

ROLEMASTER

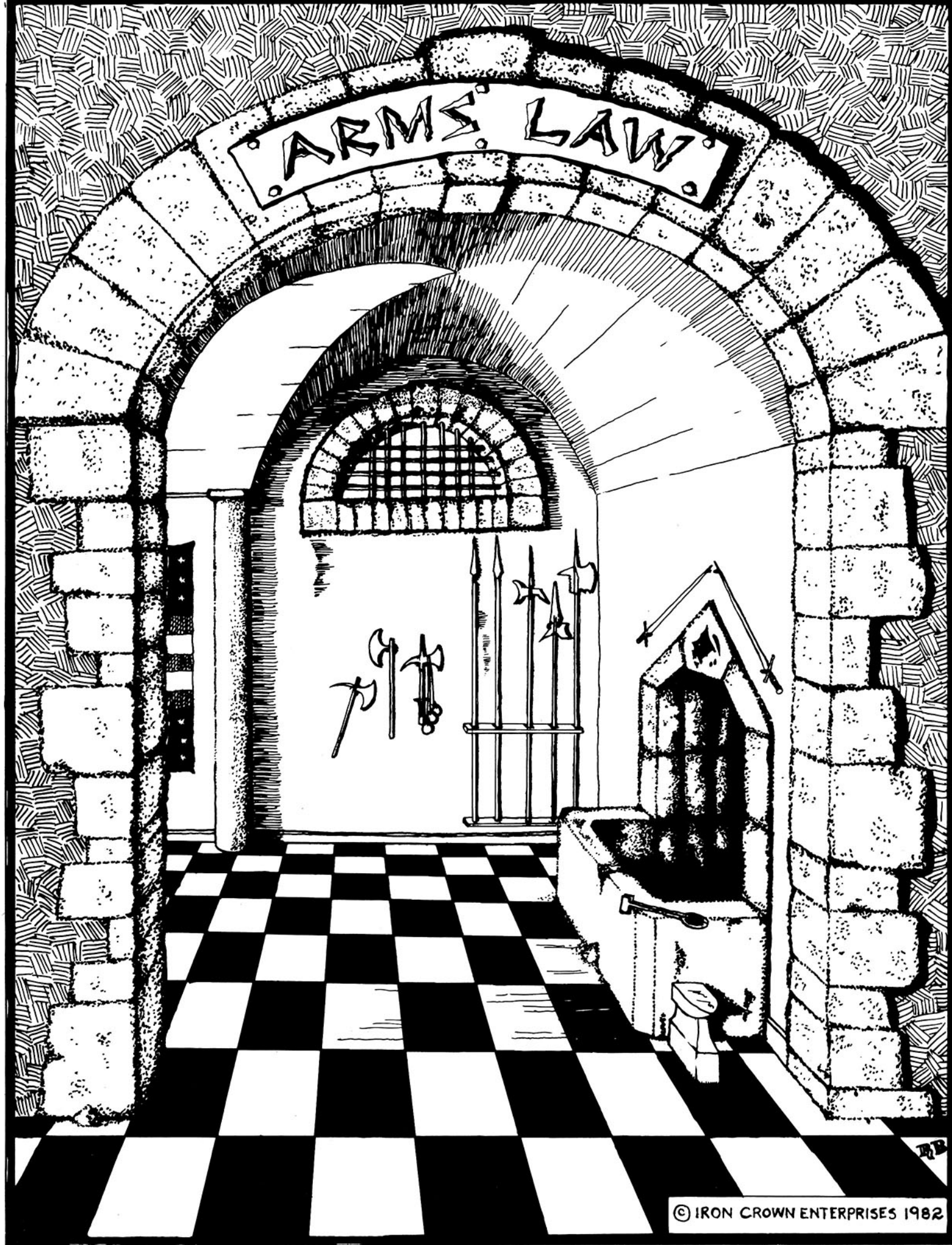
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**A COMPLETE SET OF FANTASY
ROLE PLAYING GUIDELINES**



- **Four FRP rules systems plus dice; a \$44.00 value; contains:**
- **ARMS LAW;** medieval missile & melee combat;
- **CLAW LAW;** fantastic unarmed combat, animals, monsters & martial arts;
- **SPELL LAW;** a massive spell system including over 2000 spell descriptions;
- **CHARACTER LAW;** guidelines for character generation and development;
- **See back of box for detailed descriptions.**



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(1.0) INTRODUCTION

ARMS LAW is the first of the *Rolemaster Systems* for role-playing games to be published by Iron Crown Enterprises. It has been designed to provide a logical, detailed, manageable procedure for resolving combat between individuals and small groups. Future *Rolemaster Systems* will encompass a new world of fantastic adventure by covering magic, character development, and other aspects of fantasy role-playing.

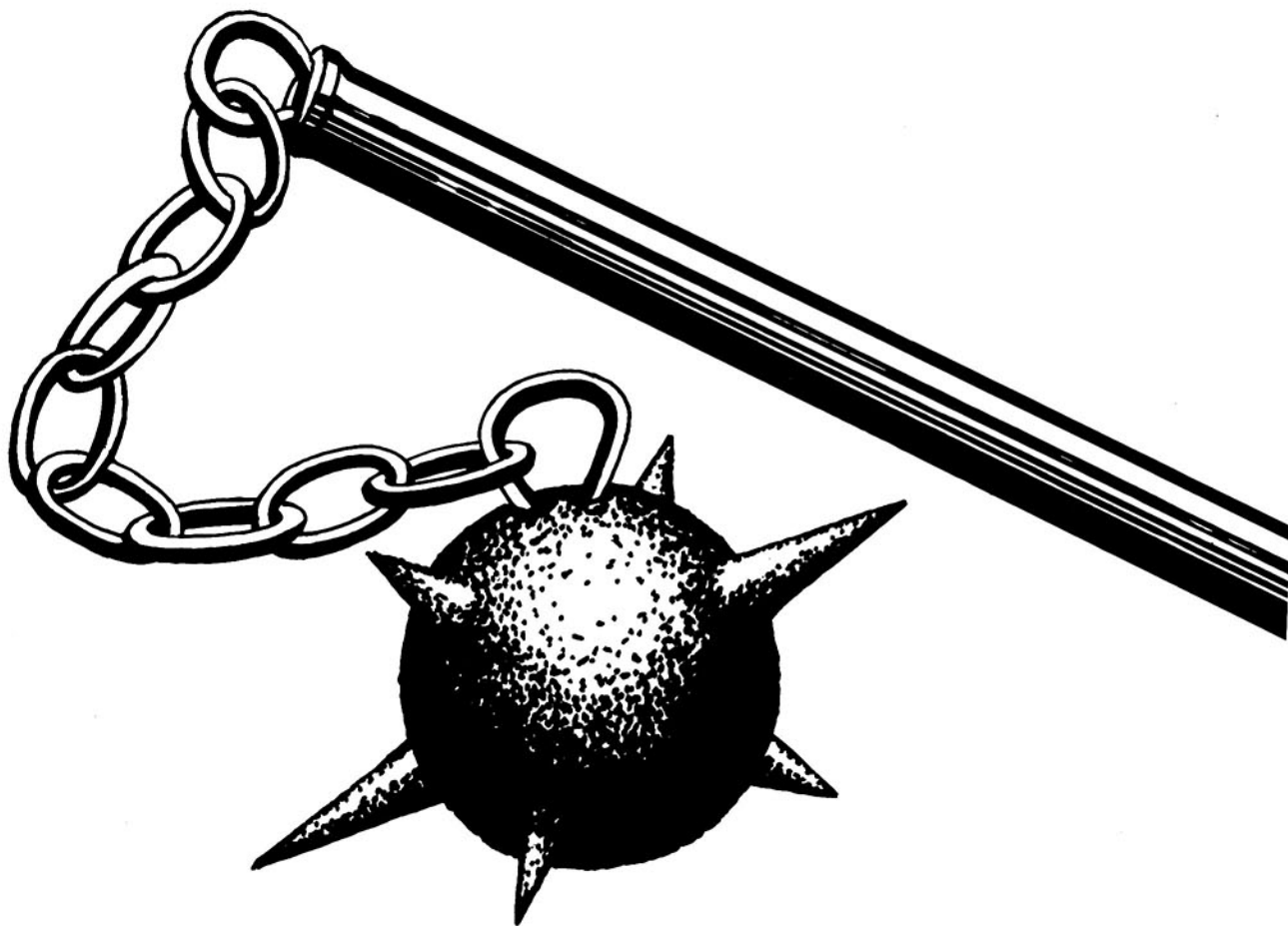
ARMS LAW provides a tactical sequence to be followed in resolving melees involving from 2 to 50+ combatants. It integrates spell casting, missile fire, unusual maneuvers, and opportunity action. This system may become unwieldy for more than 50 combatants, but can be easily simplified for such situations.

The system itself, like those to follow, is self-contained and can be integrated into any role-playing game. There are 20 types of armor and 30

different weapons, each with its own strengths and weaknesses. A player can kill or be killed with a single swing. Provisions are made for specific damages, such as the loss of an eye or limb, and for the results of such damage to the player, ranging from stunned inactivity to instant death.

This system is meant to provide "guidelines" for combat in a role-playing game; the referee is the final authority in applying this system to an actual game.

NOTE: *The specific damage mentioned above may necessitate some innovation on the part of a referee in regards to healing. Suggested solutions include healing herbs and detailed healing spells, both of which should require varying degrees of recuperation time.*



(2.0) DEFINITIONS

Combat Roll: A roll representing a combat swing or missile attack.

Concussion Hits: Accumulated damage to the body, possibly leading to shock and unconsciousness.

NOTE: *The term "hits" will sometimes be used instead of "concussion hits."*

Critical Strike: An especially effective swing resulting in more than just concussion hits to the target.

Defensive Bonus: The total subtraction from the combat roll due to the defender's advantages, including bonuses for defender dexterity, shield, superiority of armor, position, and magic items.

Fumble: An especially ineffective swing or a mishandling of the weapon which may put the attacker in a disadvantageous position and/or damage him.

Initiative: The sum of all factors affecting the speed of a swing.

Maneuver: An action performed by a combatant that requires unusual concentration, concentration under pressure, or risk (i.e., climbing a rope, balancing on a ledge, leaping a chasm).

Maneuver Roll: A roll representing an attempted maneuver.

Net Combat Roll: The combat roll, plus the offensive bonus, minus the defensive bonus.

Net Maneuver Roll: The maneuver roll modified by bonuses and penalties.

Offensive Bonus: The total addition to the combat roll due to the attacker's advantages—including the attacker's physical prowess, superiority of weapon, expertise, magic items, etc.

Orientation Roll: A roll representing a combatant's degree of control following unusual action or surprise.

Parry: The use of some or all of a combatant's offensive bonus to increase his defensive points.

Roll: Normally a percentile roll giving random results from 01 to 00 (100).

NOTE: *In certain circumstances, this roll must be adjusted through the use of an open-ended system, yielding results above 100 or below 01.*

(3.0) TACTICAL COMBAT SEQUENCE

COMMENTARY

This Tactical Combat Sequence is based on the probable experience of hand-to-hand combat within a time frame of 10-second **battle rounds** and 1-minute **turns** (i.e., 6 rounds always equals 1 turn). In a typical battle round, adversaries could expect to swing their weapons from 2 to 5 times, depending upon weapon type. The assumption critical to the Tactical Combat Sequence is that two opposing combatants would normally get no more than one opportunity to land a potentially lethal swing during any given 10-second round of combat, regardless of the number of swings a combatant can make in a single round. This connecting blow would be a swing at the opponent's body that at least partially clears any shield or weapon that the defender is using to nullify blows. Such a swing would normally hit home, and only armor or luck would aid the defender. Thus, for purposes of the Tactical Combat Sequence, a "swing" is actually that one blow of the several probably delivered which can be expected to land cleanly. All other blows delivered in the same battle round are assumed to be fully nullified by a shield, movement, a weapon, and/or fate. Only the one unnullified blow per round counts as a swing. The same reasoning applies to missile attacks, where only one shot or throw is allowed per round.

(3.1) BATTLE ROUND SEQUENCE

During each battle round, play proceeds through each phase of the Battle Round Sequence in the following order:

1. SPELL PHASE
2. SPELL RESULTS PHASE
3. SPELL ORIENTATION PHASE
4. MISSILE PHASE
5. MISSILE RESULTS PHASE
6. MOVEMENT AND MANEUVER PHASE
7. MELEE PHASE
8. MELEE RESULT PHASE
9. FINAL ORIENTATION PHASE

This sequence is reproduced for easy reference in Table 8.23.

(3.11) Spell Phase:

All combatants who will cast spells during the current round must specify any pertinent information (e.g., spell type, target area, opportunity fire, etc.).

(3.12) Spell Results Phase:

All spells specified in the previous phase are resolved simultaneously, unless an exception is indicated by a magic system and/or by the referee. Results are applied immediately, except for opportunity spells (see 3.2). Movement for all spell casters is reduced to a maximum of 25% of their normal allowance for the current round.

(3.13) Spell Orientation Phase:

All combatants who performed unusual activities during the previous phase (for example, magical transportation) must make an orientation roll. What constitutes unusual activity must be determined by the referee.

(3.14) Missile Phase:

All combatants who will fire or throw missiles during this round (cannot have thrown a spell) must specify missile type, target/target area, and any other pertinent information.

(3.15) Missile Result Phase:

All missile attacks specified in the previous phase are resolved simultaneously, unless an exception is indicated by the referee due to circumstance or spells. All results are applied immediately, except opportunity missile attacks. Movement for all combatants performing missile attacks is reduced to 25% of normal.

(3.16) Movement-Maneuver Phase:

All combatants in play may move up to the maximum of their movement allowance (depending on the movement system being used by the referee and subject to restrictions due to actions in any of the previous five phases—including opportunity action). Any conflicts in the movement of two or more combatants must be resolved by a comparison of maneuver rolls (see 7.3) or by common sense. The success or failure of an extraordinary maneuver attempted by a combatant is determined by a maneuver roll (i.e., leaping a ten-foot chasm).

(3.17) Melee Phase:

All combatants may attempt to conduct melee attacks except those that have done the following:

1. Cast a spell in the current round;
2. Fired or thrown a missile in the current round;
3. Moved more than 50% of their normal movement allowance in the current round;
4. Failed an orientation roll or maneuver roll during the current round;
5. Announced opportunity action that has not been executed;
6. Been previously incapacitated.

(3.18) Melee Result Phase

Within each group of combatants attempting to melee attack each other, attacks are conducted according to the following sequence:

1. Determine order in which involved combatants will swing by comparing initiative (see 6.1).
2. First combatant attacks and results are implemented immediately.
3. Second combatant, third combatant, etc., attack and implement results in order.
4. First combatant attacks again with any additional usable weapon (see 5.2).
5. Second combatant, third combatant, etc., attack in order with any additional usable weapon.

(3.19) Final Orientation Phase

In the judgment of the referee, any combatant who has been under significant pressure (e.g., surprise), or has made an unusual maneuver may be required to make an orientation roll, which may affect his ability to act in the next round.

(3.2) OPPORTUNITY ACTION

Combatants may plot opportunity action if they wish to perform a combat activity in a following phase of the current round or a following round. For example, a combatant may wish to withhold his missile attack until he sees who is moving where, and then fire. Opportunity action is announced during the correct phase for the desired action. Movement restrictions apply as if the combatant had actually performed the action during the correct phase (see 3.11 and 3.15). A combatant who has planned opportunity action can take no other action (except reduced movement) until the action is performed or canceled. Opportunity fire occurs first in a phase, unless otherwise indicated by magic system or referee.

EXAMPLE: *During the missile phase, a combatant with a bow announces opportunity bow fire. He may then fire in any of the following phases of this and the following rounds. However, until he fires, he may neither melee attack nor actively melee defend, and he can only move 25% of his normal movement. His movement is still reduced even if he cancels his opportunity fire. During the spell phase of the following battle round, a magic user attempts to cast a spell. The Bowman who has planned opportunity fire now may fire, resolving his missile attack before the spell is thrown, unless otherwise indicated by the referee.*

(4.0) DEFENSIVE CAPABILITIES IN COMBAT

COMMENTARY

In combat there are many factors affecting the efficiency and severity of a "swing." The defender has several capabilities which work to his advantage. These include armor, shield, quickness, magic items, and the ability to parry. A parry is defined as an extraordinary defensive action by the defender to the detriment of his offensive capabilities. Armor is the basic classification of protection. All other defensive capabilities are expressed in terms of a defensive bonus which will modify the combat roll in the defender's favor.

(4.1) ARMOR

Armor is the basic protective capability assigned to the material covering the body. Armor is divided into five categories of four types each (i.e., 20 types). The column numbers listed with each armor type refer to the column corresponding to that armor on the weapon tables.

(4.11) Cloth-Skin Base:

Normal cloth attire, robes, and normal animal hides.

(4.111) Skin (Column 1):

Normal clothing, assumed worn if other covering is not specified.

(4.112) Robes (Column 2):

Full-length robes normally worn professionally by magic-users and certain other combatants.

(4.113) Light Hide (Column 3):

The natural hide of certain classes of animals, both normal and unusual (e.g., deer, dog, wolf).

(4.114) Heavy Hide (Column 4):

The natural hide of certain classes of animals, both normal and unusual (e.g., buffalo, elephant, bear).

NOTE: *The referee will have to decide on the armor class of the creatures that populate his game.*

(4.12) Pliable Leather Base:

The heavy outer garments normally worn as weather protection by civilians and as combat protection by some militia and irregulars.

(4.121) Leather Jerkin (Column 5):

A leather vest-like covering without arms and reaching only to the waist or mid-thigh.

(4.122) Leather Coat (Column 6):

A leather coat covering the arms and to mid-thigh.

(4.123) Reinforced Leather Coat (Column 7):

A leather coat covering the arms and to mid-thigh, but with either rigid-leather sections or metal sections sewn in for reinforcement.

(4.124) Reinforced Full-Length Leather Coat (Column 8):

A coat as in 4.123 except that it covers to the lower leg.

(4.13) Rigid-leather Base:

Rigid-leather armor and the rigid hide covering of creatures like certain reptiles and of fantastic creatures such as dragons.

(4.131) Leather Breastplate (Column 9):

A rigid-leather breastplate covering the torso to mid-thigh and part of the upper arms.

(4.132) Leather Breastplate And Greaves (Column 10):

As in 4.131 above, but with leather greaves covering the forearms and lower legs.

(4.133) Half-Hide Plate (Column 11):

Rigid-leather armor which covers the body completely, and the hide of certain creatures that contain at least a few rigid plates (e.g., rhinoceros, alligator).

(4.134) Full-Hide Plate (Column 12):

As in 4.133 above, except that the rigid-leather or plates are harder and/or more plentiful (e.g., turtles, certain dragons, crabs).

(4.14) Chain Mail Base:

Metal chain-link armor, metal scale armor, and the hides of certain fantastic creatures.

(4.141) Chain Shirt (Column 13):

A chain mail shirt covering the torso to mid-thigh and half of the upper arms.

(4.142) Chain Shirt And Greaves (Column 14):

As in 4.141 above, but with greaves on the forearms and lower legs.

(4.143) Full Chain (Column 15):

Chain mail covering most of the body in the form of a shirt and leggings.

(4.144) Chain Hauberk (Column 16):

A full-length chain mail coat split from the waist in the front and back to facilitate movement; certain dragons may be of this type.

(4.15) Plate Base:

Rigid armor of metal plates and the heaviest animal hides.

(4.151) Metal Breastplate (Column 17):

A metal breastplate plus smaller plates covering the torso to mid-thigh and part of the upper arms.

(4.152) Metal Breastplate And Greaves (Column 18):

As in 4.151 above, but with greaves on the forearms and lower legs.

(4.153) Half Plate (Column 19):

Rigid plate armor covering the body, but with chain mail between the plates at the joints and covering the legs.

(4.154) Full Plate (Column 20):

Rigid plate armor as in 4.153 above, but with the plates overlapping at joints, and plate armor covering the legs.

(4.16) Armor Bonuses:

Especially good armor in terms of material, construction, or enchantment, does not change in basic type. Instead it adds a percentage to the defensive bonus (see 4.3).

(4.17) Armor Penalties:

Due to its weight and constrictive nature, there are penalties associated with wearing armor while attempting to maneuver, attack, defend, and throw/fire missiles. These penalties are summarized in the Armor Table, Table 8.24 (back cover).

NOTE: *The armor types, bonuses, and penalties mentioned above cannot, of course, include all possible types of armor. The referee will have to fit any unusual armor into the above system of types, bonuses, and penalties. For example:*

Mithril Chain Shirt:

<i>Armor Type:</i>	17
<i>Defensive Bonus:</i>	-20
<i>Armor Penalties:</i>	As Armor Type 5

Mithril Full Plate:

<i>Armor Type:</i>	20
<i>Defensive Bonus:</i>	-30
<i>Armor Penalties:</i>	As Armor Type 11

(4.2) SHIELDS

Shields are represented in combat by an addition to the defensive bonus. In addition, when fighting with one or two weapons, one weapon may be used as a shield, but may not be used for an attack in the same round. The additions to the defensive bonus for a shield, or using a weapon as a shield, are detailed in the Shield-Parry Table (see Back Cover, Table 8.25). Other limitations due to using a shield are also noted on that table. Obviously, a shield may only be used against one opponent's attack per round, and only if it can be positioned properly (e.g., a shield does not affect a rear attack).

(4.3) DEFENSIVE BONUS

The sum of all bonuses and penalties that affect the defender's capability in combat is the **defensive bonus**. This number will be subtracted from the combat roll. The defender can possibly receive bonuses and/or penalties for superior armor, a shield, his quickness, his position, and for magic items.

(4.31) Superior Armor:

Especially good armor may result in an addition to the combat bonus.

(4.32) Shield:

See 4.2.

(4.33) Defender's Quickness:

An addition to the defensive bonus can be given to a combatant judged to be especially quick. This bonus will depend on the system being used to determine the physical characteristics of the combatants.

(4.34) Defender's Position:

A variable bonus can be awarded to the defender if his position in the melee, relevant to the attacker, is judged sufficiently advantageous (e.g., behind a wall could be -40). Penalties due to a defender's disadvantageous position (e.g., defender prone) are reflected in an attacker's offensive bonus (see 5.25 and Table 8.27).

(4.35) Magic Items:

Certain enchanted items such as magic gauntlets, a magic cloak, etc., may give an addition to the defensive bonus.

EXAMPLE: A defender wearing Mithril chain (-20), using a non-magic shield (-20), possessing excellent quickness (-25), standing above his attacker and behind a stone wall (-40), and wearing magic gauntlets (-10), would have a defensive bonus of (120). This bonus of (120) would be subtracted from the attacker's combat roll (obviously an unusual situation).

(4.4) PARRYING OPTIONS

The defender may decide to place more emphasis on his personal defense in combat than is implicit in this tactical system. A combatant may sacrifice some or all of his offensive bonus and movement capability in order to increase his melee and/or missile defense. In order to parry, a defender must use a weapon, shield, or similar item or terrain feature as summarized in Table 8.25.

(4.41) Melee Parry:

During the Melee Phase, a combatant may elect to commit some or all of his offensive bonus to parrying. This part of offensive bonus is then added to his normal defensive bonus to give a new total defensive bonus. His offensive bonus is reduced by the amount that was added to defense.

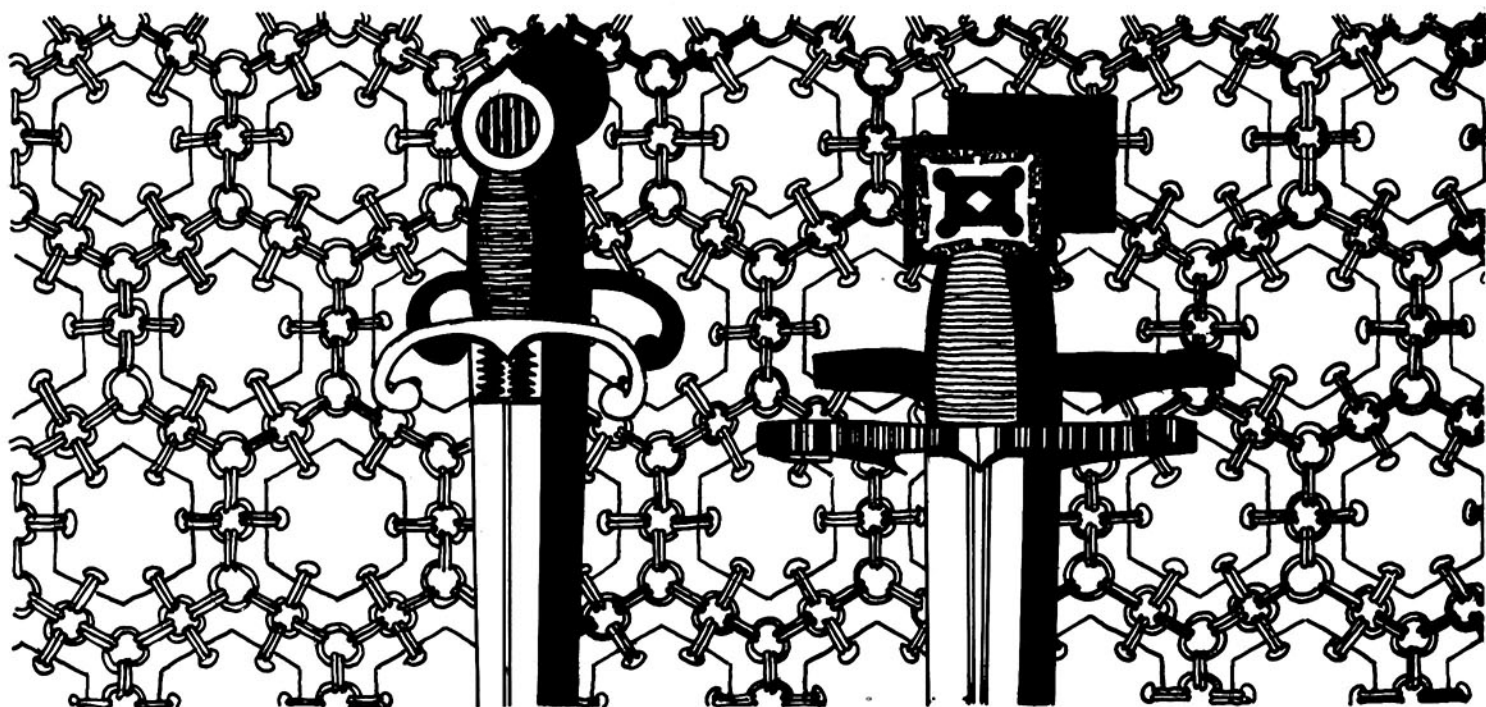
(4.42) Missile Parry:

During the Missile Phase, a combatant may elect to parry a missile attack as in 4.41 above. However, that part of his offensive bonus used to parry is no longer available for the current round (i.e., the following Melee Phase). In addition, movement is reduced to 50 of normal in the following movement phase. Common sense should be used here in determining what part of an offensive bonus can be used to missile parry (e.g., not bonuses due to weapons).

(4.43) Parrying Limitations:

Certain weapons have parry restrictions, summarized in Table 8.25. Parry can only be used versus one opponent per Melee Phase. A combatant may use part of his offensive bonus for a missile parry, another part for a melee parry, and the remainder for a melee attack, but the sum of these may not exceed his total offensive bonus.

EXAMPLE: A defender has a defensive bonus of (-50) and an offensive bonus of ($+85$). He uses a missile parry of (25) during the Missile Phase resulting in a total subtraction of (75) from one missile attack directed at him (his choice if several missile attacks are incoming). Then, during the Melee Phase, he parries with (10), resulting in a subtraction of (60) from one melee attack [his choice—his normal defensive bonus of (50) will be subtracted from any other incoming attacks]. This leaves him (50) to add to his own melee attack.



(5.0) OFFENSIVE CAPABILITIES IN COMBAT

COMMENTARY

The success of an attack will partially depend on the weapon or weapon combination used, and any offensive capabilities possessed by the attacker which can alter the combat roll in his favor. The factors which can affect the combat roll include a superior weapon, physical prowess, experience, position, magic items, etc.

(5.1) WEAPON/WEAPON COMBINATIONS

(5.11) One-Handed Weapon With/Without Shield:

Any weapon not designated as two-handed is considered to be one-handed and may be used with or without a shield. When using this combination, parrying may be performed with either the weapon or the shield (within the restrictions of Table 8.25).

(5.12) Two-Handed Weapon:

These types of weapons require both hands to wield and are very restricted in parrying (see Table 8.25).

(5.13) One-Handed Weapon Combination:

The use of a weapon in each hand is to be considered very difficult to learn and use. Considerable agility, physical strength, and training should be required, depending upon the relative difficulty of the combination being attempted. For example, the difficulty would range from sword/dagger, rapier/main gauche, etc., up to morning star/morning star (and beyond for some quick and large creatures).

(5.2) OFFENSIVE BONUS

The **offensive bonus** is the sum of the bonuses and penalties that affect an attacker's capability in combat. This number is added to the combat roll. The attacker can possibly receive bonuses and/or penalties for a superior weapon, physical prowess, expertise, experience, position, magic items, etc.

(5.21) Superior Weapon:

An especially good weapon in terms of material, construction, or enchantment can result in additions to the offensive bonus. The extent of the addition will be decided by the referee.

(5.22) Physical Prowess:

A combatant with extraordinary physical strength and/or quickness may receive an offensive bonus. This will depend on the system used for character development and the referee's judgment.

(5.23) Expertise:

A combatant judged to be particularly expert in the handling of a certain weapon may be given a bonus by the referee, when using that weapon.

(5.24) Experience:

A combatant judged to be at a certain level of experience may be given an offensive bonus by the referee.

(5.25) Position:

A combatant judged to be in a particular favorable/unfavorable position *vis-à-vis* his opponent may be given an offensive bonus/penalty by the referee. Some of these bonuses and penalties are suggested in Table 8.27.

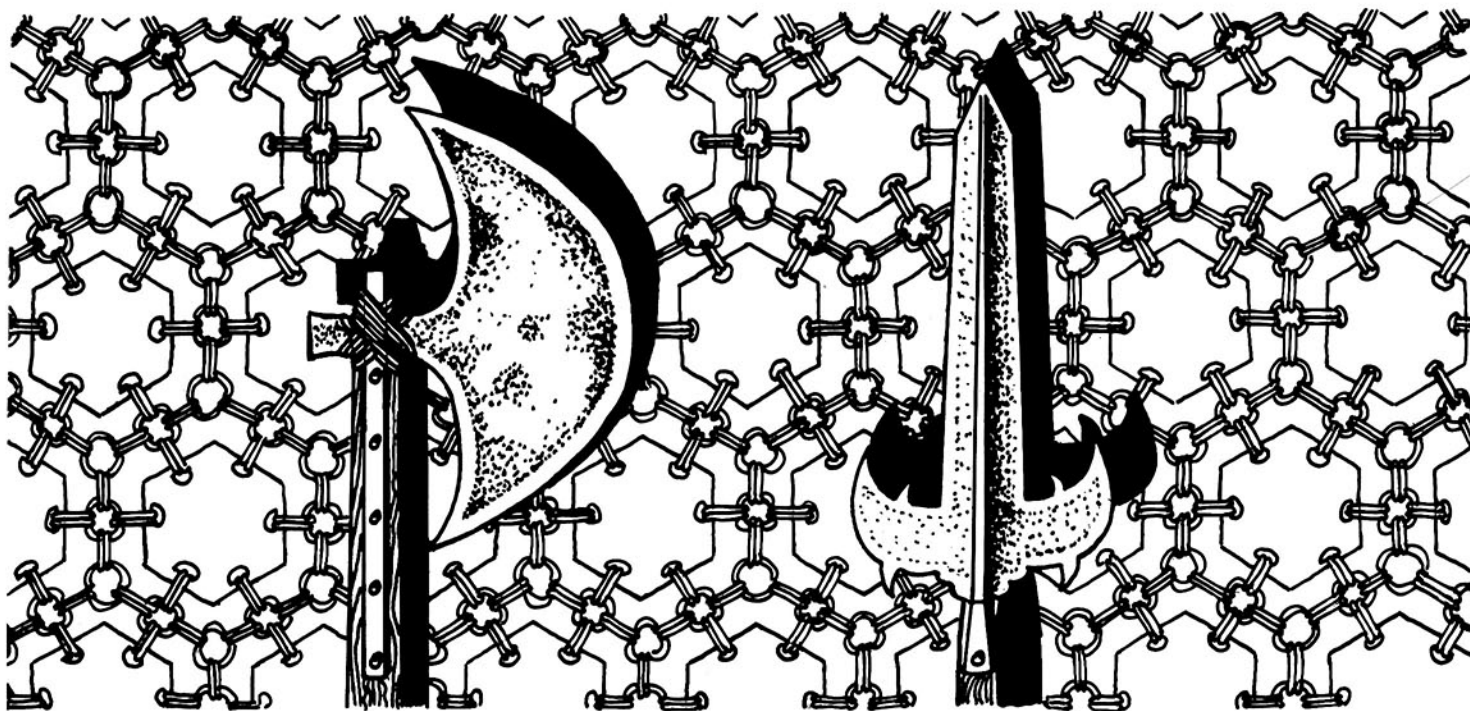
(5.26) Magic Items:

Certain magic items may be judged by the referee to be effective in improving the accuracy and power of an attack, and can therefore be given an offensive bonus. For example, a Helm of Quickness could improve the attacker's quickness by adding (+20) to his swing.

(5.27) Offensive Penalties:

Certain variable occurrences can decrease an attacker's offensive bonus (e.g., wounds, armor, movement, etc.). Some of these penalties are shown in Table 8.27.

EXAMPLE: An attacker using a Mithril sword (+15), possessing an unusual strength (+10) and quickness (+5), expert in the use of swords (+5), being of intermediate experience (+20), behind his opponent (+30), and wounded 25 (-10), would have an offensive bonus of (+75). This bonus (75) would be added to his combat roll.



(6.0) RESOLUTION OF COMBAT

COMMENTARY

An attack swing or missile attack is resolved by cross-indexing of the net combat roll with the target's armor type on the correct combat table for the weapon being used. The effects of **fumbles** and **critical strikes** are found on the correct Fumble Table or Critical Strike Table. First determine the order in which the combatants will swing, and then resolve each attack in sequence, implementing the results immediately. Missile attacks conducted during the Missile Results Phase are resolved simultaneously.

(6.1) FIRST SWING DETERMINATION

Each combatant in a melee sums up the **first swing points** that apply to him. First swing points are detailed in Table 8.28. The combatant with the largest total swings first, the second largest total swings second, and so on. After all combatants have attacked once, those capable of swinging a second weapon recompute their order of attack and resolve their second weapon attacks.

(6.2) SWING (AND MISSILE ATTACK) RESOLUTION

The net combat roll representing the swing is the combat roll plus the attacker's offensive bonus minus the defender's defensive bonus. This number is cross-indexed with the target's armor type on the combat table corresponding to the attacker's weapon to arrive at the result of the swing. In certain cases where a swing is especially bad or good, another roll may be required to determine the results of a fumble or critical strike.

(6.21) The Combat Roll:

A swing is represented by rolling percentile dice. The number result is the combat roll for the attack.

(6.211) Fumble:

Each weapon type has a fumble range. An **unmodified** combat roll within this range results in the attack having no effect. Instead, another percentile dice roll is made and this number is referenced to the Fumble Table (see Table 8.21) to determine the result of the fumble.

(6.212) Over-Hundred Roll:

The combat roll is open-ended, providing the possibility for any combatant to hit any given opponent—no matter what the respective offensive and defensive bonuses are. If the combat roll is between 96 and 100 inclusive, the dice are rolled again and the second roll is added to the first. The dice rolls can continue to be made and summed *ad infinitum*, until a roll is made that is less than 96. This stops the process and the total at this point is the relevant combat roll.

(6.22) Result Determination:

The net combat roll is determined by adding the offensive bonus to, and subtracting the defensive bonus from, the (non-fumble) combat roll. The net combat roll is then cross-indexed with the defender's armor type on the table corresponding to the weapon used by the attacker. This will give a result such as the one that follows:

17 B K

A typical result will have up to three components. The first component will be a number from 0 up, which is the number of concussion hits given to the target. The second and third components, if present in the result, indicate that a critical strike has been achieved, and describe, respectively, the severity and type of critical strike delivered. In the above example, the target has taken 17 concussion hits and a **Krush** type critical strike of **B** level severity. (NOTE: *Krush* is spelled as "Krush" and denoted by a "K" in order to distinguish between a *Krush* type critical strike and *C* level severity.)

(6.23) Concussion Hits:

Each combatant is limited in the number of concussion hits that he can take. When this limit is passed, the combatant is unconscious and can take no further action until he is once again under the limit. Death may be caused if this limit is exceeded by a certain amount. The point at which death occurs is proportional to the combatant's physical constitution, and depends on the system used in the game for deriving physical characteristics. The referee will have to decide on the point at which death results (e.g., a doubling of the number of concussion hits causing unconsciousness could result in the victim's death or, alternatively, the number of concussion hits causing unconsciousness added to a multiple of the constitution).

(6.24) Critical Strike Types:

A critical strike can be one of three types: **Slash**, **Krush**, or **Puncture**. They are denoted on the combat tables by an **S**, **K**, or **P**, respectively. Each of these 3 types is described on a separate table (see Tables 8.11, 8.12, and 8.13).

(6.25) Critical Strike Severity:

The severity of critical strikes ranges from **A** (least severe) to **E** (most severe). When a critical strike is indicated by the net combat roll, then the table to be consulted is determined by the type of critical strike (either **K**, **S**, or **P**). A second roll (always 01-100) is then made and the resulting number is cross-indexed with the severity of the strike (either **A**, **B**, **C**, **D**, or **E**). The new result is added to the number of concussion hits and immediately applied to the target.

(6.26) Unusual Creature Strike Tables:

Certain unusual creatures are so large that the normal critical strike tables are not used to determine critical strikes against them. Unusual creatures are separated into two categories: large creatures and super-large creatures. Each category has its own critical strike table that is consulted if a sufficiently severe critical strike is obtained against them. The roll on these tables is open-ended as described in 6.212. What constitutes a large creature or super-large creature must be decided by the referee (e.g., giants, trolls, lesser demons, etc., might be large creatures, and dragons and powerful demons might be super-large creatures).

(6.261) Large Creatures Critical Strike Table (Table 8.14):

Only critical strikes of severity **B**, **C**, **D**, or **E** affect large creatures, **A** severity strikes being ignored. A roll is made in the same manner as a combat roll (i.e., open-ended). This roll is cross-indexed with the proper weapon make to obtain a result which is applied immediately. Note that the severity of the critical strike is irrelevant, except that it must be a **B** or higher. This reflects the fact that creatures present such a large target.

(6.262) Super-Large Creatures Critical Strike Table (Table 8.15):

The Super-Large Creatures Critical Strike Table is used exactly as in 6.261 above, except that only critical strikes of severity **D** or **E** affect these creatures and **A**, **B**, or **C** severity strikes are ignored. This table should be consulted *only* for creatures such as dragons and very powerful demons.

(6.27) Critical Strike Interpretations:

Most of the critical strike results are self-explanatory. However, certain results may have to be modified due to circumstances (i.e., a defender behind a low stone wall hit by an arrow receiving a critical strike calling for damage to his ankle should, instead, be hit in the wrist). Similarly, if a critical strike calling for an unspecified limb to be broken or cut off is rolled, which limb is to be affected should be determined randomly. A stunned combatant may parry to his front at 50% of normal (unless **no parry** is indicated), but may not move or attack or change facing.

NOTE 1: All damages (including hits), unless otherwise noted, are only applicable to the target combatant.

NOTE 2: Bleeding indicated on the critical strike tables is reflected in the form of additional concussion hits. This is meant to show the gradual weakening brought about by bleeding.

NOTE 3: Next swing can refer to a missile attack as well as to a normal melee attack.

(7.0) MANEUVERING, ORIENTATION, AND MOVING

COMMENTARY

Problems can arise during combat situations when combatants attempt unusual or difficult maneuvers, and when two or more combatants come into conflict while moving. The guidelines for maneuvering, orientation, and moving provide one method for resolving these conflicts.

(7.1) MANEUVER RESOLUTION

When a combatant indicates an attempted maneuver, the referee should assign a **degree of difficulty** to the maneuver. The degree of difficulty is chosen from those listed across the top of the Maneuver Table (see Table 8.22). The combatant then makes a maneuver roll. After the maneuver roll is modified by maneuver bonuses and penalties, the net maneuver roll is cross-indexed with the degree of difficulty on the Maneuver Table to obtain the result of the maneuver.

NOTE: *Certain maneuvers may be deemed impossible by the referee; such maneuvers always fail.*

(7.11) Maneuver Roll:

The outcome of an attempted maneuver is resolved by rolling percentile dice. The number result is the maneuver roll, which is open-ended both upwards and downwards.

(7.111) 01-05 Roll:

A dice roll between 01 and 05 inclusive indicates exceptional clumsiness. The dice are rolled again and subtracted from the first roll. If the second roll is between 96 and 100 inclusive, then a third roll is made and also subtracted, and so on. The sum of these rolls is the maneuver roll.

(7.112) 96-100 Roll:

A dice roll between 96 and 100 inclusive indicates exceptional agility. The dice are rolled again, and the result is added to the first roll. If the second roll is between 96 and 100 inclusive, then a third roll is made and also added, and so on. The sum of these rolls is the maneuver roll.

(7.113) Maneuver Bonuses And Penalties:

Attempted maneuvers can be affected by various factors such as armor or magic items. Bonuses and penalties for these factors are outlined in Table 8.29. The sum of these bonuses and penalties is added to the maneuver roll to determine the net maneuver roll.

(7.12) Maneuver Results:

Most results are self-explanatory, but a percentage result can be interpreted in several ways by the referee. In the case of an all-or-nothing maneuver (i.e., no partial success), a second dice roll must be made. If this second roll is equal to or less than the original percentage result, then the maneuver succeeds. Otherwise, the maneuver fails. If a maneuver can be partially successful, then the original percentage result is the degree of success.

EXAMPLE: *Suppose a combatant attempts to leap 15 feet over a chasm 11 feet wide. The referee assigns the leap a degree of difficulty of "complex." The combatant wearing a chain shirt (-10), possessing excellent quickness (+30), wounded 30 (-10), rolls 75, resulting in a net maneuver of 85. Cross-indexing 85 and "complex" on the Maneuver Table reads 80. This means that the combatant has leaped 12 feet and therefore crossed the chasm. If this maneuver had been to throw a rope around a rock on the opposite side of the 11-foot chasm, and the same result as above had been obtained, then a second dice roll would have to be made. If the second roll (unmodified) was equal to or less than 80, then the rope throw would be successful.*

(7.2) ORIENTATION ROLL

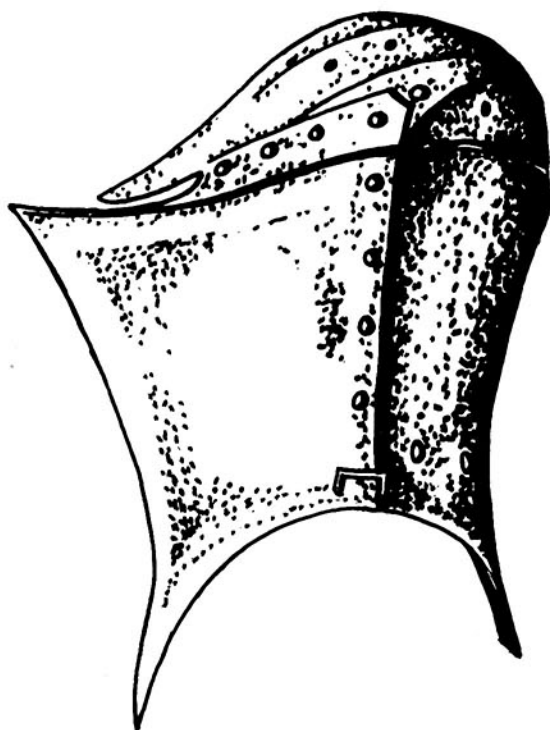
When required by the referee, combatants must make an orientation roll to determine their degree of self-control and awareness. The referee must determine the degree of difficulty of the orientation attempt. The combatant then makes the orientation roll in the same manner as a maneuver roll. Failure means disorientation and no further action is allowed for that round. Success means that the combatant is under control and aware of the situation, and may take further action that he would normally be allowed.

EXAMPLE: *The combatant described in the example under 7.12 above kills an opponent during the Melee Phase. However, while he was engaged, another opponent has been sneaking up behind him. During the Final Orientation Phase, the referee directs him to make an orientation roll to see if he has successfully become aware of the threat to his rear. The combatant possessing the same bonuses and penalties as described above rolls 38, resulting in a net orientation roll of 48. Cross-indexing it with a degree of difficulty of "very hard" assigned by the referee reads of as 60. A second roll of 73, larger than 60, indicates that he has failed his orientation roll and is not aware of the opponent coming up behind him, and that he can take no action regarding this threat. Of course, how to keep the combatant from taking action against this threat is up to the referee.*

NOTE: *During this phase, gamesmaster may allow certain extraordinarily trained unarmed combatants (e.g., expert warrior monks) to make a recovery roll versus stunning or unbalancing effects incurred in previous melee result phases.*

(7.3) MOVEMENT CONFLICTS

When two or more combatants attempt to perform conflicting movements, the referee may choose to resolve the conflict by having the combatants in question make maneuver rolls. If all the maneuvers are successful, then the conflict is considered a draw, and movement for the involved parties terminates at the point of conflict. In these cases of conflicting movement, the referee will have to ultimately decide himself the outcome of the conflict. The maneuver rolls of the involved parties are intended to aid him in his decision.



(8.0) TABLES

TABLE 8.23 BATTLE ROUND SEQUENCE

1. SPELL PHASE
2. SPELL RESULTS PHASE
3. SPELL ORIENTATION PHASE
4. MISSILE PHASE
5. MISSILE RESULTS PHASE
6. MOVEMENT AND MANEUVER PHASE
7. MELEE PHASE
8. MELEE RESULT PHASE
9. FINAL ORIENTATION PHASE

TABLE 8.26 DEFENSIVE BONUSES AND PENALTIES TABLE

(- is beneficial to the defender, effects cumulative)

CATEGORY	EFFECT
Each unit add due to physical quickness, defensive items, superior armor and/or shield, etc.	- 5
Quickness penalty (See Armor Table)	+ (Variable)
Shield bonus (See Shield-Parry Table)	- (Variable)
Miscellaneous (Determined by referee)	± (Variable)

TABLE 8.27 OFFENSIVE BONUSES AND PENALTIES TABLE

(+ is beneficial to the attacker, effects cumulative)

CATEGORY	EFFECT
Each unit added due to attacker's physical prowess, magic items, combat expertise, level, etc.	+ 5
Flank attack	+ 15
Rear attack	+ 20
Surprise	+ 20
Stunned foe ¹	+ 20
Downed foe ¹	+ 30
Prone foe ¹	+ 50
Wounded more than 25% (Concussion hits)	- 10
Wounded more than 50% (Concussion hits)	- 10
Wounded more than 75% (Concussion hits)	- 10
Armor (See Missile Attack Penalty on Armor Table)	- (Variable)
Moving (% of possible movement equals subtraction)	- (Variable)
Drawing weapon (also applies to movement)	- 20
Changing weapon (also applies to movement)	- 50
On horse or any analogous animal	- 50
On horse (or any analogous animal) and using missile	- 20
Miscellaneous (to be determined by the referee)	± (Variable)

¹ Only one of these penalties can apply at any given time.

TABLE 8.28 FIRST SWING DETERMINATION TABLE




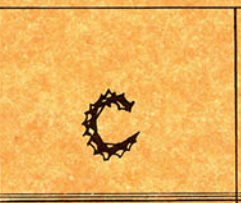


(Highest total swings first, effects cumulative)


CATEGORY	EFFECT	NOTE
Strength	+ 10	Applies only to stronger combatant.
Weapon ready	+ 30	
Quickness	+ (1-100)	Based on a 1-100 quickness range. This may vary according to the game system employed.
One-handed weapon	0	
Two-handed weapon	- 10	
Pole Arm	+ 40	First round of combat between two given opponents. (OR)
Pole Arm	- 20	All subsequent rounds between same opponents.
Shield	- 10	
Surprised	- 40	
Encumbered	- 40	
Wounded more than 50%	- 40	Concussion hits.
Moving	- (Variable)	Subtraction equal to percentage of movement allowance expended.
Longer weapon	+ 10	
Longer weapon	+ 30	Where one or both combatants are charging.
Two weapon combination	- 5	

TABLE 8.29 MANEUVER BONUSES AND PENALTIES TABLE

(+ is beneficial to the maneuvering combatant, effects cumulative)

CATEGORY	EFFECT	NOTE
Agility and quickness	- 35 to + 35	Range based on humanoid agility and quickness.
Wounded more than 25%	- 10	Concussion hits.
Wounded more than 50%	- 10	Concussion hits.
Wounded more than 75%	- 10	Concussion hits.
Armor	- (Variable)	See Armor Table for Maneuver Penalty.
Experience level, training,	± (Variable)	To be determined according to game system.
Bonuses due to spells	± (Variable)	To be determined according to game system.
Unusual absurdities	± (Variable)	To be determined by the referee.
Miscellaneous	± (Variable)	To be determined according to game system.

					
01-05	ZIP	WEAK STRIKE YIELDS NO EXTRA DAMAGE. +0	+ 1 HIT	+2 HITS	+ 3 HITS
06-10	+ 1 HIT	+2 HITS	+3 HITS	+4 HITS	UNBALANCE Foe. +5 HITS. YOU RECEIVE INITIATIVE NEXT ROUND.
11-15	YOU RECEIVE INITIATIVE NEXT ROUND. + 1 HIT	GLANCING BLOW TO Foe'S SIDE. +3 HITS. YOU RECEIVE INITIATIVE NEXT ROUND.	BLOW TO Foe'S SIDE YIELDS +6 HITS. YOU RECEIVE INITIATIVE NEXT ROUND.	+3 HITS Foe MUST PARRY FOR NEXT ROUND OF ACTION.	+4 HITS Foe MUST PARRY NEXT ROUND OF ACTION.
16-20	Foe MUST PARRY NEXT ROUND. + 1 HIT	BLOW TO SIDE. +2 HITS. Foe MUST PARRY NEXT ROUND AT -10%.	BLOW TO SIDE. +4 HITS. Foe MUST PARRY NEXT ROUND -20%.	MINOR SIDE WOUND. Foe FIGHTS AT -10%. +2 HITS. YOU RECEIVE INITIATIVE NEXT ROUND.	STUN Foe FOR 1 ROUND. Foe MAY NOT PARRY. ADD +10% TO YOUR NEXT SWING.
21-35	Foe MUST PARRY NEXT ROUND. +2 HITS. ADD +10% TO NEXT SWING.	Foe MUST PARRY NEXT ROUND AT -20%. +2 HITS.	YOU BREAK Foe'S RIB. 3 EXTRA HITS. Foe IS STUNNED NEXT ROUND.	STRIKE TO SIDE. Foe IS STUNNED FOR NEXT ROUND AND CANNOT PARRY. +3 HITS	Foe RECEIVES MINOR SIDE WOUND. FIGHTS AT -10% AND TAKES 1 HIT PER ROUND. +3 HITS.
36-45	MINOR CALF WOUND. Foe RECEIVES 1 HIT PER ROUND.	MINOR CALF WOUND. Foe TAKES 1 HIT PER ROUND. +2 HITS.	YOU SLASH Foe'S LEG. Foe TAKES 2 HITS PER ROUND. +2 HITS.	YOU SLASH Foe'S UPPER LEG AND DELIVER 3 EXTRA HITS. Foe TAKES 2 HITS A ROUND.	BLOW TO Foe'S UPPER LEG. IF Foe HAS LEG ARMOR +5 HITS. IF Foe HAS NO ARMOR, +3 HITS AND +3 HITS PER ROUND.
46-50	BLOW TO Foe'S BACK. +2 HITS. Foe MUST PARRY NEXT ROUND -30%.	BLOW TO Foe'S BACK. Foe MUST PARRY NEXT ROUND AT -30%. +4 HITS	BLOW TO Foe'S BACK STUNS Foe 1 ROUND. Foe MAY NOT PARRY. +3 HITS AND Foe TAKES 1 HIT PER ROUND.	STRIKE TO Foe'S LOWER BACK. Foe MAY NOT PARRY AND IS OUT NEXT ROUND. +3 HITS. Foe TAKES 2 HITS PER ROUND.	STRIKE TO Foe'S LOWER BACK. Foe MAY NOT PARRY AND IS OUT NEXT ROUND. +4 HITS. Foe TAKES 3 HITS PER ROUND.
51-55	BLOW TO Foe'S CHEST. +2 HITS. Foe MUST PARRY NEXT ROUND -25%. Foe'S WOUND GIVES 1 HIT PER ROUND.	MINOR CHEST WOUND. Foe TAKES 1 HIT PER ROUND AND MUST PARRY NEXT 2 ROUNDS. +3 HITS. Foe FIGHTS -5%.	MINOR CHEST WOUND. +4 HITS. Foe TAKES 2 HITS PER ROUND AND FIGHTS AT -10%. Foe MUST PARRY NEXT ROUND.	MEDIUM CHEST WOUND. +5 HITS. Foe TAKES 3 HITS PER ROUND, FIGHTS -15%, AND MUST PARRY NEXT ROUND.	CHEST WOUND. Foe TAKES 4 HITS PER ROUND, IS AT -10%, AND IS STUNNED 2 ROUNDS. +6 HITS.
56-60	MINOR THIGH WOUND. Foe TAKES 2 HITS PER ROUND AND MUST PARRY NEXT ROUND. +3 HITS.	MINOR THIGH WOUND. Foe TAKES 2 HITS PER ROUND. +4 HITS. Foe MUST PARRY NEXT 2 RDS.	MINOR THIGH WOUND. Foe TAKES 2 HITS PER ROUND. +5 HITS. Foe IS STUNNED NEXT ROUND.	MEDIUM THIGH WOUND. +6 HITS. Foe TAKES 2 HITS PER ROUND AND IS STUNNED 2 ROUNDS.	THIGH WOUND. Foe IS STUNNED FOR 2 ROUNDS. +8 HITS. Foe TAKES 5 HITS A ROUND.
61-65	MINOR FOREARM WOUND. +3 HITS. Foe TAKES 2 HITS PER ROUND AND IS AT -10%.	MINOR FOREARM WOUND. Foe IS STUNNED NEXT ROUND. +4 HITS. Foe TAKES 2 HITS PER ROUND AND IS AT -10%.	MEDIUM FOREARM WOUND. +4 HITS. Foe TAKES 3 HITS PER ROUND, IS AT -10%, AND IS STUNNED NEXT ROUND.	MEDIUM FOREARM WOUND. +4 HITS. Foe TAKES 3 HITS PER ROUND, IS AT -10%, AND IS STUNNED NEXT 2 ROUNDS.	FOREARM WOUND. Foe IS STUNNED FOR 2 ROUNDS. +6 HITS. Foe TAKES 3 HITS PER ROUND AND IS AT -15%.
66	YOU SHATTER SHOULDER IN Foe'S SHIELD ARM. ARM IS USELESS. +10% NEXT SWING. Foe IS STUNNED 3 ROUNDS. +9 HITS. YOUR INITIATIVE.	SHATTER ELBOW IN Foe'S WEAPON ARM. +8 HITS. Foe IS STUNNED 4 ROUNDS AND CANNOT PARRY DURING FIRST 2 ROUNDS.	YOU SHATTER Foe'S KNEE. Foe IS KNUCKLED DOWN. +6 HITS. Foe AT -90% AND IS DOWN FOR 3 ROUNDS (AND CANNOT PARRY).	YOU KNOCK Foe OUT FOR 6 HOURS WITH A STRIKE TO SIDE OF HEAD. +15 HITS. IF Foe HAS NO HELM, YOU KILL HIM INSTANTLY.	SEVER Foe'S WEAPON ARM. +12 HITS. Foe EXPIRES IN 12 ROUNDS, DROPS IMMEDIATELY. ADD +10% TO YOUR NEXT SWING.
67-70	SLASH Foe'S NECK. +6 HITS. Foe IS STUNNED FOR 3 ROUNDS AND CANNOT PARRY DURING NEXT ROUND.	BLOW TO Foe'S NECK AREA. Foe TAKES 3 HITS PER ROUND AND FIGHTS AT -5%. STUN Foe 2 ROUNDS. +7 HITS.	SLASH Foe'S NECK. Foe IS STUNNED 4 ROUNDS AND CANNOT PARRY DURING NEXT 2 ROUNDS. +8 HITS. ADD +10% NEXT ROUND.	SLASH MUSCLE IN Foe'S SHOULDER AREA. +5 HITS. Foe IS STUNNED 3 ROUNDS, AND IS AT -20%. ADD +10% TO YOUR NEXT SWING.	SLASH TENDONS AND CRUSH THE BONE IN Foe'S SHIELD SHOULDER. ARM USELESS AND Foe TAKES 2 HITS PER ROUND. STUN Foe 4 ROUNDS.
71-75	SLASH TENDONS IN Foe'S LOWER LEG. Foe AT -30% AND TAKES 2 HITS PER ROUND. +4 HITS. STUN Foe 2 ROUNDS. POOR SUCKER.	SLASH MUSCLE IN Foe'S CALF. Foe IS STUNNED FOR 3 ROUNDS AND CANNOT PARRY DURING NEXT ROUND. +6 HITS. Foe AT -40%.	SLASH MUSCLE AND TENDONS IN Foe'S LOWER LEG. Foe IS STUNNED FOR 2 ROUNDS AND CANNOT PARRY. +7 HITS. Foe AT -45%.	SLASH MUSCLE AND SEVER TENDONS IN Foe'S LOWER LEG. Foe IS STUNNED FOR 3 ROUNDS AND CANNOT PARRY FOR NEXT 2. Foe AT -50%.	SLASH Foe'S LOWER LEG AND SEVER MUSCLE AND TENDONS. Foe AT -70% AND TAKES 3 HITS PER ROUND. +8 HITS. STUN Foe 6 ROUNDS.
76-80	SLASH Foe'S UPPER ARM. +5 HITS. Foe TAKES 3 HITS PER ROUND AND IS AT -25%. Foe IS STUNNED AND UNABLE TO PARRY 2 RDS.	SLASH MUSCLE IN Foe'S SHIELD ARM. Foe IS AT -30% AND TAKES 3 HITS PER ROUND. Foe IS STUNNED AND UNABLE TO PARRY FOR 2 RDS. +6 HITS.	SLASH MUSCLE AND TENDONS IN Foe'S SHIELD ARM. +9 HITS. Foe TAKES 4 HITS PER ROUND AND ARM IS USELESS. Foe IS STUNNED 6 ROUNDS.	SLASH MUSCLE AND TENDONS IN Foe'S WEAPON ARM. ARM IS USELESS AND Foe IS STUNNED 4 ROUNDS. Foe CANNOT PARRY NEXT 2 ROUNDS. +10 HITS.	SLASH TENDONS AND BREAK BONE IN Foe'S SHIELD ARM. ARM IS USELESS. +12 HITS. Foe IS STUNNED AND CANNOT PARRY FOR NEXT 3 ROUNDS.
81-85	SLASH Foe IN SIDE. +6 HITS AND A MAJOR WOUND. Foe TAKES 6 HITS A ROUND AND IS STUNNED 5 ROUNDS. ADD +20% TO YOUR NEXT SWING.	SLASH Foe IN SIDE. +7 HITS AND A MAJOR WOUND. Foe TAKES 6 HITS PER ROUND. Foe IS STUNNED AND CANNOT PARRY FOR NEXT 2 ROUNDS.	STRIKE TO Foe'S SIDE. +8 HITS. Foe TAKES 4 HITS PER ROUND AND IS AT -20%. Foe IS STUNNED AND CANNOT PARRY FOR NEXT 2 ROUNDS.	MAJOR ABDOMINAL WOUND. +10 HITS. Foe TAKES 8 HITS PER ROUND, IS STUNNED FOR 4 ROUNDS, AND IS UNABLE TO PARRY NEXT 2 RDS. Foe AT -10%.	SEVER OPPONENT'S HAND. +5 HITS. Foe IS STUNNED AND UNABLE TO PARRY FOR NEXT 12 ROUNDS. Foe THEN DIES.
86-90	SLASH Foe IN BACK. +8 HITS. Foe IS STUNNED AND CANNOT PARRY FOR 2 ROUNDS. WOUND YIELDS 2 HITS A ROUND. Foe AT -10%.	STRIKE TO BACK KNOCKS Foe DOWN. Foe IS STUNNED AND UNABLE TO PARRY FOR 3 ROUNDS. +10 HITS. Foe TAKES 3 HITS A ROUND.	BLAST TO BACK BREAKS BONE AND KNOCKS Foe DOWN. +9 HITS AND Foe AT -10%. Foe IS STUNNED AND UNABLE TO PARRY FOR 4 ROUNDS.	SEVER OPPONENT'S HAND. +6 HITS. Foe IS STUNNED FOR 6 ROUNDS, UNABLE TO PARRY. Foe THEN DROPS AND DIES 6 ROUNDS LATER.	SEVER Foe'S LEG. +15 HITS. Foe DROPS AND LAPSES INTO UNCONSCIOUSNESS. Foe DIES IN 7 ROUNDS. ADD +10% TO YOUR NEXT SWING.
91-95	CUT OFF Foe'S EAR. +3 HITS. Foe TAKES 3 HITS PER ROUND AND HEARS AT -50%. Foe IS STUNNED 3 ROUNDS AND UNABLE TO PARRY NEXT ROUND.	STRIKE TO Foe'S HIP. +7 HITS AND Foe IS STUNNED 3 RDS. Foe CANNOT PARRY NEXT ROUND AND FIGHTS -20%. ADD +10% TO YOUR NEXT SWING.	SEVER Foe'S LEG. Foe DROPS IMMEDIATELY AND DIES IN 6 ROUNDS DUE TO SHOCK AND BLOOD LOSS. +20 HITS.	SEVER Foe'S WEAPON ARM. Foe IS STUNNED AND UNABLE TO PARRY FOR NEXT 7 ROUNDS. Foe THEN DIES. +15 HITS.	SEVER Foe'S SPINE. +20 HITS. Foe COLLAPSES IN A SECOND, AND IS PARALYZED FROM THE NECK DOWN PERMANENTLY.
96-99	SLASH Foe'S NOSE. MINOR WOUND. +2 HITS AND A PERMANENT SCAR. Foe TAKES 2 HITS A ROUND AND IS AT -30%. Foe STUNNED 6 ROUNDS.	STRIKE TO Foe'S HEAD AND NECK BREAKS SKULL AND CAUSES MASSIVE BRAIN DAMAGE. Foe DROPS AND DIES IN 6 ROUNDS. +20 HITS.	SEVER Foe'S SHIELD ARM. Foe IS STUNNED UNABLE TO PARRY FOR NEXT 12 ROUNDS. Foe THEN DIES. +18 HITS	SLASH Foe'S SIDE. +20 HITS. Foe DIES IN 3 ROUNDS DUE TO MASSIVE INTERNAL ORGAN DAMAGE. Foe IS DOWN AND UNCONSCIOUS IMMEDIATELY.	STRIKE TO Foe'S HEAD DESTROYS BRAIN AND MAKES LIFE DIFFICULT FOR THE POOR FOOL. Foe EXPIRES IN A HEAP - IMMEDIATELY.
100	NECK STRIKE SEVERES CAROTID ARTERY AND JUGULAR VEIN. Foe'S NECK IS BROKEN. Foe DIES IN 1 ROUND OF INTENSE AGONY.	DISEMBOWEL Foe, KILLING HIM INSTANTLY. 25% CHANCE YOUR WEAPON IS STUCK IN OPPONENT DURING NEXT ROUND.	DESTROY Foe'S EYES. +5 HITS AND Foe IS STUNNED AND UNABLE TO PARRY FOR NEXT 30 ROUNDS.	IMPALE ADVERSARY IN HEART. +12 HITS. Foe DIES INSTANTLY. HEART IS DESTROYED. 25% CHANCE YOUR WEAPON IS STUCK IN Foe 2 ROUNDS.	STRIKE TO Foe'S GROIN AREA. +10 HITS. ALL VITALS ARE DESTROYED IMMEDIATELY. Foe IS STUNNED AND UNABLE TO PARRY FOR 12 ROUNDS.

 8.12	A	B	C	D	E
01-05	ZIP	GLANCING BLOW. NO EXTRA DAMAGE. +0	+ 1 HIT	+ 2 HITS	+ 3 HITS
06-10	+ 1 HIT	+ 2 HITS	+ 3 HITS	+ 4 HITS	UNBALANCE Foe WITH A NICE GRAZING STRIKE. YOU GAIN INITIATIVE. + 5 HITS
11-15	You RECEIVE INITIATIVE FOR NEXT ROUND. + 1 HIT	GLANCING BLOW TO Foe'S SIDE. + 3 HITS. YOU RECEIVE INITIATIVE NEXT ROUND.	BLOW TO Foe'S SIDE. + 5 HITS. YOU RECEIVE INITIATIVE NEXT ROUND.	+ 2 HITS Foe MUST PARRY FOR NEXT ROUND.	+ 3 HITS Foe MUST PARRY FOR NEXT ROUND.
16-20	Foe MUST PARRY NEXT ROUND. + 1 HIT	BLOW TO SIDE. + 2 HITS. Foe MUST PARRY NEXT ROUND AT -10%.	BLOW ACROSS SIDE. Foe MUST PARRY NEXT RD. AT -20%. + 3 HITS	MINOR SIDE WOUND. Foe FIGHTS AT -10%. YOU HAVE THE INITIATIVE NEXT ROUND.	STUN Foe FOR 1 ROUND. ADD 20% TO YOUR NEXT ATTACK.
21-35	Foe MUST PARRY NEXT ROUND. + 2 HITS. ADD +10% TO NEXT ATTACK.	Foe MUST PARRY NEXT ROUND AT -20%. + 2 HITS	YOU WOUND Foe ALONG SIDE OF CHEST. Foe IS STUNNED 1 ROUND AND TAKES 1 HIT PER ROUND.	YOU WOUND Foe ALONG SIDE OF HIP. Foe IS STUNNED 1 ROUND AND TAKES 2 HITS PER ROUND.	Foe RECEIVES MINOR SIDE WOUND. + 2 HITS. Foe IS AT -10%. Foe TAKES 2 HITS PER ROUND.
36-45	MINOR CALF WOUND. Foe RECEIVES 1 HIT PER ROUND.	MINOR CALF WOUND. Foe TAKES 1 HIT PER ROUND. + 2 HITS	MINOR CALF WOUND. Foe TAKES 2 HITS PER ROUND.	MINOR THIGH WOUND. Foe TAKES 3 HITS PER ROUND.	THIGH STRIKE. IF Foe HAS LEG ARMOR, + 3 HITS. IF Foe HAS NO ARMOR, + 2 HITS AND 3 HITS PER ROUND.
46-50	STRIKE ALONG Foe'S BACK. + 2 HITS. Foe MUST NOW PARRY NEXT ROUND AT -30%.	STRIKE ALONG Foe'S BACK. Foe IS STUNNED FOR 1 ROUND AND TAKES 1 HIT PER ROUND.	STRIKE ACROSS Foe'S BACK STUNS Foe FOR 2 ROUNDS. Foe TAKES 1 HIT PER ROUND.	STRIKE TO Foe'S LOWER BACK. Foe IS STUNNED AND UNABLE TO PARRY NEXT ROUND. + 6 HITS.	STRIKE TO Foe'S LOWER BACK. Foe TAKES 3 HITS PER RD. + 5 HITS. Foe IS STUNNED AND UNABLE TO PARRY NEXT ROUND.
51-55	STRIKE TO Foe'S CHEST. Foe MUST PARRY NEXT ROUND AT -25%. Foe TAKES 2 HITS PER ROUND.	MINOR CHEST WOUND. Foe TAKES 2 HITS PER ROUND. + 3 HITS. Foe MUST PARRY FOR NEXT 2 ROUNDS.	MINOR CHEST WOUND. Foe TAKES 2 HITS PER ROUND. + 3 HITS. Foe IS STUNNED FOR 2 ROUNDS.	STRIKE TO CHEST. + 5 HITS. Foe TAKES 3 HITS PER ROUND AND FIGHTS AT -15%. Foe MUST PARRY NEXT ROUND.	CHEST WOUND. Foe TAKES 4 HITS PER ROUND. + 5 HITS. Foe FIGHTS AT -10%. Foe IS STUNNED AND UNABLE TO PARRY NEXT ROUND.
56-60	MINOR THIGH WOUND. Foe TAKES 2 HITS PER ROUND. + 2 HITS. Foe IS STUNNED NEXT ROUND.	MINOR THIGH WOUND. Foe TAKES 2 HITS PER ROUND. + 3 HITS. Foe IS STUNNED AND UNABLE TO PARRY NEXT ROUND.	MINOR THIGH WOUND. + 5 HITS. Foe TAKES 2 HITS PER ROUND AND IS AT -10%. Foe IS STUNNED FOR 2 ROUNDS.	STRIKE TO THIGH. Foe TAKES 3 HITS PER ROUND. Foe IS STUNNED AND UNABLE TO PARRY FOR THE NEXT ROUND. + 3 HITS.	THIGH WOUND. Foe TAKES 5 HITS PER ROUND. + 6 HITS. Foe IS STUNNED AND UNABLE TO PARRY NEXT ROUND.
61-65	MINOR FOREARM WOUND. + 2 HITS. Foe TAKES 2 HITS PER ROUND. Foe IS AT -10%.	MINOR FOREARM WOUND. Foe IS STUNNED DURING NEXT ROUND. + 2 HITS. Foe IS AT -10% AND TAKES 2 HITS PER ROUND.	FOREARM WOUND. Foe TAKES 2 HITS PER ROUND AND IS AT -10%. + 3 HITS. Foe IS STUNNED FOR 2 ROUNDS.	FOREARM WOUND. Foe TAKES 3 HITS PER ROUND AND IS AT -10%. + 3 HITS. Foe IS STUNNED FOR 2 ROUNDS.	FOREARM WOUND. Foe TAKES 3 HITS PER ROUND AND IS AT -10%. + 5 HITS. Foe IS STUNNED FOR 2 ROUNDS.
66	STRIKE THROUGH Foe'S SHIELD SHOULDER. ARM IS USELESS. ADD +10% TO YOUR NEXT ATTACK. Foe IS STUNNED FOR 3 ROUNDS.	STRIKE SHATTERS ELBOW IN Foe'S WEAPON ARM. + 3 HITS. ARM IS USELESS. Foe IS STUNNED 4 ROUNDS AND CANNOT PARRY FOR 2 RDS.	STRIKE SHATTERS Foe'S KNEE. Foe IS KNOCKED DOWN, AND AT -90%, AND STAYS DOWN FOR 3 ROUNDS. Foe IS UNABLE TO PARRY 2 RDS.	STRIKE TO SIDE OF HEAD. Foe IS KNOCKED OUT FOR 6 HOURS. +10 HITS. IF Foe HAS NO HELM, YOU KILL HIM.	STRIKE THROUGH BOTH OF Foe'S LUNGS. Foe DROPS AND PASSES OUT. Foe DIES IN 6 ROUNDS. ADD +10% TO YOUR NEXT ATTACK.
67-70	STRIKE ALONG Foe'S NECK. + 5 HITS. Foe IS STUNNED FOR 3 ROUNDS AND CANNOT PARRY NEXT ROUND.	STRIKE TO Foe'S NECK AREA. Foe TAKES 3 HITS PER ROUND AND IS AT -5%. Foe IS STUNNED FOR 2 ROUNDS.	STRIKE ALONG Foe'S NECK. Foe IS STUNNED FOR 4 RDS. AND CANNOT PARRY FOR 2 ROUNDS. ADD +15% TO YOUR NEXT ATTACK.	STRIKE Foe IN SHOULDER. + 3 HITS. Foe IS STUNNED AND UNABLE TO PARRY FOR 2 ROUNDS. Foe IS AT -20%.	STRIKE Foe IN SHOULDER. SEVER MUSCLE AND TENDONS. ARM IS USELESS. Foe TAKES 3 HITS PER ROUND. Foe IS STUNNED FOR 6 ROUNDS.
71-75	STRIKE LOWER LEG. TEAR TENDONS. Foe IS AT -25%. + 3 HITS. Foe IS STUNNED AND UNABLE TO PARRY NEXT ROUND.	STRIKE TO Foe'S CALF. SLASH MUSCLE. Foe IS AT -40%. + 3 HITS. Foe IS STUNNED AND UNABLE TO PARRY FOR 2 ROUNDS.	STRIKE TO LOWER LEG. Foe IS STUNNED AND UNABLE TO PARRY FOR 2 ROUNDS. + 5 HITS. Foe IS AT -50%. SLASH MUSCLE AND TENDONS.	STRIKE TO LOWER LEG. Foe IS AT -50%. SLASH MUSCLE AND TENDONS. + 6 HITS. Foe IS STUNNED AND UNABLE TO PARRY 2 ROUNDS.	STRIKE THROUGH LOWER LEG. Foe IS STUNNED AND UNABLE TO PARRY FOR 3 ROUNDS. SEVER MUSCLE. Foe IS AT -75%.
76-80	STRIKE TO Foe'S UPPER ARM. + 3 HITS. Foe TAKES 3 HITS PER ROUND AND IS AT -25%. Foe IS STUNNED FOR 2 ROUNDS.	STRIKE THROUGH MUSCLE IN Foe'S SHIELD ARM. Foe IS AT -30% AND TAKES 3 HITS PER ROUND. Foe IS STUNNED FOR 3 ROUNDS.	STRIKE Foe IN SHIELD ARM. Foe TAKES 3 HITS PER ROUND, FIGHTS AT -25%. Foe IS STUNNED 6 ROUNDS.	STRIKE Foe IN SHIELD ARM. ARM IS USELESS. Foe IS STUNNED FOR 6 ROUNDS. Foe TAKES 3 HITS PER RD. + 12 HITS.	STRIKE Foe IN WEAPON ARM. BONE IS BROKEN. Foe IS STUNNED AND UNABLE TO PARRY FOR 3 ROUNDS. + 10 HITS.
81-85	SIDE WOUND. Foe TAKES 5 HITS PER ROUND AND IS STUNNED FOR 6 ROUNDS. ADD +20% TO YOUR NEXT ATTACK.	SIDE WOUND. + 6 HITS. Foe TAKES 5 HITS PER ROUND. Foe IS AT -25%. Foe IS STUNNED AND UNABLE TO PARRY FOR 3 ROUNDS.	SIDE WOUND. + 7 HITS. Foe TAKES 5 HITS PER RD. Foe IS AT -30%. Foe IS STUNNED AND UNABLE TO PARRY FOR 3 ROUNDS.	MAJOR ABDOMINAL WOUND. Foe TAKES 6 HITS PER ROUND. + 10 HITS. Foe IS STUNNED AND UNABLE TO PARRY FOR 3 RDS. Foe IS AT -20%.	STRIKE THROUGH Foe'S BACK SEVER A VEIN. Foe IS STUNNED AND UNABLE TO PARRY FOR 12 ROUNDS - THEN DIES.
86-90	STRIKE Foe IN BACK. Foe IS AT -20% AND TAKES 3 HITS PER ROUND. Foe IS STUNNED AND UNABLE TO PARRY 2 RDS.	STRIKE TO BACK OF HEAD. IF Foe HAS NO HELM, HE DIES. IF Foe HAS A HELM, + 6 HITS AND Foe IS DOWN FOR 2 ROUNDS.	STRIKE TO BACK OF HEAD. IF Foe HAS NO HELM, HE DIES. IF Foe HAS A HELM, HE IS KNOCKED DOWN AND STUNNED FOR 6 ROUNDS.	STRIKE THROUGH Foe'S KIDNEYS. Foe DROPS. + 7 HITS. Foe DIES AFTER 6 ROUNDS OF VERY INTENSE AGONY. SAD.	STRIKE THROUGH LEG SEVER AN ARTERY. Foe DROPS. LARSES INTO UNCONSCIOUSNESS, AND DIES AFTER 12 ROUNDS.
91-95	RIP OFF Foe'S EAR. + 3 HITS. Foe TAKES 2 HITS PER ROUND. HEARS AT -50%. Foe IS STUNNED AND NOT ABLE TO PARRY 2 ROUNDS.	STRIKE THROUGH Foe'S HIP. Foe TAKES 3 HITS PER RD. + 5 HITS. Foe IS STUNNED NEXT ROUND. Foe IS AT -25%.	STRIKE THROUGH Foe'S CHEST SEVER A VEIN. Foe DROPS IMMEDIATELY AND DIES IN 8 ROUNDS DUE TO SHOCK AND BLOOD LOSS.	STRIKE THROUGH Foe'S SIDE DESTROYS A VARIETY OF ORGANS. Foe FIGHTS NORMALLY FOR 6 ROUNDS THEN DIES.	SEVER ARTERY IN Foe'S ARM. Foe IS STUNNED FOR 12 ROUNDS AND THEN DIES.
96-99	STRIKE Foe'S NOSE. THERE IS A PERMANENT SCAR. Foe TAKES 3 HITS PER RD. Foe IS STUNNED AND NOT ABLE TO PARRY 3 ROUNDS.	STRIKE THROUGH Foe'S CHEEK. Foe DROPS AND DIES AFTER 9 ROUNDS OF INCAPACITY. ADD +20% TO YOUR NEXT ATTACK.	STRIKE THROUGH Foe'S NECK BREAKS BACKBONE AND SEVER SPINE. Foe IS PARALYZED FROM THE NECK DOWN...PERMANENTLY.	NAIL SUCKER IN LOWER BACK. INTERNAL BLEEDING AND SHOCK KILL Foe IN 6 ROUNDS. Foe IS DOWN AND OUT.	SHOT THROUGH HEART SENDS Foe REELING 10 FEET TO A SPOT SUITABLE FOR DYING. WEAPON IS STUCK IN REELING Foe.
100	STRIKE THROUGH NECK. SEVER VEIN AND ARTERY. Foe CANNOT BREATHE. Foe DROPS AND DIES OF A MASSIVE HEART FAILURE.	STRIKE THROUGH Foe'S EYE. Foe DIES INSTANTLY. ADD +10% TO ALL FRIENDLY ATTACKS WITHIN 30 FEET NEXT ROUND.	SHOT THROUGH BOTH EARS PROVES EFFECTIVE. Foe DIES INSTANTLY. ADD +20% TO YOUR NEXT 6 ROUNDS. PRETTY SHOT.	STRIKE THROUGH BRAIN MAKES LIFE DIFFICULT FOR Foe. YOU HAVE 1/2 ROUND LEFT TO ACT. ADD +20% TO YOUR NEXT ATTACK.	STRIKE THROUGH Foe'S EYE. Foe DIES INSTANTLY. ADD +25% TO YOUR NEXT ATTACK. CARRY ON.

	A	B	C	D	E
01-05	ZIP	WEAK GRIP. NO EXTRA DAMAGE. +0	+1 HIT	+2 HITS	+3 HITS
06-10	+1 HIT	+2 HITS	+3 HITS	+4 HITS	GLANCING BLOW. +6 HITS. Foe is slightly UNBALANCED. YOU HAVE INITIATIVE NEXT ROUND.
11-15	GLANCING BLOW. Foe TAKES +3 HITS. YOU HAVE THE INITIATIVE NEXT ROUND.	GLANCING BLOW. +3 HITS. YOU HAVE THE INITIATIVE NEXT ROUND.	BLOW TO Foe'S SIDE. +7 HITS. YOU RECEIVE INITIATIVE NEXT ROUND.	+5 HITS Foe MUST PARRY NEXT ROUND AT -10%.	+6 HITS Foe IS STUNNED FOR 1 ROUND. ADD +5% TO YOUR NEXT SWING.
16-20	+2 HITS Foe MUST PARRY NEXT ROUND OF ACTION.	BLOW TO Foe'S SIDE. +4 HITS. Foe MUST PARRY NEXT ROUND AT -10%.	BLOW TO Foe'S SIDE. +6 HITS. Foe MUST PARRY NEXT ROUND AT -20%.	MINOR FRACTURE OF RIBS. +5 HITS. Foe FIGHTS AT -5%. YOU HAVE INITIATIVE NEXT RD.	STRONG BLOW. Foe IS STUNNED AND UNABLE TO PARRY NEXT. ADD +10% TO YOUR NEXT SWING.
21-35	Foe MUST PARRY NEXT ROUND. +3 HITS. ADD +5% TO YOUR NEXT SWING.	Foe MUST PARRY NEXT ROUND AT -20%. +4 HITS	YOU BREAK Foe'S RIB. +5 HITS. Foe IS STUNNED DURING NEXT ROUND. HARD BLOW TO Foe'S SIDE.	STRIKE TO Foe'S SIDE. +4 HITS. Foe IS STUNNED AND UNABLE TO PARRY DURING NEXT ROUND.	STRIKE CRACKS Foe'S RIBS. +6 HITS. Foe IS AT -10%. YOU HAVE INITIATIVE NEXT ROUND.
36-45	BRUISE Foe'S CALF. +6 HITS. YOU GAIN THE INITIATIVE. Foe FIGHTS -5% FOR NEXT ROUND.	BRUISE Foe'S CALF. +6 HITS. YOU GAIN THE INITIATIVE. Foe FIGHTS -20% FOR NEXT 2 ROUNDS.	BRUISE Foe'S CALF. +9 HITS. YOU GAIN THE INITIATIVE. Foe FIGHTS -25% FOR NEXT 2 ROUNDS.	MAJOR CALF BRUISE. +10 HITS. Foe FIGHTS -10%. YOU HAVE THE INITIATIVE NEXT ROUND.	STRIKE TO UPPER LEG. MINOR FRACTURE. +12 HITS. Foe FIGHTS -10%. YOU HAVE THE INITIATIVE NEXT ROUND.
46-50	BLOW TO Foe'S BACK. +4 HITS. Foe MUST PARRY NEXT ROUND AT -25%. HARD, GLANCING STRIKE.	BLOW TO Foe'S BACK. +6 HITS. Foe MUST PARRY NEXT ROUND AT -25%.	HARD BLOW TO BACK. +5 HITS. Foe IS STUNNED AND UNABLE TO PARRY NEXT ROUND. YOU HAVE THE INITIATIVE FOR 2 ROUNDS.	HARD BLOW TO BACK. +10 HITS. Foe IS STUNNED AND UNABLE TO PARRY DURING NEXT ROUND.	STRIKE TO Foe'S LOWER BACK. +15 HITS. Foe IS STUNNED AND UNABLE TO PARRY DURING NEXT ROUND.
51-55	BLOW TO Foe'S CHEST. +5 HITS. Foe MUST PARRY NEXT ROUND AT -25%. Foe HAS A BRUISED RIB.	BLOW TO Foe'S CHEST. +6 HITS. Foe MUST PARRY FOR NEXT 2 ROUNDS.	HARD BLOW TO CHEST. +5 HITS. Foe FIGHTS -10%. Foe IS STUNNED DURING NEXT ROUND.	BLOW TO CHEST. +10 HITS. Foe HAS A PAIR OF BROKEN RIBS AND MUST FIGHT AT -15%.	BLOW TO CHEST. +15 HITS. Foe IS STUNNED FOR 2 ROUNDS. Foe FIGHTS -15%.
56-60	STRIKE Foe'S THIGH. +5 HITS. Foe IS FORCED TO PARRY NEXT ROUND AT -25%. GLANCING BLOW.	STRIKE Foe'S THIGH. +6 HITS. Foe HAS A BRUISE AND IS FORCED TO PARRY 1 RD. Foe IS AT -5%.	STRIKE Foe'S THIGH. +6 HITS. Foe IS AT -5%. ADD 10% TO YOUR NEXT SWING. Foe MUST PARRY NEXT ROUND.	BLOW TO THIGH. Foe IS STUNNED NEXT ROUND. +6 HITS. Foe IS AT -10% AND IS UPSET.	BLOW TO THIGH. Foe IS STUNNED AND UNABLE TO PARRY NEXT ROUND. +10 HITS. Foe IS AT -10%.
61-65	BLOW TO Foe'S FOREARM. +5 HITS. Foe IS STUNNED DURING NEXT ROUND. ADD +20% TO YOUR NEXT SWING.	BLOW TO Foe'S FOREARM. Foe IS AT -10%. +9 HITS. Foe IS STUNNED DURING NEXT ROUND.	DISARM Foe WITH A BLOW TO FOREARM. +8 HITS. Foe IS STUNNED DURING NEXT ROUND.	BLOW TO FOREARM. Foe IS STUNNED AND UNABLE TO PARRY NEXT ROUND. +10 HITS. Foe AT -10%.	BLOW TO FOREARM. Foe DROPS WEAPON. Foe IS AT -15%. +10 HITS. Foe IS STUNNED FOR NEXT ROUND.
66	SHATTER SHOULDER IN Foe'S SHIELD ARM. ARM IS QUITE USELESS. Foe IS STUNNED AND UNABLE TO PARRY FOR NEXT 2 ROUNDS. +8 HITS.	SHATTER ELBOW IN Foe'S WEAPON ARM. ARM IS USELESS. Foe DROPS WEAPON, AND IS STUNNED AND UNABLE TO PARRY FOR 3 ROUNDS.	SHATTER Foe'S KNEE. +9 HITS. Foe IS KNOCKED DOWN AND IS STUNNED AND UNABLE TO PARRY FOR 3 ROUNDS. Foe AT -90%.	BLOW TO SIDE OF Foe'S HEAD. IF Foe HAS NO HELM, YOU CRUSH HIS SKULL. IF Foe HAS HELM, YOU KNOCK HIM OUT FOR 4 HOURS. +20 HITS.	BLOW TO BACK OF NECK. CRUSHES BACKBONE AND SEVERES SPINE. +15 HITS. Foe DIES INSTANTLY. ADD +10% TO YOUR NEXT SWING.
67-70	STRIKE UPPER CHEST AREA. +8 HITS. Foe IS STUNNED FOR 3 ROUNDS AND UNABLE TO PARRY DURING NEXT ROUND.	STRIKE UPPER CHEST AREA. Foe IS STUNNED AND UNABLE TO PARRY FOR 2 ROUNDS. +10 HITS. Foe IS AT -10%.	STRIKE UPPER CHEST AREA. Foe IS STUNNED FOR 3 ROUNDS AND UNABLE TO PARRY DURING NEXT 2 ROUNDS. +10 HITS. Foe -10%.	BLOW TO Foe'S SHOULDER AREA. MINOR FRACTURE. Foe IS AT -20%. Foe IS STUNNED AND UNABLE TO PARRY FOR 2 ROUNDS.	BLOW TO Foe'S SHIELD SHOULDER. IF HAS A SHIELD, IT IS BROKEN. IF Foe HAS NO SHIELD, THE SHOULDER IS SHATTERED, ARM USELESS.
71-75	BLOW TO Foe'S LOWER LEG. BAD BRUISE. +5 HITS. Foe IS STUNNED FOR 2 ROUNDS AND UNABLE TO PARRY NEXT RD. Foe AT -20%.	BLOW BRUISES Foe'S CALF. Foe IS AT -35%. +10 HITS. Foe IS STUNNED FOR 2 ROUNDS AND UNABLE TO PARRY NEXT ROUND.	BLOW BRUISES Foe'S KNEE. Foe IS AT -40%. +12 HITS. Foe IS STUNNED AND UNABLE TO PARRY FOR 2 ROUNDS.	BLOW BREAKS BONE IN LEG. Foe IS AT -50%. +12 HITS. Foe IS STUNNED AND UNABLE TO PARRY FOR 2 ROUNDS. MAJOR CARTILAGE DAMAGE.	BLOW BREAKS Foe'S HIP. Foe IS AT -75%. +15 HITS. Foe IS STUNNED 3 ROUNDS.
76-80	BLOW TO Foe'S SHIELD ARM. IF Foe HAS A SHIELD, IT IS BROKEN. IF Foe HAS NO SHIELD, THE ARM IS BADLY BROKEN AND USELESS.	BLOW TO Foe'S SHIELD ARM. SHATTER'S WEAPON. ARM IS USELESS. Foe IS STUNNED FOR NEXT ROUND. +6 HITS.	BLOW TO Foe'S WEAPON ARM. BAD BRUISE. +9 HITS. Foe IS STUNNED AND UNABLE TO PARRY FOR NEXT RD. Foe IS AT -50%.	BLOW BREAKS Foe'S WEAPON ARM. Foe IS STUNNED AND UNABLE TO PARRY FOR 1 ROUND. ARM IS USELESS. +8 HITS. TENDON DAMAGE.	BLOW TO Foe'S ELBOW. +9 HITS. JOINT IS SHATTERED. ARM IS USELESS. Foe IS STUNNED AND UNABLE TO PARRY FOR 2 ROUNDS.
81-85	BLOW TO Foe'S SIDE. +10 HITS. Foe IS STUNNED AND UNABLE TO PARRY FOR 2 ROUNDS. Foe IS AT -20%.	BLOW TO Foe'S SIDE. +12 HITS. Foe HAS BROKEN RIBS. Foe IS STUNNED AND UNABLE TO PARRY FOR 2 ROUNDS. Foe IS AT -25%.	STRIKE TO Foe'S SIDE BREAKS 3 RIBS. Foe IS AT -40%. +12 HITS. Foe IS STUNNED AND UNABLE TO PARRY 3 ROUNDS.	STRIKE TO Foe'S SIDE. +15 HITS. Foe IS KNOCKED DOWN. ADD 10% TO YOUR NEXT SWING. Foe IS STUNNED AND UNABLE TO PARRY 3 ROUNDS.	CATCH Foe IN ARMPIT. +30 HITS. CRUSH Foe'S RIBS AND DESTROY SPINE. Foe DROPS AND DIES OF NERVE AND ORGAN DAMAGE IN 3 ROUNDS.
86-90	STRIKE Foe IN BACK. +12 HITS. MUSCLE AND CARTILAGE. Foe IS STUNNED AND UNABLE TO PARRY FOR 3 ROUNDS. Foe IS AT -25%.	STRIKE TO BACK KNOCKS Foe DOWN AND SMASHES TENDONS. Foe IS STUNNED AND UNABLE TO PARRY FOR 4 ROUNDS. Foe IS AT -30%.	BLOW TO BACK SMASHES MUSCLE AND BREAKS BONE. +20 HITS. Foe IS AT -50%. Foe IS KNOCKED DOWN AND STUNNED FOR 6 ROUNDS.	BLOW TO Foe'S NECK AREA BREAKS BACKBONE AND DESTROYS SPINE. +25 HITS. Foe FALLS AND DIES IN 2 ROUNDS.	NECK STRIKE SHATTERS BONE AND SEVERES AN ARTERY. Foe CANNOT BREATHE AND IS INACTIVE FOR 12 ROUNDS. THE POOR FOOL THEN EXPIRES.
91-95	BREAK Foe'S NOSE. Foe IS STUNNED AND UNABLE TO PARRY FOR 3 ROUNDS. +15 HITS. Foe FIGHTS AT -30% FOR 2 DAYS. CLOSE.	UPPER HEAD HIT. IF Foe HAS NO HELM, HE IS IN A COMA FOR 3 WEEKS. IF Foe HAS A HELM, +20 HITS AND Foe IS STUNNED 12 ROUNDS.	BLOW SHATTERS THIGH. +9 HITS AND A COMPOUND FRACTURE. BONE SEVERES AN ARTERY. Foe DIES AFTER 12 ROUNDS OF INACTIVITY.	BLOW SHATTERS SHIELD ARM. BONE SEVERES VEIN AND AN ARTERY. Foe DIES OF SHOCK AND BLOOD LOSS AFTER 9 INACTIVE ROUNDS.	BLAST TO Foe'S BACK. +25 HITS. BONE IS DRIVEN INTO VITAL ORGANS AND Foe IS DOWN FOR 6 ROUNDS... THEN DIES. SAD.
96-99	BLOW TO Foe'S HEAD. IF Foe HAS NO HELM HE IS DEAD. IF Foe HAS A HELM, HE IS KNOCKED DOWN, TAKES +20 HITS, AND IS STUNNED 6 RDS.	BLAST Foe'S CHEST. SEND RIBCAGE THROUGH HEART. Foe DROPS AND DIES. ADD 20% TO YOUR NEXT SWING. VISCIOUS.	BLOW TO Foe'S ABDOMEN DESTROYS A VARIETY OF ORGANS. THE POOR FOOL EXPIRES AFTER 6 ROUNDS OF INACTIVITY.	BLOW TO Foe'S SIDE CRUSHES CHEST CAVITY. Foe DROPS AND DIES IN 3 ROUNDS. ADD 25% TO YOUR NEXT SWING.	CRUSH Foe'S SKULL. +30 HITS. OPPONENT DIES IMMEDIATELY. ADD +20% TO YOUR NEXT SWING. YOU HAVE 1/2 ROUND LEFT TO ACT.
100	BLOW TO Foe'S JAW DRIVES BONE THROUGH BRAIN. Foe DIES INSTANTLY. +50 HITS. ADD 20% TO YOUR NEXT SWING.	BLOW TO BACK OF NECK PARALYZES Foe FROM THE SHOULDERS DOWN. +25 HITS. Foe IS QUITE STUNNED.	STRIKE TO FOREHEAD. +30 HITS. YOU SQUASH Foe'S EYES AND DESTROY THEM. Foe IS STUNNED AND IS UNABLE TO PARRY 24 RDS.	BLAST TO Foe'S CHEST AREA. DESTROY Foe'S HEART. Foe DIES IMMEDIATELY. +25 HITS. FINE WORK.	CRUSH Foe'S HIP. +35 HITS. OPPONENT IS STUNNED FOR 2 ROUNDS. ACTIVE THE FOLLOWING 4 ROUNDS AT -30%, THEN DIES OF NERVE FAILURE.

Critical Strikes for 1 page 8.14	Normal	Magic	Mithril	Holy Arms	Slaying
01-05	+12 HITS Your weapon breaks in half. You are upset.	+15 HITS You fumble your weapon and must parry next round. Good luck pal.	+18 HITS You move poorly and yield the initiative next round.	+20 HITS Flat Blow. Subtract 10% from your next swing.	+5 HITS
06-10	+3 HITS	+4 HITS	+5 HITS	+9 HITS	+10 HITS
11-20	+6 HITS	+8 HITS	+9 HITS	+12 HITS	+15 HITS
21-30	+9 HITS	+10 HITS	+12 HITS	+15 HITS	+20 HITS
31-40	+12 HITS	+15 HITS	+20 HITS	+25 HITS	+30 HITS
41-50	+15 HITS	+18 HITS	+25 HITS	+30 HITS	Light wound. +12 hits. Foe takes 5 hits per round and is forced to parry next round. Add +10% to your next swing.
51-65	+20 HITS	+25 HITS	+30 HITS	Light wound. +10 hits. Foe takes 3 hits per round and is forced to parry next round. You have initiative for 3 rds.	Hard flat swing. +15 hits and foe is staggered. Foe is stunned and unable to parry for the next round.
66	Well placed strike to foe's neck severs the jugular vein. +15 hits. Foe dies in 6 rounds, and is inactive until then.	Viscous strike to foe's abdominal region destroys a variety of important organs. Foe drops and dies in 3 rounds. +30 hits.	Strike to foe's heart. +12 hits and foe dies instantly. Add +10% to your next swing. Very clean kill.	Inspired strike that catches foe between the eyes. +20 hits. Foe dies instantly. You have 1/2 a round left to act.	Strike through foe's ear destroys brain. Foe dies immediately. Add +10% to all friends' swings next round.
67-70	+25 HITS	+30 HITS	Light wound. +15 hits. Foe is stunned for 2 rounds and fights at -20%. Add +10% to your next swing.	Hard strike. +20 hits. Foe is stunned and unable to parry for 2 rounds. Add +10% to your next swing.	Brutal strike through foe's heart. +20 hits. Foe dies immediately. Add +10% to your next swing.
71-80	+30 HITS	Light wound. +13 hits. Foe is stunned for 3 rounds and is unable to parry for the next round.	Hard blow. +20 hits. Foe is stunned and unable to parry for 2 rounds. Foe takes 3 hits per round due to light wound.	Strike to foe's leg. +9 hits. Foe is stunned and unable to parry for 1 round. Foe is at -10%. Takes 3 hits per round.	Shatter shoulder in foe's weapon arm. +15 hits. Foe is stunned for 3 rounds. Arm is quite useless.
81-90	Strong blast staggers foe. +20 hits. Foe is stunned and unable to parry for 2 rounds. Add 5% to next swing.	Hard blow stuns foe for 3 rounds. Foe is unable to parry next round. +22 hits. Add +10% to your next swing.	Strike to foe's leg. +15 hits. Foe is stunned for 2 rounds and fights at -20%. Foe takes 2 hits per round.	Strike to foe's forehead. If foe has no helm, you kill him. If foe has a helm, you knock him out. +30 hits.	Strike to foe's chest destroys the heart. +25 hits. Foe dies immediately. Add +15% to your next swing.
91-95	Fine strike to foe's leg yields +18 hits. Foe takes 5 hits per round and is at -10%. Foe is stunned for 3 rounds.	Strike foe in face. +5 hits. Foe takes 3 hits per round and fights at -25%. Add 20% to your next swing.	Strike foe in head. +30 hits and foe is knocked out. Add +10% to all friendly swings next round. Fine shot.	Cruel strike to foe's chest severs a vein. Foe is stunned for 2 rounds, falls into unconsciousness, then dies after 6 rounds.	Sever an artery in foe's leg. +10 hits. Foe dies after 12 sad rounds of inactivity.
96-98	Strike foe in heart. Foe dies instantly and falls upon you. You then take 20 hits and are pinned for 6 rds.	Strike foe through both lungs. Foe dies in 3 rounds. Your weapon is stuck in foe for 12 rounds. +25 hits.	Strike foe in nose and drive bone into brain. Foe dies instantly and you have 1/2 round to act. Clean kill.	Strike through foe's ear drops sucker. +15 hits. Foe dies next round. Add +25% to your next swing.	Shatter foe's skull. +30 hits. Foe dies instantly. A piece of foe's skull sails straight back 10 feet. Not pretty.
99-100	Strike through foe's lungs. Foe falls down and dies after 6 rounds. +24 hits. Add +20% to all friendly swings next rd.	Hard but flat strike. Foe takes +35 hits, is stunned for 1 round, and is unable to parry. Your weapon breaks in half.	Strike foe in neck. +20 hits. Foe is stunned and unable to parry for 6 rounds - then dies. Your weapon is stuck 2 rounds.	Blind foe cleanly. Foe is stunned and unable to parry for 2 rounds. +5 hits. Foe is at -100%. Precision surgery.	Strike foe through cheek. Foe dies immediately. +15 hits. Unfortunately, your weapon is stuck in the bone for 2 rounds.
101-150	Awesome strike. +50 hits. Foe is stunned for 3 rounds and is unable to parry. Foe fights -25%.	Strike to side of foe's head knocks foe out. +20 hits. Foe is out for at least 3 hours. Add +10% to your next swing.	Strike to foe's chin shatters jaw and knocks foe out. +60 hits and foe is in a coma for 30 days.	Shatter foe's knee. Foe takes 2 hits per round, fights at -30%, and is stunned for 3 rounds.	Sever a vein in foe's forelimb. Foe is stunned and unable to parry for 6 rounds. Foe then falls dead. +20 hits.
151-175	Strike drives bone into kidneys and liver. Foe falls, taking 40 hits. Foe then dies... pity.	Strike drives shattered remnants of foe's jaw into the brain. Foe dies instantly. You have 1/2 round left to act.	Strike to foe's abdomen destroys a variety of important organs. Foe drops and dies after 6 rounds. +30 hits.	Smooth strike through foe's cheek. +10 hits. Foe dies immediately. You have 1/2 round left in which to act.	Strike through foe's neck. Foe dies instantly. +25 hits. Add 10% to your next swing. Fine piece of work.
176-200	Strike to bowels destroys foe's abdominal area. Foe falls and dies after 12 rounds. +35 hits. Add 15% to your next swing.	Strike through foe's ear kills foe with clean ease. +10 hits. Add +20% to the swings of all nearby allies next round.	Strike severs an artery in foe's leg. Foe fights at -20% for 2 rounds, then drops. Foe is then inactive and dies after 6 rds.	Strike severs foe's spine. +20 hits. Foe drops immediately and is paralyzed from the waist down.	Strike foe through the eye. Foe dies immediately. +15 hits. Add 20% to your next swing. You have 1/2 round to act.
201-250	Blow to foe's forelimb severs a vein and stuns foe for 6 rounds. Foe drops on round 7, passes out, then dies. +15 hits.	Strike severs foe's spine. +15 hits. Foe is paralyzed from the neck down. Sadly, your weapon breaks in half.	Strike to foe's heart. +20 hits. Foe dies instantly. Add +15% to all friendly swings for the next 2 rounds of action.	Strike to foe's heart. +25 hits. Foe dies. Add +20% to all friendly swings for the next 3 rounds of action.	Strike carries all the way through foe's head. Foe dies instantly. The action carries onto any nearby opponent (this round).
251+	Extremely hard but flat swing. +35 hits. Foe is stunned and unable to parry for 3 rounds. Unfortunately, you knock yourself out.	Strike through foe's eye proves fatal. Foe dies immediately. +20 hits. Add +25% to your next swing.	Blind foe with viscous crossing strike. Foe is at -100% and is upset. +10 hits and foe is quite stunned for 6 rounds.	Strike through foe's ribs punctures a lung. +30 hits. Foe is knocked out. Your weapon is stuck for 6 rounds. Good luck.	Blind foe with precision strike across eyes. +6 hits. Foe is stunned and unable to parry for 24 rounds.

8-15 Critical Strike For Dragon, Super Lance Creatures	Normal	Magic	Mithril	Holy Arms	Slaying
01-05	+ 10 HITS Your WEAPON BREAKS IN HALF. SHODDY WORKMANSHIP.	+ 10 HITS You DROP WEAPON AND WILL TAKE 2 ROUNDS TO GET IT BACK. BUM LUCK BUDDY.	+ 10 HITS You FUMBLE WEAPON FOR REMAINDER OF ROUND. You ARE STUNNED NEXT ROUND.	+ 10 HITS You FUMBLE WEAPON FOR REMAINDER OF ROUND. You MUST PARRY NEXT ROUND... AT -5%.	+ 10 HITS You MUST PARRY NEXT ROUND.
06-10	+ 2 HITS	+ 3 HITS	+ 4 HITS	+ 6 HITS	+ 8 HITS
11-20	+ 3 HITS	+ 4 HITS	+ 5 HITS	+ 8 HITS	+ 10 HITS
21-30	+ 4 HITS	+ 5 HITS	+ 6 HITS	+ 10 HITS	+ 12 HITS
31-40	+ 5 HITS	+ 6 HITS	+ 7 HITS	+ 12 HITS	+ 15 HITS
41-50	+ 6 HITS	+ 7 HITS	+ 8 HITS	+ 15 HITS	+ 18 HITS
51-65	+ 7 HITS	+ 8 HITS	+ 9 HITS	+ 18 HITS	+ 20 HITS
66	+ 20 HITS	BLOW GIVES Foe LIGHT WOUND. + 12 HITS. Foe TAKES 3 HITS PER ROUND AND FIGHTS -10%. Your WEAPON BREAKS.	BLOW GIVES Foe LIGHT WOUND. + 15 HITS. Foe TAKES 5 HITS PER ROUND, FIGHTS -10%, AND YIELDS INITIATIVE NEXT ROUND.	HEAVY WOUND. + 20 HITS. Foe IS STUNNED AND UNABLE TO PARRY NEXT ROUND. Foe FIGHTS -15% AND TAKES 10 HITS PER ROUND.	STRIKE TO Foe'S HEART AND KILL SUCKER. ADD +20% TO YOUR NEXT SWING. You ARE, HOWEVER, COVERED WITH Foe'S BLOOD. +50 HITS.
67-70	+ 8 HITS	+ 9 HITS	+ 10 HITS	+ 20 HITS	HEAVY BLOW BREAKS BONES IN Foe'S UPPER BODY. + 30 HITS. Foe IS STUNNED AND UNABLE TO PARRY FOR 2 ROUNDS. FLAT STRIKE.
71-80	+ 9 HITS	+ 10 HITS	+ 15 HITS	LIGHT WOUND. + 13 HITS. Foe TAKES 5 HITS PER ROUND, FIGHTS -10%, AND YIELDS THE INITIATIVE. ADD +10% TO YOUR NEXT SWING.	HARD BLOW. + 24 HITS AND Foe FIGHTS AT -20%. Foe IS STUNNED FOR 3 ROUNDS AND UNABLE TO PARRY. Foe TAKES 5 HITS PER ROUND.
81-90	+ 10 HITS	+ 15 HITS	+ 20 HITS	LIGHT WOUND. + 12 HITS. Foe TAKES 4 HITS PER ROUND AND MUST PARRY NEXT ROUND. ADD +20% TO YOUR NEXT ROUND.	HEAVY WOUND. + 25 HITS. Foe TAKES 20 HITS PER ROUND AND FIGHTS AT -25%. Foe IS STUNNED AND UNABLE TO PARRY FOR 3 ROUNDS.
91-95	+ 15 HITS	+ 20 HITS	LIGHT WOUND. + 12 HITS. Foe TAKES 4 HITS PER ROUND AND YOU HAVE THE INITIATIVE NEXT 2 ROUNDS. ADD +10% NEXT SWING.	HARD BLOW. + 25 HITS. Foe IS STUNNED FOR 2 ROUNDS AND IS UNABLE TO PARRY NEXT ROUND. Foe TAKES 3 HITS PER ROUND.	STRIKE TO Foe'S NECK SEVERS A VARIETY OF BLOOD VESSELS AND KNOCKS Foe DOWN. Foe EXPIRES IN 3 ROUNDS DUE TO SHOCK. +35 HITS. NICE...
96-98	BLOW SEVERS VEIN AND ARTERY. Foe IS STUNNED FOR 12 ROUNDS, DROPS, THEN DIES. AWESOME.	MASSIVE BLOW TO NECK CRUSHES BONE AND BREAKS SPINE. Foe DIES IN 1 ROUND, BUT DROPS INSTANTLY. ADD +25% TO NEXT SWING.	BLOW TO LOWER SKULL AREA KILLS Foe INSTANTLY. Foe STAGGERS FOR 1 ROUNDS BEFORE DROPPING. ADD +20% TO YOUR NEXT SWING.	YOU CUT Foe'S SKULL IN HALF. WEAPON IS STUCK IN CARNAGE FOR 6 ROUNDS. ADD +10% TO ALL FRIENDLY SWINGS FOR 6 ROUNDS.	STRIKE DRIVES BONE THROUGH Foe'S HEART. Foe DIES INSTANTLY, BUT YOUR WEAPON IS STUCK IN Foe FOR 12 ROUNDS. + 40 HITS.
99-100	BLOW SHATTERS BONE. +30 HITS AND 10 HITS PER ROUND DUE TO COMPOUND FRACTURE. Foe IS AT -25%.	STRIKE Foe IN LEG AND SEVER VEIN. + 25 HITS. Foe DROPS IN 2 ROUNDS AND DIES. Foe CAN FIGHT IN THE INTERIM.	CRUSH BONES IN Foe'S NECK. 50% CHANCE Foe IS PARALYZED FROM NECK DOWN. 50% CHANCE THAT Foe IS KILLED. YOU HAVE 1/2 ROUND LEFT TO ACT.	STRIKE THROUGH HEART KILLS Foe. + 20 HITS. 25% CHANCE Foe FALLS ON YOU OUT OF SPITE.	CATCH Foe BETWEEN THE EYES AND SHATTER THE SKULL. Foe DIES INSTANTLY. YOU HAVE 1/2 ROUND TO ACT. ADD 25% TO YOUR NEXT SWING.
101-150	LIGHT WOUND. + 12 HITS. Foe BLEEDS AT 1 HIT PER ROUND. ADD +10% TO YOUR NEXT SWING.	LIGHT WOUND. + 13 HITS AND Foe MUST PARRY NEXT ROUND. Foe TAKES 2 HITS PER ROUND. ADD +20% TO YOUR NEXT SWING.	HARD BLOW. + 30 HITS. Foe IS STUNNED FOR 3 ROUNDS AND IS UNABLE TO PARRY DURING NEXT ROUND. ADD +10% TO YOUR NEXT SWING.	SERIOUS COMPOUND FRACTURE. + 30 HITS AND Foe IS STUNNED, UNABLE TO PARRY, FOR 2 ROUNDS.	STRIKE Foe THROUGH LEG AND SEVER VEIN. Foe IS STUNNED AND UNABLE TO PARRY FOR 6 ROUNDS. Foe THEN DIES. + 20 HITS.
151-175	BLOW CUTS MUSCLE AND CAUSES LIGHT WOUND. + 20 HITS. Foe IS AT -20% AND TAKES 5 HITS PER ROUND.	BLOW STUNS Foe FOR 1 ROUND AND Foe IS UNABLE TO PARRY. + 25 HITS. Foe IS AT -20% AND IS QUITE UPSET.	KNOCK Foe DOWN. + 25 HITS. Foe IS DOWN AND UNABLE TO PARRY FOR NEXT 2 ROUNDS. ADD +10% TO YOUR NEXT SWING.	KNOCK Foe DOWN WITH A VISCIOUS BLOW. + 40 HITS HITS. 50% CHANCE OF COMA - 50% CHANCE Foe IS DOWN AND UNABLE TO PARRY 6 ROUNDS.	AWESOME BLOW KNOCKS Foe DOWN. Foe BREAKS BACK AND NECK AND SUFFOCATES IN 12 ROUNDS. + 25 HITS. ADD 20% TO YOUR NEXT SWING.
176-200	BLOW CUTS TENDONS. + 15 HITS AND Foe FIGHTS -25%. ADD 20% TO YOUR NEXT SWING.	KNOCK Foe DOWN. + 20 HITS. Foe IS DOWN FOR 2 ROUNDS AND UNABLE TO PARRY. ADD +25% TO YOUR NEXT SWING.	HEAVY WOUND. + 28 HITS AND Foe IS AT -40%. Foe IS UNABLE TO PARRY AND STUNNED FOR NEXT 3 ROUNDS. Foe TAKES 10 HITS PER ROUND.	STRIKE SEVERS VAST NUMBER OF BLOOD VESSELS. + 25 HITS AND Foe IS STUNNED, UNABLE TO PARRY FOR 9 RDS. Foe IS AT -25%.	STRIKE THROUGH Foe'S EYE HITS HOME AND RIPS THROUGH BRAIN. + 24 HITS. Foe DROPS IMMEDIATELY AND DIES. FINE BLAST.
201-250	BLOW SHATTERS BONE. + 35 HITS. Foe TAKES 10 HITS PER ROUND, IS STUNNED 2 ROUNDS, AND FIGHTS -30%.	HEAVY WOUND. + 35 HITS AND Foe IS STUNNED FOR 3 ROUNDS - UNABLE TO PARRY. Foe FIGHTS -40% AND TAKES 10 HITS PER ROUND.	VISCIOUS BLOW TO Foe'S LEG. + 30 HITS. Foe TAKES 12 HITS A ROUND AND FIGHTS -50%. Foe IS STUNNED AND UNABLE TO PARRY 6 ROUNDS.	STRIKE THROUGH Foe'S EAR. + 15 HITS. Foe DIES OF MASSIVE BRAIN DAMAGE IN 3 ROUNDS. ADD +20% TO YOUR NEXT SWING.	MAGNIFICENT ABDOMINAL STRIKE DROPS Foe IN A HEAP. + 35 HITS AND Foe DIES OF SHOCK IN 4 ROUNDS. YOU ARE STUNNED NEXT ROUND.
251+	Foe IS BLUNDED. + 20 HITS AND Foe FIGHTS -100%. Foe IS STUNNED AND UNABLE TO PARRY FOR 6 ROUNDS.	STRIKE THROUGH Foe'S EYE. YOU KILL Foe INSTANTLY. ADD +20% TO YOUR NEXT SWING. 20% CHANCE YOUR WEAPON IS STUCK IN Foe FOR 3 ROUNDS.	AWE INSPIRING STRIKE DRIVES BONE THROUGH BOTH LUNGS. Foe TAKES 100 HITS, FALLS IN A COMA, AND DIES IN 18 ROUNDS.	INCREDIBLE STRIKE SEVERS AN ARTERY AND VEIN AND BREAKS Foe'S SPINE. + 50 HITS, FALLS, AND DIES AFTER 2 ROUNDS OF AGONY.	STRIKE THROUGH SIDE KILLS Foe AFTER A CHAIN REACTION OF BROKEN BONES SPLINTER. YOU ARE COVERED WITH Foe'S BLOOD. + 100 HITS.

 1-25	Hand Arms (1-hand)	Hand Arms (2-hand)	Spear Pole Arms	Mounted Arms	Thrown Arms	Bow
01-25	LOSE YOUR GRIP AND THE OPPORTUNITY TO GET IN AN OPEN BLOW. MAYBE YOU WILL IMPROVE.	LOSE YOUR GRIP. YOU LOSE THE OPPORTUNITY TO TAKE AN OPEN SWING.	LOSE YOUR GRIP. YOU LOSE THE OPPORTUNITY TO TAKE AN OPEN SWING.	LOSE YOUR GRIP. YOU LOSE THE OPPORTUNITY TO TAKE AN OPEN STRIKE.	LOSE YOUR GRIP. YOU ELECT NOT TO ATTACK BECAUSE OF LOST CONTROL.	LOSE YOUR GRIP. YOU ELECT NOT TO ATTACK. GOOD CHOICE.
26-30	DROP YOUR WEAPON. IT WILL TAKE 1 ROUND TO DRAW A NEW ONE, OR 2 RDS. TO RECOVER OLD ONE.	DROP YOUR WEAPON. IT WILL TAKE 2 RDS. TO DRAW NEW ONE OR 4 ROUNDS TO RECOVER OLD ONE.	FUMBLE YOUR DELIVERY. YOU LOSE THE OPTION TO ATTACK BUT CAN STILL PARRY.	FUMBLE YOUR DELIVERY. YOU LOSE 2 ROUNDS BUT CAN STILL PARRY.	YOU FUMBLE YOUR DELIVERY AND HANG ONTO YOUR WEAPON. SUBTRACT 10% FROM YOUR NEXT ATTACK.	ONE'S TEN THUMBS JUST CANNOT HANDLE LOADING. YOU LOSE THE ROUND.
31-40	YOU SLIP WITH GRACE AND LOSE THE OPPORTUNITY TO GET IN THE VITAL BLOW.	YOU SLIP INTO FOG OF MIND. YOU LOSE 1 ROUND IN ORDER IN COLLECT YOUR THOUGHTS.	YOU SLIP AND ARE STUNNED FOR 1 ROUND. ALRIGHT, YOU JUST LOOK CLUMSY. TRY AGAIN.	YOU SLIP AND LOSE YOUR SADDLE POSITION. YOU LOSE 2 ROUNDS BUT CAN STILL PARRY.	YOU SLIP AND LOSE 2 ROUNDS TO FULLY RECOVER. YOU HOLD ONTO WEAPON AND CAN STILL PARRY.	YOU FUMBLE YOUR AMMUNITION. YOU LOSE 2 ROUNDS TRYING TO RECOVER. REAL WEAK, KID.
41-50	BAD FOLLOWTHROUGH. YOU LOSE YOUR OPPORTUNITY AND GIVE YOURSELF 1 HIT. REAL WEAK.	STUMBLE OVER AN UNSEEN IMAGINARY DECEASED TURTLE. YOU LOSE 2 ROUNDS OF OFFENSIVE ACTION BUT CAN STILL PARRY.	LOSE YOUR GRIP AND JUGGLE WEAPON FOR 2 ROUNDS. YOU CAN STILL PARRY. YOUR NEXT SWING IS AT -10%.	YOUR MOUNT REARS AND YOU ARE QUITE STUNNED FOR 2 ROUNDS DURING THE RECOVERY.	YOU FUMBLE YOUR WEAPON AFTER LOSING YOUR GRIP. YOU ARE STUNNED FOR 3 ROUNDS.	BREAK ARROW AND LOSE YOUR COOL. YOU FIND YOURSELF OUT OF 2 ROUNDS OF ACTION.
51-60	YOU SLIP WITHOUT GRACE AND LOSE 2 ROUNDS WORTH OF OPPORTUNITIES. GOOD LUCK PAL.	BAD MOVE. YOU LOSE 2 ROUNDS OF OPEN SWINGS. FORTUNATELY, YOU CAN STILL PARRY.	YOU SLIP AND ALMOST FALL. YOU ARE STUNNED AND UNABLE TO PARRY FOR 2 ROUNDS.	YOU LOSE YOUR GRIP AND FUMBLE YOUR WEAPON. YOU ARE STUNNED FOR 3 ROUNDS.	POOR RELEASE. WEAPON LANDS HARMLESSLY 20 FEET TO THE LEFT OF TARGET.	DROP YOUR ARROW. YOU LOSE 2 ROUNDS RELOADING. TRY HAND ARMS NEXT TIME.
61-70	LOSE YOUR GRIP AND JUGGLE YOUR WEAPON FOR 2 ROUNDS. YOU CAN STILL PARRY.	LOSE YOUR GRIP AND JUGGLE YOUR WEAPON FOR 2 ROUNDS. YOU CAN STILL PARRY.	LOSE YOUR GRIP AND JUGGLE WEAPON FOR 3 ROUNDS. YOUR NEXT SWING IS AT -10%.	YOUR POOR MOUNT STUMBLES AND YOU ARE STUNNED AND UNABLE TO PARRY FOR 2 ROUNDS.	VERY POOR RELEASE SENDS WEAPON OFF DIRECTLY TO THE RIGHT. REROLL IF SOMEONE LIES IN THE NEW PATH.	DROP YOUR BOW YOU LOSE 2 ROUNDS WHILE RETRIEVING IT AND RELOADING.
71-80	LOSE YOUR GRIP AND JUGGLE YOUR WEAPON FOR 2 ROUNDS. UNFORTUNATELY, YOU CANNOT PARRY.	VERY BAD MOVE. YOU ARE STUNNED AND UNABLE TO PARRY FOR 2 RDS. NOT GOOD.	FUMBLE YOUR FOLLOWTHROUGH. YOU LOSE 3 ROUNDS. YOU ARE STUNNED FOR 2 ROUNDS.	YOU BREAK YOUR WEAPON AND LOSE 2 ROUNDS WHILE DRAWING A NEW ONE.	YOU SLIP AND LOSE 3 ROUNDS TO FULLY RECOVER. YOU HOLD ONTO WEAPON, BUT CANNOT PARRY.	BOWSTRING BREAKS. YOU LOSE 2 ROUNDS DRAWING A NEW WEAPON OR 6 ROUNDS WHILE RESTRINGING BOW.
81-85	YOU LOSE YOUR "WIND" AND REALIZE THAT YOU SHOULD RELAX AND NOT SWING FOR 2 RDS.	LOSE YOUR GRIP AND JUGGLE YOUR WEAPON FOR 3 ROUNDS. YOU CAN STILL PARRY.	CLUMSY MOVE. YOU ARE STUNNED AND UNABLE TO PARRY FOR 3 ROUNDS.	YOU DROP YOUR WEAPON IN ONE OF YOUR LIGHTER MOMENTS. LOSE 2 ROUNDS DRAWING A NEW ONE.	YOU DROP YOUR WEAPON. IT WILL TAKE 2 ROUNDS TO DRAW NEW ONE OR 4 ROUNDS TO RECOVER OLD ONE.	YOU FUMBLE YOUR WEAPON. YOU ARE STUNNED AND QUITE UNABLE TO PARRY FOR THE NEXT 3 ROUNDS.
86-90	FOE'S SMOOTH MOVES LEAVE YOU STUNNED FOR 2 ROUNDS. HOPEFULLY, YOU WILL LEARN.	INCREDIBLY BAD MOVE. YOU ARE STUNNED AND UNABLE TO PARRY FOR 3 ROUNDS.	DROP YOUR WEAPON. IT WILL TAKE 2 ROUNDS TO DRAW NEW ONE OR 6 RDS TO RECOVER OLD ONE.	YOU BREAK YOUR WEAPON AND LOSE 2 ROUNDS DRAWING A NEW ONE. YOU TAKE 10 HITS.	YOU FUMBLE YOUR WEAPON BADLY BUT HANG ONTO IT. YOU ARE STUNNED AND UNABLE TO PARRY FOR 6 ROUNDS.	YOU LET YOUR ARROW FLY MUCH TOO SOON. YOU STRIKE 20 FEET SHORT OF TARGET. YOU ARE OUT 2 RDS.
91-95	YOU STUMBLE. THE CLASSLESS DISPLAY LEAVES YOU STUNNED FOR 3 ROUNDS. YOU MIGHT STILL SURVIVE.	YOU STUMBLE AND NEARLY FALL DOWN IN AN APPARENT ATTEMPT TO COMMIT SUICIDE. YOU ARE STUNNED 4 ROUNDS.	YOU TRIP AND FALL. IT WILL TAKE 4 ROUNDS TO RECOVER YOU ARE UNABLE TO PARRY FOR 3 ROUNDS.	YOUR SEATING IS IMPROPER AND YOU FIND YOURSELF STUNNED AND UNABLE TO PARRY FOR 3 ROUNDS.	YOU LET GO OF WEAPON TOO EARLY AND SEND IT OFF 30 FEET BEHIND YOU.	SLIP AND FALL DOWN. YOUR SHOT GOES ASTRAY. YOU ARE STUNNED FOR 6 ROUNDS, AND UNABLE TO PARRY 2 ROUNDS.
96-99	SWALLOW TONGUE IN THE EXCITEMENT. YOU ARE STUNNED AND UNABLE TO PARRY FOR 3 ROUNDS.	YOU TRIP AND FALL. IT WILL TAKE 4 ROUNDS TO RECOVER. YOU ARE UNABLE TO PARRY FOR 3 ROUNDS.	YOU INJURE YOUR SHOULDER. YOU ARE STUNNED AND UNABLE TO PARRY FOR 3 ROUNDS AND FIGHT AT -25%	YOUR BODY ABSORBS THE IMPACT. YOU TAKE 20 HITS AND ARE STUNNED AND UNABLE TO PARRY FOR 6 ROUNDS.	YOU FALL DOWN. YOUR SHOT GOES ASTRAY. YOU ARE STUNNED FOR 12 ROUNDS.	BREAK YOUR BOW. YOU ARE STUNNED AND UNABLE TO PARRY FOR 4 RDS OF ACTION. GOOD LUCK, PAL.
100	BAD TASTE AND POOR EXECUTION. YOU ATTEMPT TO 'MIM' YOURSELF. ROLL ON THE "D" CRITICAL TABLE (SLASHES).	WORST MOVE ANYONE HAS SEEN IN AGES. 50% CHANCE YOU ARE OUT 2 DAYS WITH A PULLED GROIN. 50% CHANCE OPPONENT OUT 3 ROUNDS LAUGHING.	YOU BREAK YOUR WEAPON AND ARE STUNNED AND NOT ABLE TO PARRY FOR 6 ROUNDS.	YOU FALL OFF OF YOUR MOUNT. ROLL ON THE "D" CRUSH CRITICAL STRIKE TABLE.	YOU HIT YOURSELF DURING DELIVERY. ROLL ON THE "D" CRITICAL STRIKE TABLE (CRUSHES).	POOR JUDGEMENT. YOU LET ARROW FLY AND LOSE AN EAR. +5 HITS. YOU TAKE 2 HITS PER ROUND.

8.22 MANEUVER / MOVEMENT TABLE

	Routine	Easy	Light	Medium	Hard	Very Hard	Extremely Hard	Sheer Folly	Absurd
-201	Fall down. +2 Hits. You are out for 3 rounds.	Fall. Knock self out. You are out for 12 rounds. +9 Hits.	Fall. Break arms. +10 Hits. You are out for 6 rounds.	Fall. +15 Hits. Break arm. You are out for 9 rounds.	Fall. Break arms. +20 Hits. You are out 18 rounds. Arms useless.	Fall. Break both arms and neck. +30 Hits. You are out 60 rounds.	Fall sends you into a coma for 3 years. +30 Hits. Broken spine.	Fall breaks neck. You die in 3 rounds.	Fall crushes skull.
(-200) — (-151)	Fail to act.	Fall down. Lose 2 rounds. +2 Hits.	Fall down. +3 Hits. You are out for 4 rounds.	Fall. Break wrist. +10 Hits. You are out for 6 rounds.	Fall. Break leg. +15 Hits. You are out 9 rounds.	Fall. Break arms. +20 Hits. You are out 18 rounds. Arms useless.	Fall. Break back and legs. +25 Hits. Paralysis of lower body.	Fall. You smash your backbone and are in a coma for 1 year.	Fall paralyzes you from neck down.
(-150) — (-101)	10	Fail to act.	Fall down. +2 Hits. You are out for 2 rounds.	Fall down. Sprain ankle. You are at -25%. +6 Hits.	Fall. Break arm. +10 Hits. You are out 6 rounds. Stunned 3 rounds.	Fall. Break leg. +15 Hits. You are out for 6 rounds.	Fall. +30 Hits. You are out 60 rounds. Shatter knee. You are at -80%.	Fall. Break both arms and neck. +30 Hits. You are out 60 rounds.	Fall. You smash your backbone and are in a coma for 1 year.
(-100) — (-51)	30	10	Fail to act.	Fall down. Lose 2 rounds. +3 Hits.	Fall down. Sprain ankle. You are at -25%. +5 Hits.	Fall. +20 Hits. You break your wrist. You are out 2 rounds. Not very smooth.	Fall. +12 Hits. Break arm. You are out for 6 rounds.	Fall. +30 Hits. You are out 9 rounds. Shatter knee. You are at -80%.	Fall. Break back and legs. +25 Hits. Paralysis of lower body.
(-50) — (-26)	50	30	10	Fail to act.	Fall down. +5 Hits. You are out 3 rounds.	Fall. Sprain ankle and tear ligament. You are at -30%. +15 Hits.	Fall. +10 Hits. Knock yourself out. You are out for 18 rounds. You lose, pal.	Fall. +12 Hits. Break arm. You are out for 6 rounds.	Fall. You are out 18 rounds. You break both arms. +25 Hits.
(-25) — 0	70	50	30	5	Fail to act.	Fail down. +5 Hits. You are out of action for 3 rounds.	Fall. Sprain ankle and tear muscle. You are at -30%. +10 Hits.	Fall. +20 Hits. You break your wrist. You are out 2 rounds. Not very smooth.	Fall. +10 Hits. You break your leg. You are at -75%. You are out 6 rounds.
01 — 20	80	60	50	10	5	Fail to act.	Fall down. +5 Hits. You are out for 3 rounds.	Fall. +15 Hits. Break leg muscle. You are at -25%. You are out 2 rounds.	Fall. +15 Hits. Break arm. You are out for 6 rounds.
21 — 40	90	70	60	20	10	5	Fail to act.	Fall down. +7 Hits. You take 3 hits per round. You are out for 2 rounds.	Fall. Knock yourself out. You are out for 30 rounds. +10 Hits.
41 — 55	100	80	70	30	20	10	5	Fall down. +5 Hits. You are out for 3 rounds.	Fall. Sprain ankle and tear ligament. You are at -30%. +15 Hits.
56 — 65	100	90	80	40	30	20	10	Fail to act.	Fall down. +7 Hits. You take 3 hits per round. You are out for 2 rounds.
66 — 75	100	100	90	50	40	30	20	5	Freeze for 2 rounds.
76 — 85	100	100	100	60	50	40	30	10	Fail to act.
86 — 95	100	100	100	70	60	50	40	20	5
96 — 105	110	100	100	80	70	60	50	25	10
106 — 115	110	110	100	90	80	70	60	30	20
116 — 125	120	110	110	100	90	80	70	40	30
126 — 135	120	120	110	100	100	90	80	50	40
136 — 145	130	120	120	110	100	100	90	60	50
146 — 155	130	130	120	120	110	100	100	70	60
156 — 165	140	130	120	120	120	110	100	80	70
166 — 185	140	140	130	120	Excellent move. You are unstunned. Add 10 to allies' rolls for 2 rounds.	120	110	90	80
186 — 225	150	140	Great move. You feel better. Subtract 4 hits from current total.	Super move. You feel great. Subtract 4 hits from your current total.	Move inspires your allies. Add 20 to friendly rolls for 2 rounds.	Move inspires your allies. Add 30 to friendly rolls for 2 rounds.	120	100	90
226 — 275	150	Incredible move. You feel great. Subtract 3 from your current hit total.	Brilliant. Move inspires all. You are unstunned. Your allies are at +10% for 2 rounds.	Move inspires your allies. Add 20 to friendly rolls for 3 rounds.	Move inspires your allies. Add 25 to friendly rolls for 3 rounds.	Move inspires your allies. Add 30 to friendly rolls for 3 rounds.	You have half the round to act.	100	100
276 +	Incredible move. You feel great. Subtract 3 from your current hit total.	Brilliant. Move inspires all. Your allies are at +10% for 2 rounds.	Move inspires your allies. Add 20 to friendly rolls for 3 rounds.	Move inspires your allies. Add 25 to friendly rolls for 3 rounds.	Move inspires your allies. Add 30 to friendly rolls for 3 rounds.	Move inspires your allies. Add 30 to friendly rolls for 4 rounds.	Move inspires your allies. Add 30 to friendly rolls for 6 rounds.	Move stuns all foes within 30 feet. You still have half the round to act.	Move stuns all foes within 50 feet.

MODIFIED, OPEN-ENDED ROLL

arms law

Guidelines for Combat in a Fantasy Role-Playing Environment THIRD EDITION

#AL 1100

TABLE 8.25 SHIELD-PARRY TABLE

SHIELD TYPE	BONUS VERSUS MELEE	BONUS VERSUS MISSILE	WEIGHT IN POUNDS	PARRY LIMITATIONS
Wall Shield	30	40	30-50	NONE
Full Shield	25	25	15-30	NONE
Normal Shield	20	20	10-20	NONE
Target Shield	20	10	3-10	NONE
Main Gauche	15*	0	1-3	Cannot parry missiles.
One-Handed Arms	5*	0	—	Cannot parry missiles.
Two-Handed Arms	5*	0	—	Cannot parry missiles/ parries one-handed arms at 50% (maximum).
Pole Arms	5*	0	—	Parries non-pole arms at 50% (maximum).
Terrain	(Variable)	—	—	To be determined by the referee (i.e., a stone wall could be used to parry a missile attack).

*Can only be used if weapon not used to attack with.

TABLE 8.24 ARMOR TABLE

ARMOR TYPE	MINIMUM ¹ MANEUVER PENALTY	MAXIMUM ² MANEUVER PENALTY	MISSILE ³ ATTACK PENALTY	QUICKNESS ⁴ PENALTY
1	0	0	0	0
2	0	0	0	0
3	0	0	0	0
4	0	0	0	0
5	0	0	0	0
6	0	-20	-5	0
7	-10	-40	-15	10
8	-15	-50	-15	15
9	-5	-50	0	0
10	-10	-70	-10	5
11	-15	-90	-20	15
12	-15	-110	-30	15
13	-10	-70	0	5
14	-15	-90	-10	10
15	-25	-120	-20	20
16	-25	-130	-20	20
17	-15	-90	0	10
18	-20	-110	-10	20
19	-35	-150	-30	30
20	-45	-165	-40	40

¹Minimum maneuver penalties apply to persons fully trained in maneuvering while wearing the given armor type.

²Maximum maneuver penalties apply to persons fully untrained in maneuvering while wearing the given armor type.

³Missile attack penalties act as subtractions from the offensive bonus used for missile attacks. This is meant to reflect the disadvantageous effect of armor worn on the arms of a combatant.

⁴Quickness penalties act to reduce or cancel the given percentage points of a combatant's defensive bonus (i.e., those points based on the defender's quickness). Unlike those above, this penalty can only apply against the armor-user's quickness, and will not reduce a combatant's defensive bonus below the level it would be had there been no quickness bonus whatsoever.



