



FIELD GUIDE TO ENCOUNTERS

by Dragon's Byte

VOL. 1

Judges Guild



TWO HUGE VOLUMES CONTAINING:
RULES AND GUIDELINES
FOR THIS NEW ROLE PLAYING SYSTEM,
600 FAMILIAR AND NOT-SO-FAMILIAR MONSTERS,
PROVISIONS FOR GODHOOD,
AND INTELLIGENT CHARACTER MONSTERS.
GOOD FOR HOURS OF INTRIGUING FUN!



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CREATING A CHARACTER

INTRODUCTION

Perhaps the most important aspect of fantasy role-playing games is the creation of the character with which one is to play. The rules for this sort of thing can get complicated, especially for the Judge attempting to create an upper-level NPC (non-player character). It is hoped that the rules set down here will aid the player and the Judge in being able to create a character in as efficient a manner as possible (though, when creating an 11th level Cleric, nothing seems efficient). As would be expected, the creation of a character is directly related to the Intelligent Monster Listings. For this reason, IMSI will be used in this description of creating characters if the particular section being described is treated fully in Intelligent Monster Supplement Introduction.

When using this for the first time, it is recommended that the user read through it once first. It will be quickly noticed that the initial portion of this paper is not in the order one needs for creating a character. The beginning of this paper relates only to the Character Record Sheet and how each section of the sheet is determined. It is the next section that gives the order for using the rules of the first section to create a character. Also, in the first section, the various descriptions will occasionally be broken down into parts A and B. In this case, part A applies to what to do to create a first level character, while part B applies to what to do to create an NPC. These rules, of course, may be switched about if one wishes to create an upper-level Player Character (PC) (i.e. dropping sections of the treasure routine, etc.).

THE CHARACTER RECORD SHEET

Name: _____ Race: _____ Stats: INT: _____ WIS: _____ STR: _____ DEX: _____ CON: _____ CHA: _____ CUN: _____ PSI: _____ MAG: _____ TRA: _____ Poison Resistance: _____ LYC: _____ Willpower: _____ PSP: _____ GSP: _____ Class: _____ Height: _____ Color: _____ Damage Done: _____ Hit Die: _____ Natural A.C.: _____ Occupation: _____ Level: _____ PIP's: _____	Languages Spoken: _____ _____ Total A.C.: _____ A.C. Mod for Armour: _____ A.C. Mod for Shield: _____ A.C. Mod for Protective Magic Items: _____ A.C. Mod for DEX: _____ A.C. Mod for Profession: _____ Total +'s to Hit: _____ +'s to Hit for DEX: _____ +'s to Hit for Profession: _____ +'s to Hit for Magic Items: _____ +'s to Hit (Misc): _____ Total +'s Dam: _____ +'s Dam for STR: _____ +'s Dam for Profession: _____ +'s Dam for Magic Items: _____ Primary Psionic Abilities _____ _____ Secondary Psionic Abilities _____ _____ SPECIAL PROFESSIONAL SKILLS _____ _____ SPELLS OR PRAYERS _____ _____ Possessions _____
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Name - This is not a vital part of the character, but it can be useful and/or amusing. The choice of a name is entirely up to the player or judge.

Race - Determination of this is highly varied, depending much upon the game being played. The choice in variety of races may range from totally human to totally non-human. Several of the other sections of the Character Reference Sheet, Specifically Class, Height, Color, Damage Done, Hit Die, and Natural A.C. depend upon this choice.

Stats - These are the personal characteristics of the PC or NPC. The explanation for the abbreviations is as follows.

INT - Intelligence - This is how intelligent the character is (useful to Magi and Sages).

WIS - Wisdom - This is how strong the character's faith in things is. This is also a measure of common sense that the character has. (This stat is useful to Clerics).

STR - Strength - this is a measure of how strong the Character is physically (useful to warriors).

DEX - Dexterity - This a measure of how dextrous and agile the character is (useful to Thieves).

CON - Constitution - This is a measure of how well the character's body can withstand damage. If it is averaged with INT, it is how well the character's mind can withstand damage. It also is a measure of the health of the person.

COM - Comeliness - This is a measure of how attractive the character is physically (useful to Houri).

CHA - Charisma - This is a measure of how charming a character is. It also determines how good a Leader he would be. (useful to Merchants).

CUN - Cunning - This is a measure of how cunning or clever the character is (useful to Thieves and Merchants).

PSI - Psionics - This is the strength of the character's psionic trait (useful for any of the psionic using professions). and is significant at 95%. A 00 for this shows the character to have a Mutation. The chance of gaining a psionic ability is 5% per LoE.

MAG - Magic - This is the strength of the character's magic trail and is significant at 90. The use of MAG will be discussed slightly further on.

TRA - Tracking - This is related to the character being able to track an animal. The actual chance is TRA - victim's TRA (most corporeal ground creatures are considered 70% TRA).

Poison Resistance: This is the character's general ability to resist the effects of poisons. It is modified as a normal stat and by the repeated survival of exposures to a specific poison.

LYC: Lycanthropy - This is the chance that a character will be Lycanthropic. If it is above 95, then the character is a Lycanthrope of some kind.

To determine these Stats, one must take them in two groups: INT- CUN plus Poison Resistance roll 3 six-sided die then add the Stat Modifiers from the IMS. For PSI, MAG, and LYC roll percentile die then add the Stat Modifier (again IMS). For TRA roll 1-80 (not 8D10) and add 20 plus the TRA Modifier from the IMS. On these rolls the highest possible number is best.

In the case of making a higher Level Character, there is another modification to be taken into consideration. As a character goes up Levels, he modifies his stats at 1 modification each Level. This modification is entirely random, and increases the first grouping of Stats 1 point, while increasing the second grouping of stats 5 points.

This is an effect that is due to the magical nature of the playing world. These modifications encompass PIPs (giving the character 1 HD per modification) and Poison Resistance (giving the player 1 point per modification). A Stat may be raised only a maximum of 5 Modifiers above the original Stat before having to resort to magic or the like.

For the Stats above, marked with a '*', there is an additional 'stat' Modification for very high or low numbers. The number of 'Stat' Modifications may be determined by this chart and formula:

Points in Stat	# of 'Stat' Mods
1 - 2	-3
3 - 5	-2
6 - 8	-1
9 - 15	0
16 - 18	+1
19 - 20	+2
21 - 22	+3

Modification = (Stat - 15)/2 (Round Up) or = (9 - Stat)/2 (Round Down)

The specific effects of each 'Stat' Mod is shown below:

INT Mod - This gives a player a +5% per Mod better chance designing or disarming a trap, of learning a particular spell, and increasing the number of ones SP.

WIS Mod - This gives a Cleric (or Clerical type) 5% per Mod on the chance of summoning a spell from his God or Master.

STR Mod - This produces a change in the character's ability to do damage by a number equal to the Modification.

DEX Mod - This produces a change in the character's ability to hit an object by a number equal to the Modification. It also changes the Character's A.C. by the same number.

CON Mod - This gives the character 1 Damage Point per Modification per roll of H.D. extra.

CHA Mod - This gives the character 5% per Mod on any mind affecting spell.

CUN - Cunning - This gives a player a +5% per Mod better chance of disarming or designing a trap.

The following stats are secondary stats which the character may or may not have or which are based on the other stats.

Willpower - This determines the character's ability to resist physical or mental persuasion or torture. It is determined by adding INT + CON and dividing by two (rounding up).

PSP - Psionic Strength Points - This is present only if the character has a PSI of 96 or greater. If the character does have PSP, then the amount of PSP is determined by rolling 1 - 80 (not 8D10) and adding 20 plus the PSI Modifier (IMS). This is the character's psionic strength.

GSP - Genetic Spell Points - This is present only if the character has a MAG of 96 or greater. If the character does have this, then roll 2 six-sided dice for the amount.

Class - IMSI
Height - IMSI
Color - IMSI
Damage Done - IMSI
Hit Die - IMSI

Natural A.C. - This corresponds to A.C. in the IMS and is the character's A.C. without any form of clothing.

Occupation - A) The determination of a character's occupation depends upon the stats the character possesses. The player should check his Stats against those required for various professions. Once a list of possible professions has been chosen, the player should pick the best profession has (or professions) available to him. It is possible to double or triple class, but to do this requires 2 or 4 points, respectively, added to the Minimum Stats for each profession involved.

b) The determination of the profession for an NPC is usually arbitrary, the judge deciding what is necessary for the game. In this case, the judge may find it necessary to re-roll several of the stats to get them high enough to fit the profession (Don't forget Stat Mods for higher levels!).

Level - A - The level of all beginning characters is, of course, first level. This does not, however, include beginning cult-based characters. Because these characters are not released from cult-training for some time after they begin training, they often start the game at a Level higher than first. B - The Level of an upper-level character may have already been determined by circumstance or Judge's choice, or it may be determined randomly by use of the following chart:

Level	Die Roll
1	00001-00011
2	00012-09101
3	09102-27281
4	27282-63642
5	63643-81822
6	81823-90912
7	90913-95457
8	95458-97729
9	97730-98865
10	98866-98922
11	98923-99206
12	99207-99616
13	99617-99821
14	99822-99923
15	99924-99974
16	99975-99991
17	99992-00000



Because of the high improbability of meeting a higher level NPC except under special circumstances, the chance of meeting one has been eliminated from the random chart.

A character's Level is directly related to his EP (Experience Points). For each profession, there is a minimum amount of EP necessary for a character to reach a given Level, and this doubles at every Level. The minimum EP to reach second Level is listed with each profession. To reach first Level requires no EP.

PIPs - This is how much damage it is possible for the character to take without dying. The determination of it is related to the character's size, level, and profession. To determine it, the player gets 1 HD for each HD in the IMS plus a possibility of up to 1 each level thereafter. For the chance of obtaining HD at each level, consult the following chart:

Fighting Class	100%
General Class	60%
Magic-Using Class	35%
Thieving Class	90%
Clerical Class	This varies upon the major orientation of fighting status (use the categories above as analogues)

The player must then determine the size of the Hit Die used for his profession (in the case of double or triple classes, the largest H.D. Size is used). He then rolls die of that size until he has made a number of rolls equal to his allowed HD. The sum of all the rolled numbers are the character's PIP's.

A CON modification to Damage Points is done by adding 1 Damage Point to each damage point die roll per modification point.

Languages Spoken - It is rarely found that a playing world has only one Language spoken in it, therefore it is necessary to know the Languages the player can speak. The most common tongue known to people is, of course, Common. This Language allows one to understand and be understood by most people. The chance of learning Common is $1.5 * INT (\text{rounded up}) * 5\%$. The character is always assumed to be able to speak his native language. The chance of him speaking another language is $.5 * INT * 5\%$ rolled at the beginning of each level. This is true for most characters except Merchants, Translators, and Sworn Characters (the first two of whom simply learn more languages and the third who learns the language of his 'Master') for whom the rules are slightly different.

As a slightly more complex version of this idea (though definitely not necessary), the player may gain proficiency in the language. This would normally be equivalent to $15\% + 5\%$ per LoE. This proficiency is both the chance of understanding and being understood, and is applied to each individual language being learned. Each use of the Language also increases one's proficiency at $.2\%$ per session of use.

Total AC. - This is simply a place for the character to write down his A.C. with all its modifications already added in.

A.C. Mod for Armor -- This is the number of A.C.'s that the character's armor reduces his A.C.

A.C. Mod for Shield - This is the number of A.C.'s that the character's shield reduces his A.C.

A.C. Mod for Protective Magic Items - This is the number of A.C.'s that the character's magic items reduce his A.C.

A.C. Mod for DEX This is the number of A.C.'s that the character's DEX reduces his A.C. and is equal to his DEX Mod.

A.C. Mod for Profession - This is the number of A.C.'s that the character's profession reduces his A.C.

Total +'s to Hit - This is the total of all the character's +'s to Hit.

+'s to Hit for DEX- This is the number of +'s to Hit that character's DEX gives him and is equal to his DEX Mod.

+'s to Hit for Profession- This is the number of +'s to Hit that the character's profession gives him.

+'s to Hit for Magic Items- This is the number of +'s to Hit that the character's magic items give him.

+'s to Hit (Misc) - This is the number of +'s to Hit that the character has under special conditions such as a Thief striking from surprise.

Total +'s Dam-This is the total of all the character's +'s Dam.

+'s Dam for STR - This is the number of +'s Dam that the character's STR gives him and is equal to his STR Mod.

+'s Dam for Profession- This is the number of +'s Dam that the character's profession gives him.

+'s Dam for Magic Items - This is the number of +'s Dam that the character's magic items give him.

Primary Psionic Abilities - It is in this section that the character's Primary Psionic Abilities (if any) are recorded. This is simply for keeping track of the character's primary psionics and their LoE's.

Secondary Psionic Abilities - It is in this section that the character's Secondary Psionic Abilities (if any) are recorded. This is simply for keeping track of the character's secondary psionics and their LoEs.

Special Professional Skills - These special skills are mainly those mentioned at the end of each profession. They should be listed here, along with certain ones mentioned in the text of the profession, which apply to the character being created, as well as the chance of it being used successfully.

Spells or Prayers - It is in this section that the character's spells and prayers (if any) are recorded along with their LoE.

Possessions - An NPC must have some possessions. To determine these a good start would be to use the following chart. Of course, it is not usually possible for the NPC to be carrying about all his possessions so, after determining his possessions, the unnecessary possessions should be weeded out. Also 4-5 junk items should be included for every magic item and at least 4-5 in addition to that.

Weapon Determination for Land, Air, and Water

	<u>Primary Weapon</u>	<u>Weapon</u>	<u>Backup Weapon</u>
Land	01 - 25	Sword	01 - 13
	26 - 58	Mace or Club	14 - 19
	59 - 70	Spear & Pole Arm	20 - 31
	71 - 82	Bow & Arrow	32 - 55
	83 - 88	Knife	56 - 88
	89 - 00	Miscellaneous	89 - 00
Air	01 - 03	Sword	01 - 03
	04 - 06	Mace or Club	04 - 06
	07 - 46	Spear & Pole Arm	07 - 30
	47 - 55	Throwing Club	31 - 55
	56 - 86	Bow & Arrow	56 - 79
	87 - 95	Knife	80 - 91
	96 - 00	Miscellaneous	92 - 00
Water	01 - 15	Sword	01 - 15
	16 - 21	Mace or Club	16 - 24
	22 - 60	Spear	25 - 46
	61 - 69	Bow & Arrow	47 - 55
	70 - 94	Knife	56 - 91
	95 - 00	Miscellaneous	92 - 00

Weapon Material Frequencies

Wood	01 - 24
Stone-Granite	25 - 40
Stone - Flint	41 - 54
Bone	55 - 66
Copper	67 - 76
Resin	77 - 96
Bronze	97 - 196
Iron	197 - 256
Silvrion	
(Silver-Iron)	257 - 276
Aluminum	277 - 286
Steel	
(Cold Iron)	287 - 296
Aluver	
(Aluminum - Silver)	297 - 299
Special	300
Silver	01 - 25
Gold	26 - 50
Platinum	51 - 75
Adamantane	76 - 87
Adamantene	88 - 95
Adamantine	96 - 99
Adamantium	00





Armor Material Frequencies

AC Mod.

Wood - Slatted	01 - 20	+2
Wood - Bark	21 - 30	+1
Wood - Resined Slatted	31 - 105	+4
Bone	106 - 125	+3
Leather	126 - 225	+2
Leather - Reinforced	226 - 325	+3
Bronze	326 - 370	(+0)
Iron	371 - 395	(+0)
Silvrn	396	(+1)
Steel	397 - 398	(+2)
Aluver	399	(+2)
Special	400	
Adamantane	001 - 150	(+6)
Adamantene	151 - 240	(+12)
Adamantine	241 - 299	(+24)
Adamantium	300	(+50)

(The AC Mods in () designate the amount this material protects in addition to the specific type of armor (i.e., Chain, Scale, or Plate))
There is a 5% chance of magical or special (e.g., Dragon Hide) armor.

Treasure (multiply amount by Level, also add 5% Level)

Tin Pieces (TP)	20%	1 - 200
Copper Pieces (CP)	20%	1 - 200
Silver Pieces (SP)	50%	1 - 30
Gold Pieces (GP)	25%	1 - 15
Electrum Pieces (EP)	15%	1 - 10
Platinum Pieces (PP)	10%	1 - 3
Misc. Pieces	5%	1 - 10
Gems	50%	1 - 6
Scrolls	20%	1 - 4
Magic Items	30%	1 - 2



CREATING THE CHARACTER

1. Determine the race of the Character.
2. Determine the level of the character. With beginning characters, this is obviously first.
3. Determine the Stat Mods and what they affect.
4. Determine the unmodified Stats and then add in the Stat Mods.
5. Determine if the character gets any Stat Mods on skills.
6. Examine the Stats and determine the profession the character will be. If a specific profession is desired for an upper-level character then Stats will need to be re-rolled.
7. Fill in the Special Professional Skills.
8. Fill in the Primary and Secondary Psionic Abilities (if any).
9. Determine the number of PIP's
10. Determine the languages spoken by the character.
11. Determine the spells or prayers of the character.
12. Assign possessions.

The character is now ready to be played...

Poison Resistance

This is a system used to judge the player's general resistance to poisons. This system distinguishes between poisons and venoms; venoms will be discussed somewhat later. When a player is affected by a poison, he must subtract his poison resistance from the strength of the given poison, and if this number is greater than, or equal to, zero, the person is unaffected by the poison. If, however, the difference is less than zero, then the player is affected by the poison. The effects of the poison may be determined as follows:

1) The effect of the poison may be debilitating, and thus the effects may be felt over a period of several days to weeks. The time period that will affect one is determined by this formula: $A = (\text{Poison Strength}) - \text{CON}$ 2.

If A is equal to, or less than, 1, then the effects of the poison are felt only on that day, and the system throws off the poison that night. If, however, A is greater than 1, then that is the number of days that one will be ill.

2) The amount of damage done by the poison each day is determined by the following formula: $B = (\text{Poison Strength}) - (\text{Poison Resistance})$.

Where B is the number of Hit Die inflicted each day.

There are three major effects of poisons on players. The first is repeated introductions of poison into the player's system. Each time poison is introduced, the player loses one Poison Resistance Point. The second major thing is the survival of episodes of poisoning. For each 25 episodes (this is the group of injections, not an individual one) of a poison with Poison Strength greater than the player's Poison Resistance, the player's Poison Resistance increases one. The final thing that affects the poison's effects is one of CURE POISON or ISOLATE POISON abilities. When this affects the poison, it does not change the poison's strength until after it has been determined whether or not it will affect the player.

In addition to poisons, there are also Venoms. These wonderful compounds have no chance of not working (unless one survives 50 episodes with that particular Venom) on a player. They will have their effects, and one can only try to survive them. CURE POISON and ISOLATE POISON will have an effect on a Venom, but there is no set system for determining their effect.

This remains up to the Judge to decide for each individual case.

Power Points and Manitou Combat

Manitou Combat is a form of mental combat where the souls of two people actually engage each other on a slightly higher plane. During the combat, the two combatants' bodies remain rigid and neither will move until the battle is over.

Combat consists of casting and receiving Manitou Power Points. To do this, the combatants allot a certain amount of energy to attack and a certain amount to defense. Should the strength of an attack be greater than that of a defense, then the attack is considered and the difference taken. The combatants' Power Points are depleted only by a successful attack, in which case the difference is subtracted from the Power Points of the defender. This combat will continue until one of the combatants surrenders, or is taken to zero or negative Power Points. Should the loser go below the negative of his normal Power Points, he will die. Otherwise, both will recover the lost Power Points at the normal rate.

Power Points are determined by adding together the player's WIS and level. This may be modified by the presence of a Medicine Bag (for Medicine Players only). It may also be altered by the player being psionic. Though Manitou Power Points are neither magical nor psionic, the psionic player has more experience with mental combat, and therefore tends to utilize his Power Points more effectively than a non-psionic. For this reason, the player may add his levels of psionic experience to his power points (he need not regenerate these extra power points as they don't technically exist).

Though not common this is a form of combat used by some professions to fight spirits (though it is sometimes used on corporeal beings). It may be taught to anyone willing to learn, by someone who knows how to do it.

Magic Use

Though there are a number of different magical systems used in this game, most of the occupations use the same Spell Point system. The basic Spell Point system is based upon the idea that the use of magical energy requires that the Magic User focus the magical energy through a special mental construct. The energy being used costs nothing, but the construction and maintenance of the mental 'Lens' (the Magical Focus - Magfoc) costs the Magic User energy - Spell Points (SP). As a Magic User increases in experience, he strengthens his Magfoc 'muscles' as well as learning greater control of it. Determination of the SP may be done one of two ways. The first way is to use the following formula: $SP = (\text{sum of B's (+1 each time Level is even) for 1 to Level}) - 1$, where $B = 1$ at first Level.

The other way is to use the following chart:

Level	SP
1	1
2	3
3	7
4	13
5	22
6	34
7	50
8	70
9	95
10	125
11	161
12	203
13	252
14	308
15	372
16	444
17	525
18	615
19	715
20	825



Both of these methods are the same. The system used to determine the number of spell points is to assume that the number of spells allowable for a given level increases every two levels. The total number of SP is equal to the sum of the SP for the individual levels (number of spells at that level * spell level.)

Each spell requires the use of 1 SP per level of the spell. There are a number of spells as well that have a basic spell use, then an addition that will increase the spell's effect. Each augmentation of the spell's effect is a per level, or LoE, increase. For this reason, each augmentation

costs 1 SP per level of augmentation. Durations in time are unaffected by additional SP. There are also the professions wherein the spells have no levels. In these cases, the magic user uses 1 SP per level of the spell.

There are few magic-using professions that do not use SP. Clerics are one; they must draw their powers from their Gods. The Medicine Man and Wizard also use a slightly different system wherein they utilize Medicine Power Points (MPP). These professions expend their MPP at 1MPP per LoE of the spell or chant used. The determination of their MPP is discussed in the section on MPP.

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Lycanthropy

In many role playing systems, there is a good chance that one or more players will be inflicted or infected with Lycanthropy (5%). The playing of a Lycanthropic character must then, of course be dealt with. Perhaps the best place to start is with a description of the four major types of Lycanthropy and to describe the play of each afterwards.

Lycanthrope Type 1

This Lycanthrope is the type that most judges are the most familiar with. This form of Lycanthropy is caused by a disease (magical in nature) that enters the victim's system through the entry of a Lycanthrope type 1's saliva or blood, entering through an open wound. It can also be caused by a curse, but this curse needs the saliva or blood of an animal to magically reproduce the disease. The general symptoms of the disease appear on the night of a full moon: the body will begin to take on certain external features of the 'host' animal: the strength will increase to three times normal; there will be an onset of a killing rage that will last the entire night; and the victim will be capable of instantly regenerating any non-energy damage. Please note that this disease is contagious, and can be cured with either a CURE DISEASE or a REMOVE CURSE of 7th level or greater.

Lycanthrope Type 2

Though this type of Lycanthropy is under one section, there are really two indential types which differ only in their cause. One type is caused by a spell that a Shaman will often use when they wish to change their shape. The other is caused by disease mentioned in Lycanthrope Type 1, except that this is the second generation, and the disease has had a chance to 'patch into' the carrier's genetic structure, and to adjust to the carrier's body fully. This is referred to as Type 2A. Because the system is completely adjusted to the Lycanthropy disease, the effects of the disease are considerably different from those of the parent. The gene is an incompletely dominant one, meaning that it expresses itself much like sickle-cell anemia. Should both the parents contribute a Lycanthropic gene, then the gene expresses its full nature in a manner that often kills both the child and the mother. If only one parent contributes the Lycanthropic gene, then the child will be a Type 2 Lycanthrope. This type of Lycanthropy gives the possessor the ability to shape-shift to its alternate form at will while maintaining its intelligence. In the altered form, the Lycanthrope is also able to regenerate any non-energy damage (silver not included). The alternate form is the same mass as before. Its size may be larger or smaller than the normal animal, depending upon the carrier's original size.

Lycanthrope type 2B is the recessive Lycanthrope which has a 1 in 1000 chance of surviving to childbirth. Should it survive, it is a Beast Master, able to command 1-10 beasts of its kind per Level. Its normal form is the beast form, though it can become human at will. It is intelligent, and regenerates in beast form.

Lycanthrope Type 3

This is native only to humans. It, too, is a genetic condition which increases the human's arm length, enabling it to run on all fours. It also causes an occasional bloodlust. This disease is genetic in nature, and is thus not contagious.

Lycanthrope Type 4

This type of Lycanthrope is of a nature entirely different from the other three. Its cause is the possession of the victim by a wolf spirit. The wolf-spirit is a non-corporeal shaitan (a kind of devil). It is exceptionally evil, and its possession of its victim is unusually strong. Once possessed, the victim is taken over every full moon by the demon. Outwardly and mentally, this Lycanthrope then resembles the Lycanthrope Type 1. It has two major differences. One is that if it is slain in human form, then the wolf-spirit will simply leave the body and attempt to find a new body to occupy. If, however, it should be slain in were-wolf form, then the wolf spirit will leave the victim's body, if there would seem to be a good chance of the victim dying for a good (as opposed to evil) cause.

The playing of the various types of Lycanthropes may now be divided up into two basic types: uncontrollable and controllable.

Types 1, 3, and 4 are all uncontrollable. This means that every time there is a full moon, or magic is used that simulates its effects, the character changes or begins to change into its Were-form. The duration of its transformation is about 20 melees, and the player will experience incredible, incapacitating pain. At the end of the 20 melees, the Were-form is complete and there is no longer any pain. Unfortunately, the memory of the pain is usually sufficient to drive the Were into a killing rage for at least 1 hour after the transformation. After the initial killing rage, the Type 1 Lycanthrope will usually become somewhat docile (reacting as would any normal carnivore to hunger or being cornered), and prefer to go loping over the countryside to killing Ints. Type 4, on the other hand, maintain the killing rage until they change back. When the full moon or the magical effect leaves, then the character once again experiences the Transformation Pain for 20 melees before reverting to the normal form taking 2-12 subdual points in the process.

Unlike the types 1 and 4, type 3's will simply attack in a berserker manner at some random point during the night. During the attack, the Type 3 will use tooth and nail (doing 1-4 each) and will be able to attack at 2xs speed and damage. The duration of this berserker rage will either last until the victim is killed or the Type 3 will lose 1 STR per 5 Melees of the rage. (Damage plusses should be decreased appropriately). Should anyone interfere with the rage, then that person will instantly become the new target of the attack.

The Type 2 Lycanthropy is controllable, and the transformational details are basically the same for Type 2A and 2B. As the category would suggest, this type of Lycanthropy is controllable, though not necessarily easily. To

begin with, there is a considerable amount of control that must be learned before the player is considered proficient at transformation and Transformation Time and Pain are part of this control. The base chance of a novice Type 2 Lycanthrope being able to transform himself is 5%. Each successful transformation, in a battle situation, adds .5% to the base rating. It is almost always possible to change in a peaceful environment, but true control requires learning how to change under stressful conditions. Through practice, one may also learn to decrease both Transformation Time and Pain. Though these terms are related, the Pain being dependent on the Time, they are not the same. Under normal circumstances, base Transformation Time is 20 melees, while base Transformation Pain duration is 21 melees (Pain durations always being 1 melee longer than Time, except in highly trained individuals). For each 10 transformations, in a combat situation, both times are decreased 1 melee, until Transformation Time is equal to 1 melee. The minimum Transformation Time is 1 melee, though Transformation Pain duration may go to 0 melee. The Were-form is maintainable for 1 hour per 20 successful combat transformations at which point one experiences an involuntary Transformation causing 2-12 subdual points.

It is also useful to remember that Lycanthropes Types 1, 2, and 4 are caused by actual morphological shifts in the Lycanthrope's body and, as such, are subject to psionic interference (i.e. NEURO-TELEPATHY, PROJECTION).

A number of different Type 1 and 2 Lycanthropes and their damages (based upon a 2-meter baseline) are listed below. Not all the types of Lycanthrope are possible in a given area, and may need to be redetermined, but remember that, in the case of Type 2s, the Lycanthropic trait is inherited, and one's ancestors might have moved inland or to the water since the disease was first contracted.

%	Name	Damage by Claws	Bite	Special	AC
01-04	Alisaurus	1-4 foreclaws 1-6 hindclaw	1-6	1-4 by tail	7
05-10	Barracuda	-----	1-6	-----	7
11-16	Beetle	3/1-2	1-4	-----	5
17-20	Deer	2/1-3	--	1-4 by antler	7
21-22	Eagle	1-8	1-6	-----	7
23-30	Gull	---	1-4	-----	7
31-32	Lion	2/1-4	1-3	-----	7
33-40	Lizard	2/1-3	1-4	1-4 by tail	7
41-42	Lobster	2/1-8	---	1-4 by tail	5
43-44	Octopus	-- --	1-4	1-10 by Con.	8
47-48	Pteradactyl	1-4	1-8	-----	7
49-56	Rat	1-4	1-4	-----	7
57-58	Saber-tooth	2/1-4	1-8	-----	7
59-66	Serpent				
	(01-75)	-----	1-4	1-8 by Con.	7
	(76-00)	-----	1-4 (P)	1-6 by Con.	7
67-68	Shark	-----	1-8	1-4 by tail	6
69-74	Spider				
	(01-75)	-----	1-6	Web	7
	(76-00)	-----	1-6 (P)	Web	7
75-76	Squid	-----	1-6	1-10 by Con.	8
77-78	Tiger	2/1-4	1-3	-----	7
79-84	Triceratops	-----	1-4	2/1-6 by horn	6
85-86	Wasp	2/1-2	1-2	1-2 Sting (P)	6
87-94	Wolf	1-2	1-4	-----	7
95-98	Wolf Hound	1-2	1-6	-----	7
98-00	Wolverine	2/1-4	1-6	-----	7

Occupations

Acupuncturist

Base EP: 2500

Armour Worn: Robe
Weapons Used: Staves
Hit Dice Size: 4
Minimum Stats: STR 12
DEX 15
PSI 90

Description:

This is a class of Ints who have specialized in the science of Acupuncture. By careful application of this science, the Acupuncturist is able to induce tremendous feats of healing and modifications of the normal body functions. However, in addition to their healing, they are also capable of using their knowledge to cause considerable damage.

The basis of the Acupuncturist's powers lies in the study of the flow of Pranic energies through a creature's body. A creature with a balanced flow of Pranic energies is in good health. A creature whose flow is imbalanced is either physically or mentally ill. The Acupuncturist's skill lies in manipulating these energies. In the beginning of learning, (levels 1-6) the Acupuncturist manipulates the Pranic flow from knowledge learned from his teacher. Between levels 7 and 12, he may detect the Pranic flow by touching the subject. Finally, the Acupuncturist is able to sense the Pranic flow (levels 13 and up).

The Acupuncturist's powers are quite varied. At first level, he is able to increase the efficiency of healing 1xs per 3 levels. At 4th level, he is able to begin to cure curses at 1 LoE of curse per 2 LoE and insanity at 5% per level. At 6th level, he begins to be able to induce certain psychological changes in the subject. (i.e. insanity, depression, elation, increased strength, increased speed, etc.). The purely psychological changes stay for 2 days per Level, while the psycho-physiological changes stay for 1 hour per level. Extended use of these techniques can cause a permanent imbalance in the Pranic flow (5% per day used. At least one week must be allowed for recovery), which, in the case of the psycho-physiological response, can cause a burn-out of the subject (100%-8% per CON + 5% per day). A burn-out can result in death at 100%-8% per CON + 5% per day, otherwise it results in complete exhaustion for .5 days per day stimulated.

The Acupuncturist's skills may also be used in combat. He knows the pressure and the prana points of the body and how to apply the proper stimulus to them. The following chart shows the Acupuncturist's damages if he hits:

001-080 1-4 Damage points per 2 levels.
081-090 Stun 1-4 melee per 2 levels
091-110 Knock out
111-120 Kill

This is rolled from 1-100 and 2% per level is added to that number. The last three effects are caused by creating a sudden stoppage of the Pranic flow through part of the victim's body. In its more subtle form, this method may be used to permanently stop Pranic flow through a part of the body (5% per level).

For more delicate situations, the Acupuncturist must use a collection of specialized needles to have an effect. For combat, the hands suffice nicely.

Acupuncturists are not required to worship any gods, nor do they have any particular alignment.

The Acupuncturist's special skills are as follows:

Barehand Damage: 1-4 Damage per level
Hit: +1 to Hit per 4 Levels
Healing Efficiency: 1xs per 3 level
Cure Curse: 1 LoE of Curse per 2 LoE (starting at 4th Level)
Cure Insanity: 5% per LoE (starting at 4th level)
Create Psycho/Psycho-physiological Change : 2 days per LoE 2
Attacks: 1 Attack per melee per 5 levels

Amulet Maker

Base EP: 2000

Armour Worn: Robe
Weapons used: Knives
Hit Dice Size: 6
Minimum Stats: STR 16

Description:

This is a class of Ints who specialize in making protective devices. These protective devices are normally known as amulets. The production of an amulet requires different methods, depending upon the type. The different types of amulets are mainly differences in the fine tuning of the amulet. The basic manner of construction requires the following steps:

1) Selection of the basic material. This material must be worked by the Amulet Maker and so, the more workable, the better. Another consideration is that the amulets are partly sympathetically magic and the appropriate material is chosen for its sympathetic qualities.

2) The base material must then be worked. On to each amulet blank must be worked the matrix representation of the inverse of the spell that the amulet is being made to counter.

3) Finally, the amulet must be activated. This requires 1 week per level of the spell -1 day per level of the Amulet Maker.

All types of amulets follow these rules for their construction. The difference lies in the fine tuning of the inverse spell matrix of the amulet. When an amulet is constructed, the Amulet Maker may choose its Level of refinement ranging from very broad response to a specific magic-user's spell. The types of specificity and their efficiency are listed below.

General Specification 40%
Profession Specification 70%
Personal Specification 70%
God Specification 95%

These efficiencies are the chances that the amulet will work when a spell is directed against them. They are increased 2% per level of the Amulet Maker and decreased 2% per level of the spell being directed against it. Amulets are always activated. Should the SP of the spell be greater than the SP of the Amulet, then there is a effect for the spell equal to the effect of that spell - the SP of the amulet. Also to be considered is the fact that there is a 5% per excess SP (overloading the amulet) of the amulet being burned out. If an amulet is to be made against a god or person, then the Amulet Maker must have an object that carries that God or person's personal aura.

What the Amulet Maker does is to construct an object with the inverse matrix representation of the given spell or effect constructed on or into it. This simply cancels out part of the spell cast against it. The matrix may be built into almost anything (a common example is in medallions or belts). There are also some matrices that the Amulet Maker Learn, that may be reversed (this will happen 3 levels after the matrix is learned). The

imprinting of this matrix will create an object with that spell always active. (A way to make it active only part of the time is to make the matrix complete only by pressing in a button or so). The effect of the matrix is omnidirectional, and localized about the matrix. This allows one to create amulets of Strength, Fire, Confusion, etc. An Amulet Maker may also create amulets against monsters, venoms, etc., but this will take a considerable amount of research (Judge's discretion). Also, the Amulet Maker will find it necessary to keep a notebook of matrices unless his INT is greater than 15. The Amulet Maker may learn five matrices per level, and any other he discovers, pays for, or researches. Amulets must always be paid for (see the section: The Creation of Magical Items, from A Compendium of Magic Items).

