp	*	4
Housebreaker's Harness **	25 gp	2	2
Keymaking Set	60 gp	6	2
Knife, Death **	12 gp	1	3/2
Lamp, Hand (with silvered mirror)	10 gp	1	4/3
Lamp, Hand Warming	2 sp	0.3	4
Leather Straps (pair)	3 sp	1	4
Limewood Strips (10)	3 cp	*	4
Listening Cone (Brass)	2 gp	0.3	4
Marbles, bag (30)	2 cp	*	4
Metal File	5 sp	0.2	4
Mini Blade	5 cp	*	4
Overshoes, Clawed	15 gp	1	2
Ring, Pin, Iron	2 gp	*	3/2
Ring, Pin, Silver	10 gp	*	3/2
Ring, Razor, Iron	2 gp	*	3/2
Ring, Razor, Silver	10 gp	*	3/2
Scabbard, False **	12 gp	(1-2)	4/3
Sharkskin	12gp/sf	1/sf	4/3
Sheath, Wrist	3 sp	*	3
Shoes, Water, Pair	5 gp	1	3/2
Skeleton Key	Var.	*	2
Spikes, Climbing, Iron (10)	5 sp	4	4
Sword Stick **	25 gp	4	4/3
Theives Picks	30 gp	1	2
Wax (block)	3 cp	*	4
Weaponblack (vial)	2 gp	0.2	3
Wire Cutters	1 gp	0.2	4/3
Woodland Suit	35 gp	5	4/3

L = Legal

S = Shady

I = Illegal

** Indicates hard to find item

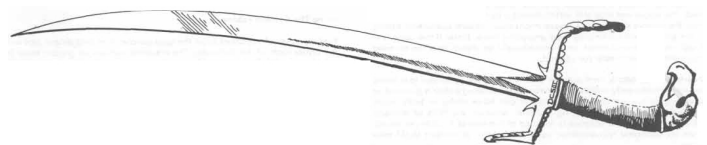
EQUIPMENT

Transport

Transport	Cost	Weight
Barge	500 gp	---
Barge (or Raft), Small	1 gp/sq. yrd.	10/sq. yrd.
Boat, Collapsible	500 gp	60
Boat, Small	75 gp	90
Boat, Long	150 gp	25,000
Canoe, Small	30 gp	80
Canoe, Large	50 gp	120
Canoe, War	100 gp	160
Caravel	10,000 gp	---
Cart	50 gp	80
Carriage, Common	150 gp	---
Carriage, (coach) Ornamental	7000 gp	---
Chariot, Riding	200 gp	400
Chariot, War	500 gp	500
Coach, Royal	200 gp+	1,800
Coaster	5000 gp	---
Cog	10,000 gp	---
Curragh	500 gp	---
Dog-sled	30 gp	70
Drakkar	25,000 gp	---
Dromond	15,000 gp	---
Galleon	50,000 gp	---
Galley, Large	25,000 gp	275,000
Galley, Small	10,000 gp	225,000
Galley, War	40,000 gp	250,000
Kayak	250 gp	50
Knarr	3000 gp	---
Longship	10000 gp	---
Oar, Common	2 gp	---
Oar, Galey	10 gp	---
Raft or small keelboat	100 gp	---
Sail	20 gp	---
Sedan Chair	100 gp	---
Ship, Merchant, Large	15,000 gp	250,000
Ship, Merchant, Small	5,000 gp	200,000
Ship, War	20,000 gp	300,000
Wagon, Closed	250 gp	2,000
Wagon, Open	150 gp	1,500
Wagon, Wheel	5 gp	---

Torture Devices

Torture device	Cost	Weight
Branding iron	2 gp	3
Cage	20 gp	500
Chair with straps	7 gp	80
Clamp	3 gp	5
Iron boots	5 gp	50
Iron maiden	70 gp	750
Stocks	5 gp	300
Thumb screw	1 gp	1
U-rack	25 gp	500
Vice	9 gp	10



Fur and Pelts

Furs and Pelts	Cost	Weight
Aurumvorax	5 gp	1
Bear	5 gp	2
Beaver	2 gp	0.5
Bobcat	2 gp	1
Bunyip	5 gp	1
Caterwaul	7 gp	1.5
Chinchilla	3 gp	1
Devil dog	5 gp	1
Fox,hoar	5 gp	0.5
Fox,red	3 gp	0.5
Fox,silver	4 gp	0.5
Lynx	2 gp	1
Mink	3 gp	0.5
Musk-ox	5 gp	0.5
Muskrat	4 gp	0.5
Nonafel	7 gp	1
Otter	2 gp	0.5
Otter,sea	3 gp	0.5
Owlbear	5 gp	2
Panther	7 gp	1.5
Sable	5 gp	1
Seal	5 gp	1
Snow leopard	8 gp	1.5
Tiger	5 gp	2
Winter wolf	5 gp	1.5
Wolverine	3 gp	1
Yeti	5 gp	3
Zebra	5 gp	2

