

# GURPS

**FANTASY  
GM'S  
PACK**

This book contains 128 pages of assorted record sheets and extra charts and tables for *GURPS Fantasy* and *GURPS Magic* — including the new Spell Prerequisite Charts. All pages are perforated for easy removal.

These record sheets are sold for the convenience of *GURPS* players who don't have easy access to a photocopier. Permission is granted to the purchaser of any *GURPS* product to copy all charts, tables and record sheets — including these! — for personal use.



**STEVE JACKSON GAMES**



| Name       | Player |
|------------|--------|
| Appearance |        |
|            |        |

Sequence

Point Total

ST

# DX

Thrust: \_\_\_\_\_  
Swing: \_\_\_\_\_  
Kick: \_\_\_\_\_  
\_\_\_\_\_:

# IQ

НТ

# Mymt

## BASIC SPEED

 $(HT+DX)/4$ 

*Round off*

## SWIM

## ENCUMBRANCE

## MOVE

$$None(0) = 2 \times ST$$
$$\text{Light (l)} = 4 \times ST$$
$$Med(2) = 6 \times ST$$
$$Hvy(3) = 12 \times ST$$
$$X\text{-hvy (4)} = 20 \times ST$$

## ACTIVE DEFENSES

DODGE

## PARRY

## BLOCK

**= Move**

Weapon/2

Shield/2

## BODY PROTECTION

Head Body Arms Legs Hands Feet ALL

PD

DR

### OTHER PD

**Shield:**

## OTHER DR

## ADVANTAGES, DISADVANTAGES AND QUIRKS

## SKILLS

| Pt. | Cost | Level |
|-----|------|-------|
|-----|------|-------|

## SUMMARY

Point Total

### Attributes

### Advantages

### Disadvantages

## Quirks

## Skills

TOTAL



## HAND WEAPONS & SKILLS

Name: \_\_\_\_\_

| Weapon | Damage |        | Reach | ST | Notes |
|--------|--------|--------|-------|----|-------|
|        | Type   | Amount |       |    |       |

| Parry | Pt. Cost | Level |
|-------|----------|-------|
|-------|----------|-------|

## RANGED WEAPONS & SKILLS

| Weapon | Malf | Damage |        | SS | Acc | 1/2D | Max | RoF | Shots | ST | Rcl | Notes | Pt. Cost | Level |
|--------|------|--------|--------|----|-----|------|-----|-----|-------|----|-----|-------|----------|-------|
|        |      | Type   | Amount |    |     |      |     |     |       |    |     |       |          |       |

## REACTION MODIFIERS

Appearance: \_\_\_\_\_

Status: \_\_\_\_\_

## SPECIAL REACTION MODIFIERS

Reputation: \_\_\_\_\_

### SPEED/RANGE TABLE

For complete table, see p. B201.

| <i>Speed/<br/>Range<br/>Modifier</i> | <i>Size<br/>Modifier</i> | <i>Linear<br/>Measurement<br/>(size or<br/>range/speed)</i> |
|--------------------------------------|--------------------------|-------------------------------------------------------------|
| +15                                  | -15                      | 1/10"                                                       |
| +14                                  | -14                      | 1/5"                                                        |
| +13                                  | -13                      | 1/3"                                                        |
| +12                                  | -12                      | 1/2"                                                        |
| +11                                  | -11                      | 2/3"                                                        |
| +10                                  | -10                      | 1"                                                          |
| +9                                   | -9                       | 1 1/2"                                                      |
| +8                                   | -8                       | 2"                                                          |
| +7                                   | -7                       | 3"                                                          |
| +6                                   | -6                       | 6"                                                          |
| +5                                   | -5                       | 12"                                                         |
| +4                                   | -4                       | 1 1/2 ft                                                    |
| +3                                   | -3                       | 2 ft                                                        |
| +2                                   | -2                       | 1 yd                                                        |
| +1                                   | -1                       | 1 1/2 yd                                                    |
| 0                                    | 0                        | 2 yd                                                        |
| -1                                   | +1                       | 3 yd                                                        |
| -2                                   | +2                       | 4 1/2 yd                                                    |
| -3                                   | +3                       | 7 yd                                                        |
| -4                                   | +4                       | 10 yd                                                       |
| -5                                   | +5                       | 15 yd                                                       |
| -6                                   | +6                       | 20 yd                                                       |
| -7                                   | +7                       | 30 yd                                                       |
| -8                                   | +8                       | 45 yd                                                       |
| -9                                   | +9                       | 70 yd                                                       |
| -10                                  | +10                      | 100 yd                                                      |
| -11                                  | +11                      | 150 yd                                                      |
| -12                                  | +12                      | 200 yd                                                      |
| -13                                  | +13                      | 300 yd                                                      |
| -14                                  | +14                      | 450 yd                                                      |
| -15                                  | +15                      | 700 yd                                                      |
| -16                                  | +16                      | 1,000 yd                                                    |
| -17                                  | +17                      | 1,500 yd                                                    |
| -18                                  | +18                      | 2,000 yd                                                    |
| -19                                  | +19                      | 3,000 yd                                                    |
| -20                                  | +20                      | 4,500 yd                                                    |
| -21                                  | +21                      | 7,000 yd                                                    |
| -22                                  | +22                      | 10,000 yd                                                   |

## CHARACTER STORY

**Beliefs & Goals:** \_\_\_\_\_

## NOTES

## WEAPONS AND POSSESSIONS

| Item | \$ | Wt. |
|------|----|-----|
|------|----|-----|

Totals: \$

*Lbs.*



|                  |              |                |             |
|------------------|--------------|----------------|-------------|
| Name _____       | Player _____ | Date Created   | Sequence    |
| Appearance _____ |              | Unspent Points | Point Total |
|                  |              |                |             |

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## HAND WEAPONS & SKILLS

Name: \_\_\_\_\_

Weapon

| Damage |        | Reach | ST | Notes |
|--------|--------|-------|----|-------|
| Type   | Amount |       |    |       |

| Parry | Pt. | Cost | Level |
|-------|-----|------|-------|
|-------|-----|------|-------|

## RANGED WEAPONS & SKILLS

| Weapon | Malf | Damage |        | SS | Acc | 1/2D | Max | RoF | Shots | ST | Rcl | Notes | Pt. Cost | Level |
|--------|------|--------|--------|----|-----|------|-----|-----|-------|----|-----|-------|----------|-------|
|        |      | Type   | Amount |    |     |      |     |     |       |    |     |       |          |       |

## REACTION MODIFIERS

Appearance: \_\_\_\_\_

Status: \_\_\_\_\_

## SPECIAL REACTION MODIFIERS

Reputation: \_\_\_\_\_

### SPEED/RANGE TABLE

For complete table, see p. B201.

| <i>Speed/<br/>Range<br/>Modifier</i> | <i>Size<br/>Modifier</i> | <i>Linear<br/>Measurement<br/>(size or<br/>range/speed)</i> |
|--------------------------------------|--------------------------|-------------------------------------------------------------|
| +15                                  | -15                      | 1/10"                                                       |
| +14                                  | -14                      | 1/5"                                                        |
| +13                                  | -13                      | 1/3"                                                        |
| +12                                  | -12                      | 1/2"                                                        |
| +11                                  | -11                      | 2/3"                                                        |
| +10                                  | -10                      | 1"                                                          |
| +9                                   | -9                       | 1 1/2"                                                      |
| +8                                   | -8                       | 2"                                                          |
| +7                                   | -7                       | 3"                                                          |
| +6                                   | -6                       | 6"                                                          |
| +5                                   | -5                       | 12"                                                         |
| +4                                   | -4                       | 1 1/2 ft                                                    |
| +3                                   | -3                       | 2 ft                                                        |
| +2                                   | -2                       | 1 yd                                                        |
| +1                                   | -1                       | 1 1/2 yd                                                    |
| 0                                    | 0                        | 2 yd                                                        |
| -1                                   | +1                       | 3 yd                                                        |
| -2                                   | +2                       | 4 1/2 yd                                                    |
| -3                                   | +3                       | 7 yd                                                        |
| -4                                   | +4                       | 10 yd                                                       |
| -5                                   | +5                       | 15 yd                                                       |
| -6                                   | +6                       | 20 yd                                                       |
| -7                                   | +7                       | 30 yd                                                       |
| -8                                   | +8                       | 45 yd                                                       |
| -9                                   | +9                       | 70 yd                                                       |
| -10                                  | +10                      | 100 yd                                                      |
| -11                                  | +11                      | 150 yd                                                      |
| -12                                  | +12                      | 200 yd                                                      |
| -13                                  | +13                      | 300 yd                                                      |
| -14                                  | +14                      | 450 yd                                                      |
| -15                                  | +15                      | 700 yd                                                      |
| -16                                  | +16                      | 1,000 yd                                                    |
| -17                                  | +17                      | 1,500 yd                                                    |
| -18                                  | +18                      | 2,000 yd                                                    |
| -19                                  | +19                      | 3,000 yd                                                    |
| -20                                  | +20                      | 4,500 yd                                                    |
| -21                                  | +21                      | 7,000 yd                                                    |
| -22                                  | +22                      | 10,000 yd                                                   |

## CHARACTER STORY

**Beliefs & Goals:** \_\_\_\_\_

## WEAPONS AND POSSESSIONS

| Item | \$ | Wt. |
|------|----|-----|
|------|----|-----|

Totals: \$

*Lbs.*



|                                                      |                |             |
|------------------------------------------------------|----------------|-------------|
| Name _____ Player _____<br>Appearance _____<br>_____ | Date Created   | Sequence    |
|                                                      | Unspent Points | Point Total |

|             |             |                                              |                                                                         |
|-------------|-------------|----------------------------------------------|-------------------------------------------------------------------------|
| Pt.<br>Cost | <b>ST</b>   |                                              | <b>FATIGUE</b>                                                          |
|             | <b>DX</b>   |                                              | <b>DAMAGE</b><br>Thrust: _____<br>Swing: _____<br>Kick: _____<br>_____: |
|             | <b>IQ</b>   |                                              |                                                                         |
|             | <b>HT</b>   |                                              | <b>HITS TAKEN</b>                                                       |
|             | <b>Mvmt</b> | <b>BASIC<br/>SPEED</b><br><i>(HT + DX)/4</i> | <b>MOVE</b><br><i>Round off</i>                                         |
|             | <b>SWIM</b> |                                              |                                                                         |

| ENCUMBRANCE                       | MOVE |
|-----------------------------------|------|
| <i>None</i> (0) = $2 \times ST$   |      |
| <i>Light</i> (1) = $4 \times ST$  |      |
| <i>Med</i> (2) = $6 \times ST$    |      |
| <i>Hvy</i> (3) = $12 \times ST$   |      |
| <i>X-hvy</i> (4) = $20 \times ST$ |      |

| ACTIVE DEFENSES |                 |                 |
|-----------------|-----------------|-----------------|
| <b>DODGE</b>    | <b>PARRY</b>    | <b>BLOCK</b>    |
| <i>= Move</i>   | <i>Weapon/2</i> | <i>Shield/2</i> |

| BODY PROTECTION |      |      |      |      |       |      |     |
|-----------------|------|------|------|------|-------|------|-----|
|                 | Head | Body | Arms | Legs | Hands | Feet | ALL |
| PD              |      |      |      |      |       |      |     |
| DR              |      |      |      |      |       |      |     |

|                 |                 |
|-----------------|-----------------|
| <b>OTHER PD</b> | <b>OTHER DR</b> |
| Shield: _____   |                 |
|                 |                 |
|                 |                 |

[illegible][illegible]

| SUMMARY       | Point Total |
|---------------|-------------|
| Attributes    | _____       |
| Advantages    | _____       |
| Disadvantages | _____       |
| Quirks        | _____       |
| Skills        | _____       |
| <b>TOTAL</b>  |             |



## HAND WEAPONS & SKILLS

Weapon

### Damage

| Type | Amount | Reach | ST | Notes |
|------|--------|-------|----|-------|
|------|--------|-------|----|-------|

| Parry | Pt. Cost | Level |
|-------|----------|-------|
|-------|----------|-------|

Name: \_\_\_\_\_

## RANGED WEAPONS & SKILLS

Weapon

Malf

Type

### Damage

Amount

SS Acc

 $\frac{1}{2}D$ 

Max

RoF

Sho

S

 $R_{cl}$ 

No

7

Pt. Cost Level

## REACTION MODIFIERS

**Appearance:** \_\_\_\_\_

Status: \_\_\_\_\_

## SPECIAL REACTION MODIFIERS

Reputation: \_\_\_\_\_

### SPEED/RANGE TABLE

For complete table, see p. B201.

| <i>Speed/<br/>Range<br/>Modifier</i> | <i>Size<br/>Modifier</i> | <i>Linear<br/>Measurement<br/>(size or<br/>range/speed)</i> |
|--------------------------------------|--------------------------|-------------------------------------------------------------|
| +15                                  | -15                      | 1/10"                                                       |
| +14                                  | -14                      | 1/5"                                                        |
| +13                                  | -13                      | 1/3"                                                        |
| +12                                  | -12                      | 1/2"                                                        |
| +11                                  | -11                      | 2/5"                                                        |
| +10                                  | -10                      | 1"                                                          |
| +9                                   | -9                       | 1 1/2"                                                      |
| +8                                   | -8                       | 2"                                                          |
| +7                                   | -7                       | 3"                                                          |
| +6                                   | -6                       | 6"                                                          |
| +5                                   | -5                       | 12"                                                         |
| +4                                   | -4                       | 1 1/2 ft                                                    |
| +3                                   | -3                       | 2 ft                                                        |
| +2                                   | -2                       | 1 yd                                                        |
| +1                                   | -1                       | 1 1/2 yd                                                    |
| 0                                    | 0                        | 2 yd                                                        |
| -1                                   | +1                       | 3 yd                                                        |
| -2                                   | +2                       | 4 1/2 yd                                                    |
| -3                                   | +3                       | 7 yd                                                        |
| -4                                   | +4                       | 10 yd                                                       |
| -5                                   | +5                       | 15 yd                                                       |
| -6                                   | +6                       | 20 yd                                                       |
| -7                                   | +7                       | 30 yd                                                       |
| -8                                   | +8                       | 45 yd                                                       |
| -9                                   | +9                       | 70 yd                                                       |
| -10                                  | +10                      | 100 yd                                                      |
| -11                                  | +11                      | 150 yd                                                      |
| -12                                  | +12                      | 200 yd                                                      |
| -13                                  | +13                      | 300 yd                                                      |
| -14                                  | +14                      | 450 yd                                                      |
| -15                                  | +15                      | 700 yd                                                      |
| -16                                  | +16                      | 1,000 yd                                                    |
| -17                                  | +17                      | 1,500 yd                                                    |
| -18                                  | +18                      | 2,000 yd                                                    |
| -19                                  | +19                      | 3,000 yd                                                    |
| -20                                  | +20                      | 4,500 yd                                                    |
| -21                                  | +21                      | 7,000 yd                                                    |
| -22                                  | +22                      | 10,000 yd                                                   |

## CHARACTER STORY

**Beliefs & Goals:** \_\_\_\_\_

## WEAPONS AND POSSESSIONS

| Item | \$ | Wt. |
|------|----|-----|
|------|----|-----|

Totals: \$

*Lbs.*



# GURPS<sup>®</sup>

## CHARACTER SHEET

Name \_\_\_\_\_ Player \_\_\_\_\_  
 Appearance \_\_\_\_\_  
 \_\_\_\_\_

Date Created

Sequence

Unspent Points

Point Total

Pt.  
Cost

**ST**

FATIGUE

**DX**

DAMAGE

Thrust: \_\_\_\_\_

Swing: \_\_\_\_\_

Kick: \_\_\_\_\_

\_\_\_\_\_: \_\_\_\_\_

**IQ**

**HT**

HITS TAKEN

**Mvmt**

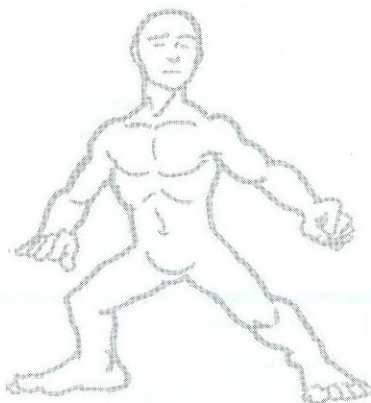
BASIC  
SPEED

MOVE

(HT+DX)/4

Round off

SWIM



ENCUMBRANCE

MOVE

None (0) = 2×ST \_\_\_\_\_

Light (1) = 4×ST \_\_\_\_\_

Med (2) = 6×ST \_\_\_\_\_

Hvy (3) = 12×ST \_\_\_\_\_

X-hvy (4) = 20×ST \_\_\_\_\_

BODY PROTECTION

Head Body Arms Legs Hands Feet ALL

PD

DR

ACTIVE DEFENSES

DODGE

PARRY

BLOCK

= Move

Weapon/2

Shield/2

OTHER PD

Shield: \_\_\_\_\_

OTHER DR

Pt.  
Cost

ADVANTAGES, DISADVANTAGES AND QUIRKS

SKILLS

Pt. Cost Level

SUMMARY

Point Total

Attributes

Advantages

Disadvantages

Quirks

Skills

TOTAL



## HAND WEAPONS & SKILLS

Name: \_\_\_\_\_

Weapon

| Damage |        | Reach | ST | Notes |
|--------|--------|-------|----|-------|
| Type   | Amount |       |    |       |

| Parry | Pt. Cost | Level |
|-------|----------|-------|
|-------|----------|-------|

## RANGED WEAPONS & SKILLS

| Weapon | Malf | Type | Damage |  |  | SS | Acc | V <sub>2</sub> D | Max | RoF | Shots | ST | Rcl | Notes | Pt. Cost | Level |
|--------|------|------|--------|--|--|----|-----|------------------|-----|-----|-------|----|-----|-------|----------|-------|
|        |      |      | Amount |  |  |    |     |                  |     |     |       |    |     |       |          |       |

## REACTION MODIFIERS

Appearance: \_\_\_\_\_

Status: \_\_\_\_\_

## SPECIAL REACTION MODIFIERS

Reputation: \_\_\_\_\_

### SPEED/RANGE TABLE

For complete table, see p. B201.

| <i>Speed/<br/>Range<br/>Modifier</i> | <i>Size<br/>Modifier</i> | <i>Linear<br/>Measurement<br/>(size or<br/>range/speed)</i> |
|--------------------------------------|--------------------------|-------------------------------------------------------------|
| +15                                  | -15                      | 1/10"                                                       |
| +14                                  | -14                      | 1/5"                                                        |
| +13                                  | -13                      | 1/3"                                                        |
| +12                                  | -12                      | 1/2"                                                        |
| +11                                  | -11                      | 2/3"                                                        |
| +10                                  | -10                      | 1"                                                          |
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| +8                                   | -8                       | 2"                                                          |
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| +5                                   | -5                       | 12"                                                         |
| +4                                   | -4                       | 1 1/2 ft                                                    |
| +3                                   | -3                       | 2 ft                                                        |
| +2                                   | -2                       | 1 yd                                                        |
| +1                                   | -1                       | 1 1/2 yd                                                    |
| 0                                    | 0                        | 2 yd                                                        |
| -1                                   | +1                       | 3 yd                                                        |
| -2                                   | +2                       | 4 1/2 yd                                                    |
| -3                                   | +3                       | 7 yd                                                        |
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| -12                                  | +12                      | 200 yd                                                      |
| -13                                  | +13                      | 300 yd                                                      |
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| -16                                  | +16                      | 1,000 yd                                                    |
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| -19                                  | +19                      | 3,000 yd                                                    |
| -20                                  | +20                      | 4,500 yd                                                    |
| -21                                  | +21                      | 7,000 yd                                                    |
| -22                                  | +22                      | 10,000 yd                                                   |

## CHARACTER STORY

**Beliefs & Goals:** \_\_\_\_\_

## WEAPONS AND POSSESSIONS

| Item | \$ | Wt. |
|------|----|-----|
|------|----|-----|

Totals: \$

*Lbs.*







## HAND WEAPONS & SKILLS

Weapon

| Damage |        | Reach | ST | Notes |
|--------|--------|-------|----|-------|
| Type   | Amount |       |    |       |

| Parry | Pt. Cost | Level |
|-------|----------|-------|
|-------|----------|-------|

Name: \_\_\_\_\_

## RANGED WEAPONS & SKILLS

[illegible]

## REACTION MODIFIERS

Appearance: \_\_\_\_\_  
Status: \_\_\_\_\_

## SPECIAL REACTION MODIFIERS

Reputation: \_\_\_\_\_

### SPEED/RANGE TABLE

For complete table, see p. B201.

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| +2                                   | -2                       | 1 yd                                                        |
| +1                                   | -1                       | 1 1/2 yd                                                    |
| 0                                    | 0                        | 2 yd                                                        |
| -1                                   | +1                       | 3 yd                                                        |
| -2                                   | +2                       | 4 1/2 yd                                                    |
| -3                                   | +3                       | 7 yd                                                        |
| -4                                   | +4                       | 10 yd                                                       |
| -5                                   | +5                       | 15 yd                                                       |
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| -9                                   | +9                       | 70 yd                                                       |
| -10                                  | +10                      | 100 yd                                                      |
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| -14                                  | +14                      | 450 yd                                                      |
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| -16                                  | +16                      | 1,000 yd                                                    |
| -17                                  | +17                      | 1,500 yd                                                    |
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| -19                                  | +19                      | 3,000 yd                                                    |
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| -21                                  | +21                      | 7,000 yd                                                    |
| -22                                  | +22                      | 10,000 yd                                                   |

## CHARACTER STORY

[illegible]

**Beliefs & Goals:** \_\_\_\_\_

## WEAPONS AND POSSESSIONS

[illegible]

Totals: \$

Lbs.

## NOTES

[illegible]



| Name       | Player |
|------------|--------|
| Appearance |        |
|            |        |

Sequence

Point Total

ST

# DX

Thrust: \_\_\_\_\_  
Swing: \_\_\_\_\_  
Kick: \_\_\_\_\_  
\_\_\_\_\_: \_\_\_\_\_

**IQ**

HT

# Mvmt

 $(HT+DX)/4$ 

*Round off*

## SWIM

## MOVE

$$None(0) = 2 \times ST$$
$$\text{Light (l)} = 4 \times ST$$
$$Med(2) = 6 \times ST$$
$$H_{vy}(3) = 12 \times ST$$
$$X\text{-hvy (4)} = 20 \times ST$$

## ACTIVE DEFENSES

DODGE

## PARRY

## BLOCK

= *Move*

Weapon/2

Shield/2

## BODY PROTECTION

Head Body Arms Legs Hands Feet ALL

PD

DR

### OTHER PD

Shield: \_\_\_\_\_

OTHER DR

---

## ADVANTAGES, DISADVANTAGES AND QUIRKS

| Pt. | Cost | Level |
|-----|------|-------|
| 1   | 100  | 100   |
| 2   | 100  | 100   |
| 3   | 100  | 100   |
| 4   | 100  | 100   |
| 5   | 100  | 100   |
| 6   | 100  | 100   |
| 7   | 100  | 100   |
| 8   | 100  | 100   |
| 9   | 100  | 100   |
| 10  | 100  | 100   |
| 11  | 100  | 100   |
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| 98  | 100  | 100   |
| 99  | 100  | 100   |
| 100 | 100  | 100   |

## SUMMARY

Point Total

### Attributes

### Advantages

### Disadvantages

## Quirks

### Skills

**TOTAL**



## CHARACTER SHEET

| Weapon | Damage |        | Reach | ST | Notes |
|--------|--------|--------|-------|----|-------|
|        | Type   | Amount |       |    |       |

Name: \_\_\_\_\_

| Parry | Pt. Cost | Level |
|-------|----------|-------|
|-------|----------|-------|

[illegible]

**Appearance:**

**Status:**

**Reputation:**

For complete table, see p. B201.

| <i>Speed/<br/>Range<br/>Modifier</i> | <i>Size<br/>Modifier</i> | <i>Linear<br/>Measurement<br/>(size or<br/>range/speed)</i> |
|--------------------------------------|--------------------------|-------------------------------------------------------------|
| +15                                  | -15                      | 1/10"                                                       |
| +14                                  | -14                      | 1/5"                                                        |
| +13                                  | -13                      | 1/3"                                                        |
| +12                                  | -12                      | 1/2"                                                        |
| +11                                  | -11                      | 2/3"                                                        |
| +10                                  | -10                      | 1"                                                          |
| +9                                   | -9                       | 1 1/2"                                                      |
| +8                                   | -8                       | 2"                                                          |
| +7                                   | -7                       | 3"                                                          |
| +6                                   | -6                       | 6"                                                          |
| +5                                   | -5                       | 12"                                                         |
| +4                                   | -4                       | 1 1/2 ft                                                    |
| +3                                   | -3                       | 2 ft                                                        |
| +2                                   | -2                       | 1 yd                                                        |
| +1                                   | -1                       | 1 1/2 yd                                                    |
| 0                                    | 0                        | 2 yd                                                        |
| -1                                   | +1                       | 3 yd                                                        |
| -2                                   | +2                       | 4 1/2 yd                                                    |
| -3                                   | +3                       | 7 yd                                                        |
| -4                                   | +4                       | 10 yd                                                       |
| -5                                   | +5                       | 15 yd                                                       |
| -6                                   | +6                       | 20 yd                                                       |
| -7                                   | +7                       | 30 yd                                                       |
| -8                                   | +8                       | 45 yd                                                       |
| -9                                   | +9                       | 70 yd                                                       |
| -10                                  | +10                      | 100 yd                                                      |
| -11                                  | +11                      | 150 yd                                                      |
| -12                                  | +12                      | 200 yd                                                      |
| -13                                  | +13                      | 300 yd                                                      |
| -14                                  | +14                      | 450 yd                                                      |
| -15                                  | +15                      | 700 yd                                                      |
| -16                                  | +16                      | 1,000 yd                                                    |
| -17                                  | +17                      | 1,500 yd                                                    |
| -18                                  | +18                      | 2,000 yd                                                    |
| -19                                  | +19                      | 3,000 yd                                                    |
| -20                                  | +20                      | 4,500 yd                                                    |
| -21                                  | +21                      | 7,000 yd                                                    |
| -22                                  | +22                      | 10,000 yd                                                   |

[illegible]

**Beliefs & Goals:** \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

[illegible]

Totals: \$

*Lbs.*

## This image shows a single sheet of white paper with horizontal blue or grey ruling lines. The lines are evenly spaced and run across the width of the page. There are approximately 10 visible lines. The paper appears to be part of a notebook or a set of loose-leaf papers.



# GURPS<sup>®</sup>

## CHARACTER SHEET

### Appearance

## Sequence

Point Total

ST

# DX

\_\_\_\_\_

**IQ**

HT

# Mvmt

### Round off

SWIM

## MOVE

11/11/2011

Head Body Arms Legs Hands Feet ALL

DR

Shield/2

Shield: \_\_\_\_\_

## ADVANTAGES, DISADVANTAGES AND QUIRKS

| Pt. | Cost | Level |
|-----|------|-------|
| 1   | 100  | 100   |
| 2   | 100  | 100   |
| 3   | 100  | 100   |
| 4   | 100  | 100   |
| 5   | 100  | 100   |
| 6   | 100  | 100   |
| 7   | 100  | 100   |
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| 98  | 100  | 100   |
| 99  | 100  | 100   |
| 100 | 100  | 100   |

Point Total

**TOTAL**



## HAND WEAPONS & SKILLS

Weapon

| Damage |        | Reach | ST | Notes |
|--------|--------|-------|----|-------|
| Type   | Amount |       |    |       |

| Parry | Pt. | Cost | Level |
|-------|-----|------|-------|
|-------|-----|------|-------|

Name: \_\_\_\_\_

## RANGED WEAPONS & SKILLS

Weapon

[illegible]

## REACTION MODIFIERS

**Appearance:** \_\_\_\_\_

Status: \_\_\_\_\_

## SPECIAL REACTION MODIFIERS

Reputation: \_\_\_\_\_

### SPEED/RANGE TABLE

For complete table, see p. B201.

| <i>Speed/<br/>Range<br/>Modifier</i> | <i>Size<br/>Modifier</i> | <i>Linear<br/>Measurement<br/>(size or<br/>range/speed)</i> |
|--------------------------------------|--------------------------|-------------------------------------------------------------|
| +15                                  | -15                      | 1/10"                                                       |
| +14                                  | -14                      | 1/5"                                                        |
| +13                                  | -13                      | 1/3"                                                        |
| +12                                  | -12                      | 1/2"                                                        |
| +11                                  | -11                      | 2/3"                                                        |
| +10                                  | -10                      | 1"                                                          |
| +9                                   | -9                       | 1 1/2"                                                      |
| +8                                   | -8                       | 2"                                                          |
| +7                                   | -7                       | 3"                                                          |
| +6                                   | -6                       | 6"                                                          |
| +5                                   | -5                       | 12"                                                         |
| +4                                   | -4                       | 1 1/2 ft                                                    |
| +3                                   | -3                       | 2 ft                                                        |
| +2                                   | -2                       | 1 yd                                                        |
| +1                                   | -1                       | 1 1/2 yd                                                    |
| 0                                    | 0                        | 2 yd                                                        |
| -1                                   | +1                       | 3 yd                                                        |
| -2                                   | +2                       | 4 1/2 yd                                                    |
| -3                                   | +3                       | 7 yd                                                        |
| -4                                   | +4                       | 10 yd                                                       |
| -5                                   | +5                       | 15 yd                                                       |
| -6                                   | +6                       | 20 yd                                                       |
| -7                                   | +7                       | 30 yd                                                       |
| -8                                   | +8                       | 45 yd                                                       |
| -9                                   | +9                       | 70 yd                                                       |
| -10                                  | +10                      | 100 yd                                                      |
| -11                                  | +11                      | 150 yd                                                      |
| -12                                  | +12                      | 200 yd                                                      |
| -13                                  | +13                      | 300 yd                                                      |
| -14                                  | +14                      | 450 yd                                                      |
| -15                                  | +15                      | 700 yd                                                      |
| -16                                  | +16                      | 1,000 yd                                                    |
| -17                                  | +17                      | 1,500 yd                                                    |
| -18                                  | +18                      | 2,000 yd                                                    |
| -19                                  | +19                      | 3,000 yd                                                    |
| -20                                  | +20                      | 4,500 yd                                                    |
| -21                                  | +21                      | 7,000 yd                                                    |
| -22                                  | +22                      | 10,000 yd                                                   |

## CHARACTER STORY

**Beliefs & Goals:** \_\_\_\_\_

## WEAPONS AND POSSESSIONS

| Item | \$ | Wt. |
|------|----|-----|
|------|----|-----|

## NOTES

Totals: \$

*Lbs.*



## grimoire of \_\_\_\_\_

[illegible]



## grimoire of

[illegible]



## grimoire of

[illegible]



## grimoire of

[illegible]



10-54-15

[illegible]



## grimoire of

[illegible]



grimoire of \_\_\_\_\_

[illegible]



## grimoire of

[illegible]



# FANTASY CAMPAIGN PLAN GM: \_\_\_\_\_ Date: \_\_\_\_\_

Campaign name: \_\_\_\_\_ Campaign's starting year: \_\_\_\_\_ Rate game time passes: \_\_\_\_\_

Campaign type: \_\_\_\_\_

Known nonhuman races: \_\_\_\_\_

Campaign's base city or town: \_\_\_\_\_ (Suggestion: give players a map of the area.)

## Campaign Political Background:

Name and type of state: \_\_\_\_\_ Can weapons be carried in public? \_\_\_\_\_

Brief description of the state and its neighbors: \_\_\_\_\_

General historical background for area: \_\_\_\_\_

Brief description of the political/economic situation: \_\_\_\_\_

What organizations are important? \_\_\_\_\_

Campaign's Tech Level: \_\_\_\_\_ Differences from this TL as described in *GURPS Basic Set*: \_\_\_\_\_

## Magic rules:

General mana level: \_\_\_\_\_ Are there areas of other mana levels? How large and how common are they? \_\_\_\_\_

Are there "aspected mana" areas? \_\_\_\_\_

Are there other areas of special magic? \_\_\_\_\_

Are any optional magic rules in use? \_\_\_\_\_

How common are magic and mages? \_\_\_\_\_ Unusual Background cost? \_\_\_\_\_

Are magic-users well distributed? If not, where are they most likely to be found? \_\_\_\_\_

What legal and social restrictions are there on magic? On alchemy? \_\_\_\_\_

Is there a specific guild-type structure for magic users? \_\_\_\_\_

How common are magical items? \_\_\_\_\_

Does quick-and-dirty enchantment exist in this world? \_\_\_\_\_

Are there active deities or Higher Powers? \_\_\_\_\_

Is there any special clerical magic? \_\_\_\_\_

What spells from the Spell List are unknown in this campaign? \_\_\_\_\_



Are there any "common knowledge" spells to be added to the list? \_\_\_\_\_

Are there any "common knowledge" potions to be added to the list? \_\_\_\_\_

Are teleportation and telepathy common enough to affect communication? \_\_\_\_\_

How common is healing magic? Who benefits from it? \_\_\_\_\_

What magical or fantastic creatures are common? \_\_\_\_\_

Is magic used in applications that replace some technology? How? \_\_\_\_\_

### Player Character Information:

PC races allowed: \_\_\_\_\_

(GM should provide racial description for any new races allowed as PCs.)

Base wealth for PCs: \_\_\_\_\_ Starting social levels allowed for PCs: \_\_\_\_\_

Is literacy assumed? \_\_\_\_\_ Starting point value allowed for PCs: \_\_\_\_\_

Language(s) the PCs will need: \_\_\_\_\_

General level of education: \_\_\_\_\_

Especially useful/useless character types: \_\_\_\_\_

Especially appropriate/inappropriate professions: \_\_\_\_\_

Advantages and skills that will be especially useful in this campaign: \_\_\_\_\_

Advantages and skills that will be worthless in this campaign: \_\_\_\_\_

Disadvantages that will be discouraged, either because they are fatal or because they won't really be disadvantages: \_\_\_\_\_

Appropriate Patrons (and base value): \_\_\_\_\_

Appropriate Enemies (and base value): \_\_\_\_\_

### Special Disciplines Available in this Campaign:

High technology? (How powerful? How common?) \_\_\_\_\_

Psionics? (How powerful? How common?) \_\_\_\_\_

Rules variants: New skills, advantages, disadvantages (summarize): \_\_\_\_\_

Rules variants: Changes in combat rules (summarize): \_\_\_\_\_

The GM should also provide the players with details on "house rules" for character creation, new NPC races, and so on.



# GM CONTROL SHEET

## CHARACTERS and NPCs

[illegible]

## SPECIAL ABILITIES

[illegible]

## REQUIRED ROLLS

[illegible]



# TIME USE FORM

Character \_\_\_\_\_ Played by \_\_\_\_\_

Period of time covered \_\_\_\_\_

## Time use:

Sleep: 56 hrs/week (70 if you are Lazy) ..... 20  
 Meals, personal care, etc. ....  
 Job: time spent depends on job or Wealth level .....  
 Travel (depends on adventure and situation) .....  
 Religious observances, etc. ....  
 Entertainment .....  
 Study of \_\_\_\_\_ skill .....  
 Study of \_\_\_\_\_ skill .....  
 Study of \_\_\_\_\_ skill .....  
 Study of \_\_\_\_\_ skill .....  
 Study of \_\_\_\_\_ skill .....  
 Other: \_\_\_\_\_

TOTAL: per week ..... 168 hours

**Automatic language study:** If you are in a foreign country, or if you are for any reason speaking a foreign language exclusively, this counts as an automatic 4 hours per day of language practice. Language skill gained with "automatic" practice cannot exceed your IQ.  
 Hours of automatic language study: (4/day): \_\_\_\_\_

**Automatic study on the job:** If your job involves a skill (and most do) you can count 1/4 of the time spent on the job as "study." This time may be split between two skills if both are job related.  
 Hours of automatic job study (1/4 time spent at work): \_\_\_\_\_

## Study bonuses for magical intervention, mechanical education, etc.:

Skill: \_\_\_\_\_ Study equivalent (hours): \_\_\_\_\_  
 Skill: \_\_\_\_\_ Study equivalent (hours): \_\_\_\_\_  
 Skill: \_\_\_\_\_ Study equivalent (hours): \_\_\_\_\_  
 Skill: \_\_\_\_\_ Study equivalent (hours): \_\_\_\_\_

Other notes:

Name: \_\_\_\_\_ Reaction + / -: \_\_\_\_\_ Point Total: \_\_\_\_\_  
 Appearance: \_\_\_\_\_ Advantages, Disadvantages, Quirks: \_\_\_\_\_  
**ST** Fatigue: \_\_\_\_\_ Skills: \_\_\_\_\_  
**DX** Basic Damage \_\_\_\_\_  
**IQ** Thrust: \_\_\_\_\_  
**HT** Swing: \_\_\_\_\_  
 Hits Taken: \_\_\_\_\_  
 Basic Speed: \_\_\_\_\_ Move: \_\_\_\_\_  
 Encumbrance: \_\_\_\_\_ Weapons and Possessions: \_\_\_\_\_  
 Dodge: \_\_\_\_\_ Parry: \_\_\_\_\_ Block: \_\_\_\_\_  
 Head \_\_\_\_\_ Arms \_\_\_\_\_ Legs \_\_\_\_\_ Feet \_\_\_\_\_  
 Body \_\_\_\_\_  
 PD \_\_\_\_\_  
 DR \_\_\_\_\_  
 Weapon Ranges: \_\_\_\_\_

# NPC Record Card

To make it easy to keep track of NPCs, all necessary data can be kept on a 3" x 5" card.  
 A boxful of foes is easy to use; you can even use a paper clip to fasten the appropriate *Cardboard Heroes* figure to each card.

