

ELF

- +10 LOG
- Darkvision 12 spaces
- Cast spells in any armor
- +10 resist charm spells
- Move 9 spaces
- Speak elven and tradespeak

DWARF

- +10 STR
- Infravision 12 spaces
- +10 resist poison and magic
- Move 6 spaces
- Add 5 to starting BP
- Speak dwarfish and tradespeak

HALFLING

- +10 DEX
- Reroll 1 failed check per encounter
- +10 any check to hide or sneak
- Move 7 spaces
- Speak Halfling and tradespeak

HUMAN

- +10 WIL
- 1 additional descriptor
- +10 all resistance checks
- Move 8 spaces
- Speak english and tradespeak

CLERIC

- **Score:** WIL/2 + 10 x Level (cannot be used unskilled)
- **Blessings** - marriages, last rites, turn water holy, etc.
- **Detect Aura** - moral auras.
- **Miracles** - choose one spell per level from following: aid, cleanse, dispel, heal, protection, repel. Cast as spellcaster of same level, requires holy symbol.
- **Smite** - choose one weapon favored by deity, may use cleric score instead of warrior score to determine weapon score.

ENCHANTER

- **Score:** LOG/2 + 10 x Level (cannot be used unskilled)
- **Alchemy** - create potions, requires alchemist kit.
- **Enchantment** - create magic items of a temporary or permanent nature.
- **Familiar** - summon small animal with stats like normal animal but whose 4 abilities are +5 per enchanter level. Speaks telepathically with enchanter.
- **Runecraft** - create magic runes containing spells, activated by specified trigger.

LEADER

- **Score:** WIL/2 + 10 x Level (cannot be used unskilled)
- **Battle Commander** - used prior to initiative, select any following effect, doesn't count as an action:
 - *Tactics* (allies get +1 INIT)
 - *Assault* (find weakness)
 - *Inspire* (+5 to hit and damage to adjacent allies)
- **Guardian** - take damage for adjacent ally, no skill check needed.
- **Leader** - attract willing followers for missions.
- **Warlord** - choose an effect, lasts until turn ends, counts as action:
 - *Rallying Cry* - +10 to hit and damage to you and chosen allies if give up -20 to all resistance checks.
 - *Courageous Word* - +20 to LOG or WIL resistance check against dark powers, magic, fear, etc.
 - *Tactical Strike* - you or ally make 2 attacks against foe you outnumber 2:1 in melee. Chose which attack to keep. Foe knocked prone in addition to normal damage.

SCHOLAR

- **Score:** LOG/2 + 10 x Level (cannot be used unskilled)
- **Diplomat** - +5 per scholar level to diplomacy, persuasion, etc. Each level learn 1 additional language.
- **High Scholar** - each even scholar level choose a career path, +10 to checks involving that path. Examples: jeweler, trader, administrator, etc.
- **Historian** - recall legend or fact about famous people, places, or things.
- **Signs & Portents** - Ask GM 1 yes/no question per session, he must answer.

SCOUT

- **Score:** LOG/2 + 10 x Level
- **Animal Handling** - befriend, calm, agitate, or train normal animals.
- **Navigation** - determine which way is north, find location on unknown maps, decipher directions or maps, create maps, etc.
- **Survival** - craft objects from nature, find shelter, build fires, identify drinkable water and edible food, identify and disarm natural traps/hazards.
- **Tracking** - detect tracks, learn info from them, trailblazing.

SPELLCASTER

- **Score:** LOG/2 + 10 x Level (cannot be used unskilled)
- **High Wizardry** - learn one spell per spellcaster level (or two per level if spellcaster is primary skill). All spells are available for learning (see spell list on reverse side of reference sheet).
- **Low Wizardry** - can perform any of following:
 - *Create 5-space globe of light*
 - *Create audible illusion*
 - *Create small obviously magical illusory visual effect*
 - *Cause small objects to perform their tasks (brooms, etc.)*
 - *Increase volume/impressiveness of voice of willing target*
 - *Mend small rips/tears in common items*
- **Wizard Eye** - detect magic, read magical writings.
- **Wizard Hand** - move small objects or scribe magical writings.