Miscellaneous Equipment

Misc. Equipment	Cost	Weight	Notes
Air bladder	15 gp	2	
Backpack	2 gp	3	
Backpack, Leather	2 gp	2	
Bag, Leather	8 cp	0.5	
Barrel, Wooden 50 gal	1 gp	20	50 gal/150 lb
Barrel, Metal 50 gal	3 gp	50	50 gal/150 lb
Basket, large	3 sp	1	
basket, small	5 cp	0.1	
Bedroll	10 sp	8	
Bell	1-4 gp+	(1-10)	
Belt pouch, large	1 gp	1	
Belt pouch, small	7 sp	0.5	
Bird cage	2-5 gp	(5-10)	
Blanket	5-8 cp	3	
Block and tackle	5 gp	5	
Bolt case	1 gp	1	
Book, Blank (100 pages)			
papyrus	160 gp	20	
Parchment	220 gp	20	
Vellum	400 gp	20	
Bottle or flask	3 sp	2	
Box, Iron, Large	15 gp	75	
Box, Iron, Small	8 gp	35	
Bracers, Leather	8 sp	1.5	
Bracers, Metal	1 gp	3	
Bucket	3 sp	4	
Candle, Tallow	1 bp	0.5	
Candle, Wax	1 cp	0.5	
Candle snuffer	6 cp	1.5	
Cane, Walking	2-5 gp	6	
Canvas, per sq. yrd.	4 sp	1	

Miscellaneous Equipment, Cont.

Misc. Equipment	Cost	Weight	Notes
Case (Bone) Map/scroll	5 gp	5	
Case (Leather) Map/Scroll	15 sp	2.5	
Cask	5 cp	10	
Chain, Iron, 1', Fine	2 gp	0.5	
Chain, Iron, 1', Heavy	1 gp	10	
Chain, Iron, 1', Light	5 sp	5	
Chain, Iron, 1', Medium	8 sp	8	
Chalk, Powder	1 bp/oz	0.2/oz	
Chalk, Stick of	1 bp	0.2/stick	
Charcoal, 10 lb bag of	2 gp	10	
Chest, Wooden, Large	16 sp	50	
Chest, Wooden, Small	8 sp	25	
Chisel	1 gp	3	
Coal, 10 lb bag of	10 gp	10	
Cologne/perfume, 1 oz	1 gp+	1	
Comb	1 sp	0.5	
Cord, 10'	1 sp	0.2	
Crampons	4 gp	3	
Crowbar	6 sp	6	
Dice/knucklebones,			
1 pair of	2 sp	0.5	
1 pair of,loaded	2-8 gp	0.5	
Drill, Iron	5 gp	5	
Earspoon	2 cp	1	
Fire-starting bow	8 sp	0.5	
Fishhook	1 cp	*	
Fishing net	1 gp/sq. ft.	1/sq. ft.	
Flint and steel	1 sp	0.3	
Glass	5 gp/sq. ft.	2/sq. ft.	
Glass bottle	10 gp	0.1	
Glue, 2 oz pot of	5 cp	1	
Grapnel	7 gp	7.5	
Grappling hook	8 sp	4	
Grindstone	5 cp	(1-4)	
Hacksaw	2 gp	2	
Hairbrush	7 cp	0.5	
Hammock	2 gp	2	
Hourglass	25 gp+	(0.5-3)	
Ink, 2 oz pot of	1 gp	1	
Iron pot	5 sp	2	
Jar, Glass	5 gp	4	
Jug, Clay	15 bp	5	
Keg, Wooden 5 gal	15 cp	25	5 gal/15 lb
Ladder, 12'	5 cp	20	
Lamp, Oil	2 gp	1	8 hours
Lantern, Beacon	150 gp	50	2 hours
Lantern, Bullseye	12 gp	3	6 hours
Lantern, Hooded	7 gp	2	6 hours
Lantern, Waterproof	50 gp	3	6 hours
Lard, Pint of	5 bp	2	
Lock, Good	100 gp+	1	
Lock, poor	20 gp	1	
Magnifying glass	100 gp+	(0.5-2)	
Manacles, Pair of, & key	5 gp	(2-10)	
Map of the known world	1 gp+	1	
Map or scroll case	8 sp	0.5	
Merchant's scale	2 gp+	(1-12)	
Metal file	2 gp	1	
Mirror, Large, Metal	10 gp	10	
Mirror, Small, Metal	2 gp	0.1	
Mirror, Small, Silver	20 gp	2	
Nails, Iron, 100	1 sp	1	
Oar	5 sp	5	

Miscellaneous Equipment, Cont.