Name: MAX the guard Reaction + / -: -2 ordinarily +1 in combat Point Total: 75  
 Appearance: INCREDIBLY THREATENING Advantages, Disadvantages, Quirks: \_\_\_\_\_  
**12 ST** Fatigue: \_\_\_\_\_ **GIGANTISM**  
**12 DX** Basic Damage \_\_\_\_\_ Skills: BROADSWORD-16  
**10 IQ** Thrust: 1d-1 KNIFE-16  
 Swing: 1d+2  
**11 HT** Hits Taken: \_\_\_\_\_  
 Basic Speed: 5.75 Move: 5  
 Encumbrance: NONE  
 Dodge: 5 Parry: 8 Block: 0  
 Head \_\_\_\_\_ Arms \_\_\_\_\_ Legs \_\_\_\_\_ Feet \_\_\_\_\_  
 Body \_\_\_\_\_  
 PD \_\_\_\_\_  
 DR \_\_\_\_\_  
 Weapon Ranges: \_\_\_\_\_  
KNIFE imp 1-1 SS:12 ACC:0 1/2:10 Max:17



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## CHARACTER SHEET

Name \_\_\_\_\_ Player \_\_\_\_\_  
 Appearance \_\_\_\_\_  
 \_\_\_\_\_

Date Created

Sequence

Unspent Points

Point Total

Pt.  
Cost

**ST**

**FATIGUE**

**DX**

**DAMAGE**

Thrust: \_\_\_\_\_

Swing: \_\_\_\_\_

Kick: \_\_\_\_\_

\_\_\_\_\_: \_\_\_\_\_

**IQ**

**HT**

**HITS TAKEN**

**Mvmt**

**BASIC  
SPEED**

**MOVE**

$(HT + DX) / 4$

Round off

**SWIM**

**ENCUMBRANCE**

**MOVE**

None (0) =  $2 \times ST$  \_\_\_\_\_

Light (1) =  $4 \times ST$  \_\_\_\_\_

Med (2) =  $6 \times ST$  \_\_\_\_\_

Hvy (3) =  $12 \times ST$  \_\_\_\_\_

X-hvy (4) =  $20 \times ST$  \_\_\_\_\_

**BODY PROTECTION**

Head Body Arms Legs Hands Feet ALL

PD

DR

**OTHER PD**

Shield: \_\_\_\_\_

**OTHER DR**

**ACTIVE DEFENSES**

**DODGE**

**PARRY**

**BLOCK**

= Move

Weapon/2

Shield/2

Pt.  
Cost

**ADVANTAGES, DISADVANTAGES AND QUIRKS**

**SKILLS**

Pt. Cost Level

**SUMMARY**

Point Total

Attributes

Advantages

Disadvantages

Quirks

Skills

**TOTAL**



## HAND WEAPONS & SKILLS

Name: \_\_\_\_\_

| Weapon | Damage |        | Reach | ST | Notes |
|--------|--------|--------|-------|----|-------|
|        | Type   | Amount |       |    |       |

| Parry | Pt. Cost | Level |
|-------|----------|-------|
|-------|----------|-------|

## RANGED WEAPONS & SKILLS

| Weapon | Malf | Damage |        | SS | Acc | 1/2D | Max | RoF | Shots | ST | Rcl | Notes | Pt. Cost | Level |
|--------|------|--------|--------|----|-----|------|-----|-----|-------|----|-----|-------|----------|-------|
|        |      | Type   | Amount |    |     |      |     |     |       |    |     |       |          |       |

## REACTION MODIFIERS

Appearance: \_\_\_\_\_

Status: \_\_\_\_\_

## SPECIAL REACTION MODIFIERS

Reputation: \_\_\_\_\_

### SPEED/RANGE TABLE

For complete table, see p. B201.

| <i>Speed/<br/>Range<br/>Modifier</i> | <i>Size<br/>Modifier</i> | <i>Linear<br/>Measurement<br/>(size or<br/>range/speed)</i> |
|--------------------------------------|--------------------------|-------------------------------------------------------------|
| +15                                  | -15                      | 1/10"                                                       |
| +14                                  | -14                      | 1/5"                                                        |
| +13                                  | -13                      | 1/3"                                                        |
| +12                                  | -12                      | 1/2"                                                        |
| +11                                  | -11                      | 2/3"                                                        |
| +10                                  | -10                      | 1"                                                          |
| +9                                   | -9                       | 1 1/2"                                                      |
| +8                                   | -8                       | 2"                                                          |
| +7                                   | -7                       | 3"                                                          |
| +6                                   | -6                       | 6"                                                          |
| +5                                   | -5                       | 12"                                                         |
| +4                                   | -4                       | 1 1/2 ft                                                    |
| +3                                   | -3                       | 2 ft                                                        |
| +2                                   | -2                       | 1 yd                                                        |
| +1                                   | -1                       | 1 1/2 yd                                                    |
| 0                                    | 0                        | 2 yd                                                        |
| -1                                   | +1                       | 3 yd                                                        |
| -2                                   | +2                       | 4 1/2 yd                                                    |
| -3                                   | +3                       | 7 yd                                                        |
| -4                                   | +4                       | 10 yd                                                       |
| -5                                   | +5                       | 15 yd                                                       |
| -6                                   | +6                       | 20 yd                                                       |
| -7                                   | +7                       | 30 yd                                                       |
| -8                                   | +8                       | 45 yd                                                       |
| -9                                   | +9                       | 70 yd                                                       |
| -10                                  | +10                      | 100 yd                                                      |
| -11                                  | +11                      | 150 yd                                                      |
| -12                                  | +12                      | 200 yd                                                      |
| -13                                  | +13                      | 300 yd                                                      |
| -14                                  | +14                      | 450 yd                                                      |
| -15                                  | +15                      | 700 yd                                                      |
| -16                                  | +16                      | 1,000 yd                                                    |
| -17                                  | +17                      | 1,500 yd                                                    |
| -18                                  | +18                      | 2,000 yd                                                    |
| -19                                  | +19                      | 3,000 yd                                                    |
| -20                                  | +20                      | 4,500 yd                                                    |
| -21                                  | +21                      | 7,000 yd                                                    |
| -22                                  | +22                      | 10,000 yd                                                   |

## CHARACTER STORY

## WEAPONS AND POSSESSIONS

| Item | \$ | Wt. |
|------|----|-----|
|------|----|-----|

### Beliefs & Goals:

## NOTES

Totals: \$

*Lbs.*



# GURPS®

## CHARACTER SHEET

Name \_\_\_\_\_ Player \_\_\_\_\_  
Appearance \_\_\_\_\_

Point Total

Pt.  
CostPt.  
Cost

## ADVANTAGES, DISADVANTAGES AND QUIRKS

| <b>SUMMARY</b>       | <i>Point Total</i> |
|----------------------|--------------------|
| <i>Attributes</i>    | _____              |
| <i>Advantages</i>    | _____              |
| <i>Disadvantages</i> | _____              |
| <i>Quirks</i>        | _____              |
| <i>Skills</i>        | _____              |
| <b>TOTAL</b>         | _____              |





## HAND WEAPONS & SKILLS

Weapon

### Damage

| Type | Amount | Reach | ST | Notes |
|------|--------|-------|----|-------|
|------|--------|-------|----|-------|

| Parry | Pt. Cost | Level |
|-------|----------|-------|
|-------|----------|-------|

Name: \_\_\_\_\_

## RANGED WEAPONS & SKILLS

Weapon

*Malf*

|     | Damage<br>Type | Amount |
|-----|----------------|--------|
| 1   | 1              | 1      |
| 2   | 2              | 2      |
| 3   | 3              | 3      |
| 4   | 4              | 4      |
| 5   | 5              | 5      |
| 6   | 6              | 6      |
| 7   | 7              | 7      |
| 8   | 8              | 8      |
| 9   | 9              | 9      |
| 10  | 10             | 10     |
| 11  | 11             | 11     |
| 12  | 12             | 12     |
| 13  | 13             | 13     |
| 14  | 14             | 14     |
| 15  | 15             | 15     |
| 16  | 16             | 16     |
| 17  | 17             | 17     |
| 18  | 18             | 18     |
| 19  | 19             | 19     |
| 20  | 20             | 20     |
| 21  | 21             | 21     |
| 22  | 22             | 22     |
| 23  | 23             | 23     |
| 24  | 24             | 24     |
| 25  | 25             | 25     |
| 26  | 26             | 26     |
| 27  | 27             | 27     |
| 28  | 28             | 28     |
| 29  | 29             | 29     |
| 30  | 30             | 30     |
| 31  | 31             | 31     |
| 32  | 32             | 32     |
| 33  | 33             | 33     |
| 34  | 34             | 34     |
| 35  | 35             | 35     |
| 36  | 36             | 36     |
| 37  | 37             | 37     |
| 38  | 38             | 38     |
| 39  | 39             | 39     |
| 40  | 40             | 40     |
| 41  | 41             | 41     |
| 42  | 42             | 42     |
| 43  | 43             | 43     |
| 44  | 44             | 44     |
| 45  | 45             | 45     |
| 46  | 46             | 46     |
| 47  | 47             | 47     |
| 48  | 48             | 48     |
| 49  | 49             | 49     |
| 50  | 50             | 50     |
| 51  | 51             | 51     |
| 52  | 52             | 52     |
| 53  | 53             | 53     |
| 54  | 54             | 54     |
| 55  | 55             | 55     |
| 56  | 56             | 56     |
| 57  | 57             | 57     |
| 58  | 58             | 58     |
| 59  | 59             | 59     |
| 60  | 60             | 60     |
| 61  | 61             | 61     |
| 62  | 62             | 62     |
| 63  | 63             | 63     |
| 64  | 64             | 64     |
| 65  | 65             | 65     |
| 66  | 66             | 66     |
| 67  | 67             | 67     |
| 68  | 68             | 68     |
| 69  | 69             | 69     |
| 70  | 70             | 70     |
| 71  | 71             | 71     |
| 72  | 72             | 72     |
| 73  | 73             | 73     |
| 74  | 74             | 74     |
| 75  | 75             | 75     |
| 76  | 76             | 76     |
| 77  | 77             | 77     |
| 78  | 78             | 78     |
| 79  | 79             | 79     |
| 80  | 80             | 80     |
| 81  | 81             | 81     |
| 82  | 82             | 82     |
| 83  | 83             | 83     |
| 84  | 84             | 84     |
| 85  | 85             | 85     |
| 86  | 86             | 86     |
| 87  | 87             | 87     |
| 88  | 88             | 88     |
| 89  | 89             | 89     |
| 90  | 90             | 90     |
| 91  | 91             | 91     |
| 92  | 92             | 92     |
| 93  | 93             | 93     |
| 94  | 94             | 94     |
| 95  | 95             | 95     |
| 96  | 96             | 96     |
| 97  | 97             | 97     |
| 98  | 98             | 98     |
| 99  | 99             | 99     |
| 100 | 100            | 100    |

55

Acc

 $\frac{1}{2}D$ 

Max

RoF

Sho

5

 $R_c$ 

Not

3

Pt. Cost Level

## REACTION MODIFIERS

**Appearance:** \_\_\_\_\_

Status: \_\_\_\_\_

## SPECIAL REACTION MODIFIERS

Reputation: \_\_\_\_\_

### SPEED/RANGE TABLE

For complete table, see p. B201.

| <i>Speed/<br/>Range<br/>Modifier</i> | <i>Size<br/>Modifier</i> | <i>Linear<br/>Measurement<br/>(size or<br/>range/speed)</i> |
|--------------------------------------|--------------------------|-------------------------------------------------------------|
| +15                                  | -15                      | 1/10"                                                       |
| +14                                  | -14                      | 1/5"                                                        |
| +13                                  | -13                      | 1/3"                                                        |
| +12                                  | -12                      | 1/2"                                                        |
| +11                                  | -11                      | 2/3"                                                        |
| +10                                  | -10                      | 1"                                                          |
| +9                                   | -9                       | 1 1/2"                                                      |
| +8                                   | -8                       | 2"                                                          |
| +7                                   | -7                       | 3"                                                          |
| +6                                   | -6                       | 6"                                                          |
| +5                                   | -5                       | 12"                                                         |
| +4                                   | -4                       | 1 1/2 ft                                                    |
| +3                                   | -3                       | 2 ft                                                        |
| +2                                   | -2                       | 1 yd                                                        |
| +1                                   | -1                       | 1 1/2 yd                                                    |
| 0                                    | 0                        | 2 yd                                                        |
| -1                                   | +1                       | 3 yd                                                        |
| -2                                   | +2                       | 4 1/2 yd                                                    |
| -3                                   | +3                       | 7 yd                                                        |
| -4                                   | +4                       | 10 yd                                                       |
| -5                                   | +5                       | 15 yd                                                       |
| -6                                   | +6                       | 20 yd                                                       |
| -7                                   | +7                       | 30 yd                                                       |
| -8                                   | +8                       | 45 yd                                                       |
| -9                                   | +9                       | 70 yd                                                       |
| -10                                  | +10                      | 100 yd                                                      |
| -11                                  | +11                      | 150 yd                                                      |
| -12                                  | +12                      | 200 yd                                                      |
| -13                                  | +13                      | 300 yd                                                      |
| -14                                  | +14                      | 450 yd                                                      |
| -15                                  | +15                      | 700 yd                                                      |
| -16                                  | +16                      | 1,000 yd                                                    |
| -17                                  | +17                      | 1,500 yd                                                    |
| -18                                  | +18                      | 2,000 yd                                                    |
| -19                                  | +19                      | 3,000 yd                                                    |
| -20                                  | +20                      | 4,500 yd                                                    |
| -21                                  | +21                      | 7,000 yd                                                    |
| -22                                  | +22                      | 10,000 yd                                                   |

## CHARACTER STORY

## WEAPONS AND POSSESSIONS

Item

§

Wt.

**Beliefs & Goals:** \_\_\_\_\_

## NOTES

*Totals:* \$

*Lbs.*



# GURPS®

## CHARACTER SHEET

Name \_\_\_\_\_ Player \_\_\_\_\_  
 Appearance \_\_\_\_\_

|                |             |
|----------------|-------------|
| Date Created   | Sequence    |
| Unspent Points | Point Total |

Pt.  
Cost

**ST**

**FATIGUE**

**DX**

**DAMAGE**

Thrust: \_\_\_\_\_  
 Swing: \_\_\_\_\_  
 Kick: \_\_\_\_\_  
 \_\_\_\_\_: \_\_\_\_\_

**IQ**

**HT**

**HITS TAKEN**

**Mvmt**

**BASIC  
SPEED**

**MOVE**

(HT+DX)/4

Round off

**SWIM**

**ENCUMBRANCE**

**MOVE**

None (0) = 2×ST \_\_\_\_\_  
 Light (1) = 4×ST \_\_\_\_\_  
 Med (2) = 6×ST \_\_\_\_\_  
 Hvy (3) = 12×ST \_\_\_\_\_  
 X-hvy (4) = 20×ST \_\_\_\_\_

**BODY PROTECTION**

Head Body Arms Legs Hands Feet ALL

PD

DR

**ACTIVE DEFENSES**

**DODGE**

**PARRY**

**BLOCK**

= Move

Weapon/2

Shield/2

**OTHER PD**

Shield: \_\_\_\_\_

**OTHER DR**



**SKILLS**

Pt. Cost Level

Pt.  
Cost

**ADVANTAGES, DISADVANTAGES AND QUIRKS**

**SUMMARY**

Point Total

Attributes

Advantages

Disadvantages

Quirks

Skills

**TOTAL**



## HAND WEAPONS & SKILLS

Weapon

### Damage

| Type | Amount |
|------|--------|
|------|--------|

### Reach

ST

## Notes

| Parry | Pt. Cost | Level |
|-------|----------|-------|
|-------|----------|-------|

Pt. Cost

Level

Name: \_\_\_\_\_

## RANGED WEAPONS & SKILLS

Weapon

Malf

Type

### Damage

Amount

SS

 $\frac{1}{2}D$ 

Max

 $R_0F$ 

Sho

5

*Rel*

Not

Pt. Cost Level

Level

## REACTION MODIFIERS

Appearance: \_\_\_\_\_

Status: \_\_\_\_\_

## SPECIAL REACTION MODIFIERS

Reputation: \_\_\_\_\_

### SPEED/RANGE TABLE

For complete table, see p. B201.

| <i>Speed/<br/>Range<br/>Modifier</i> | <i>Size<br/>Modifier</i> | <i>Linear<br/>Measurement<br/>(size or<br/>range/speed)</i> |
|--------------------------------------|--------------------------|-------------------------------------------------------------|
| +15                                  | -15                      | 1/10"                                                       |
| +14                                  | -14                      | 1/5"                                                        |
| +13                                  | -13                      | 1/3"                                                        |
| +12                                  | -12                      | 1/2"                                                        |
| +11                                  | -11                      | 2/3"                                                        |
| +10                                  | -10                      | 1"                                                          |
| +9                                   | -9                       | 1 1/2"                                                      |
| +8                                   | -8                       | 2"                                                          |
| +7                                   | -7                       | 3"                                                          |
| +6                                   | -6                       | 6"                                                          |
| +5                                   | -5                       | 12"                                                         |
| +4                                   | -4                       | 1 1/2 ft                                                    |
| +3                                   | -3                       | 2 ft                                                        |
| +2                                   | -2                       | 1 yd                                                        |
| +1                                   | -1                       | 1 1/2 yd                                                    |
| 0                                    | 0                        | 2 yd                                                        |
| -1                                   | +1                       | 3 yd                                                        |
| -2                                   | +2                       | 4 1/2 yd                                                    |
| -3                                   | +3                       | 7 yd                                                        |
| -4                                   | +4                       | 10 yd                                                       |
| -5                                   | +5                       | 15 yd                                                       |
| -6                                   | +6                       | 20 yd                                                       |
| -7                                   | +7                       | 30 yd                                                       |
| -8                                   | +8                       | 45 yd                                                       |
| -9                                   | +9                       | 70 yd                                                       |
| -10                                  | +10                      | 100 yd                                                      |
| -11                                  | +11                      | 150 yd                                                      |
| -12                                  | +12                      | 200 yd                                                      |
| -13                                  | +13                      | 300 yd                                                      |
| -14                                  | +14                      | 450 yd                                                      |
| -15                                  | +15                      | 700 yd                                                      |
| -16                                  | +16                      | 1,000 yd                                                    |
| -17                                  | +17                      | 1,500 yd                                                    |
| -18                                  | +18                      | 2,000 yd                                                    |
| -19                                  | +19                      | 3,000 yd                                                    |
| -20                                  | +20                      | 4,500 yd                                                    |
| -21                                  | +21                      | 7,000 yd                                                    |
| -22                                  | +22                      | 10,000 yd                                                   |

## CHARACTER STORY

## WEAPONS AND POSSESSIONS

Item

§

Wt.

**Beliefs & Goals:** \_\_\_\_\_

## NOTES

Totals: \$

*Lbs.*







## HAND WEAPONS & SKILLS

Name: \_\_\_\_\_

| Weapon | Damage |        | Reach | ST | Notes |
|--------|--------|--------|-------|----|-------|
|        | Type   | Amount |       |    |       |

| Parry | Pt. Cost | Level |
|-------|----------|-------|
|-------|----------|-------|

## RANGED WEAPONS & SKILLS

| Weapon | Malf | Damage |        | SS | Acc | 1/2D | Max | RoF | Shots | ST | Rcl | Notes | Pt. Cost | Level |
|--------|------|--------|--------|----|-----|------|-----|-----|-------|----|-----|-------|----------|-------|
|        |      | Type   | Amount |    |     |      |     |     |       |    |     |       |          |       |

## REACTION MODIFIERS

**Appearance:** \_\_\_\_\_

**Status:** \_\_\_\_\_

## SPECIAL REACTION MODIFIERS

Reputation: \_\_\_\_\_

### SPEED/RANGE TABLE

For complete table, see p. B201.

| <i>Speed/<br/>Range<br/>Modifier</i> | <i>Size<br/>Modifier</i> | <i>Linear<br/>Measurement<br/>(size or<br/>range/speed)</i> |
|--------------------------------------|--------------------------|-------------------------------------------------------------|
| +15                                  | -15                      | 1/10"                                                       |
| +14                                  | -14                      | 1/5"                                                        |
| +13                                  | -13                      | 1/3"                                                        |
| +12                                  | -12                      | 1/2"                                                        |
| +11                                  | -11                      | 2/3"                                                        |
| +10                                  | -10                      | 1"                                                          |
| +9                                   | -9                       | 1 1/2"                                                      |
| +8                                   | -8                       | 2"                                                          |
| +7                                   | -7                       | 3"                                                          |
| +6                                   | -6                       | 6"                                                          |
| +5                                   | -5                       | 12"                                                         |
| +4                                   | -4                       | 1 1/2 ft                                                    |
| +3                                   | -3                       | 2 ft                                                        |
| +2                                   | -2                       | 1 yd                                                        |
| +1                                   | -1                       | 1 1/2 yd                                                    |
| 0                                    | 0                        | 2 yd                                                        |
| -1                                   | +1                       | 3 yd                                                        |
| -2                                   | +2                       | 4 1/2 yd                                                    |
| -3                                   | +3                       | 7 yd                                                        |
| -4                                   | +4                       | 10 yd                                                       |
| -5                                   | +5                       | 15 yd                                                       |
| -6                                   | +6                       | 20 yd                                                       |
| -7                                   | +7                       | 30 yd                                                       |
| -8                                   | +8                       | 45 yd                                                       |
| -9                                   | +9                       | 70 yd                                                       |
| -10                                  | +10                      | 100 yd                                                      |
| -11                                  | +11                      | 150 yd                                                      |
| -12                                  | +12                      | 200 yd                                                      |
| -13                                  | +13                      | 300 yd                                                      |
| -14                                  | +14                      | 450 yd                                                      |
| -15                                  | +15                      | 700 yd                                                      |
| -16                                  | +16                      | 1,000 yd                                                    |
| -17                                  | +17                      | 1,500 yd                                                    |
| -18                                  | +18                      | 2,000 yd                                                    |
| -19                                  | +19                      | 3,000 yd                                                    |
| -20                                  | +20                      | 4,500 yd                                                    |
| -21                                  | +21                      | 7,000 yd                                                    |
| -22                                  | +22                      | 10,000 yd                                                   |

## CHARACTER STORY

## WEAPONS AND POSSESSIONS

| Item | \$ | Wt. |
|------|----|-----|
|------|----|-----|

**Beliefs & Goals:** \_\_\_\_\_

## NOTES

Totals: \$

*Lbs.*



# GURPS<sup>®</sup>

## CHARACTER SHEET

Name \_\_\_\_\_ Player \_\_\_\_\_  
 Appearance \_\_\_\_\_  
 \_\_\_\_\_

Date Created

Sequence

Unspent Points

Point Total

Pt.  
Cost

**ST**

FATIGUE

**DX**

DAMAGE

Thrust: \_\_\_\_\_

Swing: \_\_\_\_\_

Kick: \_\_\_\_\_

\_\_\_\_\_: \_\_\_\_\_

**IQ**

**HT**

HITS TAKEN

**Mvmt**

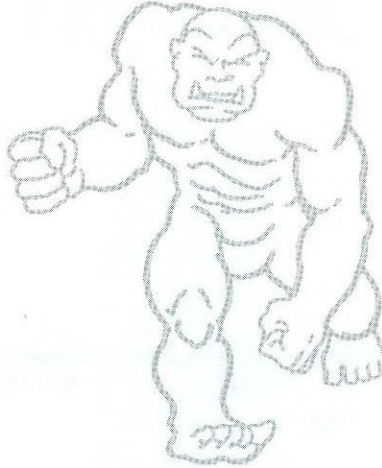
BASIC  
SPEED

MOVE

(HT+DX)/4

Round off

SWIM



SKILLS

Pt. Cost Level

ENCUMBRANCE

MOVE

None (0) = 2×ST \_\_\_\_\_

Light (1) = 4×ST \_\_\_\_\_

Med (2) = 6×ST \_\_\_\_\_

Hvy (3) = 12×ST \_\_\_\_\_

X-hvy (4) = 20×ST \_\_\_\_\_

BODY PROTECTION

Head Body Arms Legs Hands Feet ALL

PD

DR

ACTIVE DEFENSES

DODGE

PARRY

BLOCK

= Move

Weapon/2

Shield/2

OTHER PD

Shield: \_\_\_\_\_

OTHER DR

Pt.  
Cost

ADVANTAGES, DISADVANTAGES AND QUIRKS

SUMMARY

Point Total

Attributes

Advantages

Disadvantages

Quirks

Skills

TOTAL



## HAND WEAPONS & SKILLS

Name: \_\_\_\_\_

Weapon

| Damage       |        |
|--------------|--------|
| Type         | Amount |
| 1. Fire      | 100.00 |
| 2. Theft     | 50.00  |
| 3. Vandalism | 25.00  |
| 4. Other     | 75.00  |
| Total        | 250.00 |

| Type | Amount |
|------|--------|
|------|--------|

### Reach

ST

## Notes

Parry

Pt. Cost

Level

## RANGED WEAPONS & SKILLS

Weapon

Malf

|      | Damage |
|------|--------|
| Type | Armo   |

Age  
Amount

SS

*Acc* $\frac{1}{2}D$ 

Max

RoF

Sho

S

Rcl

## Notes

Pt. Cost Level

## REACTION MODIFIERS

**Appearance:** \_\_\_\_\_

Status: \_\_\_\_\_

## SPECIAL REACTION MODIFIERS

Reputation: \_\_\_\_\_

### SPEED/RANGE TABLE

For complete table, see p. B201.

| <i>Speed/<br/>Range<br/>Modifier</i> | <i>Size<br/>Modifier</i> | <i>Linear<br/>Measurement<br/>(size or<br/>range/speed)</i> |
|--------------------------------------|--------------------------|-------------------------------------------------------------|
| +15                                  | -15                      | 1/10"                                                       |
| +14                                  | -14                      | 1/5"                                                        |
| +13                                  | -13                      | 1/3"                                                        |
| +12                                  | -12                      | 1/2"                                                        |
| +11                                  | -11                      | 2/3"                                                        |
| +10                                  | -10                      | 1"                                                          |
| +9                                   | -9                       | 1 1/2"                                                      |
| +8                                   | -8                       | 2"                                                          |
| +7                                   | -7                       | 3"                                                          |
| +6                                   | -6                       | 6"                                                          |
| +5                                   | -5                       | 12"                                                         |
| +4                                   | -4                       | 1 1/2 ft                                                    |
| +3                                   | -3                       | 2 ft                                                        |
| +2                                   | -2                       | 1 yd                                                        |
| +1                                   | -1                       | 1 1/2 yd                                                    |
| 0                                    | 0                        | 2 yd                                                        |
| -1                                   | +1                       | 3 yd                                                        |
| -2                                   | +2                       | 4 1/2 yd                                                    |
| -3                                   | +3                       | 7 yd                                                        |
| -4                                   | +4                       | 10 yd                                                       |
| -5                                   | +5                       | 15 yd                                                       |
| -6                                   | +6                       | 20 yd                                                       |
| -7                                   | +7                       | 30 yd                                                       |
| -8                                   | +8                       | 45 yd                                                       |
| -9                                   | +9                       | 70 yd                                                       |
| -10                                  | +10                      | 100 yd                                                      |
| -11                                  | +11                      | 150 yd                                                      |
| -12                                  | +12                      | 200 yd                                                      |
| -13                                  | +13                      | 300 yd                                                      |
| -14                                  | +14                      | 450 yd                                                      |
| -15                                  | +15                      | 700 yd                                                      |
| -16                                  | +16                      | 1,000 yd                                                    |
| -17                                  | +17                      | 1,500 yd                                                    |
| -18                                  | +18                      | 2,000 yd                                                    |
| -19                                  | +19                      | 3,000 yd                                                    |
| -20                                  | +20                      | 4,500 yd                                                    |
| -21                                  | +21                      | 7,000 yd                                                    |
| -22                                  | +22                      | 10,000 yd                                                   |

## CHARACTER STORY

**Beliefs & Goals:** \_\_\_\_\_

## WEAPONS AND POSSESSIONS

Item

§

Wt.

Totals: \$

*Lbs.*



| Name       | Player |
|------------|--------|
| Appearance |        |
|            |        |

|                |             |
|----------------|-------------|
| Date Created   | Sequence    |
| Unspent Points | Point Total |

|             |                        |                   |  |
|-------------|------------------------|-------------------|--|
| <b>ST</b>   |                        | <b>FATIGUE</b>    |  |
| <b>DX</b>   |                        | <b>DAMAGE</b>     |  |
| <b>IQ</b>   |                        | Thrust: _____     |  |
|             |                        | Swing: _____      |  |
|             |                        | Kick: _____       |  |
|             |                        | _____: _____      |  |
| <b>HT</b>   |                        | <b>HITS TAKEN</b> |  |
| <b>Mvmt</b> | <b>BASIC<br/>SPEED</b> | <b>MOVE</b>       |  |
|             | (HT + DX) / 4          | Round off         |  |
| <b>SWIM</b> |                        |                   |  |

## FATIGUE

## DAMAGE

Thrust: \_\_\_\_\_

Swing: \_\_\_\_\_

Kick: \_\_\_\_\_

\_\_\_\_\_

## HITS TAKEN

# Mvmt

## BASIC SPEED

## MOVE

 $(HT+DX)/4$ 

### Round off

SWIM

## ENCUMBRANCE

## MOVE

$$\text{None (0)} = 2 \times ST$$
$$\text{Light (l)} = 4 \times ST$$
$$Med(2) = 6 \times ST$$
$$H_{VV}(3) = 12 \times ST$$
$$X_{\text{hvy}}(4) = 20 \times ST$$

\_\_\_\_\_

## BODY PROTECTION

Head Body Arms Legs Hands Feet ALL

PD

DR

### OTHER PD

Shield: \_\_\_\_\_

OTHER DR

# DODGE

## PARRY

## BLOCK

**= Move**

Weapon/2

Shield/2

[illegible]

## SKILLS

| Pt. Cost | Level |
|----------|-------|
|----------|-------|

## SUMMARY

Point Total

### Attributes

### Advantages

### Disadvantages

## Quirks

### Skills

TOTAL



## HAND WEAPONS & SKILLS

Name: \_\_\_\_\_

| Weapon | Damage |        | Reach | ST | Notes |
|--------|--------|--------|-------|----|-------|
|        | Type   | Amount |       |    |       |

| Parry | Pt. Cost | Level |
|-------|----------|-------|
|-------|----------|-------|

## RANGED WEAPONS & SKILLS

| Weapon | Malf | Damage |        | SS | Acc | 1/2D | Max | RoF | Shots | ST | Rcl | Notes | Pt. Cost | Level |
|--------|------|--------|--------|----|-----|------|-----|-----|-------|----|-----|-------|----------|-------|
|        |      | Type   | Amount |    |     |      |     |     |       |    |     |       |          |       |

## REACTION MODIFIERS

**Appearance:** \_\_\_\_\_

Status: \_\_\_\_\_

## SPECIAL REACTION MODIFIERS

Reputation: \_\_\_\_\_

### SPEED/RANGE TABLE

For complete table, see p. B201.

| <i>Speed/<br/>Range<br/>Modifier</i> | <i>Size<br/>Modifier</i> | <i>Linear<br/>Measurement<br/>(size or<br/>range/speed)</i> |
|--------------------------------------|--------------------------|-------------------------------------------------------------|
| +15                                  | -15                      | 1/10"                                                       |
| +14                                  | -14                      | 1/3"                                                        |
| +13                                  | -13                      | 1/2"                                                        |
| +12                                  | -12                      | 2/3"                                                        |
| +11                                  | -11                      | 3/4"                                                        |
| +10                                  | -10                      | 1"                                                          |
| +9                                   | -9                       | 1 1/2"                                                      |
| +8                                   | -8                       | 2"                                                          |
| +7                                   | -7                       | 3"                                                          |
| +6                                   | -6                       | 6"                                                          |
| +5                                   | -5                       | 12"                                                         |
| +4                                   | -4                       | 1 1/2 ft                                                    |
| +3                                   | -3                       | 2 ft                                                        |
| +2                                   | -2                       | 1 yd                                                        |
| +1                                   | -1                       | 1 1/2 yd                                                    |
| 0                                    | 0                        | 2 yd                                                        |
| -1                                   | +1                       | 3 yd                                                        |
| -2                                   | +2                       | 4 1/2 yd                                                    |
| -3                                   | +3                       | 7 yd                                                        |
| -4                                   | +4                       | 10 yd                                                       |
| -5                                   | +5                       | 15 yd                                                       |
| -6                                   | +6                       | 20 yd                                                       |
| -7                                   | +7                       | 30 yd                                                       |
| -8                                   | +8                       | 45 yd                                                       |
| -9                                   | +9                       | 70 yd                                                       |
| -10                                  | +10                      | 100 yd                                                      |
| -11                                  | +11                      | 150 yd                                                      |
| -12                                  | +12                      | 200 yd                                                      |
| -13                                  | +13                      | 300 yd                                                      |
| -14                                  | +14                      | 450 yd                                                      |
| -15                                  | +15                      | 700 yd                                                      |
| -16                                  | +16                      | 1,000 yd                                                    |
| -17                                  | +17                      | 1,500 yd                                                    |
| -18                                  | +18                      | 2,000 yd                                                    |
| -19                                  | +19                      | 3,000 yd                                                    |
| -20                                  | +20                      | 4,500 yd                                                    |
| -21                                  | +21                      | 7,000 yd                                                    |
| -22                                  | +22                      | 10,000 yd                                                   |

## CHARACTER STORY

[illegible]

**Beliefs & Goals:** \_\_\_\_\_

## WEAPONS AND POSSESSIONS

| Item | \$ | Wt. |
|------|----|-----|
|------|----|-----|

This image shows a single sheet of white paper with horizontal blue or grey ruling lines. The lines are evenly spaced and run across the width of the page. There is no handwriting or other markings on the paper.

Totals: \$

*Lbs.*

## NOTES

This image shows a single sheet of white paper with horizontal blue or grey ruling lines, typical of notebook paper. The lines are evenly spaced and run across the width of the page. There are no margins, text, or other markings on the paper.



# GURPS<sup>®</sup>

## CHARACTER SHEET

### Appearance

### Sequence

Point Total

ST

# DX

\_\_\_\_\_

**IQ**

HT

# Mvmt

## SWIM

TOTAL

## ADVANTAGES, DISADVANTAGES AND QUIRKS

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## HAND WEAPONS & SKILLS

Name: \_\_\_\_\_

[illegible]

## RANGED WEAPONS & SKILLS

[illegible]

## REACTION MODIFIERS

**Appearance:** \_\_\_\_\_

Status: \_\_\_\_\_

## SPECIAL REACTION MODIFIERS

Reputation: \_\_\_\_\_

### SPEED/RANGE TABLE

For complete table, see p. B201.

| <i>Speed/<br/>Range<br/>Modifier</i> | <i>Size<br/>Modifier</i> | <i>Linear<br/>Measurement<br/>(size or<br/>range/speed)</i> |
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| +11                                  | -11                      | 2/3"                                                        |
| +10                                  | -10                      | 1"                                                          |
| +9                                   | -9                       | 1 1/2"                                                      |
| +8                                   | -8                       | 2"                                                          |
| +7                                   | -7                       | 3"                                                          |
| +6                                   | -6                       | 6"                                                          |
| +5                                   | -5                       | 12"                                                         |
| +4                                   | -4                       | 1 1/2 ft                                                    |
| +3                                   | -3                       | 2 ft                                                        |
| +2                                   | -2                       | 1 yd                                                        |
| +1                                   | -1                       | 1 1/2 yd                                                    |
| 0                                    | 0                        | 2 yd                                                        |
| -1                                   | +1                       | 3 yd                                                        |
| -2                                   | +2                       | 4 1/2 yd                                                    |
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| -20                                  | +20                      | 4,500 yd                                                    |
| -21                                  | +21                      | 7,000 yd                                                    |
| -22                                  | +22                      | 10,000 yd                                                   |

## CHARACTER STORY

[illegible]

**Beliefs & Goals:** \_\_\_\_\_

## WEAPONS AND POSSESSIONS

[illegible]

---

Totals: \$                      Lbs.

## NOTES

This image shows a single sheet of white paper with horizontal blue or grey ruling lines, typical of notebook paper. The lines are evenly spaced and run across the width of the page. There is no handwriting or other markings on the paper.



## grimoire of

[illegible]



## grimoire of

[illegible]



## grimoire of

[illegible]



grimoire of \_\_\_\_\_

[illegible]



# FANTASY CAMPAIGN PLAN

GM: \_\_\_\_\_ Date: \_\_\_\_\_

Campaign name: \_\_\_\_\_ Campaign's starting year: \_\_\_\_\_ Rate game time passes: \_\_\_\_\_

Campaign type: \_\_\_\_\_

Known nonhuman races: \_\_\_\_\_

Campaign's base city or town: \_\_\_\_\_ (Suggestion: give players a map of the area.)

## Campaign Political Background:

Name and type of state: \_\_\_\_\_ Can weapons be carried in public? \_\_\_\_\_

Brief description of the state and its neighbors: \_\_\_\_\_

General historical background for area: \_\_\_\_\_

Brief description of the political/economic situation: \_\_\_\_\_

What organizations are important? \_\_\_\_\_

Campaign's Tech Level: \_\_\_\_\_ Differences from this TL as described in *GURPS Basic Set*: \_\_\_\_\_

## Magic rules:

General mana level: \_\_\_\_\_ Are there areas of other mana levels? How large and how common are they? \_\_\_\_\_

Are there "aspected mana" areas? \_\_\_\_\_

Are there other areas of special magic? \_\_\_\_\_

Are any optional magic rules in use? \_\_\_\_\_

How common are magic and mages? \_\_\_\_\_ Unusual Background cost? \_\_\_\_\_

Are magic-users well distributed? If not, where are they most likely to be found? \_\_\_\_\_

What legal and social restrictions are there on magic? On alchemy? \_\_\_\_\_

Is there a specific guild-type structure for magic users? \_\_\_\_\_

How common are magical items? \_\_\_\_\_

Does quick-and-dirty enchantment exist in this world? \_\_\_\_\_

Are there active deities or Higher Powers? \_\_\_\_\_

Is there any special clerical magic? \_\_\_\_\_

What spells from the Spell List are unknown in this campaign? \_\_\_\_\_



Are there any "common knowledge" spells to be added to the list? \_\_\_\_\_

Are there any "common knowledge" potions to be added to the list? \_\_\_\_\_

Are teleportation and telepathy common enough to affect communication? \_\_\_\_\_

How common is healing magic? Who benefits from it? \_\_\_\_\_

What magical or fantastic creatures are common? \_\_\_\_\_

Is magic used in applications that replace some technology? How? \_\_\_\_\_

### Player Character Information:

PC races allowed: \_\_\_\_\_

(GM should provide racial description for any new races allowed as PCs.)

Base wealth for PCs: \_\_\_\_\_ Starting social levels allowed for PCs: \_\_\_\_\_

Is literacy assumed? \_\_\_\_\_ Starting point value allowed for PCs: \_\_\_\_\_

Language(s) the PCs will need: \_\_\_\_\_

General level of education: \_\_\_\_\_

Especially useful/useless character types: \_\_\_\_\_

Especially appropriate/inappropriate professions: \_\_\_\_\_

Advantages and skills that will be especially useful in this campaign: \_\_\_\_\_

Advantages and skills that will be worthless in this campaign: \_\_\_\_\_

Disadvantages that will be discouraged, either because they are fatal or because they won't really be disadvantages: \_\_\_\_\_

Appropriate Patrons (and base value): \_\_\_\_\_

Appropriate Enemies (and base value): \_\_\_\_\_

### Special Disciplines Available in this Campaign:

High technology? (How powerful? How common?) \_\_\_\_\_

Psionics? (How powerful? How common?) \_\_\_\_\_

Rules variants: New skills, advantages, disadvantages (summarize): \_\_\_\_\_

Rules variants: Changes in combat rules (summarize): \_\_\_\_\_

The GM should also provide the players with details on "house rules" for character creation, new NPC races, and so on.



# GM CONTROL SHEET

## CHARACTERS and NPCs

[illegible]

## SPECIAL ABILITIES

[illegible]

## REQUIRED ROLLS

[illegible]



# TIME USE FORM

Character \_\_\_\_\_ Played by \_\_\_\_\_

Period of time covered \_\_\_\_\_

## Time use:

Sleep: 56 hrs/week (70 if you are Lazy) ..... 20

Meals, personal care, etc. ....

Job: time spent depends on job or Wealth level .....

Travel (depends on adventure and situation) .....

Religious observances, etc. ....

Entertainment ..... skill .....

Study of ..... skill .....

Study of ..... skill .....

Study of ..... skill .....

Study of ..... skill .....

Study of ..... skill .....

Other: ..... skill .....

TOTAL: per week ..... 168 hours

**Automatic language study:** If you are in a foreign country, or if you are for any reason speaking a foreign language exclusively, this counts as an automatic 4 hours per day of language practice. Language skill gained with "automatic" practice cannot exceed your IQ.

Hours of automatic language study: (4/day): \_\_\_\_\_

**Automatic study on the job:** If your job involves a skill (and most do) you can count 1/4 of the time spent on the job as "study." This time may be split between two skills if both are job related.

Hours of automatic job study (1/4 time spent at work): \_\_\_\_\_

**Study bonuses for magical intervention, mechanical education, etc.:**

Skill: \_\_\_\_\_ Study equivalent (hours): \_\_\_\_\_

Skill: \_\_\_\_\_ Study equivalent (hours): \_\_\_\_\_

Skill: \_\_\_\_\_ Study equivalent (hours): \_\_\_\_\_

Skill: \_\_\_\_\_ Study equivalent (hours): \_\_\_\_\_

Other notes:

Name: \_\_\_\_\_ Reaction +/-: \_\_\_\_\_ Point Total: \_\_\_\_\_  
Appearance: \_\_\_\_\_ Advantages, Disadvantages, Quirks: \_\_\_\_\_

**ST** Fatigue: \_\_\_\_\_

**DX** Basic Damage \_\_\_\_\_

**IQ** Thrust: \_\_\_\_\_

**HT** Swing: \_\_\_\_\_

Hits Taken: \_\_\_\_\_

Basic Speed: \_\_\_\_\_ Move: \_\_\_\_\_

Encumbrance: \_\_\_\_\_

Dodge: \_\_\_\_\_ Parry: \_\_\_\_\_ Block: \_\_\_\_\_

Weapons and Possessions: \_\_\_\_\_

Head \_\_\_\_\_ Body \_\_\_\_\_ Arms \_\_\_\_\_ Hands \_\_\_\_\_ Legs \_\_\_\_\_ Feet \_\_\_\_\_

PD \_\_\_\_\_

DR \_\_\_\_\_

Weapon Ranges: \_\_\_\_\_

## NPC Record Card

To make it easy to keep track of NPCs, all necessary data can be kept on a 3" x 5" card.  
A boxful of foes is easy to use; you can even use a paper clip to fasten the appropriate *Cardboard Heroes* figure to each card.