The Amulet Maker has no requirements towards Gods or alignment.

Astrologer

Base EP: 2000

Armour Worn: Robe

Weapons Used: Knives

Hit Dice Size: 4

Minimum Stats: INT 15

WIS 13

Description:

The Astrologer is a class of Ints who spend much of their time studying the stars, their effects on Ints, and their effects on nature. This study allows the Astrologer to learn to manipulate certain stellar forces to create a number of potent effects.

The stellar forces are so pervasive, that the Astrologer can use most of his abilities anywhere. However, the Astrologer should build a 'workshop' in a place where the stellar forces are more easily accessible and powerful (normally on a high mountain peak, etc.), if he does, he can actually double the effects of his abilities and his spell points as long as he remains in his workshop.

The Astrologer 'binds' the stellar energies to produce his various spells. Though normal spell use produces only temporary effects, the Astrologer can bind energies in a more permanent manner, if he wishes to take the time. The effects of this spell still have the same potency, but the duration is quite long. This use of the spell may be effected by spending 1 day per level of the spell, binding the energies. The major problem with this method is that this type of spell use depletes the surrounding area of the particular type of stellar energy that is being used by the spell. This means that that particular spell cannot be used within 1 meter per level of the 'permed' spell.

One of the more potent special abilities of the Astrologer is the ability to analyze the stellar forces that influence a person. Once this is done, any spell cast at the 'known person' is five times as effective. This analyzation process takes about 25 months- 1 month per level of Astrologer's constant observation, for the allotted time, and the Astrologer must have a complete set of instruments and texts for the task.

An Astrologer has no need to worship any gods and normally avoids doing so. They also have no particular requirements for alignment.

Bard

Base EP: 1800

Armour Worn: Leather (Sometimes silent Chainmail)

Weapons Used: Sword, Axe, Staff, and Knife

Hit Dice Size: 6

Minimum Stats: DEX 10
CHA 14
(MAG 95)

Description:

This is a class of Ints who specialize in collecting, singing, and creating folk-songs, poems, ballads, etc. To do this, they are often found wandering about the country-side with an instrument or two in their packs, or at banquets, providing the music.

Because of his musical talents, the Bard can captivate audiences, eventually learning to manipulate their emotions as fluently as the strings of his instrument. It is this that is meant by the Bard's Charm ability; his Charm is useless against a determined opponent. Still, because of his talents, the Bard betters the mood of many parties meeting with him.

Not being able to rely entirely upon the charms of his musical skills, the Bard also learns to fight. In fighting ability, the Bard is about the same as the Tracker. The restrictions on the types of armour which may be worn by a Bard are mainly a matter of aesthetics. Bards in Platemail simply never make it. Silent Chainmail is allowed because moving in it won't cause any noises to disturb the Bard's playing, and because it can be hidden under his clothing. The Bard's choice of weapons is also for aesthetic reasons.

Once a year or so, the Bard should travel to one of the Guild Halls to turn over any new songs, ballads, poems, etc. which he has learned over the past year, for a fee (15 GP/Poem, 25 GP/Song, 45 GP/Ballad, 100 GP/Epic Poem, etc.). The Bard can also pick up a number of songs, etc. at the Guild Hall.

Occasionally, Bards are magical as well. These are known as Rune Bards. Because of this, these Bards are able to utilize Rune-Words in their poems, songs, etc. The Rune-Words are words causing a special effect and using GSP (Genetic Spell Points) in the process. Usually the Bard will hide his Rune-Word in with a number of others to prevent others from learning them. The following are several of the Rune-Words and the levels at which they may be learned:

Anger - 6th Level - This word allows one to cause anger in one person per LoE per GSP.

Berserker Rage - 8th Level - This word allows one to cause a berserker rage in one person per LoE per GSP.

Blindness - 8th Level - This word allows one to blind one person per two LoE per GSP.

Calm - 4th Level - This word allows one to calm one person per LoE per GSP.

Coma - 10th Level - This word allows one to cause a coma in one person per LoE per GSP that will last (1 day per LoE) 2.

Courage - 6th Level - This word allows one to instill courage in one person per LoE per GSP.

Cure Insanity - 10th Level - This word allows one to cure many types of insanity in person per GSP.

Deafness - 8th Level - This word allows one to cause deafness in one person per LoE per GSP.

Death - 16 Level - This word allows one to cause one person per LoE per GSP to die.

Despair - 6th Level - This word allows one to cause despair in one person per LoE per GSP.

Fear - 4th Level - This word allows one to cause fear in one person per LoE per GSP.

Forgetfulness - 4th Level - This word allows one to cause forgetfulness in one person per LoE per GSP.

Heal - 4th Level - This word allows one to double or triple the healing rate of one person per LoE per GSP for one day per LoE.

Hope - 4th Level - This word allows one to instill hope in one person per LoE per GSP.

Insanity - 8th Level - This word allows one to cause insanity in one person per LoE per GSP. If directed against only one person, the effect will last for (1 day per LoE) 2 per GSP.

Life - 18th Level - This word allows one to call a body and soul back to life that have not been dead more than one hour. Subject returned to life with 1 Damage Point.

Remembrance - 4th Level - This word allows one to cause remembrance in one person per LoE per GSP.

Reverse - 4th Level - This word allows one to neutralize the effects of another Rune-Word. It neutralizes one LoE per GSP.

Sleep - 4th Level - This word allows one to cause one person per LoE per GSP to sleep.

Sorrow - 2nd Level - This word allows one to cause sorrow in one person per LoE per GSP.

Wakefulness - 4th Level - This word allows one to cause one person per LoE per GSP to remain awake.

Unless specified otherwise, these Words have a $25\% + 5\%$ per LoE -5% per Victim's Level chance of success, and the effects will last for 1 half-hour per LoE. If said another time, the chance of success doubles, and the time is doubled. The effect of a Rune-Word may be fought, which subtracts $5\% + 5\%$ per $(CON - 15)/2$, or may be submitted to, which adds $5\% + 5\% / ((CON - 15)/2)$ to the chance of being affected.

Cleric

Base EP: 1800

Armour Worn: Robe

Weapons Used: Staves, Clubs, Whips

Hit Dice Size: 8

Minimum Stats: WIS 12

Description:

This is a class of Ints who endeavor to learn the ways of the universe by paying homage to the gods. By entering into the worship of a particular God, the Cleric draws power from that God. In addition to drawing power, the Cleric will have ceased being a separate creature from his God, and will instead become an aspect of that God on the Material Plane. This will not change the Cleric's ability, but there is a gradual shifting from the character's original vagrancies to the God's vagrancies. This, of course, means that no Cleric may become a God, but only part of a God upon undergoing the Rites of Godhood.

To progress up each level, the Cleric must commune with his God first. This is done by either building an altar or by making one's sacrifices at an already established temple (of course, at higher levels, one is supposed to think about building a temple, anyway). The Cleric must continue his sacrifices until the God is in the best mood possible and, therefore, grants him new powers. The sacrifices vary from God to God, but they all increase with increasing levels. Some Gods may even set a task or Holy Quest at each level instead of progressively more sacrifices.

The Cleric has the ability to Summon Aid at 5% per level. Clerics get their powers from the gods, so the number of spells allowed to them per day is governed by their god's mood and their level. The chance of the Cleric casting a spell is $50\% + 10\%$ per level -10% per try. If the Cleric is below 0% then it may still try to cast a spell, but he will require a mood roll of $d12-1$ per turn.

The Cleric takes on the essence of his God, so he must necessarily be of the same alignment as his God.

In addition to this, the Cleric has certain other abilities. The first of these, is the ability to turn creatures of an alignment opposed to theirs or control creatures of a similar alignment. Both of these abilities occur at $100\% + 5\%$ per level -5% per 10% of monster's EP. The second is the ability to bless objects. They may bless (1 object per week per level) 2 at a $35\% + 5\%$ per level chance of succeeding. This blessing will allow the object to hit as though it were magical (at $+1$ per 4 levels of the cleric) and will cause special damage to certain animals that are said to take damage in this manner (e.g. Holy Water).

A Cleric has the following special abilities:

Damage: $+1$ Damage per 3 levels.



Crimson Seeker

Base EP: 1200

Armour Worn: Any
Weapons Used: Any
Hit Dice Size: 10
Minimum Stats: STR 14
CON 14
PSI 90

Description:

This is a class of Ints who have combined the elements of a Warrior with psionic abilities. Crimson Seekers may wear any kind of armour and use any kind of weapon. They will usually try for the best armour they can obtain (Legally or otherwise). Like the Warrior, the Crimson Seeker tends to rely a bit more upon strength than skill and, thus, does slightly more damage, but it is not as accurate.

Because of, and in addition to, the Seeker's psionics, the Seeker eventually gains the ability of Soul Armour. This ability, gained once the Seeker gains TELEKINESIS, allows the Seeker to produce a kind of Telekinetic armour around his body (-1 AC per unit energy). In addition, the shield forms around the Seeker's hand or weapon and increases its damage (+1 per unit energy). The unit energy spoken of here is 10 PSP -1 PSP per LoE, used per melee to create the Soul Armour. In addition, the Soul Armour absorbs 1 HD of energy damage per unit energy.

Crimson Seekers, while not required to do so, sometimes worship a god. If a Seeker should honor a God faithfully through eight levels, without going to any other god, except under extreme duress or enchantment, the god may deign to become the Seeker's Patron Deity (50% + 5% per level thereafter). If this should happen, then the Seeker will be allowed to summon aid at 5% per level if in dire need.

Unless the Seeker has a patron deity or is trying for the favor of a god, there is no restriction on his alignment. Also, only Seekers without patron deities may become Gods in the Rites of Godhood. Those with patron deities become demi-god retainers of their patrons.

In addition to the normal type of Seeker, and as the Warrior, there is also a sub-class called Scarlet Seekers. These Seekers always honor and may gain a patron deity after five levels of service. These Seekers disdain any armor other than Leather, trusting their deity and minds to aid them. There are two phases to the 'Scarlet Haze.' The first is the analog of the Berserker state, where the Seeker attacks at twice speed and damage as well as being four off on AC. The second is the psionic phase in which the Seeker constantly strikes his opponents with triple-strength MIND BLASTS. The Seeker is able to maintain this state for 10 melees per level or until his PSP runs out before becoming completely exhausted. The Scarlet Seeker may enter the Scarlet Haze once per day. In this state, the patron deity (once the Seeker has one) may deign to subtract 1 - 4 AC for the rest of the battle (5% per level). The Scarlet Haze state is entered willingly and the Scarlet Seeker otherwise fights like a Crimson Seeker.

Seekers have the following special skills:

Damage: +1 Damage per level
Hit: +1 to Hit per 2 levels
Defense: -1 AC per 3 levels

Demonist

Base EP: 1800

Armour Worn: Chain Mail
Weapons Used: Any
Hit Dice Size: 8
Minimum Stats: WIS 18
CUN 15
MAG 90

Description:

This is a class of Ints whose efforts in life are devoted to attempting to become demons. To do this, the Demonist swears himself to one of the Demon Lords. In exchange for his loyalty, the Demon Lord imbues the Demonist's body with certain physical and/or mental changes. These changes become more prominent with time. Though the effects of these changes may be magical, they are not spells, and most are usable only 4 times a week + Level. There is only a 25% chance of gaining any given specific change. The Demon Lord is able to instantly deprive the Demonist of any magical abilities (this does not include any body changes). Also, the Demonist finds himself with a mental block that keeps him from doing any violent act against his Lord. The Demonist may be summoned to aid the Demon Lord on occasion.

In addition to the Demonist's magical abilities, he must also have learned some form of martial art. The most commonly adopted martial art form is that of the fighter (this, however, depends on one's Stats).

As the Demonist gains greater and greater levels, he becomes less and less human. The changes that the Demonist exhibits depend on the Demon Lord worshipped. In addition to the physical changes, the Demonist also becomes more eligible to be summoned to the aid of the Demon Lord. This aid may take many forms: The Demon Lord desires an object, and the Demonist must fetch it; a fellow Demon or Demonist has gated for aid, and the Demonist is summoned as the aid; etc. This happens on the average of once per 3 months per level over 8th. A Demonist may be made to do this to pay the Demon Lord back for his aid. There is a 3% chance of this happening at any given Level.

One thing about the Demonist is that he cannot simply quit being a Demonist. If he should attempt to do so, then his Demon Lord will bring up predicaments that will try the ex-Demonist until he attempts to summon aid from his Lord, for which the ex-Demonist's soul will be demanded (the swearing only offered the Demonist's services, not his soul). During this time, no other god will aid the ex-Demonist. The only true and good way to get out of a Demon Lord's service is to become a repentant Demonist. Becoming a repentant Demonist requires that the Demonist attempt to compensate for his evil deeds (if any). Each time the Demonist performs a deed truly worthy of redemption, he loses one of his special Demonic abilities. When he has lost them all and done one last act, he is considered redeemed. However, each time he performs an act that is worthy of a Demonist, he gains back one lost ability. To aid him in his search for redemption, the Demonist gains one special ability: whenever he should see a Demon of any kind, he will attack in a berserker rage. This means that he can do double damage, attack at twice speed, and loss 4 of AC. The rage is sustained for 10 melee per ability lost, or until all the Demons are dead. At this time, all attacks are considered magical whether a magical weapon is used or not. If the Demonist should die in one of these battles against overwhelming odds, he is considered redeemed.

The Demonist's special abilities are as follows:

Damage: +1 Damage per Level (if fighter)

Hit: +1 to Hit perLevel (if Fighter)

Defense: -1 AC per 3 levels (if Fighter)

Gate in Demon: 5% + 5% per level

Magic Resistance: 30% + 5% per level

Summon Aid: 2% per level

Attacks: 1 attack per melee per 6 levels (if Fighter)

Druid

Base EP: 2000

Armour Worn: Robe

Weapons Used: Knives, Clubs and Staves

Hit Dice Size: 6

Minimum Stats: WIS 12

Description:

This class of Ints is closely related, both in ability and power base to the Elemental Wizard. The Druid is a special type of magic-user whose spell use is similar to that of a Magus, but whose personality changes as a Cleric. Technically, the Druid does not worship any gods, but rather gains his abilities by gradually becoming more in tune with the forces of nature.

Druids deal with the living forces of nature (i.e. plants and animals). The Druid can develop considerable power over these Living creatures. Due to his respect and empathy with normal plants and animals, the Druid is, necessarily, a Medicine Hunter, as well. This means that, if the Druid kills a normal plant or animal, it must be done with the proper ceremony and for a reason, else the Druid can be turned into a Suicide Tree for a length of time governed by the severity of the offense. Also, the Druid is obligated to disenchant and/or release any mistreated animals or plants, if it is possible.

The Druid may summon aid (the form which this will take is that of a living creature). Only a Druid with an exceptionally high combination of WIS, INT, and CON (50) can become a God upon undergoing the rites of Godhood. All others fade into the natural forces. Also Ints in this profession must be neutral in Alignment.

Elemental Wizard

Base EP: 2000

Armour Worn: Robe

Weapons Used: Knives, Clubs and Staves

Hit Dice Size: 6

Minimum Stat: WIS 12

MAG 90

Description:

This class of Ints is closely related, both in ability and power base, to the Druid. Elemental Wizards are a special type of magic-user whose spell usage is similar to that of a Magus but whose personality changes as that of a Cleric. Technically, the Elemental Wizard does not worship any gods but, rather, gains his abilities by gradually becoming more in tune with the forces of nature.

Elemental Wizards deal with the elemental forces of nature. They can develop considerable power over the elements. Elemental Wizards do not kill animals or plants, out of deference to the Druids. They also have the ability to change their bodily form to temporarily become an elemental. This may be done for (1 melee per Level) 2 per day. The elemental form thus assumed has 1 HD per level, and does 1-4 per Level by hit.

Elemental Wizards are also able to 'pass' through the elements (in the case of air, this means flying) for (1 melee per level) 2 per day with no ill effects.

The Elemental Wizard may summon aid (the form which this will take is an Elemental). Only an Elemental Wizard with an exceptionally high combination of WIS, INT, and CON (50) can become a God upon undergoing the Rites of Godhood. All others fade into the natural forces. Also Ints in this profession must be neutral in alignment.

Fighter

Base EP: 1200

Armour Worn: Scale Mail (Plate on occasion)
Weapons Used: Any
Hit Dice Size: 8
Minimum Stats: STR 12
DEX 12

Description:

This is a class of Ints who use weapons with which to fight. They may use any kind of weapon and may use Plate Mail, although they usually prefer not to. The Fighter is a full powered fighter, but is one who prefers to use a good bit of skill as well as strength in fighting. For this reason, they do not do quite as much damage from sheer strength of attack, although they are as accurate as a Thief.

Fighters, while not required to honor any Gods, do so on occasion. If a Fighter should honor a God through 8 Levels without going to another God for aid (except under duress or enchantment), the God may deign to become the Fighter's patron deity (50% + 5% per level thereafter). If this should happen then the Fighter will be allowed to summon aid at 5% per level if in dire need.

Unless the Fighter has a patron deity or is trying for the favor of a God, there is no restriction on his alignment. Also, only those Fighters without patron deities may become Gods in the Rites of Godhood. Those with patron deities become demi-god retainers of their patron deities.

Fighters have the following special skills:

Damage: +1 per level
Hit: +1 to Hit per level
Defense: -1 AC per 3 levels
Attacks: 1 attack per Melee per 6 levels.

Frost Wizard

Base EP: 1000 (1200)

Armour Worn: Robe
Weapons Used: Knives, Staves, and Pole Arms
Hit Dice Size: 6
Minimum Stats: WIS 14
CON 14
MAG 90

Description:

This is a class of Ints who have already sworn their soul to one of the Ice Lords. The Frost Wizard has certain magical abilities in addition to their ability to fight. Some of the magical abilities of the Frost Wizard show up in their spells. They receive spells every third level and receive all spells there. These spells do not derive Spell Points from the Gods, but the god to whom the Frost Wizard is sworn can control the Frost Wizard's spell points if he goes against the God's Wishes.

Another magical ability is the Cold Flame. This ability causes the Wizard's hand to erupt in an icy-blue flame for an amount of time determined by the Wizard's Level. This flame can be made to freeze normal objects or souls, and it can also be made to radiate away from the hand, for either a diffuse or focused effect. While using the Cold Flame, the Wizard is immune to all temperature effects. It is usable 3 times a week + level.

In addition to the Wizard's magical abilities, he is also able to fight like a Thief. The Frost Wizard's normal weapon is a type of Pole-axe and any magic item with a cold effect has its effects doubled when in contact with a Wizard.

There is a class of Ints very closely related to the Frost Wizard, this is the Frost Warrior. The major differences are that the Frost Warrior requires a 15 or greater on STR, he receives a 10 sided Hit Die, and is able to fight like a Warrior. Aside from these things, the Frost Warrior is identical to the Frost Wizard.

Both professions are required to swear themselves to one of the Ice Lords (one of the Cold related Gods) although this does not mean that either must worship his sworn Lord, as do Clerics. Alignment must be the same as the Sworn Lords.

The Frost Wizard's Spell Points and special abilities are as follows:

Damage: +1 Damage per 2 levels

Hit: +1 to Hit per level

Defense: -1 AC per 3 levels

Cold Flame: 1 HD per level per melee (focused)

1-4 Pips per level per melee (diffuse)

Cold Flame Duration: 1 melee per level 2

Cold Flame Range: 1 meter per level

The Frost Warrior's special abilities are as follows:

Damage: +1 Damage per level

Hit: +1 to Hit per 2 levels

Defense: -1 AC per 3 levels

Cold Flame: 1 HD per level per melee (focused)

Cold Flame Duration: 1 melee per level 2

Cold Flame Range: 1 meter per level

Geo-Sage

Base EP: 1800

Armour Worn: Robe

Weapons Used: Knives, Staves and any stone based weapon

Hit Dice Size: 4

Minimum Stats: INT 13

MAG 90

PSI 90

Description:

This is a class of Ints who have specialized in Earth Magic. The ground produces a magic of its own and that magic manifests itself in stones. It is this magic that the Geo-Sage taps. They learn to use these magical stones and release some or all of their energies. This is done by certain mental exercises which may be learned from an instructor, or they can be learned on one's own. If one learns from an instructor, he learns to activate 1-5 stones per level. In this course, one must provide his own magical stones that are to be used (usually 2-6 stones), and pay the instruction fee of 2000 Gold pieces per stone and up, depending on the danger involved in activating the stone and the instructor's mood. If on the other hand, he attempts to learn to activate a stone on his own, he will succeed at 5% per month + 5% per successful activation.

Again, he must provide his own stones (note: Stones are fully discharged until he activates them with 100% activation, at which point he has learned to control the amount of energy released).

The Geo-Sage is more in tune with these magical stones than others, so he is able to locate a stone of the given type and determine the magical nature of any given stone, if it has any. They are able to 'artificially' magic 1 stone per week at 10% per level. This gives the stone a randomly determined ability from magic, psionics, or tracking (for more on this, see Magical Stones). Finally, the Geo-Sage can add primitive magic to any stone weapon he uses. This gives him pluses in Hit and Damage when using stone weapons.

There is no necessity for the Geo-Sage to worship any god, though the option is open to him. There is also no restriction on his alignment though it will tend towards pure neutral just as are most of the rocks.

The Geo-Sage's special abilities are as follows:

Hit: +1 per 3 levels

Damage: +1 Damage per 3 levels

Use of 1-5 Stones per level

Locate Stone: 5% per level (for a given type only)

Determine Nature of Stone: 7% per level

Healer

Base EP: 2000

Armour Worn: Robe

Weapons Used: None

Hit Dice Size: 6

Minimum Stats: STR 14

DEX 14

PSI 90

MAG 90

Description:

This is a class of Ints devoted to healing. They never carry offensive weapons and they carry only staves, to help defend themselves. While this leaves them open to attack, it also serves notice of their profession. If the need should arise, the Healer may use any weapon to defend himself (only!), though it should be discarded at the first opportunity. When defending, the Healer uses his staff to parry blows. The Healer's Staff has special properties to be discussed in a separate section.

The special aura about the Healer causes monsters not to attack him, (and only 40% of the semi-Ints). Any Int attacking him takes a great chance that most would prefer to avoid. Should anyone kill a Healer without good reason, the death of the Healer imparts a curse upon the killer or killers that requires 1 FULL WISH per level of the Healer to counter. Note: The reason that this curse is so feared is that it is designed to keep the Victim alive.....

In addition to these other abilities, the Healer has some capabilities in healing. If a Healer wishes to, he can heal (by utilizing some of his own CON). The CON used is then subtracted from the Healer's normal manner. After seventh level, the Healer gains the ability to occasionally raise the dead to life. The Healer may try to raise a person only once, and must attempt it within 5-10 minutes of death, or the Victim will be mindless or dead. One problem is that this will drain away all of the Healer's CON. Also, the Healer may 'steal' STR from another person. When this is done, the Healer gets 1 CON per STR point stolen.

The Healer has no requirements as far as alignment or gods though there is a tendency towards neutrality. On occasion, a god may take an interest in a particular Healer (usually a God of Healing) once the Healer is above 8th level. The Healer involved may choose whether or not he will accept the God's aid. If he does, then he will become an apprentice to that god, and may occasionally ask for aid in Healing or raising the dead. This aid is available 1 per week per Level. In the Rites of Godhood, the apprenticed Healer has a 5% chance per WIS point of becoming a retainer for that god, if he survives. If he survives and doesn't become a retainer, he becomes a god, affiliated with, but separate from, his former master.

The Healer's special abilities are as follows:

Defense: -1 AC per 5 levels (-1 AC per 2 levels with staff)

Heal: (1 Damage point per CON per level) 2 per day

Raise Dead: 25% + 5% per level over 7th

Drain STR: 1 STR per level per touch

Summon Aid: 20% + 5% per level over 8th

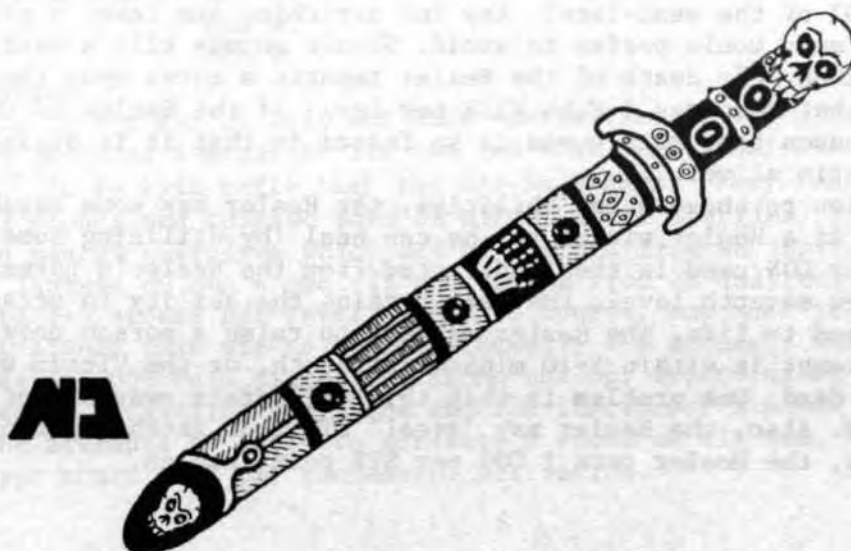
(Apprenticed Healers only)

Healer's Staff

This staff is an outcome of one of the Healer's abilities. At third level, the Healer goes into a forest and selects a tree of proper dimensions to be a staff. The Healer then must visit the tree once a day for 3 solid weeks and pour all his CON into the tree. This causes it to slowly mutate such that its branches will fall off and its roots become a tight ball. At the end of 3 weeks, the tree (now a staff) will, on command, lift out of the ground and alight in the Healer's hand. From this point on, the staff will, if physically possible come to the Healer's call. Basically, the Healer uses his staff to focus his powers. The use of it, doubles most of the Healer's powers (in the case of +5% per level abilities, it makes it +10% per level).

The staff is 'alive' but is AC 0. Should it be destroyed, the Healer must start over again with a new staff. The staff must be 'fed' once a year. From then on he must take off for three week of the year to 'feed' the staff as he did when it was originally formed.

After the tenth feeding, the staff gains the ability to go ethereal on command for 1 melee per feeding above tenth level. After coming into the normal plane, the staff must stay there for as long as it was on the ethereal plane.



Historian

Base EP: 1500

Armour Worn: Leather

Weapons Used: Knives, Staves, Swords and Clubs

Hit Dice Size: 6

Minimum Stats: INT 13

DEX 12

Description:

This is a class of Ints who attempt to learn what they can of the history of whatever strikes their interest. This means that they may be studying in a library one month, working at an archeological dig the next, or recording the history of a village the next. All this gives the Historian a wide range of skills.

The Historian's second most important skill (staying alive is obviously the first) is that of Legend. Legend allows the Historian to know of a number of things (i.e., Artifacts, cities, ruins...). However, it is impossible for any one person to know everything and so, even with his books, the Historian must sometimes depend upon a library for information. This increases the possibility for finding a given piece of information to 50% (-5% per previously searched library (down to 10%). The score is never higher than this for a general library. If the Historian should find a library with a specialization in a particular area, the chance of finding what he wishes there can range up to 97% (-5% per previously searched library). There is also a 70% chance -2% per level that the information the Historian is looking for is in a language unknown to him.

The Historian has no requirements to worship a god, though he may do so on occasion. The Historian also has no requirements as far as alignment goes, though there is an obvious preference for law.

The Historian's special abilities are as follows:

Hit: +1 per 2 levels

Damage: +1 per 3 levels

Legend: 2% per level

Pick Pockets: 30% + 5% per 2 levels

Open Locks: 25% + 5% per 2 levels

Find/Remove Traps: 20% + 5% per 2 levels

Move Silently: 15% + 3% per level

Hide in Shadows: 10% + 5% per 2 levels

Hear Noise: 10% + 2.5% per 2 levels

Climb Walls: 80% + 1% per level

Read Languages: 5% per level

Detect Secret Doors and Panels: 25% + 7% per level



Houri

Base EP: 2000

Armour Worn: Robe
Weapons Used: Knives
Hit Dice Size: 6
Minimum Stats: INT 10
DEX 13
CHA 15
COM 12

Description:

This is a class of Ints that utilize their beauty to charm creatures of a similar race. Their charming skills are augmented by the Houri's use of magic. Most Houri magic requires physical contact (a kiss or the equivalent) but, as the Houri becomes more proficient, her magic eventually begins to gain a distance (what is referred to as throwing a kiss). Also, since it is mainly mind control spell, the spells are normally quite effective though they are severely limited in the number of people they can affect with a given spell. She receives spells from a teacher to advance a level.

Because of their lack of wide range use of spells, the Houri learns to fight, rather effectively, with small weapons, and to avoid fights when necessary. Though it is technically possible for a Houri to fight with something other than a small weapon, the larger weapons normally subtract from 15 to 25% from the Houri's charm, because of the vicious look of the weapon. Thus it is that only high level Houris (10th level at least) and ones from the war-like races, (from whom it is expected) carry larger weapons.

The one magical ability that the Houri does have that has wide range effects is her Charm. The Charm works on any creature of a race related to the Houri (non-corporeals can often affect any race, and will affect any susceptible Int of an opposite sex, within the range of the charm. The Houri releases her charm and then must concentrate to maintain it. Once a creature is charmed, he stays charmed until the Houri's concentration is broken. All those not initially charmed must check to see if they are charmed in each successive melee. Note: It is possible for the Houri to cast spells while charming if the effects of the spell are similar in effect, otherwise there is too much splitting of concentration to maintain the charm. The charm will also work on the Houri's own sex, but its effects will not start until 8th level.

Though it is not very common, a male may choose to be a Houri.

There are no requirements for the Houri to worship any god, though she may do so if she wishes. There are, likewise, no alignment requirements, and all the alignments are equally common among Houris.

The Houri's special abilities are as follows:

Hit: +1 to Hit per 2 Levels

Defense: -1 AC per 5 levels

Charm Other Sex: 50% + 5% per level - 5% per victim's level

Charm Same Sex: 50% + 5% per level - 5% per victim's level (8th up)

Charm Range: 1 meter per level 2

Charm Duration: 2 melees per level

Move Silently: 15% + 5% per level

Strike from Surprise: 20% + 5% per level (95% from behind)

Hit for Surprise Strike: +1 to Hit per level

Languages: 3 + 1 per level

Kabbalist

Base EP: 2500

Armour Worn: Robe
Weapons Used: Knives and Staves
Hit Dice Size: 4
Minimum Stats: INT 11
CON 11

Description:

This is a class of Ints who believe that there are secret powers hidden within sacred writings of the gods and that, by careful study of these texts, they may be able to uncover and utilize these powers. Thus it is that many Kabbalists invest tremendous amounts of money and time in collecting texts and tomes so that they might discern some of these secrets. The Kabbalist must learn of the nature of his spells by study and practice. The chance that a Kabbalist has a spell is $(2.5\% \text{ per Level} + 2.5 \text{ per INT}) / \text{the Level of the spell} / 1,000 \text{ GP} + 1 \text{ month spent looking for it}$. One may, on occasion, discover a spell of a higher level, but the use of this spell may (90%) cause some sort of adverse effect, or may do nothing (5%); the rest of the time, it will work.

The time and effort that the Kabbalist puts into his work, lets him gain some added skills. The first of these, is the ability to see patterns and hidden things. This not only aids him in mapping out a dungeon, but allows him to locate traps and the like. It also allows him to predict forthcoming blows and to counter them. Also, it helps him to gain the gift of written tongues and riddles.

Perhaps the most important skill of the Kabbalist is his ability to summon and/or control spirits. This is an ability that causes the Kabbalist to be rather highly respected. The summoning process is rather dangerous and should only be attempted in a place where one will not be disturbed. The chance of summoning the spirit is increased by previous meditation and preparation, but the maximum amount of preparation is equal to 1 hour per level of the Kabbalist. Once the spirit has been summoned, the Kabbalist must undergo Manitou Combat to determine if the spirit will obey the Kabbalist. If all precautions were taken, then the spirit should not be able to break through to the Kabbalist, even if he should lose the combat. If, however, proper precautions were not taken, then the Kabbalist will lose his life, if not his soul. Once the spirit has been conquered, it will serve one (though not faithfully) until it is dismissed. No conquered spirit may lie, but it may avoid the full truth. If the spirit was well treated, it may choose to aid the Kabbalist willingly, even after dismissal. If the spirit is of very low level, it may stay around as a servant. If it is rather high in level, and has decided to aid one because it respects one, it will send its aid on occasion and, if the Kabbalist is faced with a situation of heroic proportions, it may come to his aid and even bring along its servants.

A Kabbalist almost always worships some god, and if he survives the Rites of Godhood will become a demi-god retainer of that god. There is, however, no restriction towards alignment except as regards the god being worshipped.

The Kabbalist special abilities are:

Hit: +1 to Hit per 5 levels

Defense: -1 AC per 3 levels

Languages: 2 Languages +2 per level

Legend: $15\% + 5\% \text{ per level}$, up to 95%

Break Code: $23\% + 5\% \text{ per level} - 5\% \text{ per code difficulty}$

Predict Lay of Dungeon: 5% per level

Summon Spirit: $40\% + 5\% \text{ per level} - 5\% \text{ per spirit's level} + 5\% \text{ per hour of preparation}$.

Controlled Spirits: 1 HD or level of Spirit per Level

Armour Worn: Robe
 Weapons Used: Daggers and Staves
 Hit Dice Size: 4
 Minimum Stat: INT 12

Description:

This is a class of Ints who have endeavored to search out the magical secrets of the universe. Out of all the magic-using profession, the Magus is one of the only two exceptionally wide based professions. Magi draw their powers from the universe about them, focus it through their bodies, and then release it. In its released form, these energies become the spells used by all Magi.

The Magus must learn his spells from either a Book of Spells or another Magus. If he learns his spells from another Magus, then he must pay the base fee of 1,000 GP + 1,000 GP per level of the spell (this applies even to learning spells from friends). The Magus will then be likely to start his own Book of Spells to relearn spells if he should lose a level, get amnesia, etc. All Books of Spells have a distinctive aura about them such that a Magus may recognize who owns the particular book. (This is detectable only to Magi and may be disguised by other magics.) The Magus may also write scrolls; these scrolls are magical and are primed to be discharged on certain commands. To make the scroll, the Magus must cast that particular spell into the scroll and bind it there. The catch of the binding may be made responsive to very precise stimuli or to very general ones (i.e. reading it). The cost of a scroll is 1,000 GP + 1,000 GP per level of the spell, and each spell in it is only good once. Note: Scrolls can also be made not to release at certain stimuli (i.e. the Magus who wrote it).

The Magus has only one other special ability other than their spells, of which they have an INT * 2% chance of getting.

This other ability allows the Magus to summon up a familiar after 12th level. When the Magus reaches that level, he has a choice to make, he may continue his study of magic in the same manner as he has before or he may choose to contract himself to a god, angel, or demon. To do this, he must carefully research the summoning rites (usually taking 2-3 months). The Magus then selects a secluded place (he cannot afford disturbances of any kind). When all is in readiness, he may then attempt to summon his target. This will usually succeed at 90% (adjusted due to disturbances and the mood of the summoned one). Once the summoned one arrives, the Magus must then bargain for his 'apprenticeship'. This will not always require the Magus's soul, but that depends upon the Summoned. If the Magus shows uncertainty, then there is a 60% chance that the summoned will leave in disgust or take the Magus's soul anyway. Once a bargain is struck, the Summoned will assign a Familiar (the type varying with the Summoned) to the summoner and depart.



