

CHOOSING CHARACTER TYPES

These charts show requirements & recommendations in *T&Tv7.5*.

You can still choose for your character any type for which the requirements are met. For instance, 15 **WIZ** with TARO does not *oblige* your character to be a Specialist Mage: s/he could elect to be a Warrior regardless.

18	18	18	18	18	18	18	18
17	17	17	17	17	17	17	17
16	16	16	16	16	16	16	16
15	15	15	15	15	15	15	15
14	14	14	14	14	14	14	14
13	13	13	13	13	13	13	13
12	12	12	12	12	12	12	12
11	11	11	11	11	11	11	11
10	10	10	10	10	10	10	10
9	9	9	9	9	9	9	9
8	8	8	8	8	8	8	8
7	7	7	7	7	7	7	7
6	6	6	6	6	6	6	6
5	5	5	5	5	5	5	5
4	4	4	4	4	4	4	4
3	3	3	3	3	3	3	3
2	2	2	2	2	2	2	2
1	1	1	1	1	1	1	1
STR	CON	DEX	SPD	INT	WIZ	LK	CHR

Citizen

Attributes

Any, but no TAROs must be rolled.

Combat

A Citizen gets only half Combat Adds.

Magic

To successfully cast, a Citizen must make an SR on **INT** and another on **DEX**, both at the level of the spell. S/he is unlikely to know any spells anyway.

18	18	18	18	18	18	18	18
17	17	17	17	17	17	17	17
16	16	16	16	16	16	16	16
15	15	15	15	15	15	15	15
14	14	14	14	14	14	14	14
13	13	13	13	13	13	13	13
12	12	12	12	12	12	12	12
11	11	11	11	11	11	11	11
10	10	10	10	10	10	10	10
9	9	9	9	9	9	9	9
8	8	8	8	8	8	8	8
7	7	7	7	7	7	7	7
6	6	6	6	6	6	6	6
5	5	5	5	5	5	5	5
4	4	4	4	4	4	4	4
3	3	3	3	3	3	3	3
2	2	2	2	2	2	2	2
1	1	1	1	1	1	1	1
STR	CON	DEX	SPD	INT	WIZ	LK	CHR

Specialist Mage

Attributes

High **INT** and **WIZ** recommended. **INT** & **DEX** of 10 required for spells. **WIZ** 15+ achieved by at least one TARO is required.

Magic

Spells (of one type) are learned automatically when Attributes (**INT** & **DEX**) permit, and cost half normal.

Types

Healer (Metabolic)
Combat Mage (Combat)
Communicator (Cosmic)
Spirit Master (Conjuring).

18	18	18	18	18	18	18	18
17	17	17	17	17	17	17	17
16	16	16	16	16	16	16	16
15	15	15	15	15	15	15	15
14	14	14	14	14	14	14	14
13	13	13	13	13	13	13	13
12	12	12	12	12	12	12	12
11	11	11	11	11	11	11	11
10	10	10	10	10	10	10	10
9	9	9	9	9	9	9	9
8	8	8	8	8	8	8	8
7	7	7	7	7	7	7	7
6	6	6	6	6	6	6	6
5	5	5	5	5	5	5	5
4	4	4	4	4	4	4	4
3	3	3	3	3	3	3	3
2	2	2	2	2	2	2	2
1	1	1	1	1	1	1	1
STR	CON	DEX	SPD	INT	WIZ	LK	CHR

Ranger

Attributes

DEX 15+ achieved by at least one TARO is required.

Combat

L1SR on **DEX** to hit any target in range with missile weapon. (This is the Ranger's starting Talent, *Missile Mastery*.)