Name: MAX the guard Reaction +/-: <sup>-2 ordinarily</sup> +1 in combat Point Total: 75

Appearance: INCREDIBLY THREATENING Advantages, Disadvantages, Quirks: \_\_\_\_\_

SENSE OF DUTY

GIGANTISM

**12 ST** Fatigue: \_\_\_\_\_

**12 DX** Basic Damage \_\_\_\_\_

**10 IQ** Thrust: 1d-1

**11 HT** Swing: 1d+2

Hits Taken: \_\_\_\_\_

Basic Speed: 5.75 Move: 5

Encumbrance: NONE

Dodge: 5 Parry: 8 Block: 0

Head \_\_\_\_\_ Body \_\_\_\_\_ Arms \_\_\_\_\_ Hands \_\_\_\_\_ Legs \_\_\_\_\_ Feet \_\_\_\_\_

PD \_\_\_\_\_

DR \_\_\_\_\_

Weapons and Possessions:

SCIMITAR [Bastard sword] cut 1d+3 #650 5 lbs.

(2-hex reach) crush 1d

KNIFE (large) cut 1d #40 1 lb.

imp 1d-1

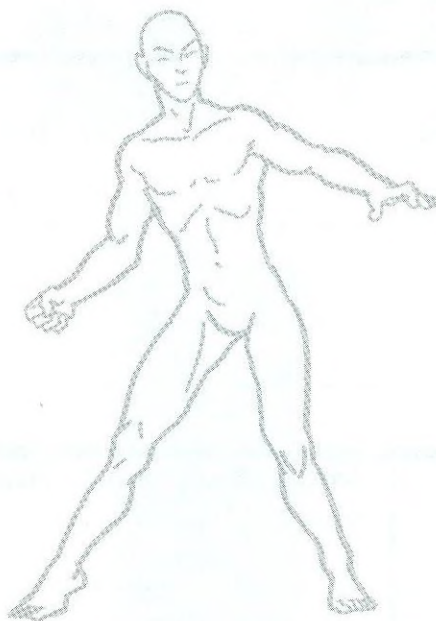
Weapon Ranges:

KNIFE imp 1-1 ss: 12 acc: 0 1/2: 10 Max: 17



|                  |              |                |             |
|------------------|--------------|----------------|-------------|
| Name _____       | Player _____ | Date Created   | Sequence    |
| Appearance _____ |              | Unspent Points | Point Total |
|                  |              |                |             |

|             |                        |                        |                                                              |  |
|-------------|------------------------|------------------------|--------------------------------------------------------------|--|
| Pt.<br>Cost | <b>ST</b>              |                        | <b>FATIGUE</b>                                               |  |
|             | <b>DX</b>              |                        | <b>DAMAGE</b>                                                |  |
|             | <b>IQ</b>              |                        | Thrust: _____<br>Swing: _____<br>Kick: _____<br>_____: _____ |  |
|             | <b>HT</b>              |                        | <b>HITS TAKEN</b>                                            |  |
|             | <b>Mvmt</b>            | <b>BASIC<br/>SPEED</b> | <b>MOVE</b>                                                  |  |
|             |                        | (HT+DX)/4              | Round off                                                    |  |
|             | <b>SWIM</b>            |                        |                                                              |  |
|             | <b>ENCUMBRANCE</b>     |                        | <b>MOVE</b>                                                  |  |
|             | None (0) = 2×ST        |                        | _____                                                        |  |
|             | Light (1) = 4×ST       |                        | _____                                                        |  |
|             | Med (2) = 6×ST         |                        | _____                                                        |  |
|             | Hvy (3) = 12×ST        |                        | _____                                                        |  |
|             | X-hvy (4) = 20×ST      |                        | _____                                                        |  |
|             | <b>ACTIVE DEFENSES</b> |                        |                                                              |  |
|             | <b>DODGE</b>           | <b>PARRY</b>           | <b>BLOCK</b>                                                 |  |
|             | = Move                 | Weapon/2               | Shield/2                                                     |  |

[illegible][illegible]

| SUMMARY       |       | Point Total |
|---------------|-------|-------------|
| Attributes    | _____ |             |
| Advantages    | _____ |             |
| Disadvantages | _____ |             |
| Quirks        | _____ |             |
| Skills        | _____ |             |
| <b>TOTAL</b>  |       |             |



## HAND WEAPONS & SKILLS

Name: \_\_\_\_\_

| Weapon | Damage |        | Reach | ST | Notes | Parry | Pt. Cost | Level |
|--------|--------|--------|-------|----|-------|-------|----------|-------|
|        | Type   | Amount |       |    |       |       |          |       |

## RANGED WEAPONS & SKILLS

| Weapon | Malf | Damage |        |    |     |      |     |     |       |    |     | Pt. Cost | Level |
|--------|------|--------|--------|----|-----|------|-----|-----|-------|----|-----|----------|-------|
|        |      | Type   | Amount | SS | Acc | 1/2D | Max | RoF | Shots | ST | Rcl |          |       |

## REACTION MODIFIERS

**Appearance:** \_\_\_\_\_

**Status:** \_\_\_\_\_

## SPECIAL REACTION MODIFIERS

Reputation: \_\_\_\_\_

### SPEED/RANGE TABLE

For complete table, see p. B201.

| <i>Speed/<br/>Range<br/>Modifier</i> | <i>Size<br/>Modifier</i> | <i>Linear<br/>Measurement<br/>(size or<br/>range/speed)</i> |
|--------------------------------------|--------------------------|-------------------------------------------------------------|
| +15                                  | -15                      | 1/10"                                                       |
| +14                                  | -14                      | 1/5"                                                        |
| +13                                  | -13                      | 1/3"                                                        |
| +12                                  | -12                      | 1/2"                                                        |
| +11                                  | -11                      | 2/3"                                                        |
| +10                                  | -10                      | 1"                                                          |
| +9                                   | -9                       | 1 1/2"                                                      |
| +8                                   | -8                       | 2"                                                          |
| +7                                   | -7                       | 3"                                                          |
| +6                                   | -6                       | 6"                                                          |
| +5                                   | -5                       | 12"                                                         |
| +4                                   | -4                       | 1 1/2 ft                                                    |
| +3                                   | -3                       | 2 ft                                                        |
| +2                                   | -2                       | 1 yd                                                        |
| +1                                   | -1                       | 1 1/2 yd                                                    |
| 0                                    | 0                        | 2 yd                                                        |
| -1                                   | +1                       | 3 yd                                                        |
| -2                                   | +2                       | 4 1/2 yd                                                    |
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| -15                                  | +15                      | 700 yd                                                      |
| -16                                  | +16                      | 1,000 yd                                                    |
| -17                                  | +17                      | 1,500 yd                                                    |
| -18                                  | +18                      | 2,000 yd                                                    |
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| -21                                  | +21                      | 7,000 yd                                                    |
| -22                                  | +22                      | 10,000 yd                                                   |

## CHARACTER STORY

**Beliefs & Goals:** \_\_\_\_\_

## WEAPONS AND POSSESSIONS

| Item | \$ | Wt. |
|------|----|-----|
|------|----|-----|

Totals: \$

*Lbs.*



| Name       | Player |
|------------|--------|
| Appearance |        |
|            |        |

### Sequence

Point Total

ST

# DX

Thrust: \_\_\_\_\_  
Swing: \_\_\_\_\_  
Kick: \_\_\_\_\_  
\_\_\_\_\_:

# IQ

HT

## HITS TAKEN

# Mymt

## MOVE

*Round off*

## SWIM

## ENCUMBRANCE

## MOVE

None (0) =  $2 \times ST$  \_\_\_\_\_  
 Light (1) =  $4 \times ST$  \_\_\_\_\_  
 Med (2) =  $6 \times ST$  \_\_\_\_\_  
 Hvy (3) =  $12 \times ST$  \_\_\_\_\_  
 X-hvy (4) =  $20 \times ST$  \_\_\_\_\_

## BODY PROTECTION

Head Body Arms Legs Hands Feet ALL

PD

DR

## ACTIVE DEFENSES

### OTHER PD

## OTHER DR

# DODGE

## PARRY

## BLOCK

**= Move**

Weapon/2

Shield/2

Pt.  
Cost

## ADVANTAGES, DISADVANTAGES AND QUIRKS

## SKILLS

| Pt. | Cost | Level |
|-----|------|-------|
|-----|------|-------|

## SUMMARY

Point Total

### Attributes

### Advantages

### Disadvantages

## Quirks

### Skills

**TOTAL**



## HAND WEAPONS & SKILLS

Weapon

### Damage

| Type | Amount | Reach | ST | Notes |
|------|--------|-------|----|-------|
|------|--------|-------|----|-------|

| Parry | Pt. | Cost | Level |
|-------|-----|------|-------|
|-------|-----|------|-------|

Name: \_\_\_\_\_

## RANGED WEAPONS & SKILLS

Weapon

[illegible]

## REACTION MODIFIERS

Appearance: \_\_\_\_\_

Status: \_\_\_\_\_

## SPECIAL REACTION MODIFIERS

Reputation: \_\_\_\_\_

### SPEED/RANGE TABLE

For complete table, see p. B201.

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| +7                                   | -7                       | 3"                                                          |
| +6                                   | -6                       | 6"                                                          |
| +5                                   | -5                       | 12"                                                         |
| +4                                   | -4                       | 1 1/2 ft                                                    |
| +3                                   | -3                       | 2 ft                                                        |
| +2                                   | -2                       | 1 yd                                                        |
| +1                                   | -1                       | 1 1/2 yd                                                    |
| 0                                    | 0                        | 2 yd                                                        |
| -1                                   | +1                       | 3 yd                                                        |
| -2                                   | +2                       | 4 1/2 yd                                                    |
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| -21                                  | +21                      | 7,000 yd                                                    |
| -22                                  | +22                      | 10,000 yd                                                   |

## CHARACTER STORY

**Beliefs & Goals:** \_\_\_\_\_

## WEAPONS AND POSSESSIONS

| Item | \$ | Wt. |
|------|----|-----|
|------|----|-----|

Totals: \$

*Lbs.*



# GURPS

## CHARACTER SHEET

|                  |              |                |             |
|------------------|--------------|----------------|-------------|
| Name _____       | Player _____ | Date Created   | Sequence    |
| Appearance _____ |              | Unspent Points | Point Total |
| _____            |              |                |             |

|             |             |                                            |                                                                         |
|-------------|-------------|--------------------------------------------|-------------------------------------------------------------------------|
| Pt.<br>Cost | <b>ST</b>   |                                            | <b>FATIGUE</b>                                                          |
|             | <b>DX</b>   |                                            | <b>DAMAGE</b><br>Thrust: _____<br>Swing: _____<br>Kick: _____<br>_____: |
|             | <b>IQ</b>   |                                            |                                                                         |
|             | <b>HT</b>   |                                            | <b>HITS TAKEN</b>                                                       |
|             | <b>Mvmt</b> | <b>BASIC<br/>SPEED</b><br><i>(HT+DX)/4</i> | <b>MOVE</b><br><i>Round off</i>                                         |
|             | <b>SWIM</b> |                                            |                                                                         |

| ENCUMBRANCE                       | MOVE |
|-----------------------------------|------|
| <i>None</i> (0) = $2 \times ST$   |      |
| <i>Light</i> (1) = $4 \times ST$  |      |
| <i>Med</i> (2) = $6 \times ST$    |      |
| <i>Hvy</i> (3) = $12 \times ST$   |      |
| <i>X-hvy</i> (4) = $20 \times ST$ |      |

| ACTIVE DEFENSES |                 |                 |
|-----------------|-----------------|-----------------|
| DODGE           | PARRY           | BLOCK           |
| = <i>Move</i>   | <i>Weapon/2</i> | <i>Shield/2</i> |



| BODY PROTECTION |      |      |      |      |       |      |     |
|-----------------|------|------|------|------|-------|------|-----|
|                 | Head | Body | Arms | Legs | Hands | Feet | ALL |
| PD              |      |      |      |      |       |      |     |
| DR              |      |      |      |      |       |      |     |

|                                  |                 |
|----------------------------------|-----------------|
| <b>OTHER PD</b><br>Shield: _____ | <b>OTHER DR</b> |
| _____                            | _____           |
| _____                            | _____           |

[illegible][illegible]

| <b>SUMMARY</b>       | <i>Point Total</i> |
|----------------------|--------------------|
| <i>Attributes</i>    | _____              |
| <i>Advantages</i>    | _____              |
| <i>Disadvantages</i> | _____              |
| <i>Quirks</i>        | _____              |
| <i>Skills</i>        | _____              |
| <b>TOTAL</b>         |                    |



## HAND WEAPONS & SKILLS

Weapon

| Damage |        | Reach | ST | Notes |
|--------|--------|-------|----|-------|
| Type   | Amount |       |    |       |

| Parry | Pt. Cost | Level |
|-------|----------|-------|
|-------|----------|-------|

Name: \_\_\_\_\_

## RANGED WEAPONS & SKILLS

Weapon

| Malf | Type | Damage |        | SS | Acc | 1/2D | Max | RoF | Shots | ST | Rcl | Notes | Pt. Cost | Level |
|------|------|--------|--------|----|-----|------|-----|-----|-------|----|-----|-------|----------|-------|
|      |      |        | Amount |    |     |      |     |     |       |    |     |       |          |       |

## REACTION MODIFIERS

Appearance: \_\_\_\_\_

Status: \_\_\_\_\_

## SPECIAL REACTION MODIFIERS

Reputation: \_\_\_\_\_

### SPEED/RANGE TABLE

For complete table, see p. B201.

| <i>Speed/<br/>Range<br/>Modifier</i> | <i>Size<br/>Modifier</i> | <i>Linear<br/>Measurement<br/>(size or<br/>range/speed)</i> |
|--------------------------------------|--------------------------|-------------------------------------------------------------|
| +15                                  | -15                      | 1/10"                                                       |
| +14                                  | -14                      | 1/5"                                                        |
| +13                                  | -13                      | 1/3"                                                        |
| +12                                  | -12                      | 1/2"                                                        |
| +11                                  | -11                      | 2/3"                                                        |
| +10                                  | -10                      | 1"                                                          |
| +9                                   | -9                       | 1 1/2"                                                      |
| +8                                   | -8                       | 2"                                                          |
| +7                                   | -7                       | 3"                                                          |
| +6                                   | -6                       | 6"                                                          |
| +5                                   | -5                       | 12"                                                         |
| +4                                   | -4                       | 1 1/2 ft                                                    |
| +3                                   | -3                       | 2 ft                                                        |
| +2                                   | -2                       | 1 yd                                                        |
| +1                                   | -1                       | 1 1/2 yd                                                    |
| 0                                    | 0                        | 2 yd                                                        |
| -1                                   | +1                       | 3 yd                                                        |
| -2                                   | +2                       | 4 1/2 yd                                                    |
| -3                                   | +3                       | 7 yd                                                        |
| -4                                   | +4                       | 10 yd                                                       |
| -5                                   | +5                       | 15 yd                                                       |
| -6                                   | +6                       | 20 yd                                                       |
| -7                                   | +7                       | 30 yd                                                       |
| -8                                   | +8                       | 45 yd                                                       |
| -9                                   | +9                       | 70 yd                                                       |
| -10                                  | +10                      | 100 yd                                                      |
| -11                                  | +11                      | 150 yd                                                      |
| -12                                  | +12                      | 200 yd                                                      |
| -13                                  | +13                      | 300 yd                                                      |
| -14                                  | +14                      | 450 yd                                                      |
| -15                                  | +15                      | 700 yd                                                      |
| -16                                  | +16                      | 1,000 yd                                                    |
| -17                                  | +17                      | 1,500 yd                                                    |
| -18                                  | +18                      | 2,000 yd                                                    |
| -19                                  | +19                      | 3,000 yd                                                    |
| -20                                  | +20                      | 4,500 yd                                                    |
| -21                                  | +21                      | 7,000 yd                                                    |
| -22                                  | +22                      | 10,000 yd                                                   |

## CHARACTER STORY

## WEAPONS AND POSSESSIONS

| Item | \$ | Wt. |
|------|----|-----|
|------|----|-----|

**Beliefs & Goals:** \_\_\_\_\_

## NOTES

Totals: \$

*Lbs.*



| Name       | Player |
|------------|--------|
| Appearance |        |
|            |        |

Sequence

Point Total

ST

# DX

Thrust: \_\_\_\_\_  
Swing: \_\_\_\_\_  
Kick: \_\_\_\_\_  
: \_\_\_\_\_

**IQ**

## HITS TAKEN

**HT**

# Mymt

*Round off*

## SWIM

## ENCUMBRANCE

## MOVE

None (0) = 2XST \_\_\_\_\_

$$\text{Light (l)} = 4 \times ST$$
$$Med(2) = 6 \times ST$$
$$Hvy(3) = 12 \times ST$$
$$X\text{-hvy (4)} = 20 \times ST$$

## ACTIVE DEFENSES

# DODGE

## PARRY

## BLOCK

= *Move*

Weapon/2

Shield/2

## ADVANTAGES, DISADVANTAGES AND QUIRKS

## BODY PROTECTION

Head Body Arms Legs Hands Feet ALL

PD

DR

OTHER PD

**Shield:**

OTHER DR

## SKILLS

| Pt. | Cost | Level |
|-----|------|-------|
|-----|------|-------|

## SUMMARY

**Point Total**

### Attributes

### Advantages

### Disadvantages

## Quirks

## Skills

TOTAL



## HAND WEAPONS & SKILLS

Name: \_\_\_\_\_

| Weapon | Damage |        | Reach | ST | Notes | Parry | Pt. Cost | Level |
|--------|--------|--------|-------|----|-------|-------|----------|-------|
|        | Type   | Amount |       |    |       |       |          |       |

## RANGED WEAPONS & SKILLS

| Weapon | Malf | Damage |        |  | SS | Acc | 1/2D | Max | RoF | Shots | ST | Rcl | Notes | Pt. Cost | Level |
|--------|------|--------|--------|--|----|-----|------|-----|-----|-------|----|-----|-------|----------|-------|
|        |      | Type   | Amount |  |    |     |      |     |     |       |    |     |       |          |       |

## REACTION MODIFIERS

**Appearance:** \_\_\_\_\_

**Status:** \_\_\_\_\_

## SPECIAL REACTION MODIFIERS

Reputation: \_\_\_\_\_

### SPEED/RANGE TABLE

For complete table, see p. B201.

| <i>Speed/<br/>Range<br/>Modifier</i> | <i>Size<br/>Modifier</i> | <i>Linear<br/>Measurement<br/>(size or<br/>range/speed)</i> |
|--------------------------------------|--------------------------|-------------------------------------------------------------|
| +15                                  | -15                      | 1/10"                                                       |
| +14                                  | -14                      | 1/5"                                                        |
| +13                                  | -13                      | 1/3"                                                        |
| +12                                  | -12                      | 1/2"                                                        |
| +11                                  | -11                      | 2/3"                                                        |
| +10                                  | -10                      | 1"                                                          |
| +9                                   | -9                       | 1 1/2"                                                      |
| +8                                   | -8                       | 2"                                                          |
| +7                                   | -7                       | 3"                                                          |
| +6                                   | -6                       | 6"                                                          |
| +5                                   | -5                       | 12"                                                         |
| +4                                   | -4                       | 1 1/2 ft                                                    |
| +3                                   | -3                       | 2 ft                                                        |
| +2                                   | -2                       | 1 yd                                                        |
| +1                                   | -1                       | 1 1/2 yd                                                    |
| 0                                    | 0                        | 2 yd                                                        |
| -1                                   | +1                       | 3 yd                                                        |
| -2                                   | +2                       | 4 1/2 yd                                                    |
| -3                                   | +3                       | 7 yd                                                        |
| -4                                   | +4                       | 10 yd                                                       |
| -5                                   | +5                       | 15 yd                                                       |
| -6                                   | +6                       | 20 yd                                                       |
| -7                                   | +7                       | 30 yd                                                       |
| -8                                   | +8                       | 45 yd                                                       |
| -9                                   | +9                       | 70 yd                                                       |
| -10                                  | +10                      | 100 yd                                                      |
| -11                                  | +11                      | 150 yd                                                      |
| -12                                  | +12                      | 200 yd                                                      |
| -13                                  | +13                      | 300 yd                                                      |
| -14                                  | +14                      | 450 yd                                                      |
| -15                                  | +15                      | 700 yd                                                      |
| -16                                  | +16                      | 1,000 yd                                                    |
| -17                                  | +17                      | 1,500 yd                                                    |
| -18                                  | +18                      | 2,000 yd                                                    |
| -19                                  | +19                      | 3,000 yd                                                    |
| -20                                  | +20                      | 4,500 yd                                                    |
| -21                                  | +21                      | 7,000 yd                                                    |
| -22                                  | +22                      | 10,000 yd                                                   |

## CHARACTER STORY

**Beliefs & Goals:** \_\_\_\_\_

## WEAPONS AND POSSESSIONS

| Item | \$ | Wt. |
|------|----|-----|
|------|----|-----|

Totals: \$

*Lbs.*



|                                                      |                |             |
|------------------------------------------------------|----------------|-------------|
| Name _____ Player _____<br>Appearance _____<br>_____ | Date Created   | Sequence    |
|                                                      | Unspent Points | Point Total |

[illegible]

| BODY PROTECTION |      |      |      |      |       |      |     |
|-----------------|------|------|------|------|-------|------|-----|
|                 | Head | Body | Arms | Legs | Hands | Feet | ALL |
| PD              |      |      |      |      |       |      |     |
| DR              |      |      |      |      |       |      |     |

|                                  |                 |
|----------------------------------|-----------------|
| <b>OTHER PD</b><br>Shield: _____ | <b>OTHER DR</b> |
| _____                            | _____           |
| _____                            | _____           |
| _____                            | _____           |

[illegible]

| SUMMARY       |       | Point Total |
|---------------|-------|-------------|
| Attributes    | _____ |             |
| Advantages    | _____ |             |
| Disadvantages | _____ |             |
| Quirks        | _____ |             |
| Skills        | _____ |             |
| <b>TOTAL</b>  |       |             |



## HAND WEAPONS & SKILLS

Weapon

### Damage

| Type | Amount | Reach | ST | Notes |
|------|--------|-------|----|-------|
|------|--------|-------|----|-------|

| Parry | Pt. Cost | Level |
|-------|----------|-------|
|-------|----------|-------|

Name: \_\_\_\_\_

## RANGED WEAPONS & SKILLS

Weapon

### Damage

| Malf | Type | Amount | SS | Acc | 1/2D | Max | RoF | Shots | ST | Rcl | Notes | Pt. Cost | Level |
|------|------|--------|----|-----|------|-----|-----|-------|----|-----|-------|----------|-------|
|------|------|--------|----|-----|------|-----|-----|-------|----|-----|-------|----------|-------|

## REACTION MODIFIERS

**Appearance:** \_\_\_\_\_

Status: \_\_\_\_\_

## SPECIAL REACTION MODIFIERS

Reputation: \_\_\_\_\_

### SPEED/RANGE TABLE

For complete table, see p. B201.

| <i>Speed/<br/>Range<br/>Modifier</i> | <i>Size<br/>Modifier</i> | <i>Linear<br/>Measurement<br/>(size or<br/>range/speed)</i> |
|--------------------------------------|--------------------------|-------------------------------------------------------------|
| +15                                  | -15                      | 1/10"                                                       |
| +14                                  | -14                      | 1/5"                                                        |
| +13                                  | -13                      | 1/3"                                                        |
| +12                                  | -12                      | 1/2"                                                        |
| +11                                  | -11                      | 2/3"                                                        |
| +10                                  | -10                      | 1"                                                          |
| +9                                   | -9                       | 1 1/2"                                                      |
| +8                                   | -8                       | 2"                                                          |
| +7                                   | -7                       | 3"                                                          |
| +6                                   | -6                       | 6"                                                          |
| +5                                   | -5                       | 12"                                                         |
| +4                                   | -4                       | 1 1/2 ft                                                    |
| +3                                   | -3                       | 2 ft                                                        |
| +2                                   | -2                       | 1 yd                                                        |
| +1                                   | -1                       | 1 1/2 yd                                                    |
| 0                                    | 0                        | 2 yd                                                        |
| -1                                   | +1                       | 3 yd                                                        |
| -2                                   | +2                       | 4 1/2 yd                                                    |
| -3                                   | +3                       | 7 yd                                                        |
| -4                                   | +4                       | 10 yd                                                       |
| -5                                   | +5                       | 15 yd                                                       |
| -6                                   | +6                       | 20 yd                                                       |
| -7                                   | +7                       | 30 yd                                                       |
| -8                                   | +8                       | 45 yd                                                       |
| -9                                   | +9                       | 70 yd                                                       |
| -10                                  | +10                      | 100 yd                                                      |
| -11                                  | +11                      | 150 yd                                                      |
| -12                                  | +12                      | 200 yd                                                      |
| -13                                  | +13                      | 300 yd                                                      |
| -14                                  | +14                      | 450 yd                                                      |
| -15                                  | +15                      | 700 yd                                                      |
| -16                                  | +16                      | 1,000 yd                                                    |
| -17                                  | +17                      | 1,500 yd                                                    |
| -18                                  | +18                      | 2,000 yd                                                    |
| -19                                  | +19                      | 3,000 yd                                                    |
| -20                                  | +20                      | 4,500 yd                                                    |
| -21                                  | +21                      | 7,000 yd                                                    |
| -22                                  | +22                      | 10,000 yd                                                   |

## CHARACTER STORY

## WEAPONS AND POSSESSIONS

| Item | \$ | Wt. |
|------|----|-----|
|------|----|-----|

**Beliefs & Goals:** \_\_\_\_\_

## NOTES

*Totals: \$*

*Lbs.*



| Name       | Player |
|------------|--------|
| Appearance |        |
|            |        |

|                |             |
|----------------|-------------|
| Date Created   | Sequence    |
| Unspent Points | Point Total |

|             |             |                                            |                                                                               |
|-------------|-------------|--------------------------------------------|-------------------------------------------------------------------------------|
| Pt.<br>Cost | <b>ST</b>   |                                            | <b>FATIGUE</b>                                                                |
|             | <b>DX</b>   |                                            | <b>DAMAGE</b><br>Thrust: _____<br>Swing: _____<br>Kick: _____<br>_____: _____ |
|             | <b>IQ</b>   |                                            |                                                                               |
|             | <b>HT</b>   |                                            | <b>HITS TAKEN</b>                                                             |
|             | <b>Mvmt</b> | <b>BASIC<br/>SPEED</b><br><i>(HT+DX)/4</i> | <b>MOVE</b><br><i>Round off</i>                                               |
|             | <b>SWIM</b> |                                            |                                                                               |

| ENCUMBRANCE                       | MOVE  |
|-----------------------------------|-------|
| <i>None</i> (0) = $2 \times ST$   | _____ |
| <i>Light</i> (1) = $4 \times ST$  | _____ |
| <i>Med</i> (2) = $6 \times ST$    | _____ |
| <i>Hvy</i> (3) = $12 \times ST$   | _____ |
| <i>X-hvy</i> (4) = $20 \times ST$ | _____ |

| ACTIVE DEFENSES |                 |                 |
|-----------------|-----------------|-----------------|
| DODGE           | PARRY           | BLOCK           |
| = <i>Move</i>   | <i>Weapon/2</i> | <i>Shield/2</i> |

A black and white line drawing of a muscular, bipedal dinosaur-like creature. The creature has a large, rounded head with a small eye visible on the left side. Its mouth is wide open, showing a row of sharp, pointed teeth. The body is very muscular, with prominent lines on the chest and abdomen. It has thick, scaly skin. The creature is standing on its hind legs, with its arms slightly out to the sides. The feet are large and have three distinct claws on each. The overall style is a simple, bold line drawing.

| BODY PROTECTION |      |      |      |      |       |      |     |
|-----------------|------|------|------|------|-------|------|-----|
|                 | Head | Body | Arms | Legs | Hands | Feet | ALL |
| PD              |      |      |      |      |       |      |     |
| DR              |      |      |      |      |       |      |     |

|                                  |                 |
|----------------------------------|-----------------|
| <b>OTHER PD</b><br>Shield: _____ | <b>OTHER DR</b> |
| _____                            | _____           |
| _____                            | _____           |
| _____                            | _____           |

[illegible][illegible]

| SUMMARY       |       | Point Total |
|---------------|-------|-------------|
| Attributes    | _____ |             |
| Advantages    | _____ |             |
| Disadvantages | _____ |             |
| Quirks        | _____ |             |
| Skills        | _____ |             |
| <b>TOTAL</b>  |       |             |



## HAND WEAPONS & SKILLS

Weapon

### Damage

| Type | Amount |
|------|--------|
|------|--------|

### Reach

ST

## Notes

Parry

Pt. Cost

Level

Name: \_\_\_\_\_

## RANGED WEAPONS & SKILLS

Weapon

Malf

### Damage

Type

Amount

SS

*Acc* $\sqrt{2}D$ 

Max

*Role*

F S

shots

ST

*Rcl*

No

es

Pt. Cost Level

## REACTION MODIFIERS

Appearance: \_\_\_\_\_

Status: \_\_\_\_\_

## SPECIAL REACTION MODIFIERS

Reputation: \_\_\_\_\_

### SPEED/RANGE TABLE

For complete table, see p. B201.

| <i>Speed/<br/>Range<br/>Modifier</i> | <i>Size<br/>Modifier</i> | <i>Linear<br/>Measurement<br/>(size or<br/>range/speed)</i> |
|--------------------------------------|--------------------------|-------------------------------------------------------------|
| +15                                  | -15                      | 1/10"                                                       |
| +14                                  | -14                      | 1/5"                                                        |
| +13                                  | -13                      | 1/3"                                                        |
| +12                                  | -12                      | 1/2"                                                        |
| +11                                  | -11                      | 2/3"                                                        |
| +10                                  | -10                      | 1"                                                          |
| +9                                   | -9                       | 1 1/2"                                                      |
| +8                                   | -8                       | 2"                                                          |
| +7                                   | -7                       | 3"                                                          |
| +6                                   | -6                       | 6"                                                          |
| +5                                   | -5                       | 12"                                                         |
| +4                                   | -4                       | 1 1/2 ft                                                    |
| +3                                   | -3                       | 2 ft                                                        |
| +2                                   | -2                       | 1 yd                                                        |
| +1                                   | -1                       | 1 1/2 yd                                                    |
| 0                                    | 0                        | 2 yd                                                        |
| -1                                   | +1                       | 3 yd                                                        |
| -2                                   | +2                       | 4 1/2 yd                                                    |
| -3                                   | +3                       | 7 yd                                                        |
| -4                                   | +4                       | 10 yd                                                       |
| -5                                   | +5                       | 15 yd                                                       |
| -6                                   | +6                       | 20 yd                                                       |
| -7                                   | +7                       | 30 yd                                                       |
| -8                                   | +8                       | 45 yd                                                       |
| -9                                   | +9                       | 70 yd                                                       |
| -10                                  | +10                      | 100 yd                                                      |
| -11                                  | +11                      | 150 yd                                                      |
| -12                                  | +12                      | 200 yd                                                      |
| -13                                  | +13                      | 300 yd                                                      |
| -14                                  | +14                      | 450 yd                                                      |
| -15                                  | +15                      | 700 yd                                                      |
| -16                                  | +16                      | 1,000 yd                                                    |
| -17                                  | +17                      | 1,500 yd                                                    |
| -18                                  | +18                      | 2,000 yd                                                    |
| -19                                  | +19                      | 3,000 yd                                                    |
| -20                                  | +20                      | 4,500 yd                                                    |
| -21                                  | +21                      | 7,000 yd                                                    |
| -22                                  | +22                      | 10,000 yd                                                   |

## CHARACTER STORY

## WEAPONS AND POSSESSIONS

Item

§

 $W_t$ 

**Beliefs & Goals:** \_\_\_\_\_

## NOTES

Totals: \$

*Lbs.*



# GURPS<sup>®</sup>

## CHARACTER SHEET

Name \_\_\_\_\_ Player \_\_\_\_\_

Appearance \_\_\_\_\_

\_\_\_\_\_

|                |             |
|----------------|-------------|
| Date Created   | Sequence    |
| Unspent Points | Point Total |

|             |             |                                                |                                                                               |
|-------------|-------------|------------------------------------------------|-------------------------------------------------------------------------------|
| Pt.<br>Cost | <b>ST</b>   |                                                | <b>FATIGUE</b>                                                                |
|             | <b>DX</b>   |                                                | <b>DAMAGE</b><br>Thrust: _____<br>Swing: _____<br>Kick: _____<br>_____: _____ |
|             | <b>IQ</b>   |                                                |                                                                               |
|             | <b>HT</b>   |                                                | <b>HITS TAKEN</b>                                                             |
|             | <b>Mvmt</b> | <b>BASIC<br/>SPEED</b><br><i>(HT + DX) / 4</i> | <b>MOVE</b><br><i>Round off</i>                                               |
|             | <b>SWIM</b> |                                                |                                                                               |

[illegible]

| ENCUMBRANCE                       | MOVE  |
|-----------------------------------|-------|
| <i>None</i> (0) = $2 \times ST$   | _____ |
| <i>Light</i> (1) = $4 \times ST$  | _____ |
| <i>Med</i> (2) = $6 \times ST$    | _____ |
| <i>Hvy</i> (3) = $12 \times ST$   | _____ |
| <i>X-hvy</i> (4) = $20 \times ST$ | _____ |

| BODY PROTECTION |      |      |      |      |       |      |     |
|-----------------|------|------|------|------|-------|------|-----|
|                 | Head | Body | Arms | Legs | Hands | Feet | ALL |
| PD              |      |      |      |      |       |      |     |
| DR              |      |      |      |      |       |      |     |

| ACTIVE DEFENSES |                 |                 |
|-----------------|-----------------|-----------------|
| DODGE           | PARRY           | BLOCK           |
| = <i>Move</i>   | <i>Weapon/2</i> | <i>Shield/2</i> |

|                                  |                 |
|----------------------------------|-----------------|
| <b>OTHER PD</b><br>Shield: _____ | <b>OTHER DR</b> |
| _____                            | _____           |
| _____                            | _____           |

[illegible]

| <b>SUMMARY</b>       | <i>Point Total</i> |
|----------------------|--------------------|
| <i>Attributes</i>    | _____              |
| <i>Advantages</i>    | _____              |
| <i>Disadvantages</i> | _____              |
| <i>Quirks</i>        | _____              |
| <i>Skills</i>        | _____              |
| <b>TOTAL</b>         |                    |



## HAND WEAPONS & SKILLS

Name: \_\_\_\_\_

| Weapon | Damage |        | Reach | ST | Notes | Parry | Pt. Cost | Level |
|--------|--------|--------|-------|----|-------|-------|----------|-------|
|        | Type   | Amount |       |    |       |       |          |       |

## RANGED WEAPONS & SKILLS

| Weapon | Malf | Damage |        | SS | Acc | 1/2D | Max | RoF | Shots | ST | Rcl | Notes | Pt. | Cost | Level |
|--------|------|--------|--------|----|-----|------|-----|-----|-------|----|-----|-------|-----|------|-------|
|        |      | Type   | Amount |    |     |      |     |     |       |    |     |       |     |      |       |

## REACTION MODIFIERS

Appearance: \_\_\_\_\_

Status: \_\_\_\_\_

## SPECIAL REACTION MODIFIERS

Reputation: \_\_\_\_\_

### SPEED/RANGE TABLE

For complete table, see p. B201.

| <i>Speed/<br/>Range<br/>Modifier</i> | <i>Size<br/>Modifier</i> | <i>Linear<br/>Measurement<br/>(size or<br/>range/speed)</i> |
|--------------------------------------|--------------------------|-------------------------------------------------------------|
| +15                                  | -15                      | 1/10"                                                       |
| +14                                  | -14                      | 1/5"                                                        |
| +13                                  | -13                      | 1/3"                                                        |
| +12                                  | -12                      | 1/2"                                                        |
| +11                                  | -11                      | 2/3"                                                        |
| +10                                  | -10                      | 1"                                                          |
| +9                                   | -9                       | 1 1/2"                                                      |
| +8                                   | -8                       | 2"                                                          |
| +7                                   | -7                       | 3"                                                          |
| +6                                   | -6                       | 6"                                                          |
| +5                                   | -5                       | 12"                                                         |
| +4                                   | -4                       | 1 1/2 ft                                                    |
| +3                                   | -3                       | 2 ft                                                        |
| +2                                   | -2                       | 1 yd                                                        |
| +1                                   | -1                       | 1 1/2 yd                                                    |
| 0                                    | 0                        | 2 yd                                                        |
| -1                                   | +1                       | 3 yd                                                        |
| -2                                   | +2                       | 4 1/2 yd                                                    |
| -3                                   | +3                       | 7 yd                                                        |
| -4                                   | +4                       | 10 yd                                                       |
| -5                                   | +5                       | 15 yd                                                       |
| -6                                   | +6                       | 20 yd                                                       |
| -7                                   | +7                       | 30 yd                                                       |
| -8                                   | +8                       | 45 yd                                                       |
| -9                                   | +9                       | 70 yd                                                       |
| -10                                  | +10                      | 100 yd                                                      |
| -11                                  | +11                      | 150 yd                                                      |
| -12                                  | +12                      | 200 yd                                                      |
| -13                                  | +13                      | 300 yd                                                      |
| -14                                  | +14                      | 450 yd                                                      |
| -15                                  | +15                      | 700 yd                                                      |
| -16                                  | +16                      | 1,000 yd                                                    |
| -17                                  | +17                      | 1,500 yd                                                    |
| -18                                  | +18                      | 2,000 yd                                                    |
| -19                                  | +19                      | 3,000 yd                                                    |
| -20                                  | +20                      | 4,500 yd                                                    |
| -21                                  | +21                      | 7,000 yd                                                    |
| -22                                  | +22                      | 10,000 yd                                                   |

## CHARACTER STORY

**Beliefs & Goals:** \_\_\_\_\_

## WEAPONS AND POSSESSIONS

| Item | \$ | Wt. |
|------|----|-----|
|------|----|-----|

## NOTES

Totals: \$

*Lbs.*



grimoire of \_\_\_\_\_

[illegible]



grimoire of \_\_\_\_\_

[illegible]



## grimoire of

[illegible]



grimoire of \_\_\_\_\_

[illegible]



# FANTASY CAMPAIGN PLAN

GM: \_\_\_\_\_ Date: \_\_\_\_\_

Campaign name: \_\_\_\_\_ Campaign's starting year: \_\_\_\_\_ Rate game time passes: \_\_\_\_\_

Campaign type: \_\_\_\_\_

Known nonhuman races: \_\_\_\_\_

Campaign's base city or town: \_\_\_\_\_ (Suggestion: give players a map of the area.)