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DAGGER

Weight: $\frac{1}{2}$ -1½ pounds
 Length: 3/4-1½ feet
 Fumble: 1-1

One-hand
 10 feet (-10%)
 25 feet (-20%)
 50 feet (-30%)

Type:
 Range:

	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1		
150	3CP	4CP	4EP	6EP	7EP	7EP	10EP	10EP	6EP	8EP	12EP	12EP	8EP	8EP	13EP	16EP	10EP	13EP	16EP	18EP	150	
149	3BP	4CP	4DP	6EP	7DP	7DP	10DP	10EP	6EP	8EP	12EP	12EP	8EP	8EP	13EP	16EP	10EP	13EP	16EP	18EP	149	
148	3AP	4BP	4CP	6DP	7DP	7DP	10DP	10EP	6EP	8EP	12EP	12EP	8EP	8EP	13EP	16EP	10EP	13EP	16EP	18EP	148	
147	3AP	4BP	4CP	6DP	7CP	7CP	10DP	10DP	6DP	8EP	12EP	12EP	8EP	8EP	13EP	16EP	10EP	13EP	16EP	18EP	147	
146	3AP	4BP	4CP	6DP	7CP	7CP	10CP	10DP	6DP	8DP	12DP	12EP	8EP	8EP	13EP	16EP	10EP	13EP	16EP	18EP	146	
145	3AK	4AP	4CP	6CP	7CP	7CP	10CP	10DP	6DP	8DP	12DP	12EP	8EP	8EP	13EP	16EP	10EP	13EP	16EP	18EP	145	
144	3	4AP	4BP	6CP	7CP	7CP	10CP	10DP	6CP	8DP	12EP	11EP	8EP	8EP	13EP	15EP	10EP	13EP	16EP	17EP	144	
143	3	4AP	4BP	6CP	7BP	7CP	10CP	10DP	6CP	8DP	11DP	11DP	8DP	8EP	13EP	15EP	10EP	12EP	16EP	17EP	143	
142	3	4AP	4BP	6CP	7BP	7CP	10CP	10CP	6CP	8CP	11DP	11DP	8DP	8DP	12EP	15ES	9DP	12EP	15EP	17ES	142	
141	3	4AP	4BP	6CP	7BP	7BP	9CP	9CP	6CP	7CP	11DP	11DP	8DP	8DP	12DP	15DP	9DP	12EP	15EP	17EP	141	
140	3	4AK	4BP	6CP	7BP	7BP	9CP	9CP	6CP	7CP	11CP	11DP	8DP	8DP	12DP	15ES	9DP	12EP	15EP	17ES	140	
139	3	4	4AP	6BP	7BP	7BP	9CP	9CP	6CP	7CP	11CP	11DP	8DP	8DP	12DP	14DP	9DP	12DP	15EP	16EP	139	
138	3	4	4AS	6BS	7AP	7BP	9BP	9CP	6CP	7CP	11CP	10DP	8DP	8DP	12DP	14DS	9DP	12DP	15EP	16ES	138	
137	3	4	4AP	6BP	7AP	6BP	9BP	9CP	6CP	7CP	10CP	10DP	8DP	8DP	12DP	14DP	9DP	12DP	15ES	16EP	137	
136	3	4	4AS	6BS	6AP	6BP	9BP	9CP	5CP	7CP	10CP	10DP	8CP	8DP	12DP	14DS	9DP	11DP	15EP	16ES	136	
135	3	4	4AP	5BP	6AP	6BP	9BP	9CP	5BP	7CP	10CP	10CP	8CP	7DP	11DP	14DP	8DP	11DP	14EP	16EP	135	
134	3	4	4AS	5BS	6AP	6AP	9BP	9CS	5BP	7CP	10CP	10CP	7CP	7DP	11DP	14DS	8CP	11DP	14EP	15DS	134	
133	3	4	4AP	5BP	6AP	6AP	9BP	8BP	5BP	7CP	10CP	10CP	7CP	7DP	11DP	13DP	8CP	11DP	14EP	15DP	133	
132	3	4	4AS	5AS	6AS	6AP	8BS	8BS	5BP	6BP	10CP	9CP	7CP	7CP	11DP	13CS	8CP	11DP	14EP	15DS	132	
131	3	4	4AP	5AP	6AP	6AP	8AP	8BP	5BP	6BP	9CP	9CP	7CP	7CP	11CS	13DP	8CP	11DP	14DS	15DP	131	
130	3	4	4AK	5AS	6AK	6AP	8AS	8BS	5BP	6BP	9CP	9CP	7CP	7CP	11CP	13DS	8CP	11CS	14DP	15DS	130	
129	3	4	4	5AP	6	6AP	8AP	8BP	5BP	6BP	9CP	9CP	7CP	7CP	11CS	13DP	8CP	10CP	14DS	14DP	129	
128	3	4	4	5AS	6	6AP	8AS	8BS	5BP	6BP	9BP	9CP	7CP	7CP	11CP	12DS	7CP	10CS	13DP	14DS	128	
127	3	4	3	5AP	6	6AS	8AP	8BP	5BP	6BP	9BP	9CS	7CP	7CP	10CS	12CP	7CP	10CP	13DS	14DP	127	
126	3	4	3	5AS	6	6AP	8AS	8BS	5AP	6BP	9BP	8CP	7CP	7CS	10CP	12CS	7CP	10CS	13DP	14DS	126	
125	3	4	3	5AP	6	6AK	8AP	7BP	5AP	6BP	9BP	8CS	7CP	7CP	10CS	12CP	7CP	10CP	13DP	14DS	125	
124	3	3	3	5AS	6	5	7AS	7BS	5AP	6BP	8BP	8CP	7CP	7CP	10CS	12CP	7BP	10CS	13DP	13CS	124	
123	3	3	3	5AS	5	5	7AS	7AS	4AP	5BP	8BP	8CP	7BS	7CS	10CP	11CS	7BP	9CS	13DP	13CS	123	
122	3	3	3	4AP	5	5	7AP	7AP	4AP	5AP	8BS	8BS	7BP	6CP	10CS	11CP	7BS	9CP	12DS	13CP	122	
121	3	3	3	3	4AK	5	5	7AK	7AS	4AP	5AP	8BP	7BP	7BS	6CS	9CP	11CS	6BP	9BS	12CP	13CS	121
119	3	3	3	4	5	5	7	7AP	4AP	5AP	8BS	7BS	6BP	6CP	9CS	11CP	6BS	9BP	12CS	12CP	119	
118	3	3	3	4	5	5	7	7AS	4AP	5AS	7BP	7BP	6BS	6CS	9CP	11CS	6BP	9BS	12CP	12CS	118	
117	3	3	3	4	5	5	7	6AP	4AS	5AP	7AS	7BS	6BP	6BP	9BS	10CP	6BS	9BP	12CS	12CP	117	
116	3	3	3	4	5	5	7	6AS	4AP	5AS	7AP	7BP	6BS	6BS	9BP	10CS	6AP	8BS	12CP	12CS	116	
115	3	3	3	4	5	5	6	6AP	4AK	5AP	7AS	7BS	6BP	6BP	9BS	10CP	6AS	8BP	12CS	12CP	115	
114	3	3	3	4	5	5	6	6AS	4	4AS	7AP	6BP	6BS	6BS	9BP	10BS	6AP	8BS	11CP	11BS	114	
113	2	3	3	4	5	5	6	6AP	4	4AP	7AS	6BS	6BP	6BP	8BS	10BP	5AS	8BP	11CS	11BP	113	
112	2	3	3	4	5	5	6	6AS	4	4AS	6AP	6BP	6BS	6BS	8BP	9BS	5AP	8BS	11CP	11BS	112	
111	2	3	3	4	5	4	6	6AP	4	4AP	6AS	6BS	6BP	6BP	8BS	8BP	5AS	8AP	11CS	11BP	111	
110	2	3	3	4	5	4	6	6AK	4	4AK	6AP	6BP	6BS	6BS	8BP	9BS	5AP	8AS	11CP	11BS	110	
109	2	3	3	4	5	4	6	5	3	4	6AS	6BS	6BP	6BP	8BS	9BP	5AS	7AP	11CS	10BP	109	
108	2	3	3	4	4	4	6	5	3	4	6AP	5AP	6AS	6BS	8BP	9BS	5AP	7AS	11CP	10BS	108	
107	2	3	3	3	4	4	5	5	3	4	6AS	5AS	6AP	5BP	8BS	9BP	5AS	7AP	10BS	10BP	107	
106	2	3	3	3	4	4	5	5	3	4	6AP	5AP	6AS	5BS	8BP	8BS	4AP	7AS	10BP	10BS	106	
105	2	3	3	3	4	4	5	5	3	3	5AK	5AS	6AP	5BP	7BS	8BP	4AK	7AP	10BS	10AP	105	
104	2	3	2	3	4	4	5	5	3	3	5	5AP	5AS	5BS	7BP	8BS	4	7AS	10BP	9AS	104	
103	2	3	2	3	4	4	5	5	3	3	5	5AP	5AS	5AS	7BP	8BS	4	7AP	10BS	9AP	103	
102	2	3	2	3	4	4	5	5	3	3	5	4AP	5AS	5AS	7BP	8BS	4	6AS	10BP	9AS	102	
101	2	3	2	3	4	4	5	4	3	3	5	4AS	5AP	5AP	7AS	7BP	4	6AP	10BS	9AP	101	
100	2	3	2	3	4	4	5	4	3	3	5	4AP	5AS	5AS	7AP	7BS	4	6AK	9BP	9AS	100	
99	2	2	2	3	4	4	5	4	3	3	4	4AS	5AP	5AP	7AS	7BP	4	6	9BS	8AP	99	
98	2	2	2	3	4	4	5	4	3	3	4	4AP	5AS	5AS	6AP	7BS	3	6	9BP	8AS	98	
97	2	2	2	3	4	4	5	4	3	3	4	4AS	5AP	5AP	6AS	7AP	3	6	9BS	8AP	97	
96	2	2	2	3	4	4	5	4	2	2	4	3AP	5AK	5AS	6AP	7AS	3	6	9AP	8AK	96	
95	2	2	2	3	3	3	4	4	2	2	4	3AK	5AS	5AP	6AS	6AP	3	5	9AS	8AS	95	
94	2	2	2	3	3	3	4	4	2	2	4	3	5	5AS	6AP	6AS	3	5	9AP	7	94	
93	2	2	2	3	3	3	4	3	2	2	3	3	5	5AP	6AS	6AP	3	5	8AS	7	93	
92	2	2	2	2	3	3	4	3	2	2	3	3	5	4AS	6AP	6AS	3	5	8AP	7	92	
91	2	2	2	2	3	3	4	3	2	2	3	3	5	4AP	5AS	6AP	2	5	8AS	7	91	
90	2	2	2	2	3	3	4	3	2	2	3	2	5	4AK	5AP	5AS	2	5	8AP	7	90	
89	2	2	2	2	3	3	3	3	2	2	3	2	4	4	5AS	5AP	2	0	8AS	0	89	
88	2	2	2	2	3	3	3	3	2	2	3	2	4	4	5AP	5AS	2	0	8AP	0	88	
87	2	2	2	2	3	3	3	3	2	2	3	2	4	4	5AS	5AP	2	0	8AS	0	87	
86	2	2	2	2	3	3	3	3	2	2	2	2	4	4	5AP	5AS	2	0	7AP	0	86	
85	2	2	2	2	3	3	3	2	2	2	2	2	4	4	5AK	5AP	2	0	7AK	0	85	
84	2	2	2	2	3	3	3	2	2	2	2	1	4	4	5	4AS	0	0	7	0	84	
8																						

8.32



FALCHION

Weight: 3½-5 pounds

Fumble: 1-5

Type: One-hand

Range: 2-3 feet

Length:

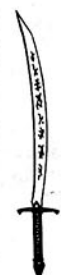
	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
150	14EK	16EK	18EK	20EK	21EK	21EK	24EK	24EK	22EK	24EK	23EK	28EK	24ES	24ES	29ES	32ES	26ES	29ES	32ES	34ES	150
149	14EK	16EK	18EK	20EK	21EK	21EK	24EK	24EK	22ES	24ES	23ES	28ES	24ES	24ES	29ES	32ES	26ES	29ES	32ES	34ES	149
148	14EK	16EK	18EK	20EK	21EK	21EK	24EK	24EK	22EK	24EK	23EK	28EK	24ES	24ES	29ES	32ES	26ES	29ES	32ES	34ES	148
147	14EK	16EK	18EK	20EK	21EK	21EK	24EK	24EK	22ES	24ES	23ES	27ES	24ES	24ES	29ES	31ES	25ES	28ES	32ES	33ES	147
146	14DK	16EK	18EK	20EK	21EK	21EK	23EK	23EK	22EK	23EK	27EK	27EK	24ES	24ES	28ES	31ES	25ES	28ES	31ES	33ES	146
145	14DK	16DK	18EK	19EK	21EK	20EK	23EK	23EK	21ES	23ES	27ES	27ES	23ES	23ES	28ES	31ES	25ES	28ES	31ES	32ES	145
144	14DK	16DK	17DK	19EK	20EK	20EK	23EK	23EK	21EK	23EK	27EK	26EK	23ES	23ES	28ES	30ES	24ES	27ES	31ES	32ES	144
143	14DK	15DK	17DK	19EK	20EK	20EK	23EK	23EK	21EK	23EK	26EK	26EK	23ES	23ES	27ES	30ES	24ES	27ES	30ES	32ES	143
142	14CK	15DK	17DK	19EK	20DK	20DK	22DK	22EK	21DK	22EK	26EK	26EK	23ES	23ES	27ES	29ES	23ES	26ES	30ES	31ES	142
141	13CK	15DK	17DK	19EK	20DK	20DK	22DK	22EK	20DK	22ES	26ES	26ES	23ES	23ES	27ES	29ES	23ES	26ES	30ES	31ES	141
140	13CK	15CK	17DK	18DK	20DS	19DK	22DK	22EK	20DK	22EK	25EK	25EK	22ES	22ES	27ES	29ES	23ES	26ES	29ES	30ES	140
139	13CK	15CK	17DK	18DK	19DK	19DS	22DK	22EK	20DS	21DS	25DS	25ES	22DS	22ES	26ES	29ES	23ES	26ES	29ES	30ES	139
138	13CK	15CK	16DK	18DK	19DS	19DK	21DS	21DK	20DK	21DK	25DK	24EK	22DS	22ES	26ES	28ES	22ES	25ES	29ES	30ES	138
137	13CK	15CK	16CK	18DK	19DK	19DS	21DK	21DK	19DS	21DS	24DS	24ES	22DS	22ES	26ES	28ES	22ES	25ES	28ES	29ES	137
136	13BK	14CK	16CK	18DK	19DS	19DK	21DS	21DS	19DK	21DK	24DK	24EK	21DS	21DS	25ES	28ES	22ES	24ES	28ES	29ES	136
135	13BS	14CS	16CK	17DK	19DK	18DS	21DK	21DK	19DS	20DS	24DS	23DS	21DS	21DS	25ES	27ES	21ES	24ES	28ES	28ES	135
134	13BK	14CK	16CK	17DK	18DS	18DK	20DS	20DS	19DK	20DK	23DK	23DK	21DS	21DS	25DS	27ES	21ES	24ES	27ES	28ES	134
133	13BS	14BS	15CK	17DK	18DK	18DS	20DK	20DK	19CS	20DS	23DS	23DS	21DS	21DS	24DS	26ES	21DS	23ES	27ES	28ES	133
132	12BK	14BK	15CK	17DK	18CS	18DK	20DS	20DS	18CK	19DK	23DK	22DK	21DS	20DS	24DS	26ES	20DS	23ES	27ES	27ES	132
131	12AS	14BS	15CS	17DK	18CK	18CS	20CK	19DK	18CS	19DS	23DS	22DS	20DS	20DS	24DS	26DS	20DS	23ES	26ES	27ES	131
130	12AK	14BK	15CK	16DK	18CS	17CK	19CS	19DS	18CK	19DK	22DK	22DK	20DS	20DS	24DS	25DS	20DS	22DS	26ES	26ES	130
129	12AS	13BS	14CS	16DK	17CK	17CS	19CK	19DK	18CS	19DS	22DS	21DS	20DS	20DS	23DS	25DS	19DS	22DS	26ES	26ES	129
128	12AK	13BK	15BK	16CK	17CS	17CK	19CS	19DS	17CK	18DK	22DK	21DK	20CS	19DS	23DS	25DS	19DS	22DS	25ES	26ES	128
127	12AS	13BS	14BS	16CS	17CK	17CS	19CK	18DK	17CS	18CS	21DS	21DS	20CS	19DS	23DS	24DS	19DS	21DS	25ES	25ES	127
126	12AK	13AK	14BK	15CK	17CS	17CK	18CS	18DS	17CK	18CK	21DK	20DK	19CS	19DS	22DS	24DS	18DS	21DS	25ES	25ES	126
125	12AS	13AS	14BS	15CS	17CK	16CS	18CK	18DK	17CS	17CS	21DS	20DS	19CS	19DS	22DS	24DS	18DS	21DS	24ES	24ES	125
124	11AK	13AK	14BK	15CK	16CS	16CK	18CS	18DS	16CK	17CK	20CK	20DK	19CS	19DS	22DS	23DS	18DS	20DS	24ES	24ES	124
123	11AS	13AS	14BS	15CS	16BK	16CS	18CK	17CK	16CS	17CS	20CS	19DS	19CS	18DS	21DS	23DS	17DS	20DS	24ES	24DS	123
122	11AK	12AK	14BK	15CK	16BS	16CK	17CS	17CS	16CK	17CK	20CK	19DK	18CS	18DS	21DS	23DS	17DS	19DS	23ES	23DS	122
121	11AS	12AS	13BS	14CS	16BK	15BS	17CK	17CK	16CS	16CS	19CS	19DS	18CS	18DS	21DS	22DS	16DS	19DS	23DS	23DS	121
120	11	11	12AK	13BK	14CK	15BK	15BK	17CS	17CS	16CK	16CK	19CK	18DS	18CS	18DS	21DS	16DS	19DS	23DS	22DS	120
119	11	12AS	13AS	14CS	15BK	15BS	17CK	16CK	15CS	16CS	19CS	18DS	18CS	17CS	20DS	22DS	16CS	18DS	22DS	22DS	119
118	11	12AK	13AK	14BK	15BS	15BK	16CS	16CS	15BK	15CK	18CK	18DK	18CS	17CS	20DS	21DS	16CS	18DS	22DS	22DS	118
117	11	12AS	13AS	14BS	15BK	15BS	16BK	16CK	15BS	15CS	18CS	17CS	17CK	17CS	20CS	21DS	15CS	18DS	22DS	21DS	117
116	11	12AK	13BK	14BS	15AK	14BK	16BS	16CS	15BK	15CK	18CK	17CK	17CS	17CS	19CS	20DS	15CS	17DS	21DS	21DS	116
115	10	11	12AS	13BS	15AK	14BS	16BK	15CS	14BS	15CS	18CS	17CS	17CK	17CS	19CS	20DS	15CS	17DS	21DS	20DS	115
114	10	11	12AK	13BK	14AS	14BK	15BS	15CS	14BK	14CK	17CK	16CK	17CS	16CK	19CS	20DS	14CS	17CS	21DS	20DS	114
113	10	11	12AS	13BS	14AK	14BS	15BK	15CK	14BS	14CS	17CS	16CS	16CK	16CS	18CS	19DS	14CS	16CS	20DS	20DS	113
112	10	11	12AK	13BK	14AS	14AK	15BS	14CS	14BK	14BK	17CK	16CK	16BS	16CK	18CK	19DS	14CS	16CS	20DS	19DS	112
111	10	11	12AS	12BS	14AK	13AS	15BK	14CK	13BS	13BS	16CS	15CS	16BK	16CS	18CS	19CS	13CK	16CS	20DS	19DS	111
110	10	11	11AK	12BK	14AS	13AK	14BS	14CS	13BK	13BK	16CK	15CK	16BS	15CK	18CK	18CK	13CS	15CS	20DS	18DS	110
109	10	11	11AS	12AS	13AK	13AS	14BK	14BK	13BS	13BS	16CS	15CS	16BK	15CS	17CS	18CS	13CK	15CS	19DS	18DS	109
108	10	10	11AK	12AK	13AS	13AK	14AS	13BS	13BK	13BK	15CK	14CK	15BS	14CK	17CK	18CK	12CS	14CK	19DS	17DS	108
107	10	10	11AS	12AS	13AK	13AS	14AK	13BK	13BS	12BS	15CS	14CS	15BK	15CS	17CS	17CS	12BK	14CS	19DS	17DS	107
106	9	10	11AK	11AK	13AS	12AK	13AS	13BS	12BK	12BK	15BK	14CK	15BS	14CK	16CK	17CK	12BS	14CK	18DS	17DS	106
105	9	10	10	11AS	12	12AS	13AK	13BK	12BS	12BS	14BS	13CS	13BK	14CS	16CS	17CS	11BK	13CS	18DS	16DS	105
104	9	10	10	11AK	12	12AK	13AS	12BS	12BK	11BK	14BK	13CK	15BS	14CK	16CK	16CK	11BS	13BK	18DS	16CS	104
103	9	10	10	11AS	12	12AS	13AK	12BK	12AK	11BS	14BS	13CS	14BK	14CS	15CS	16CS	11BK	13BS	17DS	16CK	103
102	9	10	10	10AK	12	12AK	12AS	12BS	11AK	11BK	13BK	12CK	14BS	14BK	15BK	16CK	10BS	12BK	17CS	15CS	102
101	9	9	10	10AS	12	11AS	12AK	12BK	11AS	11BS	13BS	12CS	14BK	13BS	15BS	15CS	10AK	12BS	17CS	15CK	101
100	9	9	10	10AK	12	11	12AS	11BS	11AK	10BK	13BK	12CK	14BS	13BK	15BK	15CK	10AS	12BK	16CS	14CS	100
99	9	9	9	10AS	11	11	12AK	11BK	11AS	10BS	12BS	11CS	13BK	13BS	14BS	14BS	9AK	11BS	16CS	14CK	99
98	8	9	9	10AK	11	11	11AS	11AS	10AK	10BK	12BK	11BK	13BS	13BK	14BK	14BK	9AS	11BK	16CS	14CS	98
97	8	9	9	9AS	11	10	11AK	11AK	10AS	9AS	12BS	11BS	13AK	12BS	14BS	14BS	9AK	11BS	15CK	13CK	97
96	8	9	9	9AK	11	10	11AS	10AS	10AK	9AK	12BK	10BK	13AS	12BK	13BK	13BK	8AS	10AK	15CS	13BS	96
95	8	9	9	9	11	10	11	10AK	10AS	9AS	11BS	10BS	13AK	12BS	13BS	13BS	8AK	10AS	15CK	12BK	95
94	8	8	9	9	10	10	10	10AS	10AK	9AK	11BK	10BK	12AS	12BK	13BK	13BK	8	9AK	14CS		

	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1		
150	11EK	13EK	15EK	17EK	18EK	19EK	21EK	21EK	18EK	20EK	24EK	24EK	18ES	18ES	23ES	26ES	20ES	23ES	26ES	28ES	150	
149	11EK	13EK	15EK	17EK	18EK	19EK	21EK	21EK	18EK	20ES	24ES	24ES	18ES	18ES	23ES	26ES	20ES	23ES	26ES	28ES	149	
148	11EK	13EK	15EK	17EK	18EK	19EK	21EK	21EK	18EK	20EK	24EK	24EK	18ES	18ES	23ES	26ES	20ES	23ES	26ES	28ES	148	
147	11EK	13EK	15EK	17EK	18EK	19EK	21EK	21EK	18ES	20ES	24ES	24ES	18ES	18ES	23ES	26ES	20ES	23ES	26ES	28ES	147	
146	11DK	13DK	15EK	17EK	18EK	19EK	21EK	21EK	18EK	20EK	23EK	23EK	18ES	18ES	23ES	25ES	20ES	22ES	26ES	27ES	146	
145	11DK	13DK	15EK	17EK	18EK	19EK	20EK	20EK	18ES	19ES	23ES	23ES	18ES	18ES	22ES	25ES	19ES	22ES	25ES	27ES	145	
144	11DK	13DK	15DK	17EK	18EK	19EK	20EK	20EK	17EK	19EK	23EK	23EK	18ES	18ES	22ES	25ES	19ES	22ES	25ES	27ES	144	
143	11DK	13DK	15DK	16EK	17EK	17EK	20EK	20EK	17ES	19ES	23ES	23ES	17ES	17ES	22ES	25ES	19ES	22ES	25ES	26ES	143	
142	11CK	13CK	14DK	16EK	17DK	17DK	20DK	20EK	17EK	19EK	22EK	22EK	17ES	17ES	22ES	24ES	19ES	21ES	25ES	26ES	142	
141	11CK	13CK	14DK	16EK	17DK	17DK	20DK	20EK	17ES	18ES	22ES	22ES	17ES	17ES	22ES	24ES	18ES	21ES	25ES	26ES	141	
140	11CK	12CK	14DK	16DK	17DK	17DK	19DK	19EK	17DK	18EK	22EK	22EK	17DS	17ES	21ES	24ES	18EK	21ES	24ES	26ES	140	
139	11CK	12CK	14DK	16DK	17DK	17DK	19DK	19EK	17ES	18ES	22ES	21ES	17DS	17ES	21ES	24ES	18ES	21ES	24ES	26ES	139	
138	10CK	12CK	14DK	16DK	17DS	17DK	19DS	19DK	16DK	18EK	21EK	21EK	17DK	17ES	21ES	23ES	18EK	20ES	24ES	25EK	138	
137	10CS	12CK	14CK	15DK	16DK	16DS	19DK	19DK	16DS	18DS	21DS	21ES	17DS	16DK	21ES	23ES	17ES	20EK	23ES	25ES	137	
136	10CK	12CK	14CK	15DK	16DS	16DK	19DS	19DS	16DK	17DK	21DK	21EK	16DK	16DS	20EK	23ES	17DK	20ES	23EK	24EK	136	
135	10BS	12BK	13CK	15DK	16DK	16DS	18DK	18DK	16DS	17DS	21DS	20ES	16DS	16DK	20DS	22EK	17DS	20EK	23ES	24ES	135	
134	10BK	12BS	13CK	15DK	16DS	16DK	18DS	18DS	16DS	17DK	20DK	20EK	16DK	16DS	20DK	22ES	17DK	19ES	23EK	24EK	134	
133	10BS	12BK	13CK	15DK	16DK	16DS	18DK	18DK	15DS	17DS	20DS	20DS	16DS	16DK	20DS	22EK	16DS	19DK	23ES	23ES	133	
132	10BK	12BS	13CK	15DK	16CS	16DK	18DS	18DS	15DK	16DK	20DK	20DK	16DK	16DS	20DK	22DS	16DK	19DS	22EK	23EK	132	
131	10BS	11BK	13CK	14DK	15CK	15CS	18CK	17DK	15DS	16DS	20DS	19DS	16DS	16DK	19DS	21DK	16DS	19DK	22ES	23ES	131	
130	10BK	11BS	13CS	14DK	15CS	15CK	17CS	17DS	15CK	16DK	19DK	19DK	16CK	15DK	19DK	21DS	16DK	18DK	22EK	23EK	130	
129	10AS	11BK	13CK	14CK	15CK	15CS	17CK	17DK	15CS	16DS	19DS	19DS	15CK	15DK	19DS	21DS	16DS	18DK	22ES	22ES	129	
128	10AK	11AS	12BS	14CK	15CS	15CK	17CK	17DS	15CK	16DK	19DK	19DK	15CK	15DK	19DK	21DS	15DK	18DS	21EK	22EK	128	
127	10AS	11AK	12BK	14CK	15CK	15CS	17CK	17DK	14CS	15DS	19DS	19DS	15CS	15DK	19DK	20DK	15CK	18DK	21ES	22ES	127	
126	9AK	11AS	12BS	14CS	15CS	15CK	17CS	16DS	14CK	15DK	18DK	18DK	15CK	15DK	18DK	20DS	15DK	17DK	21EK	21DK	126	
125	9AS	11AK	12BK	13CK	15CA	16CK	16CK	16DK	14CS	15DS	18DS	18DS	15CS	15DK	18DS	20DK	15DS	17DK	21ES	21DS	125	
124	9AK	11AS	12BS	13CS	14CS	14CK	16CS	16CS	14CK	15CK	18DK	17DK	15CK	14DS	18DK	20DS	14CK	17DK	20DK	21DK	124	
123	9AS	11AK	12BK	13CK	14CK	14CS	16CK	16CK	14CS	14CS	18DS	17DS	14CS	14DK	18DS	19DK	14CS	17DK	20DS	21DS	123	
122	9AK	10AS	12BS	13CS	14BS	14CK	16CS	16CS	13CK	14CK	17CK	17DK	14CK	14DS	17DK	19DS	14CK	16DS	20DK	20DK	122	
121	9AS	10AK	12BK	13CK	14BK	14CS	16CK	15CK	13CK	14CS	17CS	17DS	14CS	14CK	17DS	19DK	14CK	16DK	20DS	20DS	121	
120	9AK	10AS	11BS	13CS	14BS	14BK	15CS	15CS	13CK	14CK	17CK	16DK	14CK	14CS	17DK	18DS	13CK	16DS	19DK	20DK	120	
119	9AK	10AK	11AK	12CK	14BK	13BS	15CK	15CK	13CS	13CS	16CS	16DS	14CS	14CK	17CS	18DK	13CS	16CK	19DS	19DS	119	
118	9	10AS	11AS	12BS	13BS	13BK	15CS	15CS	13CK	13CK	16CK	16DK	14CK	13CS	16CK	18DS	13CK	15CS	19DK	19DK	118	
117	9	10AK	11AK	12BK	13BK	13BS	15CK	14CK	13CS	13CS	16CS	15DS	14CS	13CK	16CS	18DK	13CS	15CK	19DS	19DS	117	
116	9	10AS	11AS	12BS	13BS	13BK	15BS	14CS	12CK	13CK	16CK	15DK	13CK	13CS	16CK	17DS	12CK	15CS	19DK	18DK	116	
115	9	10AK	11AK	12BK	13BK	13BS	14BK	14CK	12BS	13CS	15CS	15CS	13BS	13CK	16CS	17DK	12CK	15CK	18DS	18DS	115	
114	8	10	11AS	12BS	13AS	13BK	14BS	14CS	12BK	13CK	15CK	15CK	13BK	13CS	16CK	17DS	12CK	14CS	18DK	18DK	114	
113	8	9	10AK	11BK	13AK	12BS	14BK	14CK	12BS	12CS	15CS	14CS	13BS	13CK	15CS	17CK	12BS	14CK	18DS	18DS	113	
112	8	9	10AS	11BS	12AS	12BK	14BS	13CS	12BK	12CK	15CK	14CK	13BK	13CS	15CK	16CS	11BK	14CK	18DK	17DK	112	
111	8	9	10AK	11BK	12AK	12BS	14BK	13CK	11BS	12CS	14CS	14CK	13BS	12CK	15CS	16CK	11BS	14CK	17DS	17DS	111	
110	8	9	10AS	11BS	12AS	12AK	13BS	13BS	11BK	12CK	14CK	14CK	13BK	12CS	15CK	16CK	11BK	13CK	17DS	17CK	110	
109	8	9	10AK	11BK	12AK	12AS	13BK	13BK	11BS	11BS	14CS	13CS	12BS	12CK	14CS	16CK	11BS	13BK	17DS	16CS	109	
108	8	9	10AS	11AS	12AS	12AK	13BS	13BS	11BK	11BK	14CK	13CK	12BK	12CS	14CK	15CS	11BK	13BS	17DK	16CK	108	
107	8	9	10AK	10AK	12AK	11AS	13BK	12BK	11BS	11BS	13CS	13CS	12BS	12CK	14CS	15CK	10AS	13BK	16CS	16CS	107	
106	8	9	9AS	10AS	12AS	11AK	13AS	12BS	11BK	11BK	13CK	12CK	12BK	12CS	14CK	15CS	10AK	12BS	16CK	15CK	106	
105	8	9	9AK	10AK	11AK	11AS	12AK	12BK	10BS	10BS	13CS	12CS	12BS	11BK	14BS	14CK	10AS	12BK	16CS	15CS	105	
104	8	8	9	10AS	11	11AK	12AS	12BS	10BK	10BK	13BK	12CK	12BK	11BS	13BK	14CS	10AK	12BK	16CK	15CS	104	
103	7	8	9	10AK	11	11AS	12AK	12BK	10BS	10BS	12BS	12CS	12BS	11BK	13BS	14CK	9AS	12BK	15CS	15CS	103	
102	7	8	9	10AS	11	11AK	12AS	12BS	10AS	9BS	12BS	11CS	11AS	11BK	13BS	13BK	9AS	11BS	15CK	14BK	102	
101	7	8	9	9AK	11	10AS	12AK	11BS	10AS	9BS	12BS	11CS	11AS	11BK	13BS	13BK	9AS	11AK	15CS	14BS	101	
100	7	8	9	9AS	11	10AK	11AS	11BS	9AK	9BK	12BK	11CK	11AK	11BS	13BK	13BS	9AK	11AS	15CK	14BK	100	
99	7	8	8	9AK	10	10	11AK	11BK	9AS	9BS	11BS	11CS	11AS	11BK	12BS	13BK	8	11AK	15CS	13BS	99	
98	7	8	8	9AS	10	10	11AS	10AS	9AK	9BK	11BK	10CK	11AK	10BS	12BK	13BS	8	10AS	14CK	13BK	98	
97	7	8	8	9AK	10	10	11AK	10AK	9AS	9BS	11BS	10CS	11AS	10BK	12BS	12BK	8	10AK	14CS	13BS	97	
96	7	8	8	9AS	10	10	11AS	10AS	9AK	8AK	11BK	10BK	10AK	10BS	12BK	12BS	8	10AS	14CK	13AK	96	
95	7	7	8	9AK	10	9	10AK	10AK	9AS	8AS	10BS	9BS	10AS	10BK	11BS	12BK	7	10AK	14BS	12AS	95	
94	7	7	8	8	10	9	10	10AS	8AK	8AK	10BK	9BK	10AK	10BS	11BK	12BS	7	9	13BK	12AK	94	
93	7	7	8	8	9	9	9	9	8AS	8AS	10BS	9BS	10AS	10BK	11BS	11BK	7	9	13BS	12AS	93	
92	7	7	8	8	9	9	9	9	7AS	7AK	10BK	9BK	10AK	9AS	11BK	11BS	7	9	13BK	11AK	92	
91	6	7	7	8	9	9	9	9	7AS	7AS	9AK	8BK	10AK	9AS	10BS	11BK	7	9	13BS	11AS	91	
90	6	7	7	8	9	9	9	9	7AS	7AS	9AS	8BS	9	9AK	10AS	10BK	6	8	12BK	11AK	90	
89	6	7	7	8	9	8	9	9AK	7	6AK	8AK	8BK	9	9AS	10AK	10BS	6	8	12BS	10	89	
88	6	7	7	7	9	8	9	8AS	7	6AK	8AK	8BK	9	9AS	10AK	10BS	6	8	12BK	10	88	
87	6	7	7	7	9	8	9	8AK	7	6AS	8AS	7BS	9	9AK	10AS	10AK	6	8	12BS	10	87	
86	6	7	7	7	8	8	9	8AS	7	6	8AK	7BK	9	9AS	9AK	9AS	5	7	11AK	10	86	
85	6	6	7	7	8	8	8	8AK	7	6	8AS	7BS	9	8AK	9AS	9AK	5	7	11AS	9	85	
84	6	6	6	7	8	8	8	7	7	6	7AK	6BK	9	8	9AK	9AS	5	7	11AK	9	84	
83	6	6	6	6	7	8	7	8	7	6	5	7AS	6BS	9	8	9AS	9AK	5	7	11AS	9	83
82	6	6	6	6	8	7	8	7	6	5	7AK	6BK	8	8	9AK	8AS	4	6	11AK	8	82	
81	6	6	6	6	8	7	8	7	6	5	7	6AS	8	8	8AS	8AK	4	6	10AK	8	81	
80	6	6	6	6	7	7	7	7	6	5	6	5AK	8	8	8AS	8AK	4	6	10AK	8	80	

8.34

MAIN
GAUCHEWeight: 1-2 pounds
Fumble: 1-2One-hand
Range: 10 feet (-15%)
Length: 1-1½ feetType:
Range:
Length:

	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
150	4CP	6CP	8EP	10EP	9EP	9EP	12EP	12EP	8EP	10EP	14EP	14EP	10EP	10EP	15EP	18EP	12EP	15EP	18EP	20EP	150
149	4CP	6CP	8DP	10EP	9DP	9DP	12EP	12EP	8EP	10EP	14EP	14EP	10EP	10EP	15EP	18EP	12EP	15EP	18EP	20EP	149
148	4BP	6CP	8DP	10EP	9DP	9DP	12DP	12EP	8EP	10EP	14EP	14EP	10EP	10EP	15EP	18EP	12EP	15EP	18EP	20EP	148
147	4BP	6BP	8CP	10DP	9CP	9CP	12DP	12EP	8DP	10EP	14EP	14EP	10EP	10EP	15EP	18EP	12EP	15EP	18EP	20EP	147
146	4BP	6BP	8CP	10DP	9CP	9CP	12DP	12DP	8DP	10EP	14EP	14EP	10EP	10EP	15EP	18EP	12EP	15EP	18EP	20EP	146
145	4AP	6BP	8CP	10DP	9CP	9CP	12DP	12DP	8DP	10DP	14DP	14EP	10EP	10EP	15EP	17EP	12EP	15EP	18EP	19EP	145
144	4AP	6BP	8CP	10DP	9CP	9CP	12CP	12DP	8DP	10DP	14DP	13EP	10EP	10EP	15EP	17EP	12EP	14EP	18EP	19EP	144
143	4AP	6AP	8CP	10CP	9CP	9CP	12CP	12DP	8CP	10DP	13DP	13EP	10DP	10EP	14EP	17EP	11EP	14EP	17EP	19EP	143
142	4AP	6AP	8BP	10CP	9BP	9CP	11CP	11DP	8CP	10DP	13DP	13DP	10DP	10EP	14EP	17EP	11EP	14EP	17EP	19EP	142
141	4AP	6AP	8BP	9CP	9BP	9CP	11CP	11DP	8CP	9DP	13DP	13DP	10DP	10DP	14EP	17EP	11EP	14EP	17EP	19EP	141
140	4AK	6AP	8BP	9CP	9BP	9BP	11CP	11CP	8CP	9CP	13DP	13DP	10DP	10DP	14DP	16EP	11DP	14EP	17EP	18EP	140
139	4	6AP	8BP	9CP	9BP	8BP	11CP	11CP	8CP	9CP	13DP	13DP	10DP	10DP	14DP	16EP	11DP	14EP	17EP	18EP	139
138	4	6AP	7BP	9CP	8BP	8BP	11CP	11CP	8CP	9CP	13CP	12DP	9DP	9DP	14DP	16DP	11DP	13DP	17EP	18EP	138
137	4	6AP	7BP	9BP	8BP	8BP	11CP	11CP	8BP	8BP	11CP	11CP	9CP	9CP	14DP	16DP	10DP	13DP	16EP	18EP	137
136	4	6AP	7BP	9BP	8AP	8BP	11CP	11CP	7CP	9CP	12CP	12DP	9CP	9DP	13DP	16DP	10DP	13DP	16EP	17EP	136
135	4	6AK	7AP	9BP	8AP	8BP	10BP	10CP	7CP	9CP	12CP	12DP	9CP	9DP	13DP	15DP	10DP	13DP	16EP	17EP	135
134	4	6	7AP	9BP	8AP	8BP	10BP	10CP	7CP	9CP	12CP	12DP	9CP	9DP	13DP	15DP	10DP	13DP	16EP	17EP	134
133	4	6	7AP	9BP	8AP	8BP	10BP	10CP	7BP	8CP	12CP	12CP	9CP	9DP	13DP	15DP	10DP	13DP	16EP	17DP	133
132	4	5	7AP	8BP	8AP	8AP	10BP	10CP	7BP	8CP	12CP	11CP	9CP	9DP	13DP	15DP	10CP	12DP	16EP	17DP	132
131	4	5	7AP	8BP	8AP	8AP	10BP	10CP	7BP	8CP	11CP	11CP	9CP	9DP	13DP	15DP	10CS	12DP	15EP	16DP	131
130	4	5	7AP	8BP	8AP	8AP	10BP	10BP	7BP	8CP	11CP	11CP	9CP	9CP	12DP	14DP	9CP	12DP	15DP	16DP	130
129	4	5	7AP	8BP	8AS	8AP	10BP	10BP	7BP	8BP	11CP	11CP	9CP	9CP	12CP	14DP	9CS	12DP	15DP	16DP	129
128	4	5	7AP	8AP	8AP	7AP	10BP	9BP	7BP	8BP	11CP	11CP	9CP	9CP	12CP	14DP	9CP	12CS	15DP	16DP	128
127	4	5	7AS	8AP	7AS	7AP	9AP	9BP	7BP	8BP	11CP	11CP	9CP	9CP	12CP	14DP	9CS	12CP	15DP	16DS	127
126	4	5	6AP	8AP	7AP	7AS	9AP	9BP	7BP	8BP	11CP	11CP	9CP	9CP	12CP	14DP	9CP	11CS	15DP	15DP	126
125	4	5	6AK	8AP	7AK	7AP	9AP	9BP	6BP	7BP	10BP	10CP	8CP	8CP	12CP	13CP	9CS	11CP	14DP	15DS	125
124	4	5	6	8AP	7	7AS	9AP	9BP	6BS	7BP	10BP	10CP	8CP	8CP	12CP	13CP	8CP	11CS	14DP	15DP	124
123	4	5	6	7AP	7	7AP	9AP	9BP	6BP	7BS	10BP	10CP	8CP	8CP	11CP	13CP	8CS	11CP	14DP	15DS	123
122	4	5	6	7AP	7	7AS	9AP	9BP	6AS	7BP	10BP	10CP	8BP	8CP	11CP	13CP	8CP	11CS	14DP	14DP	122
121	3	5	6	7AP	7	7AP	9AS	8BP	6AP	7BS	10BP	9CP	8BS	8CP	11CP	13CP	8BS	11CP	14DS	14CS	121
120	3	5	6	7AP	7	7AK	9AP	8BP	6AS	7BP	10BS	9CP	8BP	8CP	11CP	12CP	8BP	10CS	14DP	14CP	120
119	3	5	6	7AP	7	7	8AS	8AP	6AP	7BS	9BP	9CP	8BS	8CP	11CP	12CP	8BS	10CP	14DS	14CS	119
118	3	5	6	7AP	7	6	8AP	8AP	6AS	7BP	9BS	9BP	8BP	8CS	11CP	12CP	7BP	10BS	13DP	14CP	118
117	3	5	6	7AS	7	6	8AS	8AP	6AP	7AS	9BP	9BP	8BS	8CP	10CP	12CP	7BS	10BP	13CS	13CS	117
116	3	5	6	7AP	6	6	8AP	8AP	6AS	6AP	9BS	9BP	8BP	7CS	10CS	12CP	7BP	10BS	13CP	13CP	116
115	3	4	6	7AK	6	6	8AK	8AP	6AP	6AS	9BP	8BP	8BS	7CP	10BP	11CP	7BS	10BP	13CS	13CS	115
114	3	4	5	6	6	6	8	7AP	6AS	6AP	9BS	8BS	7BP	7BS	10BS	11CS	7BP	9BS	13CP	13CP	114
113	3	4	5	6	6	6	8	7AS	5AP	6AS	8AP	8BP	7BP	7BP	10BP	11CP	7AS	9BP	13CS	13CS	113
112	3	4	5	6	6	6	7	7AP	5AS	6AP	8AS	8BS	7BP	7BS	10BS	11BS	7AP	9BS	12CP	12CP	112
111	3	4	5	6	6	6	7	7AS	5AP	6AS	8AP	8BP	7BS	7BP	10BP	11BP	6AS	9BP	12CS	12BS	111
110	3	4	5	6	6	6	7	7AP	5AK	6AP	8AS	8BS	7BP	7BS	9BS	10BS	6AP	9BS	12CP	12BS	110
109	3	4	5	6	6	6	7	7AS	5	6AS	8AP	7BP	7BS	7BP	9BP	10BP	6AS	9AP	12CS	12BS	109
108	3	4	5	6	6	6	7	7AP	5	5AP	8AS	7BS	7AP	7BS	9BS	10BS	6AP	8AS	12CP	11BP	108
107	3	4	5	6	6	5	7	6AS	5	5AS	8AP	7BP	7AS	7BP	9BP	10BP	6AS	8AP	12CS	11BS	107
106	3	4	5	6	6	5	7	6AP	5	5AP	7AS	7BS	7AP	7BS	9BS	10BS	6AP	8AS	11CP	11BP	106
105	3	4	5	5	5	5	6	6AK	5	5AK	7AP	7BP	7AS	6BP	9BP	9BP	5AS	8AP	11BS	11BS	105
104	3	4	5	5	5	5	6	6	5	5	7AS	7AS	7AP	6BS	8BS	9BS	5AP	8AS	11BP	11BP	104
103	3	4	5	5	5	5	6	6	5	5	7AP	6AP	7AS	6BP	8BP	9BP	5AK	8AP	11BS	10BS	103
102	3	4	5	5	5	5	6	6	5	5	7AS	6AS	6AP	6BS	8BS	9BS	5	7AS	11BP	10AP	102
101	3	4	5	5	5	5	6	6	4	5	7AP	6AP	6AS	6BS	8BP	9BP	5	7AP	11BS	10AS	101
100	3	4	5	5	5	5	6	5	4	4	6AK	6AS	6AP	6AS	8BS	9BS	5	7AS	10BP	10AP	100
99	3	4	5	5	5	5	6	5	4	4	6	6AP	6AS	6AP	8AP	8BP	4	7AP	10BS	10AS	99
98	3	4	5	5	5	5	6	5	4	4	6	5AS	6AP	6AS	8AS	8BS	4	7AK	10BP	9AP	98
97	3	3	4	5	5	5	5	5	4	4	6	5AP	6AS	6AP	7AP	8BP	4	7	10BS	9AS	97
96	3	3	4	4	5	4	5	5	4	4	6	5AS	6AP	6AS	7AS	8BS	4	6	10BP	9AP	96
95	3	3	4	4	5	4	5	5	4	4	6	5AP	6AS	6AP	7AP	7AP	4	6	10BS	9AS	95
94	3	3	4	4	4	4	5	5	4	4	5	5AS	6AP	6AS	7AS	7AS	4	6	10AP	8AP	94
93	3	3	4	4	4	4	5	4	4	4	5	5AP	6AK	5AP	7AP	7AP	4	6	9AS	8AK	93
92	2	3	4	4	4	4	5	4	4	4	5	4AS	6	5AS	7AS	7AS	3	6	9AP	8	92
91	2	3	4	4	4	4	5	4	4	3	5	4AP	6	5AP	6AP	7AP	3	6	9AS	8	91
90	2	3	3	4	4	4	4	4	4	3	5	4AK	5	5AS	6AS	6AS	3	5	9AP	8	90
89	2	3	3	4	4	4	4	4	4	3	5	4	5	5AP	6AP	6AP	3	5	9AS	7	89
88	2	3	3	4	4	4	4	4	4	3	4	4	5	5AK	6AS	6AS	3	5	9AP	7	88
87	2	3	3	3	4	4	4	4	4	3	4	4	5	5	6AP	6AP	3	5	8AS	7	87
86	2	3	3	3	4	3	4	3	3	3	4	3	5	5	6AS	6AS	2	5	8AP	7	86
85	2	3	3	3	4	3	4	3	3	3	4	3	5	5	6AP	5AP	2	0	8AS	0	85
84	2	3	3	3	4	3	4	3	3	3	4	3	5	5	5AK	5AS	2	0	8AP	0	84
83	2	3	3	3	3	3	4	3	3	2	4	3	5	5	5AS	5AP	2	0	8AK	0	83
82	2	3	3	3	3	3	3	3	3	2	3	3	5	4	5	5AS	2	0	8	0	82
81	2	3	3	3	3	3	3	3	3	2	3	3	5	4	5	5AP	2	0	7	0	81
80	2	2	3	3	3	3	3	3	3	2	3	2	5	4	5	4AS	0	0	7	0	80
79	2	2	3	3	3	3	3	2	3	2	3	2	5	4	5	4AP	0	0	7	0	79
78	2	2	2	2	3	3	3	2	3	2	3	2	4	4	4	4AK	0	0	7	0	78
77	2	2	2	2	3	3	3	2	2	2	3	2	4	4	4	4	0	0	7	0	77
76	2	2	2	2	3	3	3	2	2	2	2	2	4	4	4	4	0	0	7	0	76
75	2	2	2	2	3	2	2	2	2	2	2	2	4	4	4	3	0	0			



SCIMITAR

3-5 pounds

Weight:

One-hand

Type:

Range:

Length:

1-4

Fumble:

2½-4 feet

	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
150	7EK	7EK	8EK	13EK	11EK	11EK	14EK	14EK	16ES	18ES	22ES	22ES	20ES	20ES	25ES	28ES	22ES	25ES	28ES	30ES	150
149	7DK	7DK	8EK	13EK	11ES	11ES	14ES	14ES	16ES	18ES	22ES	22ES	20ES	20ES	25ES	28ES	22ES	25ES	28ES	30ES	149
148	7DK	7DK	8EK	13EK	11EK	11EK	14EK	14EK	16ES	18ES	22ES	22ES	20ES	20ES	25ES	28ES	22ES	25ES	28ES	30ES	148
147	7CK	7CK	8DK	13EK	11ES	11ES	14ES	14ES	16ES	18ES	22ES	22ES	20ES	20ES	25ES	28ES	22ES	25ES	28ES	29ES	147
146	7CK	7CK	8DK	13EK	11DK	11DK	14DK	14EK	16ES	18ES	21ES	21ES	20ES	20ES	24ES	27ES	21ES	24ES	27ES	29ES	146
145	7CK	7CK	8DK	13EK	11DS	11DS	14DS	14ES	16ES	17ES	21ES	21ES	20ES	20ES	24ES	27ES	21ES	24ES	27ES	29ES	145
144	7CK	7CK	8DK	13EK	11DK	11DK	14DK	14EK	16ES	17ES	21ES	21ES	19ES	19ES	24ES	27ES	21ES	24ES	27ES	28ES	144
143	7CK	7CK	8DK	13DK	11DS	11DS	13DS	13ES	15DS	17ES	21ES	20ES	19ES	19ES	23ES	26ES	20ES	23ES	26ES	28ES	143
142	7BS	7CK	8CK	12DK	11DK	11DK	13DK	13DK	15DS	17ES	20ES	20ES	19ES	19ES	23ES	26ES	20ES	23ES	26ES	27ES	142
141	7BK	7BK	8CK	12DK	11DS	10DS	13DS	13DS	15DS	16DS	20DS	20ES	19ES	19ES	23ES	26ES	20ES	23ES	26ES	27ES	141
140	7BS	7BK	8CK	12DK	10DK	10DK	13DK	13DK	15DS	16DS	20DS	20ES	19DS	19ES	23ES	25ES	19ES	22ES	26ES	27ES	140
139	7BK	7BS	8CK	12DK	10CS	10DS	13DS	13DS	14DS	16DS	19DS	19ES	18DS	18ES	23ES	25ES	19ES	22ES	25ES	26ES	139
138	7BS	7BK	8CK	12DK	10CK	10CK	13CK	13DK	14DS	16DS	19DS	19ES	18DS	18ES	22ES	25ES	19ES	22ES	25ES	26ES	138
137	7BK	7BS	7CS	12DK	10CS	10CS	12CS	12DS	14DS	15DS	19DS	19DS	18DS	18DS	22ES	24ES	19ES	21ES	25ES	26ES	137
136	7BS	7BK	7CK	12DK	10CK	10CK	12CK	12DK	14DS	15DS	19DS	18DS	18DS	18DS	22ES	24ES	18ES	21ES	24ES	25ES	136
135	7AK	7BS	7CS	11DK	10CS	10CS	12CS	12DS	14CS	15DS	18DS	18DS	18DS	18DS	21DS	24ES	18ES	21ES	24ES	25ES	135
134	7AS	6BK	7BK	11DK	10CK	10CK	12CK	12DK	14CK	15DS	18DS	18DS	18DS	17DS	21DS	23ES	18DS	20ES	24ES	24ES	134
133	7AK	6AS	7BS	11CS	10CS	10CS	12CS	12DS	13CS	14DK	18DS	17DS	17DS	17DS	21DS	23ES	17DS	20ES	23ES	24ES	133
132	6AS	6AK	7BK	11CK	10BK	9CK	12CK	12DK	13CK	14DS	18DK	17DS	17DS	17DS	21DS	23DS	17DS	20ES	23ES	24ES	132
131	6AK	6AS	7BS	11CS	9BS	9CS	12CS	11CS	13CS	14DK	17DS	17DS	17DS	17DS	20DS	22DS	17DS	19DS	23ES	23ES	131
130	6AS	6AK	7BK	11CK	9BK	9BK	11CK	11CK	13CK	14CS	17DK	17DS	17CS	17DS	20DS	22DS	16DS	19DS	23ES	23ES	130
129	6AK	6AS	7BS	11CS	9BS	9BS	11CS	11CS	13CS	13CK	17DS	16DS	17CS	16DS	20DS	22DS	16DS	19DS	22ES	23ES	129
128	6AS	6AK	7BK	11CK	9BK	9BK	11CK	11CK	12CK	13CS	16CK	16DK	16CS	16DS	20DS	21DS	16DS	18DS	22ES	22ES	128
127	6AK	6AS	7BS	10CS	9BS	9BS	11CS	11CS	12CS	13CK	16CS	16DS	16CS	16DS	19DS	21DS	16DS	18DS	22ES	22ES	127
126	6AS	6AK	7BK	10CK	9BK	9BK	11BK	11CK	12CK	13CS	16CK	15DK	16CK	16DS	19DS	21DS	15DS	18DS	21ES	21ES	126
125	6AK	6AS	7AS	10CS	9BS	9BS	11BS	10CS	12CS	13CK	16CS	15DS	16CS	16DS	19DS	20DS	15DS	17DS	21ES	21ES	125
124	6	6AK	6AK	10BK	9AK	9BK	10BK	10CK	12CK	12CS	16CK	15DK	16CK	15DS	18DS	20DS	15DS	17DS	21ES	21ES	124
123	6	6AS	6AS	10BS	9AS	8BS	10BS	10CS	11CS	12CK	15CS	15DS	15CS	15DK	18DS	20DS	14DS	17DS	21ES	20DS	123
122	6	6AK	6AK	10BK	8AK	8BK	10BK	10CK	11BK	12CS	15CK	14DK	15CK	15DS	18DK	19DS	14DS	16DS	20DS	20DS	122
121	6	6AS	6AS	10BS	8AS	8BS	10BS	10CS	11BS	12CK	14CS	14CS	15CS	15CK	18DS	19DS	14DS	16DS	20DS	20DS	121
120	6	6AK	6AK	9BK	8AK	8AK	10BK	10BK	11BK	11CS	14CK	14CK	15CK	15CS	17DK	19DS	13CK	16DS	20DS	19DS	120
119	6	6	6AS	9BS	8AS	8AS	10BS	9BS	11BS	11CK	14CK	13CS	15CS	14CK	17CS	18DK	13CS	15DS	19DS	19DS	119
118	6	6	6AK	9BK	8AK	8AK	10BK	9BK	11BK	11CS	14CK	13CK	15CK	14CS	17CK	18DS	13CK	15DS	19DS	18DS	118
117	6	5	6AS	9BS	8AS	8AS	9AS	9BS	10BS	11BK	13CS	13CS	14CS	14CK	17CS	18DK	12CS	15DK	19DS	18DS	117
116	6	5	6AK	9BK	8AK	8AK	9AK	9BK	10BK	10BS	13CK	12CK	14CK	14CS	16CK	17DS	12CK	14CS	18DS	18DS	116
115	5	5	6AS	9BS	8AS	7AS	9AS	9BS	10BS	10BK	13CS	12CS	14BS	14CK	16CS	17DK	12CS	14CK	18DS	17DS	115
114	5	5	6AK	9AK	8	7AK	9AK	9BK	10BK	10BS	13CK	12CK	14BK	13CS	16CK	17DS	12CK	12CS	18DS	17DK	114
113	5	5	6AS	8AS	7	7AS	9AS	8BS	10BS	10BK	12CS	12CS	14BS	13CK	15CS	16CK	11CS	13CK	18DS	17DS	113
112	5	5	5AK	8AK	7	7AK	9AK	8BK	9BK	9BS	12BK	11CK	13BK	13CS	15CK	16CS	11CK	13CS	17DS	16DK	112
111	5	5	5AS	8AS	7	7AS	8AS	8BS	9BS	9BK	12BS	11CS	13BS	13CK	15CS	16CK	11CS	13CK	17DS	16DS	111
110	5	5	5AK	8AK	7	7AK	8AK	8BK	9BK	9BS	11BK	11CK	13BK	13CS	15CK	15CS	10CK	12CS	17DS	15DK	110
109	5	5	5	8AS	7	7	8AS	8AS	9AS	9BK	11BS	10CS	13BS	12CK	14CS	15CK	10BS	12CK	16DS	15DS	109
108	5	5	5	8AS	7	7	8AK	8AK	9AK	9BK	11BK	10CK	13BK	12CS	14CK	15CS	10BK	12CS	16DK	15DK	108
107	5	5	5	8AS	7	7	8AS	7AS	9AS	8BS	11BS	10CS	12BS	12CK	14CS	14CK	9BS	11BK	16DS	14DS	107
106	5	5	5	8AK	7	6	8AK	7AK	8AK	8BS	10BK	9CK	12BK	12CS	14CK	14CS	9BK	11BS	15DK	14DK	106
105	5	5	5	7AS	7	6	8AS	7AS	8AS	8BK	10BS	9CS	12BS	12BK	13BS	14CK	9BS	11BK	15DS	14DS	105
104	5	5	5	7AK	6	6	7	7AK	8AK	7AS	10BK	9BK	12BK	11BS	13BK	13CS	9AK	10BS	15DK	13CK	104
103	5	5	5	7AS	6	6	7	7AS	8AS	7AK	10BS	9BS	12BS	11BK	13BS	13CK	8AS	10BK	15CS	13CS	103
102	5	4	5	7AK	6	6	7	7AK	8AK	7AS	9BK	8BK	12BK	11BS	12BK	13BS	8AK	10BS	14CK	12CK	102
101	5	4	5	7AS	6	6	7	7AS	7AS	7AK	9BS	8BS	11AS	11BK	12BS	12BK	8AS	9BK	14CS	12CS	101
100	5	4	5	7AK	6	6	7	6AK	7AK	7AS	9BK	8BK	11AK	11BS	12BK	12BS	7AK	9AS	14CK	12CK	100
99	5	4	4	7	6	6	7	6AS	7	6AK	8AS	7BS	11AS	10BK	12BS	12BK	7	9AK	13CS	11CS	99
98	4	4	4	6	6	6	6	6AK	7	6AS	8AK	7BK	11AK	10BS	11BK	11BS	7	8AS	13CK	11BS	98
97	4	4	4	6	6	5	6	6AS	6	6AS	8AS	7BS	10AK	10BS	11BK	11BS	6	8AK	13CS	11BS	97
96	4	4	4	6	6	5	6	6AS	6	6AS	8AK	7BK	10AK	10BS	11BK	11BS	6	8AS	13CK	10BK	96
95	4	4	4	6	6	5	6	6AS	6	5AK	7AS	6BS	10AS	10BK	11BS	10BK	6	7AK	12CS	10BS	95
94	4	4	4	6	5	5	6	5	6	5	7AK	6BK	10AK	9BS	10BK	10BS	6	7	12CK	9BK	94
93	4	4	4	6	5	5	6	5	6	5	7AS	6BS	10AS	9BK	10BS	10BK	5	7	12CS	9AS	93
92	4	4	4	6	5	5	6	5	6	5	6AK	5BK	10AK	9AK	10BK	9BK	5	6	11BK	9AK	92
91	4	4	4	6	5	5	5	5	6	4	6AS	5BS	9AS	9AK	9BS	9BK	5	6	11BS	8AS	91
90	4	4	4	5																	

	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
150	3CP	5DP	7EP	9EP	9EP	9EP	12EP	12EP	8EP	10EP	14EP	14EP	12EP	12EP	17EP	20EP	14EP	17EP	20EP	22EP	150
149	3CP	5CP	7EP	9EP	9EP	9EP	12EP	12EP	8EP	10EP	14EP	14EP	12EP	12EP	17EP	20EP	14EP	17EP	20EP	22EP	149
148	3CP	5CP	7DP	9EP	9EP	9EP	12EP	12EP	8EP	10EP	14EP	14EP	12EP	12EP	17EP	20EP	14EP	17EP	20EP	22EP	148
147	3CP	5CP	7DP	9DP	9DP	9DP	12DP	12EP	8EP	10EP	14EP	14EP	12EP	12EP	17EP	20EP	14EP	17EP	20EP	22EP	147
146	3BP	5CP	7CP	9DP	9DP	9DP	12DP	12EP	8DP	10EP	14EP	14EP	12EP	12EP	17EP	20EP	14EP	17EP	20EP	22EP	146
145	3BP	5CP	7CP	9DP	9DP	9DP	12DP	12EP	8DP	10EP	14EP	14EP	12EP	12EP	17EP	20EP	14EP	17EP	20EP	22EP	145
144	3BP	5CP	7CP	9DP	9DP	9DP	12DP	12EP	8DP	10EP	14EP	14EP	12EP	12EP	17EP	20EP	14EP	17EP	20EP	22EP	144
143	3BP	5BP	7CP	9DP	9DP	9DP	12DP	12EP	8DP	10DP	14DP	14EP	12EP	12EP	17EP	19EP	14EP	17EP	20EP	21EP	143
142	3BP	5BP	7CP	9DP	9DP	9DP	12DP	12DP	8DP	10DP	13DP	13EP	12EP	12EP	16EP	19EP	13EP	16EP	19EP	21EP	142
141	3BP	5BP	7CP	9DP	9DP	9DP	11DP	11DP	8DP	10DP	13DP	13EP	12EP	12EP	16EP	19EP	13EP	16EP	19EP	21EP	141
140	3BP	5BP	7CP	9CP	9DP	9DP	11DP	11DP	8DP	10DP	13DP	13EP	12EP	12EP	16EP	19EP	13EP	16EP	19EP	21EP	140
139	3AP	5BP	7CP	9CP	9CP	9DP	11DP	11DP	8CP	9DP	13DP	13DP	12EP	12EP	16EP	19EP	13EP	16EP	19EP	21EP	139
138	3AP	5BP	7CP	8CP	8CP	9CP	11CP	11DP	8CP	9DP	13DP	13DP	12DP	12EP	16EP	18EP	13EP	16EP	19EP	21EP	138
137	3AP	5BP	7BP	8CP	8CP	8CP	11CP	11DP	8CP	9DP	13DP	13DP	11DP	11EP	16EP	18EP	13EP	16EP	19EP	20EP	137
136	3AP	5BP	7BP	8CP	8CP	8CP	11CP	11DP	8CP	9DP	13DP	13DP	11DP	11EP	16EP	18EP	13EP	16EP	19EP	20EP	136
135	3AP	5BP	7BP	8CP	8CP	8CP	11CP	11DP	8CP	9CP	13DP	12DP	11DP	11DP	16EP	18EP	13EP	16EP	19EP	20EP	135
134	3AS	5AP	6BP	8CP	8CP	8CP	11CP	11DP	7CP	9CP	12DP	12DP	11DP	11DP	15EP	18EP	12EP	15EP	18EP	20EP	134
133	3AP	5AP	6BP	8CP	8CP	8CP	11CP	10DP	7CP	9CP	12CP	12DP	11DP	11DP	15DP	18EP	12EP	15EP	18EP	20EP	133
132	3AS	5AP	6BP	8CP	8CP	8CP	10CP	10DP	7CP	9CP	12CP	12DP	11DP	11DP	15DP	17EP	12EP	15EP	18EP	20EP	132
131	3AP	5AP	6BP	8BP	8BP	8CP	10CP	10DP	7CP	9CP	12CP	12DP	11DP	11DP	15DP	17EP	12EP	15EP	18EP	19EP	131
130	3AK	5AP	6BP	8BP	8BP	8CP	10CP	10CP	7CP	9CP	12CP	12DP	11DP	11DP	15DP	17DP	12DP	15EP	18EP	19EP	130
129	3	5AS	6BP	8BP	8BP	8BP	10CP	10CP	7CP	9CP	12CP	12DP	11DP	11DP	15DP	17DP	12DP	15EP	18EP	19EP	129
128	3	5AP	6AP	8BP	8BP	8BP	10CP	10CP	7CP	8CP	12CP	12DP	11DP	11DP	15DP	17DP	12DP	15EP	18EP	19EP	128
127	3	5AS	6AP	8BP	8BP	8BP	10CP	10CP	7CP	8CP	12CP	11DP	11DP	11DP	14DP	17DP	12DP	14EP	18EP	19EP	127
126	3	5AP	6AP	7BP	8BP	8BP	10CP	10CP	7BP	8CP	11CP	11CP	11CP	11DP	14DP	16DP	11DP	14DP	17EP	19EP	126
125	3	4AK	6AP	7BP	8BP	7BP	10BP	10CP	7BP	8CP	11CP	11CP	11CP	10DP	14DP	16DP	11DP	14DP	17EP	18EP	125
124	3	4	6AP	7BP	7BP	7BP	10BP	9CP	7BP	8CP	11CP	11CP	10CP	10DP	14DP	16DP	11DP	14DP	17EP	18EP	124
123	3	4	6AP	7BP	7BP	7BP	9BP	9CP	7BP	8CP	11CP	11CP	10CP	10DP	14DP	16DP	11DP	14DP	17EP	18EP	123
122	3	4	6AP	7BP	7BP	7BP	9BP	9CP	7BP	8CP	11CP	11CP	10CP	10DP	14DP	16DP	11DP	14DP	17EP	18EP	122
121	3	4	6AS	7AP	7AP	7BP	9BP	9CP	7BP	8BP	11CP	11CP	10CP	10DP	14DP	16DP	11DP	14DP	17EP	18EP	121
120	3	4	6AP	7AP	7AP	7BP	9BP	9CP	7BP	8BP	11CP	10CP	10CP	10DP	14DP	15DP	11DP	14DP	17EP	18EP	120
119	3	4	6AS	7AP	7AP	7BP	9BP	9CP	6BP	8BP	11CP	10CP	10CP	10DP	13DP	15DP	11DP	13DP	17EP	17EP	119
118	3	4	5AP	7AP	7AS	7AP	9BP	9CP	6BP	7BP	10CP	10CP	10CP	10DP	13DP	15DP	10DP	13DP	16EP	17EP	118
117	3	4	5AS	7AP	7AP	7AP	9BP	9BP	6BP	7BP	10BP	10CP	10CP	10DP	13DP	15DP	10DP	13DP	16EP	17EP	117
116	3	4	5AP	7AP	7AS	7AP	9BP	8BP	6BP	7BP	10BP	10CP	10CP	10CP	13DP	15DP	10DP	13DP	16DP		



BROADSWORD

Weight: 3-5 pounds

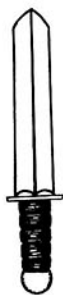
Fumble: 1-3

One-hand

Range:

Length: 2-3½ feet

	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
150	8EK	10EK	12EK	14EK	15EK	15EK	18EK	18ES	16EK	18EK	22ES	22ES	20EK	20ES	25ES	28ES	22ES	25ES	28ES	30ES	150
149	8DK	10DK	12EK	14ES	15EK	15EK	18EK	18EP	16EK	18EK	22ES	22ES	20EP	20EP	25ES	28ES	22ES	25ES	28ES	30ES	149
148	8DK	10DK	12EK	14EK	15EK	15EK	18EK	18ES	16EK	18EK	22ES	22ES	20EK	20ES	25ES	28ES	22ES	25ES	28ES	30ES	148
147	8CK	10CK	12DK	14ES	15EK	15EK	18EK	18EP	16EK	18EK	22ES	22ES	20EP	20EP	25ES	28ES	22ES	25ES	28ES	30ES	147
146	8CK	10CK	12DK	14EK	15DK	15DK	18EK	18ES	16EK	18EK	22ES	22ES	20EK	20ES	25ES	28ES	22ES	25ES	28ES	30ES	146
145	8CK	10CK	12DS	14ES	15DK	15DK	18DK	18EP	16EK	17EK	21ES	21ES	20EP	20EP	24EP	27ES	21ES	24ES	27ES	29ES	145
144	8CK	10CK	12DP	14EP	15DK	15DK	17DS	17EK	16EK	17EK	21ES	21ES	19EK	19EK	24ES	27ES	21ES	24ES	27ES	29ES	144
143	8CK	10CK	12DK	13DK	15DK	14DK	17DP	17ES	15DK	17EK	21ES	21ES	19EP	19ES	24EP	26ES	21ES	24ES	27ES	28ES	143
142	8BK	10CK	12CS	13DS	14DK	14DK	17DK	17EP	15DK	17EK	21ES	20ES	19EK	19EP	24ES	26ES	20ES	23ES	26ES	28ES	142
141	8BK	10BK	11CP	13DP	14DK	14DK	17DS	17DK	15DK	17EK	20ES	20EP	19ES	19EK	23EP	26ES	20ES	23ES	26ES	28ES	141
140	8BK	10BK	11CK	13DK	14DK	14DK	17DP	17DS	15DK	16DK	20DS	20ES	19EP	19ES	23ES	26ES	20ES	23ES	26ES	27ES	140
139	8BK	10BK	11CS	13DS	14CK	14DK	16DK	16DP	15DK	16DK	20DP	20EP	19DK	19EP	23EP	25ES	20ES	22ES	26ES	27ES	139
138	8BK	9BK	11CP	13DP	14CK	14CK	16DS	16DK	15DK	16DK	20DS	19ES	18DS	18EK	23ES	25ES	19ES	22ES	25ES	27ES	138
137	8BK	9BK	11CK	13DK	14CK	14CK	16DP	16DS	14DK	16DK	19DP	19EP	18DP	18ES	22EP	25ES	19ES	22ES	25ES	26ES	137
136	8BK	9BK	11CS	12DS	14CK	13CK	16CK	16DP	14DK	16DK	19DS	19DS	18DK	18DP	22ES	24ES	19ES	22ES	25ES	26ES	136
135	8AK	9BK	11CP	12DP	13CK	13CK	16CS	16DK	14CK	15DK	19DP	19DP	18DS	18DK	22EP	24ES	19ES	21ES	25ES	26ES	135
134	7AK	9BK	11BK	12DK	13CK	13CK	15CP	15DS	14CK	15DS	19DS	18DS	18DP	18DS	22DS	24ES	18ES	21ES	24ES	25ES	134
133	7AK	9AP	10BS	12CS	13CK	13CP	15CK	15DP	14CK	15DP	18DS	18DP	18DK	17DP	21DP	24ES	18ES	21ES	24ES	25ES	133
132	7AK	9AK	10BP	12CP	13BK	13CK	15CS	15DK	14CK	15DK	18DP	18DS	17DS	17DK	21DS	23ES	18DS	20ES	24ES	25ES	132
131	7AK	9AP	10BK	12CK	13BK	13CP	15CP	15DS	13CK	15DS	18DK	18DP	17DP	17DS	21DP	23DS	17DS	20ES	24ES	24ES	131
130	7AK	9AK	10BS	12CS	13BK	13BK	15CK	15DP	13CK	14DP	18DS	17DS	17DK	17DP	21DK	23DS	17DS	20ES	23ES	24ES	130
129	7AP	9AS	10BP	11CP	13BK	12BP	15CS	14DK	13CK	14DK	17DP	17DP	17DS	17DK	20DS	22DS	17DS	20DS	23ES	24ES	129
128	7AK	9AP	10BK	11CK	12BK	12BK	14CP	14CS	13CK	14CS	17DK	17DS	17CP	17DS	20DP	22DS	17DK	19DS	23ES	23ES	128
127	7AS	8AK	10BS	11CS	12BK	12BP	14CK	14CP	13CS	14CP	17DS	17DP	17CK	16DP	20DK	22DS	16DS	19DS	23EK	23EK	127
126	7AP	8AS	10BP	11CP	12BK	12BK	14CS	14CK	13CP	13CK	17CP	16DS	16CS	16DK	20DS	22DS	16DP	19DS	22ES	23ES	126
125	7AK	8AP	10BK	11CK	12BP	12BP	14CP	14CS	12CK	13CS	16CK	16DP	16CP	16DS	19DP	21DS	16DK	18DS	22EK	22ES	125
124	7	8AK	9AS	11BS	12BK	12BK	14CP	13CP	12CS	13CP	16CS	16DS	16CK	16DP	19DK	21DS	16DS	18DS	22ES	22ES	124
123	7	8AS	9AP	11BP	12AP	11BS	13CS	13CK	12CP	13CK	16CP	15DP	16CS	16DK	19DS	21DS	15DP	18DS	21EK	22ES	123
122	7	8AP	9AK	10BK	12AK	11BP	13BP	13CS	12CK	13CS	15CK	15DS	16CP	16DS	19DP	20DS	15DK	18DP	21ES	21ES	122
121	7	8AK	9AS	10BS	11AS	11BK	13BK	13CP	12BS	12CP	15CS	15DP	16CK	16DS	19DS	20DS	15DS	17DS	21EK	21ES	121
120	7	8AS	9AP	10BP	11AP	11BS	13BS	13CK	12BP	12CK	15CP	15DK	15CS	15DK	18DS	20DS	15DP	17DP	21DS	21DS	120
119	6	8	9AK	10BK	11AK	11AP	13BP	12CS	11BK	12CS	15CK	14CS	15CP	15CS	18DP	19DS	14DK	17DS	20DP	20DS	119
118	6	8	9AS	10BS	11AS	11AK	12BK	12CP	11BS	12CP	15CS	14CP	15CK	15CP	18DK	19DK	14DS	16DK	20DK	20DS	118
117	6	8	9AP	10BP	11AP	11AS	12BS	12CK	11BP	12CK	14CP	14CK	15CS	15CK	18CS	19DS	14DP	16DK	20DS	20DS	117
116	6	7	8AK	10BK	11AK	10AP	12BP	12CS	11BK	11CS	14CK	14CS	15CP	14CS	17CP	19DP	14CK	16DS	20DP	19DP	116
115	6	7	8AS	9BS	11AS	10AK	12BK	12BP	11BS	11CP	14CS	13CP	15CK	14CP	17CK	18DK	13CS	16DP	19DK	19DS	115
114	6	7	8AP	9AP	10AP	10AS	12BS	11BK	11BP	11BK	14CP	13CK	14CS	14CK	17CS	18DS	13CP	15DK	19DS	19DP	114
113	6	7	8AK	9AK	10AK	10AP	12BP	11BS	10BK	11BS	13CK	13CS	14CP	14CS	17CP	18DP	13CK	15DS	19DP	19DS	113
112	6	7	8AS	9AS	10AS	10AK	11BK	11BP	10BS	11BP	13CS	13CP	14BK	14CP	16CK	17DK	12CS	15CP	19DK	18DP	112
111	6	7	8AP	9AP	10AP	10AS	11AS	11BK	10BP	10BK	13CP	12CK	14BS	14CK	16CS	17CS	12CP	15CK	18DS	18DS	111
110	6	7	8AK	9AK	10AK	10AP	11AP	11BS	10BK	10BS	13CK	12CS	14BP	13CS	16CP	17CP	12CK	14CS	18DP	18DP	110
109	6	7	8	9AS	10	9AK	11AK	10BP	10BS	10BP	12BS	12CP	14BK	13CP	16CK	17CK	12CS	14CP	18DK	17DS	109
108	6	7	8	9AP	10	9AS	11AS	10BK	10BP	10BK	12BP	12CK	13BS	13CK	15CS	16CS	11CP	14CK	18DS	17DP	108
107	6	7	7	8AK	9	9AP	10AP	10BS	9AK	9BS	12BK	11CS	13BP	13CS	15CP	16CP	11CK	13CS	17DP	17DS	107
106	6	7	7	8AS	9	9AK	10AK	10BP	9AS	9BP	12BS	11CP	13BK	13CP	15CK	16CK	11CS	13CP	17DK	16DP	106
105	6	6	7	8AP	9	9AS	10AS	10BK	9AP	9BK	12BP	11CK	13BS	13CK	15CS	15CS	11CP	13CK	17DS	16DS	105
104	5	6	7	8AK	9	9	10AP	9BS	9AK	9BS	11BK	11CS	13BP	12CS	14CP	15CP	10BK	13CS	17DP	16DP	104
103	5	6	7	8AS	9	9	10AK	9BP	9AS	9BP	11BS	10CP	13BK	12CP	14CK	15CK	10BS	12CP	16DK	15DK	103
102	5	6	7	7AP	9	8	9AS	9AK	9AP	8BK	11BP	10CK	12BS	12BK	14BS	15CS	10BP	12BK	16DS	15DS	102
101	5	6	7	7AK	9	8	9AP	9AS	8AK	8BS	11BK	10BS	12BP	12BS	14BP	14CP	10BK	12BS	16DP	15CP	101
100	5	6	6	7	8	8	9AK	9AP	8AS	8AP	10BS	10BP	12BK	12BP	13BK	14CK	9BS	11BP	16CK	14CK	100
99	5	6	6	7	8	8	9	8AK	8AP	8AK	10BP	9BK	12BS	11BK	13BS	14BS	9BP	11BK	15CS	14CS	99
98	5	6	6	7	8	8	9	8AS	8AK	8AS	10BK	9BS	12BP	11BS	13BP	13BP	9AK	11BS	15CP	14CP	98
97	5	6	6	7	8	8	9	8AP	8AS	7AP	10BS	9BP	12AK	11BP	13BK	13BK	9AS	11BP	15CK	13CK	97
96	5	6	6	7	8	7	8	8AK	8AP	7AK	9BP	8BK	11AS	11BK	12BS	13BS	8BP	10BK	14CS	13CS	96
95	5	6	6	6	8	7	8	8AS	7AK	7AS	9AK	8BS	11AP	11BS	12BP	13BP	8AK	10BS	14CP	13CP	95
94	5	5	6	6	8	7	8	7AP	7	7AP	9AS	8BP	11AK	11BP	12BK	12BK	8	10AP	14CK	12CK	94
93	5	5	6	6	7	7	8	7AK	7	7AK	9AP	8BK	11AS	10BK	12BS	12BS	7	9AK	14CS	12BS	93
92	5	5</																			



SHORT SWORD

Weight: 2-4 pounds

Fumble: 1-2

 Type: One-hand
 Range: 10 feet (-30%)
 Length: 1½-2 feet

	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
150	5CK	7DK	9EK	11EK	10EK	10EK	13EK	13ES	11EK	13EK	17ES	17ES	16EK	16ES	21ES	24ES	18ES	21ES	24ES	26ES	150
149	5CK	7CK	9EK	11ES	10EK	10EK	13EK	13EP	11EK	13EK	17ES	17ES	16EP	16EP	21ES	24ES	18ES	21ES	24ES	26ES	149
148	5CK	7CK	9DK	11EK	10DK	10DK	13EK	13ES	11EK	13EK	17ES	17ES	16EK	16ES	21ES	24ES	18ES	21ES	24ES	26ES	148
147	5BK	7CK	9DK	11ES	10DK	10DK	13DK	13EP	11EK	13EK	17ES	17ES	16EP	16EP	21ES	24ES	18ES	21ES	24ES	26ES	147
146	5BK	7CK	9DS	11DK	10DK	10DK	13DK	13EK	11EK	13EK	17ES	17ES	16EK	16ES	21ES	24ES	18ES	21ES	24ES	26ES	146
145	5BK	7BK	9CP	11DS	10DK	10DK	13DS	13ES	11DK	13EK	17ES	17ES	16EP	16EP	21EP	23ES	18ES	21ES	24ES	25ES	145
144	5BK	7BK	9CK	11DP	10CK	10CK	13DP	13EP	11DK	13EK	16ES	16ES	16EK	16EK	20ES	23ES	17ES	20ES	23ES	25ES	144
143	5AK	7BK	9CS	11DK	10CK	10CK	13DK	12DK	11DK	13EK	16ES	16ES	16EP	16ES	20EP	23ES	17ES	20ES	23ES	25ES	143
142	5AK	7BP	9CP	11DS	10CK	10CK	12CS	12DS	11DK	12DK	16DS	16EP	16EK	15EP	20ES	23ES	17ES	20ES	23ES	25ES	142
141	5AK	7BK	9CK	10DP	10CK	10CK	12CP	12DP	11DK	12DK	16DS	16ES	15ES	15EK	20EP	22ES	17ES	20ES	23ES	24ES	141
140	5AK	7BP	9CS	10CK	10CK	10CK	12CK	12DK	10DK	12DK	16DP	16EP	15DP	15ES	20ES	22ES	17ES	20ES	23ES	24ES	140
139	5AK	7AK	9BP	10CS	9CK	9CK	12CS	12DS	10CK	12DK	16DS	15ES	15DK	15EP	19EP	22ES	16ES	19ES	22ES	24ES	139
138	5AK	7AP	9BK	10CP	9BK	9CK	12CP	12DP	10CK	12DK	15DP	15DP	15DS	15DK	19ES	22ES	16ES	19ES	22ES	24ES	138
137	5AP	7AK	9BS	10CK	9BK	9CK	12CK	12DK	10CK	12DK	15DS	15DS	15DP	15DS	19EP	22ES	16ES	19ES	22ES	23ES	137
136	5AK	7AS	9BP	10CS	9BK	9BP	12CS	11CS	10CK	12DK	15DP	15DP	15DK	15DP	19DS	21ES	16ES	19ES	22ES	23ES	136
135	5AK	7AP	9BK	10CP	9BK	9BK	11CP	11CP	10CK	11DS	15DK	15DS	15DS	15DK	19DP	21ES	16ES	19ES	22ES	23ES	135
134	5	6AK	9BS	10CK	9BK	9BP	11CK	11CK	10CK	11DP	15DS	15DP	15DP	14DS	19DS	21DS	16DS	18ES	22ES	23ES	134
133	5	6AS	9BP	10CS	9BK	9BK	11CS	11CS	10CK	11CK	15DP	14DS	14DK	14DP	18DP	21DS	15DS	18ES	21ES	23ES	133
132	5	6AP	9BK	9BP	9BK	9BP	11CP	11CP	10CK	11CS	14DK	14DP	14DS	14DK	18DS	20DS	15DS	18ES	21ES	22ES	132
131	5	6AK	9BK	9BK	9AK	9BK	11BK	11CK	10CK	11CP	14CS	14DS	14DP	14DK	18DP	20DS	15DS	18DS	21ES	22ES	131
130	5	6AS	9AP	9BS	9AP	9BS	11BS	11CS	9CK	11CK	14CP	14DP	14CK	14DP	18DK	20DS	15DS	18DS	21ES	22ES	130
129	5	6	8AK	9BP	9AK	9BP	11BP	10CP	9CS	11CS	14CK	14DS	14CS	14DK	14DS	20DS	15DS	17DS	21ES	22ES	129
128	5	6	8AS	9BK	8AS	8BK	11BK	10CK	9CP	10CP	14CS	13DP	14CP	14DS	17DP	20DS	14DS	17DS	20ES	21ES	128
127	5	6	7AP	9BS	8AP	8AS	10BS	10CS	9CK	10CK	13CP	13DP	14CK	14DP	17DK	19DS	14DS	17DS	20ES	21ES	127
126	5	6	7AK	9BP	8AK	8AP	10BP	10CP	9BS	10CS	13CP	13DP	14CS	13DK	17DS	19DS	14DK	17DS	20EK	21ES	126
125	4	6	7AS	9AK	8AS	8AK	10BK	10BK	9BP	10CP	13CS	13DS	14CP	13DS	17DP	19DS	14DS	17DS	20ES	21ES	125
124	4	6	7AP	9BS	8AP	8AS	10BS	10BS	9BK	10CK	13CP	13CP	13CK	13DP	17DK	19DS	14DK	16DS	20EK	20ES	124
123	4	6	7AK	9AP	8AK	8AP	10BP	10BP	9BS	10CS	13CK	12CK	13CS	13CK	17DS	18DS	13DK	16DS	19ES	20DS	123
122	4	6	7AS	9AK	8AS	8AK	10AK	9BK	9BP	10CS	13CK	12CS	13CP	13CS	16DP	18DS	13DS	16DS	19DK	20DS	122
121	4	6	7AP	9AS	8AP	8AS	10AS	9BS	8BK	9CK	12CP	12CP	13CK	13CP	16CK	18DS	13DP	16DS	19DS	20DS	121
120	4	6	7AK	8AK	8AK	9AP	9BP	8BS	8BS	9CS	12CK	12CK	13CS	13CK	16CS	18DS	13CK	16DS	19DK	20DS	120
119	4	6	7	8AK	8	7AK	9AK	9BK	8BP	9BP	12CS	12CS	13CP	13CS	16CP	18DS	13CS	15DS	19DS	19DS	119
118	4	5	7	8AS	7	7AS	9AS	9BS	8BK	9BK	12CP	12CP	13CK	12CP	16CK	17DK	13CP	15DP	19DK	19DS	118
117	4	5	7	8AP	7	7AP	9AP	9BP	8BS	9BS	12CK	11CK	13CS	12CK	15CS	17CS	12CK	15DS	18DS	19DS	117
116	4	5	6	8AK	7	7AK	9AK	9BK	8BP	9BP	12CS	11CS	12CP	12CS	15CP	17CP	12CS	15DP	18DP	19DS	116
115	4	5	6	7AS	7	7AS	9AS	8BS	8BK	9BK	11BP	11CP	12CK	12CP	15CK	17CK	12CP	15CS	18DK	18DS	115
114	4	5	6	7AP	7	7AP	9AP	8BP	8BS	8BS	11BK	11CK	12BS	12CK	15CS	16CS	12CK	14CP	18DS	18DP	114
113	4	5	6	7AK	7	7AK	8AK	8AP	8BP	11BS	11CS	12BP	12CS	15CP	16CP	12CS	14CK	18DP	18DS	113	
112	4	5	6	7AS	7	7AS	8AS	8AK	8BK	11BP	10CP	12BK	12CS	15CK	16CK	11CP	14CS	17DK	18DP	112	
111	4	5	6	7AP	7	7AP	8AP	8AP	7AS	8BS	11BK	12BS	12BP	12CS	15CK	16CS	11CK	14CP	17DS	17DS	111
110	4	5	6	7AK	7	7AK	8AK	7AP	8BP	10BS	10CS	12BP	12BP	14CS	14CP	16CP	11CS	14CK	17DP	17DP	110
109	4	5	6	7	6	6	8AS	7BK	8BK	10BP	10CP	12BK	11CP	14CK	15CK	11CP	13CS	17DK	17DS	109	
108	4	5	6	7	6	6	8	7AP	7AS	8BS	10BK	10CK	11BS	11CK	14CS	15CS	11CK	13CP	17DS	17DP	108
107	4	5	6	7	6	6	8	7AK	7BP	7BP	10BS	9BS	11BP	11CS	14CP	15CP	10CS	13CK	16DK	16DS	107
106	4	5	6	6	6	6	8	7AS	7AK	7BK	10BP	9BP	11BK	11CP	13CK	15CK	10BP	13CS	16DK	16DP	106
105	4	5	6	6	6	6	7	7AS	7AS	7AS	10BK	9BK	11BS	11BK	13BS	14CS	10BK	13CP	16DS	16CS	105
104	4	5	6	6	6	6	7	7AK	7AP	7AP	9BS	9BS	11BP	11BS	13BP	14BP	10BS	12CK	16DP	16CP	104
103	4	5	6	6	6	6	7	7AS	7AK	7AK	9BP	9BP	11BK	11BP	13BK	14BK	10BS	12BS	16CK	16CS	103
102	4	5	6	6	6	6	7	7AP	6AS	7AS	9AK	9BK	11BS	10BK	13BS	14BS	10BK	12BP	16CS	15CP	102
101	3	4	5	6	6	6	7	6AK	6AP	7AP	9AS	9BS	11BP	10BS	13BP	14BP	9BS	12BK	15CP	15CK	101
100	3	4	5	6	6	6	7	6AS	6AK	7AK	9AP	9BP	11BP	10BP	12BK	13BK	9BP	12BS	15CK	15CS	100
99	3	4	5	6	6	6	7	6	6AS	6AS	9AK	8BK	10BS	10BK	12BS	13BS	9BK	11BK	15CS	15CP	99
98	3	4	5	6	6	6	7	6	6	6AP	8AS	8BS	10AP	10BS	12BP	13BP	9AS	11BP	15CK	14CP	98
97	3	4	5	5	5	5	6	6	6	6AK	8AP	8BP	10AK	10BP	12BK	13BK	9AP	11BS	15CK	14CS	97
96	3	4	5	5	5	5	6	6	6	6AS	8AK	7BS	10AS	10BK	12BS	12BS	8AK	11BP	14CS	14CP	96
95	3	4	5	5	5	5	6	6	6	6AP	8AS	7BS	10AP	10BS	11BP	12BP	8AS	11BK	14CP	14BK	95
94	3	4	5	5	5	5	6	6	6	8AP	7BP	7BP	10AK	9BP	11BK	12BK	8AP	10BS	14CK	13BS	94
93	3	4	4	5	5	5	6	6	6	7AK	7BK	10AS	9BK	11BS	12BS	8AK	10AP	14CS	13BP	93	
92	3	4	4	5	5	5	6	5	5	7AS	7AS	10AP	9BS	11BP	12BP	8AS	10AK	14CP	13BK	92	
91	3	4	4	5	5	5	6	5	5	7AP	7AP	9AK	9BP	11BK	11BK	8AP	10AS	13CK	13BS	91	
90	3	4	4	5	5	5	5	5	5	7AK	6AK	9AS	9AK	11BS	11BS	7AK	10AP	13CS	12BP	90	
89	3	4	4	5	5	5	5	5	5	7	6AS	9AP	9AS	10BK	11BP	7	9AK	13BP	12BK	89	
88	3	4	4	5	5	5	5	5	5	7	6AP	9AK	9AP	10AK	11BK	7	9AS	13BK	12BS	88	
87	3	4	4	5	5	5	5	5	5	7	6AK	9AS	9AK	10AS	10AS	7	9AP	13BS	12AP	87	
86	3	3	4	4	4	4	5	4	5	6	6AS	9AP	9AS	10AP	10AP	7	9AK	13BP	11AK	86	
85	3	3	4	4	4	4	5	4	5	4	6	5AP	9AK	9AP	10AK	10AK	6	9AS	12BK	11AS	85
84	3	3	4	4	4	4	5	4	5	4	6	5AK	9	8AK	9AS	10AS	6	8	12BS	11AP	84
83	3	3	4	4	4	4	4	4	5	4	6	5AS	9	8AS	9AP	10AP	6	8	12BP	11AK	83
82	3	3	3	4	4	4	4	4	4	4	6	5AP	8	8AP	9AK	9AK	6	8	12BK	11AS	82
81	3	3	3	4	4	4	4	4	4	4	5	5AK	8	8AK	9AS	9AS	6	8	12BS	10AP	81
80	3	3	3	3	4	4	4	4	4	4	5	4AS	8	8AS	9AP	9AP	5	8	11BP	10AK	80
79	3	3	3	3	4	4	4	4	4	4	5	4	8	8	9AK	9AK	5	7	11BK	10	79
78	3	3	3	3	4	4	4	4	4	4	5	4	8	7	8AS	8AS	5				

	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
150	2AK	2AK	5CK	5EK	2CK	2CK	6DK	5EK	2EK	2EK	5EK	5EK	4EK	4EK	7EK	9EK	4EK	7EK	8EK	10EK	150
149	2	2	5BK	5DK	2BK	2CK	5CK	5EK	2DK	2EK	5EK	5EK	4EK	4EK	7EK	9EK	4EK	7EK	8EK	10EK	149
148	2	2	5AK	5CK	2AK	2BK	5CK	5DK	2CK	2DK	5DK	5EK	4EK	4EK	7EK	9EK	4EK	7EK	8EK	10EK	148
147	2	2	5AK	5CK	2AK	2BK	5CK	5DK	2CK	2DK	5DK	5EK	4DK	4EK	7EK	9EK	4DK	7EK	8EK	10EK	147
146	2	2	5AK	4CK	2AK	2BK	4CK	5CK	2CK	2CK	5DK	5DK	4DK	4DK	7DK	9EK	4DK	7EK	8EK	10EK	146
145	2	2	5AK	5BK	2AK	2AK	5BK	5CK	2CK	2CK	5CK	5DK	4DK	4DK	7DK	9EK	4DK	7DK	8EK	10EK	145
144	2	2	5	5BK	2	2AK	5BK	5CK	2CK	2CK	5CK	5DK	4CK	4DK	7DK	9DK	4DK	7DK	8EK	10EK	144
143	2	2	5	5BK	2	2AK	5BK	5CK	2BK	2CK	5CK	5DK	4CK	4DK	7DK	9DK	4CK	7DK	8EK	9EK	143
142	2	2	5	5BK	2	2AK	5BK	5CK	2BK	2CK	5CK	5DK	4CK	4DK	7DK	9DK	4CK	7DK	8EK	9EK	142
141	2	2	5	5AK	2	2AK	5AK	5CK	2BK	2CK	5CK	5DK	4CK	4CK	7CK	8DK	4CK	7DK	8EK	9DK	141
140	2	2	5	5AK	2	2AK	5AK	5BK	2BK	2BK	5CK	5CK	4CK	4CK	7CK	8DK	4CK	7DK	8EK	9DK	140
139	2	2	5	5AK	2	2	5AK	5BK	2BK	2BK	5CK	5CK	4CK	4CK	7CK	8DK	4CK	6CK	7DK	9DK	139
138	2	2	5	5AK	2	2	5AK	5BK	2AK	2BK	5CK	5CK	4CK	4CK	6CK	8CK	4CK	6CK	7DK	9DK	138
137	2	2	5	5AK	2	2	5AK	5BK	2AK	2BK	5BK	5CK	4CK	4CK	6CK	8CK	4CK	6CK	7DK	9DK	137
136	2	2	5	5AK	2	2	5AK	5BK	2AK	2BK	5BK	5CK	4BK	4CK	6CK	8CK	4CK	6CK	7DK	9DK	136
135	2	2	5	5AK	2	2	5AK	5BK	2AK	2BK	5BK	4CK	4BK	4CK	6CK	8CK	4BK	6CK	7DK	8CK	135
134	2	2	5	4	2	2	5	4AK	2AK	2BK	4BK	4CK	4BK	4CK	6CK	8CK	4BK	6CK	7DK	8CK	134
133	2	2	4	4	2	2	4	4AK	2AK	2AK	4BK	4CK	4BK	4CK	6CK	7CK	4BK	6CK	7DK	8CK	133
132	2	2	4	4	2	2	4	4AK	2AK	2AK	4BK	4CK	4BK	4BK	6BK	7CK	4BK	6BK	7CK	8CK	132
131	2	2	4	4	2	2	4	4AK	2AK	2AK	4BK	4BK	4BK	4BK	6BK	7CK	3BK	6BK	7CK	8CK	131
130	2	2	4	4	2	2	4	4AK	2	2AK	4BK	4BK	4BK	4BK	6BK	7CK	3BK	6BK	7CK	8CK	130
129	2	2	4	4	2	2	4	4AK	2	2AK	4BK	4BK	4BK	4BK	6BK	7BK	3AK	5BK	6CK	8CK	129
128	2	2	4	4	2	2	4	4AK	2	2AK	4BK	4BK	4AK	3BK	6BK	7BK	3AK	5BK	6CK	7CK	128
127	2	2	4	4	2	2	4	4AK	2	2AK	4BK	4BK	3AK	3BK	6BK	7BK	3AK	5BK	6CK	7BK	127
126	2	2	4	4	2	2	4	4AK	2	2AK	4BK	4BK	3AK	3BK	5BK	7BK	3AK	5BK	6CK	7BK	126
125	2	2	4	4	2	2	4	4AK	2	2AK	4BK	4BK	3AK	3BK	5BK	7BK	3AK	5AK	6CK	7BK	125
124	2	2	4	4	2	2	4	4	2	2	4AK	4BK	3AK	3AK	5BK	6BK	3AK	5AK	6CK	7BK	124
123	2	2	4	4	2	2	4	4	2	2	4AK	4BK	3AK	3AK	5BK	6BK	3AK	5AK	6CK	7BK	123
122	2	2	4	4	2	2	4	4	2	2	4AK	4BK	3AK	3AK	5AK	6BK	3AK	5AK	6BK	7BK	122
121	2	2	4	4	2	2	4	4	2	2	4AK	3AK	3AK	3AK	5AK	6BK	3AK	5AK	6BK	6BK	121
120	2	2	4	4	2	2	4	4	2	2	4AK	3AK	3AK	3AK	5AK	6BK	3AK	4AK	6BK	6BK	120
119	2	2	4	3	2	2	4	3	2	2	3	3AK	3	3AK	5AK	6BK	3	4AK	5BK	6AK	119
118	2	2	4	3	2	2	4	3	2	2	3	3AK	3	3AK	5AK	6AK	3	4AK	5BK	6AK	118
117	2	2	3	3	2	2	3	3	2	2	3	3AK	3	3AK	5AK	6AK	3	4AK	5BK	6AK	117
116	2	2	3	3	2	2	3	3	2	2	3	3AK	3	3AK	5AK	5AK	3	4AK	5BK	6AK	116
115	2	2	3	3	2	2	3	3	2	2	3	3AK	3	3AK	4AK	5AK	3	4AK	5BK	6AK	115
114	2	2	3	3	2	2	3	3	2	2	3	3AK	3	3	4AK	5AK	3	4	5BK	5AK	114
113	2	2	3	3	2	2	3	3	2	2	3	3AK	3	3	4AK	5AK	3	4	5BK	5AK	113
112	2	2	3	3	2	2	3	3	2	2	3	3AK	3	3	4AK	5AK	2	4	5AK	5AK	112
111	2	2	3	3	2	2	3	3	2	2	3	3AK	3	3	4AK	5AK	2	4	5AK	5AK	111
110	2	2	3	3	2	2	3	3	2	2	3	3AK	3	3	4AK	5AK	2	4	5AK	5AK	110
109	2	2	3	3	2	2	3	3	2	2	3	3	3	3	4	5AK	2	3	4AK	5	109
108	2	2	3	3	2	2	3	3	2	2	3	3	3	3	4	5AK	2	3	4AK	5	108
107	2	2	3	3	2	2	3	3	2	2	3	3	3	3	4	4AK	2	3	4AK	4	107
106	2	2	3	3	2	2	3	3	2	2	3	3	3	3	4	4AK	2	3	4AK	4	106
105	2	2	3	3	2	2	3	3	2	2	3	3	3	3	4	4AK	2	3	4AK	4	105
104	2	2	3	2	2	2	3	2	2	2	2	2	2	2	4	4	2	3	4AK	4	104
103	2	2	3	2	2	2	3	2	2	2	2	2	2	2	3	4	2	3	4AK	4	103
102	2	2	3	2	2	2	3	2	2	2	2	2	2	2	3	4	2	3	4AK	4	102
101	2	2	3	2	2	2	3	2	2	2	2	2	2	2	3	4	2	3	4AK	4	101
100	2	2	2	2	2	2	2	2	2	2	2	2	2	2	3	4	2	3	4AK	3	100
99	1	1	2	2	1	1	2	2	1	1	2	2	2	2	3	3	2	2	3	3	99
98	1	1	2	2	1	1	2	2	1	1	2	2	2	2	3	3	2	2	3	3	98
97	1	1	2	2	1	1	2	2	1	1	2	2	2	2	3	3	2	2	3	3	97
96	1	1	2	2	1	1	2	2	1	1	2	2	2	2	3	3	2	2	3	3	96
95	1	1	2	2	1	1	2	2	1	1	2	2	2	2	3	3	2	2	3	3	95
94	1	1	2	2	1	1	2	2	1	1	2	2	2	2	3	3	2	2	3	3	94
93	1	1	2	2	1	1	2	2	1	1	2	2	2	2	3	3	1	2	3	2	93
92	1	1	2	2	1	1	2	2	1	1	2	2	2	2	3	3	1	2	3	2	92
91	1	1	2	2	1	1	2	2	1	1	2	2	2	2	2	3	1	2	3	2	91
90	1	1	2	2	1	1	2	2	1	1	2	2	2	2	2	2	1	2	3	2	90
89	1	1	2	2	1	1	2	2	1	1	2	2	2	2	2	2	1	2	2	2	89
88	1	1	2	2	1	1	2	2	1	1	2	2	2	2	2	2	1	2	2	2	88
87	1	1	2	2	1	1	2	2	1	1	2	2	2	2	2	2	1	2	2	2	87
86	1	1	2	2	1	1	2	2	1	1	2	2	2	2	2	2	1	2	2	2	86
85	1	1	2	2	1	1	2	2	1	1	2	2	2	2	2	2	1	2	2	2	85
84	1	1	2	2	1	1	2	2	1	1	2	2	2	2	2	2	1	2	2	2	84
83	1	1	2	2	1	1	2	2	1	1	2	2	2	2	2	2	1	2	2	2	83
82	1	1	2	2	1	1	2	2	1	1	2	2	2	2	2	2	1	2	2	2	82
81	1	1	2	2	1	1	2	2	1	1	2	2	2	2	2	2	1	2	2	2	81
80	1	1	2	2	1	1	2	2	1	1	2	2	2	2	2	2	1	2	2	2	80
79	1	1	2	2	1	1	2	2	1	1	2	2	2	2	2	2	1	2	2	2	79
78	1	1	2	2	1	1	2	2	1	1	2	2	2	2	2	2	1	2	2	2	78
77	1	1	2	2	1	1	2	2	1	1	2	2	2	2	2	2	1	2	2	2	77
76	1	1	2	2	1	1	2	2	1	1	2	2	2	2	2	2	1	2	2	2	76
75	1	1	2	2	1	1	2	2	1	1	2	2	2	2	2	2	1	2	2	2	75
74	1	1	2	2	1	1	2	2	1	1	2	2	2	2	2	2	1	2	2	2	74
73	1	1	2	2	1	1	2	2	1	1	2	2	2	2	2	2	1	2	2	2	73
72	1	1	2	2	1	1	2	2	1	1	2	2	2	2	2	2	1	2	2	2	72
71	1	1	2	2	1	1	2	2	1	1	2	2	2	2	2	2	1	2	2	2	71
70	1	1	2	2	1	1	2	2	1	1	2	2	2	2	2	2	1	2	2	2	70
69	1	1	2	2	1	1	2	2	1	1	2	2	2	2	2	2	1	2	2	2	69
68	1	1	2	2	1	1	2	2	1	1	2	2	2	2	2	2	1	2	2	2	68
67	1	1	2	2	1	1	2</														

Type: Two-hand
Range: 10 feet (-40%)
Length: 3-5 feet

Weight: 3-7 pounds

Fumble: 1-4

8.42

CLUB

	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
150	8DK	10EK	12EK	14EK	15EK	15EK	18EK	18EK	13EK	15EK	19EK	19EK	13EK	13EK	18EK	21EK	14EK	17EK	20EK	22EK	150
149	8CK	10DK	12DK	14DK	15DK	15DK	18DK	18DK	13EK	15EK	19EK	19EK	13EK	13EK	18EK	21EK	14EK	17EK	20EK	22EK	149
148	8CK	10CK	12CK	14EK	15DK	15DK	18DK	18EK	13EK	15EK	19EK	19EK	13EK	13EK	18EK	21EK	14EK	17EK	20EK	22EK	148
147	8CK	10CK	12CK	14EK	15DK	15DK	18DK	18EK	13EK	15EK	19EK	19EK	13EK	13EK	18EK	21EK	14EK	17EK	20EK	22EK	147
146	8CK	10CK	12CK	14EK	15DK	15DK	18DK	18EK	13EK	15EK	19EK	19EK	13EK	13EK	18EK	21EK	14EK	17EK	20EK	22EK	146
145	8BK	10CK	12CK	14DK	15DK	15DK	18DK	17EK	13DK	15EK	18EK	18EK	13EK	13EK	18EK	20EK	14EK	17EK	20EK	21EK	145
144	8BK	10CK	12CK	14DK	15CK	15DK	17DK	17DK	13DK	14DK	18DK	18EK	13DK	13EK	17EK	20EK	13EK	16EK	19EK	21EK	144
143	8BK	10BK	12CK	13DK	14CK	14CK	17DK	17DK	13DK	14DK	18DK	18EK	13DK	13EK	17EK	20EK	13EK	16EK	19EK	21EK	143
142	8BK	10BK	12CK	13DK	14CK	14CK	17CK	17DK	13DK	14DK	18DK	18EK	13DK	13EK	17EK	20EK	13EK	16EK	19EK	21EK	142
141	8BK	10BK	11CK	13DK	14CK	14CK	17CK	17DK	13DK	14DK	17DK	17EK	13DK	13DK	17EK	19EK	13EK	16EK	19EK	20EK	141
140	8BK	10BK	11CK	13DK	14CK	14CK	17CK	16DK	12CK	14DK	17DK	17DK	13DK	12DK	17EK	19EK	13DK	16EK	19EK	20EK	140
139	8AK	10BK	11CK	13DK	14CK	14CK	16CK	16DK	12CK	13DK	17DK	17DK	12DK	12DK	17DK	19EK	13DK	15EK	18EK	20EK	139
138	8AK	9BK	11BK	13CK	14BK	14CK	16CK	16DK	12CK	13DK	17DK	17DK	12DK	12DK	16DK	19EK	12DK	15EK	18EK	20EK	138
137	8AK	9BK	11BK	13CK	14BK	13CK	16CK	16DK	12CK	13DK	17DK	16DK	12DK	12DK	16DK	19DK	12DK	15DK	18EK	20EK	137
136	8AK	9AK	11BK	12CK	13BK	13BK	16CK	16DK	12CK	13DK	16DK	16DK	12CK	12DK	16DK	18DK	12DK	15DK	18EK	19EK	136
135	8AK	9AK	11BK	12CK	13BK	13BK	19CK	15CK	11CK	13CK	16CK	16DK	12CK	12DK	16DK	18DK	12DK	15DK	18EK	19EK	135
134	7AK	9AK	11BK	12CK	13BK	13BK	15CK	15CK	11CK	12CK	16CK	15DK	12CK	12DK	16DK	18DK	12DK	14DK	18EK	19EK	134
133	7AK	9AK	10BK	12CK	13BK	13BK	15CK	15CK	11CK	12CK	15CK	15DK	12CK	12DK	15DK	17DK	11DK	14DK	17EK	18EK	133
132	7AK	9AK	10BK	12CK	13BK	13BK	15CK	15CK	11CK	12CK	15CK	15DK	12CK	12DK	15DK	17DK	11DK	14DK	17EK	18EK	132
131	7AK	9AK	10BK	12CK	13AK	13BK	15BK	15CK	11CK	12CK	15CK	15DK	12CK	11DK	15DK	17DK	11CK	14DK	17EK	18DK	131
130	7AK	9AK	10BK	12BK	13AK	12BK	15BK	14CK	11CK	12CK	15CK	15DK	11CK	11DK	15DK	17DK	11CK	14DK	17EK	18DK	130
129	7AK	9AK	10AK	11BK	12AK	12BK	14BK	14CK	11BK	12CK	15CK	15DK	11CK	11CK	15DK	17DK	11CK	14DK	17DK	18DK	129
128	7AK	9AK	10AK	11BK	12AK	12BK	14BK	14CK	10BK	11CK	15CK	14CK	11CK	11CK	15CK	17DK	11CK	13DK	17DK	17DK	128
127	7AK	9AK	10AK	11BK	12AK	12AK	14BK	14CK	10BK	11CK	14CK	14CK	11CK	11CK	14CK	16DK	11CK	13CK	17DK	17DK	127
126	7AK	9AK	10AK	11BK	12AK	12AK	14BK	13CK	10BK	11CK	14CK	14CK	11CK	11CK	14CK	16DK	10CK	13CK	16DK	17DK	126
125	7AK	9AK	10AK	11BK	12AK	12AK	14BK	13CK	10BK	11CK	14CK	14CK	11CK	11CK	14CK	16DK	10CK	13CK	16DK	17DK	125
124	7AK	9AK	10AK	11BK	12AK	11AK	13BK	13BK	10BK	11CK	14CK	13CK	11BK	11CK	14CK	16DK	10CK	13CK	16DK	17DK	124
123	7AK	9AK	10AK	11BK	11AK	11AK	13BK	13BK	10BK	11BK	13CK	13CK	11BK	11CK	14CK	15CK	10CK	13CK	16DK	16DK	123
122	7AK	9AK	10BK	11AK	11AK	11AK	13AK	13BK	10BK	10BK	13CK	13CK	11BK	10CK	14CK	15CK	10BK	12CK	16DK	16DK	122
121	7AK	9AK	10BK	11AK	11AK	11AK	13AK	12BK	9BK	10BK	13CK	13CK	10BK	10CK	13CK	15CK	10BK	12CK	16DK	16DK	121
120	7AK	9AK	10AK	11AK	11AK	11AK	13AK	12BK	9BK	10BK	13BK	12CK	10BK	10CK	13CK	15CK	9BK	12CK	15DK	16DK	120
119	6AK	8AK	10AK	11AK	11AK	11AK	12AK	12BK	9BK	10BK	13BK	12CK	10BK	10CK	13CK	15CK	9BK	12BK	15DK	15CK	119
118	6AK	8AK	10AK	11AK	11AK	11AK	12AK	12BK	9BK	10BK	12BK	12CK	10BK	10CK	13CK	14CK	9BK	12BK	15DK	15CK	118
117	6AK	8AK	10AK	11AK	11AK	11AK	12AK	12BK	9AK	9BK	12BK	12CK	10BK	10CK	13CK	14CK	9BK	11BK	15DK	15CK	117
116	6AK	7AK	8AK	10AK	10AK	10AK	12AK	11BK	9AK	9BK	12BK	11CK	10BK	10CK	13BK	14CK	9AK	11BK	15DK	15CK	116
115	6AK	7AK	8AK	9AK	10AK	10AK	12AK	11BK	9AK	9BK	12BK	11CK	10BK	10BK	12BK	14CK	9AK	11BK	15CK	15CK	115
114	6AK	7AK	8AK	9AK	10AK	10AK	11AK	11BK	8AK	9BK	11BK	11CK	10BK	10BK	12BK	13CK	8AK	11BK	14CK	14CK	114
113	6AK	7AK	8AK	9AK	10AK	10AK	11AK	11AK	8AK	9BK	11BK	11CK	10BK	9BK	12BK	13BK	8AK	11BK	14CK	14CK	113
112	6AK	7AK	8AK	9AK	10AK	10AK	11AK	11AK	8AK	8BK	11BK	10BK	10AK	9BK	12BK	13BK	8AK	11AK	14CK	14BK	112
111	6AK	7AK	8AK	9AK	10AK	10AK	11AK	10AK	8AK	8BK	11BK	10BK	9AK	9BK	12BK	13BK	8AK	10AK	14CK	14BK	111
110	6AK	7AK	8AK	9AK	10AK	10AK	11AK	10AK	8AK	8AK	11BK	10BK	9AK	9BK	12BK	13BK	8AK	10AK	14CK	13BK	110
109	6AK	7AK	8AK	9AK	10AK	10AK	11AK	10AK	8AK	8AK	10BK	10BK	9AK	9BK	11BK	12BK	7AK	10AK	13CK	13BK	109
108	6AK	7AK	8AK	9AK	10AK	10AK	11AK	10AK	8AK	8AK	10BK	10BK	9AK	9BK	11BK	12BK	7AK	10AK	13CK	13BK	108
107	6AK	7AK	8AK	9AK	10AK	10AK	11AK	10AK	7AK	7AK	8AK	9BK	9AK	9BK	11BK	12BK	7AK	9AK	13CK	12AK	107
106	6AK	7AK	8AK	9AK	10AK	10AK	11AK	10AK	7AK	7AK	8AK	9BK	9AK	9BK	11BK	12BK	7AK	9AK	13CK	12AK	106
105	6AK	7AK	8AK	9AK	10AK	10AK	11AK	10AK	7AK	7AK	8AK	9BK	9AK	9BK	11BK	11BK	7AK	9AK	13BK	12AK	105
104	5AK	6AK	7AK	8AK	9AK	9AK	10AK	9AK	7AK	7AK	8AK	9BK	9AK	9BK	10BK	11BK	7AK	9AK	12BK	12AK	104
103	5AK	6AK	7AK	8AK	9AK	9AK	10AK	9AK	7AK	7AK	8AK	9BK	9AK	9BK	10BK	11BK	7AK	9AK	12BK	12AK	103
102	5AK	6AK	7AK	8AK	9AK	9AK	10AK	9AK	7AK	7AK	8AK	9BK	8AK	8AK	10AK	11BK	6AK	9AK	12BK	12AK	102
101	5AK	6AK	7AK	8AK	9AK	9AK	10AK	9AK	7AK	7AK	8AK	9BK	8AK	8AK	10AK	11BK	6AK	9AK	12BK	11AK	101
100	5AK	6AK	7AK	8AK	9AK	9AK	10AK	9AK	7AK	7AK	8AK	9BK	8AK	8AK	10AK	10BK	6AK	8AK	12BK	11AK	100
99	5AK	6AK	7AK	8AK	9AK	9AK	10AK	9AK	7AK	7AK	8AK	9BK	8AK	8AK	10AK	10BK	6AK	8AK	12BK	11AK	99
98	5AK	6AK	7AK	8AK	9AK	9AK	10AK	9AK	7AK	7AK	8AK	9BK	8AK	8AK	10AK	10BK	6AK	8AK	12BK	11AK	98
97	5AK	6AK	7AK	8AK	9AK	9AK	10AK	9AK	7AK	7AK	8AK	9BK	8AK	8AK	10AK	10BK	6AK	8AK	12BK	11AK	97
96	5AK	6AK	7AK	8AK	9AK	9AK	10AK	9AK	7AK	7AK	8AK	9BK	8AK	8AK	10AK	10BK	6AK	8AK	12BK	11AK	96
95	5AK	6AK	7AK	8AK	9AK	9AK	10AK	9AK	7AK	7AK	8AK	9BK	8AK	8AK	10AK	10BK	6AK	8AK	12BK	11AK	95
94	5AK	6AK	7AK	8AK	9AK	9AK	10AK	9AK	7AK	7AK	8AK	9BK	8AK	8AK	10AK	10BK	6AK	8AK	12BK	11AK	94
93	5AK	6AK	7AK	8AK	9AK	9AK	10AK	9AK	7AK	7AK	8AK	9BK	8AK	8AK	10AK	10BK	6AK	8AK	12BK	11AK	93
92	5AK	6AK	7AK	8AK	9AK	9AK	10AK	9AK	7AK	7AK	8AK	9BK	8AK	8AK	10AK	10BK	6AK	8AK	12BK	11AK	92
91	5AK	6AK	7AK	8AK	9AK	9AK	10AK	9AK	7AK	7AK	8AK	9BK	8AK	8AK	10AK	10BK	6AK	8AK	12BK	11AK	91
90	5AK	6AK	7AK	8AK	9AK	9AK	10AK	9AK	7AK	7AK	8AK	9BK	8AK	8AK	10AK	10BK	6AK	8AK	12BK	11AK	90
89	4AK	5AK	6AK	7AK	8AK	8AK	9AK	9AK	6AK	6AK	7AK	8AK	7AK	7AK	8AK	9AK	4AK	5AK	10AK	9AK	89
88	4AK	5AK	6AK	7AK	8AK	8AK	9AK	9AK	6AK	6AK	7AK	8AK	7AK	7AK	8AK	9AK	4AK	5AK	10AK	9AK	88
87	4AK	5AK	6AK	7AK	8AK	8AK	9AK	9AK	6AK	6AK	7AK	8AK	7AK	7AK	8AK	9AK	4AK	5AK	10AK	9AK	87
86	4AK	5AK	6AK	7AK	8AK	8AK	9AK	9AK	6AK	6AK	7AK	8AK	7AK	7AK	8AK	9AK	4AK	5AK	10AK	9AK	86
85	4AK	5AK	6AK	7AK	8AK	8AK	9AK	9AK	6AK	6AK	7AK	8AK	7AK	7AK	8AK	9AK	4AK	5AK	10AK	9AK	85
84	4AK	5AK	6AK	7AK	8AK	8AK	9AK	9AK	6AK	6AK	7AK	8AK	7AK	7AK	8AK	9AK	4AK	5AK	10AK	9AK	84
83	4AK	5AK	6AK	7AK	8AK	8AK	9AK	9AK	6AK	6AK	7AK	8AK	7AK	7AK	8AK	9AK	4AK	5AK	10AK	9AK	83
82	4AK	5AK	6AK	7AK	8AK	8AK	9AK	9AK	6AK	6AK	7AK	8AK	7AK	7AK	8AK	9AK	4AK	5AK	10AK	9AK	82
81	4AK	5AK	6AK	7AK	8AK	8AK	9AK	9AK	6AK	6AK	7AK	8AK	7AK	7AK	8AK	9AK	4AK	5AK	10AK	9AK	81
80	4AK	5AK																			

WAR
HAMMER4-7 pounds
1½-4 feetWeight:
Length:

1-4

One-hand
10 feet (-20%)
25 feet (-40%)
50 feet (-60%)Type:
Range:

	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
150	12EK	14EK	16EK	18EK	19EK	19EK	22EK	22EK	18EK	20EK	24EK	24EK	17EK	17EK	22EK	25EK	18EK	21EK	24EK	26EK	150
149	12EP	14EP	16EP	18EP	19EP	19EP	22EP	22EP	18EP	20EP	24EP	24EP	17EP	17EP	22EP	25EP	18EP	21EP	24EP	26EP	149
148	12BK	14EK	16EK	18EK	19EK	19EK	22EK	22EK	18EK	20EK	24EK	24EK	17EK	17EK	22EK	25EK	18EK	21EK	24EK	26EK	148
147	12EP	14EP	16EP	18EP	19EP	19EP	22EP	22EP	18EP	20EP	24EP	24EP	17EP	17EP	22EP	25EP	18EP	21EP	24EP	26EP	147
146	12EK	14EK	16EK	18EK	19EK	19EK	22EK	22EK	18EK	20EK	23EK	23EK	17EK	17EK	22EK	24EK	18EK	21EK	24EK	25EK	146
145	12EP	14EP	16EP	18EP	19EP	19EP	21EP	21EP	18EP	19EP	23EP	23EP	17EP	17EP	21EP	24EP	17EP	20EP	23EP	25EP	145
144	12EK	14EK	16EK	17EK	18EK	18EK	21EK	21EK	17EK	19EK	23EK	23EK	17EK	17EK	21EK	24EK	17EK	20EK	23EK	25EK	144
143	12DP	14DP	16DP	17EP	18EP	18EP	21EP	21EP	17EP	19EP	23EP	23EP	17EP	16EP	21EP	24EP	17EP	20EP	23EP	24EP	143
142	12DK	14DK	16DK	17EK	18EK	18EK	21EK	21EK	17EK	19EK	23EK	22EK	16EK	16EK	21EK	22EK	17EK	20EK	23EK	24EK	142
141	12DP	13DP	15DP	17EP	18EK	18EK	21EP	20EP	17DP	19EP	22EP	22EP	16EP	16EP	21EP	22EP	16EP	19EP	22EP	24EP	141
140	12DK	13DK	15DK	17EK	18DK	18EK	20EK	20EK	17DK	18EK	22EK	22EK	16DK	16EK	20EK	23EK	16EK	19EK	22EK	24EK	140
139	11DP	13DP	15DP	17EP	18DP	18DP	20DP	20EP	17DP	18EP	22EP	22EP	16DP	16EP	20EP	23EP	16EP	19EP	22EP	23EP	139
138	11DK	13DK	15DK	16DK	17DK	17DK	20DK	20EK	16DK	18DK	21DK	21EK	16DK	16EK	20EK	22EK	16EK	19EK	22EK	23EK	138
137	11CP	13CP	15CP	16DP	17DP	17DP	20DP	20EP	16DP	18DP	21EP	21EP	16DP	16DP	20EP	22EP	16EP	18EP	22EP	23EP	137
136	11CK	13CK	14DK	16DK	17DK	17DK	19DK	19DK	16DK	17DK	21DK	21EK	16DK	15DK	20EK	22EK	15EK	18EK	21EK	22EK	136
135	11CP	13CP	14DK	16DP	17DP	17DP	19DP	19DP	16DP	17DP	21DP	20EP	15DP	15DP	19DP	22EP	15DP	18EP	21EP	22EP	135
134	11CK	13CK	14DK	16DK	17DK	17DK	19DK	19DK	16DK	17DK	20DK	20DK	15DK	15DK	19DK	21EK	15DK	17EK	21EK	22EK	134
133	11CP	12CP	14DK	15DP	17DP	17DP	19DP	19DP	15DP	17DP	20DP	20DP	15DP	15DP	19DP	21EP	15DP	17EP	21EP	22EP	133
132	11CK	12CK	14CK	15DK	16DK	16DK	19DK	18DK	15CK	17DK	20DK	20DK	15DK	15DK	19DK	21DK	14DK	17DK	20EK	21EK	132
131	11CP	12CP	14CP	15DP	16DP	16DP	18DP	18DP	15CP	16DP	20DP	19DP	15DP	15DP	19DP	21DP	14DP	17DP	20EP	21EP	131
130	11CK	12CK	13CK	15DK	16DK	16DK	18DK	18DK	15CK	16DK	19DK	19DK	15CK	15DK	18DK	20DK	14DK	17DK	20EK	21EK	130
129	10BP	12CP	13CP	15DP	16CP	16CP	18DP	18DP	15CP	16DP	19DP	19DP	15CP	14DP	18DP	20DP	14DP	16DP	20EP	20EP	129
128	10BK	12BK	13BK	15DK	16CK	16DK	18DK	17DK	15CK	16DK	19DK	19DK	14CK	14DK	18DK	20DK	14DK	16DK	20EK	20EK	128
127	10BP	12BP	13CP	14DP	16CP	15CP	17CP	17DP	14CP	15DP	19DP	18DP	14DP	14CP	18DP	20DP	13DP	16DP	19EP	20EP	127
126	10BK	12BK	13CK	14DK	15CK	15CK	17CK	17DK	14CP	15CK	18DK	18DK	14CK	14DK	17DK	19DK	13DK	16DK	19EK	20EK	126
125	10BP	11BP	13CP	14CP	15CP	15CP	17CP	17DP	14CP	15CP	18DK	18DP	14CP	14DP	17DP	19DP	13CP	15DP	19EP	19DP	125
124	10AK	11BK	13CK	14CK	15CK	15CK	17CK	17DK	14CP	15CK	18CK	18DK	14CK	14DK	17DK	19DK	13DK	15DK	19EK	19DK	124
123	10AP	11BP	12CP	14CP	15CP	15CP	17CP	16DP	14CP	15CP	18CP	18CP	14CP	14DP	17DP	19DP	12DP	15DP	18DP	19DP	123
122	10AK	11BK	12CK	14CK	15CK	14CK	16CK	16DK	14CK	14CK	17CK	17DK	14CK	13DK	17DK	18DK	12CK	15DK	18DK	18DK	122
121	10AP	11AP	12BP	13CP	15CP	14CP	16CP	16DP	13CP	14CP	17CP	17DP	13CP	13DP	16DP	18DP	12CP	14DP	18DP	18DP	121
120	10AK	11AK	12BK	13CK	14CK	14CK	16CK	16CK	13CK	14CK	17CK	16DK	13CK	13CK	16DK	18DK	12CK	14DK	18DK	18DK	120
119	10AP	11AP	12BP	13CP	14CP	14CP	16CP	15CP	13CP	14CP	17CP	16DP	13CP	13CP	16CP	18DP	12CP	14DP	18DP	18DP	119
118	9AK	11AK	12BK	13CK	14BK	14CK	16CK	15CK	13BK	13CK	16CK	16DK	13CK	13CK	16CK	17DK	11CK	14CK	17DK	17DK	118
117	9AP	11AP	12BP	13CP	14BP	14CP	15CP	15CP	13BP	13CP	16CP	16CP	13CP	13CP	16CP	17DP	11CP	13CP	17DP	17DP	117
116	9AK	10AK	11BK	12CK	14BK	13CK	15CK	15CK	12BK	13CK	16CK	15CK	13CK	13CK	15CK	17DK	11CK	13CK	17DK	17DK	116
115	9AS	10AP	11BP	12CP	14BP	13BP	15CP	14CP	12BP	13CP	16CP	15CP	13CP	12CP	15CP	17DP	11CP	13CP	17DP	16DP	115
114	9	10AK	11BK	12CK	13BK	13BK	15CK	14CK	12BK	13CK	15CK	15CK	13BK	12CK	15CK	16DK	10CK	13CK	16DK	16DK	114
113	9	10AP	11BP	12BP	13BP	13BP	14CP	14CP	12BP	12CP	15CP	15CP	12BP	12CP	15CP	16CP	10CP	13CP	16DP	16DP	113
112	9	10AK	11AK	12BK	13BK	13BK	14CK	14CK	12BK	12BK	15CK	14CK	12BK	12CK	15CK	16CK	10CK	12CK	16DK	16DK	112
111	9	10AP	11AP	12BP	13AP	13BP	14CP	14CP	12BP	12BP	15CP	14CP	12BP	12CP	14CP	16CP	10BP	12CP	16DP	15DP	111
110	9	10AK	10AK	11BK	12AK	12BK	14BK	13CK	11BK	12BK	14CK	14CK	12BK	12CK	14CK	15CK	9BK	12CK	16DK	15DK	110
109	9	10	10AP	11BP	12AP	12BP	14BP	13CP	11BP	11BP	14CP	14CP	12BP	12CP	14CP	15CP	9BP	12DP	15DP	15DP	109
108	8	9	10AP	11BP	12AP	12BP	13BP	13CP	11BP	11BK	14CK	13CK	12BK	11CK	14CK	15CK	9BK	11BK	15DK	14CK	108
107	8	9	10AP	11BP	12AP	12BP	13BP	13CP	11BP	11BP	14BP	13CP	12BK	11CP	14CP	14CP	9BP	11BP	15DP	14CP	107
106	8	9	10AK	11BK	12AK	12AK	13BK	13CK	11BK	11BK	13BK	13CK	11BK	11CK	13CK	14CK	9BK	11BK	15DK	14CK	106
105	8	9	10AP	10BP	12AP	11AP	13BP	12CP	11AP	11BP	13BP	12CP	11BP	11CP	13CP	14CP	8AP	11BP	14CP	14CP	105
104	8	9	10AK	10AK	12AK	11AK	12BK	12BK	10AK	10BK	13BK	12CK	11BK	11CK	13BK	14CK	8AK	10BK	14CK	13CK	104
103	8	9	9AP	10AP	11AP	11AP	12BP	12BP	10AP	10BP	13BP	12CP	11BK	11BP	13BP	13CP	8AP	10BP	14CP	13CP	103
102	8	9	9AK	10AK	11AK	11AK	12BK	11BK	10AK	10BK	12BK	12CK	11BK	10BK	12BK	13CK	8AK	10AK	14CK	13CK	102
101	8	9	9AP	10AP	11AP	11AP	12AP	11BP	10AP	10BP	12BP	11CP	11BP	10BP	12BP	13BP	7AP	10AP	14CK	12CP	101
100	8	8	9AK	10AK	11AK	11AK	12AK	11BK	10AK	9BK	12BK	11CK	11BK	10BK	12BK	13BK	7AK	9AK	13CK	12BK	100
99	8	8	9	9AP	11	10AP	11AP	11BP	9AP	9AP	12BP	11BP	10AP	10BP	12BP	12BP	7	9AP	13CP	12BP	99
98	8	8	9	9AK	11	10AK	11AK	11BK	9AK	9AK	11BK	11BK	10AK	10BK	12BK	12BK	7	9AK	13CK	12BK	98
97	7	8	8	9AP	10	10AP	11AP	10BP	9AP	9AP	11BP	10BP	10AP	10BP	11BP	12BP	7	9AP	13CP	11BP	97
96	7	8	8	9AK	10	10AK	11AK	10BK	9AK	9AK	11BK	10BK	10AK	10BK	11BK	12BK	6	8AK	12CK	11BK	96
95	7	8	8	9AP	10	10AS	11AP	10BP	9AS	8AP	11BP	10BP	10AP	9BP	11BP	11BP	6	8AS	12CP	11BP	95
94	7	8	8	9AK	10	9	10AK	10BK	9	8AK	10AK</										



MACE

One-hand
10 feet (-35%)
1-3 feet

Weight: 3½-8 pounds
Fumble: 1-2

Type:
Range:
Length:

	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
150	12EK	14EK	16EK	18EK	19EK	19EK	21EK	22EK	14EK	16EK	20EK	20EK	15EK	15EK	20EK	23EK	15EK	18EK	21EK	23EK	150
149	12EK	14EK	16EK	18EK	19EK	19EK	21EK	22EK	14EK	16EK	20EK	20EK	15EK	15EK	20EK	23EK	15EK	18EK	21EK	23EK	149
148	12EK	14EK	16EK	18EK	19EK	19EK	21EK	22EK	14EK	16EK	20EK	20EK	15EK	15EK	20EK	23EK	15EK	18EK	21EK	23EK	148
147	12EK	14EK	16EK	18EK	19EK	19EK	21EK	22EK	14EK	16EK	20EK	20EK	15EK	15EK	20EK	23EK	15EK	18EK	21EK	23EK	147
146	12EK	14EK	16EK	18EK	19EK	19EK	21EK	22EK	14EK	16EK	20EK	20EK	15EK	15EK	20EK	23EK	15EK	18EK	21EK	23EK	146
145	12DK	14DK	16EK	18EK	19EK	19EK	21EK	21EK	14EK	16EK	19EK	19EK	15EK	15EK	20EK	22EK	14EK	17EK	20EK	22EK	145
144	12DK	14DK	16EK	17EK	19EK	18EK	21EK	21EK	14EK	15EK	19EK	19EK	15EK	15EK	19EK	22EK	14EK	17EK	20EK	22EK	144
143	12DK	14DK	15DK	17EK	18EK	18EK	21EK	21EK	13DK	15EK	19EK	19EK	15EK	15EK	19EK	22EK	14EK	17EK	20EK	22EK	143
142	12DK	14DK	15DK	17EK	18EK	18EK	21EK	21EK	13DK	15EK	19EK	19EK	14DK	14EK	19EK	22EK	14EK	17EK	20EK	21EK	142
141	12DK	14DK	15DK	17EK	18EK	18EK	21DK	21EK	13DK	15DK	19DK	18EK	14DK	14EK	19EK	21EK	14EK	17EK	20EK	21EK	141
140	12CK	13CK	15DK	17EK	18DK	18DK	20DK	20EK	13DK	15DK	18DK	18EK	14DK	14DK	19EK	21EK	14EK	16EK	20EK	21EK	140
139	11CK	13CK	15DK	17DK	18DK	18DK	20DK	20EK	13DK	14DK	18DK	18EK	14DK	14DK	18DK	21EK	13DK	16EK	19EK	20EK	139
138	11CK	13CK	15DK	16DK	18DK	17DK	20DK	20EK	13DK	14DK	18DK	18EK	14DK	14DK	18DK	21EK	13DK	16EK	19EK	20EK	138
137	11CK	13CK	15DK	16DK	17DK	17DK	20DK	20DK	13DK	14DK	18DK	17EK	14DK	14DK	18DK	20EK	13DK	16EK	19EK	20EK	137
136	11CK	13CK	14DK	16DK	17DK	17DK	20DK	19DK	12DK	14DK	17DK	17DK	14DK	14DK	18DK	20DK	13DK	16EK	19EK	20EK	136
135	11CK	13CK	14CK	16DK	17DK	17DK	19DK	19DK	13CK	14DK	17DK	17DK	14DK	14DK	18DK	20DK	13DK	15DK	19EK	20EK	135
134	11BK	13BK	14CK	16DK	17DK	17DK	19DK	19DK	12CK	14DK	17DK	17DK	13CK	13DK	17DK	20DK	12DK	15DK	18EK	19EK	134
133	11BK	13BK	14CK	16DK	17DK	17DK	19DK	19DK	12CK	13DK	17DK	17DK	13CK	13DK	17DK	19DK	12DK	15DK	18EK	19EK	133
132	11BK	12BK	14CK	15DK	17DK	16DK	19DK	19DK	12CK	13DK	17DK	16DK	13CK	13DK	17DK	19DK	12DK	15DK	18EK	19EK	132
131	11BK	12BK	14CK	15DK	16CK	16DK	19DK	18DK	12CK	13DK	16DK	16DK	13CK	13DK	17DK	19DK	12DK	15DK	18EK	19EK	131
130	11BK	12BK	14CK	15DK	16CK	16CK	18CK	18DK	11CK	13CK	16DK	16DK	13CK	13DK	17DK	19DK	12DK	14DK	17EK	18DK	130
129	11BK	12BK	13CK	15DK	16CK	16CK	18CK	18DK	11CK	13CK	16DK	16DK	13CK	13DK	16DK	18DK	11CK	14DK	17EK	18DK	129
128	10AK	12BK	13CK	15DK	16CK	16CK	18CK	18DK	11CK	12CK	16CK	15DK	13CK	13DK	16DK	18DK	11CK	14DK	17DK	18DK	128
127	10AK	12BK	13CK	15CK	16CK	16CK	18CK	17DK	11CK	12CK	15CK	15DK	13CK	12CK	16DK	18DK	11CK	14DK	17DK	17DK	127
126	10AK	12AK	13BK	14CK	16CK	15CK	18CK	17DK	11CK	12CK	15CK	15DK	12CK	12CK	16DK	18DK	11CK	14DK	17DK	17DK	126
125	10AK	12AK	13BK	14CK	15CK	15CK	17CK	17DK	11CK	12CK	15CK	15DK	12CK	12CK	16CK	17DK	11CK	13CK	17DK	17DK	125
124	10AK	11AK	13BK	14CK	15CK	15CK	17CK	17DK	11CK	12CK	15CK	14DK	12CK	12CK	15CK	17DK	11CK	13CK	17DK	17DK	124
123	10AK	11AK	13BK	14CK	15CK	15CK	17CK	17DK	11CK	11CK	15CK	14DK	12CK	12CK	15CK	17DK	10CK	13CK	16DK	17DK	123
122	10AK	11AK	12BK	14CK	15BK	15CK	17CK	16CK	10CK	11CK	14CK	14DK	12CK	12CK	15CK	17DK	10CK	13CK	16DK	16DK	122
121	10AK	11AK	12BK	14CK	15BK	15CK	16CK	16CK	10CK	11CK	14CK	14DK	12CK	12CK	15CK	16CK	10CK	13CK	16DK	16DK	121
120	10AK	11AK	12BK	13CK	15BK	14BK	16CK	16CK	10BK	11CK	14CK	13CK	12CK	12CK	15CK	16CK	10CK	12CK	16DK	16DK	120
119	10	11AK	12BK	13CK	14BK	14BK	16CK	16CK	10BK	11CK	14CK	13CK	12BK	11CK	14CK	16CK	10CK	12CK	16DK	16DK	119
118	10	11AK	12BK	13CK	14BK	14BK	16CK	16CK	10BK	11CK	13CK	13CK	11BK	11CK	14CK	16CK	9CK	12CK	15DK	15DK	118
117	9	11AK	12AK	13CK	14BK	14BK	16CK	15CK	10BK	11CK	13CK	13CK	11BK	11CK	14CK	15CK	9BK	12CK	15DK	15DK	117
116	9	11AK	12AK	13BK	14BK	14BK	15CK	15CK	10BK	10BK	13CK	13CK	11BK	11CK	14CK	15CK	9BK	11CK	15DK	15DK	116
115	9	10AK	11AK	13BK	14AK	14BK	15BK	15CK	9BK	10BK	13CK	12CK	11BK	11CK	14CK	15CK	9BK	11CK	15DK	15DK	115
114	9	10	11AK	12BK	14AK	13BK	15BK	15CK	9BK	10BK	13CK	12CK	11BK	11CK	13CK	15CK	9BK	11BK	15DK	14CK	114
113	9	10	11AK	12BK	13AK	13BK	15BK	14CK	9BK	10BK	12CK	12CK	11BK	11CK	13CK	14CK	8BK	11BK	14CK	14CK	113
112	9	10	11AK	12BK	13AK	13BK	15BK	14CK	9BK	9BK	12CK	12CK	11BK	10CK	13CK	14CK	8BK	11BK	14CK	14CK	112
111	9	10	11AK	12BK	13AK	13AK	14BK	14CK	9BK	9BK	12BK	11CK	11BK	10BK	13CK	14CK	8BK	10BK	14CK	14CK	111
110	9	10	11AK	12BK	13AK	13AK	14BK	14CK	9BK	9BK	12BK	11CK	10BK	10BK	13BK	14CK	8BK	10BK	14CK	13CK	110
109	9	10	11AK	12BK	13AK	12AK	14BK	14CK	9BK	9BK	11BK	11CK	10BK	10BK	12BK	13BK	8AK	10BK	14CK	13CK	109
108	9	10	10AK	11BK	13AK	12AK	14BK	13BK	8BK	9BK	11BK	11CK	10BK	10BK	12BK	13BK	7AK	10BK	13CK	13CK	108
107	9	10	10AK	11AK	12AK	12AK	14BK	13BK	8AK	9BK	11BK	10CK	10BK	10BK	12BK	13BK	7AK	10BK	13CK	13CK	107
106	8	9	10AK	11AK	12AK	12AK	13AK	13BK	8AK	8BK	11BK	10CK	10BK	10BK	12BK	13BK	7AK	9BK	13CK	13CK	106
105	8	9	10AK	11AK	12AK	12AK	13AK	13BK	8AK	8BK	11BK	10CK	10BK	10BK	12BK	12BK	7AK	9AK	13CK	12BK	105
104	8	9	10	11AK	12	12AK	13AK	13BK	8AK	8BK	10BK	10CK	10AK	9BK	11BK	12BK	7AK	9AK	13CK	12BK	104
103	8	9	10	11AK	12	12AK	13BK	13BK	8AK	8BK	10BK	9CK	10BK	9BK	11BK	12BK	7AK	9AK	12CK	12BK	103
102	8	9	10	10AK	12	11AK	13AK	12BK	8AK	8AK	10BK	9BK	9AK	9BK	11BK	12BK	6AK	9AK	12CK	11BK	102
101	8	9	9	10AK	11	11AK	12AK	12BK	7AK	7AK	10BK	9BK	9AK	9BK	11BK	11BK	6AK	8AK	12CK	11BK	101
100	8	9	9	10AK	11	11AK	12AK	12BK	7AK	7AK	9BK	9BK	9AK	9BK	11BK	11BK	6AK	8AK	12BK	11BK	100
99	8	9	9	10AK	11	11	12AK	11BK	7AK	7AK	9BK	9BK	9AK	9BK	10BK	11BK	6	8AK	12BK	11AK	99
98	8	8	9	10AK	11	11	12AK	11BK	7AK	7AK	9BK	8BK	9AK	9BK	10BK	11BK	6	8AK	12BK	10AK	98
97	8	8	9	9AK	11	10	11AK	11AK	7AK	7AK	9AK	8BK	9AK	9AK	10BK	10BK	5	8AK	11BK	10AK	97
96	8	8	9	9AK	11	10	11AK	11AK	7AK	6AK	9AK	8BK	9AK	8AK	10BK	10BK	5	7AK	11BK	10AK	96
95	7	8	9	9AK	10	10	11AK	11AK	7AK	6AK	8AK	8BK	9AK	8AK	10BK	10BK	5	7AK	11BK	10AK	95
94	7	8	8	9	10	10	11	10AK	6	6AK	8AK	7BK	8AK	8AK	9AK	10BK	5	7	11BK	9AK	94
93	7	8	8	9	10	10	11	10AK	6	6AK	8AK	7BK	8AK	8AK	9AK	9BK	5	7	11BK	9AK	93
92	7	8	8	9	10	10	10AK	6	6AK	8AK	7BK	8AK	8AK	8AK	9AK	9AK	4	7	10BK	9AK	92
91	7	8	8	8	10	9	10	10AK	6	6AK	7AK	7BK	8AK	8AK	9AK	9AK	4	6	10BK	9AK	91
90	7	8	8	8	10	9	10	9AK	6	5AK	7AK	6BK	8AK	8AK	9AK	9AK	4	6	10BK	8AK	90
89	7	7	8	8	10	9	10	9AK	6	5	7AK	6BK	8	7AK	8AK	8AK	4	6	10AK	8	89
88	7	7	8	8	9	9	10	9AK	6	5	7AK	6BK	8	7AK	8AK	8AK	4	6	10AK	8	88
87	7	7	7	8	9	9	9	9AK	5	5	7AK	6BK	8	7AK	8AK	8AK	3	0	9AK	0	87
86	7	7	7	8	9	9	9	9AK	5	5	6AK	5AK	7	7AK	8AK	8AK	3	0	9AK	0	86
85	7	7	7	7	9	8	9	8AK	5	4	6AK	5AK	7	7AK	8AK	7AK	3	0	9AK	0	85
84	6	7	7	7	9	8	9	8	5	4	6	5AK	7	7	7AK	7AK	3	0	9AK	0	84
83	6	7	7	7	9	8	8	8	5	4	5	5AK	7	7	7AK	7AK	3	0	9AK	0	83
82	6	7	7	7	8	8	8	8	5	4	5	5AK	7	7	7AK	7AK	0	0	8AK	0	82
81	6	7	7	7	8	8	8	8	5	4	5	5AK	7	7	7AK	6AK	0	0	8AK	0	81
80	6	6	6	7	8</																