The Familiar thus gained is a fully intelligent creature, and will double both the number of spells a Magus may learn (including a few characteristics of the familiar, and these are already paid for) and the Magus' Spell Points. Should the familiar be killed, these advantages will disappear. The familiar can also understand one, and make itself understood by means of the very highly tuned telepathy between the user and the familiar. For this reason, the familiar can be sent out as a scout. One inherent problem with the familiar, however, is that, despite serving the Magus, its first loyalty is to its Master. For this reason, it may begin to work in unobtrusive ways to affect its Magus. Two common examples of this are: 1) The Magus is going against the desires of the 'Master' and must be either punished or warned, and 2) The 'Master' is unsatisfied with its end of the bargain, and uses the familiar to get the 'apprentice' Magus to offer more to the bargain. (This may be something like "I shall give you my soul if you save me!!") Finally, if the familiar is mistreated, it is likely to leave.

While the Magus may worship a god, he does not draw his power from one. The Magi may be of any alignment, as this does not affect the nature of their spells.

Martial Artist

Base EP: 2000

Armour Worn: Robe

Weapons Used: None

Hit Dice Size: 10

Minimum Stats: STR 15

DEX 15

CON 15

PSI 75

Description:

This is a class of Ints who are deeply involved in the concept of the balance of mind and body, Yin and Yang. Because of their training of their bodies, they have gained tremendous control over their bodies, and, among other things, have turned their bodies into living weapons. They do not use weapons, but their training has made such things basically useless, or at least less effective.

Because of his efforts to train a balance and unity between mind and body, the Martial Artist often picks up abilities which would seem mystical to an untrained person. These abilities are:

Level 1 - Slow Body Function- This allows the Martial artist to slow his body functions down (1xs per Level) 2 for (2 days per level) 2. This is often a survival mechanism.

Level 2 - See IR/UV- This allows the Martial Artist to see into the IR and UV ends of the spectrum at 35% + 5% per LoE.

Level 3 - Vibrate- This allows the Martial Artist to vibrate his hands or feet at the resonance frequency of most stone and, thereby shatter .25 square meters of stone perLoE. Usable 3 per day + LoE.

Level 4 - Resist Cold/Heat - This allows the Martial Artist to resist +/-20 degrees Celsius per LoE for .5 days per LoE.

Level 5 - Heal - This allows the Martial Artist to Heal at 1xs efficiency per LoE. This is constantly active.

Level 6- Lock Body- This allows him to lock part or all of his body in a particular position for (1 hour per LoE) 2. The STR of the Lock is .5xs STR per 2 LoE.

Level 7 - Sense Magnetic Field - This allows the Martial Artist to sense Magnetic Fields. This will allow him to "see" living creatures or magnetic objects in the dark at 35% + 5% per LoE.

Level 8- Cold/ Heat Walk - This allows the Martial Artist to walk over areas of intense cold or heat for (1 melee per LoE) 2, without harm.

Level 9 - Magnetic Vibration - This allows the Martial Artist to vibrate his bio-magnetic field in such a manner that, when combined with Vibrate, allows him to reach the resonance frequency of metal, shattering .25 square meters of metal per LoE. Usable 3 per day + LoE.

Level 10- Mind Shield - This allows the Martial Artist to distort 5 PSP per LoE from a Psionic attack. Active Constantly.

Level 11 - Soul Walk - This allows the Martial Artist to travel in the soul alone for (2 melee per LoE) 2. Travel is usually instantaneous, and he can travel on any of the Planes directly connected to the one on which he 'walks' his soul.

The Martial Artist's training also includes considerable training in unarmed combat. This includes the following abilities:

Hand Damage: 1-4 per 2 levels

Kick Damage: 1-6 per 2 levels

Deflect Missile: 1 missile per 2 levels per Melee

Parry Weapon: 35% + 5% per level - 5% per attacker's to Hit plus

Catch Weapon: 10% + 5% per level - 5% per attacker's to Hit plus

The Martial Artist is able to use these abilities in any combination during combat and against several foes.

The Martial Artist rarely worship gods, believing that there is more worth in their training than in gaining the aid of a god. They are required to be Neutral in Alignment. This is in keeping with their concept of balancing Yin and Yang, good and evil, chaos and law.

The Martial Artist's special skills are as follows:

Damage: +1 Damage per level

Hit: +1 to Hit per level

Defense: -1 AC per 2 levels

Move Silently: 25% + 7% per level

Hide in Shadows: 25% + 7% per level

Attack: 1 Attack per Melee per 2 levels

Merchant

Base EP: 1500

Armour Worn: Leather

Weapons Used: Sword, Axe, Mace and Knives

Hit Dice Size: 6

Minimum Stats: INT 11

CHA 11

Description:

This is a class of Ints that specialize in Trading and, on occasion, negotiating. Their basic ability lies in being able to communicate with another Int. In this, they have the ability to barter for objects and to convince people of certain aspects of tales told by the Merchant.

No Merchant cannot, of course, depend entirely upon his skills at speaking. For this reason, they also tend to pick up a number of other somewhat useful skills. Most of these skills are those of a Thief, though of a lower level of experience (it is small wonder that they are often called Thieves). These skills include fighting, pick pocketing, picking locks, and languages.

One of the things that the Merchant will often try to do is to find some unique product to sell to some buyer or to set up a trade route. A Merchant will often, unless he is already well established, take on assignments, to deliver or procure things for various customers. He must keep a constant ear open for information on who wants what, for this. Once a Merchant takes on an assignment, he is not necessarily required to fulfill any mission he takes on, but it does increase his business if he does so.

The Merchant's special abilities are as follows:

Damage: +1 Damage per 2 levels

Hit: +1 to Hit per level

Defense: -1 AC per 3 levels

Appraisal Range: 50% -5% per level

Suggestion: 18% + 6% per level

Command: 45% + 5% per level -5% per victim's level

Pick Pockets: 30% +5% per 2 levels

Open Locks: 25% + 5% per 2 levels

Hear Noise: 10% + 2.5% per level

Speak Languages: 1 Language per 2 levels

Necromancer

Base EP: 1800

Armour Worn: Robe

Weapons Used: Knives

Hit Dice Size: 6

Minimum Stats: INT 15

DEX 14

Description:

This is a class of Ints who are devoted to the study of the nature of Life and Death. The nature of the Necromancer's studies causes his skills to be neither entirely magical nor entirely scientific, but a kind of synthesis of the two. By this it is meant that the Necromancer, in his search, learns much of the functional nature of the body and soul. Though the secret of returning a dead body to life takes the Necromancer many Levels of life, he does learn certain other skills, such as healing, operating, re-implanting lost limbs, and the nature of Undeath.

Among his other abilities, the Necromancer learns to raise dead bodies to Undeath, to imbue these Undead with special abilities, and to control them. He is able to simply animate 1 body per week per Level. If, however, he should wish to add any special abilities to the creature, it will take increased amounts of time, depending on the ability. Fusing a spirit - 1 week per level. Also, while the Necromancer may control all the non-Intelligent Undead that he creates, he must fight for control of any Intelligent Undead. His chance of winning this combat is (100% + 5% per level - 5% per creator's level of controlling any non-Intelligent Undead. Intelligent Undead are controlled as if the Necromancer had created it.

To learn to incorporate these special abilities into the Undead, the Necromancer must sit down for a period of time (dependent upon the ability), with a good library and laboratory at hand. Also, he must record all of his techniques for incorporation of abilities into a book of special abilities for his future references. There is also only a 5% per INT *.5 per try chance of success in this endeavor. In addition to the knowledge gained by the study of Necromancy, the chemicals and such that the Necromancer uses in these studies bring about a change in his general appearance.

After 10th level, the Necromancer's skin begins to change texture and hardens considerably (until it reaches -2 AC.) In addition, the Necromancer begins to take on a cadaverous appearance, unless he takes very good care of himself, and his eyes will start to glow fiery red in the presence of Undead, and he learns to 'see' Living or Undeads auras (i.e., it can see a Living creature in the dark) at 30% + 5% per level.

The Necromancer has no hard and fast alignment requirements though, because of the controlled nature of his studies, he may tend to align with law. On the whole, Necromancers bother with gods about as much as the average person. However, if the Necromancer is very good, then a God of the Dead may apprentice him at 13th level (15% chance). In this latter case the Necromancer will still become a God upon the Rites of Godhood, though it may tend to ally itself with its former Master.

The Necromancer has the following special skills:

Hit: +1 per 2 levels

Defense: -1 AC per level over 10th (to -2 AC)

Raise Non-Int: 20% + 5% per level over 2nd

Heal: 1-4 Damage points per level over 5th

Summon Spirit: 20% + 5% per level over 8th

Raise Int Undead: 20% + 5% per level over 10th

Raise to Life: 20% + 5% per level over 17th

Ninja

Base EP: 2000

Armour Worn: Usually Leather Armour

Weapons Used: Any, though a Katana and or Knives are preferred

Hit Dice Size: 6

Minimum Stats: DEX 15

STR 15

CON 15

TRA 75

Description:

The Ninja is a special type of Assassin/Thief, who, because he belongs to a semi-secret society, normally hides the fact that he is a Ninja, even from friends. The Ninja normally strikes at night when assassinating, though he need not do so. In addition to his other abilities, the Ninja learns to disguise himself so that the costume is effective against a facial glance at 5th level, a body glance at 8th level, psionics at 12th level, and magic at 16th level.

As a group, the Ninja have been called the greatest fakers in history because of their ability to produce seemingly magical events. One of the major things that a Ninja uses is his katana and scabbard. The scabbard may be used as a breathing tube, the holding strap as a garrote, the guard to slide down wires and ropes, and the whole thing as a stand (i.e. between two branches of a tree, or over a hole). Several other abilities include the following!!!

1) Fairy Fire - Seemingly dancing lights produced by the use of phosphorescent fires.

2) Fireball - A fireball seemingly thrown from the Ninja's hand. Actually thrown oil ignited on touching the Ninja's Flaming Hands. Cause 1-10 + 1-4 per melee for 5 melees.

3) Flaming Hands - Specially made asbestos gloves that are coated with flaming oil. Causes 1-4 by Touch - lasts 1-4 melees.

4) Venomed Touch - these gloves may be treated with contact poison, or, if spines are put into them, dipped into normal poison.

5) Rope Trick- Specially made gloves allow the Ninja to climb very small diameter ropes. At night, they simply seem to climb away into the sky because the rope is invisible.

- 6) Light - A seeming light spell caused by flash powder.
- 7) Cloudkill - An exploding bag of choking or poisoned powder that spreads into a cloud 3 cubic meters in size.

They receive the knowledge of how to construct one of these devices every level.

Ninjas have no god whom they are required to worship but may do so, if they wish. Ninjas may also be of any alignment.

The Ninjas have the following abilities:

Damage: +1 Damage per 2 levels

Hit: +1 to Hit per 2 levels

Defense: -1 AC per 2 levels

Open Locks: 25% + 5% per level

Find/Remove Traps: 20% + 5% per level

Move Silently: 15% + 6% per level

Hide in Shadows: 10% + 5% per level

Hear Noise: 10% + 2.5% per level

Climb Walls: 80% + 1% per level

Read Languages: 5% + 5% per level

See in Dark: 25% + 5% per level

Feign Death: 5 melees per level 2 after 4th level

Ignore Pain: 1-6 subdual points per level

Deflect Arrow: 1 Arrow: 1 arrow per melee per 4 levels

Go without Food or Water: 1 day per level

Jump: 1 meter per level

Fall: 5 meters per level

Attacks: 1 Attack per melee per 5 levels

Ronin

Base EP: 1800

Armour Worn: Scale Mail

Weapons Used: Any (Especially a Katana, Wakizashi, or Tanto)

Hit Dice Size: 10

Minimum Stats: DEX 15

STR 15

Description: The Ronin is a Warrior, though a bit more agile than normal fighters. They have been trained in both Weapons and Hand Combat.

One major difference between a normal Warrior and a Ronin is the concept of the Ronin's honour. If the Ronin takes on a mission or gives an oath, it must be kept, even at the expense of his own life, or commit ritual suicide to keep his honour. If the Ronin doesn't do so, a Ronin/16th level Tracker will track down the Ronin and kill him. Only one Ronin/Tracker will be sent out.

The Ronin, while in the service or employ of someone is considered to be a Samuri. While under a contract, the Samuri is totally loyal to his Master. If the Samuri's Master should die, while still employing him, the Samuri has several choices: 1) He may avenge his Master's death, 2) If his Master was killed by his own Master, then the Samuri may not avenge the death and must commit ritual suicide, or 3) If it was a natural death, become a Ronin once more.

The Ronin is not required to worship any god, but he may do so if he wishes. The Ronin is also either Neutral or Lawful because of his sense of honour.

Because of their training, Ronin have the following abilities:

Damage: +1 Damage per 2 Levels
 Hit: +1 to Hit per 2 levels
 Defense: -1 AC per 2 levels
 Feign Death: 5 melees per level 2 after 4th level
 Ignore Pain: 1-8 subdual points per level
 Deflect Arrow: 1 Arrow per Melee per 3 levels
 Go without Food or Water: 1 day per level
 Barehand Damage: 1-2 Damage points per 2 levels
 Attacks: 1 Attack per melee per 5 levels

In addition to these abilities, the Ronin is trained to break objects with his bare hands (up to 1 cm of thickness per level). Wood at 1st level, Stone at 5th level, soft metal at 9th level, hard metal at 13th level and energy fields at 17th level.

Sailor

Base EP: 1500

Armour Worn: Leather
 Weapons Used: Knives, Swords, Axes, and Maces
 Hit Dice Size: 6
 Minimum Stats: DEX 12
 TRA 90

Description:

This is a class of Ints who have specialized in the navigation of the water-ways. Most Sailors have tracking ability to aid them on the water-ways, but they do not trust solely to their tracking ability, and, indeed, cannot, because of Pirates and sea monsters. For this reason, they are well trained in the ways of physical combat as well as sailing. Also, because of space and size limitations on most ships, the Sailor's normal weapons are somewhat smaller ones that do not need as much room to swing. Sailor's are also not at a fighting disadvantage due to the rocking of the boat.

One of the Sailor's two major skills is his ability to determine the location of things without reference to markers or maps. At third level he begins to be able to determine compass direction at 10% per level. At seventh level, he begins to be able to point out the direction to any geographical location (given a good description of the place) at 10% per level. Finally at fourteenth level, he begins to be able to point out the direction to any non-shielded object (given a good description of it) at 10% per level.

The Sailor's other major ability is the ability to predict the weather up to several days in advance. Many are the lives of the people who have been saved by this ability, including, oftentimes, the Sailor's own life.

Though the worship of a god is not required of a Sailor, most Sailors have a god (or two) whom they worship. The sea can be incredibly deadly to an air-breather at times, and Sailors often feel that they need all the help they can get. This is also the reason why Sailors have a good chance of knowing of an object or creature (if it is related to the sea). Every bit of information may help. There is no required alignment for a Sailor, except that dictated by the god he worships.

The Sailor's special skills are as follows:

Damage: +1 Damage per 2 levels
 Hit: +1 to Hit per 2 levels
 Defense: -1 AC per 4 levels
 Predict Weather: 25% + 5% per level
 Prediction Range: .5 days per level
 Ride out Storm: 60% + 2% per level - 10% per storm severity rating
 Legend Lore: 5% + 2% per level

Shadow Walker

Base EP: 1800

Armour Worn: Leather

Weapons Used: Swords, Knives, and other easily concealable weapons.

Hit Dice Size: 8

Minimum Stats: DEX 12

STR 12

PSI 90

Description:

This is a class of Ints that combine some thieving abilities with psionics. Unlike thieves, however, the Shadow Walker does not make all his money by stealing things. To the contrary, Walkers are often hired as exceptionally effective Fighters.

As it would decrease this effectiveness, the Walker rarely reveals his powers, even to the other members of his party. Until the Walker begins to gain some psionic abilities, he is much as any other Fighter except that he may MIND BLAST. When he begins to gain psionics, he gains certain specialized uses of these Psionics.

DIMENSION SHIFT - This ability allows the three related abilities:

1) Shadow Walk- This allows the Walker to walk into one shadow and appear in any other shadow in this or a dimensionally nearby world. (25% + 5% per LoE.)

2) Shadow World - This allows the Walker to enter any shadow and instantly appear in a privately attuned shadowy limbo. One may also allow (1 HD of animal per LoE) 1.5 to follow into it. The door stays open for 1 melee per LoE. (25% + 5% per LoE).

3) Shadow Call - Since the Shadow world is a limbo, only the person to which it is attuned is not 'limboed'. Because of this, the Walker must 'call' forth any other creature from it's shadow world. There is a 25% + 5% per LoE of a successful call.

The use of any of these abilities costs the Walker 10 PSP, as would **DIMENSION SHIFT**.

CONTROL ENERGY- This ability allows the Walker to create a Chaos pattern from his eyes. This pattern grows at 5 cm per melee and each melee it grows, it gains 5% onto it's chance to cause insanity. (5% per LoE). It can be sustained for 1 melee per LoE. If it does not cause Insanity, it may cause FEAR at 100% + 5% per LoE - 5% per level of victim. The Chaos Pattern costs 5 PSP + 3 PSP per melee.

The Shadow Walker often wears a cloak to provide an instant shadow. The Walker's chance of gaining psionic ability is 35% + 5% per Level, and he gains 15 PSP per Level.

The Walker is not required to worship any gods and often doesn't. Alignment is also not required, but tends toward Chaotic or Neutral.

The Shadow Walker's special skills are as follows:

Damage: +1 to Damage per Level

Hit: +1 to Hit per level

Defense: -1 AC per 3 levels

Move Silently: 15% + 5% per level

Hide in Shadows: 10% + 5% per level

Strike from Surprise: 20% + 5% per level (95% from behind)

Hit for Surprise Strike: +1 to Hit per level

Attacks: 1 attack per melee per 6 levels.

Shifter

Base EP: 1200

Armour Worn: Leather and Shield

Weapons Used: Any

Hit Dice Size: 8

Minimum Stats: STR 12

DEX 12

TRA 90

LYC 95

Description:

This is a class of Ints who, in addition to being Fighters, are also Class II Lycanthropes. Like Fighters, they tend toward skilled combat, and, like Trackers, they have the ability to trail animals, Ints, and the like. However, in addition to these skills, they also learn to control their shape shifting abilities to be complement of their fighting ability. Their choice of armour is such that the armour may be easily undone to allow the Were to escape his armour.

In tracking animals, the shifter often learns of the animals, their abilities, and their weaknesses (5%). This increases the Shifter's chance of trapping the animal (depending upon the animal.)

A skill related to the Shifter's Lycanthropic genes is his ability to control animals of a type related to his Were-form. The control lasts until the animal is dismissed and is instigated by the Shifter looking directly into the animal's eyes. Though his control of an animal is effectively permanent, he may only control so many animals at one time. This number of animals is related to the Shifter's Level and size. The 'Level' of the control is twice the Shifter's level.

Control of the Shifter's Were-form is related to his level and not, as in normal circumstances his experience with shifting. Another difference is in the time necessary to change. Again, the decrease in shifting time is related to level instead of shift experience.

The Shifter is not required to worship any god and are average on the chance of worshipping a god. Alignment is also not required and there is a normal distribution of Shifters along this scale.

The Shifter's special skills are as follows:

Damage: +1 Damage per level

Hit: +1 to Hit per level

Defense: -1 AC per 3 levels

Track: TRA + 15% per level

Obscure Trail: 70% + 15% per level

Control Animals: Control 1 HD of Animal per base HD of the Shifter

Level of Control: 2xs per level

Success of Shift: 35% + 5% per level

Shift Duration: 21 melee - 2 melees per level

Smithie

Base EP: 1500

Armour Worn: Any
Weapons Used: Any
Hit Dice Size: 8
Minimum Stats: WIS 13
STR 15
CON 15

Description:

This is a class of Ints that combine certain attributes of Warriors with those of Elemental Wizards. In battle, the Smithie fights as a Warrior, and like a Warrior, relies more upon strength than skill in combat. They cannot be Berserkers, though. Unlike the Warrior, however, the Smithie also has some magical abilities. As with the Elemental Wizard, these magical powers derive from the forces of nature. The Smithie gains an affinity for metals and ores that is second only to a very few other things. Normally, this affinity manifests itself when the Smithie is forging or checking the quality of a metal weapon. If he is forging a weapon, he will make a better than average weapon (this includes strength, maintaining an edge, etc.) Using his spells, he can then add magical abilities to the weapon. If inspecting a weapon, he can immediately discern any flaws in the weapon. He must, however hold the weapon in his hands to do so. This last ability eventually extends to the determination of a weapon's special magical abilities. The Smithie receives spells every 3 Levels and receives all the spells available.

The Smithie worships no particular god, and need not worship any. Likewise, his alignment is totally of his own choosing.

Damage: +1 Damage per level
Hit: +1 to Hit per level
Defense: -1 AC per 3 levels
Forge Weapon: +1 per 5 levels above 4th
(Non-magical)
Determine Special Abilities: 5% per level



Thief

Base EP:1500

Armour Worn: Leather

Weapons Used: Swords or smaller (occasionally axes)

Hit Dice Size: 6

Minimum Stats: DEX 12

Description:

This is a class of Ints whose major ability is to steal things and then get away with them. The skills of a Thief range from hiding to fighting. In fighting ability, the Thief is fairly well off (he will get plenty of practice until he gets better than first level). Despite this fact, the Thief tends to prefer obtaining his goal stealthily rather than making his presence well known. He also prefers to strike from a hidden position.

Though the Thief could, and can, if he wishes, use Pole Arms, clubs, etc. he will normally prefer not to do so. This is for a reason, the Thief often gets into positions where he must have a weapon that is easily concealed. Pole-Arms and clubs are a bit difficult to stuff under one's robes.

There are no religious requirements for the Thief, and he may worship any god that he so desires. The Thief does, however, have a tendency towards neutral or chaotic in alignment, with very few Thieves being Lawful.

The Thief's special abilities are as follows:

Damage: +1 Damage per 2 levels

Hit: +1 to Hit per level

Defense: -1 AC per 3 levels

Pick Pockets: 30% + 5% per level

Open Locks: 25% + 5% per level

Find/Remove Traps: 20% + 5% per level

Move Silently: 15% + 5% per level

Hide in Shadows: 10% + 5% per level

Strike from Surprise: 20% + 5% per level (95% from behind)

Hit for Surprise Strike: +1 to Hit per level

Hear Noise: 10% + 2.5% per level

Climb Walls: 80% + 1% per level

Read Languages: 5% + 5% per level



K. SIEMBIEDA

Tracker

Base EP: 1500

Armour Worn: leather
Weapons Used: Knives, Swords, Axes, and Maces
Hit Dice Size: 6
Minimum Stats: DEX 10
TRA 90

Description:

This is a class of Ints who have specialized in the tracking of animals, Ints or the Like. Though their Tracking skills are quite good, they do not rely only upon them and, therefore, are trained in physical combat as well. The choice of weapons is such because a Tracker must follow prey through many places, and Large, flapping weapons don't help.

Because the Tracker follows animals so much, he begins to learn quite a bit about them, often learning most of their abilities. There is a 3% chance that a Tracker will recognize a given monster (5% if his knowledge is supplemented with Library or social research). If he recognizes the animal, there is a 50% chance that he will know of its abilities (60% with research). In addition to learning of their abilities, Trackers may also learn of their prey's weaknesses (i.e. fear of Holy Objects, a Love of carrots, etc.). This will aid the person in trapping the animal (the amount of aid, of course, depends upon the animal). A Tracker may also obscure a trail by subtracting his score from the Tracking ability of the trailer.

Another skill is that the Tracker gains the ability to determine the direction without reference to markers or maps. At third level he begins to determine compass directions at 10% per level. At seventh level he begins to be able to point out the direction to any geographical location (given a good description of the place) at 10% per level. Finally, at fourteenth level, he begins to be able to point out the direction to any non-shielded object (given a good description of it) at 10% per level.

There is no requirement for a Tracker to worship any god and the chances of him doing so are average. If a god is worshipped, it is normally a nature god. There is also no alignment requirement, though neutrality is quite common here.

The Tracker's special skills are as follows:

Damage: +1 Damage per 2 levels
Hit: +1 to Hit per 2 Levels
Defense: -1 AC per 4 levels
Track: TRA + 15 per level
Obscure Trail: 70 + 15 per level



Trainer

Base EP: 1200

Armour Worn: Leather

Weapons Used: Knives, Swords and Clubs

Hit Dice Size: 6

Minimum Stats: DEX 14

CHA 16

Description:

This is a class of Ints who are trained in the techniques of charming, subduing, or training non-Ints. In addition to this skill with animals, he is also trained to fight with weapons.

Among his Trainer skills, the first is, the ability to Charm an animal into the Trainer's service. To do this, he must touch the animal and stare directly into it's eyes. This must be preceded by the Trainer calming the beast down, slowly but surely, to allow him near it. This last action is called Calming and the Trainer adds 5% to his Calm score for every consecutive Melee that the animal remains calmed. Should anything disturb the animal, he must start the Calming all over again. Charming simply cements the Trainer-animal bond produced by Calming and obviously cannot be used with some animals or in the middle of a battle.

The Trainer's second major ability is that of subduing. This ability basically allows the Trainer to gain control of an animal when the conditions are not quite right for Charming. Subduing a creature requires that the Trainer render the beast unconscious. He may do this in any manner he pleases, but the most effective way is the use of the Subdual Dance. The Subdual Dance is a stylized form of combat that serves three functions: 1) It decreases the Trainer's chance of being hit; 2) It increases the Trainer's chance of hitting; 3) It semi-charms the monster, slowing it down enough to produce the first two effects. The Trainer must also use a staff to do the subduing though his training in the sensitive spots of animals tends to increase the damage that he does. There are, unfortunately, several drawbacks to the Subdual Dance. The first of these is the fact that the Trainer is so tired by the Dance that he can perform the Dance only 3 times a week plus his level and for only a limited amount of time then. The second of these is that the Trainer is left so exhausted at the end of the Dance that he is absolutely defenseless. The Subdual Dance may also be used on most corporeal Ints.

The Trainer's third major ability is the ability to train animals. This must be used whether the animal is subdued or charmed. This is related to the animal's intelligence and the amount of time the Trainer tries to put into the training. There are some animals whose neural patterns are too fixed to allow the Trainer to train it (i.e. most insects and most molluscs.) The maximum amount of training reliability percentage is 8xs the animal's INT (the animal's INT being determined by rolling three 6-sided dice - this does not relate to the INT of Ints). The amount of time required by the Trainer to train the animal is dependent upon the Trainer's Training Proficiency, and is equal to the Trainer's Proficiency per day.

The Trainer is not required to worship any particular God, nor be of any particular alignment.

The Trainer's special skills are as follows:

Damage: +1 Damage per 2 levels
Hit: +1 to Hit per 2 levels
Calm: 25% + 5% per level
Charm: 35% + 5% per level
Subdual Dance: 3 per week + level
Subdual Dance Duration: (1 melee + 1 melee per Level) 2
Subdual Dance: Damage: 2xs subdual damage per 5 levels
Hit : + 1 to Hit per level
Defense: -1 AC per level
Training: 1 Training Proficiency Point per day per level

Translator

Base EP: 1200

Armour Worn: Robe
Weapons Used: Knives and Staves
Hit Dice Size: 4
Minimum Stats: INT 13
CHA 16
MAG 90

Description:

This is a class of Ints who specialize in the translation of foreign languages. Their interest in languages makes them normally non-aggressive. Always they seek to try out a new language. In addition to speaking these languages, they also normally learn to read and to write the languages as well.

Besides being non-violent because of their interests, they are also non-violent because of their ability to CHARM both animals and Ints. All this does not, however, prevent them from using weapons on occasion.

Like many professions, Translators need not worship any gods. If they should, they usually try to worship a god who demands little that might be offensive to others. This is done to prevent lessening of their CHARM ability. Most Translators also tend to be Neutral Lawful in alignment. This prevents them from taking sides in arguments in which they are not directly related, and insures that their translations be as accurate as possible, because they wouldn't lie. (This rule is not hard and fast, and may occasionally be stretched.)

The Translator's special abilities are as follows:

Languages: 3 per level
Charm Int: 10% + 5% per level
Beast Languages: 1 per level
Charm Non-Int: 25% + 5% per level



Venefic

Base EP: 1500

Armour Worn: Leather
Weapons Used: Knives and Swords
Hit Dice Size: 6
Minimum Stats: INT 12
DEX 11

Description:

This is a class of Ints who specialize in the assassination of people by a wide variety of methods (including physical, poison, traps, etc.). Because the Venefic needs to strike from concealed positions, he, necessarily, has many of the skills of the Thief, though he is not as proficient in their use. The reason for this is that much of his skill lies in the preparation of poisons and traps.

The Venefic's use of poisons is well known, and is often quite novel. The reason for the uniqueness of the poisons is that he is well versed in a variety of plant and animal derived poisons, and extraction, preparation, and storage of them. Because of this wide variety of the various venoms and poisons, the overlap of poison between Venefics is minimal, except between student and Master. The Venefic must learn about his poisons from another Venefic or Herbalist, or by researching them in Libraries. The cost of learning one segment of Poison Data is 200 Gold Pieces. The six segments of Poison Data are: 1) Source, 2) Extraction, 3) Preparation, 4) Storage, 5) Antidote (if one exists) and 6) Effect. The Venefic may choose to be taught any combination of these segments. If he should choose to learn all six segments, he will be required to pay only 1000 Gold Pieces per Poison. The Venefic normally Learns 1 poison per (INT/3 rounded up).

The other major ability of the Venefic is his ability to construct traps. All traps to be constructed must first be detailed and rated. If the trap is considered obviously unworkable, then he must redesign the trap. If it should prove workable then the Venefic should go about getting all the necessary parts and labor for the construction of the trap. Finally, the Venefic must construct (or have constructed) the trap. Obviously there are considerations involved in the success of the trap when there are time considerations. Finally, the workability of the trap increases 5% of the trap's rating, each time it is tested (providing it doesn't destroy itself in the test). There is also a 1% increase in the ability to construct a trap each time it is made.

An offshoot of the Venefic's ability to construct traps is his ability to detect and deactivate a trap. Should the Venefic's skills with a particular kind of trap be at least half of the rating of a given trap, then he will be considered to have disarmed the trap (except for the 5% chance due to Murphy's Law).

Venefics are not required to worship any gods and have no required alignments although they often tend towards Chaotic Alignments.

The Venefic's special skills are as follows:

Damage: +1 Damage per 2 levels
Hit: +1 to Hit per level
Defense: -1 AC per 3 levels
Open Locks: 10% + 5% per level
Find Trap: 25% + 5% per level
Trap Making Skill: 5% per level
Move Silently: 10% + 5% per level
Hide in Shadow: 5% + 5% per level
Strike from Surprise: 20% + 5% per level (95% from behind)
Hit for Surprise Strike: +1 to Hit per level
Hide Weapon: 30% + 5% per level
Identify Poison: 5% per level
Climb Wall: 50% + 2% per level

Warrior

Base EP: 1000

Armour Worn: Any
Weapons Used: Any
Hit Dice Size: 10
Minimum Stats: STR 14
CON 14

Description:

This is a class of Ints who use weapons with which to fight. They may use any kind of weapon or armour, usually trying to get the most protective and damaging type their strength will allow them. The Warrior is a type of fighter that prefers to emphasize strength in combat over skill. For this reason, the Warrior does more damage than a Fighter, but is not as accurate.

Warriors, while not required to honor any gods, do so on occasion. If a Warrior should honor a god faithfully through 8 Levels without going to any other god for aid (except under extreme duress or enchantment), the God may deign to become the Warrior's patron deity (50% + 5% per Level thereafter). If this should happen, then the Warrior will be allowed to summon aid at 5% per Level if in dire need.

Unless the Warrior has a patron deity, or is trying for the favor of a god, there is no restriction on his alignment. Also, only Warriors without a patron deity may become gods in the Rites of Godhood. Those with patron deities become demi-god retainers of their patron.

In addition to the normal type of Warriors, there is also a sub-class called Berserkers. These Warriors always honor a god and may gain a patron deity after 5 levels of service. These Warriors disdain any armour other than Leather, trusting their deity to aid them. In the Berserker state, they attack at twice speed and damage as well as being 4 off on AC. They are able to maintain the Berserker state for 10 Melees per level before becoming completely exhausted. They may go berserk once a day. In this state, the patron deity (once the Berserker has one) may deign to subtract 1-4 AC for the rest of the battle (5% per level). The Berserker state is entered willingly and the Berserker otherwise fights as a normal Warrior.

Warriors have the following special skills:

Damage: +1 Damage per level
Hit: +1 to Hit per 2 levels
Defense: -1 AC per 3 levels



White Wanderer

Base EP: 2000

Armour Worn: Robe
Weapons Used: Knives and Staves
Hit Dice Size: 4
Minimum Stats: INT 14
PSI 90

Description:

This is a class of Ints who attempt to combine magic with psionics. In doing this, the White Wanderer may produce a number of rather interesting effects, as the combination of magic and psionics oftentimes leads to strange and powerful results.

Among the first things about the White Wanderer is that he often tends to specialize in one of the branches of psionomagical study. These branches and their symbols, are as follows:

Hypnosis and Telepathy - A brain enclosed by hands

Telekinesis - A lightning bolt

Elementalism - A circle colored with white, blue, red, and brown

Dimensionalism - A series of concentric circles

Patterning - A constantly shifting matrix

The number of branches in which he may specialize is dependant upon his INT.

INT- 14-16 1 Branch
INT- 17-20 2 Branches
INT- 21-28 3 Branches
INT- 29-44 4 Branches
INT- 45-up 5 Branches

Also, as the skills of the White Wanderer are of the mind, he will normally attempt to keep his psionic skills hidden behind the guise of magic. Only on official occasions (such as appearing before a king) will he wear the badges of his branches.

The branch of Hypnosis and Telepathy increase the Wanderer's skills with the manipulation of the mind. This lowers the amount of energy that must be spent in telepathy by half every five Levels, and increases the effectiveness of any hypnosis or illusion 5% per Level. This branch of Wanderer may also engage in Manitou Combat at 1 MPP/5 PSP. The Wanderer gains the ability to 'illusion' himself without expending more than 1 PSP per hour. This lowers AC 1 per 2 levels. He is never to be surprised by thinking creatures, if he expends 1 PSP per hour in a Mental sensor net.

The branch of Telekinesis increases the Wanderer's skills with the manipulation of objects with his mind.

One of the skills gained by this branch is Body Shielding, which allows the Wanderer to devote PSP into a Telekinetic shield, that will absorb 5 Damage Points per 1 PSP used. This may be turned off and on instantly, whether the Wanderer has initiative or not. The other major skill of this branch is the Telekinetic blast. This ability allows the Wanderer to form a directable telekinetic ram that does 1-6 subdual points per 3 PSP used, and will always hit (unless the target is aided by a visual distortion).