## Campaign Political Background:

Name and type of state: \_\_\_\_\_ Can weapons be carried in public? \_\_\_\_\_

Brief description of the state and its neighbors: \_\_\_\_\_

General historical background for area: \_\_\_\_\_

Brief description of the political/economic situation: \_\_\_\_\_

What organizations are important? \_\_\_\_\_

Campaign's Tech Level: \_\_\_\_\_ Differences from this TL as described in *GURPS Basic Set*: \_\_\_\_\_

## Magic rules:

General mana level: \_\_\_\_\_ Are there areas of other mana levels? How large and how common are they? \_\_\_\_\_

Are there "aspected mana" areas? \_\_\_\_\_

Are there other areas of special magic? \_\_\_\_\_

Are any optional magic rules in use? \_\_\_\_\_

How common are magic and mages? \_\_\_\_\_ Unusual Background cost? \_\_\_\_\_

Are magic-users well distributed? If not, where are they most likely to be found? \_\_\_\_\_

What legal and social restrictions are there on magic? On alchemy? \_\_\_\_\_

Is there a specific guild-type structure for magic users? \_\_\_\_\_

How common are magical items? \_\_\_\_\_

Does quick-and-dirty enchantment exist in this world? \_\_\_\_\_

Are there active deities or Higher Powers? \_\_\_\_\_

Is there any special clerical magic? \_\_\_\_\_

What spells from the Spell List are unknown in this campaign? \_\_\_\_\_



Are there any "common knowledge" spells to be added to the list? \_\_\_\_\_

Are there any "common knowledge" potions to be added to the list? \_\_\_\_\_

Are teleportation and telepathy common enough to affect communication? \_\_\_\_\_

How common is healing magic? Who benefits from it? \_\_\_\_\_

What magical or fantastic creatures are common? \_\_\_\_\_

Is magic used in applications that replace some technology? How? \_\_\_\_\_

### **Player Character Information:**

PC races allowed: \_\_\_\_\_

(GM should provide racial description for any new races allowed as PCs.)

Base wealth for PCs: \_\_\_\_\_ Starting social levels allowed for PCs: \_\_\_\_\_

Is literacy assumed? \_\_\_\_\_ Starting point value allowed for PCs: \_\_\_\_\_

Language(s) the PCs will need: \_\_\_\_\_

General level of education: \_\_\_\_\_

Especially useful/useless character types: \_\_\_\_\_

Especially appropriate/inappropriate professions: \_\_\_\_\_

Advantages and skills that will be especially useful in this campaign: \_\_\_\_\_

Advantages and skills that will be worthless in this campaign: \_\_\_\_\_

Disadvantages that will be discouraged, either because they are fatal or because they won't really be disadvantages: \_\_\_\_\_

Appropriate Patrons (and base value): \_\_\_\_\_

Appropriate Enemies (and base value): \_\_\_\_\_

### **Special Disciplines Available in this Campaign:**

High technology? (How powerful? How common?) \_\_\_\_\_

Psionics? (How powerful? How common?) \_\_\_\_\_

Rules variants: New skills, advantages, disadvantages (summarize): \_\_\_\_\_

Rules variants: Changes in combat rules (summarize): \_\_\_\_\_

The GM should also provide the players with details on "house rules" for character creation, new NPC races, and so on.



# GM CONTROL SHEET

## CHARACTERS and NPCs

[illegible]

## SPECIAL ABILITIES

[illegible]

## REQUIRED ROLLS

[illegible]



# TIME USE FORM

Character \_\_\_\_\_ Played by \_\_\_\_\_

Period of time covered \_\_\_\_\_

## Time use:

Sleep: 56 hrs/week (70 if you are Lazy) ..... 20  
 Meals, personal care, etc. ....  
 Job: time spent depends on job or Wealth level .....  
 Travel (depends on adventure and situation) .....  
 Religious observances, etc. ....  
 Entertainment .....  
 Study of \_\_\_\_\_ skill .....  
 Study of \_\_\_\_\_ skill .....  
 Study of \_\_\_\_\_ skill .....  
 Study of \_\_\_\_\_ skill .....  
 Study of \_\_\_\_\_ skill .....  
 Other: \_\_\_\_\_

TOTAL: per week ..... 168 hours

**Automatic language study:** If you are in a foreign country, or if you are for any reason speaking a foreign language exclusively, this counts as an automatic 4 hours per day of language practice. Language skill gained with "automatic" practice cannot exceed your IQ.

Hours of automatic language study: (4/day): \_\_\_\_\_

**Automatic study on the job:** If your job involves a skill (and most do) you can count 1/4 of the time spent on the job as "study." This time may be split between two skills if both are job related.

Hours of automatic job study (1/4 time spent at work): \_\_\_\_\_

**Study bonuses for magical intervention, mechanical education, etc.:**

Skill: \_\_\_\_\_ Study equivalent (hours): \_\_\_\_\_  
 Skill: \_\_\_\_\_ Study equivalent (hours): \_\_\_\_\_  
 Skill: \_\_\_\_\_ Study equivalent (hours): \_\_\_\_\_  
 Skill: \_\_\_\_\_ Study equivalent (hours): \_\_\_\_\_

Other notes:

Name: \_\_\_\_\_ Reaction +/=: \_\_\_\_\_ Point Total: \_\_\_\_\_

Appearance: \_\_\_\_\_ Advantages, Disadvantages, Quirks: \_\_\_\_\_

**ST** Fatigue: \_\_\_\_\_

**DX** Basic Damage \_\_\_\_\_

**IQ** Thrust: \_\_\_\_\_

**HT** Swing: \_\_\_\_\_

HT Hits Taken: \_\_\_\_\_

Basic Speed: \_\_\_\_\_ Move: \_\_\_\_\_

Encumbrance: \_\_\_\_\_

Dodge: \_\_\_\_\_ Parry: \_\_\_\_\_ Block: \_\_\_\_\_

Head \_\_\_\_\_

Body \_\_\_\_\_

Arms \_\_\_\_\_

Hands \_\_\_\_\_

Legs \_\_\_\_\_

Feet \_\_\_\_\_

PD \_\_\_\_\_

DR \_\_\_\_\_

Skills: \_\_\_\_\_

Weapons and Possessions: \_\_\_\_\_

Weapon Ranges: \_\_\_\_\_

## NPC Record Card

To make it easy to keep track of NPCs, all necessary data can be kept on a 3" x 5" card.

A boxful of foes is easy to use; you can even use a paper clip to fasten the appropriate *Cardboard Heroes* figure to each card.

Name: MAX the guard Reaction +/=: <sup>-2 ordinarily</sup> +1 in combat \_\_\_\_\_ Point Total: 75

Appearance: INCREDIBLY THREATENING Advantages, Disadvantages, Quirks: \_\_\_\_\_

**12 ST** Fatigue: \_\_\_\_\_

**12 DX** Basic Damage \_\_\_\_\_

**10 IQ** Thrust: 1d-1

**11 HT** Swing: 1d+2

HT Hits Taken: \_\_\_\_\_

Basic Speed: 5.75 Move: 5

Encumbrance: NONE

Dodge: 5 Parry: 8 Block: 0

Head \_\_\_\_\_

Body \_\_\_\_\_

Arms \_\_\_\_\_

Hands \_\_\_\_\_

Legs \_\_\_\_\_

Feet \_\_\_\_\_

PD \_\_\_\_\_

DR \_\_\_\_\_

Skills: BROADSWORD-16

KNIFE-16

Weapons and Possessions: \_\_\_\_\_

SCIMITAR [bastard sword] cut 1d+3 #650 5 lbs

(2-hor reach) crush 1d

KNIFE (large) cut 1d #40 1 lb

imp 1d-1

Weapon Ranges: \_\_\_\_\_

KNIFE imp 1-1 SS:12 ACC:0 1/2:10 Max:17



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## CHARACTER SHEET

Name \_\_\_\_\_ Player \_\_\_\_\_  
 Appearance \_\_\_\_\_  
 \_\_\_\_\_

Date Created

Sequence

Unspent Points

Point Total

Pt.  
Cost

**ST**

FATIGUE

**DX**

DAMAGE

Thrust: \_\_\_\_\_

Swing: \_\_\_\_\_

Kick: \_\_\_\_\_

\_\_\_\_\_: \_\_\_\_\_

**IQ**

**HT**

HITS TAKEN

**Mvmt**

BASIC  
SPEED

MOVE

(HT+DX)/4

Round off

SWIM



ENCUMBRANCE

MOVE

None (0) = 2×ST \_\_\_\_\_

Light (1) = 4×ST \_\_\_\_\_

Med (2) = 6×ST \_\_\_\_\_

Hvy (3) = 12×ST \_\_\_\_\_

X-hvy (4) = 20×ST \_\_\_\_\_

BODY PROTECTION

Head Body Arms Legs Hands Feet ALL

PD

DR

ACTIVE DEFENSES

DODGE

PARRY

BLOCK

= Move

Weapon/2

Shield/2

OTHER PD

Shield: \_\_\_\_\_

OTHER DR

Pt.  
Cost

ADVANTAGES, DISADVANTAGES AND QUIRKS

SKILLS

Pt. Cost Level

SUMMARY

Point Total

Attributes

Advantages

Disadvantages

Quirks

Skills

TOTAL



## HAND WEAPONS & SKILLS

Name: \_\_\_\_\_

| Weapon | Damage |        | Reach | ST | Notes |
|--------|--------|--------|-------|----|-------|
|        | Type   | Amount |       |    |       |

| Parry | Pt. | Cost | Level |
|-------|-----|------|-------|
|-------|-----|------|-------|

## RANGED WEAPONS & SKILLS

| Weapon | Malif | Damage |        | SS | Acc | 1/2D | Max | RoF | Shots | ST | Rcl | Notes | Pt. Cost | Level |
|--------|-------|--------|--------|----|-----|------|-----|-----|-------|----|-----|-------|----------|-------|
|        |       | Type   | Amount |    |     |      |     |     |       |    |     |       |          |       |

## REACTION MODIFIERS

Appearance: \_\_\_\_\_

Status: \_\_\_\_\_

## SPECIAL REACTION MODIFIERS

Reputation: \_\_\_\_\_

### SPEED/RANGE TABLE

For complete table, see p. B201.

| <i>Speed/<br/>Range<br/>Modifier</i> | <i>Size<br/>Modifier</i> | <i>Linear<br/>Measurement<br/>(size or<br/>range/speed)</i> |
|--------------------------------------|--------------------------|-------------------------------------------------------------|
| +15                                  | -15                      | 1/10"                                                       |
| +14                                  | -14                      | 1/5"                                                        |
| +13                                  | -13                      | 1/3"                                                        |
| +12                                  | -12                      | 1/2"                                                        |
| +11                                  | -11                      | 2/3"                                                        |
| +10                                  | -10                      | 1"                                                          |
| +9                                   | -9                       | 1 1/2"                                                      |
| +8                                   | -8                       | 2"                                                          |
| +7                                   | -7                       | 3"                                                          |
| +6                                   | -6                       | 6"                                                          |
| +5                                   | -5                       | 12"                                                         |
| +4                                   | -4                       | 1 1/2 ft                                                    |
| +3                                   | -3                       | 2 ft                                                        |
| +2                                   | -2                       | 1 yd                                                        |
| +1                                   | -1                       | 1 1/2 yd                                                    |
| 0                                    | 0                        | 2 yd                                                        |
| -1                                   | +1                       | 3 yd                                                        |
| -2                                   | +2                       | 4 1/2 yd                                                    |
| -3                                   | +3                       | 7 yd                                                        |
| -4                                   | +4                       | 10 yd                                                       |
| -5                                   | +5                       | 15 yd                                                       |
| -6                                   | +6                       | 20 yd                                                       |
| -7                                   | +7                       | 30 yd                                                       |
| -8                                   | +8                       | 45 yd                                                       |
| -9                                   | +9                       | 70 yd                                                       |
| -10                                  | +10                      | 100 yd                                                      |
| -11                                  | +11                      | 150 yd                                                      |
| -12                                  | +12                      | 200 yd                                                      |
| -13                                  | +13                      | 300 yd                                                      |
| -14                                  | +14                      | 450 yd                                                      |
| -15                                  | +15                      | 700 yd                                                      |
| -16                                  | +16                      | 1,000 yd                                                    |
| -17                                  | +17                      | 1,500 yd                                                    |
| -18                                  | +18                      | 2,000 yd                                                    |
| -19                                  | +19                      | 3,000 yd                                                    |
| -20                                  | +20                      | 4,500 yd                                                    |
| -21                                  | +21                      | 7,000 yd                                                    |
| -22                                  | +22                      | 10,000 yd                                                   |

## CHARACTER STORY

**Beliefs & Goals:** \_\_\_\_\_

## WEAPONS AND POSSESSIONS

| Item | \$ | Wt. |
|------|----|-----|
|------|----|-----|

## NOTES

Totals: \$

*Lbs.*







## HAND WEAPONS & SKILLS

Weapon

| Damage |        | Reach | ST | Notes |
|--------|--------|-------|----|-------|
| Type   | Amount |       |    |       |

| Parry | Pt. Cost | Level |
|-------|----------|-------|
|-------|----------|-------|

Name: \_\_\_\_\_

## RANGED WEAPONS & SKILLS

Weapon

| Malf | Type | Damage |  | SS | Acc | 1/2D | Max | RoF | Shots | ST | Rcl | Notes | Pt. | Cost | Level |
|------|------|--------|--|----|-----|------|-----|-----|-------|----|-----|-------|-----|------|-------|
|      |      | Amount |  |    |     |      |     |     |       |    |     |       |     |      |       |

## REACTION MODIFIERS

**Appearance:** \_\_\_\_\_

**Status:** \_\_\_\_\_

## SPECIAL REACTION MODIFIERS

Reputation: \_\_\_\_\_

### SPEED/RANGE TABLE

For complete table, see p. B201.

| <i>Speed/<br/>Range<br/>Modifier</i> | <i>Size<br/>Modifier</i> | <i>Linear<br/>Measurement<br/>(size or<br/>range/speed)</i> |
|--------------------------------------|--------------------------|-------------------------------------------------------------|
| +15                                  | -15                      | 1/10"                                                       |
| +14                                  | -14                      | 1/5"                                                        |
| +13                                  | -13                      | 1/3"                                                        |
| +12                                  | -12                      | 1/2"                                                        |
| +11                                  | -11                      | 2/3"                                                        |
| +10                                  | -10                      | 1"                                                          |
| +9                                   | -9                       | 1 1/2"                                                      |
| +8                                   | -8                       | 2"                                                          |
| +7                                   | -7                       | 3"                                                          |
| +6                                   | -6                       | 6"                                                          |
| +5                                   | -5                       | 12"                                                         |
| +4                                   | -4                       | 1 1/2 ft                                                    |
| +3                                   | -3                       | 2 ft                                                        |
| +2                                   | -2                       | 1 yd                                                        |
| +1                                   | -1                       | 1 1/2 yd                                                    |
| 0                                    | 0                        | 2 yd                                                        |
| -1                                   | +1                       | 3 yd                                                        |
| -2                                   | +2                       | 4 1/2 yd                                                    |
| -3                                   | +3                       | 7 yd                                                        |
| -4                                   | +4                       | 10 yd                                                       |
| -5                                   | +5                       | 15 yd                                                       |
| -6                                   | +6                       | 20 yd                                                       |
| -7                                   | +7                       | 30 yd                                                       |
| -8                                   | +8                       | 45 yd                                                       |
| -9                                   | +9                       | 70 yd                                                       |
| -10                                  | +10                      | 100 yd                                                      |
| -11                                  | +11                      | 150 yd                                                      |
| -12                                  | +12                      | 200 yd                                                      |
| -13                                  | +13                      | 300 yd                                                      |
| -14                                  | +14                      | 450 yd                                                      |
| -15                                  | +15                      | 700 yd                                                      |
| -16                                  | +16                      | 1,000 yd                                                    |
| -17                                  | +17                      | 1,500 yd                                                    |
| -18                                  | +18                      | 2,000 yd                                                    |
| -19                                  | +19                      | 3,000 yd                                                    |
| -20                                  | +20                      | 4,500 yd                                                    |
| -21                                  | +21                      | 7,000 yd                                                    |
| -22                                  | +22                      | 10,000 yd                                                   |

## CHARACTER STORY

**Beliefs & Goals:** \_\_\_\_\_

## WEAPONS AND POSSESSIONS

| Item | \$ | Wt. |
|------|----|-----|
|------|----|-----|

Totals: \$

*Lbs.*



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## CHARACTER SHEET

Player.

Sequence

Point Total

ST

# DX

\_\_\_\_\_

**IQ****НТ**

# Mvmt

*Round off*

SWIM

## MOVE

DR

Shield/2

## ADVANTAGES, DISADVANTAGES AND QUIRKS

| Pt. Cost | Level |
|----------|-------|
|----------|-------|

TOTAL



## HAND WEAPONS & SKILLS

Name: \_\_\_\_\_

| Weapon | Damage |        | Reach | ST | Notes |
|--------|--------|--------|-------|----|-------|
|        | Type   | Amount |       |    |       |

| Parry | Pt. Cost | Level |
|-------|----------|-------|
|-------|----------|-------|

## RANGED WEAPONS & SKILLS

| Weapon | Malf | Damage |        | SS | Acc | 1/2D | Max | RoF | Shots | ST | Rcl | Notes | Pt. | Cost | Level |
|--------|------|--------|--------|----|-----|------|-----|-----|-------|----|-----|-------|-----|------|-------|
|        |      | Type   | Amount |    |     |      |     |     |       |    |     |       |     |      |       |

## REACTION MODIFIERS

Appearance: \_\_\_\_\_

**Status:** \_\_\_\_\_

## SPECIAL REACTION MODIFIERS

Reputation: \_\_\_\_\_

### SPEED/RANGE TABLE

For complete table, see p. B201.

| <i>Speed/<br/>Range<br/>Modifier</i> | <i>Size<br/>Modifier</i> | <i>Linear<br/>Measurement<br/>(size or<br/>range/speed)</i> |
|--------------------------------------|--------------------------|-------------------------------------------------------------|
| +15                                  | -15                      | 1/10"                                                       |
| +14                                  | -14                      | 1/5"                                                        |
| +13                                  | -13                      | 1/3"                                                        |
| +12                                  | -12                      | 1/2"                                                        |
| +11                                  | -11                      | 2/3"                                                        |
| +10                                  | -10                      | 1"                                                          |
| +9                                   | -9                       | 1 1/2"                                                      |
| +8                                   | -8                       | 2"                                                          |
| +7                                   | -7                       | 3"                                                          |
| +6                                   | -6                       | 6"                                                          |
| +5                                   | -5                       | 12"                                                         |
| +4                                   | -4                       | 1 1/2 ft                                                    |
| +3                                   | -3                       | 2 ft                                                        |
| +2                                   | -2                       | 1 yd                                                        |
| +1                                   | -1                       | 1 1/2 yd                                                    |
| 0                                    | 0                        | 2 yd                                                        |
| -1                                   | +1                       | 3 yd                                                        |
| -2                                   | +2                       | 4 1/2 yd                                                    |
| -3                                   | +3                       | 7 yd                                                        |
| -4                                   | +4                       | 10 yd                                                       |
| -5                                   | +5                       | 15 yd                                                       |
| -6                                   | +6                       | 20 yd                                                       |
| -7                                   | +7                       | 30 yd                                                       |
| -8                                   | +8                       | 45 yd                                                       |
| -9                                   | +9                       | 70 yd                                                       |
| -10                                  | +10                      | 100 yd                                                      |
| -11                                  | +11                      | 150 yd                                                      |
| -12                                  | +12                      | 200 yd                                                      |
| -13                                  | +13                      | 300 yd                                                      |
| -14                                  | +14                      | 450 yd                                                      |
| -15                                  | +15                      | 700 yd                                                      |
| -16                                  | +16                      | 1,000 yd                                                    |
| -17                                  | +17                      | 1,500 yd                                                    |
| -18                                  | +18                      | 2,000 yd                                                    |
| -19                                  | +19                      | 3,000 yd                                                    |
| -20                                  | +20                      | 4,500 yd                                                    |
| -21                                  | +21                      | 7,000 yd                                                    |
| -22                                  | +22                      | 10,000 yd                                                   |

## CHARACTER STORY

**Beliefs & Goals:** \_\_\_\_\_

## WEAPONS AND POSSESSIONS

| Item | \$ | Wt. |
|------|----|-----|
|------|----|-----|

Totals: \$

*Lbs.*

## NOTES







## HAND WEAPONS & SKILLS

Name: \_\_\_\_\_

| Weapon | Damage |        | Reach | ST | Notes |
|--------|--------|--------|-------|----|-------|
|        | Type   | Amount |       |    |       |

| Parry | Pt. Cost | Level |
|-------|----------|-------|
|-------|----------|-------|

## RANGED WEAPONS & SKILLS

| Weapon | Malif | Type | Damage |        | SS | Acc | 1/2D | Max | RoF | Shots | ST | Rcl | Notes | Pt. Cost | Level |
|--------|-------|------|--------|--------|----|-----|------|-----|-----|-------|----|-----|-------|----------|-------|
|        |       |      |        | Amount |    |     |      |     |     |       |    |     |       |          |       |

## REACTION MODIFIERS

Appearance: \_\_\_\_\_

Status: \_\_\_\_\_

## SPECIAL REACTION MODIFIERS

Reputation: \_\_\_\_\_

### SPEED/RANGE TABLE

For complete table, see p. B201.

| <i>Speed/<br/>Range<br/>Modifier</i> | <i>Size<br/>Modifier</i> | <i>Linear<br/>Measurement<br/>(size or<br/>range/speed)</i> |
|--------------------------------------|--------------------------|-------------------------------------------------------------|
| +15                                  | -15                      | 1/10"                                                       |
| +14                                  | -14                      | 1/5"                                                        |
| +13                                  | -13                      | 1/3"                                                        |
| +12                                  | -12                      | 1/2"                                                        |
| +11                                  | -11                      | 2/3"                                                        |
| +10                                  | -10                      | 1"                                                          |
| +9                                   | -9                       | 1 1/2"                                                      |
| +8                                   | -8                       | 2"                                                          |
| +7                                   | -7                       | 3"                                                          |
| +6                                   | -6                       | 6"                                                          |
| +5                                   | -5                       | 12"                                                         |
| +4                                   | -4                       | 1 1/2 ft                                                    |
| +3                                   | -3                       | 2 ft                                                        |
| +2                                   | -2                       | 1 yd                                                        |
| +1                                   | -1                       | 1 1/2 yd                                                    |
| 0                                    | 0                        | 2 yd                                                        |
| -1                                   | +1                       | 3 yd                                                        |
| -2                                   | +2                       | 4 1/2 yd                                                    |
| -3                                   | +3                       | 7 yd                                                        |
| -4                                   | +4                       | 10 yd                                                       |
| -5                                   | +5                       | 15 yd                                                       |
| -6                                   | +6                       | 20 yd                                                       |
| -7                                   | +7                       | 30 yd                                                       |
| -8                                   | +8                       | 45 yd                                                       |
| -9                                   | +9                       | 70 yd                                                       |
| -10                                  | +10                      | 100 yd                                                      |
| -11                                  | +11                      | 150 yd                                                      |
| -12                                  | +12                      | 200 yd                                                      |
| -13                                  | +13                      | 300 yd                                                      |
| -14                                  | +14                      | 450 yd                                                      |
| -15                                  | +15                      | 700 yd                                                      |
| -16                                  | +16                      | 1,000 yd                                                    |
| -17                                  | +17                      | 1,500 yd                                                    |
| -18                                  | +18                      | 2,000 yd                                                    |
| -19                                  | +19                      | 3,000 yd                                                    |
| -20                                  | +20                      | 4,500 yd                                                    |
| -21                                  | +21                      | 7,000 yd                                                    |
| -22                                  | +22                      | 10,000 yd                                                   |