	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
150	15EK	17EK	19EK	21EK	22EK	22EK	25EK	25EK	21EK	23EK	27EK	27EK	25EK	25EK	30EK	33EK	27EK	30EK	33EK	35EK	150
149	15EK	17EK	19EK	21EK	22EK	22EK	25EK	25EK	21EK	23EK	27EK	27EK	25EK	25EK	30EK	33EK	27EK	30EK	33EK	35EK	149
148	15EK	17EK	19EK	21EK	22EK	22EK	25EK	25EK	21EK	23EK	27EK	27EK	25EK	25EK	30EK	33EK	27EK	30EK	33EK	35EK	148
147	15EK	17EK	19EK	21EK	22EK	22EK	25EK	25EK	21EK	23EK	27EK	27EK	25EK	25EK	30EK	33EK	27EK	30EK	33EK	35EK	147
146	15EK	17EK	19EK	21EK	22EK	22EK	25EK	25EK	21EK	23EK	27EK	27EK	25EK	25EK	30EK	33EK	27EK	30EK	33EK	35EK	146
145	15DK	17DK	19DK	21DK	22DK	22DK	25DK	25DK	21DK	23DK	27DK	27DK	25DK	25DK	30DK	33DK	27DK	30DK	33DK	35DK	145
144	15DK	17DK	19DK	21DK	22DK	22DK	25DK	25DK	21DK	23DK	27DK	27DK	25DK	25DK	30DK	33DK	27DK	30DK	33DK	35DK	144
143	15DK	17DK	19DK	21DK	22DK	22DK	25DK	25DK	21DK	23DK	27DK	27DK	25DK	25DK	30DK	33DK	27DK	30DK	33DK	35DK	143
142	15DP	16DK	18DK	20EK	21DK	21DK	24EK	24EK	20EK	22EK	25EK	25EK	24EK	24EK	28EK	31EK	23EK	28EK	31EK	33EK	142
141	14DK	16DP	18DK	20EK	21DK	21DK	23DK	23EK	20EK	21EK	25EK	25EK	24EK	24EK	28EK	31EK	25EK	28EK	31EK	32EK	141
140	14CP	16CK	18DK	20EK	21DK	21DK	23DK	23EK	20EK	21EK	25EK	25EK	23EK	23EK	28EK	30EK	24EK	27EK	30EK	32EK	140
139	14CK	16CK	18DP	19DK	20DP	20DK	23DK	23EK	19DK	21EK	25EK	24EK	23EK	23EK	27EK	30EK	24EK	27EK	30EK	31EK	139
138	14CP	16CK	17DK	19DK	20DK	20DP	23DK	23EK	19DK	21EK	24EK	24EK	23EK	23EK	27EK	30EK	24EP	27EK	30EK	31EK	138
137	14CK	16CP	17DP	19DP	20DP	20DK	22DP	22DK	19DP	20EK	24DK	24EK	23DK	23EK	27EK	29EK	23EK	26EK	30EK	31EK	137
136	14CP	16CK	17DK	19DK	20DK	20DP	22DK	22DK	19DK	20DP	24DK	23EK	23DP	22EK	27EK	29EK	23EP	26EK	29EK	30EP	136
135	14CK	15CP	17CP	19DP	20DP	20DK	22DP	22DK	19DP	20DK	23DP	23EK	22DK	22DP	26EK	29EK	23EK	26EP	29EK	30EK	135
134	14CP	15CP	17CK	18DK	19DK	19DP	22DK	22DK	18DK	20DP	23DK	23EK	22DK	22DK	26EP	28EK	23EP	25EK	29EP	30EP	134
133	14CK	15CP	17CP	18DK	19DP	19DK	21DP	21DP	18DP	19DK	23DP	23EP	22DK	22DP	26EK	28EP	22EK	25EK	28EK	29EK	133
132	13BP	15BK	16CK	18DK	19DK	19DP	21DK	21DK	18DK	19DP	23DK	22DK	22DK	22DK	25DP	28EK	22EP	25EK	28EP	29EP	132
131	13BK	15BP	16CP	18DP	19CP	19DK	21DP	21DK	18DP	19DP	22DP	22DK	22DK	21DP	25DK	27EK	22DK	24EP	28EK	28EK	131
130	13BP	15BK	16CK	18DK	19CP	19DK	21DK	21DK	18DK	19DP	22DK	22DK	21DK	21DK	25DK	27DP	21DK	24DP	27EK	28EK	130
129	13BK	15BP	16CP	17DP	18CP	18CK	21CP	20DP	17DP	18DK	22DP	21DP	21DK	21DP	25DK	27DP	21DK	24DP	27EK	28EK	129
128	13BP	14BK	16CK	17DK	18CK	18CP	20CK	20DK	17CK	18DK	22DK	21DK	21DK	21DK	24DP	26DK	21DP	23DK	27EP	27EP	128
127	13BK	14BP	16CP	17CP	18CK	18CK	20CP	20DP	17CP	18DK	21DP	21DP	21DK	20DP	24DK	26DP	20DK	23DP	27EK	27EK	127
126	13BP	14BK	15CK	17CK	18CK	18CP	20CK	20DK	17CK	18DK	21DK	21DK	21DK	20DK	24DP	26DK	20DP	23DK	26EP	27EP	126
125	13AK	14BP	15BP	17CP	18CP	18CK	20CP	19DP	17CP	17DK	21DP	20DP	20CK	20DP	23DK	25DP	20DK	22DP	26EK	26EK	125
124	13AP	14AK	15BK	16CK	18CK	17CP	19DK	19DK	16CK	17DP	20DK	20DK	20CP	20DK	23DP	25DK	19DP	22DK	26EP	26EP	124
123	12AK	14AP	15BP	16CP	17CP	17CK	19CP	19DK	16CP	17DK	20DP	20DP	20CK	20DP	23DK	25DK	19DK	22DK	25EK	26EK	123
122	12AP	14AK	15BK	16CK	17CK	17CP	19CK	19DK	16CK	17CP	20DK	19DK	20CP	19DK	23DP	24DK	19DP	21DK	25EP	25EP	122
121	12AK	13AP	15BP	16CP	17CP	17CK	19CP	18CP	16CP	16CP	19CK	19DK	19CP	19DK	22DK	24DK	19DK	21DK	24EP	24EP	121
120	12AP	13AK	14BK	16CK	17BK	17CP	18CK	18CP	16CK	16CP	19CK	19DK	19CP	19DK	22DK	24DK	18DP	21DK	24EP	24EP	120
119	12AK	13AP	14BP	15CP	17BP	16CK	18CP	18CP	15CP	16CK	19CP	19DP	19CP	19DK	22DK	23DK	18DP	20DK	24DP	24DK	119
118	12AP	13AK	14BK	15CK	16BK	16BP	18CK	18CK	15CK	16CP	19CK	18DK	19CP	19DK	21DP	23DK	18DP	20DK	24DP	24DP	118
117	12AK	13AP	14BP	15CP	16BP	16BK	18CP	17CP	15CP	16CK	19CP	18DP	19CK	18CP	21DK	23DP	17DK	20DK	24DK	23DK	117
116	12AP	13AK	14BK	15CK	16BK	16BP	17CK	17CK	15CK	15CP	18CK	18DK	18CP	18CK	21DP	22DK	17CP	19DK	23DP	23DP	116
115	11AK	13AP	14AP	15BP	16BP	16BK	17CP	17CP	15CP	15CK	18CP	17DP	18CP	18CP	21DK	22DP	17CK	19DP	23DK	23DK	115
114	11	12AK	13AK	14BK	16BK	15BP	17CK	17CK	14CK	15CP	18CK	17DK	18CP	18CK	20CP	22DK	16CP	19DK	23DP	22DP	114
113	11	12AP	13AP	14BP	15BP	15BK	17CP	16CP	14CP	15CK	17CP	17CP	18CP	17CP	20CK	21DK	16CK	18DP	22DK	22DK	113
112	11	12AK	13AK	14BK	15AK	15BP	17BK	16CK	14BK	14CP	17CK	17CK	18CP	17CK	20CP	21DK	16CP	18CK	22DP	21DP	112
111	11	12AP	13AP	14BP	15AP	15BK	16BP	16CP	14BP	14CP	17CP	16CP	17CP	17CP	20CK	21DP	16CK	18CK	22DK	21DK	111
110	11	12AK	13AK	14BK	15AK	15BP	16BK	16CK	14BK	14CP	17CK	16CK	17CP	17CP	19CP	20DK	15CP	17CK	21DP	21DP	110
109	11	12	12AP	13BP	15AP	14BK	16BP	15CP	13BP	14CP	16CP	16CP	17CP	17CP	19CK	20DK	15CK	17CP	21DK	20DK	109
108	11	12	12AK	13BK	15AK	14AP	16BK	15CK	13BK	14CP	16CK	15CK	17BP	17CP	19CK	20CK	15CP	17CK	21DK	20DK	108
107	11	11	12AP	13BP	14AP	14AK	15BP	15CP	13BP	13CK	16CP	15CP	17BK	16CP	18CK	19CP	14CK	16CP	20DK	20DK	107
106	10	11	12AK	13BK	14AK	14AP	15BK	15CK	13BK	13BP	16CK	15CK	16BP	16CK	18CP	19CK	14CP	16CP	20DP	19DP	106
105	10	11	12AP	13BP	14AP	14AK	15BP	14BP	13BP	13BK	15CP	15CP	16BK	16CP	18CK	19CP	14CK	16CP	20DK	19DK	105
104	10	11	12AK	12AK	14AK	13AP	15BK	14BK	12BK	12BP	15CK	14CK	16BP	15CK	18CP	18CP	13BP	15CK	20DP	19DP	104
103	10	11	11AP	12AP	14AP	13AK	14BP	14BP	12BP	12BK	15CP	14CP	16BK	15CP	17CK	18CP	13BK	15CP	19DK	18DK	103
102	10	11	11AK	12AK	14AP	13AK	14BK	14BK	12BK	12BP	14BK	14CK	16BP	15CK	17CP	18CP	13BP	15BK	19DP	18DP	102
101	10	11	11AP	12AP	13AP	13AK	14AP	13BP	12BP	12BK	14BP	13CP	15BK	15CP	17CK	17CP	12BK	14BP	19DK	17DK	101
100	10	10	11AK	12AK	13AK	13AP	14AK	13BK	12BK	11BP	14BP	13CP	15BP	15CK	16CP	17CP	12BP	14BK	18DK	17CP	100
99	10	10	11	11AP	13	12AK	13AP	13BP	11AP	11BK	14BP	13CP	15BK	14BP	16CK	17CP	12AK	14BP	18CK	17CK	99
98	10	10	11	11AK	13	12AP	13AK	13BK	11AK	11BK	13BK	13CK	15BP	14BK	16BP	16CK	11AP	13BK	18CP	16CP	98
97	9	10	10	11AP	12	12AK	13AP	12BP	11AP	11BK	13BP	12CP	14BK	14BP	16BK	16CP	11AK	13BP	17CK	16CK	97
96	9	10	10	11AK	12AP	13AK	12BK	12BP	11AP	11BK	12BK	12CP	14BK	14BP	16CK	16CP	11AK	13BP	17CP	16CK	96
95	9	10	10	11AP	12	12AK	13AP	12BK	11AP	10BK	13BP	12CP	14AK	14BP	15BK	15BP	11AK	12AP	17CK	15CK	95
94	9	10	10	10AK	12	11	12AK	12BK	10AK	10BP	12BK	11CK	14AP	13BK	15BP	15BK	10	12AK	17CP	15CP	94
93	9	9	10	10AP	12	11	12AP	11BP	10AP	10AK	12BP	11BP	14AK	13BP	14BK	15BP	10	12AP	16CK	14CK	93
92	9	9	10	10AK	11	11	12AK	11AK	10AK	9AP	12BK	11BK	13AP	13BK	14BP	14BK	10	11AK	16CP	14BP	92
91	9	9	9	10AP	11	11	12AP	11AP	10AP	9AK	12BP	11BP	13AK	13BP	14BK	14BP	9	11AP	16CK	14BK	91
90	9	9	9	10AK	11	11	11AK	11AK	10AK	9AP	11AK	10BK	13AP	12BK	14BP	14BK	9	11AK	15CP	13BP	90
89	9	9	9	9	11	10	11	10AP	9	9AK	11AP	10BP	13AK	12BP	13BK	13BP	9	10	15CK	13BK	89
88	8	9	9	9	11	10	11	10AK	9	9AP	11AK	10BK	13AP	12BK	13BP	13BK	8	10	15CP	13BP	88
87	8	9	9	9	11	10	11	10AP	9	8AK	10AP	9BP	12AK	12AP	13BK	13BP	8	10	14BK	12AK	87
86	8	9	9	9	10	10	10	10AK	9	8AP	10AK	9BK	12AP	12AK	12BP	12BK	8	9	14BP	12AP	86
85	8	8	8	8	10	10	10	10	9AP	8AK	10AP	9BP	12AK	11AP	12BK	13BP	7	9	14BK	12AK	85
84	8	8	8	8	10	9	10	9AP	8	8	10AK	9BK	12AP	11AK	12BK	12BP	7	9	14BP	11	84
83	8	8	8	8	10	9	10	9AP	8	7	9AP	8BP	12	11AP	12AK	11BP	7	8	13BK	11	83
82	8	8	8	8	10	9	9	9AK	8	7	9AK	8BK	11	11AK	11AP	11BK	7	8	13BP	10	82
81	8																				

8.46

WHIP

Weight: 2-5 pounds

Fumble: 1-6

One-hand

Type:

Range:

Length: 6-9 feet

	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
150	2AK	4CK	6DK	8EK	8DK	8EK	11EK	11EK	7EK	9EK	13EK	13EK	10EK	10EK	15EK	18EK	19EK	22EK	25EK	27EK	150
149	2	4BK	6CK	8EK	8CK	8DK	11DK	11EK	7EK	9EK	13EK	13EK	10EK	10EK	15EK	18EK	19EK	22EK	25EK	27EK	149
147	2	4AK	6CK	8DK	8CK	8DK	11DK	11EK	7EK	9EK	13EK	13EK	10EK	10EK	15EK	18EK	19EK	22EK	25EK	27EK	147
146	2	4AK	6CK	8DK	8CK	8DK	11DK	11EK	7EK	9EK	13EK	13EK	10EK	10EK	15EK	18EK	19EK	22EK	25EK	27EK	146
145	2	4AK	6CK	8DK	8CK	8DK	11DK	11EK	7EK	9EK	13EK	13EK	10EK	10EK	15EK	18EK	19EK	22EK	25EK	27EK	145
144	2	4	6BK	8CK	8BK	8CK	11CK	11DK	7CK	9CK	13DK	13DK	10DK	10DK	15EK	17EK	18EK	21EK	24EK	26EK	144
143	2	4	6BK	8CK	8BK	8CK	11CK	11CK	7CK	9CK	13DK	13DK	10DK	10DK	15EK	17EK	18EK	21EK	24EK	26EK	143
142	2	4	6AK	8CK	8AK	8CK	11CK	11CK	7CK	9CK	13DK	13DK	10DK	10DK	15DK	17EK	18DK	21EK	24EK	26EK	142
141	2	4	6AK	8BK	8AK	8BK	11CK	11CK	7CK	9CK	12DK	12DK	10DK	10DK	14DK	17EK	18DK	21EK	24EK	25EK	141
140	2	4	6AK	8BK	8AK	8BK	11BK	10CK	7CK	9CK	12CK	12DK	10DK	10DK	14DK	17DK	18DK	21DK	24EK	25EK	140
139	2	4	6AK	8BK	8AK	8BK	10BK	10CK	7CK	9CK	12CK	12DK	10DK	10DK	14DK	17DK	17DK	20DK	23EK	25EK	139
138	2	4	6AK	8BK	8AK	8BK	10BK	10CK	7CK	9CK	12CK	12DK	10CK	10DK	14DK	17DK	17DK	20DK	23EK	25EK	138
137	2	4	6AK	8BK	8AK	8AK	10BK	10CK	7CK	9CK	12CK	12DK	10CK	10DK	14DK	16DK	17DK	20DK	23EK	24EK	137
136	2	4	6AK	7BK	8AK	8AK	10BK	10CK	7CK	8CK	12CK	12DK	9CK	9DK	14DK	16DK	17DK	20DK	23EK	24DK	136
135	2	4	6AK	7AK	8AK	8AK	10BK	10CK	7CK	8CK	12CK	12CK	9CK	9DK	14DK	16DK	17CK	20DK	23EK	24DK	135
134	2	4	6	7AK	7	7AK	10AK	10BK	7BK	8CK	11CK	11CK	9CK	9CK	13CK	16DK	16CK	19DK	22DK	24DK	134
133	2	4	6	7AK	7	7AK	10AK	10BK	6BK	8CK	11CK	11CK	9CK	9CK	13CK	16DK	16CK	19CK	22DK	23DK	133
132	2	4	6	7AK	7	7AK	10AK	10BK	6BK	8CK	11CK	11CK	9CK	9CK	13CK	15DK	16CK	19CK	22DK	23DK	132
131	2	4	6	7AK	7	7AK	10AK	10BK	6BK	8CK	11CK	11CK	9CK	9CK	13CK	15DK	16CK	19CK	22DK	23DK	131
130	2	4	5	7AK	7	7AK	10AK	9BK	6BK	8CK	11CK	11CK	9CK	9CK	13CK	15DK	16CK	19CK	22DK	23DK	130
129	2	4	5	7AK	7	7	9AK	9BK	6BK	8BK	11CK	11CK	9CK	9CK	13CK	15CK	16CK	18CK	21DK	22DK	129
128	2	4	5	7AK	7	7	9AK	9BK	6BK	8BK	11CK	11CK	9CK	9CK	13CK	15CK	16CK	18CK	21DK	22DK	128
127	2	4	5	7AK	7	7	9AK	9BK	6BK	8BK	11CK	11CK	9CK	9CK	13CK	15CK	16CK	18CK	21DK	22CK	127
126	2	4	5	7AK	7	7	9AK	9AK	6BK	7BK	11BK	10CK	9CK	9CK	13CK	15CK	16CK	18CK	21DK	22CK	126
125	2	4	5	7AK	7	7	9AK	9AK	6BK	7BK	11BK	10CK	9CK	9CK	13CK	15CK	16CK	18CK	21DK	22CK	125
124	2	4	5	7AK	7	7	9AK	9AK	6BK	7BK	10BK	10CK	9BK	9CK	12CK	14CK	15BK	17CK	21DK	21CK	124
123	2	4	5	7	7	7	9	9AK	6BK	7BK	10BK	10CK	9BK	9CK	12CK	14CK	14BK	17CK	20CK	21CK	123
122	2	4	5	7	7	7	9	9AK	6BK	7BK	10BK	10CK	9BK	9CK	12CK	14CK	14BK	17CK	20CK	21CK	122
121	2	4	5	6	7	6	9	8AK	6AK	7BK	10BK	10CK	8BK	8CK	12CK	14CK	14BK	17BK	20CK	21CK	121
120	2	4	5	6	7	6	9	8AK	6AK	7BK	10BK	10BK	8BK	8CK	12CK	14CK	14BK	17BK	20CK	21CK	120
119	2	4	5	6	6	6	8	8AK	6AK	7BK	10BK	10BK	8BK	8CK	12CK	14CK	14BK	16BK	20CK	20CK	119
118	2	3	5	6	6	6	8	8AK	6AK	7AK	10BK	9BK	8BK	8BK	12BK	13CK	14BK	16BK	19CK	20CK	118
117	2	3	5	6	6	6	8	8AK	6AK	7AK	10BK	9BK	8BK	8BK	11BK	13CK	13BK	16BK	19CK	20CK	117
116	2	3	5	6	6	6	8	8AK	6AK	7AK	9BK	9BK	8BK	8BK	11BK	13CK	13BK	16BK	19CK	20BK	116
115	2	3	5	6	6	6	8	8AK	6AK	7AK	9BK	9BK	8BK	8BK	11BK	13BK	13AK	16BK	19CK	19BK	115
114	2	3	5	6	6	6	8	8	5AK	6AK	9BK	9BK	8BK	8BK	11BK	13BK	13AK	15BK	19CK	19BK	114
113	2	3	5	6	6	6	8	8	5AK	6AK	9AK	9BK	8BK	8BK	11BK	13BK	13AK	15BK	19CK	19BK	113
112	2	3	5	6	6	6	8	8	5AK	6AK	9AK	9BK	8BK	8BK	11BK	12BK	13AK	15BK	18CK	19BK	112
111	2	3	4	5	6	6	8	7	5AK	6AK	9AK	8BK	8BK	8BK	11BK	12BK	12AK	15AK	18BK	18BK	111
110	2	3	4	6	6	6	8	7	5AK	6AK	9AK	8BK	8AK	8BK	10BK	12BK	12AK	14AK	18BK	18BK	110
109	2	3	4	6	6	6	7	7	5	6AK	9AK	8BK	8AK	7BK	10BK	12BK	12AK	14AK	18BK	18BK	109
108	2	3	4	5	6	6	7	7	5	6AK	9AK	8BK	8AK	7BK	10BK	12BK	12AK	14AK	18BK	18BK	108
107	2	3	4	5	6	6	7	7	5	6AK	8AK	8BK	8AK	7BK	10BK	12BK	11AK	14AK	17BK	17BK	107
106	2	3	4	5	6	5	7	7	5	6AK	8AK	8BK	7AK	7BK	10BK	12BK	11AK	14AK	17BK	17AK	106
105	2	3	4	5	6	5	7	7	5	6AK	8AK	8AK	7AK	7BK	10BK	11BK	11AK	14AK	17BK	17AK	105
104	2	3	4	5	5	5	7	7	5	6	8AK	8AK	7AK	7AK	10BK	11BK	11AK	13AK	17BK	17AK	104
103	2	3	4	5	5	5	7	7	5	6	8AK	8AK	7AK	7AK	10BK	11BK	11	13AK	17BK	17AK	103
102	2	3	4	5	5	5	7	7	5	5	8AK	7AK	7AK	7AK	10AK	11BK	11	13AK	16BK	16AK	102
101	2	3	4	5	5	5	7	6	5	5	8AK	7AK	7AK	7AK	9AK	11BK	10	13AK	16BK	16AK	101
100	2	3	4	5	5	5	7	6	5	5	8AK	7AK	7AK	7AK	9AK	11BK	10	13AK	16BK	16AK	100
99	2	3	4	5	5	5	6	6	5	5	7AK	7AK	7AK	7AK	9AK	10BK	10	12AK	16BK	16AK	99
98	2	3	4	5	5	5	6	6	5	5	7	7AK	7AK	7AK	9AK	10AK	10	12	16AK	15AK	98
97	2	3	4	5	5	5	6	6	4	5	7	7AK	7AK	7AK	9AK	10AK	10	12	16AK	15AK	97
96	2	3	4	5	5	5	6	6	4	5	7	7AK	7AK	7AK	9AK	10AK	9	12	15AK	15AK	96
95	2	3	4	5	5	5	6	6	4	5	7	7AK	7AK	7AK	9AK	10AK	9	12	15AK	15AK	95
94	2	3	4	4	5	5	6	6	4	5	7	6AK	7	6AK	9AK	10AK	9	11	15AK	14AK	94
93	2	3	4	4	5	5	6	6	4	5	7	6AK	7	6AK	9AK	9AK	9	11	15AK	14	93
92	2	3	3	4	5	4	6	5	4	5	7	6AK	6	6AK	8AK	9AK	9	11	15AK	14	92
91	2	3	3	4	5	4	6	5	4	5	6	6AK	6	6AK	8AK	9AK	8	11	14AK	14	91
90	2	3	3	4	5	4	6	5	4	4	6	6AK	6	6AK	8AK	9AK	8	11	14AK	14	90
89	2	3	3	4	4	4	5	5	4	4	6	6	6	6	8AK	9AK	8	10	14AK	13	89
88	2	3	3	4	4	4	5	5	4	4	6	6	6	6	8AK	9AK	8	10	14AK	13	88
87	2	3	3	4	4	4	5	5	4	4	6	6	6	6	8AK	9AK	8	10	14AK	13	87
86	2	3	3	4	4	4	5	5	4	4	6	5	6	6	8AK	8AK	8	10	13AK	12	86
85	2	2	3	4	4	4	5	5	4	4	6	5	6	6	8AK	8AK	7	10	13AK	12	85
84	2	2	3	4	4	4	5	5	4	4	6	5	6	6	7	8AK	7	9	13AK	12	84
83	2	2	3	4	4	4	5	5	4	4	6	5	6	6	7	8AK	7	9	13	12	83
82	1	2	3	4	4	4	5	4	4	4	5	5	6	6	7	8AK	7	9	13	12	82
81	1	2	3	4	4	4	5	4	4	4	5	5	6	6	7	8AK	7	9	13	11	81
80	1	2	3	3	4	4	5	4	4	4	5	5	6	5	7	7AK	6	9	12	11	80
79	1	2	3	3	4	4	4	4	4	4	5	5	6	5	7	7	6	8	12	11	79
78	1	2	3	3	4	4	4	4	3	3	5	4	6	5	7	7	6	8	12	11	78
77	1	2	3	3	4	4	4	4	3	3	5	4	6	5	7	7	6	8	12	11	77
76	1	2	3	3	4	4	4	4	3	3	5	4	6	5	6	7	6	8	12	10	76
75	1	2	3	3	4	4	4	4	3	3	5	4	5	5	6	7	5	8	11	10	75
74	1	2	3	3	3	3	4	4	3	3	4	4	5	5	6	6	5	7			

8.51



BOLA

Weight: 2-6 pounds
Length: 3-6 feet
Fumble: 1-7

Two-hand
50 feet
100 feet (~20%)
150 feet (~40%)

Type:
Range:

	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
150	8CK	10CK	12EK	14EK	15EK	15EK	18EK	18EK	16EK	18EK	22EK	22EK	10EK	10EK	15EK	18EK	12EK	15EK	18EK	20EK	150
149	8CK	10CK	12DK	14EK	15EK	15EK	18EK	18EK	16EK	18EK	22EK	22EK	10EK	10EK	15EK	18EK	12EK	15EK	18EK	20EK	149
148	8BK	10CK	12DK	14EK	15EK	15EK	18EK	18EK	16EK	18EK	22EK	22EK	10EK	10EK	15EK	18EK	12EK	15EK	18EK	20EK	148
147	8BK	10BK	12CK	14DK	15DK	15DK	18DK	18EK	16EK	18EK	21EK	21EK	10EK	10EK	15EK	18EK	12EK	15EK	18EK	20EK	147
146	8BK	10BK	12CK	14DK	15DK	15DK	18DK	17EK	16DK	17EK	21EK	21EK	10EK	10EK	15EK	18EK	12EK	15EK	18EK	20EK	146
145	8AK	10BK	12CK	14DK	15DK	15DK	18DK	17EK	16DK	17EK	21EK	21EK	10EK	10EK	15EK	17EK	12EK	15EK	18EK	19EK	145
144	8AK	10BK	12CK	14DK	15DK	15DK	17DK	17EK	15DK	17EK	21EK	21EK	10EK	10EK	15EK	17EK	12EK	15EK	18EK	19EK	144
143	8AK	10AK	12CK	13DK	14DK	14DK	17DK	17DK	15DK	17DK	21DK	21EK	10EK	10EK	15EK	17EK	12EK	14EK	18EK	19EK	143
142	8AK	10AK	12BK	13CK	14CK	14DK	17DK	17DK	15DK	17DK	20DK	20EK	10EK	10EK	14EK	17EK	11EK	14EK	17EK	19EK	142
141	8AK	10AK	11BK	13CK	14CK	14CK	17CK	17DK	15DK	16DK	20DK	20EK	10EK	10EK	14EK	17EK	11EK	14EK	17EK	19EK	141
140	8	10AK	11BK	13CK	14CK	14CK	17CK	16DK	15DK	16DK	20DK	20EK	10EK	10EK	14EK	17EK	11EK	14EK	17EK	19EK	140
139	8	9AK	11BK	13CK	14CK	14CK	16CK	16DK	15CK	16DK	20DK	19DK	10DK	10EK	14EK	17EK	11EK	14EK	17EK	18EK	139
138	8	9AK	11BK	13CK	14CK	14CK	16CK	16DK	14CK	16DK	19DK	19DK	10DK	10EK	14EK	16EK	11EK	14EK	17EK	18EK	138
137	8	9AK	11BK	13CK	14CK	14CK	16CK	16DK	14CK	16DK	19DK	19DK	10DK	9DK	14EK	16EK	11EK	14EK	17EK	18EK	137
136	8	9AK	11AK	12BK	13BK	13CK	16CK	16DK	14CK	15DK	19DK	19DK	9DK	9DK	14EK	16EK	11EK	13EK	17EK	18EK	136
135	7	9	11AK	12CK	13BK	13BK	16CK	15DK	14CK	15CK	18DK	18DK	9DK	9DK	13DK	16EK	10DK	13EK	16EK	18EK	135
134	7	9	11AK	12BK	13BK	13BK	15CK	15DK	13CK	15CK	18DK	18DK	9DK	9DK	13DK	16EK	10DK	13EK	16EK	17EK	134
133	7	9	10AK	12BK	13BK	13BK	15CK	15CK	13CK	14CK	18CK	17DK	9DK	9DK	13DK	15DK	10DK	13DK	16EK	17EK	133
132	7	9	10AK	12BK	13BK	13BK	15CK	15CK	13CK	14CK	18CK	17DK	9DK	9DK	13DK	15DK	10DK	13DK	16EK	17EK	132
131	7	9	10AK	12BK	13BK	13BK	15CK	15CK	13CK	14CK	18CK	17DK	9DK	9DK	13DK	15DK	10DK	13DK	16EK	17EK	131
130	7	9	10AK	12BK	13AK	12BK	13BK	14CK	13CK	14CK	17CK	17DK	9DK	9DK	13DK	15DK	10DK	13DK	16EK	17EK	130
129	7	9	10AK	11BK	12AK	12BK	14BK	14CK	13CK	14CK	17CK	17DK	9CK	9DK	13DK	15DK	10DK	12DK	16EK	17EK	129
128	7	8	10AK	11AK	12AK	12BK	14BK	14CK	13CK	14CK	17CK	16DK	9CK	9DK	13DK	15DK	10DK	12DK	16EK	16EK	128
127	7	8	10AK	11AK	12AK	12BK	14BK	14CK	12BK	13CK	16CK	16DK	9CK	9DK	12DK	14DK	9DK	12DK	15EK	16EK	127
126	7	8	10AK	11AK	12AK	12AK	14BK	14CK	12BK	13CK	16CK	16CK	9CK	9DK	12DK	14DK	9DK	12DK	15EK	16DK	126
125	7	8	9	11AK	12BK	12BK	14BK	13CK	12BK	13CK	16CK	15CK	9CK	9DK	12DK	14DK	9DK	12DK	15EK	16DK	125
124	7	8	9	11AK	12AK	11AK	13BK	13CK	12BK	12DK	15CK	15CK	8CK	8DK	12DK	14DK	9DK	12DK	15DK	16DK	124
123	7	8	9	10AK	11AK	11AK	13BK	13BK	12BK	12BK	15CK	15CK	8CK	8CK	12DK	14DK	9CK	11DK	15DK	15DK	123
122	7	8	9	10AK	11AK	11AK	13AK	13BK	12BK	12BK	15CK	15CK	8CK	8CK	12DK	14DK	9CK	11DK	15DK	15DK	122
121	7	8	9	10AK	11AK	11AK	13AK	12BK	11BK	12BK	15CK	14CK	8CK	8CK	12DK	13DK	9CK	11DK	14DK	15DK	121
120	6	8	9	10AK	11AK	11AK	13AK	12BK	11BK	12BK	15CK	14CK	8CK	8CK	11CK	13DK	8CK	11DK	14DK	15DK	120
119	6	8	9	10AK	11	11AK	12AK	12BK	11BK	11BK	14CK	14CK	8CK	8CK	11CK	13DK	8CK	11DK	14DK	15DK	119
118	6	8	9	10AK	11	11AK	12AK	12BK	11BK	11BK	14BK	14CK	8CK	8CK	11CK	13DK	8CK	11CK	14DK	15DK	118
117	6	7	8	10AK	11	10AK	12AK	12BK	11BK	11BK	14BK	13CK	8CK	8CK	11CK	13DK	8CK	11CK	14DK	14DK	117
116	6	7	8	9AK	10	10AK	12AK	11BK	10BK	11BK	14BK	13CK	8CK	8CK	11CK	13DK	8CK	11CK	14DK	14DK	116
115	6	7	9	11AK	10	10AK	12AK	11BK	10AK	11BK	13BK	13CK	8BK	8CK	11CK	12DK	8CK	10CK	14DK	14DK	115
114	6	7	8	9	10	10	11AK	11BK	10AK	10BK	13BK	12CK	8BK	8CK	11CK	12CK	8CK	10CK	14DK	14DK	114
113	6	7	8	9	10	10	11AK	11AK	10AK	10BK	13BK	12CK	8BK	8CK	10CK	12CK	8CK	10CK	13DK	14DK	113
112	6	7	8	9	10	10	11AK	11AK	10AK	10BK	13BK	12CK	8BK	8CK	10CK	12CK	7BK	10CK	13DK	14DK	112
111	6	7	8	9	10	9	11AK	10AK	10AK	10AK	12BK	12CK	8BK	7CK	10CK	12CK	7BK	10CK	13DK	13DK	111
110	6	7	8	9	10	9	11AK	10AK	9AK	9AK	12BK	11BK	8BK	7CK	10CK	12CK	7BK	10CK	13DK	13DK	110
109	6	7	8	8	9	9	10	10AK	9AK	9AK	12BK	11BK	7BK	7CK	10CK	11CK	7BK	10BK	13DK	13CK	109
108	6	7	7	8	9	9	10	10AK	9AK	9AK	11BK	11BK	7BK	7CK	10CK	11CK	7AK	9BK	13DK	13CK	108
107	6	7	7	8	9	9	10	10AK	9AK	9AK	11BK	10BK	7BK	7BK	10CK	11CK	7AK	9BK	13DK	13CK	107
106	6	5	7	8	9	9	10	9AK	9AK	9AK	11AK	10BK	7BK	7BK	10BK	11CK	7AK	9BK	12CK	12CK	106
105	5	6	7	8	9	9	10	9AK	9AK	8AK	11AK	10BK	7BK	7BK	9BK	11CK	6AK	9BK	12CK	12CK	105
104	5	6	7	8	9	8	9	9AK	8	8AK	10AK	10BK	7AK	7BK	9BK	10CK	6	9AK	12CK	12CK	104
103	5	6	7	7	9	8	9	9AK	8	8AK	10AK	9BK	7AK	7BK	9BK	10BK	6	9AK	12CK	12CK	103
102	5	6	7	7	8	8	9	9AK	8	8AK	10AK	9BK	7AK	7BK	9BK	10BK	6	9AK	12CK	12CK	102
101	5	6	7	7	8	8	9	8AK	8	7AK	9AK	9BK	7AK	7BK	9BK	10BK	6	8AK	12CK	12BK	101
100	5	6	6	7	8	8	9	8AK	8	7AK	9AK	8BK	7AK	7BK	9BK	10BK	6	8AK	12CK	11BK	100
99	5	6	6	7	8	8	9	8	7	7	9AK	8BK	7AK	6BK	9BK	10BK	6	8	11CK	11BK	99
98	5	6	6	7	8	7	8	8	7	7	9AK	8BK	7AK	6BK	9BK	9BK	6	8	11CK	11BK	98
97	5	6	6	7	8	7	8	8	7	6	9AK	8BK	7AK	6AK	8BK	9BK	5	8	11CK	11AK	97
96	5	6	6	6	8	7	8	7	7	6	8AK	7AK	6AK	6AK	8BK	9BK	5	8	11CK	11AK	96
95	5	5	6	6	7	7	8	7	7	6	8AK	7AK	6AK	6AK	8BK	9BK	5	8	11BK	10AK	95
94	5	5	6	6	7	7	8	7	7	6	8	7AK	6	6AK	8AK	9BK	5	7	11BK	10	94
93	5	5	6	6	7	7	7	7	6	6	8	7AK	6	6AK	8AK	9BK	5	7	11BK	10	93
92	5	5	5	6	7	7	7	6	6	5	7	6AK	6	6AK	8AK	8BK	5	7	10BK	10	92
91	5	5	5	6	7	6	7	6	6	5	7	6AK	6	6AK	8AK	8BK	5	7			

8.52



COMPOSITE BOW

Type: Missile
Range: 10 feet (+ 25%)
100 feet (- 35%)
200 feet (- 60%)
300 feet (- 60%)

Weight: 2-3 pounds
Length: 2 1/2 - 4 feet
Fumble: 1-4

	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
150	11EP	13EP	15EP	17EP	22EP	22EP	25EP	25EP	20EP	22EP	24EP	26EP	21EP	21EP	24EP	26EP	17EP	20EP	23EP	27EP	150
149	11EP	13EP	15EP	17EP	22EP	22EP	25EP	25EP	20EP	22EP	24EP	26EP	21EP	21EP	24EP	26EP	17EP	20EP	23EP	27EP	149
148	11EP	13EP	15EP	17EP	22EP	22EP	25EP	25EP	20EP	22EP	24EP	26EP	21EP	21EP	24EP	26EP	17EP	20EP	23EP	27EP	148
147	11EP	13EP	15EP	17EP	22EP	22EP	25EP	25EP	20EP	22EP	24EP	26EP	21EP	21EP	24EP	26EP	17EP	20EP	23EP	27EP	147
146	11EP	13EP	15EP	17EP	22EP	22EP	25EP	25EP	19EP	21EP	23EP	25EP	21EP	21EP	24EP	26EP	17EP	19EP	22EP	26EP	146
145	11DP	13DP	15EP	16EP	21EP	21EP	24EP	24EP	19EP	21EP	23EP	25EP	20EP	20EP	23EP	25EP	16EP	19EP	22EP	26EP	145
144	11DP	13DP	14EP	16EP	21EP	21EP	24EP	24EP	19EP	21EP	24EP	24EP	20EP	20EP	23EP	25EP	16EP	19EP	22EP	26EP	144
143	11DP	12DP	14DP	16EP	21EP	21EP	23EP	23EP	19DP	20EP	24EP	24EP	20EP	20EP	24EP	27EP	16EP	19EP	22EP	25EP	143
142	11DP	12DP	14DP	16EP	21DP	20DP	23EP	23EP	18DP	20EP	24EP	24EP	20EP	20EP	24EP	27EP	16EP	18EP	22EP	25EP	142
141	11DP	12DP	14DP	15EP	20DP	20DP	23DP	23EP	18DP	20EP	23EP	23EP	20EP	19EP	24EP	27EP	15EP	18EP	21EP	24EP	141
140	10CP	12CP	14DP	15EP	20DP	20DP	22DP	22EP	18DP	19DP	23DP	23EP	19DP	19EP	24EP	26EP	15EP	18EP	21EP	24EP	140
139	10CP	12CP	13DP	15DP	20DP	20DP	22DP	22EP	18DP	19DP	23DP	23EP	19DP	19EP	23EP	26EP	15EP	18EP	21EP	24EP	139
138	10CP	12CP	13DP	15DP	20DP	20DP	22DP	22EP	17DP	19DP	22DP	22EP	19DP	19EP	23EP	26EP	15EP	17EP	21EP	23EP	138
137	10CP	12CP	13DP	15DP	19DP	19DP	21DP	21DP	17DP	18DP	22DP	22DP	19DP	19EP	23EP	25EP	14DP	17EP	21EP	23EP	137
136	10CP	11CP	13DP	14DP	19DP	19DP	21DP	21DP	17DP	18DP	22DP	22DP	19DP	18DP	22EP	25EP	14DP	17EP	20EP	23EP	136
135	10CP	11CP	13CP	14DP	19DP	19DP	21DP	21DP	17CP	18DP	21DP	21DP	18DP	18DP	22EP	25EP	14DP	16EP	20EP	22EP	135
134	10BP	11CP	13CP	14DP	19DP	18DP	21DP	20DP	16CP	17DP	21DP	21DP	18DP	18DP	22DP	24DP	14DP	16DP	20EP	22EP	134
133	10BP	11BP	12CP	14DP	18DP	18DP	20DP	20DP	16CP	17DP	21DP	21DP	18DP	18DP	22DP	24DP	13DP	16DP	20EP	22EP	133
132	10BP	11BP	12CP	13DP	18DP	18DP	20DP	20DP	16CP	17DP	20DP	20DP	18DP	17DP	21DP	24DP	13DP	16DP	19EP	21EP	132
131	9BP	11BP	12CP	13DP	18CP	18DP	20DP	19DP	16CP	16DP	20DP	20DP	18DP	17DP	21DP	23DP	13DP	15DP	19EP	21EP	131
130	9BP	11BP	13CP	13DP	18CP	17CP	19DP	19DP	15CP	16DP	19DP	20DP	17DP	17DP	21DP	23DP	13DP	13DP	19EP	21EP	130
129	9AP	10BP	13CP	13DP	17CP	17CP	19CP	19DP	15CP	16DP	19DP	19DP	17DP	17DP	20DP	23DP	12DP	13DP	19EP	20DP	129
128	9AP	10BP	11CP	13DP	17CP	17CP	19CP	18DP	15CP	15CP	19DP	19DP	17CP	17DP	20DP	22DP	12DP	13DP	18EP	20DP	128
127	9AP	10BP	11CP	12CP	17CP	17CP	18CP	18DP	15CP	15CP	18DP	19DP	17CP	16DP	20DP	22DP	12DP	14DP	18EP	20DP	127
126	9AP	10AP	11BP	12CP	17CP	16CP	18CP	18DP	14CP	15CP	18CP	18DP	16CP	16DP	20DP	22DP	12DP	14DP	18DP	19DP	126
125	9AP	10AP	11BP	12CP	16CP	16CP	18CP	18DP	14CP	15CP	18CP	18DP	16CP	16DP	19DP	21DP	11CP	14DP	18DP	19DP	125
124	9AP	10AP	11BP	12CP	16CP	16CP	17CP	17DP	14CP	14CP	17CP	17DP	16CP	16DP	19DP	21DP	11CP	13DP	17DP	18DP	124
123	9AP	10AP	10BP	11CP	16CP	16CP	17CP	17DP	14CP	14CP	17CP	17DP	16CP	15DP	19DP	21DP	11CP	13DP	17DP	18DP	123
122	8AP	9AP	10BP	11CP	16CP	15CP	17CP	16DP	13CP	14CP	17CP	17DP	16CP	15DP	18DP	20DP	11CP	13DP	17DP	18DP	122
121	8AP	9AP	10BP	11CP	15CP	15CP	17CP	16CP	13BP	13CP	16CP	16CP	15CP	15DP	18DP	20DP	10CP	13CP	17DP	17DP	121
120	8AK	9AP	10BP	11CP	15BP	15CP	16CP	16CP	13BP	13CP	16CP	16CP	15CP	15DP	18DP	20DP	10CP	12CP	17DP	17DP	120
119	8	9AP	10BP	11CP	15BP	15CP	16CP	15CP	13BP	13CP	16CP	16CP	15CP	15DP	18DP	19DP	10CP	12CP	16DP	17DP	119
118	8	9AP	10BP	10CP	15BP	14BP	16CP	15CP	12BP	12CP	15CP	15CP	15CP	14CP	17DP	19DP	10CP	12CP	16DP	16DP	118
117	8	9AP	9AP	10CP	15BP	14BP	15CP	15CP	12BP	12CP	15CP	15CP	15CP	14CP	17CP	19DP	9CP	12CP	16DP	16DP	117
116	8	9AP	9AP	10BP	14BP	14BP	15CP	14CP	12BP	12CP	15CP	15CP	14CP	14CP	17CP	18DP	9CP	11CP	16DP	16DP	116
115	8	8AK	9AP	10BP	14BP	14BP	15CP	14CP	12BP	11CP	14CP	14CP	14CP	14CP	16CP	18CP	9CP	11CP	15DP	15CP	115
114	8	8	9AP	9BP	14BP	13BP	14CP	14CP	11BP	11BP	14CP	14CP	14CP	13CP	16CP	18CP	9CP	11CP	15DP	15CP	114
113	7	8	9AP	9BP	14BP	13BP	14CP	13CP	11BP	11BP	13CP	14CP	14CP	13CP	16CP	17CP	8BP	11CP	15DP	15CP	113
112	7	8	8AP	9BP	13AP	13BP	13BP	13BP	11BP	10BP	13CP	13CP	14CP	13CP	16CP	17CP	8BP	10CP	15DP	14CP	112
111	7	8	8AP	9BP	13AP	13BP	13BP	13BP	10BP	10BP	13CP	13CP	13BP	13CP	15CP	17CP	8BP	10BP	15DP	14CP	111
110	7	8	8AP	9BP	13AP	12BP	13BP	13BP	10BP	10BP	12CP	13CP	13BP	13CP	15CP	16CP	8BP	10BP	14CP	14CP	110
109	7	8	8AP	8BP	12AP	12BP	13BP	12CP	10BP	9BP	12BP	12CP	13BP	12CP	14CP	16CP	7BP	10BP	14CP	13CP	109
108	7	7	8AP	8BP	12AP	12AP	13BP	12CP	10BP	9BP	12BP	12CP	13BP	12CP	14CP	16CP	7BP	9BP	14CP	13CP	108
107	7	7	8AP	8AP	12AP	11AP	12BP	11CP	10AP	9BP	11BP	11CP	12BP	12CP	14CP	16CP	7BP	9BP	14CP	13BP	107
106	7	7	7AP	8AP	12AP	11AP	12BP	11CP	9AP	8BP	11BP	11CP	12BP	12CP	14CP	15CP	7AP	9BP	13CP	12BP	106
105	7	7	7AK	7AP	12AP	11AP	12BP	11BP	9AP	8BP	11BP	11CP	12BP	11CP	14CP	15CP	6AP	8BP	13CP	12BP	105
104	6	7	7	7AP	11AP	11AP	11BP	10BP	9AP	8BP	10BP	11BP	12BP	11CP	13CP	15CP	6AP	8BP	13CP	12BP	104
103	6	7	7	7AP	11AP	10AP	11BP	10BP	9AP	8BP	10BP	10BP	12BP	11CP	13CP	14BP	6AP	8AP	13CP	11BP	103
102	6	6	7	7AP	11AP	10AP	11BP	10BP	8AP	7BP	10BP	10BP	11BP	11CP	13CP	14BP	6AP	8AP	13CP	11BP	102
101	6	6	6	7AP	11AP	10AP	10AP	9BP	8AP	7BP	9BP	9BP	11BP	11CP	12BP	14BP	5AP	7AP	12CP	11BP	101
100	6	6	6	6AP	10AP	10AP	10AP	9BP	8AP	7AP	9BP	9BP	11BP	10CP	12BP	13BP	5	7AP	12CP	10AP	100
99	6	6	6	6AP	10	9AP	10AP	9BP	8AP	6AP	9BP	9BP	11BP	10BP	12BP	13BP	5	7AP	12CP	10AP	99
98	6	6	6	6AP	10	9AP	9AP	8BP	7AP	6AP	8BP	8BP	11BP	10BP	12BP	13BP	5	7AP	12BP	10AP	98
97	6	6	6	6AP	10	9AP	9AP	8BP	7AP	6AP	8BP	8BP	10BP	10BP	11BP	12BP	4	6AP	11BP	9AP	97
96	6	6	5	5AP	9	9AP	9AP	8BP	7AP	5AP	7BP	9BP	10BP	9BP	11BP	12BP	4	6AP	11BP	9AP	96
95	6	6	5	5AK	9	8AK	9AP	7BP	7AK	5AP	7AP	7BP	10AP	9BP	11BP	12BP	4	6AK	11BP	9AP	95
94	5	5	5	5	9	8	8AP	7BP	6	5AP	7AP	7BP	10AP	9BP	10BP	11BP	4	0	11BP	8AK	94
93	5	5	5	5	9	8	8AP	7BP	6	4AP	6AP	7BP	10AP	9BP	10BP	11BP	3	0	10BP	8	93
92	5	5	5	5	8	8	8AP	6AP	6	4AP	6AP	6BP	9AP	9BP	10BP	11BP	3	0	10BP	0	92
91	5	5	5	5	8	7	7AP	6AP	6	4AP	5AP	6BP	9AP	8BP	10BP	10BP	3	0	10BP	0	91
90	5	5	4	4	8	7	7AK	6AP	5	3AK	5AP	6BP	9AP	8BP	9BP	10BP	3	0	10BP	0	90
89	5	5	4	4	8	7	7	5AP	5	3	5AP	5AP	9AP	8BP	9BP	10BP	0	0	10AP	0	89
88	5	5	4	4	8	7	6	5AP	5	3	5AP	5AP	9AP	8BP	9BP	9BP	0	0	9AP	0	88
87	5	4	4	3	7	6	6	5AP	5	2	5AP	5AP	8AP	7BP	8BP	9AP	0	0	9AP	0	87
86	5	4	4	3	7	6	6	4AP	4	2	4AP	4AP	8AP	7BP	8BP	9AP	0	0	9AP	0	86
85	4	4	3	3	7	6	5	4AP	4	2	4AK	4AP	8AP	7BP	8BP	8AP	0	0	9AP	0	85
84	4	4	3	3	7	6	5	4AP	4	0	3	4AP	8AP	7AP	8AP	8AP	0	0	8AP	0	84
83	4	4	3	3	6	5	5	3AP	4	0	3	3AP	7AP	7AP	7AP	8AP	0	0	8AP	0	83
82	4	4	3	2	6	5	5	3AP	3	0	3	3AP	7AP	6AP	7AP	7AP	0	0	8AK	0	82
81	4	4	3	2	6	5	4	3AP	3	0	2	3AP	7AP	6AP	7AP	7AP	0	0	8	0	81
80	4	3	3	2																	



HEAVY CROSSBOW

 8-12 pounds
 3 1/2 - 4 1/2 feet
 1-5

 Missile
 20 feet (+30%)
 100 feet
 200 feet (-25%)
 300 feet (-40%)
 360 feet (-55%)

 Type:
 Range:

	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
150	14EP	16EP	18EP	20EP	24EP	24EP	27EP	27EP	23EP	25EP	29EP	29EP	23EP	23EP	28EP	31EP	25EP	28EP	31EP	33EP	150
149	14EP	16EP	18EP	20EP	24EP	24EP	27EP	27EP	23EP	25EP	29EP	29EP	23EP	23EP	28EP	31EP	25EP	28EP	31EP	33EP	149
148	14EP	16EP	18EP	20EP	24EP	24EP	27EP	27EP	23EP	25EP	29EP	29EP	23EP	23EP	28EP	31EP	25EP	28EP	31EP	33EP	148
147	14EP	16EP	18EP	20EP	24EP	24EP	27EP	26EP	23EP	24EP	28EP	28EP	23EP	23EP	28EP	31EP	24EP	27EP	31EP	32EP	147
146	14EP	16EP	18EP	20EP	23EP	23EP	26EP	26EP	22EP	24EP	28EP	28EP	23EP	23EP	27EP	30EP	24EP	27EP	30EP	32EP	146
145	14EP	16EP	18EP	19EP	23EP	23EP	26EP	26EP	22EP	24EP	28EP	28EP	23EP	22EP	27EP	30EP	24EP	27EP	30EP	31EP	145
144	14DP	16DP	17EP	19EP	23EP	23EP	26EP	25EP	22EP	23EP	27EP	27EP	22EP	22EP	27EP	30EP	23EP	26EP	30EP	31EP	144
143	14DP	15DP	17EP	19EP	23EP	23EP	25EP	25EP	22EP	23EP	27EP	27EP	22EP	22EP	26EP	29EP	23EP	26EP	29EP	31EP	143
142	13DP	15DP	17DP	19EP	22EP	22EP	25EP	25EP	21EP	23EP	27EP	27EP	22EP	22EP	26EP	29EP	23EP	25EP	29EP	30EP	142
141	13DP	15DP	17DP	18EP	22EP	22EP	25EP	24EP	21DP	22EP	26EP	26EP	22EP	22EP	26EP	29EP	22EP	25EP	29EP	30EP	141
140	13DP	15DP	17DP	18EP	22EP	22EP	24EP	24EP	21DP	22EP	26EP	26EP	21EP	21EP	26EP	28EP	22EP	25EP	28EP	29EP	140
139	13DP	15DP	16DP	18EP	22EP	22EP	24EP	24EP	21DP	22EP	25EP	25EP	21EP	21EP	25EP	28EP	22EP	24EP	28EP	29EP	139
138	13CP	15CP	16DP	18DP	21DP	21DP	24DP	23EP	20DP	21EP	25EP	25EP	21EP	21EP	25EP	28EP	21EP	24EP	28EP	29EP	138
137	13CP	14CP	16DP	17DP	21DP	21DP	23DP	23EP	20DP	21DP	25DP	25EP	21DP	20EP	25EP	27EP	21EP	24EP	27EP	28EP	137
136	13CP	14CP	16DP	17DP	21DP	21DP	23DP	23EP	20DP	21DP	24DP	24EP	20DP	20EP	24EP	27EP	21EP	23EP	27EP	28EP	136
135	13CP	14CP	16DP	17DP	21DP	21DP	23DP	22DP	19DP	20DP	24DP	24EP	20DP	20EP	24EP	27EP	20EP	23EP	27EP	27EP	135
134	12CP	14CP	15DP	17DP	20DP	20DP	22DP	22DP	19DP	20DP	24DP	24DP	20DP	20DP	24EP	26EP	20EP	22EP	26EP	27EP	134
133	12CP	14CP	15CP	17DP	20DP	20DP	22DP	22DP	19DP	20DP	23DP	23DP	20DP	20DP	23DP	26EP	20DP	22EP	26EP	27EP	133
132	12CP	14CP	15CP	16DP	20DP	20DP	22DP	21DP	19CP	19DP	23DP	23DP	20DP	19DP	23DP	26EP	19DP	22EP	26EP	26EP	132
131	12CP	13CP	15CP	16DP	20DP	19DP	22DP	21DP	18CP	19DP	22DP	23DP	19DP	19DP	23DP	25EP	19DP	21EP	25EP	26EP	131
130	12BP	13BP	15CP	16DP	19DP	19DP	21DP	21DP	18CP	19DP	22DP	22DP	19DP	19DP	23DP	25DP	19DP	21DP	25EP	25EP	130
129	12BP	13BP	14CP	16DP	19DP	19DP	21DP	20DP	18CP	18DP	22DP	22DP	19DP	19DP	22DP	25DP	18DP	21DP	25EP	25EP	129
128	12BP	13BP	14CP	15DP	19DP	19DP	21DP	20DP	18CP	18DP	21DP	21DP	19DP	18DP	22DP	24DP	18DP	20DP	24EP	25EP	128
127	12BP	13BP	14CP	15DP	19DP	18DP	20DP	20DP	17CP	18DP	21DP	21DP	18DP	18DP	22DP	24DP	17DP	20DP	24EP	24EP	127
126	11BP	13BP	14CP	15DP	18DP	18DP	20DP	19DP	17CP	17DP	21DP	21DP	18DP	18DP	21DP	24DP	17DP	19DP	24EP	24EP	126
125	11BP	13BP	14CP	15CP	18CP	18DP	20CP	19DP	17CP	17DP	20DP	20DP	18DP	18DP	21DP	23DP	17DP	19DP	23EP	23EP	125
124	11AP	12BP	13CP	14CP	18CP	18CP	19CP	19DP	16CP	17CP	20DP	20DP	18CP	17DP	21DP	23DP	16DP	19DP	23EP	23EP	124
123	11AP	12BP	13BP	14CP	18CP	17CP	19CP	18DP	16CP	16CP	20DP	20DP	18CP	17DP	21DP	23DP	16DP	18DP	23EP	23DP	123
122	11AP	12AP	13BP	14CP	17CP	17CP	19CP	18DP	16CP	16CP	19CP	19DP	17CP	17DP	20DP	22DP	16DP	18DP	23EP	23DP	122
121	11AP	12AP	13BP	14CP	17CP	17CP	18CP	18DP	16CP	16CP	18CP	18DP	17CP	17DP	20DP	22DP	15DP	18DP	23DP	23DP	121
120	11AP	12AP	13BP	14CP	17CP	17CP	18CP	17DP	15CP	15CP	18CP	19DP	17CP	17DP	20DP	22DP	15DP	17DP	22DP	21DP	120
119	11AP	12AP	12BP	13CP	17CP	16CP	18CP	17DP	15CP	15CP	18CP	18DP	17CP	16DP	19DP	21DP	15CP	17DP	22DP	21DP	119
118	10AP	11AP	12BP	13CP	16CP	16CP	17CP	17CP	15CP	15CP	18CP	18DP	16CP	16DP	19DP	21DP	14CP	16DP	21DP	21DP	118
117	10AP	11AP	12BP	13CP	16CP	16CP	17CP	16CP	15BP	14CP	17CP	17CP	16CP	16DP	19DP	21DP	14CP	16DP	21DP	20DP	117
116	10AP	11AP	12BP	13CP	16CP	16CP	17CP	16CP	14BP	14CP	17CP	17CP	16CP	16DP	18DP	20DP	14CP	16DP	21DP	20DP	116
115	10AK	11AP	12BP	12CP	16CP	15CP	17CP	16CP	14BP	14CP	17CP	17CP	16CP	15DP	18DP	20DP	13CP	15DP	20DP	19DP	115
114	10	11AP	11BP	12CP	15CP	15CP	16CP	15CP	14BP	13CP	16CP	16CP	16CP	15CP	18CP	20DP	13CP	15CP	20DP	19DP	114
113	10	11AP	11AP	12BP	15CP	15CP	16CP	15CP	13BP	13CP	16CP	16CP	15CP	15CP	18CP	19DP	13CP	15CP	20DP	19DP	113
112	10	10AP	11AP	12BP	15BP	14CP	16CP	15CP	13BP	13CP	15CP	16CP	15CP	15CP	17CP	19DP	12CP	14CP	19DP	18DP	112
111	10	10AP	11AP	11BP	15BP	14CP	15CP	14CP	13BP	12CP	15CP	15CP	15CP	14CP	17CP	18DP	12CP	13CP	19DP	17DP	111
110	9	10AK	11AP	11BP	14BP	14BP	15CP	14CP	13BP	12CP	15CP	15CP	15CP	14CP	16CP	18CP	11CP	13CP	18DP	17DP	110
109	9	10	10AP	11BP	14BP	14BP	15CP	14CP	13BP	12CP	14CP	15CP	15CP	14CP	16CP	18CP	11CP	13CP	18DP	17DP	109
108	9	10	10AP	11BP	14BP	13BP	14BP	13CP	12BP	11BP	14CP	14CP	14CP	14CP	16CP	18CP	11CP	13CP	18DP	17DP	108
107	9	10	10AP	10BP	14BP	13BP	14BP	13CP	12BP	11BP	14CP	14CP	14CP	13CP	16CP	17CP	11BP	12CP	18DP	16DP	107
106	9	10	10AP	10BP	13BP	13BP	14BP	13CP	12BP	11BP	13CP	13CP	14BP	13CP	16CP	17CP	10BP	12CP	17DP	16DP	106
105	9	9	10AP	10BP	13BP	13BP	13BP	12CP	11BP	10BP	13CP	13CP	14BP	13CP	15CP	17CP	10BP	12CP	17DP	15DP	105
104	9	9	9AP	10BP	13AP	12BP	13BP	12CP	11BP	10BP	13BP	13BP	13BP	13CP	15CP	16CP	9BP	11BP	17DP	15CP	104
103	9	9	9AP	10AP	13AP	12BP	13BP	12CP	11AP	10BP	12BP	12CP	13BP	13CP	15CP	16CP	9BP	11BP	16CP	15CP	103
102	8	9	9AP	9AP	12AP	12BP	12BP	11CP	10AP	9BP	12BP	12CP	13BP	12CP	14CP	16CP	9BP	10BP	16CP	14CP	102
101	8	9	9AP	9AP	12AP	12BP	12BP	11BP	10AP	9BP	11BP	12CP	13BP	12CP	14CP	15CP	8AP	10BP	16CP	14CP	101
100	8	9	9AK	9AP	12AP	11AP	12BP	11BP	10AP	9BP	11BP	11CP	13BP	12CP	14CP	15CP	8AP	10BP	15CP	13CP	100
99	8	8	8	8	9AP	12AP	11AP	11BP	10AP	8BP	11BP	11BP	12BP	12CP	13CP	15CP	8AP	9BP	15CP	13CP	99
98	8	8	8	8	8AP	11AP	11AP	11BP	10BP	9BP	8BP	10BP	12BP	11CP	13BP	14BP	7AP	9BP	15CP	13CP	98
97	8	8	8	8	8AP	11AP	11AP	11AP	10BP	9BP	8BP	10BP	12BP	11CP	13BP	14BP	7AP	9BP	15CP	12BP	97
96	8	8	8	8	8AP	10AP	10AP	11AP	9BP	9AP	7BP	10BP	12BP	11CP	13BP	14BP	7BP	8AP	14CP	12BP	96
95	8	8	8	8	8AP	10AP	10AP	10AP	9BP	9AP	7BP	9BP	11BP	11CP	12BP	13BP	6AK	8AP	14CP	11BP	95
94	7	8	7	7AP	10	10AP	10AP	9BP	8AP	7AP	9BP	9BP	11BP	10BP	12BP	13BP	6	7AP	14CP	11BP	94
93	7	7	7	7AP	10	9AP	10AP	8BP	8AP	6AP	8BP	9BP	11BP	10BP	12BP	13BP	6	7AP	13CP	11BP	93
92	7	7	7	7AP	10	9AP	9AP	8BP	8AP	6AP	8BP	8BP	11BP	10BP							



LIGHT CROSSBOW

Weight: 4-8 pounds
Length: 2-4 feet
Fumble: 1-5

Type: Missile
Range: 10 feet (+15%)
100 feet
200 feet (-35%)
300 feet (-50%)
360 feet (-75%)

	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
150	10EP	12EP	14EP	16EP	21EP	21EP	24EP	24EP	19EP	21EP	25EP	25EP	20EP	20EP	25EP	28EP	18EP	21EP	24EP	26EP	150
149	10DP	12EP	14EP	16EP	21EP	21EP	24EP	24EP	19EP	21EP	25EP	25EP	20EP	20EP	25EP	28EP	18EP	21EP	24EP	26EP	149
148	10DP	12DP	14EP	16EP	21EP	21EP	24EP	24EP	19EP	21EP	25EP	25EP	20EP	20EP	25EP	28EP	18EP	21EP	24EP	26EP	148
147	10CP	12DP	14EP	16EP	21EP	21EP	24EP	24EP	19EP	21EP	25EP	24EP	20EP	20EP	25EP	28EP	18EP	21EP	24EP	26EP	147
146	10CP	12DP	14DP	16EP	21EP	21EP	23EP	23EP	19EP	20EP	24EP	24EP	20EP	20EP	24EP	27EP	17EP	20EP	24EP	25EP	146
145	10CP	12CP	14EP	15EP	20EP	20EP	23EP	23EP	18EP	20EP	23EP	24EP	20EP	19EP	24EP	27EP	17EP	20EP	23EP	25EP	145
144	10CP	12CP	13DP	15EP	20EP	20EP	23EP	23EP	18EP	20EP	23EP	23EP	19EP	19EP	24EP	27EP	17EP	20EP	23EP	25EP	144
143	10BP	12CP	13DP	15DP	20DP	20DP	22DP	22EP	18DP	19EP	23EP	23EP	19EP	19EP	23EP	26EP	17EP	19EP	23EP	24EP	143
142	10BP	11CP	13DP	15DP	20DP	20DP	22DP	22EP	18DP	19EP	23EP	23EP	19EP	19EP	23EP	26EP	16EP	19EP	23EP	24EP	142
141	10BP	11CP	13CP	15DP	19DP	19DP	22DP	22EP	17DP	19EP	22EP	22EP	19EP	19EP	23EP	26EP	16EP	19EP	22EP	24EP	141
140	10BP	11BP	13CP	14DP	19DP	19DP	22DP	21EP	17DP	18DP	22DP	22EP	19EP	18EP	23EP	25EP	16EP	19EP	22EP	23EP	140
139	9BP	11BP	13CP	14DP	19DP	19DP	21DP	21DP	17DP	18DP	22DP	22EP	18DP	18EP	22EP	25EP	16EP	18EP	22EP	23EP	139
138	9BP	11BP	12CP	14DP	19DP	19DP	21DP	21DP	17DP	18DP	21DP	21EP	18DP	18EP	22EP	25EP	15EP	18EP	22EP	23EP	138
137	9AP	11BP	12CP	14DP	18DP	18DP	21DP	20DP	16DP	18DP	21DP	21DP	18DP	18DP	22EP	24EP	15EP	18EP	21EP	22EP	137
136	9AP	11BP	12CP	14DP	18DP	18DP	20DP	20DP	16DP	17DP	21DP	21DP	18DP	18DP	21EP	24EP	15DP	17EP	21EP	22EP	136
135	9AP	11BP	12CP	13DP	18DP	18DP	20DP	20DP	16CP	17DP	20DP	20DP	18DP	17DP	21DP	24EP	15DP	17EP	21EP	22EP	135
134	9AP	10BP	12BP	13DP	18CP	18DP	20DP	19DP	16CP	17DP	20DP	20DP	17DP	17DP	21DP	23EP	14DP	17EP	21EP	21EP	134
133	9AP	10BP	12BP	13CP	18CP	17CP	19CP	19DP	15CP	16DP	20DP	20DP	17DP	17DP	21DP	23DP	14DP	17DP	20EP	21EP	133
132	9AP	10AP	11BP	13CP	17CP	17CP	19CP	19DP	15CP	16DP	19DP	19DP	17DP	17DP	20DP	23DP	14DP	16DP	20EP	21EP	132
131	9AP	10AP	11BP	13CP	17CP	17CP	19CP	18DP	15CP	16DP	19DP	19DP	17DP	17DP	20DP	22DP	14DP	16DP	20EP	20EP	131
130	9AP	10AP	11BP	12CP	17CP	17CP	19CP	18DP	15CP	15DP	19DP	19DP	17DP	16DP	20DP	22DP	13DP	16DP	20EP	20EP	130
129	8AP	10AP	11BP	12CP	17CP	16CP	18CP	18DP	15CP	15DP	18DP	18DP	16DP	16DP	19DP	22DP	13DP	15DP	19EP	20EP	129
128	8AP	10AP	11BP	12CP	16CP	16CP	18CP	18DP	14CP	15CP	18DP	18DP	16CP	16DP	19DP	21DP	13DP	15DP	19EP	20EP	128
127	8AP	10AP	11BP	12CP	16CP	16CP	18CP	17DP	14CP	15CP	18DP	18DP	16CP	16DP	19DP	21DP	12DP	15DP	19EP	19DP	127
126	8AP	9AP	10BP	12CP	16CP	16CP	17CP	17DP	14CP	14CP	17CP	17DP	16CP	15DP	19DP	21DP	12DP	15DP	19DP	19DP	126
125	8AK	9AP	10BP	11BP	16BP	15CP	17CP	17CP	14CP	14CP	17CP	17DP	16CP	15DP	18DP	20DP	12DP	14DP	18DP	19DP	125
124	8	9AP	10AP	11BP	15BP	15CP	17CP	16CP	13CP	14CP	17CP	17DP	15CP	15DP	18DP	20DP	12CP	14DP	18DP	18DP	124
123	8	9AP	10AP	11BP	14BP	15BP	16CP	16CP	13CP	13CP	16CP	16DP	15CP	15DP	18DP	20DP	11CP	14DP	18DP	18DP	123
122	8	9AP	10AP	11BP	15BP	15BP	16CP	16CP	13CP	13CP	16CP	16DP	15CP	15DP	17DP	19DP	11CP	13DP	18DP	18DP	122
121	8	9AP	10AP	11BP	15BP	14BP	16CP	15CP	13BP	13CP	16CP	16CP	15CP	14DP	17DP	19DP	11CP	13DP	17DP	17DP	121
120	8	9AK	9AP	10BP	15BP	14BP	16CP	15CP	12BP	12CP	15CP	15CP	14CP	14CP	17CP	18DP	10CP	13CP	17DP	17DP	120
119	7	8	9AP	10BP	14BP	14BP	15BP	14CP	12BP	12CP	15CP	15CP	14CP	14CP	16CP	18DP	10CP	12CP	17DP	16DP	119
118	7	8	9AP	10BP	14BP	14BP	15BP	14CP	12BP	11CP	14CP	14CP	14CP	14CP	16CP	18DP	10CP	12CP	16DP	16DP	118
117	7	8	9AP	10BP	14AP	13BP	15BP	14CP	12BP	11CP	14CP	14CP	14CP	14CP	16CP	18DP	10CP	12CP	16DP	16DP	117
116	7	8	9AP	10BP	14AP	13BP	14BP	14CP	11BP	11CP	14CP	14CP	14CP	13CP	16CP	17DP	10CP	12CP	16DP	16DP	116
115	7	8	9AP	9AP	13AP	13BP	14BP	13CP	11BP	11CP	14CP	14CP	14CP	13CP	15CP	17CP	9CP	11CP	16DP	15DP	115
114	7	8	8AP	9AP	13AP	13BP	14BP	13CP	11BP	11BP	13CP	13CP	13CP	13CP	15CP	17CP	9CP	11CP	16DP	15DP	114
113	7	8	8AP	9AP	13AP	12AP	14BP	13CP	11BP	10BP	13CP	13CP	13CP	13CP	15CP	16CP	9BP	11CP	16DP	15DP	113
112	7	8	8AP	9AP	13AP	12AP	13BP	12CP	10BP	10BP	13CP	13CP	13BP	13CP	14CP	16CP	9BP	11CP	15DP	14CP	112
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110	7	7	8AK	8AP	12AP	12AP	13BP	12BP	10BP	9BP	12CP	12CP	13BP	12CP	14CP	16CP	8BP	10BP	15CP	14CP	110
109	7	7	8	8AP	12AP	11AP	12BP	12BP	10BP	9BP	12BP	12CP	12BP	12CP	14CP	15CP	8BP	10BP	15CP	14CP	109
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104	6	7	7	7AP	11	10AP	11AP	10BP	9AP	8BP	10BP	10BP	11BP	11CP	12BP	14BP	6AP	8BP	13CP	12BP	104
103	6	6	7	7AP	11	10AP	11AP	10BP	8AP	7BP	10BP	10BP	11BP	11CP	12BP	13BP	6AP	8AP	13CP	12BP	103
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100	6	6	6	6AK	10	9AK	10AP	9BP	8AP	6AP	9BP	9BP	11BP	10BP	11BP	12BP	5AK	7AP	12CP	11BP	100
99	6	6	6	6	10	9	9AP	8AP	7AP	6AP	8BP	8BP	10BP	10BP	11BP	12BP	5	7AP	12BP	10BP	99
98	5	6	6	6	9	9	9AP	8AP	7AP	6AP	8BP	8BP	10BP	10BP	10BP	12BP	5	7AP	12BP	10BP	98
97	5	6	6	6	9	9	9AP	8AP	7AP	5AP	8BP	8BP	10AP	9BP	10BP	11BP	5	6AP	12BP	10AP	97
96	5	6	5	5	9	8	8AP	7AP	7AP	5AP	7BP	7BP	10AP	9BP	10BP	11BP	4	6AP	11BP	9AP	96
95	5	5	5	5	9	8	8AK	7AP	6AK	5AP	7AP	7BP	10AP	9BP	10BP	11BP	4	6AK	11BP	9AP	95
94	5	5	5	5	9	8	8	7AP	6	5AP	7AP	7BP	9AP	9BP	9BP	10BP	4	0	11BP	9AP	94
93	5	5	5	5	8	8	8	6AP	6	4AP	6AP	6BP	9AP	9BP	9BP	10BP	4	0	11BP	8AP	93
92	5	5	5	5	8	7	7	6AP	6	4AP	6AP	6BP	9AP	8BP	9BP	10BP	3	0	10BP	8AK	92
91	5	5	5	4	8	7	7	6AP	6	4AP	6AP	6BP	9AP	8BP	8BP	9BP	3	0	10BP	8	91
</																					

	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
150	12EP	14EP	16EP	18EP	23EP	23EP	26EP	26EP	21EP	23EP	27EP	27EP	22EP	22EP	27EP	30EP	20EP	23EP	26EP	28EP	150
149	12EP	14EP	16EP	18EP	23EP	23EP	26EP	26EP	21EP	23EP	27EP	27EP	22EP	22EP	27EP	30EP	20EP	23EP	26EP	28EP	149
148	12EP	14EP	16EP	18EP	23EP	23EP	26EP	26EP	21EP	23EP	27EP	27EP	22EP	22EP	27EP	30EP	20EP	23EP	26EP	28EP	148
147	12DP	14DP	16EP	18EP	23EP	23EP	25EP	25EP	21EP	22EP	26EP	26EP	22EP	22EP	27EP	29EP	20EP	23EP	26EP	27EP	147
146	12DP	14DP	16EP	18EP	23EP	23EP	25EP	25EP	20EP	22EP	26EP	26EP	22EP	22EP	26EP	29EP	19EP	22EP	25EP	27EP	146
145	12DP	14DP	15DP	17EP	22EP	22EP	25EP	25EP	20EP	22EP	26EP	26EP	21EP	21EP	26EP	29EP	19EP	22EP	25EP	27EP	145
144	12CP	14CP	15DP	17EP	22EP	22EP	24EP	24EP	20EP	21EP	25EP	25EP	21EP	21EP	25EP	28EP	18EP	21EP	25EP	26EP	144
143	12CP	13CP	15DP	17EP	21EP	21EP	24EP	24EP	19DP	21EP	25EP	25EP	21EP	21EP	25EP	28EP	18EP	21EP	24EP	26EP	143
142	12CP	13CP	15DP	17EP	21EP	21EP	23EP	23EP	19DP	20EP	24EP	24EP	20EP	20EP	25EP	27EP	18EP	21EP	24EP	25EP	142
141	11CP	13CP	15DP	16DP	21EP	21EP	23EP	23EP	19DP	20EP	24EP	24EP	20EP	20EP	25EP	27EP	18EP	21EP	24EP	25EP	141
140	11CP	13CP	14DP	16DP	21EP	21EP	23EP	23EP	19DP	20EP	24EP	24EP	20EP	20EP	24EP	27EP	17EP	20EP	24EP	25EP	140
139	11CP	13CP	14CP	16DP	21EP	20EP	23EP	23EP	18DP	20DP	23DP	24EP	20EP	20EP	24EP	27EP	17EP	20EP	24EP	25EP	139
138	11CP	13CP	14CP	16DP	20EP	20EP	22EP	22EP	18DP	19DP	23DP	23EP	20DP	20EP	24EP	26EP	17EP	20EP	23EP	24EP	138
137	11BP	12BP	14CP	15DP	20EP	20EP	22EP	22EP	18DP	19DP	23DP	23DP	20DP	19EP	24EP	26EP	16EP	20EP	23EP	24EP	137
136	11BP	12BP	14CP	15DP	20EP	20EP	22EP	22EP	18DP	19DP	22DP	22DP	19DP	19EP	23EP	26EP	16EP	19EP	23EP	24EP	136
135	11BP	12BP	13CP	15DP	20EP	19EP	21EP	21EP	17DP	18DP	22DP	22DP	19DP	19DP	23EP	25EP	16DP	19EP	23EP	23EP	135
134	11BP	12BP	13CP	15DP	19EP	19EP	21EP	21EP	17DP	18DP	22DP	22DP	19DP	19DP	23DP	25EP	16DP	19EP	22EP	23EP	134
133	10BP	12BP	13CP	14DP	19EP	19EP	21EP	21EP	17CP	18DP	21DP	21DP	18DP	18DP	22DP	25DP	15DP	18DP	22EP	22EP	133
132	10BP	12BP	13CP	14DP	19DP	19EP	20EP	20EP	17CP	17DP	21DP	21DP	18DP	18DP	22DP	24DP	15DP	18DP	22EP	22EP	132
131	10BP	11BP	13CP	14DP	19DP	19DP	20DP	20DP	16CP	17DP	20DP	21DP	18DP	18DP	22DP	24DP	15DP	18DP	21EP	22EP	131
130	10BP	11BP	12BP	14CP	18DP	18DP	20DP	20EP	16CP	17DP	20DP	20DP	18DP	18DP	21DP	24DP	14DP	17DP	21EP	22EP	130
129	10AP	11BP	12BP	13CP	18DP	18DP	19DP	19EP	16CP	16DP	20DP	20DP	18DP	18DP	21DP	23DP	14DP	17DP	21EP	21EP	129
128	10AP	11AP	12BP	13CP	18DP	17DP	19DP	19DP	16CP	16DP	19DP	20DP	17DP	17DP	21DP	23DP	14DP	17DP	21EP	21EP	128
127	10AP	11AP	12BP	13CP	17DP	17DP	19DP	19DP	15CP	16CP	19DP	19DP	17DP	17DP	21DP	23DP	13DP	16DP	20EP	21DP	127
126	10AP	11AP	12BP	13CP	17DP	17DP	18DP	18DP	15CP	15CP	19DP	19DP	17CP	17DP	20DP	22DP	13DP	16DP	20EP	20DP	126
125	9AP	11AP	11BP	12CP	17DP	17DP	18DP	18DP	15CP	15CP	18CP	18DP	17CP	17DP	20DP	22DP	13DP	16DP	20DP	20DP	125
124	9AP	10AP	11BP	12CP	17DP	16DP	18DP	17DP	14CP	15CP	18CP	18DP	17CP	16DP	20DP	22DP	12DP	16DP	20DP	20DP	124
123	9AP	10AP	11BP	12CP	16DP	16DP	17DP	17DP	14CP	14CP	17CP	18DP	16CP	16DP	19DP	21DP	12DP	15DP	19DP	19DP	123
122	9AP	10AP	11BP	12CP	16DP	16DP	17DP	17DP	14CP	14CP	17CP	17DP	16CP	16DP	19DP	21DP	12CP	15DP	19DP	19DP	122
121	9AP	10AP	11BP	11CP	16DP	15DP	17DP	16DP	14CP	14CP	17CP	17CP	16CP	16DP	18DP	21DP	11CP	15DP	19DP	19DP	121
120	9AP	10AP	10BP	11BP	16DP	15DP	16DP	16DP	13CP	13CP	16CP	17CP	16CP	15DP	18DP	20DP	11CP	14DP	19DP	18DP	120
119	9AP	10AP	10BP	11BP	15DP	15DP	16DP	16DP	13CP	13CP	16CP	16CP	15CP	15DP	18DP	20DP	11CP	14CP	18DP	18DP	119
118	8AP	9AP	10AP	10BP	15CP	14DP	15DP	15DP	12BP	12CP	15CP	16CP	15CP	15DP	18CP	19DP	10CP	13CP	18DP	17DP	118
117	8AP	9AP	10AP	10BP	15CP	14DP	15DP	15DP	12BP	12CP	15CP	15CP	15CP	14CP	17CP	19DP	10CP	13CP	18DP	17DP	117
116	8AP	9AP	10AP	10BP	15CP	14CP	15DP	15DP	12BP	12CP	14CP	15CP	14CP	14CP	17CP	19DP	10CP	13CP	18DP	17DP	116
115	8AP	9AP	9AP	10BP	14CP	14CP	15DP	14DP	12BP	12CP	14CP	15CP	14CP	14CP	17CP	19CP	10CP	13CP	17DP	17DP	115
114	8AP	9AP	9AP	10BP	14CP	14CP	14CP	14DP	12BP	11CP	14CP	14CP	14CP	14CP	17CP	18CP	9CP	13CP	17DP	16DP	114
113	8AP	9AP	9AP	9BP	14CP	13CP	14CP	14DP	11BP	11CP	14CP	14CP	14CP	14CP	16CP	18CP	9CP	12CP	17DP	16DP	113
112	8AP	8AP	9AP	9BP	14CP	13CP	14CP	13DP	11BP	11BP	13CP	14CP	14CP	13CP	16CP	18CP	9CP	12CP	16DP	16CP	112
111	8AP	8AP	8AP	9BP	13CP	13CP	13CP	13DP	11BP	10BP	13CP	13CP	14CP	13CP	16CP	17CP	8CP	12CP	16DP	15CP	111
110	8AP	8AP	8AP	9BP	13CP	12CP	13CP	13DP	11BP	10BP	13CP	13CP	13CP	13CP	15CP	17CP	8CP	11CP	16DP	15CP	110
109	7AP	8AP	8AP	8AP	13CP	12CP	13CP	12DP	10BP	10BP	12CP	13CP	13CP	13CP	15CP	17CP	8BP	11BP	16DP	15CP	109
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107	7AP	8AP	8AP	8AP	12CP	12CP	12CP	12CP	10BP	9BP	12BP	12CP	13BP	12CP	15CP	16CP	7BP	10BP	15CP	14CP	107
106	7AP	7AP	7AP	8AP	11CP	12CP	11CP	11CP	9BP	9BP	11BP	12CP	12BP	12CP	14CP	16CP	7BP	10BP	15CP	14CP	106
105	7AP	7AP	7AP	7AP	11CP	11CP	11CP	11CP	9BP	8BP	11BP	11BP	12BP	12CP	14CP	15CP	7BP	10BP	15CP	13CP	105
104	7AP	7AP	7AP	7AP	11BP	11BP	11CP	11CP	9BP	8BP	10BP	11BP	12BP	12CP	14CP	15CP	6BP	9BP	14CP	13CP	104
103	7AP	7AP	7AP	7AP	11BP	10CP	11CP	10CP	9AP	8BP	10BP	11BP	12BP	11CP	13CP	14BP	6BP	9BP	14CP	13BP	103
102	7AP	7AP	7AP	7AP	11BP	10CP	10CP	10CP	8AP	7BP	10BP	10BP	12BP	11CP	13CP	14BP	6BP	9BP	14CP	12BP	102
101	6AP	6AP	6AP	6AP	11AP	10CP	10CP	10CP	8AP	7BP	9BP	10BP	11BP	11CP	13BP	14BP	5AP	9BP	14CP	12BP	101
100	6AP	6AP	6AP	6AP	10AP	10BP	10CP	9CP	8AP	7BP	9BP	9BP	11BP	11CP	12BP	13BP	5AP	8AP	13CP	12BP	100
99	6AP	6AP	6AP	6AP	10AP	9BP	9CP	9CP	8AP	6BP	9BP	9BP	11BP	10CP	12BP	13BP	5AP	8AP	13CP	11BP	99
98	6AP	6AP	6AP	6AP	10AP	9BP	9CP	8CP	7AP	6BP	8BP	8BP	11BP	10CP	12BP	13BP	4AP	8AP	13CP	11BP	98
97	6AP	6AP	6AP	5AP	10AP	9BP	9BP	8CP	7AP	6AP	8BP	8BP	10BP	10CP	12BP	13BP	4AP	7AP	13CP	11BP	97
96	6AP	6AP	5AP	5AP	9AP	8BP	8CP	8CP	7AP	5AP	7BP	8BP	10BP	10BP	11BP	12BP	4AP	7AP	12BP	10AP	96
95	6AP	6AP	5AP	5AP	9AP	8BP	7CP	7CP	6AP	5AP	7BP	8BP	10BP	9BP	11BP	12BP	3AP	7AP	12BP	10AP	95
94	6AP	6AP	5AP	5AP	8AP	8BP	7CP	7CP	6AP	5AP	7BP	7BP	10BP	9BP	11BP	12BP	3AP	6AP	12BP	10AP	94
93	6AP	5AP	5AP	5AP	8AP	7AP	7CP	7CP	6AP	4AP	6AP	7BP	9BP	9BP	10BP	11BP	3AK	6AK	11BP	9AP	93
92	5AP	5AP	5AP	4AK	8AP	7AP	7AP	6CP	6AK	4AP	6AP	7BP	9BP	9BP	10BP	11BP	0	6	11BP	9AP	92
91	5AP	5AP	4AP	4AP	8AP	7AP	7AP	6CP	5AP	4AP	6AP	6BP	9AP	8BP	10BP	11BP	0	0	11BP	9AP	91
90	5AP	5AP	4AP	4AP	8AP	7AP	6AP	6CP	5AP	4AP	5AP	6BP	9AP	8BP	9BP	10BP	0	0	11BP	8AK	90
89	5AP	5AP	4AP	4AP	8AP	7AP	6AP	5BP	5AP	4AP	5AP	5AP	9AP	8BP	9BP	10BP	0	0	10BP	8	89
88	5AP	5AP	4AP	3AP	7AP	6AP	5BP	5BP	5AP	4AP	4AP	5AP	8AP	8BP	9BP	10BP	0	0	10BP	0	88
87	5AP	5AP	4AP	3AP	7AP	6AP	5AP	5BP	4AP	4AP	4AP	5AP	8AP	8BP	9BP	9AP	0	0	10AP	0	87
86	5AP	5AP	4AP	3AP	7AP	6AP	5AP	5BP	4AP	4AP	4AP	5AP	8AP	8BP	8BP	9AP	0	0	10AP	0	86
85	5AP	5AP	4AP	3AP	7AP	6AP	5AP	5BP	4AP	4AP	4AP	5AP	8AP	8BP	8BP	9AP	0	0	10AP	0	85
84	5AP	5AP	4AP	3AP	7AP	6AP	5AP	5BP	4AP	4AP	4AP	5AP	8AP	8BP	8BP	9AP	0	0	10AP	0	84
83	5AP	5AP	4AP	3AP	7AP	6AP	5AP	5BP	4AP	4AP	4AP	5AP	8AP	8BP	8BP	9AP	0	0	10AP	0	83
82	5AP	5AP	4AP	3AP	7AP	6AP	5AP	5BP	4AP	4AP	4AP	5AP	8AP	8BP	8BP	9AP	0	0	10AP	0	82
81	5AP	5AP	4AP	3AP	7AP	6AP	5AP	5BP	4AP	4AP	4AP	5AP	8AP	8BP	8BP	9AP	0	0	10AP	0	81
80	4AP	4AP	3AP	2AP	1AP	5AP	4AP	3AP	2AP	2	0</										

8.56



SHORT BOW

Type: Missile
Range: 10 feet (+10%)
100 feet
180 feet (-40%)
240 feet (-70%)

Weight: 1½-2 pounds
Length: 2½-3½ feet
Fumble: 1-4

	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
150	6DP	8EP	10EP	12EP	17EP	17EP	20EP	20EP	15EP	17EP	21EP	21EP	15EP	15EP	20EP	21EP	14EP	17EP	20EP	22EP	150
149	6CP	8DP	10EP	12EP	17EP	17EP	20EP	20EP	15EP	17EP	21EP	21EP	15EP	15EP	20EP	21EP	14EP	17EP	20EP	22EP	149
148	6CP	8DP	10EP	12EP	17EP	17EP	20EP	20EP	15EP	17EP	21EP	21EP	15EP	15EP	20EP	21EP	14EP	17EP	20EP	22EP	148
147	6CP	8CP	10DP	12EP	17EP	17EP	20EP	20EP	15EP	17EP	21EP	21EP	15EP	15EP	20EP	21EP	14EP	17EP	20EP	22EP	147
146	6CP	8CP	10DP	12EP	17DP	17DP	19EP	19EP	15EP	16EP	20EP	20EP	15EP	15EP	20EP	22EP	14EP	17EP	20EP	21EP	146
145	6CP	8CP	10DP	12EP	16DP	16DP	19DP	19EP	15EP	16EP	20EP	20EP	15EP	15EP	19EP	22EP	13EP	16EP	19EP	21EP	145
144	6BP	8CP	10DP	11DP	16DP	16DP	19DP	19EP	14DP	16EP	20EP	20EP	15EP	15EP	19EP	22EP	13EP	16EP	19EP	21EP	144
143	6BP	8CP	10CP	11DP	16DP	16DP	19DP	18EP	14DP	16EP	19EP	19EP	14EP	14EP	19EP	22EP	13EP	16EP	19EP	21EP	143
142	6BP	8CP	9CP	11DP	16DP	16DP	18DP	18EP	14DP	15EP	19EP	19EP	14EP	14EP	19EP	21EP	13EP	16EP	19EP	20EP	142
141	6BP	8BP	9CP	11DP	16DP	15DP	18DP	18DP	14DP	15DP	19DP	19EP	14EP	14EP	18EP	21EP	13EP	15EP	18EP	20EP	141
140	6BP	8BP	9CP	11DP	15DP	15DP	18DP	17DP	14DP	15DP	18DP	18EP	14DP	14EP	18EP	21EP	12EP	15EP	18EP	20EP	140
139	6BP	7BP	9CP	11DP	15CP	15DP	17DP	17DP	13DP	15DP	18DP	18EP	14DP	14EP	18EP	21EP	12DP	15EP	18EP	19EP	139
138	6BP	7BP	9CP	10DP	15CP	15CP	17DP	17DP	13DP	14DP	18DP	18DP	14DP	14DP	18EP	20EP	12DP	15EP	18EP	19EP	138
137	6AP	7BP	9CP	10DP	15CP	15CP	17DP	17DP	13CP	14DP	18DP	17DP	14DP	13DP	18DP	20EP	12DP	14EP	18EP	19EP	137
136	6AP	7BP	9CP	10DP	15CP	15CP	16DP	16DP	13CP	14DP	17DP	17DP	13DP	13DP	17DP	20EP	11DP	14DP	18EP	19EP	136
135	6AP	7BP	9BP	10CP	14CP	14CP	16CP	16DP	13CP	14DP	17DP	17DP	13DP	13DP	17DP	19DP	11DP	14DP	17EP	18EP	135
134	5AP	7BP	8BP	10CP	14CP	14CP	16CP	16DP	12CP	13DP	17DP	17DP	13DP	13DP	17DP	19DP	11DP	14DP	17EP	18EP	134
133	5AP	7AP	8BP	10CP	14CP	14CP	16CP	15DP	12CP	13DP	16DP	16DP	13DP	13DP	17DP	19DP	11DP	13DP	17EP	18EP	133
132	5AP	7AP	8BP	9CP	14BP	13CP	15CP	15DP	12CP	13DP	16DP	16DP	13DP	13DP	16DP	19DP	11DP	13DP	17EP	18EP	132
131	5AP	7AP	8BP	9CP	14BP	13CP	15CP	15DP	12CP	13CP	16DP	16DP	13DP	12DP	16DP	18DP	10DP	13DP	17EP	17DP	131
130	5AP	7AP	8BP	9CP	13BP	13BP	15CP	14DP	12CP	12CP	15DP	15DP	13CP	12DP	16DP	18DP	10CP	13DP	16EP	17DP	130
129	5AP	7AP	8BP	9CP	13BP	13BP	15CP	14DP	11CP	12CP	15CP	15DP	12CP	12DP	16DP	18DP	10CP	13DP	16EP	17DP	129
128	5AP	6AP	8BP	9CP	13BP	13BP	14CP	14CP	11CP	12CP	15CP	15DP	12CP	12DP	16DP	18DP	10CP	12DP	16DP	16DP	128
127	5AP	6AP	7BP	9CP	13BP	12BP	14CP	14CP	11CP	11CP	15CP	14DP	12CP	12DP	15DP	17DP	10CP	12DP	16DP	16DP	127
126	5AP	6AP	7BP	9CP	12BP	12BP	14CP	13CP	11BP	11CP	14CP	14DP	12CP	12DP	15DP	17DP	9CP	12DP	16DP	16DP	126
125	5AK	6AP	7AP	8BP	12BP	12BP	13CP	13CP	11BP	11CP	14CP	14DP	12CP	12DP	15DP	17DP	9CP	12CP	15DP	16DP	125
124	5	6AP	7AP	8BP	12BP	12BP	13CP	13CP	10BP	11CP	14CP	13CP	12CP	11DP	15DP	17DP	9CP	11CP	15DP	15DP	124
123	5	6AP	7AP	8BP	12AP	11BP	13CP	12CP	10BP	10CP	13CP	13CP	11CP	11CP	14CP	16DP	9CP	11CP	15DP	15DP	123
122	5	6AP	7AP	8BP	12AP	11BP	13BP	12CP	10BP	10CP	13CP	13CP	11CP	11CP	14CP	16DP	8CP	11CP	15DP	15DP	122
121	5	6AP	7AP	8BP	11AP	11BP	12BP	12CP	10BP	10CP	13CP	13CP	11CP	11CP	14CP	16DP	8CP	11CP	15DP	15DP	121
120	5	6AK	7AP	7BP	11AP	11BP	12BP	11CP	10BP	10CP	12CP	12CP	11CP	11CP	14CP	15DP	8BP	10CP	14DP	14DP	120
119	5	6	7BP	7BP	11AP	11AP	12BP	11CP	9BP	9BP	12CP	12CP	11CP	11CP	13CP	15CP	8BP	10CP	14DP	14DP	119
118	4	6	6AP	7BP	11AP	10AP	11BP	11CP	9BP	9BP	12CP	12CP	11CP	10CP	13CP	15CP	8BP	10CP	14DP	14CP	118
117	4	5	6AP	7BP	11AP	10AP	11BP	10CP	9BP	9BP	11CP	11CP	11CP	10CP	13CP	15CP	7BP	10CP	14DP	13CP	117
116	4	5	6AP	7BP	10AP	10AP	11BP	10CP	9BP	9BP	11CP	11CP	10CP	10CP	13CP	14CP	7BP	9BP	14DP	13CP	116
115	4	5	6AP	7AP	10AP	10AP	11BP	10BP	9AP	8BP	11CP	11CP	10CP	10CP	13CP	14CP	7BP	9BP	13CP	13CP	115
114	4	5	6AP	6AP	10AP	9AP	10BP	10BP	8AP	8BP	11BP	10BP	10BP	10CP	12CP	14CP	7BP	9BP	13CP	13CP	114
113	4	5	6AP	6AP	10AP	9AP	10BP	9BP	8AP	8BP	10BP	10CP	10BP	10CP	12CP	14CP	7AP	9BP	13CP	12CP	113
112	4	5	5AP	6AP	10AP	9AP	10BP	9BP	8AP	8BP	10BP	10CP	10BP	9CP	12CP	13CP	6AP	9BP	13CP	12CP	112
111	4	5	5AP	6AP	9AP	9AP	10AP	9BP	8AP	7BP	10BP	9CP	10BP	9CP	12CP	13CP	6AP	8BP	13CP	12CP	111
110	4	5	5AK	6AP	9AK	9AP	9AP	8BP	8AP	7BP	9BP	9CP	10BP	9CP	11CP	13CP	6AP	8BP	12CP	12BP	110
109	4	5	5	6AP	9	8AP	9AP	8BP	7AP	7BP	9BP	9BP	9BP	9CP	11CP	13CP	6AP	8BP	12CP	11BP	109
108	4	5	5	5AP	9	8AP	9AP	8BP	7AP	6BP	9BP	9BP	9BP	9CP	11BP	12CP	5AP	8AP	12CP	11BP	108
107	4	4	5	5AP	8	8AP	8AP	7BP	7AP	6AP	8BP	8BP	9BP	9CP	11BP	12BP	5AP	7AP	12CP	11BP	107
106	4	4	5	5AP	8	8AP	8AP	7BP	7AP	6AP	8BP	8BP	9BP	9CP	11BP	12BP	5AP	7AP	12CP	10BP	106
105	4	4	5	5AP	8	7AK	8AP	7BP	7AK	6AP	8BP	8BP	9BP	8BP	10BP	11BP	5AK	7AP	11CP	10BP	105
104	4	4	4	5AP	8	7	8AP	7BP	6	5AP	8BP	8BP	9BP	8BP	10BP	11BP	5	7AP	11BP	10BP	104
103	4	4	4	4AP	8	7	7AP	6BP	6	5AP	7BP	7BP	9BP	8BP	10BP	11BP	4	6AP	11BP	10AP	103
102	3	4	4	4AP	7	7	7AP	6AP	6	5AP	7AP	7BP	8BP	8BP	10BP	11BP	4	6AP	11BP	9AP	102
101	3	4	4	4AP	7	7	7AP	6AP	6	5AP	7AP	6BP	8BP	8BP	9BP	10BP	4	6AP	11BP	9AP	101
100	3	4	4	4AK	7	6	6AK	5AP	6	4AK	6AP	6BP	8BP	8BP	9BP	10BP	4	6AK	10BP	9AP	100
99	3	4	4	4	7	6	6	5AP	5	4	6AP	6BP	8BP	7BP	9BP	10BP	4	0	10BP	9AP	99
98	3	4	4	4	7	6	6	5AP	5	4	6AP	5BP	8AP	7BP	9BP	10BP	3	0	10BP	8AK	98
97	3	4	4	4	6	6	6	4AP	5	4	5AP	5BP	8AP	7BP	8BP	9BP	3	0	10BP	8AK	97
96	3	3	3	3	6	5	5	4AP	5	3	5AP	5AP	7AP	7BP	8BP	9BP	3	0	10BP	8	96
95	3	3	3	3	6	5	5	4AP	5	3	5AK	5AP	7AP	7BP	8BP	9BP	3	0	9AP	0	95
94	3	3	3	3	6	5	5	4AP	4	3	5	4AP	7AP	7BP	8BP	9BP	0	0	9AP	0	94
93	3	3	3	3	6	5	4	3AP	4	3	4	4AP	7AP	6BP	8BP	8BP	0	0	9AP	0	93
92	3	3	3	3	5	5	4	3AP	4	2	4	4AP	7AP	6BP	7AP	8BP	0	0	9AP	0	92
91	3	3	3	3	5	4	4	3AP	4	2	4	3AP	7AP	6BP	7AP	8AP	0	0	9AP	0	91
90	3	3	3	2	5	4	3	2AK	4	2	3AP	7AP	6AP	6AP	7AP	7AP	0	0	8AP	0	90
89	3	3	2	2	5	4	3	2	3	0	3	3AP	6AP	6AP	7AP	7AP	0	0	8AP	0	89
88	3	3	2	2	4	4	3	2	3	0	3	2AP	6AP	6AP	6AP	7AP	0	0	8AP	0	88
87	3	3	2	2	4	3	3	1	3	0	2	2AK	6AP	6AP	6AP	7AP	0	0	8AK	0	87
86	2	3	2	2	4	3	2	1	3	0	2	2	6AP	5AP	6AP	6AP	0	0	8	0	86
85	2	2	2	2	4	3	2	1	3	0	2	0	6AK	5AP	6AP	6AP	0	0	0	0	85
84	2	2	2	2	4	3	2	0	2	0	0	0	6	5AP	6AP	6AP	0	0	0	0	84
83	2	2	2	2	3	3	2	0	2	0	0	0	6	5AP	5AP	6AP	0	0	0	0	83
82	2	2	2	2	3	2	1	0	2	0	0	0	5	5AP	5AP	5AP	0	0	0	0	82
81	2	2	2	1	3	2	1	0	2	0	0	0	5	5AP	5AP	5AP	0	0	0	0	81
80	2	2	1	1	3	2	1	0	2	0	0	0	5	4AK	5AP	5AP	0	0	0	0	80
79	2	2	1	0	3	2	0	0	0	0	0	0	5	4	4AP	5AP	0	0	0	0	79
78	2	2	1	0	2	1	0	0	0	0	0	0	5	4	4AP	4AP	0	0	0	0	78

8.57



SLING

Weight: 1/2-1 pound
Length: 1 1/2-3 feet

1-6

Fumble:

Missile
10 feet (+15%)
60 feet
120 feet (-40%)
180 feet (-65%)Type:
Range:

	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
150	10EK	12EK	14EK	16EK	17EK	17EK	20EK	20EK	18EK	20EK	24EK	24EK	18EK	18EK	23EK	26EK	20EK	23EK	26EK	28EK	150
149	10EK	12EK	14EK	16EK	17EK	17EK	20EK	20EK	18EK	20EK	24EK	24EK	18EK	18EK	23EK	26EK	20EK	23EK	26EK	28EK	149
148	10EK	12EK	14EK	16EK	17EK	17EK	20EK	20EK	18EK	20EK	24EK	24EK	18EK	18EK	23EK	26EK	20EK	23EK	26EK	28EK	148
147	10DK	12EK	14EK	16EK	17EK	17EK	20EK	20EK	18EK	20EK	24EK	24EK	18EK	18EK	23EK	26EK	20EK	23EK	26EK	27EK	147
146	10DK	12DK	14EK	16EK	17EK	17EK	19EK	19EK	18EK	19EK	23EK	23EK	18EK	18EK	22EK	25EK	19EK	22EK	25EK	27EK	146
145	10DK	12DK	14DK	15EK	17EK	16EK	19EK	19EK	17EK	19EK	23EK	23EK	18EK	18EK	22EK	25EK	19EK	22EK	25EK	27EK	145
144	10CK	12DK	13DK	15EK	16EK	16EK	19EK	19EK	17EK	19EK	23EK	23EK	17EK	17EK	22EK	25EK	19EK	22EK	25EK	26EK	144
143	10CK	12DK	13DK	15EK	16DK	16DK	19DK	19EK	17EK	19EK	22EK	22EK	17EK	17EK	22EK	24EK	18EK	21EK	25EK	26EK	143
142	10CK	11CK	13DK	15EK	16DK	16DK	18DK	18EK	17DK	18EK	22EK	22EK	17DK	17EK	21EK	24EK	18EK	21EK	24EK	26EK	142
141	10CK	11CK	13DK	15DK	16DK	16DK	18DK	18EK	17DK	18EK	22EK	22EK	17DK	17EK	21EK	24EK	18EK	21EK	24EK	25EK	141
140	9CK	11CK	13DK	14DK	16DK	15DK	18DK	18EK	16DK	18EK	21EK	21EK	17DK	17DK	21EK	23EK	18EK	20EK	24EK	25EK	140
139	9BK	11CK	13CK	14DK	15DK	15DK	18DK	17DK	16DK	17DK	21DK	21EK	17DK	17DK	21DK	23EK	17DK	20EK	23EK	25EK	139
138	9BK	11CK	12CK	14DK	15DK	15DK	17DK	17DK	16DK	17DK	21DK	21EK	16DK	16DK	20DK	23EK	17DK	20EK	23EK	24EK	138
137	9BK	11CK	12CK	14DK	15DK	15DK	17DK	17DK	16DK	17DK	20DK	20EK	16DK	16DK	20DK	22EK	17DK	19EK	23EK	24EK	137
136	9BK	11BK	12CK	13DK	15DK	15DK	17DK	17DK	15DK	17DK	20DK	20EK	16DK	16DK	20DK	22DK	16DK	19DK	23EK	23EK	136
135	9BK	10BK	12CK	13DK	15CK	14DK	17DK	16DK	15DK	16DK	20DK	20DK	16DK	16DK	20DK	22DK	16DK	19DK	22EK	23EK	135
134	9AK	10BK	12CK	13DK	14CK	14CK	16CK	16DK	15CK	16DK	19DK	19DK	16CK	16DK	19DK	21DK	16DK	19DK	22EK	23EK	134
133	9AK	10BK	11CK	13DK	14CK	14CK	16CK	16DK	15CK	16DK	19DK	19DK	16CK	15DK	19DK	21DK	16DK	18DK	22EK	22EK	133
132	9AK	10BK	11CK	13DK	14CK	14CK	16CK	16DK	15CK	15DK	19DK	19DK	15CK	15DK	19DK	21DK	15DK	18DK	21EK	22EK	132
131	9AK	10BK	11BK	12CK	14CK	14CK	16CK	15DK	14CK	15DK	19DK	18DK	15CK	15DK	19DK	21DK	15DK	18DK	21EK	22EK	131
130	8AK	10AK	11BK	12CK	14CK	13CK	15CK	15DK	14CK	15DK	19DK	18DK	15CK	15DK	18DK	20DK	15DK	17DK	21EK	21DK	130
129	8AK	10AK	11BK	12CK	13BK	13CK	15CK	15DK	14CK	15DK	18DK	18DK	15CK	15DK	18DK	20DK	14CK	17DK	21EK	21DK	129
128	8AK	9AK	11BK	12CK	13BK	13CK	15CK	14DK	14CK	14CK	18DK	17DK	15CK	15CK	18DK	20DK	14CK	17DK	20DK	21DK	128
127	8AK	9AK	10BK	11CK	13BK	13CK	15CK	14DK	13CK	14CK	17DK	17DK	15CK	14CK	18CK	19DK	14CK	16DK	20DK	20DK	127
126	8AK	9AK	10BK	11CK	13BK	13BK	14CK	14CK	13CK	14CK	17CK	17DK	14CK	14CK	17CK	19DK	14CK	16DK	20DK	20DK	126
125	8AK	9AK	10BK	11CK	13BK	12BK	14CK	14CK	13CK	14CK	17CK	16DK	14CK	14CK	17CK	19DK	13CK	16CK	20DK	19DK	125
124	8	9AK	10BK	11CK	12BK	12BK	14CK	13CK	13CK	13CK	16CK	16DK	14CK	14CK	17CK	18DK	13CK	15CK	19DK	19DK	124
123	8	9AK	10AK	11CK	12BK	12BK	14CK	13CK	13CK	13CK	16CK	16DK	14CK	14CK	17CK	18DK	13CK	15CK	19DK	19DK	123
122	8	9AK	9AK	10CK	12AK	12BK	13BK	13CK	12BK	13CK	16CK	15DK	14BK	13CK	16CK	18DK	12CK	15CK	19DK	18DK	122
121	8	9AK	9AK	10BK	12AK	12BK	13BK	13CK	12BK	12CK	15CK	15DK	14BK	13CK	16CK	17CK	12CK	14CK	18DK	18DK	121
120	7	8AK	9AK	10BK	12AK	11BK	13BK	12CK	12BK	12CK	15CK	15DK	13BK	13CK	16CK	17CK	12CK	14CK	18DK	18DK	120
119	7	8	9AK	10BK	12AK	11AK	13BK	12CK	12BK	12CK	15CK	14CK	13BK	13CK	16CK	17CK	12BK	14CK	18DK	17DK	119
118	7	8	9AK	9BK	11AK	11AK	12BK	12CK	12BK	12CK	14CK	14CK	13BK	13CK	15CK	16CK	11BK	14CK	18DK	17DK	118
117	7	8	9AK	9BK	11AK	11AK	12BK	11CK	11BK	11CK	14CK	14CK	13BK	13CK	15CK	16CK	11BK	13BK	17DK	17CK	117
116	7	8	8AK	9BK	11AK	11AK	12BK	11CK	11BK	11CK	14CK	13CK	13BK	12CK	15CK	16CK	11BK	13BK	17DK	16CK	116
115	7	8	8AK	9BK	11AK	10AK	12AK	11CK	11BK	11BK	13CK	13CK	13BK	12CK	15BK	15CK	10BK	13BK	17DK	16CK	115
114	7	8	8AK	9BK	11	10AK	11AK	11BK	11BK	10BK	13CK	13CK	12BK	12BK	14BK	15CK	10BK	13BK	17DK	15CK	114
113	7	7	8AK	8BK	10	10AK	11AK	10BK	10BK	10BK	13CK	13CK	12BK	12BK	14BK	15CK	10AK	12BK	16CK	15CK	113
112	7	7	8AK	8AK	10	10AK	11AK	10BK	10BK	10BK	13CK	12CK	12BK	12BK	14BK	15CK	10AK	12BK	16CK	15CK	112
111	7	7	7AK	8AK	10	10AK	10AK	10BK	10BK	10BK	12CK	12CK	12BK	11BK	13BK	14BK	9AK	11BK	16CK	14CK	111
110	6	7	7AK	8AK	10	9AK	10AK	10BK	10AK	9BK	12BK	12CK	12AK	11BK	13BK	14BK	9AK	11BK	15CK	14CK	110
109	6	7	7	8AK	10	9	10AK	9BK	10AK	9BK	12BK	11CK	12AK	11BK	13BK	14BK	9AK	11AK	15CK	14BK	109
108	6	7	7	7AK	9	9	10AK	9BK	9AK	9BK	11BK	11CK	11AK	11BK	13BK	13BK	8AK	10AK	15CK	13BK	108
107	6	7	7	7AK	9	9	9AK	9BK	9AK	8BK	11BK	11CK	11AK	11BK	12BK	13BK	8AK	10AK	14CK	13BK	107
106	6	6	7	7AK	9	8	9AK	8BK	9AK	8BK	11BK	10CK	11AK	11BK	12BK	13BK	8	10AK	14CK	13BK	106
105	6	6	6	7AK	9	8	9AK	8BK	9AK	8BK	10BK	10CK	11AK	10BK	12BK	12BK	8	10AK	14CK	12BK	105
104	6	6	6	6AK	8	8	9	8AK	8AK	8BK	10BK	10CK	11AK	10BK	12BK	12BK	7	9AK	14CK	12BK	104
103	6	6	6	6AK	8	8	8	8AK	8AK	7AK	10BK	9CK	10AK	10BK	12BK	12BK	7	9AK	13CK	11BK	103
102	6	6	6	6AK	8	8	8	7AK	8AK	7AK	9BK	9BK	10AK	10AK	11AK	11BK	7	9AK	13BK	11AK	102
101	5	6	6	6AK	8	7	8	7AK	8AK	7AK	9BK	9BK	10AK	10AK	11AK	11BK	6	8	13BK	11AK	101
100	5	6	6	6AK	8	7	8	7AK	8AK	7AK	9BK	8BK	10AK	9AK	11AK	11BK	6	8	13BK	10AK	100
99	5	6	5	5	8	7	7	7AK	7	6AK	8BK	8BK	10	9AK	10AK	10BK	6	8	12BK	10AK	99
98	5	5	5	5	7	7	7	6AK	7	6AK	8AK	8BK	10	9AK	10AK	10BK	6	7	12BK	10AK	98
97	5	5	5	5	7	7	7	6AK	7	6AK	8AK	7BK	9	9AK	10AK	10AK	5	7	12BK	9AK	97
96	5	5	5	5	7	6	7	6AK	7	5AK	7AK	7BK	9	9AK	10AK	9AK	5	7	11BK	9	96
95	5	5	5	4	7	6	6	5AK	7	5AK	7AK	7BK	9	9AK	9AK	9AK	5	6	11BK	9	95
94	5	5	4	4	7	6	6	5	6	5	7AK	6BK	9	8	9AK	9AK	4	6	11BK	8	94
93	5	5	4	4	6	6	6	5	6	5	7AK	6BK	9	8	9AK	9AK	4	6	11AK	8	93
92	5	5	4	4	6	6	6	5	6	4	6AK	6BK	9	8	9AK	8AK	4	0	10AK	0	92
91	4	4	4	4	6	6	5	5	6	4	6AK	5BK	8	8	8AK	8AK	4	0	10AK	0	91
90	4	4	4	3	6	5	5	4	5	4	6AK	5BK	8	8	8AK	8AK	3	0	10AK	0	90
89	4	4	4	3	6	5	5	4	5	3	5	5BK	8	7	8	7AK	3	0	9AK	0	89
88	4	4	3	3	6	5															

8.61



BATTLE AXE

Type: Two-hand

Range: -

Length: 2½-4 feet

Weight: 5-9 pounds

Fumble: 1-5

	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
150	19EK	21EK	23EK	25EK	33ES	33ES	36ES	36ES	36ES	36ES	40ES	40ES	34ES	34ES	39ES	42ES	38ES	41ES	44ES	46ES	150
149	19ES	21ES	23ES	25ES	33ES	33ES	36ES	36ES	36ES	36ES	40ES	40ES	34ES	34ES	39ES	42ES	38ES	41ES	44ES	46ES	149
148	19EK	21EK	23EK	25EK	33ES	33ES	36ES	36ES	36ES	36ES	36ES	39ES	40ES	34ES	34ES	39ES	42ES	37ES	40ES	44ES	148
147	19ES	21ES	23ES	25ES	33ES	32ES	35ES	35ES	33ES	33ES	35ES	39ES	33ES	33ES	38ES	41ES	37ES	40ES	43ES	45ES	147
146	19EK	21EK	23EK	24EK	32ES	32ES	35ES	35ES	33ES	33ES	38ES	39ES	33ES	33ES	38ES	41ES	36ES	39ES	43ES	44ES	146
145	19ES	21ES	23ES	24ES	32ES	32ES	35ES	34ES	33ES	33ES	38ES	38ES	33ES	33ES	37ES	40ES	36ES	39ES	42ES	44ES	145
144	19EK	20EK	22EK	24EK	32ES	31ES	34ES	34ES	32ES	34ES	37ES	38ES	32ES	32ES	37ES	40ES	35ES	38ES	42ES	43ES	144
143	18ES	20ES	22ES	24ES	31ES	31ES	34ES	34ES	32ES	33ES	37ES	37ES	32ES	32ES	37ES	39ES	34ES	38ES	41ES	42ES	143
142	18EK	20EK	22EK	23EK	31ES	31ES	33ES	33ES	31ES	33ES	36ES	37ES	32ES	32ES	36ES	39ES	34ES	37ES	41ES	42ES	142
141	18ES	20ES	21ES	23ES	31ES	30ES	33ES	33ES	31ES	32ES	36ES	36ES	31ES	31ES	36ES	38ES	33ES	36ES	40ES	41ES	141
140	18DK	20DK	21EK	23EK	30ES	30ES	33ES	32ES	31ES	32ES	35ES	36ES	31ES	31ES	35ES	38ES	33ES	36ES	40ES	41ES	140
139	18DS	19DS	21ES	22ES	30EK	30ES	32ES	32ES	30ES	31ES	35ES	35ES	31ES	31ES	35ES	37ES	32ES	35ES	39ES	40ES	139
138	18DK	19DK	21DK	22EK	30ES	29EK	32ES	31ES	30ES	31ES	34ES	35ES	30ES	30ES	34ES	37ES	32ES	35ES	39ES	39ES	138
137	17DS	19DS	20DS	22ES	29EK	29ES	31EK	31ES	29ES	30ES	34ES	34ES	30ES	30ES	34ES	36ES	31ES	34ES	38ES	39ES	137
136	17DK	19DK	20DK	22EK	29DS	29DK	31DS	31ES	29ES	30ES	33ES	34ES	30ES	29ES	34ES	36ES	30ES	34ES	38ES	38ES	136
135	17DS	19DS	20DS	21DS	29DK	28DS	31DK	30EK	29E	29ES	33ES	33ES	29ES	29ES	33ES	36ES	30ES	33ES	37ES	38ES	135
134	17DK	18DK	20DK	21DK	28DS	28DK	30DS	30ES	28DS	29ES	32ES	33ES	29DS	29ES	33ES	35ES	29ES	32ES	37ES	37ES	134
133	17DS	18DS	19DS	21DS	28DK	28DS	30DK	29EK	28DS	28ES	32ES	32ES	29DS	28ES	32ES	35ES	29ES	32ES	36ES	37ES	133
132	17CK	18DK	19DK	21DK	28DS	27DK	29DS	29DS	27DS	28DS	31DS	32ES	28DS	28ES	32ES	34ES	28ES	31ES	36ES	36ES	132
131	16CS	18CS	19DS	20DS	27DK	27DS	29DK	28DK	27DS	27DS	31DS	31ES	28DS	28DS	31ES	34ES	28ES	31ES	35ES	35ES	131
130	16CK	18CK	19DK	20DK	27DK	27DK	29DK	28DK	27DS	27DS	30DS	30DS	27DS	27DS	31ES	33ES	27ES	30ES	35ES	35ES	130
129	16CS	17CS	19DS	20DS	27DK	26DS	28DK	28DK	26DS	26DS	30DS	30DS	27DS	27DS	31DS	33ES	26ES	30ES	34ES	34ES	129
128	16CK	17CK	18DK	19DK	26DS	26DK	28DS	27DS	26DS	26DS	29DS	30DS	27DS	27DS	30DS	32ES	26DS	29DS	34ES	34ES	128
127	16CS	17CS	18CS	19DS	26DK	26DS	27DK	27DK	25DS	25DS	29DS	29DS	27DS	27DS	30DS	32DS	25DS	29DS	31ES	31ES	127
126	16CK	17CK	18CK	19DK	26DS	25DK	27DS	26DS	25DS	25DS	28DS	29DS	26DS	26DS	29DS	31DS	25DS	28DS	31ES	32ES	126
125	16CS	17CS	18CS	19DS	25DK	25DS	27DK	26DK	25DK	25DS	28DS	28DS	26DS	26DS	29DS	31DS	24DS	27DS	32ES	32ES	125
124	15CK	16CK	17CK	18DK	25DS	25DK	26DS	26DS	24DS	24DS	27DS	28DS	26DS	25DS	28DS	30DS	24DS	27DS	32ES	31ES	124
123	15BS	16CS	17CS	18DS	25DK	24DS	26DK	25DK	24DK	24DS	27DS	28DS	25DS	25DS	28DS	30DS	23DS	26DS	32ES	31ES	123
122	15BK	16CK	17CK	18DK	24CS	24DK	25DS	25DS	23CS	23DK	26DS	27DS	25DS	24DS	28DS	30DS	22DS	26DS	31ES	30DS	122
121	15BS	16BS	17CS	18DS	24CK	24CS	25CK	24DK	23CK	23DK	26DS	27DS	25DS	24DS	27DS	29DS	22DS	26DS	31ES	30DS	121
120	15BK	16BK	16CK	17CK	24CS	23CK	25CS	24DS	23CS	22DK	25DS	26DS	24CS	24DS	27DS	29DS	21DS	25DS	30DS	29DS	120
119	15AS	15BS	16CS	17CS	23CK	23CS	24CK	23DK	22CK	22DS	25DK	26DK	24CS	23DS	26DS	28DS	21DS	24DS	30DS	28DS	119
118	14AK	15BK	16CK	17CK	23CS	22CK	24CS	23DS	22CS	21DK	24DS	25DS	24CS	23DS	26DS	28DS	20DS	23DS	29DS	28DS	118
117	14AS	15BS	16CS	16CS	23CK	22CS	23CK	23DK	21CK	21DS	24DK	25DK	23CS	23DS	25DS	27DS	20DS	23DS	29DS	27DS	117
116	14AK	15BK	15CK	16CK	22CS	22CK	23CS	23DS	21CS	20DK	23DS	24DK	23CS	22DS	25DS	27DS	19DS	22DS	28DS	27DS	116
115	14AS	15AS	15BS	16CS	22CK	21CS	23CK	22DK	21CK	20CS	23DK	24DK	23CS	22DS	25DS	26DS	18DS	22DS	28DS	26DS	115
114	14AK	15AK	15BK	16CK	22CS	21CK	22CS	21CS	20CS	19CK	22CS	23DS	22CS	22DS	24DS	26DS	18DS	21DS	27DS	25DS	114
113	14AS	14AS	15BS	15CS	21CK	21CS	22CK	21CK	20CK	19CS	22CK	23DK	22CS	21DS	24DS	25DS	17DS	21DS	27DS	25DS	113
112	13AK	14AK	15BK	15CK	21CS	20CK	21CS	20CK	19CS	18CK	21CS	22DS	22CS	21DS	23DS	25DS	15DS	20DS	26DS	24DS	112
111	13	14AS	14BS	15CS	21CK	20CS	21CK	20CK	19CK	18CS	21CK	22CK	21CS	21CS	23DS	24DS	16DS	19DS	26DS	24DS	111
110	13	14AK	14BK	15CK	20BS	20CK	21CS	20CS	19CS	17CK	20CS	21CS	21CS	20CS	22CS	23DS	15CS	18CS	25DS	23DS	110
109	13	14S	14BS	14CS	20BK	19CS	20CK	19CK	18CK	16CK	19CS	20CS	20CS	19CS	22CS	23DS	14CS	18CS	24DS	22DS	109
108	13	13AK	14AK	14CK	20BS	19BK	20CS	19CS	18CS	16CS	19CK	20CS	20CS	19CS	22CS	23DS	14CS	17CS	24DS	22DS	108
107	13	13AS	13AS	14BS	19BK	19BS	19CK	18CK	18CK	16CS	19CK	20CK	20CK	19CS	21CS	23DS	14CS	17CS	24DS	21DS	107
106	12	13	13AK	13BK	19BS	18BK	19CS	18CS	17BS	15CK	18CK	19CS	20CS	19CS	21CS	22CS	13CS	17CS	23DS	21DS	106
105	12	13	13AS	13BS	19AK	18BS	19CK	18CK	17BK	15CS	18CK	19CK	19CK	18CS	20CS	22CS	12CS	16CS	22DS	20DS	105
104	12	13	13AK	13BK	18AS	18BK	18BS	17CS	16BS	14CK	17CK	18CK	19CS	18CK	20CS	21CS	12CS	15CS	22DS	20DS	104
103	12	12	12AS	12BS	17BK	17BS	18BK	17CK	16BK	14CS	17CK	18CK	19CK	18CS	19CS	21CS	12CS	15CS	22DS	19CS	103
102	12	12	12AK	12BK	17AS	17BK	17BS	16CS	16BS	14CK	16CS	17CS	18BS	17CK	19CK	20CK	11CK	14CK	21DS	18CS	102
101	12	12	12AS	12BS	17AK	17AS	17BK	16CK	15BK	13CS	16CK	17CK	18BK	17CS	19CS	20CS	10CS	13CS	21DS	18CS	101
100	12	12	12AK	12BK	17AS	16AK	17BS	15CS	15BS	13CK	15CS	16CS	18BS	17CK	18CK	19CK	10CK	13CK	20DS	17CS	100
99	11	12	11AS	12AS	17AK	16AS	17BS	15CK	14BK	12CS	15CK	16CK	17BK	16CS	18CS	19CS	9CS	13BS	20CS	17CK	99
98	11	11	11AK	11AK	17AK	16AK	16BS	15CS	14BS	12BK	14CS	15CS	17BS	16CK	17CK	18CK	9CK	12BK	20CS	16CS	98
97	11	11	11AS	11AS	16AK	15AS	15AK	14BK	14BK	11BS	14CK	15CK	17BK	16CS	17CS	18CS	8CS	12BS	19CS	16CK	97
96	11	11	11	11AK	16	15AK	15AS	14BS	13AS	11BK	13CS	15CS	16BS	15CK	16CK	17CK	8BK	11BK	19CS	15CS	96
95	11	11	10	10AS	16	15AS	15AK	13BK	13AK	10BS	13CK	14CK	16BK	15CS	16CS	17CS	7BS	10BS	18CS	14CK	95
94	11	11	10	10AK	15	14AK	14AS														