The branch of Elementalism increases the Wanderer's manipulation of natural forces. The first major skill of this branch is the ability to create Elementals (from most sources). This Elemental has 1 damage point per PSP, and can be maintained at 3 PSP per melee. The Elemental can also be regenerated at 1 PSP per damage point. To summon an Elemental, however, the element to be used must be present. The other major skill of this branch is the ability to control the elements at 1xs efficiency per 3 Levels. This is related to ENERGY CONTROL, ANIMATE, and the like, psionic abilities.

The branch of Dimensionalism is, perhaps, the most powerful branch, allowing the Wanderer control over the fabric of the universe itself. There are three major skills that are associated with this branch. The first is teleportational efficiency (1xs per 3 levels). The second is the ability to 'scan' other dimensions. This skill gives the Wanderer a 10% +5% per level chance of 'finding' whatever he wants in another dimension. The third skill is the ability to open a dimensional gate, without the aid of MIND EXPANSION, to a predetermined dimension. There is a 45% +5% per level chance of opening the proper gate and the gate may be held open for (1 melee per level) 2. If the gate should open to the wrong dimension almost anything could happen. The gate may be opened in any direction and things passed through it (though things passing through it are not necessarily under the control of Wanderer). Opening a Dimensional or Temporal Gate requires the same amount of energy as with the normal ability.

The last branch of Wanderers, Patterning, increases the Wanderer's comprehension of interrelated events. This comprehension of interrelated events causes the Wanderer to be 1xs per 3 Levels as efficient with PRECOGNITION. It also allows the Wanderer a 10% + 2% per level chance of solving any puzzle or maze (including a Dungeon). The Patterning ability makes the Wanderer 1xs per 3 levels as efficient with HYPNOSIS and related abilities because of their greater understanding of how the mind works.

The branch into which a Wanderer will go is almost always determined by the first psionic ability that he gains. He also gains 15 PSP per level.

In addition to his psionic abilities, the White Wanderer gains Magus spells at each level. A spell and psionic ability may be combined to form a more powerful ability if the two are related. When two are combined, the efficiency of the combined spells is 1xs per 3 levels. White Wanderers have a INT % chance of getting a given spell at each level. The spell itself (except for first level spells) must be learned from an instructor or text. The chance of a White Wanderer gaining a psionic ability is 35% +5% per level.

White Wanderers are not required and, indeed, rarely do worship gods. They also have no required alignment and tend to be spread around about the spectrum of alignments.



CHARACTER MONSTER SUPPLEMENT INTRODUCTION

The monsters to be found in this listing are, as the title suggests, intelligent, though the degree of intelligence (and other stats) may vary from race to race. A goodly number of the races are from human stock. In many cases, the race branched off millenia ago. This introduction will acquaint the reader with the various statistics shown by each entry. For more details on creating listings for other Ints, refer to the section on non-intelligent monsters in the Field Guide to Encounters.

Name - This entry lists the name of the monster. It may also have a number next to it which serves to distinguish this monster from another with the same name but different stats. On occasion, there may be numbers missing from the sequence. This is not a monster missing from this Monster Manual, but, instead, a monster from the master listing that the Dragon's Byte could not get permission to publish. Monsters should always be listed with the general name first followed by the specifying name in parentheses, followed by its number.

Hit Dice - This entry lists the number of Hit Dice a monster has. The Hit Die determine the number of damage points that the monster has by telling one how many dice to roll and sum for the total of damage points of PIPs (Personal Injury Points). The number of Hit Die is a fairly standardized thing. It is normally based upon the assumption that the monster has 1 HD per meter of height. This rule has two major exceptions. The first of these is that the assignment of Hit Die is irregular at the extremes of height. If a creature is less than 1 meter long or more than 10 meters long, then there are obvious problems. In the case of monsters less than 1 meter long, there are normally three choices. 1) The monster has so few damage points as to be virtually zero - these are assigned 0 HD; 2) The monster has only 1 or 2 damage points - these are assigned .2 HD; 3) The monster has 1 to 4 damage points - these are assigned .5 HD. If a creature is more than 10 meters long, the problem is slightly more complicated and will require thought on the part of the Judge. The general trend should be towards giving the monster somewhat more than the normal amount of Hit Die (remember that a 10-meter tall elephant should have more Hit die than a 10-meter long snake). The second of the exceptions is the tenacity or toughness of the monster. This is the rule, then. Exceptionally tough monsters get more Hit Die while the exceptionally weak monster gets fewer. For obvious reasons, this exception does not have well-defined rules. The two major ones are: 1) If the creature is a tough .5 meter monster, then give it 1 HD; 2) Rarely give the creature more than double the number of Hit Die for its size.

Damage Done - This entry lists the amount of damage that the monster may do. With many, but not all, monsters, the attacks listed are those attacks that may be used against one opponent in that melee. These attack listings consist of three major sections. The first is the damage section which tells how much damage the monster inflicts by a given type of attack. The second section is not always present. It tells the number of times per melee that a monster may use a given attack. One attack per melee is assumed if nothing is listed here. Some creatures may get more than one attack per melee but only be listed for one. This is because the only way to list the attack with enough damage to be determinable by a die roll was to list one or more attacks together. The third section is the type of attack: claws, bite, constriction, etc.

Most of these damages are standardized and new monster damages are determined from the old ones by making slight size adjustments. A few of these standards are listed:

Deer: 1-3 2A/M by Hooves
Horse: 1-4 2A/M by Hooves
Lion: 1-4 2A/M by Claws -- 1-4 by Bite
Giant Snake : 1-8/M by Constriction

Others may be gotten from the test. Suffocation, like constriction, does 1-8 per melee.

Armor Class - This entry lists the Armor Class of the monster. Again, Armor Classes have to be standardized where possible. A few of the standards are listed below:

Simple Skinned (i.e. Human) - A.C. 8
Animal < 5 meters long - A.C. 7
Reptile > 5 meters but < 10 meters - A.C. 6
Reptile > 10 meters - A.C. 4
Armored Animals - A.C. 4
Metal or Stone Creatures +/- A.C. 2-0

INTRO TO INTELLIGENT MONSTER SUPPLEMENT

On many of the smaller or faster animals, the Armor Class has been adjusted to a lower value to accommodate for the added difficulty of hitting them, not because its skin is actually stronger.

STAT MODIFIERS - These stat modifiers affect the various statistics of a character. Should any of the stats fall below 1 then they should be considered to be one. The names of the stats and the dice used to determine them are listed below, next to the abbreviation.

INT - Intelligence - 3D6- This is the person's ability to utilize information and to remember things.

WIS - Wisdom - 3D6 - This is the person's faith.

STR - Strength - 3D6 - This is the person's physical strength. Each strength point allows one to lift 5kg with each hand and hold it for 20M/STR - 20 M/5kg.

DEX - Dexterity - 3D6 - This is the person's agility and reaction time.

CON - Constitution - 3D6 - This is the person's body's ability to withstand physical stress.

CHA - Charisma - 3D6 - This is the person's ability to convince people that his ideas are good. This talent is usually only developed by politicians and merchants. The chance of convincing a person to do something is 5% per CHA - 5% per victim's CHA + 5% per COM mod + (25% for a logical argument, +15% for an emotional appeal) -20% for an opposite point of view.

COM - Comeliness - 3D6 - This is the person's physical attractiveness.

CUN - Cunning - 3D6 - This is the person's ability to understand the involved nature of things and to either plan around or plan for them. The player's chance of conceiving a truly clever plan is 5% per CUN + 5% per INT mod.

PSI - Psionics - D100 - This is the probability of the person having psionic abilities. If one is determining children of specific parents, then their score should be (Mother's PSI + Father's PSI)/2 +/- 50. The person has psionics

MAG - Magic - D100 - This is the probability of the person having magical talent (GSP). If one is determining the children of specific parents, then their score should be (Mother's MAG + Father's MAG)/2 +/- 50. The person will have GSP id MAG >95.

TRA - Tracking - D80 + 20 - This is the person's natural ability to track. It can be, and often is, modified by training.

Class - This entry lists the class of the monster and attempts to give a general description of its external appearance.

Height - This entry lists the height of the monster, usually in meters. Although important for describing the monster, the height usually serves a more important function; it is used to determine the number of Hit Die a monster has.

Color - This entry lists the basic colors of the monster. This is only a crude guide and it is subject to considerable variations in a number of cases.

Does it use Weapons ? - This tells whether or not this race can use a weapon. By extension, this also tells whether or not this race can hold magic items or other pieces of equipment.

Special Abilities - This entry lists any special abilities of the monster, as well as some physical description. Each ability is numbered consecutively and separately. The designation (P) or (M) is sometimes used behind an ability to designate its status as a Psionic or Magic ability. In many cases, these special abilities are similar to spells or Psionics and so are capitalized. Its power rating and level should then be listed in parentheses behind the ability. A spell related ability is normally equivalent to the Magus or Clerical spell of an LoB equal to the ability's level.

Category - This entry lists the basic range of environments in which the monster may be found.

Variant Category - This lists the variant group to which the race belongs.

Origin Code - This entry gives the origin of the monster. This is often from a Terran mythology, and it specifies which mythology. Others are from various books which have been published. These listings specify the author and the book or series from which the creature was taken.

Introduction to Monster Characters

Assigning EP for Intelligent Monster Encounters

Assigning EP for an intelligent monster is a complicated, but not overly difficult job. Once one understands the basic rules, assigning EP can prove quite simple, in most cases. Rather than a text on the rules they will simply be listed here.

- 1) All creatures are assigned EP for their HD. These are assigned on the following chart:

4 - sided HD	4 EP per HD
6 - sided HD	6 EP per HD
8 - sided HD	8 EP per HD
10- sided HD	10 EP per HD

- 2) All creatures are assigned 15 EP per Level.
- 3) All creatures are assigned EP for the damage they do this is assigned along the following guidelines. (these are maximum damage points):

1 to 3	5 EP
4 to 10	10 EP
11 to 15	15 EP
16 to 20	20 EP
etc.	etc.

EP are assigned only for the maximum number of attacks the creature can get in a Melee.

- 4) For each 2 AC below 8, the creature should be assigned 10 EP. (AC: 4 = 20 EP, AC: 2 = 30 EP, etc.) The opposite is true for each 2 AC above 8.
- 5) For each modification to the character's initiative add or subtract 5 EP per modification.
- 6) For increased or decreased resistances, the total EP is increased or decreased 5 EP per 25% to 50% and 10 EP for 75% to 100%.
- 7) Breath Weapons are assigned (10 EP per use per day) *HD of breath.
- 8) For poisons and venoms, the following chart is used:

Poison STR < 8	5 EP
Poison STR 9 to 16	10 EP
Poison STR 17 to 21	15 EP
Poison STR > 21	20 EP + 5 per 4 more

Venom - Variable and therefore depends upon the effects of the particular poison.

- 9) The abilities to fly and to breathe water or air are assigned 10 EP each if the people gaining EP do not have the ability.
- 10) For Invisibility assign 20 EP.
- 11) For immunity from non-energy, non-energy, non-magical attack assign 20 EP.
- 12) For miscellaneous Stat Mods assign 5 EP per Mod.
- 13) For each modification to Hit and Damage add or subtract 2 EP.
- 14) For psionics assign 1 EP per PSP and 5 EP per LoE of each secondary psionic ability.
- 15) For spells assign 1 EP per SP and 2 EP per KP or EIP. Add 5 EP per LoE of each spell.
- 16) For prayers assign 10 EP per LoE of prayer.
- 17) For GSP assign 1 EP per GSP and 5 GP per LoE of each natural spell.
- 18) For special professional abilities assign 5 EP per LoE or each ability or 2 EP per 5% of the ability.
- 19) The ability to naturally GATE or teleport adds 20 EP.
- 20) Sensitivity to special metal (i.e. Cold Iron, Silver, etc.) subtracts 20 EP.
- 21) For the Lycanthropic trait add 30 EP (ignore item 20).
- 22) For shape changing ability add 14 EP, and for form changing ability add 30 EP.

The sum of these EP form the Base EP. To determine the total EP multiply (No. of damage points) by Base EP and add this amount to the Base EP.



RACIAL DISTRIBUTIONS CHART

The following charts allow one to determine a character's race. To determine this first roll for the variant category then roll for the specific race. For a Non-Standard Cross-Breed please see Appendix B.

VARIANT CATEGORY

Bear	001-002
Bird	300
Bison	004-005
Cat	006-009
Dog	010-012
Draconnette	013-016
Dragon	017
Flyman	018
Lizard	019-023
Man	024-123
Man-Faerie	124-133
Mingyo	134-142
Snake	143
Troll	144
Ursing/Ape	145-171
Ursing/Ape-Faerie	172-175
Standard Cross-Breed	176-180
Non-Standard Cross Breed	181-182
Magical	183-185
Miscellaneous	186-200

BEAR

Bear	01-18
Bear (Grizzly)	19-38
Bear Person	39-60
Kalas Gunahita	61-00

BIRD

Crane	01-03
Flannen	04
Garuda	05
Pheasant	06-08
Rapa	09-58
Raven	59-60
Relt	61-80
Tengu	81-00

BISON

Buffalo Person	01-15
Minotaur	16-65
Su-yest-u-mik	66-70
Womox	71-00



CAT

Cat	01-05
Fristle	06-20
Leonis	21-25
Neamuain Clann	26-45
Nummin	46-55
Panther Person	56-65
Tiger-Man	66-80
Ubasti	81-00

DOG

Coyote	01-05
Dog Person	06-23
Fox Demon	24
Kajigakaka	25
Khabil	26-95
Waya (Ani-)	96-00



DRACONNETTE

Draconnette (Gem)	
Draconnette (Gold)	All about
Draconnette (Grey)	Equal
Draconnette (Pink)	Percentages
Draconnette (Psionic)	

DRAGON

Dragon (Gold) 1	All about
Dragon (Grey)	equal
Dragon (Pink)	Percentages
Dragon (Psionic)	
Erh-Ehua	
Gladzhoihi (Ehua)	
Uezuh Hra Ek	
Uezuh Hra Ek-kte	
Zuejzo	



FLYMAN

Flymage	01-05
Flyman	06-85
North Fly	86-00

LIZARD

Glit	01-10
Kataki	11-45
Lizard Person	46-55
Rasshahn	56-80
Schrepim	81-00

MAN

Askefruer	01
Azdrugian	02
Brigand	03-04
Cavewight	05
Child of Cain	06
Child of the Sun	07
Cyclos (Neo-)	08
Detsata	09
Giant (Black)	10
Giant (Seareach)	11
Glunganungan	12
Green Person	13
Gypsy	14-16
Ikzikian	17
Kildoi	18
Man	19-76
Man (Thunder)	77
Moruach	78-82
Nix (River)	83
Parne	84
Pungusse	85
Red Amazon	86
Saiyid	87
Stonedowner	88-89
Su-yeet-up-pi	90
Tsuni-Kalu	91
Urgovian	92
Vertigus	93-94
Vilah	95
Vile	96
Volescian	97
Wanyhim	98
Woodhelvenen	99-00



MAN - FAERIE

Alfar (Dock)	01-09
Alfar (Lios)	10-18
Alfar (Dock)	19-27
Djinn	28
Elf (Black)	29-37
Elf (Cave)	38-46
Elf (Forest)	47-55
Elf (Mountain)	56-64
Elf (Sea)	65-73
Giant (Magic)	74-82
Korrigan	83
Man (Spoor)	84-92
Nixie	93-98
Phoca	99-00



MINGYO

Ashivi	01-07
Centaur (Ichthy)	08
Klactoil	09-14
Merman	15-74
Mingyo	75-80
Pongolian	81-95
Same-Bito	96
Triton	97-00

SNAKE

Chan	01-75
Rattlesnake	76-00

TROLL

Pa-ine	01
Troll 1	02-81
Troll 2	82-85
Troll 3	86-00

URUISS/APE

Baboon	01
Cacus	02
Cercopes	03-06
Coranian	07-09
Cyclops	10-12
Dwarf	13-27
Ganaskidi	28-29
Gandayah	30-31
Giant (Ear)	32-34
Goblin	35-41
Goblin (Long-Beaked)	42-47
Harfnar	48-52
Ludki	53-64
Man (Mountain)	65-66
Monkey	67
Ogre	68-72
Orchus (Guard)	73-75
Orchus (Tracking)	76-78
Orchus (Warrior)	79-83
Phynodderree	84-86
Rhaclaw	87-91
Tsundisewi	92
Uruiss	93-00

URUISS/APE

Bakemo	01-03
Brownie	04-07
Duersar	08-17
Hill Person	18-67
Ohodowas	68-82
Orcul	83-85
Pixie	86-00



STANDARD CROSS-BREED

Centaur	01-15
Dragon (man)	16-20
Humbaba	21-25
Kajisakaka (Half)	26-40
Man (Wolf)	41-50
Moruach (Half)	51-90
Stayr	91-00



MAGICAL

Child of Satan	01-20
Dirsen	21-40
Hsing-T'ien	41-60
Serpent Spawn	61-80
Shetu	81-90
Zmay	91-00

MISCELLANEOUS

Brazar	01
Chulik	02-10
Dam Person	11-14
Div	15
Djang	16-24
Dolphin	25-33
Dwarf (Death)	34
Frog-Man	35-36
Furhopper	37-38
Grey One	39-40
Hysof	41
Man-Rat	42-44
Mink Person	45-48
Mole Person	49-52
Och	53-61
Pdafekitetif	62-63
Pseudo	64-72
Pul	73
Quarasch	74-75
Rabbit Person	76-79
Ranyhyn	80
Sea Sucker	81-82
Tsuwa	83-86
Walasi	87-88
Yuccamot	89-97
Zelphodonian	98-00



NAME: ALFAR (DOCK-)

Hit Dice: 2
Damage Done: By Weapon
Armor Class: 8
Special Abilities: 1. Darkness 1m/Level
3/week + Level 2. See I. R. Gate to
Sidhe dimension 3/week + Level 4. Takes
double damage by Cold Iron
Stat Modifiers?
INT: 0
WIS: 0
STR: 0
DEX: 0
CON: 0
CHA: 0
COM: 0
CUN: 0
PSI: 0
MAG: 0
TRA: 0
Class: Humanoid
Variant Category: Man - Faerie
Height: 2M
Color: Brown
Can this race use Weapons? Yes
Category: Land and other dimensions
Origin of Race: Norseland



NAME: ASHIVI

Hit Dice: 2
Damage Done: By Weapon
Armor Class: 7
Special Abilities: 1. Covered with moss
2. Webbed feet 3. Long ears
Stat Modifiers:
INT: 3
WIS: 0
STR: 3
DEX: -2
CON: 0
CHA: 0
COM: -2
CUN: 0
PSI: 0
MAG: 5
TRA: -5
Class: Fish - Humanoid
Variant Category: Mingo
Height: 2M
Color: Green
Can this race use Weapons? Yes
Category: Land and Water
Origin of Race: Africa



NAME: ALFAR (LIOS-)

Hit Dice: 2
Damage Done: By Weapon
Armor Class: 8
Special Abilities: 1. Light 1m/Level
3/week + Level 2. Gate to Sidhe dimen-
sion 3/week + Level 3. Takes double
damage by Cold Iron
Stat Modifiers:
INT: 0
WIS: 0
STR: 0
DEX: 0
CON: 0
CHA: 0
COM: 0
CUN: 0
PSI: 0
MAG: 0
TRA: 0
Class: Humanoid
Variant Category: Man - Faerie
Height: 2M
Color: White
Can this race use Weapons? Yes
Category: Land and other dimensions
Origin of Race: Norseland



NAME: ASKEFRUER

Hit Dice: 2
Damage Done: By Weapon - Special
Armor Class: 8
Special Abilities: None
Stat Modifiers:
INT: 0
WIS: 1
STR: 0
DEX: 0
CON: 0
CHA: 0
COM: 1
CUN: 0
PSI: 15
MAG: 15
TRA: 10
Class: Human
Variant Category: Man
Height: 2M
Color: Pink - Green Hair
Can this race use Weapons? Yes
Category: Land
Origin of Race: Miscellaneous



NAME: ALFAR (SVART-)

Hit Dice: 1
Damage Done: By Weapon
Armor Class: 7
Special Abilities: 1. See in very dim
light 2. Gate to Sidhe dimension 3/week
+ Level 3. Takes double damage by Cold
Iron
Stat Modifiers:
INT: 0
WIS: 0
STR: 1
DEX: 0
CON: 2
CHA: 0
COM: -2
CUN: 2
PSI: 0
MAG: 0
TRA: 0
Class: Humanoid
Variant Category: Man - Faerie
Height: 1M
Color: Black
Can this race use Weapons? Yes
Category: Land and other dimensions
Origin of Race: Norseland



NAME: AZDRUGIAN

Hit Dice: 2
Damage Done: By Weapon
Armor Class: 8
Special Abilities: None
Stat Modifiers:
INT: 0
WIS: 0
STR: 0
DEX: 0
CON: 0
CHA: 0
COM: 0
CUN: 0
PSI: 0
MAG: 0
TRA: 0
Class: Human
Variant Category: Man
Height: 2M
Color: Blue
Can this race use Weapons? Yes
Category: Land
Origin of Race: Lin Carter's World's
End



NAME: BABOON

Hit Dice: 1
Damage Done: 1 - 4 by Bite; By Weapon
Armor Class: 7
Special Abilities: None
Stat Modifiers:
INT: -4
WIS: -1
STR: -1
DEX: 2
CON: 0
CHA: 0
COM: -1
CUN: -3
PSI: 0
MAG: 0
TRA: 15
Class: Ape
Variant Category: Ursing/Ape
Height: 1.5
Color: Brown
Can this race use Weapons? Yes
Category: Land
Origin of Race: Africa



NAME: BEAR (GRIZZLY)

Hit Dice: 4
Damage Done: 1 - 5 2A/M by Claws; 1 - 4 by Bite
Armor Class: 7
Special Abilities: 1. +5 GSP 2. +10% of effect of healing magic
Stat Modifiers:
INT: -2
WIS: 2
STR: 8
DEX: 3
CON: 2
CHA: 0
COM: 0
CUN: 3
PSI: 0
MAG: 10
TRA: 15
Class: Bear
Variant Category: Bear
Height: 3.5M
Color: Brown - Grey-tipped
Can this race use Weapons? No
Category: Land
Origin of Race: Blackfoot



NAME: BAKEMO

Hit Dice: 1
Damage Done: By Weapon
Armor Class: 7
Special Abilities: 1. Hit only by magic or energy 2. Teleport 3/week + Level
Stat Modifiers:
INT: -3
WIS: 0
STR: -5
DEX: 6
CON: 0
CHA: 0
COM: -1
CUN: 0
PSI: 0
MAG: 0
TRA: 15
Class: Demon - Monkey
Variant Category: Ursing/Ape - Faerie
Height: 1M
Color: Brown to Black
Can this race use Weapons? Yes
Category: Other dimensions
Origin of Race: Japan



NAME: BEAR PERSON

Hit Dice: 2
Damage Done: 1 - 4 2A/M by Claws; 1 - 6 by Bite
Armor Class: 7
Special Abilities: 1. Telepathy (1 LoE/Level). PSP should be determined as if psionic
Stat Modifiers:
INT: 0
WIS: 1
STR: 3
DEX: 1
CON: 1
CHA: 0
COM: 0
CUN: 0
PSI: 25
MAG: 0
TRA: 15
Class: Bear - Bipedal
Variant Category: Bear
Height: 1.5M
Color: Brown
Can this race use Weapons? Yes
Category: Land
Origin of Race: Sterling Lanier's Hiero's Journey



NAME: BEAR

Hit Dice: 3
Damage Done: 1 - 4 2A/M by Claws; 1 - 4 by Bite
Armor Class: 7
Special Abilities: None
Stat Modifiers:
INT: -2
WIS: 2
STR: 5
DEX: 3
CON: 1
CHA: 0
COM: 0
CUN: 0
PSI: 0
MAG: 0
TRA: 15
Class: Bear
Variant Category: Bear
Height: 3M
Color: Varies
Can this race use Weapons? No
Category: Land
Origin of Race: Blackfoot



NAME: BRAZAR

Hit Dice: 7
Damage Done: 1 - 8 A/M by Miniature Weapons held in Cilia; 1 - 8/M by
Armor Class: 4
Special Abilities: Shape Change Self and Color at will
Stat Modifiers:
INT: -3
WIS: -3
STR: 25
DEX: -5
CON: 0
CHA: 0
COM: -6
CUN: -5
PSI: -1
MAG: -1
TRA: 15
Class: Protoplasm
Variant Category: Miscellaneous
Height: 7M
Color: Grey
Can this race use Weapons? Yes
Category: Water
Origin of Race: Dragon's Byte Miscellaneous



NAME: BRIGAND

Hit Dice: 2
Damage Done: By Weapon
Armor Class: 8
Special Abilities: No nose
Stat Modifiers:
INT: 0
WIS: 0
STR: 0
DEX: 0
CON: 0
CHA: 0
COM: 0
CUN: 0
PSI: 0
MAG: 0
TRA: -5
Class: Humanoid - Long Arms/Short Legs
Variant Category: Man
Height: 1.5M
Color: Pink
Can this race use Weapons? Yes
Category: Land
Origin of Race: Lin Carter
World's End



NAME: CACUS

Hit Dice: 3
Damage Done: By Weapon
Armor Class: 6
Special Abilities: 1. Breathe fire
3/week + Level (1 HD)
Stat Modifiers:
INT: -3
WIS: -3
STR: 7
DEX: -2
CON: 0
CHA: 0
COM: 0
CUN: 0
PSI: 0
MAG: 0
TRA: -5
Class: Neanderthal - 3 heads
Variant Category: Uruisg/Ape
Height: 3M
Color: Brown
Can this race use Weapons? Yes
Category: Land
Origin of Race: Greece



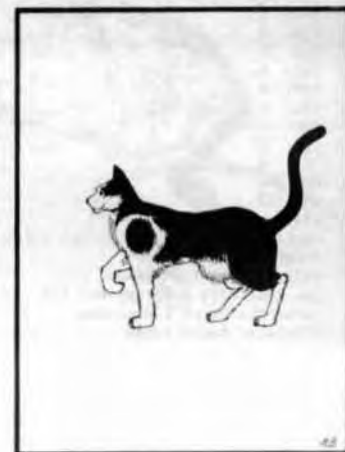
NAME: BROWNIE

Hit Dice: 1
Damage Done: 1 - 4 by Bite; by Weapon
Armor Class: 7
Special Abilities: 1. Gate to Sidhe
dimension 3/week + Level 2. Takes
double damage by Cold Iron
Stat Modifiers:
INT: -4
WIS: -4
STR: -1
DEX: 2
CON: 0
CHA: 0
COM: -1
CUN: -3
PSI: 0
MAG: 15
TRA: 15
Class: Ape
Variant Category: Uruisg/Ape - Faerie
Height: 1.5M
Color: Brown
Can this race use Weapons? Yes
Category: Land and other dimensions
Origin of Race: England



NAME: CAT

Hit Dice: 1
Damage Done: 1 - 3 by Claws
Armor Class: 7
Special Abilities: 1. Associates only
with magical creatures 2. Can speak
most human or humanoid tongues without
serious speech problems
Stat Modifiers:
INT: 0
WIS: 0
STR: -7
DEX: 3
CON: 0
CHA: 0
COM: 0
CUN: 3
PSI: 10
MAG: 10
TRA: 10
Class: Cat
Variant Category: Cat
Height: 1M
Color: Varies
Can this race use Weapons? Yes
Category: Land
Origin of Race: England



NAME: BUFFALO PERSON

Hit Dice: 3
Damage Done: 1 - 8 by Butt; 1 - 4 2A/M
by Horns
Armor Class: 7
Special Abilities: 1. +20 GSP 2. Breathes
water and air
Stat Modifiers:
INT: 2
WIS: 3
STR: 7
DEX: -2
CON: 4
CHA: 2
COM: 2
CUN: 0
PSI: 0
MAG: 20
TRA: 15
Class: Bison
Variant Category: Bison
Height: 3M
Color: Brown
Can this race use Weapons? No
Category: Land and Water
Origin of Race: Cherokee



NAME: CAVENIGHT

Hit Dice: 3
Damage Done: By Weapon
Armor Class: 8
Special Abilities: 1. Detect irregu-
larities in architecture at 30% +
5%/Level 2. I. R. vision at will
Stat Modifiers:
INT: -1
WIS: -1
STR: 7
DEX: 0
CON: 1
CHA: 0
COM: 0
CUN: 0
PSI: 0
MAG: 0
TRA: -5
Class: Neanderthal
Variant Category: Man
Height: 3M
Color: Grey
Can this race use Weapons? Yes
Category: Land
Origin of Race: Scandinavian



NAME: CENTAUR

Hit Dice: 3
 Damage Done: 1 - 4 2A/M by Hooves; by
 Weapon
 Armor Class: 8
 Special Abilities: None
 Stat Modifiers:
 INT: 3
 WIS: 2
 STR: 5
 DEX: 0
 CON: 3
 CHA: 1
 COM: 1
 CUN: 2
 PSI: 0
 MAG: 5
 TRA: 0
 Class: Horse/Man
 Variant Category: Standard Cross-breed
 Height: 3M
 Color: Varies
 Can this race use Weapons? Yes
 Category: Land
 Origin of Race: Greece



NAME: CHAN

Hit Dice: 2
 Damage Done: 1 - 3/M by Constriction;
 1 - 2 by Bite (P)
 Armor Class: 7
 Special Abilities: 1. Poison (16)
 2. Heat sensor in tongue
 Stat Modifiers:
 INT: -1
 WIS: 2
 STR: 2
 DEX: 2
 CON: 0
 CHA: 0
 COM: 0
 CUN: 0
 PSI: 0
 MAG: 0
 TRA: 10
 Class: Snake - 2 small arms
 Variant Category: Snake
 Height: 2M
 Color: Emerald Green
 Can this race use Weapons? Yes
 Category: Land
 Origin of Race: Aztec



NAME: CENTAUR (ICHTHY-)

Hit Dice: 3
 Damage Done: 1 - 6 2A/M by Claws;
 by Weapons (Rarely)
 Armor Class: 8
 Special Abilities: None
 Stat Modifiers:
 INT: 0
 WIS: 1
 STR: 2
 DEX: 0
 CON: 0
 CHA: 0
 COM: 0
 CUN: 0
 PSI: 0
 MAG: 0
 TRA: 0
 Class: Merman - Paw-like hands
 Variant Category: Minguo
 Height: 3M
 Color: Green Black
 Can this race use Weapons? Yes
 Category: Water
 Origin of Race: Miscellaneous



NAME: CHILD OF CAIN

Hit Dice: 2
 Damage Done: By Weapon
 Armor Class: 8
 Special Abilities: 1. Possess the eyes of
 a killer 2. Average life-span of 800
 years 3. Regenerates at 6 PIPs/day
 (resting)
 Stat Modifiers:
 INT: 2
 WIS: 2
 STR: 5
 DEX: 3
 CON: 5
 CHA: 2
 COM: 2
 CUN: 3
 PSI: 5
 MAG: 10
 TRA: 5
 Class: Human
 Variant Category: Man
 Height: 2M
 Color: Varies
 Can this race use Weapons? Yes
 Category: Land
 Origin of Race: Miscellaneous



NAME: CERCOPE

Hit Dice: 1
 Damage Done: By Weapon
 Armor Class: 7
 Special Abilities: 1. .5% on all
 Thieving abilities
 Stat Modifiers:
 INT: 0
 WIS: 0
 STR: -3
 DEX: 5
 CON: 0
 CHA: 2
 COM: -2
 CUN: 1
 PSI: 0
 MAG: 0
 TRA: 0
 Class: Simian - Bipedal
 Variant Category: Uruig/Ape
 Height: 1M
 Color: Brown
 Can this race use Weapons? Yes
 Category: Land
 Origin of Race: Greece



NAME: CHILD OF SATAN

Hit Dice: 2
 Damage Done: By Weapon
 Armor Class: 7
 Special Abilities: 1. Serpent tail
 2. Gate to Hell 3/week + Level
 4. Takes double damage by good-
 blessed objects 4. Evil tendencies
 5. Likes to eat baby flesh
 Stat Modifiers:
 INT: 1
 WIS: -2
 STR: 3
 DEX: 0
 CON: 1
 CHA: 3
 COM: 0
 CUN: 3
 PSI: 5
 MAG: 15
 TRA: 10
 Class: Humanoid - wolf head, hairy
 Variant Category: Magical
 Height: 2M
 Color: Grey
 Can this race use Weapons? Yes
 Category: Land and other dimensions
 Origin of Race: Hell



NAME: CHILD OF THE SUN

Hit Dice: 2
 Damage Done: By Weapon
 Armor Class: 8
 Special Abilities: 1. Turn any Undead, demon, or angel of less than 10 EP/Level 2. Clairvoyance, tele-vision, and Command (8th LoE) 3/week + Level
 Stat Modifiers:
 INT: 3
 WIS: 3
 STR: 0
 DEX: 0
 CON: 0
 CHA: 5
 COM: 0
 CUN: 0
 PSI: 15
 MAG: 10
 TRA: 10
 Class: Human
 Variant Category: Man
 Height: 2M
 Color: Pink
 Can this race use Weapons? Yes
 Category: Land
 Origin of Race: Japan



NAME: COYOTE

Hit Dice: 1
 Damage Done: 1 - 4 by Bite
 Armor Class: 7
 Special Abilities: 1. Move silently 35% + 5%/Level 2. Hide in shadows 30% + 5%/Level
 Stat Modifiers:
 INT: 0
 WIS: -3
 STR: -3
 DEX: 2
 CON: 0
 CHA: 0
 COM: 0
 CUN: 4
 PSI: 0
 MAG: 0
 TRA: 15
 Class: Dog
 Variant Category: Dog
 Height: 1M
 Color: Varies
 Can this race use Weapons? No
 Category: Land
 Origin of Race: Blackfoot



NAME: CHULIK

Hit Dice: 3
 Damage Done: 1 - 4 by Tusks; by Weapon
 Armor Class: 7
 Special Abilities: 1. Usually trained as a mercenary warrior, thus starting off as a 3rd Level Warrior or Fighter
 Stat Modifiers:
 INT: -2
 WIS: -2
 STR: 5
 DEX: 2
 CON: 2
 CHA: 0
 COM: 0
 CUN: 0
 PSI: -5
 MAG: -5
 TRA: 2
 Class: Pig (Humanoid)
 Variant Category: Miscellaneous
 Height: 2M
 Color: Yellow
 Can this race use Weapons? Yes
 Category: Land
 Origin of Race: Alan B. Akers
 Dray Prescott



NAME: CRANE

Hit Dice: 1
 Damage Done: 1 - 5 by Beak
 Armor Class: 7
 Special Abilities: None
 Stat Modifiers:
 INT: 1
 WIS: 2
 STR: -5
 DEX: 3
 CON: 0
 CHA: 0
 COM: 0
 CUN: 1
 PSI: 0
 MAG: 0
 TRA: -5
 Class: Crane
 Variant Category: Bird
 Height: 1.5M
 Color: Greyish Blue
 Can this race use Weapons? Yes
 Category: Land and air
 Origin of Race: Japan