## CHARACTER STORY

## WEAPONS AND POSSESSIONS

| Item | \$ | Wt. |
|------|----|-----|
|------|----|-----|

**Beliefs & Goals:** \_\_\_\_\_

## NOTES

*Totals: \$*

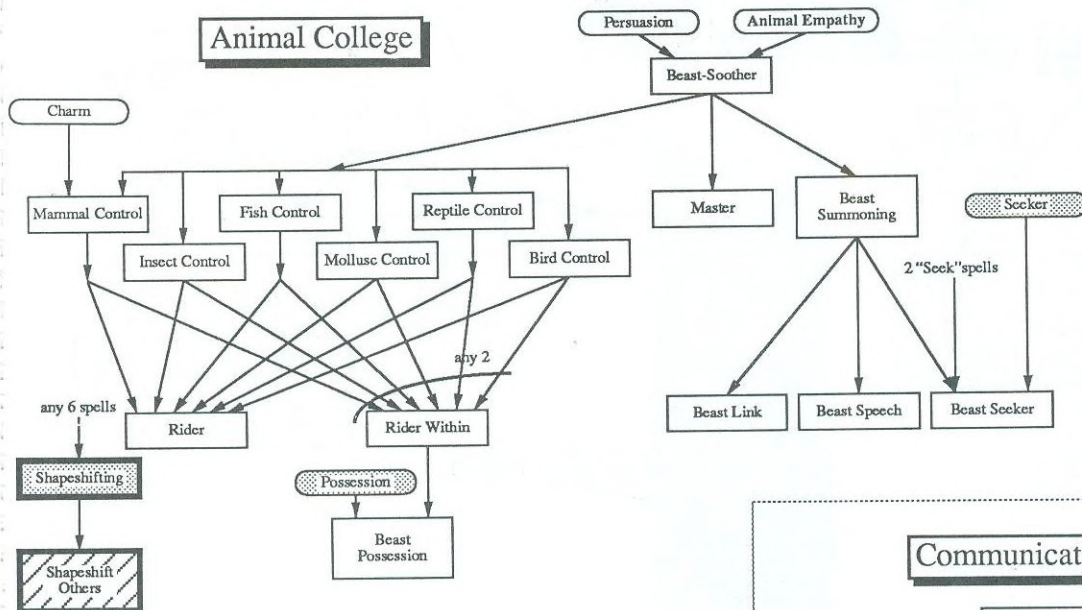
*Lbs.*



# Spell Prerequisite Charts

A GURPS Magic Play Aid  
by Walter Milliken

## Animal College



## Legend

Difficulty

Hard spell

Very Hard spell

Magery Requirements

none

Magery 2

Magery

Magery 3

Prerequisites

other spell

advantage

A

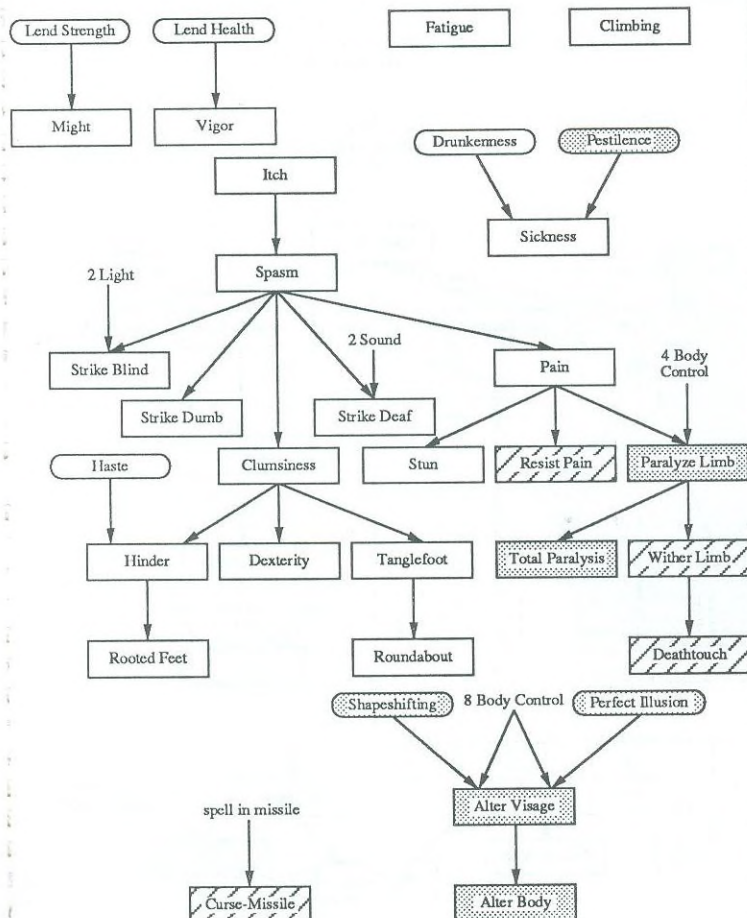
B

A

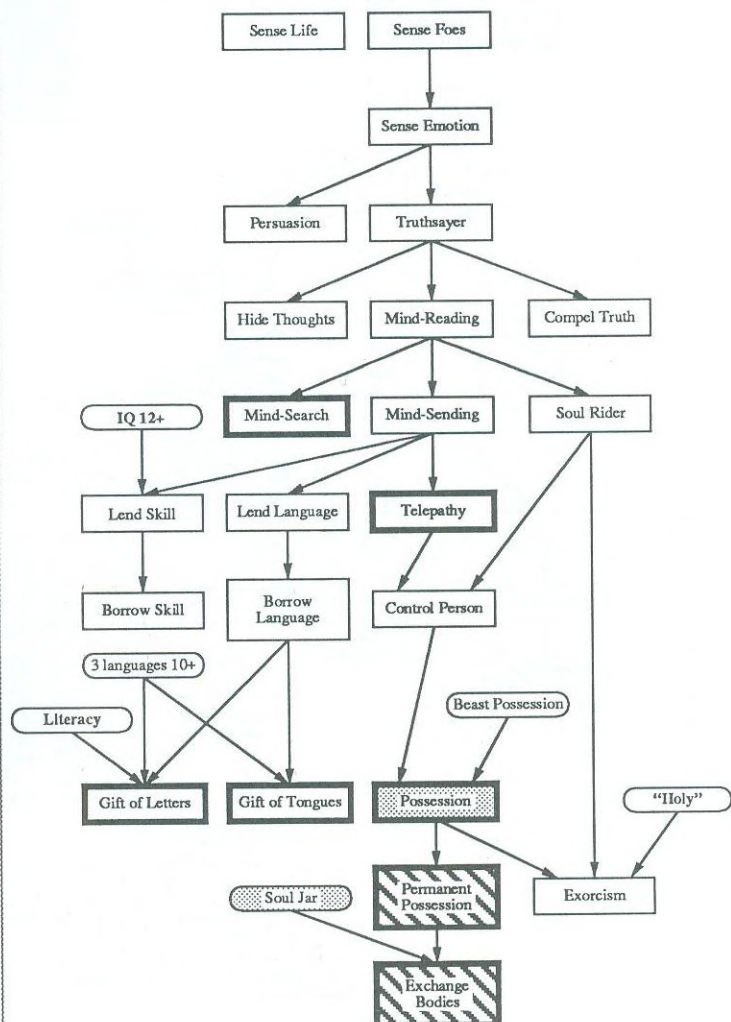
A or B

A and B

## Body Control College



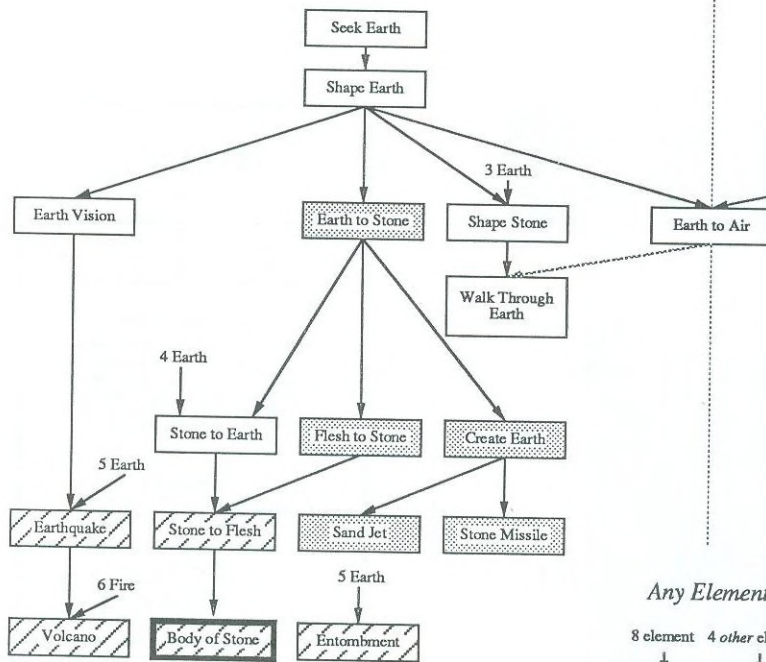
## Communication and Empathy College



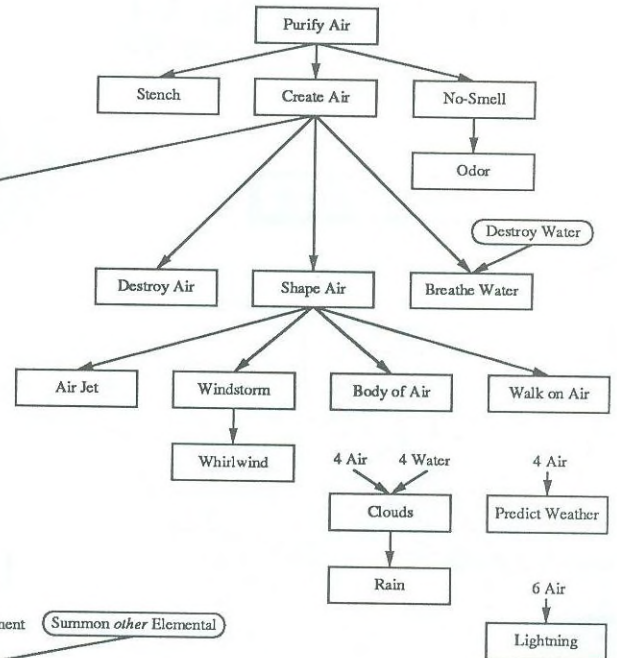


# Elemental Colleges

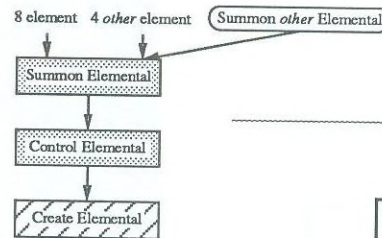
## Earth College



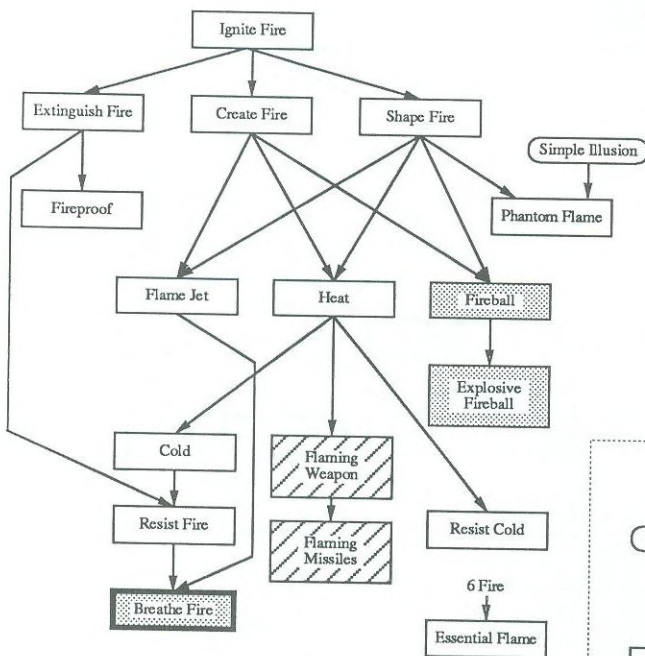
## Air College



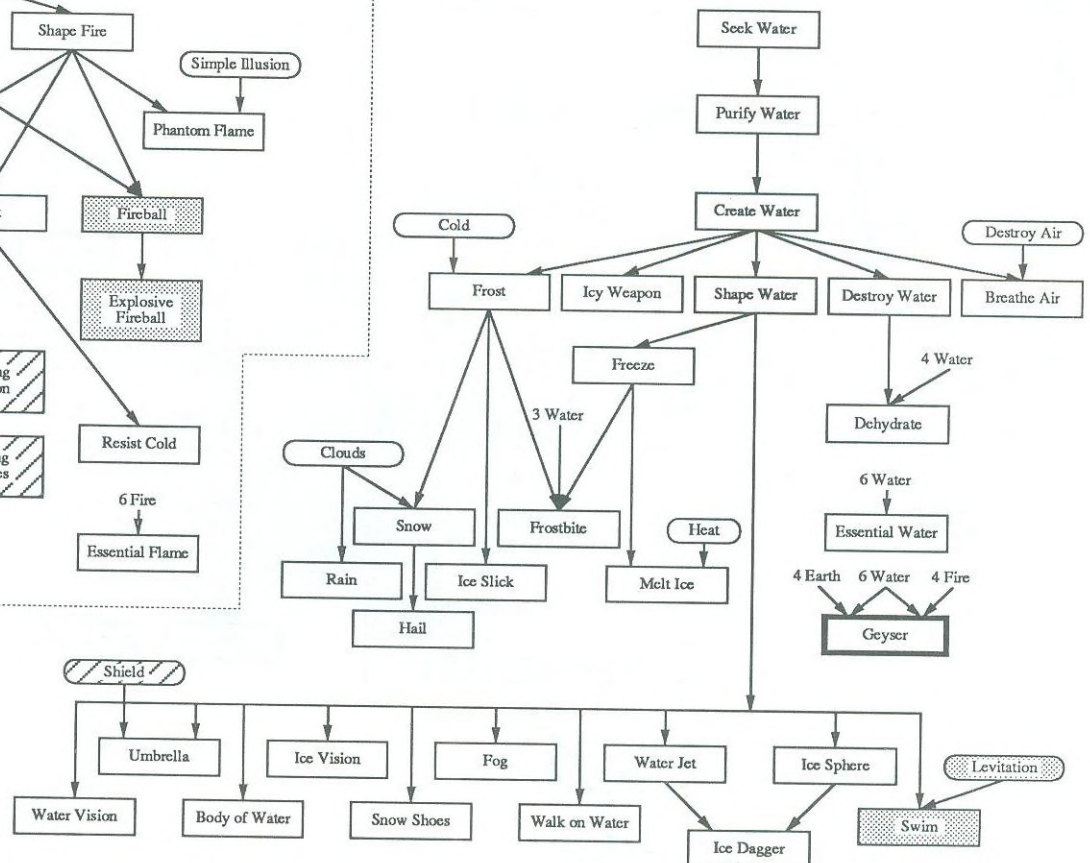
## Any Element



## Fire College

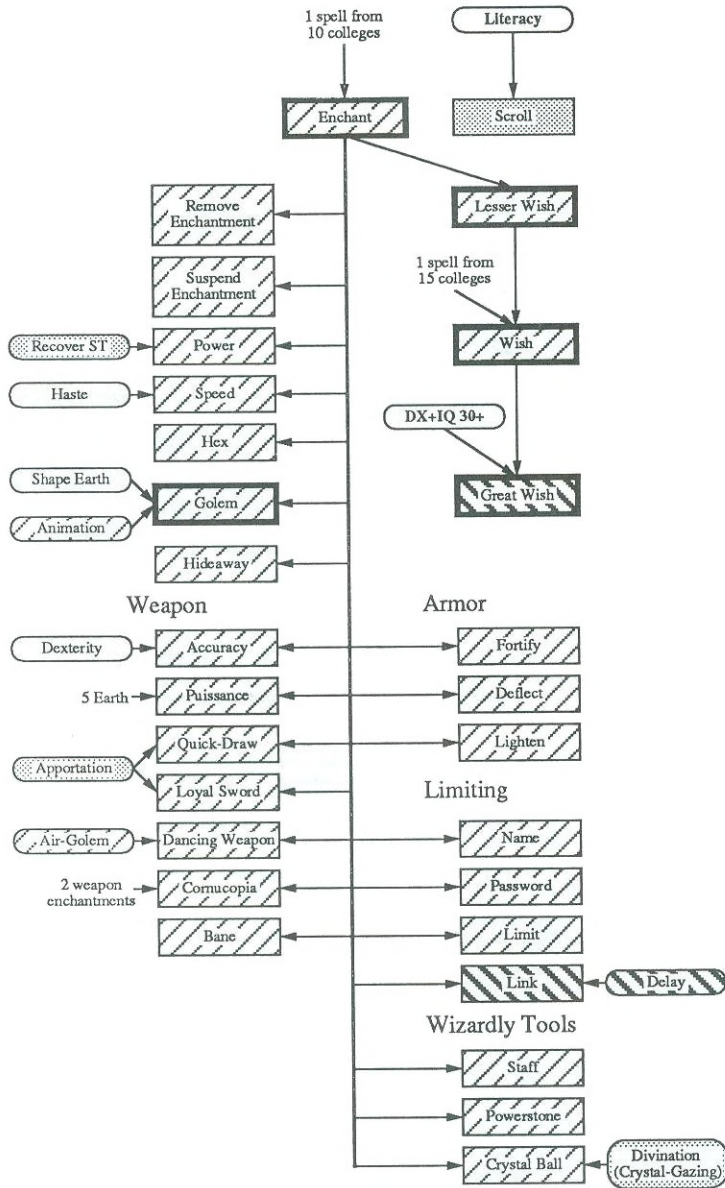


## Water College

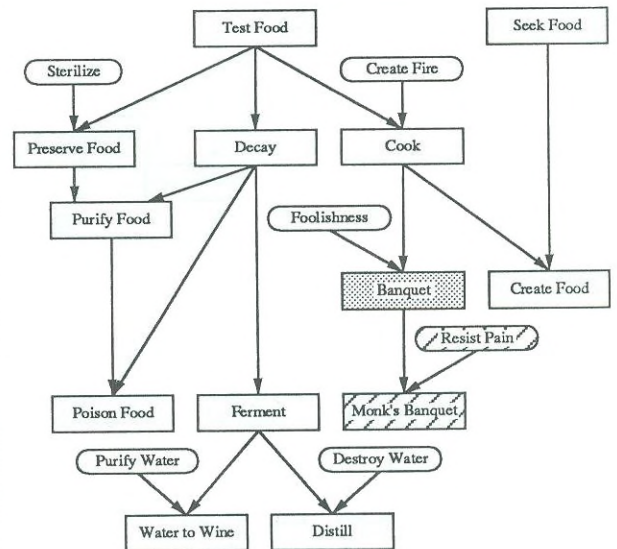




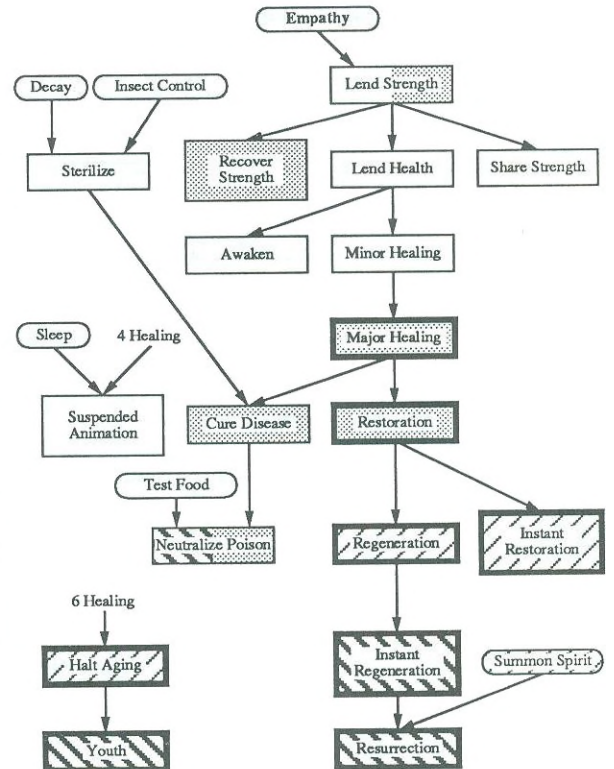
## Enchantment College



## Food College

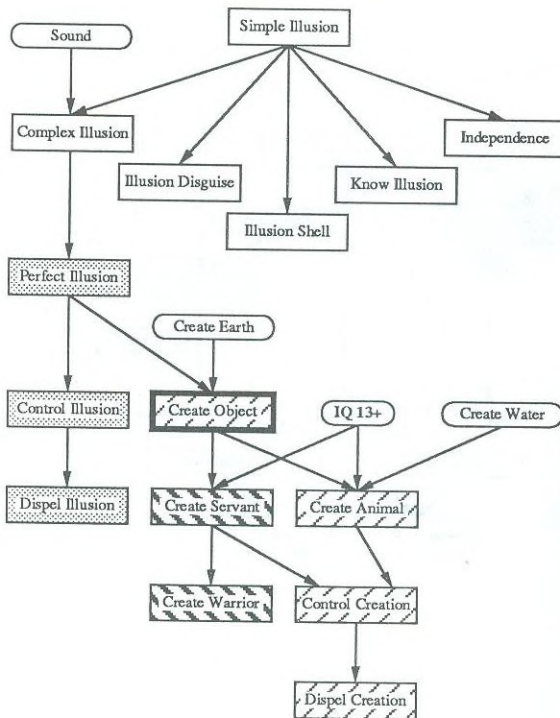


## Healing College

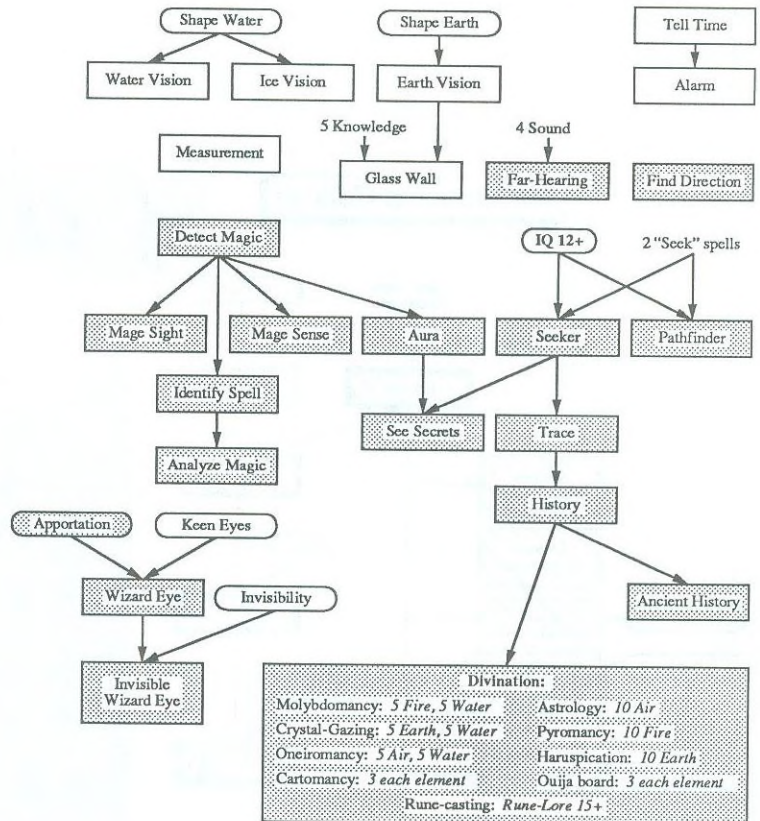




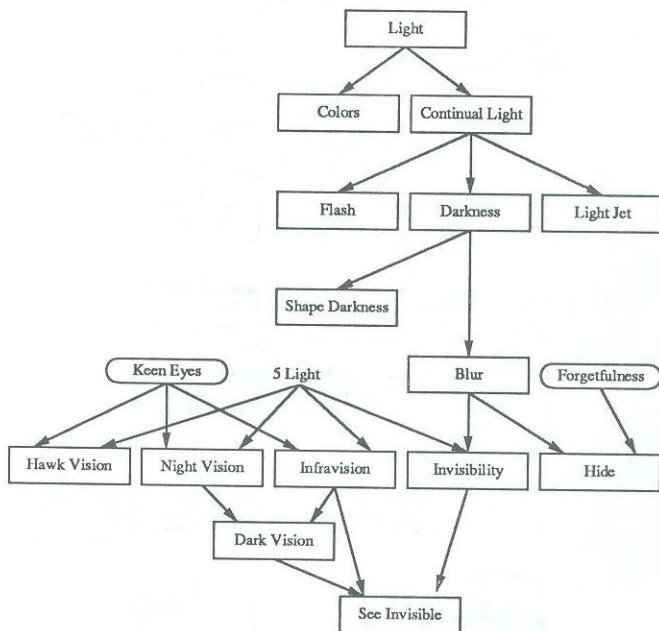
## Illusion and Creation College



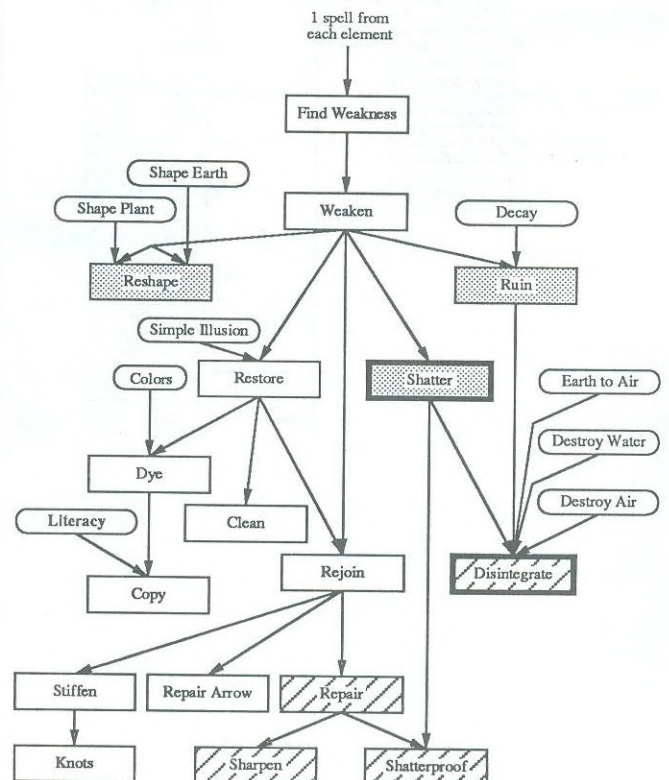
## Knowledge College



## Light and Darkness College

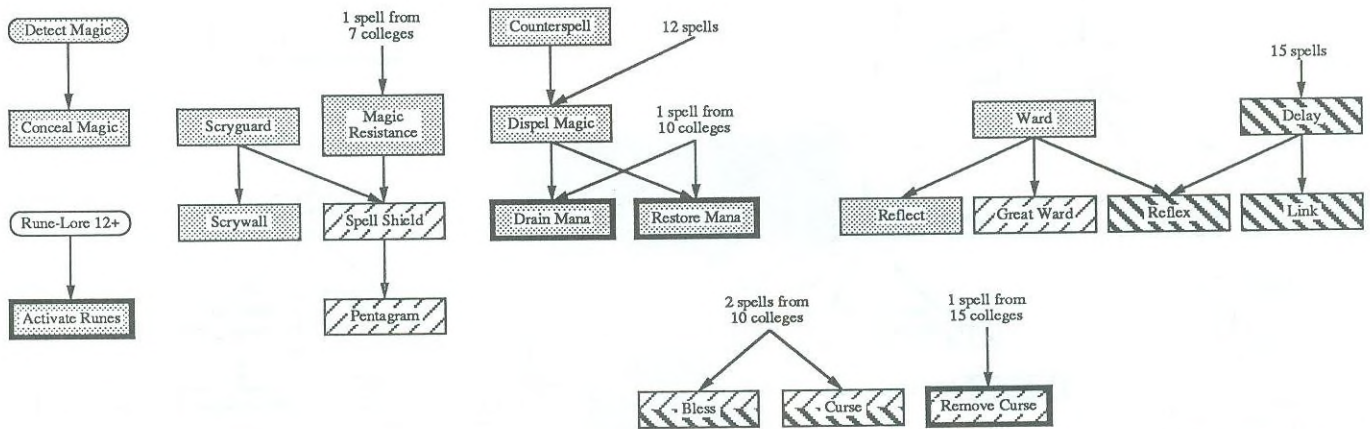


## Making and Breaking College

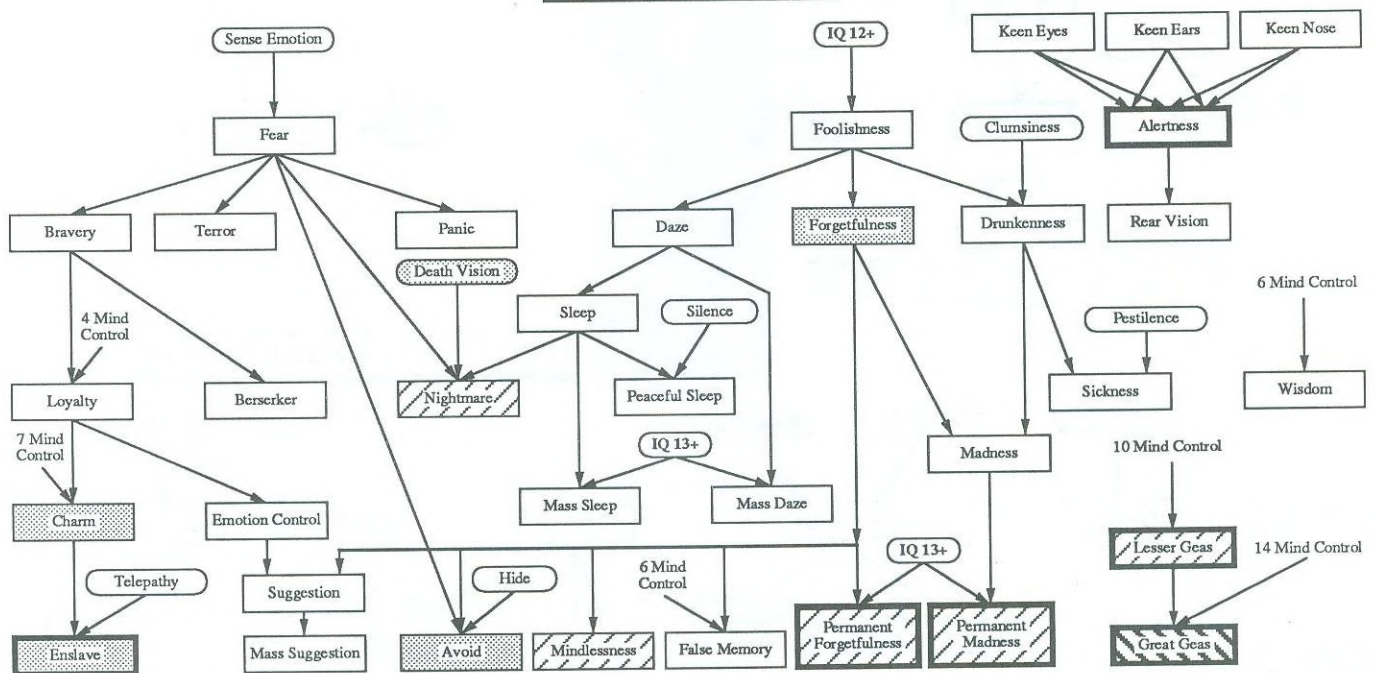




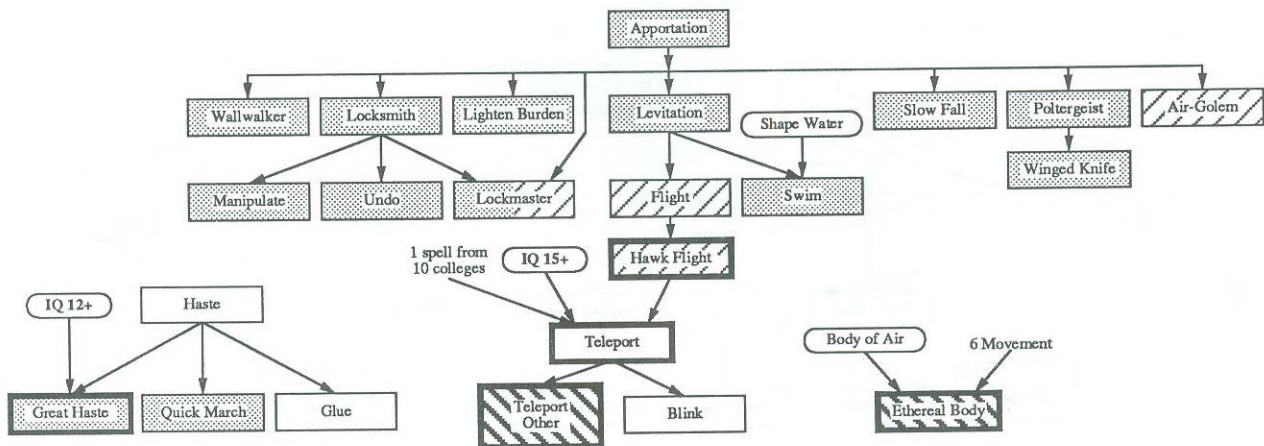
## Meta-Spell College



## Mind Control College

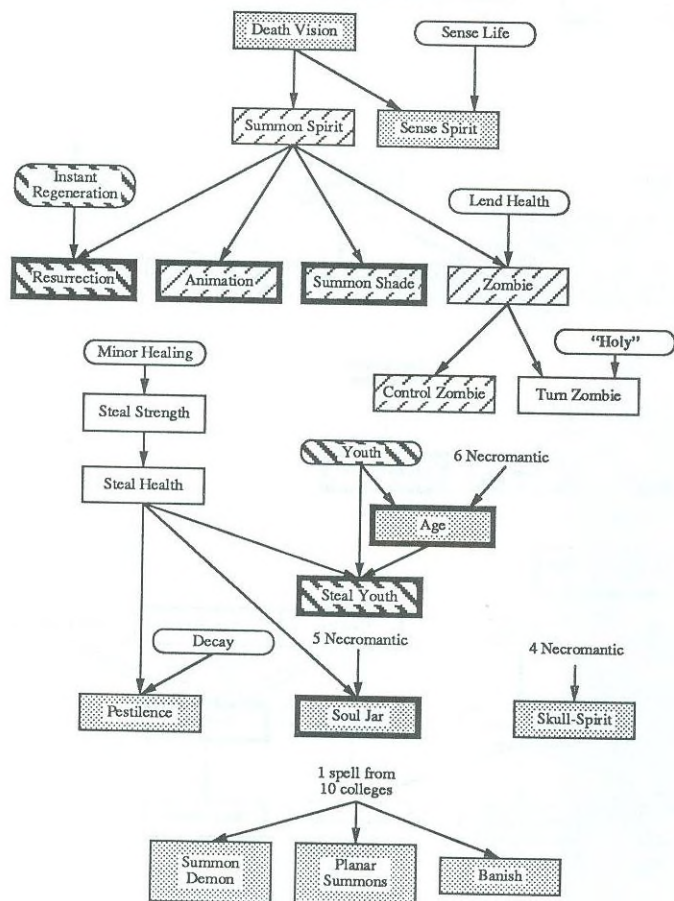


## Movement College

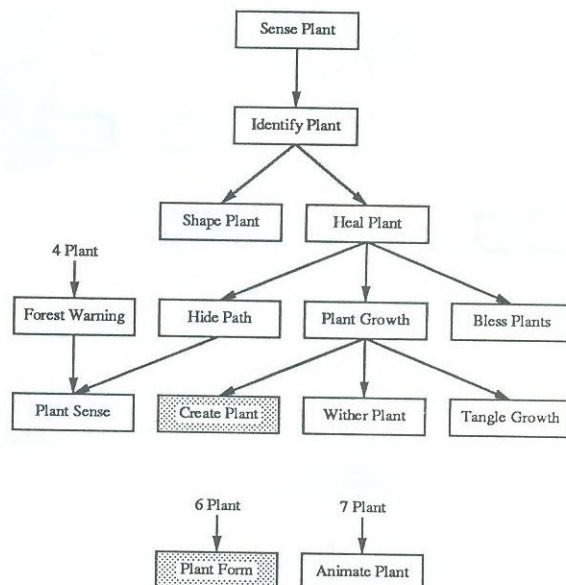




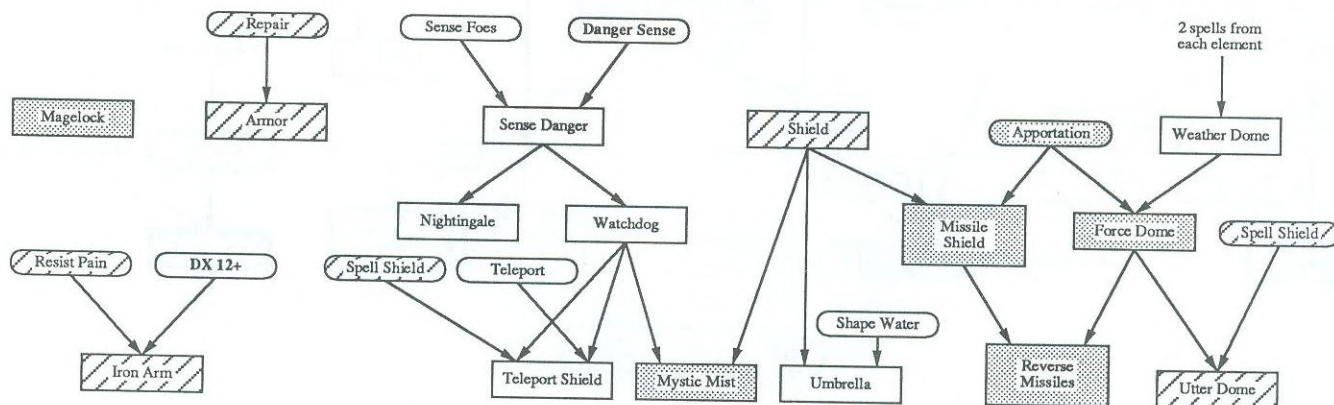
## Necromantic College



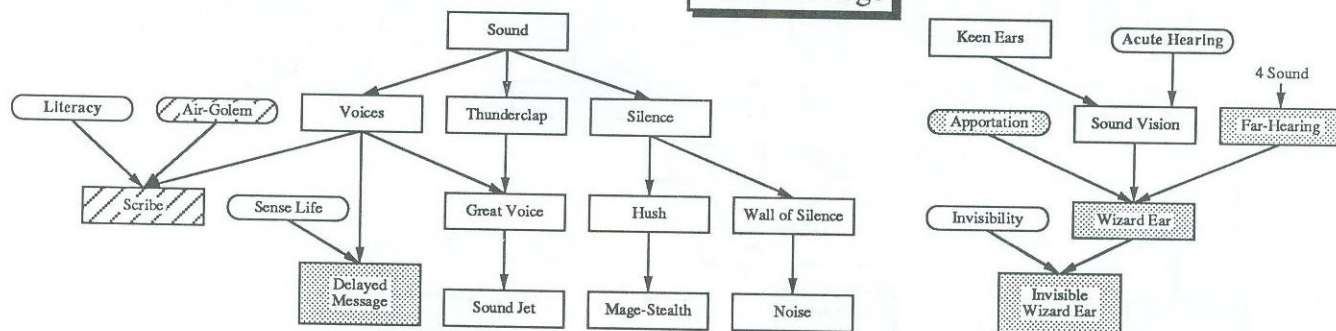
## Plant College



## Protection and Warning College



## Sound College

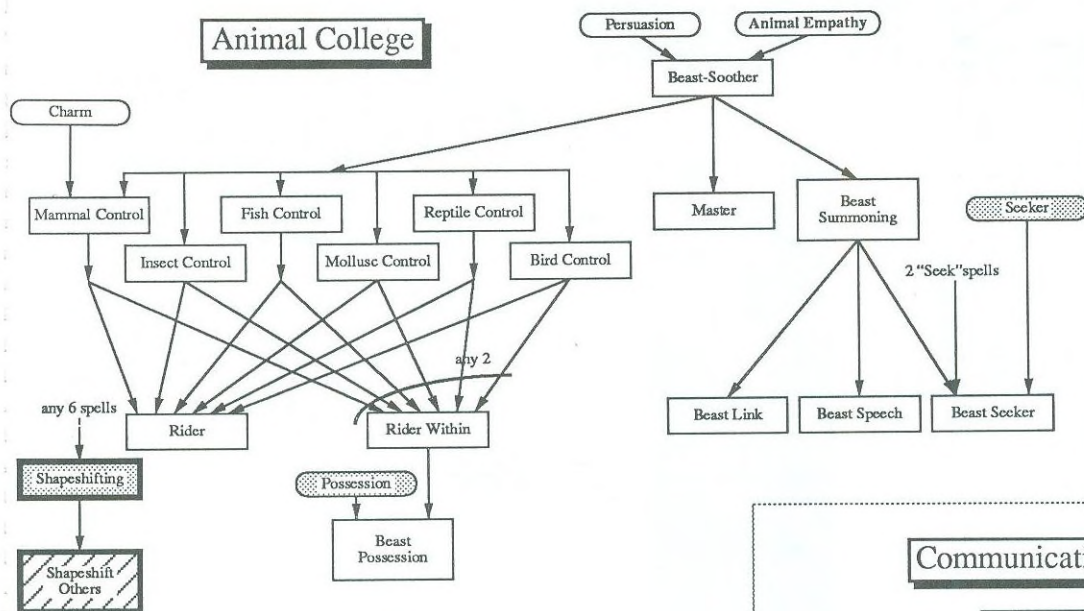




# Spell Prerequisite Charts

A GURPS Magic Play Aid  
by Walter Milliken

## Animal College



## Legend

Difficulty

Hard spell

Very Hard spell

Magery Requirements

none

Magery 2

Magery

Magery 3

Prerequisites

other spell

advantage

A

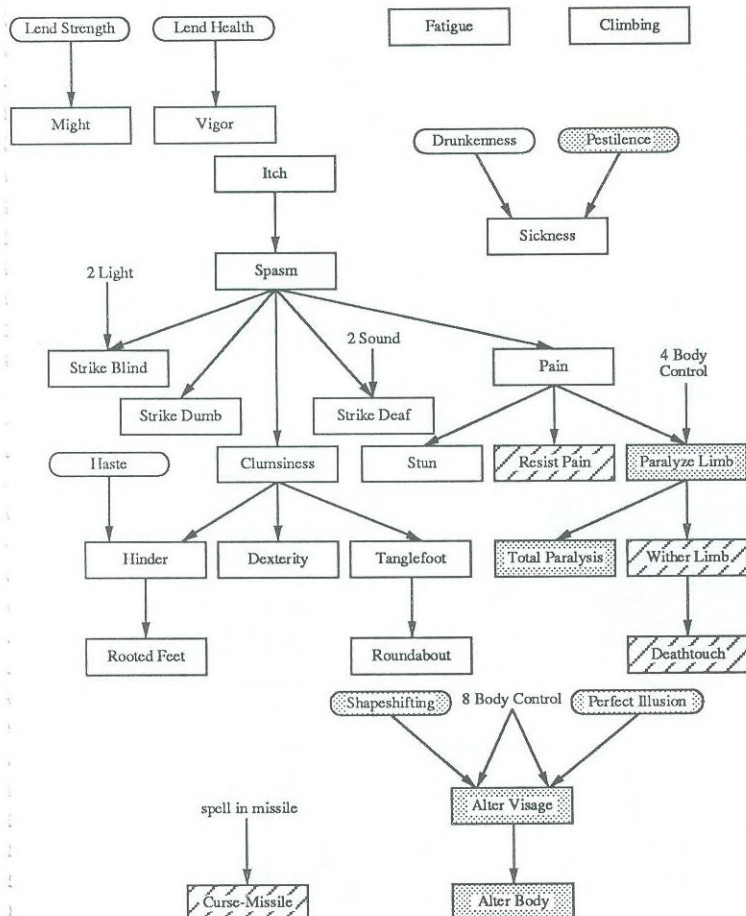
B

A

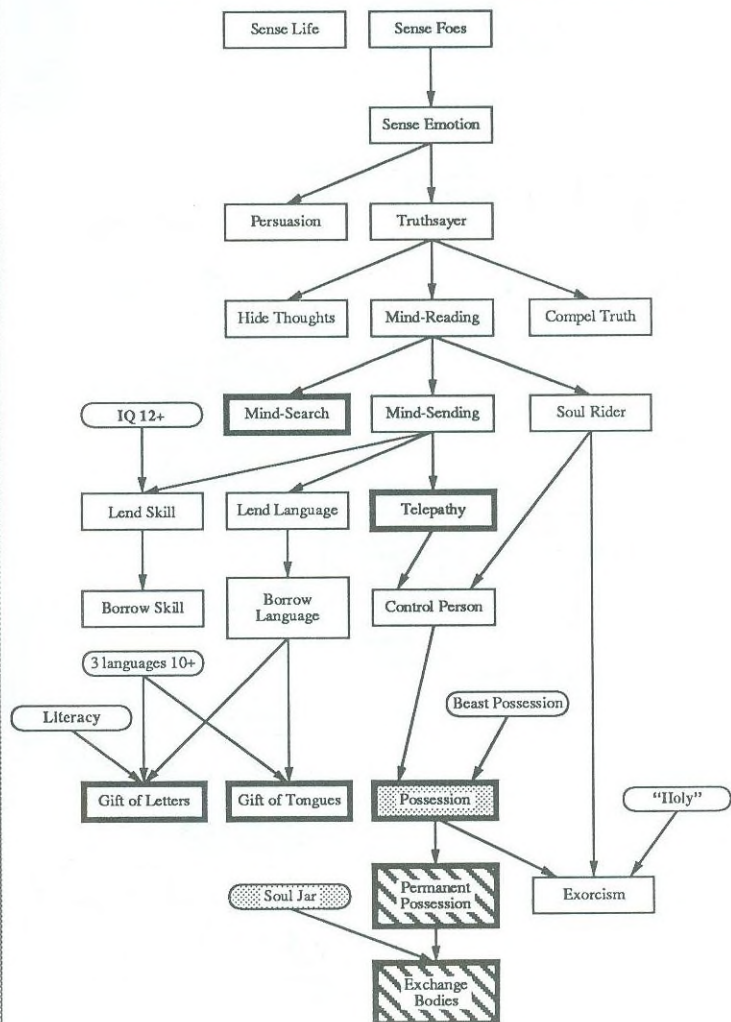
A or B

A and B

## Body Control College



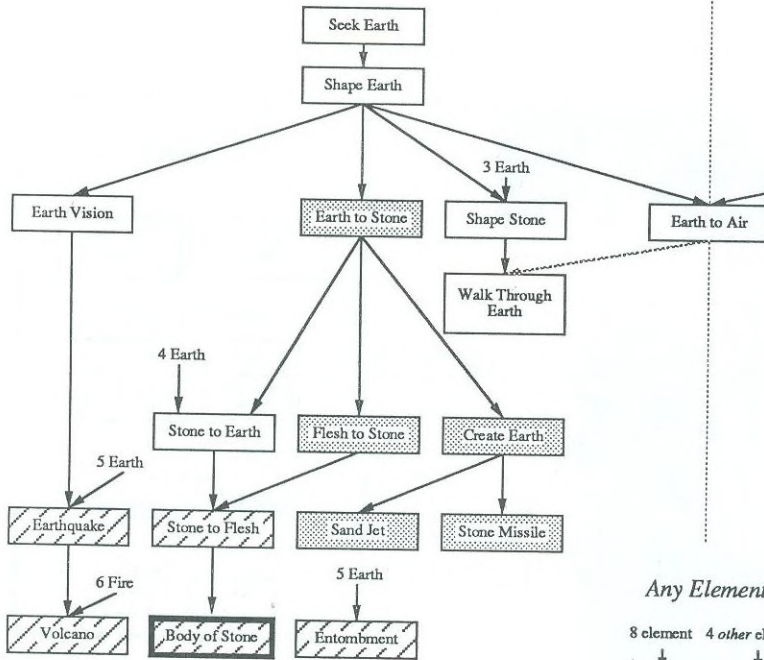
## Communication and Empathy College



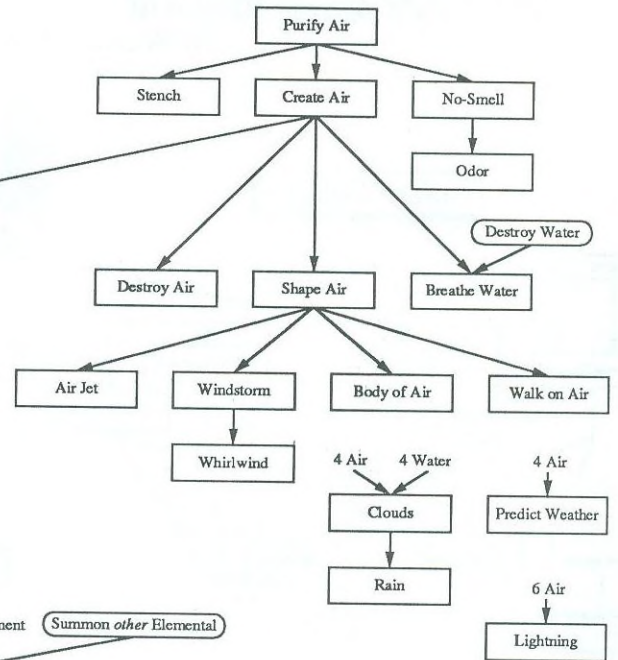


# Elemental Colleges

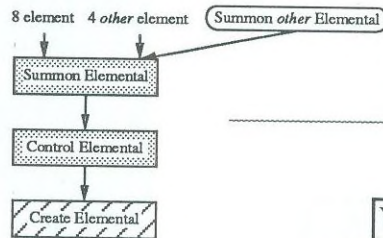
## Earth College



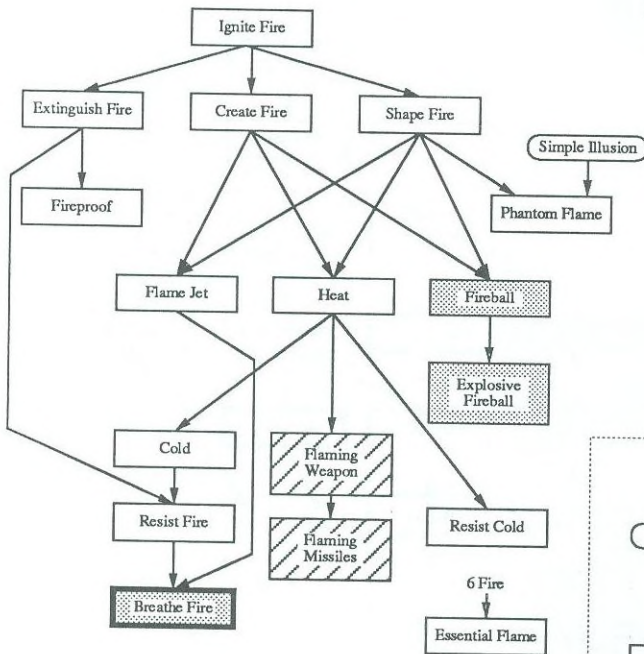
## Air College



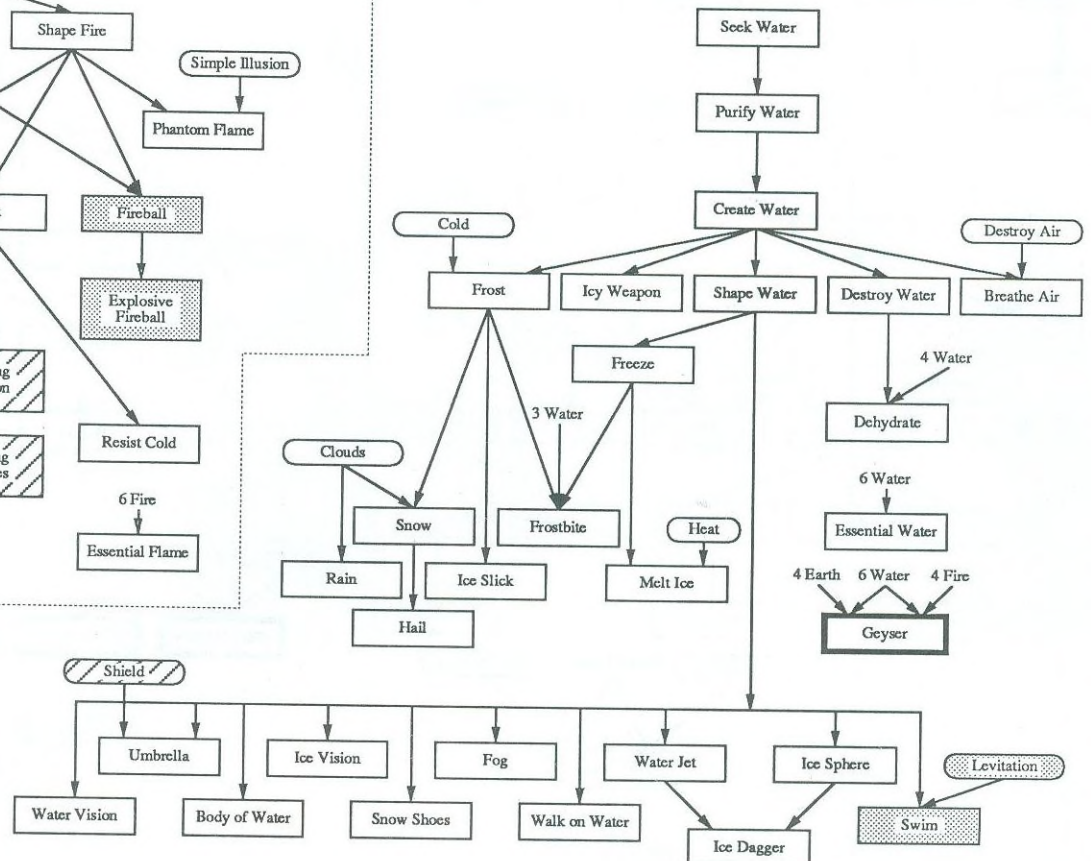
### Any Element



## Fire College

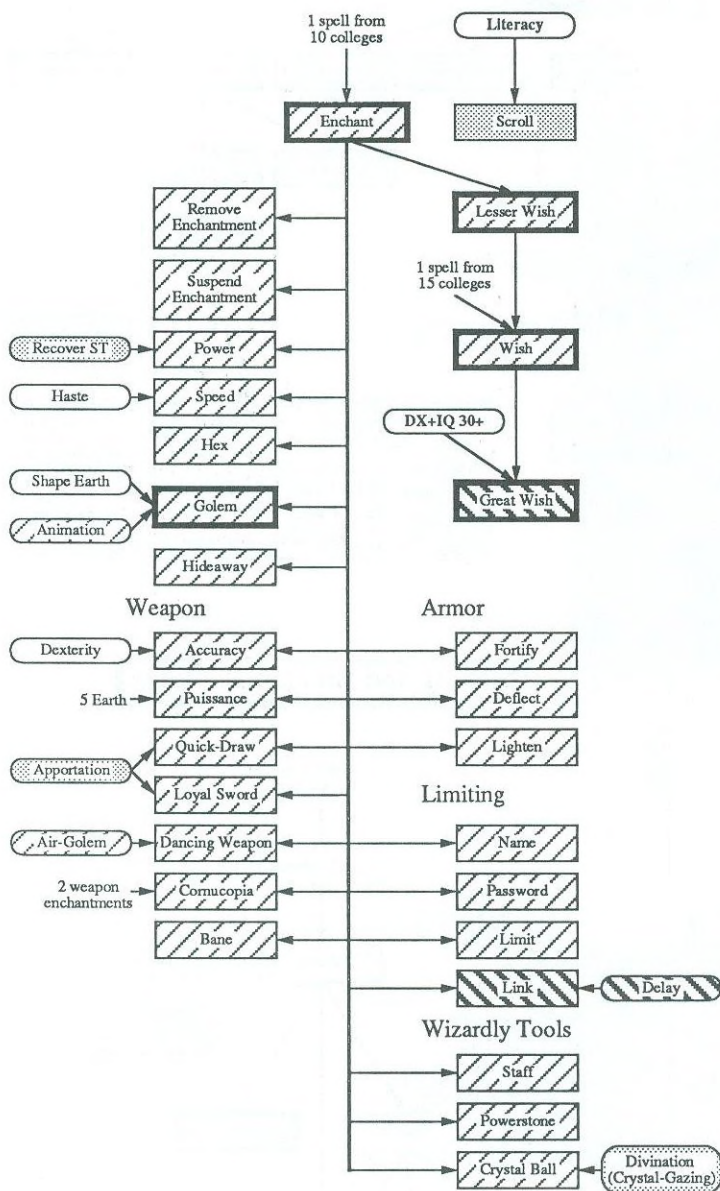


## Water College

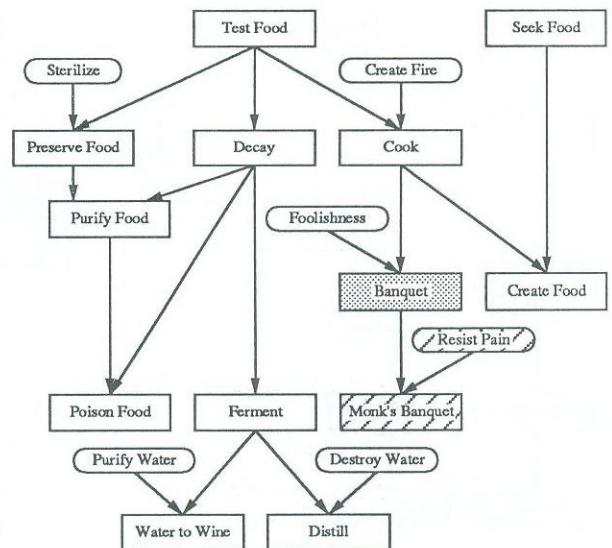




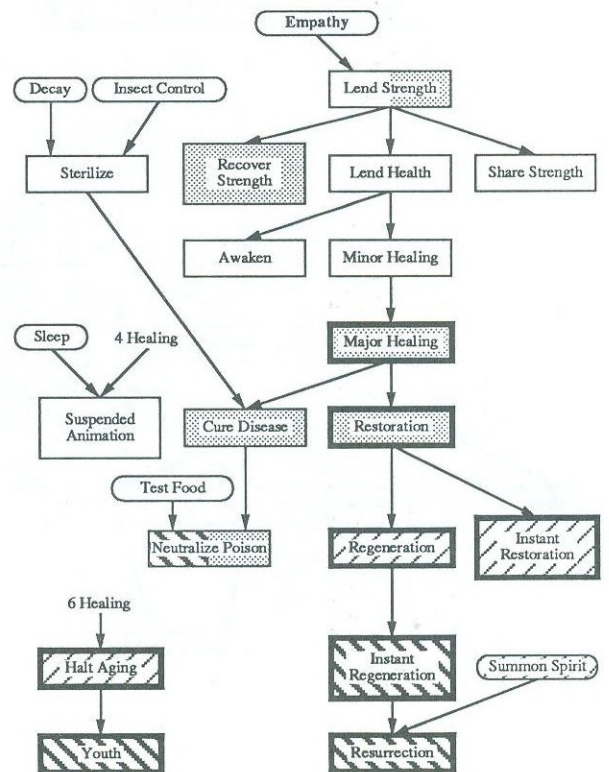
## Enchantment College



## Food College

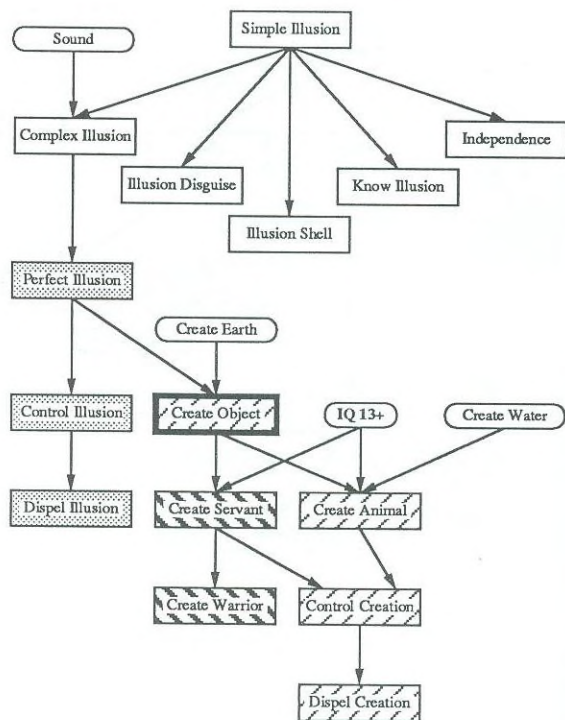


## Healing College

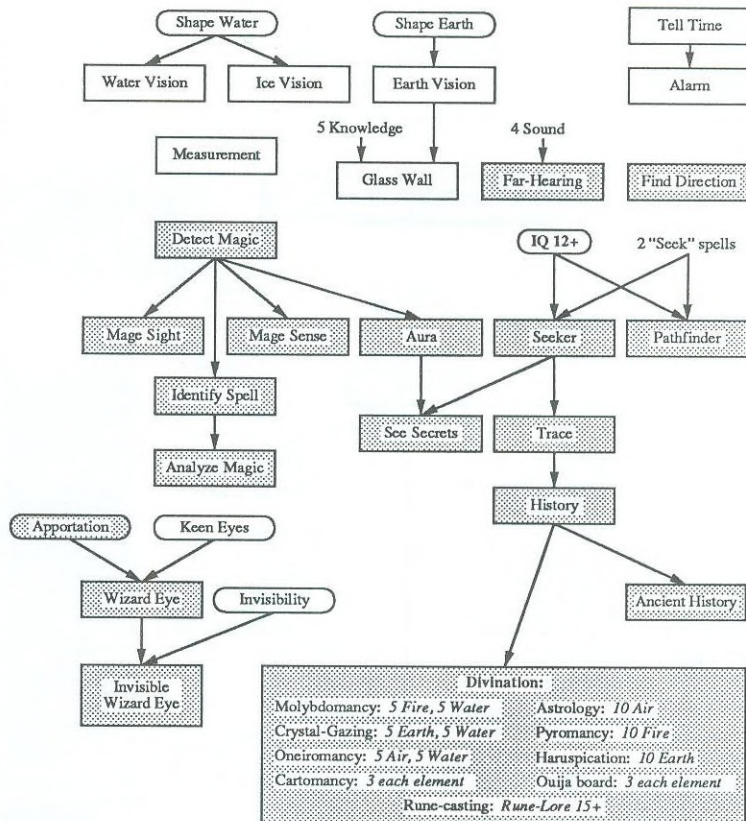




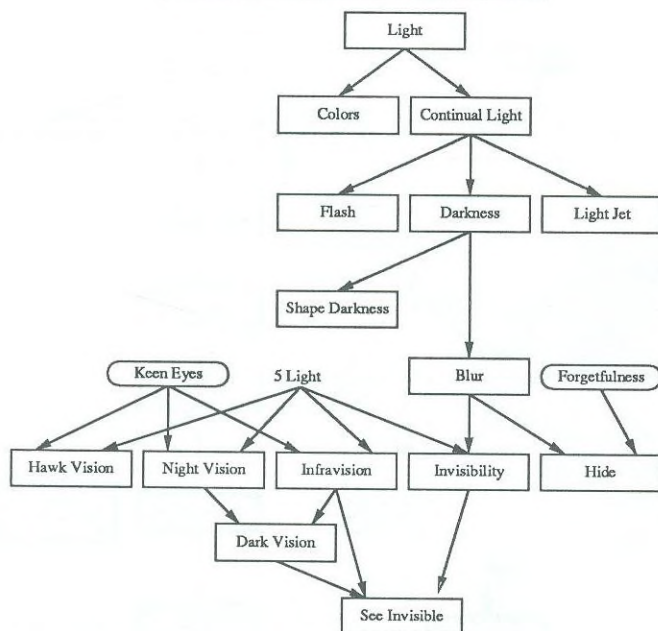
## Illusion and Creation College



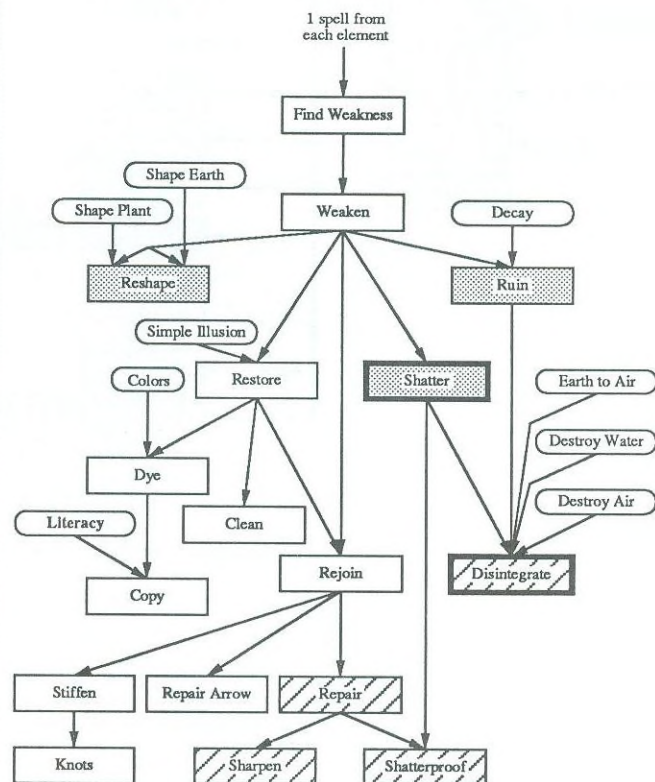
## Knowledge College



## Light and Darkness College

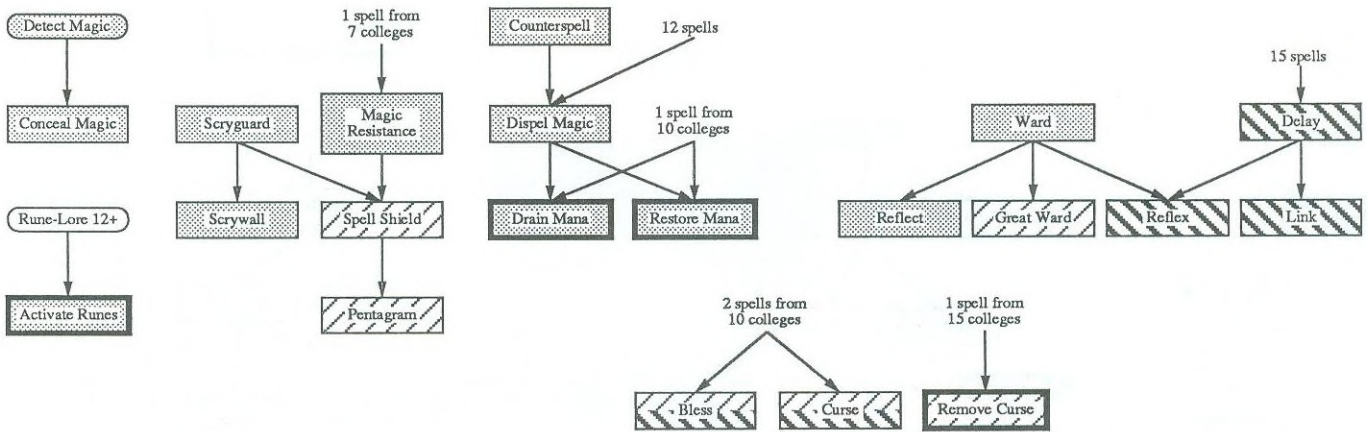


## Making and Breaking College

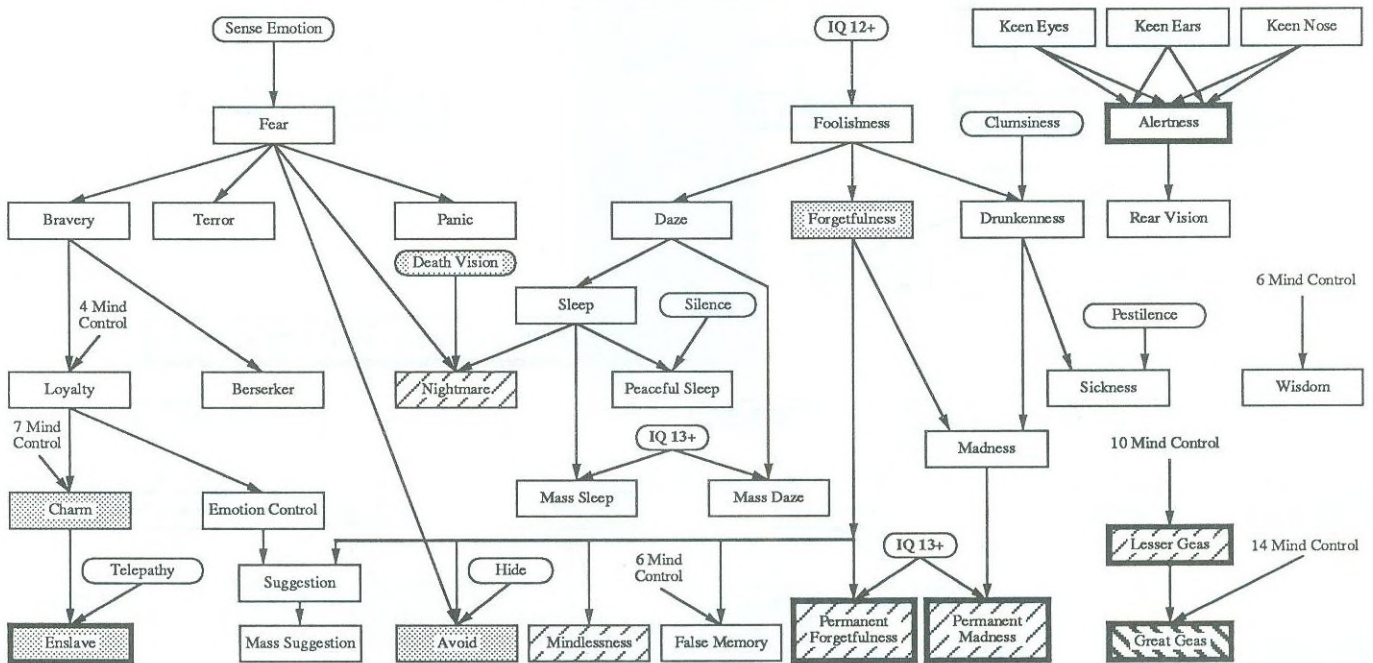




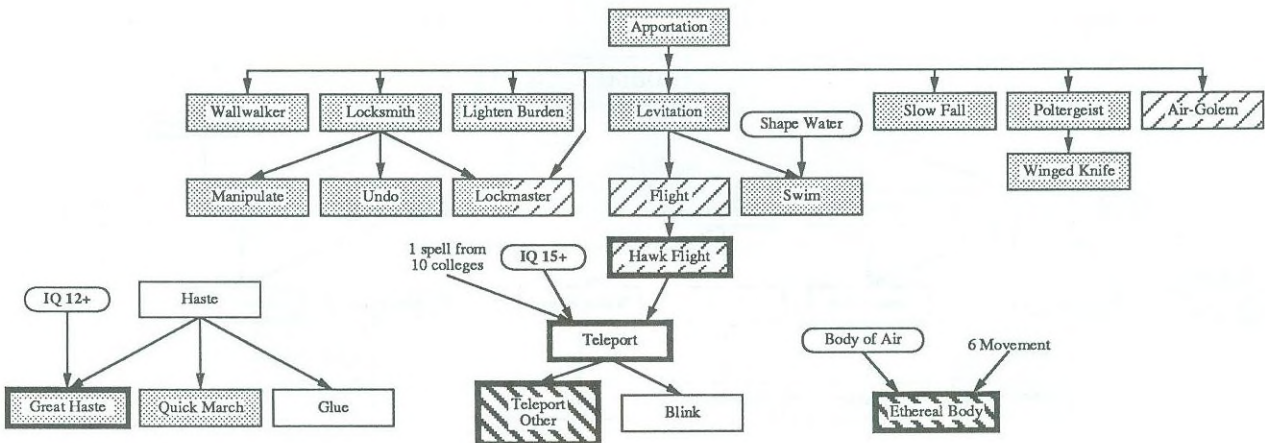
## Meta-Spell College



## Mind Control College

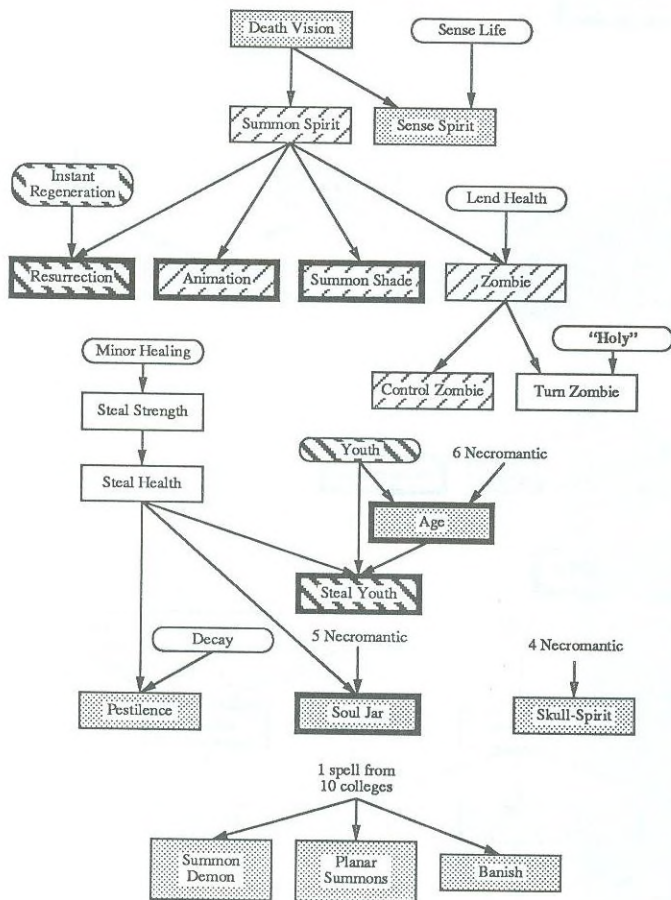


## Movement College

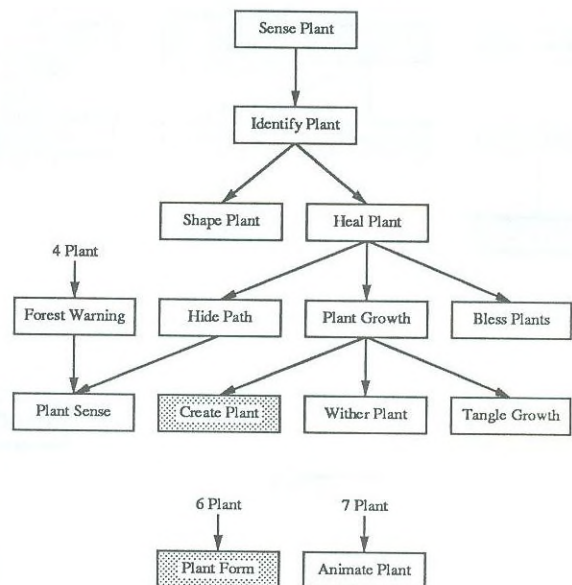




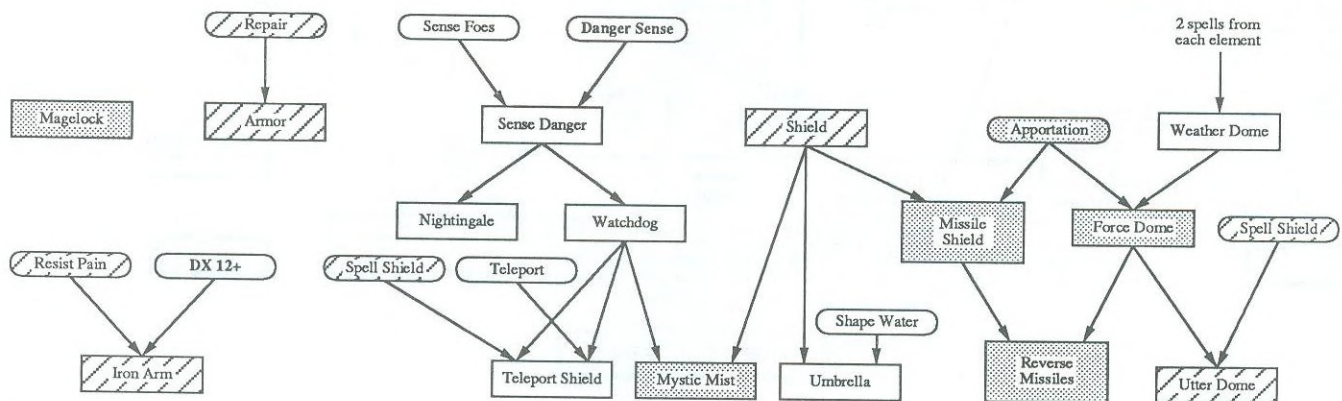
### Necromantic College



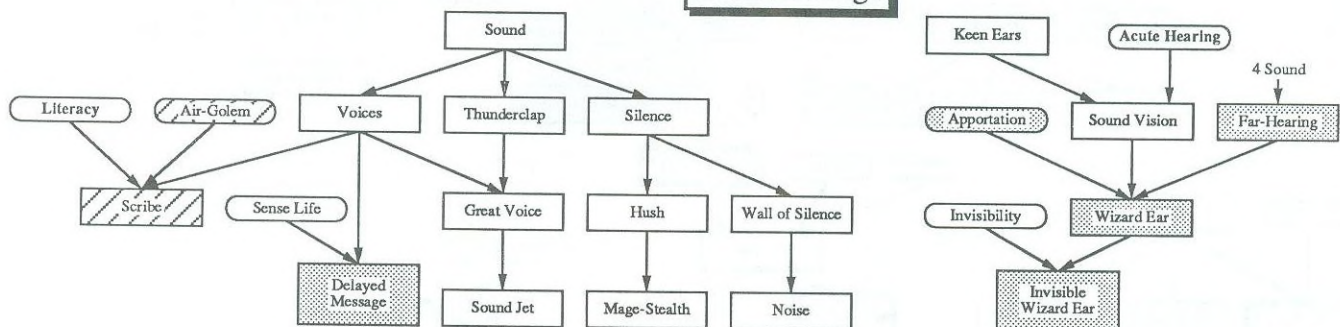
## Plant College



Protection and Warning College



## Sound College





# ANCIENT/MEDIEVAL HAND WEAPON TABLE

Weapons are listed in groups, according to the skill required to use them. The skill's default level, and any defaults from other skills, are also shown. For swords, daggers, etc., the weight includes a good scabbard. Weapons which can be used in two ways have two separate lines — one for each type of attack. Some weapons can be used with two different *techniques*. These weapons are listed twice — one under each applicable skill.

| Weapon                                                                                             | Type      | Amount   | Reach | Cost  | Weight  | Min ST | Special Notes                                                                                                            |
|----------------------------------------------------------------------------------------------------|-----------|----------|-------|-------|---------|--------|--------------------------------------------------------------------------------------------------------------------------|
| AXE/MACE (DX-5)†                                                                                   |           |          |       |       |         |        |                                                                                                                          |
| Hatchet                                                                                            | cut       | sw       | 1     | \$40  | 2 lbs.  | 7      | Throwable. 1 turn to ready.                                                                                              |
| Axe                                                                                                | cut       | sw+2     | 1     | \$50  | 4 lbs.  | 12     | 1 turn to ready.                                                                                                         |
| Throwing axe                                                                                       | cut       | sw+2     | 1     | \$60  | 4 lbs.  | 12     | Throwable. 1 turn to ready.                                                                                              |
| Small mace                                                                                         | cr        | sw+2     | 1     | \$35  | 3 lbs.  | 11     | 1 turn to ready.                                                                                                         |
| Mace                                                                                               | cr        | sw+3     | 1     | \$50  | 5 lbs.  | 12     | 1 turn to ready.                                                                                                         |
| Pick                                                                                               | imp       | sw+1     | 1     | \$70  | 3 lbs.  | 11     | 1 turn to ready. May get <i>stuck</i> .                                                                                  |
| BLACKJACK (DX-4)                                                                                   |           |          |       |       |         |        |                                                                                                                          |
| Blackjack or sap                                                                                   | cr.       | thr      | C     | \$20  | 1 lb.   | 7      | May not parry                                                                                                            |
| BROADSWORD (DX-5, Shortsword-2 or Force Sword -3)                                                  |           |          |       |       |         |        |                                                                                                                          |
| Broadsword                                                                                         | cut       | sw+1     | 1     | \$500 | 3 lbs.  | 10     | Standard broadsword has <i>blunt</i> point.<br>More expensive because of sharp point.                                    |
|                                                                                                    | cr        | thr+1    | 1     |       |         |        |                                                                                                                          |
| Thrusting "                                                                                        | cut       | sw+1     | 1     | \$600 | 3 lbs.  | 10     | 1 turn to ready after swing.†<br>Standard bastard sword has <i>blunt</i> point.<br>Same as above, with thrusting point.† |
|                                                                                                    | imp       | thr+2    | 1     |       |         |        |                                                                                                                          |
| Bastard sword                                                                                      | cut       | sw+1     | 1, 2  | \$650 | 5 lbs.  | 11     | 1 turn to ready after swing.†<br>Standard bastard sword has <i>blunt</i> point.<br>Same as above, with thrusting point.† |
|                                                                                                    | cr        | thr+1    | 2     |       |         |        |                                                                                                                          |
| Thrusting "                                                                                        | cut       | sw+1     | 1, 2  | \$750 | 5 lbs.  | 11     | 1 turn to ready after swing.†<br>Standard bastard sword has <i>blunt</i> point.<br>Same as above, with thrusting point.† |
|                                                                                                    | imp       | thr+2    | 2     |       |         |        |                                                                                                                          |
| Light club                                                                                         | cr        | sw+1     | 1     | \$10  | 3 lbs.  | 10     |                                                                                                                          |
| FENCING (DX-5) See p. 99 for fencing parry rules.                                                  |           |          |       |       |         |        |                                                                                                                          |
| Smallsword                                                                                         | imp       | thr+1    | 1     | \$400 | 1 lb.   | —      | Maximum damage 1d+1.                                                                                                     |
| Rapier                                                                                             | imp       | thr+1    | 1, 2  | \$500 | 1½ lbs. | —      | Maximum damage 1d+1.                                                                                                     |
| Saber                                                                                              | cut       | sw       | 1     | \$700 | 2 lbs.  | 7      | Thrust: maximum damage 1d+2.                                                                                             |
|                                                                                                    | imp       | thr+1    | 1     |       |         |        |                                                                                                                          |
| FLAIL (DX-6) Any attempt to parry a flail weapon is at a -4. Fencing weapons cannot parry flails.† |           |          |       |       |         |        |                                                                                                                          |
| Morningstar                                                                                        | cr        | sw+3     | 1     | \$80  | 6 lbs.  | 12     | 1 turn to ready.                                                                                                         |
| Flail                                                                                              | cr        | sw+4     | 1, 2* | \$100 | 8 lbs.  | 13     | 2-handed. 1 turn to ready.                                                                                               |
| KNIFE (DX-4)                                                                                       |           |          |       |       |         |        |                                                                                                                          |
| Large knife                                                                                        | cut       | sw-2     | C, 1  | \$40  | 1 lb.   | —      | Maximum damage 1d+2.                                                                                                     |
|                                                                                                    | imp       | thr      | C     |       |         |        | Throwable; Maximum damage 1d+2.                                                                                          |
| Small knife                                                                                        | cut       | sw-3     | C, 1  | \$30  | ½ lb.   | —      | Maximum damage 1d+1.                                                                                                     |
|                                                                                                    | imp       | thr-1    | C     |       |         |        | Throwable; Maximum damage 1d+1.                                                                                          |
| Dagger                                                                                             | imp       | thr-1    | C     | \$20  | ¼ lb.   | —      | Throwable; Maximum damage 1d.                                                                                            |
| LANCE (Spear-3 for those who have Riding 12+; DX-6 for others)                                     |           |          |       |       |         |        |                                                                                                                          |
| Lance                                                                                              | imp.      | thrust+3 | 4     | \$60  | 6 lbs.  | 12     | May not parry. See p. 136 for readying.                                                                                  |
| POLEARM (DX-5) All polearms require 2 hands.                                                       |           |          |       |       |         |        |                                                                                                                          |
| Glaive                                                                                             | cut       | sw+3     | 2, 3* | \$100 | 8 lbs.  | 11     | 2 turns to ready.                                                                                                        |
|                                                                                                    | imp       | thr+3    | 1-3*  |       |         |        | 1 turn to ready after thrust.                                                                                            |
| Poleaxe                                                                                            | cut or cr | sw+4     | 2, 3* | \$120 | 10 lbs. | 12     | 2 turns to ready after swing.                                                                                            |
| Halberd                                                                                            | cut       | sw+5     | 2, 3* | \$150 | 12 lbs. | 13     | 2 turns to ready after swing.                                                                                            |
|                                                                                                    | imp       | sw+4     | 2, 3* |       |         |        | 2 turns to ready after swing. May get <i>stuck</i> .                                                                     |
|                                                                                                    | imp       | thr+3    | 1-3*  |       |         |        | 1 turn to ready after thrust.                                                                                            |
| SHORTSWORD (DX-5, Broadsword-2 or Force Sword -3)                                                  |           |          |       |       |         |        |                                                                                                                          |
| Shortsword                                                                                         | cut       | sw       | 1     | \$400 | 2 lbs.  | 7      | Sabers can be used w/Shortsword skill.                                                                                   |