FLATL

Weight: 4-8 pounds

Fumble: 1-8

Type: Two-hand
Range: -
Length: 2½-4 feet

	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
150	21EK	23EK	25EK	27EK	28EK	28EK	31EK	31EK	29EK	31EK	33EK	35EK	34EK	34EK	39EK	42EK	36EK	39EK	42EK	44EK	150
149	21EK	23EK	25EK	27EK	28EK	28EK	31EK	31EK	29EK	31EK	33EK	35EK	34EK	34EK	39EK	42EK	36EK	39EK	42EK	44EK	149
148	21EK	23EK	25EK	27EK	28EK	28EK	31EK	31EK	29EK	31EK	33EK	35EK	34EK	34EK	39EK	42EK	36EK	39EK	42EK	44EK	148
147	21EK	23EK	25EK	27EK	28EK	28EK	31EK	31EK	29EK	31EK	33EK	35EK	34EK	34EK	39EK	42EK	36EK	39EK	42EK	44EK	147
146	21EK	23EK	25EK	26EK	27EK	27EK	30EK	30EK	28EK	30EK	34EK	34EK	33EK	33EK	38EK	41EK	35EK	38EK	41EK	43EK	146
145	21EK	23EK	24EK	26EK	27EK	27EK	30EK	30EK	28EK	30EK	34EK	34EK	33EK	33EK	37EK	40EK	34EK	37EK	40EK	42EK	145
144	21EK	22EK	24EK	26EK	27EK	27EK	30EK	30EK	28EK	29EK	33EK	33EK	33EK	33EK	37EK	40EK	34EK	37EK	40EK	41EK	144
143	20EK	22EK	24EK	26EK	27EK	27EK	29EK	29EK	27EK	29EK	33EK	33EK	32EK	32EK	37EK	39EK	33EK	36EK	40EK	41EK	143
142	20EK	22EK	24EK	25EK	26EK	26EK	29EK	29EK	27EK	29EK	32EK	32EK	32EK	32EK	36EK	39EK	33EK	36EK	39EK	40EK	142
141	20EK	22EK	23EK	25EK	26EK	26EK	29EK	29EK	27EK	28EK	32EK	32EK	32EK	32EK	36EK	39EK	32EK	35EK	39EK	40EK	141
140	20DK	22DK	23EK	25EK	26EK	26EK	28EK	28EK	27EK	28EK	32EK	32EK	31EK	31EK	35EK	38EK	32EK	35EK	38EK	39EK	140
139	20DK	21DK	23EK	25EK	26EK	26EK	28EK	28EK	26EK	28EK	31EK	31EK	31EK	31EK	35EK	38EK	31EK	34EK	38EK	39EK	139
138	20DK	21DK	23DK	24EK	25EK	25EK	28EK	28EK	26EK	27EK	31EK	31EK	31EK	30EK	34EK	37EK	31EK	34EK	37EK	38EK	138
137	19DK	21DK	22DK	24EK	25EK	25EK	27EK	27EK	26EK	27EK	31EK	30EK	30EK	30EK	34EK	36EK	30EK	33EK	37EK	37EK	137
136	19DK	21DK	22DK	24EK	25DK	25DK	27EK	27EK	25EK	26EK	30EK	30EK	30EK	30EK	34EK	36EK	30EK	33EK	37EK	37EK	136
135	19DK	21DK	22DK	24EK	25DK	24DK	27DK	27EK	25EK	26EK	30EK	30EK	30EK	30EK	34EK	36EK	30EK	32EK	36EK	37EK	135
134	19DK	20DK	22DK	23DK	24DK	24DK	26DK	26EK	25DK	26EK	29EK	29EK	29DK	29EK	33EK	35EK	29EK	32EK	36EK	36EK	134
133	19DK	20DK	21DK	23DK	24DK	24DK	26DK	26EK	25DK	26EK	29EK	29EK	29DK	29EK	33EK	35EK	29EK	31EK	35EK	36EK	133
132	19CK	20DK	21DK	23DK	24DK	24DK	26DK	26DK	24DK	25EK	29EK	29EK	29DK	29EK	32EK	35EK	28EK	31EK	35EK	35EK	132
131	18CK	20CK	21DK	22DK	24DK	24DK	26DK	25DK	24DK	25DK	28DK	28EK	29DK	28DK	32EK	34EK	28EK	30EK	35EK	35EK	131
130	18CK	20CK	21DK	22DK	23DK	23DK	25DK	25DK	24DK	24DK	28DK	28EK	28DK	28DK	31EK	34EK	27EK	30EK	34EK	34EK	130
129	18CK	19CK	21DK	22DK	23DK	23DK	25DK	25DK	23DK	24DK	27DK	27EK	28DK	28DK	31DK	33EK	27EK	29EK	34EK	34EK	129
128	18CK	19CK	20DK	22DK	23DK	23DK	25DK	24DK	23DK	24DK	27DK	27DK	28DK	27DK	31DK	33EK	26DK	29EK	33EK	33EK	128
127	18CK	19CK	20CK	21DK	23DK	23DK	24DK	24DK	23DK	23DK	27DK	27DK	27DK	27DK	30DK	32DK	26DK	28EK	33EK	33EK	127
126	18CK	19CK	20CK	21DK	22DK	22DK	24DK	24DK	22DK	23DK	26DK	26DK	27DK	27DK	30DK	32DK	25DK	28DK	32EK	32EK	126
125	17CK	19CK	20CK	21DK	22DK	22DK	24DK	24DK	22DK	23DK	26DK	26DK	27DK	27DK	30DK	32DK	25DK	28DK	32EK	32EK	125
124	17CK	18CK	19CK	20DK	22DK	22DK	23DK	23DK	21DK	22DK	26DK	26DK	27DK	27DK	31DK	33EK	24DK	27DK	32EK	31EK	124
123	17BK	18CK	19CK	20DK	22CK	21DK	23DK	23DK	21DK	22DK	25DK	25DK	26DK	26DK	29DK	31DK	24DK	27DK	31EK	31EK	123
122	17BK	18CK	19CK	20DK	21CK	21CK	23DK	22DK	21DK	21DK	25DK	25DK	26DK	25DK	28DK	30DK	23DK	26DK	31EK	30EK	122
121	17BK	18BK	19CK	20DK	21CK	21CK	22DK	22DK	21DK	21DK	24DK	24DK	25DK	25DK	28DK	30DK	23DK	26DK	30EK	30EK	121
120	17BK	18BK	18CK	19CK	21CK	20CK	22CK	22DK	21CK	21DK	24DK	24DK	25DK	25DK	27DK	29DK	23DK	25DK	30EK	29DK	120
119	16AK	17BK	18CK	19CK	21CK	20CK	22CK	21DK	20CK	20DK	24DK	23DK	25CK	24DK	27DK	29DK	22DK	25DK	29EK	29DK	119
118	16AK	17BK	18CK	19CK	20CK	20CK	21CK	21DK	20CK	20DK	23DK	23DK	24CK	24DK	26DK	28DK	22DK	24DK	29DK	28DK	118
117	16AP	17BK	18CK	19CK	20CK	20CK	21CK	21DK	20CK	20DK	23DK	23DK	24CK	24DK	26DK	28DK	21DK	24DK	29DK	28DK	117
116	16AK	17AK	17CK	18CK	20CK	19CK	21CK	21DK	19CK	19DK	22DK	22DK	24CK	23DK	26DK	27DK	21DK	23DK	28DK	27DK	116
115	16AP	17AK	17BK	18CK	20CK	19CK	21CK	20DK	19CK	19DK	22DK	22DK	24CK	23DK	25DK	27DK	20DK	23DK	28DK	27DK	115
114	16AK	16AP	17BK	18CK	19CK	19CK	20CK	20CK	19CK	19CK	22DK	22DK	23CK	23DK	25DK	27DK	20DK	22DK	27DK	26DK	114
113	15AP	16AK	17BK	17CK	19CK	19CK	20CK	19CK	18CK	18CK	21DK	21DK	22CK	22DK	24DK	26DK	19DK	22DK	27DK	26DK	113
112	15AK	16AP	16BK	17CK	19CK	18CK	20CK	19CK	18CK	18CK	21CK	21DK	23CK	22DK	24DK	26DK	19DK	21DK	27DK	25DK	112
111	15	16AK	16BK	17CK	19CK	18CK	19CK	19CK	18CK	18CK	21CK	20DK	22CK	22CK	24DK	25DK	18DK	21DK	26DK	25DK	111
110	15	16AP	16BK	17CK	18BK	18CK	19CK	18CK	17CK	17CK	20CK	20DK	22CK	21CK	23CK	25DK	18CK	20DK	26DK	24DK	110
109	15	15AK	16BK	17CK	18BK	18CK	19CK	18CK	17CK	17CK	20CK	20DK	22CK	21CK	23CK	24DK	17CP	20DK	25DK	24DK	109
108	15	15AP	16AK	16CK	18BK	17BK	18CK	18CK	17CK	16CK	19CK	19DK	21CK	21CK	22CK	24DK	17CK	19DK	25DK	23DK	108
107	14	15AK	15AK	16CK	18BK	17BK	18CK	17CK	17CK	16CK	19CK	19CK	21CK	20CK	22CK	23DK	17CP	19CP	24DK	23DK	107
106	14	15	15AP	16CK	17BP	17BK	18CK	17CK	16CK	16CK	19CK	18CK	21CK	20CK	22CK	23DK	16CK	18CK	24DK	22DK	106
105	14	15	15AK	15BK	17AK	16BK	17CK	17CK	16CK	15CK	18CK	18CK	20CK	20CK	21CK	23CK	16CP	18CP	24DK	22DK	105
104	14	14	15AP	15BK	17AP	16BK	17CK	16CK	16CK	15CK	18CK	18CK	20CP	19CK	21CK	22CK	15CK	17CK	23DK	21DK	104
103	14	14	14AK	15BK	17AK	16BK	17BK	16CK	16BP	15CK	17CK	17CK	20CK	19CK	20CK	22CK	15CP	17CP	23DK	21DK	103
102	14	14	14AP	14BK	16AP	16BK	16BK	16CK	15BK	14CK	17CK	17CK	19CP	19CK	20CK	21CK	14CK	17CK	22DK	20DK	102
101	13	14	14AP	14BK	16AK	15AK	16BK	15CK	15BK	14CK	17CK	16CK	19BK	18CP	19CK	20CK	14CP	16CK	22DK	20DK	101
100	13	14	14AP	14BK	16AP	15AK	16BK	15CK	15BK	14CK	16CK	16CK	19BK	18CP	19CK	20CK	13CK	16CK	22DK	19DK	100
99	13	13	13AK	14BK	15AP	15AK	16BK	15CK	14BK	13CK	16CK	16CK	19BK	18CP	19CK	20CK	13CP	15CP	21DK	19CK	99
98	13	13	13AP	13AP	15AP	15AK	15BP	14CK	14BK	13CP	16CK	15CK	18BP	17CK	18CP	20CP	12CK	15CK	21DK	18CP	98
97	13	13	13AK	13AK	15AK	14AP	15BK	14BK	14BK	13CK	15CK	15CK	18BK	17CP	18CK	19CK	12CP	14CP	20DK	18CK	97
96	13	13	13	13AP	15	14AK	15AP	14BK	13BK	12BP	15CK	15CK	18BP	17CK	18CP	19CP	11CK	14CK	20CK	17CP	96
95	12	13	12	13AK	14	14AP	14AK	13BK	13BP	12BK	14CP	14CK	17BK	16CP	17CK	18CK	11BP	13CP	19CP	17CK	95
94	12	12	12	12AP	14	14AK	14AP	13BK	13BK	11BP	14CK	14CK	17BP	16CK	17CP	18CP	10BK	13BK	19CP	16CP	94
93	12	12	12	12AK	14	13AP	14AK	13BK	13AP	11BK	14CP	13CK	17BK	16CP	16CK	17CK	10BP	12BP	19CP	16CK	93
92	12	12	12	12AP	14	13AK	13AP	12BK	12AK	11BP	13CK	13CK	16BP	15CK	16CP	17CP	10BK	12BK	18CK	15CP	92
91	12	12	11	12AK	13	13AK	12BK	12AP	10BK	11BP	13CK	13CK	16BK	15BP	15BK	16CK	9AP	11BP	18CP	15CK	91
90	12	12	11	11AP	13	13AP	12BK	12AK	10BK	11BP	12CK	12CP	16BP	15BK	15BK	16CK	9AK	10BK	17CK	14CP	90
89	11	11	11	11AK	12	12AK	11BK	11AP	10BK	11BP	12CK	12CK	15BK	14BP	15BK	16BK	8AP	10BP	17CK	14CK	89
88	11	11	11	11AP	12	12	12AP	11AP	11AK	9BP	12BK	11CP	15BP	14BK	14BP	15BP	8AK	10AK	16CK	13CP	88
87	11	11	11	11OAK	12	12	12AK	11AK	11AP	9BK	11BP	11CK	15AK	14BP	14BK	15BK	7AS	9AP	16CK	13BK	87
86	11	11	10	10	12	11	11	10AP	11AK	9AP	11BP	11BP	14AP	13BK	13BP	14BP	7	9AK	16CK	12BK	86
85	11	11	10	10	12	11	11	10AK	10AP	8AK	11BP	11BK	14AK	13BP	13BK	14BK	6	8AP	15CK	12BP	85
84	11	10	10	10	12	11	11	10AP	10AK	8AP	10BK	10BP	14AP	13BK	13BP	13BP	6	8AK			

8.63



WAR MATTOCK

Type: Two-hand

Weight: 4-8 pounds

Range: 3½-5 feet

Fumble: 1-6

	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
150	23EK	25EK	27EK	29EK	30EK	30EK	33EK	33EK	30EK	32EK	36EK	36EK	33EK	33EK	38EK	41EK	34EK	37EK	40EK	42EK	150
149	23EK	25EK	27EK	29EK	30EK	30EK	33EK	33EK	30EK	32EK	36EK	36EK	33EK	33EK	38EK	41EK	34EK	37EK	40EK	42EK	149
148	23EK	25EK	27EK	29EK	30EK	30EK	33EK	33EK	30EK	32EK	36EK	36EK	33EK	33EK	38EK	41EK	34EK	37EK	40EK	42EK	148
147	23EK	25EK	27EK	28EK	30EK	29EK	32EK	32EK	29EK	31EK	35EK	35EK	32EK	32EK	37EK	40EK	33EK	36EK	39EK	41EK	147
146	22EK	24EK	26EK	28EK	29EK	29EK	32EK	31EK	29EK	30EK	34EK	34EK	32EK	32EK	36EK	39EK	32EK	35EK	38EK	40EK	146
145	22EK	24EK	26EK	27EK	29EK	28EK	31EK	31EK	28EK	30EK	34EK	34EK	31EK	31EK	36EK	39EK	31EK	34EK	38EK	39EK	145
144	22EK	24EK	26EK	27EK	28EK	28EK	31EK	31EK	28EK	29EK	33EK	33EK	31EK	31EK	36EK	38EK	31EK	34EK	38EK	39EK	144
143	22EK	24EK	25EK	27EK	28EK	28EK	30EK	30EK	28EK	29EK	33EK	33EK	31EK	31EK	35EK	38EK	30EK	33EK	37EK	38EK	143
142	22EK	24EK	25EK	26EK	28EK	27EK	30EK	30EK	27EK	29EK	32EK	33EK	30EK	30EK	35EK	37EK	30EK	33EK	37EK	38EK	142
141	22EK	23EK	25EK	26EK	28EK	27EK	30EK	30EK	27EK	29EK	32EK	33EK	30EK	30EK	35EK	37EK	30EK	33EK	37EK	38EK	141
140	21EK	23EK	25EK	26EK	27EK	27EK	30EK	29EK	27EK	28EK	32EK	32EK	30EK	30EK	34EK	37EK	29EK	32EK	36EK	37EK	140
139	21DK	23DK	24EK	26EK	27EK	27EK	29EK	29EK	26EK	28EK	31EK	32EK	30EK	30EK	34EK	36EK	29EK	32EK	36EK	37EK	139
138	21DK	23DK	24EK	25EK	27EK	26EK	29EK	29EK	26EK	27EK	31EK	31EK	29EK	29EK	33EK	36EK	28EK	31EK	35EK	36EK	138
137	21DK	22DK	24EK	25EK	26EK	26EK	28EK	28EK	26DK	27EK	31EK	31EK	29EK	29EK	33EK	35EK	28EK	31EK	35EK	36EK	137
136	21DK	22DK	23DK	25EK	26EK	26EK	28EK	28EK	25DK	26EK	30EK	30EK	29EK	28EK	33EK	35EK	27EK	30EK	35EK	35EK	136
135	20DK	22DK	23DK	24EK	26DK	25DK	28DK	27EK	25DK	26EK	30EK	30EK	28EK	28EK	32EK	35EK	27EK	30EK	34EK	35EK	135
134	20DK	22DK	23DK	24EK	25DK	25DK	27DK	27EK	25DK	26DK	29DK	29EK	28DK	28EK	32EK	34EK	26EK	29EK	34EK	34EK	134
133	20DK	21DK	22DK	24DK	25DK	25DK	27DK	26EK	24DK	25DK	29DK	29EK	28DK	27EK	31EK	34EK	26EK	29EK	33EK	33EK	133
132	20DK	21DK	22DK	23DK	25DK	24DK	26DK	26EK	24DK	25DK	28DK	29DK	27DK	27EK	31EK	33EK	25EK	28EK	33EK	33EK	132
131	20DK	21DK	22DK	23DK	25DK	24DK	26DK	26EK	24DK	24DK	28DK	28DK	27DK	27DK	30EK	33EK	25EK	28EK	32EK	33EK	131
130	19CK	21DK	22DK	23DK	24DK	24DK	26DK	25DK	23DK	24DK	27DK	28DK	27DK	26DK	30DK	32EK	24EK	27EK	32EK	32EK	130
129	19CK	20CK	21DK	22DK	24DK	23DK	25DK	25DK	23DK	23DK	27DK	27DK	26DK	26DK	30DK	32DK	24DK	27EK	32EK	32EK	129
128	19CK	20CK	21DK	22DK	24DK	23DK	25DK	24DK	22DK	23DK	26DK	27DK	26DK	26DK	29DK	31DK	23DK	26DK	31EK	31EK	128
127	19CK	20CK	21DK	22DK	23DK	23DK	25DK	24DK	22DK	22DK	26DK	26DK	25DK	25DK	29DK	31DK	23DK	26DK	31EK	30EK	127
126	19CK	20CK	20DK	21DK	23DK	22DK	24DK	24DK	21DK	22DK	25DK	25DK	22CK	21DK	24DK	26DK	20DK	25DK	30EK	30EK	126
125	18CK	19CK	20DK	21DK	23DK	22DK	24DK	23DK	21DK	22DK	25DK	25DK	22CK	21DK	24DK	26DK	20DK	25DK	30EK	29EK	125
124	18CK	19CK	20CK	21DK	22DK	22DK	23DK	23DK	21CK	21DK	25DK	25DK	24DK	24DK	27DK	29DK	21DK	24DK	29EK	29EK	124
123	18CK	19CK	19CK	20DK	22DK	21DK	23DK	22DK	20CK	21DK	24DK	25DK	24DK	24DK	27DK	29DK	21DK	24DK	29EK	28EK	123
122	18CK	19CK	19CK	20DK	22DK	21DK	23DK	22DK	20CK	20DK	24DK	24DK	24DK	23DK	27DK	29DK	20DK	24DK	29EK	28DK	122
121	18CK	18CK	19CK	20DK	21CK	21DK	22DK	21DK	20CK	20DK	23DK	24DK	23DK	23DK	26DK	28DK	20DK	23DK	28DK	27DK	121
120	17CK	18CK	19CK	19DK	21CK	20CK	22CK	21DK	19CK	19CK	23DK	23DK	23CK	23DK	26DK	28DK	19DK	22DK	28DK	27DK	120
119	17BK	18CK	18CK	19DK	21CK	20CK	21CK	21DK	19CK	19CK	22DK	23DK	23CK	22DK	25DK	27DK	19DK	22DK	27DK	26DK	119
118	17BK	18BK	18CK	19DK	20CK	20CK	21CK	20DK	18CK	19CK	22DK	22DK	22CK	22DK	25DK	27DK	18DK	21DK	27DK	26DK	118
117	17BK	17BK	18CK	18CK	20CK	19CK	21CK	20DK	18CK	18CK	21CK	22DK	22CK	22DK	24DK	26DK	18DK	21DK	26DK	25DK	117
116	16AK	17BK	17CK	18CK	19CK	19CK	20CK	19DK	17CK	17CK	20CK	21DK	21CK	21DK	24DK	25DK	17DK	20DK	26DK	25DK	116
115	16AK	17BK	17CK	17CK	19CK	18CK	19CK	19DK	17CK	17CK	20CK	21CK	21CK	20DK	23DK	25DK	16DK	19DK	25DK	24DK	115
114	16AK	16BK	16CK	17CK	19CK	18CK	19CK	18DK	16CK	16CK	19CK	20CK	21CK	20DK	23DK	24DK	16DK	19DK	25DK	23DK	114
113	16AK	16AK	16CK	17CK	19CK	18CK	19CK	18CK	16CK	16CK	19CK	20CK	20CK	20DK	22DK	24DK	15CK	18DK	24DK	23DK	113
112	15AK	16AK	16CK	16CK	18CK	17CK	18CK	17CK	16CK	16CK	19CK	19CK	20CK	19CK	22CK	23DK	15CK	18CK	24DK	22DK	112
111	15AK	16AK	16BK	16CK	18CK	17CK	18CK	17CK	16CK	15CK	18CK	18CK	19CK	19CK	21CK	23CK	14CK	17CK	23DK	22DK	110
110	15AK	15AK	15BK	15CK	18CK	17CK	17CK	16CK	15CK	15CK	18CK	18CK	19CK	19CK	21CK	23CK	14CK	17CK	23DK	21DK	109
109	15AK	15AK	15BK	15CK	17BK	16CK	17CK	16CK	15CK	14CK	17CK	18CK	19CK	18CK	21CK	22CK	13CK	16CK	23DK	21DK	108
108	15AK	15AK	15BK	15CK	17BK	16CK	17CK	16CK	14BK	14CK	17CK	18CK	18CK	18CK	20CK	22CK	13CK	16CK	22DK	20DK	107
107	14	15AK	14BK	14CK	17BK	16BK	16CK	15CK	14BK	15CK	16CK	17CK	18CK	18CK	20CK	21CK	12CK	15CK	22DK	19DK	106
106	14	14AK	14BK	14CK	16BK	15BK	16CK	15CK	14BK	15CK	16CK	17CK	18CK	18CK	20CK	21CK	12CK	15CK	22DK	19DK	105
105	14	14BK	14BK	14CK	16BK	15BK	16CK	15CK	14BK	15CK	16CK	17CK	18CK	18CK	20CK	21CK	11CK	14CK	21DK	18DK	104
104	14	14AK	13BK	13CK	16AK	15BK	15CK	14CK	13BK	12CK	15CK	16CK	17CK	16CK	19CK	20CK	11CK	14CK	20DK	18CK	103
103	14	14AK	13AK	13BK	15AK	14BK	15BK	14CK	13BK	12BK	14CK	15CK	16CK	16CK	18CK	19CK	10CK	13CK	20DK	17CK	102
102	14	14AK	13AK	13BK	15AK	14BK	15BK	14CK	13BK	12BK	14CK	15CK	16BK	16CK	18CK	19CK	10CK	13CK	20CK	17CK	101
101	13	13	13AK	13BK	15AK	14BK	14BK	13CK	12BK	11BK	14CK	15CK	16BK	16CK	18CK	19CK	9CK	12CK	19CK	16CK	100
99	13	13	12AK	12BK	14AK	13AK	14BK	12CK	11BK	10BK	13CK	14CK	16BK	15CK	17CK	18CK	9CK	12BK	19CK	16CK	99
98	13	13	12AK	12BK	14AK	13AK	13BK	12CK	11BK	10BK	13CK	14CK	15BK	15CK	16CK	17CK	8CK	11BK	18CK	15CK	98
97	13	12	12AK	11BK	14AK	13AK	13BK	11CK	11BK	9BK	12BK	13CK	15BK	14CK	16CK	17CK	8BK	11BK	18CK	15CK	97
96	12	12	11AK	11BK	13AK	12AK	12BK	11CK	10BK	9BK	12BK	13CK	15BK	14CK	16CK	17CK	7BK	10BK	17CK	14CK	96
95	12	12	11AK	11BK	13AK	12AK	12AK	11CK	10AK	9BK	11BK	12BK	14BK	14CK	15CK	16BK	7BK	10BK	17CK	14CK	95
94	12	12	11AK	10AK	13	12AK	12AK	10BK	10AK	8BK	11BK	12BK	14BK	13CK	15BK	16BK	6BK	9BK	17CK	13CK	94
93	12	11	10AK	10AK	13	11AK	11AK	10BK	9AK	8BK	10BK	11BK	14BK	13CK	14BK	15BK	6AK	9AK	16CK	13CK	93
92	12	11	10AK	10AK	12	11AK	11AK	9BK	9AK	7BK	10BK	11BK	13BK	12CK	14BK	15BK	5AK	8AK	16CK	12BK	92
91	11	11	9AK	9AK	12	11AK	10AK	9BK	8AK	7AK	9BK	10BK	13BK	12BK	13BK	14BK	5AK	8AK	15CK	12BK	91
90	11	11	10	9AK	12	10AK	10AK	9BK	8AK	6AK	9BK	10BK	13BK	12BK	13BK	14BK	4AK	7AK	15CK	11BK	90
89	11	10	9	9AK	11	10	10AK	8BK	8AK	6AK	8BK	9BK	12BK	11BK	13BK	13BK	4	7	14CK	11BK	89
88	11	10	9	8AK	11	10	9AK	8BK	7AK	6AK	8BK	9BK	12BK	11BK	12BK	13BK	0	0	14CK	10AK	88
87	11	10	9	8AK	11	9	9AK	7BK	7AK	5AK	8BK	9BK	11AK	11BK	12BK	12BK	0	0	14BK	10AK	87
86	10	10	8	8AK	10	9	9AK	7BK	7AK	5AK	7AK	8BK	11AK	10BK	11BK	12BK	0	0	13BK	9	86
85	10	9	8	7AK	10	9	8AK	6AK	6AK	4AK	7AK	8BK	11AK	10BK	11BK	11BK	0	0	13BK	0	85
84	10	9	8	7AK	10	8	8	6AK	6	4AK	6AK	7BK	10AK	10BK	10BK	11BK	0	0	12BK	0	84
83	10	9	7	7AK	9	8	7	5AK	5	3AK	6AK	7AK	10AK	9BK	10BK	11BK	0	0	12BK	0	83
82	10	9	7	6AK	9	8	7	5AK	5	3	5										

	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
150	11CK	13CK	15CK	17CK	18CK	18CK	21CK	21CK	20CK	22CK	26CK	26CK	28CK	28CK	33CK	36CK	30CK	33CK	36CK	38CK	150
149	11CK	13CK	15CK	17CK	18CK	18CK	21CK	21CK	20CK	22CK	26CK	26CK	28CK	28CK	33CK	36CK	30CK	33CK	36CK	38CK	149
148	11CK	13CK	15CK	17CK	18CK	18CK	21CK	21CK	20CK	22CK	26CK	26CK	28CK	28CK	33CK	36CK	30CK	33CK	36CK	38CK	148
147	11CK	13CK	15CK	17CK	18CK	18CK	21CK	21CK	20CK	22CK	26CK	26CK	28CK	28CK	33CK	36CK	30CK	33CK	36CK	38CK	147
146	11CK	13CK	15CK	17CK	18CK	18CK	21CK	21CK	20CK	22CK	26CK	26CK	28CK	28CK	33CK	36CK	30CK	33CK	36CK	38CK	146
145	11CK	13CK	15CK	17CK	18CK	18CK	21CK	21CK	20CK	22CK	26CK	26CK	28CK	28CK	33CK	36CK	30CK	33CK	36CK	38CK	145
144	11CK	13CK	15CK	17CK	18CK	18CK	21CK	21CK	20CK	22CK	26CK	26CK	28CK	28CK	33CK	36CK	30CK	33CK	36CK	38CK	144
143	11CK	13CK	15CK	17CK	18CK	18CK	21CK	21CK	20CK	22CK	26CK	26CK	28CK	28CK	33CK	36CK	30CK	33CK	36CK	38CK	143
142	11CK	13CK	15CK	17CK	18CK	18CK	21CK	21CK	20CK	22CK	26CK	26CK	28CK	28CK	33CK	36CK	30CK	33CK	36CK	38CK	142
141	11CK	13CK	15CK	17CK	18CK	18CK	21CK	21CK	20CK	22CK	26CK	26CK	28CK	28CK	33CK	36CK	30CK	33CK	36CK	38CK	141
140	11CK	13CK	15CK	17CK	18CK	18CK	21CK	21CK	20CK	22CK	26CK	26CK	28CK	28CK	33CK	36CK	30CK	33CK	36CK	38CK	140
139	11	12AK	14BK	16CK	17BK	17BK	20CK	19CK	19CK	20CK	24CK	24CK	26DK	26DK	31DK	33DK	27DK	30DK	33EK	35EK	139
138	11	12AK	14BK	16CK	17BK	17BK	20CK	19CK	19CK	20CK	24CK	24CK	26DK	26DK	31DK	33DK	27DK	30DK	33EK	35EK	138
137	10	12AK	14BK	16CK	17BK	17BK	20CK	19CK	18CK	20CK	23CK	23DK	26CK	26DK	30DK	32DK	27CK	29DK	33EK	34EK	137
136	10	12AK	14BK	16CK	17BK	17BK	20CK	19CK	18CK	20CK	23CK	23DK	26CK	26DK	30DK	32DK	27CK	29DK	33EK	34EK	136
135	10	12AK	14BK	16CK	17BK	17BK	20CK	19CK	18CK	20CK	23CK	23DK	26CK	26DK	30DK	32DK	27CK	29DK	33EK	34EK	135
134	10	12	14AK	15BK	16AK	16BK	18BK	18CK	18CK	19CK	22CK	22CK	25CK	25DK	29DK	31DK	26CK	29DK	32DK	33DK	134
133	10	12	14AK	15BK	16AK	16BK	18BK	18CK	18CK	19CK	22CK	22CK	25CK	25DK	29DK	31DK	26CK	29DK	32DK	33DK	133
132	10	12	14AK	15BK	16AK	16BK	18BK	18CK	18CK	19CK	22CK	22CK	25CK	25DK	29DK	31DK	26CK	29DK	32DK	33DK	132
131	10	12	14AK	15BK	16AK	16BK	18BK	18CK	18CK	19CK	22CK	22CK	25CK	25DK	29DK	31DK	26CK	29DK	32DK	33DK	131
130	10	12	14AK	15BK	16AK	16BK	18BK	18CK	18CK	19CK	22CK	22CK	25CK	25DK	29DK	31DK	26CK	29DK	32DK	33DK	130
129	10	11	13AK	14BK	15AK	15AK	18BK	18BK	17BK	18BK	21CK	21CK	24CK	24CK	28CK	30DK	25CK	27CK	31DK	32DK	129
128	10	11	13AK	14BK	15AK	15AK	18BK	18BK	17BK	18BK	21CK	21CK	24CK	24CK	28CK	30DK	25CK	27CK	31DK	32DK	128
127	10	11	13AK	14BK	15AK	15AK	18BK	18BK	17BK	18BK	21CK	21CK	24CK	24CK	28CK	30DK	25CK	27CK	31DK	32DK	127
126	10	11	13AK	14BK	15AK	15AK	18BK	18BK	17BK	18BK	21CK	21CK	24CK	24CK	28CK	30DK	25CK	27CK	31DK	32DK	126
125	9	11	12AK	14BK	15AK	15AK	18BK	18BK	17BK	18BK	21CK	21CK	24CK	24CK	28CK	30DK	25CK	27CK	31DK	32DK	125
124	9	11	12AK	14BK	15AK	15AK	18BK	18BK	17BK	18BK	21CK	21CK	24CK	24CK	28CK	30DK	25CK	27CK	31DK	32DK	124
123	9	11	12AK	14BK	15AK	15AK	18BK	18BK	17BK	18BK	21CK	21CK	24CK	24CK	28CK	30DK	25CK	27CK	31DK	32DK	123
122	9	11	12AK	14BK	15AK	15AK	18BK	18BK	17BK	18BK	21CK	21CK	24CK	24CK	28CK	30DK	25CK	27CK	31DK	32DK	122
121	9	11	12AK	14BK	15AK	15AK	18BK	18BK	17BK	18BK	21CK	21CK	24CK	24CK	28CK	30DK	25CK	27CK	31DK	32DK	121
120	9	11	12AK	14BK	15AK	15AK	18BK	18BK	17BK	18BK	21CK	21CK	24CK	24CK	28CK	30DK	25CK	27CK	31DK	32DK	120
119	9	10	12	13AK	14	14AK	16AK	16BK	15AK	16BK	19BK	19CK	22BK	22CK	25CK	27CK	21AK	24BK	28CK	28CK	119
118	9	10	12	13AK	14	14AK	16AK	16BK	15AK	16BK	19BK	19CK	22BK	22CK	25CK	27CK	21AK	24BK	28CK	28CK	118
117	9	10	11	13AK	14	14AK	16AK	16BK	15AK	16BK	19BK	18BK	22BK	21BK	25BK	26CK	21AK	23BK	27CK	27BK	117
116	9	10	11	13AK	14	13	15AK	15AK	15AK	15BK	18BK	18BK	21BK	21BK	24BK	26CK	21AK	23BK	27CK	27BK	116
115	9	10	11	12AK	13	13	15AK	15AK	15AK	15BK	18BK	18BK	21BK	21BK	24BK	26CK	20AK	23BK	26CK	27BK	115
114	9	10	11	12	13	13	15AK	15AK	14AK	15AK	18BK	18BK	21BK	21BK	24BK	25BK	20AK	22AK	26CK	26BK	114
113	8	10	11	12	13	13	15AK	14AK	14AK	15AK	18BK	17BK	21BK	21BK	23BK	25BK	20AK	22AK	26CK	26BK	113
112	8	10	11	12	13	13	15AK	14AK	14AK	15AK	18BK	17BK	21AK	20BK	23BK	25BK	19AK	22AK	26CK	26BK	112
111	8	10	11	12	13	14	14AK	14AK	14AK	17AK	17BK	20AK	20BK	23BK	24BK	19AK	21AK	25BK	25BK	111	
110	8	10	11	12	13	14	14AK	14AK	14AK	17AK	17BK	20AK	20BK	23BK	24BK	19AK	21AK	25BK	25BK	110	
109	8	9	10	11	12	13	14	14AK	13AK	14AK	17AK	16BK	20AK	20BK	23BK	24BK	19AK	21AK	25BK	25AK	109
108	8	9	10	11	12	12	14	14AK	13AK	14AK	17AK	16BK	20AK	19BK	22BK	23BK	18	21AK	24BK	24AK	108
107	8	9	10	11	12	12	14	13AK	13AK	14AK	16AK	16BK	20AK	19BK	22BK	23BK	18	20AK	24BK	24AK	107
106	8	9	10	11	12	12	14	13AK	13	13AK	16AK	16BK	19AK	19BK	22BK	23BK	18	20AK	24BK	24AK	106
105	8	9	10	11	12	12	13	13AK	13	13AK	16AK	15BK	19AK	19BK	21BK	22BK	17	20AK	24BK	23AK	105
104	8	9	10	11	12	12	13	13AK	13	13AK	16AK	15BK	19AK	19AK	21BK	22BK	17	19	23BK	23AK	104
103	8	9	10	11	12	12	13	13AK	12	13AK	15AK	15BK	19AK	18AK	21BK	22BK	17	19	23BK	22AK	103
102	8	9	10	10	12	11	13	12AK	12	13AK	15AK	15AK	19AK	18AK	21AK	22BK	16	19	23BK	22AK	102
101	7	9	9	10	11	11	13	12	12	12	15AK	14AK	18AK	18AK	20AK	21BK	16	18	22AK	21AK	101
100	7	9	9	10	11	11	12	12	12	12	15AK	14AK	18AK	18AK	20AK	21BK	16	18	22AK	21AK	100
99	7	8	9	10	11	11	12	12	12	12	14AK	14AK	18AK	17AK	19AK	20AK	15	17	22AK	21	99
98	7	8	9	10	11	11	12	11	11	11	14AK	13AK	18AK	17AK	19AK	20AK	15	17	21AK	20	98
97	7	8	9	10	11	11	12	11	11	11	14	13AK	17	17AK	19AK	20AK	15	17	21AK	20	97
96	7	8	9	10	11	10	12	11	11	11	14	13AK	17	17AK	19AK	20AK	14	17	21AK	20	96
95	7	8	9	9	10	10	12	11	11	11	14	13AK	17	17AK	19AK	20AK	14	17	21AK	20	95
94	7	8	9	9	10	10	11	11	11	11	13	13AK	17	16AK	18AK	19AK	14	16	20AK	19	94
93	7	8	8	9	10	10	11	11	11	11	13	12AK	17	16AK	18AK	19AK	14	16	20AK	19	93
92	7	8	8	9	10	10	11	11	11	10	13	12AK	17	16AK	18AK	18AK	14	16	20AK	19	92
91	7	8	8	9	10	10	11	10	10	10	13	12AK	16	16	18AK	18AK	13	15	20AK	18	91
90	7	8	8	9	10	10	11	10	10	10	12	12AK	16	16	17AK	18AK	13	15	19AK	18	90
89	6	7	8	9	10	10	10	10	10	10	12	11AK	16	15	17AK	18AK	13	15	19	18	89
88	6	7	8	9	10	10	10	10	10	10	12	11AK	16	15	17AK	18AK	13	15	19	18	88
87	6	7	8	9	9	9	10	10	10	9	12	11AK	15	15	16AK	17AK	12	14	18	17	87
86	6	7	8	8	9	9	10	9	10	9	11	15	15	16	17AK	12	14	18	17	86	
85	6	7	8	9	9	9	10	9	9	9	10	15	14	16	16AK	12	13	18	16	85	
84	6	7	8	9	9	9	10	9	9	9	11	10	15	14	16	16AK	11	13	18	16	84
83	6	7	8	9	9	9	9	9	9	9	10	15	14	15	16AK	11	13	17	16	83	
82	6	7	8	9	8	9	9	9	8	10	10	14	14	15	15AK	11	13	17	15	82	
81	6	7	8	9	8	9	8	9	8	10	9	14	14	15	15	10	12	17	15	81	
80	6	7	7	7	8	8	9	8	9	8	10	9	14	13	15	15	10	12	16	15	80
79	6	6	7	7	8	8	9	8	8	8	10	9	14</								

8.65



Two-Hand Sword

Weight: 5-12 pounds
Fumble: 1-5

Type: Two-hand
Range: -
Length: 3½-6½ feet

	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
150	18EK	20EK	22EK	24EK	30EK	30EK	33EK	33EK	34ES	36ES	40ES	40ES	38ES	38ES	43ES	46ES	40ES	43ES	46ES	48ES	150
149	18EK	20EK	22EK	24EK	30EK	30EK	33EK	33EK	34ES	36ES	40ES	40ES	38ES	38ES	43ES	46ES	40ES	43ES	46ES	48ES	149
148	18EK	20EK	22EK	24EK	30EK	30EK	33EK	33EK	34ES	36ES	39ES	40ES	38ES	38ES	43ES	46ES	39ES	42ES	46ES	47ES	148
147	18EK	20EK	22EK	24EK	30EK	30EK	32EK	32EK	33ES	35ES	39ES	39ES	37ES	37ES	42ES	45ES	39ES	42ES	45ES	47ES	147
146	18EK	20EK	22EK	23EK	29EK	29EK	32EK	32EK	33ES	35ES	38ES	39ES	37ES	37ES	42ES	45ES	38ES	41ES	45ES	46ES	146
145	18EK	20EK	21EK	23EK	29EK	29EK	32EK	32EK	33ES	34ES	38ES	38ES	37ES	37ES	41ES	44ES	38ES	41ES	44ES	46ES	145
144	18EK	19EK	21EK	23EK	29EK	29EK	31EK	31EK	32ES	34ES	37ES	38ES	36ES	36ES	41ES	44ES	37ES	40ES	44ES	45ES	144
143	17EK	19EK	21EK	23EK	28EK	28EK	31EK	31EK	32ES	33ES	37ES	37ES	36ES	36ES	40ES	43ES	37ES	40ES	43ES	44ES	143
142	17DK	19EK	21EK	22EK	28EK	28EK	31EK	30EK	31ES	33ES	36ES	37ES	36ES	36ES	40ES	43ES	36ES	39ES	43ES	44ES	142
141	17DK	19DK	20EK	22EK	27EK	27EK	30EK	30EK	31ES	32ES	35ES	36ES	35ES	35ES	39ES	42ES	35ES	38ES	42ES	43ES	141
140	17DK	19DK	20EK	22EK	27EK	27EK	30EK	30EK	31ES	32ES	35ES	36ES	35ES	35ES	39ES	42ES	35ES	38ES	41ES	42ES	140
139	17DK	18DK	20DK	22EK	27ES	27EK	29EK	29EK	30ES	31ES	34ES	35ES	34ES	34ES	38ES	41ES	34ES	37ES	41ES	42ES	139
138	17DK	18DK	20DK	21EK	27DK	27ES	29EK	29EK	30ES	31ES	34ES	35ES	34ES	34ES	38ES	41ES	34ES	37ES	41ES	42ES	138
137	17DK	18DK	19DK	21EK	27DS	26DK	29DS	28EK	29ES	30ES	34ES	34ES	34ES	33ES	38ES	40ES	33ES	36ES	40ES	41ES	137
136	16DK	18DK	19DK	21DK	26DK	26DS	28DK	28EK	29ES	30ES	33ES	34ES	33ES	33ES	37ES	40ES	32ES	36ES	40ES	40ES	136
135	16CK	18DK	19DK	20DK	26DS	26DK	28DS	28ES	29DS	29ES	33ES	33ES	33ES	33ES	37ES	39ES	32ES	35ES	39ES	40ES	135
134	16CS	17CK	19DK	20DK	26DK	25DS	28DK	27DK	28DK	29ES	32ES	33ES	33ES	32ES	36ES	39ES	32ES	35ES	39ES	39ES	134
133	16CK	17CS	19DK	20DK	25DS	25DK	27DS	27DS	28DS	28ES	32ES	32ES	32ES	32ES	36ES	38ES	31ES	34ES	38ES	39ES	133
132	16CS	17CK	18DK	20DK	25DK	25DS	27DK	26DK	27DS	28ES	31DS	32ES	32DS	31ES	35ES	38ES	30ES	34ES	38ES	38ES	132
131	16CK	17CS	18DK	19DK	25DS	24DK	26DS	26DS	27DS	27DS	31DS	31ES	31DS	31ES	35ES	37ES	30ES	33ES	37ES	38ES	131
130	15CS	17CK	18DK	19DK	24DK	24DK	26DK	26DK	27DS	27DS	30DS	31DS	31DS	31ES	34ES	37ES	29ES	32ES	37ES	37ES	130
129	15CK	17CS	18CS	19DK	24DS	24DK	26DS	25DS	26DS	26DS	30DS	31DS	31DS	30DS	34ES	36ES	29ES	32ES	37ES	36ES	129
128	15CS	16CK	17CK	19DK	24DK	23DS	25DK	25DK	26DS	26DS	29DS	30DS	30DS	30DS	33ES	36ES	28ES	31ES	36ES	36ES	128
127	15BK	16CS	17CS	18DK	24DS	23DK	25DS	24DS	25DS	25DS	29DS	30DS	30DS	29DS	33DS	35ES	28DS	31ES	36ES	35ES	127
126	15BK	16CK	17CK	18DK	23CK	23DS	25DK	24DK	25DS	25DS	28DS	29DS	30DS	29DS	32DS	35DS	27DS	30DS	35ES	35ES	126
125	15BK	16BS	17CS	18DS	23CS	22DK	24DS	24DS	25DS	25DS	28DS	29DS	29DS	29DS	32DS	34DS	26DS	30DS	35ES	34ES	125
124	15BS	16BK	16CK	18DK	23CK	22CS	24CK	23DK	24DS	24DS	27DS	28DS	29DS	29DS	32DS	34DS	26DS	29DS	34ES	34ES	124
123	14AK	15BS	16CS	17DS	22CS	22CK	23CS	23DS	24DK	24DS	27DS	28DS	28DS	28DS	31DS	33DS	25DS	29DS	34ES	33ES	123
122	14AS	15BK	16CK	17CK	22CK	22CS	23CS	22DK	23CS	23DK	26DS	27DS	28DS	28DS	31DS	33DS	25DS	28DS	33ES	32ES	122
121	14AK	15BS	16CS	17CS	22CS	21CK	23CS	22DS	23CK	23DS	26DS	27DS	28DS	27DS	30DS	32DS	24DS	27DS	33ES	32ES	121
120	14AS	15BK	16CK	16CK	21CK	21CS	22CK	22DK	23CS	22DK	25DS	26DS	27DS	27DS	30DS	32DS	24DS	27DS	32ES	31DS	120
119	14AK	15AS	15CS	16CS	21CS	21CK	22CS	21DS	22CK	22DK	25DK	26DS	27DS	26DS	29DS	31DS	23DS	26DS	32ES	31DS	119
118	14AS	14AK	15BK	16CK	21CK	20CS	22CK	21DK	22CS	21DK	24DS	25DK	27DS	26DS	29DS	31DS	23DS	26DS	31DS	30DS	118
117	13AK	14AS	15BS	16CS	21CS	20CK	21CS	20CS	21CK	21DS	24DK	25DS	27DS	26DS	28DS	30DS	22DS	25DS	31DS	30DS	117
116	13AS	14AK	15BK	15CK	20CK	20CS	21CK	20CK	21CS	20DK	23DS	24DK	26CS	25DS	28DS	30DS	21DS	25DS	30DS	29DS	116
115	13AK	14AS	14BS	15CS	20CS	19CK	20CS	20CS	21CK	20DS	23DK	24DS	25CS	25DS	27DS	29DS	21DS	24DS	30DS	28DS	115
114	13	14AK	14BK	15CK	20BK	19CS	20CK	19CK	20CS	19CK	22CS	23DK	25CS	24DS	27DS	29DS	20DS	24DS	29DS	28DS	114
113	13	14AS	14BS	15CS	19BS	19CK	20CS	19CS	20CK	19CS	22CK	23DS	25CS	24DS	27DS	28DS	20DS	23DS	29DS	27DS	113
112	13	13AK	14BK	14CK	19BK	19CS	19CK	18CK	19CS	18CK	21CS	22DK	24CS	23DS	26DS	28DS	19DS	23DS	28DS	27DS	112
111	13	13AS	13AS	14CS	19BS	18BK	19CS	18CS	19CK	18CS	21CK	22DS	24CS	23DS	26DS	27DS	19DS	22DS	28DS	26DS	111
110	12	13AK	13AK	14CK	18BK	18BS	19CK	18CK	19CS	17CK	20CS	21CK	24CS	23DS	25DS	27DS	18DS	21DS	27DS	26DS	110
109	12	13AS	14BS	14CS	18BS	17BK	18CS	17CS	18CK	17CS	20CK	21CS	24CS	22DS	25DS	26DS	18DS	21DS	27DS	25DS	109
108	12	13	13AK	13BK	18AK	17BS	18BK	17CK	18CS	16CK	19CS	21CK	23CS	22CS	24DS	26DS	17CS	20DS	27DS	24DS	108
107	12	13	13AS	13BS	18AS	17BK	17BS	17CS	18CK	16CS	19CK	20CS	22CS	21CS	24DS	25DS	16CS	20CS	26DS	24DS	107
106	12	12	12AK	13BK	17AK	16BS	17BK	16CK	17CS	16CK	18CS	19CS	20CS	20CS	23CS	24DS	16CS	19CS	26DS	22DS	106
105	12	12	12AS	12BS	17AS	16BK	17BS	16CS	17CK	15CS	18CK	19CS	22CK	21CS	23CS	24DS	15CS	19CS	25DS	22DS	105
104	11	12	12AK	12BK	17AK	16AS	16BK	15CK	16BS	14CK	17CS	19CK	21CS	20CS	22CS	24CS	15CS	18CS	25DS	22DS	104
103	11	12	12AS	12BS	16AS	16AK	16BS	15CS	16BK	14CS	17CK	18CS	21CK	20CS	22CS	23CS	14CS	18CS	24DS	22DS	103
102	11	11	11AK	12BK	16AK	15AS	16BK	15CK	16BS	14CK	16CS	18CK	21CS	20CK	21CS	23CS	14CS	17CS	24DS	21DS	102
101	11	11	11AS	11AS	16AS	15AK	15BS	14BS	15BK	13CS	16CK	17CS	20CK	19CS	21CS	22CS	13CS	16CS	23DS	20DS	101
100	11	11	11AK	11AK	15AK	15AS	15AK	14BK	15BK	13CK	15CS	17CK	20CS	19CK	21CS	22CS	12CS	16CS	23DS	20DS	100
99	11	11	11	11AS	15	14AK	15AS	13BS	14BK	12CS	15CK	16CS	19CK	18CS	20CK	21CK	12CS	15CS	22DS	19CS	99
98	11	11	11	11AK	15	14AS	14AK	13BK	14BS	12CK	14CS	16CK	19CS	18CK	20CS	21CS	11CS	15CS	22DS	19CS	98
97	10	11	10	10AS	14	14AK	14AS	13BS	14BK	11CS	14CK	15CS	19BK	18CS	19CK	20CK	11CK	14CK	21DS	18CS	97
96	10	10	10	10AK	14	13AS	13AK	12BK	13BS	11BK	13CS	15CK	18BS	17CK	18CS	20CS	10CS	14CS	21CS	18CS	96
95	10	10	10	10AS	14	13AK	13AS	12BS	13BK	10BS	13CK	14CS	18BK	17CS	18CK	19CK	10CK	13CK	20CS	17CS	95
94	10	10	10	10AK	14	13	13AK	11BK	12AS	10BK	12BS	14CK	18BS	16CK	18CS	19CS	9CS	13BS	20CS	16CK	94
93	10	10	9	9AS	13	12	12AS	11BS	12AK	9BS	12BK	13CS	17BK	16CS	17CK	18CK	9CK	12BK	19CS	16CS	93
92	10	10	9	9AK	13	12	12AK	11AK	12AS	9BK	11BS	13CK	17BS	16CK	17CS	18CS	8BS	11BS	19CS	15CK	92
91	9	9	9	9AS	13	12	12AS	10AS	11AK	8BS	11BK	12CS	16BK	15CS	16CK	17CK	7BK	11BK	18CS	15CS	91
90	9	9	9	9AK	12	11	11AK	10AK	11AS	8BK	10BS	12BK	16BS	15CK	16CS	17CS	7BS	10BS	18CS	14CK	90
89	9	9	8	8	12	11	11	10AK	10AK	7BS	10BK	12BS	16BK	14CS	16CK	16BK	6BK	10AK	18CS	14CS	89
88	9	9	8	8	12	11	10	9AK	10AS	7BK	9BS	11BK	15BS	14CK	15BS	16BS	6AS	9AS	17CS	13CK	88
87	9	9	8	8	11	10	10	9AS	10AK	6BS	9BK	11BS	15BK	14BS	15BK	15BK	5AK	9AK	17CS	12BS	87
86	9	8	8	7	11	10	10	8AK	9AS	6AK	8BS	10BK	15BS	13BK	14BS	15BS	5AS	8AS	16CK	12BK	86
85	9	8	7	7	11	10	9	8AS	9AK	5AS	8BK	10BS	14AK	13BS	14BK	14BK	4AK	8AK	16CS	11BS	85
84	8	8	7	7	10	9	9	7AK	8	4AK	7AS	9BK	14AS	12BK	13BS	14BS	0	7	15CK	11AK	84
83	8	8	7	7	10	9	9	7AS	8	4AS	7AK	9									

	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
150	6EP	8EP	10EP	12EP	15EP	15EP	18EP	18EP	16EP	18EP	22EP	22EP	16EP	16EP	21EP	24EP	18EP	21EP	24EP	26EP	150
149	6EP	8EP	10EP	12EP	15EP	15EP	18EP	18EP	16EP	18EP	22EP	22EP	16EP	16EP	21EP	24EP	18EP	21EP	24EP	26EP	149
148	6DP	8DP	10EP	12EP	15EP	15EP	18EP	18EP	16EP	18EP	22EP	22EP	16EP	16EP	21EP	24EP	18EP	21EP	24EP	26EP	148
147	6DP	8DP	10EP	12EP	15EP	15EP	18EP	18EP	16EP	18EP	22EP	22EP	16EP	16EP	21EP	24EP	18EP	21EP	24EP	26EP	147
146	6CP	8CP	10DP	12EP	15EP	15EP	18EP	18EP	16EP	17EP	21EP	21EP	16EP	16EP	21EP	23EP	17EP	20EP	24EP	25EP	146
145	6CP	8CP	10DP	12EP	15EP	15EP	17EP	17EP	16EP	17EP	21EP	21EP	16EP	16EP	20EP	23EP	17EP	20EP	23EP	25EP	145
144	6CP	8CP	10DP	12EP	15EP	14EP	17EP	17EP	15EP	17EP	21EP	21EP	16EP	16EP	20EP	23EP	17EP	20EP	23EP	25EP	144
143	6BP	8CP	10DP	11DP	14DP	14DP	17EP	17EP	15DP	17EP	20EP	20EP	15EP	15EP	20EP	23EP	17EP	20EP	23EP	24EP	143
142	6BP	8BP	10CP	11DP	14DP	14DP	17DP	17EP	15DP	16EP	20EP	20EP	15EP	15EP	20EP	22EP	16EP	19EP	23EP	24EP	142
141	6BP	8BP	9CP	11DP	14DP	14DP	17DP	16EP	15DP	16EP	20EP	20EP	15EP	15EP	19EP	22EP	16EP	19EP	22EP	24EP	141
140	6AP	8BP	9CP	11DP	14DP	14DP	16DP	16EP	15DP	16DP	20DP	20EP	15DP	15EP	19EP	22EP	16EP	19EP	22EP	23EP	140
139	6AP	8BP	9CP	11DP	14DP	14DP	16DP	16DP	14DP	16DP	19DP	19EP	15DP	15EP	19EP	21EP	16EP	18EP	22EP	23EP	139
138	6AP	8AP	9CP	11DP	14DP	13DP	16DP	16DP	14DP	15DP	19DP	19EP	15DP	15DP	19EP	21EP	15EP	18EP	22EP	23EP	138
137	6AP	7AP	9CP	11DP	13DP	13DP	16DP	14DP	14DP	15DP	19DP	19EP	15DP	14DP	18EP	21EP	15DP	18EP	21EP	22EP	137
136	6AP	7AP	9BP	10DP	13CP	13DP	15DP	15DP	14DP	15DP	18DP	18DP	14DP	14DP	18DP	21EP	15DP	18EP	21EP	22EP	136
135	6AK	7AP	9BP	10CP	13CP	13CP	15DP	15DP	14CP	15DP	18DP	18DP	14DP	14DP	18DP	20EP	15DP	17EP	21EP	22EP	135
134	6	7AP	9BP	10CP	13CP	13CP	15DP	15DP	13CP	14DP	18DP	18DP	14DP	14DP	18DP	20EP	14DP	17DP	21EP	22EP	134
133	6	7AP	9BP	10CP	13CP	13CP	15DP	15DP	13CP	14DP	18DP	17DP	14DP	14DP	18DP	20DP	14DP	17DP	20EP	21EP	133
132	5	7AP	9BP	10CP	13CP	12CP	15CP	14DP	13CP	14DP	17DP	17DP	14DP	14DP	17DP	20DP	14DP	17DP	20EP	21EP	132
131	5	7AP	9BP	10CP	12CP	12CP	14CP	14DP	13CP	14DP	17DP	17DP	14DP	14DP	17DP	19DP	14DP	16DP	20EP	21EP	131
130	5	7AK	8BP	10CP	12CP	12CP	14CP	14DP	13CP	13DP	17DP	17DP	14CP	13DP	17DP	19DP	13DP	16DP	20EP	20EP	130
129	5	7	8AP	9CP	12BP	12CP	14CP	14DP	12CP	13CP	16DP	16DP	13CP	13DP	17DP	19DP	13DP	16DP	19EP	20EP	129
128	5	7	8AP	9BP	12BP	12CP	14CP	13DP	12CP	13CP	16DP	16DP	13CP	13DP	16DP	18DP	13DP	15DP	19EP	20EP	128
127	5	7	8AP	9BP	12BP	12BP	14CP	13CP	12CP	13CP	16CP	16DP	13CP	13DP	16DP	18DP	13DP	15DP	19EP	19DP	127
126	5	7	8AP	9BP	12BP	11BP	13CP	13CP	12CP	12CP	16CP	15DP	13CP	13DP	16DP	18DP	12DP	15DP	19DP	19DP	126
125	5	6	8AP	9BP	11AP	11BP	13CP	13CP	12CP	12CP	15CP	15DP	13CP	13DP	16DP	18DP	12CP	15DP	19DP	19DP	125
124	5	6	8AP	9BP	11AP	11BP	13CP	12CP	11CP	12CP	15CP	15DP	13CP	12DP	15DP	17DP	12CP	14DP	18DP	18DP	124
123	5	6	7AP	9BP	11AP	11BP	13CP	12CP	11CP	12CP	15CP	15DP	13CP	12DP	15DP	17DP	12CP	14DP	18DP	18DP	123
122	5	6	7AP	8BP	11AP	11BP	12CP	12CP	11BP	11CP	14CP	14DP	13CP	12CP	15DP	17DP	11CP	14DP	18DP	18DP	122
121	5	6	7AP	8AP	11AP	11AP	12BP	12CP	11BP	11CP	14CP	14DP	13CP	12CP	15CP	16DP	11CP	13CP	18DP	17DP	121
120	5	6	7AK	8AP	11AP	10AP	12BP	12CP	11BP	11CP	14CP	14CP	12CP	12CP	15CP	16DP	11CP	13CP	17DP	17DP	120
119	5	6	7	8AP	10AP	10AP	12BP	11CP	11BP	11CP	14CP	13CP	12CP	12CP	14CP	16DP	11CP	13CP	17DP	17DP	119
118	5	6	7	8AP	10AP	10AP	12BP	11CP	10BP	10CP	13CP	13CP	12CP	11CP	14CP	16DP	10CP	13CP	17DP	17DP	118
117	5	6	7	8AP	10AK	10AP	11BP	11CP	10BP	10CP	13CP	13CP	12CP	11CP	14CP	15DP	10CP	12CP	17DP	16DP	117
116	5	6	7	8AP	10	10AP	11BP	11CP	10BP	10BP	13CP	12CP	11CP	11CP	14CP	15DP	10CP	12CP	16DP	16DP	116
115	5	6	7	7AP	10	10AP	11AP	10BP	10BP	10BP	12CP	12CP	11BP	11CP	13CP	15CP	10CP	12CP	16DP	16DP	115
114	4	6	6	7AP	10	9AP	11AP	10BP	10BP	9BP	12CP	12CP	11BP	11CP	13CP	15CP	9CP	12CP	16DP	15DP	114
113	4	5	6	7AP	10	9AP	10AP	10BP	9BP	9BP	12CP	12CP	11BP	11CP	13CP	14CP	9BP	11CP	16DP	15DP	113
112	4	5	6	7AP	9	9AK	10AP	10BP	9BP	9BP	12CP	11CP	11BP	11CP	13CP	14CP	9BP	11CP	15DP	15CP	112
111	4	5	6	7AP	9	9	10AP	9BP	9BP	9BP	11BP	11CP	11BP	10CP	12CP	14CP	9BP	11BP	15DP	14CP	111
110	4	5	6	7AK	9	9	10AP	9BP	9AP	8BP	11BP	11CP	11BP	10CP	12CP	13CP	8BP	10BP	15CP	14CP	110
109	4	5	6	7	9	9	10AP	9BP	9AP	8BP	11BP	11BP	11BP	10CP	12CP	13CP	8BP	10BP	15CP	14CP	109
108	4	5	6	8	9	8	9AP	9BP	8AP	8BP	10BP	10CP	10BP	10BP	12CP	13CP	8BP	10BP	14CP	13CP	108
107	4	5	6	8	9	8	9AK	9AP	8AP	8BP	10BP	10CP	10BP	10CP	12BP	13CP	8BP	10BP	14CP	13CP	107
106	4	5	5	6	8	8	9	8AP	8AP	7BP	10BP	9CP	10BP	10BP	11BP	12CP	7AP	9BP	14CP	13CP	106
105	4	5	5	6	8	8	9	8AP	8AP	7BP	10BP	9CP	10BP	9BP	11BP	12CP	7AP	9BP	14CP	12CP	105
104	4	5	5	6	8	8	9	8AP	8AP	7AP	9BP	9CP	10BP	9BP	11BP	12BP	7AP	9BP	13CP	12CP	104
103	4	5	5	6	8	7	8	8AP	7AP	7AP	9BP	9BP	10BP	9BP	11BP	12BP	7AP	9AP	13CP	12BP	103
102	4	5	5	6	8	7	8	7AP	7AP	6AP	9BP	8BP	9BP	9BP	10BP	11BP	6AP	8AP	13CP	12BP	102
101	4	4	5	5	8	7	8	7AP	7AP	6AP	8BP	8BP	9AP	9BP	10BP	11BP	6AP	8AP	13CP	11BP	101
100	4	4	5	5	7	7	8	7AP	7AK	6AP	8BP	8BP	9AP	9BP	10BP	11BP	6AK	8AP	13CP	11BP	100
99	4	4	5	5	7	7	7	7AP	6AP	8AP	7BP	8BP	9AP	9BP	10BP	10BP	6	7AP	12CP	11BP	99
98	4	4	5	5	7	7	7	6AK	6	5AP	7AP	7BP	8AP	8BP	9BP	10BP	5	7AP	12BP	10BP	98
97	4	4	4	5	7	6	7	6AK	6	5AP	7AP	7BP	8AP	8BP	9BP	10BP	5	7AP	12BP	10BP	97
96	3	4	4	4	7	6	7	6	6	5AP	7AP	7BP	8AP	8BP	9BP	10BP	5	7AP	12BP	10AP	96
95	3	4	4	4	5	7	6	7	6	5AK	7AP	6BP	8AP	8BP	9BP	9BP	5	6AK	11BP	9AP	95
94	3	4	4	4	6	6	6	6	6	4	6AP	6BP	8AP	8BP	9BP	9BP	4	6	11BP	9AP	94
93	3	4	4	4	6	6	6	5	6	4	6AP	6BP	8AP	8AP	8BP	9BP	4	6	11BP	9AP	93
92	3	4	4	4	6	6	6	5	5	4	6AP	5BP	8AP	7AP	8AP	8BP	4	0	11BP	8AP	92
91	3	4	4	4	6	5	6	5	5	4	6AP	5BP	8AP	7AP	8AP	8BP	4	0	10BP	8AP	91
90	3	4	4	4	6	5	5	5	5	3	5AK	5BP	8AK	7AP	8AP	8BP	3	0	10BP	8	90
89	3	4	4	4	6	5	5	5	5	3	5	4AP	7	7AP	7AP	8BP	3	0	10AP	11BP	89
88	3	3	3	3	5	5	5	5	4	5	3	5	4AP	7	7AP	7AP	0	0	9AP	0	88
87	3	3	3	3	5	5	5	5	4	4	2	4	4AP	7	7AP	7AP	0	0	9AP	0	87
86	3	3	3	3	5	5	5	5	4	4	2	4	4AP	7	6AP	7AP	0	0	9AP	0	86
85	3	3	3	3	5	4	4	4	3	4	2	4	3AP	7	6AK	6AP	0	0	9AP	0	85
84	3	3	3	3	5	4	4	4	3	4	2	4	3AP	7	6	6AP	0	0	9AP	0	84
83	3	3	3	3	5	4	4	3	4	2	3	3AP	7	6	6AP	6AP	0	0	8AP	0	83
82	3	3	3	3	5	4	3	3	3	0	3	2AP	6	6	6AP	6AP	0	0	8AP	0	82
81	3	3	3	3	4	4	4	3	3	0	3	2AP	6	6	6AP	5AP	0	0	8AP	0	81
80	3	3	3	2	4	4	3	2	3	0	2	2	6	6	5AK	5AP	0	0	8	0	80
79	3	3	2	2	4	3	3	2	3	0	2	0	6	5	5	5AP	0	0	0	0	79
78	2	3	2	2	4	3	3	2	3	0	2	0	6	5	5	5AP	0	0	0	0	78
77	2	3	2	2	4	3	3	2	2	0	0	0	6	5	5	4AP	0	0	0	0	77
76	2																				

LANCER
(mounted)

Weight: 8-15 pounds

Pole Arm

Type:
Range:
Length:

Fumble: 1-7

9-15 feet

if used unmounted use spear table

	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
150	25EP	27EP	29EP	31EP	32EP	32EP	35EP	35EP	36EP	38EP	42EP	42EP	40EP	40EP	45EP	48EP	42EP	45EP	48EP	50EP	150
149	25EP	27EP	29EP	31EP	32EP	32EP	35EP	35EP	36EP	38EP	42EP	42EP	40EP	40EP	45EP	48EP	42EP	45EP	48EP	50EP	149
148	25EP	27EP	29EP	31EP	32EP	32EP	35EP	35EP	36EP	37EP	41EP	41EP	40EP	40EP	44EP	47EP	41EP	44EP	47EP	49EP	148
147	25EP	27EP	28EP	30EP	31EP	31EP	34EP	34EP	35EP	37EP	41EP	41EP	39EP	39EP	44EP	47EP	41EP	44EP	47EP	49EP	147
146	24EP	26EP	28EP	30EP	31EP	31EP	34EP	34EP	35EP	36EP	40EP	40EP	39EP	39EP	43EP	46EP	40EP	43EP	46EP	48EP	146
145	24EP	26EP	28EP	29EP	30EP	30EP	33EP	33EP	34EP	36EP	40EP	40EP	38EP	38EP	43EP	46EP	39EP	42EP	46EP	47EP	145
144	24EP	26EP	27EP	29EP	30EP	30EP	33EP	33EP	34EP	35EP	39EP	39EP	38EP	38EP	42EP	45EP	39EP	42EP	45EP	47EP	144
143	24EP	25EP	27EP	28EP	30EP	29EP	32EP	32EP	33EP	35EP	39EP	39EP	37EP	37EP	42EP	45EP	38EP	41EP	45EP	46EP	143
142	23EP	25EP	26EP	28EP	29EP	29EP	32EP	32EP	33EP	34EP	38EP	38EP	37EP	37EP	41EP	44EP	38EP	41EP	44EP	45EP	142
141	23EP	25EP	26EP	28EP	29EP	29EP	31EP	31EP	32EP	34EP	38EP	38EP	37EP	37EP	41EP	44EP	37EP	40EP	44EP	45EP	141
140	23EP	24EP	26EP	27EP	28EP	28EP	31EP	31EP	32EP	33EP	37EP	37EP	36EP	36EP	40EP	43EP	36EP	39EP	43EP	44EP	140
139	23EP	24EP	25EP	27EP	28EP	28EP	30EP	30EP	31EP	33EP	37EP	37EP	36EP	36EP	40EP	43EP	36EP	39EP	43EP	44EP	139
138	22EP	24EP	25EP	26EP	28EP	27EP	30EP	30EP	31EP	32EP	36EP	36EP	35EP	35EP	39EP	42EP	35EP	38EP	42EP	43EP	138
137	22DK	23DK	24EP	26EP	27EP	27EP	29EP	29EP	30EP	32EP	35EP	36EP	35EP	35EP	39EP	42EP	35EP	38EP	42EP	43EP	137
136	22DP	23DK	24EP	25EP	27EP	26EP	29EP	29EP	30EP	31EP	35EP	35EP	34EP	34EP	38EP	41EP	34EP	37EP	41EP	42EP	136
135	22DK	23DP	24DP	25EP	26EP	26EP	28EP	28EP	29EP	31EP	34EP	35EP	34EP	34EP	38EP	40EP	33EP	36EP	41EP	41EP	135
134	21DP	22DK	23DK	25EP	26EP	26EP	28EP	28EP	29EP	30EP	34EP	34EP	33EP	33EP	37EP	40EP	33EP	36EP	40EP	40EP	134
133	21DK	22DK	23DK	24EP	26DP	25EP	27DP	27EP	28EP	30EP	33EP	34EP	33EP	33EP	37EP	39EP	32EP	35EP	40EP	40EP	133
132	21DP	22DK	22DK	24DK	25DP	25DP	27DP	27EP	28EP	29EP	33EP	33EP	33EP	33EP	36EP	39EP	31EP	34EP	39EP	39EP	132
131	20DK	21DK	22DP	23DK	25DP	24DP	26DP	27DP	28DP	29DP	33EP	33EP	32EP	32EP	36EP	38EP	31EP	34EP	39EP	39EP	131
130	20DP	21DK	22DK	23DK	24DP	24DP	26DP	26DP	27DP	28DP	32DP	32EP	32EP	32EP	35EP	38EP	30EP	33EP	38EP	38EP	130
129	20DK	21DK	21DK	22DP	24DP	23DP	25DP	25DP	26DP	27DP	31DP	31DP	31DP	31EP	35EP	37EP	30EP	33EP	38EP	37EP	129
128	20DK	20DK	21DK	22DK	24DP	23DP	25DP	25DP	26DP	27DP	31DP	31DP	31DP	31DP	34EP	37EP	29DP	32EP	37EP	37EP	128
127	19DK	20DK	20DK	22DK	24DP	23DP	25DP	24DP	25DP	26DP	30DP	31DP	30DP	30DP	34DP	36EP	28DP	31DP	37EP	36EP	127
126	19CP	20CP	20DK	21DK	23DP	22DP	24DP	24DP	25DP	26DP	29DP	30DP	30DP	30DP	33DP	36DP	27DP	30DP	35EP	35EP	126
125	19CP	19CP	20DK	21DK	23DP	22DP	24DP	24DP	25DP	26DP	29DP	30DP	30DP	30DP	33DP	36DP	27DP	30DP	35EP	35EP	125
124	18CP	19CP	19DP	20DP	22DP	21DK	23DP	23DP	24DP	25DP	29DP	29DP	29DP	29DP	32DP	35DP	27DP	30DP	35EP	35EP	124
123	18CP	19CP	19DK	20DK	22DP	21DK	23DP	23DP	24DP	24DP	28DP	28DP	29DP	29DP	32DP	34DP	26DP	29DP	34EP	33EP	123
122	18CP	19CP	18DK	19DK	21DK	20DP	22DP	22DP	23DP	24DP	27DP	28DP	28DP	28DP	31DP	33DP	23DP	28DP	34EP	33DP	122
121	18CP	18CP	18CP	19DP	21DK	20DP	21DK	22DP	23DP	23DP	27DP	27DP	28DP	28DP	31DP	33DP	23DP	28DP	33EP	32DP	121
120	18CP	18CP	18CP	18DK	19DK	20DK	19DP	21DK	21DK	22DP	26DP	27DP	27DP	27DP	30DP	32DP	24DP	27DP	33DP	32DP	120
119	17CP	18CP	17CP	18DP	20DK	19DP	20DP	21DP	22DP	22DP	26DP	26DP	27DP	27DP	30DP	32DP	23DP	26DP	32DP	31DP	119
118	17CP	17CP	17CP	18DK	19DK	19DP	20DP	20DP	21DK	22DP	25DP	26DP	26DP	26DP	29DP	31DP	23DP	26DP	32DP	30DP	118
117	17CP	17CP	16CP	17DP	19CP	18DK	19DP	20DP	21DK	21DK	25DP	25DP	26DP	26DP	29DP	31DP	22DP	25DP	31DP	30DP	117
116	17CP	17CP	16CP	17DK	19CP	18DK	19DK	19DP	20DP	21DK	24DP	25DP	26DP	26DP	28DP	30DP	22DP	25DP	31DP	29DP	116
115	16BK	16CP	16CP	16CP	18CP	17CP	18CP	19DP	20CP	20DP	24DP	24DP	25DP	25DP	28DP	30DP	21DP	24DP	30DP	28DP	115
114	16BK	16BK	15CK	16CK	18CK	17CP	18CK	18DK	20CP	20CP	23DP	24DP	25DP	25DP	27DP	29DP	20DP	23DP	30DP	28DP	114
113	16BK	16BK	15CP	16CP	17CP	16CK	18CP	18DK	19CP	19CP	23DP	24DP	25DP	25DP	27DP	29DP	20DP	23DP	29DP	27DP	113
112	15BK	15BK	15CK	16CK	17CK	16CK	18CK	18DK	19CP	19CP	22CP	23DP	24DP	24DP	26DP	28DP	19DP	22DP	29DP	27DP	112
111	15AK	15BK	14CP	15CP	17CP	15CK	17CP	17CP	18CP	18CP	21CP	22DP	23CP	23DP	26DP	28DP	19DP	22DP	28DP	26DP	111
110	15AP	15BK	14CK	14CK	16CK	15CP	16CK	17CK	18CP	18CP	21CP	22CP	23CP	23DP	25DP	27DP	18CP	21DP	28DP	25DP	110
109	15AK	14AP	13CP	14CP	16CP	15CK	16CP	16CP	17CP	17CP	20CP	21CP	22CP	23DP	25DP	26DP	17CP	20CP	27DP	25DP	109
108	14AP	14AK	13CK	13CK	15CK	14CP	15CK	16CK	17CK	17CP	20CP	21CP	22CP	22DP	24DP	26DP	17CP	20CP	27DP	24DP	108
107	14AK	14AP	13BP	13CP	15CP	14CK	15CP	15CP	16CP	16CK	19CP	20CP	22CP	22DP	24DP	25DP	16CP	19CP	26DP	23DP	107
106	14AK	13AK	12BK	13CK	15CK	13CP	14CK	15CK	16CK	16CP	19CP	20CP	21CP	21CP	23CP	25DP	16CP	19CP	26DP	23DP	106
105	14AK	13AP	12BP	12CP	14CP	13CK	14CP	14CP	15CP	15CK	18CP	19CP	21CP	21CP	23CP	24DP	15CK	18CK	25DP	22DP	105
104	13	13AK	11BK	12CK	14CK	12CP	13CK	14CK	15CK	14CP	18CP	19CP	20CP	22CP	22CP	24CP	14CP	17CP	20DP	21DP	104
103	13	12AP	11BP	11CP	13BP	12CK	13CP	13CP	14CP	14CP	17CP	18CP	20CP	20CP	22CP	23CP	14CK	17CK	24DP	21CP	103
102	13	12AP	10BP	10CP	13BP	12CK	13CP	12CP	13CP	13CP	16CP	17CP	18CP	19CP	21CP	22CP	13CP	16CP	24DP	20CK	102
101	12	12AP	10BP	10BP	13BP	11CK	12CP	12CP	13CP	13CP	16CP	17CP	18CP	19CP	21CP	22CP	12CK	15CK	23DP	20CP	101
100	12	11AK	10AK	10BK	12BK	11BP	11CK	12CK	13CK	12CP	15CK	16CP	18CP	19CP	20CP	22CP	12CP	15CP	22DP	19CK	100
99	12	11	9AP	10BP	12BK	10BK	11CP	11CP	12CP	12CK	15CP	16CK	18CP	18CP	20CP	21CP	11CK	14CK	22CP	18CP	99
98	12	11	9AK	9BK	11AK	10BP	10CK	11CK	12CK	11CP	14CP	15CP	18CP	18CP	19CP	21CP	11CP	14CP	21CP	18CK	98
97	12	10	9AP	9BP	11AP	9BK	10BP	10CP	12BP	11BK	14CK	15CK	17CP	17CP	19CP	20CP	10CK	13CK	21CP	17CP	97
96	11	10	8AK	8BK	10AK	9BP	9BK	10BK	11BK	10BP	13CK	14CP	17CP	17CP	18CP	19CP	9CP	12BP	20CP	16CK	96
95	11	10	8AP	8BP	10AP	8BK	9BP	10BP	11BP	10BK	13CK	14CP	16CP	16CP	18CP	19CP	9BK	12BK	20CP	16CP	95
94	11	10	7AK	7BK	10AK	8AP	8BK	9BK	10BK	9BP	12CP	13CP	16CP	16CK	17CK	18CK	8BP	11BP	19CP	15CK	94
93	10	9	7AP	7AP	9AP	8AK	8BP	9BP	10BK	9BK	12BP	13CP	16CP	16CP	17CP	18CP	8BK	11BK	19CP	15CP	93
92	10	9	7AK	7AK	9AK	7AP	7BK	8BK	9BK	8BP	11BK	12CP	15CK	15CK	16CK	17CK	8AP	10AP	18BK	14BK	92
91	10	9	6AP	6AP	8AP	7AK	7BK	8BK	9BK	8BP	10BK	1									

	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
150	16EP	18EP	20EP	22EP	25EP	25EP	28EP	28EP	26EK	28EK	32EK	32EK	30EK	30EK	35EK	38EK	32EK	35EK	38EK	40EK	150
149	16EP	18EP	20EP	22EP	25EP	25EP	28EP	28EP	26EK	28EK	32EK	32EK	30EK	30EK	35EK	38EK	32EK	35EK	38EK	40EK	149
148	16EP	18EP	20EP	22EP	25EP	25EP	28EP	28EP	26EK	28EK	32EK	32EK	30EK	30EK	35EK	38EK	32EK	35EK	38EK	40EK	148
147	16DP	18EP	20EP	22EP	25EP	25EP	28EP	27EP	26ES	27ES	31EK	31EK	30ES	30ES	34ES	37ES	31ES	34ES	37ES	39ES	147
146	16DP	18DP	20EP	21EP	24EK	24EP	27EP	27EP	25EK	27EK	31EK	31EK	29EK	29EK	34EK	37EK	31EK	34EK	37EK	38EK	146
145	16DP	18DP	19DP	21EP	24ES	24EK	27EK	27EP	25ES	27ES	30ES	30ES	29ES	29ES	34ES	36ES	30ES	33ES	36ES	38ES	145
144	16CK	17DP	19DP	21EP	24EP	24ES	27ES	26EK	25EK	26EK	30EK	30EK	29EK	29EK	33EK	36EK	30EK	33EK	36EK	37EK	144
143	15CS	17DP	19DP	21EP	24DK	24DP	26DP	26ES	24ES	26ES	30ES	30ES	28ES	28ES	33ES	35ES	29ES	32FS	36ES	37ES	143
142	15CP	17CK	19DP	20EP	23DS	23DK	26DK	26EP	24EP	26EP	29EK	29EK	28EK	28EK	32EK	35EK	29EK	32EK	35EK	36EK	142
141	15CK	17CS	18DP	20DP	23DP	23DS	26DS	25EK	24EK	25EK	29ES	29ES	28ES	28ES	32ES	35ES	28ES	31ES	35ES	36ES	141
140	15CS	17CP	18DK	20DP	23DK	23DP	25DP	25ES	23ES	25ES	28EP	28EP	28EK	27EK	32EK	34EK	28EK	31EK	34EK	35EK	140
139	15BP	17CK	18CS	20DP	23DS	23DK	25DK	25DP	23DP	24EP	28EK	28EK	27ES	27ES	31ES	34ES	28ES	30ES	34ES	35ES	139
138	15BK	16CS	18CP	19DP	22DP	22DS	25DS	24DK	23DK	24EK	28ES	28ES	27EK	27EK	31EK	33EK	27EK	30EK	34EK	34EK	138
137	15BS	16CP	18CK	19DK	22DK	22DP	24DP	24DS	23DS	24ES	27DP	27EP	27ES	27ES	30ES	33ES	27ES	29ES	33ES	34ES	137
136	14BP	16BK	17CS	19DS	22DS	22DK	24DK	24DP	22DP	23DK	27DK	27EK	26DK	26EK	30EK	32EK	26EK	29EK	33EK	33EK	136
135	14BK	16BS	17CP	19DP	22CP	21DS	24DS	23DK	22DK	23DK	26DS	26ES	26DS	26ES	30ES	32ES	26ES	28ES	32ES	33ES	135
134	14AS	16BP	17CK	18DK	21CK	21CP	23DP	23DS	22DS	23DS	26DP	26EP	26DK	26EK	29EK	32EK	25EK	28EK	32EK	32EK	134
133	14AP	15BK	17CS	18DS	21CS	21CK	23CK	23DP	21DP	22DP	26DK	26DK	26DS	25DS	29ES	31ES	25ES	28ES	32ES	32ES	133
132	14AK	15BS	16CP	18DP	21CP	21CS	23CS	23DK	21DK	22DK	25DS	25DS	25DK	25DK	29EK	31EK	24EK	27EK	31EK	31EK	132
131	14AS	15BP	16BK	18CK	21CK	20CP	22CP	22DS	21DS	21DS	25DP	25DP	25DS	25DS	28DS	30ES	24DS	27ES	31ES	31ES	131
130	14AP	15AK	16BS	17CS	20CS	20CK	22CK	22DP	20DP	21DP	24DK	24DK	25DK	24DK	28DK	30EK	24DP	27EP	30EK	30EK	130
129	13AK	15AS	16BP	17CP	20CP	20CS	22CS	21DK	20DK	21DK	24DS	24DS	24DS	24DS	27DS	29DS	23DK	26EK	30ES	30ES	129
128	13AS	15AP	16BK	17CK	20CK	20CP	22CP	21DS	20CS	20DS	24DP	24DP	24DK	24DK	27DK	29DK	23DS	25DS	30ES	29EP	128
127	13AP	14AK	15BS	17CS	20BS	19CK	21CK	21DP	20CP	20DP	23DK	23DK	24DS	23DS	27DS	29DS	22DP	25DP	29ES	29EK	127
126	13AK	14AS	15BP	16CP	19BP	19CS	21CS	20CK	19CK	20DK	23DS	23DS	24DK	23DK	26DK	28DK	22DK	24DK	29EP	28ES	126
125	13AS	14AP	15BK	16CK	19BK	19BP	21CP	20CS	19CS	19DS	22DP	22DP	23DS	23DS	26DS	28DS	21DS	24DS	28EK	28EP	125
124	13	14AK	15BS	16CS	19BS	19BK	20CK	20CP	19CP	19DP	22DK	22DK	23DK	23DK	25DK	27DK	21DP	23DP	28ES	27EK	124
123	13	14AS	14AP	16CP	19BP	18BS	20CS	19CK	18CK	18DK	22DS	22DS	23CS	22DS	25DS	27DS	20DK	23DK	28EP	27EK	123
122	12	13AP	14AK	15CK	18BK	18BP	20CP	19CS	18CS	18CS	21CP	21DP	22CP	22DK	25DK	26DK	20DS	22DS	27EK	26DK	122
121	12	13AS	14AS	15BS	18BS	18BK	19CK	19CP	18CP	18CK	21CK	21DK	22CK	22DK	24DS	26DS	20DP	22DP	27DS	26DK	121
120	12	13AS	14AP	15BP	18AP	17BS	19CS	18CK	17CK	17CK	20CS	20DS	22CS	21DP	24DK	26DK	19DK	21DK	26DP	25DS	120
119	12	13	14AK	14BK	17BP	17BP	18CS	17CS	17CS	17CS	20CS	20DP	22CP	21DK	23DS	25DS	19DS	21DS	26DK	25DP	119
118	12	13	13AS	14BS	17AS	17BK	18BK	18CK	17CP	17CP	20CK	20DK	21CK	21DS	23DP	25DK	18DP	21DP	26DS	24DK	118
117	12	13	13AP	14BP	17AP	17BS	18BS	17CK	17CK	16CK	19CS	19DS	21CS	20DS	23DK	24DS	18DK	20DK	25DP	24DS	117
116	12	12	13AK	14BK	17AK	16AP	18BP	17CS	16CS	16CS	19CP	19DP	21CP	20DK	22DS	24DP	17DS	20DS	25DK	23DP	116
115	11	12	13AS	13BS	17AS	16AK	17BK	17CP	16CP	15CP	18CK	18CK	20CK	20CS	22DK	23DK	17CP	19DP	24DS	23DK	115
114	11	12	12AP	13BP	16AP	16AS	17BS	16CK	16BK	15CK	18CS	18CS	20CS	19CP	22DK	23DK	16CK	19DK	24DP	22DS	114
113	11	12	12AK	13BK	16AK	16AP	17BP	16BS	15BS	15CS	18CK	17CP	20CP	19CK	21CS	23DP	16CS	18DS	23DK	22DP	113
112	11	12	12AS	13AS	16AS	15AK	16BK	16BP	15BP	14CP	17CK	17CK	20CK	19CS	21CP	22DK	16CP	18DP	23DK	21DK	112
111	11	11	12AP	12AP	16AP	15AS	16BS	15BK	15BK	14CK	17CS	17CS	19CS	19CP	20CK	22DS	15CK	17CK	23DP	21DS	111
110	11	11	12AK	12AK	15AK	15AP	16AS	15BS	14BS	14CS	16CP	16CP	19CP	18CK	20CS	21DP	15CS	17CS	22DK	20DP	110
109	11	11	11	12AS	15	15AK	15AK	15BP	14BP	13CP	16CK	16CK	19CK	18CS	20CP	21CK	14CP	16CP	22DS	20DK	109
108	10	11	11	12AP	15	14AS	15AS	14BK	14BK	13CK	16CS	15CS	18CS	18CP	19CK	20CS	14CK	16CK	21DP	19DS	108
107	10	11	11	11AK	15	14AP	15AP	14BS	14BS	13BS	15CP	15CP	18CP	17CK	19CS	20CP	13CS	15CS	21DK	19DP	107
106	10	11	11	11AS	14	14AK	15AK	14BP	13BP	12BP	15CK	15CK	18BK	17CK	19CS	20CP	13CP	15CP	21DK	18DK	106
105	10	10	10	11AP	14	13AS	14AS	13BK	13BK	12BK	14BS	14CS	17BS	17CP	18CK	19CS	12CK	14CS	20DP	18DS	105
104	10	10	10	11AK	14	13	14AP	13BS	13BS	11BS	14BP	14CP	17BP	16CK	18CK	19CP	12CS	14CS	20DK	17CP	104
103	10	10	10	10AS	14	13	14AK	13BP	12AP	11BP	14BK	13CK	17BK	16CS	17CP	18CK	12CP	14CP	19DS	17CK	103
102	10	10	10	10AP	13	13	13AS	12AK	12AK	11BK	13BS	13CS	17BS	16CP	17CK	18CS	11BK	13CK	19DP	16CS	102
101	9	10	10	10AK	13	12	13AP	12AS	12AS	10BS	13BP	13CP	16BP	16CK	17CS	17CP	11BS	13CS	19CK	16CP	101
100	9	9	9	10AS	13	12	13AK	12AP	11AP	10BP	12BK	12CK	16BK	15CS	16CP	17CK	10BP	12CP	18CS	15CK	100
99	9	9	9	9	13	12	12	12	11AK	10BK	12BS	12CS	16BS	15CP	16CK	17CS	10BK	12BK	18CP	15CS	99
98	9	9	9	9	12	12	12	12	11AS	11AS	9BS	12BP	15BP	15CK	15CS	16CP	9AS	11BS	17CK	14CP	98
97	9	9	9	9	12	11	12	11AP	11AP	9BK	11BK	11CK	15BK	14BS	15BP	16CK	9AP	11BP	17CS	14CK	97
96	9	9	8	8	12	11	11	10AK	10AK	8AK	11BS	11BS	15BS	14BP	15BK	15CS	8AK	10BK	17CP	13CS	96
95	8	8	8	8	12	11	11	10AS	10AS	8AS	10BP	10BP	15BP	14BK	14BS	15BP	8AS	10BS	16CK	13CP	95
94	8	8	8	8	11	11	11	10AP	10	8AP	10AK	10BK	14AK	13BS	14BP	14BK	8	9BP	16CS	12BK	94
93	8	8	8	8	11	10	10	9AK	9	7AK	10AS	9BS	14AS	13BP	13BK	14BS	7	9AK	15CP	12BS	93
92	8	8	8	7	11	10	10	9AS	9	7AS	9AP	9BP	14AP	13BK	13BS	14BP	7	8AS	15CK	11BP	92
91	8	8	7	7	11	10	10	9AP	9	7AP	9AK	9BK	13AK	12BS	13BP	13BK	6	8AP	15CS	11BK	91
90	8	8	7	7	10	9	9	8AK	8	6AK	8AS	8BS	11AS	12BP	12BK	13BS	6	7AK	14CP	10AS	90
89	8	8	7	7	10	9	9	8	8	6	8AP	8BP	13AP	12BK	12BS	12BP	5	7	14CK	10AP	89
88	7	7	7	6	10	9	9	8	8	5	8AK	7BK	13AK	12BS	11BP	12BK	5	0	13BS	9AK	88
87	7	7	6	6	10	9	8	7	8	5	7AS	7BS	12AS	11BP	11BK	11BS	4	0	13BP	9	87
86	7	7	6	6	9	8	8	7	7	5	7AP	7BP	12AP	11AK	11BS	11BP	4	0	13BK	0	86
85	7	7	6	6	9	8	8	7	7	4	6AK	6AK	12AK	11AS	10AP	11BK	0	0	12BS	0	85
84	7	7	6	6	9	8	8	6	7	4	6	6AS	11	10AP	10AK	10BS	0	0	12BP	0	84
83	7	6	6	6	9	8	7	6	6	4	6	5AP	11	10AK	10AS	10AP	0	0	11BK	0	83
82	7	6	6	5	8	7	7	6	6	3	5	5AK	11	10AS	9AP	9AK	0	0	11AS	0	82
81	6	6	6	5	8	7	7	5	6	3	5	5AS	10	9AP	9AK	8AS	0	0	11AP	0	81
80	6	6	6	5	8																

8.74

SPEAR

Weight: 3-8 pounds
Length: 5-10 feet
Fumble: 1-5

Pole Arm
10 feet (-10%)
25 feet (-20%)
50 feet (-30%)

Type:
Range:

	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
150	8DP	10EP	12EP	14EP	20EP	20EP	23EP	23EP	20EP	22EP	26EP	26EP	20EP	20EP	25EP	28EP	22EP	25EP	28EP	30EP	150
149	8CP	10EP	12EP	14EP	20EP	20EP	23EP	23EP	20EP	22EP	26EP	26EP	20EP	20EP	25EP	28EP	22EP	25EP	28EP	30EP	149
148	8CP	10CP	12DP	14EP	20EP	20EP	23EP	23EP	20EP	22EP	26EP	26EP	20EP	20EP	25EP	28EP	22EP	25EP	28EP	30EP	148
147	8CP	10CP	12DP	14EP	20DP	20DP	23EP	23EP	20EP	22EP	26EP	26EP	20EP	20EP	25EP	28EP	22EP	25EP	28EP	30EP	147
146	8CP	10CP	12DP	14EP	20DP	20DP	23DP	23EP	20EP	21EP	25EP	25EP	20EP	20EP	25EP	27EP	21EP	24EP	27EP	29EP	146
145	8CP	10CP	12CP	14DP	20DP	20DP	22DP	22EP	19EP	21EP	25EP	25EP	20EP	20EP	24EP	27EP	21EP	24EP	27EP	29EP	145
144	8BP	10CP	12CP	14DP	19DP	19DP	22DP	22EP	19DP	21EP	25EP	25EP	19EP	19EP	24EP	27EP	21EP	24EP	27EP	28EP	144
143	8BP	10BP	12CP	13DP	19DP	19DP	22DP	22EP	19DP	21EP	24EP	24EP	19EP	19EP	24EP	26EP	21EP	24EP	27EP	28EP	143
142	8BP	10BP	12CP	13DP	19DP	19DP	22DP	22EP	19DP	20DP	24EP	24EP	19EP	19EP	24EP	26EP	20EP	23EP	26EP	28EP	142
141	8BP	10BP	11CP	13DP	19CP	19DP	21DP	21DP	19DP	20DP	24EP	24EP	19DP	19EP	23EP	26EP	20EP	23EP	26EP	28EP	141
140	8BP	10BP	11CP	13DP	19CP	19CP	21DP	21DP	18DP	20DP	24DP	23EP	19DP	19EP	23EP	26EP	20EP	23EP	26EP	27EP	140
139	8BP	10BP	11CP	13DP	18CP	18CP	21CP	21DP	18DP	20DP	23DP	23EP	19DP	19DP	23EP	25EP	20EP	22EP	26EP	27EP	139
138	8AP	9BP	11BP	13CP	18CP	18CP	21CP	21DP	18DP	19DP	23DP	23EP	18DP	18DP	23EP	25EP	19EP	22EP	25EP	27EP	138
137	8AP	9BP	11BP	13CP	18CP	18CP	20CP	20DP	18CP	19DP	23DP	22DP	18DP	18DP	22DP	25EP	19EP	22EP	25EP	26EP	137
136	8AP	9AP	11BP	12CP	18CP	18CP	20CP	20DP	18CP	19DP	22DP	22DP	18DP	18DP	22DP	24EP	19DP	22EP	25EP	26EP	136
135	8AP	9AP	11BP	12CP	18CP	18CP	20CP	20DP	17CP	19DP	22DP	22DP	18DP	18DP	22DP	24DP	19DP	21EP	25EP	26EP	135
134	7AP	9AP	11BP	12CP	18CP	17CP	20CP	20DP	17CP	18DP	22DP	22DP	18DP	18DP	22DP	24DP	18DP	21EP	24EP	25EP	134
133	7AP	9AP	11BP	12CP	17CP	17CP	20CP	19DP	17CP	18CP	22DP	21DP	18DP	17DP	21DP	23DP	18DP	21DP	24EP	25EP	133
132	7AP	9AP	10BP	12CP	17BP	17CP	19CP	19DP	17CP	18CP	21DP	21DP	17CP	17DP	21DP	23DP	18DP	20DP	24EP	25EP	132
131	7AS	9AP	10BP	12CP	17BP	17CP	19CP	19CP	17CP	18CP	21DP	21DP	17CP	17DP	21DP	23DP	17DP	20DP	24EP	24EP	131
130	7AP	9AP	10BP	12CP	17BP	17BP	19CP	18CP	16CP	17CP	21DP	20DP	17CP	17DP	21DP	23DP	17DP	20DP	23EP	24EP	130
129	7AK	9AP	10AP	11BP	17BP	17BP	19CP	18CP	16CP	17CP	20CP	20DP	17CP	17DP	20DP	22DP	17DP	20DP	23EP	24EP	129
128	7	9AP	10AP	11BP	16BP	16BP	18CP	18CP	16CP	17CP	20CP	20DP	17CP	17DP	20DP	22DP	17DP	19DP	23EP	23EP	128
127	7	8AP	10AP	11BP	16BP	16BP	18CP	18CP	16CP	17CP	20CP	19DP	17CP	16DP	20DP	22DP	16DP	19DP	23EP	23DP	127
126	7	8AS	10AP	11BP	16BP	16BP	18CP	18CP	15CP	16CP	20CP	19DP	16CP	16DP	20DP	21DP	16DP	19DP	22EP	23DP	126
125	7	8AP	10AP	11BP	16BP	16BP	18CP	17CP	15CP	16CP	19CP	19DP	16CP	16CP	19DP	21DP	16CP	19DP	22EP	22DP	125
124	7	8AK	9AP	11BP	16BP	15BP	17BP	17CP	15CP	16CP	19CP	18DP	16CP	16CP	19DP	21DP	16CS	18DP	22DP	22DP	124
123	7	8	9AP	11BP	16BP	15BP	17BP	17CP	15CP	15CP	19CP	18DP	16CP	16CP	19DP	20DP	15CP	18DP	21DP	22DP	123
122	7	8	9AP	10BP	15AP	15BP	17BP	17CP	15BP	15CP	18CP	18CP	16CP	15CP	19CP	20DP	15CS	18DS	21DP	21DP	122
121	7	8	9AP	10BP	15AP	15BP	17BP	16CP	14BP	15CP	18CP	18CP	16CP	15CP	18CP	18CP	15CP	17CP	17DP	21DP	121
120	7	8	9AP	10BP	15AP	15BP	17BP	16CP	14BP	15CP	18CP	17CP	15CP	15CP	18CP	18CP	15CP	17CS	17CP	21DP	120
119	6	8	9AP	10AP	15AP	15BP	16BP	16CP	14BP	14CP	17CP	17CP	15CP	15CP	18CP	19CP	14CP	17CP	20DP	20DS	119
118	6	8	9AP	10AP	15AP	14AP	16BP	16CP	14BP	14BP	17CP	17CP	15CP	15CP	18CP	19CP	14CS	16CS	20DP	20DP	118
117	6	8	9AP	10AP	14AP	14AP	16BP	15BP	14BP	14BP	17CP	16CP	15BP	15CP	17CP	19CP	14CP	16CP	20DP	20DS	117
116	6	7	9AS	10AP	14AP	14AP	16BP	15BP	13BP	14BP	17CP	16CP	15BP	14CP	17CP	18CP	14CS	16CS	20DP	19DP	116
115	6	7	8AP	9AP	14AS	14AP	15BP	15BP	13BP	13BP	16CP	16CP	14BP	14CP	17CP	18CP	13CP	16CP	19DP	19DS	115
114	6	7	8AK	9AP	14AP	14AP	15BP	15BP	13BP	13BP	16CP	15CP	14BS	14CP	17CP	18CP	13CS	15CS	19DS	19DP	114
113	6	7	8	9AP	14AS	13AP	15BP	14BP	13BP	13BP	16CP	15CP	14BP	14CP	16CP	17CP	13CP	15CP	19DP	19DS	113
112	6	7	8	9AP	14AP	13AP	15AP	14BP	13BP	13BP	15CP	15CP	14BS	14CP	16CP	17CP	12BS	16CS	19DS	18DP	112
111	6	7	8	9AP	13AS	13AP	14AP	14BP	12BS	12BP	15BP	14CP	14BP	13CS	16CP	17CP	12BP	15CP	18DP	18CS	111
110	6	7	8	9AP	13AP	13AS	14AP	14BP	12BP	12BP	15BP	14CP	14BS	13CP	16CP	17CP	12BS	14BS	18DS	18CP	110
109	6	7	8	9AP	13AS	13AP	14AP	13BP	12AS	12BP	15BP	14CP	13BP	13BS	15BP	16CP	12BP	14BP	18DP	17CS	109
108	6	7	8	8AS	13AP	12AS	14AP	13BP	12AP	12BS	14BP	14CP	13BS	13BS	15BP	16CP	11BS	14BS	18CS	17CP	108
107	6	7	7	8AP	12AK	12AP	14AS	13BP	12AS	11BP	14BP	13CP	13BP	13BS	15BP	16BP	11BP	13BP	17CP	17CS	107
106	6	7	7	8AS	12	12AS	13AP	13BP	11AP	11BS	14BP	13CP	13BS	13BP	15BS	15BP	11BS	13BS	17CS	16CP	106
105	6	7	7	8AP	12	12AP	13AS	12BP	11AS	11BP	13BP	13CP	13BP	12BS	14BP	15BS	11AP	13BP	17CP	16CS	105
104	6	6	7	8AK	12	12AS	13AP	12BP	11AP	11BS	13BP	12CP	13BS	12BP	14BS	15BP	10AS	13BS	17CS	16CP	104
103	5	6	7	8	12	11AP	13AS	12AP	11AS	10AP	13BS	12BP	12AP	12BS	14BP	15BS	10AP	13BS	16CP	15CS	103
102	5	6	7	8	12	11AK	12AP	12AP	10AP	10AS	13BP	12BP	12AS	12BP	14BS	14BP	10AS	12AS	16CS	15BP	102
101	5	6	7	7	12	11	12AS	12AP	10AS	10AP	12BS	11BP	12AP	12BS	13BP	14BS	10AP	12AP	16CP	15BS	101
100	5	6	7	7	11	11	12AP	11AP	10AP	10AS	12BS	11BP	12AS	11BP	13BS	14BP	9AK	11AS	16CS	14BP	100
99	5	6	7	7	11	11	12AS	11BP	10AS	10AS	12BS	11BP	12AP	11BS	13BP	13BP	9AS	11AP	15CP	14BS	99
98	5	6	6	7	11	10	11AP	11AP	10AP	9AS	11BP	10BP	12AS	11BP	13BP	13BP	9	11AS	15CS	14BP	98
97	5	6	6	7	11	10	11AK	11AS	9AS	9AS	11BS	10BS	11AP	11BS	12BP	13BS	9	10AP	15CP	13BS	97
96	5	6	6	7	11	10	11	10AP	9AP	8AS	11AP	10BP	11AS	11AS	12BS	12BP	8	10AS	14BS	14BS	96
95	5	6	6	6	10	10	10	10AP	9	8AS	10AS	10BS	11AP	11AS	12BP	12BS	8	10AP	14BP	13AS	95
94	5	6	6	6	10	10	10	10AP	9	8AS	10AP	9BP	11AS	10AP	12AS	12BP	8	10AK	14BS	12AP	94
93	5	5	6	6	10	10	10	10AS	9	8AP	10AS	9BS	11AP	10AS	11AP	12BS	7	9	14BP	12AS	93
92	5	5	6	6	10	9	10	9AP	8	7AS	10AP	9BP	11AS	10AP	11AS	11BP	7	9	13BS	12AP	92
91	5	5	6	6	10	9	10	9AS	8	7AP	9AS	8BS	10AP	10AS	11AP	11AS	7	9	13BP	11AS	91
90	5	5	6	6	9	9	10	9AP	8	7AK	9AP	8BP	10	10AP	11AS	11AP	7	9	13BS	11AP	90
89	5	5	5	6	9	9	9	9AS	8	7	9AS	8BS	10	9AS	10AP	10AS	6	8	13BP	11AK	89
88	4	5	5	6	9	9	9	9AP	8	6	9AS	7BP	10	9AP	10AS	10AP	6	8	12BS	10	88
87	4	5	5	5	9	8	9	8AK	7	6	8AS	7BS	10	9AS	10AP	10AS	6	7	12BP	10	87
86	4	5	5	5	9	8	9	8	7	6	8AP	7AP	10	9AP	10AS	9AP	6	7	12AS	10	86
85	4	5	5	5	9	8	8	8	7	6	8AK	6AS	9	9	9AP	9AS	5	7	12AP	9	85
84	4	5	5	5	8	8	8	7	7	5	7	6AP	9	9	9AS	9AP	5	7	11AS	9	84
83	4	4	5	5	8	8	8	7	7	5	7	6AS	9	8	9AS	9AS	5	7	11AP	9	83
82	4	4	5	5	8	7	8	7	6	5	7	6AP	9	8	9AS	9AP	5	6	11AS	8	82
81	4	4	4	5	8	7	7	7	6	5	6	5AS	9	8							

[illegible]**SPECIAL**

(9.0) SECOND EDITION RULE ADDITIONS

COMMENTARY

Due to suggestions from our customers and our own observations, there are several areas of the first edition **Arms Law** rules which need to be altered or expanded. These include **mounted combat, pole arms, two-handed arms, shields, two-weapon combinations, animal attacks** and **conversion factors** for the more common game systems.

(9.1) MOUNTED COMBAT

A combatant faces none of the combat movement restrictions when riding an animal (i.e., the animal moves). However, the combatant must be trained in controlling the horse and fighting from horseback in order to be effective. Depending upon his training and background, a mounted combatant could have anywhere from 0% to 100% of his normal offensive (and defensive) bonus (certain rare types of fighters might be more effective). This restriction is not in effect if the horse is completely stationary (not bucking or moving at more than a slow walk). Certain weapons are at maximum effectiveness only when used mounted on a moving animal. The mounted lance falls into this category. As a result, the spear table should be used if a lance is used on foot or on an animal that is not moving faster than a walk. A full gallop should give a +20 added to an attack by a mounted lance. The table below includes some suggested percentages and modifications for certain levels of training and qualities of horses:

untrained rider			
-30 and 0% of add	farm horse	-10	
novice rider 0% of add	riding horse	+5	
trained rider 50% of add	war horse	+20	
expert rider 80% of add	very intelligent horse	+10	

(9.2) POLE ARMS OPTIONS

Combatants in the second line should be allowed to strike past friendly combatants (front line) if they are using pole arms. This serves to simulate the effectiveness of organized groups of fighters with pole arms. The gamesmaster should determine whether the front line combatants and second line combatants are adequately trained for this type of combat.

(9.3) THROWN WEAPONS AND MISSILES IN MELEE

If a stationary combatant is trained with a particular type of throwing weapon, he may throw that weapon at 80% effectiveness and still melee in the same round with only a -20 to his offensive bonus. Such a combatant may only use a one-handed weapon or one-handed weapon and shield on that round (he is assumed to be holding his melee weapon in his non-throwing hand). A combatant cannot throw or fire missiles (bow) while engaged in melee.

(9.4) TWO WEAPON COMBINATIONS

A combatant may use a weapon in each of his hands. He is assumed to be right-handed (the same rules apply in reverse for left-handed combatant). Any weapon that he trains (or learns) to use must be learned as being used right-handed or left-handed (or both at twice the effort). Any weapon used in the left hand automatically gets a -20 modification to the combatant's offensive bonus with that weapon. The combatant may attack with both weapons in the same round, or he may attack with only one and use the other for its bonus versus melee (see Table 8.25). A combatant must direct both his attacks (and parry) against the same target. If a combatant uses part of his offensive bonus for parrying he must decrease both of his weapon offensive bonuses by that amount.

(9.5) BOW PREPARATION TIME

The time required between missile attacks is dependent upon the type of bow, the quickness of the bowman or slinger, and how accurate the firer is attempting to be. The table below gives the number of rounds of preparation required for each weapon, given a subtraction that the firer must take from his offensive bonus.

WEAPON	PENALTIES			
	0	-10	-20	-30
Short Bow	1	0	-	-
Composite Bow	1	-	0	-
Long Bow	1	-	-	0
Light Crossbow	2	-	1	-
Heavy Crossbow	3	2	-	1
Sling	1	0	-	-

The act of firing the weapon always takes one round (as specified earlier in the rules), a combatant preparing a shot may still move 20% of his movement. These times assume the bow is strung and arrows (or quarrels or pellets) are available in quiver (or pouch). If a bow has to be strung the following rounds are added to the preparation time: **Short Bow (+2), Composite Bow (+3), Long Bow (+3)**.

(9.6) CHANGES TO TABLES

Certain weights for weapons on the old tables include carrying weight, for scabbards, quivers, straps, harnesses, etc. The weights for the new tables have been modified to include only the weapon itself. Several lengths have also been slightly altered.

First swing bonus for a pole arm is +40 on the first round (8.28). Agility and quickness bonuses range from -35 to +35 (8.29).

On Table 8.25, all bonuses versus melee apply only if the shield or weapon is not used in an attack and is towards the attacker. Main Gauche is added and has a bonus of +15 versus melee and +0 versus missile. Two-handed arms may now parry one-handed weapons at up to 50% of offensive bonus. Pole arms may now parry one-handed weapons and two-handed weapons at up to 50% of offensive bonus.

(9.7) CLAW LAW

The main suggested addition to **Arms Law** is a consideration of animal and monster attacks. Iron Crown Enterprises will release in February 1982 a set of tables called **Claw Law**. These tables provide new attack tables for claws, bites, stingers, trampling, etc.; five new critical tables; suggested statistics for a variety of animals, monsters, and exotic weapons; and martial arts tables and rules. This product will be sold separately from **Arms Law**, and in a boxed set with **Arms Law**. If you do not have **Claw Law**, the following suggestions are made:

Armor type suggestions are included in the rules; for attacks assign the most appropriate weapon. As a simple rule of thumb, for (1-4) damage in AD&D® use the dagger table, (1-6) use the mace table, (1-8) use the sword table, (1-10) use the battleaxe table, (1-12) use the two-handed sword table, etc.

EXAMPLE: *A huge bird creature might strike with claws as daggers (+20) and beak as sword (+30).*

We also suggest animals use only one type of attack per turn; e.g., in the example above, the bird would use claws *or* beak.

Two changes to the use of **Arms Law** tables may be used when using **Claw Law**. The Bola table will result in Grapple criticals 50% of the time and it gets a +10 bonus versus armor types 13-20. The bare fist table is no longer used with **Claw Law**. Even without **Claw Law** criticals should be limited to Bs (Cs, Ds and Es become Bs) on the bare fist table.

(9.8) CONVERSION NOTES

Substitute the **Arms Law** tables for the normal Hit & Damage Procedure.

(9.81) To Hit:

Adds give a bonus of +5 on the **Arms Law** tables (1-100) for every +1 in the D20 AD&D® system.*

(9.82) Damage Bonuses:

Each +1 damage bonus (the damage bonus is not added to the damage given) gives a +1 on the **Arms Law** combat rolls.

(9.83) Level Adds:

Fighters should be given a general +5/level offensive bonus, clerics +3 or +4/level, thieves +2 or +3/level, and magic users +1/level.

(9.84) Weapon Proficiency:

In order to incorporate expertise in individual weapons into AD&D® use the weapon proficiency picks. Allow multiple picks for a single weapon, with each pick increasing the offensive bonus for that weapon by +5. A weapon used with no proficiency picks has a penalty of -25.

(9.85) First Swing Points:

Use the table provided; convert 3-18 stats to 1-100 by multiplying by 5 and adding 5 to the total (result 20-95, average 55-60). It is important that quickness or dexterity be expressed in terms of a 1-100 (or equivalent) range, because the other figures are based on that assumption.

(9.86) Stat Bonuses:

We suggest that the Greyhawk® bonuses for strength be used, and that increased dexterity bonuses be given (remember that a +1 to hit bonus translates to +5).

(9.87) Defensive Bonuses:

Bonuses for Armor, Dexterity, Spells, Bracers, etc. do not shift the armor type column. Determine the physical composition of the armor being worn under the **Arms Law** armor descriptions and that is the column used in defense. Each +1 under AD&D® rules gives a defensive bonus of +5 which is subtracted from incoming attacks, when appropriate.

EXAMPLE: +2 breastplate and greaves (under AD&D®)

AC 3(+2)=AC1; under **Arms Law** column 18 is still used, with a -10 subtraction from all attacks.

Bracers give a defensive bonus of the number of columns they shift in AD&D multiplied by 5. AC2 bracers shift from AC10 to AC2, so they would give the wearer armor type 1 with a -40 subtraction; AT 1 (-40).

(9.88) Hit Points:

Arms Law is designed for a system in which a normal fighter will take almost 100 hits by 10th level. Since the average for AD&D is about 50, we suggest that you halve all hits given under **Arms Law** when using it with AD&D® (round down if generosity amuses you).

(9.89) General:

For conversion to any system, remember: the effectiveness, flexibility and power of an attack is entirely contained within the offensive bonus of an attacker. So the offensive bonus should represent the potential of the attacker for inflicting damage.

These are notes that we have derived for using Arms Law with AD&D®. Please note that although care was taken to make these rules compatible with AD&D®, and we feel that it greatly enhances that game, Arms Law is not an officially approved playing aid and we do not represent it as such.

*

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NOTE: THIRD EDITION MODIFICATIONS

All of the 3rd edition modifications are in organization and format (a saddle-stitched book with the individual tables perforated for those who wish to remove them); except for the following suggestions:

1) HEALING

We suggest that concussion hits heal at a rate of 1 each hour if resting, and every 3 hours if active.

2) SLAYING WEAPONS

If a critical strike is obtained when using a weapon of slaying for a man-sized creature (e.g. an orc-slaying sword used against an orc), the normal critical is resolved and then a second critical is resolved on the slaying column of the large creature critical strike table (8.14).

3) ARMOR BONUSES

Superior or magic armor may have two types of bonuses: **toughness** (i.e. increased protection) or **lightness** (i.e. decreased encumbrance and restrictedness). A toughness bonus would increase a defensive bonus (DB) as described in section 4.3; for example, a -10 (**tough**) metal breastplate would increase a DB by 10. A lightness bonus would decrease the armor penalties given in table 8.24 by the amount of the bonus; for example, a +10 (**light**) metal breastplate would result in a maneuver penalty of -5 for a fully-trained wearer and no missile attack penalty or quickness penalty. Armor may also have both of these bonuses; for example, a metal breastplate could have bonuses of +5 (**tough**) and +10 (**light**).

QUESTIONS:

Should you have any questions, write to:

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Please put questions in a format conducive to yes/no answers; and include a self-addressed, stamped envelope.

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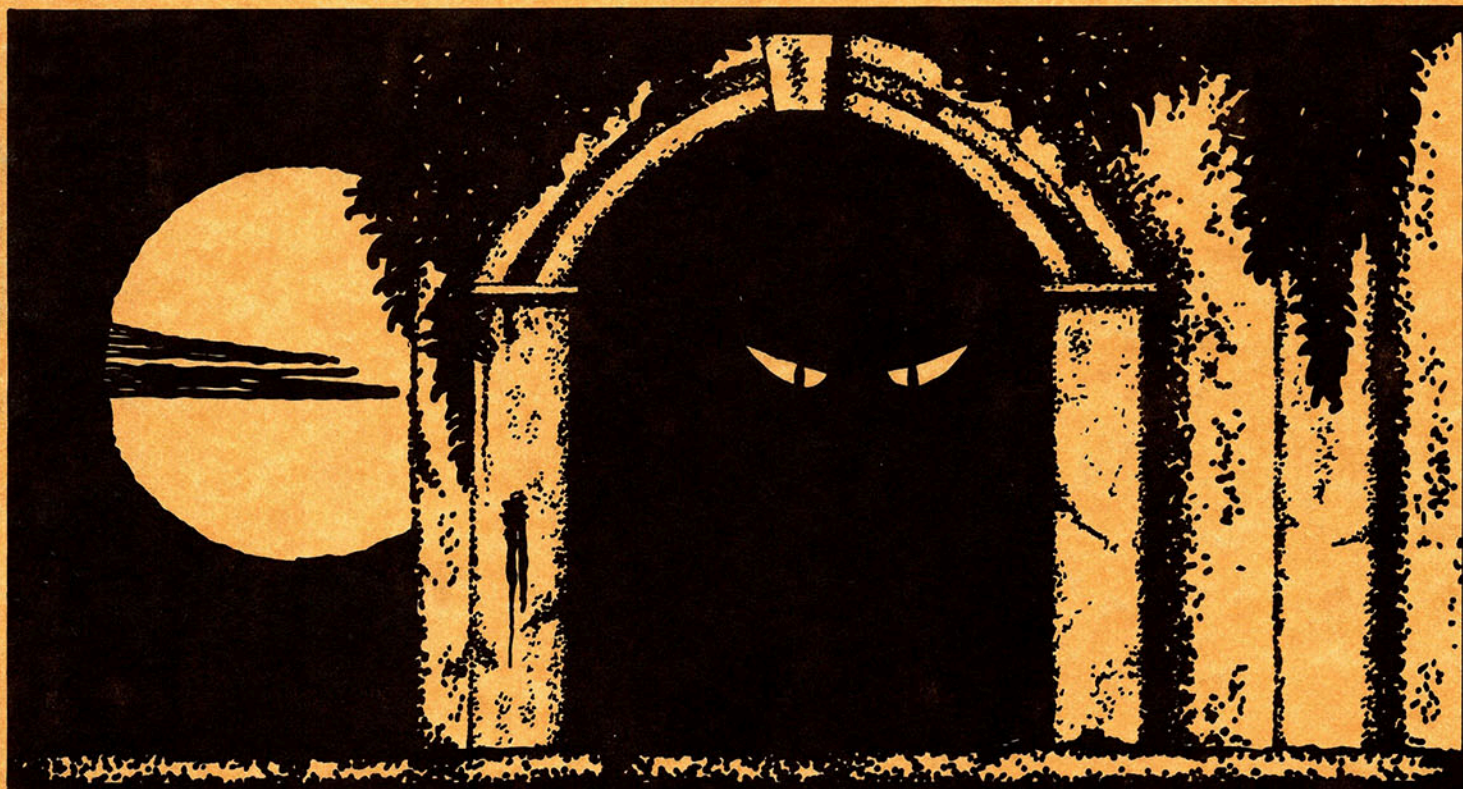
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 Critical Strike 8.12	A	B	C	D	E
01-05	ZIP	GLANCING BLOW. NO EXTRA DAMAGE. +0	+1 HIT	+2 HITS	+3 HITS
06-10	+1 HIT	+2 HITS	+3 HITS	+4 HITS	UNBALANCE Foe WITH A NICE GRAZING STRIKE. YOU GAIN INITIATIVE. +5 HITS
11-15	YOU RECEIVE INITIATIVE FOR NEXT ROUND. +1 HIT	GLANCING BLOW TO Foe'S SIDE. +3 HITS. YOU RECEIVE INITIATIVE NEXT ROUND.	BLOW TO Foe'S SIDE. +5 HITS. YOU RECEIVE INITIATIVE NEXT ROUND.	+2 HITS Foe MUST PARRY FOR NEXT ROUND.	+3 HITS Foe MUST PARRY FOR NEXT ROUND.
16-20	Foe MUST PARRY NEXT ROUND. +1 HIT	BLOW TO SIDE. +2 HITS. Foe MUST PARRY NEXT ROUND AT -10%.	BLOW ACROSS SIDE. Foe MUST PARRY NEXT RD. AT -20%. +3 HITS	MINOR SIDE WOUND. Foe FIGHTS AT -10%. YOU HAVE THE INITIATIVE NEXT ROUND.	STUN Foe FOR 1 ROUND. ADD 20% TO YOUR NEXT ATTACK.
21-35	Foe MUST PARRY NEXT ROUND. +2 HITS. ADD +10% TO NEXT ATTACK.	Foe MUST PARRY NEXT ROUND AT -20%. +2 HITS	YOU WOUND Foe ALONG SIDE OF CHEST. Foe IS STUNNED 1 ROUND AND TAKES 1 HIT PER ROUND.	YOU WOUND Foe ALONG SIDE OF HIP. Foe IS STUNNED 1 ROUND AND TAKES 2 HITS PER ROUND.	Foe RECEIVES MINOR SIDE WOUND. +2 HITS. Foe IS AT -10%. Foe TAKES 2 HITS PER ROUND.
36-45	MINOR CALF WOUND. Foe RECEIVES 1 HIT PER ROUND.	MINOR CALF WOUND. Foe TAKES 1 HIT PER ROUND. +2 HITS	MINOR CALF WOUND. Foe TAKES 2 HITS PER ROUND.	MINOR THIGH WOUND. Foe TAKES 3 HITS PER ROUND.	THIGH STRIKE. IF Foe HAS LEG ARMOR. +3 HITS. IF Foe HAS NO ARMOR. +2 HITS AND 3 HITS PER ROUND.
46-50	STRIKE ALONG Foe'S BACK. +2 HITS. Foe MUST NOW PARRY NEXT ROUND AT -30%.	STRIKE ALONG Foe'S BACK. Foe IS STUNNED FOR 1 ROUND AND TAKES 1 HIT PER ROUND.	STRIKE ACROSS Foe'S BACK STUNS Foe FOR 2 ROUNDS. Foe TAKES 1 HIT PER ROUND.	STRIKE TO Foe'S LOWER BACK. Foe IS STUNNED AND UNABLE TO PARRY NEXT ROUND. +6 HITS.	STRIKE TO Foe'S LOWER BACK. Foe TAKES 3 HITS PER RD. +5 HITS. Foe IS STUNNED AND UNABLE TO PARRY DURING NEXT ROUND.
51-55	STRIKE TO Foe'S CHEST. Foe MUST PARRY NEXT ROUND AT -25%. Foe TAKES 2 HITS PER ROUND.	MINOR CHEST WOUND. Foe TAKES 2 HITS PER ROUND. +3 HITS. Foe MUST PARRY FOR NEXT 2 ROUNDS.	MINOR CHEST WOUND. Foe TAKES 2 HITS PER ROUND. +3 HITS. Foe IS STUNNED FOR 2 ROUNDS.	STRIKE TO CHEST. +5 HITS. Foe TAKES 3 HITS PER ROUND AND FIGHTS AT -15%. Foe MUST PARRY NEXT ROUND.	CHEST WOUND. Foe TAKES 4 HITS PER ROUND. +5 HITS. Foe FIGHTS AT -10%. Foe IS STUNNED AND UNABLE TO PARRY NEXT ROUND.
56-60	MINOR THIGH WOUND. Foe TAKES 2 HITS PER ROUND. +2 HITS. Foe IS STUNNED NEXT ROUND.	MINOR THIGH WOUND. Foe TAKES 2 HITS PER ROUND. +3 HITS. Foe IS STUNNED AND UNABLE TO PARRY NEXT ROUND.	MINOR THIGH WOUND. +5 HITS. Foe TAKES 2 HITS PER ROUND AND IS AT -10%. Foe IS STUNNED FOR 2 ROUNDS.	STRIKE TO THIGH. Foe TAKES 3 HITS PER ROUND. Foe IS STUNNED AND UNABLE TO PARRY FOR THE NEXT ROUND. +3 HITS.	THIGH WOUND. Foe TAKES 5 HITS PER ROUND. +6 HITS. Foe IS STUNNED AND UNABLE TO PARRY NEXT ROUND.
61-65	MINOR FOREARM WOUND. +2 HITS. Foe TAKES 2 HITS PER ROUND. Foe IS AT -10%.	MINOR FOREARM WOUND. Foe IS STUNNED DURING NEXT ROUND. +2 HITS. Foe IS AT -10% AND TAKES 2 HITS PER ROUND.	FOREARM WOUND. Foe TAKES 2 HITS PER ROUND AND IS AT -10%. +3 HITS. Foe IS STUNNED FOR 2 ROUNDS.	FOREARM WOUND. Foe TAKES 3 HITS PER ROUND AND IS AT -10%. +3 HITS. Foe IS STUNNED FOR 2 ROUNDS.	FOREARM WOUND. Foe TAKES 3 HITS PER ROUND AND IS AT -15%. +5 HITS. Foe IS STUNNED FOR 2 ROUNDS.
66	STRIKE THROUGH Foe'S SHIELD. SHOULDER ARM IS USELESS. ADD +10% TO YOUR NEXT ATTACK. Foe IS STUNNED FOR 3 ROUNDS.	STRIKE SHATTERS ELBOW IN Foe'S WEAPON ARM. +3 HITS. ARM IS USELESS. Foe IS STUNNED 4 ROUNDS AND CANNOT PARRY FOR 2 RDS.	STRIKE SHATTERS Foe'S KNEE. Foe IS KNOCKED DOWN, IS AT -10%, AND STAYS DOWN FOR 3 ROUNDS. Foe IS UNABLE TO PARRY 2 RDS.	STRIKE TO SIDE OF HEAD. Foe IS KNOCKED OUT FOR 6 HOURS. +10 HITS. IF Foe HAS NO HELM, YOU KILL HIM.	STRIKE THROUGH BOTH OF Foe'S LUNGS. Foe DROPS AND PASSES OUT. Foe DIES IN 6 ROUNDS. ADD +10% TO YOUR NEXT ATTACK.
67-70	STRIKE ALONG Foe'S NECK. +5 HITS. Foe IS STUNNED FOR 3 ROUNDS AND CANNOT PARRY NEXT ROUND.	STRIKE TO Foe'S NECK AREA. Foe TAKES 3 HITS PER ROUND AND IS AT -5%. Foe IS STUNNED FOR 2 ROUNDS.	STRIKE ALONG Foe'S NECK. Foe IS STUNNED FOR 4 RDS. AND CANNOT PARRY FOR 2 ROUNDS. ADD +15% TO YOUR NEXT ATTACK.	STRIKE Foe IN SHOULDER. +3 HITS. Foe IS STUNNED AND UNABLE TO PARRY FOR 2 ROUNDS. Foe IS AT -20%.	STRIKE Foe IN SHOULDER. SEVER MUSCLE AND TENDONS. ARM IS USELESS. Foe TAKES 3 HITS PER ROUND. Foe IS STUNNED FOR 6 ROUNDS.
71-75	STRIKE LOWER LEG. TEAR TENDONS. Foe IS AT -25%. +3 HITS. Foe IS STUNNED AND UNABLE TO PARRY NEXT ROUND.	STRIKE TO Foe'S CALF. SLASH MUSCLE. Foe IS AT -40%. +3 HITS. Foe IS STUNNED AND UNABLE TO PARRY FOR 2 ROUNDS.	STRIKE TO LOWER LEG. Foe IS STUNNED AND UNABLE TO PARRY FOR 2 ROUNDS. +5 HITS. Foe IS AT -50%. SLASH MUSCLE AND TENDONS.	STRIKE TO LOWER LEG. Foe IS AT -50%. SLASH MUSCLE AND CARTILAGE. +6 HITS. Foe IS STUNNED AND UNABLE TO PARRY 2 ROUNDS.	STRIKE THROUGH LOWER LEG. Foe IS STUNNED AND UNABLE TO PARRY FOR 3 ROUNDS. SEVER MUSCLE. Foe IS AT -75%.
76-80	STRIKE TO Foe'S UPPER ARM. +3 HITS. Foe TAKES 3 HITS PER ROUND AND IS AT -25%. Foe IS STUNNED FOR 2 ROUNDS.	STRIKE THROUGH MUSCLE IN Foe'S SHIELD ARM. Foe IS AT -30% AND TAKES 3 HITS PER ROUND. Foe IS STUNNED FOR 3 ROUNDS.	STRIKE Foe IN SHIELD ARM. TEAR MUSCLE AND TENDONS. Foe TAKES 3 HITS PER ROUND, FIGHTS AT -25%. Foe IS STUNNED 6 ROUNDS.	STRIKE Foe IN SHIELD ARM. ARM IS USELESS. Foe IS STUNNED FOR 6 ROUNDS. Foe TAKES 3 HITS PER RD. +12 HITS.	STRIKE Foe IN WEAPON ARM. BONE IS BROKEN. Foe IS STUNNED AND UNABLE TO PARRY FOR 3 ROUNDS. +10 HITS.
81-85	SIDE WOUND. Foe TAKES 5 HITS PER ROUND AND IS STUNNED FOR 6 ROUNDS. ADD +20% TO YOUR NEXT ATTACK.	SIDE WOUND. +6 HITS. Foe TAKES 5 HITS PER ROUND. Foe IS AT -25%. Foe IS STUNNED AND UNABLE TO PARRY FOR 3 ROUNDS.	SIDE WOUND. +7 HITS. Foe TAKES 5 HITS PER RD. Foe IS AT -30%. Foe IS STUNNED AND UNABLE TO PARRY FOR 3 ROUNDS.	MAJOR ABDOMINAL WOUND. Foe TAKES 6 HITS PER ROUND. +10 HITS. Foe IS STUNNED AND UNABLE TO PARRY FOR 3 RDS. Foe IS AT -20%.	STRIKE THROUGH Foe'S BACK SEVER A VEIN. Foe IS STUNNED AND UNABLE TO PARRY FOR 12 ROUNDS - THEN DIES.
86-90	STRIKE Foe IN BACK. Foe IS AT -20% AND TAKES 3 HITS PER ROUND. Foe IS STUNNED AND UNABLE TO PARRY 2 RDS.	STRIKE TO BACK OF HEAD. IF Foe HAS NO HELM, HE DIES. IF Foe HAS A HELM, +6 HITS AND Foe IS DOWN FOR 2 ROUNDS.	STRIKE TO BACK OF HEAD. IF Foe HAS NO HELM, HE DIES. IF Foe HAS A HELM, HE IS KNOCKED DOWN AND STUNNED FOR 6 ROUNDS.	STRIKE THROUGH Foe'S KIDNEYS. Foe DROPS. +9 HITS. Foe DIES AFTER 6 ROUNDS OF VERY INTENSE AGONY. SAD.	STRIKE THROUGH LEG SEVER AN ARTERY. Foe DROPS. LAPSSES INTO UNCONSCIOUSNESS, AND DIES AFTER 12 ROUNDS.
91-95	RIP OFF Foe'S EAR. +3 HITS. Foe TAKES 2 HITS PER ROUND, HEARS AT -50%. Foe IS STUNNED AND NOT ABLE TO PARRY 2 ROUNDS.	STRIKE THROUGH Foe'S HIP. Foe TAKES 3 HITS PER RD. +5 HITS. Foe IS STUNNED NEXT ROUND. Foe IS AT -25%.	STRIKE THROUGH Foe'S CHEST SEVER A VEIN. Foe DIES IMMEDIATELY AND DIES IN 9 ROUNDS DUE TO SHOCK AND BLOOD LOSS.	STRIKE THROUGH Foe'S SIDE DESTROYS A VARIETY OF ORGANS. Foe FIGHTS NORMALLY FOR 6 ROUNDS THEN DIES.	SEVER ARTERY IN Foe'S ARM. Foe IS STUNNED FOR 12 ROUNDS AND THEN DIES.
96-99	STRIKE Foe'S NOSE. THERE IS A PERMANENT SCAR. Foe TAKES 3 HITS PER RD. Foe IS STUNNED AND NOT ABLE TO PARRY 3 ROUNDS.	STRIKE THROUGH Foe'S CHEEK. Foe DROPS AND DIES AFTER 9 ROUNDS OF INCAPACITY. ADD +20% TO YOUR NEXT ATTACK.	STRIKE THROUGH Foe'S NECK BREAKS BACKBONE AND SEVER SPINE. Foe IS PARALYZED FROM THE NECK DOWN...PERMANENTLY.	NAIL SUCKER IN LOWER BACK. INTERNAL BLEEDING AND SHOCK KILL Foe IN 6 ROUNDS. Foe IS DOWN AND OUT.	SHOT THROUGH HEART SENDS Foe REELING 10 FEET TO A SPOT SUITABLE FOR DYING. WEAPON IS STUCK IN REELING Foe.
100	STRIKE THROUGH NECK. SEVER VEIN AND ARTERY. Foe CANNOT BREATHE. Foe DROPS AND DIES OF A MASSIVE HEART FAILURE.	STRIKE THROUGH Foe'S EYE. Foe DIES INSTANTLY. ADD +10% TO ALL FRIENDLY ATTACKS WITHIN 30 FEET NEXT ROUND.	SHOT THROUGH BOTH EARS PROVES EFFECTIVE. Foe DIES INSTANTLY. ADD +20% TO YOUR NEXT 6 ROUNDS. PRETTY SHOT.	STRIKE THROUGH BRAIN MAKES LIFE DIFFICULT FOR Foe. YOU HAVE 1/2 ROUND LEFT TO ACT. ADD +20% TO YOUR NEXT ATTACK.	STRIKE THROUGH Foe'S EYE. Foe DIES INSTANTLY. ADD +25% TO YOUR NEXT ATTACK. CARRY ON.

claw law



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11.41 GUIDELINES FOR USE OF WEAPON STATISTICS

The weapons given in table 11.42 are historical weapons that have actually been used. The statistics given are suggested values for their use with Arms Law. They indicate which Arms Law attack tables to use and what modifications to make. These weapons are intended to be examples of how to use the Arms Law/Claw Law system to simulate any weapon.

The weapons in table 11.43 are fantasy (made up) weapons. They are very powerful; and depend on special design and material. They are included to illustrate how you can make up your own weapons using this system.

11.51 GUIDELINES FOR USE OF ANIMAL STATISTICS

Most animals will rarely attack a human unless they or their young are threatened. When an attack does occur, however, it is often sudden and ferocious. The ferocity of animal attacks is reflected to a certain degree by the ten animal attack tables found in Claw Law. Some of these tables make huge animals more terrible than the most fearsome weapon in Arms Law. The comparative ferocity and prowess of animals is subject to the value judgements of the gamesmaster. The summary of animal combat capabilities provides some suggested combat capabilities for common earthly animals using the animal attack charts. Only the broad physical characteristics are presented, the tactical application of the animals' characteristics (as well as any unusual abilities) should be developed by the gamesmaster.

Each animal described on the summary charts has at least one type of attack and possibly three (Primary, Secondary and Tertiary). To determine which attack is used roll percentile dice (1-100), low (and in the given percent range) indicates that the primary attack is used while the higher rolls indicate secondary and possibly tertiary attacks.

EXAMPLE: Examine the Wolverine entry, on a roll of 1-40 the wolverine will use the Bite Attack Table with an offensive bonus of 50 and a Maximum result of Medium (M). On a roll of 41-50, the wolverine will use the Claw/Talon Attack Table with an OB of 45 and a Maximum result of Medium. On a roll of 51-100, the Wolverine will make both of the attacks just mentioned.

The gamesmaster may always change the given pattern of attack for a given animal or situation; the provided values are only meant to be guidelines for the use of the Claw Law tables. The explanation for the ◀ and ▶ symbols, is that the attacks so marked only occur as a result of another successful attack (an attack obtaining a critical strike) by the same animal. A definition and example of these types of attacks is given on the KEY for the Combat Characteristics tables.

The statistics given for animals apply in general to the size and nature of the animal found in our world. For creatures smaller than normal (e.g. a baby elephant), decrease the SZ, HITS, and MAX (on attacks), but leave the pattern of attack the same. Similarly, for larger than normal animals (e.g. giant crab, huge bird, giant spider, etc.) increase the SZ, HITS, and MAX (on attacks), but leave the pattern of attack the same. The bonuses (ADD) for various attacks should be decreased for smaller animals and increased for larger animals.

Swarms or groups of tiny creatures (bees, ants, etc.) may be given a small attack on the appropriate table. Some of these "swarm" attacks are indicated on the charts (Bees, Birds, Crabs, Lizards, etc.).

Trained or usually intelligent animals may have higher offensive bonuses (ADD) and use different combinations of attacks. These statistics are only meant to be a sample and the gamesmaster should feel free to use the provided tables for describing and designing his own animals and monsters.

EXAMPLE: If a lion attacks a man, he would first attack on the Claw/Talon (C) Attack Table with an Offensive Bonus of 85 and a maximum result at the Large point (L). If the Lion obtained a critical result of A, B, C, D, E, or F, it would make a second attack the same round on the Bite table with a 85 OB and a maximum result at the Large point. If the Lion obtained a second critical, it would attack the next round on the Claw/Talon table with an 120 OB. If the lion failed to get a critical on either of the first two attacks mentioned, it would attack the next round on the Claw/Talon table with a 85 OB. (The Tertiary Attack represents the Lion biting the foe and clawing at it with all four paws).

11.61 GUIDELINES FOR USE OF MONSTER STATISTICS

All the above comments apply to any monsters, and a sample of commonly used monsters is provided on the summary of monster combat capabilities. This chart and this package only provide the Combat capabilities of the listed monsters, any special abilities (fire-breathing, invisibility, flying, etc.) must be provided by whatever spell and system you use in your game. A good rule of thumb for converting monsters is to first determine the size (Tiny, Small, Medium, Large, or Huge) and type of attack. Then determine the Maximum damage for each type of attack (usually the size). Finally, an appropriate offensive bonus must be determined. If this cannot be easily set, approximate it by +10 per hit die that the creature normally has under your system.

ATTACK TYPE CHART

P	= Beak/Pincher
S	= Stinger
Ba	= Bash/Ram/Butt/Knockdown/Slug
B	= Bite
C	= Claw/Talon
H	= Horn/Tusk
T	= Tiny Animals
TS	= Trample/Stomp
G	= Grapple/Envelope/Swallow
K	= Fall/Krush
W	= Weapons

SIZE CHART

Size	DB Mod.*
Tiny	30
Small	20
Medium	0
Large	-10
Huge	-20

SPEED CHART*

abbr.	RATE	MS* DB Mod.	AQ 1st Swing Pt.	AQ Charge/Lunge DB Mod.	MS Flee/Evade DB Mod.
C	= Creeping	-20	10	0	0
VS	= Very Slow	-10	20	0	0
S	= Slow	0	50	0	0
M	= Medium	10	85	-5	5
MF	= Moderately Fast	20	97	-10	10
F	= Fast	30	101	-15	15
VF	= Very Fast	40	110	-20	20
BF	= Blindingly Fast	50	120	-20	25

¹ This DB Modifier is only used when an animal attacks a target from the front without surprise. The animals' DB is only modified with respect to the target's attack. If this modifier is applied the target gets the first attack.

² This DB modifier applies if the animal is actively fleeing or evading pursuit, the animal must be moving.

^{1,2} Have not been factored into the DB's of the sample animals and monsters, and thus must be applied as the situation calls for.

*These modifications have already been factored into the animal and monster stats given, they are included to facilitate designing your own animals and monsters.






NOTE: If you are using a weapon that falls into a column found on the Fumble Table (see Arms Law), roll and refer to the appropriate result. Weaponry that doesn't fall into a "fumble category" (e.g. bare fist, hooves, etc.) makes no fumble roll; the opportunity is simply lost.

NOTE: The offensive bonuses and defensive subtractions given to monsters, animals and martial artists are based upon I.C.E.'s systems. In these systems, a fighter can have an offensive bonus as high as 80 or 90 at around 5th level. For use with other systems, the OB's and DB's given should be examined for their relation to character bonuses. It may be that the bonuses given should be cut to ½ or ⅓ for some systems.