Misc. Equipment	Cost	Weight	Notes
Oil, per flask, Greek fire	10 gp	2	
Oil, per flask, Lamp	6 cp	1	
Paddle	3 sp	3.5	
Padlock & key	5 gp	(2-8)	
Pail	7 cp	1	
Paint, 1 gallon of	2 gp+	10	
Paint brush, Fine	1 gp	1	
Paint brush, Large	7 sp	4	
Paint brush, Medium	5 sp	2	
Paper (per sheet)	2 gp	*	
Papyrus, (per sheet)	8 sp	*	
Parchment, (per sheet)	1 gp	*	
Perfume, per vial	5 gp	0.1	
Pen, Fine, Wooden	5 cp	0.3	
Pen, Quill	8 bp	0.2	
Pick axe, Mining	6 gp	5	
Pick Tooth, 5 score of	1 cp	0.1	
Piton	3 cp	0.5	
Pen, Fine, Metal	1 sp	0.5	
Pipe, Smoking	1 cp+	0.5	
Pipeweed, 8 oz pouch of	1 gp+	0.5	
Pliers	1 gp	2.5	
Pole, 10'	3 bp	10	
Pot, Iron cooking	3 cp	5	
Pouch, Belt, Large	1 gp	1	
Pouch, Belt, Small	8 sp	0.5	
Pulley	25 gp	0.5	
Purse	1 cp	0.2	
Quilt	2 sp	10	
Quiver, 12 arrows cap	8 cp	3	
Quiver, 20 arrows cap	12 cp	4	
Quiver, 20 bolts cap	1 sp	3.5	
Quiver, 40 bolts cap	2 sp	6	
Razor	1 gp	0.5	
Rocket, Signal	25 gp	3	
Rope, 50' hemp	5 sp	7.5	
Rope, 50' superior	1 gp	10	
Rope, 50' silk	15 gp	5	
Sack, Large	3 sp	2	
Sack, Small	8 bp	0.5	
Saw, One man	2 gp	3	
Saw, Two man	12 gp	20	
Scabbard, Bastard	3 gp	1.5	
Scabbard, Broad	2 gp	1	
Scabbard, Katana	3 gp	1.5	
Scabbard, Long	2 gp	1	
Scabbard, Ninja-to	1 gp+	0.5	
Scabbard, Rapier	2 gp	1	
Scabbard, Scimitar	2 gp	1	
Scabbard, Short	1 gp	0.5	
Scabbard, 2-handed	4 gp	2	
Sealing Wax (per lb)	1 gp	1	
Sewing needle	5 sp	*	
Sheath, Dagger or knife	6 sp	0.5	
Signal whistle	8 sp	0.1	
Signet ring	5 gp	0.1	
Skin, Water/wine	15 cp	0.5	
Soap, 5 oz bar of	2 cp	0.3	
Soap (per lb)	5 sp	1	
Spade/shovel	4 gp	6	
Spike, Iron, Large	1 bp	1	
Spyglass	1000 gp	2	
String, 50'	1 cp	1	

Miscellaneous Equipment, Cont.

Misc. Equipment	Cost	Weight	Notes
Sundial	8 gp	50	
Tent: Large	200 gp	100	
Medium	120 gp	80	
Small	75 gp	60	
Tinder Box	2 gp	1.5	
Torch, Normal	1 cp	2.5	6 turns
Torch, Small	3 bp	1	1 turns
Vellum, 1 sheet	8 gp	0.1	
Vial, Ceramic	1 gp	2.5	
Vial, Crystal	3 gp	3	
Vial, Metal	5 gp	4	
Water Clock	1000 gp	200	
Wax, Candle, lb	1 gp	1	
Wax, Sealing, lb	2 gp	1	
Whetstone	1-9 cp	(0.5-2)	
Whistle	1 gp	0.5	
Wig	2 gp	0.5	
Wineskin	8 sp	1	
Winter Blanket	5 sp	3	
Writing ink, vial	8 gp	0.1	

Armor

Body Armor	Location	DR	Cost	Weight
Banded Mail	Arms/Torso/Groin	4	200 gp	35
Brigandine	Torso	3	120 gp	35
Bronze Corselet	Torso/Groin	5	290 gp	40
Chain Mail	Arms/Torso/Groin	4/2	75 gp	25
Cuir-bouilli	Torso	2	20 gp	15
Double Mail	Arms/Torso/Groin	5/3	175 gp	44
Hide	Torso	2	15 gp	30
Leather	Arms/Torso/Groin	2	5 gp	10
Lamellar	Torso	5	210 gp	26
Padded	Arms/Torso/Groin	1	4 gp	10
Steel Corselet	Torso/Groin	6	440 gp	35
Hvy Steel Corselet	Torso/Groin	7	880 gp	45
Ring Mail	Arms/Torso/Groin	3	100 gp	30
Scale Mail	Arms/Torso/Groin	4	120 gp	40
Splint Mail	Arms/Torso/Groin	4	80 gp	40
Studded Leather	Arms/Torso/Groin	3	20 gp	25

Limb Armor	Location	DR	Cost	Weight
Bronze Armbands	Arms	3	40 gp	9
Bronze Greaves	Legs	3	60 gp	17
Hvy Leather Leggings	Legs	2	20 gp	4
Leather Leggings	Legs	1	5 gp	2
Mail Leggings	Legs	4/2	75 gp	15
Hvy Plate Arms	Arms	7	330 gp	20
Hvy Plate Legs	Legs	7	360 gp	25
Plate Arms	Arms	6	220 gp	15
Plate Legs	Legs	6	240 gp	20

EQUIPMENT (MELEE WEAPONS)

Headgear	Location	DR	Cost	Weight
Leather Cap	Skull	1	3 gp	1
Mail Coif	Skull/Neck	4/2	8 gp	2
Basinet	Skull/Face	6	10 gp	5
Greathelm	Skull/Face/Neck	7	30 gp	10
Pot-Helm	Skull	4	10 gp	4

Gloves	Location	DR	Cost	Weight
Leather Gauntlets	Hands	2	2 gp	2
Mail Gauntlets	Hands	4/2	5 gp	2.5
Plate Gauntlets	Hands	4	7 gp	3.5
Hvy Plate Gauntlets	Hands	5	15 gp	3.5

Footwear	Location	DR	Cost	Weight
Shoes/Boots	Feet	1	8 sp-2gp	2/3
High Hard Boots	Feet	2	2 gp	7
Sollerets	Feet	4	35 gp	7