NAME: CORANIAN

Hit Dice: 1
 Damage Done: By Weapon
 Armor Class: 8
 Special Abilities: 1. Can hear any whisper within 50m 2. Gate to Sidhe dimension 3/week + Level 3. Takes double damage by Cold Iron
 Stat Modifiers:
 INT: 0
 WIS: 0
 STR: -5
 DEX: 0
 CON: -2
 CHA: 0
 COM: 0
 CUN: 0
 PSI: 0
 MAG: 5
 TRA: 10
 Class: Dwarf
 Variant Category: Uruig/Ape
 Height: 1M
 Color: Coppery
 Can this race use Weapons? Yes
 Category: Land and other dimensions
 Origin of Race: England



NAME: CYCLOPS

Hit Dice: 6
 Damage Done: By Weapon
 Armor Class: 7
 Special Abilities: None
 Stat Modifiers:
 INT: -3
 WIS: -2
 STR: 20
 DEX: -4
 CON: 8
 CHA: -2
 COM: -2
 CUN: 0
 PSI: 0
 MAG: 0
 TRA: -1
 Class: Neanderthal - One Eye
 Variant Category: Uruig/Ape
 Height: 6M
 Color: Brown
 Can this race use Weapons? Yes
 Category: Land
 Origin of Race: Greece



NAME: CYCLOPS (NEO-)

Hit Dice: 2
Damage Done: By Weapon
Armor Class: 8
Special Abilities: None
Stat Modifiers:
INT: 0
WIS: 0
STR: 0
DEX: 0
CON: 0
CHA: 0
COM: 0
CUN: 0
PSI: 0
MAG: 0
TRA: 0
Class: Human - Cyclopean eye
Variant Category: Man
Height: 2M
Color: Tan
Can this race use Weapons? Yes
Category: Land
Origin of Race: Lin Carter's
World's End



NAME: DIRGEN

Hit Dice: 2
Damage Done: By Weapon
Armor Class: 8
Special Abilities: 1. May go gaseous if 50% of its PIPs are taken 2. Takes double damage from magic 3. Use Storm (Ice), Coldball, and Wall of Ice (5th LoE) 3/week + Level
Stat Modifiers:
INT: 0
WIS: 0
STR: 0
DEX: 0
CON: 0
CHA: 0
COM: 0
CUN: 0
PSI: 0
MAG: 10
TRA: -5
Class: Humanoid
Variant Category: Magical
Height: 2M
Color: White
Can this race use Weapons? Yes
Category: Land
Origin of Race: David U. Chapman



NAME: DAM PERSON

Hit Dice: 2
Damage Done: 1 - 6 by Tail; by Weapon
Armor Class: 7
Special Abilities: None
Stat Modifiers:
INT: -1
WIS: -2
STR: 0
DEX: -1
CON: 0
CHA: 0
COM: 0
CUN: -1
PSI: 0
MAG: 0
TRA: 10
Class: Beaver - Bipedal
Variant Category: Miscellaneous
Height: 2M
Color: Brown
Can this race use Weapons? Yes
Category: Land and water
Origin of Race: Sterling Lanier's
Hiero's Journey



NAME: DIV

Hit Dice: 4
Damage Done: 1 - 4 by Claws; 1 - 4 by Kick; by Weapon
Armor Class: 8
Special Abilities: 1. Inflate body to fly 2. Large, round eyes 3. Gate to Djinnaxe plane 3/week + Level
4. Takes double damage by Cold Iron
Stat Modifiers:
INT: 0
WIS: 0
STR: 10
DEX: 0
CON: 2
CHA: 0
COM: 0
CUN: 0
PSI: 0
MAG: 0
TRA: 0
Class: Humanoid - tail/horns/goat hooves
Variant Category: Miscellaneous
Height: 4M
Color: Brown - spotted
Can this race use Weapons? Yes
Category: Other dimensions
Origin of Race: Persia



NAME: DETSATA

Hit Dice: 2
Damage Done: By Blowgun or Bow
Armor Class: 8
Special Abilities: 1. Invisibility 6/week + Level. Dur: 3M/Level
Stat Modifiers:
INT: 0
WIS: 0
STR: 0
DEX: 1
CON: 1
CHA: 0
COM: 3
CUN: -1
PSI: 0
MAG: 5
TRA: 0
Class: Human
Variant Category: Man
Height: 2M
Color: Coppery
Can this race use Weapons? Yes
Category: Land
Origin of Race: Cherokee



NAME: DJANG

Hit Dice: 2
Damage Done: 2A/M by Weapon
Armor Class: 8
Special Abilities: None
Stat Modifiers:
INT: 0
WIS: 0
STR: 0
DEX: 3
CON: 2
CHA: 0
COM: 0
CUN: -2
PSI: 0
MAG: 0
TRA: 0
Class: Human - 4 arms
Variant Category: Miscellaneous
Height: 2M
Color: Pink
Can this race use Weapons? Yes
Category: Land
Origin of Race: Alan B Akers'
Dray Prescott



NAME: DJINN

Hit Dice: 2
 Damage Done: By Weapon
 Armor Class: 8
 Special Abilities: 1. Invisible to those it doesn't want to see it 2. Non-corporeal at will 3. Hit only by magic or energy 4. Gate to Djinnaxele Plane 3/week + Level 5. Takes double damage by Cold Iron
 Stat Modifiers:
 INT: 4
 WIS: 4
 STR: 4
 DEX: 3
 CON: 1
 CHA: 5
 COM: 0
 CUN: 4
 PSI: 15
 MAG: 15
 TRA: 0
 Class: Humanoid
 Variant Category: Man - Faerie
 Height: 2M
 Color: Tan
 Can this race use Weapons? Yes
 Category: Other dimensions
 Origin of Race: Persia



NAME: DRACONNETTE (GOLD) 1

Hit Dice: 1
 Damage Done: 1 - 4 by Everything Together
 Armor Class: 6
 Special Abilities: 1. 3 Breaths/week + Level (transmute to gold [6th LoE])
 Stat Modifiers:
 INT: 3
 WIS: 3
 STR: -5
 DEX: 5
 CON: 0
 CHA: 0
 COM: 0
 CUN: 0
 PSI: 0
 MAG: 5
 TRA: -5
 Class: Dragon
 Variant Category: Draconnette
 Height: .5M
 Color: Gold
 Can this race use Weapons? Yes
 Category: Land and air
 Origin of Race: Dragon's Byte Miscellaneous



NAME: DOG PERSON

Hit Dice: 1
 Damage Done: 1 - 4 by Bite
 Armor Class: 7
 Special Abilities: 1. Command (20% + 5%/Level - 5%/Victim's Level). 3/week + Level
 Stat Modifiers:
 INT: -2
 WIS: 1
 STR: -3
 DEX: 2
 CON: -2
 CHA: 2
 COM: 0
 CUN: -3
 PSI: 0
 MAG: 0
 TRA: 20
 Class: Dog
 Variant Category: Dog
 Height: 1M
 Color: Varies
 Can this race use Weapons? No
 Category: Land
 Origin of Race: Cherokee



NAME: DRACONNETTE (GEM)

Hit Dice: 1
 Damage Done: 1 - 6 by Everything together; by Weapon
 Armor Class: 5
 Special Abilities: 1. 1 - 6 gems embedded in the skin which have magical properties the Draconette may use these at will. Though used up, the stones will regenerate in 30 months - 1month/Level
 Stat Modifiers:
 INT: 3
 WIS: 3
 STR: -5
 DEX: 5
 CON: 0
 CHA: 0
 COM: 0
 CUN: 0
 PSI: 0
 MAG: 5
 TRA: 10
 Class: Dragon
 Variant Category: Draconnette
 Height: .5M
 Color: Multi
 Can this race use Weapons? Yes
 Origin of Race: Dragon's Byte Miscellaneous



NAME: DOLPHIN

Hit Dice: 2
 Damage Done: 1 - 8 by Ram
 Armor Class: 8
 Special Abilities: 1. Sonar 2. Normally speaks in the ultra-sonic range though they may speak in lower ranges
 Stat Modifiers:
 INT: 0
 WIS: 1
 STR: 4
 DEX: 2
 CON: 0
 CHA: 0
 COM: 0
 CUN: 0
 PSI: 5
 MAG: 0
 TRA: 5
 Class: Dolphin
 Variant Category: Miscellaneous
 Height: 2M
 Color: Grey to Blue
 Can this race use Weapons? No
 Category: Water
 Origin of Race: Miscellaneous



NAME: DRACONNETTE (GREY)

Hit Dice: 1
 Damage Done: 1 - 4 by Everything together
 Armor Class: 6
 Special Abilities: 1. 3 Breaths/week + Level (suicide gas [6th LoE] - 1 - 4M/Level)
 Stat Modifiers:
 INT: 3
 WIS: 3
 STR: -5
 DEX: 5
 CON: 0
 CHA: 0
 COM: 0
 CUN: 0
 PSI: 0
 MAG: 5
 TRA: -5
 Class: Dragon
 Variant Category: Draconnette
 Height: .5M
 Color: Grey
 Can this race use Weapons? Yes
 Category: Land and air
 Origin of Race: Dragon's Byte Miscellaneous



NAME: DRACONNETE (PINK)

Hit Dice: 6
 Damage Done: 1 - 4 by Everything together
 Armor Class: 6
 Special Abilities: 1. 3 breaths/week + Level (aphrodisiac/laziness - 1 - 4M/Level)
 Stat Modifiers:
 INT: 3
 WIS: 3
 STR: -5
 DEX: 5
 CON: 0
 CHA: 0
 COM: 0
 CUN: 0
 PSI: 0
 MAG: 5
 TRA: -5
 Class: Dragon
 Variant Category: Draconnette
 Height: .5M
 Color: Pink
 Can this race use Weapons? Yes
 Category: Land and air
 Origin of Race: Dragon's Byte
 Miscellaneous



NAME: DRAGON (MAN-)

Hit Dice: 6
 Damage Done: 1 - 4 2A/M by Claws; 1 - 8 by Tail; by Weapon
 Armor Class: 7
 Special Abilities: 1. 3 breaths/week + Level (steam - 1HD)
 Stat Modifiers:
 INT: -2
 WIS: 0
 STR: 20
 DEX: -2
 CON: 4
 CHA: 0
 COM: 0
 CUN: 0
 PSI: 0
 MAG: 0
 TRA: -10
 Class: Dragon - Human head/wingless
 Variant Category: Standard Cross-breed
 Height: 6M
 Color: Brown
 Can this race use Weapons? Yes
 Category: Land
 Origin of Race: Lin Carter's
 World's End



NAME: DRACONNETTE (PSIONIC)

Hit Dice: 1
 Damage Done: 1 - 4 by Everything together
 Armor Class: 6
 Special Abilities: 1. 1 - 2 primary psionic abilities at 3 - 30 PSP each
 Stat Modifiers:
 INT: 3
 WIS: 3
 STR: -5
 DEX: 5
 CON: 0
 CHA: 0
 COM: 0
 CUN: 0
 PSI: 25
 MAG: 5
 TRA: -5
 Class: Dragon
 Variant Category: Draconnette
 Height: .5M
 Color: Grey
 Can this race use Weapons? Yes
 Category: Land and air
 Origin of Race: Dragon's Byte
 Miscellaneous



NAME: DRAGON (PINK)

Hit Dice: 6
 Damage Done: 1 - 4 2A/M by Claws; 1 - 4 by Bite; 1 - 6 by Tail; by Weapon
 Armor Class: 6
 Special Abilities: 3 breaths/week + Level (aphrodisiac/laziness - 1 - 4M/Level)
 Stat Modifiers:
 INT: 3
 WIS: 3
 STR: 20
 DEX: -2
 CON: 4
 CHA: 0
 COM: 0
 CUN: 2
 PSI: 0
 MAG: 5
 TRA: -5
 Class: Dragon
 Variant Category: Dragon
 Height: 6M
 Color: Pink
 Can this race use Weapons? Yes
 Category: Land and air
 Origin of Race: Dragon's Byte
 Miscellaneous



NAME: DRAGON (GOLD) 1

Hit Dice: 6
 Damage Done: 1 - 4 by Claws; 1 - 4 by Bite; 1 - 6 by Tail; by Weapon
 Armor Class: 6
 Special Abilities: 1. 3 breaths/week + Level (transmute to gold [6th LoE])
 Stat Modifiers:
 INT: 3
 WIS: 3
 STR: 20
 DEX: -2
 CON: 4
 CHA: 0
 COM: 0
 CUN: 2
 PSI: 0
 MAG: 5
 TRA: -5
 Class: Dragon
 Variant Category: Dragon
 Height: 6M
 Color: Gold
 Can this race use Weapons? Yes
 Category: Land and air
 Origin of Race: Dragon's Byte
 Miscellaneous



NAME: DRAGON (PSIONIC)

Hit Dice: 6
 Damage Done: 1 - 4 2A/M by Claws; 1 - 4 by Bite; 1 - 6 by Tail; by Weapon
 Armor Class: 6
 Special Abilities: 1. 1 - 2 primary psionic abilities at 3 - 30 PSP each
 Stat Modifiers:
 INT: 3
 WIS: 3
 STR: 20
 DEX: -2
 CON: 4
 CHA: 0
 COM: 0
 CUN: 2
 PSI: 0
 MAG: 5
 TRA: -5
 Class: Dragon
 Variant Category: Dragon
 Height: 6M
 Color: Grey
 Can this race use Weapons? Yes
 Category: Land and air
 Origin of Race: Dragon's Byte
 Miscellaneous



NAME: DRAGON (GREY)

Hit Dice: 6
 Damage Done: 1 - 4 2A/M by Claws; 1 - 4 by Bite; 1 - 6 by Tail; by Weapon
 Armor Class: 6
 Special Abilities: 1. 3 breaths/week + Level (suicide gas [6th LoE] - 1 - 4M/Level)
 Stat Modifiers:
 INT: 3
 WIS: 3
 STR: 20
 DEX: -2
 CON: 4
 CHA: 0
 COM: 0
 CUN: 2
 PSI: 0
 MAG: 5
 TRA: -5
 Class: Dragon
 Variant Category: Dragon
 Height: 6M
 Color: Grey
 Can this race use Weapons? Yes
 Category: Land and air
 Origin of Race: Dragon's Byte
 Miscellaneous



NAME: DWARF (DEATH)

Hit Dice: 2
 Damage Done: By Weapon
 Armor Class: 5
 Special Abilities: 1. Impervious to temperature 2. Immune to normal poisons though normal flesh is poisonous to them
 Stat Modifiers:
 INT: -3
 WIS: -3
 STR: -2
 DEX: -2
 CON: 4
 CHA: -3
 COM: -5
 CUN: 0
 PSI: 0
 MAG: 0
 TRA: -5
 Class: Humanoid
 Variant Category: Miscellaneous
 Height: 1M
 Color: Poisonous Green
 Can this race use Weapons? Yes
 Category: Land
 Origin of Race: Lin Carter's World's End



NAME: DUERGAR

Hit Dice: 1
 Damage Done: By Weapon
 Armor Class: 7
 Special Abilities: 1. 50% that it has learned how to forge a specific type of weapon which it can make +1 to Hit/+1 Dam/3 levels 2. Gate to Sidhe dimension 3/week + Level 3. Take double damage by Cold Iron
 Stat Modifiers:
 INT: -1
 WIS: 0
 STR: 1
 DEX: 0
 CON: 3
 CHA: 0
 COM: 0
 CUN: 0
 PSI: 0
 MAG: 10
 TRA: 0
 Class: Dwarf
 Variant Category: Uruing/Ape - Faerie
 Height: 1M
 Color: Black
 Can this race use Weapons? Yes
 Category: Land and other dimensions
 Origin of Race: Navaho



NAME: ELF (BLACK)

Hit Dice: 2
 Damage Done: By Weapon
 Armor Class: 8
 Special Abilities: 1. +5% with any mind-related ability 2. Somewhat Chaotic tendencies 3. Gate to Sidhe dimension 3/week + Level 4. Takes double damage by Cold Iron
 Stat Modifiers:
 INT: 1
 WIS: 2
 STR: 0
 DEX: 0
 CON: 0
 CHA: 4
 COM: 2
 CUN: -1
 PSI: 5
 MAG: 0
 TRA: 0
 Class: Human
 Variant Category: Man - Faerie
 Height: 2M
 Color: Black
 Can this race use Weapons? Yes
 Category: Land and other dimensions
 Origin of Race: Dragon's Byte
 Miscellaneous



NAME: DWARF

Hit Dice: 2
 Damage Done: By Weapon
 Armor Class: 8
 Special Abilities: 1. See in I. R. 2. Detect irregularities in architecture at 30% + 5%/Level
 Stat Modifiers:
 INT: 0
 WIS: 0
 STR: 5
 DEX: -3
 CON: 3
 CHA: -1
 COM: 0
 CUN: 0
 PSI: -5
 MAG: -5
 TRA: -5
 Class: Dwarf
 Variant Category: Uruing/Ape
 Height: 1M
 Color: Grey
 Can this race use Weapons? Yes
 Category: Land
 Origin of Race: Miscellaneous



NAME: ELF (CAVE)

Hit Dice: 1
 Damage Done: By Weapon
 Armor Class: 8
 Special Abilities: 1. +5% with any earth-related ability 2. Sonic sight as well as normal sight (this also allows it to detect faults and hollow areas behind walls 3. Gate to Sidhe dimension 3/week + Level 4. Takes double damage by Cold Iron
 Stat Modifiers:
 INT: 1
 WIS: 2
 STR: 3
 DEX: -1
 CON: 3
 CHA: 0
 COM: 0
 CUN: -1
 PSI: 5
 MAG: 0
 TRA: -5
 Class: Human
 Variant Category: Man - Faerie
 Height: 1.5M
 Color: White to Grey
 Can this race use Weapons? Yes
 Category: Land and other dimensions
 Origin of Race: Dragon's Byte
 Miscellaneous



NAME: ELF (FOREST)

Hit Dice: 2
 Damage Done: By Weapon
 Armor Class: 8
 Special Abilities: 1. +5% with any forest-related ability 2. +5 TRA in the woods 3. Gate to Sidhe dimension 3/week + Level 4. Takes double damage by Cold Iron
 Stat Modifiers:
 INT: 1
 WIS: 2
 STR: 0
 DEX: 3
 CON: 0
 CHA: 1
 COM: 1
 CUN: -1
 PSI: 5
 MAG: 0
 TRA: 5
 Class: Human
 Variant Category: Man - Faerie
 Height: 2M
 Color: Tannish Green
 Can this race use Weapons? Yes
 Category: Land and other dimensions
 Origin of Race: Dragon's Byte
 Miscellaneous



NAME: ERH-EHUA

Hit Dice: 5
 Damage Done: 1 - 4 by Bite; 1 - 6 by Tail
 Tail
 Armor Class: 6
 Special Abilities: 1. Control Wind (1 LoE/Level) 6/week + Level 2. Aka "Wind Cousin"
 Stat Modifiers:
 INT: 0
 WIS: 0
 STR: 15
 DEX: 2
 CON: 4
 CHA: 0
 COM: 0
 CUN: 2
 PSI: 0
 MAG: 5
 TRA: -5
 Class: Dragon - vestigial legs
 Variant Category: Dragon
 Height: 7M
 Color: Bluish
 Can this race use Weapons? No
 Origin of Race: Dragon's Byte
Dragon Land



NAME: ELF (MOUNTAIN)

Hit Dice: 2
 Damage Done: By Weapon
 Armor Class: 8
 Special Abilities: 1. +5% with any earth-related ability 2. +5 TRA in mountains 3. Gate to Sidhe dimension 3/week + Level 4. Takes double damage by Cold Iron
 Stat Modifiers:
 INT: 1
 WIS: 2
 STR: 3
 DEX: 0
 CON: 1
 CHA: 1
 COM: 1
 CUN: -1
 PSI: 5
 MAG: 0
 TRA: 0
 Class: Human
 Variant Category: Man - Faerie
 Height: 2M
 Color: Brown to Grey
 Can this race use Weapons? Yes
 Category: Land
 Origin of Race: Dragon's Byte
 Miscellaneous



NAME: FLANNEN

Hit Dice: 1
 Damage Done: By Weapon
 Armor Class: 7
 Special Abilities: 1. Thin neck 2. Can't maintain concentration for long 3. Gate to Sidhe dimension 3/week + Level 4. Takes double damage by Cold Iron
 Stat Modifiers:
 INT: -2
 WIS: 0
 STR: -2
 DEX: 3
 CON: 0
 CHA: 3
 COM: 3
 CUN: -4
 PSI: 0
 MAG: 25
 TRA: -5
 Class: Bird (Humanoid) - Clawed feet
 Variant Category: Bird
 Height: 1M
 Color: White
 Can this race use Weapons? Yes
 Category: Land
 Origin of Race: Andre Norton
Witch World



NAME: ELF (SEA)

Hit Dice: 2
 Damage Done: By Weapon
 Armor Class: 8
 Special Abilities: 1. Sense Electric Field (10th LoE). This works much as radar with living creatures but only in salt water 2. Gate to Sidhe dimension 3/week + Level 3. Takes double damage by Cold Iron
 Stat Modifiers:
 INT: 1
 WIS: 2
 STR: 0
 DEX: 2
 CON: 0
 CHA: 1
 COM: 1
 CUN: -1
 PSI: 5
 MAG: 0
 TRA: 10
 Class: Human
 Variant Category: Man - Faerie
 Height: 2M
 Color: Green to Brown
 Can this race use Weapons? Yes
 Category: Water
 Origin of Race: Dragon's Byte
 Miscellaneous



NAME: FLYMAGE

Hit Dice: 2
 Damage Done: By Weapon
 Armor Class: 8
 Special Abilities: 1. Special genetic abilities (1 ability - 60%, 2 abilities - 30%, 3 abilities - 7%, 4 abilities - 3%) 2. Abilities? Telepathic Projection and Receiving, Telekinesis (100 kg), Command Insects, Communicate with Insects, Fire (1HD/Level), Invisibility, Flight (each uses .5 STR)
 Stat Modifiers:
 INT: 2
 WIS: 2
 STR: 5
 DEX: 0
 CON: 0
 CHA: 0
 COM: -2
 CUN: 0
 PSI: 0
 MAG: 5
 TRA: -5
 Class: Fly - Humanoid
 Variant Category: Flyman
 Height: 2M
 Color: Grey
 Can this race use Weapons? Yes
 Category: Land
 Origin of Race: Dragon's Byte
Flyquest



NAME: FLYMAN

Hit Dice: 2
Damage Done: By Weapon
Armor Class: 8
Special Abilities: 1. Can see U. V. but
can usually not see red even with
See 1. R.

Stat Modifiers:

INT: 0
WIS: 0
STR: 10
DEX: 0
CON: 2
CHA: 0
COM: -1
CUN: 0
PSI: 0
MAG: 0
TRA: -5

Class: Fly - Humanoid
Variant Category: Flyman
Height: 2M
Color: Black
Can this race use Weapons? Yes
Category: Land
Origin of Race: Dragon's Byte
Flyquest



NAME: FROG-MAN

Hit Dice: 1
Damage Done: By Weapon
Armor Class: 9
Special Abilities: 1. Their arms are not
well-constructed for throwing things
2. They are luminescent in the dark
Stat Modifiers:
INT: -3
WIS: 0
STR: -3
DEX: 1
CON: -2
CHA: -1
COM: -1
CUN: 2
PSI: 10
MAG: 0
TRA: 10
Class: Frog - Bipedal
Variant Category: Miscellaneous
Height: 1.5M
Color: Pale White
Can this race use Weapons? Yes
Category: Land and water
Origin of Race: Sterling Lanier
Hiero's Journey



NAME: FOX DEMON

Hit Dice: 1
Damage Done: 1 - 4 by Bite; by Weapon
Armor Class: 7
Special Abilities: 1. Can change to
imperfect human form 1/week/level

Stat Modifiers:

INT: 2
WIS: 2
STR: -3
DEX: 3
CON: 0
CHA: 3
COM: 0
CUN: 3
PSI: 0
MAG: 10
TRA: 15

Class: Fox Humanoid
Variant Category: Dog
Height: 1.5M
Color: Red Brown/Pink
Can this race use Weapons? Yes
Category: Land
Origin of Race: Japan



NAME: FURHOPPER

Hit Dice: 2
Damage Done: 1 - 4 by Bite; by Weapon
Armor Class: 7
Special Abilities: 1. Oily fur 2. Jump
5M 3. Bushy tail 4. Favorite weapon is
the Club

Stat Modifiers:

INT: -3
WIS: -2
STR: 0
DEX: 5
CON: 1
CHA: -4
COM: -5
CUN: 1
PSI: 0
MAG: 0
TRA: 0

Class: Wolverine - Biped
Variant Category: Miscellaneous
Height: 1.5M
Color: Yellow-Brown
Can this race use Weapons? Yes
Category: Land
Origin of Race: Sterling Lanier
Hiero's Journey



NAME: FRISTLE

Hit Dice: 2
Damage Done: By Weapon
Armor Class: 7
Special Abilities: None

Stat Modifiers:

INT: 0
WIS: 0
STR: 0
DEX: 2
CON: 0
CHA: 2
COM: 2
CUN: 0
PSI: 0
MAG: 0
TRA: 5

Class: Cat (Humanoid)
Variant Category: Cat
Height: 2M
Color: Tan to White
Can this race use Weapons? Yes
Category: Land
Origin of Race: Alan B. Akers
Dray Prescott



NAME: GANASKIDI

Hit Dice: 1
Damage Done: 1 - 8 by Horns; by Weapon
Armor Class: 8
Special Abilities: 1. Fly 2. Horns dis-
charge electricity (1 HD/STR) when used
in combat 3. Gate to Sidhe dimension
3/week + Level 4. Take double damage
by Cold Iron

Stat Modifiers:

INT: 0
WIS: 0
STR: -4
DEX: -2
CON: 0
CHA: 0
COM: 0
CUN: 0
PSI: 0
MAG: 5
TRA: -5

Class: Dwarf - Humpback
Variant Category: Uruisg/Ape
Height: 1M
Color: Golden
Can this race use Weapons? Yes
Category: Land
Origin of Race: Iroquois



NAME: GANDAYAH

Hit Dice: 2
 Damage Done: By Weapon
 Armor Class: 7
 Special Abilities: 1. Control Plant
 (10th LoE) 3/week + Level 2. Gate to
 Sidhe dimension 3/week + Level 3. Take
 double damage by Cold Iron
 Stat Modifiers:
 INT: 0
 WIS: 3
 STR: 0
 DEX: 0
 CON: 0
 CHA: 0
 COM: 0
 CUN: 0
 PSI: 10
 MAG: 5
 TRA: 10
 Class: Dwarf
 Variant Category: Uruig/Ape
 Height: 1M
 Color: Brown Green
 Can this race use Weapons? Yes
 Category: Land and other dimensions
 Origin of Race: Iroquois



NAME: GIANT (EAR)

Hit Dice: 5
 Damage Done: By Weapon
 Armor Class: 7
 Special Abilities: 1. Ears are so large
 that the giant sleeps in them
 Stat Modifiers:
 INT: 0
 WIS: 0
 STR: 15
 DEX: -2
 CON: 3
 CHA: 0
 COM: -2
 CUN: 3
 PSI: 0
 MAG: 0
 TRA: -5
 Class: Neanderthal
 Variant Category: Uruig/Ape
 Height: 5M
 Color: White
 Can this race use Weapons? Yes
 Category: Land
 Origin of Race: England



NAME: GARUDA

Hit Dice: 2
 Damage Done: 1 - 4 by Beak; by Weapon
 Armor Class: 7
 Special Abilities: 1. Vulture wings,
 beak, and talons 2. Hands on wings
 3. Wings (scarlet) - face (white)
 Stat Modifiers:
 INT: 3
 WIS: 0
 STR: -2
 DEX: 2
 CON: 0
 CHA: 0
 COM: 0
 CUN: 0
 PSI: 0
 MAG: 0
 TRA: -10
 Class: Bird - Humanoid
 Variant Category: Bird
 Height: 2M
 Color: Body (Golden)
 Can this race use Weapons? Yes
 Category: Land and air
 Origin of Race: India



NAME: GIANT (MAGIC)

Hit Dice: 5
 Damage Done: By Weapon
 Armor Class: 8
 Special Abilities: 1. Gate to Sidhe
 dimension 3/week + Level 2. Takes
 double damage by Cold Iron
 Stat Modifiers:
 INT: 0
 WIS: 0
 STR: 15
 DEX: -1
 CON: 2
 CHA: 0
 COM: 0
 CUN: 0
 PSI: 0
 MAG: 20
 TRA: -5
 Class: Humanoid
 Variant Category: Man - Faerie
 Height: 5M
 Color: Varies
 Can this race use Weapons? Yes
 Category: Land and other dimensions
 Origin of Race: England



NAME: GIANT (BLACK)

Hit Dice: 4
 Damage Done: By Weapon
 Armor Class: 8
 Special Abilities: None
 Stat Modifiers:
 INT: -5
 WIS: -5
 STR: 10
 DEX: -2
 CON: 2
 CHA: 0
 COM: 0
 CUN: 0
 PSI: 0
 MAG: 0
 TRA: -5
 Class: Humanoid
 Variant Category: Man
 Height: 4M
 Color: Black
 Can this race use Weapons? Yes
 Category: Land
 Origin of Race: England



NAME: GIANT (SURF)

Hit Dice: 4
 Damage Done: By Weapon
 Armor Class: 8
 Special Abilities: 1. Cannot be physically
 burned by heat though they do feel the
 pain as though they were being burned
 Stat Modifiers:
 INT: 0
 WIS: 2
 STR: 12
 DEX: 0
 CON: 2
 CHA: 0
 COM: 0
 CUN: 0
 PSI: 0
 MAG: 0
 TRA: 0
 Class: Human
 Variant Category: Man
 Height: 4M
 Color: Tan
 Can this race use Weapons? Yes
 Category: Land
 Origin of Race: Wales



NAME: GOBLIN (LONG-BEAKED)

Hit Dice: 1
Damage Done: By Weapon
Armor Class: 8
Special Abilities: 1. Move silently 40%
+ 5%/Level 2. Hide in shadows 50% +
5%/Level
Stat Modifiers:
INT: -2
WIS: -2
STR: -5
DEX: 5
CON: 0
CHA: 0
COM: -2
CUN: 0
PSI: 0
MAG: 5
TRA: 10
Class: Neanderthal - Large nose
Variant Category: Uruisg/Ape
Height: 1M
Color: Black
Can this race use Weapons? Yes
Category: Land
Origin of Race: England



NAME: GYPSY
Hit Dice: 2
Damage Done: By Weapon
Armor Class: 8
Special Abilities: 1. Natural witches
(+5 GSP)
Stat Modifiers:
INT: 0
WIS: 1
STR: 0
DEX: 0
CON: 0
CHA: 0
COM: 0
CUN: 0
PSI: 10
MAG: 10
TRA: 0
Class: Human
Variant Category: Man
Height: 2M
Color: Pink
Can this race use Weapons? Yes
Category: Land
Origin of Race: England



NAME: GREEN PERSON

Hit Dice: 2
Damage Done: By Weapon
Armor Class: 7
Special Abilities: None
Stat Modifiers:
INT: 1
WIS: 2
STR: 0
DEX: 0
CON: 0
CHA: 0
COM: 0
CUN: 0
PSI: 15
MAG: 15
TRA: 5
Class: Human
Variant Category: Man
Height: 2M
Color: Green to Pink
Can this race use Weapons? Yes
Category: Land
Origin of Race: Andre Norton
Witch World



NAME: HARFNAR

Hit Dice: 2
Damage Done: By Weapon
Armor Class: 7
Special Abilities: None
Stat Modifiers:
INT: 0
WIS: 0
STR: 0
DEX: 2
CON: 0
CHA: 0
COM: 0
CUN: 1
PSI: 5
MAG: 0
TRA: 5
Class: Lemur (Humanoid)
Variant Category: Uruisg/Ape
Height: 2M
Color: Black - White face
Can this race use Weapons? Yes
Category: Land
Origin of Race: Alan B. Akers
Dray Prescot



NAME: GREY ONE

Hit Dice: 2
Damage Done: 1 - 4 by Bite; 1 - 3 2A/M
by Claws; by Weapon
Armor Class: 7
Special Abilities: 1. To track it on its
own trail is to put oneself in its
control at 20% + 5%/Level + 1%/M of
tracking - 5%/LoV
Stat Modifiers:
INT: -2
WIS: 0
STR: 0
DEX: 3
CON: 0
CHA: -3
COM: -3
CUN: 2
PSI: 10
MAG: 15
TRA: 15
Class: Rat - Bipedal
Variant Category: Miscellaneous
Height: 1.5M
Color: Grey
Can this race use Weapons? Yes
Category: Land
Origin of Race: Andre Norton
Witch World



NAME: HILL PERSON

Hit Dice: 3
Damage Done: By Weapon
Armor Class: 8
Special Abilities: 1. Does not age past
30 years physically 2. Invisible except
to those it wishes to have see it. 3.
Gate to Sidhe dimension 3/week + Level
4. Takes double damage by Cold Iron
Stat Modifiers:
INT: 2
WIS: 3
STR: 0
DEX: 2
CON: 0
CHA: 2
COM: 2
CUN: 0
PSI: 0
MAG: 10
TRA: 0
Class: Neanderthal
Variant Category: Uruisg/Ape - Faerie
Height: 2M
Color: Tan to white
Can this race use Weapons? Yes
Category: Land and other dimensions
Origin of Race: England



NAME: GLADZHOIHI (EHUA)

Hit Dice: 5
Damage Done: 1 - 4 2A/M by Claws; 1 - 4
by Bite; 1 - 6 by Tail; by Weapon
Armor Class: 6
Special Abilities: 1. Telepathic Projection and Receiving (10th LoE) 6/week +
Level 2. Aka "Witch Cousin"
Stat Modifiers:
INT: 0
WIS: 0
STR: 20
DEX: -2
CON: 4
CHA: 0
COM: 0
CUN: 2
PSI: 0
MAG: 5
TRA: -5
Class: Dragon
Variant Category: Dragon
Height: 6M
Color: White
Can this race use Weapons? Yes
Category: Land and air
Origin of Race: Dragon's Byte
Dragon Land



NAME: GOBLIN

Hit Dice: 1
Damage Done: By Weapon
Armor Class: 8
Special Abilities: 1. Move silently at
40% + 5%/Level 2. Hide in shadows
50% + 5%/Level
Stat Modifiers:
INT: -2
WIS: -2
STR: -5
DEX: 5
CON: 0
CHA: 0
COM: -2
CUN: 0
PSI: 0
MAG: 5
TRA: 10
Class: Neanderthal
Variant Category: Uruig/Ape
Height: 1M
Color: Black to Brown
Can this race use Weapons? Yes
Category: Land
Origin of Race: England



NAME: GLITH

Hit Dice: 2
Damage Done: By Weapon
Armor Class: 7
Special Abilities: 1. Hypnotic gaze
(5%/Level)
Stat Modifiers:
INT: -1
WIS: -2
STR: 0
DEX: 0
CON: 0
CHA: 3
COM: 0
CUN: 2
PSI: 5
MAG: 0
TRA: 0
Class: Lizard - Bipedal - no visible
nose or ears
Variant Category: Lizard
Height: 2M
Color: Grey
Can this race use Weapons? Yes
Category: Land
Origin of Race: Sterling Lanier
Hiero's Journey