Critical Strikes for Grappling	A	B	C	D	E
01-05	WEAK GRIP. NO BONUS.	INDECISION AND AN OPPORTUNITY LOST.	+1 HIT	+2 HITS	+3 HITS
06-10	+1 HIT	+2 HITS	+3 HITS	+4 HITS	GLANCING ATTACK. YOU HAVE THE INITIATIVE NEXT ROUND. +5 HITS.
11-15	GLANCING ATTACK. NO EXTRA DAMAGE, BUT YOU HAVE THE INITIATIVE NEXT ROUND. PRACTICE.	PASSING STRIKE. YOU HAVE THE INITIATIVE NEXT ROUND. +2 HITS.	GRAZING SIDE STRIKE. YOU RECEIVE THE INITIATIVE NEXT ROUND. +4 HITS.	GLANCING BLOW. YOU RECEIVE THE INITIATIVE NEXT ROUND. +6 HITS.	LAME ATTACK, BUT Foe MUST PARRY NEXT ROUND. +6 HITS
16-20	Foe IS FREE, BUT YOU HAVE THE INITIATIVE NEXT ROUND. +3 HITS.	Foe FENDS OFF ATTACK. BUT IS FORCED TO PARRY NEXT ROUND. +2 HITS.	Foe RECOVERS BUT IS FORCED TO PARRY NEXT ROUND. +4 HITS.	SIDE STRIKE UNBALANCES Foe. YOU HAVE INITIATIVE FOR 2 ROUNDS. +5 HITS.	STRONG, PASSING BLOW. Foe IS STUNNED FOR 1 ROUND. +3 HITS.
21-35	GRAZING HIP STRIKE. YOU HAVE THE INITIATIVE NEXT ROUND. +5 HITS.	ATTACK HAS PUNCH, BUT NOTHING MORE. Foe MUST PARRY NEXT ROUND AT -20%.	GLANCING ATTACK. Foe IS STUNNED FOR 1 ROUND. +2 HITS	HARD BUT MISPLACED STRIKE. Foe ELUDES GRIP BUT IS STUNNED FOR 1 ROUND. +3 HITS.	DISJOINTED ATTACK AND A LITTLE LUCK ALLOW Foe TO ESCAPE GRASP. Foe IS STUNNED FOR 1 ROUND. YOU HAVE INITIATIVE 2 ROUNDS.
36-45	BLOW TO LOWER BACK. Foe MUST PARRY NEXT ROUND.	UNBALANCE Foe. +4 HITS. Foe MUST PARRY NEXT ROUNDS. YOU HAVE INITIATIVE FOR 2 ROUNDS.	FLAILING ATTACK. Foe IS STUNNED 1 ROUND AND MUST PARRY THE FOLLOWING ROUND.	STRIKE TO Foe'S SHIELD ARM. IF Foe HAS SHIELD, +3 HITS. IF NOT, ARM IS CAUGHT FOR 6 ROUNDS (AND IMMOBILE), AND Foe STUNNED 3 ROUNDS.	ATTACK TO UPPER LEG. Foe IS SPUN ABOUT AND BREAKS LOOSE, BUT IS STUNNED AND UNABLE TO PARRY 1 ROUND.
46-50	PASSING HIP STRIKE. Foe MUST PARRY NEXT ROUND AT -20%. +3 HITS.	BLOW TO CHEST STUNS Foe FOR 1 ROUND. +5 HITS	YOUR ATTACK PRODUCES A WEAK GRASP AROUND Foe'S WAIST. Foe IS AT -25% FOR 3 ROUNDS.	ATTACK YIELDS WEAK HOLD AROUND Foe'S CHEST. Foe IS AT -30% FOR 3 ROUNDS. YOU HAVE INITIATIVE 4 ROUNDS.	ATTACK PRODUCES A HOLD AROUND Foe'S LEG. Foe SLIPS AWAY, BUT IS STUNNED 2 ROUNDS AND IS UNABLE TO PARRY NEXT ROUND.
51-55	SLIGHTLY UNBALANCING BLOW TO CHEST. Foe MUST PARRY NEXT ROUND. YOU HAVE INITIATIVE 2 ROUNDS.	BLOW TO BACK STUNS Foe FOR 1 ROUND. +7 HITS	ATTACK YIELDS SLIPPING GRASP AROUND Foe'S LEG. Foe IS STUNNED AND UNABLE TO PARRY 1 ROUND.	ATTACK RESULTS IN SLIPPING GRIP AROUND Foe'S WAIST. Foe IS AT -50% FOR 3 ROUNDS.	Foe BREAKS FREE OF HOLD AROUND SHIELD ARM. Foe IS STUNNED 2 ROUNDS AND UNABLE TO PARRY NEXT ROUND. +5 HITS.
56-60	GLANCING BACK BLOW. Foe MUST PARRY NEXT ROUND AT -25%. YOU HAVE INITIATIVE 2 ROUNDS.	UNBALANCING STRIKE. Foe SPINS FREE BUT IS STUNNED FOR 1 ROUND AND MUST PARRY THE FOLLOWING ROUND.	Foe BREAKS FREE OF HOLD AROUND THEM, BUT IS STUNNED AND UNABLE TO PARRY 1 ROUND. +3 HITS.	ATTACK PRODUCES HOLD AROUND LEG. GRIP IS SLIPPING BUT Foe STUNNED 3 ROUNDS. +6 HITS.	GRASP AROUND Foe'S LEG. Foe IS STUNNED AND UNABLE TO PARRY 1 ROUND AND IS AT -25% THE FOLLOWING 3 ROUNDS.
61-65	BLOW TO SHOULDER. Foe IS STUNNED 1 ROUND. +3 HITS	SLIPPING GRASP AROUND Foe'S WAIST IS WEAK. Foe IS STUNNED FOR 2 ROUNDS.	GRASP AROUND Foe'S CHEST. Foe IS AT -50% FOR 3 ROUNDS. +3 HITS.	GRASP AROUND Foe'S CHEST. Foe IS STUNNED AND UNABLE TO PARRY FOR 1 ROUND AND IS AT -20% THE FOLLOWING 2 ROUNDS.	ATTACK TO Foe'S SHIELD ARM. IF Foe HAS SHIELD, +6 HITS. IF NOT, Foe IS STUNNED AND UNABLE TO PARRY 3 ROUNDS, TAKES +7 HITS.
66	GRASP AROUND WEAPON ARM DISARMS Foe. +2 HITS. Foe IS STUNNED FOR 2 ROUNDS.	GRASP AROUND WEAPON ARM DISARMS Foe AND SPRAINS HIS WRIST. Foe IS STUNNED 2 ROUNDS, AND FIGHTS AT -25%.	GRASP AROUND BOTH OF Foe'S LEGS. Foe SLIPS AWAY, BUT IS KNOCKED DOWN AND PRONE FOR 1 ROUND. +5 HITS.	GRASP AROUND LEG KNOCKS Foe DOWN. TIGHT GRIP. Foe IS PRONE AND IMMOBILE 2 ROUNDS. +6 HITS.	GRASP Foe AROUND NECK AND KNOCK HIM DOWN. Foe HAS TORN NECK MUSCLES. IS AT -20%. Foe IS PRONE AND IMMOBILE FOR 3 ROUNDS.
67-70	PASSING CHEST STRIKE. Foe ELUDES ENTANGLEMENT BUT MUST PARRY NEXT 2 ROUNDS AT -20%.	ENTANGLE Foe'S LEG. +4 HITS. Foe IS STUNNED AND UNABLE TO PARRY 1 ROUND.	ENTANGLE SHIELD ARM. IF Foe HAS SHIELD, HE IS AT -50% UNTIL HE DROPS IT. IF NOT, Foe IS AT -50%.	ENTANGLE LEG. Foe IS STUNNED FOR 2 ROUNDS AND UNABLE TO PARRY NEXT ROUND. +7 HITS.	ENTANGLE WEAPON ARM. Foe IS STUNNED AND UNABLE TO PARRY FOR 2 ROUNDS, AND AT -75% RO FOLLOWING.
71-75	ATTACK RESULTS IN AN UNEASY HOLD ON Foe'S MIDSECTION. Foe IS AT -50% FOR 2 ROUNDS. +5 HITS.	ATTACK YIELDS A WEAK HOLD AROUND Foe'S LOWER CHEST. Foe IS AT -50% FOR 3 ROUNDS. +4 HITS.	ATTACK RESULTS IN LOOSE GRASP ON Foe'S MIDSECTION. Foe IS STUNNED FOR 2 ROUNDS AND IS AT -50% FOR THE FOLLOWING 3 ROUNDS.	ATTACK YIELDS LOOSE HOLD AROUND Foe'S MIDSECTION. Foe IS STUNNED AND UNABLE TO PARRY 1 ROUND AND IS AT -70% THE FOLLOWING 3 RDS.	ENTANGLE Foe'S LEG. Foe IS KNOCKED DOWN, AND STUNNED AND UNABLE TO PARRY FOR 2 ROUNDS. +9 HITS.
76-80	INFIRM HOLD ON Foe'S MIDSECTION. FOR THE NEXT 3 ROUNDS Foe IS AT -50% AND YOU HAVE THE INITIATIVE.	ENTANGLE SHIELD ARM. IF Foe HAS SHIELD, HE IS AT -30% UNTIL HE DROPS IT. IF NOT, Foe IS AT -40%.	ENTANGLE WEAPON ARM. Foe IS STUNNED AND UNABLE TO PARRY FOR 2 ROUNDS, AND IS AT -50% DURING THE FOLLOWING ROUND.	ENTANGLE Foe'S WEAPON ARM. Foe HANGS ON TO WEAPON, BUT THE ARM IS IMMOBILIZED. +3 HITS.	GRAPPLE WEAPON ARM. Foe IS DISARMED AND HIS LEFT STUNNED FOR 3 ROUNDS. TORN LIGAMENTS AND PULLED MUSCLE LEAVE Foe AT -40%.
81-85	GRASP Foe'S LEG. Foe BREAKS FREE BUT IS STUNNED FOR 2 ROUNDS. +3 HITS. YOU HAVE INITIATIVE 6 ROUNDS.	INFIRM GRASP ON Foe'S MIDSECTION. FOR THE NEXT 6 ROUNDS Foe IS AT -50% AND YOU HAVE THE INITIATIVE.	GRASP AROUND Foe'S CHEST BREAKS RIB AND LEAVES Foe STUNNED AND UNABLE TO PARRY FOR 3 ROUNDS. Foe FIGHTS AT -5%.	ENTANGLE Foe'S LEG. Foe IS KNOCKED DOWN, STUNNED AND UNABLE TO PARRY 2 ROUNDS, AND DISARMED. FALL BREAKS SHIELD ARM.	ENTANGLE BOTH OF Foe'S ARMS AND PIN THEM TO HIS CHEST. Foe CANNOT MOVE HIS ARMS AND HAS MOBILITY REDUCED BY -75%.
86-90	ATTACK TO Foe'S SHIELD ARM. IF Foe HAS SHIELD, HE MUST PARRY NEXT ROUND. IF NOT, ARM IS IMMOBILIZED AND Foe IS AT -50%.	ENTANGLE Foe'S LEG. Foe IS KNOCKED DOWN AND IS STUNNED AND UNABLE TO PARRY FOR 2 ROUNDS. PULLED MUSCLE LEAVES Foe AT -10%.	ENTANGLE Foe'S FOOT. Foe STUMBLES, FALLS, AND BREAKS SHOULDER. +8 HITS. Foe IS STUNNED 6 ROUNDS AND FIGHTS AT -30%.	TIE UP BOTH OF Foe'S ARMS SO THEY ARE IMMOBILE. Foe IS STUNNED FOR 9 ROUNDS AND CANNOT FIGHT. +6 HITS.	ENTANGLE Foe'S FOOT. Foe STUMBLES TO GROUND AND IS KNOCKED OUT. Foe IS AT -95% DUE TO 2 BROKEN ARMS AND A BROKEN ANKLE. +20 HITS.
91-95	ENTANGLE Foe'S LEG. Foe IS KNOCKED DOWN AND IS STUNNED AND UNABLE TO PARRY FOR 2 ROUNDS. +3 HITS.	BOTH OF Foe'S LEGS ARE TIED UP. Foe IS DROUNED, DISARMED, AND STUNNED AND UNABLE TO PARRY 6 ROUNDS. ANKLE SPRAIN, Foe IS AT -25%.	PIN BOTH OF Foe'S ARMS TO CHEST. Foe IS STUNNED AND UNABLE TO PARRY 4 ROUNDS, THEN FIGHTS AT -95%.	ENTANGLE AND COMPLETELY IMMOBILIZE Foe'S LEGS. Foe FALLS AND IS LEFT STUNNED AND UNABLE TO PARRY FOR 30 ROUNDS. +10 HITS.	WRAP UP BOTH OF Foe'S LEGS. Foe STUMBLES TO GROUND AND IS KNOCKED OUT. Foe IS AT -95% DUE TO 2 BROKEN ARMS AND A BROKEN ANKLE. +20 HITS.
96-99	TIE Foe UP COMPLETELY. Foe IS ENTIRELY IMMOBILIZED FOR 12 ROUNDS, AND IS AT -60% FOR THE FOLLOWING 3 ROUNDS. +7 HITS.	ATTACK COMPLETELY ENTANGLES AND IMMOBILIZES Foe. THE PITIFUL CREATURE IS LEFT PRONE BUT CONSCIOUS. BROKEN LEG LEAVES Foe AT -40%.	ENTANGLE AND COMPLETELY IMMOBILIZE Foe'S LEGS. Foe FALLS, IS DISARMED, BREAKS WEAPON ARM, AND IS KNOCKED OUT. +20 HITS.	GRAPPLE Foe'S NECK. IF Foe HAS NECK ARMOR, HE IS LEFT DISARMED, AND STUNNED AND UNABLE TO PARRY 3 ROUNDS. IF NOT, HE DIES IN 6 ROUNDS.	ATTACK RESULTS IN STRANGLING HOLD. Foe IS UNABLE TO BREAK FREE AND DIES AFTER 9 ROUNDS OF AMAZINGLY HELPLESS STRUGGLING. GRIM.
100	BOTH OF Foe'S LEGS ARE ENTANGLED. Foe IS STUNNED AND KNOCKED OUT. +9 HITS. ADD +20 TO YOUR NEXT ROLL.	ATTACK YIELDS VICIOUS HOLD AROUND Foe'S NECK. Foe IS KNOCKED OUT. SPRAINED NECK LEAVES Foe AT -90%.	GRAPPLE Foe'S NECK. IF Foe HAS NECK ARMOR, HE IS AT -75% DUE TO NECK SPRAIN AND STUNNED 3 ROUNDS. IF NOT, HE DIES OF BROKEN NECK.	GRAPPLE Foe'S HEAD. IF Foe HAS HELMET, HE IS STUNNED AND UNABLE TO PARRY FOR 9 ROUNDS. IF NOT, Foe FALLS INTO COMA DUE TO FRACTURE.	CRUSH Foe'S WINDPIPE. Foe DIES INSTANTLY DUE TO MASSIVE SHOCK AND SAVAGE ASPHYXIATION. ADD +25 TO YOUR NEXT ROLL.

Critical Strikes for Martial Arts Strikes	A	B	C	D	E
01-05	Sorry.	FINE ARTISTRY, BUT NO EXTRA DAMAGE.	+1 HIT	+2 HITS	+3 HITS
06-10	+1 HIT	+2 HITS	+3 HITS	+4 HITS	GLANCING STRIKE MAKES FOE RESPECT YOU A LITTLE MORE. +5 HITS
11-15	WEAK STRIKE, BUT YOU GAIN THE INITIATIVE. +3 HITS	MILD BLOW. YOU GAIN THE INITIATIVE NEXT ROUND. +4 HITS	MILD STRIKE. YOU HAVE THE INITIATIVE NEXT ROUND. +5 HITS	KICK TO FOE'S SIDE YIELDS +6 HITS. YOU HAVE THE INITIATIVE NEXT ROUND.	MODERATE STRIKE STUNS FOE FOR 1 ROUND. +7 HITS
16-20	KICK TO FOE'S SIDE YIELDS +4 HITS AND YOU HAVE THE INITIATIVE NEXT ROUND.	SIDE STRIKE. FOE LOSES INITIATIVE NEXT 2 ROUNDS. +5 HITS	SIDE STRIKE FORCES FOE TO PARRY NEXT ROUND. +6 HITS	SIDE STRIKE FORCES FOE TO PARRY AT -10% NEXT ROUND. +8 HITS.	SIDE STRIKE CRACKS FOE'S RIBS AND STUNS FOE FOR 1 ROUND. +5 HITS. FOE IS AT -10%.
21-35	LIGHT, BUT WELL-PLACED STRIKE FORCES FOE TO PARRY 1 ROUND. +5 HITS.	STRONG, BUT POORLY AIMED STRIKE FORCES FOE TO PARRY NEXT ROUND. +6 HITS.	KICK FOR 1 RIBS AND STUN HIM FOR 1 ROUND. +6 HITS	SIDE STRIKE. FOE IS STUNNED NEXT ROUND AND LOSES INITIATIVE FOR 3 ROUNDS. +2 HITS.	FINE SIDE STRIKE CRACKS 3 RIBS. FOE IS AT -20%. +6 HITS
36-45	MILD CHEST STRIKE FORCES FOE TO PARRY NEXT ROUND AT -10%. +6 HITS.	CHEST STRIKE. FOE MUST PARRY NEXT ROUND AT -20%. +7 HITS.	CLEVER FAKE YIELDS FINE BUT LIGHT CHEST STRIKE. FOE IS STUNNED 1 ROUND. +8 HITS.	CHEST STRIKE. FOE IS STUNNED AND UNABLE TO PARRY NEXT ROUND. +5 HITS.	BACK STRIKE STUNS FOE 1 ROUND. YOU HAVE A CLEAR SHOT TO FOE'S REAR NEXT ROUND.
46-50	ACROBATIC MOVE FORCES FOE TO PARRY NEXT ROUND AT -25%. +6 HITS.	GLANCING KICK TO FOE'S BACK. FOE IS STUNNED 1 ROUND. +5 HITS.	STRIKE TO FOE'S BACK. FOE IS STUNNED AND UNABLE TO PARRY FOR 1 ROUND.	CHEST STRIKE. FOE IS STUNNED FOR 2 ROUNDS. BROKEN RIBS. FOE IS AT -10%. +3 HITS.	CHEST STRIKE. FOE IS STUNNED 2 ROUNDS AND UNABLE TO PARRY 1 ROUND. +5 HITS.
51-55	STRIKE TO HIP STUNS FOE FOR 1 ROUND. +3 HITS	STRIKE TO FOE'S CHEST STUNS HIM FOR 1 ROUND. +6 HITS	SIDE STRIKE. FOE IS STUNNED AND UNABLE TO PARRY NEXT ROUND. ADD +20% NEXT ATTACK.	UPPER LEG STRIKE CAUSES DEEP BRUISE. FOE OPERATES AT -25%. +6 HITS.	HIP STRIKE SPINS FOE. +5 HITS. FOE STUNNED FOR 3 ROUNDS.
56-60	STRIKE TO FOE'S LOWER CHEST STUNS FOE FOR 1 ROUND. +5 HITS.	BACK STRIKE. FOE IS STUNNED FOR 2 ROUNDS. +3 HITS	STRONG WHEEL KICK SENDS FOE 10 FEET IN ANY DESIRED DIRECTION. FOE IS STUNNED 2 ROUNDS. +8 HITS.	BACK STRIKE. FOE IS STUNNED FOR 3 ROUNDS. +4 HITS	CHEST STRIKE. FOE IS STUNNED 2 ROUNDS, UNABLE TO PARRY NEXT ROUND AND OPERATES AT -10%.
61-65	BLOW TO TOP OF FOE'S FOOT IS SLIGHTLY MISPLACED BUT QUICK. FOE OPERATES AT -20%. +5 HITS.	STRIKE TO BACK OF LOWER LEG. FOE IS STUNNED FOR 2 ROUNDS. +7 HITS	UPPER LEG STRIKE. FOE HAS DEEP BRUISE AND OPERATES AT -25%. +5 HITS.	BLOW TO NERVE IN UPPER LEG. FOE IS STUNNED 2 ROUNDS AND OPERATES AT -25% FOR 6 ROUNDS.	FOREARM STRIKE CLEANLY DISARMS FOE. +3 HITS
66	STRIKE TO ACHILLES TENDON. VICIOUS BRUISE. FOE IS AT -50%. +7 HITS AND FOE STUNNED 2 ROUNDS.	KICK TO FOE'S HEAD SPRAINS NECK AND FRACTURES JAW. FOE IS STUNNED 9 ROUNDS, OPERATES AT -50%.	KNIFE HAND STRIKE BREAKS FOE'S WEAPON ARM, LEAVING IT USELESS. FOLLOW-UP PUNCH TO SOLAR PLEXUS KNOCKS FOE OUT.	SUPERB MOVE. BREAK FOE'S WEAPON. FOE IS STUNNED FOR 3 ROUNDS. ADD +20 NEXT ROLL	SIMULTANEOUS OPEN PALM STRIKES DESTROY FOE'S HEARING AND BALANCE. FOE AT -95%. HE IS STUNNED 24 RDS.
67-70	WEAK SPEAR HAND STUNS FOE FOR 2 ROUNDS. +2 HITS	SPEAR HAND TO FOE'S CHEST. FOE IS STUNNED 3 ROUNDS.	STRONG KNIFE HAND TO UPPER PORTION OF FOE'S SHIELD ARM. ARM IS BROKEN AND USELESS.	STRIKE TO TOP OF FOE'S FOOT. FOE IS STUNNED AND UNABLE TO PARRY FOR 2 ROUNDS.	COMBINATION ELBOW TO SOLAR PLEXUS AND BACK FIST TO FACE DROPS FOE. FOE IS STUNNED 3 ROUNDS AND UNABLE TO PARRY 2 ROUNDS.
71-75	KNIFE HAND, SPEAR HAND COMBINATION. FOE MUST ROLL ON FUMBLE TABLE AND IS STUNNED 1 ROUND.	STRIKE TO FOE'S WEAPON ARM. DEEP BRUISE. FOE IS AT -20%. +6 HITS. FOE STUNNED 2 ROUNDS.	STRIKE TO BACK OF LOWER LEG. FOE IS STUNNED AND UNABLE TO PARRY FOR 2 ROUNDS.	KNIFE HAND STRIKE BREAKS FOE'S COLLARBONE. FOE IS STUNNED AND UNABLE TO PARRY 2 RDS, ACTS AT -25%.	HEEL KICK BREAKS BONE IN FOE'S FOOT. FOE IS AT -50%. +5 HITS. FOE STUNNED FOR 3 ROUNDS.
76-80	KICK TO FOE'S SHIELD ARM. IF FOE HAS SHIELD, IT IS BROKEN. IF NOT, ARM IS USELESS AND +6 HITS.	BLOW TO BACK OF FOE'S KNEE DAMAGES TENDONS. FOE IS STUNNED 2 ROUNDS AND OPERATES AT -25%.	KICK DISARMS FOE AND STUNS HIM FOR 1 ROUND. FOE FIGHTS AT -10% DUE TO CARTILAGE DAMAGE.	STRIKE TO AREA BEHIND FOE'S KNEE, TENDON AND CARTILAGE DAMAGE. FOE IS AT -75%.	FRONT KICK TO MIDSECTION DOUBLES FOE OVER. YOU FOLLOW WITH KNEE STRIKE WHICH BREAKS FOE'S NOSE AND KNOCKS HIM OUT.
81-85	KICK TO FOE'S WEAPON ARM DISARMS HIM. +3 HITS	KICK FOE'S WEAPON 5 FEET AWAY AND BREAK 2 FINGERS. FOE STUNNED 2 ROUNDS AND FIGHTS AT -20%.	HEEL KICK BREAKS BONE IN FOE'S FOOT. FOE IS AT -50%; HE IS ALSO STUNNED AND UNABLE TO PARRY FOR 2 ROUNDS.	KICK BREAKS FOE'S LEG. FOE IS STUNNED AND UNABLE TO PARRY 2 ROUNDS, AND OPERATES AT -75%. +5 HITS.	STRIKE TO KNEE SHATTERS JOINT. FOE DROPS AND IS STUNNED AND UNABLE TO PARRY 6 ROUNDS. FOE IS AT -80%. +6 HITS.
86-90	FLUID MOVE FOLLOWED BY A LEAPING KICK TO FOE'S BACK KNOCKS FOE DOWN AND STUNS HIM 3 ROUNDS.	WHEEL KICK KNOCKS FOE FLAT. SMASH TENDONS AND TEAR MUSCLE. FOE IS AT -30%. HE IS ALSO STUNNED 9 ROUNDS.	STRIKE TO LEG SEVERES ACHILLES TENDON AND DROPS FOE. +10 HITS. FOE STUNNED 9 ROUNDS, ACTS AT -80%.	OPEN-HANDED BLOW TO FOE'S ADAM'S APPLE (NECK) CRUSHES WINDPIPE. FOE DIES IN 18 ROUNDS - SMOKE AND ASPHYXIATION.	ROUNDHOUSE KICK HITS KIDNEY DROPS FOE. YOUR FOLLOW-UP KNEE HAND SNAPS FOE'S KNEE. HE IS KNOCKED OUT, DIES IN 9 RDS.
91-95	STRIKE TO NERVE IN UPPER LEG. +8 HITS. FOE STUNNED AND UNABLE TO PARRY FOR 2 ROUNDS, AND OPERATES AT -40% FOR 6 ROUNDS.	STRIKE TO FOE'S KNEE SHATTERS JOINT. FOE DROPS, IS AT -85%. HE IS STUNNED AND UNABLE TO PARRY 4 ROUNDS.	FLYING KICK TO FOE'S BACK. YOU KNOCK FOE DOWN, DISARM HIM, AND LEAVE STUNNED AND UNABLE TO PARRY FOR 12 ROUNDS.	JAB TO FOE'S EYES BUNDS HIM. CRESCENT KICK SENDS FOE 10 FEET TO RIGHT OR LEFT. SUCKER IS AT -100%. HE IS STUNNED 18 ROUNDS.	STRIKE TO STOMACH DESTROYS A VARIETY OF ORGANS. FOE DROPS HELPLESSLY AND DIES IN 12 ROUNDS. ADD +10 TO YOUR NEXT ROLL.
96-99	A CHOP DEFLECTS FOE'S ATTACK, AND A SUBSEQUENT STRIKE KNOCKS HIM DOWN. FOE STUNNED AND UNABLE TO PARRY FOR 3 ROUNDS.	ROUNDHOUSE KICK KNOCKS FOE OUT AND FRACTURES COLLABONE. FOE HAS SPRAINED NECK AND SHOULDER.	KICK TO SOLAR PLEXUS DROPS FOE AND LEAVES HIM STUNNED AND UNABLE TO PARRY 30 ROUNDS. +30 HITS.	BRUTAL HEAD KICK FLIPS FOE OVER ONTO HIS HEAD. SKULL FRACTURE IS MINOR BUT CONCUSSION SEVERE. FOE DIES OF HEMORRHAGE IN 9 RDS.	DOUBLE PALMSTRIKE TO FOE'S NOSE BREAKS CARTILAGE AND DRIVES BONE INTO BRAIN. FOE DROPS HELPLESSLY AND DIES IN 6 ROUNDS.
100	GOOSENECK STRIKE. FOE'S INNER EAR RUPTURED (HE HEARS AT -50%), OPERATES AT -75%. FOE IS KNOCKED OUT BY FOLLOW-UP STRIKE.	KNIFE HAND STRIKE TO FOE'S WEAPON ARM BREAKS BONE. KICK TO LOWER BACK BREAKS BACKBONE, LEAVING FOE PARALYZED FROM WAIST DOWN.	SWEET LAYS FOE OUT AND HEEL STRIKE TO FOE'S STERNUM COLLAPSES THE RIBCAGE. FOE IS HELPLESS AND DIES IN 4 ROUNDS.	AWESOME SPEAR HAND STRIKE FINDS BEAM, PENETRATES SOLAR PLEXUS AND RUPTURES THE HEART. FOE DIES INSTANTLY.	KICK DISARMS FOE. A FOLLOW-UP CHOP SNAPS HIS NECK AND A SUBSEQUENT FLIP SENDS FOE 5 FEET IN ANY DESIRED DIRECTION. FOE DIES.

Critical Strikes for Martial Arts Sweeps & Throws					
	A	B	C	D	E
01-05	ACROBATIC, BUT NO EXTRA DAMAGE. +0 HITS	SHODDY FOLLOWTHROUGH. +0 HITS	+1 HIT	+2 HITS	+3 HITS
06-10	+1 HIT	+1 HIT	+2 HITS	+3 HITS	UNBALANCE Foe. YOU HAVE INITIATIVE NEXT ROUND. +4 HITS
11-15	YOU HAVE INITIATIVE NEXT ROUND. +1 HIT	Foe TAKES 3 EXTRA HITS AND YOU HAVE THE INITIATIVE NEXT ROUND.	YOU HAVE THE INITIATIVE NEXT ROUND. ADD +20 TO YOUR NEXT ATTACK. Foe IS CONFUSED.	Foe MUST PARRY NEXT ROUND. +4 HITS	STUN Foe WITH YOUR FINE MOVES. ADD +10 TO NEXT ATTACK. Foe IS STUNNED 1 ROUND.
16-20	Foe MUST PARRY NEXT ROUND. +2 HITS	DAZZLE Foe. HE MUST PARRY NEXT ROUND AT -10%. +2 HITS	Foe UNBALANCED AND MUST PARRY NEXT ROUND AT -20%. +3 HITS	Foe IS STUNNED FOR 1 ROUND. +4 HITS	SWEEP STAGGERS Foe. +2 HITS. Foe IS STUNNED AND UNABLE TO PARRY 1 ROUND.
21-35	SWEEP FORCES Foe TO PARRY NEXT ROUND AT -10%. +2 HITS	SWEEP UNBALANCES Foe. +3 HITS. Foe MUST PARRY NEXT ROUND AT -20%.	SWEEP STUNS Foe FOR 1 ROUND. +4 HITS	SWEEP SENDS Foe TO HIS KNEES. Foe IS STUNNED AND UNABLE TO PARRY FOR 1 ROUND. +4 HITS.	SWEEP DROPS Foe. Foe IS STUNNED FOR 2 ROUNDS.
36-45	SWEEP STAGGERS Foe. Foe MUST PARRY NEXT ROUND AT -20%. +3 HITS	SWEEP BRUISES Foe'S LEG. Foe OPERATES AT -25% FOR 3 ROUNDS. +4 HITS	SWEEP BRUISES Foe'S LEG. Foe FIGHTS AT -10%. YOU HAVE THE INITIATIVE NEXT ROUND.	SWEEP BRUISES Foe'S CALF. Foe OPERATES AT -20%. +5 HITS	SWEEP DROPS Foe AND BRUISES THIGH. Foe IS STUNNED 1 ROUND. +5 HITS. Foe IS AT -20%.
46-50	SWEEP FORCES Foe TO PARRY NEXT ROUND AT -25%. +4 HITS	SWEEP STUNS Foe FOR 1 ROUND. +5 HITS	SWEEP DROPS Foe. +4 HITS. Foe IS STUNNED FOR 2 ROUNDS WHILE TRYING TO RALLY.	SWEEP DROPS Foe. +5 HITS. Foe IS STUNNED AND UNABLE TO PARRY FOR 1 ROUND.	Foe SLIPS TO HIS KNEES. +7 HITS. Foe IS STUNNED FOR 2 ROUNDS AND IS UNABLE TO PARRY NEXT ROUND.
51-55	SWEEP DRIVES Foe BACK 3 FEET. Foe MUST PARRY NEXT ROUND AT -30%. +5 HITS	THROW KNOCKS WIND OUT OF Foe, AND HE IS STUNNED FOR 1 ROUND. +6 HITS	THROW STUNS Foe FOR 2 ROUNDS. +6 HITS	THROW BREAKS 3 OF Foe'S RIBS. Foe IS STUNNED FOR 1 ROUND AND OPERATES AT -20%. +6 HITS.	THROW DROPS Foe. +8 HITS. Foe IS STUNNED FOR 3 ROUNDS.
56-60	THROW STUNS Foe FOR 1 ROUND. +6 HITS	THROW STUNS Foe FOR 1 ROUND AND SPRAINS A FINGER ON HIS WEAPON HAND. Foe IS AT -10%.	SWEEP KNOCKS Foe BACK 5 FEET. Foe IS STUNNED AND UNABLE TO PARRY FOR 1 ROUND.	SWEEP NEARLY KNOCKS Foe DOWN. Foe IS STUNNED AND UNABLE TO PARRY FOR 1 ROUND. +7 HITS.	SURPRISING SWEEP SENDS Foe REELING. Foe IS STUNNED FOR 3 ROUNDS. +9 HITS.
61-65	THROW DROPS Foe, BUT THERE IS A GOOD RECOVERY. Foe IS STUNNED FOR 1 ROUND. +7 HITS.	THROW PULLS MUSCLE IN Foe'S WEAPON ARM. Foe IS STUNNED FOR 1 ROUND. +3 HITS. Foe IS AT -20%.	THROW DISARMS Foe. +3 HITS AND Foe IS STUNNED FOR 1 ROUND. IF YOU WANT TO RUN, THE TIME IS NOW.	THROW DISARMS Foe AND LEAVES HIM STUNNED FOR 2 ROUNDS.	FINE THROW. Foe LANDS ON HIS WEAPON ARM, IS DISARMED, AND IS STUNNED FOR 3 ROUNDS.
66	THROW DISLOCATES Foe'S SHIELD SHOULDER. Foe IS STUNNED AND UNABLE TO PARRY 3 RDS, AND IS -50%.	NIFTY THROW. YOU HAVE Foe PINNED, ON HIS FACE, AND IN AN ARM LOCK. +9 HITS. Foe IS DISARMED AND IMMOBILIZED.	SWEEP SHATTERS Foe'S KNEE. Foe IS STUNNED AND UNABLE TO PARRY 4 ROUNDS, OPERATES -80%.	SMOOTH THROW. Foe LANDS ON HIS HEAD. IF Foe HAS HELM, HE IS KNOCKED OUT. IF NOT, HE IS PARALYZED FROM THE WAIST DOWN.	PERFECT TOSS SENDS Foe FLYING OVER YOUR SHOULDER AND 10 FEET. Foe DIES ON IMPACT. ADD +10 NEXT ROLL.
67-70	HARD, BUT UNSMOOTH THROW STUNS Foe FOR 2 ROUNDS. +7 HITS	STRONG THROW STUNS Foe FOR 2 ROUNDS. YOU HAVE THE INITIATIVE FOR 6 ROUNDS. +8 HITS.	Foe IS KNOCKED BACK 5 FEET AND HAS A BRUISED CHEST MUSCLE. Foe IS STUNNED 2 RDS, IS -10%.	THROW DROPS Foe ON HIS SHIELD SHOULDER. ARM AND COLLAR BONE BROKEN, ARM USELESS. +5 HITS.	Foe LANDS ON SHIELD ARM. IF Foe HAS SHIELD, +10 HITS AND SHIELD IS BROKEN. IF NOT, Foe'S ARM SHATTERED AND USELESS. +20 HITS.
71-75	FALL BRUISES Foe'S THIGH. Foe IS STUNNED AND UNABLE TO PARRY 1 ROUND. +2 HITS. Foe IS AT -5%.	FALL TEARS LIGAMENT IN UPPER LEG. Foe IS AT -10%. +5 HITS. Foe IS STUNNED AND UNABLE TO PARRY 1 ROUND.	FALL PULLS MUSCLE IN Foe'S LEG. Foe STUNNED 2 ROUNDS AND UNABLE TO PARRY NEXT ROUND. Foe OPERATES AT -25%.	Foe FALLS AND BREAKS LEG. MINOR FRACTURE, BUT Foe OPERATES AT -30%. POOR FOOL STUNNED FOR 3 ROUNDS.	Foe FALLS AND BREAKS HIS HIP. MILD FRACTURE. Foe IS AT -40%. HE IS STUNNED AND UNABLE TO PARRY 2 RDS.
76-80	Foe LANDS ON SHIELD ARM. IF Foe HAS SHIELD, IT IS BROKEN. IF NOT, ARM IS SPRAINED AND Foe IS AT -10%, AND STUNNED FOR 2 ROUNDS.	Foe BREAKS FALL WITH HIS WEAPON HAND AND SPRAINS 2 FINGERS. Foe IS AT -25% AND IS STUNNED FOR 2 ROUNDS.	Foe FALLS AND DISLOCATES SHIELD SHOULDER. +6 HITS. Foe IS AT -40% AND MUST PARRY FOR 6 ROUNDS.	THROW PUTS Foe ON BACK AND BREAKS SHOULDER BLADE. Foe IS AT -20%. +9 HITS. Foe STUNNED AND UNABLE TO PARRY 2 ROUNDS.	THROW SENDS Foe DOWN ON HIS ELBOW. JOINT SHATTERED AND ARM IS USELESS. Foe IS STUNNED 4 ROUNDS.
81-85	SWEEP UNBALANCES Foe. +3 HITS. Foe IS STUNNED FOR 3 ROUNDS. ADD +25 TO YOUR NEXT ATTACK.	SWEEP KNOCKS Foe 10 FEET TO SIDE. Foe STUNNED AND UNABLE TO PARRY 2 ROUNDS. +9 HITS.	SWEEP STAGGERS Foe. +7 HITS. Foe IS STUNNED AND UNABLE TO PARRY 2 ROUNDS. ADD +30 TO NEXT ATTACK.	BREAK Foe'S WRIST ON WEAPON ARM. ARM IS USELESS. +10 HITS. FINE HAND THROW.	THROW Foe 10 FEET. Foe IS DOWN ON HIS FACE, DISARMED, AND STUNNED AND UNABLE TO PARRY 6 ROUNDS.
86-90	Foe LANDS ON HIS BACK. MUSCLE AND CARTILAGE DAMAGE. Foe QUICKLY RECOVERS, BUT IS STUNNED AND UNABLE TO PARRY FOR 2 ROUNDS. Foe IS AT -20%.	Foe LANDS ON HIS BACK AND IS STUNNED AND UNABLE TO PARRY FOR 2 ROUNDS. TORN TENDON AND BROKEN BONE. Foe IS AT -25%.	THROW DROPS Foe ON HIS BACK. VERTEBRAE CRACKED AND Foe IS AT -50%. Foe IS STUNNED AND UNABLE TO PARRY 3 ROUNDS.	THROW DROPS Foe AND YOU PUT HIM INTO A SEVERELY IMMOBILIZING ARM LOCK. Foe IS STUNNED AND UNABLE TO PARRY FOR 6 ROUNDS.	THROW SENDS Foe FLYING INTO NEAREST ENEMY WITHIN 10 FEET. ALL INVOLVED ARE STUNNED AND UNABLE TO PARRY 3 RDS, TAKE +9 HITS.
91-95	THROW DROPS Foe AND BREAKS HIS NOSE. Foe IS AT -25%. +7 HITS. Foe IS STUNNED AND UNABLE TO PARRY 2 ROUNDS.	FALL BREAKS RIBS, DISARMS Foe, AND SENDS HIM ROLLING 10 FEET. Foe IS AT -30% AND IS STUNNED AND UNABLE TO PARRY FOR 12 ROUNDS.	SWEEP DROPS Foe AND YOU PUT HIM IN A LEG-BREAKING HOLD. +9 HITS. Foe IS PINNED AND STUNNED AND UNABLE TO PARRY 15 ROUNDS.	THROW BASHES Foe AGAINST NEAREST HARD SURFACE. Foe IS KNOCKED OUT AND YOU CAN USE A KILLING KICK IF YOU SO DESIRE.	SH ROLLING THROW SENDS Foe INTO AIR. Foe IS LEFT DISARMED AND UNCONSCIOUS. YOU SPRING TO YOUR FEET 10 FEET AWAY.
96-99	THROW SENDS Foe DOWN ON HIS HEAD. IF Foe HAS HELM, HE IS STUNNED 7 ROUNDS. IF NOT, Foe IS KNOCKED OUT.	SWEEP STUNS Foe; KICK DISARMS HIM; AND ANOTHER SWEEP KNOCKS HIM FLAT ON HIS BACK. Foe IS UNCONSCIOUS. +20 HITS.	THROW CRACKS Foe'S SKULL IF Foe HAS HELM, HE IS IN A COMA. IF NOT, HE DIES OF BRAIN DAMAGE IN 1 ROUND.	THROW SENDS Foe DOWN. HE IS IMPAIRED BY BROKEN RIB OR HIS OWN WEAPON AND DIES IN 6 ROUNDS.	FALL SNAPS Foe'S NECK, KILLING HIM INSTANTLY. ADD +25 TO YOUR NEXT ATTACK.
100	SHARPY THROW. Foe IS STUNNED AND UNABLE TO PARRY 6 RDS. Foe IS PRONE AND YOU CAN FINISH HIM (IF YOU SO DESIRE) WITH A KNEE TO THE SOLAR PLEXUS.	FABULOUS THROW SENDS Foe FLYING. Foe'S NECK IS BROKEN ON IMPACT AND HE DIES AFTER ROLLING 15 FEET.	FALL BREAKS Foe'S BACK. +12 HITS. Foe PARALYZED FROM THE NECK DOWN. ADD +20 NEXT ROLL.	SWEEP SENDS Foe TWISTING BACKWARDS 5 FEET. Foe'S SPINE IS SHAPED AND HE IS LEFT A QUADRUPLEGIC.	USING BUT HALF THE ROUND, YOU USE A ROLLING THROW TO SEND Foe AGAINST NEAREST HARD SURFACE. Foe DIES, YOU ARE UP, PRESS ON.

Critical Strikes for Tiny Animals					
01-05	DUBIOUS STRIKE. +0 HITS	NOT ENOUGH. +0 HITS	REAL WEAK. +0 HITS	HA.	+1 HIT
06-10	ZIP.	NO BONUS. +0 HITS	NOTHING EXTRA.	+1 HIT	+2 HITS
11-15	LOOKING BAD. +0 HITS	+1 HIT	+1 HIT	+1 HIT	+2 HITS
16-20	+1 HIT	+1 HIT	+1 HIT	+2 HITS	CUTTING STRIKE. +2 HITS AND Foe TAKES +1 HIT PER ROUND.
21-35	+1 HIT	+2 HITS	+2 HITS	+3 HITS	MINOR Calf WOUND. +2 HITS AND Foe TAKES +1 HIT PER ROUND.
36-45	CRUEL BLOW. +2 HITS	+3 HITS	LIGHT WOUND. +2 HITS AND Foe TAKES +1 HIT PER ROUND.	LEG STRIKE. IF Foe HAS NO LEG ARMOR, +5 HITS AND HE TAKES +1 HIT PER ROUND.	LEG HIT. +3 HITS AND Foe TAKES +1 HIT PER ROUND.
46-50	POOR FOLLOWTHROUGH. Foe TAKES +4 HITS BUT YOU LOSE A CLAW AND FIGHT AT -5% FOR 2 MOS.	+3 HITS	+4 HITS	MILD PUNCTURE. +3 HITS AND Foe TAKES +1 HIT PER ROUND.	LOWER BACK STRIKE. +5 HITS. Foe MUST PARRY NEXT ROUND AND TAKES +1 HIT ROUND.
51-55	LEAVING CHEST YIELDS +3 HITS.	LIGHT WOUND. Foe TAKES +1 HIT PER ROUND. +3 HITS	MILD CHEST WOUND. Foe TAKES +2 HITS PER ROUND. +4 HITS	SLASH Foe'S LOWER CHEST. IF Foe HAS NO METAL CHEST ARMOR, +5 HITS AND +3 PER RD.	CHEST STRIKE. +6 HITS AND Foe IS FORCED TO PARRY NEXT ROUND. Foe TAKES +2 HITS PER ROUND.
56-60	LIGHT THIGH WOUND. Foe TAKES +1 HIT PER ROUND. +1 HIT	THIGH STRIKE, BUT NO REAL PENETRATION. +6 HITS	MILD THIGH WOUND STUNS Foe NEXT ROUND. +4 HITS AND Foe TAKES +2 HITS PER ROUND.	THIGH STRIKE STUNS Foe FOR NEXT ROUND. +6 HITS AND Foe TAKES +2 HITS PER ROUND.	THIGH WOUND. Foe IS STUNNED FOR NEXT ROUND. +7 HITS AND Foe TAKES +3 HITS PER ROUND.
61-65	MILD FOREARM WOUND. Foe TAKES +2 HITS PER ROUND. +2 HITS	RAKING FOREARM STRIKE LEAVES NASTY SCAR. Foe TAKES +2 HITS PER ROUND. +3 HITS.	FOREARM STRIKE. Foe IS FORCED TO PARRY FOR 2 ROUNDS. +3 HITS AND Foe TAKES +2 HITS PER ROUND.	FOREARM WOUND. Foe IS FORCED TO PARRY FOR 2 ROUNDS. +5 HITS. Foe TAKES +2 HITS PER ROUND. Add +10 to your next roll.	STRIKE TO FOREARM. Foe IS STUNNED NEXT ROUND AND YOU GAIN INITIATIVE FOR NEXT 2 ROUNDS. Foe TAKES +3 HITS PER RD. +6 HITS.
66	LEG STRIKE. Foe IS STUNNED AND UNABLE TO PARRY NEXT ROUND. +4 HITS. Foe TAKES +2 HITS PER ROUND.	CALF STRIKE. Foe TEARS MUSCLE, IS STUNNED 2 ROUNDS, AND IS AT -20% +5 HITS	BIZARRE WRIST STRIKE DISARMS Foe. +4 HITS. Foe IS STUNNED NEXT ROUND. Add +10 to your NEXT ROLL.	ASTOUNDING HEAD STRIKE. IF Foe HAS A HELM, +4 HITS. IF NOT, +7 HITS AND Foe IS STUNNED AND UNABLE TO PARRY FOR 6 ROUNDS.	BIZARRE STRIKE TO EYES DESTROYS 1 EYE AND BLINDS THE OTHER EYE FOR 2 DAYS. Foe IS AT -85% AND IS STUNNED FOR 24 ROUNDS.
67-70	SHOULDER STRIKE. Foe TAKES +1 HIT PER ROUND AND MUST PARRY NEXT ROUND. +3 HITS.	UPPER CHEST STRIKE. Foe IS STUNNED NEXT ROUND. +4 HITS. Foe TAKES +1 HIT PER ROUND.	STRIKE TO Foe'S SHOULDER. Foe TAKES +2 HITS PER ROUND. +5 HITS. Foe IS STUNNED NEXT RD AT -20%.	UPPER ARM STRIKE. Foe TAKES +2 HITS PER RD. +6 HITS. Foe STUNNED AND UNABLE TO PARRY NEXT RD.	INSPIRED SHOULDER STRIKE TEARS MUSCLE. Foe IS AT -20% +7 HITS. Foe IS STUNNED AND UNABLE TO PARRY NEXT ROUND.
71-75	LOWER LEG STRIKE. IF Foe HAS LEG ARMOR, +1 HIT. IF NOT, Foe TAKES +4 HITS AND +2 HITS PER ROUND. Foe HAS INITIATIVE NEXT ROUND.	STRIKE TO LOWER LEG. IF Foe HAS LEG ARMOR, +3 HITS. IF NOT, Foe TAKES +6 HITS AND +2 HITS PER ROUND. AND MUST PARRY NEXT 2 ROUNDS.	CALF STRIKE. SLASH MUSCLE. Foe IS AT -20%. WOUND GIVES Foe +2 HITS PER ROUND AND STUNS HIM FOR 2 ROUNDS.	LOWER LEG STRIKE. IF Foe HAS LEG ARMOR, +3 HITS AND HE IS STUNNED NEXT ROUND. IF NOT, Foe IS STUNNED 2 ROUNDS, IS UNABLE TO PARRY NEXT ROUND.	VICIOUS LEG WOUND. Foe TAKES +4 HITS PER ROUND AND IS STUNNED 3 ROUNDS. +5 HITS
76-80	WEAK, BUT PRECISE STRIKE TO Foe'S ARM. Foe TAKES +1 HIT PER ROUND AND IS STUNNED NEXT ROUND. +3 HITS.	STRONG, BUT IMPRECISE ARM STRIKE. Foe TAKES +2 HITS PER ROUND AND IS AT -15% DUE TO MODERATE WOUND. +5 HITS.	FOREARM STRIKE. MUSCLE AND TENDON SLASHED. Foe FIGHTS AT -25%, TAKES +2 HITS PER ROUND, AND IS STUNNED 2 ROUNDS. +5 HITS.	ARM STRIKE. MUSCLE AND TENDON TORN. Foe FIGHTS AT -25%, TAKES +2 HITS PER ROUND, AND IS STUNNED 3 ROUNDS. +5 HITS.	SLY ARM STRIKE GIVES Foe A TROUBLESOME WOUND. Foe IS STUNNED AND UNABLE TO PARRY FOR 2 ROUNDS AND TAKES 3 HITS PER ROUND.
81-85	STRIKE TO Foe'S FACE. +4 HITS. Foe IS STUNNED NEXT ROUND AND TAKES +2 HITS PER ROUND.	FLYING FACE STRIKE. IF Foe HAS FACIAL ARMOR, +2 HITS AND Foe MUST PARRY NEXT RD. IF NOT, Foe TAKES +3 HITS PER RD AND STUNNED FOR 3 ROUNDS.	HEAD STRIKE. IF Foe HAS HELM, +3 HITS AND HE IS STUNNED NEXT ROUND. IF NOT, Foe HAS VICIOUS SCAR, TAKES +3 HITS PER ROUND, AND IS AT -40%.	ACROBATIC FACE STRIKE. IF Foe HAS FACIAL ARMOR, +5 HITS. IF NOT, Foe'S NOSE TORN AND HE TAKES +3 HITS PER ROUND, IS STUNNED 3 ROUNDS, AND IS -40%.	HEAD STRIKE. IF Foe HAS HELM, +4 HITS AND HE IS STUNNED NEXT ROUND. IF NOT, Foe TAKES +3 HITS PER ROUND, FIGHTS AT -25%, AND IS STUNNED 9 ROUNDS.
86-90	SUDDEN, WELL-PLACED BLOW. Foe IS STUNNED FOR 2 ROUNDS. +6 HITS	SLASH Foe'S NECK. Foe TAKES +2 HITS PER ROUND AND IS STUNNED FOR 3 ROUNDS. +5 HITS	SHOULDER STRIKE SPINS Foe. Foe IS STUNNED AND UNABLE TO PARRY 2 ROUNDS. +6 HITS.	STRIKE TO Foe'S WEAPON ARM. Foe IS DISARMED AND STUNNED NEXT ROUND. +5 HITS	UPPER THIGH WOUND. MUSCLE TORN. Foe IS AT -40% AND TAKES +3 HITS PER ROUND. +4 HITS. Foe IS STUNNED FOR 3 ROUNDS, UNABLE TO PARRY 1 RD.
91-95	LEAPING HEAD STRIKE. IF Foe HAS HELM, +3 HITS AND Foe IS STUNNED NEXT ROUND. IF NOT, Foe IS AT -30% AND STUNNED 2 RDS... EAR TORN.	WRIST STRIKE. WOUND YIELDS +2 HITS PER ROUND. Foe IS STUNNED FOR 3 ROUNDS AND UNABLE TO PARRY NEXT ROUND. +5 HITS.	NECK STRIKE. Foe IS STUNNED AND UNABLE TO PARRY FOR 2 ROUNDS AND TAKES +2 HITS PER ROUND. Foe FIGHTS AT -20% +3 HITS.	WELL-TIMED ATTACK TEARS MUSCLE IN THUMB ON Foe'S HAND. Foe IS DISARMED AND STUNNED AND UNABLE TO PARRY 2 ROUNDS. Foe FIGHTS AT -50%.	DAZZLING LEAP KNOCKS Foe DOWN. Foe IS DISARMED AND UNCONSCIOUS. +9 HITS
96-99	INSULTING STRIKE TO Foe'S NOSE. IF Foe HAS FULL HELM, HE IS STUNNED 2 ROUNDS. IF NOT, Foe HAS SHREDDED NOSE, TAKES +3 HITS PER RD, AND IS STUNNED 9 RDS.	HEAD STRIKE. Foe IS BLINDED BY BLEEPING, TAKES +3 HITS PER ROUND, AND IS STUNNED AND UNABLE TO PARRY FOR 3 ROUNDS. Foe AT -40% WHILE BLEEDING.	SLASH Foe'S ACHILLES TENDON. Foe IS KNOCKED DOWN AND IS STUNNED AND UNABLE TO PARRY FOR 3 ROUNDS. Foe TAKES +1 HIT PER RD, OPERATES AT -75%.	STRIKE TO Foe'S EYES. IF Foe HAS FULL HELM, HE IS BLIND AND AT -95% FOR 1 WEEK. IF NOT, Foe LOSES 1 EYE AND IS BLIND IN THE OTHER... AND AT -100%.	HEAD STRIKE KNOCKS Foe DOWN. Foe HAS MASSIVE CONCUSSION AND DIES IN 9 ROUNDS DUE TO SHOCK AND INTERNAL BLEEDING. PITIFUL SIGHT.
100	STRIKE TO Foe'S EYES. IF Foe HAS FULL HELM, HE IS STUNNED AND UNABLE TO PARRY FOR 2 RDS. IF NOT, Foe LOSES 1 EYE, IS AT -75%, AND IS STUNNED AND UNABLE TO PARRY 3 ROUNDS.	SLASHING THROAT ATTACK. KNOCKS Foe DOWN. Foe IS STUNNED AND UNABLE TO PARRY FOR 6 ROUNDS, TAKES +3 HITS PER ROUND, AND FIGHTS -50%.	BIZARRE ATTACK TO Foe'S HEAD AREA CAUSES Foe TO STRIKE HIMSELF. Foe MUST ROLL ON THE "E" COLUMN ON THE CRUSH CRITICAL STRIKE TABLE.	STRIKE TO Foe'S EYES. +10 HITS. Foe IS STUNNED AND UNABLE TO PARRY FOR 6 ROUNDS, TAKES +2 HITS PER ROUND, AND IS AT -95%. BLINDNESS PERMANENT.	UNBELIEVABLE NECK STRIKE KNOCKS Foe DOWN. VEIN AND ARTERY ARE SEVERED. Foe TAKES +20 HITS PER ROUND, DIES AFTER 6 INACTIVE ROUNDS.

Critical Strikes: Unbalancing	A	B	C	D	E
01-05	HARRY A THING EXTRA. +0 HITS	FAIRLY WEAK. +0 ZIP	NOPE.	+1 HIT	+2 HITS
06-10	SORRY PAL, MAYBE NEXT TIME.	+1 HIT	+2 HITS	+3 HITS	+5 HITS
11-15	GLANCING STRIKE. +3 HITS	LAME SIDE STRIKE. +4 HITS	WEAK BLOW. +5 HITS	BACK STRIKE. +6 HITS	BLOW TO BACK. +7 HITS
16-20	FOE MUST PARRY NEXT ROUND. +3 HITS	GLANCING SIDE BLOW. +4 HITS AND Foe MUST PARRY NEXT ROUND.	SIDE STRIKE. Foe MUST PARRY NEXT ROUND. +5 HITS	BLOW TO Foe'S SIDE. Foe IS AT -10% NEXT ROUND. +7 HITS	SIDE BLOW. Foe IS AT -20% NEXT ROUND. +8 HITS
21-35	ON LINE, BUT WEAK. Foe MUST PARRY NEXT ROUND. +4 HITS.	FOE IS UNBALANCED AND IS AT -20% NEXT ROUND. +5 HITS	CHEST STRIKE. Foe IS STUNNED NEXT ROUND. +6 HITS.	BLOW IS WEAK BUT STUNS Foe FOR NEXT ROUND. +8 HITS	BLOW CRACKS Foe'S RIB. Foe IS STUNNED AND AT -10% NEXT ROUND. +9 HITS.
36-45	BREAK Foe'S CONCENTRATION. YOU GAIN INITIATIVE FOR NEXT ROUND. +4 HITS	LEG STRIKE UNSTADIES Foe. +5 HITS. YOU GAIN INITIATIVE NEXT ROUND. Foe IS AT -5% FOR 2 ROUNDS.	BLOW TO LEG. Foe IS AT -40% NEXT ROUND. +5 HITS	CALF STRIKE. Foe'S HURT MUSCLE IMPAIRS MANEUVERS BY -25%. YOU GAIN THE INITIATIVE NEXT ROUND. +7 HITS.	HARD GLANCING BLOW TO LEG. IF Foe HAS LEG ARMOR, +10 HITS. IF NOT, +12 HITS AND Foe IS STUNNED FOR 2 ROUNDS.
46-50	BACK STRIKE. +5 HITS. Foe MUST PARRY NEXT ROUND AT -10%. GOOD, GLANCING SHOT.	BACK HIT FORCES Foe TO PARRY NEXT ROUND AT -20%. +5 HITS	LOWER BACK STRIKE. Foe REELS AND IS STUNNED AND UNABLE TO PARRY NEXT ROUND. +5 HITS.	BLOW TO BACK SPINS Foe. +8 HITS AND Foe IS STUNNED AND UNABLE TO PARRY NEXT ROUND.	STRONG BACK BLOW STAGGERS Foe. +12 HITS. Foe IS STUNNED AND SADLY UNABLE TO PARRY NEXT ROUND.
51-55	CHEST STRIKE KNOCKS Foe BACK. Foe MUST PARRY NEXT ROUND AT -20%. +5 HITS	BLOW STUNS Foe FOR NEXT ROUND. +5 HITS	BLAST STAGGERS Foe. +6 HITS AND Foe IS STUNNED AND UNABLE TO PARRY NEXT ROUND.	CHEST STRIKE TAKES WIND OUT OF Foe. +10 HITS. Foe IS STUNNED AND UNABLE TO PARRY NEXT ROUND.	Foe IS KNOCKED DOWN. +12 HITS. Foe IS STUNNED FOR 2 ROUNDS AND UNABLE TO PARRY NEXT ROUND.
56-60	GLANCING LEG STRIKE. IF Foe HAS LEG ARMOR, +5 HITS. IF NOT, +7 HITS AND Foe IS STUNNED NEXT ROUND.	THIGH STRIKE BRUISES Foe. +6 HITS. Foe IS FORCED TO PARRY AT -30% NEXT ROUND.	SKIPPING CALF STRIKE. IF Foe HAS LEG ARMOR, +7 HITS. IF NOT, +9 HITS, Foe IS STUNNED 2 ROUNDS, AND MOVES AT -10%.	THIGH STRIKE. +12 HITS. Foe IS STUNNED FOR 2 ROUNDS. YOU HAVE INITIATIVE NEXT 3 ROUNDS.	GLANCING STRIKE TO LEG. Foe IS STUNNED FOR 3 ROUNDS. +14 HITS
61-65	ARM STRIKE. Foe IS STUNNED FOR NEXT ROUND. +6 HITS	FOREARM STRIKE DISARMS Foe. +6 HITS	SHOULDER STRIKE DISARMS Foe AND LEAVES Foe STUNNED FOR NEXT 2 ROUNDS. +6 HITS.	ARM STRIKE DISARMS Foe. Foe IS STUNNED FOR 2 ROUNDS. ADD 20 TO NEXT ACTION. +7 HITS.	BLOW TO SHOULDER SPINS Foe. +13 HITS. Foe IS STUNNED AND UNABLE TO PARRY FOR 2 ROUNDS.
66	SHOULDER STRIKE SENDS Foe SPINNING. +7 HITS. Foe IS STUNNED AND UNABLE TO PARRY FOR 2 ROUNDS WHILE REGAINING BEARINGS.	ELBOW STRIKE NUMBS Foe'S FOREARM. +8 HITS. Foe DROPS HIS WEAPON AND IS STUNNED AND UNABLE TO PARRY 2 ROUNDS.	KNEE STRIKE KNOCKS Foe DOWN. +9 HITS. Foe IS AT -80% DUE TO BROKEN KNEE AND IS STUNNED AND UNABLE TO PARRY 3 ROUNDS.	HARD HIT STRIKE. IF Foe HAS HELM, HE IS KNOCKED BACK 10 FEET AND STUNNED FOR 6 RDS. IF NOT, Foe IS KNOCKED OUT FOR 24 HOURS.	Foe IS KNOCKED DOWN AND IS UNCONSCIOUS. +30 HITS
67-70	CHEST STRIKE UNBALANCES Foe. +6 HITS. Foe IS UNBALANCED AND FIGHTS AT -50% FOR 2 ROUNDS.	BLOW TO Foe'S CHEST. +7 HITS. CONFUSED Foe IS STUNNED AND UNABLE TO PARRY NEXT ROUND.	STRIKE TO CHEST. Foe IS AT -20% DUE TO BROKEN RIBS. +8 HITS. Foe IS STUNNED FOR 2 ROUNDS.	SHOULDER STRIKE SPINS Foe. +10 HITS. Foe IS AT -25% DUE TO A BROKEN COLLAR BONE AND IS STUNNED AND UNABLE TO PARRY NEXT RD.	SHOULDER BLOW KNOCKS Foe DOWN. Foe IS STUNNED AND UNABLE TO PARRY FOR 2 ROUNDS AND IS AT -10% DUE TO MINOR FRACTURE.
71-75	BLOW TO Foe'S LOWER LEG. Foe IS STUNNED FOR 2 ROUNDS. +7 HITS	BLOW BRUISES Foe'S CALF. Foe IS STUNNED NEXT ROUND. +9 HITS. Foe IS AT -10%.	BRUISE Foe'S LEG. +10 HITS. Foe IS STUNNED AND UNABLE TO PARRY NEXT ROUND. Foe OPERATES AT -20%.	BLOW BREAKS Foe'S LEG. Foe MOVES AT -75%. +12 HITS. Foe IS STUNNED AND UNABLE TO PARRY NEXT ROUND.	HARD BLOW TO Foe'S THIGH KNOCKS Foe DOWN. +15 HITS. Foe IS STUNNED AND UNABLE TO PARRY FOR 3 ROUNDS.
76-80	BLOW TO Foe'S SHIELD ARM. IF Foe HAS A SHIELD, IT IS TORN AWAY AND +8 HITS. IF NOT, +12 HITS AND Foe IS STUNNED FOR 2 ROUNDS.	STRIKE TO Foe'S SHIELD ARM. Foe IS STUNNED FOR 2 ROUNDS AND IS KNOCKED BACKWARDS 5 FEET. +10 HITS. BRUISE - Foe AT -10%.	STRIKE TO Foe'S WEAPON ARM. Foe IS KNOCKED BACK 5 FEET AND IS STUNNED FOR 3 ROUNDS. +11 HITS. MILD FRACTURE. Foe IS AT -25%.	STRONG BLOW TO Foe'S WEAPON ARM. Foe IS KNOCKED BACK 10 FEET. +10 HITS. Foe IS AT -25% AND DROPS WEAPON. Foe IS STUNNED FOR 3 ROUNDS.	STRIKE TO Foe'S SHIELD ARM. Foe STUMBLES BACK 3 FEET AND FALLS DOWN. +15 HITS. Foe IS STUNNED AND UNABLE TO PARRY FOR 4 RDS AND IS DISARMED.
81-85	SIDE STRIKE. +12 HITS. Foe IS STUNNED AND UNABLE TO PARRY NEXT ROUND. ADD +10 TO YOUR NEXT ROLL.	BLOW TO Foe'S SIDE. Foe IS KNOCKED SIDEWAYS 3 FEET AND IS STUNNED FOR 3 ROUNDS. +15 HITS	SHOT TO SIDE KNOCKS Foe 5 FEET SIDEWAYS. Foe DROPS ANYTHING CARRIED IN HIS SHIELD HAND (AND ANY SHIELD) AND IS STUNNED FOR 6 ROUNDS.	STRIKE TO Foe'S SHIELD SIDE KNOCKS Foe 5 FEET SIDEWAYS. Foe BREAKS ANKLE AND FALLS DOWN. Foe IS AT -50%. +11 HITS.	AWESOME SIDE SHOT SENDS Foe TRIPPING SIDEWAYS. Foe BREAKS LEG AND ROLLS 5 FEET. Foe IS AT -50%. Foe IS STUNNED AND UNABLE TO PARRY 6 ROUNDS.
86-90	BLOW TO BACK. Foe STUMBLES 5 FEET SIDEWAYS AND IS STUNNED FOR 3 ROUNDS. +13 HITS. ADD +20 TO YOUR NEXT ROLL.	STRIKE TO Foe'S BACK KNOCKS Foe SIDEWAYS 10 FEET. +12 HITS. Foe IS STUNNED AND UNABLE TO PARRY FOR 2 ROUND.	PRECISE BACK STRIKE KNOCKS Foe DOWN. Foe IS DISARMED AND STUNNED FOR 6 ROUNDS. +14 HITS. ADD +20 TO YOUR NEXT ROLL.	BRUTAL BACK STRIKE KNOCKS Foe DOWN. +12 HITS. Foe IS DISARMED AND STUNNED AND UNABLE TO PARRY FOR 4 ROUNDS.	CRUEL HEAD STRIKE... Foe SEES STARS. +20 HITS. Foe IS KNOCKED 10 FEET BACKWARDS AND IS STUNNED AND UNABLE TO PARRY 12 RDS.
91-95	HEAD STRIKE BREAKS Foe'S NOSE. IF Foe HAS HELM, HE IS STUNNED 3 ROUNDS. IF NOT, Foe IS KNOCKED OUT FOR AT LEAST 4 HOURS.	BLOW TO SIDE OF Foe'S HEAD CRUSHES EAR AREA. Foe IS STUNNED FOR 6 ROUNDS. +9 HITS. Foe IS AT -50% FOR 3 WEEKS... IMPAIRED BALANCE.	SIDE STRIKE SPINS Foe 10 FEET SIDEWAYS. Foe MUST ROLL ON APPROPRIATE FUMBLE TABLE NEXT 3 ROUNDS. +8 HITS	STRIKE TO Foe'S SHIELD ARM. IF Foe HAS SHIELD, HE LOST IT AND TAKES +10 HITS. IF NOT, Foe'S ARM IS USELESS AND HE IS STUNNED FOR 9 ROUNDS.	BLOW TO Foe'S SHIELD SHOULDER. IF Foe HAS SHIELD, HE IS STUNNED 6 ROUNDS. IF NOT, HE IS KNOCKED DOWN, HAS A USELESS ARM, PASSES OUT.
96-99	NICELY PLACED STRIKE SENDS Foe SPRAWLING ON HIS FACE. +10 HITS. Foe IS STUNNED AND UNABLE TO PARRY FOR 3 ROUNDS.	SIDE STRIKE CAUSES Foe TO UNGRACEFULLY STUMBLE TO AN EMBARRASSING PRONE POSITION. Foe IS STUNNED AND UNABLE TO PARRY 6 ROUNDS.	SMOOTH AND SNAZZY STRIKE SENDS Foe TO HIS KNEES. IF Foe WAS USING 1-HAND WEAPON, IT IS THROWN BACKWARDS 10 FEET. Foe IS STUNNED 24 ROUNDS.	STRIKE TO Foe'S HEAD SENDS HIM 10 FEET BACKWARDS. IF Foe HAS HELM, +9 HITS. THE HELM IS DESTROYED, AND Foe STUNNED 6 ROUNDS. IF NOT, Foe IS SENT INTO COMA FOR 4 WEEKS.	PINPOINT STRIKE BREAKS Foe'S NECK. Foe FALLS BACK 5 FEET, SPINE, AND STUMBLES TO THE GROUND. Foe DIES OF SHOCK AND SUFFOCATION IN 3 ROUNDS.
100	BRUTAL HIP STRIKE KNOCKS Foe DOWN, TEARS TENDON, AND SHATTERS JOINT. Foe STUNNED AND UNABLE TO PARRY FOR 9 HOURS. LEG USELESS, Foe -70%.	INSPIRED BACK STRIKE SENDS Foe FLYING 10 FEET AND ONTO HIS FACE. SEVERE NERVE DAMAGE. Foe IS PARALYZED FROM WAIST DOWN.	UPPER CHEST STRIKE KNOCKS Foe 10 FEET SIDEWAYS. Foe FALLS DOWN AND BREAKS BOTH ARMS. Foe IS SENT INTO A 2 MONTH COMA.	SAVAGE BLOW TO Foe'S HEAD KNOCKS Foe DOWN. Foe FALLS INTO COMA AND DIES IN 12 ROUNDS DUE TO SEVERED VEIN. ADD +20 NEXT ROLL.	FRIGHTENING STRIKE TO Foe'S TEMPLE KNOCKS Foe BACK 20 FEET. Foe DIES INSTANTLY. ADD +20 TO YOUR NEXT 3 ROLLS. BE KIND NOW.

11.11 BEAK/PINCHER ATTACK TABLE

	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
01-02	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	01-02
03-30	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	03-30
31-33	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	31-33
34-36	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	34-36
37-39	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	37-39
40-42	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	40-42
43-45	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	43-45
46-48	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	46-48
49-51	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	49-51
52-54	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	52-54
55-57	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	55-57
58-60	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	58-60
61-63	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	61-63
64-66	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	64-66
67-69	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	67-69
70-72	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	70-72
73-75	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	73-75
76-78	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	76-78
79-81	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	79-81
82-84	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	82-84
85-87	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	85-87
88-90	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	88-90
91-93	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	91-93
94-96	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	94-96
97-99	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	97-99
100-102	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	100-102
103-105	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	103-105
MAXIMUM RESULTS FOR SMALL ATTACKS																					
106-108	5BT	6CT	10AS	12AS	7DT	8DT	11AS	12AS	5CT	7DT	11AS	13AS	7AS	8AS	12BS	14BS	9AS	12BS	15CS	17CS	106-108
109-111	5CT	7DT	11AK	12AS	8AK	9AK	11AK	13BS	6DT	7AK	11AK	14BS	7AK	9AK	13BK	15BK	10AS	12BS	16CK	18CK	109-111
112-114	6DT	8AS	12AS	13BS	9AS	9AS	12AS	13BS	6AK	8AS	12AS	15BS	8BS	10BS	14BS	16CS	11AS	13BS	17CK	19CS	112-114
115-117	6AK	8AK	12AK	14BK	9AK	10AK	13AK	14BK	7AK	9AK	13BK	16BK	9BK	10BK	15BK	17CK	11AK	14BK	18CK	20DK	115-117
118-120	7AK	9AS	13AS	15BS	10AS	11AS	13BS	15CS	8AS	9AS	14BS	17CS	10BS	11BS	16CS	18CS	12BS	15CS	19DS	20DS	118-120
MAXIMUM RESULTS FOR MEDIUM ATTACKS																					
121-123	7AK	9AK	14BK	15CK	10AK	11AK	14BK	16CK	8AK	10BK	15BK	17CK	11BK	12BK	17CK	19CK	13BK	16CK	20DK	21DK	121-123
124-126	8AK	10BS	14BS	16CS	11BS	12BS	15BS	16CS	9AS	11BS	15CS	18CS	11CS	13CS	18CS	20CS	14BS	17CS	21DS	22DS	124-126
127-129	9AK	10BK	15BK	17CK	11BK	12BK	16CK	17CK	9BK	11BK	16CK	19CK	12CK	14CK	19CK	21DK	15CK	18CK	21DK	23DK	127-129
130-132	9BS	11BS	16CS	17CS	12BS	13BS	16CS	18DS	10BS	12CS	17CS	20DS	13CS	15CS	20DS	22DS	16CS	18DS	22ES	24ES	130-132
133-135	10BK	12CK	16CK	18DK	13CK	14CK	17CK	19DK	11BK	12CK	18DK	21DK	14CK	15CK	21DK	23DK	16CK	19DK	23EK	25EK	133-135
MAXIMUM RESULTS FOR LARGE ATTACKS																					
136-138	10BS	12CS	17CS	19DS	13CS	14CS	18DS	19DS	11CS	13CS	18DS	21DS	14DS	16DS	22DS	24ES	17DS	20DS	24ES	26ES	136-138
139-141	11CK	13CK	18DK	19DK	14CK	15CK	18DK	20EK	12CK	14DK	19DK	22EK	15DK	17DK	23EK	25EK	18DK	21EK	25EK	27EK	139-141
142-144	11CS	13DS	18DS	20ES	14DS	15DS	19DS	21ES	12DS	14DS	20ES	23ES	16ES	18ES	24ES	26ES	19ES	22ES	26ES	28ES	142-144
145-147	12DK	14DK	19EK	21EK	15DK	16DK	20EK	22EK	13DK	15EK	21EK	24EK	17EK	19EK	25EK	27EK	20EK	23EK	27EK	29EK	145-147
148-150	13ES	15ES	20ES	22FS	16ES	17ES	21ES	23FS	13ES	16ES	22ES	25FS	18ES	20ES	26ES	28FS	21ES	24ES	28FS	30FS	148-150
MAXIMUM RESULTS FOR HUGE ATTACKS																					

NOTE: An F-severity critical result indicates an E-critical roll on the Slash Critical Strike Table and a C-critical roll on the Krush Critical Strike Table.
 NOTE: Animals attempting to hold onto a target (on this table) may be given an additional attack on the Grapple Attack Table if they obtain a critical strike result on this table.

CRITICAL STRIKES: P = Puncture S = Slash K = Krush G = Grapple U = Unbalance T = Tiny



11.12 BITE ATTACK TABLE

	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
01-02	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	01-02
03-30	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	03-30
31-33	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	31-33
34-36	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	34-36
37-39	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	37-39
40-42	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	40-42
43-45	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	43-45
46-48	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	46-48
49-51	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	49-51
52-54	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	52-54
55-57	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	55-57
58-60	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	58-60
61-63	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	61-63
64-66	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	64-66
67-69	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	67-69
70-72	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	70-72
73-75	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	73-75
76-78	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	76-78
79-81	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	79-81
82-84	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	82-84
85-87	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	85-87
88-90	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	88-90
91-93	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	91-93
94-96	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	94-96
97-99	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	97-99
100-102	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	100-102
103-105	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	103-105
MAXIMUM RESULTS FOR SMALL ATTACKS																					
106-108	4CT	9DT	12AS	16AP	9AP	9ET	14AS	17BS	6CT	10AP	14AS	20BP	14BP	14BP	20BS	22CP	14AP	18BS	24BP	26CP	106-108
109-111	5DT	10ET	13AP	17AS	10AP	10AP	15BP	18BP	7DT	11AP	15BP	21BS	16BP	16BP	21BP	24CS	15AS	19BP	25CS	27CS	109-111
112-114	6ET	11AP	14BS	18BP	11AP	11AP	16BS	19BS	8ET	12AP	17BS	22BP	17BS	17BS	22CS	25CP	16BP	20CS	27CP	29DP	112-114
115-117	6AP	12AP	15BP	19BS	11AP	12AP	17BP	20CP	9AP	13AP	18BP	23CS	18CP	18CP	23CP	26CS	17BS	21CP	28DS	30DS	115-117
118-120	7AP	13AP	16BS	20BP	12BS	13BS	18BS	21CS	10AP	14BP	19CS	25CP	19CS	19CS	25CS	28DP	18BP	22CS	29DP	31DP	118-120
MAXIMUM RESULTS FOR MEDIUM ATTACKS																					
121-123	8AP	14BP	17BP	21CS	13BP	14BP	19BP	22CP	11AP	15BS	20CP	26CS	20CP	20CP	26CP	29DS	19CS	24CP	31DS	33DS	121-123
124-126	9AP	15BS	17CS	22CP	14BS	15BS	20CS	23CS	12BP	16BP	22CS	27CP	21CS	21CS	27DS	31DP	20CP	25DS	32DP	34EP	124-126
127-129	10BP	16BP	18CP	23CS	15BP	15BP	21CP	25DP	13BP	17BS	23DP	28DS	22DP	22CP	29DP	32DS	21CS	26DP	33ES	35ES	127-129
130-132	11BS	17BS	19CS	24DP	16CS	16CS	22CS	26DS	14BS	18CP	24DS	29DP	23DS	23DS	30DS	33EP	22DP	27DS	35EP	37EP	130-132
133-135	11BP	18CP	20CP	25DS	17CP	17CP	23CP	27DP	15BP	19CS	25DP	31DS	24DP	24DP	31DP	35ES	23DS	28DP	36ES	38ES	133-135
MAXIMUM RESULTS FOR LARGE ATTACKS																					
136-138	12BS	19CS	21CS	26DP	18CS	18CS	24CS	28DS	16CS	20CP	27DS	32DP	25DS	25DS	32ES	36EP	24DP	30ES	37EP	39EP	136-138
139-141	13CP	20CP	22DP	27ES	19CP	19CP	25DP	29EP	17CP	21CS	28EP	33ES	26EP	26EP	34EP	37ES	25ES	31EP	39ES	41ES	139-141
142-144	14CK	21DK	23DK	28EP	20DK	20DK	26DK	30EK	18CK	22DP	29EK	34EP	27EK	27EK	35EK	39EP	26EP	32EK	40EP	42EP	142-144
145-147	15DS	22DS	24ES	29ES	21DS	21DS	27ES	31ES	19DS	23DS	30ES	35ES	28ES	28ES	36ES	40ES	27ES	33ES	41ES	43ES	145-147
148-150	16EP	23EP	25EP	30FP	22EP	22EP	28EP	33FP	20EP	25EP	32EP	37FP	29EP	29EP	38EP	42FP	29EP	35EP	43FP	45FP	148-150
MAXIMUM RESULTS FOR HUGE ATTACKS																					

NOTE: An F-severity critical result indicates an E-critical roll on the Puncture Critical Strike Table and a C-critical roll on the Slash Critical Strike Table.
 NOTE: Animals attempting to hold onto a target (on this table) may be given an additional attack on the Grapple Attack Table if they obtain a critical strike result on this table.

CRITICAL STRIKES: P = Puncture S = Slash K = Krush G = Grapple U = Unbalance T = Tiny



11.13 CLAW/TALON ATTACK TABLE

	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
01-02	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	01-02
03-30	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	03-30
31-33	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	31-33
34-36	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	34-36
37-39	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	37-39
40-42	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	40-42
43-45	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	43-45
46-48	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	46-48
49-51	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	49-51
52-54	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	52-54
55-57	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	55-57
58-60	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	58-60
61-63	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	61-63
64-66	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	64-66
67-69	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	67-69
70-72	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	70-72
73-75	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	73-75
76-78	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	76-78
79-81	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	79-81
82-84	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	82-84
85-87	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	85-87
88-90	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	88-90
91-93	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	91-93
94-96	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	94-96
97-99	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	97-99
100-102	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	100-102
103-105	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	103-105
MAXIMUM RESULTS FOR SMALL ATTACKS																					
106-108	4AT	6DT	8AP	10AS	7CT	7BT	9AS	10BS	5AT	7ET	9AS	11BS	7AS	7BS	11BS	13CS	10AS	12BS	15BP	15CS	106-108
109-111	4BT	6ET	9AS	10AS	7DT	7CT	9AP	11BS	6BT	8AP	10AP	12CS	8AS	8BS	12BS	14CS	10AS	12BS	15CP	16CP	109-111
112-114	4CT	7AS	9AP	11BS	8ET	8DT	10BS	11CP	6CT	8AS	10AS	12CS	8BS	8BS	13CS	15CP	11BS	13CS	16CP	17DS	112-114
115-117	5DT	7AP	10BS	11BS	8AP	8ET	10BP	12CS	6DT	9AP	11BP	13CP	9BS	9CS	13CP	15CS	12BS	14CP	16DS	17DP	115-117
118-120	5ET	8BS	10BP	12BS	9AP	9AP	11BS	13CP	7ET	9BS	12BS	14CS	9BS	9CP	14CS	16DP	12BS	14CS	17DP	18DS	118-120
MAXIMUM RESULTS FOR MEDIUM ATTACKS																					
121-123	6AP	8BP	11BS	13CP	9AP	9BP	12BP	13CS	7AP	10BP	12BP	14DP	10CP	10CS	15CP	17DS	13CP	15CP	18DS	19EP	121-123
124-126	6AP	9BS	11BP	13CS	10AP	10BP	12CS	14DP	8BP	10BS	13CS	15DS	10CS	10CP	15DS	17DP	14CS	16DS	18EP	19ES	124-126
127-129	7BP	9BP	12CS	14CP	10BP	10BP	13CP	14DS	8BP	11BP	13CP	15DP	11CP	11CS	16DP	18DS	14CP	16DP	19ES	20EP	127-129
130-132	7BS	10CS	12CP	14DS	11BP	11BS	13CS	15DP	9BS	11CS	14CS	16DS	11CS	11DP	17DS	19EP	15DS	17DS	20EP	21ES	130-132
133-135	7BP	10CP	13CS	15DP	11BP	11CP	14CP	16DK	9BP	12CP	15DP	17DP	12DP	12DS	17DP	19ES	15DP	17DP	20ES	21EP	133-135
MAXIMUM RESULTS FOR LARGE ATTACKS																					
136-138	8BS	11CS	13CP	15DS	12BS	12CS	14CS	16ES	10CS	12CS	15DS	17ES	12DP	12DP	18ES	20EP	16DS	18ES	21EP	22ES	136-138
139-141	8CP	11CP	14CS	16EP	12CP	12CP	15DP	17EP	10CP	13CP	16DP	18EP	13DP	13ES	19EP	21ES	17EP	19EP	22ES	23EP	139-141
142-144	9CK	12DK	14DP	16EK	13CK	13CK	15DK	17EK	11CK	13DK	16EK	18EK	13EK	13EP	19EK	21EP	17EK	19EK	22EP	23EK	142-144
145-147	9DS	12DS	15DS	17ES	13CS	13DS	16ES	18ES	11DS	14DS	17ES	19ES	14ES	14ES	20ES	22ES	18ES	20ES	23ES	24ES	145-147
148-150	10EP	13EP	15EP	18FP	14DP	14DP	17EP	19FP	12EP	15EP	18EP	20FP	15EP	15EP	21EP	23FP	19EP	21EP	24FP	24FP	148-150
MAXIMUM RESULTS FOR HUGE ATTACKS																					

NOTE: An F-severity critical indicates an E-critical roll on the runcure Critical Strike Table and a C-critical roll on the Slash Critical Strike Table.

CRITICAL STRIKES: P = Puncture S = Slash K = Krush G = Grapple U = Unbalance T = Tiny



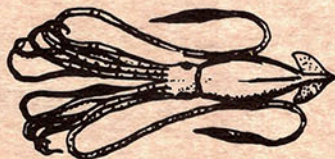
11.14 GRAPPLE/GRASP/ENVELOP/SWALLOW ATTACK TABLE

	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
01-02	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	01-02
03-30	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	03-30
31-33	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	31-33
34-36	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	34-36
37-39	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	37-39
40-42	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	40-42
43-45	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	43-45
46-48	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	46-48
49-51	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	49-51
52-54	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	52-54
55-57	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	55-57
58-60	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	58-60
61-63	1AG	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	61-63
64-66	1AG	1	0	0	1AG	1	0	0	1	0	0	0	1	0	0	0	0	0	0	0	64-66
67-69	1AG	1AG	1	1	1AG	1AG	1	1	1AG	1	0	0	1AG	1	0	0	0	0	0	0	67-69
70-72	1AG	1AG	1AG	1	2AG	1AG	1	1	1AG	1AG	1	1	2AG	1AG	1	0	0	0	0	0	70-72
73-75	1AG	1AG	1AG	1	2AG	2AG	1AG	1	1AG	1AG	1	1	2AG	2AG	1	0	0	0	0	0	73-75
76-78	1AG	1AG	2AG	2AG	2AG	2AG	2AG	2AG	1AG	1AG	1	1	2AG	2AG	1	0	0	0	1	0	76-78
79-81	1AG	2AG	2AG	2AG	2AG	2AG	2AG	2AG	1AG	1AG	1	2	2AG	2AG	1	1	0	0	1	0	79-81
82-84	1AG	2AG	2AG	3AG	2AG	2AG	2AG	2AG	2AG	2AG	2AG	2AG	3AG	3AG	2	1	0	0	2AG	1	82-84
85-87	1AG	2AG	2AG	3AG	3AG	3AG	3AG	3AG	2AG	2AG	2AG	2AG	3AG	3AG	2AG	2	0	0	2AG	1	85-87
88-90	1AG	2AG	3AG	3AG	3AG	3AG	3AG	3AG	2AG	2AG	2AG	3AG	3AG	3AG	3AG	2	0	0	2AG	1	88-90
91-93	2BG	2AG	3AG	4AG	3AG	3AG	3AG	4AG	2AG	2AG	3AG	4AG	4AG	4AG	4AG	3	1AG	1	3AG	2	91-93
94-96	2BG	3AG	4AG	4AG	4AG	4AG	4AG	4AG	2AG	3AG	4AG	4AG	4AG	4AG	4AG	4	1AG	2AG	4AG	3	94-96
97-99	2BG	3AG	4AG	5AG	4AG	4AG	4AG	5AG	2AG	3AG	4AG	5AG	4AG	5AG	4AG	4AG	2AG	2AG	5AG	4	97-99
100-102	2BG	3AG	4AG	5AG	4AG	4AG	4AG	5AG	3AG	3AG	4AG	5AG	5AG	5AG	5AG	5AG	2AG	3AG	5AG	4	100-102
103-105	2BG	3BG	5BG	5BG	4BG	5BG	5BG	6BG	3BG	4BG	5BG	6AG	6AG	5BG	5BG	5AG	3AG	4AG	6AG	5AG	103-105
MAXIMUM RESULTS FOR SMALL ATTACKS																					
106-108	2CG	4CG	5BG	6BG	5BG	5BG	5BG	6BG	3BG	4BG	5BG	6AG	6AG	6BG	6BG	6AG	3AG	4AG	6AG	6AG	106-108
109-111	2CG	4BG	5BG	6BG	5BG	5BG	6BG	7BG	3BG	4BG	6BG	7AG	7AG	6BG	6BG	7AG	4AG	5AG	7AG	6AG	109-111
112-114	2CG	4BG	6BG	7BG	5BG	6BG	6BG	7BG	3BG	4BG	6BG	7AG	7AG	6BG	7BG	7AG	4AG	5AG	8AG	7AG	112-114
115-117	2CG	4CG	6CG	7CG	5CG	6CG	6CG	7CG	4CG	5CG	7CG	8BG	8BG	7CG	7CG	8BG	5BG	6AG	8BG	8AG	115-117
118-120	2CG	4CG	6CG	7CG	6CG	6CG	7CG	8CG	4CG	5CG	7CG	8BG	8BG	7CG	7CG	8BG	5BG	7BG	9BG	8AG	118-120
MAXIMUM RESULTS FOR MEDIUM ATTACKS																					
121-123	3DG	5CG	7CG	8CG	6CG	7CG	7CG	8CG	4CG	5CG	8CG	9BG	9BG	7CG	8CG	8BG	6BG	7BG	9BG	9AG	121-123
124-126	3DG	5CG	7CG	8CG	6CG	7CG	7CG	9CG	4CG	5CG	8CG	9CG	9CG	8CG	8CG	9CG	6CG	8CG	10CG	9AG	124-126
127-129	3DG	5DG	7DG	9DG	7DG	7DG	8DG	9DG	4DG	6DG	8DG	10CG	10CG	8DG	9DG	9CG	7CG	8CG	10CG	10BG	127-129
130-132	3DG	5DG	8DG	9DG	7DG	8DG	8DG	10DG	4DG	6DG	9DG	10CG	10CG	8DG	9DG	10CG	7CG	9CG	11CG	11BG	130-132
133-135	3DG	5DG	8DG	9DG	7DG	8DG	8DG	10DG	5DG	6DG	9DG	11DG	11DG	9DG	9DG	10DG	8DG	10DG	12DG	11CG	133-135
MAXIMUM RESULTS FOR LARGE ATTACKS																					
136-138	3EG	6DG	8DG	10DG	7DG	8DG	8DG	11DG	5DG	6DG	10DG	11DG	11DG	9DG	10DG	11DG	8DG	10DG	12DG	12CG	136-138
139-141	3EG	6EG	9EG	10EG	8EG	9EG	9EG	11EG	5EG	7EG	10EG	12DG	12DG	9EG	10EG	11DG	9DG	11DG	13DG	13DG	139-141
142-144	3EG	6EG	9EG	11EG	8EG	9EG	9EG	12EG	5EG	7EG	11EG	12EG	12EG	10EG	11EG	12EG	9EG	11EG	13EG	13DG	142-144
145-147	3EG	6EG	9EG	11EG	8EG	9EG	9EG	12EG	5EG	7EG	11EG	13EG	13EG	10EG	11EG	12EG	10EG	12EG	14EG	14EG	145-147
148-150	4EG	7EG	10EG	12FG	9EG	10EG	11EG	13FG	6EG	8EG	12EG	14FG	14FG	11EG	12EG	13EG	11EG	13EG	15FG	15FG	148-150
MAXIMUM RESULTS FOR HUGE ATTACKS																					

NOTE: An F-severity critical result indicates an E-critical roll and a C-critical roll.

NOTE: For each consecutive round that a creature obtains a critical strike result on the same target (on this table), the creature obtains +10 against that target in addition to its other bonuses.

CRITICAL STRIKES: P = Puncture S = Slash K = Krush G = Grapple U = Unbalance T = Tiny



11.15 HORN/TUSK ATTACK TABLE

	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
01-02	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	01-03
03-30	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	03-30
31-33	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	31-33
34-36	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	34-36
37-39	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	37-39
40-42	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	40-42
43-45	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	43-45
46-48	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	46-48
49-51	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	49-51
52-54	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	52-54
55-57	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	55-57
58-60	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	58-60
61-63	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	61-63
64-66	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	64-66
67-69	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	67-69
70-72	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	70-72
73-75	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	73-75
76-78	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	76-78
79-81	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	79-81
82-84	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	82-84
85-87	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	85-87
88-90	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	88-90
91-93	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	91-93
94-96	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	94-96
97-99	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	97-99
100-102	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	100-102
103-105	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	103-105
MAXIMUM RESULTS FOR SMALL ATTACKS																					
106-108	6CT	8AK	11AP	14AP	10AP	10AP	12AP	14AP	7AP	10AP	12AP	16BP	10AP	11BP	16BP	18CP	14AP	17BP	19BP	20CP	106-108
109-111	6DT	9AP	12AP	15AP	11AP	11AP	12AP	14BP	8AP	11AP	13BP	17CP	11AP	12BP	17BP	19CP	15AP	18BP	20CP	21DP	109-111
112-114	7AU	10AU	13AP	16BP	11AP	11AP	13BP	15CP	9AP	12AP	14BP	18CP	12BP	13BP	18CP	20CP	16BP	19BP	21CP	22DP	112-114
115-117	8AK	10AK	14AK	16BK	12AP	12AP	14BP	16CP	10AP	12BP	15BP	19CP	13BP	14BP	19CP	21CP	17BP	20CP	22DP	23DP	115-117
118-120	9AP	11BP	14BP	17BP	13AP	13AP	15BP	17CP	11BP	13BP	16CP	20CP	13BP	15CP	20CP	22DP	18CP	21CP	23DP	24DK	118-120
MAXIMUM RESULTS FOR MEDIUM ATTACKS																					
121-123	10AU	12BU	15BK	18CK	14AP	14BP	16BP	18CP	12BP	14BP	17CP	21DK	14CP	16CP	21CK	23DK	19CK	22CK	24DP	25DP	121-123
124-126	11AK	13BK	16BP	19CP	15BP	15BP	17CP	19DP	13BP	15BP	17CP	22DP	15CP	17CP	22DP	24DP	20DP	23DP	25DK	26EK	124-126
127-129	12AP	14BP	17CK	20CK	16BP	16BP	18CK	20DK	13BP	16CK	18DK	23DK	16CK	18CK	23DK	25DK	21DK	24DK	26EP	27EP	127-129
130-132	12BU	15CU	18CP	21DP	16BK	16CK	18CP	21DP	14CP	17CP	19DP	24DP	17DP	19DP	24DP	26EP	22DP	25DP	27EU	28EU	130-132
133-135	13BK	15CK	18CK	21DK	17CK	17CP	19CK	22DK	15CK	18CK	20DK	25DK	17DK	20DK	25DK	27EK	23DK	26DK	28EK	29EK	133-135
MAXIMUM RESULTS FOR LARGE ATTACKS																					
136-138	14BP	16CP	19CP	22DP	18CK	18CK	20CP	23EP	16CP	19DP	21DP	26EP	18DP	21DP	26EP	28EP	24EP	27EP	29EP	30EP	136-138
139-141	15CU	17DU	20DU	23EU	19CP	19DP	21DU	24EU	17DU	20DU	22EU	27EU	19EU	22EU	27EU	29EU	25EU	28EU	30EU	31EU	139-141
142-144	16CK	18DK	21DK	24EK	20DK	20DK	22DK	25EK	18DK	21DK	23EK	28EK	20EK	23EK	28EK	30EK	26EK	29EK	31EK	32EK	142-144
145-147	17DP	19EP	22EP	25EP	21DP	21DP	23EP	26EP	19EP	22EP	24EP	29EP	21EP	24EP	29EP	31EP	27EP	30EP	32EP	33EP	145-147
148-150	18EU	20EU	23EU	26FU	22EU	22EU	24EU	27FU	20EU	23EU	25EU	30FU	22EU	25EU	30EU	33FU	29EU	31EU	34FU	35FU	148-150
MAXIMUM RESULTS FOR HUGE ATTACKS																					

NOTE: An F-severity critical result indicates an E-critical roll on the Puncture Critical Strike Table and a C-critical roll on the Unbalance Critical Strike Table.
 NOTE: If the attacking creature is "charging," it obtains +20 on this table in addition to its other bonuses.

CRITICAL STRIKES: P = Puncture S = Slash K = Krush G = Grapple U = Unbalance T = Tiny



11.16 RAM/BUTT/BASH/KNOCK DOWN/SLUG ATTACK TABLE

	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
01-02	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	01-02
03-30	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	03-30
31-33	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	31-33
34-36	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	34-36
37-39	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	37-39
40-42	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	40-42
43-45	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	43-45
46-48	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	46-48
49-51	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	49-51
52-54	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	52-54
55-57	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	55-57
58-60	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	58-60
61-63	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	61-63
64-66	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	64-66
67-69	1AU	1	1	3	1	1	1	2	0	0	0	0	0	0	0	0	0	0	0	0	67-69
70-72	1AU	1AU	2	4	1AU	1	2	3	1	1	2	3	4	2	2	3	4	1	2	4	70-72
73-75	1AU	2AU	2AU	4	2AU	2AU	3	4	1AU	1	3	5	2	2	3	4	5	2	3	5	73-75
76-78	2AU	2AU	3AU	5AU	2AU	2AU	3	4	1AU	2AU	4	5	3AU	3	4	5	6	3	4	5	76-78
79-81	2AU	2AU	3AU	5AU	3AU	3AU	4AU	5	2AU	2AU	4	6	3AU	3	4	5	6	3	4	5	79-81
82-84	2AU	3AU	4AU	6AU	3AU	3AU	4AU	5AU	2AU	3AU	5AU	6	4AU	4AU	5	6	7	4	5	7	82-84
85-87	3AU	4AU	5AU	7AK	4AU	4AU	5AU	6AU	2AU	3AU	5AU	7AU	4AU	4AU	5	6	7	4	5	7AK	85-87
88-90	3AU	4AU	5AU	7AU	4AU	4AU	5AU	7AU	3AU	4AU	6AU	7AU	5AU	5AU	6AU	8	5AK	5	8AU	8	88-90
91-93	3AU	4AU	5AU	7AK	5AU	5AU	6AU	7AK	3AU	4AU	6AU	8AU	5AU	5AU	7AU	8AK	5AK	6AK	8AK	9	91-93
94-96	4AU	4AU	6AU	8AU	5AU	5AU	6AU	8AU	4AU	5AU	7AU	8AU	5AU	5AU	6AU	9AK	6AU	6AU	9AU	9AK	94-96
97-99	4AU	5AU	6AU	8AK	6AU	6AU	7AU	8AK	4AU	5AU	7AU	9AK	6AU	6AU	8AK	9AK	6AK	7AK	9AK	10AK	97-99
100-102	4AU	5AU	7AU	9BU	6AU	6AU	7AU	9AU	4AU	5AU	8AU	9AU	6AU	7AU	8AU	10AU	7AU	7AU	10AU	11AU	100-102
103-105	5AU	6AU	7AK	9BK	7AU	7AU	8AK	9AK	5AU	6AU	8AU	10AK	7AK	7AU	9AK	10AK	7AK	8AK	10AK	11AK	103-105
MAXIMUM RESULTS FOR SMALL ATTACKS																					
106-108	5BU	6BU	8BU	10BU	7AU	7AU	8AU	10BU	5BU	6BU	9AU	10AU	7BU	8AU	9AU	11AU	8AU	8AU	11AU	12AU	106-108
109-111	5BU	6BU	8BK	10BK	7BU	7BU	8BK	10BK	6BU	7BU	9BK	11BK	8BK	8AK	10AK	11AK	8AK	9AK	11BK	12AK	109-111
112-114	6BU	7BU	9BU	11CU	8BU	8BU	9BU	11BU	6BU	7BU	10BU	11BU	8BU	9BU	10BU	12BU	9BU	9BU	12BU	13AU	112-114
115-117	6BU	7BK	9BK	11CK	8BK	8BK	10BK	11CK	6BU	8BU	10BK	12CK	9BK	9BK	11BK	13BK	9BK	10BK	13CK	13BK	115-117
118-120	6BU	8BU	10BU	12CU	9BU	9BU	10BU	12CU	7BU	8BU	11CU	12CU	9CU	10BU	11BU	13CU	10BU	10BU	13CU	14BU	118-120
MAXIMUM RESULTS FOR MEDIUM ATTACKS																					
121-123	7BU	8BK	10CK	12CK	9BK	9BK	11CK	13CK	7BU	9BK	11CK	13CK	9CK	10CK	12CK	14CK	10CK	10CK	14CK	14CK	121-123
124-126	7BU	8CU	11CU	13DU	10BU	10CU	11CU	13CU	7CU	9CU	12CU	13CU	10CU	11CU	12CU	14CU	11CU	11CU	14DU	15CU	124-126
127-129	7CU	9CK	11CK	13DK	10CK	10CK	12CK	14DK	8CU	9CK	12DK	14DK	10CK	11CK	13CK	15DK	11CK	11CK	15DK	16DK	127-129
130-132	8CU	9CU	12CU	14DU	11CU	11CU	12CU	14DU	8CU	10CU	13DU	15DU	11DU	12CU	13DU	15DU	12DU	12DU	15DU	16DU	130-132
133-135	8CK	10CK	12CK	14DK	11CK	11CK	13CK	15DK	9CK	10CK	13DK	15DK	11DK	12CK	14DK	16DK	12DK	12DK	16DK	17DK	133-135
MAXIMUM RESULTS FOR LARGE ATTACKS																					
136-138	8CU	10CU	13CU	15EU	12CU	12CU	13CU	15DU	9CU	11CU	14DU	15DU	12DU	13DU	14DU	16EU	13DU	13DU	16EU	17EU	136-138
139-141	9DK	10DK	13DK	15EK	12CK	12DK	14DK	16EK	9DK	11DK	14EK	16EK	12EK	13DK	15EK	17EK	13EK	13EK	17EK	18EK	139-141
142-144	9DU	11DU	14DU	16EU	13DU	13DU	14DU	16EU	10DU	12DU	15EU	17EU	13EU	14EU	15EU	17EU	14EU	14EU	17EU	18EU	142-144
145-147	9EK	11EK	14EK	16EK	13DK	13DK	15EK	17EK	10EK	12DK	15EK	17EK	13EK	14EK	16EK	18EK	14EK	14EK	18EK	19EK	145-147
148-150	10EU	12EU	15EU	17FU	14EU	14EU	15EU	18FU	11EU	13EU	16EU	18FU	14FU	15FU	17FU	19FU	15FU	15FU	19FU	20EU	148-150
MAXIMUM RESULTS FOR HUGE ATTACKS																					

NOTE: An F-severity critical result indicates an E-critical roll on Unbalance Critical Strike Table and a C-critical roll on the Krush Critical Strike Table.
NOTE: If the attacking creature is "charging," it obtains +20 on this table in addition to any other bonuses.

CRITICAL STRIKES: P = Puncture S = Slash K = Krush G = Grapple U = Unbalance T = Tiny



11.17 STINGER ATTACK TABLE

	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
01-02 03-30	F 0	F 0	F 0	F 0	F 0	F 0	F 0	F 0	F 0	F 0	F 0	F 0	F 0	F 0	F 0	F 0	F 0	F 0	F 0	F 0	01-02 03-30
31-33	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	31-33
34-36	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	34-36
37-39	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	37-39
40-42	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	40-42
43-45	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	43-45
46-48	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	46-48
49-51	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	49-51
52-54	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	52-54
55-57	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	55-57
58-60	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	58-60
61-63	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	61-63
64-66	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	64-66
67-69	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	67-69
70-72	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	70-72
73-75	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	73-75
76-78	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	76-78
79-81	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	79-81
82-84	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	82-84
85-87	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	85-87
88-90	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	88-90
91-93	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	91-93
94-96	1	2	3AT	4AT	2	2	3AT	5BT	1	2AT	4AT	5BT	3AT	3AT	3AT	4AT	4AT	4AT	4AT	4AT	94-96
97-99	1	2AT	3AT	5AT	2AT	2AT	2AT	4AT	1AT	2AT	4AT	5BT	3AT	3AT	3AT	4AT	4AT	4AT	4AT	4AT	97-99
100-102	1	2AT	4AT	5BT	2AT	2AT	2AT	4AT	1AT	2AT	4AT	5BT	3AT	3AT	3AT	4AT	4AT	4AT	4AT	4AT	100-102
103-105	1AT	2AT	4AT	5BT	2AT	2AT	2AT	4AT	2AT	2AT	4AT	5BT	3AT	3AT	3AT	4AT	4AT	4AT	4AT	4AT	103-105
MAXIMUM RESULTS FOR SMALL ATTACKS																					
106-108	1AT	2AT	4AT	5BT	3AT	3AT	3AT	5AT	2AT	3AT	5BT	7CT	4AT	4BT	6BT	7CT	6BT	6CT	7CT	7CT	106-108
109-111	1AT	3AT	4AT	6BT	3AT	3AT	3AT	5BT	2AT	3BT	5BT	7CT	4BT	4BT	6BT	7CT	6BT	6CT	7CT	7CT	109-111
112-114	2AT	3AT	5BT	6CT	3AT	3AT	3AT	5BT	2AT	3BT	6BT	7CT	4BT	4BT	6BT	7CT	6CT	7CT	8DT	8DT	112-114
115-117	2AT	3AT	5BT	6CT	3AT	3AT	3AT	5BT	2AT	4BT	6CT	8CT	4BT	4BT	6CT	7CT	6CT	7CT	8DT	8DT	115-117
118-120	2AT	3BT	5BT	7CT	3BT	4BT	6BT	7CT	3AT	4BT	6CT	8CT	4CT	4CT	6CT	7CT	7CT	7DT	8DT	8DT	118-120
MAXIMUM RESULTS FOR MEDIUM ATTACKS																					
121-123	2AT	4BT	5BT	7CT	4BT	4BT	6CT	8DT	3BT	4BT	7CT	8DT	5CT	5CT	7DT	8DT	7CT	8DT	9DT	9DT	121-123
124-126	2AT	4BT	6CT	7DT	4BT	4BT	6CT	8DT	3BT	4CT	7CT	9DT	5CT	5CT	8DT	9DT	7DT	8DT	9ET	9ET	124-126
127-129	2BT	4BT	6CT	7DT	4BT	4BT	6CT	8DT	3BT	5CT	7DT	9DT	5CT	5CT	8DT	9DT	8DT	8DT	9ET	9AP	127-129
130-132	3BT	4BT	6CT	8DT	4CT	4CT	7CT	9DT	3BT	5CT	8DT	9DT	5DT	5DT	8DT	9ET	8ET	9DT	10AP	10AP	130-132
133-135	3BT	4CT	6CT	8DT	4CT	5CT	7CT	9DT	4BT	5DT	8DT	10DT	5DT	5DT	9ET	10AP	8AP	9AP	10AP	10AP	133-135
MAXIMUM RESULTS FOR LARGE ATTACKS																					
136-138	3BT	5CT	7CT	8ET	5CT	5CT	7DT	9ET	4CT	5DT	8DT	10ET	6DT	6DT	9AP	10AP	8AP	9AP	10AP	10AP	136-138
139-141	3CT	5CT	7DT	9ET	5DT	5DT	8DT	10ET	4CT	6DT	9ET	10AP	6ET	6ET	9AP	10AP	9AP	10AP	11AP	11BP	139-141
142-144	3CT	5DT	7DT	9ET	5DT	5DT	8ET	10ET	4DT	6ET	9AP	11AP	6AP	6AP	10AP	11AP	9AP	10AP	11BP	11BP	142-144
145-147	3DT	5ET	7ET	9ET	5ET	5ET	8AP	10ET	4ET	6ET	9AP	11AP	6AP	6AP	10AP	11AP	9AP	10BP	11BP	11BP	145-147
148-150	4ET	6AP	8AP	10BP	6AP	6AP	9AP	11BP	5ET	7AP	10AP	12BP	7AP	7AP	11BP	12BP	10BP	11BP	12BP	12BP	148-150
MAXIMUM RESULTS FOR HUGE ATTACKS																					

NOTE: A critical result means the attack has injected poison, in addition to a normal critical result (if applicable).

NOTE: Swarms of very small creatures (i.e., bees) could roll on this table as a small attack.

NOTE: A really huge stinger (longer than 1') should use the Horn Attack Table.

CRITICAL STRIKES: P = Puncture S = Slash K = Krush G = Grapple U = Unbalance T = Tiny



11.18 TINY ANIMAL ATTACK TABLE

	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
01-02	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	01-02
03-30	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	03-30
31-33	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	31-33
34-36	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	34-36
37-39	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	37-39
40-42	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	40-42
43-45	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	43-45
46-48	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	46-48
49-51	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	49-51
52-54	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	52-54
55-57	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	55-57
58-60	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	58-60
61-63	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	61-63
64-66	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	64-66
67-69	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	67-69
70-72	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	70-72
73-75	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	73-75
76-78	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	76-78
79-81	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	79-81
82-84	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	82-84
85-87	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	85-87
88-90	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	88-90
91-93	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	91-93
94-96	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	94-96
97-99	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	97-99
100-102	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	100-102
103-105	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	103-105
106-108	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	106-108
109-111	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	109-111
112-114	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	112-114
115-117	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	115-117
118-120	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	118-120
121-123	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	121-123
124-126	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	124-126
127-129	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	127-129
130-132	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	130-132
133-135	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	133-135
136-138	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	136-138
139-141	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	139-141
142-144	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	142-144
145-147	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	145-147
148-150	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	148-150

NOTE: This table is used only for very small animals (e.g. house cats).
NOTE: The maximum result depends upon how many consecutive critical results were achieved in the rounds immediately preceding the attack.

CRITICAL STRIKES: P = Puncture S = Slash K = Krush G = Grapple U = Unbalance T = Tiny



11.19 TRAMPLE/STOMP ATTACK TABLE

	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
01-02	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	01-02
03-30	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	03-30
31-33	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	31-33
34-36	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	34-36
37-39	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	37-39
40-42	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	40-42
43-45	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	43-45
46-48	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	46-48
49-51	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	49-51
52-54	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	52-54
55-57	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	55-57
58-60	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	58-60
61-63	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	61-63
64-66	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	64-66
67-69	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	67-69
70-72	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	70-72
73-75	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	73-75
76-78	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	76-78
79-81	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	79-81
82-84	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	82-84
85-87	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	85-87
88-90	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	88-90
91-93	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	91-93
94-96	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	94-96
97-99	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	97-99
100-102	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	100-102
103-105	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	103-105
MAXIMUM RESULTS FOR SMALL ATTACKS																					
106-108	6AK	9AK	11AK	15BK	10AK	10AK	13BK	16CK	7AK	10AK	13BK	19CK	16BK	18CK	20CK	20CK	23CK	18CK	20CK	24CK	26CK
109-111	7AK	9AK	12BK	16CK	10AK	10BK	13BK	17CK	8AK	10AK	14BK	19CK	17BK	19CK	21CK	21CK	24CK	19CK	21CK	25CK	27CK
112-114	7AK	10AK	12BK	16CK	11AK	11BK	14BK	18CK	9AK	11BK	15CK	20CK	18CK	20CK	22CK	22CK	25CK	20CK	22CK	26CK	28CK
115-117	8AK	11BK	13BK	17CK	11BK	11BK	15CK	19CK	9AK	11BK	15CK	21CK	19CK	21CK	23CK	23CK	26CK	21CK	22CK	27CK	29CK
118-120	8AK	11BK	13BK	18CK	12BK	12BK	15CK	20CK	10BK	12BK	16CK	22CK	20CK	22CK	24CK	24CK	27CK	21CK	23CK	28CK	30CK
MAXIMUM RESULTS FOR MEDIUM ATTACKS																					
121-123	9BK	12BK	14CK	19CK	12BK	13BK	16CK	20CK	10BK	13BK	17CK	23DK	21CK	23CK	25DK	25DK	28DK	22CK	24DK	29DK	31DK
124-126	10BK	12BK	15CK	19CK	13BK	13CK	16CK	21CK	11BK	13BK	18CK	24DK	22CK	24CK	26DK	26DK	29DK	23DK	25DK	30EK	32DK
127-129	10BK	13CK	15CK	20DK	14CK	14CK	17CK	22DK	11BK	14CK	18DK	25DK	23DK	25DK	27DK	27DK	30EK	24DK	26DK	31EK	33EK
130-132	11BK	14CK	16CK	21DK	14CK	14CK	18CK	23DK	12CK	15CK	19DK	25EK	24DK	26DK	28EK	28EK	31EK	25DK	27EK	32EK	34EK
133-135	11CK	14CK	16CK	22EK	15CK	15CK	18DK	24EK	13CK	15CK	20DK	26EK	25DK	27DK	29EK	29EK	32EK	26EK	28EK	33EK	35EK
MAXIMUM RESULTS FOR LARGE ATTACKS																					
136-138	12CK	15CK	17DK	22EK	15CK	15DK	19DK	24EK	13CK	16CK	21EK	27EK	26EK	28EK	30EK	30EK	33EK	27EK	29EK	34EK	36EK
139-141	13DK	16DK	18DK	23EK	16DK	16DK	20DK	25EK	14DK	17DK	21EK	28EK	27EK	29EK	31EK	31EK	34EK	28EK	30EK	35EK	37EK
142-144	13DK	16DK	18DK	24EK	16DK	16DK	20EK	26EK	14DK	17DK	22EK	29EK	28EK	30EK	32EK	32EK	35EK	29EK	31EK	36EK	38EK
145-147	14EK	17EK	19EK	25EK	17EK	17EK	21EK	27EK	15EK	18EK	23EK	30FK	29EK	31EK	33EK	33EK	36EK	30EK	32EK	37EK	39EK
148-150	14FK	18FK	20FK	26FK	18FK	18FK	22FK	28FK	16FK	19FK	24FK	31FK	30FK	32FK	34FK	34FK	37FK	31FK	33FK	38FK	40FK
MAXIMUM RESULTS FOR HUGE ATTACKS																					

NOTE: An F-severity critical indicates an E-critical roll and a C-critical roll.

NOTE: If the target is down the attacker obtains + 30 in addition to its other bonuses.

CRITICAL STRIKES: P = Puncture S = Slash K = Krush G = Grapple U = Unbalance T = Tiny



11.21 FALL/CRUSH ATTACK TABLE



NOTE: For falls, add 1 to the roll for each foot fallen (other factors may modify this).

NOTE: An F-severity critical result indicates an E-critical roll and a C-critical roll.

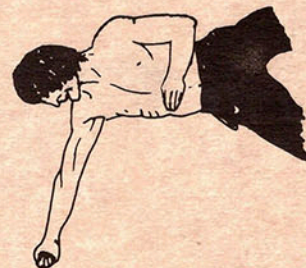
CRITICAL STRIKES: P = Puncture S = Slash K = Krush G = Grapple U = Unbalance T = Tiny

11.22 MARTIAL ARTS STRIKING ATTACK TABLE

	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
01-02	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	01-02
03-30	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	03-30
31-33	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	31-33
34-36	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	34-36
37-39	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	37-39
40-42	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	40-42
43-45	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	43-45
46-48	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	46-48
49-51	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	49-51
52-54	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	52-54
55-57	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	55-57
58-60	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	58-60
61-63	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	61-63
64-66	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	64-66
67-69	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	67-69
70-72	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	70-72
73-75	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	73-75
76-78	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	76-78
79-81	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	79-81
82-84	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	82-84
85-87	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	85-87
88-90	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	88-90
91-93	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	91-93
94-96	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	94-96
97-99	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	97-99
100-102	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	100-102
103-105	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	103-105
MAXIMUM RESULTS FOR RANK 1 ATTACKS																					
106-108	4A	6A	8A	10B	9B	10B	11B	13B	6A	8A	10B	11B	10C	11C	13C	14C	11B	13C	15C	15C	106-108
109-111	4A	7A	9A	11B	9B	10B	12B	13B	7A	8A	10B	11B	10C	11C	13C	15C	12B	13C	15C	16C	109-111
112-114	5A	7A	9A	11B	10B	11B	13B	14B	7A	9A	11B	12B	11C	12C	14C	16C	13B	14C	16C	17C	112-114
115-117	5A	8B	10B	12C	10C	11C	13C	15C	7B	9B	11C	13C	11C	13C	15C	16C	13C	15C	16C	17C	115-117
118-120	6A	8B	10B	12C	11C	12C	14C	15C	8B	10B	12C	13C	12C	13C	15C	17C	14C	15C	17C	18C	118-120
MAXIMUM RESULTS FOR RANK 2 ATTACKS																					
121-123	6A	9B	10B	13C	11C	12C	14C	16C	8B	10B	12C	14C	12D	14D	16D	18C	14C	16D	18D	19D	121-123
124-126	6A	9C	11C	13C	12C	13C	15C	17C	9C	11C	13C	14C	13D	14D	17D	18D	15C	17D	18D	19D	124-126
127-129	7B	9C	11C	14D	12D	13D	15D	17D	9C	11C	13D	15D	13D	15D	17D	19D	15D	17D	19D	20D	127-129
130-132	7B	10C	12C	14D	13D	14D	16D	18D	10C	12C	14D	15D	14D	15D	18D	20D	16D	18D	20D	21D	130-132
133-135	8C	10D	12D	15D	13D	14D	17D	18D	10D	12D	14D	16D	14D	16D	18E	20D	17D	18D	20D	21D	133-135
MAXIMUM RESULTS FOR RANK 3 ATTACKS																					
136-138	8C	11D	13D	15D	14D	15D	17D	19D	11D	13D	15D	16D	15E	16E	19E	21E	17D	19E	21E	22E	136-138
139-141	8D	11D	13D	16E	14E	15E	18E	20E	11D	13D	15E	17E	15E	17E	20E	22E	18E	20E	22E	23E	139-141
142-144	9D	12E	14E	16E	15E	16E	18E	20E	12E	14E	16E	17E	16E	17E	20E	22E	18E	20E	22E	23E	142-144
145-147	9E	12E	14E	17E	15E	16E	19E	21E	12E	14E	16E	18E	16E	18E	21E	23E	19E	21E	23E	24E	145-147
148-150	10E	13E	15E	18E	16E	17E	20E	22E	13E	15E	17E	19E	17E	19E	22E	24E	20E	22E	24E	25E	148-150
MAXIMUM RESULTS FOR RANK 4 ATTACKS																					

NOTE: All critical results are rolled on the Martial Arts Striking Critical Table.

NOTE: Bare hands attacks by non-martial artists are Rank 1 attacks.



11.23 MARTIAL ARTS SWEEPS and THROWS ATTACK TABLE

	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
01-02	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	01-02
03-30	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	03-30
31-33	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	31-33
34-36	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	34-36
37-39	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	37-39
40-42	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	40-42
43-45	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	43-45
46-48	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	46-48
49-51	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	49-51
52-54	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	52-54
55-57	1A	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	55-57
58-60	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	58-60
61-63	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	61-63
64-66	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	64-66
67-69	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	67-69
70-72	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	70-72
73-75	1A	2A	2A	2A	2A	2A	2A	2A	2A	2A	2A	2A	2A	2A	2A	2A	2A	2A	2A	2A	73-75
76-78	1A	2A	2A	2A	2A	2A	2A	2A	2A	2A	2A	2A	2A	2A	2A	2A	2A	2A	2A	2A	76-78
79-81	1A	2A	2A	2A	2A	2A	2A	2A	2A	2A	2A	2A	2A	2A	2A	2A	2A	2A	2A	2A	79-81
82-84	2A	2A	2A	2A	2A	2A	2A	2A	2A	2A	2A	2A	2A	2A	2A	2A	2A	2A	2A	2A	82-84
85-87	2A	2A	2A	2A	2A	2A	2A	2A	2A	2A	2A	2A	2A	2A	2A	2A	2A	2A	2A	2A	85-87
88-90	2A	2A	2A	2A	2A	2A	2A	2A	2A	2A	2A	2A	2A	2A	2A	2A	2A	2A	2A	2A	88-90
91-93	2B	3B	3B	3B	3B	3B	3B	3A	3A	3A	3A	3A	3A	3A	3A	3A	3A	3A	3A	3A	91-93
94-96	2B	3B	3B	3B	3B	3B	3B	3A	3A	3A	3A	3A	3A	3A	3A	3A	3A	3A	3A	3A	94-96
97-99	2B	3B	3B	3B	3B	3B	3B	3A	3A	3A	3A	3A	3A	3A	3A	3A	3A	3A	3A	3A	97-99
100-102	2B	3B	3B	3B	3B	3B	3B	3A	3A	3A	3A	3A	3A	3A	3A	3A	3A	3A	3A	3A	100-102
103-105	2B	3B	3B	3B	3B	3B	3B	3A	3A	3A	3A	3A	3A	3A	3A	3A	3A	3A	3A	3A	103-105
MAXIMUM RESULTS FOR RANK 1 ATTACKS																					
106-108	2C	3C	4C	5C	4C	4C	5B	5B	3C	4B	5B	5B	5C	5B	5B	5B	3A	3A	3A	3A	106-108
109-111	2C	3C	4C	5C	5C	4C	5B	5B	3C	4B	5B	5B	5C	5B	5B	5B	3A	3A	3A	3A	109-111
112-114	2C	4C	5C	5C	5C	5C	5B	6B	3C	4B	5B	6B	6C	6B	6B	6B	4A	4A	4A	4A	112-114
115-117	3C	4C	5C	6C	5C	5C	5C	6C	3C	4C	6C	6C	6C	6C	6C	6C	4B	4B	4B	4B	115-117
118-120	3C	4C	5C	6C	5C	5C	6C	6C	3C	4C	6C	7C	6C	6C	7C	7C	5B	5B	5B	5B	118-120
MAXIMUM RESULTS FOR RANK 2 ATTACKS																					
121-123	3D	4D	5D	6D	5D	5D	6C	7C	3D	5C	6C	7C	7D	7C	7C	7C	5B	5B	7B	6B	121-123
124-126	3D	4D	6D	6D	6D	6D	6C	7C	3D	5C	7C	7C	7D	7C	7C	8C	5C	6C	7C	7C	124-126
127-129	3D	4D	6D	7D	6D	6D	7D	7D	4D	5D	7D	8D	7D	7D	8D	8D	6C	6C	8C	7C	127-129
130-132	3D	5D	6D	7D	6D	6D	7D	8D	4D	5D	7D	8D	8D	8D	8D	9D	6C	7C	8C	8C	130-132
133-135	3D	5D	6D	7D	6D	6D	7D	8D	4D	5D	8D	9D	8D	8D	9D	9D	7D	7D	9D	8D	133-135
MAXIMUM RESULTS FOR RANK 3 ATTACKS																					
136-138	3E	5E	7E	7E	7E	7E	7D	8D	4E	6D	8D	9D	8E	8D	9D	10D	7D	8D	9D	9D	136-138
139-141	3E	5E	7E	8E	7E	7E	8E	9E	4E	6E	8E	9E	9E	9E	9E	10E	7D	8D	10D	10D	139-141
142-144	3E	5E	7E	8E	7E	7E	8E	9E	4E	6E	9E	10E	9E	9E	10E	11E	8E	9E	10E	10E	142-144
145-147	3E	5E	7E	8E	7E	7E	8E	9E	4E	6E	9E	10E	9E	9E	10E	11E	8E	9E	11E	11E	145-147
148-150	4E	6E	8E	9E	8E	8E	9E	10E	5E	7E	10E	11E	10E	10E	11E	12E	9E	10E	12E	12E	148-150
MAXIMUM RESULTS FOR RANK 4 ATTACKS																					

NOTE: All critical results are rolled on the Martial Arts Sweeps and Throws Critical Table.

NOTE: Bare hands attacks by non-martial artists are Rank 1 attacks.











NOTE: Humanoid type creatures attempting to subdue (without major injury) other humanoid types may use this table or the Grapple Attack Table (both with a maximum result of 105).



11.42 SUMMARY OF HISTORICAL WEAPONS

NAME OF WEAPON	TYPE	WT.	LEN	F	RANGE MOD. (in feet)					TABLE USED	ARMOR MODIFICATIONS					SPECIAL
					10	25	50	100	150		20-17	16-13	12-9	8-5	4-1	
Axe (woodsman's)	2H	4-6	2.5-3	4	-30	-	-	-	-	Handaxe	-5	-5	-5	-5	-5	Normally used as a tool.
Bastard Sword (Hand & a Half)	1HS	4.5-6	3-4	4	-	-	-	-	-	Broadsword	+5	0	-5	-10	-10	Maximum result is 140.
	2H			5	-	-	-	-	-	2H-Sword	-5	-5	-5	-10	-10	
Blackjack	1HC	1-2	.5-1	1	-	-	-	-	-	Barefist	0	0	0	0	0	E-criticals are treated as D-criticals.
Blow Gun	MIS	1.5-2	3-6	5	0	0	-20	-40	-	Sling	-5	+10	0	+5	+10	All criticals are Punctures.
Boar Spear	PA	5-7	4.5-6	5	-15	-30	-	-	-	Spear	+5	+5	0	0	-5	Animals cannot push up shaft if impaled.
Bola (replaces Bola Table)	TH	2-3	3.5-4	7	0	0	0	-20	-40	Envelop	0	0	0	0	0	Maximum result is Large.
Boomerang	TH	.5-1	1.5-2	4	0	0	0	-20	-30	Club	-5	-5	-5	-5	-5	If user trained, it returns.
Cat of Nine Tails	1HC	1-2	2.5-3.5	7	-	-	-	-	-	Whip	-15	-10	-5	0	+10	Scottish 2H-Sword.
Claymore	2H	6-8	3.5-2.5	4	-	-	-	-	-	2H-Sword	-5	-5	-5	+5	+5	
Cudgel	2H	2-3	2-3	3	-35	-	-	-	-	Club	+5	+5	+5	+10	+10	Large walking stick.
Cutlass	1HS	2.5-3.5	2-3	3	-20	-	-	-	-	Broadsword	+5	0	-5	-5	-5	Scottish Dagger.
Darts (throwing)	TH	.5-1	.5	5	0	-10	-20	-	-	Dagger	-10	+5	0	0	0	
Dirk	1HS	.5-1	.5-1	1	-15	-30	-40	-	-	Dagger	+5	+5	0	-5	-5	Maximum result is Rank 1.
Fist (bare)	1HC	-	-	1	-	-	-	-	-	M.A. Striking	0	0	0	0	0	Bare Fist Table is used for this now.
Fist (armored)	1HC	-	-	1	-	-	-	-	-	Bare Fist	0	0	0	0	0	
Foil	1HS	1.5-2	2.5-3.5	3	-	-	-	-	-	Dagger	+10	+10	+10	+10	+10	All criticals are Punctures.
Harpoon	PA	4-5	6-7	4	-5	-20	-	-	-	Javelin	-5	-5	-5	-5	-5	Hard to remove.
Jo	2H	1.5-2.5	4-5	5	-	-	-	-	-	Q-staff	0	0	0	0	0	Japanese staff.
	1HC			3	-	-	-	-	-	Club	+5	+5	+5	+5	+5	
Katana	1HS	4-6	3.5-4	3	-	-	-	-	-	Broadsword	0	0	+5	+5	+5	Japanese sword.
Lance (medieval)	PA	8-12	10-15	7	-	-	-	-	-	Lance	+10	+10	+5	0	0	If jousting, all criticals are A's.
Lasso	TH	6.5-10	1-2	6	-	-	-	-	-	Entangle	0	0	0	0	0	Maximum result is Medium.
Long Sword	1HS	3.5-5	2.5-3.5	4	-	-	-	-	-	Broadsword	+5	+5	0	-5	-5	Maximum result is Large.
Net (gladiator's)	TH	1.5-3	4-6	5	0	-	-	-	-	Entangle	+5	+5	+5	+5	+5	
Net (fishing)	TH	2-4	5-8	8	-5	-	-	-	-	Entangle	-5	-5	-5	-5	-5	Maximum result is Medium.
No-Dachi	2H	7-9	5-6	5	-	-	-	-	-	2H-Sword	+5	+5	+5	+5	+5	Japanese 2H-Sword.
Nunchaku	1HC	2-3	2.5-3	7	-	-	-	-	-	Morning Star	-5	-5	-5	-5	-5	Okinawan cereal beater.
	2H	2-3	2.5-3	7	-	-	-	-	-	Flail	-5	-5	-5	-5	-5	
Pick	2H	5-8	3-4	6	-	-	-	-	-	Mattock	-10	-10	-10	-10	-10	Normally used as a tool.
Pilum	PA	4.5-5	5.5-6	5	0	-20	-30	-	-	Javelin	+5	+5	+5	+5	+5	Roman throwing spear.
Sabre	1HS	3-4	2-3	3	-	-	-	-	-	Broadsword	0	-5	-5	-5	-5	+25 vs. melee if not used to attack.
Sai (parrying weapon)	1HS	2-3	1-2	2	-20	-20	-	-	-	Maine Gauche	-5	-5	-5	-5	-5	
Shuriken	TH	.25-.5	.2-.75	5	0	0	-20	-30	-	Dagger	+5	+5	+10	+10	+10	Japanese throwing star.
Trident	PA	4-6	5-8	5	-15	-30	-40	-	-	Spear	0	+5	+5	+10	+10	+30 vs. melee if not used to attack.
Tomahawk	1HS	3-4	1-2	2	-5	-15	-30	-	-	Handaxe	-10	-10	-10	-10	-10	
Tonfa	1HC	1.5-2	2-2.5	4	-	-	-	-	-	Club	+10	+10	+10	+10	+10	Okinawan rice husking rod.

11.43 SUMMARY OF FANTASY WEAPONS

Baw 	1HS	4-5	2-3	5	-	-	-	-	-	Handaxe	+15	+15	+10	+10	+10	Can be used as an ice axe.
Cabis 	1HS	2-3	1.5-2.5	4	0	0	-10	-25	-	Handaxe	-10	-10	-10	-10	-10	Basically a throwing weapon.
Dag 	1HS	5-6	3-4	6	-	-	-	-	-	Falchion	+10	+10	+10	+10	+10	A very large bladed weapon.
Ge 	TH	4-6	4-5	8	as Bola					Bola (2x Dam.) (a super bola)	+10	+10	+10	+10	+10	Treat any criticals as both K and G. If fumbled, roll a "DG" on the thrower.
Irgaak 	2H	5-6	5-6	3	-	-	-	-	-	2H-Sword	+15	+15	+15	+15	+10	Roll any critical twice applying all results.
Kynac 	1HS	1-2	1-2	2	0	0	0	-25	-40	Rapier	-5	-5	0	0	0	A great throwing dagger.
Long Kynac 	1HS	2-3	2-3	3	-20	-20	-20	-50	-	Rapier	+15	+15	+15	+15	+15	A great long dagger.
Shang 	1HS	1-2	1-2	1	0	-10	-	-	-	Scimitar (a parrying sword)	-10	-10	-10	-10	-10	+30 vs. melee if not used to attack.
Typh 	1HC	4-5	3-4	6	0	0	-10	-	-	Flail	-10	-10	-10	-10	-10	If fumbled, roll a "DK" on thrower.
Yarkbalka 	1HS	4-5	3-4	6	-	-	-	-	-	2H-Sword	-10	-10	-10	-10	-10	If fumbled, roll a "CS" on thrower.

KEY

TYP : 2H = Two-Handled Weapon; 1HS = One-Handed Slashing Weapon; 1HC = One-Handed Concussion Weapon; MIS = Missile Weapon (not usable in melee); PA = Pole Arm; TH = Thrown Weapon (not usable in melee).

WT. : Weight of weapon in pounds.

LEN : Length of weapon in feet.

F : Fumble range (a fumble occurs if roll is less than or equal to this number).

RANGE MOD. : Modifications apply to use as missile at ranges less than or equal to the given distance (only one modifier applies). (- means not allowed.)

TABLE USED : The Arms Law/Claw Law attack table used to resolve the attack.

ARMOR MOD. : Modifications to the attack roll based upon the armor of the defender.

11.52 SUMMARY OF ANIMAL COMBAT CAPABILITIES

ANIMAL NAME	ADULT						PRIMARY ATTACK			SECONDARY ATTACK			TERTIARY ATTACK			SPECIAL			
	SZ	Hits	AT(DB)	MS	AQ	LVL	TY	Max	Add	Prob	TY	Max	Add	Prob	TY		Max	Add	Prob
Alligator (Crocodile)	L	120	7(0)	M	M	2	B	L	60	100									DB = +20, AB = +20 if in water. Usually in tribal groups.
Baboon	M	50	3(10)	M	F	3	G	M	40	70	B	M	60	◀	B	M	40	30	
Barracuda	M	40	1(40)	VF	VF	2	B	M	45	100									
Bat	S	4	1(60)	VF	VF	1	B	S	20	100									
Bear (Grappling) (Charging)	L	170	8(10)	MF	MF	5	G	L	70	100	C	L	60	◀	B	M	20	◀	Attack Mode is based on situation.
							Ba	L	60	100									
Bees	T	1	1(40)	M	VF	1	S	S	-10	100		Swarm	- - - - -	-S	S	20			Poison does hit 1 hit/bee.
Bird (small)	T	5	1(70)	VF	F	1	T	-	0	100		6 or more	- - - - -	-C	S	0			Sparrows, doves, etc.
(large)	S	8	1(50)	F	F	1	P	S	0	100		3 or more	- - - - -	-C	M	20			Gull, ravens, etc.
Boa Constrictor (15')	M	50	3(0)	S	S	2	G	M	60	100	G	L	75	✓					Unpredictable, ill-tempered.
Boar	M	120	4(30)	F	M	3	H	L	40	100	Ba	M	30	◀	TS	M	20	◀	
Bull (oxen, etc.)	L	150	4(10)	MF	MF	3	H	M	35	80	Ba	L	40	20	TS	L	30	◀	
							C	M	40	40	Ba	M	60	60	B	M	60	✓	
Cat (Leopard, etc.)	M	100	3(40)	VF	VF	3	C	M	45	80	B	M	65	◀	B	M	45	20	Good stalkers, and ambushers.
Cheetah	M	70	3(50)	BF	VF	3	C	M	45	80	B	M	65	◀	B	M	45	20	Little endurance.
Condor	L	90	1(30)	VF	MF	4	C	L	50	100	P	M	45	✓					Males only. Intelligent.
Crab	T	8	2(10)	VS	M	1	T	-	0	100		6 or more	- - - - -	-P	S	35			
Deer (Stag, etc.)	M	70	3(40)	VF	F	2	H	M	20	90	TS	M	20	10					
							Ba	M	50	100									
Dolphin	M	80	1(40)	VF	F	8	C	M	45	100	P	S	35	✓					Could grapple if trained. Could grapple if trained. Loner except during mating season.
Eagle	M	30	1(30)	F	F	3	C	M	45	100	Ba	H	80	30	TS	H	75	◀	
Elephant (male)	L*	450	12(10)	F	F	7	H	H	90	70	TS	H	75	◀					
(female)	L*	450	12(10)	F	F	7	Ba	H	80	100	Ba	L	90	◀	TS	L	60	◀	
Elk (male)	L	200	8(10)	F	F	3	H	H	100	100	Ba	L	90	◀	TS	L	60	◀	Medium-sized warhorse, adds would vary for heavier or lighter horses.
Falcon	S	25	1(60)	VF	BF	2	C	M	30	100	P	S	20	✓					
Gorilla	L	120	3(0)	M	F	4	G	L	45	80	B	M	70	◀	B	M	50	20	
Hawk	S	25	1(60)	VF	VF	2	C	M	40	100	P	S	25	✓					
Horse (charging) (rearing)	L	150	3(20)	F	F	3	Ba	L	50	100	TS	L	35	◀	B	M	30	30	Large packs, cunning. Intelligent, voracious. P-attack due to beak. 3rd attack as long as criticals are obtained.
							K	M	50	70	TS	L	45	✓					
Housecat	S	10	1(40)	F	F	1	T	-	10	60	T	-	0	20	Both	- - - - -	-20		
Hyenas (Jackals, etc.)	M	70	3(40)	VF	F	2	B	M	45	100									
Killer Whale	L*	600	8(20)	VF	VF	8	B	H	120	80	G	H	150	◀	G	H	100	20	If poisonous, 1st attack is 50%.
Kraken (squid-like)	L*	200	8(0)	MF	VF	8	G	H	100	100	P	H	70	✓					
Lion	L	150	4(20)	F	MF	5	C	L	85	100	B	L	85	◀	C	L	120	✓	
Lizard (general class) (large)	T	8	1(80)	BF	VF	1	T	-	0	100		6 or more	- - - - -	-P	S	10	✓		DB unusually large due to AQ. Males only. Ambush attacks on sea floor.
	S	16	1(50)	F	MF	1	P	S	10	100		3 or more	- - - - -	-P	S	40			
Lobster	S	10	12(10)	VS	M	1	P	S	20	100									
							Ba	S	30	100									
Manta Ray	M	35	1(40)	VF	VF	3	B	S	50	100									Primarily nocturnal.
Mongoose	S	35	3(70)	F	BF	2	B	S	50	100									
Moose	L	120	4(20)	F	MF	3	H	L	30	100	Ba	L	40	◀	TS	L	60	✓	
Moray Eel	M	75	3(0)	S	MF	2	B	L	100	100									
Octopus (large)	M	40	1(30)	F	F	2	G	M	60	100	P	S	40	◀					+20 when water bloody.
Owl	M	35	1(30)	F	F	1	C	M	40	100	P	S	40	✓					
Pike	M	45	1(40)	VF	VF	2	B	S	30	100									
Piranha	T	4	1(70)	VF	VF	1	T	-	25	100		6 or more	- - - - -	-B	S	25			
Rats	S	5	1(30)	M	MF	1	B	S	0	100		3 or more	- - - - -	-B	S	30			Blind charge, poor eyesight.
Rhinos	L	240	12(0)	M	MF	7	H	H	130	100	Ba	H	110	◀	TS	H	110	✓	
Sabertooth Tiger	L	250	8(30)	VF	VF	5	B	L	110	70	C	L	70	20					Very Poisonous, 1-50 hits. +30 when water bloody.
Scorpion	T	2	1(40)	M	VF	1	S	S	10	100		6 or more	- - - - -	-S	S	50			
Shark	L	250	4(20)	F	F	5	B	L	100	100									
Snake (non-constrict) (large, non-constr.)	S	10	1(50)	F	VF	1	T	-	25	100		6 or more	- - - - -	-H	S	0			
	M	20	1(30)	F	VF	1	H	S	10	100		3 or more	- - - - -	-H	S	25			Innocuous, possibly poisonous.
Spider (Ants, etc.)	T	-	1(10)	C	F	1	T	-	50	100		Swarm	- - - - -	-T	T	0			
Squid (large)	S	20	1(50)	F	F	1	G	S	50	100	P	S	0	✓					Rushes from short range.
Tiger	L	150	4(30)	VF	VF	5	C	L	75	40	Ba	L	90	60	B	L	110	✓	
Turtle (large)	M	80	12(30)	C	S	3	P	M	20	100									
(large sea)	L	120	12(40)	F	M	3	P	M	40	100									
Weasel	S	35	1(50)	F	VF	1	B	S	50	100									If not in water, as above. Vicious.
Whale (Sperm Whale)	L*	700	8(50)	MF	MF	8	G	H	60	50	Ba	H	75	50					G-critical of E means target is swallowed.
Wildcat (many types)	S	60	3(60)	VF	VF	3	C	M	30	30	B	S	20	30	Both	- - - - -	-40		Loners, ambushers.
Wolf	M	110	3(30)	F	F	3	B	L	65	100									Pack hunter, intelligent.
Wolverine	S	45	3(50)	F	VF	2	B	M	50	40	C	M	45	10	Both	- - - - -	-50		Extremely vicious and bellicose.