THIEF

- **Score:** DEX/2 + 10 x Level
- **Deception** - lie, forge, disguise, impersonate, etc.
- **Security Systems** - identify or disarm traps, pick locks, perform mechanical repairs, etc. Requires thieves' tools.
- **Sleight of Hand** - pick pockets, palm objects, etc.
- **Stealth** - remain unseen and unheard. If attack from stealth +5 per thief level to hit and damage.

WARRIOR

- **Score:** This skill has two scores.
 - *Melee:* STR/2 + 10 x Level
 - *Ranged:* DEX/2 + 10 x Level
- **Marksman** - projected weapons such as bows, crossbows, slings, etc.
- **Melee Weapons** - use of swords, clubs, daggers, maces, etc.
- **Thrown Weapons** - hurled knives, spears, etc.
- **Unarmed Combat** - punch, kick, etc.

DP SPENDING SUMMARY

- **Abilities:** Each 1DP increases an ability score by +1. No upper limit.
- **Skills:** A level costs 3DP times desired skill level. Cannot skip levels. Highest skill level is 6.
- **Languages:** Spend 1DP to learn a new language and +1DP to sound like a native.

CHARACTER CREATION SUMMARY

1. Roll ability scores - 5D+30 for STR, DEX, LOG, WIL
2. Select race - Elf, Dwarf, Halfling, Human
3. Select skills
 - Select one as Primary - note +20 in the P/S column
 - Select one as Secondary - note +10 in the P/S column
 - Select one skill and begin at level 1
4. Calculate skill scores
5. Specify Descriptors - two, unless human
6. Define moral code
7. Equipment & Coins - select any 6 items, none may be above 100gp in value. Ranged weapons include 20 ammo for free. Riding animal includes saddle, tack, and harness. Begin with coin purse of 2D gp.
8. Final Details - ask your GM

EQUIPMENT

Weapons	#Hands	Damage	Range	STR**	Cost
Battleaxe	1	2D+2	--	50	10gp
Club	1	1D+1	--	--	1gp
Crossbow*	2	2D+2	80	50	15gp
Dagger	1	1D	10	--	2gp
Flail	1	2D+1	--	50	2gp
Glaive	2	2D+3	--	55	2gp
Greataxe	2	3D	--	70	40gp
Halberd	2	2D+3	--	60	12gp
Hand crossbow*	1	1D+1	30	--	10gp
Handaxe	1	1D+2	15	--	2gp
Javelin	1	1D+2	30	45	2gp
Longbow*	2	2D+3	100	60	35gp
Longsword	1	2D+1	--	50	15gp
Mace	1	1D+3	--	45	8gp
Maul	2	2D+2	--	50	10gp
Morningstar	1	2D+2	--	50	8gp
Quarterstaff	2	1D+3	--	--	4gp
Scimitar	1	2D	--	50	12gp
Shortbow*	2	2D+1	60	50	12gp
Shortsword	1	1D+3	--	--	8gp
Sling*	2	1D+1	40	--	2gp
Spear	1	2D+2	20	50	10gp
Trident	2	2D	20	50	10gp
Two-handed sword	2	2D+4	--	65	40gp
Unarmed	1	1D/2	--	--	--
Warhammer	1	2D+3	--	60	8gp
Whip	1	1D+2	--	--	3gp

* 20 ammo included during character creation only, otherwise 20 ammo costs 1gp

** Damage reduced -1D if minimum STR not met

Animal Companion	Cost
Pigeon, carrier	1gp
Dog, domestic	4gp
Donkey*	8gp
Riding Horse*	75gp
Hawk, trained	30gp
Dog, trained	25gp
Mule*	25gp
War Horse*	250gp

* includes saddle, bags, tack & harness during character creation only.