18	18	18	18	18	18	18	18
17	17	17	17	17	17	17	17
16	16	16	16	16	16	16	16
15	15	15	15	15	15	15	15
14	14	14	14	14	14	14	14
13	13	13	13	13	13	13	13
12	12	12	12	12	12	12	12
11	11	11	11	11	11	11	11
10	10	10	10	10	10	10	10
9	9	9	9	9	9	9	9
8	8	8	8	8	8	8	8
7	7	7	7	7	7	7	7
6	6	6	6	6	6	6	6
5	5	5	5	5	5	5	5
4	4	4	4	4	4	4	4
3	3	3	3	3	3	3	3
2	2	2	2	2	2	2	2
1	1	1	1	1	1	1	1
STR	CON	DEX	SPD	INT	WIZ	LK	CHR

Leader

Attributes

CHR 15+ achieved by at least one TARO is required.

Specialty

L1SR on **CHR** to convince anyone to believe or do anything. (This is the Leader's starting Talent, *Leadership*.)

18	18	18	18	18	18	18	18
17	17	17	17	17	17	17	17
16	16	16	16	16	16	16	16
15	15	15	15	15	15	15	15
14	14	14	14	14	14	14	14
13	13	13	13	13	13	13	13
12	12	12	12	12	12	12	12
11	11	11	11	11	11	11	11
10	10	10	10	10	10	10	10
9	9	9	9	9	9	9	9
8	8	8	8	8	8	8	8
7	7	7	7	7	7	7	7
6	6	6	6	6	6	6	6
5	5	5	5	5	5	5	5
4	4	4	4	4	4	4	4
3	3	3	3	3	3	3	3
2	2	2	2	2	2	2	2
1	1	1	1	1	1	1	1
STR	CON	DEX	SPD	INT	WIZ	LK	CHR

Paragon

Attributes

All 12+ before kindred modification.

Combat

A Paragon gets double protection from armour.

Magic

All L1 spells. L10+ Paragons can invent spells. Can use staves.

18	18	18	18	18	18	18	18
17	17	17	17	17	17	17	17
16	16	16	16	16	16	16	16
15	15	15	15	15	15	15	15
14	14	14	14	14	14	14	14
13	13	13	13	13	13	13	13
12	12	12	12	12	12	12	12
11	11	11	11	11	11	11	11
10	10	10	10	10	10	10	10
9	9	9	9	9	9	9	9
8	8	8	8	8	8	8	8
7	7	7	7	7	7	7	7
6	6	6	6	6	6	6	6
5	5	5	5	5	5	5	5
4	4	4	4	4	4	4	4
3	3	3	3	3	3	3	3
2	2	2	2	2	2	2	2
1	1	1	1	1	1	1	1
STR	CON	DEX	SPD	INT	WIZ	LK	CHR

Warrior

Attributes

Any. High **STR** and **CON** recommended.

Combat

A Warrior adds his own level to Combat Adds and gets double protection from armour.

Magic

Warriors cannot cast spells.

18	18	18	18	18	18	18	18
17	17	17	17	17	17	17	17
16	16	16	16	16	16	16	16
15	15	15	15	15	15	15	15
14	14	14	14	14	14	14	14
13	13	13	13	13	13	13	13
12	12	12	12	12	12	12	12
11	11	11	11	11	11	11	11
10	10	10	10	10	10	10	10
9	9	9	9	9	9	9	9
8	8	8	8	8	8	8	8
7	7	7	7	7	7	7	7
6	6	6	6	6	6	6	6
5	5	5	5	5	5	5	5
4	4	4	4	4	4	4	4
3	3	3	3	3	3	3	3
2	2	2	2	2	2	2	2
1	1	1	1	1	1	1	1
STR	CON	DEX	SPD	INT	WIZ	LK	CHR

Rogue

Attributes

Any. High **DEX** and **LK** recommended. **INT** & **DEX** of 10 required for spells.

Magic

One L1 spell. Rogues always pay full WIZ cost and can't use staves. Can't invent spells or buy from Wizards' Guild.

Talents

Roguary, based on highest of **INT**, **LK** & **CHR**, for SRs on any of those.