KEY SZ = Adult animal size T = Tiny, S = Small, M = Medium, L = Large, H = Huge
 L* = Any criticals against this creature are resolved using the Large Creatures rules from Arms Law.
 H* = Any criticals against this creature are resolved using the Super-Large Creatures rules from Arms Law.

Hits = Number of concussion hits that the adult animal can absorb and remain conscious.
 AT = Arms Law armor type (types 1-20).
 DB = Defensive Bonus (this number is subtracted from any physical attack rolls).
 MS = Movement Speed (rate at which the animal is capable of traveling).
 AQ = Attack Quickness (speed of animal's attack, see speed chart for relation to First Swing Points in Arms Law).
 LVL = Approximate adult level for such purposes as resistance rolls vs. spells.
 TY = Type of attack (see Attack Type Chart).
 Max = Maximum result allowed on attack table (S = small, M = Medium, L = Large, H = Huge -- Special for Tiny attacks).
 Add = Offensive Bonus (this number is added to the animal's attack roll).
 Prob = Probability of attack being used (% chances of various attacks).
 If ◀ : attack occurs in the *same* round of combat as the attack described to the left, only if the attack on the left has obtained a non-Tiny critical.
 If ✓ : attack occurs the round immediately *following* the round that an attack of the type described to the left has obtained a non-Tiny critical.
 If opt : creature may use this attack (usually weapon) if it desires (determined by gamesmaster.)
 * = Defensive Bonuses (DB) so marked are obtained from the normal process with an extra bonus for especially tough hides, quickness, stature, and general factors concerning the fearsomeness of the creature.
 2X DAMAGE = Target receives double the hits and critical damage normally indicated by the tables. Criticals are not rolled twice, the damage from one critical is doubled.

11.62 SUMMARY OF MONSTER COMBAT CAPABILITIES (SUGGESTED NORMS)

NAME	ADULT		AT(DB)	MS	AQ	LVL	PRIMARY ATTACK			SECONDARY ATTACK			TERTIARY ATTACK			SPECIAL				
	SZ	Hits					TY	Max	Add	Prob	TY	Max	Add	Prob	TY		Max	Add	Prob	
Ant (Giant)	S	25	17(30)	M	MF	1	P	S	15	100						Assumes ant is 1 to 2 feet long.				
(Giant Warrior)	S	40	19(40)	MF	F	2	P	M	35	100						Assumes ant is 2 to 3 feet long.				
Ape (Giant)	L	120	8(10)	MF	F	5	C	M	55	100	G	L	70	◀	W	-	60	✓	Can use simple hand weapons.	
Basilisk	L	110	12(10*)	M	M	6	H	L	60	100						Has special abilities.				
Beetle (Giant)	M	50	16(10)	MF	F	2	P	L	60	100						Assumes beetle is 3 feet long.				
Centaur	L	80	4(30)	VF	VF	5	Ba	L	50	100	TS	L	40	◀	W	-	50	opt	Intelligent centaurs may use weapons.	
Chimera	L	180	4(30*)	F	F	10	B	L	90	50	C	L	90	30	H	M	40	20	Has unusual abilities.	
Cockatrice	S	30	3(50)	VF	MF	5	P	M	50	100						Has unusual abilities.				
Crab (Giant)	M	60	16(20)	MF	MF	3	P	L	75	100						Assumes crab is 4 feet wide.				
Demon (Pale I)	M	35	1(20)	MF	F	2	Ba	M	20	100	K	M	50	✓	W	-	30	opt	Types as given in Spell Law. Demons from other systems may be placed into these classes.	
(Pale II)	M	60	3(30)	F	F	4	Ba	L	40	100	K	L	80	✓	W	-	50	opt		
(Pale III)	M	90	4(50*)	VF	F	8	Ba	L	70	100	K	L	105	✓	W	-	70	opt		
(Pale IV)	M	120	4(60*)	BF	F	13	Ba	L	100	100	K	L	130	✓	W	-	90	opt		
(Pale V)	L*	180	8(50*)	VF	F	18	Ba	L	125	100	K	H	150	✓	W	-	120	opt		
(Pale VI)	L*	250	12(60*)	VF	F	30	Ba	H	150	100	K	H	170	✓	W	-	165	opt		
Doppelganger	M	80	4(40)	VF	BF	8	C	M	70	70	B	M	40	30	W	-	60	opt	If in proper form, it can use weapons.	
Dragon (typical adult)	H*	450	16(50*)	VF	F	25	B	H	200	60	C	H	170	30	Ba	H	120	10	Different dragons have unusual abilities.	
Eagle (Giant)	L	150	3(40*)	VF	VF	8	C	L	80	100	P	L	60	✓					Trained rider could also attack.	
Efreet	M	110	1(70)	VF	VF	8	Ba	L	80	50	G	L	70	◀	W	-	60	50	Ba criticals are Heat if Spell Law is used.	
Elemental (weak-AIR)	M	80	1(40)	VF	F	10	Ba	L	40	100	G	L	40	✓					Ba criticals are Impact if Spell Law is used.	
(weak-EARTH)	M	80	1(40)	VF	F	10	Ba	L	70	100	G	M	50	✓						
(weak-FIRE)	M	80	1(40)	VF	F	10	Ba	L	50	100	G	M	50	✓					Ba criticals are Heat if Spell Law is used.	
(weak-WATER)	M	80	1(40)	VF	F	10	Ba	L	60	100	G	M	60	✓					Ba criticals are Impact if Spell Law is used.	
(powerful-AIR)	L*	120	1(30)	VF	F	20	Ba	H	70	100	G	L	60	✓					Ba criticals are Impact if Spell Law is used.	
(powerful-EARTH)	L*	120	1(30)	VF	F	20	Ba	H	120	100	G	L	80	✓						
(powerful-FIRE)	L*	120	1(30)	VF	F	20	Ba	H	90	100	G	L	70	✓					Ba criticals are Heat if Spell Law is used.	
(powerful-WATER)	L*	120	1(30)	VF	F	20	Ba	H	100	100	G	L	75	✓					Ba criticals are Impact if Spell Law is used.	
Gargoyle	M	80	16(30*)	MF	F	5	C	L	60	60	B	M	40	◀	Both	-	-	-	10	If intelligent, can use simple weapons.
Genie	M	90	1(40)	VF	VF	6	Ba	M	75	30	G	M	65	◀	W	-	70	70	Has unusual abilities.	
Giant (small)	L*	150	4(20)	F	F	6	Ba	L	35	100	K	L	50	✓	W	-	60	opt	2x damage with weapons.	
(medium)	L*	250	8(20*)	F	MF	12	Ba	H	65	100	K	H	90	✓	W	-	80	opt	3x damage with weapons.	
(large)	H*	350	12(30*)	F	MF	20	Ba	H	75	100	K	H	100	✓	W	-	120	opt	4x damage with weapons.	
Goblin	M	15	1(10)	M	MF	1	T	-	20	100	W	-	25	opt					Wears armor, weapon OB varies with level.	
Golem (Flesh)	L	100	1(15*)	M	M	10	Ba	M	100	100	K	L	50	◀					Golems usually have very little intelligence.	
(Clay)	L*	120	1(20*)	M	M	10	Ba	L	110	100	K	L	60	◀					The sizes for the golems need not be L and H; the L* and H* are given to indicate the critical charts used when the golems are attacked.	
(Stone)	L*	170	16(20*)	M	M	10	Ba	L	130	100	K	L	70	◀						
(Iron)	H*	200	20(30*)	M	M	10	Ba	H	150	100	K	L	80	◀						
(Mithril)	H*	250	20(50*)	M	M	10	Ba	H	200	100	K	H	100	◀						
Gorgon	L	110	9(20*)	MF	VF	6	H	M	40	100	Ba	L	60	◀	TS	L	50	✓	Has unusual abilities.	
Griffin	L	130	7(30)	VF	VF	8	C	L	70	40	B	L	60	40	Both	-	-	-	20	Has unusual abilities.
Harpy	M	50	2(10)	M	M	6	C	M	30	100	W	-	30	opt					Has unusual abilities.	
Hippogriff	L	160	8(10)	MF	F	9	C	L	90	35	P	L	75	30	Both	-	-	-	35	Has unusual abilities.
Hobgoblin	M	25	1(10)	M	F	2	T	-	30		W	-	35	opt					Wears armor, weapon OB varies with level.	
Hydra	L*	150	16(20*)	M	F	10	B	M	60	100									4-7 heads, each head gets an attack.	
Lich	M	150	1(75*)	BF	BF	20	W	-	70	100									Has very unusual abilities (good luck).	
Medusa	M	60	1(20)	MF	VF	5	W	-	30	100									Has unusual abilities.	
Ogre (small)	M	90	1(20)	MF	F	4	Ba	M	75	90	C	M	40	◀	W	-	30	10	Weapon capability rises with intelligence.	
(large)	L*	140	1(10)	MF	F	8	Ba	L	120	85	C	L	80	◀	W	-	60	15	Weapon capability rises with intelligence.	
Orc (non-combatant)	M	15	1(10)	M	MF	1	W	-	15	60	T	-	20	40					Women, children and general non-fighters.	
(fighter)	M	45	1(10)	M	MF	3	W	-	35	85	T	-	25	15					Uses weapon and armor.	
(leader)	M	75	1(10)	M	MF	6	W	-	60	95	T	-	30	5					Leads squads of fighters.	
(commander)	M	110	1(10)	M	MF	10	W	-	90	99	T	-	35	1					Rules large clans or groups of orcs.	
Pegasus	L	75	3(30)	VF	F	6	K	M	35	70	TS	M	35	◀	B	M	30	30	Has unusual abilities.	
Roc (huge bird)	L	200	4(30*)	VF	F	10	C	H	90	100	P	L	80	✓					Trained rider could also attack.	
Sphinx	H*	250	8(30*)	VF	VF	12	C	H	170	50	B	H	150	25	Both	-	-	-	25	Extremely vicious physical fighter.
Titan	H*	250	8(20)	VF	VF	15	Ba	H	110	100	K	H	200	◀	W	-	120	opt	4x damage with weapons, use at will.	
Troll (classical, small)	L	110	11(20*)	MF	F	5	Ba	L	100	70	C	L	80	30	B	M	40	◀	Semi-intelligent.	
(classical, large)	L*	170	11(20*)	MF	F	10	Ba	H	160	70	C	H	110	30	B	L	65	◀	Semi-intelligent.	
(civilized, small)	L	100	11(20*)	MF	F	5	W	-	100	opt	Ba	M	50	70	C	M	40	30	Uses weapons and armor (unless disarmed).	
(civilized, large)	L*	165	11(20*)	MF	F	10	W	-	140	opt	Ba	L	80	70	C	L	60	30	Uses weapons and armor (unless disarmed).	
Undead (Class I)	M	25	1(10)	M	F	1	Ba	S	25	90	W	-	15	10					Classes as given in Spell Law. Specific undead from other systems may be placed into one of these classes. The sizes for Classes V and VI need not be L and H; the L* and H* are given to indicate the critical charts used when these undead are attacked.	
(Class II)	M	50	1(20)	MF	F	3	Ba	M	40	60	W	-	45	40						
(Class III)	M	100	1(30)	F	F	7	Ba	M	60	50	W	-	50	50						
(Class IV)	M	135	1(40*)	VF	VF	10	W	-	95	60	Ba	L	70	40						
(Class V)	L	165	1(40*)	VF	BF	15	W	-	110	70	Ba	L	90	30						
(Class VI)	H*	200	1(40*)	VF	BF	20	W	-	180	80	Ba	H	90	20						
Unicorn	L	90	4(40)	BF	VF	10	H	L	100	100	Ba	M	30	◀	TS	M	50	◀	Has unusual abilities.	
Werewolf	M	130	4(50*)	VF	VF	7	B	L	65	35	C	L	50	30	Both	-	-	-	35	Has unusual abilities.
Werebear	L	190	8(40*)	F	VF	8	G	L	85	100	C	L	70	◀	B	L	70	◀	Has unusual abilities.	
Wyvern	L	150	16(35*)	VF	F	10	P	L	90	60	C	L	60	20	Ba	L	60	20	Has unusual abilities.	

KEY

(See key for Animal Combat Capabilities Summary)

11.71 GUIDELINES FOR USE OF MARTIAL ARTS

MARTIAL ARTS IN GENERAL

In Claw Law, the martial arts rules have been designed to maximize playability while maintaining as many facets of real martial arts as possible. The summary of martial arts combat capabilities gives the combat capabilities of a sample of the martial arts existing in our world. Any other capabilities of martial artists are dependent upon the character system being used. Combat capabilities are described in terms of 2 attack tables and 2 critical tables devoted to martial arts (terminology used is from the rules in Arms Law). All rules in Arms Law apply — if they are not specifically superseded by Claw Law.

The martial arts forms given are broad generic classifications and represent no specific style. The gamesmaster may modify any or all of the statistics given to simulate a specific martial art form. The forms given are primarily intended to provide an example of how the system can be used.

We suggest that any player-character wishing to run a martial artist (warrior monk) be allowed to choose (or be assigned) one of the forms given. The fantasy role player level values (experience or skill level) would determine the rate of progression of combat capabilities. Level capabilities that are not given can be easily extrapolated. It is suggested that non-trained characters be treated as novice boxers and novice wrestlers.

Kung Fu is the source of most martial art forms (it has no belt system, but belts are included for comparison purposes). Kung Fu requires spiritual and mental training as well as physical training and thus the stats given are superior to the other forms (Kung Fu progresses equally in striking and sweeps and throws). It is suggested that characters wishing to be Kung Fu martial artists be given certain restrictions. Suggested restrictions include: (1) a background (youth) spent in a religious order or retreat; (2) a specific mission in life due to the background; (3) personal enemies due to affiliation with the religion; and/or (4) a very, very strict alignment of good (or evil).

The combat capabilities given include bonuses for expertise and level, but not for personal characteristics (strength, agility, etc.). A gamesmaster should examine the normal Arms Law offensive bonuses of his standard characters and compare them to the stats given. If there is a large difference, merely reduce the offensive bonuses given by 25-50%. The stats given are those obtained when using I.C.E.'s character development system (to appear in the summer of 1982).

Example: Consider a martial artist with a 3rd degree black belt in Japanese style karate. He could choose to fight using any one of his 8 rank abilities (4 striking, 4 sweeps and throws), or he could attempt to grapple with an offensive bonus (OB) of 50 (maximum result on the Grapple attack table of Small). With striking rank 4 and all four sweeps and throws ranks, he could only fight one target per round with the OB given. However with striking rank 3, he could:

1) Fight one foe with a 70 OB.

or 2) Fight 2 foes (within a 90° arc) with a 50 (70-20) OB against each. With striking rank 2 he could:

1) Fight one foe with a 85 OB.

or 2) Fight two foes with a 65 (85-20) OB against each.

With striking rank 1 he could:

1) Fight one foe with a 100 OB (1 attack).

or 2) Fight one foe with a 70 (100-30) OB (2 attacks).

or 3) Fight two foes with a 80 (100-20) OB (1 attack each).

or 4) Fight three foes with a 60 (100-20-20) OB (1 attack each).

His DB of 60 applies to all foes that he is aware of. This example ignores weapon KATA.

NOTE: The offensive bonuses and defensive subtractions given to monsters, animals and martial artists are based upon I.C.E.'s systems. In these systems, a fighter can have an offensive bonus as high as 80 or 90 at around 5th level. For use with other systems, the OB's and DB's given should be examined for their relation to character bonuses. It may be that the bonuses given should be cut to $\frac{1}{2}$ or $\frac{3}{4}$ for some systems.

NOTE: If you are using a weapon that falls into a column found on the Fumble Table (see Arms Law), roll and refer to the appropriate result. Weaponry that doesn't fall into a "fumble category" (e.g. bare fist, hooves, etc.) makes no fumble roll; the opportunity is simply lost.

EFFECT OF WEAPON KATA

Certain martial artists use weapons as part of their KATA (kata are patterns of attack and defense that form the basis for the various forms of martial arts). Weapon kata may be used if a -20 modification is made to the OB of the particular rank being used. Normal martial arts weapons include knives (daggers), *jo sticks*, *nunchakus*, *tonfas*, various swords, and other exotic weapons. A gamesmaster may wish to limit which types of weapons may be used and at which level of development in martial arts training their use should begin. It is suggested that knife kata be allowed at striking ranks with an offensive bonus (OB) of at least 50, and stick kata be allowed for sweeps and throws ranks with an OB of at least 50. It is further suggested that each martial artist be allowed to pick two other appropriate weapon kata that can be utilized by a rank that has an OB of 90 or more.

A weapon kata attack is resolved in the follow manner:

- 1) A normal attack is conducted on the appropriate martial arts attack table (striking or sweeps and throws). The OB modification of -20 is applied.
- 2) The weapon being used may be fumbled as specified in Arms Law. However, the fumble range is decreased by 1 for each increment of 10 that the OB is over 50 (round down and the range can never be reduced below 2).
- 3) The number of concussion hits indicated on the martial arts attack table is increased by: the difference between the *maximum* number of hits the weapon can give [to the armor type (AT) being attacked] and the *maximum* number of hits that can be given to the AT being attacked by the martial arts attack table being used. The result is the actual number of concussion hits inflicted by the weapon kata.
- 4) In addition to the normal (if any) critical strike indicated by the martial arts attack table, a weapon kata also inflicts a second critical of one severity level less [e.g. a result of C on the martial arts (m.a.) striking attack table would also inflict a B slash (or puncture) if a knife kata were used]. **IMPORTANT:** *Only one die roll is made to resolve both criticals.* The type of extra critical is always Unbalancing for sweeps and throws weapon kata; while, the extra critical type can be Slash, Puncture, or Krush for striking weapon kata. If more than one type of critical is appropriate for a given striking weapon kata, the attacker should choose which is to be applied — *before the attack roll.*

Example:

Consider a martial artist with a rank 1 striking OB of 110. He decides to use a weapon kata utilizing a morning star against a foe with an armor type (AT) of 9(-30). His OB is reduced to 90 (110-20) due to using a weapon kata (-20 found on Offensive Bonus Modification Chart). A morning star normally fumbles on 1-8; but his OB is 40 more than 50, so he would fumble on an attack roll of 1-4. He makes an attack roll of 45, thus his net attack roll is 45 (attack roll) + 90 (OB) - 30 (defender's DB) = 105 (if he had made a higher attack roll, it would not have changed the result because the maximum result for a rank 1 attack is 105). The result from the martial arts striking attack table is 10B. The maximum number of concussion hits that a morning star can inflict upon AT 9 is 27, the maximum for martial arts (m.a.) is 19; so the actual number of concussion hits inflicted is 10 (normal striking damage) + (27 - 19) = 18 hits. A single critical roll is made, and the results for both a B martial arts striking critical and a A krush critical are applied to the defender. Thus, if the martial artist rolled a critical result of 52; the m.a. striking critical (B) would stun the foe for 1 round and inflict 6 concussion hits, while the krush critical (A) would force a parry at -25 for one round and inflict 5 more concussion hits. The grand total of damage would be: 18 + 6 + 5 = 29 concussion hits, stunned one round, and forced to parry at -25 the next round (the worst damage inflicted is applied first).

OFFENSIVE BONUS MODIFICATIONS (cumulative)

-20 = For each foe over 1 engaged during a given round.

-30 = For using two attacks versus one foe in a given round.

-20 = For using a weapon kata.

		RANK STATISTICS FOR STRIKING								RANK STATISTICS FOR SWEEPS & THROWS			
Form	Belt/Degree	FRP	DB	Rank 1	Rank 2	Rank 3	Rank 4	Rank 1	Rank 2	Rank 3	Rank 4	Grapple	
		LVL		OB #1/#2/#3	OB #1/#2/#3	OB #1/#2/#3	OB #1/#2/#3	OB #1/#2/#3	OB #1/#2/#3	OB #1/#2/#3	OB #1/#2/#3		
Karate (Japanese) (Okinawan)	Yellow	½	5	10	-25	-25	-25	0	-25	-25	-25	S	5
	Purple	2	20	30	20	-25	-25	5	-25	-25	-25	S	10
	Brown	4	30	50	40	20	10	10	5	-25	-25	S	20
	Black 1st D.	6	40	70 1/2/ 90°	60	45	30	20	10	-25	-25	S	30
	2nd Degree	8	50	90 1/2/180°	75 1/2/ 90°	60	45	30	15	5	-25	S	40
	3rd Degree	10	60	100 2/3/180°	85 1/2/180°	70 1/2/90°	55	40	20	10	5	S	50
	4th Degree	13	63	110 2/4/180°	100 1/3/180°	85 1/2/180°	65 1/2/180°	50 1/2/ 90°	25	15	10	M	55
	5th Degree	15	65	120 2/5/180°	110 2/4/180°	95 1/3/180°	75 1/2/180°	60 1/2/180°	30	25	20	M	60
Karate (Korean)	Yellow	½	5	10	-25	-25	-25	5	-25	-25	-25	S	10
	Green	1	10	20	5	-25	-25	10	5	-25	-25	S	20
	Blue	3	25	40	25	10	-25	20	10	-25	-25	S	30
	Brown	4	30	50	40	20	10	30	15	-25	-25	S	40
	Black 1st D.	5	35	60 1/2/ 90°	45	30	15	40	20	10	5	M	50
	2nd Degree	7	45	80 1/2/180°	65	50	35	50 1/2/ 90°	25	20	10	M	60
	3rd Degree	9	55	95 1/3/180°	80 1/2/ 90°	60	50	60 1/2/180°	30	25	15	M	70
	4th Degree	11	61	105 2/4/180°	90 1/2/180°	70 1/2/ 90°	60	70 1/3/180°	40	30	20	M	80
Judo	5th Degree	13	63	110 2/5/180°	100 1/3/180°	80 1/2/180°	70 1/2/ 90°	80 1/3/180°	50 1/2/ 90°	40	30	M	85
	Yellow	1	10	10	-25	-25	-25	20	5	-25	-25	S	10
	Green	2	20	20	-25	-25	-25	30	20	-25	-25	S	30
	Brown	4	30	30	-25	-25	-25	50 1/2/ 90°	40	30	20	M	40
	Black 1st D.	6	40	40	-25	-25	-25	70 1/2/180°	60 1/2/ 90	50	40	M	50
	2nd Degree	8	50	50	-25	-25	-25	90 1/3/180°	80 1/2/180°	70 1/2/ 90°	60	M	60
	3rd Degree	10	60	55	-25	-25	-25	100 2/3/180°	90 1/3/180°	80 1/2/180°	70 1/2/ 90°	M	70
	4th Degree	13	63	60	-25	-25	-25	110 2/4/180°	100 1/3/180°	90 1/3/180°	80 1/2/180°	M	80
Kung Fu	5th Degree	15	65	65	-25	-25	-25	120 2/5/180°	110 2/4/180°	100 1/3/180°	90 1/3/180°	M	90
	Yellow	1	10	20	5	-25	-25	20	5	-25	-25	S	20
	Green	3	30	40	30	15	-25	40	30	15	-25	S	40
	Brown	5	50	60 1/2/ 90°	50	40	30	60 1/2/ 90°	50	40	30	M	50
	Black 1st D.	7	60	80 2/2/180°	70 1/2/ 90°	60	50	80 2/2/180°	70 1/2/ 90°	60	50	M	60
	2nd Degree	10	70	100 2/3/180°	90 1/2/180°	80 1/2/ 90°	70	100 2/3/180°	90 1/2/180°	80 1/2/ 90°	70	M	70
	3rd Degree	15	75	120 2/4/180°	110 2/3/180°	100 1/2/180°	90 1/2/ 90°	120 2/4/180°	110 2/3/180°	100 1/2/180°	90 1/2/ 90°	M	90
	4th Degree	20	80	130 2/5/180°	120 2/4/180°	110 1/3/180°	100 1/2/180°	130 2/5/180°	120 2/4/180°	110 1/3/180°	100 1/2/180°	M	100
Wrestling	5th Degree	25	82	140 2/6/180°	130 2/5/180°	120 2/4/180°	110 1/3/180°	140 2/6/180°	130 2/6/180°	120 2/4/180°	110 1/3/180°	M	110
	Novice	1	0	5	-25	-25	-25	10	-25	-25	-25	S	20
	Beginner	3	5	10	-25	-25	-25	20	-25	-25	-25	S	30
	Intermediate	5	10	15	-25	-25	-25	40	10	-25	-25	M	50
	Trained	7	15	20	-25	-25	-25	50	20	-25	-25	M	70
	Expert	10	20	25	-25	-25	-25	70	30	10	-25	M	90
Boxing	Novice	1	5	20	-25	-25	-25	5	-25	-25	-25	S	5
	Beginner	3	10	40	-25	-25	-25	5	-25	-25	-25	S	5
	Intermediate	5	15	60	20	-25	-25	5	-25	-25	-25	S	5
	Trained	7	20	80	40	-25	-25	5	-25	-25	-25	S	5
	Expert	10	25	100	60	20	-25	5	-25	-25	-25	S	5
Sumo Wrestling	Expert	15	20	15	-25	-25	-25	60	20	10	-25	L	120

KEY

FORM - The style of martial arts as it is known in our world today. This is a very general, generic classification.

BELT/DEGREE - Ranking in the particular style.

FRP LVL - Fantasy Role Playing Level: the equivalent level of an average character with these abilities (useful for resistance rolls and player characters).

DB - Defensive Bonus: defined in Arms Law rules. Applies to all attackers that the martial artist is aware of.

RANK # - Rank # limits the maximum possible result on the attack table used. Rank statistics for striking use the Martial Arts Striking attack table. Rank statistics for sweeps and throws use the Martial Arts Sweeps and Throws attack table. The ranks represent increasingly complex and deadly forms of attack.

GRAPPLE - Statistics of handling grappling or wrestling a foe (can be used for subdual).

S, M, or L - The maximum result allowed on the Grapple/Envelop attack table (i.e. Small, Medium, or Large).

(Grapple) - Offensive Bonus when grappling.

OB #1/#2/#3

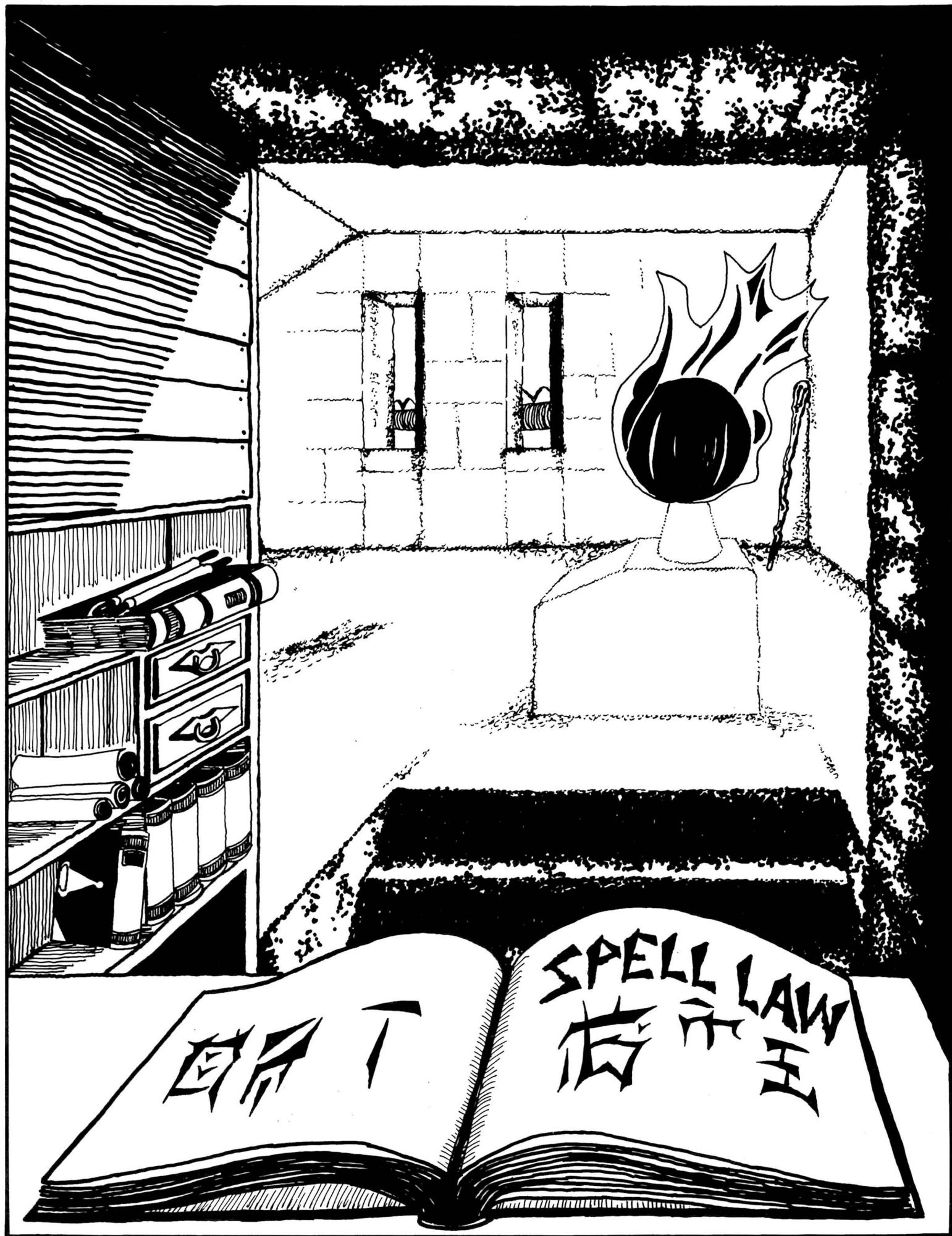
- Each rank one set of these combat statistics; each round the combatant must choose one of these sets of statistics to use. If #1, #2, and #3 are left out they are assumed to be 1/1/1.

OB - The Offensive Bonus (OB) as defined in the Arms Law rules. The OB can be used for parry or attack or part on both. However, the same proportions must be used on attack and parry for all foes fought and all attacks made.

#1 - The number of attacks which may be made against one target in a given round (if two attacks are made against the same target the OB for both attacks is decreased by 30).

#2 - The number of different foes which can be attacked in a given round (the OB is decreased by 20 for each foe over 1 engaged).

#3 - The maximum allowed angle of separation for different foes engaged in a given round (i.e. 90° means all foes must be within an arc of 90°, 180° means that the foes engaged can be in any relative position around the martial artist). Of course, all foes engaged must be adjacent to the martial artists.



魔法

SPELL LAW
魔法

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Printed by Kaminer & Thomson, Inc., Charlottesville, VA

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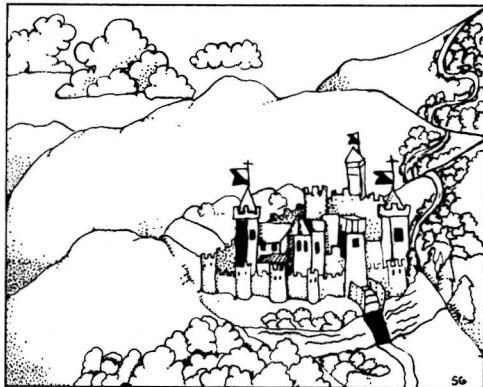
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1.0 INTRODUCTION

Spell Law deals with the integration of spells into a fantasy role playing environment. It is designed to be applied as a whole or in parts. In addition, optional rules are provided; Gamemasters may wish to adopt some or all of these advanced variations in order to provide even greater detail. These include rules for research, healing, evil spells, etc. Spell Law is aimed at providing the player(s) a wide variety of options. Spell users are allowed to know a large number of spells, but can only use a few in a given time frame. Real skill in play is emphasized, since the choice of a spell and its application to a given situation become the key points. To this end, over 2000 spells are described (in simple and easily identifiable form). These spells are based on three different realms of power and 15 character classes.

Rules for experience and proficiency are also important. Spell Law reflects a spell user's ability to increase his efficiency with a given spell through use and practice. In conjunction with this concept, related spells are grouped in consistent fields within each realm — providing a spell user with the ability to assimilate and employ similar spells within the given list with relative ease. Thus, the learning process is accurately reflected.

Certain simplifications and organizational devices have been used to increase playability. Nonetheless, consistency and flavor are emphasized. After all, the world of spells is a rich one indeed.

2.0 DEFINITIONS (IN ALPHABETICAL ORDER)

BASE ATTACK SPELL: A spell which attacks an opponent, but is not an elemental attack spell.

BASE SPELL LIST: A spell list learnable by one specific profession (character class).

CLOSED SPELL LIST: A spell list learnable only by the pure and hybrid spell users in the realm of the spell list.

CONCUSSION HITS: Accumulated shock damage to the body possibly leading to shock or unconsciousness (sometimes death). NOTE: The term "hits" will sometimes be used instead of "concussion hits."

CRITICAL STRIKE: Unusual damage due to particularly effective elemental attacks. NOTE: The term "critical" will sometimes be used instead of "critical strike".

ELEMENTAL ATTACK SPELL: An attack spell which creates fire, cold, water, ice or electricity to attack a target (the "elements" created by these spells are *real* when the spell is cast).

EXPERIENCE LEVEL: An abstract measure of the capabilities of a character.

HYBRID SPELL USER: A spell user who can cast spells in two realms.

NON-ATTACK SPELL: A spell which does not attack an opponent.

NON-SPELL USER: A character with very little spell casting capability, but with a great deal of capability in other areas.

OPEN SPELL LIST: A spell list learnable by any profession in the realm of the list.

POWER POINTS: The power necessary to cast a spell is the number of power points equal to the spell level of that spell.

PURE SPELL USER: A spell user who can only cast spells in one realm. Most spell using professions fall into this category.

REALM: All spells and the power to cast spells are classified in the three "realms" of power: *ESSENCE, CHANNELING & MENTALISM*.

ROLL: Normally a percentile dice roll giving random results from 01 to 100 (00).

SEMI-SPELL USER: A spell user with some spell casting capability in one realm, but also with non-spell capabilities. A character is a semi-spell user by virtue of his profession or character class only. Non-spell users who somehow learn spells are still termed non-spell users.

SPELL FAILURE: This occurs when a particularly low roll is made when casting a spell; it indicates possible malfunction or backfiring of the spell.

SPELL LEVEL: The experience level necessary for a spell user to know or inherently cast that particular spell.

SPELL LIST: A grouping and ordering of related spells based upon a correlation of spell level, intricacy of spell and potency of spell.

STUN: A condition that may apply to any character (or creature). A stunned character may not attack, prepare or cast a spell (note: certain spells are defined as subconscious and may be utilized in spite of this restrictions), or perform other functions at full effectiveness. The Gamemaster may define the effects of stun more fully in consideration of the combat and other rules he is using.

3.0 REALMS OF POWER

Spell usage falls into three separate realms each of which concerns a different source of the power required to cast a given spell. Similar spells exist in more than one realm, but the source of the power for the spells is dependent on the realm from which that power comes. Except for hybrid spell users (see 4.2), spell users can only use one of the realms of power. These realms are ESSENCE, CHANNELING, and MENTALISM, with the added realms of ARMS for non-spell users.

3.1 ESSENCE

Essence is the power that exists in everyone and everything of and on a given world. It has been known in other sources as the Tao, Magic, The Force, etc. A spell user of the essence taps this power, molds it, and diverts it into his spells. Most of his powerful spells reflect this and are almost elemental in nature: fire, earth, water, wind, light, cold, etc. The more inert material that is on the person of the spell user of essence, the more difficult it becomes to manipulate the essence. Thus, when casting or using an essence spell NO armor, heavy clothing, or helmet may be worn. When the co-operation of more than one party is necessary for the essence spell to take effect, all parties must abide by the above restriction.

3.2 CHANNELING

Channeling is the power of the deities of a given world as channeled through their followers or other spell users. It is religious in nature and independent of the essence. A spell user of channeling draws directly on the power of his deity, even though this doesn't "usually" require the conscious cooperation of the deity. Thus spells of this realm do not necessarily reflect the nature of the deity as long as the spell user is using relatively subtle spells (ie. healing, detection, etc.). More powerful and significant spells such as death spells and revival of the dead might require active consent of a deity, depending upon the world system being used by the Gamemaster. Metal interferes with the drawing of power from deities, so no metal armor or helmet may be worn when casting or using a channeling spell (any spell of this realm). In addition, only a small amount of metal may be carried on the person of a spell user of channeling when casting or using spells; this should be determined by the gamemaster dependent upon his world system.

3.3 MENTALISM

Mentalism is the power of the essence channeled through the mind of the spell user, who in effect acts as a very, very minor deity for these purposes. Thus, mentalism is a very personal power and even the most powerful spells are usually limited by the senses and perceptions of the spell user. Similarly, his spells are usually limited to himself or to one particular target. Any head covering interferes with the power of mentalism spells, so no head covering (especially helmets) may be worn while casting or using a mentalism spell.

3.4 ARMS

Arms is not a realm of power and is merely mentioned for completeness. Non-spell users (see 4.4) are classified as concentrating in this realm and are especially adept at armed combat and maneuvering.

4.0 SPELL USER CLASSIFICATIONS

Spell users are classified according to their realm of power and their profession. This is assumed to be based on training or aptitude in early life and thus a factor inherent in a "profession". Many "professions" are described below; however Gamemasters may wish to initiate others or use those of different systems. The professions mentioned below are discussed only in terms of their spell casting capabilities and most of their other capabilities are left to whatever character development system is being used.

4.1 PURE SPELL USERS

Pure spell users are of professions which have concentrated solely on one realm of power. Thus, their spells can obtain more power in general than other types of spell users.

4.11 Magician

Magicians are pure spell users of essence who have concentrated in the elemental spells. Their base spells (see 5.21) deal mainly with the elements: earth, water, air, heat, cold, and light.

4.12 Illusionist

Illusionists are pure spell users of essence who have concentrated in spells of misdirection and illusion. Their base spells deal mainly with the manipulation of elements which affect the human senses: sight, sound, touch, taste, smell, mental impulses, and the combination of these senses.

4.13 Alchemist

Alchemists are pure spell users of essence who have concentrated in spells which can manipulate matter to form items and embed spells of all three realms, but require someone or something to cast the spell to be embedded (if he knows the spell, he can do this himself).

4.14 Cleric

Clerics are pure spell users of channeling who have concentrated in spells which require the most direct power from their deities. Their base spells deal directly with life, communing with deities, summoning live creatures, protection from servants of opposing deities, and direct channeling from their own deities. These spell users are the most powerful of the spell users of channeling, but they are also the most restricted in the sense of heeding the desires or alignment of their deity (to be determined by the Gamemaster).

4.15 Animist

Animists are pure spell users of channeling who have concentrated on spells which deal with living things (e.g., druids). Their base spells deal with plants, animals, nature in general, and weather.

4.16 Healer

Healers are pure spell users of channeling who have concentrated on spells of self-healing and the ability to take the injuries of others UPON THEMSELVES. Thus, a healer could heal a person by taking the injury of the patient upon himself and then healing this injury gradually.

4.17 Mentalist

Mentalists are pure spell users of mentalism who have concentrated on spells which deal with the interactions of minds. Their base spells deal with the detection of mental presence, mental communication, mind control, mind attack, mind merging, and sense control.

4.18 Seer

Seers are pure spell users of mentalism who have concentrated on spells which gain information through the use of mental spells. Their spells deal with precognition, and the control and modification of the senses.

4.19 Lay Healer

Lay healers are pure spell users of mentalism who have concentrated on spells which heal people and animals. Their base spells deal with the specific healing of certain diseases and injuries: organs, blood, muscles, bones, and concussion hits.

4.2 HYBRID SPELL USERS

Hybrid spell users are of professions combining two realms of power. They can obtain the power of the most potent pure spell user only in a very restricted set of spells; however they are much more flexible in that they have access to two realms of power. When a hybrid spell user casts a spell he must abide by the restrictions of that realm of power (only); if he is casting a mentalist spell, he cannot be wearing a helmet, etc. When casting one of the spells from his base lists he must abide by the restrictions of both realms.

4.21 Sorcerer

Sorcerers are hybrid spell users who combine the realms of essence and channeling, having concentrated on spells of destruction. Their base spells deal with the specific destruction of animate and inanimate material.

4.22 Astrologer

Astrologers are hybrid spell users who combine the realms of channeling and mentalism; they have concentrated on spells which pertain to gathering information. Their base spells deal with detection, communing, precognition, and communication.

4.23 Mystic

Mystics are hybrid spell users who combine the realms of essence and mentalism; they have concentrated on subtle spells of misdirection and modification. Their base spells deal with personal illusion as well as the modification of matter.

4.3 SEMI-SPELL USERS

Semi-spell users combine a realm of power with the realm of arms. These professions can only throw spells of limited potency, but are fairly adept in the use of arms.

4.31 Bard

Bards are semi-spell users who combine the realm of mentalism with the realm of arms. Their base spells deal with sound, lore, and item use.

4.32 Ranger

Rangers are semi-spell users who combine the realm of channeling with the realm of arms. Their base spells deal with operating in the outdoors and manipulating the elements (weather).

4.33 Monk

Monks are semi-spell users who combine the realm of essence with the realm of arms. Their base spells deal with personal movement and the control of their own body and mind, while their arms capabilities concentrate in unarmored, unarmed combat.

4.4 NON-SPELL USERS

These professions have no trained realm of power, and thus can only learn spells at great effort and cost (if at all, according to the Gamemaster's discretion). Even then their spells are of very limited potency. If a non-spell user does learn to cast spells, he is restricted to spells from one realm only.

4.41 Fighter

Fighters are the primary adventuring inhabitants of any fantasy world. They are persons who have very little training except in the use of weapons and armor.

4.42 Thief

Thieves are persons who are skilled in the use of arms (though not as skilled as a fighter), but who have spent a large part of their training in the areas of maneuvering and manipulation.

4.43 Rogues

Rogues are characters whose training lies between that of fighters and thieves in the amount of time spent in the area of arms and maneuvering.

4.44 Warrior Monks

Warrior monks are persons who have concentrated their training in unarmored, unarmed combat.

One of the basic aspects of this system is the use of spell lists and experience levels (or just levels). An experience level is an abstract measure of the capabilities of a fantasy role playing character. This "level" is a factor determined by the character system being used by the Gamemaster. For systems not normally using levels, the Gamemaster may have to make up some measure of power (i.e., skills, talents, etc.) to rank his characters within a level system that defines level 0 as a young townsman and level 20 as a "Lord" in his respective profession.

5.1 CONCEPT AND DESCRIPTION

A spell list is an ordering of spells based upon the correlation of spell level, intricacy of the spell and potency of the spell. All spells in a list have common characteristics and attributes, although each may have vastly different effects and applications. Spell lists are learned in stages, as the character progresses in experience, knowledge and power. It is quite often the case that a character has learned a list only to a certain level. In such a case, the character would know, and *potentially* be able to cast, all the spells on that list up to the level to which the list was known. The spell user gains the ability to cast these spells when his experience level is greater than or equal to the level of each spell.

If there is no spell on a list at a given level, it signifies that no new spell ability is gained from knowledge of that list at that level. NOTE: A spell user who learns a spell list or part thereof (through the normal learning process — see 5.3) immediately acquires the ability to use the spells he now knows (of his level or below).

5.2 CLASSIFICATIONS

Spell lists are classified according to their realm of power and also according to availability to certain professions.

5.21 Base Spell Lists

Each spell user profession (not non-spell users) has five or six base spell lists which may only be learned by members of that profession. These spell lists represent professional specialties.

5.22 Closed Spell Lists

Closed spell lists are the deepest and most powerful concepts common to each realm of magic, requiring tremendous dedication and specialization to master or learn at all. Pure spell users may learn the use of closed lists in their realms. Hybrid spell users may, with some difficulty and limitations, learn the use of closed spell lists in either or both of the two realms in which they deal. Semi-spell users and non-spell users may never learn closed spell lists of any realm.

5.23 Open Spell Lists

Open spell lists are the easiest concepts to master in each realm of power, although considerable dedication and research is required to learn their use. Any profession which has the realm of power as their own may learn the open lists of that realm. Hybrid spell users may learn the open spell lists associated with both of their two realms if they so desire.

5.3 LEARNING LISTS

Spell users learn lists up to and including certain levels by spending "picks". This is the crucial point in this system and must be carefully considered by the Gamemaster. Too many "picks" and spell lists are obtained too easily, too few picks and not enough flexibility is obtained. The suggested number of picks is one per experience level for pure and hybrid spell users (with a very small chance of one more - this chance should be dependent upon the effort spent learning the list; their aptitude, time, research, etc., might affect the chance). It is suggested that semi-spell users be given a chance at one list per level (25-50%) and perhaps a very, very slim chance (5%) for non-spell users making a special effort. No spell user may pick a list outside his own realm (for this purpose non-spell users should choose a realm at level one).

5.31 Types of Picks

A pick, when made, allows the character to learn some of the spells on a single spell list. From one to ten new spells may become known to the spell user for each pick he expends (dependent upon the level and profession of the spell user, the list on which the pick is expended, and the prior knowledge of that list that the spell user had). Remember that the spell user does not gain the ability to cast these spells until he reaches their level, and that even then he must abide by all the normal restrictions for casting spells. There are five types of "picks" that may be made. Generally a profession will be restricted to using certain types of picks on certain types of lists (reflecting the relative difficulty of learning these lists). Certain professions cannot use certain types of picks at all, and others may be restricted from picking certain types of spells or spells beyond a certain level.

5.311 Type "A" Pick

A type "A" pick results in learning the chosen list up to and including level 5.

5.312 Type "B" Pick

A type "B" pick results in learning the chosen list up to and including level 10.

5.313 Type "C" Pick

A type "C" pick can only be made if a type "A" pick has already been made in the spell list and the character is level 5 or higher (he can already cast the spells below the ones he is attempting to learn). The type "C" pick results in the list being learned up to and including level 10.

5.314 Type "D" Pick

A type "D" pick can only be made if a type "B" pick has already been made in the spell list and the character is level 10 or higher. A type "D" pick results in the list being learned through level 20.

5.315 Type "E" Pick

A type "E" pick can only be made in a list already learned to level 20 (through a type of "B" pick and a type "D" pick previously made). This pick results in a single 25th, 30th or 50th level spell being learned. All spells of lower level on this list must have already been learned (including the 25th level spell if a 30th level spell is the one being learned, or both of the above if a 50th level spell is the one to be picked). In addition, the spell user must be at least the same level as that of the spell being chosen.

5.32 Picks Available

Certain professions may only make certain types of picks, dependent on their realm, their classification, and the classification of the list they wish to learn. These restrictions on picks are summarized in the following table:

	<u>BASE</u>	<u>OPEN</u>	<u>CLOSED</u>
PURE SPELL USERS	B,D,E	B,D	B,D
HYBRID SPELL USERS	B,D,E	B	A,C
SEMI-SPELL USERS	B,D,E	A,C	--
NON-SPELL USERS	---	A	--

The picking ability listed for non-spell users is meant to be an upper limit to their spell casting abilities, and the Gamemaster may find it advisable to curb even this potential. Remember that the restrictions on casting the spell must always be taken into account even after the spell is known and the caster has reached the necessary level.

Example: Suppose a magician reaches 26th level, and knows one of his base lists to level 20, one of his closed lists to level 20 and another to level 10. With one pick he could (a) learn a new spell list up to and including 10th level, (b) learn the 25th level spell on the base list he already knows to 20th level, or (c) learn the 11th - 20th level spells on the second closed list (the one he already knows to 10th level). Note that because the other closed list is not a base list, he could not learn its 25th level spell by means of a type "E" pick.

5.4 EXTRA BASE LISTS

A pure spell user may select any four lists in his realm to be classed as base lists along with those normally associated with his profession. (He may make type "E" picks in these four additional lists). These lists may vary from character to character, but they must be picked when a character starts play and cannot be changed thereafter.



6.0 CASTING SPELLS

Once a list is known to a given level, a spell user can cast those spells he knows of his level or below. Normally, however, a spell caster is restricted in how long it takes to cast a spell and how many spells can be cast without rest.

6.1 SPELL CASTING CAPABILITIES

The number of spells which can be thrown by a character is dependent upon his power points and the level of the spells cast. The number of power points expended to cast a spell is equal to the level of the spell (a 5th level spell costs 5 power points to cast). Power points, once used, can be regained by a period of sleep or meditation (usually around 8 hours for humans).

6.11 Inherent Capabilities

Each spell user should get a number of power points per level dependent upon his profession and mental characteristics. (This is dependent upon the character system being used, but for a character of extraordinary faculties it could be as high as three or four points.) Table 10.93 summarizes the suggested values for power points per level. The appropriate mental statistics are empathy (intelligence) for essence, intuition (wisdom) for channeling and presence (charisma) for mentalism.

Example: Suppose a 15th level cleric had an intuition (wisdom) of 92 (or 15 under a 3-18 system), then the cleric would have 15 power points each day ($1/\text{level} \times 15\text{th level}$). If his intuition was 95 (or 16), then he would have 30 (2×15) power points per day, and if his intuition was 100 (or 18) he would have 45 (3×15) power points per day. Assuming the last power point total (45) the cleric could cast 3 of his highest level spells (15th); or 4 of his 10th level spells and a 5th level spell, or any combination of spell levels adding to 45.

Under certain circumstances, the Gamemaster may find it desirable to allow all spell using character classes a minimum of one spell point per level (non-spell users should not get this benefit). Although spell users should be rare in any environment, they are among the most interesting characters to play in any fantasy game and players wishing to have spell using characters may be severely handicapped if their prime requisite is not high enough to give them any inherent power points. Certain spells allow the transfer of power points between characters. A character cannot receive more than twice his inherent power point total in this manner.

6.12 Bonus Items

Certain magic items can enable characters to throw more spells per day.

6.121 Spell Multipliers

The power points of a spell caster with a spell multiplier are increased by the factor of the item. For example, a spell user with a "x2" item and an inherent power point total of 7 has a net power point total of 14 points.

6.122 Spell Adders

Each +1 on a spell adder means that the owning spell user may throw (once) any one spell which he can normally cast and not expend any power points. These spell items can generally be used repeatedly, (after the same rest and/or meditation that enables a character to regain his own spell points).

Example: Suppose the 15th level cleric in the example above had an intuition of 92 (15 power points) and a +2 spell adder. He could cast any combination of spells he knows costing up to 15 power points and any 2 other spells (the levels of these two additional spells would not matter at all for the purposes of calculating the power points he had expended). If the same cleric had a "x2" spell multiplier, he would have 30 power points to expend in the normal manner.

6.123 Restrictions

Gamemasters must be very careful in handing out spell bonus items as they can distort the balance of the system. It is suggested that while +1 items might be readily available to characters starting out (like a weapon or armor for a fighter), anything better should be relatively rare and expensive. Only one item should be usable by any one character between periods of rest (possession of 2 "x2" spell items does not multiply your spell points by 4), and items should be usable by only one character per day. It is also suggested that items be restricted to working in only one realm of power. Spell items are required to be held (or at least worn) when used (e.g., a magician would have to carry his wand in his hand if that were his bonus item).

6.13 Hybrid Power Points

Inherent power points for hybrid spell users are obtained by averaging the key mental statistics for their two realms of power, and then using that to look up the power points per level from table 11.93. Hybrid spell users can still utilize only one bonus item between periods of rest, but he can use an item from either of his realms of power. However an item keyed to only one realm will only work on spells from that realm, so a hybrid spell user would need a special item keyed to his combination of realms to use the bonus on his base spells. Such an item will work on spells from either of his realms and for any spell user of his profession. (If a multiplying item from one of the two realms involved is being used by the hybrid, only the power points he naturally had available could be used outside that realm).

Example: Suppose a 10th level mystic (hybrid, essence and mentalism) had an empathy (intelligence) of 91 (or 15 on 3-18) and a presence (charisma) of 97 (or 16). He would average the 91 and 97 to get a 94 (if 3-18 stats are being used, it is suggested that they be converted to the appropriate percentage stats and averaged in that form to yield a "pseudo stat" for the determination of power points available). His 94 average indicates he has 1 power point per level for a total of 10 power points, which he might use to cast any spell he knew and could normally cast. This same mystic could use a +3 spell adder for essence to cast an additional 3 essence spells. He could not use this spell device to cast his base spells or any mentalist spells he knew, although he could use his inherent power points in those areas. If he had a "x2" multiplier for mentalism, he could use his inherent 10 points for any of his spells, but the extra 10 power points from the multiplier could only be used for mentalist spells. (If he wanted to use this spell device, he could not at the same time use the one described above or any other, of course). A +2 spell adder for mysticism (essence & mentalism) would allow him to cast any 2 spells he knows.

6.14 Miscellaneous

Various factors may be introduced to affect power points in a given situation or game. For example, proximity to a cleric's deity might result in increased power points, or areas of rich or poor essence might exist on a world which would affect a magician's power points. This is a factor which is decided by the Gamemaster.

6.2 TIME REQUIRED TO CAST A SPELL

The time required to cast a spell will be described in terms of rounds (we suggest 10 second rounds, but this may vary from game system to game system). The time required to cast a spell is based on the level of the spell caster and the spell he is trying to throw. (Most spells become easier to throw as the caster becomes more familiar with them, a factor that is reflected in game terms by comparing his level to that of the spell being cast.)

During spell preparation, a spell caster must concentrate and be relatively inactive (10% of normal activity or movement allowed). On the round of spell effect (when it is actually "cast" or "thrown") a spell caster may operate at 25% effectiveness (which means he may not cast another spell). If a caster is dropped, stunned or killed during preparation, the spell is canceled but no power points are expended. Note that certain spells are instantaneous in effect and do not require preparation. Treat these as Class I spells regardless of the level of the caster. Instantaneous spells are marked as such on the spell lists and in the descriptions.

6.21 Class III Spells

Class III spells require 3 rounds to cast; two rounds of preparation and one round for effect. Class III spells have a level equal to the caster, one level less, or two levels less (a spell user of level 7 would have all of his 5th, 6th and 7th level spells as class III spells).

6.22 Class II Spells

Class II spells require two rounds to cast; one round of preparation and one round for effect. Class II spells have a level of three less than the caster, four less than the caster, or five less than the caster (a spell user of level 7 would have all of his 2nd, 3rd, and 4th level spells as class II spells).

6.23 Class I Spells

Class I spells require one round to cast; zero rounds to prepare and one round for effect. Class I spells have a level of at least 6 less than the caster (our hypothetical level 7 spell user would have all his 1st level spells as class one spells, when he advanced to 8th level himself, his 2nd level spells would become class I spells too, etc.). All instantaneous spells are considered to be class I spells regardless of the level of the caster.

6.3 CASTING SPELLS FROM ITEMS

When an imbedded spell is cast from an item, three things must be considered. First, the character using the item must be able to use such an item (which depends on the game system in use). Second, the level of the spell cast is the level of the spell itself (on whatever list it might appear) and not the level of the character using the item. Third, the number of rounds required to prepare and cast the spell depends upon the level of the character as detailed above. If the spell would normally be a class II spell for him (if he knew it), he would require one round for preparation and one round for effect (exactly as if he were casting a class II spell normally). If the character using the item is of a lower level than the spell being cast from the item, the spell is treated as class III for preparation and effect timing.



7.0 TACTICAL CONSIDERATIONS FOR SPELL CASTING

This tactical combat sequence is based on a time frame of 10 second battle rounds and one minute turns (6 rounds equal one turn; the time allotted to each round may vary with the game system and the preference of the Gamemaster, but the sequence of action to follow is recommended with rounds or turn segments of from 6 to 10 seconds). For the purposes of this spell system, the most important occurrence is spell casting. However, this must be integrated with missile firing, movement and melee combat in a combat situation (in less time-dependent situations, this is not necessary). This is the same sequence detailed in a companion package for this system, *Arms Law*.

7.1 BATTLE ROUND SEQUENCE

During each battle round, play proceeds through each phase of the Battle Round Sequence in the following order (*Note: this sequence is intended to help organize the action among a group of characters. At times, the Gamemaster may have to modify it to suit a situation peculiar to the particular melee*). This sequence is reproduced for easy reference in Table 11.91.

7.11 Spell Phase

All combatants who will cast spells or prepare spells during the round must specify any pertinent information (e.g. spell type, target area, any opportunity fire, etc.).

7.12 Spell Results Phase

All Spells specified in the previous phase are resolved simultaneously, unless an exception is indicated by the Gamemaster. Results are applied immediately, except for opportunity spells (see 7.2). Movement for all spell casters is reduced to a maximum of 10% if they are preparing a spell, and 25% if they are actually casting it.

7.13 Spell Orientation Phase

All combatants who performed unusual activities during the previous phase (for example, magical transportation) must make an orientation roll to determine how well they have adapted themselves to their new surroundings. An exceptionally low roll (05 or less) might incapacitate them for the remainder of the round and prejudice their chance for successful action in the next round, while an exceptionally high roll (96 +) would indicate the best possible result (intermediate values should be adjudicated by the Gamemaster if necessary). *The Gamemaster must determine what constitutes unusual activity within the context of the situation.*

7.14 Missile Phase

All combatants who will fire or throw missiles during this round (they cannot have thrown or prepared a spell) must specify missile type, target/target area, and any other pertinent information.

7.15 Missile Result Phase

All missile attacks specified in the previous phase are resolved simultaneously (unless an exception is indicated by the Gamemaster). All results are applied immediately, except opportunity missile attacks. Activity for all combatants performing missile fire or attempting opportunity attacks is reduced to 25% of normal.

7.16 Movement-Maneuver Phase

All combatants in play may move up to the maximum of their movement allowance (depending on the movement system being used, and modified by actions taken previously in the round such as spell casting or missile fire). Any conflicts in movement (such as two characters who are headed for the same space) should be resolved by a comparison of maneuver rolls (higher roll having choice of position) and by common sense (a combination of the two is possible, where one of the characters, due to position, might have an add to his maneuver roll, but phenomenal luck could still beat him). An extraordinary maneuver may be resolved in much the same way, with a high roll indicating a degree of success and a low roll a failure of some type (and possibly injury).

7.17 Melee Phase

All combatants may attempt to conduct melee attacks except those that have done the following:

- 1) *Cast a spell in the current round (or prepared one);*
- 2) *Fired or thrown a missile in the current round;*
- 3) *Moved more than 50% of their normal movement this round;*
- 4) *Failed an orientation roll or maneuver roll this round;*
- 5) *Announced opportunity action that has not been executed;*
- 6) *Been previously incapacitated.*

7.18 Melee Result Phase

Within each group of combatants attempting to melee attack each other, attacks are conducted according to the following sequence:

- 1) *Determine order in which involved combatants will swing.*
- 2) *First combatant attacks and results take effect immediately.*
- 3) *Second combatant attacks and results take effect.*
- 4) *Third combatant attacks, fourth, etc.*
- 5) *First combatant attacks again with any additional weapon.*
- 6) *Second combatant, third, etc., attack with second weapons.*

7.19 Final Orientation Phase

In the judgement of the Gamemaster, any combatant who has been under significant pressure (e.g. surprise), or has made an unusual maneuver may be required to make an orientation roll, which may affect his ability to act in the next round.

7.2 OPPORTUNITY ACTION

Combatants may plot opportunity action if they wish to perform a combat activity in a following phase of the current round or a following round. For example, a combatant may wish to withhold his spell until he sees who is going to attempt to fire a bow (maybe at him), and then cast the spell at the bowman. Opportunity action is announced during the correct phase for the desired action (e.g. instead of performing missile fire, you declare that you wish to *wait* for opportunity fire). Movement restrictions apply as if the combatant had actually performed the action during the correct phase (see 7.11 and 7.15). A combatant who has planned opportunity action can take no other action (except reduced movement) until the action is performed or canceled. Opportunity fire occurs first in a phase, unless otherwise indicated by the Gamemaster.

Example: During the spell phase, a combatant with a prepared spell announces opportunity spell fire. He may then cast the spell in any of the following phases of this and the following rounds. Until he fires, however, he may neither melee attack, actively defend in melee (parry), nor make extraordinary maneuvers. He is also reduced to 25% of his normal movement until the round after he casts the spell or cancels his opportunity action. During the missile phase of some following round, a bowman attempts to fire his bow. The spell caster who has planned opportunity fire now casts his spell, resolving it before the bow may be fired. If the bowman is killed or incapacitated, the bow attack will not take place at all.

7.3 ARMOR CLASSIFICATIONS

Armor is the basic protective capability assigned to the material covering the body. Armor is divided into five categories of four types each (for a total of 20 types). The column numbers listed with each armor type refer to the column corresponding to that armor on the elemental attack tables.

7.31 Cloth-Skin Base

Normal cloth attire, robes, and normal animal hides.

7.311 Skin (Column 1):

Normal clothing, assumed worn if other covering is not specified.

7.312 Robes (Column 2):

Full-length robes normally worn by spell users and certain other combatants. One reason these might be worn would be if the robes were the spell user's spell bonus item (adder or multiplier).

7.313 Light Hide (Column 3):

The natural hide of certain classes of animals, both normal and unusual (e.g., deer, dog, wolf).

7.314 Heavy Hide (Column 4):

The natural hide of certain classes of animals, both normal and unusual (e.g., buffalo, elephant, bear). NOTE: The Gamemaster will have to decide on the armor type of the creatures that populate his game.

7.32 Pliable Leather Base

The heavy outer garments normally worn as weather protection by certain civilians and as combat protection by some militia and irregulars.

7.321 Leather Jerkin (Column 5):

A leather vest-like covering without arms and reaching only to the waist or mid-thigh.

7.322 Leather Coat (Column 6):

A leather coat covering the arms and to mid-thigh.

7.323 Reinforced Leather Coat (Column 7):

A leather coat covering the arms and to mid-thigh, but with either rigid-leather sections or metal sections sewn in for reinforcement.

7.324 Reinforced Full-Length Leather Coat (Column 8):

A coat as in 7.323 except that it covers to the lower leg.

7.33 Rigid-Leather Base

Rigid leather armor and the rigid hide covering of creatures like certain reptiles and of fantastic creatures such as dragons.

7.331 Leather Breastplate (Column 9):

A rigid leather breastplate covering the torso to mid-thigh and part of the upper arms.

7.332 Leather Breastplate and Greaves (Column 10):

As in 7.331 above, but with leather greaves covering the forearms and lower legs.

7.333 Half-Hide Plate (Column 11):

Rigid-leather armor which covers the body completely, and the hide of certain creatures that contain at least a few rigid plates (e.g., rhinoceros, alligator).

7.334 Full-Hide Plate (Column 12):

As in 7.333 above, except that the rigid leather or plates are harder and/or more plentiful (e.g., turtles, certain dragons, crabs).

7.34 Chain Mail Base

Metal chain link armor, metal scale armor, and the hides of certain fantastic creatures.

7.341 Chain Shirt (Column 13):

A chain mail shirt covering the torso to mid-thigh and half of the upper arms.

7.342 Chain Shirt and Greaves (Column 14):

As in 7.341 above, but with greaves on the forearms and lower legs.

7.343 Full Chain (Column 15):

Chain mail covering most of the body and legs in the form of a shirt and leggings.

7.344 Chain Hauberk (Column 16):

A full-length chain mail coat split from the waist in the front and back to facilitate movement; certain dragons may be of this armor type.

7.35 Plate Base:

Rigid armor of metal plates and the heaviest animal hides.

7.351 Metal Breastplate (Column 17):

A metal breastplate plus smaller plates covering the torso to mid-thigh and part of the upper arms.

7.352 Metal Breastplate and Greaves (Column 18):

As in 7.351 above, but with greaves on the forearms and lower legs.

7.353 Half Plate (Column 19):

Rigid plate armor covering the body, but with chain mail between the plates, at the joints, and covering the legs.

7.354 Full Plate (Column 20):

Rigid plate armor as in 7.354 above, but with plates overlapping at joints, and plate armor covering the legs.

7.36 Armor Bonuses

Especially good armor in terms of material, construction, or enchantment, does not change in base type. Instead it subtracts from the elemental attack roll against a target wearing the armor, as well as having an effect on defense in melee and decreasing maneuver penalties.

7.37 Armor Penalties

Due to its weight and constrictive nature, there are penalties associated with wearing armor while attempting to maneuver, attack, defend, and throw/fire missiles. These penalties are summarized in Armor Table 10.92.

Note: The armor types, bonuses and penalties mentioned above cannot, of course, include all possible types of armor. The Gamemaster may have to fit any truly extraordinary armor into the above system of types, bonuses and penalties.

Example: In one fantasy world, mithril is exceptionally rare and revered for its almost supernatural qualities. Its ability to flex with and absorb pressure under most circumstances makes it the best protective material available against physical attacks, while it has a magical nature that often has disruptive effects on the essence. These, plus other, qualities, (lightness, etc.), combine to make it the most sought after material for all types of forging, and the Gamemaster has set the following characteristics for armor of this type if found or made:

Mithril Chain Shirt (normally AT 13):

Protects as Armor Type 17, with a defensive bonus of -20. Armor Penalties would be those normally associated with AT 5.

Mithril Full Plate (normally AT 20):

Protects As Armor Type 20 with a defensive bonus of -30. Armor Penalties would be those normally associated with AT 11.

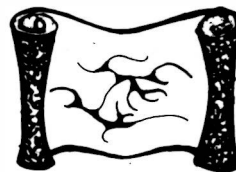
7.4 UNUSUAL SEQUENCE MODIFICATIONS

Certain spells will modify the normal turn sequence to some degree. The most common of these modifications will be Haste or Speed. A person who is hasted will basically have 200% normal activity, but will still have to abide by the sequence restrictions. That is, whatever activity the person takes will have to occur in the proper phase (thus, a hasted person could not move, fight and then move again, denying his adversary the chance to swing back). A hasted person could fire a bow, move and then melee, or attack twice in a melee phase (once at the beginning and once at the end). Spells take a hasted caster $\frac{1}{2}$ the normal time to prepare and throw, but throwing more than one spell/round is still prohibited.

EXAMPLE:	Spell Class	When takes effect	Remaining Move
	I	Spell Effects Phase	125%
	II	Spell Effects Phase	35%
	III	Next turn	20%

In the case of a class III spell prepared by a hasted caster, it should be treated as a class I spell next turn (when it takes effect, and for the purposes of determining the movement allowed to the caster afterwards) whether the caster is hasted that round or not.

Note: If the Gamemaster is prohibiting the casting of two spells in one round, as is suggested, he may also wish to prohibit the warming of a second spell in the same round another is cast.



8.0 RESOLVING SPELL EFFECT

Once a spell is cast, the effect of the spell must be resolved. In many cases the results are automatic, but when the target is a living creature or unusual object, various results can occur. These results range from the spell failing to operate correctly to the spell being overwhelmingly successful.

8.1 SPECIAL DICE ROLL RESULTS

All dice rolls in this system are rolled with percentile dice (01-00, with the latter being read as 100). In certain cases, rolls have special results.

8.11 Low Open-ended Roll

A roll of 01-05 on a low open-ended roll indicates a particularly unfortunate occurrence for the roller. The dice are rolled again and the result is subtracted from the first roll. If the second roll is 96-00, then a third roll is made and also subtracted and so on until a non 96-00 roll is made. The total difference of these rolls is the low open-ended roll.

8.12 High Open-ended Roll

A roll of 96-00 on a high open-ended roll indicates a particularly fortunate occurrence for the roller. The dice are rolled again and the result is added to the first roll. If the second roll is 96-00, then a third roll is made and added, and so on until a non 96-00 roll is made. The total sum of these rolls is the high open-ended roll.

8.13 Open-ended Roll

An open-ended roll is both high open-ended and low open-ended.

8.14 Unmodified Rolls (UM)

Certain results on some rolls indicate an immediate effect and no modifications are considered. These rolls are marked on the appropriate charts with a UM. For example, all spell attack rolls of 01-02 indicate immediate spell failure, regardless of target, caster, or any other considerations.

8.2 NON-ATTACK SPELLS

Non-attack spells include all spells which cannot adversely effect an opponent. These spells are indicated in the spell descriptions and include all spells marked: informational, defensive, etc. When a non-attack spell is cast, the caster makes a roll. If the roll is 03-00, the spell succeeds, but if the roll is 01-02 the spell fails. In the case of a failure, another high open-ended roll is made, the roll is cross-indexed with the non-attack column on the spell failure table (10.7), and the result is immediately applied to the spell or caster (whichever is indicated by the table).

8.3 BASE ATTACK SPELLS

Base attack spells include all spells which are not non-attack spells and not elemental attack spells (see 8.4). Base attack spells are resolved by the caster making an attack roll (NOT open-ended) and then applying the results to a resistance roll (open-ended) made by the target (or Gamemaster). This net resistance roll will indicate if the spell has affected the target.

8.31 Base Attack Roll (BAR)

The base attack roll is NOT open-ended and represents the effectiveness of the caster's spell.

8.311 Unmodified Rolls

An unmodified roll of 01-02 indicates automatic spell failure (see 8.3141) while a roll of 96-00 indicates spell success and a higher than normal resistance roll modification (see 8.3142).

8.312 Modifications to the Base Attack Roll

Modifications are additions or subtractions to the base attack roll, if the original roll was not 01-02 or 96-00. If the base attack roll thus modified is less than 03 then the net base attack roll is 03, if the modified roll is greater than 95 then the net base attack roll is 95. These modifications are summarized in table 10.2.

8.3121 Level of Caster

The level of the caster is added to the BAR if the caster is a pure spell user or a hybrid spell user. Non-spell users and semi-spell users do not get this bonus. This bonus does apply if the spell is being cast from a wand or item by a pure or hybrid spell user.

8.3122 Range

The distance from the caster to the target can modify the BAR. The modifications are printed on the base attack table (table 10.1). They range from +30 if the caster is touching the target to -30 if the range is greater than 300 feet.

8.3123 Race or Unusual Material

Certain creatures and races are especially hard to enchant (i.e. demons or dwarves). These creatures should be given a modification by the Gamemaster based upon his world system. Similar modifications should be given to certain unusual materials (i.e. mithril) and magic items (see 8.5).

8.3124 Cover and Situation

Certain situations can result in modifications being given by the Gamemaster. For example, if the target is detected but not seen, a subtraction of -20 might be given.

Example: Suppose a 12th level magician wants to cast a sleep spell on a 9th level fighter, who is 55' away. The magician gets to add +12 for his level and suffers a -10 for range, giving a total modification of +2 to the base attack roll. If the fighter was behind a tree, the Gamemaster might give him -10 for partial cover, changing the net modification total to -8. The magician rolls a 72, which is modified to a net base attack roll of 64.

8.313 Base Attack Table

The base attack table has seven columns based upon the effect certain armor has on the three realms of power. To find the appropriate column, first find the heading for the realm of power of the spell being cast (essence, channeling, or mentalism). Then choose one of the two columns UNDER THAT REALM which applies to the target. If neither column applies the general column is used.

8.314 Effects of the Base Attack Roll

The net BAR (see 8.312) is cross-indexed with the column chosen (see 8.313) and the result is read off the base attack table.

8.3141 Spell Failure

A "F" result on the base attack table means the spell has failed and a high open-ended roll must be made on the spell failure table (table 10.7). This roll is cross-indexed with the base attack column and the results are immediately applied to the spell or caster as indicated by the table.

8.3142 Resistance Roll Modification

A result of a positive or negative number indicates a result which must be added to the resistance roll.

Example: Suppose the situation in the example above, but without the partial cover (net modification is +12 for level, -10 for range or +2 total). Assume the fighter is wearing leather armor. If the magician rolls 01-02, the spell fails automatically. If the magician rolls a 03-10, the roll is modified to a net total in the 05-12 range which still indicates a spell failure. If the roll is a 11-46, the modified roll would be between 13 and 48, resulting in a modification to the resistance roll favorable to the fighter. If the roll was 55-95, the modified roll would be between 57 and 95 (the effects of 96+ results can only be gained by unmodified rolls in those ranges) and would result in a modification to the resistance roll unfavorable to the fighter (the spell was particularly well cast). Of course, an unmodified roll of 96-100 would result in a very large modification to the resistance roll, unfavorable to the fighter.

8.32 Resistance Roll (RR)

The target of a base attack spell MUST make a resistance roll if the spell has not failed. This roll represents the target's innate resistance to the effects of the spell and may be modified by magic items in his possession (but they do not obviate the necessity for such a roll) and many other factors. This roll is open-ended (8.13) and thus always represents a chance of the target either not being affected by a very powerful spell or failing to resist a very weak spell.

8.321 Modifications to the Resistance Roll

Modifications to the RR are additions or subtractions to the RR which result in a net RR. These are summarized in table 10.6.

8.3211 Base Attack Roll Modifications

The modification indicated by cross-indexing the BAR with the appropriate target column is added to the RR (see 8.3142).

8.3212 Statistic Bonus

Depending upon the realm of power, certain mental characteristics of the target may result in a bonus or penalty to be applied to the RR. Suggestions for these bonuses are given in table 10.93.

8.3213 Items and Spells

Certain items or spells may give a target a modification to his RR. These modifications depend upon the item or specific spell.

8.3214 Race

Certain races are unusually magic resistant and may be given a modification by the Gamemaster based upon his world system, (i.e. demons and dwarves).

8.3215 Willing Targets

Certain targets may submit themselves as willing participants in a spell, in such a case, the RR should be modified by -50 , and the level of the target should be 1 for the purposes of the RR.

8.3216 Powerful Attack Spells

A few spells are very difficult to resist and have their own additional modification to any RR made against them.

8.322 Resistance Table

To use the resistance table (10.5), cross-index the attack level (usually the level of the caster, see however 6.3 and 9.1 in the optional rules if in use), with the level of the target. If the net resistance roll is greater than or equal to the result of this cross-indexing, the target has successfully resisted the spell. Otherwise, the target has not resisted the spell and suffers the results given in the description of that spell (see 11.0)

Certain spells will indicate partial results based upon the difference between the net RR and the result from the resistance table. Certain spells also have minimum effects even if a successful RR is made.

Example: The 12th level magician in the example above has rolled a 60, modified (+ 12 for level, -10 for range) to a 62 on the Leather Armor column against the fighter, giving a modification of -5 to the fighter's RR. The fighter rolls a 62 for his Resistance Roll. It is modified by -5 (for the BAR, as noted above), but the fighter's stats yield no modification, no items are affecting the spell, the fighter is not of a particularly magic resistance race nor is he a willing target, and the spell being used is not particularly powerful, so this is the only modification to his roll. His net RR is 57. Cross-indexing his level with the attack level, we note that he needed a net Resistance Roll of 57 or more to successfully resist the spell (and he did); had he rolled a 61 or lower initially, he would have failed to resist the spell.

8.4 ELEMENTAL ATTACK SPELLS

An elemental attack spell concentrates one of the raw forms of essence (earth, water, air, heat, cold or light) into a physical attack on the target. Since the spell concentrates essence to attack the target physically, the target is NOT entitled to a resistance roll. Each spell of this type has a separate attack table (10.4) differentiating its varying effects based upon the armor or clothing protecting the target and the mobility of the target.

8.41 Elemental Attack Roll (EAR)

The EAR is an open-ended roll and represents the accuracy and potency of the caster's spell.

8.411 Unmodified Rolls

An unmodified roll of 01-02 indicates automatic spell failure (see 8.4141). An unmodified roll of 00 means that the caster has cast the "perfect" elemental attack spell and the results are immediately applied (see 8.414, 8.42) with no further modifications.

8.412 Caster Modifications to the EAR

Modifications are only made if the original EAR was not 01-02 or 00. These modifications are summarized in table 10.3.

8.4121. Caster Level

The EAR is modified by adding the level of the caster if he is a pure spell user or a hybrid spell user.

8.4122 Caster Agility

The caster's agility may modify the EAR by a bonus or penalty indicated on table 10.93.

8.4123 Spell Expertise

By spending time and effort in practice and use, a caster may develop expertise in directing certain elemental attack spells. This is dependent upon the character development system used. It is suggested that regardless of time and effort, this be limited to $+5$ for each level the caster has achieved after he has learned to cast the spell. Expertise for each spell is independent and must be developed separately. Expertise may not be developed beyond $+50$.

8.4124 Range

The distance from the caster to the target can modify the EAR. The modifications are printed on the individual tables and range from $+35$ to -75 .

8.4125 Position

Certain situations can result in a positional modification given by the Gamemaster. Some suggested values for this are given in table 10.3

8.4126 Items and Spells

Some spells and magic items may modify the EAR. These are variable and usually depend upon the specific spell and the properties of the magic item.

8.413 Target Modifications to the EAR.

These modifications are summarized in table 10.3

8.4131 Target Quickness

The target's quickness (dexterity) may modify the EAR by a bonus or penalty indicated by table 10.93. This only applies if the target is moving (Stationary objects such as a prone body rate a modification of up to $+30$). The target's quickness bonus may be modified by the armor he is wearing (see table 10.92).

8.4132 Shields

A shield which faces the caster gives the target a bonus indicated on table 10.3 (this DOES NOT apply to area spells such as fireballs or coldballs).

8.4133 Cover and Position

At times, the target may be in an advantageous position (e.g. partially behind a tree) and this should be reflected in a subtraction from the EAR (to be determined by the Gamemaster). Note that, at times, the defender's position may be so advantageous that he cannot be affected by the attack (use common sense).

8.4134 Items and Spells

See 8.4126.

8.414 Area Spells

Certain elemental attack spells are area spells (fireball, coldball). These spells attack all targets in their radius. Normal modifications (8.412, 8.413) do not apply. Modifications that DO effect area EAR's are: $+5$ for no helm, -5 for a full helm (with face covering), $+20$ for the target at the center point of the spell, and the quickness bonus modified for armor OR 0 to -60 for cover (not both). These modifications are summarized in 10.93. A Gamemaster may require only one roll to be applied to all targets or individual rolls, whichever he deems appropriate for the given situation (but only the first of these could result in spell failure; a roll that would normally result in spell failure that is subsequently encountered is treated as a "no effect" result, without prejudice to any previous or subsequent rolls that the Gamemaster might require to resolve this spell).

8.415 Result Determination

The net EAR is cross-indexed with the armor classification of the target. The results vary from spell failure to critical strikes.

8.4151 Spell Failures

A "F" result on an elemental attack spell means that the spell has failed, and a high open-ended roll must be made and cross-indexed with the elemental attack column on the spell failure table. The results are applied immediately to the spell or caster as indicated by the spell failure table.

8.4152 Concussion Hits

A number result indicates the number of concussion hits taken by the target. Each target is limited in the number of concussion hits that he can take. When this limit is passed, the target is unconscious (if living) and can take no further action until he is once again under the limit. Death may be caused if this limit is exceeded by a certain amount. The point at which death occurs is proportional to the combatant's physical constitution, and depends on the system used in the game for deriving physical characteristics. The Gamemaster will have to decide on the point at which death results (e.g., 2 times the number of concussion hits causing unconsciousness could result in the victim's death, or, alternatively, the number of concussion hits causing unconsciousness added to the victim's constitution).

8.4153 Critical Strikes

A result with the form of a number followed by a letter indicates a number of concussion hits and the severity of a critical strike.

Example: 8B indicates 8 concussion hits and a critical strike of severity B. The type of critical strike depends on the spell cast and is printed on each elemental attack table. For example, a firebolt gives heat criticals while an icebolt gives impact criticals and possibly cold criticals.

8.42 Critical Strike Resolution Tables 10.81, 10.82, 10.83 and 10.84)

A normal critical strike of severity A (least severe), B, C, D, or E (most severe) is resolved by using the critical strike table indicated by the spell cast (Impact, Heat, Cold or Electricity). A second roll is then made and the result is cross-indexed with the severity of the critical (A, B, C, D, or E). The result is applied immediately to the target. Certain critical strikes fall in the range of F, G, H, I, or J; these results indicate two or three normal critical strikes to be applied to the target (roll separately for each critical strike, all results cumulative). The number of critical strikes and their severity is given by the following table:

This chart and the primary, secondary, and tertiary types of the criticals are printed on the individual elemental attack tables.

	Primary	Secondary	Tertiary
F	E	A	-
G	E	B	-
H	E	C	A
I	E	D	B
J	E	D	C

Example: Suppose a 12th level magician wants to cast a "Lightning Bolt" spell at a 9th level fighter. Assume the fighter is 55' (- 25) away from the magician and has normal quickness (+ 0), a normal shield facing the magician (- 15), and a normal helmet (+ 0); for a total of - 40. The magician adds his level (+ 12) and his assumed expertise of + 10 (Lightning Bolt is a 10th level spell and he has been able to throw it for 2 levels, at each of which he gained the normal + 5 expertise with the spell), for a total add of + 22. The net modification to the die roll is - 18 (22 - 40). Assuming the fighter is wearing a leather breastplate and greaves (column 9) and the magician rolls a 90 on his E.A.R. (modified to a 90-18 = 72), the result (cross-index the 72 result with the 9 column is 7A: 7 concussion hits are taken by the fighter and

the mage has also given him an "A" critical strike from the electricity table, which will now be rolled separately. Had the mage gotten a little closer to the fighter, he would have eliminated the unfavorable range modification (- 25 at 55' goes to + 0 at 50') and the net E.A.R. would have been 97 (90 + 22 - 15) for a 17 D result.

8.43 Unusual Creatures

Certain unusual creatures are so large that the normal critical strike tables are not used to determine critical strikes against them. Unusual creatures are separated into two categories: large creatures (trolls, giants, etc.) and super-large creatures (dragons, the most powerful demons, etc.). Each category has its own critical strike table that is consulted if a sufficiently severe critical strike is obtained against them. The roll on these tables is high open-ended. What constitutes a large creature or super-large creature must be decided by the Gamemaster.

8.431 Large Creatures Critical Strikes

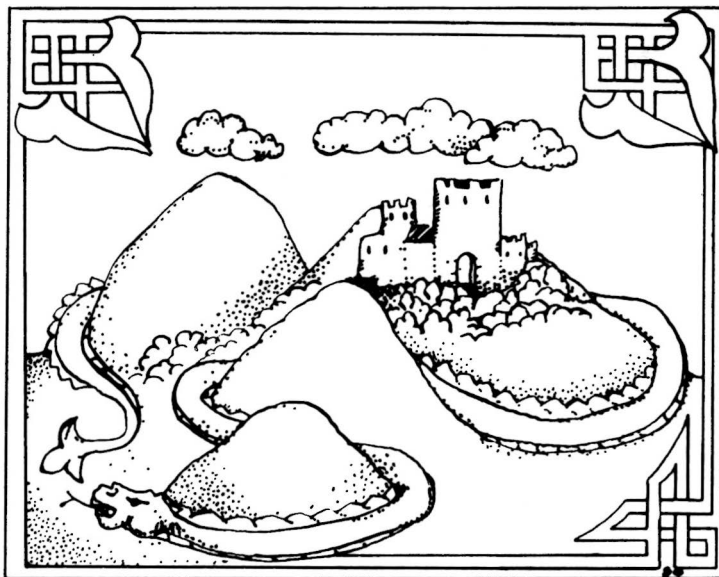
Only critical strikes of severity B, C, D, or E affect large creatures, A severity strikes being ignored. An open-ended roll is made and cross-indexed with the proper column on the large creature critical strike table, to obtain a result that is applied immediately. Note that the severity of the critical strike is irrelevant, except that it must be a B critical or higher. This reflects the fact that such creatures present such a large target that they are more difficult to seriously hurt.

8.432 Super-Large Creatures Critical Strikes

The super-large creatures critical strike table is used exactly as in 8.431 above, except that only critical strikes of severity D or E affect these creatures and A, B, or C severity strikes are ignored. This table should be consulted only for creatures such as dragons, dinosaurs, and the most powerful demons.

8.433 Immune Creatures

Certain creatures are immune to CERTAIN TYPES of critical strikes (e.g. fire demons are likely to be immune to heat spells and fire criticals). These creatures are unaffected by such criticals.



8.44 Critical Strike Interpretations

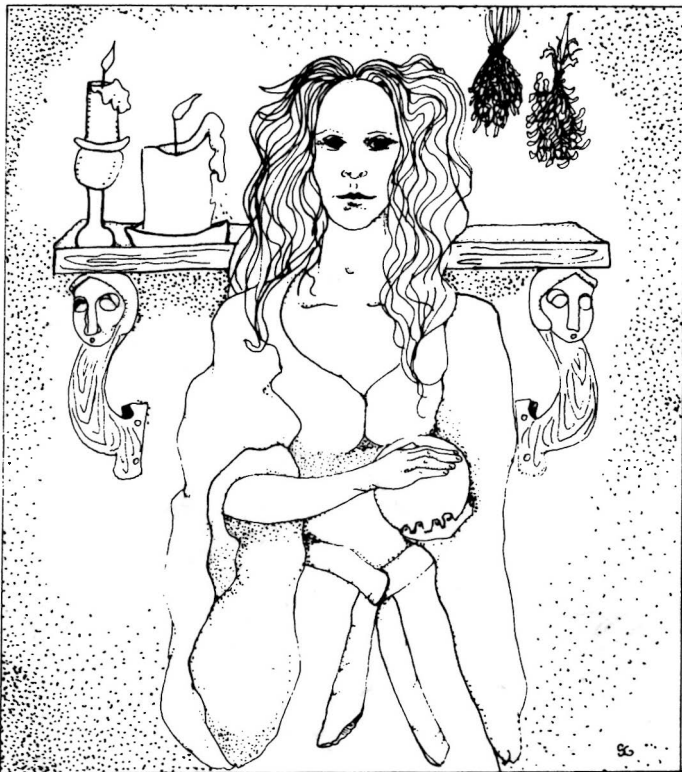
Most of the critical strike results are self-explanatory. However, certain results may have to be modified due to circumstances (e.g., a target behind a low stone wall hit by an "Ice Bolt" receiving a critical strike calling for damage to his ankle should, instead, be hit in the wrist (note that he already receives a defensive bonus for being behind the stone wall and was hit in spite of it). Similarly, if a critical strike calling for an unspecified limb to be broken is rolled, the limb affected should be determined randomly. A stunned combatant still gets his quickness bonus and may still parry to his front at 50% of normal (unless NO PARRY is indicated), but may not move or attack or change facing.

NOTE 1: All damage (including concussion hits), unless otherwise noted, is only applicable to the target (or targets).

NOTE 2: Bleeding, bruises, burns, frostbite, etc. indicated on the critical strike tables are reflected sometimes in the form of additional concussion hits. This is meant to show the gradual weakening brought about by bleeding, shock and pain.

NOTE 3: Next roll can refer to a missile attack, maneuver, spell attack as well as to a melee attack.

NOTE 4: If an item is indicated as destroyed on the critical strike tables, it is automatically destroyed unless it is made of an extraordinary material (e.g. *mithril*). In this case, the item makes a resistance roll as described in 8.5 to avoid destruction. The Gamemaster may also allow special magic items this same opportunity at his discretion.



8.5 SPELL ATTACKS AGAINST ITEMS

Certain spells can attack items or non-living substances. For example, UNMETAL destroys metal. If it is cast at a metal item a BAR is made by the caster (use the most appropriate column) and a RR is made by the Gamemaster (or player) for the item. If the item is being carried by a living creature (in his essence aura), it resists at that person's level. If the item is magic, it resists as if it had 5 levels for each +1 (or +5%) of its bonus or ability. If the item is both on a living being and magic, it uses the higher of the two levels (they do NOT add). If neither of these cases occur, level one is used. Some materials are highly resistant (e.g. *mithril*) and would have a higher level as a base for their resistance roll (this should be determined by the Gamemaster). Magic items without specific quantitative bonuses (a ring of invisibility for example) would also require that the Gamemaster assign a level based on its magic abilities.



9.0 OPTIONAL RULES

These rules are additions to the Spell Law system, and add a great deal of flexibility and flavor for a fantasy role-playing game. They do add some complexity, however, so a Gamemaster should examine each optional rule and consider its potential effect on the play of his game.

9.1 VARIABILITY IN SPELL ATTACK LEVEL

As the non-optional rules stand, the number of power points required to cast a spell is equal to the level of the spell itself, but the Attack Level of the spell on the resistance table is determined by the experience level of the caster (reflecting that the higher level spell user could normally be more effective with the spell). Under this optional rule, a spellcaster must still put AT LEAST as many power points into a spell as the level of the spell, but he has the option to use more than that number of power points to make the spell more potent and harder to resist (reflecting the same capacity of the higher level spell user to be more effective, but requiring effort to reach this higher level of effectiveness).

9.11 Definition of Attack Level

If this rule is employed, the attack level of the spell on the resistance table (10.5) is equal to the number of power points used to cast the spell and NOT the level of the caster. Spells using a "+" on an additive bonus item for their power are still considered to be of the caster's level. Spells cast from items (imbedded spells) are still considered to have an attack level equal to the spell cast, and may not be supplemented by additional power points.

9.12 Restrictions on Points Used

The caster may not put more power points into a spell than the number of his level. Nor can he put more power points into any spell than the level to which he has learned the list containing that spell.

Example: Suppose a 16th level magician who has learned the Spirit Mastery list to 10th level wishes to cast a sleep spell. He may vary the attack level of that spell from 1 to 10 by putting that number of power points into the spell. If he used 7 power points, the attack level of the spell would be 7. If the same magician knew the Spirit Mastery list to 20th level he could vary the attack level of the same sleep spell from 1 to 16 (not 20, because he can only put a maximum of 16 power points - his level - behind the spell). If he cast the sleep spell using his (hypothetical) +2 spell adder, it would have an attack level of 16; if he cast the same spell from a wand of sleep spells he possessed, its attack level would be 1, the level of the sleep spell on the Spirit Mastery list.

9.2 VARIABILITY IN ELEMENTAL ATTACK SPELLS

Given an elemental attack spell of X levels, every X power points put into the spell causes the concussion hits indicated by the elemental attack roll. At least a number of power points equal to the level of the elemental attack spell must be put into the spell for it to be cast. No more power points than the level of the spell caster may be put into the spell, and no more power points than the level the spell's list is known to. Critical hits are not affected by the presence or absence of additional power points in the spell.

Example: A 22nd level magician who knows the Fire list to 20th level wishes to cast a firebolt. He has a choice of how many power points he wants to put into the spell, from 6 (minimum to cast the spell) to 20 (maximum because that is the level to which he knows the Fire list and he is of sufficient level to use that many power points on the spell). If he used just 6 power points, he would inflict normal concussion damage on the target. If he used at least 12 power points to throw the spell, he would inflict double damage [a 12C result would be treated as a 24C result (note that the critical strike is not modified in any way, nor is any damage resulting from it)]. If he used at least 18 power points, he would inflict three times the normal damage (a 36C instead of a 12C). If he used a "+" bonus from his additive item to power the spell, it would generate a bolt having 20 power points (the highest number he could give it); note that in this case, the damage would be the same as the bolt with 18 power points in it. If the magician threw the firebolt from a wand of firebolts he happened to possess, the spell would have 6 power points (the minimum necessary to cast the spell) and this could not be supplemented by the caster.

9.3 VARIABILITY IN SPELL FAILURE RESULTS

To reflect the increased danger in casting the more powerful spells, the number of power points used in casting a spell is added to the spell failure roll (see 8.3141) if the spell fails. In the case of spells cast using the power of additive bonus items, the level of the caster is assumed to be the number of power points in the spell for this purpose. Spells thrown by wands, staves, or items, are assumed to have the minimum number of power points necessary to cast them, and this number is added to the spell failure roll.

9.4 AVAILABILITY OF SPELL LISTS

A Gamemaster may wish to make certain spell lists harder to learn than others for a variety of reasons. This can be done by making certain lists unavailable in certain cultures, or very difficult or expensive to obtain access to (e.g. Desert nomad Mentalists might have some trouble attempting to learn the Liquid Alteration list - not particularly common in their culture). Another approach could be to make access to certain lists tied to guilds or craft associations, who might jealously guard their trade secrets from all but initiates. Some arts of magic (lists) might well be found only in rare, ancient tomes. There a variety of approaches to limiting the flow of magical knowledge, and the one used by any particular Gamemaster will be dependent upon his world system. There should always be certain lists, however, that are more or less "common knowledge" for members of each profession, and usually these will be the Base Lists of each profession.

9.5 CRITICAL STRIKE TABLE IN GENERAL USE

The critical strike tables can be used in a variety of general situations, which arise in fantasy role playing. For example, in a blizzard, each character might be rolled for on the "A" column of the cold critical strike table (10.82), while in the arctic the column used might be "C", "D", or even "E". A character falling 10 feet might roll on the "A" Column of the impact table (10.83) with increasingly higher falls giving more severe criticals.

9.6 HEALING SYSTEMS

A Gamemaster should develop a comprehensive healing system for his world. This is a factor that controls how many and how often characters die permanently and how long they are out of commission healing. The spells provided in this package provide a basis for this, but consideration should be given to a few other factors and options.

One of the prime ingredients of a healing system is herbs (drugs). Herbs may be used to simulate the effects of certain spells in performing miraculous cures, are portable, and are usually much more available than high level healers. The Gamemaster can experiment with the numbers, prices and effects of whatever herbs he feels are necessary in his game. Below we present and example some herbs found in one area of a fantasy world; other drugs might be available in other areas (the chart reproduced below is from THE IRON WIND by ICE).

HERBS OF THE MUR FOSTISYR

NAME	HOME	FORM	PREPARE/APPLY	EFFECT
Abaas	Coastal Beaches	Green Leaf	Crush/Eat	Cure (2-12)
Fiis	High Altitude Lakes	Tree Resin	Dilute/Drink	Cure (1-5)
Thurl	Forests (common)	Brown Clove	Brew/Drink	Cure (1-4)
Mireenna	Vales Above 10,000' (Rare)	Silvery Berry	--/Chew	Cure (10)
Harfy	Hilly Regions	Scrub Resin	Dry on Wound	Stops Bleeding
Ucason	River Banks (Rare)	Yellow Grass	Burn/Inhale	Cures Blindness
Jojojopo	Base of Glaciers	Grey Leaves	Dry/On Wound	Cures Frostbite
Naza	Plains (Rare)	Red Leaf	--/Chew	Neutralize Poison
Olvar	Bay of Glass Spires (Rare)	White Flower	--/Chew	Lifekeping (12 days)
Kathkusa	Northern Icy Plains (Rare)	Green Leaves	--/Chew	2X Strength (2-5 rnds)
Nelisse	Volcano of the Udahir	White Leaves	Brew/Drink	Euphoria and Nutrition
Agaath	Mountains Above 20,000'	Blue Berry	--/Eat	Breathe at High Altitudes
Ukur	Yon Kusir Valley	Nut	--/Eat	One Day's Nutrition
Fukavar	Salt-Water Islands	Blue Leaves	Crush/Burn	Mental Summons (20 miles)

Another key factor in a healing system is the effect of the wound after being cured (by spells or herbs); some considerations in this area are: how long does it take to recover? should there be any permanent damage (often reflected in a lowering of stats)? what effect would the wound have on the character while he is recovering? Most of these questions are very subjective and must be decided on a case to case basis. For example, having an arm cut off and then reattached might cause a loss of agility (temporary or permanent) and maybe a scar. Death and being raised from the dead might cause a general loss of abilities, partial loss of experience and scars. Due to the variety of character systems which exist, these elements will not be detailed, however, the following chart gives some suggested recovery time for certain injuries:

R = Recovery Time
 TP = Temporary Penalty
 PP = Permanent Penalty
 S = Strength
 Pr = Presence (Charisma)
 Ag = Agility (Dexterity)
 Q = Quickness (Dexterity)
 RE = Reasoning (Intelligence)
 M = Memory (Intelligence)
 C = Constitution

AREA/TYPE of DAMAGE

LIGHT	MEDIUM	SEVERE
BURN		
R: 1 day	R: 5 days	R: 10 days
TP: -5 Ag	TP: -20 Ag	TP: -40 C,Ag
PP: None	PP: -5 Pr	PP: -10 C,Ag
BONE		
R: 1 day	R: 6 days	R: 12 days
TP: -10 Ag	TP: -20 Ag,Q	TP: -50 C,S,Ag
PP: None	PP: None	PP: -15 C,Ag
TISSUE		
R: 1-day	R: 5 days	R: 10 days
TP: -5 C	TP: -20 C,Ag	TP: -40 C,AG
PP: None	PP: -5 RE,M	PP: -10 C,Ag
HEAD		
R: 2 days	R: 6 days	R: 30 days
TP: -5 RE,M,C	TP: -30 RE,M,C,Q	TP: -60 RE,M,C,Q
PP: None	PP: -5 RE,M	PP: -25 RE,M,C
MUSCLE/TENDON		
R: 2 days	R: 6 days	R: 12 days
TP: -10 Ag	TP: -20 Ag,Q	TP: -50 S,Q,Ag
PP: None	PP: -5 Pr	PP: -20 Ag,Q
INTERNAL ORGANS		
R: 2 days	R: 6 days	R: 20 days
TP: -10 C	TP: -20 C,S	TP: -50 C,S
PP: None	PP: None	PP: -20 C,S

9.7 SPELL EXPERTISE ATTENUATION

The basic rule on spell expertise allows a spell user to gain +5 on his EAR for each level he has achieved after being able to throw the spell. This optional rule allows this progression to continue, theoretically to infinity, but subject to the rule of diminishing returns. This symbolizes that the most important improvements in casting ability would come first, and that the refinements learned later would be polishing of the skills learned previously.

9.71 Learning Expertise

At each level of experience, the spell caster may increase his expertise with ONE elemental attack spell (his choice). Note that this means his expertise with any elemental attack spell is no longer a direct function of his level, and the level of expertise the spell caster has with each of these spells must be recorded.

9.72 EAR Bonus

Each level of expertise the spell user has with the spell being cast will add +5 to the EAR up to +50. Once the +50 level is achieved, each level of expertise gives a bonus of +2 per level up to +20 (+70 total expertise bonus after 20 levels of expertise are achieved). After a spell user has achieved a +70 expertise bonus, each level of expertise he acquires with that spell adds +1 to his expertise bonus.

Example: A spell caster of level 25 has expertise of +50 in firebolt and +40 in icebolt. When he reaches level 26 he may develop further expertise with the firebolt, which will raise his bonus by +2 to +52, or he may increase his icebolt skill by +5, from +40 to +45. Of course he could choose to develop expertise in another spell, which would give him a bonus of +5 with that spell (if he had not already developed any expertise with it).

9.73 Practice and Research

Gamemasters employing this rule may want to allow extra development of expertise through practice and/or research.

9.8 EVIL SPELL LISTS

Evil spell lists are included with the normal lists for evil spell users in Essence, Channeling and Mentalism. Evil pure spell users function exactly like other pure spell users, except that they have these lists in addition to those normally available. These are always treated as base lists by these character classes, and are thus eligible to receive type "E" picks.

These lists reflect the dark sides of Essence, Channeling and Mentalism. A Gamemaster should realize that this is a highly subjective and flexible concept and should reflect this in his world system. (This could range from an evil spell user being perverted and manipulated by evil gods and power sources to minimal effects like the disapproval of superstitious peasants).



9.9 MAGICAL RESEARCH

In any comprehensive world system for a long-running campaign, attention must be paid to magical research. This is essential to explain where magic items come from and how spells were developed. Of course, the simplest solution to this is to say that spells and items come from the gods (or some other external force) and allow no internal research. If this is the case, the alchemist spell lists and this section should be ignored. The following sections contain some of the suggested rules for conducting research in conjunction with the Spell Law system.

9.91 Spell Research

Spell research is the development of new spells to go on existing spell lists or new spells that do not fit on any existing list. Potentially, an entire new spell list might be researched by some powerful character, and the knowledge of it passed on to his friends and followers.

9.911 Limitations on Spell Research

The Gamemaster should first determine if the proposed spell is acceptable for his world system. He is the final authority on the inclusion of a researched spell into his game and should examine each prospective spell closely. He may wish to introduce his own spell lists or spells to be available for the characters and non-player characters in his game. After first accepting the principle that the spell could exist in his world, the Gamemaster should proceed with the mechanics of research.

9.9111 Eligibility to Research

Only pure and hybrid spell users may conduct research under these guidelines. Semi-spell users and non-spell users may not conduct spell research. This prohibition represents a definitive limit on the powers of characters not devoting themselves exclusively to the use of spells.

9.9112 Definition of Realm

The Gamemaster should determine the realm of the proposed spell, (is the spell an Essence spell or a Mentalist spell or a Clerical spell). The introductions to the various spell books are extremely useful for this purpose, and it should be noted that certain concepts have been deliberately left off certain lists (e.g. clerics do not throw lightning bolts) with this restriction in mind. A character may not research a spell out of his realm of magic (noting carefully the restrictions placed on hybrid spell users in the learning and use of spells in either of their two realms, it should certainly be impossible for characters not specializing in the use of more than one realm to do so). Hybrid spell users may research spells in either of their two realms, but they are severely limited in the power of the spells they can research that do not fit on their base lists (they cannot learn other lists beyond level 10).

9.9113 Definition of List

Each spell should, potentially, be grouped with similar spells, according to their nature. After determining that the spell is acceptable and which realm it fits into, the Gamemaster (with help from the researcher) should determine if the spell fits into an existing list. If it does, then this concept is relatively easy to research, provided the researcher already knows that spell list. If the spell concept does not fit into an existing spell list, it indicates that research material in this area is going to be less easy to find and more time will have to be spent in learning the new spell.

9.9114 Determination of Spell Level

The Gamemaster must assign a level to the spell, based upon its power and the level of other spells of similar power that the spell user already knows or has available. Note that spells with exactly the same effect often have different levels for different character classes and particularly for different realms. Of course, a character cannot research a spell that is of higher level than he is, nor may any character research a spell that he would not be able to learn if it were on a list (specifically, if a spell fits into a spell list above 10th level and a hybrid wishes to learn it, he could not do so because he is not permitted to learn spells on that list above 10th level — assuming that the spell did not fit into his base lists).

9.912 Cost of Spell Research

After satisfying himself that the researcher can learn the spell desired, the Gamemaster must establish that the character has access to the research material necessary (which may well involve payment) and subsistence. Other activity should be severely curtailed. The researcher may then proceed to do his studying, which will take him an amount of time to be determined in accordance with the next rules section.

9.9121 Researching Spells on Known Lists

If the spell is on an existing spell list, and the researcher knows that spell list to the level the Gamemaster determines the spell to be, the amount of time shown by the following chart must be spent in research.

Level of Spell	Time to Research		
	Years	Months	Weeks
1	-	-	1
2	-	-	2
3	-	-	3
4	-	1	0
5	-	1	1
6	-	3	0
7	-	3	2
8	-	4	0
9	-	4	2
10	-	5	0
11	-	8	1
12	-	9	0
13	-	9	3
14	-	10	2
15	-	11	1
16	1	4	0
17	1	5	0
18	1	6	0
19	1	7	0
20	1	8	0
25	2	7	0
30	3	9	0
50	7	3	2

9.9122 Researching Spells Not on Known Lists

If the spell to be researched is not on a known list, or the researcher does not know that list to a sufficient level, the time costs involved (derived from the above table) are TRIPLED.

9.913 Successful Research

Upon completing the required research, the researcher rolls once on the "General" column of the Base Attack Table. Any non-failure result indicates that the spell has been successfully learned. The researcher now knows the spell (and only the researcher). He may teach it to an associate at one fourth of the original research cost in time for both him and his pupil. The Gamemaster may wish to allow certain researched spells to become a part of the list system for his world.

9.92 Alchemical Research

Alchemical research is the only way in which a spell user can make a specific magic item, potion or material (as opposed to Lord research which is essentially random). Under our system, the alchemists base lists provide the necessary framework for making specific items, and are usually usable only by alchemists (see 10.94 for exceptions). Making a magic item consists of simultaneously creating the base item, and/or enchanting the item and/or imbedding spells. Once a magic item has been created it cannot have other spells or abilities added (except for recharging wands, rods and staves). The Gamemaster is always relied upon to make necessary modifications to these rules to adapt them to specific circumstances in his world system.

9.921 Creating the Base Item

The base item is the item which is to be enchanted or is to receive a spell. Base items are classified as inorganic (metals), organic (living or once living material), and liquid/gas (potions). This is represented by those three alchemist base lists, and allows an alchemist to work those materials thru the use of spells aided by normal equipment (forges, looms, presses, laboratory apparatus, etc.). Making the base item requires that the appropriate spell (for the item being created) be cast once per day and that the alchemist work normal full days on the project (no excursions or other projects).

9.9211 Wands, Rods and Staves

Wands, rods and staves are the primary items for storing spells. They must be organic due to the inherent resistance of inorganic material to spells. In order to make one of these items, the organic list must be learned to the level of "Make Wand", "Make Rod", or "Make Staff", whichever is appropriate.

9.9212 Rune Paper

Rune paper is required for spell users to inscribe runes (see the "Rune" list). The various "Rune Paper" spells allow paper to be made which will hold various level spells.

9.9213 Potions

Potions are fluids (or rarely, gases) in which a spell can be placed (imbedded). Various "Potion" spells make potions which will hold various level spells. "Potion" spells are harder (higher level) to both learn and use because there can be no guarantee that the end user will have any understanding of spells (Runes are created for use by spell users and need not be as foolproof).

9.9214 Objects

Objects are any items not included in 9.9211, 9.9212, or 9.9213. They include weapons, armor, spell bonus items (see 6.12), rings, cloaks, boots, etc. Weapons and armor can get bonuses that are non-magical, if they are created out of superior materials (assuming iron as a normal, non-bonus material). If weapons and armor are enchanted (9.922) to get a magical bonus, then the user can elect to use either the normal bonus (material) or the magical bonus (but not both).

Example: A steel weapon (+2) enchanted to +1 could be used as a +2 normal weapon or a +1 magic weapon, but NOT as a +3 weapon. In most cases it would be used as a +2 weapon, but when fighting creatures which can only be hit by magic weapons, the +1 bonus would have to be used.

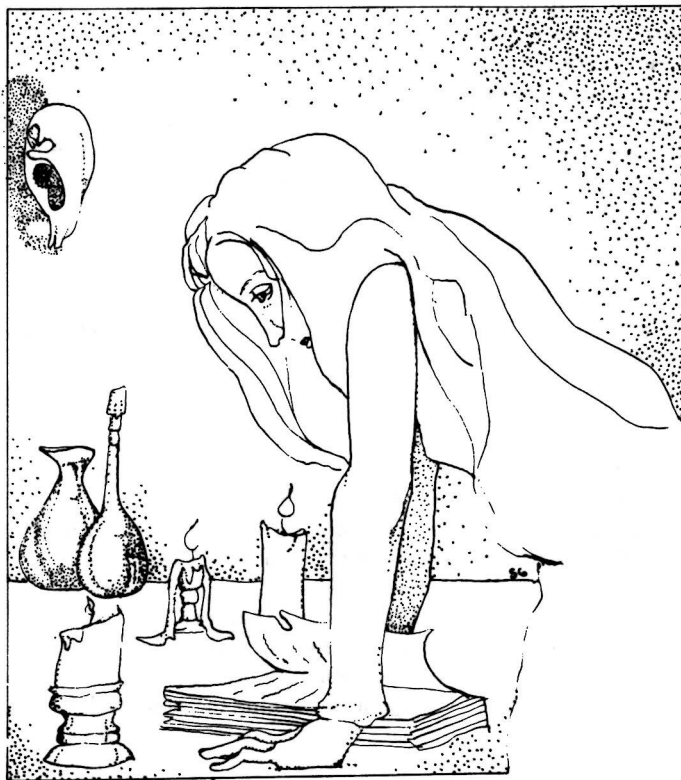
9.922 Enchanting an Item

When an alchemist wishes to enchant an object, he must perform the enchantment process simultaneously with the creation of the base item. Enchantments include intelligence, all bonuses, and any special permanent abilities which are not spells (e.g. holy arms or slaying abilities are such abilities, while flying, invisibility, and teleportation are not).

9.9221 Intelligence

The effect of intelligent items on characters or a game will depend upon the world system used (i.e. control or dominance of a character by an item he is using). Alignment of items should be the same as that of the alchemist making them. However, in terms of Spell Law, intelligence allows any character (not just the appropriate class of spell user) to use the spells imbedded in items (9.923). The following is a summary of the effects of various intelligences:

Empathy Allows casting of 1st level spells
Low Intelligence Allows casting of 2nd level spells
Medium Intelligence Allows casting of 5th level spells
High Intelligence Allows casting of 10th level spells
Very High Intelligence Allows casting of 20th level spells



9.9222 Bonuses

Bonuses fall into three categories: weapons, armor and general. A weapon bonus gives a specific add to the combat attack of the character using that weapon; each +1 gives an add of +1 to the combat roll under a 1-20 system, and +5 under a 1-100 system. Similarly, each +1 for an armor bonus (or shields) gives a subtraction to the attack roll of persons attacking the character who is wearing the armor. The +1 general category is meant for the miscellaneous items which exist in various world systems (e.g. +1 rings, or cloaks). In Spell Law, this general category handles spell multipliers and adders (see 6.12). A "+N General" spell will enchant either a +N adder or a x(N-1) multiplier.

Example: an enchantment spell, "+4 General" can be used to create a +4 spell adder or a x3 spell multiplier.

9.9223 Special Enchantment

All enchantment aside from intelligence and bonuses falls into this category. These enchantments are not specifically indicated on the spell list since they are too numerous to catalog and are highly dependent upon the world system used. The Gamemaster may place any special enchanted ability at any level he deems appropriate if he feels that ability is standard for an alchemist in his world system. Otherwise, the alchemist should be required to research the spell for that ability using the spell research rules detailed in 9.91 while casting the 1st level research spell once per day.

Example, an alchemist wishes to enchant a sword to be an orc-slaying weapon. If the Gamemaster decides that the ability is a known alchemist enchantment, he might assign it a level of 15. If not, he could still assign it a level of 15, but the alchemist would be required to research the spell for 11 months and 1 week as required by 9.91. It might even be longer if the Gamemaster decides the ability is really obscure and requires the research time for a spell not on a normal list (2 years, 9 months and 3 weeks).

ITEM CHARACTERISTICS

ITEM	MAXIMUM SPELL LEVEL	SIZE	MATERIAL	MAXIMUM # CHARGES	SPELL REQUIRED	RESTRICTIONS ON USE
Wand	2	1 foot	Organic	10 / (10%)	"Charge Wand"	Must be Held in Hand
Rod	5	2.5 feet	Organic	30 / (4%)	"Charge Rod"	Must be Held in Hand
Staff	10	5 feet	Organic	100 / (1%)	"Charge Staff"	Must be Held in Hand
Other	10	var.	any	1	-----	Touch & Look At
Other	10	var.	any	1 / Day	"Daily"	Touch & Look At
Ring	10	Ring	Ring	Constant	"Constant"	None

9.923 Imbedding Spells

Spells can be imbedded in items by casting the appropriate spell or spells in the "Imbed Essence" list or the "Imbed Mentalism/Channeling" list. To imbed a spell the appropriate level (or higher) "Imbed" spell must be cast on the item once a day while it is being created. The spell to be imbedded must also be cast on the item once a day while creating the item (this can be cast by the alchemist, an item or another spell user). As can be seen from the lists, the mentalism and channeling spells are harder (higher level) to imbed than essence spells, since an alchemist is a pure spell user of essence. All imbedded spells are treated as runes for purposes of casting (exception: 9.9221, Intelligent Items).

9.9231 Normal Imbedding

A spell imbedded solely with an imbed spell can only be used ONCE. After it is used once it is gone permanently and CANNOT be recharged.

9.9232 Charging Wands, Rods and Staves

Multiple spell charges can be imbedded in wands (10), rods (30), and staves (100). this requires the appropriate "charge" spell be cast on the item once per day while the item is being created. Unlike other items with imbedded spells, wands, rods and staves can be recharged by casting a charge spell once a day for a number of consecutive weeks equal to the level of the charge spell. The properties of wands, rods and staves are summarized below

The percentage next to the number of charges indicates the chance the item is exhausted with each use IF the Gamemaster does not wish to keep track of all the charges on all the wands in his world (note this is NOT cumulative, thus a wand will continue to function until a roll of 01-10 is made, and may potentially function forever).

9.9233 Daily Items

An item can be charged so that the spell imbedded in it can be cast a number of times per day. This requires the appropriate "Daily" spell be cast once a day while creating the item. A "Daily N" spell can be used to power any combination of spells adding up to N spell levels.

Example: A high level alchemist is making a ring and casts a "Daily 2" spell. He may either imbed a 1st level spell to be used up to twice each day or a 2nd level spell that could be used once each day.

9.93 Lord Research

When a pure spell user of essence or channeling (not mentalism) reaches 25th level and has learned the appropriate list with "Lord Research" to 25th level, he may "research magic items" (note that the Research spell can only be obtained by means of a type "E" pick, which means that the research list must have been selected as one of the spell user's base lists). This type of research is heavily dependent on the world system being used, but we suggest the following guidelines.

First, the assumption is made that jewels have a very, very high concentration of essence locked within them. Lord researchers, with the proper equipment and care, can break down jewels and release their essence into other materials at hand, although they have little control over the end result of the process. Thus Lord researchers of essence can slowly feed jewels into a forge over the course of several weeks (or more) while casting their "Lord Research" spell at least three times a day. Lord researchers of channeling are required to "sacrifice" their jewels to their god (the jewels are destroyed) while casting their "Lord Research" spells at least three times each day. In both cases, the essence locked in the jewels will be released and begin to concentrate in some nearby item.

What form this essence will take is impossible to determine until some time after the process is entirely completed. At that time, the Gamemaster should determine RANDOMLY what the newly created magic item actually does, keeping in mind that it should be proportional in power and capabilities to the number of weeks spent in casting "Lord Research" spells and the number (and value) of the jewels destroyed in supplying it with essence (note that the more essence a jewel has, the more valuable it would normally be). It is suggested that the Gamemaster draw up tables of magic items appropriate to his world and use them to determine what powers an item created in this way might have. We suggest that these tables be based roughly on the alchemical lists, although it is not our intention that other character classes be given the same item making capacity as an alchemist (an alchemist can choose what he is making).

9.94 Special Research

Of course, special research rules may be instituted by the Gamemaster as he sees fit. We present a few which might be appropriate.

9.941 Limiting Alchemist Research

If a Gamemaster wishes to have specialized alchemists in his game, he can limit alchemists to one of the three material creation lists and allow them two other base lists of their choice. This means that alchemists would become forgers (only inorganic), potion makers (only liquid/gas), or weaver/leatherworkers (organic). Alternatively alchemists could be allowed two of the three lists.

9.942 Research by Non-spell Users

In certain mythologies, certain races (such as dwarves) were excellent forgers but NOT spell users. To simulate this, a Gamemaster can allow certain trained individuals in these races to use the materials list (but NOT the imbedding list).

9.9234 Constant Items

A RING (and only a ring) can be charged so that the spell imbedded in it works continuously. Only spells deemed appropriate to work constantly can be imbedded in this manner (to be determined by the Gamemaster, of course). Allowable spells might include: detection spells, invisibility, presence, etc. Non-allowable spells might include: elemental attack spells, base attack spells, teleport, etc. Only one spell per ring can be imbedded. Only two rings can be worn and used per character (except in extreme circumstances to be determined by the Gamemaster).

9.9235 Researching Imbed Spells

A Gamemaster may want to include more specific imbed spells. These could be researched by characters by using the spell research rules (10.91), and casting the first level "Research" spell once per day.

Example: a character might wish to research an "At Will" spell which would cast a certain spell whenever the character willed it. The Gamemaster could decide that this would be handled like the "Constant" spell, and require the character to research a 50th level spell.

9.9236 Time Required to Cast an Imbedded Spell (Optional)

Once an item containing an imbedded spell is completed, the number of rounds required to cast the spell contained in it is needed. This optional rule allows the alchemist to make this a factor of the item and not the user (and supersedes 6.3 if used). To do this, the "Imbed N" spell is assumed to imbed a N level spell that is a Class III spell (takes 3 rounds to cast, regardless of the level of the user). An "Imbed N + 1" spell could imbed the same spell as a Class II spell (taking any user 2 rounds to cast it), and an "Imbed N + 2" spell could be used to imbed that spell as a Class I spell. Note that some spells are instantaneous normally, and are always treated as Class I spells (e.g. Sprint I, imbedded in an item with an "Imbed 5" spell would not become a class III spell, because it is always instantaneous).

9.924 Cost of Making Magic Items

Making magic items costs the alchemist the required spell casting, TIME, sometimes research, and possibly money (depends upon world system). These costs have been designed to make magic item creation difficult but not outrageous. Note that the price of such items, when and if ever sold, should reflect these costs, including the (perhaps) years the alchemist worked on the item.

9.9241 Time Cost

This is the key factor in the cost of making a magic item, and is fairly complicated. Basically, the time required to make an item is one week for each level of each spell cast in making the item (modified for the number of different enchanted abilities and imbedded spells). These weeks MUST be consecutive. The second enchanted ability or imbedded spell placed in an item costs double the number of weeks it would normally require. The third ability or spell costs triple, the fourth costs quadruple, and so on. The cost of an imbedded spell includes the cost of its associated spell casting, its "Imbed" spell and charging (30 uses, daily, constant) if any (they are added together before multiplication) the creating alchemist can vary the order of the spells or abilities to result in the lowest possible cost.

Example: A 50th level alchemist wishes to make a mithril (15th level) hammer of orc-slaying (15th level as determined by the Gamemaster). It would take 30 weeks to finish: 15 weeks for creating the mithril hammer (assuming the material is available) and 15 weeks for the enchanted ability or orc-slaying to be added. If he also wanted to imbed "Haste I" in the hammer (a 6th level spell), it would cost him considerably more time: (15 weeks for the hammer), + (13 weeks for the necessary Imbed IV spell and another 6 for the Haste I) + 2 x 15 weeks (orc slaying) = 15 + 19 + 30 = 64 weeks. Note that imbedding the orc-slaying ability first would cost 15 + 15 + 2 x (19) or 68 weeks.

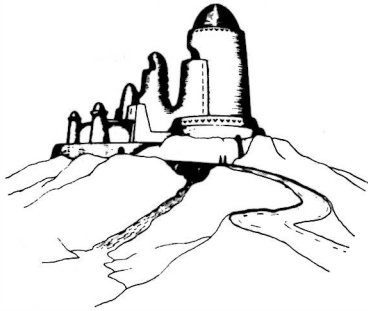
This time cost can be distributed over several alchemists if they are ALL capable of casting ALL of the alchemist spells involved in the creation process, (e.g., the hammer above, taking one alchemist 64 weeks would take 8 alchemists working together 8 weeks - provided all of them could work mithril, had researched orc-slaying, and knew the Imbed VI and Haste I spells).

9.9242 Required Spell Casting Costs

This is merely the spells that are required to be cast to make a magic item as described previously.

9.9243 Material and Money

This factor is dependent upon the world system used, but usually making metal items requires a forge and the appropriate metal (some metals may be rare, expensive or unobtainable). Cloth items might require a loom, leather items might require the appropriate leather and tools, and potions might require special lab equipment. Money is only required as it is needed to obtain these materials and perhaps for the support of the alchemist while he is working.



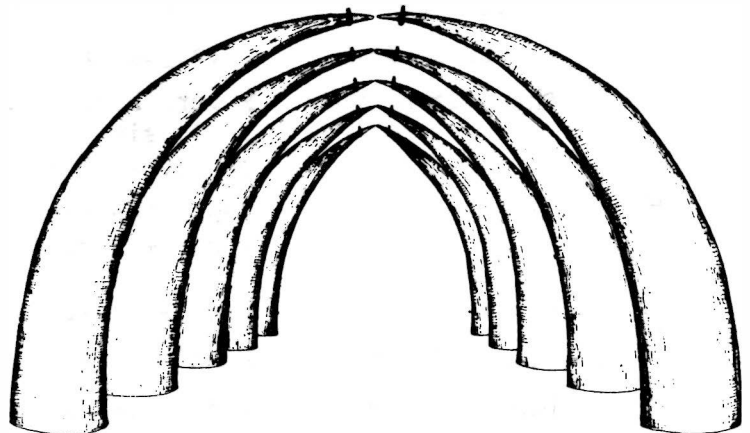
ASSUMPTIONS AND SPECIAL NOTES

The following points should always be kept in mind:

- 1) Target gets Resistance Roll (RR) versus all attack spells except Elemental Attacks (E).
- 2) Anyone but the caster who may be subject to a spell must fail the RR before being affected.
- 3) A caster can, at any time, cancel a non-permanent spell; the spell must still be within range. The caster cannot cancel the actual effects of a spell (e.g. fire or wounds). Cancellation takes 1 rd.
- 4) When using a spell on multiple targets, the caster can concentrate (C) in order to hold the spell until application.
- 5) Spells manipulating matter and requiring concentration (C), will disperse according to normal physical laws once concentration is no longer used (e.g. a frozen body of water will melt normally).
- 6) Spells of the same name cannot be combined (e.g. a Protection I and a Protection II spell).
- 7) The center of any spell having an effect radius must lie within the given range.
- 8) A permanent (P) duration may be affected by outside forces; the spell may be dispelled, cured, or disturbed via enchantment, physical force, etc.
- 9) The term 1 round (rnd or rd) denotes one 10 second battle round; this may vary with world system.
- 10) /x% failure indicates that the effect will be multiplied by the number of failure increments (x) by which target fails the RR (e.g. "1 rd/10% failure would mean that a RR failure of 20% would have a 2 rd effect).
- 11) The term "target" indicates caster or any other chosen subject within range.
- 12) The term "targets" indicates caster or any other subject or subject within range; "x targets" means spell effect is restricted to "x" or less subjects.
- 13) When a concentration spell (C) is being used, no other spell may be employed by the same caster; once the caster stops concentrating, he may cast other spells.
- 14) Spells having the same name, but occurring on different lists, are necessarily similar; they may be found at different levels (depending on their relationship to the source of power), and often have differing effects.

- 15) Always remember that spell descriptions should be read in context with the other spells on the same list. If an upper level spell of the same name specifies a certain effect, the lower level version will necessarily have a lesser effect.
- 16) When 2 conflicting spells are directed at the same area, the lower attack level spell (or any 1 of equal attack level spells) must roll a RR. Compare the attack levels of the spells, not the levels of the casters. Where more than 2 conflicting spells are involved, start with the lowest attack level spell and roll the RR. Then, roll the RR for the next lowest attack level spell and so on.
- 17) A "Lord" spell is keyed to 20th level and will normally be described in multiples or increments of 20.
- 18) A "True" spell is the highest level version of a specific spell type. Its potency will define the upper limit of the effect(s) derived from a given spell.
- 19) When a spell takes effect, the target must be in the caster's field of vision. This rule may be modified or changed by provisions in the specific spell descriptions.
- 20) Unless otherwise specified, a spell which affects the target also affects the object he carries. An exception may be made for certain unusual items. When computing the effects of an Elemental Attack Spell, however, always make a distinction between the target and the items he bears; simply follow the appropriate results on the tables.
- 21) Plant growth spells do not work on herbs.
- 22) The spell "Shield" does not operate as a normal shield against spell attacks (e.g. you would not get any modification for having a shield vs. a fire bolt). "Shield" is found on the essence "Shield Mastery" spell list, and the mentalism "Attack Avoidance" spell list.
- 23) Both "Speed" and "Haste" spells begin their effect in the following round.
- 24) The term "shock" is equivalent to electricity.
- 25) The term "spell points" is equivalent to the term "power points" (10.1).
- 26) The various "Aura" spells are not cumulative with Blur.
- 27) A gamemaster may not want certain spells to be cumulative; we strongly suggest he make more restrictions than we indicate in the rules if it is more appropriate in his world system. For example, Prayer I (+5 to RR's and maneuvers) and Resistance I (+5 to RR's and armor subtractions) might be deemed to be non-cumulative for RR's. This rule may be particularly applicable to spells on the same list (e.g. the clerical list "Protections").

Remember, that the spells described here do not comprise the entirety of a world's legacy. There may be an infinite variety yet to be discovered. SPELL LAW provides a world with those spells found in common usage and/or knowledge (from a relative standpoint). These spells provide a framework based on the normal needs of an environment, and may act as standards by which Gamemasters can judge other creations or discoveries.



Fatal Channeling Projections


Some who seek the divine aid of deities call for the death of their enemies. And, when efficiency and speed are paramount, they may turn to the use of fatal channeling projections.

Fatal channeling projections fall into 2 categories; they may (1) destroy the soul or life's essence of the target or (2) they may destroy all or part of the target's body. The former group consists of those projections known as "absolutions," spells normally found in the higher reaches of power. The latter category embraces what are commonly called "black channels."

While absolutions refer to specific spells of power, black channels tend to vary with culture. The niceties of ritual and form mark the only great cultural distinctions between the sources of absolution. Black channels, however, produce widely differing results, many based on the preferences of ancestral prejudice.

The detailed effects of absolution are found in the spell descriptions. Specific aspects of black channels are also found on the lists; nonetheless, most of the actual results of usage are dictated by cultural choice and spell variation. Thus, the chart below has been provided. Certain users of black channels may have a choice with regard to which type they use in a specific situation. Others will be bound by cultural/religious restrictions, and may use only one variation.

	Name	Effect	Range	RR Modification
Black Channel I	1) Thrayn's Touch	Disrupts Body Cells; Foe operates at -50.	Touch	-50
	2) Eye of Nur	Knocks foe out; +25 hits.	25'	-30
	3) Monic Curse	Any one limb useless for 1-10 days.	50'	-25
	4) Tauric Finger	Blinds foe for 1-10 days; +10 hits.	50'	-10
	5) Londarin's Hand	Nerve disruption; foe is sent into coma.	100'	None
Black Channel II	1) Momaw Finger	Destroys muscles and tendons in legs.	25'	-30
	2) Urulic Eye	Removes foe's hands.	50'	-25
	3) Finger of Sart	Paralyzes foe entirely.	75'	-15
	4) Channels of Chey	Severe brain disorder; convulsive spasms; foe operates at -75.	100'	-10
	5) Umlu Breeze	Sends foe into permanent coma; +10 hits.	50'	None
B.C. III	1) Black Finger	Erases facial area.	25'	-50
	2) Desert Curse	Blood boils.	50'	-30
	3) Death's Wave	Liquifies skeleton.	100'	None

					
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This sample spell chart for players may be reproduced at will.

Credits

Design: Peter C. Fenlon Jr., S. Coleman Charlton, Terry K. Amthor

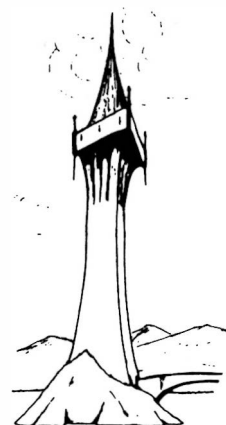
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Special Contributions: Tom Williams, David Wagner, Howard Huggins,
Don Knight



Known Spells						
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(Table 10.1) BASE ATTACK TABLE

BAR ROLL	General	Essence		Channeling		Mentalism		
		Metal Armor	Leather Armor	Metal Armor	Metal Shield	Metal Helmet	Leather Helmet	
um 01-02	F	F	F	F	F	F	F	01-02
03-04	F	F	F	F	F	F	F	03-04
05-08	+70	F	F	F	F	F	F	05-08
09-12	+65	F	F	F	F	F	F	09-12
13-16	+60	F	+45	F	F	F	+45	13-16
17-20	+50	+45	+40	F	+45	F	+40	17-20
21-24	+45	+40	+35	F	+40	F	+35	21-24
25-28	+35	+35	+30	+45	+35	+45	+30	25-28
29-32	+30	+30	+25	+40	+30	+35	+25	29-32
33-36	+20	+25	+20	+35	+25	+30	+20	33-36
37-40	+15	+20	+15	+30	+20	+25	+15	37-40
41-44	+5	+15	+10	+25	+15	+20	+10	41-44
45-48	0	+10	+5	+20	+10	+15	+5	45-48
49-52	0	+5	0	+15	+5	+10	0	49-52
53-56	-5	0	0	+10	0	+5	0	53-56
57-60	-10	0	-5	+5	0	0	-5	57-60
61-64	-15	-5	-5	0	-5	0	-5	61-64
65-68	-20	-5	-10	0	-5	-5	-10	65-68
69-72	-25	-10	-15	-5	-10	-5	-15	69-72
73-76	-30	-25	-20	-10	-15	-10	-20	73-76
77-80	-35	-30	-25	-15	-20	-15	-25	77-80
81-84	-40	-35	-30	-20	-25	-20	-30	81-84
85-88	-45	-40	-35	-25	-30	-25	-35	85-88
89-92	-50	-45	-40	-30	-35	-30	-40	89-92
93-95	-55	-50	-45	-35	-40	-35	-45	93-95
um 96-97	-75	-60	-65	-55	-60	-55	-65	96-97
um 98-99	-100	-85	-90	-80	-85	-80	-90	98-99
um 100	-125	-110	-115	-105	-110	-105	-115	100

Range Modifications:

Touching = +30

0' - 10' = +10

11' - 50' = 0

51' - 100' = -10

101' - 300' = -20

more than 300' = -30

um = Unmodified Roll

(Table 10.2) BASE ATTACK ROLL MODIFICATIONS

A/D	Category	Effect	Note
A	Level of Spell Caster	+1 per level	
A,D	Spells	±(variable)	Depends on specific spell.
A,D	Items	±5 per bonus	±1 if a 3-18 system used.
D	Race	±(variable)	E.g. demons, dwarves, etc.
D	Full cover	-20	Detected, but not sighted.
D	Partial cover	-10	Less than ½ target sighted.
D	Static target	+10	Applies only if no cover.
A,D	Range	-30 to +30	See base attack table.

A = Based on attacker
D = Based on defender
A,D = Based on both or either

(Table 10.3) ELEMENTAL ATTACK ROLL MODIFICATIONS

A/D	Category	Effect	Note
A	Level of spell caster	+1 per level	
A	Caster's agility (NA)	-25 to +25	See table 10.93
A	Spell expertise (NA)	+0 to +50	May be higher per optional rule 9.7.
A,D	Spells	±(variable)	Depends on specific spell.
A,D	Items	±5 per bonus unit used	±1 if 3-18 system used.
D	Target's quickness	-25 to +35	See table 10.93.
D	Full cover	-60	Detected, but not sighted; no quickness bonus allowed.
D	Partial cover	-30	Less than ½ target sighted; no quickness bonus allowed.
D	Static target	+30	Applies if no cover used; only applicable to prone or surprised target; no quickness bonus allowed.
D	Wall shield (35-50 lb.) (NA)	-30	Must be facing caster.
D	Full shield (25-30 lb.) (NA)	-20	Must be facing caster.
D	Normal shield (15-20 lb.) (NA)	-15	Must be facing caster.
D	Target shield (5-10 lb.) (NA)	-5	Must be facing caster.
D	No helmet	+5	
D	Full helmet (covers face)	-5	
D	Center point (area spells)	+20	Only applies to area spells (e.g. fireball).
D	Range	-75 to +35	See specific attack table.

(NA) = Not applicable to area spells.

(Table 10.5) RESISTANCE TABLE

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

*The attack level is the level of the spell caster, unless optional rule 9.1 is being used. In that case, the attack level is the number of power points used in casting the spell.