|                                                                                                    | imp       | thr      | 1     |       |         |        |                                                                                                                          |
| Baton                                                                                              | cr        | sw       | 1     | \$20  | 1 lb.   | 7      | A short, well-balanced club.                                                                                             |
|                                                                                                    | cr        | thr      | 1     |       |         |        |                                                                                                                          |
| SPEAR (DX-5 or Staff-2)                                                                            |           |          |       |       |         |        |                                                                                                                          |
| Javelin                                                                                            | imp       | thr+1    | 1     | \$30  | 2 lbs.  | —      | Primarily for throwing.                                                                                                  |
| Spear                                                                                              | imp       | thr+2    | 1*    | \$40  | 4 lbs.  | 9      | Used 1-handed. Throwable.                                                                                                |
|                                                                                                    |           | thr+3    | 1, 2* |       |         |        | Same spear used 2-handed.                                                                                                |
| STAFF (DX-5 or Spear-2) Requires two hands.                                                        |           |          |       |       |         |        |                                                                                                                          |
| Quarterstaff                                                                                       | cr        | sw+2     | 1, 2  | \$10  | 4 lbs.  | 6      | Parry is 2/3 Staff skill.                                                                                                |
|                                                                                                    | cr        | thr+2    | 1, 2  |       |         |        |                                                                                                                          |
| TWO-HANDED AXE/MACE (DX-5) Requires two hands.†                                                    |           |          |       |       |         |        |                                                                                                                          |
| Great axe                                                                                          | cut       | sw+3     | 1, 2* | \$100 | 8 lbs.  | 13     | 1 turn to ready.                                                                                                         |
| Warhammer                                                                                          | imp       | sw+3     | 1, 2* | \$100 | 7 lbs.  | 13     | 1 turn to ready. May get <i>stuck</i> .                                                                                  |
| Maul                                                                                               | cr        | sw+4     | 1, 2* | \$80  | 12 lbs. | 14     | 1 turn to ready.                                                                                                         |
| Scythe                                                                                             | cut       | sw+2     | 1     | \$15  | 5 lbs.  | 12     | 2-handed. 1 turn to ready                                                                                                |
|                                                                                                    | imp       | sw       | 1     |       |         | 6      | -2 to hit when impaling.                                                                                                 |



| Weapon                                                               | Type | Amount | Reach | Cost  | Weight | Min ST | Special Notes                                    |
|----------------------------------------------------------------------|------|--------|-------|-------|--------|--------|--------------------------------------------------|
| <b>TWO-HANDED SWORD (DX-5 or Force Sword -3) Requires two hands.</b> |      |        |       |       |        |        |                                                  |
| Bastard sword                                                        | cut  | sw+2   | 1, 2  | \$650 | 5 lbs. | 10     | Exactly as with Broadsword, but used two-handed. |
| Thrusting "                                                          | cut  | sw+2   | 1, 2  | \$750 | 5 lbs. | 10     | As above, with thrusting point.                  |
|                                                                      | imp  | thr+3  | 2     |       |        |        |                                                  |
| Greatsword                                                           | cut  | sw+3   | 1, 2  | \$800 | 7 lbs. | 12     | Usually has <i>blunt</i> point.                  |
|                                                                      | cr   | thr+2  | 2     |       |        |        |                                                  |
| Thrusting "                                                          | cut  | sw+3   | 1, 2  | \$900 | 7 lbs. | 12     | As above, with thrusting point.                  |
|                                                                      | imp  | thr+3  | 2     |       |        |        |                                                  |
| Quarterstaff                                                         | cr   | sw+2   | 1, 2  | \$10  | 4 lbs. | 9      | Using sword technique with staff.                |
|                                                                      | cr   | thr+1  | 2     |       |        |        |                                                  |

#### WHIP (No default)

|      |    |      |     |         |           |    |                            |
|------|----|------|-----|---------|-----------|----|----------------------------|
| Whip | cr | sw-2 | 1-7 | \$20/yd | 2 lbs./yd | 10 | Max. dam. 1d-1; see p. 52. |
|------|----|------|-----|---------|-----------|----|----------------------------|

\* Must be *readied* for one turn to change from long to short grip or vice versa.

† Becomes unready if used to parry.

## ANCIENT/MEDIEVAL RANGED WEAPON TABLE

Weapons are listed in groups, according to the skill required to use them, along with skill defaults.

| Weapon                                                                                                     | Type            | Amt.       | SS | Acc | Ranges<br>½ Dam. | Max.           | Cost*     | Weight† | Min ST | Special Notes              |
|------------------------------------------------------------------------------------------------------------|-----------------|------------|----|-----|------------------|----------------|-----------|---------|--------|----------------------------|
| <b>AXE THROWING (DX-4)</b>                                                                                 |                 |            |    |     |                  |                |           |         |        |                            |
| Hatchet                                                                                                    | cut             | sw         | 11 | 1   | ST×1½            | ST 2½          | \$40      | 2 lbs.  | 7      |                            |
| Throwing axe                                                                                               | cut             | sw+2       | 10 | 2   | ST               | ST×1½          | \$60      | 4 lbs.  | 11     |                            |
| <b>BLOWPIPE (DX-6)</b>                                                                                     |                 |            |    |     |                  |                |           |         |        |                            |
| Blowpipe                                                                                                   | Special (p. 49) | —          | 10 | 1   | —                | ST×4           | \$30      | 1 lb.   | —      | See p. 49.                 |
| <b>BOLAS (No default)</b>                                                                                  |                 |            |    |     |                  |                |           |         |        |                            |
| Bolas                                                                                                      | Special (p. 49) | thr-1      | 12 | 0   | —                | ST×3           | \$20      | 2 lbs.  | —      | See p. 49.                 |
| <b>BOW (DX-6) 2 hands to fire. 2 turns to ready.</b>                                                       |                 |            |    |     |                  |                |           |         |        |                            |
| Short bow                                                                                                  | imp             | thr        | 12 | 1   | ST×10            | ST×15          | \$50/\$2  | 2 lbs.  | 7      | Max. dam. 1d+3.            |
| Regular bow                                                                                                | imp             | thr+1      | 13 | 2   | ST×15            | ST×20          | \$100/\$2 | 2 lbs.  | 10     | Max. dam. 1d+4.            |
| Longbow                                                                                                    | imp             | thr+2      | 15 | 3   | ST×15            | ST×20          | \$200/\$2 | 3 lbs.  | 11     | Max. dam. 1d+4.            |
| Composite bow                                                                                              | imp             | thr+3      | 14 | 3   | ST×20            | ST×25          | \$900/\$2 | 4 lbs.  | 10     | Max. dam. 1d+4.            |
| Quiver                                                                                                     |                 |            |    |     |                  |                | \$10      | ½ lb.   |        | Holds 10 arrows/<br>bolts. |
| <b>CROSSBOW (DX-4) 2 hands to fire, four turns to ready (eight if ST is greater than yours).</b>           |                 |            |    |     |                  |                |           |         |        |                            |
| Crossbow                                                                                                   | imp             | thr+4      | 12 | 4   | ST×20            | ST×25          | \$150/\$2 | 6 lbs.  | 7      | Max. dam. 3d.              |
| Prodd                                                                                                      | cr              | thr+4      | 12 | 2   | ST×20            | ST×25          | \$150/.1  | 6 lbs.  | 7      | Fires lead pellets.        |
| Goat's-foot                                                                                                | —               | —          |    |     | To cock crossbow |                | \$50      | 2 lbs.  | 7      | See p. 114.                |
| <b>KNIFE THROWING (DX-4)</b>                                                                               |                 |            |    |     |                  |                |           |         |        |                            |
| Large knife                                                                                                | imp             | thr        | 12 | 0   | ST-2             | ST+5           | \$40      | 1 lb.   | —      | Max. dam. 1d+2.            |
| Small knife                                                                                                | imp             | thr-1      | 11 | 0   | ST-5             | ST             | \$30      | ½ lb.   | —      | Max. dam. 1d+1.            |
| Dagger                                                                                                     | imp             | thr-1      | 12 | 0   | ST-5             | ST             | \$20      | ¼ lb.   | —      | Max. dam. 1d.              |
| <b>LASSO (No default)</b>                                                                                  |                 |            |    |     |                  |                |           |         |        |                            |
| Lasso                                                                                                      | Special         | Special    | 16 | 0   | —                | —              | \$40      | 3 lbs.  | —      | See p. 51.                 |
| <b>NET (No default)</b>                                                                                    |                 |            |    |     |                  |                |           |         |        |                            |
| Large net                                                                                                  | Special (p. 51) | —          | 13 | 1   | —                | ST/2 + Skill/5 | \$40      | 20 lbs. | —      | See p. 51.                 |
| Melee net                                                                                                  | Special (p. 51) | —          | 12 | 1   | —                | ST + Skill/5   | \$20      | 5 lbs.  | —      | See p. 51.                 |
| <b>SLING (DX-6) 2 hands to load, 1 to fire. 2 turns to ready.</b>                                          |                 |            |    |     |                  |                |           |         |        |                            |
| Sling                                                                                                      | cr              | sw         | 12 | 0   | ST×6             | ST×10          | \$10      | ½ lb.   | —      | Fires rocks.               |
| Staff sling                                                                                                | cr              | sw+1       | 14 | 1   | ST×10            | ST×15          | \$20      | 2 lbs.  | —      | Fires rocks.               |
| <b>SPEAR THROWER (DX-4 or Spear Throwing -4) Increases user's effective ST by 5 when throwing a spear.</b> |                 |            |    |     |                  |                |           |         |        |                            |
|                                                                                                            |                 |            |    |     |                  |                | \$20      | 2 lbs.  |        | See p. 52.                 |
| <b>SPEAR THROWING (DX-4 or Spear Thrower -4)</b>                                                           |                 |            |    |     |                  |                |           |         |        |                            |
| Javelin                                                                                                    | imp             | thr+1      | 10 | 3   | ST×1½            | ST×2½          | \$30      | 2 lbs.  | 7      |                            |
| Spear                                                                                                      | imp             | thr+3      | 11 | 2   | ST               | ST×1½          | \$40      | 4 lbs.  | 9      |                            |
| <b>DX-3 or THROWING SKILL (See p. 90)</b>                                                                  |                 |            |    |     |                  |                |           |         |        |                            |
| Rock                                                                                                       | cr              | thr-1      | 12 | 0   | ST×2             | ST×3½          | —         | 1 lb.   | —      |                            |
| Oil flask                                                                                                  | fire            | see p. 121 | 13 | 0   | —                | ST×3½          | \$50†     | 1 lb.   | —      |                            |

\*Cost: The number after the slash is the cost per shot (arrow or other missile) for a missile weapon.

† An arrow weighs 2 oz.; a crossbow bolt, sling-stone or prodd pellet weigh 1 oz.