Shield	DB	Cost	Weight	DR/HP
Shield, Buckler	1	5 gp	3	5/20
Shield, Large	3	13 gp	13	9/60
Shield, Medium	2	10 gp	10	7/40
Shield, Small	1	7 gp	5	6/30
Shield, Small Wooden	1	1 gp	3	6/20

Melee Weapons

AXE/MACE (DX-5, Flail-4, or Two-Handed Axe/Mace-3)

Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
Hand Axe	sw+2 cut	1	0U	1 gp	5	7	[1]
Club	sw+1 cr	1	0	---	3	10	[1]
Warhammer	sw+3 imp	1,2	0U	2 gp	5	13	[1]
Footman's Mace	sw+3 cr	1	0U	8 gp	10	12	
Horseman's Mace	sw+2 cr	1	0U	5 gp	6	11	
Footman's Pick	sw+1 imp	1	0U	8 gp	6	11	[2]
Horseman's Pick	sw imp	1	0U	7 gp	4	12	[2]
Sickle	sw imp/cut	1	0U	6 sp	3	8	[2]

2-H AXE/MACE (DX-5, Axe/Mace-3, Polearm-4, or 2-H Flail-4)

Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
Battle Axe	sw+3 cut	1,2	0U	15gp	17	13	
Maul	sw+4 cr	1,2	0U	5 gp	10	14	
Morning Star	sw+3 cr	1	0U	2 gp	5	12	

EQUIPMENT (MELEE WEAPONS)

BROADSWORD (DX-5, Rapier-4, Saber-4, Shortsword-2, or 2H Sword-4)											
Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes				
Broadsword	sw+1 cut	1	0	10gp	8.5	10					
---	thr+1	1	0	---	---	---					
Falchion	sw+1 cut	1	0	17gp	8	9					
---	thr+1	1	0	---	---	---					
Katana	sw+3 cut	1	0	100 gp	6	10					
---	thr+2	1	0	---	---	---					
Kopesh	sw+1 cut	1	0	10gp	7	10					
---	thr	1	0	---	---	---					
Longsword	sw+1 cut	1	0	15gp	4	8					
---	thr+1	1	0	---	---	---					
Scimitar	sw+1 cut	1	0	15gp	4	9					
---	thr+1	1	0	---	---	---					
Boku-toh	sw-1 cr	1	0	1 gp	3	10					

FLAIL (DX-6, Axe/Mace-4, or Two-Handed Flail-3)

Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
Footman's Flail	sw+4 cr	1,2	0U	15gp	15	13	[6]
Horseman's Flail	sw+3 cr	1,2	0U	8 gp	5	12	[6]

GARROTE (DX-4)

Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
Garrote	Special	C	No	1 sp	Neg.	8	[8]

KNIFE (DX-4, Force Sword-3, Main-Gauche-3, or Shortsword-3)

Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
Dagger or Dirk	thr imp	C	-1	2 gp	1	-	[1]
Dagger, Bone	thr-1 imp	C	-1	1 sp	1	-	[1]
Dagger, Parrying	thr-1 imp	C	0	5 gp	1	-	[1]
Dagger, Stone	thr-2 imp	C	-1	2 sp	1	-	[1]
Knife	sw-2 cut	C	-1	5 sp	0.5	-	[1]
---	thr-1 imp	C	-1	---	---	---	---
Knife, Bone	sw-2 cut	C	-1	3 cp	0.5	-	[1]
---	thr-2 imp	C	-1	---	---	---	---
Knife, Stone	sw-2 cut	C	-1	5 cp	0.5	-	[1]
---	thr-2 imp	C	-1	---	---	---	---
Main-Gauche	thr-2 imp	C	0	3 gp	2	-	[1]
Stiletto	thr-2 imp	C	-1	5 sp	0.5	-	[1]

LANCE (DX-5 or Spear-3)

Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
Heavy Lance	thr+4 imp	4	No	15gp	15	12	[9]
Jousting Lance	thr imp	4	No	20gp	20	12	[9]
Light Lance	thr+2 imp	4	No	6 gp	5	12	[9]
Medium Lance	thr+3 imp	4	No	10gp	10	12	[9]

EQUIPMENT (MELEE WEAPONS)

POLEARM (DX-5, Spear-4, Staff-4, or Two-Handed Axe/Mace-4)

Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
Mancatcher	-	2	0U	30gp	8	9	
Awl Pike	thr+2 imp	2	0U	3 gp	8	11	
Bardiche	sw+3 cut	1-3	0U	7 gp	12	13	
Bec de Corbin	thr+2 imp	1,2	0U	8 gp	10	11	
---	sw+2 cr	1,2	0U	---	---	---	
Bill-Guisarme	sw+3 cut	2,3	0U	7 gp	15	13	
---	thr+2 imp	1-3	0U	---	---	---	
Fauchard	sw+3 cut	2,3	0U	5 gp	7	13	
---	thr+2 imp	1-3	0U	---	---	---	
Fauchard-Fork	sw+3 cut	2,3	0U	8 gp	9	13	
---	thr+3 imp	1-3	0U	---	---	---	
Glaive	sw+3 cut	2,3	0U	6 gp	8	11	
---	thr+2 imp	1-3	0U	---	---	---	
Glaive-Guisarme	sw+3 cut	2,3	0U	10gp	10	11	
---	thr+3 imp	1-3	0U	---	---	---	
Guisarme	sw+3 cut	2,3	0U	5 gp	8	11	
Guisarme-Voulge	sw+3 cut	2,3	0U	7 gp	15	11	
---	thr+2 imp	1-3	0U	---	---	---	
Halberd	sw+5 cut	2,3	0U	9 gp	15	13	
---	sw+4 imp	2,3	0U	---	---	---	
---	thr+3 imp	1-3	0U	---	---	---	
Hook Fauchard	sw+2 cut	2,3	0U	10gp	8	11	
---	thr+1 imp	1-3	0U	---	---	---	
Lucern Hammer	thr+2 cut	1,2	0U	7 gp	15	11	
---	sw+3 cr	2,3	0U	---	---	---	
Military Fork	thr+3 imp	1-3	0U	5 gp	7.5	11	
Naginata	thr+3 imp	1-3	0U	8 gp	10	12	
Partisan	thr+2 imp	1-3	0U	6 gp	7	11	
Ranseur	thr+3 imp	1-3	0U	6 gp	7	12	
Spetum	thr+3 imp	1-3	0U	5 gp	7	12	
Tetsubo	thr+2 imp	1-3	0U	2 gp	7	11	
Voulge	sw+4 cut	2,3	0U	5 gp	12.5	12	
---	sw+4 cr	2,3	0U	---	---	---	

RAPIER (DX-5, Broadsword-4, Main-Gauche-3, Saber-3, or Smallsword-3)

Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
Rapier	thr+1 imp	1,2	0F	15gp	3.5	9	

SABER (DX-5, Broadsword-4, Main-Gauche-3, Rapier-3, Shortsword-4, or Smallsword-3)

Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
Saber	sw cut	1	0F	17gp	5	8	
---	thr+1 imp	1	0F	---	---	---	

EQUIPMENT (MELEE WEAPONS)

SHORTSWORD (DX-5, Broadsword-2, Force Sword-4, Jitte/Sai-3, Knife-4, Saber-4, Smallsword-4, or Tonfa-3)

Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
Shortsword	sw cut	1	0	10gp	3	8	
---	thr imp	1	0	---	---	---	
Cutlass	sw cut	1	0	12gp	4	8	[10]
---	thr imp	1	0	---	---	---	
Wakizashi	sw cut	1	0	50gp	3	6	
---	thr+1 imp	1	0	---	---	---	

SMALLSWORD (DX-5, Main-Gauche-3, Rapier-3, Saber-3, or Shortsword-4)

Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
Bo Stick	sw-1 cr	1	0F	2 cp	4	6	
Jo Stick	sw-1 cr	1	0F	1 gp	4	7	

SPEAR (DX-5, Polearm-4, or Staff-2)

Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
Spear	thr+2 imp	1	0	8 sp	4	9	[1]
- Two hands -	thr+3 imp	1,2	0	---	---	---	
Long Spear	thr+3 imp	2,3	0U	5 gp	8	10	
- Two hands -	thr+4 imp	2,3	0	---	---	---	
Stone Spear	thr+1 imp	1	0	8 cp	5	9	[1]
- Two hands -	thr+2 imp	1,2	0	---	---	---	
Javelin	thr+1 imp	1	0	5 sp	2	6	[1]
Stone Javelin	thr imp	1	0	5 cp	2	6	[1]
Trident	thr+2 imp	1	0	15gp	5	9	[1]
- Two hands -	thr+3 imp	1,2	0	---	---	---	

STAFF (DX-5, Polearm-4, or Spear-2)

Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
Quarterstaff	sw+2 cr	1,2	+2	1 bp	4	7	
---	thr+1 cr	1,2	0	---	---	---	

TWO-HANDED SWORD (DX-5, Broadsword-4)

Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
Bastard Sword	sw+1 cut	1,2	0	25gp	10	10	
---	thr+1 cr	2	0	---	---	---	
2 Handed	sw+2 cut	1,2	0	50gp	15	12	
---	thr+2 cr	2	0	---	---	---	
Claymore	sw+3 cut	1,2	0	25gp	10	12	
---	thr+2 cr	2	0	---	---	---	

WHIP (DX-5)

Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
Scourge	sw-2 cr	1-4	-2U	1 gp	2	9	[12]
Metal Whip	sw-1 cr	1-5	-2U	8 gp	7.5	11	[12]
Whip	sw-2 cr	1-7	-2U	1 gp	2	10	[12]

Missile Weapons

BLOWPIPE (DX-6)

Weapon	Damage	Acc	Range	Weight	RoF	Shots	Cost	ST	Bulk
Blowpipe	1d-3 pi-	1	x4	1/0.05	1	1(2)	10gp	2	-6

BOLAS (No default)

Weapon	Damage	Acc	Range	Weight	RoF	Shots	Cost	ST	Bulk
Bolas	thr-1 cr	0	x3	2	1	T(1)	5 sp	7	-2

BOW (DX-5)

Weapon	Damage	Acc	Range	Weight	RoF	Shots	Cost	ST	Bulk
Composite Long Bow	thr+3 imp	3	x20 / x25	4/0.1	1	1(2)	5 sp	10	-7
Composite Short Bow	thr+1 imp	1	x10 / x20	3/0.1	1	1(2)	75 gp	7	-6
Daiku	thr+2 imp	3	x15 / x20	3/0.1	1	1(2)	100 gp	11	-8
Long Bow	thr+2 imp	3	x15 / x20	3/0.1	1	1(2)	75 gp	11	-8
Short Bow	thr imp	1	x10 / x25	2/0.1	1	1(2)	30 gp	7	-6