**For each level over 15, the attack level raises the result by 1; the target level lowers it by 1.

(Table 10.6) RESISTANCE ROLL MODIFICATIONS

A/D	Category	Effect	Note
A	Base attack roll modifications	-125 to +70	Apply result from base attack table 10.1.
A,D	Spells	±(variable)	Depends on specific spell.
D	Items	±5 per bonus unit used	±1 if 3-18 system used.
D	Race	±(variable)	e.g. demons, dwarves, etc.
D	Willing target	-50	Target wants spell cast at/on him.
D	Spell user of same realm	+15	Target is of same realm as spell cast.
D	Target's statistic bonus	-25 to +25	See table 10.93. Use bonus: Essence = empathy (intelligence) Channeling = intuition (wisdom) Mentalism = presence (charisma)

(Table 10.41)

SHOCK BOLT

		20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
<u>UM</u>	01-02	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	01-02 UM
	03-10	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	-	-	-	-	03-10
	11-20	F	F	F	F	F	F	F	F	-	-	-	-	-	-	-	-	-	-	-	-	11-20
	21-30	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	21-30
	31-35	1	1	-	-	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	31-35
	36-40	2	1	1	-	1	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	36-40
	41-45	2	2	1	-	2	2	-	-	-	-	-	-	-	-	-	-	-	-	-	-	41-45
	46-50	3	2	2	1	2	2	1	-	-	-	-	-	-	-	-	-	-	-	-	-	46-50
	51-55	3	3	3	3	3	3	2	1	-	-	-	-	1	-	-	-	-	-	1	-	51-55
	56-60	4	3	4	5	3	3	3	2	-	-	-	-	1	1	-	-	-	-	2	-	56-60
	61-65	4A	4	5	6	4	4	4	3	-	-	-	-	2	2	1	-	-	1	3	1	61-65
	66-70	5A	4A	6	6	4A	4	5	4	1	-	-	-	2	3	2	-	1	2	4A	2	66-70
	71-75	5A	5A	7A	7	5A	5A	6	5	1	1	1	-	3	3	3	1	2	3	5A	3A	71-75
	76-80	6A	5A	7A	7A	5A	5A	7A	6	2	1	2	1	3	4	4	2	3	4	6A	4A	76-80
	81-85	6A	6A	8A	8A	6A	6A	8A	7A	2	2	3	2	4	4	5	3A	4	5A	7A	5A	81-85
	86-90	6A	6A	8A	8A	6A	6A	8A	8A	2	2	4	3A	4	5	5A	4A	5	6A	8A	6A	86-90
	91-95	7A	7A	9A	9A	7A	7A	9A	9A	3	3	5A	4A	5A	5A	6A	5A	6A	7A	8A	7A	91-95
	96-100	7A	7A	9A	9A	7A	7A	9A	10A	3A	3A	5A	5A	5A	6A	6A	6A	6A	7A	9A	8A	96-100
	101-105	7A	7A	10A	10A	8A	8A	10A	10A	3A	4A	6A	6A	6A	6A	7A	7A	7A	8A	9A	9A	101-105
	106-110	8A	8A	10A	10A	8A	8A	10A	11B	4A	4A	6A	7A	6A	7A	7A	8A	7A	8A	10A	9B	106-110
	111-115	8A	8A	11A	11B	9A	9A	11B	11B	4A	5A	7A	8A	7A	7A	8A	8A	8A	9A	10B	10B	111-115
	116-120	8A	8B	11B	11B	9B	9B	11B	12B	4A	5A	7A	8A	7A	8A	8A	9A	8A	9A	11B	10B	116-120
	121-125	9B	9B	12B	12B	10B	10B	12B	12B	5A	6A	8A	9A	8A	8A	9A	10A	9A	10A	11B	11B	121-125
	126-130	9B	9B	12B	12B	10B	10B	12B	13B	5A	6A	8A	9B	8A	9A	9A	10B	9A	10B	12B	11B	126-130
	131-135	9B	9B	13B	13B	11B	11B	13B	13B	5A	7A	9B	10B	9A	9A	10A	11B	10B	11B	12B	12B	131-135
	136-140	10B	10B	13B	13B	11B	11B	13B	14B	5A	7A	9B	10B	9B	10A	10B	11B	10B	11B	13B	12B	136-140
	141-145	10B	10B	14B	14B	12B	12B	14B	14B	6A	8B	10B	11B	10B	10B	11B	12B	11B	12B	14B	13B	141-145
	146-150	10B	10B	14B	14B	12B	12B	14B	14B	6A	8B	10B	11B	10B	10B	11B	12B	12B	12B	14B	14B	146-150
<u>UM</u>	100	16D	16D	18D	18D	17D	17D	18D	18D	12C	14C	16C	16C	14C	14C	16C	17C	17C	17C	18C	18C	100 UM

Range: 0 - 10' : +35
 11 - 50' : 0
 51 - 100' : -25
 101 - 200' : -40
 201 - 300' : -55
 301 - up : -75

(Use electricity criticals)

UM = Unmodified Roll

(Table 10.42)

WATER BOLT		20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
UM	01-02	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	01-02 UM
	03-10	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	-	-	-	-	03-10
	11-20	F	F	F	F	F	F	F	F	-	-	-	-	-	-	-	-	-	-	-	-	11-20
	21-30	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	21-30
	31-35	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	31-35
	36-40	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	36-40
	41-45	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	41-45
	46-50	1	1	-	-	1	-	-	-	-	-	-	-	1	-	-	-	-	-	-	-	46-50
	51-55	1	1	1	-	2	1	-	-	-	-	-	-	2	1	-	-	-	-	-	-	51-55
	56-60	2	2	2	1	2	2	1	-	-	-	-	-	2	2	1	-	-	-	1	-	56-60
	61-65	2	2	3	2	3	2	2	1	1	-	-	-	3	3	2	-	-	-	2	1	61-65
	66-70	2	3	4	3	3	3	3	2	1	1	1	-	3	4	3	1	-	-	4A	2	66-70
	71-75	3	3	5	4	4	3	4	3	2	2	2	1	4	5	4	2	-	1	5A	4	71-75
	76-80	3	4	6	5	4	4	5	4	2	3	4	3	5A	6	6	4	1	3	6A	6A	76-80
	81-85	3A	4	7	6	5A	4A	6	5	3	4	6	5	6A	7A	8A	6	3	5	8B	8A	81-85
	86-90	4A	5A	7A	7	5A	5A	7A	6	3A	4	8	7A	7A	8A	9A	8A	5	7A	10B	10A	86-90
	91-95	4A	5A	8A	8A	6A	5A	8A	7A	4A	5A	10A	9A	8A	9A	10B	10A	7A	9A	12B	12B	91-95
	96-100	4A	6A	8A	9A	6A	6A	9A	8A	4A	5A	10A	11A	9A	10B	11B	12B	9A	11A	14B	14B	96-100
	101-105	5A	6A	9A	10A	7A	6A	10A	9A	5A	6A	11A	12B	10B	11B	12B	14B	11A	13A	15C	16B	101-105
	106-110	5A	7A	9A	10A	7A	7A	11A	10B	5A	6A	11B	13B	11B	12B	13B	16B	12A	14B	16C	18C	106-110
	111-115	5A	7A	10A	11B	8A	7A	12B	11B	6A	7B	12B	13B	12B	13B	14B	17C	13B	15B	17C	19C	111-115
	116-120	6A	7A	10A	11B	8A	8A	12B	12B	6A	7A	12B	14B	13B	14B	15C	18C	14B	16B	18C	20C	116-120
	121-125	6A	8A	11B	12B	9A	8A	13B	13B	7A	8B	13B	14C	14B	15C	16C	19C	15B	17C	19C	21C	121-125
	126-130	6A	8A	11B	12B	9B	9B	13B	14B	7B	8B	13B	15C	15C	18C	17C	20C	16C	18C	20C	22C	126-130
	131-135	7A	8B	12B	13C	10B	9B	14B	15C	7B	9B	14C	15C	16C	16C	17C	21C	17C	19C	21C	23C	131-135
	136-140	7A	9B	12B	13C	10B	10B	14C	15C	8B	9B	14C	16C	16C	17C	18C	22C	18C	20C	22C	24C	136-140
	141-145	7B	9B	13C	14C	11C	11C	15C	16C	8B	10C	15C	15C	17C	18C	19C	23C	19C	21C	23C	25C	141-145
	146-150	7B	9C	13C	14C	11C	11C	15C	16C	8B	10C	15C	16C	18C	18C	20C	24C	20C	22C	24C	26C	146-150
UM	100	10E	12E	16E	17E	14E	14E	18E	20E	11E	13E	18E	20E	22E	22E	24E	28E	24E	26E	28E	30E	100 UM

Range: 0 - 10' : +35
 11 - 50' : 0
 51 - 100' : -25
 101 - 200' : -40
 201 - 300' : -55
 301 - up : -75

(Use impact criticals)

UM = Unmodified Roll

(Table 10.43)

ICE BOLT		20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
um	01-02	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	01-02 um
	03-10	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	-	-	-	-	03-10
	11-20	F	F	F	F	F	F	F	F	-	-	-	-	-	-	-	-	-	-	-	-	11-20
	21-30	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	21-30
	31-35	1	1	-	-	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	31-35
	36-40	2	2	1	-	1	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	36-40
	41-45	2	3	2	1	2	2	1	-	-	-	-	-	1	-	-	-	-	-	-	-	41-45
	46-50	3	4	3	2	2	3	1	1	1	-	-	-	2	1	-	-	-	-	-	-	46-50
	51-55	3A	4	4	3	2	4	2	2	1	1	1	-	3	2	1	-	-	-	-	-	51-55
	56-60	4A	5A	5	4	3	5	2	3	2	2	2	1	4A	3	2	-	-	-	8A	-	56-60
	61-65	4A	5A	6	5	4A	6A	3	4	2	3	4	3	5A	4A	3A	2	-	-	9B	-	61-65
	66-70	5A	6A	7A	6	4A	7A	4	5	3A	4	5	5A	6A	5A	4B	3A	6	8A	10B	10A	66-70
	71-75	5A	6A	7A	7A	5A	8A	5A	6	4A	5A	6A	7A	7A	6B	5B	4B	7A	9B	11C	11B	71-75
	76-80	5A	7A	8A	8A	6A	9A	6A	7A	5A	6A	7A	8B	8B	7B	6B	6B	8A	10B	12C	12C	76-80
	81-85	6A	7A	8A	9A	6A	9A	7A	8A	6A	7A	8B	9B	9B	8C	7C	8C	9B	11C	13D	13C	81-85
	86-90	6A	8A	9A	10B	7A	10A	8B	9B	6B	8B	9B	10C	10C	9C	8C	7C	10B	12C	14D	14D	86-90
	91-95	6A	8B	9B	11B	8A	10A	9B	10B	7B	9B	10C	11C	11C	10C	10C	12D	11C	13D	15D	15D	91-95
	96-100	7B	9B	10B	12C	8B	11B	10B	11C	7B	10C	11C	12D	12C	11D	12D	14D	12C	14D	16D	16D	96-100
	101-105	7B	9B	10B	13C	9B	11B	11C	12C	8C	11C	12C	13D	13D	12D	14D	16D	13D	15D	17E	18D	101-105
	106-110	7B	10B	11C	14C	10C	12C	12C	13C	8C	12C	13D	14D	14D	13D	16D	18E	14D	16E	18E	20E	106-110
	111-115	8B	10C	12C	14C	10C	12C	13C	14D	9C	13D	14D	15D	15D	14E	18E	20E	16D	18E	20E	22E	111-115
	116-120	8C	11C	12C	15D	11C	13C	14C	15D	9C	13D	15D	16E	16E	16E	20E	22E	18E	20E	22E	24E	116-120
	121-125	9C	12C	13C	16D	12C	13C	15D	16D	10D	14D	16E	17E	17E	18E	22E	24E	20E	22E	24E	26E	121-125
	126-130	9C	12C	14D	16D	12D	14D	16D	18E	10D	14E	17E	18E	18E	20E	24E	26E	22E	24E	26E	28E	126-130
	131-135	9C	13D	15D	17E	13D	14D	17E	19E	11E	15E	18E	19E	20E	22E	26E	28E	24E	26E	28E	30E	131-135
	136-140	10D	13D	16E	17E	14D	15D	18E	20E	11E	15E	19E	20E	22E	24E	28E	30E	26E	28E	30E	32E	136-140
	141-145	10D	14E	17E	18E	15E	16E	20E	21E	12E	16E	20E	21E	24E	26E	30E	32E	28E	30E	32F	34F	141-145
	146-150	10E	14F	18F	18F	16F	16F	22F	22F	12F	16F	22F	22F	26F	28F	31F	34F	30F	32F	34F	36C	146-150
um	100	14F	18F	22C	22C	20C	20C	26C	26C	16F	20F	26C	26C	30F	32F	35C	38C	36C	38C	40C	42C	100 um

Range: 0 - 10' : +35
 11 - 50' : 0
 51 - 100' : -25
 101 - 200' : -40
 201 - 300' : -55
 301 - up : -75

(For A,B,C,D, use Impact Critical)

(Use cold and impact criticals):

Result	Use Impact	Use Cold
E	E	-
F	E	A
G	E	C

um = Unmodified Roll

(Table 10.44)

FIRE BOLT

	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
um 01-02	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	01-02 um
03-10	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	-	-	-	-	03-10
11-20	F	F	F	F	F	F	F	F	-	-	-	-	-	-	-	-	-	-	-	-	11-20
21-30	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	21-30
31-35	1	1	-	-	1	-	-	-	-	-	-	-	-	-	-	-	-	-	1	-	31-35
36-40	2	2	1	-	1	1	-	-	-	-	-	-	-	-	-	-	-	-	2	-	36-40
41-45	2	3	2	1	2	2	1	-	1	-	-	-	1	1	-	-	1	1	4A	-	41-45
46-50	3	4	3	3A	2	3	3	1	1	1	1	-	2	2	1	-	2	3	6A	3A	46-50
51-55	3	4	4	4A	2	4	4	3A	2	2	3	1	3	3	2	1A	3	5A	7A	5A	51-55
56-60	4	5	5A	6A	3	5	6	5A	2	3	5	3A	4	4	3	3A	4A	6A	8A	7A	56-60
61-65	4	5	6A	7A	4	6	7A	7A	3	4	6	5A	5	5	4	5B	5A	7A	9A	9B	61-65
66-70	5	6	7A	9A	4	7	8A	9A	3	4	7A	7B	6	6	5A	7B	6A	8A	10B	10B	66-70
71-75	5	6A	8A	10B	5A	8	9A	10B	4	5	8A	9B	7A	7	6A	9C	7A	9A	11B	11C	71-75
76-80	5	7A	9A	11B	6A	9A	10B	11B	4	5A	9B	11C	8A	8A	7A	11C	8A	10B	12C	12C	76-80
81-85	6A	7A	10B	12B	6A	9A	11B	13C	5	6A	10B	13C	9A	9A	8B	13C	9B	11B	13C	13D	81-85
86-90	6A	8A	11B	14C	6A	10A	12B	14C	6A	7A	12C	15C	10A	10B	9B	15D	10B	12B	14D	14D	86-90
91-95	6A	8B	12B	15C	8A	10A	13C	16C	6A	8B	14C	17D	11B	11B	10C	16D	11B	13C	15D	16D	91-95
96-100	7A	9B	13C	16C	8B	11A	14C	17C	7B	9B	15C	18D	12B	12C	11C	17D	12C	14C	16D	18D	96-100
101-105	7A	9B	14C	17C	9B	11B	15C	18D	7B	10B	16D	19D	13C	13C	12D	18E	13C	15C	17D	20E	101-105
106-110	7B	10B	15C	18D	10B	12B	16C	19D	8B	11B	17D	20E	14C	14D	13D	19E	14C	16D	18E	22E	106-110
111-115	8B	10B	16C	19D	10B	12B	17D	20D	8B	11C	18D	21E	15D	15D	15D	20E	16D	18D	20E	24E	111-115
116-120	8B	11C	17D	20D	11C	13C	19D	22E	9C	12C	19E	22E	16D	16D	16E	22E	18D	20D	22E	26E	116-120
121-125	9C	12C	18D	21E	12C	14C	20E	23E	10C	13C	20E	23E	17D	17E	18E	24E	20D	22E	24E	28E	121-125
126-130	9C	12C	19D	22E	12C	14C	20E	23E	10C	13C	21E	24E	18E	18E	20E	26E	22E	24E	26E	30E	126-130
131-135	9C	13C	20E	23E	13D	14D	21E	24E	10C	14D	22E	25E	19E	19E	21E	28E	24E	26E	28E	32E	131-135
136-140	10C	13D	21E	24E	14D	15D	22E	25E	11D	14D	23E	26E	20E	20E	22E	30E	26E	28E	30E	34E	136-140
141-145	10D	14D	22E	25E	15D	16D	23E	26E	11D	15E	24E	27E	21E	21E	24E	32E	28E	30E	32E	36E	141-145
146-150	10D	14E	23E	26E	16E	16E	24E	27E	11D	15E	25E	28E	22E	22E	26E	34E	30E	32E	34E	38E	146-150
um 100	14E	18E	28E	32E	20E	20E	28E	32E	15E	19E	29E	33E	25E	27E	30E	38E	36E	38E	40E	45E	100 um

Range: 0 - 10' : +35
 11 - 50' : 0
 51 - 100' : -25
 101 - 200' : -40
 201 - 300' : -55
 301 - up : -75

(Use heat criticals)

um = Unmodified Roll

(Table 10.45)

LIGHTNING BOLT

	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
um 01-02	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	01-02 um
03-10	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	03-10
11-20	F	F	F	F	F	F	F	F	-	-	-	-	-	-	-	-	-	-	-	-	11-20
21-30	1	1	-	-	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	21-30
31-35	2	3	1	-	3	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	31-35
36-40	3	5	3	1	5	3	1	-	-	-	-	-	1	-	-	-	-	-	-	-	36-40
41-45	5A	6	5	3	6	5	3	1	-	-	-	-	2	1	-	-	-	-	3A	-	41-45
46-50	6A	7A	7	5	7A	7	5	3	1	-	-	-	3	3	1	-	1	1	5A	1	46-50
51-55	7A	8A	8A	7	8A	9A	7A	5	2	1	1	-	4A	5A	3	1	2	3	7B	3	51-55
56-60	8A	9A	9A	9A	9A	10A	9A	7A	3	3	3	1	5A	6A	5A	3	4	5	9B	5A	56-60
61-65	9A	10A	10A	11B	10A	11A	11A	9B	4	5	5	3	6A	7B	7B	5A	6	7A	11C	7B	61-65
66-70	10A	11A	11B	13B	11B	12A	12B	11B	5A	7	7	5A	7B	8B	8B	7B	8A	9A	13D	9C	66-70
71-75	11A	12B	12B	14C	12B	13B	13B	13B	6A	8A	9A	7A	8B	9C	9C	9C	10A	11B	15D	11D	71-75
76-80	12B	13B	13B	15C	13B	13B	14B	15B	7A	9A	11A	9B	9C	10C	10D	11D	12B	13B	17E	13D	76-80
81-85	13B	14B	14C	16C	13B	14B	15B	17C	8A	10B	12B	11B	10C	11D	11D	12E	14B	15C	19E	15E	81-85
86-90	14B	14B	15C	17D	14C	14B	16C	18C	8A	11B	13B	13C	11D	12D	12E	14E	16C	17C	21F	17E	86-90
91-95	14B	15C	16C	18D	14C	15C	17C	19D	9B	12B	14C	15C	12D	13E	13E	16E	18C	19D	23F	19F	91-95
96-100	15C	15C	17D	19D	15C	15C	18D	20D	9B	12C	15C	15C	13E	14E	14E	18F	20D	21D	25F	21F	96-100
101-105	15C	16C	18D	20E	15D	15D	19D	21E	10B	13C	16D	18D	14E	15E	15E	15F	22D	23E	27G	23F	101-105
106-110	16C	16D	19E	21E	16D	16D	20E	22E	10C	13C	17D	19E	15E	16F	16F	22F	24E	25E	29G	25G	106-110
111-115	16D	17D	20E	22F	18E	16E	21E	23F	11C	14D	18E	20E	16F	17F	18F	24G	25E	27F	31G	27G	111-115
116-120	16D	17E	21F	23F	17E	17E	22F	24F	11D	14D	19E	21F	17F	18F	20G	25G	26F	28F	32H	29G	116-120
121-125	17E	18E	22F	24G	17F	18F	23F	25G	12D	15E	20F	22F	18F	19G	22G	28G	27F	29G	33H	31H	121-125
126-130	17E	18F	23G	25G	18F	19F	24G	26G	12E	15E	21F	23G	19G	20G	24G	30H	28G	30G	34H	33H	126-130
131-135	17F	19F	24G	26G	19G	20G	25G	27H	13E	16F	22G	24G	20G	21G	26H	31H	29G	31H	35I	35H	131-135
136-140	18F	19G	25H	26H	20G	21G	26H	27H	13F	16F	23G	24H	21G	22H	28H	33H	30H	32H	36I	37I	136-140
141-145	18F	20G	26H	27H	21H	22H	27H	28H	14F	17G	24H	25H	22H	23H	29H	34I	31H	33I	37I	39I	141-145
146-150	18G	20H	27I	27I	22H	22H	28I	28I	14G	18H	25I	25I	23H	24H	30I	35I	32I	34I	38I	40I	146-150
um 100	22H	25I	32J	32J	25I	25I	33J	33J	20H	25I	30J	30J	27I	30I	38J	42J	38J	42J	43J	45J	100 um

Range: 0 - 10' : +35
 11 - 50' : 0
 51 - 100' : -25
 101 - 200' : -40
 201 - 300' : -55
 300 - up : -75

(For A,B,C,D,E,
 use electricity
 criticals)

um = Unmodified Roll

Result	Use Electricity	Use Impact	Use Heat
F	E	A	-
G	E	B	-
H	E	C	A
I	E	D	B
J	E	D	C

(TABLE 10.46)

COLD BALL

		20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
UM	01-04	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	01-04 UM
	05-08	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	1	05-08
	09-12	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	1	2	09-12
	13-16	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	1	-	-	2	3A	13-16
	17-20	-	-	-	1	-	-	-	1	-	-	-	1	-	-	-	1	-	1	3	4A	17-20
	21-24	-	-	1	2	-	-	1	2	-	-	1	2	-	-	1	2	1	2	4A	5A	21-24
	25-28	-	1	2	3	-	-	2	3	-	1	2	4	-	1	2	3	2	3	5A	6A	25-28
	29-32	1	2	3	4A	1	1	3	4A	1	2	3	5A	1	2	3	4A	3	4A	6A	7A	29-32
	33-36	2	3	4A	5A	1	2	4A	5A	2	3	4A	6A	2	3	4	5A	4A	5A	7A	8A	33-36
	37-40	3	4	5A	6A	2	3	5A	6A	3	4	5A	7A	3	4	5A	6A	5A	6A	8A	9A	37-40
	41-44	4	5A	6A	7A	3	4A	6A	7A	4	5A	6A	8A	4A	5A	6A	7A	6A	7A	9A	10B	41-44
	45-48	5	5A	7A	8A	4A	5A	7A	8A	5	6A	7A	9A	5A	6A	7A	8A	7A	8A	10B	11B	45-48
	49-52	5A	6A	8A	9A	5A	6A	8A	9A	5A	7A	8A	10A	6A	7A	8A	9B	8A	9A	11B	12B	49-52
	53-56	5A	6A	9A	10A	6A	7A	9A	10B	6A	7A	10A	11B	7A	8A	9A	10B	9A	10B	12B	13B	53-56
	57-60	6A	7A	10A	11B	7A	8A	10B	11B	6A	8A	11B	12B	7A	9A	10A	11B	10B	11B	13B	14C	57-60
	61-64	6A	7A	11B	12B	8A	8A	11B	12B	7A	8A	12B	13B	8A	9B	11B	12B	11B	12B	14C	15C	61-64
	65-68	6A	8A	12B	13B	8A	9A	12B	13B	7A	9B	13B	14B	8B	10B	12B	13B	12B	13B	15C	16C	65-68
	69-72	7A	8B	12B	13B	9A	9B	13B	14B	7A	9B	14B	15B	9B	10B	13B	14C	13B	14B	16C	17C	69-72
	73-76	7A	9B	13B	14B	9B	10B	14B	14B	8B	10B	15B	15C	9B	11B	14B	15C	14B	15C	17C	18C	73-76
	77-80	7B	9B	13B	14B	9B	10B	14B	15C	8B	10B	15C	16C	10B	11B	15B	16C	15C	16C	18C	19C	77-80
	81-84	8B	10B	14B	15C	10B	11B	15C	15C	8B	11B	16C	16C	10B	12B	15C	17C	16C	17C	19C	20C	81-84
	85-88	8B	10B	14C	15C	11B	11B	15C	16C	9B	11B	16C	17C	11B	12A	16C	18C	16C	18C	20C	21C	85-88
	89-92	8B	11B	15C	16C	11B	12B	16C	16C	9B	12B	17C	17C	12B	13B	17C	19C	17C	19C	21C	22C	89-92
	93-95	8B	11B	15C	16C	12B	12B	16C	17C	9B	12B	17C	18C	13B	13B	18C	19C	17C	19C	21C	22C	93-95
UM	96-99	9C	12C	16C	17D	13C	13C	17C	18D	10C	13C	18C	19D	14C	14C	19C	20D	18C	20D	22D	24D	96-99 UM
UM	100	13D	16E	20E	21E	17E	17E	21E	22E	14D	17E	22E	23E	18E	18E	23E	24E	22E	24E	26E	28E	100 UM

Range:

0 - 10' : +35

11 - 50' : 0

51 - 100' : -25

101 - 200' : -40

201 - 300' : -55

301 - up : -75

(Use cold criticals)

UM = Unmodified Roll

(Table 10.47)

FIRE BALL

		20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
UM	01-04	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	01-04 UM
	05-08	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	1	1	05-08
	09-12	-	-	-	-	-	-	-	-	-	-	-	1	-	-	-	1	-	1	2	3	09-12
	13-16	-	-	-	1	-	-	-	1	-	-	1	2	-	-	1	2	-	1	4A	5A	13-16
	17-20	-	-	1	2	-	-	1	2	-	1	2	3A	-	1	2	4A	1	2	6A	7A	17-20
	21-24	-	1	2	3A	-	1	2	3A	1	1	3A	4A	1	2	3A	6A	2	3A	7A	9A	21-24
	25-28	1	2	3A	4A	1	2	3A	4A	1	2	4A	5A	2	3A	6A	2	3A	4A	9A	11A	25-28
	29-32	2	3	4A	5A	2	3	4A	5A	2	3A	5A	6A	3A	4A	5A	9A	4A	5A	11A	12A	29-32
	33-36	3	4A	5A	6A	3	4A	5A	6A	3A	3A	6A	7A	4A	5A	6A	11B	5A	6A	12A	13B	33-36
	37-40	3	5A	6A	7A	4A	5A	6A	7A	4A	4A	7A	8B	5A	6A	7A	12A	6A	7A	13B	14B	37-40
	41-44	4A	6A	7A	8A	5A	6A	7A	8B	5A	4A	8B	9B	6A	7A	8B	13B	7A	8A	14B	15B	41-44
	45-48	4A	7A	8A	9B	6A	7A	8B	9B	5A	5A	9B	10B	7A	8B	9B	14B	8A	9B	15B	16B	45-48
	49-52	5A	8A	9A	10B	7A	8A	9B	10B	6A	6B	10B	11B	8B	9B	10B	15B	9B	10B	16B	17C	49-52
	53-56	5A	8A	10B	11B	8A	9A	10B	11B	6A	7B	11B	12B	9B	10B	11B	16C	10B	11B	17C	18C	53-56
	57-60	6A	9A	11B	12B	9A	10A	11B	12B	7B	8B	12B	13C	10B	11B	12B	17C	11B	12B	18C	19C	57-60
	61-64	6A	9B	12B	13B	10A	11B	12B	13B	7B	9B	13C	14C	11B	12B	13C	18C	12B	13B	19C	20C	61-64
	65-68	7A	10B	13B	14B	11B	11B	13B	14C	8B	10B	14C	15C	12B	13C	14C	19C	13B	14C	20C	21C	65-68
	69-72	7B	10B	14B	15C	11B	12B	14C	15C	8B	11C	15C	16C	13C	14C	15C	20C	14C	15C	20C	22C	69-72
	73-76	8B	11B	15C	16C	12B	12B	15C	16C	9B	12C	16C	17C	14C	15C	16C	21C	15C	16C	21C	23D	73-76
	77-80	8B	11B	15C	16C	12B	13B	16C	17C	10C	13C	17C	18C	15C	16C	17C	22D	16C	17C	22D	24D	77-80
	81-84	9B	12C	16C	17C	13B	13C	17C	18C	11C	14C	18C	19D	16C	17C	19D	23D	17C	18C	23D	25D	81-84
	85-88	9B	12C	16C	17C	13C	14C	17C	18C	12C	15C	19D	20D	17C	18D	21D	24D	18C	20C	24D	26D	85-88
	89-92	10C	13C	17C	18C	14C	14C	18C	19C	13C	16C	20D	21D	18D	19D	23D	25D	20C	22D	25D	27D	89-92
	93-95	10C	13C	17C	18C	14C	14C	18C	19C	14C	17C	22D	23D	20D	20D	25D	26D	22C	24D	26D	28D	93-95
UM	96-97	11C	14D	18D	19D	15C	15C	19D	20D	15D	18D	23D	24E	21D	21D	26D	27E	23D	25D	27E	29E	96-97
UM	98-99	13D	16D	20D	21E	17D	17D	21D	22E	17D	20E	25E	26E	23E	23E	28E	29E	25E	27E	29E	31E	98-99
UM	100	15E	18E	22E	23E	19E	19E	23E	24E	19E	22E	27E	28E	25E	25E	30E	31E	27E	29E	31E	33E	100

Range:

0 - 10' : +35

11 - 50' : 0

51 - 100' : -25

101 - 200' : -40

201 - 300' : -55

301 - up : -75

(Use heat criticals)

UM = Unmodified Roll

(Table 10.71) NON-ATTACK SPELL FAILURES

Roll*	Effect on Spell Caster
01-20	Momentary lapse in concentration delays casting of spell one round.
21-30	Subconscious second thoughts cause caster to lose spell (but not the spell points).
31-40	Strain causes caster to lose spell (but not the spell points).
41-60	Moderate mental lapse causes caster to cast an ineffectual spell (but not lose spell points).
61-80	Apparently inconvenient distraction causes caster to cast a useless spell (but not lose the spell points). Caster is also stunned for 1 round.
81-95	Serious strain causes caster to misfire. Caster does not lose the spell points, but is stunned for 2 rounds.
96-100	Caster internalizes spell, takes 10 hits, and is stunned for 12 long rounds.
101-125	Spell strays and travels to points unknown. It proves useless. Caster is stunned for 3 rounds.
126-150	Spell has no effect. Caster is confused and stunned for 4 rounds.
151-175	Severe strain takes toll on caster. Spell misfires; caster takes 5 hits, and is stunned for 6 rounds.
176-185	Caster internalizes spell, takes 8 hits, is knocked down, and is unable to function for 1 hour.
186-191	Caster internalizes spell, takes 10 hits, is knocked down, and is unable to function for 6 hours.
192-195	Caster suffers from nervous disorder, takes 25 hits, and is knocked out for 12 hours. Caster loses all spell casting ability for 4 weeks.
196-200	Mild stroke. Caster loses spell casting ability for 2 weeks, takes 20 hits, and must operate at 50% normal for 3 days.
201-250	Caster internalizes spell, loses all spell casting ability for 3 weeks, takes 20 hits, and is knocked out for 9 hours.
251-300	Nervous disorder. Caster is stunned for 12 rounds, and loses all ability to throw the attempted spell (it may be relearned after 1 year).
301+	Caster suffers a severe stroke, and falls into a 3 month coma.

*See Optional Rule 9.3 for variability in Spell Failure Results.

(Table 10.72) SPELL FAILURES: ATTACK SPELLS

Roll*	Effect on Spell Caster
01-20	The strain causes caster to lose concentration. The spell is lost (but not pts).
21-30	Mild mental lapse causes indecision. The spell is lost (but not spell points) and the caster operates at 50% for 1 round.
31-40	Moderate, but serious, strain causes caster to lose spell (but not spell pts). Caster is stunned for 1 round.
41-60	Serious mental lapse causes caster to throw an ineffectual spell. Caster is stunned for 1 round.
61-75	Subconscious fear causes caster to cast an ineffectual spell. Caster is also stunned for 2 rounds.
76-90	Severe strain causes caster to misfire. Caster takes 5 hits, and is stunned for 3 rounds.
91-95	Extreme mental pressure causes caster to misfire and collapse to the ground. Caster takes 10 hits, and is stunned for 6 rounds.
96-100	Caster internalizes spell, takes 20 hits, and is knocked out for 12 hours.
101-125	Spell strays and travels to a point 20 feet left of target. Roll on appropriate table for effect. Caster is stunned for 1 round and takes 10 hits.
126-150	Spell strays and travels to a point 20 feet left of target. Roll on appropriate table for effect. Caster is stunned for 2 rounds and takes 5 hits.
151-175	Spell is cast in direction opposite to the intended line. Caster suffers mental collapse, takes 25 hits, and is unable to function for 6 hours.
176-185	Caster internalizes spell, takes 30 hits, and suffers nerve damage in brain. Unfortunate foul loses all spell casting ability for 1 week, and must operate at 50% of normal for 3 months (or until nerves are repaired, whichever period is shorter).
186-191	Caster internalizes spell, loses all spell casting ability for 2 weeks, takes 35 hits, and falls into a coma for 1 week.
192-195	Caster suffers a massive stroke, takes 50 hits, and lapses into a month long coma. Caster will subsequently gain consciousness, but will die 3 hours later.
196-200	Caster suffers severe stroke, and is paralyzed from the waist down.
201-250	Caster internalizes spell, loses all spell casting ability for 3 weeks, takes 40 hits, and falls into a coma for 3 weeks.
251-300	Severe nervous disorder causes caster to misfire spell, and lose all spell casting ability for 3 months.
301+	Massive internalization of power. Brain death. Caster dies instantly.

*See Optional Rule 9.3 for variability in Spell Failure results.

Table 10.81 - Heat Criticals





Critical Heat for Syndes (Heat)					
01-05	HOT AIR. +0 HITS	HOT DRAFT. +0 HITS	+1 HIT	+2 HITS	+3 HITS
06-10	+1 HIT	+2 HITS	+3 HITS	+4 HITS	FOE LOSES INITIATIVE FOR 1 ROUND. +4 HITS
11-15	FOE LOSES INITIATIVE FOR 1 ROUND. HARD, HOT, BREEZE. +2 HITS	FOE LOSES INITIATIVE FOR 1 ROUND. STRONG HEAT, LITTLE EFFECT. +2 HITS	FOE LOSES INITIATIVE FOR 1 ROUND WHILE HE RECOVERS BALANCE. +3 HITS	FOE LOSES INITIATIVE FOR 1 ROUND. NOT QUITE SINGING. +4 HITS	FOE FEELS HEAT. FOE LOSES 1 ROUND INITIATIVE. IF FOE HAS NO ARMOR, HE LOSES 2 ROUNDS INITIATIVE. EITHER WAY, +5 HITS.
16-20	FOE LOSES INITIATIVE FOR 1 ROUND. THE NEARBY FIRE GIVES Foe 3 MORE HITS. GOOD BLAST, WEAK FIRE.	BLAST UNBALANCES FOE. FOE LOSES INITIATIVE FOR 2 ROUNDS. +4 HITS	FOE LOSES INITIATIVE FOR 2 ROUNDS. +5 HITS	FOE IS UNBALANCED AND MUST PARRY FOR 1 ROUND. +6 HITS	HOT, UNBALANCING BLAST. FOE MUST PARRY FOR 1 ROUND. +7 HITS
21-35	BLAST UNBALANCES FOE. FOE LOSES INITIATIVE FOR 2 ROUNDS. +4 HITS	FOE LOSES INITIATIVE FOR 2 ROUNDS. BOTHERSOME SMOKE. +6 HITS	LIGHT BURNS. FOE MUST PARRY FOR 1 ROUND. +7 HITS. FOE TAKES 1 HIT PER ROUND.	MINOR BURNS. FOE MUST PARRY FOR 2 ROUNDS. +8 HITS. FOE TAKES 1 HIT PER ROUND.	MINOR BURNS. FOE MUST PARRY FOR 2 ROUNDS. +9 HITS. FOE TAKES 2 HITS PER ROUND.
36-45	FOE MUST PARRY FOR 1 ROUND. +6 HITS	LIGHT BURNS. FOE MUST PARRY FOR 1 ROUND. +7 HITS. FOE TAKES 1 HIT PER ROUND.	MINOR BURNS. FOE MUST PARRY FOR 2 ROUNDS. +8 HITS. FOE TAKES 1 HIT PER ROUND.	BLAST STUNS FOE FOR 1 ROUND. +9 HITS. FOE TAKES 2 HITS PER ROUND DUE TO PAIN AND SUFFERING.	BLAST STUNS FOE FOR 1 ROUND. +10 HITS. FOE TAKES 3 HITS PER ROUND. IF FOE IS WEARING A CLOAK, IT IS DESTROYED.
46-50	LIGHT BURNS. FOE MUST PARRY FOR 1 ROUND. +7 HITS. FOE TAKES 1 HIT PER ROUND.	MINOR BURNS. FOE MUST PARRY FOR 2 ROUNDS. +8 HITS. FOE TAKES 1 HIT PER ROUND.	FIRE STUNS FOE FOR 1 ROUND. +10 HITS. FOE TAKES 2 HITS PER ROUND. MINOR BURNS.	FIRE STUNS FOE FOR 1 ROUND. +10 HITS. FOE TAKES 3 HITS PER ROUND. IF FOE IS USING A BOW, IT IS DESTROYED (UNLESS METAL).	FIRE STUNS FOE FOR 2 ROUNDS. +12 HITS. FOE TAKES 3 HITS PER ROUND. IF FOE IS USING A WOODEN WEAPON, IT IS DESTROYED.
51-55	BLAST UNBALANCES FOE. +8 HITS. FOE MUST PARRY FOR 2 ROUNDS. FOE TAKES 1 HIT PER ROUND.	BLAST STUNS FOE FOR 1 ROUND. +8 HITS. FOE TAKES 2 HITS PER ROUND. WIDE SHOT, STRONG FIRE.	BLAST STUNS FOE FOR 2 ROUNDS. +9 HITS. IF FOE HAS LEG ARMOR, HE TAKES 1 HIT PER ROUND. IF NOT, FOE TAKES 3 HITS PER RD.	BLAST STUNS FOE FOR 2 ROUNDS. IF FOE HAS A HELM, HE TAKES +8 HITS AND 2 HITS PER ROUND. IF NOT, FOE TAKES +11 HITS. AND 4 HITS PER ROUND.	FOE REELS BACK 3 FEET. +13 HITS. FOE IS STUNNED AND UNABLE TO PARRY FOR 1 ROUND. FOE TAKES 3 HITS PER ROUND. STRONG FLAME.
56-60	FOE IS STUNNED FOR 1 ROUND. +9 HITS. FOE LOSES INITIATIVE FOR 2 ROUNDS. FOE TAKES 2 HITS PER ROUND.	FOE IS STUNNED FOR 2 ROUNDS. IF FOE IS IN METAL ARMOR AND HAS LEG ARMOR, +8 HITS. IF NOT, FOE TAKES +8 HITS AND 3 HITS PER ROUND.	BLAST STUNS FOE FOR 2 ROUNDS. +10 HITS. FOE TAKES 2 HITS PER ROUND. ALL OUTER CLOTH COVERING ON FOE'S BACK IS DESTROYED.	FOE'S CLOTHING CATCHES ON FIRE. +12 HITS. FOE IS STUNNED AND UNABLE TO PARRY OR ACT FOR 1 ROUND. IT WILL TAKE 2 RDS TO EXTINGUISH THE FIRE. FOE TAKES 9 HITS EACH ROUND IF STILL.	FIRE STUNS FOE FOR 2 ROUNDS. +15 HITS. FOE CANNOT PARRY FOR 1 ROUND. FOE FIGHTS AT -10%. BURNS DELIVER 3 HITS PER ROUND.
61-65	FOE IS STUNNED FOR 2 ROUNDS. IF FOE HAS LEG ARMOR, HE TAKES +7 HITS AND 1 HIT PER ROUND. IF NOT, FOE TAKES +10 HITS AND 3 HITS PER ROUND.	FOE IS STUNNED AND UNABLE TO PARRY FOR 1 ROUND. +9 HITS. FOE TAKES 2 HITS PER ROUND AND FIGHTS AT -5%. LEG BURNS.	FOE IS STUNNED AND UNABLE TO PARRY FOR 1 ROUND. +10 HITS. FOE TAKES 3 HITS PER ROUND AND FIGHTS AT -10%. UPPER LEG BURNS.	FOE IS STUNNED FOR 2 ROUNDS AND UNABLE TO PARRY FOR 1 ROUND. IF FOE HAS LEG ARMOR, FOE TAKES +10 HITS AND 4 HITS PER ROUND. IF NOT, +13 HITS AND 6 HITS PER ROUND.	FIRE BLAST BURNS FOE'S LEGS. FOE IS STUNNED AND UNABLE TO PARRY FOR 2 ROUNDS. FOE TAKES 4 HITS PER ROUND AND FIGHTS AT -10%. +15 HITS.
66	BLAST CAUSES FOE TO DROP WHATEVER HE WAS HOLDING. +9 HITS. FOE IS STUNNED AND UNABLE TO PARRY FOR 2 RDS. FOE FIGHTS -15%. CHEST BURNS.	FOE IS STUNNED 2 ROUNDS. IF FOE WEARS ORGANIC ARMOR (LEATHER ETC.), IT IS USELESS. +10 HITS. FOE TAKES 4 HITS PER ROUND. CHEST HIT.	CHEST BLAST KNOCKS FOE DOWN. +12 HITS. IF FOE HAS ARM ARMOR, HE TAKES 2 HITS PER ROUND. IF NOT, HIS WEAPON ARMOR IS USELESS AND HE TAKES 4 HITS PER ROUND.	NECK BLAST. IF FOE HAS NECK ARMOR, HE TAKES 3 HITS PER ROUND AND FIGHTS AT -10%. IF NOT, FOE IS UNCONSCIOUS AND TAKES 10 HITS PER ROUND.	HEAD STRIKE. IF FOE HAS A HELM, HE IS KNOCKED OUT AND TAKES +5 HITS PER ROUND. IF NOT, FOE IS KILLED INSTANTLY. HIS HEAD FULLY VAPORIZED. FINE AIM.
67-70	BACK BLAST. FOE IS STUNNED FOR 2 ROUNDS. FOE TAKES 2 HITS PER ROUND AND FIGHTS AT -5%. +8 HITS	BACK BLAST. FOE IS STUNNED FOR 2 ROUNDS AND UNABLE TO PARRY FOR 1 ROUND. FOE TAKES 1 HIT PER ROUND AND FIGHTS AT -10%. +7 HITS.	BACK BLAST. FOE IS STUNNED FOR 2 ROUNDS AND UNABLE TO PARRY FOR 1 ROUND. FOE TAKES 2 HITS PER ROUND AND FIGHTS AT -15%.	BACK BLAST. FOE IS KNOCKED DOWN. +15 HITS. FOE IS OUT OF ACTION FOR 1 ROUND. FOE TAKES 3 HITS PER ROUND. ALL ORGANIC MATERIAL ON FOE'S BACK IS DESTROYED.	BLAST TO FOE'S SHIELD ARM. IF FOE HAS ARM ARMOR, HE TAKES 4 HITS PER ROUND AND FIGHTS AT -15%. IF NOT, FOE TAKES 5 HITS PER RD AND LOSES USE OF ARM.
71-75	HOT SMOKE BLINDS FOE. FOE IS STUNNED AND UNABLE TO PARRY FOR 1 ROUND. +12 HITS	CHEST BLAST. FOE IS STUNNED FOR 2 ROUNDS AND UNABLE TO PARRY FOR 1 ROUND. FOE FIGHTS AT -15%. ADD +10% TO YOUR NEXT SWING. +9 HITS	CHEST BLAST. FOE IS STUNNED FOR 3 ROUNDS. IF FOE HAS ORGANIC CHEST ARMOR, IT IS DESTROYED. IF NO CHEST ARMOR, FOE TAKES 6 HITS PER ROUND AND FIGHTS AT -25%.	BLAST TO FOE'S SHIELD ARM. IF FOE HAS A SHIELD, HE DROPS IT. IF IT IS AN ORGANIC SHIELD, IT IS DESTROYED. IF FOE HAS NO SHIELD, HE IS STUNNED 6 RDS. LOSES USE OF ARM, FIGHTS -50%.	CHEST BLAST. IF FOE HAS CHEST ARMOR, IT IS DESTROYED. FOE TAKES +12 HITS, AND IS STUNNED 3 ROUNDS. IF NOT, FOE IS KNOCKED DOWN, TAKES 6 HITS PER ROUND, FIGHTS -60%.
76-80	BLAST STUNS FOE FOR 2 RDS. FOE CANNOT PARRY FOR 1 ROUND. +10 HITS. SIDE WOUND. FOE TAKES 2 HITS PER ROUND.	ARM STRIKE. BURNS STUN FOE FOR 2 ROUNDS. FOE TAKES 2 HITS PER ROUND. ALL CLOTH ON FOE'S WEAPON ARM IS BURNED OFF AND FOE DROPS ALL HE IS HOLDING.	BLAST TO FOE'S SHIELD ARM. IF FOE HAS A SHIELD, HE DROPS IT. IF IT IS AN ORGANIC SHIELD, IT IS DESTROYED. IF FOE HAS NO SHIELD, HE IS STUNNED 6 RDS. LOSES USE OF ARM, FIGHTS -50%.	FOE LOSES HIS HAND ON HIS WEAPON ARM. SEVERE BURNS. FOE IS STUNNED AND UNABLE TO PARRY FOR 3 ROUNDS, AND TAKES 5 HITS PER ROUND.	BLAST TO FOE'S SHIELD ARM. IF FOE HAS A SHIELD, IT IS DESTROYED, AND FOE LOSES HIS HAND AND IS STUNNED 6 ROUNDS. IF NOT, FOE LOSES ARM AND IS KNOCKED OUT.
81-85	BACK BLAST. FOE IS STUNNED FOR 2 ROUNDS. BURNS CRUVE FOE TO TAKE 2 HITS PER RD AND FIGHT AT -20%. +8 HITS	BACK BLAST. FOE IS KNOCKED DOWN. ALL ORGANIC MATERIAL ON FOE'S BACK IS DESTROYED. FOE IS STUNNED FOR 1 ROUND AND TAKES 2 HITS PER ROUND.	BLAST TO FOE'S LEG. IF FOE HAS LEG ARMOR, HE TAKES +2 HITS PER ROUND AND FIGHTS AT -20%. IF NOT, MASSIVE TISSUE DAMAGE. IF FOE'S LEG IS USELESS, AND FOE FIGHTS AT -80%.	BLAST BURNS BOTH OF FOE'S ARMS AND ALL OF UPPER CHEST. FOE LOSES USE OF BOTH ARMS AND IS STUNNED FOR 9 ROUNDS. +15 HITS	FOE INHALES FLAME AND GETS PARCHED THROAT AND LUNGS. FOE DIES IN 12 PAINFUL RDS. +20 HITS
86-90	BLAST KNOCKS FOE DOWN. FIRE DESTROYS ANY OF FOE'S ORGANIC FOOT AND CLOTH COVERING. +10 HITS	LEG STRIKE. ANY ORGANIC LEG COVERING CATCHES FIRE AND CAN DELIVER 6 HITS PER ROUND. IT TAKES 1 ROUND TO EXTINGUISH FLAMES. FOE IS STUNNED FOR 3 ROUNDS. +10 HITS.	LOWER LEG BURNS. FOE LOSES FOOT. BUT WOUND IS CAUTERIZED. FOE IS STUNNED AND UNABLE TO PARRY FOR 6 ROUNDS, TAKES +3 HITS PER ROUND, FIGHTS AT -85%. +15 HITS.	ABDOMEN STRIKE. IF FOE HAS ABDOMEN ARMOR, IT IS DESTROYED, AND FOE IS KNOCKED OUT AND TAKES 2 HITS PER ROUND. IF NOT, FOE DIES IN 12 ROUNDS DUE TO ORGAN DAMAGE.	FOE'S LOWER BODY IS ENVELOPED IN FLAME. FOE DIES IN 9 RDS AS A RESULT OF ORGAN AND TISSUE LOSS. +20 HITS
91-95	FIRE BURNS FOE IN HIP AREA. FOE IS STUNNED AND UNABLE TO PARRY FOR 2 ROUNDS. FOE FIGHTS AT -30%. +12 HITS	HEAD STRIKE. FOE IS BLUNDED AND FIGHTS -95% FOR 6 RDS. IF FOE HAS ORGANIC HELM, IT IS DESTROYED. IF FOE HAS NO HELM, HE TAKES +8 HITS PER RD, LOSES 50% OF HEAD HAIR.	UPPER LEG BURNS. FOE LOSES USE OF LEG DUE TO TISSUE LOSS. IF STUNNED AND UNABLE TO PARRY FOR 6 ROUNDS, TAKES +4 HITS PER ROUND, AND FIGHTS AT -90%. +18 HITS.	HEAD STRIKE. IF FOE HAS A FULL HELM, FOE'S EYES ARE DESTROYED AND FOE IS IN A COMA FOR 2 DAYS. IF NOT, FOE DIES IN 6 ROUNDS DUE TO THE SHOCK AND BRAIN DAMAGE. +20 HITS.	CHEST STRIKE. ALL ORGANIC MATERIAL ON FOE'S BODY IS DESTROYED. FOE DIES OF SHOCK AND NERVE DAMAGE IN 6 ROUNDS. +25 HITS.
96-99	BLAST TO FOE'S NECK AREA. IF FOE HAS NECK ARMOR, HE IS STUNNED AND UNABLE TO PARRY FOR 3 ROUNDS. IF NOT, FOE IS KNOCKED DOWN AND TAKES 8 HITS A ROUND.	NECK STRIKE DESTROYS FOE'S THROAT. +30 HITS. FOE TAKES +12 HITS PER ROUNDS AND IS INACTIVE FOR 9 ROUNDS. FOE THEN DIES. ADD 10% TO YOUR NEXT ROLL.	CHEST STRIKE. IF FOE HAS CHEST ARMOR, IT IS DESTROYED AND FOE DIES OF BURNS IN 9 ROUNDS. IF NOT, FOE'S CHEST CAVITY IS A BLOWN CINDER AND FOE DIES INSTANTLY.	FOE'S SIDE IS ENVELOPED IN FLAMES. FOE DIES IN 6 ROUNDS DUE TO MULTIPLE COMPOUND FRACTURES, TISSUE AND ORGAN LOSS, AND BOILING BLOOD. +20 HITS	FOE IS INSTANTLY DEHYDRATED INTO DUST. ADD 10% TO YOUR NEXT ROLL.
100	BLAST TO FOE'S HEAD. +15 HITS. IF FOE HAS HELM, HE IS KNOCKED OUT AND TAKES 7 HITS PER ROUND. IF NOT, FOE IS IN A COMA FOR 1 MONTH AND LOSES 50% OF CHARISMA.	BLAST TO FOE'S NECK FUSE VERTEBRAE AND UNITES SKIN WITH CLOTHING. FOE IS PARALYZED PERMANENTLY. +25 HITS	FOE'S HEAD IS BUT A CHARRED STUMP. SORRY, FOE CANNOT HANDLE THE LOSS AND HE DIES INSTANTLY. ADD 10% TO YOUR NEXT ROLL.	FIRE VAPORIZES FOE'S MID- SECTION, DESTROYS FOE'S CLOTHING, ARMOR, AND ALL ITEMS HE CARRIES. FOE IS CUT IN HALF AND BLES. ADD 15% TO YOUR NEXT ROLL.	ALL THAT REMAINS OF FOE ARE CHARRED BITS OF TEETH AND BONE. ADD 20% TO YOUR NEXT ROLL.

Table 10.82 - Cold Criticals

Critical Effects for Spells (Cold)	Critical Effects for Spells (Cold)				
	A	B	C	D	E
01-05	COOL BREEZE. +0 HITS	COLD BREEZE. +0 HITS	+1 HIT	+2 HITS	+3 HITS
06-10	+1 HIT	+2 HITS	+3 HITS	+4 HITS	FOE LOSES INITIATIVE FOR 1 ROUND. +4 HITS
11-15	FOE LOSES INITIATIVE FOR 1 ROUND. COLD WIND. +2 HITS	FOE LOSES INITIATIVE FOR 1 ROUND. COLD CHILLS. +3 HITS	FOE IS SLIGHTLY UNBALANCED AND LOSES 1/4 ROUND OF INITIATIVE. +4 HITS	LIGHT BLAST. FOE LOSES INITIATIVE FOR 1 ROUND. +5 HITS	COLD BLAST. IF FOE HAS A PROTECTIVE CLANK OR ARMOR, HE LOSES 1 ROUND OF INITIATIVE. IF NOT, FOE TAKES +6 HITS AND LOSES 2 ROUNDS OF INITIATIVE.
16-20	FOE LOSES INITIATIVE FOR 1 ROUND. FREEZING BREEZE. +3 HITS	FOE LOSES INITIATIVE FOR 2 ROUNDS. FREEZING WIND. +4 HITS	FOE LOSES INITIATIVE FOR 2 ROUNDS. MILD FROSTING. +5 HITS	UNBALANCING BLAST. FOE MUST PARRY FOR 1 ROUND. +6 HITS	MODERATE BLAST. FOE MUST PARRY FOR 1 ROUND. +7 HITS
21-35	MILD BLAST. FOE LOSES INITIATIVE FOR 2 ROUNDS. +4 HITS	FROST LADEN BLAST FORCES FOE TO LOSE 2 ROUNDS OF INITIATIVE. +5 HITS	MODERATE BLAST. FOE MUST PARRY FOR 1 ROUND. +6 HITS	CHILLING BLAST GIVES FOE A FROSTY "BURN." FOE TAKES +1 HIT PER ROUND AND MUST PARRY FOR 1 ROUND AT -20%. +7 HITS.	PARCHED, COLD BLAST. FOE IS UNBALANCED AND MUST PARRY FOR 2 ROUNDS AT -15%. +8 HITS
36-45	FROSTY BLAST. FOE MUST PARRY FOR 1 ROUND. +5 HITS	FREEZING BLAST. FOE MUST PARRY FOR 1 ROUND AND LOSES 3 ROUNDS OF VITAL INITIATIVE. +6 HITS	BLISTERS GIVE FOE +1 HIT PER ROUND. FOE MUST PARRY FOR 2 ROUNDS. +7 HITS	BLAST STUNS FOE FOR 1 ROUND. FOE TAKES +2 HITS PER ROUND AND FIGHTS AT -5% DUE TO FACIAL SHOCK. +8 HITS	STRONG, BUT LOW, BLAST STUNS FOE FOR 1 ROUND AND DESTROYS FOE'S FOOT COVERING. IF FEET UNCOVERED, FOE FIGHTS AT -20% (FROSTBITE).
46-50	MODERATE BLAST. FOE MUST PARRY FOR 2 ROUNDS. +6 HITS	MILD FROSTBITE. FOE TAKES +2 HITS PER ROUND AND MUST PARRY FOR 2 ROUNDS. +7 HITS	BLAST STUNS FOE FOR 1 ROUND. +8 HITS	MILD FROSTBITE. FOE TAKES +2 HITS PER ROUND, FIGHTS AT -10%, AND IS STUNNED FOR 1 ROUND. +9 HITS.	SWIRLING BLAST SPINS FOE ABOUT. +10 HITS. FOE IS STUNNED FOR 1 ROUND AND DROPS WEAPON.
51-55	UNBALANCING BLAST. FOE IS STUNNED FOR 1 ROUND. +7 HITS	STRONG, BUT OFF-CENTER, BLAST STUNS FOE FOR 1 ROUND. FOE TAKES +3 HITS PER ROUND DUE TO FROSTBITE ON SHIELD WAIST. +8 HITS.	BLAST IS STRONG BUT LOW. FOE IS STUNNED FOR 2 RDS. IF FOE HAS NO LEG ARMOR, HE TAKES +5 HITS PER ROUND DUE TO SHOCK AND PAIN.	BLISTERING BLAST TO FOE'S SIDE KNUCKS FOE BACK 5 FEET. FOE TAKES +3 HITS PER ROUND AND IS STUNNED FOR 2 ROUNDS. +10 HITS.	STRONG SIDE STRIKE. FOE IS STUNNED AND UNABLE TO PARRY FOR 1 ROUND, AND TAKES +4 HITS PER ROUND NUMBING PAIN. +11 HITS.
56-60	STRONG, BUT DIFFUSED, BLAST. FOE IS STUNNED FOR 2 ROUNDS. +8 HITS	FOE IS STUNNED FOR 2 ROUNDS. ALL WOOD EXPOSED ON FOE'S BACK IS USELESS AND BRITTLE. FOE TAKES +2 HITS PER ROUND. +9 HITS.	BACK BLAST FREEZE DRIES ALL ORGANIC MATERIAL THAT IS EXPOSED ON FOE'S BACK. FOE IS STUNNED AND UNABLE TO PARRY FOR 1 ROUND. +9 HITS.	BLAST TO FOE'S SHIELD ARM. FROSTBITE. FOE IS STUNNED AND UNABLE TO PARRY FOR 1 RD, TAKES +3 HITS PER ROUND, AND FIGHTS AT -15%.	BLAST TO FOE'S WEAPON ARM. FOE IS STUNNED AND UNABLE TO PARRY 1 ROUND, TAKES +4 HITS PER ROUND, AND FIGHTS AT -20%.
61-65	FOE IS STUNNED AND UNABLE TO PARRY FOR 1 ROUND. +9 HITS	LEG STRIKE. FROSTBITE. FOE IS STUNNED AND UNABLE TO PARRY FOR 1 ROUND, FIGHTS AT -5%, AND TAKES +3 HITS PER ROUND. +10 HITS.	LEG STRIKE. FROSTBITE. IF FOE HAS LEATHER BOOTS OR GREAVES, THEY ARE DESTROYED. FOE IS STUNNED FOR 4 RDS. +11 HITS	STRIKE TO FOE'S SHIELD ARM. IF FOE HAS A SHIELD, +20 HITS. IF NOT, ARM IS USELESS DUE TO NERVE AND SKIN DAMAGE AND FOE IS STUNNED 5 RDS.	BLAST TO FOE'S WEAPON ARM. FOE DROPS WHATEVER IS IN THAT HAND. FOE IS STUNNED FOR 3 ROUNDS AND FIGHTS AT -30%. +13 HITS. FROSTBITE.
66	BLAST CAUSES FOE TO DROP WHATEVER HE IS HOLDING. +10 HITS. FOE IS STUNNED AND UNABLE TO PARRY FOR 3 ROUNDS. CHEST STRIKE.	FOE IS STUNNED AND UNABLE TO PARRY FOR 4 ROUNDS. IF FOE WEARS NO ARMOR OR PROTECTIVE CLANK, HE TAKES +5 HITS PER ROUND.	FOE IS KNOCKED DOWN AND STUNNED FOR 6 ROUNDS. IF FOE HAS WAIST ARMOR, HE TAKES +3 HITS PER ROUND. IF NOT, FOE FIGHTS AT -25%, AND TAKES +6 HITS PER ROUND.	NECK BLAST. IF FOE HAS NECK ARMOR, HE TAKES +4 HITS PER ROUND AND IS STUNNED FOR 6 ROUNDS. IF NOT, FOE FIGHTS AT -50%, TAKES +5 HITS PER RD, IS STUNNED 3 RDS.	SHOULDER STRIKE. FOE LOSES USE OF SHOULDER DUE TO NERVE AND CARTRIDGE DAMAGE. IF FOE HAS NO HELM HE IS KNOCKED OUT FOR 1 DAY AND TAKES +6 HITS PER ROUND. +15 HITS.
67-70	BACK BLAST. FOE IS STUNNED AND UNABLE TO PARRY FOR 1 ROUND. FROSTBITE. FOE FIGHTS AT -5%. +10 HITS	BACK BLAST. FROSTBITE. FOE IS STUNNED FOR 2 ROUNDS AND CANNOT PARRY FOR 1 RD. FOE FIGHTS AT -10%. +11 HITS	BACK BLAST. FOE IS STUNNED FOR 2 ROUNDS AND CANNOT PARRY FOR 1 ROUND. FOE FIGHTS AT -15%. FROSTBITE. +12 HITS	BACK BLAST. FOE IS STUNNED FOR 3 ROUNDS AND CANNOT PARRY FOR 1 ROUND. FOE FIGHTS AT -20%. FROSTBITE. +13 HITS	BLAST TO FOE'S SHIELD ARM. IF FOE HAS A SHIELD, HE IS KNOCKED DOWN AND TAKES +2 HITS PER ROUND. IF NOT, MASSIVE FROSTBITE, FOE LOSES USE OF ARM AND IS STUNNED 6 ROUNDS.
71-75	UNBALANCING BLAST. FOE IS STUNNED FOR 2 ROUNDS. PAIN AND SHOCK CAUSE FOE TO FIGHT AT -10%. +11 HITS	STRIKE TO FOE'S SHIELD SIDE. PAIN AND SHOCK GIVE FOE +3 HITS PER ROUND. FOE IS STUNNED AND UNABLE TO PARRY FOR 2 ROUNDS. +12 HITS.	STRIKE TO FOE'S SIDE. SHOCK AND FROSTBITE. FOE FIGHTS AT -20%, TAKES +3 HITS PER ROUND AND IS STUNNED AND UNABLE TO PARRY 2 RDS.	BLAST FREEZES FOE'S SHIELD SHOULDER. ARM IS USELESS AND FOE IS STUNNED FOR 2 ROUNDS. +14 HITS	BLAST TO FOE'S WEAPON ARM. FROSTBITE AND NUMBING PAIN MAKE ARM USELESS AND STUN FOE FOR 3 ROUNDS. +15 HITS
76-80	CHEST STRIKE. FOE IS STUNNED FOR 2 ROUNDS AND CANNOT PARRY FOR 1 ROUND. +12 HITS	CHEST STRIKE. FOE TAKES +3 HITS PER ROUND, FIGHTS AT -15%, AND IS STUNNED FOR 4 ROUNDS. +13 HITS	CHEST STRIKE. FOE TAKES +4 HITS PER ROUND. IF FOE HAS CHEST ARMOR, HE IS STUNNED FOR 3 ROUNDS. IF NOT, FOE IS KNOCKED DOWN, FIGHTS AT -25%.	CHEST STRIKE. FOE FIGHTS AT -25% DUE TO FROSTBITE. FOE IS STUNNED AND UNABLE TO PARRY FOR 3 ROUNDS. +15 HITS	CHEST STRIKE. FOE IS KNOCKED DOWN AND DROPS ALL HE HOLDS. FOE IS STUNNED FOR 12 ROUNDS. SHOCK AND NERVE DAMAGE. FOE FIGHTS AT -30%.
81-85	BACK BLAST. FOE IS STUNNED AND UNABLE TO PARRY FOR 2 ROUNDS. +13 HITS	BACK STRIKE. FOE IS STUNNED AND UNABLE TO PARRY FOR 3 ROUNDS AND TAKES +4 HITS PER ROUND. +14 HITS	THIGH STRIKE. FOE HAS BROKEN BONE AND FROSTBITE. FOE FIGHTS AT -40%, TAKES +5 HITS PER ROUND, AND IS STUNNED FOR 6 ROUNDS.	BLAST FREEZES BOTH OF FOE'S HANDS AND FOE LOSES USE OF BOTH ARMS. FOE IS STUNNED FOR 9 ROUNDS AND TAKES +6 HITS PER ROUND.	BLAST FREEZES FOE'S THROAT AND LUNGS. FOE DROPS AND DIES IN 12 ROUNDS. +17 HITS
86-90	LEG STRIKE. FOE IS KNOCKED DOWN. IF FOE HAS LEG ARMOR, HE IS STUNNED FOR 2 ROUNDS. IF NOT, FOE LOSES USE OF LEFT FOOT, FIGHTS AT -70% (FROSTBITE).	LEG STRIKE. FOE IS KNOCKED DOWN. IF FOE HAS LEG ARMOR, HE IS STUNNED FOR 3 ROUNDS. IF NOT, FOE LOSES USE OF FOOT, AND FIGHTS AT -75% (FROSTBITE).	LOWER LEG BLAST DESTROYS FOE'S FOOT COVERING, FREEZES BOTH FOE'S FEET, AND STUNS FOE FOR 9 ROUNDS. FOE TAKES +6 HITS PER RD, FIGHTS -80%.	UPPER CHEST BLAST KNUCKS FOE DOWN. IF FOE HAS CHEST ARMOR, HE IS KNOCKED OUT. IF NOT, FOE DIES IN 12 RDS DUE TO A COLD, COLD HEART.	BACK BLAST FREEZES AND SHATTERS FOE'S BACKBONE. FOE DROPS AND DIES IN 9 INACTIVE ROUNDS. BROKEN NECK. MASSIVE SHOCK.
91-95	HEAD STRIKE. FOE IS KNOCKED DOWN. IF FOE HAS HELM, HE IS STUNNED 3 ROUNDS. IF NOT, FOE IS STUNNED 6 RDS, FIGHTS AT -50%, AND LOSES BOTH EARS.	HIP STRIKE. FOE'S HIP IS SHATTERED. FOE IS STUNNED AND UNABLE TO PARRY FOR 3 ROUNDS AND FIGHTS AT -75%. +17 HITS	ABDOMEN STRIKE. IF FOE HAS ABDOMINAL ARMOR, HE IS KNOCKED OUT AND TAKES +17 HITS. IF NOT, FOE DIES OF ORGAN DAMAGE IN 9 ROUNDS.	FOE'S BLOOD IS ENTIRELY FROZEN SOLID. FOE DIES IN 9 INACTIVE ROUNDS. +18 HITS	FOE'S LOWER BODY IS FULLY FROZEN. FOE DIES IN 6 INACTIVE ROUNDS. +19 HITS
96-99	NECK STRIKE. IF FOE HAS NECK ARMOR, HE IS STUNNED FOR 9 ROUNDS. IF NOT, FOE LOSES LIPS, CANNOT SPEAK FOR 2 WEEKS, AND IS KNOCKED OUT.	NECK AND COLLAR STRIKE. IF FOE HAS NECK ARMOR, HE IS KNOCKED OUT. IF NOT, FOE'S NECK IS FROZEN AND SHATTERED, AND FOE DIES IN 9 INACTIVE RDS.	SIDE STRIKE FREEZES AND SHATTERS FOE'S PELVIS. FOE DIES IN 6 ROUNDS DUE TO SHOCK AND NERVE DAMAGE. +18 HITS	FOE'S HEART AND LUNGS ARE SUDDENLY FROZEN. FOE DIES IN 6 INACTIVE ROUNDS OF SHOCK AND SUFFOCATION. +19 HITS	FOE IS A WELL-PRESERVED, FROZEN STATUE - LIFELESS, BUT QUITE DEAD. ADD 100% TO YOUR NEXT ROLL. +20 HITS
100	FOE IS SENT INTO A MONTH LONG COMA AND LOSES NOSE AS A RESULT OF SEVERE FROSTBITE AND SHOCK. +21 HITS	BLAST FREEZE-DRIES FOE'S HEAD. FOE DIES IN 1 ROUND. FOE'S SKULL AND BRAIN ARE BRITTLE AND LIFELESS. ADD 5% TO YOUR NEXT ROLL.	HEAD STRIKE. FOE'S EYES ARE DESTROYED. FOE IS IN A COMA FOR 2 WEEKS AND IS PERMANENTLY PARALYZED FROM THE NECK DOWN. +18 HITS	MASSIVE STRIKE SHATTERS FOE'S CHEST AND FREEZES FOE'S BODY FLUIDS. FOE DIES IN 2 ROUNDS. +20 HITS	FOE FREEZES SOLID AND THEN SHATTERS INTO THOUSANDS OF PIECES AFTER FALLING DOWN 20 FEET BEHIND IMPACT POINT.

Table 10.83 - Impact Criticals

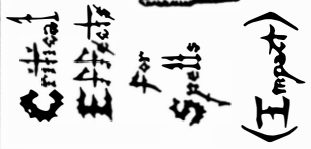





					
01-05	NARY A WHISPER. + 0 HITS	GREAT LUCK ESCAPES YOU. NO ADDITIONAL DAMAGE. +0.	+ 1 HIT	+ 2 HITS	+ 3 HITS
06-10	+ 1 HIT	+ 2 HITS	+ 3 HITS	+ 4 HITS	BLAST STUNS Foe FOR 1 ROUND. + 3 HITS
11-15	Foe LOSES INITIATIVE FOR 1 ROUND. + 2 HITS	Foe IS SPUN ABOUT. + 4 HITS. Foe LOSES INITIATIVE 1 ROUND.	Foe IS UNBALANCED. + 3 HITS AND Foe MUST PARRY 1 ROUND.	Foe IS UNBALANCED. + 4 HITS AND Foe MUST PARRY 1 ROUND.	BLAST STUNS Foe FOR 1 ROUND. + 4 HITS
16-20	Foe IS SPUN ABOUT. + 3 HITS. Foe LOSES INITIATIVE 1 ROUND.	BLAST UNBALANCES Foe. + 2 HITS AND Foe MUST PARRY 1 RD.	Foe IS UNBALANCED. + 4 HITS AND Foe MUST PARRY 1 ROUND.	Foe IS UNBALANCED. + 6 HITS AND Foe MUST PARRY 1 ROUND.	BLAST STUNS Foe FOR 1 ROUND. + 9 HITS
21-35	Foe IS UNBALANCED. + 5 HITS. Foe LOSES 2 ROUNDS OF INITIATIVE.	BLOW UNBALANCES Foe. + 5 HITS AND Foe MUST PARRY 1 ROUND.	Foe IS UNBALANCED. + 8 HITS AND Foe MUST PARRY 1 ROUND.	Foe IS UNBALANCED. + 10 HITS AND Foe MUST PARRY 1 ROUND.	Foe REELS FROM BLAST. + 15 HITS AND Foe IS STUNNED FOR 1 ROUND.
36-45	Foe IS UNBALANCED. + 8 HITS. Foe LOSES 2 ROUNDS OF INITIATIVE.	BLOW UNBALANCES Foe. + 9 HITS AND Foe MUST PARRY NEXT ROUND.	Foe IS UNBALANCED. + 10 HITS AND Foe IS STUNNED FOR 1 ROUND.	Foe IS UNBALANCED AND MUST PARRY FOR 2 ROUNDS. + 12 HITS.	Foe IS SPUN ABOUT AND REELS BACKWARDS 10 FEET. + 20 HITS. Foe IS STUNNED 2 ROUNDS.
46-50	BLOW UNBALANCES Foe. + 10 HITS. Foe LOSES 3 ROUNDS OF INITIATIVE. GETTING BETTER.	BLOW UNBALANCES Foe. + 10 HITS AND Foe IS STUNNED NEXT ROUND.	Foe IS UNBALANCED AND MUST PARRY FOR 2 ROUNDS. + 12 HITS. ADD 5% TO YOUR NEXT ACTION.	Foe IS SPUN ABOUT. + 20 HITS. Foe IS STUNNED 2 ROUNDS.	Foe IS STAGGERED. + 20 HITS AND Foe IS STUNNED AND UNABLE TO PARRY 1 ROUND.
51-55	Foe IS UNBALANCED. + 10 HITS. Foe IS STUNNED FOR 1 ROUND. GRATING BLAST.	BLOW UNBALANCES Foe. + 12 HITS AND Foe IS STUNNED NEXT ROUND.	Foe IS KNOCKED BACK 5 FEET AND MUST PARRY FOR THE NEXT 2 ROUNDS. + 15 HITS.	Foe IS KNOCKED BACK 5 FEET AND IS STUNNED FOR 2 ROUNDS. ADD 5% TO YOUR NEXT ACTION.	Foe IS STAGGERED. + 20 HITS. Foe IS STUNNED 2 ROUNDS AND UNABLE TO PARRY NEXT ROUND.
56-60	Foe IS UNBALANCED. + 10 HITS. Foe IS STUNNED NEXT ROUND.	Foe IS SPUN ABOUT. + 10 HITS AND Foe IS STUNNED FOR 2 ROUNDS.	Foe IS SPUN ABOUT. + 12 HITS AND Foe IS STUNNED FOR 2 ROUNDS.	Foe IS STAGGERED. + 10 HITS. Foe IS STUNNED AND UNABLE TO PARRY FOR 1 ROUND.	Foe IS KNOCKED DOWN. + 20 HITS. Foe IS OUT OF ACTION FOR 2 ROUNDS.
61-65	Foe IS UNBALANCED. + 12 HITS. Foe IS STUNNED DURING NEXT ROUND.	Foe IS STAGGERED. POOR Foe IS STUNNED AND UNABLE TO PARRY NEXT ROUND. + 10 HITS.	Foe IS STUNNED AND UNABLE TO PARRY NEXT ROUND. + 10 HITS. ADD 5% TO YOUR NEXT ACTION.	Foe IS STAGGERED. + 10 HITS. Foe IS STUNNED 2 ROUNDS AND UNABLE TO PARRY FOR NEXT ROUND.	Foe IS KNOCKED DOWN. + 20 HITS. Foe IS OUT OF ACTION FOR 3 ROUNDS.
66	BLAST BREAKS Foe'S SHIELD SHOULDER. ARM IS USELESS. + 20 HITS. Foe MUST PARRY 1 RD.	BLOW SHATTERS Foe'S WEAPON SHOULDER. + 15 HITS. ARM IS USELESS. Foe IS STUNNED 1 ROUND.	BLOW BREAKS BOTH OF Foe'S ARMS. Foe IS KNOCKED DOWN. IS AT - 90% AND IS STUNNED FOR 3 ROUNDS.	BLOW TO Foe'S HEAD. IF Foe HAS NO HELM YOU KILL HIM. IF Foe HAS A HELM HE IS OUT FOR 3 HOURS.	BLAST SHATTERS SKULL INTO THOUSANDS OF LAST PARTICLES. Foe DIES INSTANTLY. DIRECT HIT. FINE PUNCH.
67-70	BLOW TO Foe'S BACK. Foe IS STUNNED AND UNABLE TO PARRY FOR 1 ROUND. + 7 HITS.	BLOW TO Foe'S BACK. Foe IS STUNNED AND UNABLE TO PARRY NEXT ROUND. + 12 HITS.	BLOW TO Foe'S BACK. Foe IS STUNNED FOR 2 ROUNDS AND UNABLE TO PARRY NEXT ROUND.	Foe IS KNOCKED DOWN. + 15 HITS. Foe IS OUT OF ACTION FOR 2 ROUNDS. ADD 5% TO YOUR NEXT ACT.	BLAST TO Foe'S SHIELD ARM. Foe IS STUNNED 1 ROUND. IF Foe HAS A SHIELD, IT IS BROKEN. OTHERWISE Foe HAS A SHATTERED SHOULDER.
71-75	BLOW UNBALANCES Foe. + 10 HITS AND Foe IS STUNNED FOR 2 ROUNDS. STRONG GRAZING BLAST.	BLOW STUNS Foe FOR 2 ROUNDS. + 20 HITS. Foe IS UNABLE TO PARRY NEXT ROUND.	Foe IS KNOCKED DOWN. + 10 HITS. Foe IS OUT OF ACTION FOR 2 ROUNDS. ADD 5% TO YOUR NEXT ACT.	Foe NOW HAS A BROKEN SHIELD ARM. + 10 HITS. Foe LOSES USE OF ARM. IS STUNNED 1 ROUND.	BLAST TO Foe'S CHEST BREAKS RIBS AND STUNS Foe FOR 6 ROUNDS. + 20 HITS. Foe AT - 25%.
76-80	BLOW STUNS Foe FOR 2 ROUNDS. + 15 HITS. Foe IS UNABLE TO PARRY FOR 1 ROUND.	Foe IS KNOCKED DOWN. + 10 HITS. Foe IS OUT OF ACTION FOR 2 ROUNDS. ADD 5% TO YOUR NEXT ACT.	BLOW BREAKS Foe'S COLLAR BONE. Foe IS AT - 25%. BREAK IF MINOR. + 15 HITS. Foe IS STUNNED 1 ROUND.	BLOW BREAKS Foe'S WEAPON ARM. + 10 HITS. ARM IS USELESS. Foe IS STUNNED FOR 1 ROUND.	BUSTERING BLAST TO Foe'S SHOULDER AREA BREAKS COLLAR BONE AND BOTH SHOULDERS. Foe'S ARMS ARE USELESS. + 25 HITS.
81-85	BLOW TO Foe'S BACK. + 10 HITS. Foe HAS BROKEN RIBS AND TORN CARTILAGE. FIGHTS - 25%.	BLOW TO Foe'S BACK TEARS CARTILAGE. BREAKS RIBS. + 10 HITS. Foe IS STUNNED FOR 2 ROUNDS. FIGHTS - 25%.	Foe HAS BROKEN THIGH. + 15 HITS. Foe FIGHTS AT - 40% AND IS STUNNED FOR 3 ROUNDS.	BLOW BREAKS BOTH OF Foe'S ARMS AND KNOCKS Foe DOWN. + 20 HITS. Foe IS DOWN FOR 3 ROUNDS. HAS 2 USELESS ARMS.	BLAST TO SIDE CAUSING A VARIETY OF ORGANS. Foe DIES OF INTERNAL BLEEDING AFTER 6 ROUNDS OF INACTIVITY. + 30 HITS.
86-90	BLOW KNOCKS Foe DOWN. + 10 HITS. Foe IS DOWN FOR 3 ROUNDS AND IS UNABLE TO PARRY.	STRIKE TO Foe'S CALF. + 20 HITS. Foe FIGHTS AT - 50% DUE TO BROKEN BONE AND TORN TENDONS. Foe IS STUNNED 3 ROUNDS.	BLOW BREAKS Foe'S HIP. + 20 HITS. Foe FIGHTS AT - 60% AND IS STUNNED AND UNABLE TO PARRY FOR 2 ROUNDS.	STRIKE TO Foe'S ABDOMEN. + 20 HITS. IF AREA NOT ARMORED, Foe DIES IN 6 ROUNDS DUE TO ORGAN LOSS. IF ARMORED, Foe STUNNED 12 RDS.	BLAST CRUSHES BONE IN Foe'S LOWER BODY. Foe FINDS LIFE HARD AND DIES IN 3 ROUNDS. + 50 HITS.
91-95	BLOW BREAKS Foe'S HIP. Foe FIGHTS AT - 50%. + 20 HITS. Foe IS STUNNED AND UNABLE TO PARRY FOR 3 ROUNDS.	BLOW TO UPPER HEAD AREA. IF Foe HAS NO HELM HE IS DEAD. OTHERWISE, Foe IS IN A COMA FOR 2 WEEKS. + 25 HITS.	BLOW SHATTERS Foe'S KNEE. Foe IS HOBBLING AND IS AT - 75%. + 20 HITS. Foe IS STUNNED AND UNABLE TO PARRY FOR 9 ROUNDS.	BLOW SHATTERS Foe'S JAW. Foe'S BRAIN IS DESTROYED. + 50 HITS. Foe DIES AFTER 3 ROUNDS OF INACTIVITY.	BLAST DRIVES BONE THROUGH Foe'S LUNGS. Foe DROPS AND DIES AFTER 6 ROUNDS OF INTENSE AGONY. SAD. + 30 HITS.
96-99	BLAST TO Foe'S HEAD. + 20 HITS. IF Foe HAS NO HELM HE IS KNOCKED OUT AND IN A COMA FOR 1 MONTH. IF Foe HAS HELM HE KNOCKED OUT FOR 1 DAY.	BLAST TO Foe'S COLLAR AREA SEVERES WINDPIPE. Foe CANNOT BREATHE OR FIGHT. + 25 HITS. Foe DIES IN 12 LONG ROUNDS.	BLAST TO Foe'S CHEST. Foe DIES IMMEDIATELY AFTER SUDDEN BRAIN SHOCK. + 50 HITS.	BLOW TO Foe'S SIDE. + 25 HITS. BONE IS DRIVEN INTO Foe'S KIDNEYS AND Foe DIES OF SHOCK IN 1 ROUND.	BLAST CRUSHES SKULL. Foe DIES IMMEDIATELY. ADD 20% TO YOUR NEXT ACTION.
100	HEAD STRIKE. + 25 HITS. IF Foe HAS HELM, IT IS BROKEN AND Foe IS KNOCKED DOWN AND OUT FOR 1 DAY. IF NO HELM, Foe DIES DUE TO A SKULL FRACTURE IN 3 ROUNDS.	BLOW TO BACK OF NECK PARALYZES Foe FROM THE SHOULDERS DOWN. + 30 HITS. Foe IS UNHAPPY.	BLAST TO Foe'S HEAD CRUSHES SKULL. Foe DIES IMMEDIATELY. ADD 10% TO YOUR NEXT ACTION.	CHEST DISRUPTION. Foe'S LUNGS AND HEART EXPLODE. Foe DIES INSTANTLY. ADD 25% TO YOUR NEXT ACTION.	BLAST ANNIHILATES Foe'S ENTIRE SKELETON. Foe IS REDUCED TO A GELATINOUS PULP. TRY A SPATULA.

Table 10.84 - Electricity Criticals

Critical Effects + Spells Electricity	A	B	C	D	E
01-05	A LOT OF STATIC. + 0 HITS	FOE'S HAIR STANDS UP. + 0 HITS	+ 1 HIT	+ 2 HITS	+ 3 HITS
06-10	+ 1 HIT	+ 2 HITS	+ 3 HITS	+ 4 HITS	FOE LOSES INITIATIVE FOR 1 ROUND. + 4 HITS
11-15	FOE LOSES INITIATIVE FOR 1 ROUND. + 2 HITS	FOE LOSES INITIATIVE FOR 1 ROUND; THE METAL HE BEARS BEGINS TO BURN. + 2 HITS	FOE HEARS CRACKLING SOUND AND LOSES 1 ROUND OF PRECIOUS INITIATIVE. + 3 HITS	FOE LOSES INITIATIVE FOR 1 ROUND. THE SMELL OF DANGER IS IN THE AIR. + 4 HITS	IF Foe HAS METAL ARMOR, HE LOSES 2 ROUNDS OF INITIATIVE. IF NOT, Foe IS STUNNED BUT 1 ROUND. + 5 HITS
16-20	FOE IS SPUN ABOUT AND LOSES 1 ROUND OF INITIATIVE. + 3 HITS	EXPLOSION OF LIGHT CAUSES Foe TO LOSE 1 ROUND OF INITIATIVE. + 4 HITS	ERUPTION OF SMOKE FORCES Foe TO LOSE 2 ROUNDS OF INITIATIVE. + 3 HITS	FOE IS UNBALANCED, BUT THE STRIKE IS WEAR. Foe MUST PARRY NEXT ROUND. + 4 HITS	GLANCING STRIKE STUNS Foe FOR 1 ROUND. + 6 HITS
21-35	BLAST UNBALANCES Foe AND HE LOSES 2 ROUNDS OF INITIATIVE. + 4 HITS	CRACKLING BLAST FORCES Foe TO LOSE 2 ROUNDS OF VITAL INITIATIVE. + 5 HITS	STRONG BUT GLANCING BLAST FORCES Foe TO PARRY NEXT ROUND. + 6 HITS	LIGHT BURNS. Foe MUST PARRY FOR 2 ROUNDS. Foe TAKES 1 HIT PER ROUND. + 5 HITS	FOE GETS A MINOR SCORCHING AND IS STUNNED FOR 2 ROUNDS. + 10 HITS
36-45	LIGHT DISTRACTS Foe, AND HE MUST PARRY FOR 1 ROUND. + 5 HITS	MINOR BURNS. Foe MUST PARRY FOR 1 ROUND AND TAKES 1 HIT PER ROUND. + 2 HITS	FOE FEELS THE HEAT AND MUST PARRY FOR 2 ROUNDS. + 7 HITS	BLAST STUNS FOR 1 ROUND. Foe FIGHTS AT -10% FOR 2 ROUNDS. + 7 HITS	SMOKE AND LIGHT STUN Foe FOR 2 ROUNDS. Foe FIGHTS AT -10% FOR 2 ROUNDS. + 12 HITS
46-50	MINOR BURNS. Foe MUST PARRY FOR 1 ROUND AND TAKES 1 HIT PER ROUND. + 2 HITS	BLAST FORCES Foe TO PARRY FOR 2 ROUNDS. + 6 HITS	IF Foe HAS METAL ARMOR, HE IS STUNNED 2 ROUNDS. IF NOT, Foe IS STUNNED FOR 1 ROUND. + 7 HITS	EXPLOSION OF LIGHT AND FIRE STUNS Foe FOR 2 ROUNDS. Foe FIGHTS AT -10% FOR 2 ROUNDS. + 7 HITS	IF Foe HAS METAL ARMOR, HE IS STUNNED AND UNABLE TO PARRY FOR 2 ROUNDS. IF NOT, Foe IS STUNNED FOR 2 ROUNDS. + 13 HITS.
51-55	SIZZLING BUT WEAK BLAST STUNS Foe FOR 1 ROUND. + 6 HITS	FOE IS SPUN ABOUT AND IS STUNNED FOR 1 ROUND. A MINOR BURN ON Foe'S LEG CAUSES 2 HITS PER ROUND. + 7 HITS	STRIKE TO Foe'S LEG. IF Foe HAS LEG ARMOR, HE IS STUNNED FOR ONE ROUND. IF NOT, Foe IS STUNNED AND UNABLE TO PARRY 1 ROUND AND TAKES + 3 HITS PER RD. + 9 HITS	BLAST STUNS Foe FOR 2 ROUNDS AND Foe IS UNABLE TO PARRY FOR 1 ROUND. + 10 HITS	HOT SMOKE AND LIGHT STUNS Foe FOR 4 ROUNDS. Foe LOSES INITIATIVE FOR 6 ROUNDS. + 13 HITS
56-60	FOE IS UNBALANCED AND IS FORCED TO PARRY NEXT 3 ROUNDS. + 7 HITS	FOE IS STUNNED FOR 2 ROUNDS. IF Foe HAS METAL ARMOR, HE CANNOT PARRY FOR 1 ROUND. + 8 HITS.	BLAST STUNS Foe FOR 2 ROUNDS. Foe CANNOT PARRY FOR 1 ROUND. LEG HIT. + 9 HITS	STRIKE TO Foe'S SHIELD ARM. IF Foe HAS NO SHIELD AND HAS METAL ARMOR, HE IS KNOCKED OUT FOR 1 DAY. IF NOT, + 15 HITS.	STRIKE TO Foe'S WEAPON ARM. Foe DROPS ALL THAT IS IN HIS WEAPON HAND, AND IS STUNNED FOR 2 ROUNDS. Foe TAKES 2 HITS PER ROUND.
61-65	CHEST STRIKE. IF Foe HAS METAL ARMOR, HE IS STUNNED FOR 2 ROUNDS. IF Foe HAS NO ARMOR, HE IS STUNNED 3 ROUNDS.	UPPER LEG STRIKE. Foe IS STUNNED AND UNABLE TO PARRY FOR 1 ROUND. + 9 HITS	FOE IS STUNNED AND UNABLE TO PARRY FOR 2 ROUNDS. + 10 HITS	IF Foe HAS ARMOR OVER ABDOMEN, HE TAKES 2 HITS PER ROUND AND IS STUNNED 2 ROUNDS DUE TO MINOR BURNS. IF NOT, BURNS STUN Foe 6 RDS AND GIVE HIM 3 HITS PER RD.	LEG STRIKE. Foe IS KNOCKED DOWN AND STUNNED FOR 2 ROUNDS. Foe CANNOT PARRY FOR 1 ROUND. + 14 HITS
66	BLAST OF LIGHT AND SMOKE STUN ALL WITHIN 5 FEET OF Foe FOR 1 ROUND. Foe IS KNOCKED DOWN AND STUNNED FOR 3 ROUNDS.	CHEST STRIKE. Foe IS STUNNED AND UNABLE TO PARRY FOR 3 ROUNDS. TAKES 3 HITS PER ROUND, AND FIGHTS AT -20%. + 15 HITS	CHEST STRIKE. IF Foe HAS METAL ARMOR ON ARMS AND OVER CHEST, IT BECOMES FUSED AND HE CANNOT USE ARMS. IF NOT, Foe IS KNOCKED OUT FOR 6 HOURS AND TAKES + 9 HITS.	NECK BLAST KNOCKS Foe OUT. Foe CANNOT SPEAK FOR 2 MONTHS AND TAKES + 4 HITS PER ROUND. + 20 HITS	HEAD STRIKE. IF Foe HAS A LEATHER HELM, IT IS DESTROYED AND Foe IS IN A COMA FOR 2 MONTHS. IF NOT, Foe'S BRAIN IS FRIED AND HE DIES INSTANTLY. ADD +30% TO YOUR NEXT ROLL.
67-70	BACK STRIKE. Foe IS STUNNED AND UNABLE TO PARRY FOR 1 ROUND. + 7 HITS	BACK STRIKE. Foe IS STUNNED FOR 2 ROUNDS AND CANNOT PARRY FOR 1 ROUND. + 10 HITS	BACK STRIKE. Foe IS STUNNED AND UNABLE TO PARRY FOR 2 ROUNDS. BURNS FORCE Foe TO FIGHT AT -10%. + 11 HITS	BACK STRIKE. Foe IS KNOCKED DOWN AND OUT OF ACTION FOR 1 ROUND. MINOR SHOCK. Foe FIGHTS AT -25%. + 12 HITS	BACK STRIKE. Foe IS STUNNED AND UNABLE TO PARRY FOR 4 ROUNDS. MINOR SHOCK. Foe FIGHTS AT -25%. + 15 HITS
71-75	BLAST STUNS Foe FOR 3 ROUNDS. Foe FIGHTS -5% FOR 6 RDS. + 8 HITS	STRIKE TO Foe'S SHIELD ARM. IF Foe HAS A SHIELD, HE IS STUNNED FOR 4 ROUNDS. IF NOT, Foe'S ARM IS USELESS AND Foe IS STUNNED AND NOT ABLE TO PARRY FOR 2 ROUNDS.	STRIKE TO Foe'S SHIELD ARM. IF Foe HAS A METAL SHIELD HE IS STUNNED FOR 6 ROUNDS AND TAKES + 12 HITS. IF NOT, Foe IS KNOCKED DOWN, THE ARM IS USELESS, AND +18 HITS.	STRIKE TO Foe'S WEAPON ARM. ARM IS USELESS AND Foe IS STUNNED FOR 3 RDS. + 13 HITS	SHOULDER STRIKE SHATTERS BONE IN Foe'S WEAPON ARM. MUSCLE AND CARTILAGE DAMAGE. ARM IS USELESS, Foe IS STUNNED FOR 6 RDS, AND TAKES +3 HITS PER RD.
76-80	STRIKE TO Foe'S UPPER CHEST STUNS Foe FOR 2 ROUNDS. Foe CANNOT PARRY FOR 1 ROUND. + 9 HITS	CHEST STRIKE. Foe IS KNOCKED DOWN AND TAKES 2 HITS PER ROUND DUE TO BLEEDING. + 11 HITS	CHEST STRIKE. IF Foe HAS CHEST ARMOR, HE IS STUNNED FOR 6 ROUNDS, TAKES 2 HITS PER ROUND, AND FIGHTS -5%. IF NOT, Foe IS KNOCKED OUT FOR 3 DAYS DUE TO SHOCK.	CHEST STRIKE. IF Foe HAS METAL CHEST ARMOR, HE IS KNOCKED OUT AND TAKES +25 HITS. IF NOT, Foe IS STUNNED AND UNABLE TO PARRY FOR 6 ROUNDS AND TAKES +15 HITS.	CHEST STRIKE. Foe IS KNOCKED OUT DUE TO SHOCK. BLOOD LOST AND NERVE DAMAGE COST Foe +3 HITS PER ROUND. + 18 HITS
81-85	BACK BLAST. Foe IS STUNNED AND UNABLE TO PARRY FOR 2 ROUNDS. + 12 HITS	BACK BLAST. Foe IS STUNNED AND UNABLE TO PARRY FOR 3 ROUNDS. MUSCLE IS TORN AND Foe FIGHTS AT -10%. + 13 HITS	THIGH STRIKE. Foe TAKES 2 HITS PER ROUND, BONES BREAK AND TORN CARTILAGE. Foe IS STUNNED FOR 4 RDS AND FIGHTS -40%. + 14 HITS	LOWER BACK STRIKE. NERVE DAMAGE AND SHOCK. Foe IS STUNNED FOR 30 ROUNDS AND TAKES +3 HITS PER ROUND. + 15 HITS.	FOE BECOMES A CONDUCTOR AND STRIKE REARRANGES HIS ENTIRE NERVOUS SYSTEM. Foe DROPS AND LIES IN SHOCK FOR 12 ROUNDS BEFORE DYING.
86-90	BLAST KNOCKS Foe DOWN. IF Foe HAS METAL LEG ARMOR, HE LOSES USE OF LEG DUE TO NERVE DAMAGE. IF NOT, +15 HITS AND Foe IS STUNNED AND UNABLE TO PARRY FOR 2 ROUNDS.	LEG STRIKE. IF Foe HAS LEG ARMOR, HE IS STUNNED AND UNABLE TO PARRY FOR 6 RDS. IF NOT, Foe'S LEG IS BROKEN AND HAS DAMAGED NERVES, AND Foe IS STUNNED 6 RDS AND FIGHTS -50%.	BLAST SHATTERS Foe'S KNEE AND DESTROYS A VARIETY OF NERVES. Foe FIGHTS AT -60% AND IS STUNNED AND UNABLE TO PARRY FOR 2 RDS.	ABDOMEN STRIKE. IF Foe HAS ARMOR OVER ABDOMEN, HE IS STUNNED FOR 9 ROUNDS AND TAKES +6 HITS PER ROUND. IF NOT, Foe DIES OF SHOCK AND BLEEDING IN 12 ROUNDS.	BLAST CRUSHES PELVIS AND SHATTERS LOWER BACKBONE. Foe'S SPINE IS BURNED INTO A MULTITUDE OF SMALL PARTS. Foe IS KNOCKED OUT AND DIES IN 12 ROUNDS.
91-95	HIP STRIKE. IF Foe HAS HIP ARMOR, +10 HITS, AND Foe IS STUNNED 6 ROUNDS. IF NOT, Foe IS STUNNED 3 ROUNDS AND ACTS AT -50% DUE TO SHOCK AND NERVE DAMAGE.	HEAD STRIKE. Foe LOSES NOSE, IS STUNNED FOR 9 ROUNDS, AND IS TEMPORARILY BLINDED FOR 2 WEEKS. Foe FIGHTS AT -95% WHILE BLIND. IF Foe HAS NO HELM, HE IS KNOCKED DOWN.	STRIKE THROUGH Foe'S LOWER ABDOMEN. MASSIVE SHOCK AND BLEEDING. IF ABDOMEN ARMORED, Foe FIGHTS AT -75% AND TAKES 5 HITS PER ROUND. IF NOT, Foe DIES IN 6 INACTIVE RDS.	SIDE STRIKE DEVASTATES Foe'S NERVOUS SYSTEM. Foe FALLS INTO A COMA AND GOES INTO SEVERE SHOCK. Foe IS A LIVING VEGETABLE. +30 HITS.	SIDE STRIKE MELTS Foe'S LOWER SKELETON AND DESTROYS A VARIETY OF ORGANS. Foe DIES IN 9 INACTIVE ROUNDS. + 25 HITS
96-99	NECK AND SHOULDER STRIKE. IF Foe HAS NECK ARMOR, HE IS STUNNED AND UNABLE TO PARRY FOR 6 ROUNDS. IF NOT, Foe IS KNOCKED OUT AND LOSES ABILITY TO SPEAK. + 10 HITS.	HEAD STRIKE. BLAST CRACKS SKULL AND CAUSES MASSIVE SHOCK AND BRAIN DAMAGE. Foe DROPS AND DIES IN 9 ROUNDS. + 15 HITS.	CHEST STRIKE DESTROYS Foe'S HEART AND LUNGS. IF Foe HAS METAL CHEST ARMOR, IT IS A FUSED LUMP AND Foe DIES IN 6 ROUNDS. IF NOT, Foe DIES INSTANTLY.	CHEST STRIKE KNOCKS Foe BACK 10 FEET. MASSIVE NERVE DAMAGE. Foe DIES OF FATAL SHOCK IN 3 ROUNDS. + 20 HITS	CHEST STRIKE DESTROYS BOTH OF Foe'S LUNGS AND CUTS Foe IN HALF. BLAST CONTINUES TO A POINT 10 FEET BEYOND Foe (SUBTRACT 20% IF IT STRIKES SECOND TARGET).
100	HEAD STRIKE. Foe'S BRAIN FALLS VICTIM TO MASSIVE SHOCK AND SURFACE BURNS. Foe DROPS INTO UNCONSCIOUSNESS, AND DIES IN 6 ROUNDS. + 20 HITS.	BLAST THROUGH Foe'S NECK SEVERES HEAD AND KILLS Foe INSTANTLY. ADD 10% TO YOUR NEXT SPELL ATTACK ROLL.	Foe'S HEAD IS NO LONGER AVAILABLE. SMOKE AND ODOR SURROUND THE USELESS BODY. ADD 10% TO FRIENDLY WITNESSES' ROLLS FOR 3 ROUNDS.	Foe'S NERVOUS SYSTEM ACTS AS A SUPERCONDUCTOR. Foe'S SAD INSTANT DEATH PROVIDES ALL THE WITNESSES WITH A FINE LIGHT SHOW. ADD 15% TO YOUR NEXT ROLL.	FOE RETURNS TO THE DUST FROM WHICH HE CAME. ADD 20% TO YOUR NEXT ROLL.

Critical Strikes for Spells (Creatures)
01-05
06-10
11-20
21-30
31-40
41-50
51-65
66
67-70
71-80
81-90
91-95
96-98
99-100
101-150
151-175
176-200
201-250
251+

LARGE CREATURES	
Normal	Slaying
+0 hits	+5 hits
+1 hit	+9 hits
+3 hits	+12 hits
+5 hits	+15 hits
+7 hits	+18 hits
+10 hits	+20 hits
+13 hits	+25 hits
BLAST DRIVES THROUGH Foe's MOUTH, KNOCKS Foe DOWN, AND SENDS Foe INTO A MONTH-LONG COMA. + 30 HITS	WELL PLACED STRIKE TO HEAD. BLAST DESTROYS Foe's BRAIN CAVITY. Foe DROPS AND DIES INSTANTLY. Add 10% TO YOUR NEXT ROLL.
+15 hits	+30 hits
+20 hits	LIGHT WOUND. + 12 HITS. Foe IS STUNNED FOR 3 ROUNDS AND LOSES 6 ROUNDS OF INITIATIVE.
STRONG BLAST STAGGERS Foe. +15 HITS. Foe IS STUNNED FOR 3 ROUNDS AND LOSES 6 ROUNDS OF INITIATIVE.	HARD BLOW STUNS Foe FOR 3 ROUNDS. Foe CANNOT PARRY FOR 1 ROUND. + 25 HITS
LEG STRIKE. Foe IS STUNNED AND UNABLE TO PARRY FOR 2 ROUNDS. + 20 HITS	LEG STRIKE BREAKS BONE. Foe IS STUNNED AND NOT ABLE TO PARRY FOR 2 ROUNDS, FIGHTS AT -30%.
VISCIOUS BLAST CRUSHES Foe's NECK AND SHATTERS SPINE. Foe DROPS AND DIES IN 3 ROUNDS.	AWESOME BLAST DRIVES Foe's JAW THROUGH BRAIN. Foe DIES INSTANTLY. Add 15% TO YOUR NEXT ROLL.
SUPERB STRIKE DRIVES RIB THROUGH Foe's HEART. Foe DROPS AND DIES IN 6 AGONIZING ROUNDS.	PERFECT AIM. Foe's CAROTID ARTERY AND JUGULAR VEIN SEVERED. Foe DROPS, DIES IN 3 ROUNDS.
MASSIVE STRIKE. Foe IS STUNNED AND UNABLE TO PARRY FOR 3 ROUNDS. + 30 HITS	AWE INSPIRING BLAST. Foe IS STUNNED AND UNABLE TO PARRY FOR 5 ROUNDS. + 35 HITS
SIDE STRIKE. Foe IS STUNNED AND UNABLE TO PARRY FOR 5 ROUNDS. Foe FIGHTS AT -20% DUE TO BROKEN RIBS.	SIDE STRIKE SHATTERS BONE. Foe IS STUNNED AND UNABLE TO PARRY FOR 6 ROUNDS. Foe FIGHTS AT -25% DUE TO PAIN. + 40 HITS.
Foe IS KNOCKED DOWN. SEVERE THICK WOUND. Foe TAKES +10 HITS PER ROUND AND FIGHTS AT -35%. + 35 HITS	Foe IS KNOCKED OUT. BONE BREAK AND WOUND GIVE Foe +10 HITS PER ROUND. UPON RECOVERY, Foe FIGHTS -50%.
BLAST SENDS Foe INTO A 3 MONTH LONG COMA AND CAUSES PERMANENT (TOTAL) PARALYSIS. + 50 HITS.	BLAST SENDS Foe BACK 10 FEET AND CAUSES ITS NECK. CREATURE DIES IN 3 ROUNDS. + 50 HITS.
STRIKE CAUSES Foe's BLADDER TO EXPLODE, AND CREATURE DIES WITHOUT DELAY.	STRIKE TO Foe's HEAD CRUSHES SKULL AND PROVES INSTANTLY FATAL.

Table 10.85

SUPER LARGE CREATURES	
Normal	Slaying
+0 hits	+3 hits
+1 hit	+5 hits
+2 hits	+9 hits
+3 hits	+12 hits
+5 hits	+15 hits
+7 hits	+18 hits
+10 hits	+20 hits
BLAST KNOCKS Foe OUT. UPON RECOVERY, Foe FIGHTS AT -75% DUE TO SHATTERED SHOULDER. + 25 HITS.	BLAST DESTROYS Foe's LUNGS. Foe DROPS AND DIES AFTER 6 LONG ROUNDS. + 30 HITS
+12 hits	+25 hits
+15 hits	+25 hits
+20 hits	+30 hits
LEG STRIKE. Foe IS STUNNED AND UNABLE TO PARRY FOR 1 ROUND. + 25 HITS	+30 hits
BLAST CRUSHES Foe's SKULL. Foe DROPS AND DIES OF BRAIN DAMAGE IN 6 ROUNDS.	STRIKE CAUSES Foe's CHEST CAVITY AND DESTROYS Foe's HEART. Foe DIES INSTANTLY.
BLAST DESTROYS Foe's EYES. Foe IS PERMANENTLY BLIND, FIGHTS AT -95%, AND IS STUNNED FOR 12 ROUNDS.	STRIKE THROUGH Foe's EAR RESULTS IN MASSIVE BRAIN DAMAGE. Foe DIES AFTER 6 INACTIVE ROUNDS.
STRONG BLAST. Foe IS STUNNED AND UNABLE TO PARRY FOR 2 ROUNDS. + 30 HITS	SIDE STRIKE. Foe IS STUNNED AND UNABLE TO PARRY FOR 3 ROUNDS. + 35 HITS
SIDE STRIKE. Foe IS STUNNED AND UNABLE TO PARRY FOR 4 ROUNDS AND FIGHTS AT -20% DUE TO BROKEN BONE.	CHEST STRIKE. BROKEN BONE CAUSES Foe TO FIGHT AT -20%. WOUND YIELDS + 5 HITS PER ROUND.
CHEST BLAST. WOUND GIVES Foe + 5 HITS PER ROUND. CREATURE FIGHTS -30%. + 30 HITS	Foe IS KNOCKED DOWN. SEVERE WOUND. Foe TAKES +10 HITS PER ROUND AND FIGHTS AT -50%. + 40 HITS.
Foe IS PARALYZED FROM THE NECK DOWN ON A PERMANENT BASIS. + 40 HITS	BLAST DESTROYS Foe's NERVOUS SYSTEM. Foe COLLAPSES AND DIES IN 9 ROUNDS. + 50 HITS.
STRIKE SHATTERS Foe's CHEST AND SENDS BONE THROUGH THE HEART. Foe DIES INSTANTLY.	STRIKE TO Foe's HEAD. POOR CREATURE DIES INSTANTLY. Add 20% TO YOUR NEXT ROLL.

(Table 10.91) BATTLE ROUND SEQUENCE

1. Spell Phase
2. Spell Results Phase
3. Spell Orientation Phase
4. Missile Phase
5. Missile Results Phase
6. Movement and Maneuver Phase
7. Melee Phase
8. Melee Results Phase
9. Final Orientation Phase

(Table 10.92) ARMOR TABLE

Armor Type	Minimum ¹ Maneuver Penalty	Maximum ² Maneuver Penalty	Missile ³ Attack Penalty	Quickness ⁴ Penalty
1	0	0	0	0
2	0	0	0	0
3	0	0	0	0
4	0	0	0	0
5	0	0	0	0
6	0	-20	-5	0
7	-10	-40	-15	10
8	-15	-50	-15	15
9	-5	-50	0	0
10	-10	-70	-10	5
11	-15	-90	-20	15
12	-15	-110	-30	15
13	-10	-70	0	5
14	-15	-90	-10	10
15	-25	-120	-20	20
16	-25	-130	-20	20
17	-15	-90	0	10
18	-20	-110	-10	20
19	-35	-150	-30	30
20	-45	-165	-40	40

¹Minimum maneuver penalties apply to persons fully trained in maneuvering while wearing the given armor type.

²Maximum maneuver penalties apply to persons completely untrained in maneuvering while wearing the given armor type.

³Missile attack penalties act as subtractions from the offensive bonus used for missile attacks. This is meant to reflect the disadvantageous effect of armor worn on the arms of a given combatant.

⁴Quickness penalties act to reduce or cancel the given defensive bonus of a combatant (i.e. those points based on the defender's quickness). Unlike those above, this penalty can only apply against the armor-user's quickness, and will not reduce a combatant's defensive bonus below the level it would be had there been no quickness bonus whatsoever.

(Table 10.93) BONUSES FOR UNUSUAL STATISTICS

Unusual personal characteristics, such as a high Agility or Strength seriously affect the capabilities of a character. The following table gives a series of "stat." ranges on the 1-100 scale and the bonus (or penalty) accruing to actions heavily influenced by that statistic.

Additionally, columns are present to indicate the number of development points the character gets from his particular statistic and the number of spell points/level provided by that "stat." if it is the prime requisite for his type of spell casting. Note that Character Development Statistics do not give spell points; thus, each spell realm has one characteristic from which spell points may be derived:

Empathy (Intelligence) for Essence
Intuition (Wisdom) for Channeling
Presence (Charisma) for Mentalism

Hybrid spell users average the statistics pertaining to their two spell using realms, and derive their spell points from this average.

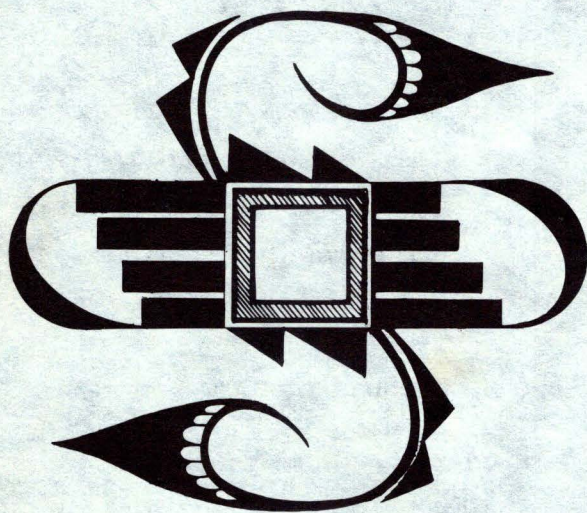
Columns are provided for 3-18 and 2-12 statistics for comparison and/or conversion if other portions of the game system mandate use of non-percentile "stats."

1-100 Stat.	Bonus on D100	Bonus on D20	Development* Points	Spell** Points	3-18 Stat.	2-12 Stat.
102+	+35	+7	11	4	20+	17+
101	+30	+6	10	3	19	15-16
100	+25	+5	10	3	18	13-14
98-99	+20	+4	9	2	17	12
95-97	+15	+3	9	2	16	
90-94	+10	+2	8	1	15	11
85-89	+5	+1	8	1	14	10
75-84	+5	+1	7	1	13	9
60-74	0	0	6	0	12	8
40-59	0	0	5	0	10-11	7
25-39	0	0	4	0	9	6
15-24	-5	-1	3	0	8	5
10-14	-5	-1	2	0	7	4
5-9	-10	-2	2	0	6	3
3-4	-15	-3	1	0	5	
2	-20	-4	1	0	4	2
1	-25	-5	0	0	3	

*Development Points and their uses are explained in the Character Development Guidelines of the Rolemaster System. They may, however, be adapted to other game systems if it is so desired.

**Spell Points are explained in sections 6.11 and 6.12. Optional uses involving spell points are outlined in sections 9.1 and 9.2.

of Channeling



Book I

OPEN CHANNELING SPELL LISTS

SPELL DEFENSE	BARRIER LAW	DETECTION MASTERY	LOFTY MOVEMENTS	WEATHER WAYS
1) PROTECTION I c		DETECT CHANNELING c		LIVING GAUGE c (1)
2) PROTECTION I (10'R)c	AIRWALL c	DETECT ESSENCE c		RAIN PREDICTION (2)
3)		DETECT MENTALISM c		(3)
4)	WATERWALL c	DETECT LIFE c	LIMBWALKING	STORM PREDICTION (4)
5) PROTECTION II c	WOODWALL	DETECT CURSE c	STONWALKING	WEATHER PREDICTION (5)
6)		DETECT UNDEAD c	WATERWALKING	(6)
7) PROTECTION II (10'R)c	EARTHWALL	DETECT TRAPS c	MERGING ORGANIC	BREEZE CALL (7)
8)	ICEWALL	LIFE TYPING c		FOG CALL (8)
9) CHANNELING SHIELD c		DETECT INVISIBLE c	LIMBRUNNING	(9)
10) PROTECTION III c	BARRIER PIT	PERCEIVE POWER c	STONERUNNING	WEATHER PRED. (3days) (10)
11) ESSENCE SHIELD c	AIRWALL TRUE	POISON ANALYSIS c	WATERRUNNING	PRECIPITATION CALL (11)
12)	STONEWALL		WINDWALKING	(12)
13) MIND SHIELD c	WATERWALL TRUE	POWER TYPING c		WEATHER PRED. (5days) (13)
14) PROTECTION IV c				(14)
15) SPELL SHIELD II c	WOODWALL TRUE	DETECT SPELL c	GREAT MERGING ORGANIC	WIND MASTERY c (15)
16)				(16)
17) PROTECTION V c	EARTHWALL TRUE	PERC. POWER (500') c		(17)
18)	ICEWALL (20'x20')	LOCATION	WINDRUNNING	CLEAR SKIES c (18)
19) SPELL SHIELD TRUE c				WEATHER PRED. (30days) (19)
20) CHANNELING RES. c	STONEWALL TRUE	CURSE ANALYSIS c	MERGING TRUE ORGANIC	RAIN CALL c (20)
25) ESSENCE RESISTANCE c	MELD WALLS	LIFE ANALYSIS c	WINDRUNNING TRUE	SKY CALL c (25)
30) MENTALISM RES. c	CURVED WALL	DETECT TRUE c	WORD OF RETURN *	STORM CALL c (30)
50) RESISTANCE TRUE c	WALL OF FORCE c	LOCATION TRUE	REReturning *	WEATHER MASTERY c (50)

SPELL DEFENSE

- 1- **PROTECTION I** (D) DURATION: C RANGE: 10' Subtracts 5 from all elemental attack rolls against the protected being, and adds 5 to RR's vs. spells.
- 2- **PROTECTION I** (D) As above, except all beings within 10' R of target get the benefits.
- 5- **PROTECTION II** (D) As Protection I, except bonuses are 10 and only 1 target is affected.
- 7- **PROTECTION II** (D) As above, except has a radius of effect of 10'.
- 9- **CHANNELING SHIELD** (D) DURATION: C RANGE: S Creates a shimmering shield in front of the caster: it subtracts 10 from all frontal channeling attack rolls on the caster (base and elemental). If the caster performs no other actions during a round, he can "parry" one spell attack. Parry consists of subtracting all adds that the caster would normally have for his base attack roll from the attack roll made on him.
- 10- **PROTECTION III** (D) As Protection I (1 target), except bonuses are 15.
- 11- **ESSENCE SHIELD** (D) As Channeling Shield, except is effective only against essence spells.
- 13- **MIND SHIELD** (D) As Channeling Shield, except is effective only against mental spells.
- 14- **PROTECTION IV** (D) As Protection I (1 target), except bonuses are 20.
- 15- **SPELL SHIELD II** (D) As Channeling Shield, except it is effective against any two of the three realms.

- 17- **PROTECTION V** (D) As Protection I (1 target), except bonuses are 25.
- 19- **SPELL SHIELD TRUE** (D) As Channeling Shield, except all three realms are affected.
- 20- **CHANNELING RESISTANCE** (D) DURATION: C RANGE: 100' Target gets +50 to all RR's against channeling spells.
- 25- **ESSENCE RESISTANCE** (D) As Channeling Resistance, except is only effective against essence spells.
- 30- **MENTALISM RESISTANCE** (D) As Channeling Resistance, except is only effective against mentalism spells.
- 50- **RESISTANCE TRUE** (D) As Channeling Resistance, except is effective against all three realms.



BARRIER LAW

- 2- **AIRWALL** (E) DURATION: C RANGE: 50' Creates a 10'x10'x3' wall of dense churning air: cuts all movement and attacks through it by 50%.
- 4- **WATERWALL** (E) DURATION: C RANGE: 50' Creates a 10'x10'x1' wall of water: cuts all movement and attacks through it by 80%.
- 5- **WOODWALL** (E) DURATION: 1 min/lvl RANGE: 50' Creates a wall of wood up to 10'x20'x2': it must rest on a solid surface. It can be burned through (50 hits for a 2' R hole), chopped through (20 man-rounds) or toppled if one end is not against a wall.

- 7- **EARTHWALL** (E) As Woodwall, except wall is up to 10'x10'x(3' at base, 1' at top) of packed earth: and it can be dug through only (10 man-rounds at top).
- 8- **ICEWALL** (E) DURATION: P RANGE: 50' As Woodwall, except wall is up to 10'x10'x(2' at base, 1' at top); it can be melted through (100 hits), chipped through (50 man-rounds) or toppled if not against a wall.
- 10- **BARRIER PIT** (E) DURATION: P RANGE: 50' Opens a Pit (500 cu' in stone; 1000 cu' in earth or ice); entire pit must be within 50' of caster.
- 11- **AIRWALL TRUE** (E) As Airwall, except caster need not concentrate and the duration is 1 min/lvl.
- 12- **STONEWALL** (E) As Woodwall, except wall is up to 10'x10'x1' of stone and it can be chipped through in 200 man-rounds (1' R hole).
- 13- **WATERWALL TRUE** (E) As Waterwall, except caster need not concentrate and the duration is 1 min/lvl.
- 15- **WOODWALL TRUE** (E) As Woodwall, except duration is permanent.
- 17- **EARTHWALL TRUE** (E) As Earthwall, except duration is permanent.
- 18- **ICEWALL** (E) As above, except size is up to 20'x20'x(4' at base, 2' at top).
- 20- **STONEWALL TRUE** (E) As Stonewall, except duration is permanent.
- 25- **MELD WALLS** (F) DURATION: P RANGE: T Fuses two touching walls together (seam can be up to 20' long) OR fuses a section of stone blocks (up to 100 cu').

30-CURVED WALL (E) As any one of the lower level "Wall" spells on this list, except the wall can be curved up to a semicircle.

50-WALL OF FORCE (E) DURATION: 1 rnd/lvl (C) RANGE: 100' By directly channeling the power of his deity, the caster creates a transparent wall of "force" that is absolutely impassable by anyone or anything. It is up to 10'x20'x1'.

NOTE: All "Wall" spells require that at least 1 cu' of the material of which the wall consists be within 50' of the caster.



DETECTION MASTERY

1- DETECT CHANNELING (P) DURATION: 1 min/lvl (C) RANGE: 50' Detects any active spell or item from the channeling realm; he can concentrate on a 5' R area each round.

2- DETECT ESSENCE (P) As Detect Channeling, except realm is essence.

3- DETECT MENTALISM (P) As Detect Channeling, except realm is mentalism.

4- DETECT LIFE (P) As Detect Channeling, except it detects life.

5- DETECT CURSE (P) As Detect Channeling, except detects curses on people or things.

6- DETECT UNDEAD (P) As Detect Channeling, except detects the presence of undead.

7- DETECT TRAPS (P) As Detect Channeling, except it gives a 75% chance of detecting a trap (may be modified by certain traps).

8- LIFE TYPING (P) As Detect Channeling, except it analyses one living being; giving race, age, and current state of health.

9- DETECT INVISIBLE (P) As Detect Channeling, except detects invisible things; all attacks against something so detected are at -50.

10-PERCEIVE POWER (P) As Detect Channeling, except it gives an estimate of the power of the person (level) or item or spell examined.

11-POISON ANALYSIS (P) As Detect Channeling, except it gives an analysis of any poisons on a single object or in a single being.

13-POWER TYPING (P) As Detect Channeling, except it analyses general spell type (in item or cost) and what profession cast or created it; or in case of a person it gives his exact profession.

15-DETECT SPELL (P) As Detect Channeling, except detects any spell that has ever been cast in the area examined.

17-PERCEIVE POWER (P) As above, except range is 500' and area is 50' R.

18-LOCATION (P) DURATION: 1 min/lvl RANGE: 300' Gives the direction and distance to any specific object or place that the caster is familiar with OR has had described in detail.

20-CURSE ANALYSIS (P) As Detect Channeling, except a curse may be analysed for approximate level, effect and required cure.

25-LIFE ANALYSIS (P) As Life Typing, except also gives exact profession, alignment, and other pertinent details.

30-DETECT TRUE (P) As Detect Channeling, except any of the lower level spells on this list can be used one/rnd.

50-LOCATION TRUE (P) As Location, except range is 1 mile/lvl.

LOFTY MOVEMENTS

4- LIMBWALKING (F) DURATION: 1 min/lvl RANGE: 10' Target can walk along nearly horizontal tree limbs (that can support the weight) as if he were on level ground.

5- STONEWALKING (F) DURATION: 1 min/lvl RANGE: 10' Target can walk on stone surfaces of up to 60° as if he were on level ground.

6- WATERWALKING (F) DURATION: 1 min/lvl RANGE: 10' Target can walk on water as if he were on level ground; may not be used on rough water.

7- MERGING ORGANIC (F) DURATION: 1 min/lvl RANGE: 10' Target can merge (body + 1' depth) into organic material (live or dead); target cannot move while merged.

9- LIMBRUNNING (F) As Limbwalking, except target can run along limbs.

10-STONERUNNING (F) As Stonewalking, except target can run on stone surfaces.

11-WATERRUNNING (F) As Waterwalking, except target can run on calm waters.

12-WINDWALKING (F) duration: 1 min/lvl RANGE: 10' Target can walk on calm air; movement must be at a constant height.

15-GREAT MERGING ORGANIC (F) As Merging Organic, except target may turn within the material and see outside if within 6" of the surface.

18-WINDRUNNING (F) As Windwalking, except target can run on calm air.

20-MERGING TRUE ORGANIC (F) As Great Merging Organic, except target may use spells on himself while merged.

25-WINDRUNNING TRUE (F) As Windrunning, except target can run up to twice normal speed on calm air without expending energy.

30-WORD OF RETURN (F*) DURATION:-- RANGE: S Caster may return to any point previously designated and within a range of 10 miles x his level (e.g. a 30th lvl could return to a point up to 300 miles away); caster can only have 1 point of return at a given time.

50-RERETURNING (F*) DURATION:-- RANGE: S Caster may go to his point of return (as per Word of Returning), stay up to 1 rd x his lvl, and then return to the point where he cast his spell (making it a round trip).



WEATHER WAYS

1- LIVING GAUGE (F) DURATION: C RANGE: S Caster can ascertain the exact temperature of the surrounding atmosphere.

2- RAIN PREDICTION (I) DURATION:-- RANGE:-- Gives caster a 95% chance of predicting rain, \pm 15 min over the next 24 hr period.

4- STORM PREDICTION (I) As Rain Prediction, except it allows a 95% chance of predicting the time and type of a storm, \pm 15 min over the next 24 hr period.

5- WEATHER PREDICTION (I) As Rain Prediction, except it allows 95% chance of predicting time, type, and severity of weather over the next 24 hr period.

7- BREEZE CALL (F) DURATION: 1 rd/lvl RANGE: 10' R Caster causes breeze to come forth which will drive out any gaseous matter (clouds, etc.) and subtracts 30 from all missile attacks. Once set, the direction of the breeze will not change.

8- FOG CALL (F) DURATION: 1 min/lvl RANGE: 10'/lvl R Caster causes fog to arise that obscures nearly all vision INTO the R subtracting up to 50% from all missile attacks.

10-WEATHER PREDICTION (I) As above, except that caster has a 95% chance of predicting weather over a 3 day period.

11-PRECIPITATION CALL (F) DURATION: 1 min/lvl RANGE: 10'/lvl R Caster causes rain or snow to fall (depending on temp.). The precipitation obscures vision INTO the R by 25% and subtracts 25 from all INCOMING missile attacks.

13-WEATHER PREDICTION (I) As above, except that caster has a 95% chance of predicting weather over a 5 day period.

15-WIND MASTERY (F) DURATION: 1 min/lvl (C) RANGE: 50'/lvl R Caster can control the velocity and direction of the wind. Caster can increase or decrease wind speed by an amount equal to 1 mph x his level (e.g. if the wind speed is normally 20 mph, a 15th lvl caster could reset the wind speed to between 5 and 35 mph). By directing the wind against incoming missile attacks he can subtract 1 for each mph of wind speed (e.g. he can create a brutal and changing cross-wind). Note that caster can also control the direction of the flow of gases and/or clouds.

18-CLEAR SKIES (F) DURATION: 1 min/lvl (C) RANGE: 1 mi R Caster can make the skies clear of haze, precipitation, clouds, etc. This spell will not affect the wind.

19-WEATHER PREDICTION (I) As above, except that caster has a 95% chance of predicting weather over a 30 day period.

20-RAIN CALL (F) DURATION: 1 min/lvl (C) RANGE: 1 mi R Caster can summon rain of moderate intensity; the rain will obscure short range vision by up to 25% and long range vision by up to 75%.

25-SKY CALL (F) DURATION: 1 min/lvl (C) RANGE: 1 mi R Caster may use any of the lower level spells on this list, but at a range of a 1 mi R.

30-STORM CALL (F) DURATION: 1 min/lvl (C) RANGE: 1 mi R Caster may call forth a storm of any type with maximum wind speeds equal to twice his level, and an intensity according to his desires; effects will vary according to circumstance (and the gamemaster's discretion). **EXAMPLE:** a 30th lvl caster could summon a lightning storm with intense rain and constant wind speeds of up to 60 mph; the gamemaster may wish to have random rolls to determine possible lightning strikes vs. exposed targets.

50-WEATHER MASTERY (F) DURATION: 1 min/lvl (C) RANGE: 1 mi/lvl Caster may dictate the weather conditions in the area, modifying wind speeds by \pm 1 mph x his level, and setting the level of intensity, fog, cloud cover etc. Caster may call for shifts in the patterns as he concentrates, but the change will take at least 1 minute.



OPEN CHANNELING SPELL LISTS

SOUND'S WAY	LIGHT'S WAY	PURIFICATION	CONCUSSION'S WAYS	NATURE'S LAW	
1) SPEECH I c	PROJECTED LIGHT	DISEASE PURIFICATION	HEALING (1-10)		(1)
2)	LIGHT I		FROSTBITE RELIEF	PLANT LORE	(2)
3) QUIET I	AURA	POISON PURIFICATION	FROST/BURN RELIEF I	HERB LORE	(3)
4)	LIGHT II	DISEASE RESISTANCE I	HEALING (3-30)		(4)
5) SOUNDWALL I	SUDDEN LIGHT	POISON RESISTANCE I	STUN RELIEF *	STONE LORE	(5)
6) SPEECH II c	TRUE AURA		FROST/BURN RELIEF II	SPEED GROWTH	(6)
7) SILENCE	SHOCK BOLT		REGENERATE I *c	ANIMAL TONGUES	(7)
8) QUIET III	LIGHT III	DISEASE RESISTANCE II	HEALING (5-50)		(8)
9)	UTTERLIGHT I	POISON RESISTANCE II	FROST/BURN RELIEF III	ANIMAL MASTERY I c	(9)
10) SOUNDWALL V	WAITING LIGHT	MIND DISEASE CURES	AWAKENING	NATURE'S AWARENESS c	(10)
11) QUIET V	FLARE	DISEASE RES. III	HEALING (7-70)	PLANT TONGUES	(11)
12)		POISON RES. III	REGENERATION II *c	ANIMAL MASTERY III c	(12)
13) SILENCE (50'R)	LIGHT V		FROST/BURN RELIEF IV	ANIMAL EMPATHY c	(13)
14)		UNDISEASE		PLANT CONTROL I	(14)
15) SPEECH III c	LIGHT X	UNPOISON	HEALING (10-100)	STONESPEECH	(15)
16)				HERB PRODUCTION	(16)
17) SOUNDING	UTTERLIGHT V		STUN RELIEF (100') *		(17)
18)	MASS LIGHT	MASS UNDISEASE	REGENERATION III *c	ANIMAL MASTERY V c	(18)
19)		MASS UNPOISON		PLANT CONTROL III	(19)
20) SILENCE (100'R)	MASS AURA	MIND DIS. CURES TRUE	HEALING (15-150)	NATURE'S AWARENESS(500')c	(20)
25) MASS SOUNDWALLS	LIGHTNING CALL	GREATER DISEASE PUR.	REGENERATION V c	EARTH EMPATHY c	(25)
30) MASS QUIET	ALKAR	GREATER POISON PUR.	TRUE HEALING	MASTERY c	(30)
50) SPEECH TRUE	MASS UTTERLIGHT	PURIFICATION TRUE	MASS TRUE HEALING	ANIMAL MASTERY TRUE	(50)

SOUND'S WAY

- 2- **SPEECH I** (P) DURATION: C RANGE: 10' Target is able to communicate basic ideas in a specific language (hungry, thirsty, bathroom, peace, etc.).
- 3- **QUIET I** (F) DURATION: 1 min/lvl RANGE: 100' Creates a 1' R area around the target, into and out of which sound cannot travel. The area is centered on the target and will move if he does.
- 5- **SOUNDWALL I** (F) DURATION: 10 min/lvl RANGE: 50' Creates a plane (up to 20'x20'), through which sound will not pass.
- 6- **SPEECH II** (P) As Speech I, except caster can communicate in more complex concepts, although there is a good chance of misinterpretations.
- 7- **SILENCE** (F) As Quiet I, except radius is 10'.
- 8- **QUIET III** (F) As Quiet I, except 3 targets can be affected.
- 10- **SOUNDWALL V** (F) As Soundwall I, except 5 such walls are created; each wall must be connected to at least one other wall.
- 11- **QUIET V** (F) As Quiet I, except 5 targets may be affected.
- 13- **SILENCE** (F) As above, except radius is 50'.
- 15- **SPEECH III** (P) As Speech II, except caster is reasonably fluent in the language. Caster's accent is imperfect, but there is only a slight chance of misinterpretation.

17- **SOUNDING** (F) DURATION: 1 min/lvl RANGE: 10' Target can speak at 5x his normal loudness.

20- **SILENCE** (F) As above, except radius is 100'.

25- **MASS SOUNDWALLS** (F) As Soundwall V, except as many soundwalls as the caster's level can be created.

30- **MASS QUIET** (F) As Quiet I, except as many targets as the caster's level can be affected.

50- **SPEECH TRUE** (P) As Speech III, except caster speaks the specified language as if he were a native, and he doesn't need to concentrate (duration is 1 min/lvl).



LIGHT'S WAY

- 1- **PROJECTED LIGHT** (F) DURATION: 10 min/lvl RANGE: 20' Beam of light (like a flashlight) springs from the caster's palm; 40' effective range.
- 2- **LIGHT I** (F) DURATION: 10 min/lvl RANGE: T Lights a 10' R area about the point touched. If the point is a moving being or object, the area will move.
- 3- **AURA** (F) DURATION: 10 min/lvl RANGE: 10' Causes a bright aura about the target, making him appear more powerful and subtracting 10 from all attacks.
- 4- **LIGHT II** (F) As Light I, except 2 areas (10' R each) can be created; their centers can be anywhere within 50' of the caster (initially). Alternatively, one area of a 20' radius can be created.

5- **SUDDEN LIGHT** (F) DURATION: -- RANGE: 100' Causes a 10' R sphere of intense light, all within it must make a RR or they are stunned for 1 rnd/10% failure.

6- **TRUE AURA** (F) As Aura, except it makes him appear very powerful and subtracting 15 from all attacks.

7- **SHOCK BOLT** (E) DURATION: -- RANGE: 100' A bolt of intense, charged light is shot from the palm of the caster; results are determined on the Shock Bolt Table.

8- **LIGHT III** (F) As Light II, except 3 10' R areas can be created OR one 30' R area OR one 10' R area and one 20' R area. That is the total of the radii is 30'.

9- **UTTERLIGHT I** (F) DURATION: 1 min/lvl RANGE: T As Light I, except it is the equivalent of full daylight; it also cancels all magically created darkness.

10- **WAITING LIGHT** (F) As Light I, except it can delay the action of the spell until up to 24 hr./lvl passes OR a being passes OR a certain word is said OR etc.

11- **FLARE** (E) DURATION: 1 rnd/lvl RANGE: 20'/lvl A 6" R ball of light is shot from the palm of the caster; it will travel to the limit of the range, explode (as a flare), burn with a bright light (as a flare), drift slowly to earth, and go out. An area equal to the range is lit if the flare can raise to its full range. It can be fired at a target as a Shock Bolt, but any criticals are heat criticals.

13- **LIGHT V** (F) As Light III, except total radii is 50'.

15-LIGHT X (F) As Light III. except total radii is 100'.

17-UTTERLIGHT V (F) As Utterlight I. except total radii restriction is 50'.

18-MASS LIGHT (F) As Light III. except total radii restriction is 10'/lvl.

20-MASS AURA (F) As Aura. except as many targets as the caster's lvl can be affected.

25-LIGHTNING CALL (E) DURATION:-- RANGE: 100' Caster can cause a lightning bolt to strike a target within his range. results are determined on the Lightning Bolt Table. There must be a storm within 1 mile. that is severe enough to cause precipitation or lightning or very heavy winds.

30-ALKAR (F) As Aura. except target seems like a minor god and the subtraction is 25%.

50-MASS UTTERLIGHT (F) As Utterlight I. except total radii restriction is 10' x caster's level.

NOTE: None of the "Aura" spells are cumulative with each other or Blur.



PURIFICATIONS

1- DISEASE PURIFICATION (H) DURATION: P RANGE: 10' Stops infection and/or spread of a disease in 1 target after he has acquired the disease: thus. no further damage will occur in uninfected areas of the body.

3- POISON PURIFICATION (H) DURATION: P RANGE: 10' Neutralizes any 1 poison in the system of 1 target. (NOTE: Damage already sustained is not cured).

4- DISEASE RESISTANCE I (H) DURATION: 1 min/lvl RANGE: 10' Target gets an additional RR vs. any disease(s).

5- POISON RESISTANCE I (H) DURATION: 1 min/lvl RANGE: 10' Target gets an additional RR vs. any poison(s).

8- DISEASE RESISTANCE II (H) As Disease Resistance I. except target gets an additional 2 RR's vs. any disease(s). for a total of 3.

9- POISON RESISTANCE II (H) As Poison Resistance I. except target gets an additional 2 RR's vs. any poison(s). for a total of 3.

10-MIND DISEASE CURES (H) DURATION: P RANGE: 10' Target is cured of any 1 mind disease.

11-DISEASE RESISTANCE III (H) As Disease Resistance I. except target gets an additional 3 RR's vs. any disease(s). for a total of 4.

12-POISON RESISTANCE III (H) As Poison Resistance I. except target gets an additional 3 RR's vs. any disease(s). for a total of 4.

14-UNDISEASE (H) DURATION: P RANGE: 10' Caster can remove any 1 disease from a target.

15-UNPOISON (H) DURATION: P RANGE: 10' Caster can remove any 1 poison from a target.

18-MASS UNDISEASE (H) DURATION: P RANGE: 100' R Caster can remove any 1 disease from a number of targets equal to his level (e.g. an 18th level caster could remove lycanthropy from 18 targets).

19-MASS UNPOISON (H) DURATION: P RANGE: 100' R Caster can remove any 1 poison from the systems of a number of targets equal to his level.

20-MIND DISEASE CURES TRUE (H) As Mind Disease Cures. except recovery is instantaneous.

25-GREATER DISEASE PURIFICATION (H) DURATION: P RANGE: 100' R Any disease in the area is eliminated.

30-GREATER POISON PURIFICATION (H) DURATION: P RANGE: 100' R Any poison in the area is neutralized.

50-PURIFICATION TRUE (H) DURATION: P RANGE: 100'/lvl R Eliminates all poisons and/or diseases in the area.



CONCUSSION'S WAYS

1- HEALING (H) DURATION: P RANGE: T Target is healed of 1-10 concussion hits.

2- FROSTBITE RELIEF (H) DURATION: P RANGE: T Will heal one area of mild frostbite or 1st degree burn.

3- FROST/BURN RELIEF I (H) DURATION: P RANGE: T Will heal one area of mild frostbite or 1st degree burn.

4- HEALING (H) As above. except that target is healed of 3-30 concussion hits.

5- STUN RELIEF (H*) DURATION: P RANGE: T Target is relieved of 1 rd worth of accumulated stun effects.

6- FROST/BURN RELIEF II (H) As Frost/Burn Relief I. except caster can heal 2 areas of mild damage or 1 area of moderate damage (e.g. 2nd degree burn).

7- REGENERATE I (H*) DURATION: C RANGE: T Will reduce damage target has by 1 hit/rd as long as caster concentrates.

8- HEALING 5-50 (H) As above. except that target is healed of 5-50 concussion hits.

9- FROST/BURN RELIEF III (H) As Frost/Burn Relief I. except caster can heal 3 areas of mild damage. 1 area of severe damage (e.g. 3rd degree burn). or a combination of 1 mild and 1 moderate area of damage.

10-AWAKENING (H) DURATION:-- RANGE: 100' Target is instantly awake.

11-HEALING 7-70 (H) As above. except that target is healed of 7-70 concussion hits.

12-REGENERATION II (H) As Regeneration I. except target's damage is reduced by 2 hits/rd.

13-FROST/BURN RELIEF IV (H) As Frost/Burn Relief I. except 4 mild OR 2 moderate OR 1 mild and 1 severe OR 2 mild and 1 moderate area(s) of damage healed.

15-HEALING 10-100 (H) As above. except that target is healed of 10-100 concussion hits.

17-STUN RELIEF (H*) As above. except that the caster's range is 100'.

18-REGENERATION III (H*) As Regeneration I. except target's damage is reduced by 3 hits/rd.

20-HEALING 15-150 (H) As above. except that target is healed of 15-150 concussion hits.

25-REGENERATION V (H) As Regeneration I. except target's damage is reduced by 5 hits/rd.

30-TRUE HEALING (H) As above. except that target is healed of all concussion hits.

50-MASS TRUE HEALING (H) DURATION: P RANGE: 100' Allows caster to heal all concussion hits in a number of targets equal to lvl of caster.

NATURE'S LAW

2- PLANT LORE (I) DURATION:-- RANGE: 10' Caster learns nature and history of any 1 plant.

3- HERB LORE (I) DURATION:-- RANGE: 10' Caster can understand the nature. origin. and value of any 1 herb (a plant used in medicine); if the plant is not an herb (i.e. is inedible or lacks use). no information will be related.

5- STONE LORE (I) DURATION:-- RANGE: 10' Caster learns the nature and history of any 1 stone.

6- SPEED GROWTH (I) DURATION: 1 day RANGE: 10' R Caster can increase speed of growth for any 1 species of plant by x10.

7- ANIMAL TONGUES (I) DURATION: 1 min/lvl RANGE: S Caster gains knowledge of any 1 animal language.

9- ANIMAL MASTERY I (M) DURATION: C RANGE: 100' Caster can control the actions of any 1 animal.

10-NATURE'S AWARENESS (I) DURATION: C RANGE: 100' R Caster can monitor animate activity in the area (e.g. he will be aware of subtle movements); caster cannot move.