‡ Fantasy, or TL4; costs \$1 at TL6+.



# FANTASY/MEDIEVAL EQUIPMENT

The following equipment should be enough to outfit most parties. The GM is free to add items to this list. Note that weapons and armor are on separate tables (pp. 206, 207, 210).

All prices below assume that the item is of ordinary quality, and is neither common nor scarce at the time and place it is being bought.

PCs may buy food at any time they are in town, or passing through friendly farmland. In general, equipment is only available in towns; the GM may vary this as much as he wants.

Weapons and armor will *not* be freely available except in towns. You may encounter a farmer or wayfarer who will sell you a weapon, but he will probably want at least double the normal price for it!

Weight of *money* depends on the game world. In general fantasy/medieval settings a \$ is a copper farthing; \$1,000 in silver would weigh one pound. A gold coin is worth 20 silver coins of the same weight.

## Food

|                                                        |                      |
|--------------------------------------------------------|----------------------|
| Traveler's rations (one meal of dried meat and cheese) | ½ lb., \$2           |
| Simple tavern meal (stew, fruit, vegetable, etc)       | \$2 to \$4           |
| Water (one quart)                                      | 2 lbs., usually free |
| Wine (one quart)                                       | 2 lbs., \$2          |
| Brandy (one quart)                                     | 2 lbs., \$15         |

## Medical Gear

|                                                                                                |                |
|------------------------------------------------------------------------------------------------|----------------|
| Simple first aid kit (adds 1 to First Aid skill)                                               | 2 lbs., \$30   |
| "Crash kit" (adds 2 to First Aid skill)                                                        | 10 lbs., \$100 |
| Doctor's black bag (adds 2 to First Aid skill; -2 to Surgery skill without at least this much) | 15 lbs., \$300 |



## Equipment for Climbing, Breaking and Entering, etc.

|                                              |                          |
|----------------------------------------------|--------------------------|
| Cord (3/16", supports 90 lbs.)               | 10 yards: ½ lb., \$1     |
| Rope (3/8", supports 300 lbs.)               | 10 yards: 1 ½ lbs., \$5  |
| Heavy Rope (3/4", supports 1,100 lbs.)       | 10 yards: 5 lbs., \$25   |
| Cable (1 ½", supports 3,700 lbs.)            | 10 yards: 17 lbs., \$100 |
| Iron spike or "piton"                        | ½ lb., \$1               |
| Light hooked grapnel (can support 300 lbs.)  | 2 lbs., \$20             |
| Lockpicks (ordinary quality)                 | Weight negligible; \$30  |
| Lockpicks (good quality; +1 on all attempts) | Weight negligible; \$200 |

## Tools

|                                                                 |              |
|-----------------------------------------------------------------|--------------|
| 6-foot pole (for pitching tents or touching questionable items) | 3 lbs., \$5  |
| Pick (for digging)                                              | 8 lbs., \$16 |
| Shovel                                                          | 6 lbs., \$30 |
| Crowbar (5 feet long, iron)                                     | 10 lbs., \$8 |
| Hammer (a small sledge, not a carpentry hammer)                 | 4 lbs., \$12 |
| Hatchet (for chopping wood, -1 to skill in combat)              | 2 lbs., \$20 |

## Outdoor Equipment

Personal basics (the things nobody but an idiot leaves home without). -2 to any Survival roll if you're without them: Spoon, fork, and cup; flint and steel; towel; etc.

Weight negligible; \$5

Group basics (a sturdy box with all the *ordinary* things a group of 3 to 8 would take camping: cookpots, a bit of rope, hatchet, etc.) 20 lbs., \$50

|                                                                                                                    |                         |
|--------------------------------------------------------------------------------------------------------------------|-------------------------|
| Whetstone (for sharpening tools and weapons; Armourer may <i>find</i> one after an hour's search and a skill roll) | 1 lb., \$5              |
| Torch (will burn for one hour)                                                                                     | 1 lb., \$3              |
| Lantern                                                                                                            | 2 lbs., \$20            |
| Oil for lantern (1 pint burns 24 hours)                                                                            | 1 lb., \$2              |
| Tent (1 person). Includes ropes; no poles needed                                                                   | 5 lbs., \$50            |
| Tent (2 people). Includes ropes; a 6-foot pole must be carried or improvised.                                      | 12 lbs., \$80           |
| Tent (4 people). Includes ropes; 2 6-foot poles are required.                                                      | 30 lbs., \$150          |
| Tent (20 people). Includes ropes; 16 6-foot poles are required.                                                    | 100 lbs., \$300         |
| Blanket (heavy wool)                                                                                               | 5 lbs., \$20            |
| Sleeping bag (for freezing weather)                                                                                | 15 lbs., \$100          |
| Fishing net                                                                                                        | 10 lbs., \$30           |
| Small ceramic bottle (1 quart)                                                                                     | 1 lb., \$3              |
| Large ceramic bottle (1 gallon)                                                                                    | 4 lbs., \$5             |
| Small wineskin (1 gallon)                                                                                          | Weight negligible; \$10 |
| Large wineskin (5 gallons)                                                                                         | 1 lb., \$30             |
| Small pouch (will hold 3 lbs.)                                                                                     | Weight negligible; \$10 |
| Large purse or pouch (will hold 10 lbs.)                                                                           | ½ lb., \$20             |
| Small backpack (will hold 40 lbs. of gear)                                                                         | 3 lbs., \$60            |
| Large backpack (with frame, will hold 100 lbs. of gear)                                                            | 10 lbs., \$100          |



## Riding and Transportation

|                                                |                     |
|------------------------------------------------|---------------------|
| Riding animals: see <i>Animals</i> , p. 144.   |                     |
| Saddle, bit and bridle (for horse, mule, etc.) | 20 lbs., \$150      |
| One-horse wagon (carries up to 1 ton)          | 300 lbs., \$400     |
| Two-horse wagon (carries up to 2 tons)         | 500 lbs., \$700     |
| Four-horse wagon (carries up to 4 tons)        | 800 lbs., \$1,000   |
| Ox team wagon (carries up to 10 tons)          | 1,200 lbs., \$1,500 |
| Rowboat (carries up to 1,000 lbs., slowly)     | 300 lbs., \$500     |
| Canoe (carries up to 600 lbs.)                 | 100 lbs., \$300     |



# ANCIENT/MEDIEVAL ARMOR

Use this table with the *Hit Location* rules when you want to buy armor piece by piece. To save space on your Character Sheet, list the pieces of armor on the back of the sheet rather than in the "Possessions" box. Note the PD and DR for each body part beside the character sketch on your record sheet. "Areas" refers to the parts of the body in relation to the die-roll numbers on the Parts of the Body table; see diagram, next page.

## Headgear and Helmets

*Cloth cap.* A padded cloth cap. PD 1; DR 1. \$5; weight negligible. Covers area 3-4.

*Leather helm.* Heavy leather with cloth padding. PD 2; DR 2. \$20; weight negligible. Covers areas 3-4, 5

*Chain coif.* A chainmail hood, covering the head and shoulders. \* \$55; 4 lbs. Covers areas 3-4, 5.

*Pot-helm.* Steel; covers the top of the head. PD 3; DR 4. \$100; 5 lbs. Covers areas 3-4.

*Greathelm.* Heavy steel; covers the entire head. All weapon skill rolls are at -1, and all IQ rolls to see, hear, etc., are at -3. PD 4; DR 7. \$340; 10 lbs. Covers areas 3-4, 5.

## Clothing and Torso Armor

If you are not using the "hit location" rules, the PD and DR of your torso armor are used against all attacks.

*Ordinary clothing.* Cost depends on quality. No PD or DR. Weight 1 lb.

Peasant rags (random, dirty scraps): \$2.

Lower-class clothing (tunic and pants, indifferently clean): \$10.

Middle-class clothing (tunic and pants, or robe, decorated): \$40.

Upper-class clothing (various types, elaborately decorated): \$200.

Noble dress (various types, elaborately decorated and jeweled): \$1,000 and up.

*Winter clothing.* As above, with no PD, but DR 1 due to thickness. Double above prices. Also covers arms and legs. 3 lbs. Covers areas 6, 8-14, 17-18.

*Overcoat.* Worn in addition to winter clothing in cold weather. No PD; DR 1. Adds its DR to clothing (or armor) over which it is worn, but *miserably hot* except in cold weather. Also covers arms and legs. \$50 (or \$100 and up for upper-class or better); 10 lbs. Covers areas 6, 8-14, 17-18.

*Cloth armor.* Padded cotton with leather straps. PD 1; DR 1. \$30; 6 lbs. Covers areas 9-11, 17-18.

*Leather armor.* Heavy "boiled" leather. PD 2; DR 2. \$100; 10 lbs. Covers areas 9-11, 17-18.

*Leather jacket.* Light, flexible leather. Also covers arms. PD 1; DR 1. \$50; 4 lbs. Covers areas 6, 8-11, 17-18.

*Chainmail.* \* \$230; 25 lbs. Covers areas 9-11, 17-18.

*Scale armor.* Heavy leather armor, padded inside, with metal rings or scales attached. PD 3; DR 4. \$420; 35 lbs. Covers areas 9-11, 17-18.

*Breastplate.* Covers neck to groin, but protects against blows from the front only. Bronze: PD 4; DR 4; \$400; 20 lbs. Steel: PD 4; DR 5; \$500; 18 lbs. Covers areas 9-11, 17-18.

*Corselet.* A custom-made plate-armor "back-and-breast" with leather straps. PD 4; DR 6. \$1,300; 35 lbs. Covers areas 9-11, 17-18.

*Heavy corselet.* As above, but heavier and of better steel. PD 4; DR 7. \$2,300; 45 lbs. Covers areas 9-11, 17-18.

*Backpack.* A full backpack protects against attacks from the rear only. PD 2; DR 2. Cost and weight vary. Covers areas 9-10, 17-18.

## Arms and Legs

Prices for arm (areas 6, 8) and leg (areas 12-14) armor are given in *pairs*. For one arm or leg, pay ½ the indicated cost and weight.

*Cloth armor.* Padded cotton with leather straps. PD 1; DR 1. Arms: \$20; 2 lbs. Legs: \$20; 2 lbs.

*Leather armor.* Strong "boiled" leather with articulated joints. PD 2; DR 2. Arms: \$50; 2 lbs. Legs: \$60; 4 lbs.

*Chainmail.* Standard "international" four-link mail shirt of steel wire. \* Arms are added to a mail shirt to make it long-sleeved (add \$70, 9 lbs.). Legs are usually laced to plate armor as part of a "half plate" outfit; \$110; 15 lbs.

*Scale armor.* Padded leather with metal rings or scales. PD 3; DR 4. Arms: \$210; 14 lbs. Legs: \$250; 21 lbs.

*Plate armor.* Custom-made steel vambraces (forearms), greaves (leg pieces), etc., with articulated joints. PD 4; DR 6. Arms: \$1,000; 15 lbs. Legs: \$1,100; 20 lbs.

*Heavy plate.* As above, but heavier and of better steel. PD 4; DR 7. Arms: \$1,500; 20 lbs. Legs: \$1,600; 25 lbs.

## Hands and Feet

*Cloth gloves.* Heavy canvas. PD 1; DR 1. \$15; weight negligible. Covers area 7.

*Leather gloves.* Heavy leather with open palm to allow a better weapon grip. PD 2; DR 2. \$30; weight negligible. Covers area 7.

*Gauntlets.* As above, but with steel plates riveted on for better protection. PD 3; DR 4. \$100; 2 lbs. Covers area 7.

*Sandals or slippers.* Canvas, cloth, etc. No PD or DR. \$10; 1 lb.

*Shoes.* Ordinary leather walking shoes. PD 1; DR 1. \$40; 2 lbs. Covers areas 15-16.

*Boots.* Heavy leather boots, laced high. PD 2; DR 2. \$80; 3 lbs. Covers areas 15-16.

*Sollerets.* Metal-plated boots, very uncomfortable except in combat. PD 3; DR 4. \$150; 7 lbs. Covers areas 15-16.

\* Normally, chainmail is worn *over* padded cloth armor. The combination has a PD of 3 and DR of 4. Exception: Against *impaling* weapons, it has PD 1 and DR 2. The cost and weight for a complete set of chainmail, as given in the *Equipment and Encumbrance* chapter (pp. 71-77), assume that padded cloth is included. Worn by itself, *without* cloth armor underneath, chainmail would have a PD of 3 and a DR of 3 (PD 0, DR 1 vs. impaling). Using chainmail this way is not efficient in terms of cost or weight!



# SPELL TABLE

This section can be copied and used for reference, especially when creating characters. The "grimoire" form on p. 112 may also be photocopied for your own use; it is especially handy to copy it onto the back of a wizard's Character Sheet.

Notes: An asterisk (\*) after a spell name indicates that it is Mental/Very Hard. All other spells are Mental/Hard.

A — indicates that the column does not apply.  
Under *prerequisites*, Magery is abbreviated M, Magery 2 is M2, and so on.  
Under *class*, an "R" indicates that the spell can be resisted. The entry after the dash shows what resists the spell.  
Under *energy*, if two numbers are separated by a slash, the first is the cost to cast and the second is the cost to maintain. A /h means cost to maintain is half the cost to cast. A /s means cost to maintain is the same as cost to cast.  
Under *time to cast*, "Instant" means that the effect occurs as soon as the spell is finished, and is completed immediately.  
"Special" just means that the description is too complex to fit on a table — see appropriate page number (also shown on the table).  
A "\*" sign means that there are exceptions to the amount given — see the appropriate page number.

| Page | Spell Name        | Class           | College     | Time to cast | Duration      | Energy        | Prerequisites                            |
|------|-------------------|-----------------|-------------|--------------|---------------|---------------|------------------------------------------|
| 39   | Accuracy          | Enchantment     | Enchantment | —            | Perm.         | varies#       | Dexterity                                |
| 52   | Activate Runes*   | Regular         | Metaspell   | 1 sec.       | Instant       | none          | M, Rune-Lore 12+                         |
| 65   | Age*              | Reg./R-HT       | Necro.      | 1 min.       | Perm.         | 5 to 50       | Youth or 6 other Necromantic spells      |
| 61   | Air-Golem         | Regular         | Movement    | 10 sec.      | 1 hr.         | 4/2           | M2, Apportation                          |
| 31   | Air Jet           | Regular         | Air         | 1 sec.       | 1 sec.        | 1 to 3#       | Shape Air                                |
| 47   | Alarm             | Regular         | Knowledge   | 1 sec.       | 1 week        | 1#            | Tell Time                                |
| 60   | Alertness*        | Regular         | Mind        | 1 sec.       | 10 min.       | varies#       | Any 2 of Keen Eyes/Ears/Nose spells      |
| 25   | Alter Body        | Reg./R-HT       | Body        | 2 min.       | 1 hr.#        | 8/6#          | Alter Visage                             |
| 25   | Alter Visage      | Reg./R-HT       | Body        | 1 min.       | 1 hr.#        | 4/3#          | Shapeshifting or Perfect Illusion #      |
| 49   | Analyze Magic     | Inform./R-spell | Knowledge   | 1 hr.        | Instant       | 8             | Identify Spell                           |
| 48   | Ancient History   | Information     | Knowledge   | min. = cost  | Instant       | varies#       | History                                  |
| 67   | Animate Plant     | Regular         | Plant       | 5 sec.       | 1 min.        | varies#       | 7 Plant spells                           |
| 64   | Animation*        | Regular         | Necro.      | 5 sec.       | 1 min.        | varies#       | Summon Spirit                            |
| 60   | Apportation       | Reg./R-IQ       | Movement    | 1 sec.       | 1 min.        | varies#       | M                                        |
| 67   | Armor             | Regular         | Protection  | 1 sec.       | 1 min.        | varies#       | Repair                                   |
| 47   | Aura              | Information     | Knowledge   | 1 sec.       | Instant       | 3             | Detect Magic                             |
| 58   | Avoid             | Area            | Mind        | 1 min.       | 1 hr.         | 3/3           | Hide, Fear, Forgetfulness                |
| 44   | Awaken            | Area            | Healing     | 1 sec.       | Instant       | 1             | Lend Health                              |
| 40   | Bane              | Enchantment     | Enchantment | —            | Perm.         | 100#          | Enchant                                  |
| 65   | Banish            | Spec./R-ST+IQ   | Necro.      | 5 sec.       | Instant       | Special       | M, 1 spell ea. from 10 colleges          |
| 43   | Banquet           | Regular         | Food        | 1 sec.       | 1 day         | 2 per meal    | M, Cook, Foolishness                     |
| 21   | Beast Link        | Regular         | Animal      | 5 sec.       | Special       | 3             | Beast Summoning                          |
| 22   | Beast Possession  | Reg./R-IQ       | Animal      | 5 sec.       | 1 min.        | 6/2           | Rider Within or Possession               |
| 21   | Beast Seeker      | Information     | Animal      | 1 sec.       | Instant       | 3#            | Beast Summoning, 2 Seek spells or Seeker |
| 21   | Beast-Soother     | Regular         | Animal      | 1 sec.       | Perm.#        | 1 to 3        | Persuasion or Animal Empathy advantage   |
| 22   | Beast Speech      | Regular         | Animal      | 1 sec.       | 1 min.        | 4/2           | Beast Summoning                          |
| 21   | Beast Summoning   | Regular         | Animal      | 1 sec.       | 1 min.        | 3/2#          | Beast-Soother                            |
| 57   | Berserker         | Reg./R-IQ       | Mind        | 4 sec.       | 10 min.#      | 3/2           | Bravery                                  |
| 22   | Bird Control      | Reg./R-IQ       | Animal      | 1 sec.       | 1 min.        | 4/2           | Beast-Soother                            |
| 54   | Bless             | Regular         | Metaspell   | min. = cost  | special       | special       | M2, 2 spells ea. from 10 colleges#       |
| 66   | Bless Plants      | Area            | Plant       | 5 min.       | 1 crop/season | 1#            | Heal Plant                               |
| 62   | Blink             | Blocking        | Movement    | 1 sec.       | Instant       | 2             | Teleport                                 |
| 50   | Blur              | Regular         | Lt-Dk       | 2 sec.       | 1 min.        | 1 to 5/s      | Darkness                                 |
| 31   | Body of Air       | Reg./R-HT       | Air         | 5 sec.       | 1 min.        | 4/1           | Shape Air                                |
| 29   | Body of Stone*    | Reg./R-HT       | Earth       | 5 sec.       | 1 min.        | 10/hex#       | Stone to Flesh                           |
| 36   | Body of Water     | Reg./R-HT       | Water       | 5 sec.       | 1 min.        | 5/hex#        | Shape Water                              |
| 27   | Borrow Language   | Regular         | Comm.       | 3 sec.       | 1 min.        | 3/1           | Lend Language                            |
| 27   | Borrow Skill      | Regular         | Comm.       | 3 sec.       | 1 min.        | 4/3           | Lend Skill                               |
| 56   | Bravery           | Area/R-IQ-1     | Mind        | 1 sec.       | 1 hr.#        | 2#            | Fear                                     |
| 35   | Breathe Air       | Regular         | Water       | 1 sec.       | 1 min.        | 4/2           | Create Water, Destroy Air                |
| 34   | Breathe Fire*     | Regular         | Fire        | 2 sec.       | 1 sec.        | 1 to 4        | M, Flame Jet, Resist Fire                |
| 31   | Breathe Water     | Regular         | Air/Water   | 1 sec.       | 1 min.        | 4/2           | Create Air, Destroy Water                |
| 59   | Charm             | Reg./R-IQ       | Mind        | 3 sec.       | 1 min.        | 6/3           | M, Loyalty, 7 Mind Control spells        |
| 51   | Clean             | Area            | Mk-Brk      | 1 sec.       | Perm.         | 2             | Restore                                  |
| 24   | Climbing          | Regular         | Body        | 1 sec.       | 1 min.        | 1 to 3/s      | none                                     |
| 31   | Clouds            | Area            | Air         | 10 sec.      | 10 min.       | 1/20/s        | 4 Water spells, 4 Air spells             |
| 23   | Clumsiness        | Reg./R-IQ       | Body        | 1 sec.       | 1 min.        | varies#       | Spasm                                    |
| 33   | Cold              | Regular         | Fire        | 1 min.       | 1 min.        | 3/hex#        | Heat                                     |
| 49   | Colors            | Regular         | Lt-Dk       | 1 sec.       | 1 min.        | 2/1#          | Light                                    |
| 26   | Compel Truth      | Inform./R-IQ    | Comm.       | 1 sec.       | 5 min.        | 4/2           | M2, Truthsayer                           |
| 45   | Complex Illusion  | Area            | Illusion    | 1 sec.       | 1 min.        | 2/1           | Sound, Simple Illusion                   |
| 52   | Conceal Magic     | Regular         | Metaspell   | 3 sec.       | 10 hrs.       | 1 to 5/s#     | Detect Magic                             |
| 49   | Continual Light   | Regular         | Lt-Dk       | 1 sec.       | varies#       | varies#       | Light                                    |
| 46   | Control Creation  | Reg./R-spell    | Illusion    | 2 sec.       | Instant       | 1 per hex#    | Create Animal or Create Servant          |
| 30   | Control Elemental | Special         | 4 diff.     | 2 sec.       | 1 min.        | Special       | Summon Elemental#                        |
| 46   | Control Illusion  | Reg./R-spell    | Illusion    | 2 sec.       | Perm.         | 1/hex#        | Perfect Illusion                         |
| 26   | Control Person    | Reg./R-IQ       | Comm.       | 10 sec.      | 1 min.        | 6/3           | Soul Rider or Telepathy                  |
| 64   | Control Zombie    | Reg./R-spell    | Necro.      | 1 sec.       | Perm.         | 3             | Zombie                                   |
| 43   | Cook              | Regular         | Food        | 5 sec.       | Instant       | 1 per meal    | Test Food, Create Fire                   |
| 52   | Copy              | Regular         | Mk-Brk      | 5 sec.       | Perm.         | 2 plus 1/copy | Literacy, Dye                            |
| 40   | Cornucopia        | Enchantment     | Enchantment | —            | Perm.         | 50×\$ value#  | M2, 2 Weapon Enchantment spells          |
| 53   | Counterspell      | Reg./R-spell    | Metaspell   | 5 sec.       | Instant       | varies#       | M                                        |
| 30   | Create Air        | Area            | Air         | 1 sec.       | 5 sec.#       | 1             | Purify Air                               |
| 46   | Create Animal     | Regular         | Illusion    | sec. = cost  | 1 min.        | varies#       | Create Water, Create Object, IQ 13+      |
| 29   | Create Earth      | Regular         | Earth       | 1 sec.       | Perm.         | 4/ hex#       | Earth to Stone                           |
| 30   | Create Elemental  | Special         | 4 Diff.     | Special      | Perm.         | Special       | M2, Control Elemental                    |
| 33   | Create Fire       | Area            | Fire        | 1 sec.       | 1 min.        | 2/1           | Ignite Fire                              |
| 43   | Create Food       | Regular         | Food        | 30 sec.      | Perm.         | 3/meal#       | Cook, Seek Food                          |
| 46   | Create Object*    | Regular         | Illusion    | sec. = cost  | Indef.#       | 2/5 lbs.      | M2, Create Earth, Perfect Illusion       |
| 66   | Create Plant      | Area            | Plant       | sec. = cost  | Perm.         | varies#       | M, Plant Growth                          |
| 46   | Create Servant    | Regular         | Illusion    | 3 sec.       | 1 min.        | 3/1#          | M3, IQ 13+, Create Object                |
| 46   | Create Warrior    | Regular         | Illusion    | 4 sec.       | 1 min.        | 4/4#          | Create Servant                           |



| Page | Spell Name         | Class              | College     | Time to cast          | Duration | Energy             | Prerequisites                                    |
|------|--------------------|--------------------|-------------|-----------------------|----------|--------------------|--------------------------------------------------|
| 35   | Create Water       | Regular            | Water       | 1 sec.                | Perm.    | 2/gal.             | Purify Water                                     |
| 42   | Crystal Ball       | Enchantment        | Enchantment | —                     | Perm.    | 1,000              | Divination (Crystal-gazing)                      |
| 45   | Cure Disease       | Regular            | Healing     | 10 min.#              | Instant  | 4#                 | Sterilize, Major Healing                         |
| 54   | Curse              | Regular            | Metaspell   | varies#               | Special  | varies#            | M2, 2 spells ea. from 10 colleges#               |
| 24   | Curse-Missile      | Missile            | Body        | 1 sec. + other spell# | varies#  | 2                  | M2 + other spell                                 |
| 40   | Dancing Weapon     | Enchantment        | Enchantment | —                     | Perm.    | 1,000 /lb.#        | Air-Golem                                        |
| 50   | Darkness           | Area               | Lt-Dk       | 1 sec.                | 1 min.   | 2/1                | Continual Light                                  |
| 50   | Dark Vision        | Regular            | Lt-Dk       | 1 sec.                | 1 min.   | 5/2                | Night Vision or Infravision                      |
| 57   | Daze               | Reg./R-HT          | Mind        | 2 sec.                | 1 min.   | 3/2                | Foolishness                                      |
| 24   | Deathtouch         | Regular            | Body        | 1 sec.                | Instant  | 1 to 3             | Wither Limb                                      |
| 63   | Death Vision       | Regular            | Necro.      | 3 sec.                | 1 sec.   | 2                  | M                                                |
| 42   | Decay              | Regular            | Food        | 1 sec.                | Perm.    | 1/meal             | Test Food                                        |
| 41   | Deflect            | Enchantment        | Enchantment | —                     | Perm.    | varies#            | Enchant                                          |
| 35   | Dehydrate          | Reg./R-HT          | Water       | 2 sec.                | Perm.    | 1 to 3#            | 5 Water spells inc. Destroy Water                |
| 55   | Delay              | Regular            | Metaspell   | 10 sec.               | 2 hrs.   | 3/3                | M3, 15 spells                                    |
| 70   | Delayed Message    | Area               | Sound       | 4 sec.                | Indef.#  | 3#                 | M, Voices, Detect Life                           |
| 31   | Destroy Air        | Area               | Air         | 1 sec.                | Instant  | 2                  | Create Air                                       |
| 35   | Destroy Water      | Area               | Water       | 1 sec.                | Perm.    | 3                  | Create Water                                     |
| 47   | Detect Magic       | Regular            | Knowledge   | 5 sec.                | Instant  | 2                  | M                                                |
| 23   | Dexterity          | Regular            | Body        | 1 sec.                | 1 min.   | 2 per DX + /s      | Clumsiness                                       |
| 51   | Disintegrate*      | Regular            | Mk-Brk      | 1 sec.                | Perm.    | 1 to 4#            | M2, Shatter, Ruin#                               |
| 47   | Dispel Creation    | Reg./R-spell       | Illusion    | 1 sec.                | Instant  | 1 per hex#         | Control Creation                                 |
| 46   | Dispel Illusion    | Reg./R-spell       | Illusion    | 1 sec.                | Instant  | 1/hex              | Control Illusion                                 |
| 53   | Dispel Magic       | Area/R-spell       | Metaspell   | sec. = cost           | Perm.    | 3                  | Counterspell and 12 other spells                 |
| 43   | Distill            | Regular            | Food        | 10 sec.               | Perm.    | 1/quart            | Ferment, Destroy Water                           |
| 48   | Divination         | Information        | Knowledge   | 1 hr.#                | Instant  | 10                 | History, element spells#                         |
| 54   | Drain Mana*        | Area               | Metaspell   | 1 hr.                 | Perm.    | 10                 | Dispel Magic, 1 spell ea. from 10 colleges       |
| 57   | Drunkennes         | Reg./R-IQ          | Mind        | 2 sec.                | 1 min.   | varies#            | Foolishness, Clumsiness                          |
| 51   | Dye                | Regular            | Mk-Brk      | 3 sec.                | 2d days  | varies#            | Restore, Colors                                  |
| 29   | Earthquake         | Area               | Earth       | 30 sec.               | 1 min.   | 2/2                | M2, 6 Earth spells inc. Earth Vision             |
| 29   | Earth to Air       | Regular            | Earth/Air   | 2 sec.                | Perm.    | 8/hex#             | Create Air, Shape Earth                          |
| 28   | Earth to Stone     | Regular            | Earth       | 1 sec.                | Perm.    | 5/hex#             | M, Shape Earth                                   |
| 29   | Earth Vision       | Regular            | Earth/Know. | 1 sec.                | 30 sec.  | 2/10 yds.#         | Shape Earth                                      |
| 59   | Emotion Control    | Area/R-IQ          | Mind        | 1 sec.                | 1 hr.    | 2#                 | Loyalty                                          |
| 38   | Enchant*           | Enchantment        | Enchantment | varies#               | Perm.    | varies#            | M2, 1 spell ea. from 10 colleges                 |
| 59   | Enslave*           | Reg./R-IQ          | Mind        | 1 sec.                | Perm.    | 30                 | Charm, Telepathy                                 |
| 29   | Entombment         | Reg./R-HT          | Earth       | 3 sec.                | Perm.    | 10#                | M2, 5 Earth spells                               |
| 34   | Essential Flame    | Area               | Fire        | 3 sec.                | 1 min.   | 3/2#               | 6 Fire spells                                    |
| 35   | Essential Water    | Regular            | Water       | 1 sec.                | Perm.    | 3/gal.             | 6 Water spells                                   |
| 63   | Ethereal Body*     | Regular            | Movement    | 30 sec.               | 10 sec.  | 8/4                | 6 Movement spells or M3 and Body of Air          |
| 27   | Exchange Bodies*   | Reg./R-IQ          | Comm.       | 1 hr.                 | Perm.    | 120                | Permanent Possession, Soul Jar                   |
| 27   | Exorcism           | Reg./R-spell       | Comm.       | 10 sec.               | Instant  | 10                 | Soul Rider or Possession#                        |
| 34   | Explosive Fireball | Missile            | Fire        | 1 to 3 sec.           | Instant  | 2 to 6#            | Fireball                                         |
| 33   | Extinguish Fire    | Regular            | Fire        | 1 sec.                | Perm.    | 3/hex              | Ignite Fire                                      |
| 58   | False Memory       | Reg./R-IQ          | Mind        | 5 sec.                | varies#  | varies#            | Forgetfulness, 6 other Mind Control spells       |
| 70   | Far-Hearing        | Information        | Sound/Know. | 3 sec.                | 1 min.   | 4/2                | M, not deaf, 4 other Sound spells#               |
| 25   | Fatigue            | Reg./R-HT          | Body        | 1 sec.                | 1 min.   | 1 per ST-/h        | none                                             |
| 56   | Fear               | Area/R-IQ          | Mind        | 1 sec.                | 10 min.# | 1#                 | Sense Emotion                                    |
| 43   | Ferment            | Regular            | Food        | 10 sec.               | 1 hr.    | 1 per pint or loaf | Decay                                            |
| 47   | Find Direction     | Information        | Knowledge   | 1 sec.                | Instant  | 2                  | M                                                |
| 51   | Find Weakness      | Information        | Mk-Brk      | 2 sec.                | Instant  | 1#                 | 1 spell of ea. four elements                     |
| 34   | Fireball           | Missile            | Fire        | 1 to 3 sec.           | Instant  | 1 to 3#            | M, Create Fire, Shape Fire                       |
| 33   | Fireproof          | Area               | Fire        | 5 min.                | 1 day    | 3#                 | Extinguish Fire                                  |
| 21   | Fish Control       | Reg./R-IQ          | Animal      | 1 sec.                | 1 min.   | 3/2                | Beast-Soother                                    |
| 34   | Flame Jet          | Regular            | Fire        | 1 sec.                | 1 sec.   | 1-3/s#             | Create Fire, Shape Fire                          |
| 34   | Flaming Missiles   | Regular            | Fire        | 3 sec.                | 1 min.   | 4/2#               | Flaming Weapon                                   |
| 34   | Flaming Weapon     | Regular            | Fire        | 2 sec.                | 1 min.   | 4/1                | M2, Heat                                         |
| 49   | Flash              | Regular            | Lt-Dk       | 2 sec.                | Instant  | 4                  | Continual Light                                  |
| 29   | Flesh to Stone     | Reg./R-HT          | Earth       | 2 sec.                | Perm.    | 10/hex#            | Earth to Stone                                   |
| 62   | Flight             | Regular            | Movement    | 2 sec.                | 1 min.   | 5/3                | M2, Levitation                                   |
| 35   | Fog                | Area               | Water       | 1 sec.                | 1 min.   | 2/1                | Shape Water                                      |
| 57   | Foolishness        | Reg./R-IQ          | Mind        | 1 sec.                | 1 min.   | 1 per IQ-/h        | IQ 12 +                                          |
| 68   | Force Dome         | Area               | Protection  | 1 sec.                | 10 min.  | 3/2                | M, Weather Dome, Apportation                     |
| 66   | Forest Warning     | Area               | Plant       | 1 sec.                | 10 hrs.  | 1/2#/s             | 4 Plant spells                                   |
| 57   | Forgetfulness      | Reg./R-IQ or skill | Mind        | 10 sec.               | 1 hr.    | 3/3                | M, Foolishness, IQ 12 +                          |
| 40   | Fortify            | Enchantment        | Enchantment | —                     | Perm.    | varies#            | Enchant                                          |
| 37   | Freeze             | Regular            | Water       | 10 sec.               | varies#  | 6/hex#             | Shape Water                                      |
| 36   | Frost              | Area               | Water       | 1 sec.                | varies#  | 1                  | Create Water or Cold                             |
| 37   | Frostbite          | Reg./R-HT          | Water       | 3 sec.                | Perm.    | 1 to 3#            | 5 other Water spells inc. Freeze, Frost          |
| 37   | Geyser*            | Area               | Water       | 5 sec.                | 1 sec.   | 5/2                | 6 Water spells and either 4 Earth or Fire spells |
| 27   | Gift of Letters*   | Regular            | Comm.       | 1 sec.                | 1 min.   | 4/2                | Borrow Language, 3 languages at 10 +             |
| 27   | Gift of Tongues*   | Regular            | Comm.       | 1 sec.                | 1 min.   | 4/2                | Borrow Language, 3 languages at 10 +             |
| 49   | Glass Wall         | Regular            | Knowledge   | 1 sec.                | 1 min.   | 4/2                | 5 Knowledge spells or Earth Vision               |
| 60   | Glue               | Area               | Movement    | 1 sec.                | 10 min.  | 3/3                | Haste                                            |
| 39   | Golem*             | Enchantment        | Enchantment | varies#               | Perm.    | varies#            | Shape Earth, Animation#                          |
| 59   | Great Geas*        | Reg./R-IQ          | Mind        | 1 min.                | Perm.    | 30                 | M3, 15 Mind Control spells inc. Lesser Geas      |
| 60   | Great Haste*       | Regular            | Movement    | 3 sec.                | 10 sec.  | 5#                 | M, Haste, IQ 12 +                                |
| 69   | Great Voice        | Regular            | Sound       | 2 sec.                | 1 min.   | 3/1                | Voices, Thunderclap                              |
| 53   | Great Ward         | Block/R-spell      | Metaspell   | none                  | Instant  | 1 per subject#     | M2, Ward                                         |
| 39   | Great Wish*        | Enchantment        | Enchantment | —                     | —        | 2,000              | M3, Wish, (DX + IQ) = 30 +                       |
| 37   | Hail               | Area               | Water       | 1 sec.                | 1 min.   | 1/5/s#             | Snow                                             |
| 45   | Halt Aging*        | Regular            | Healing     | 1 sec.                | 5d days  | 20#                | M2, 6 Healing spells                             |
| 60   | Haste              | Regular            | Movement    | 2 sec.                | 1 min.   | 2/1#               | none                                             |
| 62   | Hawk Flight*       | Regular            | Movement    | 3 sec.                | 1 min.   | 8/4                | Flight                                           |
| 50   | Hawk Vision        | Regular            | Lt-Dk       | 2 sec.                | 1 min.   | 4/2                | Keen Eyes or 5 Light spells#                     |
| 66   | Heal Plant         | Area               | Plant       | 1 min.                | Perm.    | 3#                 | Identify Plant                                   |