CROSSBOW (DX-4)

Weapon	Damage	Acc	Range	Weight	RoF	Shots	Cost	ST	Bulk
Hand Crossbow	thr+2 imp	4	x20 / x25	4/0.06	1	1 (4)	300 gp	7	-4
Heavy Crossbow	thr+5 imp	4	x25 / x30	6/0.06	1	1 (4)	50 gp	8	-6
Light Crossbow	thr+3 imp	4	x25 / x30	6/0.06	1	1 (4)	35 gp	8	-6
Light Repeating Crossbow	thr+2 imp	4	x15 / x20	6/0.06	1	(10)	120 gp	8	-6
Medium Crossbow	thr+4 imp	4	x25 / x30	6/0.06	1	1 (4)	40 gp	8	-6

LASSO (No default)

Weapon	Damage	Acc	Range	Weight	RoF	Shots	Cost	ST	Bulk
Lariat	Spec.	0	Spec.	3	1	T (Spec)	5 cp	7	-2

NET (Cloak-5)

Weapon	Damage	Acc	Range	Weight	RoF	Shots	Cost	ST	Bulk
Net	Spec.	1	Spec.	5	1	T (1)	5 gp	8	-4

SLING (DX-6)

Weapon	Damage	Acc	Range	Weight	RoF	Shots	Cost	ST	Bulk
Sling	sw pi	0	x6 / x10	0.5 / 0.05	1	1 (2)	5 cp	6	-4
Staff Sling	sw+1 pi	1	x10 / x15	2 / 0.05	1	1 (2)	2 sp	7	-6

SPEAR THROWER (DX-5 or Thrown Weapon (Spear)-4)

Weapon	Damage	Acc	Range	Weight	RoF	Shots	Cost	ST	Bulk
Atlatl				1	1	1 (1)	-	-	-
with Dart	sw-1 imp	1	x3 / x4	1	-	-	5 sp	5	-3
with Javelin	sw+1 imp	3	x2 / x3	2	-	-	5 sp	6	-4

THROWN WEAPON (AXE/MACE) (DX-4)

Weapon	Damage	Acc	Range	Weight	RoF	Shots	Cost	ST	Bulk
Throwing Axe	sw+2 cut	2	x1 / x1.5	5	1	T(1)	1 gp	11	-3

THROWN WEAPON (HARPOON) (DX-4 or Thrown Weapon (Spear -2))

Weapon	Damage	Acc	Range	Weight	RoF	Shots	Cost	ST	Bulk
Harpoon	thr+5 imp	2	x1 / x1.5	6	1	T(1)	20 gp	11	-6

THROWN WEAPON (KNIFE) (DX-4)

Weapon	Damage	Acc	Range	Weight	RoF	Shots	Cost	ST	Bulk
Dagger or Dirk	thr imp	4	x20 / x25	1	1	T(1)	2 gp	5	-1
Knife	sw-2 cut	4	x25 / x30	.5	1	T(1)	5 sp	6	-2
Main-Gauche	thr-2 imp	4	x25 / x30	2	1	T(1)	3 gp	6	-2
Stiletto	thr-2 imp	4	x15 / x20	.5	1	T(1)	5 sp	5	-1

THROWN WEAPON (SHURIKEN) (DX-4 or Throwing-2)

Weapon	Damage	Acc	Range	Weight	RoF	Shots	Cost	ST	Bulk
Lrg. Spike Shuriken	sw+1 imp	1	x0.5 / xl	.1	1	T(1)	5 sp	5	0
Sm. Spike Shuriken	sw imp	1	x0.5 / xl	.1	1	T(1)	3 sp	5	0
Lrg. Star Shuriken	sw+1 imp	1	x0.5 / xl	.1	1	T(1)	8 sp	5	0
Sm. Star Shuriken	sw imp	1	x0.5 / xl	.1	1	T(1)	5 sp	5	0

THROWN WEAPON (SPEAR) (DX-4, Spear Thrower-4, or Thrown Weapon (Harpoon)-2)

Weapon	Damage	Acc	Range	Weight	RoF	Shots	Cost	ST	Bulk
Spear	thr+2 imp	2	xl / xl.5	4	1	T(1)	8 sp	9	-6
Javelin	thr+1 imp	3	xl.5 / x2.5	2	1	T(1)	5 sp	6	-4

GUNS (PISTOL) (DX-4, or most other Guns at -2)

Weapon	Damage	Acc	Range	Weight	RoF	Shots	Cost	ST	Bulk
Starwheel Pistol	ld+1 pi+	1	75/400	3.25 / 0.01	1	1(20)	1000 gp	10	-3

GUNS (MUSKET) (DX-4, or most other Guns at -2)

Weapon	Damage	Acc	Range	Weight	RoF	Shots	Cost	ST	Bulk
Arquebus	3d pi++	2	100 / 600	20 / 0.05	1	1(60)	12	-6	
Blunderbuss	5d pi++	2	15 / 100	20 / 0.05	1	1(60)	13	-6	
Musket	4d pi++	2	100 / 600	20 / 0.05	1	1(60)	12	-6	