NAME: HSING-T' IEN

Hit Dice: 2
Damage Done: By Weapon
Armor Class: 7
Special Abilities: 1. Eyes on chest
2. Mouth at navel 3. Favorite weapons
Shield and Axe
Stat Modifiers:
INT: 0
WIS: 0
STR: 0
DEX: 0
CON: 0
CHA: 0
COM: 0
CUN: 0
PSI: 0
MAG: 0
TRA: 0
Class: Humanoid - headless
Variant Category: Magical
Height: 2M
Color: Yellowish
Can this race use Weapons? Yes
Category: Land
Origin of Race: China



NAME: GLUNCANUNGAN

Hit Dice: 2
Damage Done: By Weapon
Armor Class: 8
Special Abilities: None
Stat Modifiers:
INT: 0
WIS: 0
STR: 0
DEX: 0
CON: 0
CHA: 0
COM: 0
CUN: 0
PSI: 0
MAG: 0
TRA: 0
Class: Human - Cyclopean eye
Variant Category: Man
Height: 2M
Color: Transparent Skin
Can this race use Weapons? Yes
Category: Land
Origin of Race: Lin Carter
World's End



NAME: HUMBABA

Hit Dice: 3
Damage Done: 1 - 4 by Tail (P); by
Weapon
Armor Class: 7
Special Abilities: 1. 3m tail 2. Poison
(18)
Stat Modifiers:
INT: 5
WIS: 0
STR: 5
DEX: 0
CON: 0
CHA: 0
COM: 0
CUN: 0
PSI: 0
MAG: 5
TRA: 0
Class: Human/Scorpion
Variant Category: Standard Cross-breed
Height: 3M
Color: Black
Can this race use Weapons? Yes
Category: Land
Origin of Race: India



NAME: HYSOF

Hit Dice: 2
 Damage Done: 1 - 6 by Hit
 Armor Class: 0
 Special Abilities: 1. Dimensionport
 3/week + Level
 Stat Modifiers:
 INT: 1
 WIS: -3
 STR: 0
 DEX: -4
 CON: 0
 CHA: 0
 COM: 0
 CUN: 0
 PSI: 5
 MAG: 15
 TRA: -1
 Class: Horsetail - stone
 Variant Category: Miscellaneous
 Height: 2M
 Color: Striped grey/white
 Can this race use Weapons? No
 Category: Land, water, and air
 Origin of Race: Dragon's Byte
 Miscellaneous



NAME: KAJIGAKAKA

Hit Dice: 2
 Damage Done: 1 - 4 by Bite; by Weapon
 Armor Class: 7
 Special Abilities: 1. Can change to
 human 1/week/level
 Stat Modifiers:
 INT: 0
 WIS: 0
 STR: 2
 DEX: 1
 CON: 1
 CHA: 0
 COM: 0
 CUN: 0
 PSI: 0
 MAG: 10
 TRA: 15
 Class: Wolf Human
 Variant Category: Dog
 Height: 2M
 Color: Grey to Brown
 Can this race use Weapons? Yes
 Category: Land
 Origin of Race: Japan



NAME: IKZIKIAN

Hit Dice: 2
 Damage Done: By Weapon
 Armor Class: 8
 Special Abilities: 1. Pointed nose 2.
 Hears through teeth
 Stat Modifiers:
 INT: 0
 WIS: 0
 STR: 0
 DEX: 0
 CON: 0
 CHA: 0
 COM: 0
 CUN: 0
 PSI: 0
 MAG: 0
 TRA: 0
 Class: Human - 3 ears
 Variant Category: Man
 Height: 2M
 Color: Lemon-Yellow
 Can this race use Weapons? Yes
 Category: Land
 Origin of Race: Lin Carter
World's End



NAME: KALAS GUNAHITA

Hit Dice: 2
 Damage Done: 1 - 4 2A/M by Claws; 1 - 6
 by Bite
 Armor Class: 7
 Special Abilities: None
 Stat Modifiers:
 INT: 4
 WIS: 2
 STR: 2
 DEX: 0
 CON: 1
 CHA: -1
 COM: 0
 CUN: 1
 PSI: 0
 MAG: 0
 TRA: 15
 Class: Bear - long legs
 Variant Category: Bear
 Height: 2M
 Color: Black
 Can this race use Weapons? No
 Category: Land
 Origin of Race: Cherokee



NAME: KAJIGAKA (HALF)

Hit Dice: 2
 Damage Done: By Weapon
 Armor Class: 7
 Special Abilities:
 Stat Modifiers:
 INT: 0
 WIS: 0
 STR: 3
 DEX: 1
 CON: 0
 CHA: 0
 COM: 0
 CUN: 0
 PSI: 0
 MAG: 5
 TRA: 10
 Class: Human - hairy
 Variant Category: Standard Cross-breed
 Height: 2M
 Color: Grey and Pink
 Can this race use Weapons? Yes
 Origin of Race: Japan



NAME: KATAKI

Hit Dice: 3
 Damage Done: 1 - 4 by Bite; 1 - 4 by
 Tail; by Weapon
 Armor Class: 7
 Special Abilities: 1. Often puts a knife
 on tail to allow it to do 2D4
 Stat Modifiers:
 INT: 0
 WIS: 0
 STR: 5
 DEX: -2
 CON: 1
 CHA: 0
 COM: 0
 CUN: 0
 PSI: -5
 MAG: -5
 TRA: -5
 Class: Reptilia - Bipedal
 Variant Category: Lizard
 Height: 3M
 Color: Grey-Green
 Can this race use Weapons? Yes
 Category: Land
 Origin of Race: Alan B Akers
Dray Prescott



NAME: KHBIL

Hit Dice: 2
 Damage Done: By Weapon
 Armor Class: 7
 Special Abilities:
 Stat Modifiers:
 INT: 0
 WIS: 0
 STR: 0
 DEX: 0
 CON: 0
 CHA: 0
 COM: 0
 CUN: 0
 PSI: 0
 MAG: 0
 TRA: 25
 Class: Fox (Humanoid)
 Variant Category: Dog
 Height: 2M
 Color: Tan to Brown
 Can this race use Weapons? Yes
 Category: Land
 Origin of Race: Alan B. Akers
 Dray Prescott



NAME: KORRIGAN

Hit Dice: 1
 Damage Done: By Weapon - Special
 Armor Class: 7
 Special Abilities: 1. Shape Change/Self, Cure Wound, Cure Disease, Teleport, Poison Breath (3HD) 3/week + Level
 2. Gate to Sidhe dimension 3/week + Level 3. Takes double damage by Cold Iron
 Stat Modifiers:
 INT: 2
 WIS: 2
 STR: -5
 DEX: 3
 CON: 0
 CHA: 0
 COM: 0
 CUN: 2
 PSI: 0
 MAG: 10
 TRA: 0
 Class: Humanoid - Long hair
 Variant Category: Man - Faerie
 Height: .5m
 Color: White
 Can this race use Weapons? Yes
 Category: Land and other dimensions
 Origin of Race: England



NAME: KILDOI

Hit Dice: 2
 Damage Done: 3A/M by Weapon
 Armor Class: 8
 Special Abilities: Tail hand
 Stat Modifiers:
 INT: 0
 WIS: -3
 STR: 0
 DEX: 4
 CON: 0
 CHA: 0
 COM: 0
 CUN: 0
 PSI: 0
 MAG: 0
 TRA: 0
 Class: Human - 4 arms
 Variant Category: Man
 Height: 2M
 Color: Golden
 Can this race use Weapons? Yes
 Category: Land
 Origin of Race: Alan B. Akers
 Dray Prescott



NAME: LEONIS

Hit Dice: 3
 Damage Done: By Weapon
 Armor Class: 7
 Special Abilities: None
 Stat Modifiers:
 INT: 0
 WIS: 0
 STR: 10
 DEX: 5
 CON: 5
 CHA: 0
 COM: 0
 CUN: 0
 PSI: 0
 MAG: 0
 TRA: 5
 Class: Lion - Humanoid - Horns
 Variant Category: Cat
 Height: 2M
 Color: Golden
 Can this race use Weapons? Yes
 Category: Land
 Origin of Race: Dragon's Byte
 Miscellaneous



NAME: KLACTOIL

Hit Dice: 1
 Damage Done: 1 - 4 by Tail; by Weapon
 Armor Class: 8
 Special Abilities: None
 Stat Modifiers:
 INT: 0
 WIS: 0
 STR: -5
 DEX: 1
 CON: -1
 CHA: -1
 COM: -1
 CUN: -1
 PSI: 0
 MAG: 0
 TRA: -5
 Class: Humanoid - Fishy face/ spines down back
 Variant Category: Mingyo
 Height: 1M
 Color: White
 Can this race use Weapons? Yes
 Category: Land and water
 Origin of Race: Alan B. Akers
 Dray Prescott



NAME: LIZARD PERSON

Hit Dice: 1
 Damage Done: 1 - 2 2A/M by Claws; by Weapon
 Armor Class: 8
 Special Abilities: 1. This race makes rather good scouts
 Stat Modifiers:
 INT: 3
 WIS: 3
 STR: -5
 DEX: 3
 CON: -2
 CHA: 0
 COM: 0
 CUN: 0
 PSI: 0
 MAG: 25
 TRA: 25
 Class: Lizard - Bipedal
 Variant Category: Lizard
 Height: .25M
 Color: Golden Green
 Can this race use Weapons? Yes
 Category: Land and water
 Origin of Race: Andre Norton
 Witch World



NAME: LUDKI

Hit Dice: 1M
Damage Done: By Weapon
Armor Class: 8
Special Abilities: 1. Fond of music and dancing 2. Premonition (+1 to Hit/2 levels, -1 AC/4 levels) 3. 5% +2%/Level of sensing danger 4. Breathe water 5. Detect irregularities in architecture at 30% + 5%/Level
Stat Modifiers:
INT: 0
WIS: 0
STR: 0
DEX: -2
CON: -2
CHA: -2
COM: 3
CUN: 0
PSI: 15
MAG: 0
TRA: 0
Class: Human
Variant Category: Uruig/Ape
Height: 1M
Color: Pink
Can this race use Weapons? Yes
Category: Water
Origin of Race: Serbia



NAME: MAN (THUNDER)

Hit Dice: 3
Damage Done: By Weapon
Armor Class: 8
Special Abilities: 1. Lightning gaze (1 HD) 3/week + Level
Stat Modifiers:
INT: -2
WIS: 0
STR: 6
DEX: 0
CON: 2
CHA: -3
COM: 3
CUN: 0
PSI: 0
MAG: 5
TRA: 0
Class: Human - Bald
Variant Category: Man
Height: 3M
Color: Tan
Can this race use Weapons? Yes
Category: Land
Origin of Race: Cherokee



NAME: MAN

Hit Dice: 2
Damage Done: By Weapon
Armor Class: 8
Special Abilities: None
Stat Modifiers:
INT: 0
WIS: 0
STR: 0
DEX: 0
CON: 0
CHA: 0
COM: 0
CUN: 0
PSI: 0
MAG: 0
TRA: 0
Class: Human
Variant Category: Man
Height: 2M
Color: White to Black
Can this race use Weapons? Yes
Category: Land
Origin of Race: Miscellaneous



NAME: MAN (WOLF)

Hit Dice: 2
Damage Done: 1 - 4 by Bite; by Weapon
Armor Class: 7
Special Abilities: None
Stat Modifiers:
INT: -2
WIS: 0
STR: 3
DEX: 3
CON: 0
CHA: 0
COM: 0
CUN: 2
PSI: 0
MAG: 0
TRA: 10
Class: Man - Wolf head/hairy
Variant Category: Standard Cross-breed
Height: 2M
Color: Grey to Brown
Can this race use Weapons? Yes
Category: Land
Origin of Race: Blackfoot



NAME: MAN (SPOOR-)

Hit Dice: 2
Damage Done: By Weapon
Armor Class: 8
Special Abilities: 1. Must immerse itself in water 1/day
Stat Modifiers:
INT: 0
WIS: 0
STR: 0
DEX: 0
CON: 0
CHA: 0
COM: 0
CUN: 0
PSI: 15
MAG: 0
TRA: 10
Class: Human
Variant Category: Man - Faerie
Height: 2M
Color: Green
Can this race use Weapons? Yes
Category: Land and other dimensions
Origin of Race: Dragon's Byte
Miscellaneous



NAME: MAN-RAT

Hit Dice: 2
Damage Done: 1 - 4 by Claws; by Weapon
Armor Class: 7
Special Abilities: None
Stat Modifiers:
INT: -3
WIS: -3
STR: -1
DEX: 3
CON: 0
CHA: -2
COM: -2
CUN: 0
PSI: -5
MAG: 5
TRA: 10
Class: Rat (Humanoid)
Variant Category: Miscellaneous
Height: 1.5M
Color: Grey to Brown
Can this race use Weapons? Yes
Category: Land
Origin of Race: Sterling Lanier
Hiero's Journey



NAME: MERMAN

Hit Dice: 2
 Damage Done: By Weapon
 Armor Class: 8
 Special Abilities: None
 Stat Modifiers:
 INT: 0
 WIS: 0
 STR: 0
 DEX: 0
 CON: 0
 CHA: 0
 COM: 0
 CUN: 0
 PSI: 0
 MAG: 0
 TRA: 0
 Class: Humanoid - Fish tail
 Variant Category: Minglyo
 Height: 2M
 Color: Greenish
 Can this race use Weapons? Yes
 Category: Water
 Origin of Race: Miscellaneous



NAME: MINOTAUR

Hit Dice: 3
 Damage Done: 1 - 4 by Horns; by Weapon
 Armor Class: 7
 Special Abilities: None
 Stat Modifiers:
 INT: -3
 WIS: -3
 STR: 5
 DEX: -2
 CON: 3
 CHA: -2
 COM: -2
 CUN: 3
 PSI: -5
 MAG: -5
 TRA: 10
 Class: Bull (Neanderthalic)
 Variant Category: Bison
 Height: 3M
 Color: Brown to Red
 Can this race use Weapons? Yes
 Category: Land
 Origin of Race: Greece



NAME: MINGYO

Hit Dice: 1
 Damage Done: By Weapon; 1 - 4 by Bite
 Armor Class: 8
 Special Abilities: 1. May change to f
 form 3/week + level
 Stat Modifiers:
 INT: 0
 WIS: 1
 STR: 0
 DEX: 2
 CON: 0
 CHA: 4
 COM: 4
 CUN: 0
 PSI: 0
 MAG: 10
 TRA: -10
 Class: Merman
 Variant Category: Minglyo
 Height: 1.5M
 Color: Greenish-Tan
 Can this race use Weapons? Yes
 Category: Water
 Origin of Race: Japan



NAME: MOLE PERSON

Hit Dice: 1
 Damage Done: 1 - 4 2A/M by Claws
 Armor Class: 7
 Special Abilities: 1. +5 GSP
 Stat Modifiers:
 INT: 2
 WIS: -3
 STR: -1
 DEX: -4
 CON: 0
 CHA: 0
 COM: -2
 CUN: -3
 PSI: 0
 MAG: 15
 TRA: 20
 Class: Mole
 Variant Category: Miscellaneous
 Height: 1M
 Color: Black
 Can this race use Weapons? No
 Category: Land
 Origin of Race: Cherokee



NAME: MINK PERSON

Hit Dice: 2
 Damage Done: 1 - 4 2A/M by Claws;
 1 - 4 by Bite
 Armor Class: 7
 Special Abilities: 1. Hide in shadow
 40% +5%/Level 2. Move silently 35%
 5%/Level
 Stat Modifiers:
 INT: -2
 WIS: -2
 STR: 2
 DEX: 4
 CON: 2
 CHA: -4
 COM: -2
 CUN: 3
 PSI: 0
 MAG: 0
 TRA: 15
 Class: Weasel-like
 Variant Category: Miscellaneous
 Height: 2M
 Color: Brown
 Can this race use Weapons? No
 Category: Land
 Origin of Race: Cherokee



NAME: MONKEY

Hit Dice: 1
 Damage Done: By Weapon
 Armor Class: 7
 Special Abilities: None
 Stat Modifiers:
 INT: -3
 WIS: 0
 STR: -5
 DEX: 3
 CON: 0
 CHA: 0
 COM: -1
 CUN: 0
 PSI: 0
 MAG: 0
 TRA: 15
 Class: Simian
 Variant Category: Uruisg/Ape
 Height: 1M
 Color: Red-Brown to Black
 Can this race use Weapons? Yes
 Category: Land
 Origin of Race: Japan



NAME: MORUACH

Hit Dice: 2
Damage Done: By Weapon
Armor Class: 8
Special Abilities: 1. Red nose 2. Pig eyes 3. A taste for alcohol
Stat Modifiers:
INT: 0
WIS: 0
STR: 0
DEX: 0
CON: 0
CHA: -1
COM: -1
CUN: -3
PSI: 0
MAG: 10
TRA: -10
Class: Humanoid
Variant Category: Man
Height: 1.5M
Color: Tan - Green teeth
Can this race use Weapons? Yes
Origin of Race: England



NAME: NIX (RIVER)

Hit Dice: 2
Damage Done: By Weapon
Armor Class: 8
Special Abilities: 1. Almost transparent
Stat Modifiers:
INT: 0
WIS: 0
STR: 0
DEX: 0
CON: 0
CHA: 0
COM: 0
CUN: 0
PSI: 0
MAG: 0
TRA: 0
Class: Human - Female/Gills
Variant Category: Man
Height: 2M
Color: Green Hair
Can this race use Weapons? Yes
Category: Water
Origin of Race: Lin Carter
World's End



NAME: MORUACH (HALF)

Hit Dice: 2
Damage Done: By Weapon
Armor Class: 8
Special Abilities: None
Stat Modifiers:
INT: 0
WIS: 0
STR: 0
DEX: 0
CON: 0
CHA: 0
COM: 0
CUN: 0
PSI: 0
MAG: 5
TRA: -5
Class: Humanoid - Webbed hands and feet
Variant Category: Standard Cross-breed
Height: 1.5M
Color: Brown-Green
Can this race use Weapons? Yes
Category: Land and water
Origin of Race: England



NAME: NIXIE

Hit Dice: 2
Damage Done: By Weapon; 1 - 4 by Bite
Armor Class: 7
Special Abilities: 1. Form Change/Self
3/week + Level (Fish, Fish/Human,
Human) 2. Gate to Sidhe dimension
3/week + Level 3. Takes double damage
by Cold Iron
Stat Modifiers:
INT: 0
WIS: 0
STR: 0
DEX: 0
CON: 0
CHA: 3
COM: 3
CUN: 0
PSI: 0
MAG: 15
TRA: -1
Class: Human
Variant Category: Man - Faerie
Height: 2M
Color: White - Gold hair
Can this race use Weapons? Yes
Category: Land
Origin of Race: Germany



NAME: NEAMHUAIN CLANN

Hit Dice: 2
Damage Done: By Weapon
Armor Class: 8
Special Abilities: None
Stat Modifiers:
INT: -3
WIS: 0
STR: -2
DEX: 3
CON: 0
CHA: 0
COM: -2
CUN: 0
PSI: 0
MAG: 0
TRA: 20
Class: Humanoid - Cat-like nose
Variant Category: Cat
Height: 1.5M
Color: Black
Can this race use Weapons? Yes
Category: Land
Origin of Race: England



NAME: NORTH FLY

Hit Dice: 3
Damage Done: By Weapon
Armor Class: 7
Special Abilities: 1. Can see in the
U. V. but usually not in the red
region, even with See I. R.
Stat Modifiers:
INT: -2
WIS: -2
STR: 17
DEX: 0
CON: 2
CHA: 0
COM: -2
CUN: 0
PSI: 0
MAG: 0
TRA: -5
Class: Fly - Humanoid
Variant Category: Flyman
Height: 3M
Color: Grey
Can this race use Weapons? Yes
Category: Land
Origin of Race: Dragon's Byte
Flyquest



NAME: NUMMIN

Hit Dice: 3
Damage Done: By Weapon
Armor Class: 7
Special Abilities: None
Stat Modifiers:
INT: 0
WIS: 0
STR: 5
DEX: 1
CON: 2
CHA: 0
COM: 0
CUN: 0
PSI: 0
MAG: 0
TRA: 5
Class: Cat (Humanoid)
Variant Category: Cat
Height: 3M
Color: Tan
Can this race use Weapons? Yes
Category: Land
Origin of Race: Alan B. Akers
Dray Prescott



NAME: OHODOWAS

Hit Dice: 1
Damage Done: By Weapon
Armor Class: 7
Special Abilities: 1. 5% Level of controlling any underground creature
2. Gate to Sidhe dimension 3/week + Level 3. Takes double damage by Cold Iron
Stat Modifiers:
INT: 0
WIS: 0
STR: -3
DEX: 0
CON: -1
CHA: 4
COM: 0
CUN: 0
PSI: 0
MAG: 0
TRA: 15
Class: Neanderthal
Variant Category: Uruis/Ape - Faerie
Height: 1M
Color: Brown
Can this race use Weapons? Yes
Category: Land and other dimensions
Origin of Race: Iroquois



NAME: OCH

Hit Dice: 1
Damage Done: 2A/M by Weapon
Armor Class: 8
Special Abilities: 1. Lemon-shaped head
2. Middle limbs can be used either as legs or as arms
Stat Modifiers:
INT: -2
WIS: 0
STR: -3
DEX: 0
CON: 0
CHA: 0
COM: -2
CUN: 0
PSI: -5
MAG: -5
TRA: -5
Class: Humanoid (6 limbs)
Variant Category: Miscellaneous
Height: 1.2M
Color: Purplish Brown
Can this race use Weapons? Yes
Category: Land
Origin of Race: Alan B. Akers
Dray Prescott



NAME: OPHIOGENE

Hit Dice: 2
Damage Done: By Weapon
Armor Class: 8
Special Abilities: Touch cures all snake venoms and poisons 2. Gate to Sidhe dimension 3/week + Level 3. Takes double damage by Cold Iron
Stat Modifiers:
INT: 0
WIS: 0
STR: 0
DEX: 0
CON: 0
CHA: 0
COM: 0
CUN: 0
PSI: 0
MAG: 0
TRA: 0
Class: Human
Variant Category: Man - Faerie
Height: 2M
Color: Tan
Can this race use Weapons? Yes
Category: Land
Origin of Race: Greece



K. SIEMBIDA-80

NAME: OGRE

Hit Dice: 4
Damage Done: 1 - 5 2A/M by Fist or by Weapon
Armor Class: 7
Special Abilities: None
Stat Modifiers:
INT: -3
WIS: -3
STR: 10
DEX: -3
CON: 2
CHA: -3
COM: -4
CUN: -4
PSI: 0
MAG: 0
TRA: 0
Class: Humanoid
Variant Category: Uruis/Ape
Height: 3.5M
Color: Tan to Brown
Can this race use Weapons? Yes
Category: Land
Origin of Race: Miscellaneous



NAME: ORCHUS (GUARD)

Hit Dice: 3
Damage Done: By Weapon
Armor Class: 8
Special Abilities: None
Stat Modifiers:
INT: -2
WIS: -2
STR: 4
DEX: 1
CON: 1
CHA: -4
COM: -3
CUN: 1
PSI: 0
MAG: 0
TRA: 0
Class: Neanderthal
Variant Category: Uruis/Ape
Height: 2.5M
Color: White-Gray
Can this race use Weapons? Yes
Category: Land
Origin of Race: Italy



NAME: ORCHUS (TRACKING)

Hit Dice: 1
Damage Done: By Weapon
Armor Class: 8
Special Abilities: None
Stat Modifiers:
INT: -2
WIS: -2
STR: -2
DEX: 0
CON: -1
CHA: -4
COM: -3
CUN: 1
PSI: 0
MAG: 0
TRA: 15
Class: Neanderthal
Variant Category: Ursing/Ape
Height: 1.5M
Color: White-Grey
Can this race use Weapons? Yes
Category: Land
Origin of Race: Italy



NAME: PA-INE

Hit Dice: 3
Damage Done: 1 - 2 by Bite; by Weapon
Armor Class: 7
Special Abilities: 1. Regenerates 4
PIPs/M 2. 100% vs Charm or Sleep spells
3. +5% luck 4. 5%/battle of a Berserker
rage
Stat Modifiers:
INT: 2
WIS: 1
STR: 5
DEX: 3
CON: 3
CHA: 2
COM: -1
CUN: -2
PSI: 5
MAG: 15
TRA: 15
Class: Humanoid - Hairy
Variant Category: Troll
Height: 3M
Color: White to Black
Can this race use Weapons? Yes
Category: Land
Origin of Race: Dragon's Byte
Land of the Pa-Ine



NAME: ORCHUS (WARRIOR)

Hit Dice: 2
Damage Done: By Weapon
Armor Class: 8
Special Abilities:
Stat Modifiers:
INT: -2
WIS: -2
STR: 2
DEX: 0
CON: 0
CHA: -4
COM: -3
CUN: 1
PSI: 0
MAG: 0
TRA: 0
Class: Neanderthal
Variant Category: Ursing/Ape
Height: 2M
Color: White-Grey
Can this race use Weapons? Yes
Category: Land
Origin of Race: Italy



NAME: PANTHER PERSON

Hit Dice: 2
Damage Done: 1 - 4 2A/M by Claws; 1 - 4
by Bite
Armor Class: 7
Special Abilities: 1. Prehensile tail
Stat Modifiers:
INT: 0
WIS: 0
STR: 3
DEX: 3
CON: 2
CHA: 0
COM: 0
CUN: -2
PSI: 0
MAG: 0
TRA: 20
Class: Cat
Variant Category: Cat
Height: 2M
Color: Tan
Can this race use Weapons? No
Category: Land
Origin of Race: Cherokee



NAME: ORCUL

Hit Dice: 1
Damage Done: By Weapon
Armor Class: 8
Special Abilities: 1. Form Change/Self
1/week + Level 2. Gate to Sidhe dimen-
sion 3/week + level 3. Take double
damage from Cold Iron
Stat Modifiers:
INT: -2
WIS: -2
STR: -2
DEX: 0
CON: -1
CHA: -4
COM: -3
CUN: 1
PSI: 0
MAG: 0
TRA: 0
Class: Neanderthal
Variant Category: Ursing/Ape - Faerie
Height: 1M
Color: Grey
Can this race use Weapons? Yes
Category: Land and other dimensions
Origin of Race: Italy



NAME: PARNE

Hit Dice: 1
Damage Done: By Weapon
Armor Class: 8
Special Abilities: None
Stat Modifiers:
INT: 0
WIS: 2
STR: -2
DEX: 3
CON: 0
CHA: 0
COM: 2
CUN: 0
PSI: 0
MAG: 5
TRA: 0
Class: Humanoid - 3 Digits/Limb
Variant Category: Man
Height: 1.5M
Color: Brown
Can this race use Weapons? Yes
Category: Land
Origin of Race: Finland



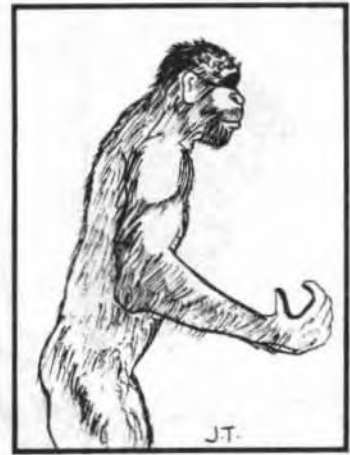
NAME: PDAFEKITITIF

Hit Dice: 2
 Damage Done: By Weapon 2A/M
 Armor Class: 8
 Special Abilities: 1. 4 arms 2. Bore tasks 3. Telepathic (rarely surprised)
 Stat Modifiers:
 INT: 2
 WIS: 0
 STR: 10
 DEX: 2
 CON: 0
 CHA: 0
 COM: 2
 CUN: 0
 PSI: 20
 MAG: 0
 TRA: -5
 Class: Insect (Humanoid) - 4 arms
 Variant Category: Miscellaneous
 Height: 2M
 Color: Green
 Can this race use Weapons? Yes
 Category: Land
 Origin of Race: Dragon's Byte
 Miscellaneous



NAME: PHYNNODDEREE

Hit Dice: 2
 Damage Done: By Weapon
 Armor Class: 8
 Special Abilities: None
 Stat Modifiers:
 INT: -4
 WIS: -4
 STR: 3
 DEX: 2
 CON: 0
 CHA: -2
 COM: -1
 CUN: -3
 PSI: 0
 MAG: 0
 TRA: 0
 Class: Humanoid - Long arms
 Variant Category: Uruing/Ape
 Height: 2M
 Color: Brown
 Can this race use Weapons? Yes
 Category: Land
 Origin of Race: England



NAME: PHEASANT

Hit Dice: .5
 Damage Done: 1 - 4 by Everything together
 Armor Class: 7
 Special Abilities: None
 Stat Modifiers:
 INT: 0
 WIS: 0
 STR: -6
 DEX: 3
 CON: -1
 CHA: 0
 COM: 0
 CUN: 0
 PSI: 0
 MAG: 0
 TRA: -5
 Class: Pheasant
 Variant Category: Bird
 Height: .5M
 Color: Brown
 Can this race use Weapons? No
 Category: Land and air
 Origin of Race: Japan



NAME: PIXIE

Hit Dice: 1
 Damage Done: By Weapon
 Armor Class: 7
 Special Abilities: 1. Gate to Sidhe dimension 3/week + Level 2. Takes double damage by Cold Iron
 Stat Modifiers:
 INT: 0
 WIS: 0
 STR: -5
 DEX: 2
 CON: -1
 CHA: 0
 COM: -2
 CUN: 0
 PSI: 0
 MAG: 15
 TRA: -1
 Class: Neanderthal
 Variant Category: Uruing/Ape - Faerie
 Height: 1M
 Color: Tan
 Can this race use Weapons? Yes
 Category: Land and other dimensions
 Origin of Race: England



NAME: PHOCA

Hit Dice: 2
 Damage Done: By Weapon
 Armor Class: 8
 Special Abilities: 1. Possesses a seal skin which allows it to take the form of a seal at will 2. Gate to Sidhe dimension 3/week + Level 3. Takes double damage by Cold Iron
 Stat Modifiers:
 INT: 0
 WIS: 0
 STR: 10
 DEX: 0
 CON: 0
 CHA: 0
 COM: 0
 CUN: 0
 PSI: 0
 MAG: 10
 TRA: -1
 Class: Humanoid
 Variant Category: Man - Faerie
 Height: 2M
 Color: Brown
 Can this race use Weapons? Yes
 Category: Land
 Origin of Race: England



NAME: PONGOLIAN

Hit Dice: 1
 Damage Done: By Weapon
 Armor Class: 7
 Special Abilities: 1. Breathes water 2. Slow thinking
 Stat Modifiers:
 INT: -3
 WIS: 0
 STR: 0
 DEX: 0
 CON: 0
 CHA: 0
 COM: 0
 CUN: 0
 PSI: 0
 MAG: 0
 TRA: -10
 Class: Humanoid - Scales/fins
 Variant Category: Mingyo
 Height: 2M
 Color: Green - Blue
 Can this race use Weapons? Yes
 Category: Water
 Origin of Race: Lin Carter
 World's End



NAME: PSEUDO

Hit Dice: 2
Damage Done: By Weapon
Armor Class: 8
Special Abilities: 1. Grows as plant initially 2. 100% vs alcohol 3. Cold-blooded
Stat Modifiers:
INT: 0
WIS: 0
STR: 0
DEX: 0
CON: 0
CHA: 0
COM: 4
CUN: 0
PSI: 0
MAG: 0
TRA: -1
Class: Plant (Human)
Variant Category: Miscellaneous
Height: 2M
Color: Varies
Can this race use Weapons? Yes
Category: Land
Origin of Race: Lin Carter
World's End



NAME: QUARASCH

Hit Dice: 2
Damage Done: 1 - 6 2A/M by Claws
Armor Class: 7
Special Abilities: None
Stat Modifiers:
INT: 0
WIS: 0
STR: 15
DEX: 5
CON: 0
CHA: 0
COM: 0
CUN: 0
PSI: 0
MAG: 0
TRA: 0
Class: Praying Mantis
Variant Category: Miscellaneous
Height: 2M
Color: Pink
Can this race use Weapons? No
Category: Land
Origin of Race: Lin Carter
World's End



NAME: PUL

Hit Dice: 3
Damage Done: 1 - 8 by Beak; 1 - 2 4A/M by Claws
Armor Class: 7
Special Abilities: 1. Pear-shaped 2. Prehensile neck 3. 10 clawed legs 4. 10 2-clawed arms 5. 10 eyes radial dispersed on head
Stat Modifiers:
INT: -3
WIS: 0
STR: 5
DEX: 3
CON: 0
CHA: 0
COM: 0
CUN: 0
PSI: 0
MAG: 0
TRA: 0
Class: Reptilia
Variant Category: Miscellaneous
Height: 3M
Color: Brown
Can this race use Weapons? Yes
Category: Land
Origin of Race: E. C. Tubb
Dumarest-Mayenne



NAME: RABBIT PERSON

Hit Dice: 2
Damage Done: 1 - 2 by Bite
Armor Class: 7
Special Abilities: 1. Jump 10M
Stat Modifiers:
INT: -2
WIS: -2
STR: 0
DEX: 4
CON: -3
CHA: 0
COM: 0
CUN: 5
PSI: 0
MAG: 0
TRA: 15
Class: Rabbit
Variant Category: Miscellaneous
Height: 2M
Color: Brown and White
Can this race use Weapons? No
Category: Land
Origin of Race: Cherokee



NAME: PUNGUSSE

Hit Dice: 4
Damage Done: By Weapon
Armor Class: 8
Special Abilities: 1. Regenerates at 3 PIPs/M
Stat Modifiers:
INT: -3
WIS: 0
STR: 10
DEX: -2
CON: 1
CHA: -3
COM: -1
CUN: 0
PSI: 0
MAG: 0
TRA: 0
Class: Humanoid
Variant Category: Man
Height: 4M
Color: Pink
Can this race use Weapons? Yes
Category: Land
Origin of Race: Siberia



NAME: RANIHIN

Hit Dice: 3
Damage Done: 1 - 5 2A/M by Hooves
Armor Class: 7
Special Abilities: 1. Can hear a summons before it is said so that it will arrive just after the summons
Stat Modifiers:
INT: 3
WIS: 3
STR: 7
DEX: 1
CON: 1
CHA: 0
COM: 0
CUN: 0
PSI: 10
MAG: 15
TRA: 10
Class: Horse
Variant Category: Miscellaneous
Height: 3M
Color: Varies
Can this race use Weapons? Yes
Category: Land
Origin of Race: Enak Kane



NAME: RAPA

Hit Dice: 3
 Damage Done: By Weapon
 Armor Class: 7
 Special Abilities: 1. Flightless 2. Its body odor may offend some races at first
 Stat Modifiers:
 INT: 0
 WIS: 0
 STR: 5
 DEX: 3
 CON: 0
 CHA: -4
 COM: 0
 CUN: 0
 PSI: 0
 MAG: 0
 TRA: -5
 Class: Vulture (Humanoid)
 Variant Category: Bird
 Height: 3M
 Color: Grey to Black
 Can this race use Weapons? Yes
 Category: Land
 Origin of Race: Alan B. Akers
Dray Prescott



NAME: RAVEN

Hit Dice: .5
 Damage Done: 1 - 4 by Everything together
 Armor Class: 7
 Special Abilities: 1. Vision (Tele-) (10th LoE) 6/week + Level
 Stat Modifiers:
 INT: 6
 WIS: 6
 STR: -7
 DEX: 3
 CON: -2
 CHA: 0
 COM: 0
 CUN: 4
 PSI: 0
 MAG: 10
 TRA: 0
 Class: Bird
 Variant Category: Bird
 Height: .5M
 Color: Black
 Can this race use Weapons? No
 Category: Land
 Origin of Race: Blackfoot