18	18	18	18	18	18	18	18
17	17	17	17	17	17	17	17
16	16	16	16	16	16	16	16
15	15	15	15	15	15	15	15
14	14	14	14	14	14	14	14
13	13	13	13	13	13	13	13
12	12	12	12	12	12	12	12
11	11	11	11	11	11	11	11
10	10	10	10	10	10	10	10
9	9	9	9	9	9	9	9
8	8	8	8	8	8	8	8
7	7	7	7	7	7	7	7
6	6	6	6	6	6	6	6
5	5	5	5	5	5	5	5
4	4	4	4	4	4	4	4
3	3	3	3	3	3	3	3
2	2	2	2	2	2	2	2
1	1	1	1	1	1	1	1
STR	CON	DEX	SPD	INT	WIZ	LK	CHR

Wizard

Attributes

High **INT** and **WIZ** recommended. **INT** & **DEX** of 10 required for spells.

Combat

Cannot cast or apply Combat Adds while wielding any weapon worth more than 2D6.

Magic

All L1 spells. L5+ Wizards can invent spells. Own level minus casting level is deducted from spell cost. Can use staves.

You can still choose for your character any type for which the requirements are met. For instance, **IQ 10** and **DEX 8** do not *oblige* your character to be a Wizard: s/he could elect to be a Warrior regardless.

Guidance: which is highest of IQ, LK and ST?

IQ $\Rightarrow$ Wizard

LK $\Rightarrow$ *Rogue*

ST $\Rightarrow$ *Warrior*

18	18	18	18	18	18
17	17	17	17	17	17
16	16	16	16	16	16
15	15	15	15	15	15
14	14	14	14	14	14
13	13	13	13	13	13
12	12	12	12	12	12
11	11	11	11	11	11
10	10	10	10	10	10
9	9	9	9	9	9
8	8	8	8	8	8
7	7	7	7	7	7
6	6	6	6	6	6
5	5	5	5	5	5
4	4	4	4	4	4
3	3	3	3	3	3
2	2	2	2	2	2
1	1	1	1	1	1
ST	CON	DEX	IQ	LK	CHR

Attributes

Any.

Combat

A Warrior gets double protection from armour.

Maqic

None.

18	18	18	18	18	18
17	17	17	17	17	17
16	16	16	16	16	16
15	15	15	15	15	15
14	14	14	14	14	14
13	13	13	13	13	13
12	12	12	12	12	12
11	11	11	11	11	11
10	10	10	10	10	10
9	9	9	9	9	9
8	8	8	8	8	8
7	7	7	7	7	7
6	6	6	6	6	6
5	5	5	5	5	5
4	4	4	4	4	4
3	3	3	3	3	3
2	2	2	2	2	2
1	1	1	1	1	1
ST	CON	DEX	IQ	LK	CHR

Attributes

Any, but **IQ** 10 and **DEX** 8 are required for spells.

Magic

No spells. Can learn spells, but not from WG. Can't cast above L7, can't invent, can't use staves. Spells are always at full cost.

18	18	18	18	18	18
17	17	17	17	17	17
16	16	16	16	16	16
15	15	15	15	15	15
14	14	14	14	14	14
13	13	13	13	13	13
12	12	12	12	12	12
11	11	11	11	11	11
10	10	10	10	10	10
9	9	9		9	9
8	8	8		8	8
7	7			7	7
6	6			6	6
5	5			5	5
4	4			4	4
3	3			3	3
2	2			2	2
1	1			1	1
ST	CON	DEX	IQ	LK	CHR

Attributes

IQ 10 and DEX 8 required.

Combat

A Wizard cannot use weapons larger than daggers (except a quarterstaff) or with more than 2D6.

Magic

All L1 spells. L5+ Wizards can invent spells. Own level minus casting level is deducted from spell cost. Can use staves.

[illegible]

Attributes

All 12 or more before kindred modification.

Combat

War-Wiz can add 1 to effectiveness of full armour and/or shield.

Magic

All L1 spells, but cannot buy from WG. War-Wiz subtracts 1 from spell cost per 2 levels that spell is below own level. Can't invent.

Note that in version 5 magic-users cannot cast and fight in the same round (2.31.2, item 5).