Construction

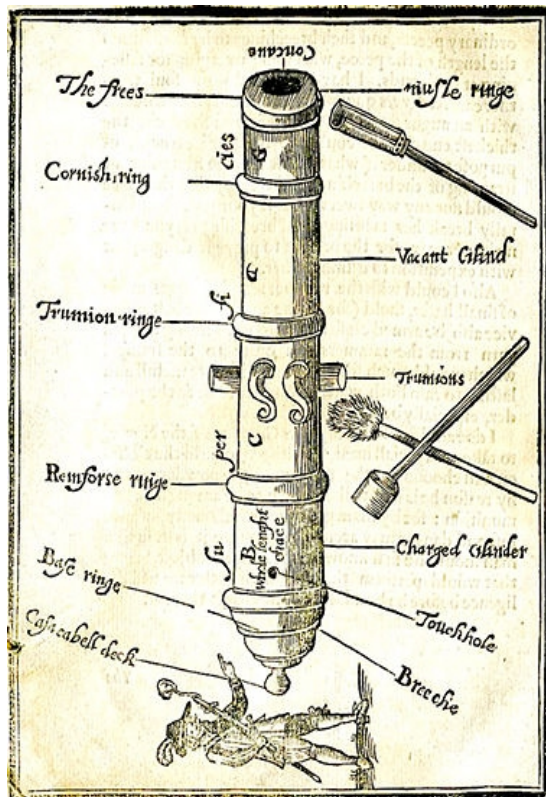
Construction	Cost	DR	HP
Arrow slit	3 gp		
Arrow slit, Crossletted	5 gp		
Barbican	4000 gp	468	135
Bartizan, 10'd, 20'h	500 gp	156	94
Batter, Plinth or splay	100 gp	156	94
Battlement, 14'l	50 gp	156	94
Building, Stone	750 gp	156	94
Building, Wood	250 gp	varies	
Buttress, Stone, 3'w, 5'd, 10'h	150 gp	156	94
Catwalk, Wooden, 10"	20 gp	6	42
Ditch, 100", 10'd, 20'w	150 gp		
Door, Iron, 4'w, 7'h	100 gp	50	58
Door, Secret, 2'w, 4'h	75 gp	varies	
Door, Trap, 2'w, 3'l	50 gp	2	29
Door, Wooden, 4'w, 7'h	25 gp	3	33
Door, Wooden, Reinforced, 4'w, 7'h	75 gp	3	33
Drawbridge, 10'w, 15'l	500 gp	6	42
Embrasure shutters	5 gp	2	29
Gate	250 gp	3	33
Gatehouse, Stone	2000 gp	156	94
Hoardings, Wooden, 10"	25 gp	2	29
Machicolation, Stone, 10'	250 gp		
Merlon, 4'w, 3'd, 5'h	10 gp	156	94
Merlon, With arrow slit, 4'w, 3'd, 5'h	15 gp	156	94
Moat, 100'l, 10'd, 20'w	350 gp		
Murder hole	15 gp		
Palisade, Wooden, 100', 10'h	150 gp	16	37
Parapet, Stone, 10'	25 gp	156	94
Pilaster, 5'w, 3'd, 10'h	50 gp	156	94
Pit, 5'cube	10 gp		
Portcullis, 10'w, 15'h	500 gp	50	58
Rampart, Earth, 100'l, 10'h	150 gp	156	94
Stairs, Stone, 10'rise, 3'w	50 gp	468	135
Stairs, Wooden, 10'rise, 3'w	10 gp	1	23
Tower, Round, 20'd, 30'h	1000 gp	468	135
Tower, Round, 30'd, 30'h	2000 gp	468	135
Tower, Round, 40'd, 30'h	3000 gp	468	135
Tower, Square, 10'sq, 30'h	750 gp	468	135
Tower, Square, 20'sq, 30'h	1500 gp	468	135
Tower, Square, 30'sq, 30'h	2500 gp	468	135
Tunnel, Underground, 5'w, 8'h, 10"l	150 gp	156	94
Wall, Bastion, 5'w, 20'h, 40'l	750 gp	468	135
Wall, Curtain, 10'w, 20'h, 100'l	1500 gp	468	135
Window, Shuttered, 2'w, 4'h	5 gp	2	29
Window, Shuttered & Barred, 2'w, 4'h	10 gp	3	33

Siege Engines

Siege Engine	Damage	Acc	Range	Weight	Cost
Hvy Ballista	6dx3 imp	3	530 / 660	1800 / 15	800 gp
Mdm Ballista	6dx2 imp	3	480 / 600	800 / 6.25	600 gp
Light Ballista	5d+1 imp	3	420 / 525	128 / 1	400 gp
Hvy Catapult	6dx5 cr	2	340 / 425	18,000 / 30	1000 gp
Mdm Catapult	7dx3 cr	2	290 / 360	8,000 / 20	700 gp
Light Catapult	6dx2 cr	2	240 / 300	2,000 / 10	500 gp
Onager	6dx3 cr	2	270 / 330	4,500 / 15	250 gp
Hvy Scorpion	6d+2 imp	3	430 / 540	200 / 1.6	150 gp
Scorpion	5d imp	3	415 / 520	110 / 0.9	75 gp

Smoke Powder Siege Engines

Siege Engine	Damage	Acc	Range	Weight	Cost
Hvy Bombard	6dx50 cr	0	1000 / 2600	60000 / 20	30000 gp
Bombard	6dx7 cr	2	400 / 2000	6000 / 10	15000 gp