NAME: RASSHAHN

Hit Dice: 3
 Damage Done: 1 - 3 2A/M by Claws - by Weapon
 Armor Class: 7
 Special Abilities: None
 Stat Modifiers:
 INT: -2
 WIS: 0
 STR: 5
 DEX: 0
 CON: 1
 CHA: -1
 COM: 2
 CUN: 0
 PSI: 0
 MAG: 0
 TRA: 5
 Class: Lizard - Bipedal
 Variant Category: Lizard
 Height: 3M
 Color: Green-Red
 Can this race use Weapons? Yes
 Category: Land
 Origin of Race: Dragon's Byte
 Miscellaneous



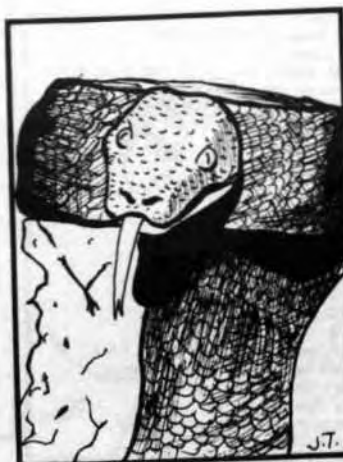
NAME: RED AMAZON

Hit Dice: 2
 Damage Done: By Weapon
 Armor Class: 8
 Special Abilities: None
 Stat Modifiers:
 INT: 2
 WIS: 0
 STR: 5
 DEX: 0
 CON: 2
 CHA: 3
 COM: 0
 CUN: 0
 PSI: 0
 MAG: 0
 TRA: 0
 Class: Human
 Variant Category: Man
 Height: 2.5M
 Color: Scarlet
 Can this race use Weapons? Yes
 Category: Land
 Origin of Race: Lin Carter
World's End



NAME: RATTLESNAKE

Hit Dice: 2
 Damage Done: 1 - 3 by Bite (P); 1 - 4/M by Construction
 Armor Class: 7
 Special Abilities: 1. Poison (16)
 Stat Modifiers:
 INT: 0
 WIS: 0
 STR: 3
 DEX: 3
 CON: 0
 CHA: 0
 COM: 0
 CUN: 0
 PSI: 0
 MAG: 0
 TRA: 5
 Class: Snake
 Variant Category: Snake
 Height: 3M
 Color: Brown
 Can this race use Weapons? No
 Category: Land
 Origin of Race: Blackfoot



NAME: RELT

Hit Dice: 2
 Damage Done: By Weapon
 Armor Class: 7
 Special Abilities: 1. Flightless
 Stat Modifiers:
 INT: 0
 WIS: 0
 STR: 0
 DEX: 1
 CON: 0
 CHA: 0
 COM: 0
 CUN: 0
 PSI: 0
 MAG: 0
 TRA: -5
 Class: Vulture (Humanoid)
 Variant Category: Bird
 Height: 2
 Color: Brown
 Can this race use Weapons? Yes
 Category: Land
 Origin of Race: Alan B. Akers
Dray Prescott



NAME: RHACLAW

Hit Dice: 2
 Damage Done: By Weapon
 Armor Class: 8
 Special Abilities:
 Stat Modifiers:
 INT: 0
 WIS: -1
 STR: 3
 DEX: -2
 CON: 0
 CHA: 0
 COM: -2
 CUN: 0
 PSI: 0
 MAG: 0
 TRA: -5
 Class: Neanderthal - Domed head as wide as shoulders
 Variant Category: Uruisg/Ape
 Height: 2M
 Color: Brown
 Can this race use Weapons? Yes
 Category: Land
 Origin of Race: Alan B. Akers
Dray Prescott



NAME: SATYR

Hit Dice: 2
 Damage Done: By Weapon
 Armor Class: 8
 Special Abilities: None
 Stat Modifiers:
 INT: 0
 WIS: 0
 STR: 0
 DEX: 2
 CON: 0
 CHA: 3
 COM: 3
 CUN: 0
 PSI: 0
 MAG: 5
 TRA: 5
 Class: Human - Goat legs - Horns
 Variant Category: Standard Cross-breed
 Height: 2M
 Color: Tan
 Can this race use Weapons? Yes
 Category: Land
 Origin of Race: Crecece



NAME: SAIYID

Hit Dice: 2
 Damage Done: By Weapon
 Armor Class: 8
 Special Abilities: 1. +5 GSP 2. Turn Undead at 20% +5%/Level - 5%/EP of monster
 Stat Modifiers:
 INT: 0
 WIS: 3
 STR: 0
 DEX: 0
 CON: 0
 CHA: 0
 COM: 0
 CUN: 0
 PSI: 0
 MAG: 10
 TRA: 0
 Class: Human
 Variant Category: Man
 Height: 2M
 Color: Tan
 Can this race use Weapons? Yes
 Category: Land
 Origin of Race: Persia



NAME: SCHREPIM

Hit Dice: 2
 Damage Done: 1 - 8 by Tail; by Weapon
 Armor Class: 7
 Special Abilities: None
 Stat Modifiers:
 INT: 0
 WIS: 0
 STR: 5
 DEX: 5
 CON: 1
 CHA: 0
 COM: 0
 CUN: 1
 PSI: 0
 MAG: 0
 TRA: 0
 Class: Lizard - Bipedal
 Variant Category: Lizard
 Height: 2M
 Color: Grey Green
 Can this race use Weapons? Yes
 Category: Land
 Origin of Race: Alan B. Akers
Dray Prescott



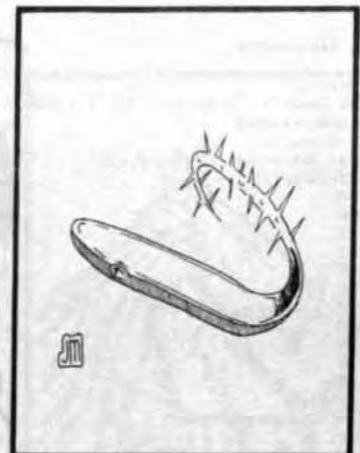
NAME: SAME-BITO

Hit Dice: 3
 Damage Done: 1 - 6 by Bite; by Weapon
 Armor Class: 7
 Special Abilities: 1. Can locate a bleeding creature
 Stat Modifiers:
 INT: -2
 WIS: -2
 STR: 7
 DEX: -1
 CON: 1
 CHA: -3
 COM: -2
 CUN: 2
 PSI: 0
 MAG: 0
 TRA: 10
 Class: Shark - arms
 Variant Category: Mingyo
 Height: 3M
 Color: Grey
 Can this race use Weapons? Yes
 Category: Water
 Origin of Race: Japan



NAME: SEA SUCKER

Hit Dice: 1
 Damage Done: 1 - 6 by Tail
 Armor Class: 7
 Special Abilities: 1. 3 CON/M by blood draining proboscis 2. Charm Person 80% = 5%/Level - 5%/victim's WIS
 Stat Modifiers:
 INT: 0
 WIS: 0
 STR: 0
 DEX: 0
 CON: -1
 CHA: 3
 COM: 3
 CUN: 0
 PSI: 0
 MAG: 10
 TRA: 0
 Class: Sand Dollar - Spiked Tail
 Variant Category: Miscellaneous
 Height: 1M
 Color: Grey
 Can this race use Weapons? No
 Category: Water
 Origin of Race: Dragon's Byte
 Miscellaneous



NAME: SERPENT SPAWN

Hit Dice: 2
 Damage Done: 1 - 8/M by Constriction;
 by Weapon
 Armor Class: 7
 Special Abilities: 1. Can change to
 human form 1/month. It can keep this
 form until magic is dispelled
 Stat Modifiers:
 INT: 2
 WIS: 0
 STR: 0
 DEX: 2
 CON: 0
 CHA: 2
 COM: 0
 CUN: 0
 PSI: 0
 MAG: 10
 TRA: 0
 Class: Serpent (Human)
 Variant Category: Magical
 Height: 2M
 Color: White
 Can this race use Weapons? Yes
 Category: Land
 Origin of Race: Japan



NAME: SU-YEET-UP-PI

Hit Dice: 2
 Damage Done: By Weapon
 Armor Class: 8
 Special Abilities: 1. Breathe water
 2. Aka "Underwater Person"
 Stat Modifiers:
 INT: 0
 WIS: 0
 STR: 0
 DEX: 0
 CON: 0
 CHA: 0
 COM: 0
 CUN: 0
 PSI: 0
 MAG: 0
 TRA: 0
 Class: Human
 Variant Category: Man
 Height: 2M
 Color: Coppery
 Can this race use Weapons? Yes
 Category: Water
 Origin of Race: Blackfoot



NAME: SHETU

Hit Dice: 5
 Damage Done: 1 - 4 by Bite; 1 - 8/M by
 Constriction; by Weapon
 Armor Class: 7
 Special Abilities: 1. Form Change/Self
 to normal Man form 3/day + Level for
 SM + SM/Level
 Stat Modifiers:
 INT: 0
 WIS: 0
 STR: 15
 DEX: 0
 CON: 2
 CHA: 0
 COM: 0
 CUN: 0
 PSI: 0
 MAG: 10
 TRA: 5
 Class: Snake/Man
 Variant Category: Magical
 Height: 52
 Color: Brown
 Can this race use Weapons? Yes
 Category: Land
 Origin of Race: Egypt



NAME: SU-YEST-U-MIK

Hit Dice: 3
 Damage Done: 1 - 8 by Butt; 1 - 4
 2A/M by Horns
 Armor Class: 7
 Special Abilities: 1. +20 GSP 2. Breathes
 water
 Stat Modifiers:
 INT: 2
 WIS: 3
 STR: 7
 DEX: -2
 CON: 4
 CHA: 2
 COM: 2
 CUN: 0
 PSI: 0
 MAG: 20
 TRA: 15
 Class: Bison
 Variant Category: Bison
 Height: 3M
 Color: Brown
 Can this race use Weapons? No
 Category: Water
 Origin of Race: Blackfoot



NAME: STONEUPPER

Hit Dice: 2
 Damage Done: By Weapon
 Armor Class: 8
 Special Abilities: 1. +5% to any earth-
 related ability
 Stat Modifiers:
 INT: 0
 WIS: 0
 STR: 2
 DEX: 0
 CON: 1
 CHA: 0
 COM: 0
 CUN: 0
 PSI: 0
 MAG: 0
 TRA: 0
 Class: Human
 Variant Category: Man
 Height: 2M
 Color: White to Brown
 Can this race use Weapons? Yes
 Category: Land
 Origin of Race: Enak Kane



NAME: TENGU

Hit Dice: 1
 Damage Done: By Weapon
 Armor Class: 7
 Special Abilities: 1. +2 to Hit/+2 Dam
 with a Sword 2. Mischievous 3. Often
 likes to wear a hat and cloak 4. Move
 silently at 30% + 5%/Level 5. Hide in
 shadows at 25% + 5%/Level
 Stat Modifiers:
 INT: 0
 WIS: 0
 STR: -5
 DEX: 3
 CON: 0
 CHA: 0
 COM: -2
 CUN: 3
 PSI: 15
 MAG: 0
 TRA: 0
 Class: Crane (Humanoid)
 Variant Category: Bird
 Height: 1M
 Color: Red
 Can this race use Weapons? Yes
 Category: Land and air
 Origin of Race: Japan



NAME: TIGER-MAN

Hit Dice: 2
 Damage Done: 1 - 4 2A/M by Claws or by
 Weapon
 Armor Class: 7
 Special Abilities: None
 Stat Modifiers:
 INT: 0
 WIS: 0
 STR: 3
 DEX: 3
 CON: 1
 CHA: 0
 COM: 0
 CUN: 0
 PSI: 0
 MAG: 0
 TRA: 5
 Class: Tiger - Humanoid
 Variant Category: Cat
 Height: 1.5M
 Color:
 Can this race use Weapons? Yes
 Category: Land
 Origin of Race: Lin Carter
 World's End



NAME: TROLL 2

Hit Dice: 4
 Damage Done: By Weapon
 Armor Class: 8
 Special Abilities: 1. Shape Change/Self
 3/week + Level
 Stat Modifiers:
 INT: 0
 WIS: 0
 STR: 10
 DEX: 0
 CON: 2
 CHA: 0
 COM: 0
 CUN: 0
 PSI: 0
 MAG: 10
 TRA: 0
 Class: Humanoid
 Variant Category: Troll
 Height: 4M
 Color: White
 Can this race use Weapons? Yes
 Category: Land
 Origin of Race: Norseland



NAME: TRITON

Hit Dice: 2
 Damage Done: By Weapon
 Armor Class: 8
 Special Abilities: 1. Control Weather,
 double effectiveness (4th Level +
 Level). Usable 3/week + Level
 Stat Modifiers:
 INT: 0
 WIS: 0
 STR: 5
 DEX: 0
 CON: 0
 CHA: 0
 COM: 0
 CUN: 0
 PSI: 0
 MAG: 10
 TRA: 0
 Class: Man-fish
 Variant Category: Mingyo
 Height: 4M
 Color: Green - Brown
 Can this race use Weapons? Yes
 Category: Water
 Origin of Race: England



NAME: TROLL 3

Hit Dice: 2
 Damage Done: By Weapon
 Armor Class: 8
 Special Abilities: 1. Friendly but
 mischievous
 Stat Modifiers:
 INT: -1
 WIS: 1
 STR: 2
 DEX: -2
 CON: 2
 CHA: 0
 COM: -3
 CUN: 0
 PSI: 0
 MAG: 0
 TRA: 0
 Class: Dwarf - Hump backed
 Variant Category: Troll
 Height: 1M
 Color: Brown - Red hair
 Can this race use Weapons? Yes
 Category: Land
 Origin of Race: England



NAME: TROLL 1

Hit Dice: 3
 Damage Done: 1 - 4 2A/M by Claws; by
 Weapon
 Armor Class: 7
 Special Abilities: 1. Regenerates at
 2 PIPs/M except energy damage 2. Fore
 Trolls are green, Mountain Trolls are
 grey, Snow Trolls (50% vs cold) are
 white, and Swamp Trolls are brownish-
 grey
 Stat Modifiers:
 INT: -3
 WIS: -3
 STR: 5
 DEX: -1
 CON: 3
 CHA: -5
 COM: -4
 CUN: -2
 PSI: 0
 MAG: 5
 TRA: 10
 Class: Humanoid
 Variant Category: Troll
 Height: 3M
 Color: Varies
 Can this race use Weapons? Yes
 Category: Land
 Origin of Race: Dragon's Byte
 Miscellaneous



NAME: TSUNDIGEWI

Hit Dice: 1
 Damage Done: By Weapon
 Armor Class: 8
 Special Abilities: 1. Birds dislike them
 intensely
 Stat Modifiers:
 INT: 0
 WIS: -1
 STR: -6
 DEX: 0
 CON: -3
 CHA: 0
 COM: 0
 CUN: 0
 PSI: 0
 MAG: 0
 TRA: 5
 Class: Neanderthal
 Variant Category: Uruig/Ape
 Height: .5M
 Color: Tan
 Can this race use Weapons? Yes
 Category: Land
 Origin of Race: Cherokee



NAME: TSUNI KALU

Hit Dice: 4
Damage Done: By Weapon
Armor Class: 7
Special Abilities: 1. +5 GSP 2. Telepathy (6th LoE) at will
Stat Modifiers?
INT: 0
WIS: 0
STR: 10
DEX: -2
CON: 4
CHA: -2
COM: -3
CUN: 0
PSI: 0
MAG: 10
TRA: -5
Class: Human
Variant Category: Man
Height: 4M
Color: Brown
Can this race use Weapons? Yes
Category: Land
Origin of Race: Cherokee



NAME: UEZEH HRA EK

Hit Dice: 6
Damage Done: 1 - 4 2A/M by Claws; 1 - 4 by Bite; 1 - 6 by Tail; by Weapon
Armor Class: 6
Special Abilities: 1. 3 breaths/week + Level (fiery methane - 4 HD) 2. Aka "Breather of Fire"
Stat Modifiers:
INT: 0
WIS: 0
STR: 20
DEX: -2
CON: 4
CHA: 0
COM: 0
CUN: 2
PSI: 0
MAG: 5
TRA: -5
Class: Dragon
Variant Category: Dragon
Height: 6M
Color: Black
Can this race use Weapons? Yes
Category: Land and air
Origin of Race: Dragon's Byte
Dragon Land



NAME: TSUWA

Hit Dice: 1
Damage Done: By Bows and Spears
Armor Class: 8
Special Abilities: 1. Aka "Water dog person"
Stat Modifiers:
INT: 0
WIS: 3
STR: -6
DEX: 5
CON: -4
CHA: 2
COM: -1
CUN: 0
PSI: 0
MAG: 0
TRA: 15
Class: Salamander - Bipedal
Variant Category: Miscellaneous
Height: .5M
Color: Red - Brown
Can this race use Weapons? Yes
Category: Land and water
Origin of Race: Cherokee



NAME: UEZUH HRA EK-KTE

Hit Dice: 6
Damage Done: 1 - 4 2A/M by Claws; 1 - 4 by Bite; 1 - 6 by Tail; by Weapon
Armor Class: 6
Special Abilities: 1. 3 breaths/week + Level (HCl - 4 HD) 2. Aka "Breather of Fiery Water"
Stat Modifiers:
INT: 0
WIS: 0
STR: 20
DEX: -2
CON: 4
CHA: 0
COM: 0
CUN: 2
PSI: 0
MAG: 5
TRA: -5
Class: Dragon
Variant Category: Dragon
Height: 6M
Color: Grey
Can this race use Weapons? Yes
Category: Land and air
Origin of Race: Dragon's Byte
Dragon Land



NAME: UBASTI

Hit Dice: 2
Damage Done: 1 - 4 by Claws; by Weapon
Armor Class: 8
Special Abilities: 1. Two rows of teats down belly 2. Somewhat Chaotic tendencies
Stat Modifiers:
INT: 0
WIS: 0
STR: 2
DEX: 4
CON: 0
CHA: 2
COM: 2
CUN: 2
PSI: 0
MAG: 0
TRA: 5
Class: Lion (Humanoid)
Variant Category: Cat
Height: 2M
Color: Tan
Can this race use Weapons? Yes
Category: Land
Origin of Race: Egypt



NAME: URGOVIAN

Hit Dice: 2
Damage Done: By Weapon
Armor Class: 8
Special Abilities: 1. 3 sexes
Stat Modifiers:
INT: 0
WIS: 0
STR: 0
DEX: 0
CON: 0
CHA: 0
COM: 0
CUN: 0
PSI: 0
MAG: 0
TRA: 0
Class: Human
Variant Category: Man
Height: 2M
Color: Pink
Can this race use Weapons? Yes
Category: Land
Origin of Race: Lin Carter
World's End



NAME: URUISG

Hit Dice: 2
Damage Done: By Weapon
Armor Class: 8
Special Abilities: None
Stat Modifiers:
INT: -3
WIS: 2
STR: 2
DEX: 2
CON: 0
CHA: -2
COM: -2
CUN: 0
PSI: 0
MAG: 0
TRA: 10
Class: Neanderthal
Variant Category: Uruig/Ape
Height: 1.5M
Color: Brown
Can this race use Weapons? Yes
Category: Land
Origin of Race: England



NAME: VILEMANSKH

Hit Dice: 2
Damage Done: By Weapon; 1 - 4 2A/M by Claws
Armor Class: 8
Special Abilities: 1. Can run on all five limbs. 2. Long neck. 3. Has no hair. 4. Eyeless. 5. Sees by nose glands. 6. Evil tendencies.
INT: 0
WIS: 0
STR: 3
DEX: 3
CON: 1
CHA: -2
COM: 0
CUN: 0
PSI: 0
MAG: 5
TRA: 5
Class: Humanoid - pointed ears
Variant Category: Man
Height: 2M
Color: Black
Can this race use Weapons? Yes
Category: Land
Origin of Race: Sakemodo Teyashi



NAME: VERTIGUS

Hit Dice: 2
Damage Done: By Weapon
Armor Class: 8
Special Abilities: 1. Eye contact induces vertigo at 100% + 5%/Level - 5%/LoV - 5%/victim's CON at will
Stat Modifiers:
INT: 0
WIS: 0
STR: 0
DEX: 0
CON: 0
CHA: 0
COM: 0
CUN: 0
PSI: 5
MAG: 0
TRA: 0
Class: Human
Variant Category: Man
Height: 2M
Color: Varies
Can this race use Weapons? Yes
Category: Land
Origin of Race: Dragon's Byte
Miscellaneous



NAME: VOLESCIAN

Hit Dice: 2
Damage Done: By Weapon
Armor Class: 8
Special Abilities: None
Stat Modifiers:
INT: 0
WIS: 0
STR: 0
DEX: 0
CON: 0
CHA: 0
COM: 0
CUN: 0
PSI: 0
MAG: 0
TRA: 0
Class: Humanoid - 3 eyes
Variant Category: Man
Height: 2M
Color: Brownish-green
Can this race use Weapons? Yes
Category: Land
Origin of Race: Lin Carter
World's End



NAME: VILAH

Hit Dice: 2
Damage Done: By Weapon
Armor Class: 8
Special Abilities: 1. 100% vs non-ego Telepathy 2. Move silently and without disturbance through forest at 40% + 5%/Level 3. Bears only female children
Stat Modifiers:
INT: 0
WIS: 0
STR: 0
DEX: 0
CON: 0
CHA: 0
COM: 0
CUN: 0
PSI: 0
MAG: 0
TRA: 0
Class: Human - Female
Variant Category: Man
Height: 2M
Color: Green
Can this race use Weapons? Yes
Category: Land
Origin of Race: Sterling Lanier
Hiero's Journey



NAME: WALASI

Hit Dice: 7
Damage Done: 1 - 10 by Bite
Armor Class: 7
Special Abilities: 1. Jump 20m
Stat Modifiers:
INT: -2
WIS: -2
STR: 25
DEX: 0
CON: 9
CHA: 0
COM: 3
CUN: -4
PSI: 0
MAG: 0
TRA: -10
Class: Frog
Variant Category: Miscellaneous
Height: 7M
Color: Brown and green
Can this race use Weapons? No
Category: Land and water
Origin of Race: Cherokee



NAME: WAMAHYMN

Hit Dice: 3
Damage Done: By Weapon; 1 - 4 2A/M by
Flats
Armor Class: 8
Special Abilities: 1. Can run
on all five limbs. 2. Long neck
3. Has no hair. 4. Eyeless. 5.
Sees by nose glands.
Stat Modifiers:
INT: 3
WIS: 3
STR: 3
DEX: 3
CON: 2
CHA: 0
COM: 0
CUN: -1
PSI: 15
MAG: 10
TRA: 10
Class: Humanoid - pointed ears
Variant Category: Man
Height: 2M
Color: Grey to tan
Can this race use Weapons? Yes
Category: Land
Origin of Race: Sakemodo Teyashi



NAME: WOODHELVENEN

Hit Dice: 2
Damage Done: By Weapon
Armor Class: 8
Special Abilities: 1. +5% to any plant-
related ability
Stat Modifiers:
INT: 0
WIS: 0
STR: 0
DEX: 1
CON: 0
CHA: 0
COM: 0
CUN: 0
PSI: 0
MAG: 0
TRA: 0
Class: Human
Variant Category: Man
Height: 2M
Color: White to Brown
Can this race use Weapons? Yes
Category: Land
Origin of Race: Stephan R. Donaldson
Chronicles of Thomas Covenant



NAME: WAYA (ANI-)

Hit Dice: 2
Damage Done: 1 - 6 by Bite
Armor Class: 7
Special Abilities: 1. Aka "Wolf person"
Stat Modifiers:
INT: -3
WIS: 0
STR: 1
DEX: 1
CON: 0
CHA: 0
COM: 0
CUN: 3
PSI: 0
MAG: 0
TRA: 25
Class: Wolf
Variant Category: Dog
Height: 2M
Color: Grey
Can this race use Weapons? No
Category: Land
Origin of Race: Cherokee



NAME: YUCCAMOT

Hit Dice: 2
Damage Done: By Weapon
Armor Class: 7
Special Abilities: 1. Webbed feet
2. Beaver tail
Stat Modifiers:
INT: 0
WIS: 0
STR: 0
DEX: 2
CON: 0
CHA: 0
COM: 0
CUN: -2
PSI: 0
MAG: 0
TRA: 5
Class: Otter (Humanoid)
Variant Category: Miscellaneous
Height: 2M
Color: Tannish Green
Can this race use Weapons? Yes
Category: Land and water
Origin of Race: Alan B. Akers
Dray Prescott



NAME: WOMOX

Hit Dice: 3
Damage Done: 1 - 6 by Horns; by Weapon
Armor Class: 8
Special Abilities: None
Stat Modifiers:
INT: -1
WIS: 0
STR: 5
DEX: 1
CON: 1
CHA: 0
COM: 0
CUN: 0
PSI: 0
MAG: 0
TRA: 0
Class: Bull (Humanoid)
Variant Category: Bison
Height: 3M
Color: Varies
Can this race use Weapons? Yes
Category: Land
Origin of Race: Alan B. Akers
Dray Prescott



NAME: ZELPHODONTIAN

Hit Dice: 2
Damage Done: 1 - 4 2A/M by Claws
Armor Class: 7
Special Abilities:
Stat Modifiers:
INT: 0
WIS: 0
STR: 5
DEX: 2
CON: 0
CHA: 0
COM: 0
CUN: 0
PSI: 0
MAG: 0
TRA: -10
Class: Lobster - Humanoid/Eye stalks
Variant Category: Miscellaneous
Height: 2M
Color: Canary-yellow
Can this race use Weapons? No
Category: Land and water
Origin of Race: Lin Carter
World's End



NAME: ZMAY

Hit Dice: 8
Damage Done: 1 - 8 by Bite; 1 - 6
2A/M by Claws
Armor Class: 6
Special Abilities: 1. Form Change/Self
to normal Man form while keeping its
strength 3/week + Level
Stat Modifiers:
INT: 2
WIS: 0
STR: 30
DEX: -1
CON: 4
CHA: 0
COM: 0
CUN: 0
PSI: 0
MAG: 10
TRA: 0
Class: Dragon
Variant Category: Magical
Height: 8M
Color: Grey
Can this race use Weapons? Yes
Category: Land and air
Origin of Race: Serbia



NAME: ZUEIJO

Hit Dice: 6
Damage Done: 1 - 4 2A/M by Claws; 1 - 4
by Bite; 1 - 6 by Tail; by Weapon
Armor Class: 6
Special Abilities: 1. Aka "Person"
Stat Modifiers:
INT: 0
WIS: 0
STR: 20
DEX: -2
CON: 4
CHA: 0
COM: 0
CUN: 2
PSI: 0
MAG: 5
TRA: -5
Class: Dragon
Variant Category: Dragon
Height: 6M
Color: Gold and Fiery Red
Can this race use Weapons? Yes
Category: land and air
Origin of Race: Dragon's Byte
Dragon Land



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Rites of Godhood

Upon reaching 20th Level in any profession, the player character comes to a kind of fork in the road. Because of his high level, there is little left for him to do on this poor mortal world. For this reason, and for the sake of 'Cosmic Balance,' the player character is offered the chance to become a god. Perhaps "given" is a better word, as he has little real choice in acceptance. It also serves another purpose, it provides new gods to replace the others killed by the players.

Upon becoming 20th level, the player is suddenly teleported to the Chamber of Passage Into Godhood (as the power behind this is able to create gods, it is sufficiently powerful as to make saving throws useless). Here he will find himself in a long, long corridor along whose sides stand two seemingly endless rows of statues. All these statues are set on pedestals and on these is written a basic history of each god. These statues are resistant to most everything and resist even the efforts of the gods to do more than slightly scratch them. Though not immediately apparent, these are the statues of all the gods that have ever existed in the universe. As there is nowhere else to go, the player will most likely choose to walk down the hall (this place exists in a timeless limbo, and the player will experience no need for food, drink, sleep or the like). At the end of the corridor, the player will find a kind of gate opening up into something truly indescribable because the things occurring upon the other side only rarely impinge upon any of the senses of the universe.

If he is going to attempt to be excused from the Rites, here is the place where one must make his case. He simply states his reasons why he should not become a god at this point in time, and, as if he were not making his case, steps through the gate.

If his petition is accepted, then he is simply returned to the exact place and time he was taken from. If not, or if he didn't bother, then there is a 5% chance of surviving to become a God. If he doesn't survive, there is no resurrection or reincarnation (with memories) possible, and his body simply disappears from where it was in the normal world. If he should survive, then he will discover himself, naked, in another chamber. In this chamber there are scepters, animals, and other objects of almost infinite variety. These are God Foci and Symbols. At this point, the prospective god has a choice: he may choose what kind of god he would wish to become, or he may have it chosen for him. In the former case, he must choose the item that would seem to him to be his symbol. Once he has made his choice, it is irrevocable, and he is that god. As soon as the choice is made, the judge assigns him 5 to 7 abilities that would seem appropriate for that god (up to the judge and the player). In the latter case, the judge will assign the symbols. Most of these abilities will be usable 3 times per God LoE per hour. In addition, he will gain two other abilities: Aid Worshipper - aid (3 worshippers per God LoE per hour). Aid Worshipper allows the god to grant a Minor WISH to a worshipper. Every God Level thereafter, the god has a 30% chance of gaining a new ability.

Obviously, there will tend to be overlap in the gods' areas of effect. The judge must regulate these, and try to avoid exact overlap. This may be done by specializing the areas of the gods. An example of this might be with the Death God: 1) Reaper of Souls, 2) Torturer of Souls, 3) Guider of Souls, 4) God of Death in Battle, etc.

After gaining his God Foci and abilities, the new god is sent to whatever plane he wishes. Though he may not be accepted to dwell on that plane, he may continue to search the planes until he finds one on which he wishes to dwell. This need be an already established plane of existence. There he must begin to create his 'world', populate, and, hopefully, make it thrive. Once established in his new plane, he must then attempt to obtain worshipers, for gods may not survive without worshipers.

Creating a God

An important feature in many fantasy role-playing worlds is the use of Gods, this may include Demon Lords and that ilk. This aspect is especially important to the numerous professions who gain occasional aid from the Gods. There are several guidelines that should be used when playing a god, dealing with its personality, speciality, powers, and domain.

The first thing that should be determined when creating or adopting a god is, did he choose his area of specialization. or not? If he did not choose then, there is a chance (-20%) that he will be less than satisfied with his role. This determination will aid in determining the god's general attitude towards his role as god. The next thing, or course, is to determine his area of godhood and his general attitude towards humans. The following charts, should, at least, give a start.

Areas of Specialization (Suggested)

- Animal
- Death
- Elementals (Earth, Wind, Light, Metals, etc.)
- Healing
- Knowledge
- Life
- Magic
- Plants
- Self-Expression (Music, Story-writing, etc.)
- Soul
- Weapons
- Weather
- Other

Racial Preference

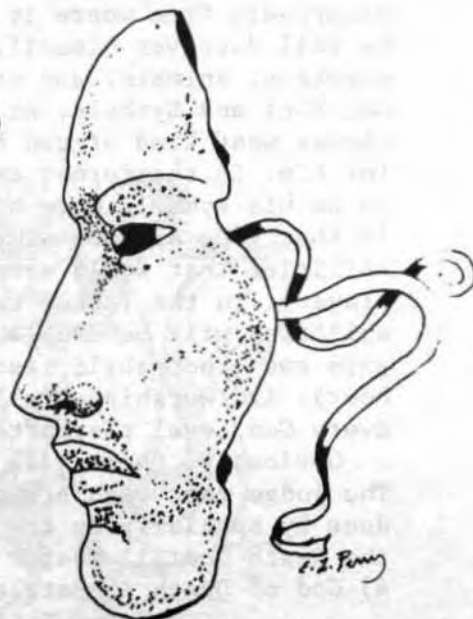
No Preference	01-20
Slight Preference	21-90
Preference	91-00

Amount of Involvement with Worshipers

Concerned	01-20
Mildly Concerned	21-70
	71-80
Self-Interest	81-00

Alignments

Lawful	01-20
Neutral	21-70
Chaotic	71-90
Mad	91-00



Neutral	01-80
Evil	81-90
Mad	91-00

(This assumes that absolute good would be seen by most to be as evil as absolute evil.)

The power of a god varies with its worshippers, but is generally related to God Levels and God LoE. God Levels are determined by giving the god 10 worship points per level of each worshipper. The relationship between Worship Points and God Levels is given below, as well as a random method for determining the Level of a God.

God Level	Worship Points Needed	Die Roll
0 th Level	0	00001-00011
1 st Level	1000	00012-09101
2 nd Level	2000	09102-27281
3 rd Level	4000	27282-63642
4 th Level	8000	63643-81822
5 th Level	16000	81823-90912
6 th Level	32000	90913-95457
7 th Level	64000	95458-97729
8 th Level	128000	97730-98865
9 th Level	256000	98866-98922
10th Level	512000	98923-99206
11th Level	1024000	99207-99616
12th Level	2048000	99617-99821
13th Level	4096000	99822-99923
14th Level	8192000	99924-99974
15th Level	16384000	99975-99991
16th Level	32767000	99992-00000

This should be rolled on 5 percentile dice. The reason for cutting things off at 16th level is because this is the upper practical limit for multi-religious worlds. When it is possible to get higher-leveled gods, then one need only shift the scale up (in this case, there is little chance of the low-leveled gods anyways).

Once the god's level has been determined, then it is necessary to modify the god's various Stats to accommodate for his new level. Once a god has been reborn he is considered magical, thus his stats are modified in accordance to one with a MAG greater than 90 in the Magical Modification Rules, with the exception that a god may modify any stat he wishes. Of course, the modified Stats must be accomplished by readjustment of the Stat dependant skills (i.e., plusses on Damage, plusses to Hit, A.C., etc.) Also, dependant up the God Level are Damage Points and God Abilities. When determining Damage Points, the same method is used as before, except that the Hit Dice Size is 2-12. These new Damage Points are added to the Damage Points from the mortal phase of the god's existence. The god has received 5 to 7 special abilities at the Rites of Godhood. For each God Level thereafter, the god has a 30% chance of gain in a new skill. These abilities are usable 3 times per God LoE per hour and have an effective level of 20 plus God LoE. These abilities are usually fairly unique and, thus, the judge will have to think them up at the time.

Three other abilities that the god will gain are: 1) Aid Worshiper - aid (3 worshipers per God LoE) 2 per hour; 2) Gate - 1 time per God LoE per hour; and 3) Wish - 3 times per LoE per hour. Aid Worshiper allows the God to grant a minor wish to the worshipper.

Finally, when dealing specifically with the god is the choice of his God Foci. A God Foci is an object or symbol of a particular god that allows him to focus, transfer, or store portions of his God-Energies. Using it as a focus allows the god to direct his abilities to a specific individual almost anywhere in the multiverse. This includes limiting the effect of area spells to one person. Using it to transfer God-Energy allows the God to imbue a mortal with up to .25 hours of God-Energy per level of the Mortal. In function of storage the God-Focus will store an unlimited amount of God-Energy. Any mortal may touch and hold a God-Focus, but if he should attempt to use it, he will suffer 1-100 Damage Points per God Level. Another god attempting to use a different God's Focus will suffer 5-50 Damage Points per God Level. Since the God Focus is attuned to the god, he will be able to find the focus almost anywhere in the multiverse.