| Page | Spell Name            | Class            | College     | Time to cast | Duration  | Energy           | Prerequisites                        |
|------|-----------------------|------------------|-------------|--------------|-----------|------------------|--------------------------------------|
| 33   | Heat                  | Regular          | Fire        | 1 min.       | 1 min.    | 3/hex#           | Create Fire, Shape Fire              |
| 38   | Hex                   | Enchantment      | Enchantment | —            | Perm.     | 200              | Enchant                              |
| 50   | Hide                  | Regular          | Lt-Dk       | 5 sec.       | 1 hr.     | 1 to 5/s         | Blur or Forgetfulness                |
| 67   | Hide Path             | Regular          | Plant       | 1 sec.       | 1 min.    | 2/1              | Heal Plant                           |
| 26   | Hide Thoughts         | Regular          | Comm.       | 1 sec.       | 10 min.   | 3/1              | Truthsayer                           |
| 39   | Hideaway              | Enchantment      | Enchantment | —            | Perm.     | 50#              | Create Object, Lighten               |
| 25   | Hinder                | Regular          | Body        | 1 sec.       | 1 min.    | 1 to 4/s         | Haste or Clumsiness                  |
| 48   | History               | Information      | Knowledge   | sec. = cost  | Instant   | varies#          | Trace                                |
| 70   | Hush                  | Reg./R-IQ        | Sound       | 2 sec.       | 10 sec. # | 2/1              | Silence                              |
| 36   | Ice Dagger            | Missile          | Water       | 1 to 3 sec.  | Instant   | 1 to 3#          | Ice Sphere or Water Jet              |
| 37   | Ice Slick             | Area             | Water       | 2 sec. #     | varies#   | 3                | Frost                                |
| 36   | Ice Sphere            | Missile          | Water       | 1 to 3 sec.  | Instant   | 1 to 3#          | Shape Water                          |
| 37   | Ice Vision            | Regular          | Water       | 1 sec.       | 30 sec.   | 2/10 yds. #      | Shape Water                          |
| 36   | Icy Weapon            | Regular          | Water       | 3 sec.       | 1 min.    | 3/1              | Create Water                         |
| 66   | Identify Plant        | Information      | Plant       | 1 sec.       | Instant   | 2                | Seek Plant                           |
| 49   | Identify Spell        | Information      | Knowledge   | 1 sec.       | Instant   | 2                | Detect Magic                         |
| 32   | Ignite Fire           | Regular          | Fire        | 1 sec.       | 1 sec.    | 1 to 4#          | none                                 |
| 46   | Illusion Disguise     | Regular          | Illusion    | 1 sec.       | varies#   | 3                | Simple Illusion                      |
| 46   | Illusion Shell        | Regular          | Illusion    | 1 sec.       | 1 min.    | 2/hex#           | Simple Illusion                      |
| 47   | Independence          | Area             | Illusion    | varies#      | varies#   | 2                | Simple Illusion                      |
| 50   | Infravision           | Regular          | Lt-Dk       | 1 sec.       | 1 min.    | 3/1              | Keen Eyes or 5 Light spells          |
| 21   | Insect Control        | Reg./R-IQ        | Animal      | 1 sec.       | 1 min.    | 3/2              | Beast-Soother                        |
| 45   | Instant Regeneration* | Regular          | Healing     | Special      | Perm.     | 80#              | M3, Regeneration                     |
| 45   | Instant Restoration*  | Regular          | Healing     | Special      | Perm.     | 50#              | M2, Restoration                      |
| 70   | Invisible Wizard Ear  | Regular          | Sound       | 4 sec.       | 1 min.    | 5/3              | Wizard Ear, Invisibility             |
| 48   | Invisible Wizard Eye  | Regular          | Knowledge   | 4 sec.       | 1 min.    | 5/3              | Wizard Eye, Invisibility             |
| 50   | Invisibility          | Regular          | Lt-Dk       | 3 sec.       | 1 min.    | 5/3              | 6 Light spells inc. Blur             |
| 68   | Iron Arm              | Blocking         | Protection  | 1 sec.       | Instant   | 1                | Resist Pain, DX 12 +                 |
| 23   | Itch                  | Reg./R-HT        | Body        | 1 sec.       | Scratch#  | 2                | none                                 |
| 60   | Keen Ears             | Regular          | Mind/Sound  | 1 sec.       | 30 min.   | 1 per +/h#       | none                                 |
| 60   | Keen Eyes             | Regular          | Mind        | 1 sec.       | 30 min.   | 1 per +/h#       | none                                 |
| 60   | Keen Nose             | Regular          | Mind        | 1 sec.       | 30 min.   | 1 per +/h#       | none                                 |
| 52   | Knots                 | Regular          | Mk-Brk      | 3 sec.       | Indef. #  | 2#               | Stiffen                              |
| 47   | Know Illusion         | Information      | Illusion    | 1 sec.       | Instant   | 2                | Simple Illusion                      |
| 44   | Lend Health           | Regular          | Healing     | 1 sec.       | 1 hr.     | 1 per HT loaned  | Lend Strength                        |
| 27   | Lend Language         | Regular          | Comm.       | 3 sec.       | 1 min.    | 3/1              | Mind-Sending                         |
| 27   | Lend Skill            | Regular          | Comm.       | 3 sec.       | 1 min.    | 3/2              | Mind-Sending, IQ 12 +                |
| 44   | Lend Strength         | Regular          | Healing     | 1 sec.       | Perm.     | varies#          | M or Empathy advantage               |
| 59   | Lesser Geas*          | Reg./R-IQ        | Mind        | 30 sec.      | Perm.     | 12               | M2, 10 Mind Control spells           |
| 39   | Lesser Wish*          | Enchantment      | Enchantment | —            | —         | 180              | M, 1 spell ea. from 10 colleges      |
| 61   | Levitation            | Reg./R-IQ        | Movement    | 2 sec.       | 1 min.    | 1 per 80 lbs./h# | Apportation                          |
| 49   | Light                 | Regular          | Lt-Dk       | 1 sec.       | 1 min.    | 1/1              | none                                 |
| 49   | Light Jet             | Regular          | Lt-Dk       | 1 sec.       | 1 min.    | 2/1              | Continual Light                      |
| 41   | Lighten               | Enchantment      | Enchantment | —            | Perm.     | varies#          | Enchant                              |
| 60   | Lighten Burden        | Regular          | Movement    | 3 sec.       | 10 min.   | 3 or 5/h#        | Apportation                          |
| 32   | Lightning             | Missile          | Air         | 1 to 3 sec.  | Instant   | 1 to 3#          | 6 Air spells                         |
| 41   | Limit                 | Enchantment      | Enchantment | —            | Perm.     | 200              | Enchant                              |
| 55   | Link                  | Area             | Link./Meta. | 4 hrs.       | Indef. #  | 8                | Delay                                |
| 61   | Lockmaster            | Reg./R-Magelock  | Movement    | 10 sec.      | Perm.     | 3#               | Locksmith or Apportation and M2      |
| 61   | Locksmith             | Regular          | Movement    | 1 sec.       | 1 min. #  | 2/2              | Apportation                          |
| 40   | Loyal Sword           | Enchantment      | Enchantment | —            | Perm.     | 750 per lb. #    | Apportation                          |
| 59   | Loyalty               | Reg./R-IQ        | Mind        | 2 sec.       | 1 hr.     | 2/2#             | Bravery, 4 other Mind Control spells |
| 58   | Madness               | Reg./R-IQ-2      | Mind        | 2 sec.       | 1 min.    | 4/2              | Forgetfulness or Drunkenness         |
| 68   | Magelock              | Regular          | Protection  | 4 sec.       | 6 hrs.    | 3/2              | M                                    |
| 49   | Mage Sense            | Information      | Knowledge   | 1 sec.       | 1 min.    | 3/2              | Detect Magic                         |
| 49   | Mage Sight            | Regular          | Knowledge   | 1 sec.       | 1 min.    | 3/2              | Detect Magic                         |
| 70   | Mage-Stealth          | Regular          | Sound       | 3 sec.       | 1 min.    | 3/2              | Hush                                 |
| 53   | Magic Resistance      | Regular/R-IQ + M | Metaspell   | 3 sec.       | 1 min.    | 1 to 5/s         | M, 1 spell ea. from 7 colleges       |
| 44   | Major Healing*        | Regular          | Healing     | 1 sec.       | Perm.     | 1 to 4#          | M, Minor Healing                     |
| 22   | Mammal Control        | Reg./R-IQ        | Animal      | 1 sec.       | 1 min.    | 5/3              | Beast-Soother or Charm               |
| 61   | Manipulate            | Regular          | Movement    | 3 sec.       | 1 min.    | 4/3#             | Locksmith                            |
| 57   | Mass Daze             | Area/R-HT        | Mind        | sec. = cost  | Instant   | 2/1#             | Daze, IQ 13 +                        |
| 57   | Mass Sleep            | Area/R-HT        | Mind        | sec. = cost  | Instant   | 3#               | Sleep, IQ 13 +                       |
| 59   | Mass Suggestion       | Area/R-IQ        | Mind        | sec. = cost  | 10 min.   | 4/2#             | Suggestion                           |
| 21   | Master                | Reg./Block./R-IQ | Animal      | 1 sec.       | Indef.    | 2                | Beast-Soother                        |
| 47   | Measurement           | Area/Inform.     | Knowledge   | 1 sec.       | Instant   | 1#               | none                                 |
| 37   | Melt Ice              | Area             | Water       | 10 sec.      | Perm. #   | 1#               | Heat or Freeze                       |
| 57   | Mental Stun           | Reg./R-IQ        | Mind        | 1 sec.       | Instant   | 2                | Daze or Stun                         |
| 23   | Might                 | Regular          | Body        | 1 sec.       | 1 min.    | 2 per ST +/s     | Lend Strength                        |
| 58   | Mindlessness*         | Reg./R-IQ        | Mind        | 5 sec.       | 1 min.    | 8/4              | M2, Forgetfulness                    |
| 26   | Mind-Reading          | Reg./R-IQ        | Comm.       | 10 sec.      | 1 min.    | 4/2              | Truthsayer                           |
| 26   | Mind-Search*          | Reg./R-IQ        | Comm.       | 1 min.       | 1 min.    | 6/3              | Mind-Reading                         |
| 26   | Mind-Sending          | Regular          | Comm.       | 4 sec.       | 1 min.    | 4/4              | Mind-Reading                         |
| 44   | Minor Healing         | Regular          | Healing     | 1 sec.       | Perm.     | 1 to 3#          | Lend Health                          |
| 68   | Missile Shield        | Regular          | Protection  | 1 sec.       | 1 min.    | 5/2              | Apportation or Shield                |
| 22   | Mollusk Control       | Reg./R-IQ        | Animal      | 1 sec.       | 1 min.    | 3/2              | Beast-Soother                        |
| 43   | Monk's Banquet        | Regular          | Food        | 1 sec.       | 24 hrs.   | 6                | Banquet, Resist Pain                 |
| 68   | Mystic Mist           | Area             | Protection  | 5 min.       | 10 hrs.   | 1/1              | M and Watchdog or Shield             |
| 41   | Name                  | Enchantment      | Enchantment | —            | Perm.     | 200 or 400#      | Enchant                              |
| 45   | Neutralize Poison     | Regular          | Healing     | 30 sec.      | Perm.     | 5#               | Cure Disease or M3 and Test Food     |
| 67   | Nightingale           | Area             | Protection  | 1 sec.       | 10 hrs.   | 1/2/s#           | Sense Danger                         |
| 50   | Night Vision          | Regular          | Lt-Dk       | 1 sec.       | 1 min.    | 3/1              | Keen Eyes or 5 Light spells          |
| 58   | Nightmare             | Reg./R-IQ        | Mind        | 1 min.       | 1 hr.     | 6                | M2, Death Vision, Fear, Sleep        |
| 69   | Noise                 | Area             | Sound       | 1 sec.       | 5 sec.    | 4/2              | Wall of Silence                      |
| 31   | No-Smell              | Regular          | Air         | 1 sec.       | 1 hr.     | 2#               | Purify Air                           |



| Page | Spell Name           | Class              | College      | Time to cast     | Duration      | Energy          | Prerequisites                               |
|------|----------------------|--------------------|--------------|------------------|---------------|-----------------|---------------------------------------------|
| 32   | Odor                 | Area               | Air          | 1 sec.           | 1 hr. #       | 1               | No-smell                                    |
| 23   | Pain                 | Reg./R-HT          | Body         | 2 sec.           | 1 sec.        | 2               | Spasm                                       |
| 56   | Panic                | Area/R-IQ          | Mind         | 1 sec.           | 1 min.        | 4/2             | Fear                                        |
| 24   | Paralyze Limb        | Reg./R-HT          | Body         | 1 sec.           | 1 min.        | 3#              | M, 5 Body Control spell inc. Pain           |
| 41   | Password             | Enchantment        | Enchantment  | —                | Perm.         | 400#            | Enchant                                     |
| 47   | Pathfinder           | Information        | Knowledge    | 10 sec.          | Instant       | 4#              | M, IQ 12+, 2 Seek spells                    |
| 58   | Peaceful Sleep       | Reg./R-Spec.       | Mind         | 30 sec.          | 8 hrs.        | 4               | Sleep, Silence                              |
| 53   | Pentagram            | Special            | Metaspell    | 5 sec./hex#      | Perm.         | 10/hex#         | Spell Shield                                |
| 46   | Perfect Illusion     | Area               | Illusion     | 1 sec.           | 1 min.        | 3/h#            | M, Complex Illusion                         |
| 57   | Perm. Forgetfulness* | Reg./R-IQ or skill | Mind         | 1 hr.            | Perm.         | 15              | M2, Forgetfulness, IQ 13+                   |
| 58   | Perm. Madness*       | Reg./R-IQ-2        | Mind         | 10 min.          | Perm.         | 20              | M2, Madness, IQ 13+                         |
| 27   | Perm. Possession*    | Reg./R-IQ          | Comm.        | 5 min.           | Indef.        | 30              | M3, Possession                              |
| 26   | Persuasion           | Reg./R-IQ          | Comm.        | 1 sec.           | 1 min.        | 2X bonus#       | Sense Emotion                               |
| 65   | Pestilence           | Regular            | Necro.       | 30 sec.          | Perm.         | 6               | M, Steal Health, Decay                      |
| 34   | Phantom Flame        | Area               | Fire         | 1 sec.           | 1 min.        | 1/1             | Shape Fire or Simple Illusion               |
| 65   | Planar Summons       | Special            | Necro.       | 5 min.           | varies#       | 20#             | M1 spell ea. from 10 colleges               |
| 67   | Plant Form           | Special            | Plant        | 1 sec.           | 1 hr.         | 5/2             | M, 6 Plant spells                           |
| 66   | Plant Growth         | Area               | Plant        | 10 sec.          | 1 min.        | 3/2             | Heal Plant                                  |
| 67   | Plant Sense          | Reg./R-Hide Path   | Plant        | 1 sec.           | 1 min.        | 3/2             | Forest Warning, Hide Path                   |
| 42   | Poison Food          | Regular            | Food         | 1 sec.           | Perm.         | 3 per meal      | Purify Food, Decay                          |
| 61   | Poltergeist          | Missile/R-HT       | Movement     | 1 sec.           | Instant       | 1 or 2#         | Apportation                                 |
| 27   | Possession*          | Reg./R-IQ          | Comm.        | 1 min.           | 1 min.        | 10/4            | M and Control Person or Beast Possession    |
| 38   | Power                | Enchantment        | Enchantment  | —                | Perm.         | varies#         | Recover Strength                            |
| 41   | Powerstone           | Enchantment        | Enchantment  | —                | Perm.         | 20 per casting  | Enchant                                     |
| 31   | Predict Weather      | Information        | Air          | 5 sec.           | Instant       | varies#         | 4 Air spells                                |
| 42   | Preserve Food        | Regular            | Food         | 1 sec.           | 1 week        | Special         | Sterilize, Test Food                        |
| 39   | Puissance            | Enchantment        | Enchantment  | —                | Perm.         | varies#         | 5 Earth spells                              |
| 30   | Purify Air           | Area               | Air          | 1 sec.           | Instant       | 1               | none                                        |
| 42   | Purify Food          | Regular            | Food         | 1 sec.           | Perm.         | 1 per lb.       | Preserve Food or Decay                      |
| 35   | Purify Water         | Special            | Water        | 5-10 sec./gal. # | Perm.         | 1/gal.          | Seek Water                                  |
| 40   | Quick Draw           | Enchantment        | Enchantment  | —                | Perm.         | 300/lb. #       | Apportation                                 |
| 60   | Quick March          | Regular            | Movement     | 1 min.           | 1 day's march | 4#              | M, Haste                                    |
| 31   | Rain                 | Area               | Air/Water    | 1 min.           | 1 hr.         | 1/10/s          | Clouds                                      |
| 60   | Rear Vision          | Regular            | Mind         | 1 sec.           | 1 min.        | 3/1             | Alertness                                   |
| 44   | Recover Strength     | Special            | Healing      | Special          | Special       | none            | M, Lend Strength                            |
| 53   | Reflect              | Block/R-spell      | Metaspell    | none             | Instant       | 4 or 6#         | Ward                                        |
| 56   | Reflex               | Special            | Metaspell    | 10 sec.          | 1 hr.         | varies#         | Delay, Ward                                 |
| 45   | Regeneration*        | Regular            | Healing      | Special/#        | Perm.         | 20#             | Magery 2, Restoration                       |
| 51   | Rejoin               | Regular            | Mk-Brk       | 4 sec./10 lbs.   | 10 min.       | 1 per 10 lbs./h | Weaken, Restore                             |
| 54   | Remove Curse         | Reg./R-spell       | Metaspell    | 1 hr.            | Instant       | 20              | M2, 1 spell ea. from 15 colleges            |
| 38   | Remove Enchantment   | Enchantment        | Enchantment  | varies           | Perm.         | 100#            | Enchant                                     |
| 52   | Repair               | Regular            | Mk-Brk       | 1 sec./lb.       | Perm.         | 3/10 lbs.       | M2, Rejoin                                  |
| 52   | Repair Arrow         | Regular            | Mk-Brk       | 4 sec./arrow     | Perm.         | 2 per arrow     | Rejoin                                      |
| 22   | Reptile Control      | Reg./R-IQ          | Animal       | 1 sec.           | 1 min.        | 4/2             | Beast-Soother                               |
| 51   | Reshape              | Regular            | Mk-Brk       | 10 sec.          | 1 min.        | 6/3             | M, Weaken, Shape Earth or Shape Plant       |
| 33   | Resist Cold          | Regular            | Fire         | 1 sec.           | 1 min.        | 2/hex#          | Create Fire, Heat                           |
| 33   | Resist Fire          | Regular            | Fire         | 1 sec.           | 1 min.        | 2/hex#          | Extinguish Fire, Cold                       |
| 25   | Resist Pain          | Regular            | Body         | 1 sec.           | 1 min.        | 4/2             | M2, Pain                                    |
| 45   | Restoration*         | Regular            | Healing      | 1 min/#          | Perm.         | 15#             | Major Healing                               |
| 51   | Restore              | Regular            | Mk-Brk       | 3 sec.           | 10 min.       | 2 per hex/h     | Weaken or Simple Illusion                   |
| 54   | Restore Mana*        | Area               | Metaspell    | 1 hr.            | Perm.         | 10              | Dispel Magic, 1 spell ea. from 10 colleges  |
| 45   | Resurrection*        | Regular            | Heal./Necro. | 2 hrs.           | Perm.         | 300#            | Instant Regeneration, Summon Spirit         |
| 68   | Reverse Missiles     | Regular            | Protection   | 1 sec.           | 1 min.        | 7/3             | Missile Shield or Force Dome                |
| 22   | Rider                | Regular            | Animal       | 1 sec.           | 5 min.        | 2/1             | 1 Control spell#                            |
| 22   | Rider Within         | Regular            | Animal       | 3 sec.           | 1 min.        | 4/1             | 2 Animal Control spells#                    |
| 25   | Rooted Feet          | Reg./R-ST          | Body         | 1 sec.           | 1 min. #      | 3               | Hinder                                      |
| 25   | Roundabout           | Reg./R-HT          | Body         | 1 sec.           | Instant       | 3               | Tanglefoot                                  |
| 51   | Ruin                 | Regular            | Mk-Brk       | 5 sec./lb.       | 1 min. #      | 2 per lb./s     | M, Weaken, Decay                            |
| 28   | Sand Jet             | Regular            | Earth        | 1 sec.           | 1 sec.        | 1 to 3/s        | Create Earth, Shape Earth                   |
| 70   | Scribe               | Regular            | Sound        | 1 sec.           | 1 min.        | 3/1             | Voices, Literacy, Air-Golem                 |
| 38   | Scroll               | Enchantment        | Enchantment  | days=cost        | varies#       | Special         | M, Literacy advantage                       |
| 52   | Scryguard            | Regular            | Metaspell    | 5 sec.           | 10 hrs.       | 3/1#            | M                                           |
| 53   | Scrywall             | Area               | Metaspell    | sec.=cost        | 10 hrs.       | 3/2             | Scryguard                                   |
| 50   | See Invisible        | Regular            | Li-Dk        | 1 sec.           | 1 min.        | 4/2             | Invisibility or Dark Vision and Infravision |
| 48   | See Secrets          | Regular            | Knowledge    | 5 sec.           | 1 min.        | 5/2             | Seeker, Aura                                |
| 28   | Seek Earth           | Information        | Earth        | 10 sec.          | Instant       | 3               | none                                        |
| 42   | Seek Food            | Information        | Food         | 1 sec.           | Instant       | 2               | none                                        |
| 66   | Seek Plant           | Information        | Plant        | 1 sec.           | Instant       | 2               | none                                        |
| 35   | Seek Water           | Information        | Water        | 1 sec.           | Instant       | 2               | none                                        |
| 47   | Seeker               | Information        | Knowledge    | 1 sec.           | Instant       | 3#              | M, IQ 12+, 2 Seek spells                    |
| 67   | Sense Danger         | Information        | Protection   | 1 sec.           | Instant       | 3               | Sense Foes or Danger Sense advantage        |
| 25   | Sense Emotion        | Regular            | Comm.        | 1 sec.           | Instant       | 2               | Sense Foes                                  |
| 25   | Sense Foes           | Inform./Area       | Comm.        | 1 sec.           | Instant       | 1 (min. 2)#     | none                                        |
| 25   | Sense Life           | Inform./Area       | Comm.        | 1 sec.           | Instant       | ½ (min. 1)#     | none                                        |
| 63   | Sense Spirit         | Inform./Area       | Necro.       | 1 sec.           | Instant       | ½               | Death Vision or Sense Life and M            |
| 30   | Shape Air            | Regular            | Air          | 1 sec.           | 1 min.        | 1 to 10#        | Create Air                                  |
| 50   | Shape Darkness       | Area               | Li-Dk        | 1 sec.           | 1 min.        | 2/2#            | Darkness                                    |
| 28   | Shape Earth          | Regular            | Earth        | 1 sec.           | 1 min.        | 2/hex/1/hex     | Seek Earth                                  |
| 33   | Shape Fire           | Area               | Fire         | 1 sec.           | 1 min.        | 2/1             | Ignite Fire                                 |
| 66   | Shape Plant          | Regular            | Plant        | 10 sec.          | 1 min.        | 3/1#            | Identify Plant                              |
| 28   | Shape Stone          | Regular            | Earth        | 1 sec.           | 1 min.        | 4/hex/ 2/hex#   | Shape Earth, 3 other Earth spells           |
| 35   | Shape Water          | Regular            | Water        | 2 sec.           | 1 min.        | 1/1#            | Create Water                                |
| 22   | Shapeshifting*       | Special            | Animal       | 3 sec.           | 1 hour        | 6/2             | M, 6 other spells                           |
| 23   | Shapeshift Others*   | Special/R-IQ       | Animal       | 30 sec.          | 1 hour        | 6/2             | M2, Shapeshifting for that form             |
| 44   | Share Strength       | Regular            | Healing      | 1 sec.           | Special       | varies#         | Lend ST                                     |



| Page | Spell Name          | Class         | College     | Time to cast  | Duration | Energy           | Prerequisites                                 |
|------|---------------------|---------------|-------------|---------------|----------|------------------|-----------------------------------------------|
| 52   | Sharpen             | Regular       | Mk-Brk      | 4 sec.        | 1 min.   | Special          | Repair                                        |
| 51   | Shatter*            | Regular       | Mk-Brk      | 1 sec.        | Instant  | 1 to 3#          | M, Weaken                                     |
| 52   | Shatterproof        | Regular       | Mk-Brk      | 1 sec.        | 1 hr.    | 3/3              | Repair, Shatter                               |
| 67   | Shield              | Regular       | Protection  | 1 sec.        | 1 min.   | varies#          | M2                                            |
| 57   | Sickness            | Reg./R-HT     | Mind/Body   | 4 sec.        | 1 min.   | 3/3              | Drunkennness or Pestilence                    |
| 69   | Silence             | Area          | Sound       | 1 sec.        | 1 min.   | 2/1              | Sound                                         |
| 45   | Simple Illusion     | Area          | Illusion    | 1 sec.        | 1 min.   | 1/h              | not blind, IQ 11+                             |
| 64   | Skull-Spirit        | Regular       | Necro.      | 1 sec.        | 24 hrs.  | 20               | 4 other Necromantic spells                    |
| 57   | Sleep               | Reg./R-HT     | Mind        | 3 sec.        | Instant  | 4                | Daze                                          |
| 60   | Slow Fall           | Regular       | Movement    | 1 sec.        | 1 min.   | 1 per 50 lbs./h  | Apportation                                   |
| 37   | Snow                | Area          | Water       | 1 sec.        | 1 hr.    | 1/15#            | Clouds, Frost                                 |
| 37   | Snow Shoes          | Regular       | Water       | 2 sec.        | 1 min.   | 2/1              | Shape Water                                   |
| 64   | Soul Jar*           | Regular       | Necro.      | 1 min.        | Perm.    | 8                | M, 6 Necro. spells inc. Steal HT              |
| 26   | Soul Rider          | Reg./R-IQ     | Comm.       | 3 sec.        | 1 min.   | 5/2              | Mind-Reading                                  |
| 69   | Sound               | Regular       | Sound       | 1 sec.        | varies#  | varies#          | none                                          |
| 69   | Sound Jet           | Regular       | Sound       | 1 sec.        | 1 sec.   | 1 to 4#/s        | Great Voice                                   |
| 70   | Sound Vision        | Regular       | Sound       | 1 sec.        | 1 min.   | 5/2              | Acute Hearing                                 |
| 23   | Spasm               | Reg./R-HT     | Body        | 1 sec.        | A moment | 2                | Itch                                          |
| 53   | Spell Shield        | Area          | Metaspell   | 1 sec.        | 1 min.   | 3/2              | M2, Scryguard, Magic Resistance               |
| 38   | Speed               | Enchantment   | Enchantment | —             | Perm.    | 500#             | Haste                                         |
| 41   | Staff               | Enchantment   | Enchantment | —             | Perm.    | 30               | Enchant                                       |
| 64   | Steal Health        | Regular       | Necro.      | 1 min./3 HT-# | Perm.    | none#            | Steal Strength                                |
| 64   | Steal Strength      | Regular       | Necro.      | 1 min./3 ST-# | Perm.    | none#            | Minor Healing                                 |
| 65   | Steal Youth*        | Reg./R-HT     | Necro.      | 1 hr.         | Perm.    | 10 to 30         | Youth, Age, Steal Health                      |
| 32   | Stench              | Area          | Air         | 1 sec.        | 5 min.   | 1#               | Purify Air                                    |
| 44   | Sterilize           | Area          | Healing     | varies#       | Instant  | 3/hex#           | Decay or Insect Control                       |
| 51   | Stiffen             | Reg./R-Spec.  | Mk-Brk      | 2 sec./lb.    | 10 min.  | 1 per lb./h#     | Rejoin                                        |
| 29   | Stone Missile       | Missile       | Earth       | 1/energy pt.  | Instant  | 1 to 3#          | Create Earth                                  |
| 28   | Stone to Earth      | Regular       | Earth       | 1 sec.        | Perm.    | 10/hex#          | Earth to Stone or any 4 Earth spells          |
| 29   | Stone to Flesh      | Regular       | Earth       | 5 sec.        | Perm.    | 10/hex#          | M2, Stone to Earth, Flesh to Stone            |
| 24   | Strike Blind        | Reg./R-HT     | Body        | 1 sec.        | 10 sec.  | 4/2              | 2 Light spells, Spasm                         |
| 24   | Strike Deaf         | Reg./R-HT     | Body        | 1 sec.        | 10 sec.  | 3/1              | 2 Sound spells, Spasm                         |
| 24   | Strike Dumb         | Reg./R-HT     | Body        | 1 sec.        | 10 sec.  | 3/1              | Spasm                                         |
| 23   | Stun                | Reg./R-HT     | Body        | 1 sec.        | Instant  | 2                | Pain                                          |
| 59   | Suggestion          | Reg./R-IQ     | Mind        | 10 sec.       | 10 min.  | 4/3              | Emotion Control, Forgetfulness                |
| 65   | Summon Demon        | Special       | Necro.      | 5 min.        | 1 hr.#   | 20               | M, 1 spell ea. from 10 colleges               |
| 30   | Summon Elemental    | Special       | 4 Diff.     | 30 sec.       | 1 hr.#   | 4                | M, #                                          |
| 63   | Summon Shade*       | Inform./R-IQ  | Necro.      | 10 min.#      | 1 min.   | 50/20            | Summon Spirit                                 |
| 63   | Summon Spirit       | Inform./R-IQ  | Necro.      | 5 min.        | 1 min.   | 20/10#           | Death Vision, M2                              |
| 38   | Suspend Enchantment | Enchantment   | Enchantment | 1 sec.        | 1 hr.    | 25#              | Enchant                                       |
| 44   | Suspended Animation | Reg./R-HT     | Healing     | 30 sec.       | Indef.#  | 6                | Sleep, 4 Healing spells                       |
| 62   | Swim                | Regular       | Water/Move  | 3 sec.        | 1 min.   | 6/3              | Shape Water, Levitation                       |
| 66   | Tangle Growth       | Area          | Plant       | 2 sec.        | 1 min.   | 1 or 2#/h        | Plant Growth                                  |
| 25   | Tanglefoot          | Reg./R-DX     | Body        | 1 sec.        | Instant  | 2                | Clumsiness                                    |
| 26   | Telepathy*          | Regular       | Comm.       | 4 sec.        | 1 min.   | 4/4#             | Mind-Sending                                  |
| 62   | Teleport*           | Special       | Movement    | 1 sec.        | Instant  | varies#          | Hawk Flight or IQ 15+ #                       |
| 62   | Teleport Other*     | Reg./R-IQ + 1 | Movement    | 1 sec.        | Instant  | varies#          | M3, Teleport                                  |
| 68   | Teleport Shield     | Area          | Protection  | 10 sec.       | 1 hr.    | 1/3#/s           | Watchdog, either Spell Shield or Teleport     |
| 47   | Tell Time           | Information   | Knowledge   | 1 sec.        | Instant  | 1                | none                                          |
| 56   | Terror              | Area/R-IQ     | Mind        | 1 sec.        | Instant  | 4                | Fear                                          |
| 42   | Test Food           | Information   | Food        | 1 sec.        | Instant  | 1 to 3#          | none                                          |
| 69   | Thunderclap         | Regular       | Sound       | 1 sec.        | Instant  | 2                | Sound                                         |
| 24   | Total Paralysis     | Reg./R-HT     | Body        | 1 sec.        | 1 min.   | 5#               | Paralyze Limb                                 |
| 47   | Trace               | Regular       | Knowledge   | 1 min.        | 1 hr.#   | 3/1              | Seeker                                        |
| 25   | Truthsayer          | Inform./R-IQ  | Comm.       | 1 sec.        | Instant  | 2                | Sense Emotion                                 |
| 64   | Turn Zombie         | Area          | Necro.      | 2 sec.        | 1 day    | 2#               | Zombie#                                       |
| 36   | Umbrella            | Regular       | Water       | 2 sec.        | 10 min.  | 1/1              | Shape Water or Shield                         |
| 61   | Undo                | Reg./R-Spec.  | Movement    | 1 sec.        | Instant  | 3 or 6#          | Locksmith                                     |
| 69   | Utter Dome          | Area          | Protection  | 1 sec.        | 1 min.   | 6/4              | M2, Force Dome, Spell Shield                  |
| 24   | Vigor               | Regular       | Body        | 1 sec.        | 1 min.   | 2 per HT + /s#   | Lend Health                                   |
| 69   | Voices              | Regular       | Sound       | 1 sec.        | 1 min.   | 3/2              | Sound                                         |
| 29   | Volcano             | Regular       | Earth       | 1 hr.#        | 1 day    | 15/10            | Earthquake, 6 Fire spells                     |
| 31   | Walk on Air         | Regular       | Air         | 1 sec.        | 1 min.   | 3/2              | Shape Air                                     |
| 35   | Walk on Water       | Regular       | Water       | 4 sec.        | 1 min.   | 3/2              | Shape Water                                   |
| 28   | Walk Through Earth  | Regular       | Earth       | 1 sec.        | 1 sec.   | 4/3#             | Shape Stone                                   |
| 69   | Wall of Silence     | Area          | Sound       | 1 sec.        | 1 min.   | 2/1              | Silence                                       |
| 61   | Wallwalker          | Regular       | Movement    | 1 sec.        | 1 min.   | 1 per 50 lbs./h# | Apportation                                   |
| 67   | Watchdog            | Area          | Protection  | 10 sec.       | 10 hrs.  | 1/1              | Sense Danger                                  |
| 53   | Ward                | Block/R-spell | Metaspell   | none          | Instant  | 2 or 3#          | M                                             |
| 36   | Water Jet           | Regular       | Water       | 1 sec.        | 1 sec.   | 1 to 3#          | Shape Water                                   |
| 43   | Water to Wine       | Regular       | Food        | 10 sec.       | Perm.    | 4 per gal.#      | Purify Water, Ferment                         |
| 36   | Water Vision        | Information   | Water       | 1 sec.        | 30 sec.  | 1/1#             | Shape Water                                   |
| 51   | Weaken              | Regular       | Mk-Brk      | 5 sec.        | Perm.    | 2                | Find Weakness                                 |
| 68   | Weather Dome        | Area          | Protection  | 1 sec.        | 10 hrs.  | 3/2              | 2 spells ea. from 4 elements                  |
| 32   | Whirlwind           | Area          | Air         | Instant#      | 1 min.#  | 4/2              | Windstorm                                     |
| 32   | Windstorm           | Area          | Air         | Instant#      | 1 min.#  | 2/1              | Shape Air                                     |
| 63   | Winged Knife        | Missile       | Movement    | 1 sec.        | Instant  | 1 per lb.#       | Poltergeist                                   |
| 59   | Wisdom              | Regular       | Mind        | 1 sec.        | 1 min.   | varies#          | 6 other Mind Control spells                   |
| 39   | Wish*               | Enchantment   | Enchantment | —             | —        | 250              | M2, Lesser Wish, 1 spell ea. from 15 colleges |
| 24   | Wither Limb         | Reg./R-HT     | Body        | 1 sec.        | Perm.    | 5                | M2, Paralyze Limb                             |
| 66   | Wither Plant        | Area/R-HT     | Plant       | 10 sec.       | Perm.    | 2                | Plant Growth                                  |
| 70   | Wizard Ear          | Regular       | Sound       | 2 sec.        | 1 min.   | 4/3              | Apportation, Far-Hearing, Sound Vision        |
| 48   | Wizard Eye          | Regular       | Knowledge   | 2 sec.        | 1 min.   | 4/2              | M Apportation, Keen Eyes                      |
| 45   | Youth*              | Regular       | Healing     | 1 sec.        | Special  | 100#             | M3, Halt Aging                                |
| 64   | Zombie              | Regular       | Necro.      | 1 min.        | Perm.    | 8#               | Summon Spirit, Lend Health                    |



# GM'S REFERENCE SHEET

## Long-Distance Modifiers

Use these skill modifiers for "Seek" spells, and for other specified spells which work over a long distance.

Less than 100 yards: 0

Up to a half-mile: -1

Up to a mile: -2

Up to 3 miles: -3

Up to 10 miles: -4

Up to 50 miles: -5

Up to 100 miles: -6

Up to 300 miles: -7

Up to 1,000 miles: -8

Another -1 for each additional 1,000 miles.

Also, subtract 1 from effective skill for each "known" item you choose to ignore in your search. For instance, you would need to ignore the water in your canteen when you cast Seek Water in the desert!



## Ranged Attack Modifiers

Missile spell attacks are treated as "ranged weapons" (pp. B100, B114-119) for all purposes. Range stats for these spells are:

*Curse Missile*: SS 13, Acc +2, ½D 30, Max 80.

*Explosive Fireball*: SS 13, Acc +1, ½D 25, Max 50.

*Fireball*: SS 13, Acc +1, ½D 25, Max 50.

*Ice Dagger*: SS 13, Acc +3, ½D 30, Max 60.

*Ice Sphere*: SS 13, Acc +2, ½D 40, Max 80.

*Lightning*: SS 13, Acc +3, ½D 50, Max 100.

*Poltergeist*: SS 13, Acc +1, ½D 20, Max 60.

*Stone Missile*: SS 13, Acc +2, ½D 40, Max 80.

*Winged Knife*: SS 13, Acc +1, ½D 20, Max 40.

## Casting Spells

In order to cast a spell, you must *know* that spell, or possess an item that lets you use the spell (see p. M18/B153). Then you must spend one or more turns in *concentration*. At the beginning of the turn *after* your last turn of concentration, you must make your skill roll for that spell. You may then do something else on that turn (use a weapon, start concentrating again, etc.).

Casting a spell works just like any other use of a skill. The caster rolls 3d and compares the result with his "skill level." If his roll is less than or equal to his skill level, the spell works. If his roll is greater than his skill, the spell fails.

Various modifiers will add to or subtract from the caster's basic skill with the spell. The modifiers depend on the *class* of spell — see p. M10/B149.

A successful roll means the spell was cast, and the spell's energy cost is marked off your ST (as fatigue) or your HT (as injury).

A critical success (a 3 or 4; a 5 if your effective skill was 15+; a 6 if your effective skill was 16+) means the spell worked especially well. The *nature* of this great success is left to the GM, who should be both generous and creative. There is *never* an energy cost if you get a critical success when you cast a spell.

A failed roll means the spell was not cast. If a successful use of the spell would have cost energy, the caster loses one energy point. If the spell would not have required energy, the caster loses nothing.

A critical miss (any roll of 18; a 17 if your skill is under 16; or any roll 10 over your effective skill) means that the energy cost of the spell was spent, but the spell failed *badly*. A table of "backfire" results is provided below. However, the GM may improvise *any* "backfire" that he finds appropriate and amusing, as long as he does not actually *kill* the caster.

## Critical Spell Failure Table

Roll 3d. The GM does not *have* to use this table; he is free to improvise (appropriate to the spell and situation). If a result on this table is inappropriate, or if it happens to be the result that the caster actually *intended*, roll again.

- 3 — Spell fails entirely; caster takes 1 die of damage.
- 4 — Spell is cast on spellcaster.
- 5 — Spell is cast on one of the caster's companions (roll randomly).
- 6 — Spell is cast on a nearby foe — roll randomly.
- 7 — Spell produces only a whining noise and an awful odor of brimstone.
- 8 — Spell goes at someone or something other than its intended target — friend, foe, or random item. Roll randomly, or GM makes an interesting choice.
- 9 — Spell fails entirely; caster takes 1 hit of damage.
- 10 — Spell fails entirely; caster is stunned (IQ roll to recover).
- 11 — Spell produces nothing but a loud noise and a flash of colored light.
- 12 — Spell produces a weak and useless shadow of its intended effect.
- 13 — Spell produces the reverse of the intended effect.
- 14 — Spell produces the reverse of the intended effect, on the wrong target (roll randomly).
- 15 — Nothing happens except caster temporarily forgets spell — make an IQ roll after a week, and again each following week, until he remembers. Caster can study spell during this time, but it is a waste of his time.
- 16 — Spell seems to work, but it is only a useless illusion.
- 17 — Spell fails entirely; caster's right arm is crippled — 1 week to recover.
- 18 — Spell fails entirely. A demon (see p. 103/B154) appears and attacks the caster. This will not happen if, *in the GM's opinion*, the caster and spell were both lily-white, pure good in intent. Instead, roll again.



# FANTASY CAMPAIGN PLAN

GM: \_\_\_\_\_ Date: \_\_\_\_\_

Campaign name: \_\_\_\_\_ Campaign's starting year: \_\_\_\_\_ Rate game time passes: \_\_\_\_\_

Campaign type: \_\_\_\_\_

Known nonhuman races: \_\_\_\_\_

Campaign's base city or town: \_\_\_\_\_ (Suggestion: give players a map of the area.)

## Campaign Political Background:

Name and type of state: \_\_\_\_\_ Can weapons be carried in public? \_\_\_\_\_

Brief description of the state and its neighbors: \_\_\_\_\_

General historical background for area: \_\_\_\_\_

Brief description of the political/economic situation: \_\_\_\_\_

What organizations are important? \_\_\_\_\_

Campaign's Tech Level: \_\_\_\_\_ Differences from this TL as described in *GURPS Basic Set*: \_\_\_\_\_

## Magic rules:

General mana level: \_\_\_\_\_ Are there areas of other mana levels? How large and how common are they? \_\_\_\_\_

Are there "aspected mana" areas? \_\_\_\_\_

Are there other areas of special magic? \_\_\_\_\_

Are any optional magic rules in use? \_\_\_\_\_

How common are magic and mages? \_\_\_\_\_ Unusual Background cost? \_\_\_\_\_

Are magic-users well distributed? If not, where are they most likely to be found? \_\_\_\_\_

What legal and social restrictions are there on magic? On alchemy? \_\_\_\_\_

Is there a specific guild-type structure for magic users? \_\_\_\_\_

How common are magical items? \_\_\_\_\_

Does quick-and-dirty enchantment exist in this world? \_\_\_\_\_

Are there active deities or Higher Powers? \_\_\_\_\_

Is there any special clerical magic? \_\_\_\_\_

What spells from the Spell List are unknown in this campaign? \_\_\_\_\_



Are there any "common knowledge" spells to be added to the list? \_\_\_\_\_

Are there any "common knowledge" potions to be added to the list? \_\_\_\_\_

Are teleportation and telepathy common enough to affect communication? \_\_\_\_\_

How common is healing magic? Who benefits from it? \_\_\_\_\_

What magical or fantastic creatures are common? \_\_\_\_\_

Is magic used in applications that replace some technology? How? \_\_\_\_\_

### **Player Character Information:**

PC races allowed: \_\_\_\_\_

(GM should provide racial description for any new races allowed as PCs.)

Base wealth for PCs: \_\_\_\_\_ Starting social levels allowed for PCs: \_\_\_\_\_

Is literacy assumed? \_\_\_\_\_ Starting point value allowed for PCs: \_\_\_\_\_

Language(s) the PCs will need: \_\_\_\_\_

General level of education: \_\_\_\_\_

Especially useful/useless character types: \_\_\_\_\_

Especially appropriate/inappropriate professions: \_\_\_\_\_

Advantages and skills that will be especially useful in this campaign: \_\_\_\_\_

Advantages and skills that will be worthless in this campaign: \_\_\_\_\_

Disadvantages that will be discouraged, either because they are fatal or because they won't really be disadvantages: \_\_\_\_\_

Appropriate Patrons (and base value): \_\_\_\_\_

Appropriate Enemies (and base value): \_\_\_\_\_

### **Special Disciplines Available in this Campaign:**

High technology? (How powerful? How common?) \_\_\_\_\_

Psionics? (How powerful? How common?) \_\_\_\_\_

Rules variants: New skills, advantages, disadvantages (summarize): \_\_\_\_\_

Rules variants: Changes in combat rules (summarize): \_\_\_\_\_

The GM should also provide the players with details on "house rules" for character creation, new NPC races, and so on.



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