Armor	DR	STR*	Cost
Clothes	DR0	--	1gp
Heavy Furs	DR1	35	5gp
Leather Armor	DR2	40	15gp
Studded Leather	DR3	45	30gp
Ringmail	DR4	60	55gp
Chainmail	DR5	65	70gp
Scalemail	DR6	70	125gp
Splintmail	DR7	75	200gp
Bandedmail	DR8	80	350gp
Platemail	DR10	85	500gp
Shield**	--	--	10gp

* MOV/2 & no spells or thief skills, unless minimum STR is met.

** +20 to physical resistance checks, requires 1 hand to use.

SPELLS

- **Aid** – boost one of target's four abilities. pg13
- **Charm** – target becomes friendly, flees, sleeps, etc. pg13
- **Cleanse** – remove poison, disease, blindness, etc. pg13
- **Control Weather** – cause desired weather effects. pg13
- **Dispel** – reverse or interrupt/nullify another spell. pg14
- **Divination** – send senses away to sense remote place. pg14
- **Entangle** – fill area with entangling obstacles. pg14
- **Heal** – heal damage sustained by target. pg14
- **Hinder** – lower one of target's four abilities. pg15
- **Illusion** – create powerful believable illusions. pg15
- **Offensive Strike** – cause magical damage to target(s). pg15
- **Protection** – boost target's resistances against harm. pg15
- **Repel** – force certain types of foe to turn away & flee. pg16
- **Summon** – conjure or summon creatures. pg16
- **Telekinesis** – move large objects magically. pg16
- **Transform** – reshape target into another shape. pg17
- **Transport** – cause target to move in magical ways. pg17

SURVIVAL PACK

Mentioned in general equipment, below. Contains:

- Backpack
- Candles
- 10 days rations
- 6 torches
- Bedroll
- Flint & steel
- Rope
- Waterskin.

General Equipment	Cost	General Equipment	Cost
Alchemist kit	85gp	Iron pot	1gp
Backpack (empty)	2gp	Ladder, 10-foot	1gp
Barrel, wooden	1gp	Lantern	9gp
Book (50 pages, blank)	1gp	Lock	20gp
Belt pouch, small/large	1gp/2gp	Mirror, steel/silver	10gp/25gp
Blanket or bedroll	1gp	Oil (1-pint flask)	1gp
Block and tackle	5gp	Palace	1,000,000gp+
Boat (river/sail)	1,000gp/4,000gp	Parchment/Paper (10) & Quill	2gp
Bottle, wine	4gp	Pole, 10-foot wooden	1gp
Box, small/large	10gp/30gp	Raft/Canoe	10gp/55gp
Building (small/large)	250gp/2,000gp	Rations (per day)	1gp
Candles (10)	1gp	Rope (50ft)/Chain (10ft)	1gp/10gp
Cart/Wagon	55gp/200gp	Sack, small/large	1gp/2gp
Case, map or scroll	1gp	Saddle, Bag, Tack, & Harness	25gp
Cask, wooden	1gp	Ship (2-mast/3-mast)	12,000gp/32,000gp
Castle (small/large)	20,000gp/200,000gp	Spade or shovel	2gp
Chest, small/large	2gp/4gp	Spectacles (with case)	5gp
Crowbar	2gp	Spikes, iron (12)	1gp
Flask or Vial	1gp	Spyglass	1,000gp
Flint and steel	2gp	Stakes, wooden (10)	1gp
Grappling hook	1gp	Survival pack (see above)	10gp
Hammer	5gp	Thieves' tools	30gp
Holy symbol (wood/silver)	3gp/25gp	Torches (12)	1gp
Holy water (flask)	25gp	Water/Wineskin	1gp
Ink (1 oz. vial)	8gp	Whistle	1gp
Iron manacles w/key	5gp	Wine (2 pints)	1gp