The last, but in some ways, most important, aspect of godhood is his domain. Once a person has become a god, he must travel between the many planes of existence in search of a plane on which to live. It is possible for the god to inhabit a plane that is already inhabited, if it is accepted by that plane's god (either willingly, or after combat), but is more common for the god to inhabit a plane by himself. Some ideas for the various planes of existence are given in the 'Planes of Existence'. Once a god has chosen his plane, he must build the plane into a home.

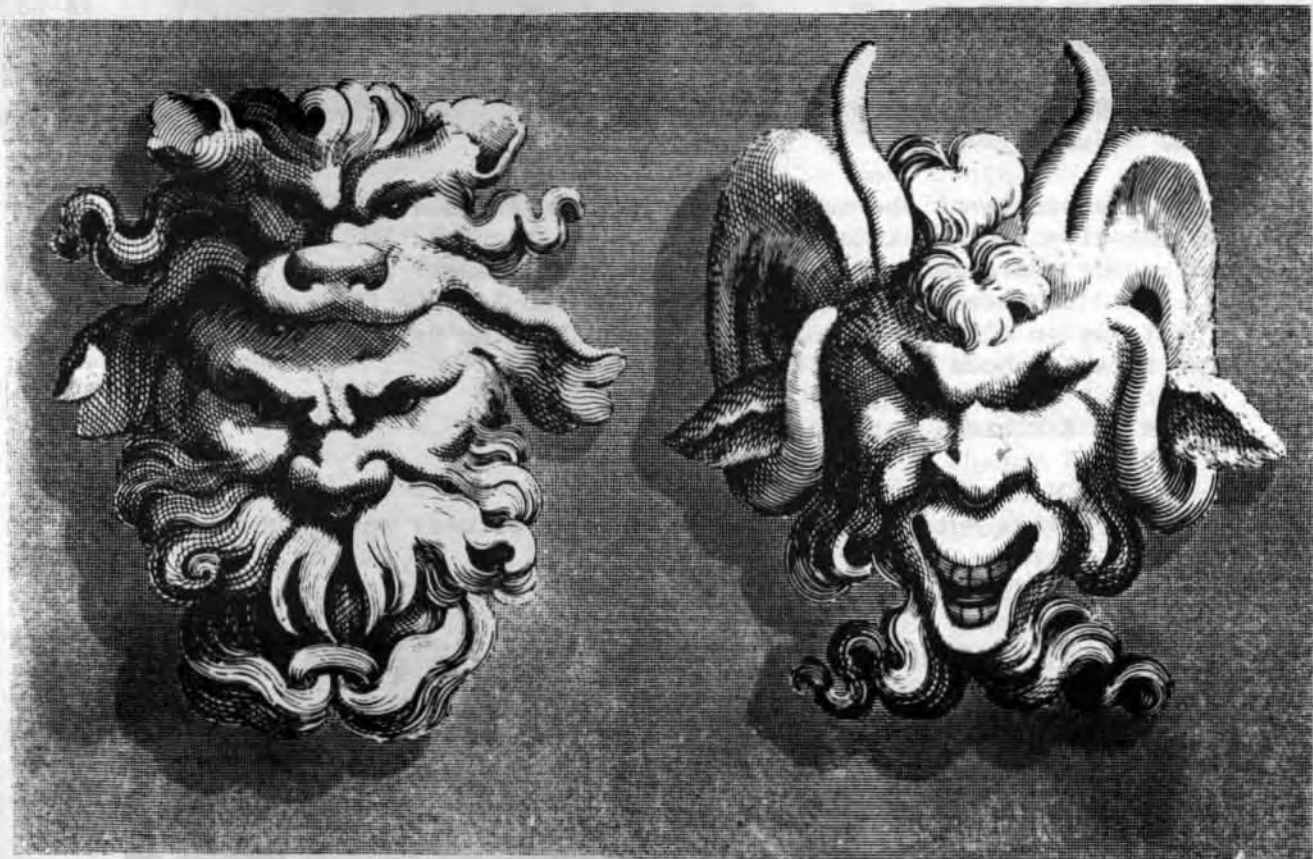
This may be done by use of the god's Wish. Judicious use of this ability will eventually allow the god to create his domain, his Heaven, Hell, or whatever. Care should be taken when creating this domain, for it should be remembered that, many times, when a god's worshippers die, they will expect to be taken to be borne to that god's domain and as such should get fair treatment there (torture in Hell is considered fair treatment). Once in a god's domain a worshipper is counted as only 1 Worship Point for the God. An aspect of the domain that is also very important is some way in which to gather up the souls of the god's worshippers at the right time (the god's right time is not the worshipper's usually). This is usually done in one of four ways. The first, hardest, and least used is a pilgrimage to the domain, while one is still alive, as proof that one is worthy of entering. The second is that the god himself brings the souls or sends out a 'homing beacon' to them. The third is to have inhabitants of the domain collect the souls. The second and third methods are about equally popular. The fourth and most common is for the god to assign, or create, a Collector of Souls. This Collector of Souls is a specially powered creature who gathers up the souls of the worshippers of that god, and is often given some powers to make it able to enforce its claim. Related to the problem of collection of souls is receiving the goods sworn to a god by contractees (Frost Wizards, Familiar Magi, etc.). This function may be performed by the Collector of Souls or by some other 'official' of the God.

The final aspect of the god's domain is its inhabitants. Though a god often populates his domain with worshippers, it oftentimes, will include a race or two of his own making (i.e, the Devils of Hell and the Like). Though the choice of the number of native races is the god's decision, the chart below should aid in a random decision in the matter:

Worshippers Only	01-06
Worshippers & 1 race	07-56
Worshippers & 2 races	57-80
Worshippers & 3 races	81-92
Worshippers & 4 to 6 races	93-98
Worshippers with 7 or more races	99-00

If the god is Lawful then 15 is subtracted from the die roll and if it is chaotic then 29 should be added. As with his special abilities, the god's races are very individual sorts of things, and there is no chart which could adequately simulate them. In most cases, the races are absolutely loyal to the god, though occasionally a god has a problem with one or part of a race (2-3%).

Once fully determined, the god is now usable in a world. Because of the complicated nature of the gods, it is highly recommended that the judge keep a text on his various gods so that they might be easily accessible if a need for them arises. Another suggestion is to determine the relationships between the gods (the pantheons) if they exist. This would include allies, enemies, lovers, friends, etc. Remember, above all else, when the judge or player plays a god, he is that god and should play it accordingly.



APPENDIX A: MUTATIONS

When creating a character, a PSI roll of 100 is sometimes achieved. If this should occur, then the character has at least one mutation. Mutations are of three types: benevolent, neutral, and harmful. Benevolent mutations are ones that are to the advantage of the Player-Character and are usually pro-survival. Neutral mutations are neither exceptionally helpful nor exceptionally harmful. Their value is usually only apparent to those who can't see their value. Harmful mutations are usually detrimental to the character and, generally, decrease his chance for survival.

If it is determined that a character has a 100 on his PSI, then the following chart should be checked to determine the number of mutations that the character has:

No. of Mutations

01-70	1 Mutation
71-90	2 Mutations
91-97	3 Mutations
98-99	4 Mutations
00	5 Mutations



After the number of mutations has been determined, the nature of each one is then rolled on the following chart:

Nature of Mutation

01-15	Benevolent
16-70	Neutral
71-00	Harmful

After the nature of the mutation has been determined, the proper table below is consulted to determine the specific mutation(s). The mutation(s) should be noted on the character record sheet; it is a permanent part of the character.

It should be noted that, if the character should have children, there is a chance that one or all of his children may exhibit the parent's mutation. The chance of this is shown on the chart below:

Nature of Exhibited Mutation

01-50	No Mutation
51-75	Partial Mutation (Usually an average between normal and mutated state)
76-00	Full Mutation



Benevolent Mutations

01-02	Absorb Energy
03-04	Bone (Flexible)
05-06	Bone (Strengthened)
07-09	CHA (Heightened)
10-12	COM (Heightened)
13-14	Control Weather 1
15-16	Dazzle
17-20	DEX (Heightened)
21-22	Energy Burst
23-24	Energy Drain 1
25-26	Extra Limb (Fully Functional)
27-28	Extra Organ (Sensory)
29-30	Extra Organ (Visceral)
31-34	Genius
35-37	Healing (Heightened)
38-39	Healing (Near Instant)
40-41	Immunity
42-45	Immunity (Specific)
46-47	Invisibility
48-49	Memory (Photographic)
50-51	Merge
52-53	Mind Kill 1
54-56	Olfaction (Greater)
57-59	Organ (Electrical) 1
60-61	Perfect Aim
62-63	Pheromone (Dominance)
64-65	Pheromone (Sex)
66-68	Poison Immunity
69-70	Poison Resistance (Heightened)
71-72	PSP (Heightened)
73-74	Reality Change (Limited) 1
75-76	Reflex (Heightened)
77-78	Reflex (Photographic)
79-80	Sense (Direction) 2
81-82	Shape Change (Specific)
83-84	Skin-Texture Change 1
85-88	Sonar
89-92	STR (Heightened)
93-94	Vision (IR/UV)
95-96	Vision (Micro/Macro)
97-98	Vision (Night)
99-00	Vision (Reality)

Neutral Mutations

01-02	Amphibian
03-04	Berserker Rage
05-06	Bioluminescence 1
07-08	Bioluminescence 2
09-10	Blindness (Color)
11-12	Body Parts (Enlarged)
13-14	Body Parts (Shrunk)
15-16	Brain (Extra)
17-18	Claws and/or Fangs
19-20	Color Change
21-22	Density (Change) 1
23-24	Density (Change) 2
25-26	Density (Change) 3
27-28	Density (Changed)
29-30	Depth Perception (Heightened)
31-32	Emotion (None)
33-34	Empathy 1
35-36	Epilepsy (Mild)
37-38	Extra Fingers or Toes
39-40	Extra Limbs (Vestigial)
41-42	Fewer Toes
43-44	Genius (Specific)
47-48	Hearing (Wider Frequency)
49	Hermaphrodite (Fully Functional)
50-51	Hermaphrodite (Semi-Functional)
52-53	Hide in Shadows
54-55	Jute
56-57	Nervous System (Extra)
58-59	Organ (Magnetic) 1
60-61	Pain Control
62-63	Pheromone (Attraction) 1
64	Poltergeist
65-66	Secretion (Chemical)
67-68	Secretion (Gas)
69-70	Sense (Direction) 1
71-72	Sense (Energy)
73-74	Sense (Time)
75-76	Shape Change (Faulty) 1
77-78	Shape Change (Faulty) 2
79-81	Skin Texture Change 2
82-83	Sleep (Semi-)
84-85	Tail
86-87	Taste (Modified)
88-89	Taste (None)
90-91	Telepathic Tracking
92	Touch (Symbiotic)
93-94	Touch (Temperature) 1
95-96	Touch (Temperature) 2
97	Vampirism 1
98	Vocal Cords (Modified)
99-00	Wings



Harmful Mutations

01-02	Blindness (Night)
03-04	Blood Lust
05-06	Body Drugs
07-08	Bone (Weakened)
09-10	CHA (Lessened)
11-12	COM (Lessened)
13-14	Constant Hunger or Thirst
15-16	Control Weather
17-19	Depth Perception (None)
20-21	DEX (Lowered)
22-23	Energy Drain 2
24-25	Epilepsy (Energy)
26-27	Epilepsy (Severe)
28-29	Extra Limb (Semi-Functional)
30-31	Extra Organ
32-33	Fewer Fingers
34-35	Fewer Limbs
36-38	Haemophilia
39-40	Healing (Lowered)
41-43	Hearing (Less Sensitive)
44-45	Immunity (Specific Loss)
46-47	Invisibility (Partial) 1
48-49	Invisibility (Partial) 2
50-51	Magnetic Field (Constant)
52-53	Mind Kill 2
54-55	Moon Madness
56-57	Narcolepsy
58-59	Organ (Magnetic) 2
60-61	Organ (Magnetic) 2
62-63	Pain Receptors (Increased)
64-66	Pain Receptors (None)
67-68	Paranoia
69-70	Pheromone (Aggression)
71-72	Pheromone (Attraction) 2
73-74	Poison Resistance (Lessened)
75-76	PSP (Lessened)
77-78	Reality Change (Limited) 2
79-80	Reflex (Lowered)
81-83	Schizophrenia
84-85	Sensory Organs (Fewer)
86-87	Skin-Texture Change 3
88-89	STR (Lowered)
90-91	Touch (Temperature) 3
92-93	Vampirism 2
94-96	Vision (Near/Far)
97-00	Vision (Sensitive Day)



MUTATION DESCRIPTIONS

Absorb Energy: This mutation allows one to absorb or release X HD/level/M of energy. 90%-1, 7%-3, 2%-10, 1%-all.

Amphibian: This mutation causes one to become amphibious, gaining gills or lungs in the process.

Berserker Race: This mutation causes one to go berserk in combat. 80%-10% chance/M, 10%-20% chance/M, 7%-30% chance/M, 3%-45% chance/M.

Bioluminescence 1: This mutation allows one to cause some parts of one's body to glow at will.

Bioluminescence 2: This mutation causes parts of ones body to glow constantly.

Blindness (Color): This mutation causes one to be unable to distinguish one or more colors. 60% - all colors, 30% - 2 colors, 10% - 3 colors.

Blindness (Night)? This mutation causes one to be totally blind at night.

Blood Lust: This mutation causes one to have an extreme urge to go for lots of blood if they catch sight of a little bit of it.

Body Drugs: This mutation causes one's body to produce a natural overabundance of some drugs. Thus, one trips out on occasion.

Body Parts (Enlarged): This mutation causes some parts of one's body to be enlarged 80% - 2xs, 10% - 3xs, 7% - 4xs, 3% - 5xs.

Body Parts (Shrunk): This mutation causes some parts of one's body to be shrunk. 80% - 2xs, 10% - 3xs, 7% - 4xs, 3% - 5xs.

Bone (Flexible): This mutation allows one to make one's bones flexible.

Bone (Strengthened): This mutation allows one's bones to withstand more damage. 80% - 2xs, 10% - 3xs, 7% - 4xs, 2% - 5xs, 1% - all.

Bone (Weakened): This mutation causes one's bones to be so weak that falling wrong may break them.

Brain (Extra): This mutation causes one to possess an extra, functional brain.

CHA (Heightened): This mutation causes one to gain extra points of CHA. 45% - 1, 25% - 2, 12% - 3, 8% - 4, 6% - 10, 4% - 15.

CHA (Lessened): This mutation causes one to lose points of CHA. 45% - 1, 25% - 2, 12% - 3, 8% - 4, 6% - 10, 4% - 15.

Claws and/or Fangs: This mutation causes one to lose or gain claws and/or fangs. 10% chance that they have poison.

Color Change: This mutation causes one to have some odd color about one's 80% - skin, 15% - hair, 5% eyes.

COM (Heightened): This mutation causes one to gain extra points of COM. 45% - 1, 25% - 2, 12% - 3, 8% - 4, 6% - 10, 4% - 15.

COM (Lessened): This mutation causes one to lose points of COM. 45% - 1, 25% - 2, 12% - 1, 8% - 4, 6% - 10, 4% - 15.

Constant Hunger or Thirst: This mutation causes one to be constantly hungry or thirsty.

Control Weather 1: This mutation allows one to change the weather in 5M/unit of difference (dl2).

Control Weather 2: This mutation allows one to summon weather, but it does as much damage to one's own party as it does to anything else.

Dazzle: This mutation allows one to create a light show that can stun. At full strength, this will cause a cataleptic coma.

Density (Change) 1: This mutation allows one to change one's density at will. 60% - increase density, 30% - decrease density, 10% - both.

Density (Change) 2: This mutation allows one to change another's density. 60% - increase density, 30% - decrease density, 10% - both.

Density (Change) 3: This mutation causes one's density to change in moments of excitement. 60% - increase density, 30% - decrease density, 10% - both.

Density (Changed): This mutation causes one's density to be permanently altered. 60% - 50%, 25% - 100%, 10% - 150%, 4% - 200%, 1% - 300%. Direction of change is 50/50.

Depth Perception (Heightened): This mutation allows one to measure distances with the eye very accurately.

Depth Perception (None): This mutation causes one to not be able to perceive depth, -3 to Hit.

DEX (Heightened): This mutation gives one increased DEX. 80% - 3, 10% - 5, 6% - 8, 3% - 10, 1 - 3xs.

DEX (Lowered): This mutation causes one to lose points of DEX. 80% - 3, 10% - 5, 7% - 10, 3% - 15.

Emotion (None): This mutation causes one to have no emotions.

Empathy 1: This mutation allows one to, at will, feel what others feel. 80% - emotion, 20% - pain.

Energy Burst: This mutation allows one to emit energy from one's body at X HD/day distributed in any manner. 90% - 3, 7% - 6, 2% - 12, 1% - 25.

Energy Drain 1: This mutation allows one to drain 1 STR/ones STR from another creature. HO.

Energy Drain 2: This mutation causes one to drain one's STR + CON/day from another creature in order to live. HO.

Epilepsy (Energy): This mutation causes one to have occasional severe convulsions accompanied by 10 HD energy blasts. (5%/day).

Epilepsy (Mild): This mutation causes occasional momentary blackouts or memory losses (5%/day).

Epilepsy (Severe): This mutation causes one to have occasional severe convulsions. (5%/day).

Extra Fingers or Toes: This mutation causes one to have several extra fingers or toes. 90% - 1 finger or toe, 25% - 2, 15% - 3, 10% - 4.

Extra Limb (Fully Functional): This mutation causes one to possess extra, fully-functional limbs. 50% - 1, 25% - 2, 15% - 3, 10% - 4.

Extra Limb (Semi-Functional): This mutation gives one several extra, semi-functional limbs (i.e. spastic, weak, etc.). 50% - 1, 25% - 2, 15% - 3, 10% - 4.

Extra Limb (Vestigial): This mutation causes one to have extra, under-developed, barely functional limbs. 50% - 1, 25% - 2, 15% - 3, 10% - 4.

Extra Organ: This mutation causes one to have an extra organ, but it tends to interfere with the others.

Extra Organ (Sensory): This mutation causes one to have an extra sensory organ (i.e. eye, nose, ear, etc.).

Extra Organ (Visceral): This mutation gives one an extra visceral organ (i.e. heart, lungs, kidney, etc.).

Fewer Fingers: This mutation causes one to have fewer fingers than normal. 90% - 1, 10% - 2.

Fewer Toes: This mutation causes one to have fewer toes than normal. 90% - 1, 10% - 2.

Fewer Limbs: This mutation causes one to have fewer limbs than normal. 90% - 1, 10% - 2.

Genius: This mutation causes one to gain points of INT. 80% - +3 INT, 10% - +5 INT, 6% - +8, 3% - +10, 1% - 3xs.

Haemophilia: This mutation causes one to bleed non-stop, until healed, if one is cut or bruised.

Healing (Heightened): This mutation allows one to heal at an increased rate.
80% - 2xs, 10% - 3xs, 7% - 4xs, 3% - 5xs.

Healing (Lowered): This mutation causes one to heal at a lowered rate. 80% - 2xs,
10% - 3xs, 7% - 4xs, 3% - 5xs.

Healing (Near Instant): This mutation allows one to heal almost instantly. 80%
- 3/M, 10% - 5/M, 7% - 8/M, 3% - 10/M.

Hearing (Less Sensitive): This mutation causes one to be hard of hearing.

Hearing (More Sensitive): This mutation causes one's hearing to be more acute
than normal.

Hearing (Wider Frequency): This mutation allows one to hear above and/or below
one's normal frequency range (e.g. sonar).

Hermaphrodite (Fully Functional): This mutation causes one to have the sex organs
of two or more of one's species' sexes.

Hermaphrodite (Semi-Functional): This mutation causes one to have the sex organs
of one or more of one's species' sexes. One is, however, sterile.

Hide in Shadows: This mutation causes one to become invisible in shadows.

Immunity: This mutation causes one to be immune to all diseases.

Immunity (Specific): This mutation causes one to be immune to one severe disease.

Immunity (Specific Loss): This mutation causes one to not be immune to one specific
disease.

Invisibility: This mutation allows one to become invisible at will.

Invisibility (Partial) 1: This mutation causes part, but never all, of one's body
to be invisible.

Invisibility (Partial) 2: This mutation allows one to cause part, but not all, of
one's body to become invisible at will.

Magnetic Field (Constant): This mutation causes one's body to produce a constant
magnetic field. 40% - Mild, 20% - 1 STR, 20% - 2 STR, 8% - 3 STR, 6% - 6
STR, 4% - 10 STR, 2% - 25 STR.

Memory (Photographic): This mutation allows one to remember EVERYTHING.

Merge: This mutation allows one to merge one's body with that of another. The
more intelligent person controls the merged body.

Mind Kill 1: This mutation allows one to kill a victim mentally at 100% +
5%/LoE - 3%/victim's CON. 80% - controlled, 20% - instinctive.

Mind Kill 2: This mutation causes one to sporadically and uncontrollably reach
out and kill someone with one's mind. At 100% + 5%/LoE - 3%/victim's CON.

Moon Madness: This mutation causes one to go violently crazy on nights of the full moon.

Mute: This mutation causes one to be unable to speak.

Narcolepsy: This mutation causes one to occasionally fall into a deep sleep no matter what. (5%/day).

Nervous System (Extra): This mutation causes one to possess an extra nervous system.

Olfaction (Greater): This mutation allows one to better distinguish odors (+50 TRA).

Organ (Electrical) 1: This mutation causes one to grow an extra organ that can produce electrical shocks to a victim. 40% - shock, 20% - 1HD, 20% - 2HD, 8% - 3HD, 6% - 6HD, 4% - 10HD, 2% - 25HD.

Organ (Electrical) 2: This mutation causes one to grow an extra organ that can give an electrical shock to victim and mutant.

Organ (Magnetic) 1: This mutation causes one to grow an extra organ which can produce a magnetic field. 40% - slight, 20% - 1STR, 20% - 2STR, 8% - 3STR, 6% - 6STR, 4% - 10STR, 2% - 25STR, Usable 3/day + Level.

Organ (Magnetic) 2: This mutation causes one to grow an extra organ that will produce a constant magnetic field. 40% - slight, 20% - 1STR, 20% - 2STR, 8% - 3STR, 6% - 6STR, 4% - 10STR, 2% - 25STR.

Pain Control: This mutation allows one to be able to control the pain one feels (subdual damage cannot be felt).

Pain Receptors (Increased): This mutation causes one to feel more pain than normal. Take subdual points equal to the damage inflicted.

Pain Receptors (None): This mutation causes one not to be able to feel anything.

Paranoia: This mutation causes one to believe that almost everyone is his enemy.

Perfect Aim: This mutation allows one to always hit one's target.

Pheromone (Aggression): This mutation causes one to produce, at all times, an odor that makes others angry.

Pheromone (Attraction) 1: This mutation allows one to produce an odor at will which will attract predators.

Pheromone (Attraction) 2: This mutation causes one to produce at all times an odor that will attract predators.

Pheromone (Dominance): This mutation causes one to produce a hormone which allows one to command.

Pheromone (Sex): This mutation causes one to secrete a hormone which makes one +5 COM to the opposite sex.

Poison Immunity: This mutation causes one to be immune to all biological poisons and venoms.

Poison Resistance (Heightened): This mutation causes one's poison resistance to be heightened.

Poison Resistance (Lessened): This mutation causes one's poison resistance to be lowered.

Poltergeist: This mutation causes one, in a state of extreme excitement, to release a mind blast which does 3 - 30 HD/M for 3 - 12 M to anyone nearby.

PSP (Heightened): This mutation gives one increased points of PSP. 40% - +5, 20% - +10, 20% - +15, 8% - +25, 6% - +50, 6% - +70.

PSP (Lessened): This mutation causes one to lose points of PSP. 40% - 5, 20% - 10, 20% - 15, 8% - 25, 6% - 50, 6% - 70.

Reality Change (Limited) 1: This mutation allows one to make a minor shift in relativity, X times/month. 90% - 1 time, 7% - 2 times, 3% - 3 times.

Reality Change (Limited) 2: This mutation allows one to make a minor change in relativity; however, this change is never what one expects.

Reflex (Heightened): This mutation allows one to move at a greater speed. 90% - 2xs, 9% - 3xs, 1% - 4xs.

Reflex (Lowered): This mutation causes one to move at lower speed. 90% - 2xs, 9% - 3xs, 1% - 4xs.

Reflex (Photographic): This mutation allows one to duplicate any movement exactly after seeing it once.

Schizophrenia: This mutation causes one to have several personalities which emerge at different times; not all are of the same profession or are friendly.

Secretion (Chemical): This mutation causes one to secrete certain chemicals from one's body (e.g. superglue, acid, LSD, enkaphalin, etc.). 80% - 1 chemical, 10% - 2 chemicals, 7% - 3 chemicals, 3% - 4 chemicals.

Secretion (Gas): This mutation causes one to be able to secrete a gas. 50% - perfumed, 40% - odiferous, 10% - poisonous.

Sense (Direction) 1: This mutation allows one to always be able to sense magnetic north and south.

Sense (Direction) 2: This mutation allows one to always know the direction to any object one can remember.

Sense (Energy): This mutation allows one to sense some forms of energy. 80% - 1 type, 15% - 2 types, 5% - 3 types. There is a 6% chance of "seeing" the energy.

Sense (Time): This mutation allows one to always know the time.

Sensory Organs (Fewer): This mutation causes one to be missing one or more sensory organs.

Shape Change (Faulty) 1: This mutation allows one to shape change to any form, but there will always be something faulty about the new form. Non-magical, special abilities are included.

Shape Change (Faulty) 2: This mutation allows one to shape change, but the new form is random. Non-magical, special abilities are included.

Skin-Texture Change 1: This mutation causes one's skin texture to change in some beneficial manner (i.e. hardening, slipperiness, etc.).

Skin-Texture Change 2: This mutation causes one's skin texture to change in some neutral way (i.e. horniness, scales, etc.).

Skin-Texture Change 3: This mutation causes one's skin to change in some harmful way (i.e. sunburns easily, sores, etc.).

Sleep (Semi-): This mutation allows one to need only 10 minutes of semi-consciousness/night hour instead of sleep.



Sonar: This mutation allows one to "see" by sound.

STR (Heightened): This mutation gives one increased STR. 80% - +3, 10% - +5, 6% - +8, 3% - +10, 1% - 3xs.

STR (Lessened): This mutation causes one to lose points of STR. 80% - 3, 10% - 5, 6% - 8, 3% - 10, 1% - down to 3.

Tail: This mutation causes one to gain or lose a tail.

Taste (Modified): This mutation causes one's taste to be different from the species' norm.

Taste (None): The mutation causes one to have no sense of taste.

Telepathic Tracking: This mutation allows one to augment one's tracking abilities. 60% - +15 TRA, 20% - +35 TRA, 10% - +75 TRA, 7% - +155 TRA, 3% - +300 TRA.

Touch (Symbiotic): This mutation allows one to touch an object and become symbiotically attached to it (One controls its movements, feels what it feels, etc.). 70% - biological symbiote, 25% - energy, 4% - mechanical, 1% - all.

Touch (Temperature) 1: This mutation allows one to change one's body temperature at will. 40% - mild, 20% - 2HD, 20% - 1HD, 8% - 3 HD, 6% - 6 HD, 4% - 10HD, 2% - 25HD.

Touch (Temperature) 2: This mutation causes one's body temperature to be constantly off from the norm. 40% - mild, 20% - 1HD, 20% - 2HD, 8% - 3HD, 6% - 6HD, 4% - 10HD, 2% - 25HD. Direction of change is random.

Vampirism 1: This mutation causes one to grow fangs through which one may draw blood.

Vampirism 2: This mutation causes one to drain one's STR + CON/day from someone else's blood in order to live.

Vision (IR/UV): This mutation allows one to see in the IR or UV ends of the spectrum.

Vision (Micro/Macro): This mutation allows one to see minute or far things at will.

Vision (Near/Far): This mutation causes one to have a hard time seeing things near or far from them (50/50). 50% - slight, 25% - medium, 25% - severe.

Vision (Night): This mutation allows one to see as a cat or dog does in the night.

Vision (Reality): This mutation allows one not to see an illusion of any kind.

Vision (Sensitive Day): This mutation causes one to find bright sunlight hard on the eyes.

Vocal Cords (Modified): This mutation causes one's vocal range to be higher or lower than the norm.

Wings: This mutation causes one to grow "wings." 20% - expandable rib cage (gliding), 20% - arm to leg membrane (gliding), 15% - glider wings, 45% - true wings.

	Bear	Bird	Bison	Cat	Dog	Draconnette	Dragon	Flyman	Lizard	Man	Man Faerie	Mingyo	Snake	Troll	Uruisg	Uruisg Faerie	Standard Cross-breeds	Magical	Miscellaneous
Bear	90 60	01 --	05 --	07 05	10 07	01 --	-- --	-- --	-- --	07 05	07 05	01 --	-- --	07 05	07 05	07 05	07 05	10 07	05 01
Bird	01 --	90 60	01 --	01 --	01 --	01 --	-- --	-- --	01 --	01 --	01 --	01 --	01 --	01 --	01 --	01 --	01 --	10 07	05 01
Bison	05 --	01 --	90 60	05 --	05 --	01 --	-- --	-- --	-- --	07 05	07 05	01 --	-- --	07 05	07 05	07 05	07 04	10 07	05 10
Cat	07 05	01 --	05 --	90 60	07 05	01 --	-- --	-- --	-- --	07 05	07 05	01 --	-- --	07 05	07 05	07 05	07 05	10 07	05 01
Dog	10 07	01 --	05 --	07 05	90 60	01 --	-- --	-- --	-- --	07 05	07 05	01 --	-- --	07 05	07 05	07 05	07 05	10 07	05 10
Draconnette	01 --	01 --	01 --	01 --	01 --	100 100	-- --	-- --	10 07	-- --	-- --	-- --	10 07	-- --	-- --	-- --	-- --	10 07	05 01
Dragon	01 --	01 --	01 --	01 --	01 --	95 90	95 90	-- --	10 07	01 --	01 --	07 01	10 07	01 --	01 --	01 --	01 --	10 07	05 01
Flyman	-- --	-- --	-- --	-- --	-- --	-- --	-- --	100 100	-- --	-- --	-- --	-- --	-- --	-- --	-- --	-- --	-- --	10 07	05 01
Lizard	-- --	01 --	-- --	-- --	-- --	10 07	-- --	-- --	90 60	01 --	01 --	07 01	10 07	01 --	01 --	01 --	01 --	10 07	05 01
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Mingyo	01 --	01 --	01 --	01 --	01 --	07 01	-- --	-- --	07 01	07 05	10 07	80 60	05 01	10 07	10 07	10 07	10 07	10 07	05 01
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Troll	07 05	01 --	07 05	07 05	07 05	01 --	-- --	-- --	01 --	40 40	40 40	10 07	01 --	90 90	40 40	40 40	40 40	10 07	05 01
Uruisg	07 05	01 --	07 05	07 05	07 05	01 --	-- --	-- --	01 --	20 07	25 10	10 07	01 --	40 40	90 80	85 75	40 25	10 07	05 01
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To Use:

- Roll each parent on the variant chart.
- Find intersection and roll the top number or less for an offspring.
- If not successful, try again.
- The bottom line is the chance of the cross-breed's fertility.



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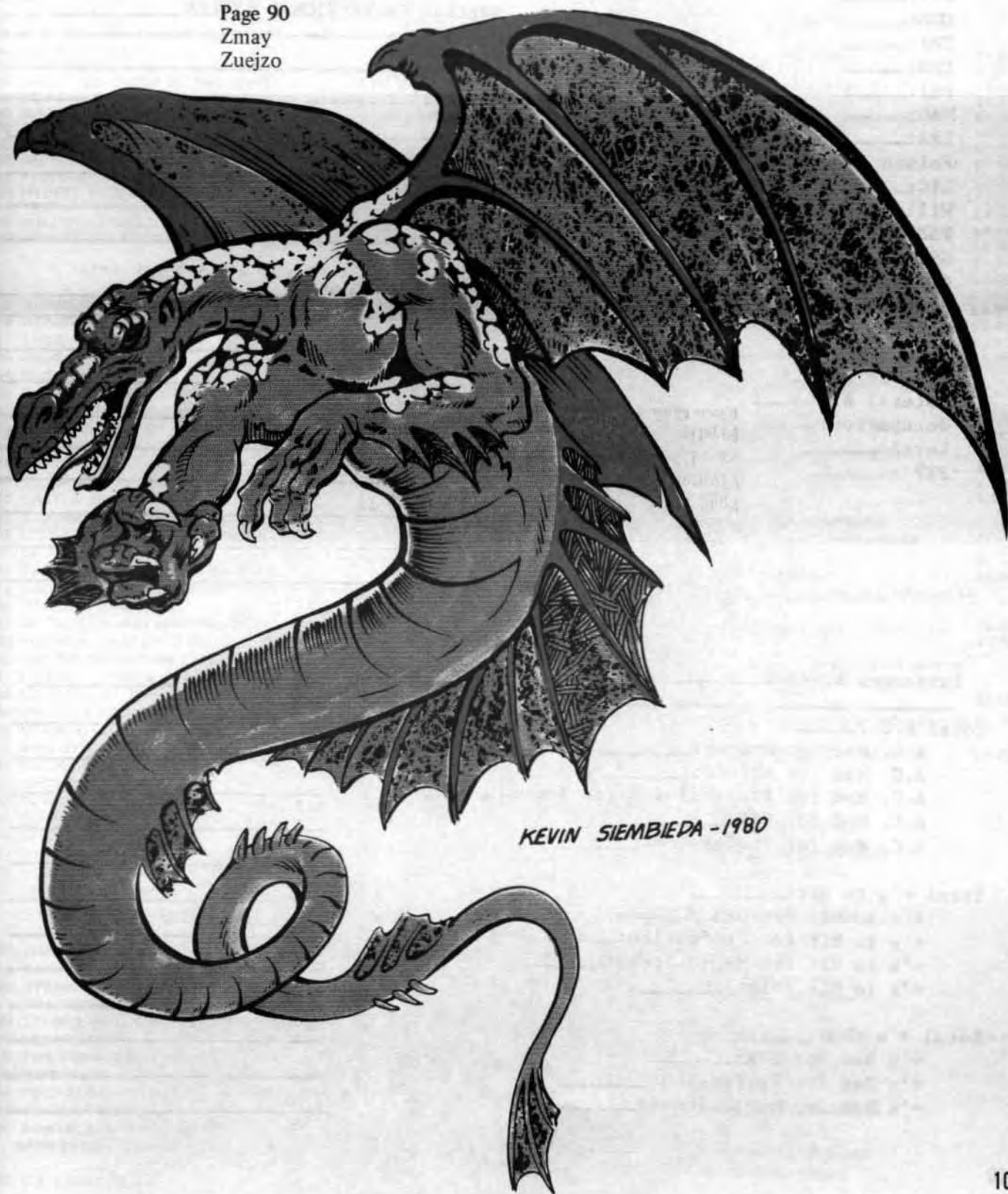
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[illegible][illegible]

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