Services

Services	Cost
Armor repair	12 gp
Bath	3 cp
Clerk (per letter)	2 sp
Doctor, Leech or bleeding	3 gp
Guide, City	5 sp
Horse grooming	3 sp
Lantern - or Torchbearer (night)	1 sp
Laundry (load)	1 cp
Messenger	2 gp
Messenger, in city	1 sp
Minstrel (per performance)	3 gp
Mourner (per funeral)	2 sp
Night guard	15 gp
Stable	2 gp
Storage closet	1 gp
Teamster w/wagon (per mile)	1 sp
Weapon repair	9 gp

MAGIC

Table 16: Clerical Spell Table

Power Investment 1	Power Investment 2	Power Investment 3
Armor	Awaken	Affect Spirits
Aura	Clean	Astral Vision
Body-Reading	Command	Breathe Water
Bravery	Compel Truth	Command Spirit
Cleansing	Continual Light	Create Food
Coolness	Create Water	Cure Disease
Detect Magic	Glow	Dispel Possession
Detect Poison	Great Voice	Flaming Weapon
Final Rest	Healing Slumber	Great Healing
Lend Energy	Major Healing	Magic Resistance
Lend Vitality	Peaceful Sleep	Neutralize Poison
Light	Persuasion	Oath
Might	Purify Food	Relieve Madness
Minor Healing	Relieve Sickness	Relieve Paralysis
Purify Air	Remove Contagion	Repel Spirits
Purify Water	Resist Acid	Restoration
Recover Energy	Resist Cold	See Secrets
Sense Life	Resist Disease	Silver Tongue
Sense Spirit	Resist Fire	Stone to Flesh
Share Vitality	Resist Lightning	Stop Paralysis
Shield	Resist Pain	Strengthen Will
Silence	Resist Poison	Sunbolt
Stop Bleeding	Resist Pressure	Sunlight
Test Food	Restore Hearing	Suspended Animation
Thunderclap	Restore Memory	Water to Wine
Umbrella	Restore Sight	Wisdom
Vigor	Restore Speech	
Warmth	Seeker	
Watchdog	Soilproof	
	Stop Spasm	
	Summon Spirit	
	Truthsayer	
	Turn Spirit	
	Turn Zombie	
	Wall of Light	

Table 16: Clerical Spell Table, Cont.

Power Investment 4	Power Investment 5	Power Investment 6
Astral Block	Bless	Bind Spirit
Banish, Cleansing	Curse	Drain Mana
	Earthquake	Planar Summons (Divine Servitor)
Continual Sunlight	Entrap Spirit	Sanctuary
Dispel Magic	Instant Regeneration	Resurrection
Divination	Pentagram	
Essential Food	Remove Curse	
Gift of Letters	Storm	
Gift of Tongues	Suspend Mana	
Instant Neutralize Poison		
Instant Restoration		
Monk's Banquet		
Regeneration		
Suspend Curse		
Vigil		



Table 17: Druidic Spell Table		
Power Investment 1	Power Investment 2	Power Investment 3
Beast-Rouser	Animal Control	Animate Plant
Beast-Soother	Beast Link	Beast Summoning
Detect Magic	Beast Seeker	Blossom
Detect Poison	Beast Speech	Breathe Water
Extinguish Fire	Bless Plants	Clouds
Find Direction	Cure Disease	Conceal
Hawk Vision	Fog	Create Plant
Identify Plant	Frost	False Tracks
Master	Heal Plant	Forest Warning
No-Smell	Hide Path	Freeze
Purify Air	Know Location	Instant Neutralize Poison
Purify Earth	Light Tread	Melt Ice
Purify Water	Mystic Mist	Plant Control
Quick March	Neutralize Poison	Plant Sense
Recover Energy	Pathfinder	Plant Speech
Seek Coastline	Plant Growth	Protect Animal
Seek Earth	Plant Vision	Rain
Seek Food	Pollen Cloud	Rain of Nuts
Seek Pass	Predict Earth Movement	Rejuvenate Plant
Seek Plant	Predict Weather	Remember Path
Seek Water	Purify Food	Resist Cold
Sense Life	Repel Animal	Resist Lightning
Tell Position	Rider	Resist Pressure
Umbrella	Rider Within	Snow
	Shape Air	Snow Shoes
	Shape Earth,	Summon Elemental
	Shape Plant	Swim
	Shape Water	Tangle Growth
	Spider Silk	Walk Through Plants
	Wall of Wind	Walk Through Wood
	Weather Dome	Water Vision
	Windstorm	Waves
		Whirlpool
		Wind

Table 17: Druidic Spell Table, Cont.		
Power Investment 4	Power Investment 5	Power Investment 6
Beast Possession	Alter Terrain	Earthquake
Blight	Arboreal Immurement	Geyser
Body of Slime	Create Elemental	Move Terrain
Body of Water	Entombment	Volcano
Body of Wind	Partial Shapeshifting	
Body of Wood	Permanent Beast Possession	
Control Elemental	Permanent Shapeshifting	
Create Animal	Plant Form Other	
Create Spring	Shapeshift Others	
Dispel Magic		
Dry Spring		
Frostbite		
Hail		
Lightning		
Plant Form		
Sandstorm		
Shapeshifting		
Storm		
Strike Barren		
Tide		
Wither Plant		

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And various ideas shamelessly stolen from the Steve Jackson Games web forums (<http://forums.sjgames.com/>). Thanks!