11- PLANT TONGUES (I) DURATION: 1 min/lvl RANGE: S Caster gains knowledge of the language of any 1 plant species.

12-ANIMAL MASTERY III (M) As Animal Mastery I. except caster can control 3 animals.

13-ANIMAL EMPATHY (I) DURATION: C RANGE: 100' Caster can understand and/or visualize the thoughts and emotions of any 1 animal.

14-PLANT CONTROL I (M) DURATION: 1 min/lvl RANGE: 100' Caster can control the automatic and/or mental processes of any 1 plant; caster can also control the plant's movements. but the spell does not allow movement beyond normal allowances.

15-STONESPEECH (I) DURATION: 1 min/lvl RANGE: S Caster can communicate with any 1 stone—if it possesses any required animate qualities (e.g. caster could speak to a holy stone which possessed some sort of intelligence. etc.).

16-HERB PRODUCTION (F) DURATION: P RANGE: T Caster can grow an herb by planting the proper seed; the herb is sterile and takes 1-10 rds.

18-ANIMAL MASTERY V (M) As Animal Mastery I. except caster can control 5 animals.

19-PLANT CONTROL III (M) As Plant Control I. except caster can control any 3 plants.

20-NATURE'S AWARENESS (I) As above. except that the radius is 500'.

25-EARTH EMPATHY (I) DURATION: C RANGE: 100' Caster can understand and/or visualize the thoughts and emotions of any 1 animal. plant. stone. or dead organic object.

30-MASTERY (M) As Animal Mastery I. except caster can control all of the animals of a given species within a range equal to 10' x his level (e.g. a 30th lvl could control all of the mink within 300').

50-ANIMAL MASTERY TRUE (M) As Animal Mastery I. except duration is permanent and concentration is not required. There may be but 1 animal controlled by caster through use of this spell at a given time.

CLOSED CHANNELING SPELL LISTS

<u>BLOOD LAW</u>	<u>BONE LAW</u>	<u>ORGAN LAW</u>	<u>MUSCLE LAW</u>	<u>NERVE LAW</u>	
1) FLOWSTOP I	BONE LORE	ORGAN LORE	MUSCLE LORE	NERVE LORE	(1
2) FLOWSTOP III			TENDON LORE		(2
3) CLOTING I	MINOR FRACTURE REPAIR	NASAL REPAIR	SPRAIN REPAIR		(3
4) FLOWSTOP V	CARTILAGE REPAIR I		MUSCLE REPAIR I	MINOR NERVE REPAIR	(4
5) LIMB PRESERVATION *	LIMB PRESERVATION *	MINOR EAR REPAIR	LIMB PRESERVATION *	LIMB PRESERVATION *	(5
6) CUT REPAIR I	MAJOR FRACTURE REPAIR	MINOR EYE REPAIR	TENDON REPAIR I		(6
7) CLOTING III					(7
8) MINOR VESSEL REPAIR	SKULL REPAIR				(8
9) CUT REPAIR III		MAJOR EAR REPAIR	MUSCLE REPAIR III		(9
10) MAJOR VESSEL REPAIR	JOINT REPAIR		TENDON REPAIR III	UNPARALYSIS	(10
11)	MINOR FRAC. REP. TRUE	MAJOR EYE REPAIR			(11
12) JOINING *	JOINING *		JOINING *	JOINING *	(12
13) FLOW STOPPAGE TRUE	CARTILAGE REP. TRUE		MUSCLE REPAIR TRUE c		(13
14) CLOTING TRUE	MAJOR FRAC. REP. TRUE	HEART REPAIR		NERVE REPAIR TRUE	(14
15)	SKULL REPAIR TRUE	LUNG REPAIR	TENDON REPAIR TRUE c	MINOR BRAIN REPAIR	(15
16) UNCLOTING	JOINT REPAIR TRUE	ORGAN REPAIR			(16
17)	SHATTER REPAIR	NOSE REGENERATION	MASS MUSCLE REPAIR		(17
18) CUT REPAIR TRUE	MASS MINOR FRAC. REP.	ORGAN TRANSPLANT		PARALYSIS CURES	(18
19)			MASS TENDON REPAIR		(19
20) MASS FLOW STOPPAGE	MASS CARTILAGE REP.	EYE & EAR REGEN.	MUSCLE REGENERATION	MASS NERVE REPAIR TRUE	(20
25) JOINING TRUE *	JOINING TRUE *	ORGAN REPAIR TRUE	JOINING TRUE *	JOINING TRUE *	(25
30) MASS CLOTING	MASS MAJOR FRAC. REP.	HEART REGENERATION	TENDON REGENERATION	NERVE REGENERATION	(30
50) MASS BLOOD REPAIR	MASS SHATTER REPAIR	ORGAN REGENERATION	MASS MUSCLE REP. TR.	BRAIN REGENERATION	(50

25th-50th level spells are on pg. 23.

BLOOD LAW

- 1- **FLOWSTOP I** (H) DURATION:-- RANGE: T Allows caster to stop bleeding at rate of 1 hit/rd on 1 target; target may not be moved, or bleeding will resume at prior rate.
- 2- **FLOWSTOP III** (H) As Flowstop I, except that caster can stop bleeding at rate of 3 hits/rd (total), spread over 1-3 targets.
- 3- **CLOTING I** (H) DURATION:-- RANGE: T Allows caster to stop bleeding at rate of 1 hit/rd on 1 target; target can move at no more than a walking pace, or bleeding will resume at prior rate.
- 4- **FLOWSTOP V** (H) As flowstop I, except that caster can stop bleeding at rate of 5 hits/rd (total), spread over 1-5 targets.
- 5- **LIMB PRESERVATION** (H*)² DURATION: 1 day/lvl RANGE: T Allows cast to prevent the deterioration of 1 limb (even while severed); requires use of Muscle Law, Bone Law, and Nerve Law Limb Preservation spells as well.
- 6- **CUT REPAIR I** (H) DURATION: P RANGE: T Allows caster to heal 1 wound that bleeds at rate of 1 hit/rd.
- 7- **CLOTING III** (H) As clotting I, except that caster can stop bleeding at rate of 3 hits/rd (total), spread over 1-3 targets.
- 8- **MINOR VESSEL REPAIR** (H) DURATION: P RANGE: T Allows caster to completely mend a damaged minor blood vessel (a vessel that bleeds at up to 2 hits/rd).
- 9- **CUT REPAIR III** (H) As Cut Repair I, except that caster can repair wound(s) that bleed(s) for up to 3 hits/rd (total); either three 1 hit/rd wounds, one 3 hit/rd wound, or one 2 hit/rd and one 1 hit/rd wound can be healed; may be spread over 1-3 targets.

- 10-**MAJOR VESSEL REPAIR** (H) DURATION: P RANGE: T Allows caster to repair 1 damaged blood vessel of any size, including severed veins and arteries; recovery time 1-10 days, depending on size of vessel and severity of damage.
- 12-**JOINING** (H*)² DURATION: P RANGE: T Allows caster to reattach severed limb, but requires use of Bone Law, Muscle Law, and Blood Law Joining spells in order to restore functional status; limb is fully functional in 10-100 days.
- 13-**FLOW STOPPAGE TRUE** (H) As Flow Stoppage, except that blood loss is completely halted (1 wound/spell); target may not be moved without reopening the wound(s).
- 14-**CLOTING TRUE** (H) As Clotting, except that blood loss is completely halted of (1 wound/spell); target may not move any faster than walking pace or wound will reopen.
- 16-**UNCLOTING** (H) DURATION: P RANGE: T Allows caster to remove any one blood clot; will counter "Clotting Curse."
- 18-**CUT REPAIR TRUE** (H) As Cut Repair, except that it will stop bleeding and close any one wound.
- 20-**MASS FLOW STOPPAGE** (H) As Flow Stoppage, except that caster may stop bleeding from a number of wounds equal to his level (e.g. a 20th lvl caster can stop bleeding from 20 wounds); wounds repaired may be spread out over a number of targets; target(s) may only move at a walking pace or slower without reopening wound(s).

BONE LAW

- 1- **BONE LORE** (H) DURATION:-- RANGE: T Caster acquires complete understanding of any bone damage, including the tools and methods required for healing; caster does not receive the skill or power to perform the cure.
- 3- **MINOR FRACTURE REPAIR** (H) DURATION: P RANGE: T Allows caster to mend simple fractures (not compound fractures, shatters, joint damage, etc.); 1 fracture/spell cast; requires 1 day recovery period.
- 4- **CARTILAGE REPAIR I** (H) DURATION: P RANGE: T Allows caster to repair all cartilage around 1 joint; requires 1 day recovery period.
- 5- **LIMB PRESERVATION** (H*)² DURATION: 1 day/lvl RANGE: T Allows caster to prevent the deterioration of 1 limb (even while severed); requires use of Muscle Law, Blood Law, and Nerve Law Limb Preservation spells as well.
- 6- **MAJOR FRACTURE REPAIR** (H) As Minor Fracture Repair, except that caster can also repair compound fractures; 1 fracture/spell cast; requires 1 day recovery period.
- 8- **SKULL REPAIR** (H) DURATION: P RANGE: T Allows caster to mend 1 fracture in skull (but not a shattered area); recovery time 1-10 days, depending on the damage.
- 10-**JOINT REPAIR** (H) DURATION: P RANGE: T Allows caster to repair 1 broken (but not shattered) joint; recovery time 1-10 days.

11-MINOR FRACTURE REPAIR TRUE (H) As Minor Fracture Repair, except that the fracture is repaired as soon as the spell takes effect.

12-JOINING (H*)^s DURATION: P RANGE: T Allows caster to reattach limb, but requires use of Muscle Law, Blood Law, and Nerve Law Joining Spells in order to restore functional status; limb is fully functional in 10-100 days.

13-CARTILAGE REPAIR TRUE (H) As Cartilage Repair, except that cartilage is repaired as soon as the spell takes effect, without need of recovery period.

14-MAJOR FRACTURE REPAIR TRUE (H) As Major Fracture Repair, except that fracture is repaired as soon as the spell takes effect, without need of a recovery period.

15-SKULL REPAIR TRUE (H) As Skull Repair, except that skull fracture is repaired as soon as the spell takes effect, without need of a recovery period.

16-JOINT REPAIR TRUE (H) As Joint Repair, except that joint is repaired as soon as the spell takes effect, without need of a recovery period.

17-SHATTER REPAIR (H) DURATION: P RANGE: T Allows caster to repair any broken or shattered bone; requires 10 minute operation and 1-10 days recovery time.

18-MASS MINOR FRACTURE REPAIR (H) As Minor Fracture Repair, except that each spell cast repairs 1 minor fracture/lvl of the caster; spell operates as long as caster concentrates; requires 1 day recovery period for each fracture mended.

20-MASS CARTILAGE REPAIR (H) As Cartilage Repair, except that each spell cast repairs 1 section of cartilage damage/lvl of caster; spell operates as long as caster concentrates; requires 1 day recovery period for each section repaired.



ORGAN LAW

1- ORGAN LORE (H) DURATION:-- RANGE: T Caster acquires complete understanding of any organ damage, including the tools and methods required for healing; caster does not receive the skill or power to perform the cure.

3- NASAL REPAIR (H) DURATION: P RANGE: T Allows caster to repair any nose damage short of complete nose loss; requires 1-60 min. depending on damage.

5- MINOR EAR REPAIR (H) DURATION: P RANGE: T Caster can repair any external ear damage, including ear loss (regeneration takes 1-10 hrs).

6- MINOR EYE REPAIR (H) DURATION: P RANGE: T Allows caster to repair any minor eye damage (e.g. corneal scratch or removal of foreign object).

9- MAJOR EAR REPAIR (H) As Minor Ear Repair, except that caster can repair any interior or exterior damage; hearing is restored in 1-10 days; note that complete replacement of the ear is an exception.

11-MAJOR EYE REPAIR (H) As Minor Eye Repair, except that caster can repair any eye damage short of total eye loss (i.e. eye's destruction precludes repair); recovery time 1-10 days.

14-HEART REPAIR (H) DURATION: P RANGE: T Allows caster to repair any heart damage short of total loss or destruction (i.e. replacement); requires 1-10 hour operation and 1-100 day recovery time.

15-LUNG REPAIR (H) DURATION: P RANGE: T Allows caster to repair any lung damage short of total loss or destruction (i.e. replacement); requires 1-10 hour operation and 1-10 day recovery time.

16-ORGAN REPAIR (H) DURATION: P RANGE: T Allows caster to repair any internal or external organ damage (not including the brain or nervous system); requires 1-10 hour operation and 1-10 day recovery time.

17-NOSE REGENERATION (H) DURATION: P RANGE: T Allows caster to regenerate 1 lost nose; regrowth takes 1-10 days.

18-ORGAN TRANSPLANT (H) DURATION: P RANGE: T Allows caster to transplant 1 healthy organ; operation takes 1 hour; recovery time 1-10 days; chance of rejection - 10% if same race, 50% if other humanoid.

20-EYE & EAR REGENERATION (H) DURATION: P RANGE: T Allows caster to regenerate 1 lost eye or ear; regrowth takes 1-10 days, depending on loss.



MUSCLE LAW

1- MUSCLE LORE (H) DURATION:-- RANGE: T Caster acquires a complete understanding of any muscle damage, including the tools and methods required for healing; caster does not receive the skill or power to perform the cure.

2- TENDON LORE (H) DURATION:-- RANGE: T As Muscle Lore, except that knowledge obtained concerns the healing of tendon damage.

3- SPRAIN REPAIR (H) DURATION: P RANGE: T Allows caster to repair (not replace) 1 sprain; requires 1 hour recovery time.

4- MUSCLE REPAIR I (H) DURATION: P RANGE: T Allows caster to repair (not replace) one damaged muscle; requires 1 hour recovery time.

5- LIMB PRESERVATION (H*)^s DURATION: 1 day/lvl RANGE: T Allows caster to prevent the deterioration of 1 limb (even while severed); requires the use of Bone Law, Nerve Law, and Blood Law Limb Preservation spells as well.

6- TENDON REPAIR I (H) DURATION: P RANGE: T Allows caster to repair one damaged tendon; requires 1 hour recovery time.

9- MUSCLE REPAIR III (H) As Muscle Repair I, except that caster can repair 3 damaged muscles.

10-TENDON REPAIR III (H) As Tendon Repair I, except that caster can repair 3 damaged tendons.

12-JOINING (H*)^s DURATION: P RANGE: T Allows caster to reattach limb, but requires use of Bone Law, Blood Law, and Nerve Law Joining spells in order to restore functional status; limb is fully functional in 1-10 days.

13-MUSCLE REPAIR TRUE (H) As Muscle Repair, except that caster can repair (not replace) 1 muscle in target's body; requires 1 minute operation (concentration by caster).

15-TENDON REPAIR TRUE (H) As Tendon Repair, except that caster can repair (not replace) 1 tendon in target's body; requires 1 minute operation (concentration by caster).

17-MASS MUSCLE REPAIR (H) DURATION: P RANGE: T Allows repair of 1 muscle/lvl of the caster (e.g. a 17th lvl caster can repair 17 muscles); spell can be used as long as caster concentrates; requires 1 hour recovery time.

19-MASS TENDON REPAIR (H) DURATION: P RANGE: T Allows repair of 1 tendon/lvl of the caster (e.g. a 19th lvl caster can repair 19 muscles); a spell can be used as long as caster concentrates.

20-MUSCLE REGENERATION (H) DURATION: P RANGE: T Allows caster to regenerate 1 muscle; regrowth takes 1-10 hrs, depending on extent of loss.



NERVE LAW

1- NERVE LORE (H) DURATION:-- RANGE: T Caster acquires complete understanding of any nerve damage, including the tools and methods required for healing; caster does not receive the skill or power to perform the cure.

4- MINOR NERVE REPAIR (H) DURATION: P RANGE: T Allows caster to repair damage to 1 nerve; requires 1 day recovery period.

5- LIMB PRESERVATION (H*)^s DURATION: 1 day/lvl RANGE: T Allows caster to prevent the deterioration of 1 limb (even while severed); requires use of Muscle Law, Bone Law, and Blood Law Limb Preservation spells as well.

10-UNPARALYSIS (H) DURATION: min/lvl Caster can cure any 1 paralysis problem.

12-JOINING (H*)^s DURATION: P RANGE: T Allows caster to reattach limb, but requires use of Bone Law, Muscle Law, and Blood Law Joining spells in order to restore functional status; limb is fully functional in 10-100 days.

14-NERVE REPAIR TRUE (H) As Major Nerve Repair, except that there is no recovery period required.

15-MINOR BRAIN REPAIR (H) DURATION: P RANGE: T Allows caster to repair minor brain damage (including recovery from coma); note that experience lost is not resored (% lost permanently dependent on severity of damage); requires 1 hr operation and 1-10 days recovery time.

18-PARALYSIS CURES (H) DURATION: P RANGE: T Allows caster to cure paralysis in 1 target; paralysis must have resulted from a spell or disease.

20-MASS NERVE REPAIR TRUE (H) As Nerve Repair True, except that each spell cast affects 1 nerve/lvl of caster.

CLOSED CHANNELING SPELL LISTS

LOCATING WAYS	CALM SPIRITS	CREATIONS	SYMBOLIC WAYS	LORE	
1)				AFTER THOUGHTS	(1)
2) GUESS	CALM I	SUSTAIN SELF		DETECT EVIL c	(2)
3) PATHFINDING		WATER PRODUCTION I	UNSYMBOL I	DETECT CURSE c	(3)
4)	CALM II	FOOD PRODUCTION I		DETECT HATE c	(4)
5) LOCATION c	HOLD KIND c	FIRE STARTING	SYMBOL I	LIGHT LORE I	(5)
6) PATHFINDING (300')	CALM III	NUTRIENT CONJURES I		POISON LORE	(6)
7)		WATER PRODUCTION III	SYMBOL II		(7)
8) LOCATION (300') c	CALM IV	FOOD PRODUCTION III	UNSYMBOL II	LIFE LORE	(8)
9) PATHFINDING (500')	CALM V	HERB ENHANCEMENT	SYMBOL III		(9)
10) LOCATION (500') c	MASS ANIMAL CALMING	WATER PRODUCTION V		CURSE TALES	(10)
11) MEMORY'S PATH	TRUE HOLD c	FOOD PRODUCTION V	SYMBOL V	DARK LORE I	(11)
12) PATHFINDING (1mi)	CALM X	NUTRIENT CONJURES III	UNSYMBOL III	LIGHT LORE II	(12)
13)		HERB MASTERY	SYMBOL VI		(13)
14)					(14)
15) FINDING	SHOUT OF CALM *	LESSER PLANT PROD.	SYMBOL VII	HATE ANALYSIS	(15)
16) LOCATION (1mi) c		MASS WATER PRODUCTION	UNSYMBOL V		(16)
17) PATHFINDING (10mi)		FOOD PRODUCTION TRUE	SYMBOL VIII	LIGHT LORE III	(17)
18) FINDING (300')	MASS AN. CALM. (10'/L)		UNSYMBOL X	DARK LORE II	(18)
19)			SYMBOL IX	WHITE LORE	(19)
20) LORD LOCATION (20mi) c	LORD CALM	LESSER ANIMAL PROD.	SYMBOL X	DARK LORE III	(20)
25) PATHS TRUE	LONG CALM	NUTRIENT CONJURES TR.	LORD RESEARCH	LIFE LORE TRUE	(25)
30) LOCATION TRUE c	MASS CALM	GREATER PLANT PROD.	LORD SYMBOL	BLACK LORE	(30)
50) FINDING TRUE	CALM TRUE	GREATER ANIMAL PROD.	UNSYMBOL TRUE	WHITE LORE MASTERY	(50)

LOCATING WAYS

- 2- GUESS (I)** DURATION:-- RANGE: S
When faced with a choice about which he has little or no information (i.e. which corridor leads outside the quickest) the caster may throw this spell and the gamemaster will determine which way he goes, biasing the choice favorably by 25%.
- 3- PATHFINDING (P)** DURATION:-- RANGE: 100' Caster learns the location(s) of any path(s) within 100'; gives the nearest point on path, but not the path's course.
- 5- LOCATION (P)** DURATION: 1 min/lvl (C) RANGE: 100' Gives the direction and distance to any specific object or place that the caster is familiar with OR has had described in detail.
- 6- PATHFINDING (P)** As above, except range is 300'.
- 8- LOCATION (P)** As above, except range is 300'.
- 9- PATHFINDING (P)** As above, except range is 500'.
- 10- LOCATION (P)** As above, except range is 500'.
- 11- MEMORY'S PATH (P)** DURATION: 1 hr/lvl RANGE: S Caster can remember the exact route he traveled, regardless of whether or not he was without 1 or more of his sensory outlets when he made his original journey (e.g. a 12th lvl caster could remember the course of a 12 hr trip even if he had been blindfolded); memorization starts immediately after spell is cast.

- 12- PATHFINDING (P)** As above, except range is 1 mile.
- 15- FINDING (P)** DURATION:-- RANGE: 100' Caster can locate any 1 object he describes, if indeed it exists and is in range (e.g. caster could describe a type of mace he had never seen or heard of).
- 16- LOCATION (P)** As above, except range is 1 mile.
- 17- PATHFINDING (P)** As above, except range is 10 miles.
- 18- FINDING (P)** As above, except range is 300'.
- 20- LORD LOCATION (P)** DURATION: C RANGE: 20 mi. Gives the direction and distance to any specific object or place that the caster is familiar with OR has described in detail.
- 25- PATHS TRUE (P)** DURATION:-- RANGE: 1 mi/lvl Caster learns the location(s) and exact route(s) of any path(s) within range; route(s), etc., outside of range are not ascertained.
- 30- LOCATION TRUE (P)** As Location, except range is 1 mi/lvl.
- 50- FINDING TRUE (P)** As Finding, except range is 100'/lvl.



CALM SPIRITS

- 2- CALM I (M)** DURATION: 1 min/lvl RANGE: 100' Target will take no aggressive/offensive action, and will fight only if physically attacked.
- 4- CALM II (M)** As Calm I, except 2 targets may be affected.

- 5- HOLD KIND (M)** DURATION: C RANGE: 100' Any 1 being (not an animal) is held to 25% of normal activity.
- 6- CALM III (M)** As Calm I, except 3 targets may be affected.
- 8- CALM IV (M)** As Calm I, except 4 targets may be affected.
- 9- CALM V (M)** As Calm I, except 5 targets may be affected.
- 10- MASS ANIMAL CALMING (M)** DURATION: 1 min/lvl RANGE: 100' R Caster can calm a number of animals equal to his level.
- 11- TRUE HOLD (M)** As Hold Kind, except it will affect any target.
- 12- CALM X (M)** As Calm I, except that 10 targets may be affected.
- 15- SHOUT OF CALMING (M*)** DURATION: C RANGE: 50' R Caster can calm a number of targets equal to his level.
- 18- MASS ANIMAL CALMING (M)** DURATION: 1 min/lvl RANGE: 10'/lvl RR MOD: -20 Allows caster to calm a number of animals equal to his level.
- 20- LORD CALM (M)** DURATION: 1 min/lvl RANGE: 10'/lvl RR MOD: -20 Allows caster to calm up to 20 targets.
- 25- LONG CALM (M)** DURATION: 1 day/lvl RANGE: 300' RR MOD: -20 Caster can calm any 1 target.
- 30- MASS CALM (M)** DURATION: 1 min/lvl RANGE: 100' R Caster can calm a number of targets equal to his level.
- 50- CALM TRUE (M)** DURATION: P RANGE: 100' Caster can calm any 1 target.

CREATIONS

- 2-SUSTAIN SELF (F)** DURATION: 1 day
RANGE: S Allows caster to go without food or water and not suffer damage.
- 3-WATER PRODUCTION I (F)** DURATION: P RANGE: 10' Caster can produce sufficient water in any available receptacle to supply any person for one day.
- 4-FOOD PRODUCTION I (I)** DURATION: P RANGE: 10' Caster can produce sufficient food from the surrounding area to feed 1 hearty appetite for 1 day.
- 5-FIRE STARTING (F)** DURATION:-- RANGE: 1' Allows caster to set a fire of 1' R: fire will then last as long as there is fuel.
- 6-NUTRIENT CONJURES I (F)** DURATION: P RANGE: 10' Caster can produce 1 loaf of way bread that weighs ½ pound and will support 1 being for 1 day: the loaf will lose potency in 1 month.
- 7-WATER PRODUCTION III (F)** As Water Production I, except caster can produce 3 days of water.
- 8-FOOD PRODUCTION III (F)** As Food Production I, except caster can produce sufficient food to feed 3 beings for 1 day.
- 9-HERB ENHANCEMENT (F)** DURATION: P RANGE: T Allows caster to enhance the potency of any 1 growing herb by 100% (i.e. x2): spell may be employed but once/herb.
- 10-WATER PRODUCTION V (F)** As Water Production I, except caster can produce 5 days of water.
- 11-FOOD PRODUCTION V (F)** As Food Production I, except caster can produce sufficient food to feed 5 beings for 1 day.
- 12-NUTRIENT CONJURES III (F)** As Nutrient Conjures I, except caster can produce 3 loaves of way bread.
- 13-HERB MASTERY (F)** DURATION: P RANGE: T Caster can double the potency of any 1 herb (growing or dead): spell may be employed but once/herb. May not be combined with herb enhancement.
- 15-LESSER PLANT PRODUCTION (F)** DURATION: P RANGE: 10' Caster can produce a plant up to 10' in height and/or width: plant must be representative of the region.
- 16-MASS WATER PRODUCTION (F)** DURATION: P RANGE: 10' Caster can create 1 days water ration per level (e.g. a 17th level cleric could create 17 water rations).
- 17-FOOD PRODUCTION TRUE (F)** DURATION: P RANGE: 10' Caster can produce sufficient food to feed a number of beings equal to his level.
- 20-LESSER ANIMAL PRODUCTION (F)** DURATION: P RANGE: 10' Caster can create an animal representative of the surrounding region and weighing no more than 10 lbs: animal will be friendly to caster.
- 25-NUTRIENT CONJURES TRUE (F)** DURATION: P RANGE: 10' Caster can produce a number of ½ lb loaves of way bread equal to his level.
- 30-GREATER PLANT PRODUCTION (F)** As Lesser Plant Production, except that caster can create 1 plant with a height and/or width = 1 ft/lvl (e.g. a 30th level could produce a 30' high tree with a 30' maximum width): plant must be representative of the local area.
- 50-GREATER ANIMAL PRODUCTION (F)** As Lesser Animal Production, except that caster can produce an animal with a maximum weight = 1 lb/lvl: the animal must be a native of the area.

SYMBOLIC WAYS

NOTE: A Symbol is a spell that is permanently emplaced in a non-mobile stone. The Roman numerals on this list are equivalent to the spell level of the Symbol.

- 3-UNSYMBOL I (F)** DURATION: P RANGE: 10' Caster can remove one Symbol I (an emplaced 1st level spell). The Symbol's RR is based on the level of the spell in the symbol and the attack level of the unsymbol spell.
- 5-SYMBOL I (F)** DURATION: P RANGE: 10' Caster can emplace one 1st level spell in any 1 given non-mobile stone: the stone may not be moved appreciably without destroying the Symbol's power.
- 7-SYMBOL II (F)** As above, except a 2nd level spell may be emplaced.
- 8-UNSYMBOL II (F)** As above, except a 2nd level spell may be removed.
- 9-SYMBOL III (F)** As above, except a 3rd level spell may be emplaced.
- 11-SYMBOL V (F)** As above, except a 5th level spell may be emplaced.
- 12-UNSYMBOL III (F)** As above, except a 3rd level spell may be removed.
- 13-SYMBOL VI (F)** As above, except a 6th level spell may be emplaced.
- 15-SYMBOL VII (F)** As above, except a 7th level spell may be emplaced.
- 16-UNSYMBOL V (F)** As above, except a 5th level spell may be removed.
- 17-SYMBOL VIII (F)** As above, except a 8th level spell may be emplaced.
- 18-UNSYMBOL X (F)** As above, except a 10th level spell may be removed.
- 19-SYMBOL IX (F)** As above, except a 9th level spell may be emplaced.
- 20-SYMBOL X (F)** As above, except a 10th level spell may be emplaced.
- 25-LORD RESEARCH (I)** See OP Rule 9.9.3.
- 30-LORD SYMBOL (F)** As above, except a 20th level spell may be emplaced.
- 50-UNSYMBOL TRUE (F)** As above, except caster can remove any spell of a level less than his own (e.g. a 50th level could remove a 49th level spell, but not a 50th level spell).

LORE

- 1-AFTERTHOUGHTS (I)** DURATION:-- RANGE: S Allows caster virtual total recall of any conversation or writing he encountered within a period of day equal to his level.
- 2-DETECT EVIL (I)** DURATION: 1 min/lvl RANGE: 100' Caster can detect true evil in an animate or inanimate target within a 5' R of chosen spell center: detection radius may be moved so long as caster concentrates.
- 3-DETECT CURSE (I)** As Detect Evil, except caster can detect curses.
- 4-DETECT HATE (I)** As Detect Evil, except caster can detect the emotion of hatred, either in the living mind, or in an object forged with great malice.
- 5-LIGHT LORE I (I)** DURATION:-- RANGE: 10' Caster can ascertain the origin point and nature of any 1 "holy item" that is not of darkness/evil: will not give specific capabilities.
- 6-POISON LORE (I)** DURATION:-- RANGE: 10' Caster can ascertain exact nature and type of poison: he can determine what cure may be used, but does not receive the required tools or skills.

- 8-LIFE LORE (I)** DURATION:-- RANGE: 100' Caster can determine the nature and type of any 1 target: he will not be able to ascertain the target's personal traits or capabilities, but will know the normal abilities associated with the given species.

- 10-CURSE TALES (I)** DURATION:-- RANGE: 10' Caster can determine nature and origin of any 1 curse, including the name of the one who bequeathed it.

- 11-DARK LORE I (I)** As Light Lore I, except caster can ascertain the origin point and nature of any 1 item of "darkness" or evil.

- 12-LIGHT LORE II (I)** As Light Lore I, except that caster can ascertain the origin point and nature of any 2 "holy items." OR caster can determine the nature, origin point, and the exact significance of any 1 "holy item."

- 15-HATE ANALYSIS (I)** DURATION:-- RANGE: 10' Caster can determine the nature and origin of active hatred found within any 1 target (inanimate or animate): the degree and other details of such hatred can also be acquired.

- 17-LIGHT LORE III (I)** As Light Lore I, except that caster can ascertain the origin point and nature of any 3 "holy items." OR caster can determine the age, origin point, name of the creator, and nature of any 1 "holy item": caster also learns item's specific capabilities.

- 18-DARK LORE II (I)** As Light Lore II, except that it can only be used on items of evil or "darkness."

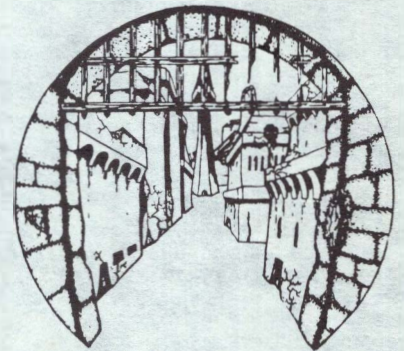
- 19-WHITE LORE (I)** DURATION:-- RANGE: 100' Caster can ascertain exact nature, origin, purpose, and history of any 1 "holy item": it allows caster to visualize all who have possessed the item.

- 20-DARK LORE III (I)** As Light Lore III, except that it can be used only on items of evil or "darkness."

- 25-LIFE LORE TRUE (I)** As Life Lore, except caster can determine specific traits and capabilities of any 1 target.

- 30-BLACK LORE (I)** As White Lore, except it can only be used on an item of evil or "darkness."

- 50-WHITE LORE MASTERY (I)** As White Lore, except caster can acquire the information on all "holy items" within 100'.



CLERIC BASE SPELL LISTS

CHANNELS

- 3- CHANNELS I (F★)** As Channels I on the Dark Channels (evil cleric base list).
- 5- STUNNING (F★)** DURATION: 1 rnd/10% failure RANGE: 50' Caster points his arm (elbow locked and fist clenched) at the target and channels raw power from his power source (usually a deity); target is stunned.
- 6- CHANNELS III (F★)** As Channels I, except a 1st-3rd lvl spell may be transmitted.
- 8- GOLDEN SLUMBERS (F★)** As Stunning, except target falls into a deep sleep.
- 10-CHANNELS V (F★)** As Channels I, except a 1st-5th lvl spell may be transmitted.
- 11-BLINDING (F★)** As Stunning, except target is blinded for 10 min/10% failure.
- 13-CHANNELS VIII (F★)** As Channels I, except a 1st-8th lvl spell may be transmitted.
- 14-ABSOLUTION (F★)** DURATION: V RANGE: 50' RR MOD: -20 Target's "soul" is torn from the target's body; it remains in whatever place "souls" go, for 1 week/10% failure. The soul can be returned early only through Lifegiving. The target is at -75% for subconscious activity; target is unconscious until soul is restored.
- 15-HOLY SHOUT (F★)** DURATION:-- RANGE: 20' R All beings not of the caster's own alignment (religious persuasion) are affected: all failing to resist by (1-40) are stunned 1 rnd/10% failure, and those failing by more are unconscious.

SUMMONS

- 1- SUMMONS I (FM)** DURATION: V RANGE: 100' Caster can summon a first level non-intelligent creature who will obey him for one round and then disappear. The general type of creature can be specified by the caster but exactly what the creature is should be determined randomly (e.g. the caster could specify four-legged hooved, and could get a zebra, horse, camel, etc.).
- 3- SUMMONS III (FM)** As Summons I, except caster can summon a 3rd lvl creature for 1 rnd OR a 1st lvl for 3 rnd OR three 1st lvl's for 1 rnd OR etc. In other words, the total of the (lvl) x (rounds present) of all creatures cannot exceed 3.
- 5- SUMMONS V (FM)** As Summons III, except the total cannot exceed 5.
- 7- SUMMONS VII (FM)** As Summons III, except total cannot exceed 7.
- 9- SUMMONS X (FM)** As Summons III, except total cannot exceed 10.
- 10-DEMONIC GATE I (FM)** DURATION: C RANGE: 10' Caster summons a type I demon that appears over the course of 2 rounds; the demon will obey the caster as long as the caster concentrates. After the caster stops concentrating, the demon will fade out over the course of 2 rounds (attacking the closest being until gone).
- 11-SUMMONS XV (FM)** As Summons III, except total cannot exceed 15.
- 13-LORD SUMMONS (FM)** As Summons III, except total cannot exceed 20.
- 15-DEMONIC GATE II (FM)** As Demonic Gate I, except a type II demon is summoned.

NOTE: See Dark Summons spell, on evil magician base list in the essence realm, for a description of the demon types.

CHANNELS

- 1)
- 2)
- 3) CHANNELS I *
- 4)
- 5) STUNNING *
- 6) CHANNELS III *
- 7)
- 8) GOLDEN SLUMBERS
- 9)
- 10) CHANNELS V *
- 11) BLINDING *
- 12)
- 13) CHANNELS VIII *
- 14) ABSOLUTION *
- 15) HOLY SHOUT *
- 16)
- 17) CHANNELS X *
- 18) RETURNING *
- 19)
- 20) ABSOLUTION PURE *
- 25) REReturning *
- 30) LORD CHANNELS *
- 50) HOLY BRIDGE

SUMMONS

- SUMMONS I
- SUMMONS III
- SUMMONS V
- SUMMONS VII
- SUMMONS X
- DEMONIC GATE I c
- SUMMONS XV
- LORD SUMMONS
- DEMONIC GATE II c
- WAITING SUMMONS
- DEMONIC GATE III c
- MASS SUMMONS
- SUMMONS TRUE c
- GATE

COMMUNAL WAYS

- GUESS
- INTUITIONS I
- DREAM I
- INTUITIONS III
- DEATH'S TALE
- CHANNEL OPENING
- INTUITIONS V
- DREAMS III
- INTUITIONS X
- COMMUNE I c
- CHANNEL OPENING (10mi/L)
- DEATH'S TALE TRUE
- COMMUNE TRUE c
- INTUITIONS TRUE
- CHANNEL OPENING TRUE
- HIGH PRAYER c

COMMUNAL WAYS

- 1- GUESS (I)** DURATION:-- RANGE: S When faced with a choice about which he has little or no information (i.e. which corridor leads to the wine cellar), the caster may throw this spell and the gamemaster will determine which way he goes, favorably biasing the choice by 25%.
- 3- INTUITIONS I (I)** DURATION:-- RANGE: S Caster gains a vision of what will happen in the next minute if he takes a specified action.
- 4- DREAM I (P)** DURATION: sleep RANGE: S Caster has a dream relating to a topic decided upon just before retiring.
- 5- INTUITIONS III (I)** As Intuitions I, except caster gets to gaze 3 minutes into the future.
- 6- DEATH'S TALE (I)** DURATION:-- RANGE: S Caster gets a vision of the events surrounding the death of any I dead being through the eyes of the deceased; he also gets a view of the killer, if any. Caster must be within 10' of the corpse. Corpse must have died within a number of years equal to caster's level.
- 7- CHANNEL OPENING (F)** DURATION: C RANGE: 1 mi/lvl Caster can make contact with any I known being he is acquainted with: this spell will enable the caster to learn the specific location of the other being, making it possible for the caster to use a Channels spell (see Channels or Dark Channels lists).
- 8- INTUITIONS V (I)** As Intuitions I, except caster gets to gaze 5 minutes into the future.
- 10-DREAMS III (I)** As Dream I, except limit is 3 dreams/night on different topics.

11-INTUITIONS X (I) As Intuitions I, except caster gets to gaze 10 minutes into the future.

12-COMMUNE I (I) DURATION: C RANGE: S Caster receives (usually from his patron deity) a "yes" or a "no" to a question on a single topic; usable but once a day.

15-CHANNEL OPENING (F) As above, except range is 10 mi/lvl



LIFE MASTERY

- 1- PRESERVATION (H)** DURATION: 1 min/lvl RANGE: 10' Caster can preserve the body of the "dead," preventing any further deterioration or damage; target, however, must remain in a coma; spell will not prevent the target's soul from leaving the body (causing death).
- 3- PRESERVATION (H)** As above, except the duration is 1 hr/lvl.
- 5- LIFEKEEPING (H)** DURATION: 1 hr/lvl RANGE: 10' Caster can prevent the soul of a "dead" body from leaving, thus preventing actual death and enabling the fallen being to be restored via simple bodily repairs. Lifekeeping must be cast upon the target within 2 minutes of death, or Lifegiving will be necessary for recovery.
- 7- PRESERVATION (H)** As above, except the duration is 1 day/lvl.
- 10-PRESERVATION (H)** As above, except the duration is 1 week/lvl.
- 11-LIFEKEEPING (H)** As above, except that the duration is 1 day/lvl.
- 12-LIFEGIVING (H)** DURATION: P RANGE: 10' Caster can raise 1 dead being by restoring the lost soul. Target's soul must still exist and he must have died

<u>LIFE MASTERY</u>	<u>PROTECTIONS</u>	<u>REPLUSIONS</u>	
PRESERVATION	PRAYER I c	REPEL UNDEAD V	(1)
	BLESS I c		(2)
PRESERVATION (1hr/L)	RESISTANCE I c	ANTI-CHANNELS I	(3)
	HEAT RESISTANCE *c	NEUTRALIZE CURSE	(4)
LIFEKEEPING	COLD RESISTANCE *c	ANTI-CHANNELS III	(5)
		REPEL UNDEAD IX	(6)
PRESERVATION (1day/L)		REMOVE CURSE	(7)
	TEMPERATURE SPHERE I c		(8)
		NEUTRALIZE CURSE (1hr/L)	(9)
PRESERVATION (1week/L)	PROTECTIONS SPHERE I c	ANTI-CHANNELS V	(10)
LIFEKEEPING (1day/L)	PRAYER III c	REPEL UNDEAD XII	(11)
LIFEGIVING (100x)	BLESS III c	ANTI-CHANNELS VIII	(12)
	RESISTANCE III c		(13)
			(14)
LIFEGIVING (50x)	TEMPERATURE SPHERE III c	ANTI-CHANNELS X	(15)
LIFEKEEPING (1week/L)		REPEL UNDEAD XV	(16)
LIFEGIVING (20x)	PROTECTIONS SPHERE III c		(17)
	PRAYER V c	NEUTRALIZE CURSE (1day/L)	(18)
RESTORATION			(19)
LIFEGIVING (1x)	BLESS V c	REPEL UNDEAD TRUE	(20)
LIFEGIVING	RESISTANCE V c	UNCURSE TRUE	(25)
RESTORATION TRUE	PROTECTIONS SPHERE V c	ANTI-CHANNELS TRUE	(30)
LIFEGIVING TRUE	PROTECTIONS TRUE	RECHANNELING	(50)

16th-50th level spells are on pg. 22.

within the last year. In order to be successful, the target must roll below his Constitution stat; but, 10% (2 on 3-18 or 1-20 scales) should be added to the result for every day the target has been dead (e.g. if the target has been dead for 3 days, 30% will be added to the roll; thus, a roll of 54 would become an 84, and any target having a Const. of 84 or less would not be raised). Target will be incapacitated for a period = 100 x the time dead (e.g. if the target was dead for 2 days, the recovery period would be 200 days).

- 15-LIFEGIVING (H)** As above, except 5% x days dead will be added to the dice roll when target attempts to roll below his Const. Recovery period = 50 x the time dead.

PROTECTIONS

- 1- PRAYER I (D)** DURATION: C RANGE: 100' Target gets a +5 bonus to his RR and maneuver rolls.
- 2- BLESS I (D)** DURATION: C RANGE: 100' Target gets a +5 bonus to his armor subtraction and maneuver rolls.
- 3- RESISTANCE I (D)** DURATION: C RANGE: 100' Target gets a +5 bonus to his RR and armor subtraction.
- 4- HEAT RESISTANCE (D*)** DURATION: C RANGE: 100' Target is protected from natural heat up to 200°F, and adds +20 to his RR vs. heat and -20 vs. elemental fire attacks.
- 5- COLD RESISTANCE (D*)** DURATION: C RANGE: 100' Target is protected from natural cold to -20°F and adds +20 to his RR vs. heat attacks; he subtracts 20 from elemental cold attacks.

- 8- TEMPERATURE SPHERE I (D)** DURATION: C RANGE: 10' R All who are within the sphere are allowed benefits of either a Heat Resistance OR a Cold Resistance spell; the sphere is not mobile.

- 10-PROTECTIONS SPHERE I (D)** DURATION: C RANGE: 10' R All who are within the sphere are allowed the benefits of the Prayer I, Bless I, OR a Resistance I spell; the sphere is not mobile.

- 11-PRAYER III (D)** As Prayer I, except bonus total is +15, and spell may be spread over 1-3 targets (e.g. 1 target would get a +15 bonus, 3 targets would each get +5 bonuses).

- 12-BLESS III (D)** As Bless I, except bonus total is +15, and spell may be spread over 1-3 targets.

- 13-RESISTANCE III (D)** As Resistance I, except bonus total is +15, and spell may be spread over 1-3 targets.

- 15-TEMPERATURE SPHERE III (D)** As Temperature Sphere I, except all who are within the sphere will get benefits of a Prayer III, Bless III, OR a Resistance III spell.

NOTE: If a spell on this list is cast on the caster, he need not concentrate and the duration is 1 min/lvl.

REPULSIONS

- 1- REPEL UNDEAD V (F)** DURATION: 1 min/lvl RANGE: 100' Causes up to 5 undead or animated dead to flee or disintegrate. Each targeted undead is entitled to a RR: if it fails by (1-50) it will flee, if it fails by more than 50 it disintegrates (If the undead cannot flee they will remain motionless).

tionless). One BAR is applied to all targets. The number of undead affected is determined by their class. Repel Undead V allows 5 pts of undead to be affected; a class I undead counts as 1 pt, a class II undead counts as 2 pts, a class III undead counts as 3 pts, etc.

The RR of any undead creature can be modified by concentrating the effects of the spell on that target; for each additional point of the spell allocated to a target (beyond those needed to affect it) THAT TARGET'S RR is modified by -5. Thus Repel Undead V could affect 5 Class I undead with no modification, OR affect 1 Class I undead with a modification of -20 (allocating all 5 pts of effect -4 more than needed), OR affect 1 Class II undead with a modification of -5 (3 pts allocated) AND 2 Class I undead with no modification (1 pt each: 3 + 1 + 1 = 5), or any other combination of targets providing no more than 5 pts were allocated. Undead for the purposes of RR's are given levels as follows: (Class I = lvl 1-2), (Class II = lvl 3-5), (Class III = lvl 6-8), (Class IV = lvl 9-12), (Class V = lvl 13-15), (Class VI = lvl 16-up). Animated dead are always treated as class I undead and are not entitled to a RR (automatically disintegrate if the spell does not fail).

- 3- ANTI-CHANNELS I (F)** DURATION:-- RANGE: 100' Cancels a Channels I spell being transmitted or received within range. No RR for the canceled spell.

- 4- NEUTRALIZE CURSE (F)** DURATION: 1 min/lvl RANGE: T RR MOD: -20 Nullifies a curse for the duration of this spell. The curse is not dispelled and takes effect again afterwards.

- 5- ANTI-CHANNELS III (F)** As Anti-Channels I, except affects a 1-3rd level spell being channeled.

- 6- REPEL UNDEAD IX (F)** As Repel Undead V, except 9 pts of undead may be affected.

- 7- REMOVE CURSE (F)** DURATION: P RANGE: T Cancels a curse if the curse fails a RR; the curse's target level is the level of the original curse caster (optionally the number of power points put in the curse when cast) and the attack level is that of this spell. If the curse is not canceled, the cleric cannot try again until he has gone up another level of experience. (However another cleric may try).

- 9- NEUTRALIZE CURSE (F)** As above, except curse is nullified for 1 hr/lvl.

- 10-ANTI-CHANNELS V (F)** As Anti-Channels I, except affects a 1-5th lvl spell being channeled.

- 11-REPEL UNDEAD XII (F)** As Repel Undead V, except 12 pts of undead may be affected.

- 12-ANTI-CHANNELS VIII (F)** As Repel Undead V, except affects a 1st-8th lvl spell being channeled.

- 15-ANTI-CHANNELS X (F)** As Anti-Channels I, except affects a 1st-10th level spell being channeled.

NOTE: See Necromancy list (evil cleric base list) for a description of undead classes creation and control. For the above spells, modifications can be given to certain very powerful undead.



HEALER BASE SPELL LISTS

All spells on these lists are subconscious.

<u>SURFACE WAYS</u>	<u>BONE WAYS</u>	<u>MUSCLE WAYS</u>	<u>ORGAN WAYS</u>	<u>BLOOD WAYS</u>	
1) HEAL (1-10)	MINOR FRACTURE REPAIR	SPRAIN REPAIR	NASAL REPAIR	CLOTTING I	(1)
2) FROST/BURN RELIEF I	CARTILAGE REPAIR	MUSCLE REPAIR	MINOR NERVE REPAIR	CUT REPAIR I	(2)
3) STUN RELIEF I *	MAJOR FRACTURE REPAIR	TENDON REPAIR	MINOR EAR REPAIR	MINOR VESSEL REPAIR III	(3)
4) REGENERATION * _c	SKULL REPAIR	MUSCLE REPAIR III	MINOR EYE REPAIR	CLOTTING V	(4)
5) FROST/BURN RELIEF II	JOINT REPAIR	TENDON REPAIR III	MAJOR NERVE REPAIR	CUT REPAIR III	(5)
6) AWAKENING	MINOR FRAC. REP. TRUE		MAJOR EAR REPAIR	MAJOR VESSEL REPAIR I	(6)
7) HEAL (5-50)	JOINING *	JOINING *	JOINING *	JOINING *	(7)
8) FROST/BURN RELIEF III	CARTILAGE REP. TRUE	MUSCLE REPAIR TRUE	MAJOR EYE REPAIR		(8)
9) STUN RELIEF III *	MAJOR FRAC. REP. TRUE	TENDON REPAIR TRUE	NERVE REPAIR TRUE	MASS CLOTTING	(9)
10) REGENERATION II * _c	SKULL REPAIR TRUE		ORGAN REPAIR	MASS CUT REPAIR	(10)
11) FROST/BURN RELIEF V	JOINT REPAIR TRUE	MASS MUSCLE REPAIR		UNCLOTTING	(11)
12) HEAL (10-100)	SHATTER REPAIR	MUSCLE REGENERATION	PARALYSIS CURES		(12)
13) STUN RELIEF V *	CARTILAGE REGEN.	TENDON REGENERATION	MASS NERVE REGEN.	MAJOR VESSEL REPAIR III	(13)
14)	BONE REGENERATION				(14)
15) REGENERATION III * _c	JOINING TRUE *	JOINING TRUE *	JOINING TRUE *	JOINING TRUE *	(15)
20) HEAL (20-200)	SHATTER REPAIR TRUE	REGENERATION TRUE	BRAIN REPAIR	REGULATIONS	(20)
25) HEAL TRUE	TOTAL CARTILAGE REGEN.	TOTAL MUSCLE REGEN.	ORGAN REGENERATION	NEW BLOOD	(25)
30) FROST/BURN RELIEF TR.	TOTAL BONE REGEN.	TOTAL TENDON REGEN.	PARALYSIS CURES TRUE	BLOOD DISEASE CURES	(30)
50) STUN RELIEF TRUE	SKELETAL REGEN. TRUE	MASS REPAIRS TRUE	REUNITING	BLOOD REPAIRS TRUE	(50)

25th-50th level spells are on pg. 22.

SURFACE WAYS

- 1- HEAL (HS)** DURATION: P RANGE: S Caster is healed of 1-10 concussion hits.
- 2- FROST/BURN RELIEF I (HS)** DURATION: P RANGE: S Will heal one area of mild frostbite or a first degree burn.
- 3- STUN RELIEF I (HS*)** DURATION: P RANGE: S Caster is relieved of 1 rd's worth of accumulated stun effects.
- 4- REGENERATION I (HS*)** DURATION: C RANGE: S Reduces damage by 1 hit/rd as long as caster concentrates.
- 5- FROST/BURN RELIEF II (HS)** As Frost/Burn Relief I, except 2 areas of mild damage or 1 area of moderate damage (e.g. 2nd degree burn) are healed.
- 6- AWAKENING (US)** DURATION:-- RANGE: S Caster is instantly awake.
- 7- HEAL (HS)** As above, except caster can heal 5-50 concussion hits.
- 8- FROST/BURN RELIEF III (HS)** As Frost/Burn Relief I, except 3 areas of mild damage, or 1 area of severe damage (e.g. 3rd degree burn), or a combination of 1 mild and 1 moderate area can be healed.
- 9- STUN RELIEF III (HS*)** As Stun Relief I, except caster is relieved of 3 rds accumulated stun effects.
- 10- REGENERATION II (HS*)** As Regeneration I, except per rd damage reduction is 2 hits.
- 11- FROST/BURN RELIEF V (HS)** As Frost/Burn Relief I, except 5 mild, 2 mild and 1 severe, 1 mild and 2 moderate, or 1 moderate and 1 severe, etc. area(s) of damage can be healed.
- 12- HEAL (HS)** As above, except caster can heal 10-100 concussion hits.
- 13- STUN RELIEF V (HS*)** As Stun Relief I, except caster is relieved of 5 rds accumulated stun effects.

15- REGENERATION III (HS*) As Regeneration I, except per rd damage reduction is 3 hits.

20- HEAL (HS) As above, except caster can heal 20-200 concussion hits.



BONE WAYS

- 1- MINOR FRACTURE REPAIR (HS)** DURATION: P RANGE: S Caster can mend 1 simple fracture (not compound fractures, shatters, joint damage, or skull damage); recovery time 1-10 hrs.
- 2- CARTILAGE REPAIR (HS)** DURATION: P RANGE: S Caster can repair all cartilage centered around 1 joint.
- 3- MAJOR FRACTURE REPAIR (HS)** DURATION: P RANGE: S Caster can repair any 1 simple or compound fracture (not shatters, joint damage, or skull damage); recovery time 1-10 hrs.
- 4- SKULL REPAIR (HS)** DURATION: P RANGE: S Caster can mend any 1 skull fracture; he cannot mend shattered areas; recovery time 1-10 hrs.
- 5- JOINT REPAIR (HS)** DURATION: P RANGE: S Caster can repair one damaged (but not shattered) joint; recovery time 1-10 days.
- 6- MINOR FRACTURE REPAIR TRUE (HS)** As Minor Fracture Repair, except recovery is instantaneous.
- 7- JOINING (HS*)** DURATION: P RANGE: S Caster can reattach 1 severed limb; requires use of all Healer Joining spells in order to make limb fully functional; recovery time 1-10 days.

8- CARTILAGE REPAIR TRUE (HS) As Cartilage Repair, except recovery is instantaneous.

9- MAJOR FRACTURE REPAIR TRUE (HS) As Major Fracture Repair, except recovery is instantaneous.

10- SKULL REPAIR TRUE (HS) As Skull Repair, except recovery is instantaneous.

11- JOINT REPAIR TRUE (HS) As Joint Repair, except recovery is instantaneous.

12- SHATTER REPAIR (HS) DURATION: P RANGE: S Caster can repair any 1 shattered or broken bone or joint; recovery time 1-10 days.

13- CARTILAGE REGENERATION (HS) DURATION: P RANGE: S Caster can regenerate any 1 area of cartilage; recovery time 1-10 hrs.

14- BONE REGENERATION (HS) DURATION: P RANGE: S Caster can regenerate any 1 bone; recovery time 1-10 hrs; skull cannot be regenerated.

15- JOINING TRUE (HS*) As Joining, except that caster must throw the respective Healer Joining True spells; recovery is instantaneous.

20- SHATTER REPAIR TRUE (HS) As Shatter Repair, except recovery is instantaneous.

MUSCLE WAYS

- 1- SPRAIN REPAIR (HS)** DURATION: P RANGE: S Caster can repair 1 sprain.
- 2- MUSCLE REPAIR (HS)** DURATION: P RANGE: S Caster can repair 1 damaged muscle; recovery time 1-10 hrs.
- 3- TENDON REPAIR (HS)** DURATION: P RANGE: S Caster can repair 1 damaged tendon; recovery time 1-10 hrs.
- 4- MUSCLE REPAIR III (HS)** As Muscle Repair, except caster can repair 3 damaged muscles.

- 5- TENDON REPAIR III (HS)** As Tendon Repair, except caster can repair 3 damaged tendons.
- 7- JOINING (HS★)⁵** DURATION: P RANGE: S Caster can reattach 1 severed limb; requires use of all Healer Joining spells in order to make limb fully functional; recovery time 1-10 days.
- 8- MUSCLE REPAIR TRUE (HS)** As Muscle Repair, except that recovery is instantaneous.
- 9- TENDON REPAIR TRUE (HS)** As Tendon Repair, except that recovery is instantaneous.
- 11- MASS MUSCLE REPAIR (HS)** DURATION: P RANGE: S Caster can repair a number of damaged muscles equal to his level (e.g. a 12th lvl could absorb damage to a total of 12 muscles); recovery time 1-10 hrs.
- 12- MUSCLE REGENERATION (HS)** DURATION: P RANGE: S Caster can regenerate any 1 muscle; recovery time 1-10 hrs.
- 13- TENDON REGENERATION (HS)** DURATION: P RANGE: S Caster can regenerate any 1 tendon; recovery time 1-10 hrs.
- 15- JOINING TRUE (HS★)⁵** As Joining, except caster must throw the respective Healer Joining True spells; recovery is instantaneous.
- 20- REGENERATION TRUE (HS)** DURATION: P RANGE: S Caster can regenerate any 1 muscle or tendon; recovery is instantaneous.



ORGAN WAYS

- 1- NASAL REPAIR (HS)** DURATION: P RANGE: S Caster can repair any nose damage short of complete nose loss.
- 2- MINOR NERVE REPAIR (HS)** DURATION: P RANGE: S Caster can repair any minor nerve damage in 1 area; recovery time 1-10 hrs.
- 3- MINOR EAR REPAIR (HS)** DURATION: P RANGE: S Caster can repair any external ear damage, including ear loss (regeneration takes 1-10 hrs).
- 4- MINOR EYE REPAIR (HS)** DURATION: P RANGE: S Caster can repair any minor eye damage (e.g. corneal scratch or removal of foreign object).
- 5- MAJOR NERVE REPAIR (HS)** As Minor Nerve Repair, except caster can repair any 1 area of major nerve damage; recovery time 1-10 days.
- 6- MAJOR EAR REPAIR (HS)** As Minor Ear Repair, except caster can also repair any internal ear damage (e.g. restore hearing).
- 7- JOINING (HS★)⁵** DURATION: P RANGE: S Caster can reattach 1 severed limb; requires use of all Healer Joining spells in order to make limb fully functional; recovery time 1-10 days.
- 8- MAJOR EYE REPAIR (HS)** As Minor Eye Repair, except caster can repair any eye damage short of complete eye loss.
- 9- NERVE REPAIR TRUE (HS)** As Major Nerve Repair, except that recovery is instantaneous.
- 10- ORGAN REPAIR (HS)** DURATION: P RANGE: S Caster can repair any damage to 1 organ that has not been completely destroyed; recovery time 1-10 hrs; does not affect brain.

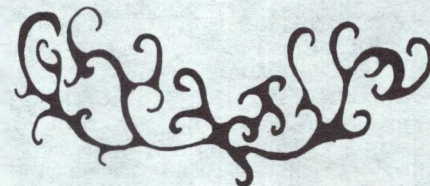
- 12- PARALYSIS CURES (HS)** DURATION: P RANGE: S Caster can cure any paralysis problem; recovery time 1-10 days.
- 13- MASS NERVE REGENERATION (HS)** DURATION: P RANGE: S Caster can regenerate all the nerves in his body (outside brain area); recovery time 1-10 hrs.
- 15- JOINING TRUE (HS★)⁵** As Joining, except that caster must throw the respective Healer Joining True spells; recovery is instantaneous.
- 20- BRAIN REPAIR (HS)** DURATION: P RANGE: S Caster can repair brain damage (such as that caused by a skull fracture, etc., at the discretion of the gamemaster). Experience lost by brain damage to the wounded being (the one from whom the damage is absorbed) is not restored. Should the Healer have brain damage inflicted directly upon him (i.e. he is stuck in the head), he may suffer memory and/or experience loss; this may result in the Healer's inability to throw this spell. Recovery time 1-10 hrs.



BLOOD WAYS

- 1- CLOTTING I (HS)** DURATION: P RANGE: S Caster can reduce his blood loss by 1 hit/rd; he may not move faster than a walking pace without reopening wound.
- 2- CUT REPAIR I (HS)** DURATION: P RANGE: S Caster can fully repair 1 wound that bleeds at a rate of 1 hit/rd.
- 3- MINOR VESSEL REPAIR III (HS)** DURATION: P RANGE: S Caster can repair damage to minor blood vessels (not major arteries or veins) that bleed at up to 3 hits/rd (total); thus, he could repair 3 vessels that each bleed at 1 hit/rd; will not prevent scars.
- 4- CLOTTING V (HS)** As Clotting I, except caster can reduce his blood loss rate by 5 hits/rd; caster may not move faster than a walking pace without reopening wound.
- 5- CUT REPAIR III (HS)** As Cut Repair I, except caster can fully repair 1-3 wounds that total 3 hits/rd in bleeding.
- 6- MAJOR VESSEL REPAIR I (HS)** DURATION: P RANGE: S Caster can repair damage to any 1 artery or vein; a major vessel is one that bleeds at 5 hit/rd or more when severed.
- 7- JOINING (HS★)⁵** DURATION: P RANGE: S Caster can reattach 1 severed limb; requires use of all Healer Joining spells in order to make limb fully functional; recovery time 1-10 days.
- 9- MASS CLOTTING (HS)** As Clotting I, except caster can reduce his blood loss rate/rd by a number of hits equal to his level (e.g. a 9th lvl could reduce his blood loss rate by 9 hits/rd); he may not move faster than a walking pace without reopening wound.
- 10- MASS CUT REPAIR (HS)** As Cut Repair I, except that caster can fully repair a number of wounds (not major vessels) that have a total bleeding rate/rd equal to his level (e.g. a 10th lvl caster could repair one 2 hit/rd wound, one 3 hit/rd wound, and five 1 hit/rd wounds).
- 11- UNCLOTTING (HS)** DURATION: P RANGE: S Caster can remove any 1 blood clot; spell will counter "Clotting Curse."
- 13- MAJOR VESSEL REPAIR III** As Major Vessel Repair I, except caster can repair up to 3 veins and/or arteries.

- 15- JOINING TRUE (HS★)⁵** As Joining, except caster must throw the respective Healer Joining True spells; recovery is instantaneous.
- 20- REGULATIONS (HS)** DURATION: P RANGE: S Caster can regulate his own blood flow and completely eliminate any blood loss without fear of harm; caster may not move.



TRANSFERRING WAYS

This entire list is devoted to the transfer to the Healer of wounds inflicted on another (with the remaining five Base Lists devoted to healing wounds on the Healer's own body). This list has no specific spells, rather it takes its definition from the other five lists. To transfer even a large number of wounds (from a single target) the Healer ascertains the single most serious wound (measured by highest level spell needed) then he casts one Transferral spell of level corresponding to that highest level healing spell. All other wounds are also transferred to the Healer (at his discretion—he may not necessarily wish to absorb all of the targets wounds at once and perhaps incapacitate himself). Note that the Healer is able to transfer wounds up to his level in severity even if he does not possess the necessary spell list to heal himself. If the Healer has insufficient power points to heal major (incapacitating) wounds, he slips into a coma and regenerates his full power points every eight hours until all wounds are healed. Note that all base spell lists except this one are subconscious, and the Healer's body will automatically expend points to heal his wounds as long as he is still alive.

EXAMPLE: Lan the Healer is tenth level, and because of a superior statistic and a x2 power multiplier, has 40 power points. Ringlin the fighter has just suffered a severed hand, a damaged arm (two severed muscles and a fracture) 80 concussion hits, is bleeding at 5 hits/rnd, and has a serious skull fracture. Lan places the severed hand at Ringlin's wrist, and, while holding it in place, and putting his hand on Ringlin's head (the highest level spell of an urgent nature Lan can cast is Skull Repair True) and casts a single 10th level Transferral. At the rate of one round per wound, each of Ringlin's wounds is transferred to Lan. Ringlin is subsequently in perfect health. Lan's body immediately casts a 10th level Skull Repair True, and 2 Cut Repair III spells to stop the bleeding. (2x 3rd level = 6 points.) Lan now has 14 power points left: insufficient to completely repair the severed wrist. He casts two of the necessary four Joining spells: Blood and Muscle; now the hand is attached and will be kept alive, as Lan lapses into a regenerative coma. The Joining spells (2 at 7 points each = 14) leave Lan with no power points, and he remains in a coma until he regenerates his points, after eight hours. After this period, Lan's body casts the necessary two Joinings, and the fracture and muscle repairs necessary, as well as the concussion relief. He then awakens, and is healed, but is still subject to the recovery time (if any) incurred by the spells.

NATURE'S MOVEMENT

- 1- **LIMB WALKING** (F) DURATION: 1 min/
lvl RANGE: S Allows caster to walk along
nearly horizontal tree limbs (that can
support the weight) as if he were on level
ground.
- 2- **WATER WALKING** (F) DURATION: 1 min/
lvl RANGE: S Allows caster to walk on
water as if he were on level dry ground;
may not be used on rough water.
- 3- **SWIMMING** (F) DURATION: 1 min/lvl
RANGE: 100' Enables target to swim
without expending energy.
- 4- **MERGING ORGANIC** (F) DURATION: 1
min/lvl RANGE: S Allows caster to merge
(body + 1' depth) into organic material
(live or dead); caster cannot move while
merged.
- 5- **LIMBRUNNING** (F) As Limbwalking, ex-
cept caster can run along limbs.
- 6- **STONERUNNING** (F) As Limbwalking,
except caster can run on stone surfaces.
- 7- **SANDRUNNING** (F) As Limbwalking,
except caster can run on sandy surfaces.
- 8- **WATERRUNNING** (F) As Waterwalking,
except caster can run on calm waters.
- 9- **WIND WALKING** (F) DURATION: 1 min/
lvl RANGE: S Allows caster to walk on
calm air; movement must be at constant
height.
- 10- **SWIMMING TRUE** (F) As Swimming,
except target can swim as fast as he could
run.
- 11- **GREAT MERGING ORGANIC** (F) As
Merging Organic, except caster may turn
within material and see outside if within
6" of surface.
- 13- **WINDRUNNING** (F) As Windwalking,
except caster can run on calm air.
- 15- **MERGING TRUE ORGANIC** (F) As
Great Merging Organic, except caster
may use spells on himself while merged.
- 20- **TREE DOOR** (F) DURATION:-- RANGE: S
Allows caster to enter one tree and exit
from another tree up to 100'/lvl feet away.



PLANT MASTERY

- 1- **PLANT LORE** (I) DURATION:-- RANGE: T
Caster learns nature and history of any 1
plant.
- 2- **SPEED GROWTH** (F) DURATION: 1 day
RANGE: 10' R Allows caster to increase
speed of growth for any 1 species of plant
by x10.
- 3- **PLANT TONGUES** (I) DURATION: 1 min/
lvl RANGE: T Allows caster to under-
stand the language of any 1 plant species.
- 5- **SPEED GROWTH** (F) As above, except
that caster can increase rate of growth by
x100.
- 6- **PLANT LOCATION** (I) DURATION:--
RANGE: 1 mi Caster can locate members
of any 1 species of plant, or he can find out
what species are in the area.
- 7- **PLANT GROWTH** (F) DURATION: P
RANGE: T Allows caster to double the
size of any 1 plant; requires 1 days
growth; when fully mature the plant will
achieve twice its normal size.
- 8- **PLANT CONTROL I** (M) DURATION: 1
min/lvl RANGE: 100' Caster can control
the automatic and/or mental processes of
any 1 plant; caster can also control the
plant's movements; doesn't allow move-
ment beyond normal allowances.
- 9- **SPEED GROWTH** (F) As above, except
caster can increase speed of growth by
x10 within a 100' R.

ANIMIST BASE SPELL LISTS

<u>NATURE'S MOVEMENT</u>	<u>PLANT MASTERY</u>	<u>ANIMAL MASTERY</u>
1) LIMB WALKING	PLANT LORE	ANIMAL SLEEP I
2) WATER WALKING	SPEED GROWTH	LESSER CLOAKING
3) SWIMMING	PLANT TONGUES	ANIMAL TONGUES
4) MERGING ORGANIC		ANIMAL SLEEP III
5) LIMBRUNNING	SPEED GROWTH (x100)	ANIMAL MASTERY I c
6) STONERUNNING	PLANT LOCATION	ANIMAL LOCATION
7) SANDRUNNING	PLANT GROWTH	BEFRIENDING c
8) WATERRUNNING	PLANT CONTROL I	ANIMAL EMPATHY c
9) WIND WALKING	SP. GROWTH (x10,100'R)	ANIMAL SUMMONS I c
10) SWIMMING TRUE	PLANT GROWTH (3x)	ANIMAL MASTERY III c
11) GREAT MERGING ORGANIC	PLANT CONTROL III	ANIMAL SUMMONS III c
12)		ANIMAL CALL
13) WINDRUNNING	PLANT GROWTH (x5)	ANIMAL MASTERY V c
14)	SP. GROWTH (x100,100'R)	ANIMAL SUMMONS V c
15) MERGING TRUE ORGANIC	PLANT CONTROL V	MASTERY c
20) TREE DOOR	PLANT GROWTH (x10)	ANIMAL SUMMONS X c
25) PASSING ORGANIC	PLANT GROWTH TRUE	MASTERY (10'/L) c
30) TREE DOOR	PLANT CONTROL TRUE	ABSOLUTION *
50) TREE RETURNING	PLANT ANIMATION	ANIMAL SUMMONS TRUE c

- 10- **PLANT GROWTH** (F) As above, except
caster can triple the size of any 1 plant.
- 11- **PLANT CONTROL III** (M) As above, ex-
cept caster can control any 3 plants.
- 13- **PLANT GROWTH** (F) As above, except,
caster can increase a plant's size by x5.
- 14- **SPEED GROWTH** (F) As above, except
caster can increase speed of growth by
x100 within a 100' R.
- 15- **PLANT CONTROL V** (M) As Plant Con-
trol I, except caster can control any 5
plants.
- 20- **PLANT GROWTH** (F) As above, except
caster can increase caster size of any 1
plant by x10.



ANIMAL MASTERY

- 1- **ANIMAL SLEEP I** (M) DURATION: 1 min/
lvl RANGE: 100' Puts any non-humanoid
animal to sleep; will not affect enchanted
creatures or "intelligent" animals.
- 2- **LESSER CLOAKING** (U) DURATION: 1
min/lvl RANGE: S Allows caster to blend
into surrounding terrain and become un-
discoverable by animals of low intelli-
gence.
- 3- **ANIMAL TONGUES** (I) DURATION: 1
min/lvl RANGE: S Caster gains knowl-
edge of any one animal language.
- 4- **ANIMAL SLEEP III** (M) As Animal Sleep
I, except it affects 3 targets.
- 5- **ANIMAL MASTERY I** (M) DURATION: C
RANGE: 100' Allows caster to control the
actions of any 1 animal.
- 6- **ANIMAL LOCATION** (I) DURATION:--
RANGE: 1 mi Caster can locate members
of any 1 species of animal, or he can find
out what species are in the area.
- 7- **BEFRIENDING** (M) DURATION: C
RANGE: 10' All animals within 10' will
act friendly toward caster; does not allow
animal control.

- 8- **ANIMAL EMPATHY** (I) DURATION: C
RANGE: 100' Caster can understand
and/or visualize the thoughts and emo-
tions of any 1 animal.
- 9- **ANIMAL SUMMONS I** (FM) DURA-
TION: 1 min/lvl (C) RANGE: 1 mi/lvl
Caster can summon any 1 animal within
range; as long as concentration is applied,
caster controls the animal; animal is ran-
dom representative of specified species.
- 10- **ANIMAL MASTERY III** (M) As Animal
Mastery I, except caster can control 3
animals.
- 11- **ANIMAL SUMMONS III** (FM) As
Animal Summons I, except caster can
summon and control 3 animals.
- 12- **ANIMAL CALL** (M) DURATION:--
RANGE: 1 mi/lvl Caster can call any 1
known, specific animal.
- 13- **ANIMAL MASTERY V** (M) As Animal
mastery I, except caster can control 5
animals.
- 14- **ANIMAL SUMMONS V** (FM) As Animal
Summons I, except caster can summon
and control 5 animals.
- 15- **MASTERY** (M) As Animal Mastery I, ex-
cept caster can control all animals of a
given species within 100'.
- 20- **ANIMAL SUMMONS X** (FM) As Animal
Summons, except caster can summon
and control 10 animals.

HERB MASTERY

- 1- **HERB LORE** (I) DURATION:-- RANGE: T
Allows caster to understand the nature,
origin, and value of any 1 herb (a plant
used in medicine or seasoning); if the
plant is not an herb (i.e. is inedible or
lacks use), no information will be related.
- 2- **ENHANCEMENT** (U) DURATION: P
RANGE: T Allows caster to enhance the
potency of any 1 growing herb by 100%
(i.e. x2); spell may be employed but
once/herb.

ANIMIST BASE SPELL LISTS

HERB MASTERY	NATURE'S LORE	NATURE'S PROTECTION
HERB LORE	OUTDOOR TRAP DETECTION ^c	HUES (1)
ENHANCEMENT	NATURE'S AWARENESS ^c	RESIST ELEMENTS (2)
HERB FINDING	RAIN PREDICTION	PLANT FACADE (3)
INSTANT HERBAL CURES	STORM PREDICTION	(4)
HERB MASTERY II	WEATHER PREDICTION	UNDERWATER BREATHING (5)
HERB FINDING (300')	N. AWARENESS (300') ^c	ANIMAL FACADE (6)
HERB PRODUCTION	WAITING AWARENESS ^c	SHADOW (7)
HERB MASTERY III	WEATHER PREDICTION	DEFLECTIONS ORGANIC * (8)
HERB FINDING (500')		BLADETURNING ORGANIC (9)
HERB CLEANSING	N. AWARENESS (500') ^c	PLANT FORM (10)
HERB MASTERY V	WEATHER PREDICTION	PROTECTION FROM ELEMENTS (11)
	W. AWARENESS (100') ^c	(12)
HERB FINDING (1mi)		AIM UNTRUE ORGANIC * (13)
	WEATHER PREDICTION	(14)
HERB MASTERY X	NATURE'S EYE	ANIMAL FORM (15)
LORD HERB FINDING	NATURE'S EYE (10mi)	PLANT FORM TRUE (20)
ENHANCEMENT TRUE	WEATHER PREDICTION TRUE	ANIMAL FORM TRUE (25)
HERB MASTERY TRUE	NATURE'S EYE (100mi)	NATURE'S FORM TRUE (30)
HERB FINDING TRUE	ANIMIST'S EYE	WEAPON TURNING ORG. TRUE * (50)

25th-50th level spells are on pg. 22.

- 3- **HERB FINDING** (I) DURATION: 1 rd/lvl RANGE: 100' Allows caster to locate any 1 variety of herb that is sought, regardless of physical obstacles: gives exact location and quantity.
- 4- **INSTANT HERBAL CURES** (U) DURATION: P RANGE: T Allows caster to make any 1 herb capable of being instantly effective: when the herb is subsequently used, its benefits/dangers will be immediately felt.
- 5- **HERB MASTERY II** (U) DURATION: P RANGE: T Allows caster to double the potency of any 1 herb (growing or dead): spell may be employed but once/herb. Not cumulative with enhancement.
- 6- **HERB FINDING** (I) As above, except that the range is 300'.
- 7- **HERB PRODUCTION** (U) DURATION: P RANGE: T Allows caster to grow an herb by planting the proper seed: herb takes 1-10 rds to grow, and is sterile.
- 8- **HERB MASTERY III** (U) As Herb Mastery II, except that caster can triple the potency of any 1 herb.
- 9- **HERB FINDING** (I) As above, except range is 500'.
- 10- **HERB CLEANSING** (U) DURATION: P RANGE: 10' Allows caster to remove any harmful poisons, by-products, or side effects from all herbs within range (10').
- 11- **HERB MASTERY V** (U) As Herb Mastery II, except caster can quintuple (x5) the potency of any 1 herb.
- 13- **HERB FINDING** (I) As above, except range is 1 mile: location is known within 10'.
- 15- **HERB MASTERY X** (U) As Herb Mastery II, except that caster can increase the potency of any 1 herb by tenfold (x10).
- 20- **LORD HERB FINDING** (I) As above, except range is 20 miles: location is known within 100'.

NATURE'S LORE

- 1- **OUTDOOR TRAP DETECTION** (I) DURATION: 1 min/lvl (C) RANGE: 5' R Caster has a 75% chance of detecting each individual trap.
- 2- **NATURE'S AWARENESS** (I) DURATION: C RANGE: 100' R Allows caster to monitor animate activity in the area (e.g. he will be aware of subtle movements): caster cannot move.
- 3- **RAIN PREDICTION** (I) DURATION:-- RANGE: 1 mi/lvl Gives caster 95% chance of predicting rain, \pm 15 min over next 24 hr period.
- 4- **STORM PREDICTION** (I) As Rain Prediction, except it allows 95% chance of predicting time and type of storm. \pm 15 min over next 24 hr period.
- 5- **WEATHER PREDICTION** (I) As Rain Prediction, except it allows 95% chance of predicting time, type, and severity of weather over next 24 hr period.
- 6- **NATURE'S AWARENESS** (I) As above, except that the radius is 300'.
- 7- **WAITING AWARENESS** (I) DURATION: 1 hr/lvl RANGE: 10' R Allows caster to set up a natural "alarm system": any disturbing activity will cause caster to be alerted.
- 8- **WEATHER PREDICTION** (I) As above, except that caster has 95% chance of predicting weather over a 3 day period.
- 10- **NATURE'S AWARENESS** (I) As above, except that radius is 500'.
- 11- **WEATHER PREDICTION** (I) As above, except that caster has a 95% chance of predicting weather over a 5 day period.
- 12- **WAITING AWARENESS** (I) As above, except that the radius is 100'.
- 14- **WEATHER PREDICTION** (I) As above, except that caster has a 95% chance of predicting weather over a 10 day period.

15-NATURE'S EYE (I) DURATION: C RANGE: 1 mi Allows caster to visualize and sense activity in a known fixed area (100' R).

20-NATURE'S EYE (I) As above, except the range is 10 miles and caster can monitor an area of 500' R.



NATURE'S PROTECTION

- 1- **HUES** (F) DURATION: 1 min/lvl RANGE: S Allows caster to take on the physical coloration of any 1 organic object: caster must be in contact with object.
- 2- **RESIST ELEMENTS** (D) DURATION: 1 min/lvl RANGE: S Protects caster from natural heat up to 200°F, natural cold down to -20°F: gives +10 to RR vs. heat or cold spells.
- 3- **PLANT FACADE** (F) DURATION: 1 min/lvl RANGE: S Allows caster to appear as any 1 type of plant: caster retains his size and will not smell or feel like the plant: it is a purely visual illusion.
- 5- **UNDERWATER BREATHING** (F) DURATION: 1 min/lvl RANGE: S Caster is able to breathe under normal water.
- 6- **ANIMAL FACADE** (F) As plant facade, except caster will appear as any 1 type of animal.
- 7- **SHADOW** (F) DURATION: 1 hr/lvl RANGE: S Caster appears as a shadow: provides near invisibility in dark areas.
- 8- **DEFLECTIONS ORGANIC** (F*) DURATION:-- RANGE: S Deflects 1 missile fired at the caster: missile must be in caster's field of vision: subtract 100 from missile's attack roll: missile must be at least partially of organic composition.
- 9- **BLADETURNING ORGANIC** (F*) As Deflections Organic, except that the effect is against 1 melee attack from an organic weapon.
- 10- **PLANT FORM** (F) DURATION: 1 min/lvl RANGE: S Allows caster to take the form of any 1 plant: caster will look and feel like the plant, but will not change in size.
- 11- **PROTECTION FROM ELEMENTS** (D) As Resist Elements, except it protects caster from any natural temp. extremes, and gives a +25 to RR vs. heat or cold spells: it also means elemental attack rolls are at -25.
- 13- **AIM UNTRUE ORGANIC** (F*) DURATION:-- RANGE: S Caster can make any 1 missile within his field of vision and directed at him automatically miss.
- 15- **ANIMAL FORM** (F) As Plant Form, except caster will look and feel like any 1 type of animal: it will not bestow animals' physical abilities.
- 20- **PLANT FORM TRUE** (F) As Plant Form, except caster can also take on smell and physical character of any 1 plant: caster can halve or double his size.

RANGER BASE SPELL LISTS

PATH MASTERY	MOVING WAYS	NATURE'S GUISES	INNER WALLS	NATURE'S WAYS	
1) PATHLORE	STONERUNNING	HUES	HEAT RESISTANCE *c	OUTDOOR TRAP DETECTION c	(1
2) NIGHT VISION	LIMBWALKING	SHADE	COLD RESISTANCE *c	WATER FINDING	(2
3) TRACKING c	SWIMMING	FREEZE c	RESISTANCE I	FIRE STARTING	(3
4) PATH TALE	WATERWALKING	SILENT MOVES	BLESS I	STORM & RAIN PREDICTION	(4
5) PATHFINDING c	SANDRUNNING	SELF CLOAKING c	PRAYER I	FOOD FINDING	(5
6) TRACKS LORE	LIMBRUNNING	LIGHT		WATER PURIFICATION	(6
7) DETECT AMBUSH	TRACELESS PASSING c	DARKNESS	STERILIZATION	SHELTER FINDING	(7
8) PASSING LORE	HIDE TRACKS I c	SHADOW	RESISTANCE II	LESSER TRAPS	(8
9) PATHFINDING (5m.i) c	WATERRUNNING		BLESS II	WEATHER PREDICTION	(9
10) ANIMAL TONGUES	HIDE TRACKS II c	PLANT FACADE	PRAYER II	NATURE'S AWARENESS c	(10
11) TRACKS ANALYSIS c	SWIMMING TRUE	BLANK THOUGHTS c	PROTECTION/ELEMENTS	WATER FINDING (10m.i)	(11
12) PLANT TONGUES	HIDE TRACKS V c			WAITING AWARENESS	(12
13) PATHFINDING (20m.i) c		ANIMAL FACADE	RESISTANCE III	FOOD FINDING (10m.i)	(13
14) DETECT AMBUSH (100'R)	RUNNING TRUE		BLESS III	MAJOR TRAPS	(14
15) STONESPEECH	HIDE TRACKS X c	ANIMAL THOUGHTS	PRAYER III	SHELTER FINDING (10m.i)	(15
20) DETECT AMBUSH TRUE	MERGING ORGANIC	PLANT FORM	UNDISEASE	NATURE'S AWARENESS(500')c	(20
25) PATH TRUE	HIDE TRACKS XX c	ANIMAL FORM	UNCURSE	WEATHER PREDICTION (5d)	(25
30) TRACKING TRUE c	GREAT MERGING ORGANIC	PLANT FORM TRUE	UNPOISON	WAITING AWARENESS (100')	(30
50) TRACKS AHEAD c	HIDE TRACKS TRUE	ANIMAL FORM TRUE	INNER WALL	NATURE'S AWARENESS(1m.i)c	(50

PATH MASTERY

- 1- **PATHLORE** (I) DURATION:-- RANGE: S Caster learns origin and nearest destination of any path within 10' R.
- 2- **NIGHT VISION** (U) DURATION: 10 min/lvl RANGE: S Caster's vision at night is as it is during daylight; may only be used outside.
- 3- **TRACKING** (I) DURATION: C RANGE: S Caster can track any animal or being at + 50.
- 4- **PATH TALE** (I) DURATION:-- RANGE: S Caster acquires visual image of any user(s) of a given path within period = 1 hr/lvl.
- 5- **PATHFINDING** (I) DURATION: C RANGE: 1 mi Caster learns the location(s) of any path(s) within 1 mi: must be used in outdoors.
- 6- **TRACKS LORE** (I) DURATION:-- RANGE: T Caster learns origin of tracks, and acquires a visual image of the one who left them; provides +25 bonus for tracking particular being or animal.
- 7- **DETECT AMBUSH** (I) DURATION: 10 min/lvl RANGE: 50' R Allows caster to detect any hostile, thinking force within 50': provides direction, but not distance, of danger: must be used in outdoors.
- 8- **PASSING LORE** (I) DURATION:-- RANGE: T Caster acquires visual and aural (sound) image of any being or animal which has passed within a 50' R of the object he touches restricted to period = 1hr/lvl.
- 9- **PATHFINDING** (I) As above, except range is 5 miles.
- 10- **ANIMAL TONGUES** (I) DURATION: 1 min/lvl RANGE: S Allows caster to understand and communicate in any 1 animal tongue.

11-**TRACKS ANALYSIS** (I) DURATION: C RANGE: 100' R Caster acquires a visual image of all beings or animals who left tracks in the area: provides +50 bonus for tracking a particular being or animal.

12-**PLANT TONGUES** (I) DURATION: 1 min/lvl RANGE: S Caster is able to communicate in the language of any 1 plant species.

13-**PATHFINDING** (I) As above, except range is 20 miles.

14-**DETECT AMBUSH** (I) As above, except range is 100' R.

15-**STONESPEECH** (I) DURATION: 1 min/lvl RANGE: S Enables caster to communicate with any 1 stone.

20-**DETECT AMBUSH TRUE** (I) As Detect Ambush, except range = 10'/lvl R.

25-**PATH TRUE** (I) DURATION: C RANGE: S Allows caster to ascertain the proper path, and course along that path, that he seeks (e.g. he will always know the best way to Syclax).

30-**TRACKING TRUE** (I) As Tracking, except that it will negate any Hide Tracks spell (except for Hide Tracks True), and will always give tracker a + 100 bonus.

50-**TRACKS AHEAD** (I) DURATION: C RANGE: 100' R Allows caster to know entire course of the tracks in question: will not negate Hide Tracks True.

MOVING WAYS

1- **STONERUNNING** (F) DURATION: 1 min/lvl RANGE: S Caster can run on nearly horizontal stone surfaces as if he was on level ground.

2- **LIMBWALKING** (F) DURATION: 1 min/lvl RANGE: S Allows caster to walk along nearly horizontal tree limbs (that can support the weight) as if he were on level ground.

3- **SWIMMING** (F) DURATION: 1 min/lvl RANGE: 100' Enables target to swim without expending energy.

4- **WATERWALKING** (F) DURATION: 1 min/lvl RANGE: S Caster can walk on calm waters as if he was on level ground.

5- **SANDRUNNING** (F) As Stonerunning, except caster can run on sandy surfaces.

6- **LIMBRUNNING** (F) As Limbwalking, except caster can run along limbs.

7- **TRACELESS PASSING** (F) DURATION: C RANGE: S Caster can walk without leaving tracks or other visible signs of his passing.

8- **HIDE TRACKS I** DURATION: C RANGE: 50' Caster can hide tracks of any 1 being.

9- **WATERRUNNING** (F) As Waterwalking, except caster can run on calm waters.

10-**HIDE TRACKS II** As Hide Tracks I, except caster can hide tracks of any 2 beings

11-**SWIMMING TRUE** (F) As Swimming, except target can swim as fast as he could run.

12-**HIDE TRACKS V** (F) As Hide Tracks I, except caster can hide tracks of any 5 beings.

14-**RUNNING TRUE** (F) As the "running" spells below, except any one of the spells can be used each round (e.g. the caster could run on sand, then on water, then on limbs, etc).

15-**HIDE TRACKS X** (F) As Hide Tracks I, except caster can hide tracks of any 10 beings.

20-**MERGING ORGANIC** (F) DURATION: 1 min/lvl RANGE: S Allows caster to merge (body + 1' depth) into organic material: caster cannot move while merged.

25-**HIDE TRACKS XX** (F) As Hide Tracks I, except caster can hide tracks of any 20 beings.

30-GREAT MERGING ORGANIC (F) As Merging Organic, except caster may use spells on himself while merged.

50-HIDE TRACKS TRUE (F) As Hide Tracks, except caster can either absolutely hide his own tracks (preventing discovery via any spell, etc.), or he can hide the tracks of a number of beings = 1 being/lvl.



NATURE'S GUISES

1- HUES (F) DURATION: 1 min/lvl RANGE: S Caster can take on the physical coloration of any 1 organic object he is in contact with.

2- SHADE (F) DURATION: 10 min/lvl RANGE: 100' R All shadows and darkness within radius deepen, aiding hiding by ± 25 .

3- FREEZE (F) DURATION: C RANGE: 10' 1 cu' of liquid/lvl is cooled to freezing point at rate of 1 cu'/rd (will not lower temp. below -20°F).

4- SILENT MOVES (F) DURATION: 1 min/lvl RANGE: S Caster can move silently, so long as he does not create a sound originating more than 1' from his body.

5- SELF CLOAKING (F) DURATION: C RANGE: S Caster blends into surrounding terrain, and has +75 hiding bonus; caster may not move (appreciably) without destroying effect.

6- LIGHT (F) DURATION: 10 min/lvl RANGE: T Lights a 10' R area surrounding point touched.

7- DARKNESS (F) DURATION: 10 min/lvl RANGE: T Throws a 10' R area surrounding point touched into normal darkness.

8- SHADOW (F) DURATION: 1 hr/lvl RANGE: S Caster appears as a shadow; provides near invisibility in dark areas.

10-PLANT FACADE (F) DURATION: 1 min/lvl RANGE: S Caster can appear as any 1 type of plant, but effect is purely visual; caster will not change size, and will not smell or feel like the plant.

11-BLANK THOUGHTS (P) DURATION: C RANGE: S As long as caster does not move, his mental patterns will appear to be those of any local animal; whether he moves or not, caster's specific thoughts cannot be read.

13-ANIMAL FACADE (F) As Plant Facade, except caster will appear as any 1 animal.

15-ANIMAL THOUGHTS (P) As Blank Thoughts, except caster can move, and his thoughts will appear to be those of any 1 type of animal.

20-PLANT FORM (F) DURATION: 1 min/lvl RANGE: S Caster can take the form of any 1 plant; caster will look and feel like the plant, but cannot change size.

25-ANIMAL FORM (F) As Plant Form, except caster will look and feel like any 1 type of animal; it will not bestow animal's physical capabilities.

30-PLANT FORM TRUE (F) As Plant Form, except caster can take on the smell and physical character of the plant; caster can half or double his size.

50-ANIMAL FORM TRUE (F) As Animal Form, except caster can also take on the smell and basic physical character of any 1 animal (e.g. movement and physical attack capabilities); caster may halve or double his size; it will not bestow any of animal's special abilities (e.g. fiery breath or anti-magic qualities).

INNER WALLS

1- HEAT RESISTANCE (D*) DURATION: C RANGE: S Protects caster from natural heat up to 200°F , and adds +20 to RR vs. heat or -20 vs. elemental fire attacks.

2- COLD RESISTANCE (D*) As Heat Resistance, except protects to -20° and adds +20 to RR vs. cold.

3- RESISTANCE I (D) DURATION: 1 min/lvl RANGE: S Caster gets 5 bonus to his RR and armor subtraction.

4- BLESS I (D) DURATION: 1 min/lvl RANGE: S Caster gets a 5 bonus to his armor subtraction and maneuver rolls.

5- PRAYER I (D) DURATION: 1 min/lvl RANGE: S Caster gets a +5 bonus added to his RR and maneuver rolls.

7- STERILIZATION (F) DURATION:-- RANGE: T Caster can sterilize any solid or liquid of volume = 1 cu'/lvl; will not affect inert poisons or harm creatures larger than $\frac{1}{4}$ " in length.

8- RESISTANCE II (D) As Resistance I, except bonus is +10.

9- BLESS II (D) As Bless I, except bonus is +10.

10-PRAYER II (D) As Prayer I, except bonus is +10.

11-PROTECTION/ELEMENTS (D) DURATION: 1 min/lvl RANGE: S Protects caster from any natural temp. : adds +20 to RR vs. heat or cold spells: -20 vs. elemental fire attacks.

13-RESISTANCE III (D) As Resistance I, except bonus is +15.

14-BLESS III (D) As Bless I, except bonus is +15.

15-PRAYER III (D) As Prayer II, except bonus is +15.

20-UNDISEASE (F) DURATION: P RANGE: T Allows target to attempt to throw off any 1 disease by making another RR and adding +50.

25-UNCURSE (D) DURATION: P RANGE: T Caster can throw this spell on a given target but once/lvl; a RR is made for the curse, with the caster's attack lvl being compared to the original attack level of the curse (acting as defender); if RR fails, the curse is removed.

30-UNPOISON (F) DURATION: P RANGE: T Allows target to attempt to throw off effects of any 1 poison by making another RR and adding +50.

50-INNER WALL (D) DURATION: 1 min/lvl RANGE: S Caster gets a 25 bonus to his armor subtraction, RR, and maneuver rolls.

NATURE'S WAY

1- OUTDOOR TRAP DETECTION (I) DURATION: 1 min/lvl (C) RANGE: 100' Caster has a 75% chance of detecting each individual trap; he can concentrate on a 5'R area each round.

2- WATER FINDING (I) DURATION:-- RANGE: 1 mi Caster can locate any natural source of running water, exposed groundwater, etc. exceeding 1 gallon; caster learns approximate size and quality of source.

3- FIRE STARTING (F) DURATION:-- RANGE: 1' Allows caster to set one fire of 1' R; fire will then last as long as there is fuel.

4- STORM & RAIN PREDICTION (I) DURATION:-- RANGE: 1 mi/lvl Gives caster 95% chance of predicting rain or a storm, ± 15 min over the next 24 hr period; type and severity of storm can be ascertained.

5- FOOD FINDING (I) DURATION:-- RANGE: 1 mi Caster learns location, type, and approximate quantity of edible food — either dead animal matter, or any plant(s); food source must exceed 1 lb.

6- WATER PURIFICATION (F) DURATION: P RANGE: T Allows caster to purify a volume of water = 1 gallon/lvl.

7- SHELTER FINDING (I) DURATION:-- RANGE: 1 mi Caster learns location, type, and approximate size of any waterproof, covered space exceeding 125 cu'; shelter must have an entry exceeding 2' R bordering on open air.

8- LESSER TRAPS (F) DURATION: P RANGE: T Caster can construct a minor outdoor trap within 1 rd; trap can deliver up to a "B" critical hit to any one person (e.g. a shallow spiked pit, a snare that throws victim into tree trunk, etc.); size = 10' R or less.

9- WEATHER PREDICTION (I) DURATION:-- RANGE: 1 mi Allows 95% chance of predicting time, type, and severity of weather over next 24 hr period.

10-NATURE'S AWARENESS (I) DURATION: C RANGE: 100' Caster can monitor animate activity in the area (e. he will be aware of subtle movements); caster cannot move.

11-WATER FINDING (I) As above, except range is 10 miles.

12-WAITING AWARENESS (I) DURATION: 1 hr/lvl RANGE: 10' R Allows caster to set up a natural "alarm system"; any disturbing activity will cause caster to be alerted.

13-FOOD FINDING (I) As above, except range is 10 miles.

14-MAJOR TRAPS (F) As Lesser Traps, except trap can deliver an "E" critical hit.

15-SHELTER FINDING (I) As above, except range is 10 miles.

20-NATURE'S AWARENESS (I) As above, except radius is 500'.

25-WEATHER PREDICTION (I) As above, except caster has 95% chance of predicting weather over a 5 day period.

30-WAITING AWARENESS (I) As above, except that the radius is 100'.

50-NATURE'S AWARENESS (I) As above, except range is 1 mile radius.



EVIL CLERIC BASE SPELL LISTS

DISEASE	DARK CHANNELS	DARK LORE	CURSES	NECROMANCY	
1) CHILLS		AFTERTHOUGHTS	DETECT CURSE	ANIMATE DEAD I c	(1)
2) GREY VISION	DARK STUNNING *	DETECT GOOD c	NIGHTVISION CURSE	CONTROL UNDEAD I *c	(2)
3) SMELLING LOSS	CHANNELS I *	DETECT BLESSING c			(3)
4) HEARING LOSS		DETECT HATE c	ULCER CURSE	ANIMATE DEAD II c	(4)
5) TONGUE ROT	DARK SLEEP *	DARK LORE I	CURSE OF DAKE	CREATE UNDEAD I	(5)
6) ASTHMA	CHANNELS III *	DETECTIONS HOLY	GREEN TONGUE	CONTROL UNDEAD II *c	(6)
7) LEPROSY			SEA CURSE	ANIMATE DEAD III c	(7)
8) MINOR ALLERGY	DARK BLINDING *	DREAM I		CREATE UNDEAD II	(8)
9)			EXCOMMUNICATION	CONTROL UNDEAD III *c	(9)
10) HEMOPHILIA	BLACK CHANNEL I *	BLESS TALES	LEARNING OF MINS	ANIMATE DEAD IV c	(10)
11) MALARIA	CHANNELS V *	DARK LORE II	CURSE OF SHAR BU	CREATE UNDEAD III	(11)
12)		DREAMS II		ANIMATE DEAD V c	(12)
13) EPILEPSY	ABSOLUTION *	HATE ANALYSIS	BEAUTY OF ARRAER	CONTROL UNDEAD IV *c	(13)
14) PNEUMONIA		DARK LORE III	CLOTTING CURSE	ANIMATE DEAD VI c	(14)
15) MAJOR ALLERGY	BLACK CHANNEL II *	DREAMS III	UGLINESS OF ORN	CREATE UNDEAD IV	(15)
20) ELEPHANTIASIS	ABSOLUTION PURE *	BLACK LORE	RUNNING DEATH	CONTROL UNDEAD V *c	(20)
25) LEUKEMIA	BLACK CHANNEL III *	BLESSING ANALYSIS	FRIENDSLAYER	CREATE UNDEAD V	(25)
30) RABIES	DARK ABSOLUTION *	DREAMS TRUE	EXCOMMUNICATION TRUE	CONTROL UNDEAD TRUE *	(30)
50) PLAGUE	UNHOLY GATE	BLACK LORE MASTERY	DARK THOUGHTS	CREATE UNDEAD TRUE	(50)

25th-50th level spells are on pg. 23.

DISEASE

NOTE: Diseases cannot be Dispelled once caught, but they can be cured.

- 1- **CHILLS** (F) DURATION: P RANGE: 100' Target gets a cold; roll for severity (high is bad for target).
- 2- **GREY VISION** (F) As Chills, except target is colorblind.
- 3- **SMELLING LOSS** (F) As Chills, except target has no sense of smell.
- 4- **HEARING LOSS** (F) As Chills, except target has no sense of hearing.
- 5- **TONGUE ROT** (R) As Chills, except over the course of 1 week the target's tongue will rot away and he will not be able to speak.
- 6- **ASTHMA** (F) As Chills, except target gets severe asthma; for every rnd of physical exertion (melee, running, firing a bow, rowing, etc.) the target will have a -5 modification to any activity involving physical exertion. When this reaches -100 the target lapses into unconsciousness. Each -5 modification requires 3 rounds of rest to eradicate.
- 7- **LEPROSY** (F) As Chills, except target gets leprosy, which causes a gradual loss of feeling in the extremities (and blood flow); this doubles the effectiveness of wounds in these areas.
- 8- **MINOR ALLERGY** (F) As Chills, except the target becomes slightly allergic to a substance (not himself) of the caster's choosing; when in the presence of this substance the target will be at -30% on all activity.
- 10- **HEMOPHILIA** (F) As Chills, except the target becomes a hemophiliac; any "hits/rnd" and concussion hits are doubled, and healing hits require double the normal expenditure.
- 11- **MALARIA** (F) As Chills, except the target contracts malaria; after the initial

bout of high fever, delirium, coma and incapacitation (lasting 3 days - 2 weeks) the target will be subject to relapses similar to the initial bout.

- 13- **EPILEPSY** (F) As Chills, except target becomes an epileptic; in a tension situation there is a 5% chance they will go into an epileptic fit. If someone treats them (holds them down and places object in mouth), they have only a 1% chance of dying; if not they have a 10% chance.

- 14- **PNEUMONIA** (F) As Chills, except target gets pneumonia; if the target is kept warm and completely immobile for 2 weeks, he will have only a 25% chance of dying (much higher if not treated). The chance of dying is lowered 5% for every 10 points the caster's constitution exceeds 50.

- 15- **MAJOR ALLERGY** (F) As Minor Allergy, except penalty is -60%.

- 20- **ELEPHANTIASIS** (F) As Chills, except target gets elephantiasis; one of his extremities swells and grows up to 5x normal size.



DARK CHANNELS

- 2- **DARK STUNNING** (F*) DURATION: 1 rnd/5% failure RANGE: 100' RR MOD: -10 Caster points his arm (elbow locked and fist clenched) at the target and channels raw power from his power source (usually a deity); target is stunned.
- 3- **CHANNELS I** (F*) DURATION: -- RANGE: V When this spell is cast, the 1st lvl spell that the caster begins to throw the next round will be "channeled" to another spell user of the channeling realm. The "channeled" spell is transmitted to the other spell user when it would normally take effect, and must be used by him immediately. All normal re-

strictions on the transmitted spell apply. The caster of the transmitter must be able to see the receiver OR know exactly where he is (direction and distance, or specific place). The receiver must know exactly when the spell is coming. For example, if a cleric was at a certain altar at a certain time (midnight of full moon) ready to receive a spell; then another spell user (or deity) could use Channels to send him a spell (if he knew where the altar was and the correct time).

- 5- **DARK SLEEP** (F*) As Dark Stunning, except target falls into a very deep sleep.
- 6- **CHANNELS III** (F*) As Channels I, except a 1st-3rd lvl spell may be transmitted.
- 8- **DARK BLINDING** (F*) As Dark Stunning, except blinds for 1 hr/10% failure.
- 10- **BLACK CHANNEL I** (F*) DURATION: 1' RANGE: V Caster may cast one of the Black Channel I spells, listed in FATAL CHANNELING PROJECTIONS in the rule book. Which one he may cast must be determined by the gamemaster based upon: culture, background, deity served, etc. (the caster might be allowed to pick and choose).
- 11- **CHANNELS V** (F*) As Channels I, except a 1st-5th lvl spell may be transmitted.
- 13- **ABSOLUTION** (F*) DURATION: V RANGE: 50' RR MOD: -20 Target's "soul" is torn from the target's body; it remains in whatever place "souls" go, for 1 week/10% failure. The soul can be returned early only through Lifegiving. The target is at -75% for subconscious activity; target is unconscious until soul is restored.
- 15- **BLACK CHANNEL II** (F*) As Black Channel I, except a Black Channel II spell can be cast.
- 20- **ABSOLUTION PURE** (F*) As Absolution, except "soul" can only be brought back through Lifegiving.

DARK LORE

- 1- **AFTERTHOUGHTS** (I) DURATION:-- RANGE: S Allows caster virtual total recall of any conversation or writing he's encountered within a period = 1 day/1vl.
- 2- **DETECT GOOD** (I) DURATION: 1 min/1vl RANGE: 100' Caster can detect true "good" in an animate or inanimate target within a 5' R of the chosen spell center; detection radius may be moved so long as caster concentrates.
- 3- **DETECT BLESSING** (I) As Detect Good, except caster can detect any blessings.
- 4- **DETECT HATE** (I) As Detect Good, except caster can detect the emotion of hatred, either in the living mind, or in an object forged with great malice.
- 5- **DARK LORE I** (I) DURATION:-- RANGE: 10' Caster can ascertain the origin point and nature of any 1 item of "darkness" or evil; he will not learn specific capabilities.
- 6- **DETECTIONS HOLY** (I) DURATION: 1 min/1vl RANGE: 100' Caster can detect a "holy" item within a 10' R of the chosen spell center; detection radius may be moved at will.
- 8- **DREAM I** (P) DURATION: sleep RANGE: S Caster has a dream relating to a topic decided upon just before retiring.
- 10- **BLESS TALES** (I) DURATION:-- RANGE: S Caster can determine the author, origin, and complete history of a given blessing; he also learns the nature and specific powers.
- 11- **DARK LORE II** (I) As Dark Lore I, except caster can ascertain the origin point and nature of any 2 items of darkness or evil. OR caster can determine the nature, origin point, and the exact significance of any 1 item of darkness or evil.
- 12- **DREAMS II** (P) As Dream I, except limit is 2 dreams/night on different topics.
- 13- **HATE ANALYSIS** (I) DURATION:-- RANGE: 10' Caster can determine the nature and origin of active hatred found within any 1 target (inanimate or animate); the degree and other details of such hatred can also be acquired.
- 14- **DARK LORE III** (I) As Dark Lore I, except caster can ascertain the origin point and nature of any 3 items of evil or darkness. OR caster can determine the age, origin point, nature, specific capabilities, and the name of the creator of any 1 item of evil or darkness.
- 15- **DREAMS III** (P) As Dream I, except limit is 3 dreams/night on different topics.
- 20- **BLACK LORE** (I) DURATION:-- RANGE: 100' Caster can ascertain the exact nature, origin, purpose, and history of any 1 item of evil or darkness; it allows caster to visualize all who have possessed the item.

CURSES

- 1- **DETECT CURSE** (I) DURATION: 1 min/1vl RANGE: 10' Detects a curse on an item or person.
- 2- **NIGHTVISION CURSE** (F) DURATION: until removed RANGE: 100' Target can see at night as if it were day, but he can only see in the day as if it were the darkest night.
- 4- **ULCER CURSE** (F) As Nightvision Curse, except target can only eat bread or dairy products; anything else will aggravate his ulcer (unless he makes a RR) and he will be incapacitated for 1-8 hrs.

- 5- **CURSE OF DAKE** (F) As Nightvision Curse, except target cannot move faster than a walking pace on his own (he may be carried or ride at a faster pace).
- 6- **GREEN TONGUE** (F) As Nightvision Curse, except target can only eat green leaves; eating other food will incapacitate him (unless he makes a RR) for 1-8 hrs.
- 7- **SEA CURSE** (F) As Nightvision Curse, except can never swim, voluntarily enter any water (even a bath) or voluntarily get in a boat.
- 9- **EXCOMMUNICATION** (F) DURATION: 1 day/10% failure RANGE: 100' Target loses all channeling power points; thus he cannot cast any channeling spells (even through bonus items). A Sorcerer or Astrologer would lose half their power points.
- 10- **LEARNING OF MINS** (F) As Nightvision Curse, except target can only speak and write his native language.
- 11- **CURSE OF SHAR BU** (F) As Nightvision Curse, except target is sterile and impotent.
- 13- **BEAUTY OF ARRAER** (F) As Nightvision Curse, except target's appearance is raised to the maximum possible (and then some); if anyone sees the uncovered face of the target or gets within 3' (and is of the opposite sexual persuasion), he will attempt to possess and carry off the target if they fail a RR (they will fight if necessary). Certain persons will get modifications to their RR (eunuchs, amthors, hedonists, etc.).
- 14- **CLOTTING CURSE** (F) As Nightvision Curse, except target's blood will coagulate and create a blood clot around the area of any cut or wound. The clot will cut off circulation to the body fed by the given vessel and target will lose the affected body section after 2-20 min. due to system damage (e.g. a thigh wound might ultimately mean loss of leg; a neck wound would be fatal).
- 15- **UGLINESS OF ORN** (F) As Nightvision Curse, except target's appearance is lowered to 1 (in any system); if a person sees the uncovered face of the target (or gets within 3'), he must make a RR: failure by (51 or more) = flees, (11-30) = moves away, (1-10) = attacks the target. Even if the viewer is successful in his RR he will experience extreme distaste for the target. For example, if the target went home after failing against this curse: his mother might resist (gets a modification) but she would still make him sleep in the barn and eat on the porch.
- 20- **RUNNING DEATH** (F) As Nightvision Curse, except target will run until he dies of exhaustion: he may be restrained, but whenever freed he will begin to run again.



NECROMANCY

- 1- **ANIMATE DEAD I** (F) DURATION: 1 min/1vl RANGE: 100' Caster can cause any dead body (within 50% of his own mass), to rise up and move. The caster must concentrate for the body to perform action; and if he stops concentration, the body will stand motionless until he concentrates again or the duration runs out. The body can be maneuvered at -25, and can melee at -20. Body cannot have been dead more than 1 day.

- 2- **CONTROL UNDEAD I** (F★) DURATION: C RANGE: 100' Caster can control one class I undead, the undead's capabilities must be defined by the system used (see note below).
- 4- **ANIMATE DEAD II** (F) As Animate Dead I, except caster can control 2 bodies (within the restrictions above) OR one body at -15 on maneuvers and -10 in melee.
- 5- **CREATE UNDEAD I** (F) DURATION: P RANGE: 10' Given a body that has been dead less than 1 week, the caster can turn the body into a class I undead. The undead will attempt to attack the closest living being (if uncontrolled), but can take no other activity other than moving to the being and attacking. If controlled the undead will do anything (within its capabilities) that the caster wills. The undead can be "dispelled", "repelled" or just smashed into little pieces.
- 6- **CONTROL UNDEAD II** (F★) As Control Undead I, except a class II undead OR 2 class I's can be controlled.
- 7- **ANIMATE DEAD III** (F) As Animate Dead I, except 3 bodies can be controlled at the basic penalties OR one body at -5 on maneuvers and -0 in melee.
- 8- **CREATE UNDEAD II** (F) As Create Undead I, except 1 class II undead OR 2 class I's can be created.
- 9- **CONTROL UNDEAD III** (F★) As Control Undead I, except 1 class III undead OR 3 class I's OR 1 class II and 1 class I can be controlled.
- 10- **ANIMATE DEAD IV** (F) As Animate Dead I, except 4 bodies can be controlled at the basic penalties OR 1 body at +5 on maneuvers and +10 in melee.
- 11- **CREATE UNDEAD III** (F) As Create Undead I, except caster can create 1 class III undead OR 3 class I's OR 1 class II and 1 class I.
- 12- **ANIMATE DEAD V** (F) As Animate Dead I, except 5 bodies can be controlled at the basic penalties OR 1 body at +10 on maneuvers and +20 in melee.
- 13- **CONTROL UNDEAD IV** (F★) As Control Undead I, except caster can control 1 class IV undead OR 4 class I's OR 2 class II's OR 1 class III and 1 class I OR 1 class II and 2 class I's.
- 14- **ANIMATE DEAD VI** (F) As Animate Dead I, except 6 bodies can be controlled at the basic penalties OR 1 body at +15 on maneuvers and +30 in melee.
- 15- **CREATE UNDEAD IV** (F) As Create Undead I, except caster can create 1 class IV undead OR 4 class I's OR 2 class II's OR 1 class III and 1 class I or 1 class II and 2 class I's.
- 20- **CONTROL UNDEAD V** (F★) As Control Undead I, except caster can control 1 class V undead OR 5 class I's OR 1 class IV and 1 class I OR etc.



NOTE: In the above spells the undead are divided into 6 classes: I, II, III, IV, V, and above V. A gamemaster must place each of the undead types in his world systems into one of these classes for the purposes of these spells. For example, skeletons would obviously be class I undead, mummies might be class IV or V, vampires would be above Class V, etc. Also note that undead do not get RR's vs. spell users employing the "Necromancy" list.

TIME'S BRIDGE

- 1- **GUESS** (I) DURATION:-- RANGE: S
When faced with a choice about which he has little or no information, the caster may throw this spell and the gamemaster will determine which choice he makes biasing his choice by 25%.
- 2- **INTUITION I** (I) DURATION:-- RANGE: S
Gains vision of what will happen if he takes a specified action, within the next minute.
- 4- **INTUITION III** (I) As Intuition I, except time limit extends three minutes into the future.
- 5- **VISION GUIDE** (I) DURATION: V RANGE: T When cast just before a Vision Behind spell, it gives the caster the ability to scan the past by "feeling the temporal location of significant events."
- 6- **VISION BEHIND** (I) DURATION: C RANGE: T Caster gets a vision of the past up to 1 hour/lvl in the past (includes sight and sound). Vision must be associated with a place or item, available at the time the spell is thrown. Caster is in a trance as long as he concentrates.
- 7- **ANTICIPATION (I*)** DURATION:-- RANGE: 100' Predicts most probable action of a being in the next round (i.e. attack in melee: cast a spell, but no detail on attack target, or what spell).
- 8- **INTUITION V** (I) As Intuition I, except time limit extends five minutes into the future.
- 10- **VISION BEHIND** (I) As above, except caster can view the past up to 1 day per level distant.
- 11- **SPELL ANTICIPATION (I*)** As Anticipation, except spell to be cast, and/or target are known.
- 12- **ANTICIPATION III (I*)** As Anticipation, except caster can either predict the actions of three beings for the next round, or the actions of one being for the next three rounds.
- 13- **INTUITION X** (I) As Intuition I, except time limit extends ten minutes into the future.
- 15- **INTUITION TRUE** (I) As Intuition I, except caster can predict what will happen up to one minute/lvl into the future.
- 20- **VISION BEHIND** (I) As above, except caster can view the past up to one year per level distant.
- 25- **ANTICIPATION TRUE (I*)** As Anticipation, except caster can predict actions of all beings within 100' of him.
- 30- **VISION BEHIND** (I) As above, except caster can view the past up to one hundred years per level distant.
- 50- **TIME RETURNING** (F) DURATION: 1 min/lvl. RANGE: S Caster is able to travel physically into the past for the duration of the spell, up to 10 years/lvl distant. Caster's actions in the past may alter the present, at the gamemaster's discretion.

WAY OF THE VOICE

- 1- **SPEECH I** (P) DURATION: C RANGE: S
Caster is able to communicate basic ideas in a specific language (hungry, thirsty, bathroom, etc.)
- 2- **QUESTION** (M) DURATION:-- RANGE: 10'
Target must answer one, single concept question.
- 5- **SPEECH II** (P) As Speech, except caster can communicate in more complex concepts, although there is a good chance of misinterpretation.

ASTROLOGER BASE SPELL LISTS

	TIME'S BRIDGE	WAY OF THE VOICE	HOLY VISION
1)	GUESS	SPEECH I c	STARPATHS c
2)	INTUITION I	QUESTION	DREAM I
3)			ORIGINS
4)	INTUITION III		TEXT ANALYSIS
5)	VISION GUIDE	SPEECH II c	ITEM VISION
6)	VISION BEHIND c		DREAMS II
7)	ANTICIPATION *	MIND SPEECH *c	
8)	INTUITION V	SUGGESTION	
9)		SPEECH III c	DREAMS III
10)	VISION BEHIND (1day/L)	VOICE OF COMMAND c	COMMUNE I c
11)	SPELL ANTICIPATION *	MIND SPEECH (100') *c	
12)	ANTICIPATION III *		ORIGINS TRUE
13)	INTUITION X		
14)		MIND SPEECH (300') *c	
15)	INTUITION TRUE	WORD OF COMMAND *	COMMUNE III c
20)	VISION BEHIND (1yr/L)	SPEECH TRUE c	LORD DREAMS
25)	ANTICIPATION TRUE *	MIND SHOUT *	COMMUNE TRUE c
30)	VISION BEHIND (10yr/L)	MIND SPEECH TRUE *c	DREAM MASTERY
50)	TIME RETURNING	GREAT CONTROL	HIGH PRAYER c

- 7- **MIND SPEECH (I*)** DURATION: C RANGE: 10' R Caster can broadcast thoughts to minds of all within range.
- 8- **SUGGESTION** (M) DURATION: V RANGE: 10' Target will follow a single suggested act that is not completely alien to him (i.e. suicide, murdering his best friend, etc.)
- 9- **SPEECH III** (P) As Speech, except caster is reasonably fluent in the language. Caster's accent is imperfect, but there is only a slight chance of misinterpretation.
- 10- **VOICE OF COMMAND** (M) DURATION: C RANGE: 50' Target is forced to obey caster as in Suggestion, as long as caster concentrates (speaks to target).
- 11- **MIND SPEECH (I*)** As above, except range is 100'.
- 14- **MIND SPEECH (I*)** As above, except range is 300'.
- 15- **WORD OF COMMAND (M*)** DURATION:-- RANGE: 50' Target, when caster commands 'hold', is forced into complete inaction for that round.
- 20- **SPEECH TRUE** (P) As Speech, except caster is absolutely fluent, has an accent as a native, and has complete idiomatic knowledge of language.
- 25- **MIND SHOUT (M*)** DURATION:-- RANGE: 10' R Everyone within the radius is a target, all failing to resist are stunned for 1rnd/10% failure.
- 30- **MIND SPEECH TRUE (I*)** DURATION: C RANGE: 50' R As Mind Speech, except caster can limit broadcast to desired beings.
- 50- **GREAT CONTROL** (M) DURATION: 1 min/lvl RANGE: 100' Target is forced to obey caster in all things, including suicide, etc.

HOLY VISION

- 1- **STARPATHS** (I) DURATION: C RANGE: S
Caster (on a clear night, when stars are visible) gains perfect directional and distance sense: he cannot be lost.
- 2- **DREAM I** (I) DURATION: sleep RANGE: S
Caster has a dream relating to a topic decided upon just before retiring.
- 3- **ORIGINS** (I) DURATION:-- RANGE: T
Gives a general idea of the place of origin of an item.
- 4- **TEXT ANALYSIS** (I) DURATION:-- RANGE: T Caster knows whether text is cursed, what language it is in, and other general information.
- 5- **ITEM VISION** (I) DURATION: V RANGE: T
Gives a vision of a significant event in the item's past.
- 6- **DREAMS II** As Dreams I, except limit is 2 dreams/night on different topics.
- 9- **DREAMS III** (II) As Dreams I, except limit is 3 dreams/night on different topics.
- 10- **COMMUNE I** (I) DURATION: C RANGE: S
Caster receives (usually directly from his patron deity) a yes or no to a question on a single topic. Useable but once per day.
- 12- **ORIGINS TRUE** (I) As Origins, but caster gets clear vision of location of origin of an item, including creator and approximate date.
- 15- **COMMUNE III** (I) As Commune I, except caster receives answers to three questions. One Communing spell can be used per day only.
- 20- **LORD DREAMS** (I) As Dream I, except limit is 5 dreams/night on any combination of topics the caster chooses.
- 25- **COMMUNE TRUE** (I) As Commune I, except caster can receive more detailed answer to a single concept question (such as a name, or a short phrase).

ASTROLOGER BASE SPELL LISTS

<u>FAR VOICE</u>	<u>STARLIGHTS</u>	<u>STARSENSE</u>	
STAR VOICE * _c	PROJECTED LIGHT	PRESENCE ** _c	(1)
MIND VOICE * _c	SELF AURA		(2)
	LIGHT	LOCATION * _c	(3)
MIND VOICE (300') * _c	LIGHT ERUPTION		(4)
STAR VOICE TRUE * _c	SHOCK BOLT	MIND STORE *	(5)
MIND VOICE (500') * _c		FINDING _c	(6)
			(7)
MIND VOICE (1000') * _c	FLARE		(8)
		MIND TYPING *	(9)
STAR MERGE * _c	BEACON _c	DIRECTION	(10)
	LIGHT III		(11)
WAITING VOICE			(12)
		AWARENESS * _c	(13)
MIND VOICE (1mi) * _c	LORD AURA		(14)
READY MERGE * _c	BLINDING	STARFINDING _c	(15)
LORD VOICE	AURA BLAZE	LORD LOCATION	(20)
MIND VOICE (1mi/L) * _c	STARFIRES _c	DIRECTION TRUE	(25)
MIND VOICE TRUE * _c	STARHAND _c	FINDING TRUE _c	(30)
TRUE VOICE	STARFIRES TRUE _c	TRACKING _c	(50)

30-DREAM MASTERY (I) As Dream I, except caster is able to manipulate his dream in a limited way to gain more information on a specific topic (i.e., he is in the dream and can ask a question, but there is no guarantee it will be answered.)

50-HIGH PRAYER (I) DURATION: C RANGE: S Caster receives detailed information from his deity on a single topic question.



FAR VOICE

- 1- STAR VOICE** (I*) DURATION: C RANGE: 100' Caster may mentally speak to another Astrologer.
- 2- MIND VOICE** (I*) DURATION: C RANGE: 100' Caster may mentally speak to any thinking being.
- 4- MIND VOICE** (I*) As above, except range is 300'.
- 5- STAR VOICE TRUE** (I*) As Star Voice, except caster may speak to another Astrologer as far as the horizon if it is clear and night (500' any other time).
- 6- MIND VOICE** (I*) As Above, except range is 500'.
- 8- MIND VOICE** (I*) As above, except range is 1000'.
- 10-STAR MERGE** (I*) DURATION: C RANGE: T On a clear night outdoors caster may interchange thoughts with willing target, and if both Astrologers, may interchange power points.
- 12-WAITING VOICE** (F) DURATION: 24 hours RANGE: 10' As Mind Voice, except caster leaves a message of 25 words or less, set to be triggered by a specific mental pattern, known through Mind Store: or a time limit.
- 14-MIND VOICE** (I*) As above, except range is one mile. (Target located by Finding or other means.)

15-READY MERGE (I*) DURATION: C RANGE: Up to Horizon, outdoors on a clear night, otherwise 100'. As Star Merge, except caster and target must have merged before.

20-LORD VOICE (F) Caster can cause his voice to be heard up to 100'/lvl away, in amplified tones. (If location out of sight, caster must have been there.)

25-MIND VOICE (I) As above, but range is 1 mile/lvl.

30-MIND VOICE TRUE (I) As Mind Voice, except range is unlimited.

50-TRUE VOICE (F) As Lord Voice, except range is unlimited.



STARLIGHTS

- 1- PROJECTED LIGHT** (F) DURATION: 10 min/lvl RANGE: 10' Beam of light (like flashlight) springs from the caster's palm: 20' effective range.
- 2- SELF AURA** (F) DURATION: 10 min/lvl RANGE: S Generates a bright aura about the caster, making him appear more powerful and subtracting 5 from all attacks.
- 3- LIGHT** (F) DURATION: 10 min/lvl RANGE: T Lights a 20' R area about point touched.
- 4- LIGHT ERUPTION** (F) DURATION:-- RANGE: 100' Causes a 10' R sphere of intense light, all within it must make a RR at -10 or are stunned for 1 rnd/10% failure.
- 5- SHOCK BOLT** (F) DURATION:-- RANGE: 100' A bolt of intense, charged light is shot from the palm of the caster: results are determined on the Shock Bolt Table.
- 8- FLARE** (F) Caster fires a missile up to 500' into the air. Missile explodes into an intense ball of light (100' R as daylight, diminishing thereafter) and floats slowly to the ground. Drops /rnd.

10-BEACON (F) DURATION: C RANGE: T Ray of light (any color) springs from caster's palm: can be up to 5 miles long.

11-LIGHT III (F) As Light, except caster may generate a single source up to 60' R, or three 20' R sources, up to 100' from caster.

14-LORD AURA (F) As Aura, except spell subtracts 15% from all attacks (non-cumulative with other spells).

15-BLINDING (F) DURATION:-- RANGE: 100' Brilliant flash blinds target for 1 rnd/10% failure of RR.

20-AURA BLAZE (F) DURATION: 1 rnd/lvl RANGE: S Caster is illuminated in a blinding light. All within 10' suffer as Blinding. Subtract 25% from all attacks (non-cumulative).

25-STARFIRES (E) DURATION: C RANGE: 500' Focuses star or moonlight as a lens, must be focused initially on a fixed point. After 1 rnd it can be moved at the rate of 1'/rnd. It will burn through 6" wood/rnd, 1" stone/rnd, or 1/2" metal/rnd in a 1' diameter.

30-STARHAND (E) As Starfires, except focus is 6" from open palm of caster (caster is immune) and it can be moved 10'/rnd. It can be used in combat: it strikes on the Firebolt table with a +30 add.

50-STARFIRES TRUE (E) As Starfires, but star/moonlight not required.



STARSENSE

1- PRESENCE (P*) DURATION: C RANGE: 10'/lvl Caster is aware of the presence of all sentient/thinking beings within his range.

3- LOCATION (P) DURATION: 1 min/lvl (C) RANGE: 100' Gives the direction and distance to any specific object or place that the caster is familiar with OR has had described in detail.

5- MIND STORE (I*) DURATION:-- RANGE: 10'/lvl Caster stores mental pattern of target: can be used later to locate specific person through Finding.

6- FINDING (I) DURATION: C RANGE: 100'/lvl Caster gets direction and distance to any one unshielded mind stored mind within range.

9- MIND TYPING (I*) DURATION:-- RANGE: 10'/lvl Caster gets race, profession, and level of target.

10-DIRECTION (I) DURATION:-- RANGE: 1000'/lvl Caster gets direction to any unshielded Mind Stored mind he desires.

13-AWARENESS (I*) DURATION: C RANGE: 10'/lvl As Presence, plus a general knowledge of the actions of each being (i.e., being is casting a spell, but not what spell is being cast).

15-STARFINDING (I) DURATION: C RANGE: unlimited As Finding, but both Caster and target must be outdoors while stars are visible.

20-LORD LOCATION (P) DURATION: C RANGE: 20 mi. Gives the direction and distance to any specific object or place that the caster is familiar with OR has described in detail.

25-DIRECTION TRUE (I) As Direction, except no range limitations.

30-FINDING TRUE (I) As Finding, except no range limitations.

50-TRACKING (I) As Finding True, except Caster can 'track' target at will for the next 24 hours without further power expenditure. He simply needs to concentrate again momentarily.

GREATER SPELLS

CLERIC

SUMMONS

- 17-WAITING SUMMONS (FM)** As Summons X, except it can be delayed up to 1 day/lvl OR until a movement sets it off. The creature can be left a simple task to perform.
- 20-DEMONIC GATE III (FM)** As Demonic Gate I, except a type III demon can be summoned.
- 25-MASS SUMMONS (FM)** As Summons III, except total cannot exceed caster's level.
- 30-SUMMONS TRUE (FM)** As Summons I, except caster can summon a specific type of creature for as long as he concentrates. The level of the creature is random.
- 50-GATE (FM) DURATION:** P RANGE: V Caster can pull any being through a "gate" to the caster's location; if the being is intelligent, he must be willing to come. An intelligent being will get a feeling of the alignment of the gating person and a vague idea of the reason and significance for the "gate".

CHANNELS

- 17-CHANNELS X (F*)** As Channels I, except a 1st-10th lvl spell may be transmitted.
- 18-RETURNING (F*) DURATION:** -- RANGE: S Caster is returned to a predefined place (similar to teleportation); caster must live in the place in the place for 30 days (meditating 16 hr each day) to define it as his "place of returning". Only one place may be defined at any one time; to change it, the new place must be defined as above.
- 20-ABSOLUTION PURE (F*)** As Absolution, except "soul" can only be brought back through Lifegiving.
- 25-REReturning (F*)** For up to 1 rnd/lvl after a spell user has used Returning, he may cast this spell and be returned to within 20' of the point he came from.
- 30-LORD CHANNELS (F*)** As Channels I, except 1st-20th lvl spells may be transmitted.
- 50-HOLY BRIDGE (F) DURATION:** 1 rnd RANGE: V Opens a direct channel to the cleric's deity; results depend on the deity's personality, motives, and powers. Any spell the deity can cast can be transmitted through the gate.

COMMUNAL WAYS

- 19-DEATH'S TALE TRUE (I) DURATION:** -- RANGE: S Caster gets a vision of the events surrounding the death of any 1 dead being within 10 feet. Caster gets an understanding of the reason(s) the deceased died, exactly who the killer was (if any), and who was ultimately responsible (if anyone). Corpse may be of any age.
- 20-COMMUNE TRUE (I)** As Commune I, except caster can receive a more detailed answer to a question involving but 1 concept (e.g. a name or short phrase may constitute the answer).
- 25-INTUITIONS TRUE (I)** As Intuitions I, except caster gets a gaze into the future equal to 1 minute x his level (e.g. a 30th level caster would get a look 30 minutes into the future).
- 30-CHANNEL OPENING TRUE (I)** As Channel Opening, except caster can open a channel to anyone he chooses, regardless of whether he is acquainted with the being; caster must specify the type of being he seeks; range is 1 mi/lvl.
- 50-HIGH PRAYER (I) DURATION:** C RANGE: S Caster receives detailed information from his deity on a single topic question.



PROTECTIONS

- 17-PROTECTIONS SPHERE III (D)** As Protections Sphere I, except all who are within the sphere will get benefits of a Prayer III, Bless III, OR a Resistance III spell.
- 18-PRAYER V (D)** As Prayer I, except bonus total is +25, and spell may be spread over 1-5 targets.
- 20-BLESS V (D)** As Bless I, except bonus total is +25, and spell may be spread over 1-5 targets.
- 25-RESISTANCE V (D)** As Resistance I, except bonus total is +25, and spell may be spread over 1-5 targets.
- 30-PROTECTIONS SPHERE V (D)** As Protections Sphere I, except all who are within the sphere will get benefits of a Prayer V, Bless V, OR a Resistance V spell.
- 50-PROTECTIONS TRUE (D) DURATION:** 1 min/lvl RANGE: 100' Target gets a +30 bonus to his RR, maneuver rolls, armor subtraction; target subtracts 30 from all elemental fire OR cold attacks.



REPULSIONS

- 16-REPEL UNDEAD XV (F)** As Repel Undead V, except 15 pts of undead may be affected.
- 18-NEUTRALIZE CURSE (F)** As above, except curse is nullified for 1 day/lvl.
- 20-REPEL UNDEAD TRUE (F)** As Repel Undead V, except this spell disintegrates any one undead of class V or lower automatically, and sends a class VI fleeing.
- 25-UNCURSE TRUE (F)** As Remove Curse, except there is a RR MOD of -50. Note that some curses may have their own RR modification, being especially difficult to remove.
- 30-ANTI-CHANNELS TRUE (F)** As Anti-Channels, except any Channeled spell can be canceled. Spells channeled with the aid of a "Holy Bridge" are not affected.
- 50-RECHANNELING (F) DURATION:** 1 rnd/lvl (C) RANGE 300' Caster can intercept one channeled spell that is being transmitted or received within his range and cast that spell himself. The person sending the channeled spell gets a RR (the attack level of this spell versus his level - not the level of the spell being intercepted).

LIFE MASTERY

- 16-LIFEKEEPING (H)** As above, except the duration is 1 week/lvl.
- 17-LIFEGIVING (H)** As above, except 2% x days dead will be added to the dice roll when the target attempts to roll below his Const. Recovery period = 20 x the time dead.
- 19-RESTORATION (H) DURATION:** P RANGE: 10' Caster can restore any 1 target's mental capabilities (including experience); % lost, and unable to be restored = 1% x # days mind was destroyed.
- 20-LIFEGIVING (H)** As above, except 1% x days dead will be added to the dice roll when target attempts to roll below his Const. Recovery period = the time dead.
- 25-LIFEGIVING (H)** As above, except 1% x days dead will be added to the dice roll when target attempts to roll below his Const. and there is no recovery period.
- 30-RESTORATION TRUE (H)** As Restoration, except that target's mind is fully restored (including experience).
- 50-LIFEGIVING TRUE (H)** As Lifegiving, except the target is automatically raised from the dead, and there is no recovery period.

HEALER

SURFACE WAYS

- 25-HEAL TRUE (HS)** As above, except caster is healed of all concussion hits.
- 30-FROST/BURN RELIEF TRUE (HS) DURATION:** P RANGE: S Caster is relieved of all burns and/or frostbite.
- 50-STUN RELIEF TRUE (HS) DURATION:** -- RANGE: S Caster is relieved of all accumulated stun effects.



BONE WAYS

- 25-TOTAL CARTILAGE REGENERATION (HS)** As Cartilage Regeneration, except that caster can regenerate all of the lost cartilage in his body; recovery time 1-10 hrs.
- 30-TOTAL BONE REGENERATION (HS)** As Bone Regeneration, except that caster can regenerate all of the lost bone in his body; recovery time 1-10 hrs.
- 50-SKELETAL REGENERATION TRUE (HS) DURATION:** P RANGE: S Caster can regenerate all of the lost bone and/or cartilage in his body; recovery is instantaneous.

MUSCLE WAYS

- 25-TOTAL MUSCLE REGENERATION (HS) DURATION:** P RANGE: S Caster can regenerate all of the muscles in his body; recovery time 1-10 hrs.
- 30-TOTAL TENDON REGENERATION (HS) DURATION:** P RANGE: S Caster can regenerate all of the tendons in his body; recovery time 1-10 hrs.
- 50-MASS REPAIRS TRUE (HS) DURATION:** P RANGE: S Caster can repair a number of damaged muscles and/or tendons equal to his level; recovery is instantaneous.



ORGAN WAYS

- 25-ORGAN REGENERATION (HS) DURATION:** P RANGE: S Caster can regenerate any 1 organ (external or internal), but not the brain; recovery time 1-10 hrs.
- 30-PARALYSIS CURES TRUE (HS)** As Paralysis Cures, except recovery is instantaneous.
- 50-REUNITING (HS) DURATION:** P RANGE: S Caster may reunite his soul with his body, provided the latter is functional. Note that this spell will not "raise the dead" like the Clerical Lifegiving spell, for dead Healers cannot cast spells. To restore a dead target to life, a Healer would first have to heal all of the latter's wounds (without killing himself), and then restore the target's soul by giving up his own (this process operates like the 20th level Lifegiving spell on the Life Mastery list). While technically alive, but without his soul, the Healer would be affected as if he had been absolved (per "Absolution"); thus, he would be at 75% for all subconscious actions (he could take no conscious actions) until he succeeded in regaining his own soul through the use of this spell (remember the -75 when rolling for possible spell failure).

BLOOD WAYS

- 25-NEW BLOOD (HS) DURATION:** P RANGE: S Caster can restore all of the blood lost from his body; recovery time 1-10 hrs.
- 30-BLOOD DISEASE CURES (HS) DURATION:** P RANGE: S Caster can eliminate any blood disease from his body; recovery time 1-10 hrs.
- 50-BLOOD REPAIRS TRUE (HS) DURATION:** 1 rd/lvl RANGE: S Caster can use any 1 of the lower spells on this list in a given round at will.

ANIMIST

NATURE'S MOVEMENT

- 25-PASSING ORGANIC (F) DURATION:** 1 min/lvl RANGE: S Allows caster to pass through any organic material of thickness up to 1' lvl.
- 30-TREE DOOR (F)** As above, except caster can move between trees up to 300' lvl apart.
- 50-TREE RETURNING (F) DURATION:** -- RANGE: S Allows caster to return to any tree within range of 1 mile x lvl; requires piece of tree.

PLANT MASTERY

- 25-PLANT GROWTH TRUE (F)** As Plant Growth, except caster can increase size of all plants of 1 species within a 100' radius by x5.
- 30-PLANT CONTROL TRUE (M)** As Plant Control I, except caster can control all plants within range (100').
- 50-PLANT ANIMATION (F) DURATION:** 1 min/lvl RANGE: 100' Caster can animate any 1 plant; the plant can then move slowly, carrying any root system it may possess along.

ANIMAL MASTERY

- 25-MASTERY (M)** As above, except caster can control all animals of a given species within a range of 10' lvl.
- 30-ABSOLUTION (F*) DURATION:** V RANGE: 100' RR MOD: -20 Target's "soul" is torn from the target's body; it remains in whatever place "souls" go, for 30 days/10% failure. The soul can be returned early only through Lifegiving. The target is at -75% for subconscious activity; target is unconscious until soul is restored.
- 50-ANIMAL SUMMONS TRUE (FM)** As Animal Summons I, except caster can summon and control a number of animals = 1/lvl (e.g. a 50th lvl could summon 50 sheep).

HERB MASTERY

- 25-ENHANCEMENT TRUE (U)** As Enhancement, except that potency of 1 growing herb is increased 100% x lvl of caster (e.g. a 30th lvl caster could increase potency of growing herb by 30x).
- 30-HERB MASTERY TRUE (U)** As Herb Mastery II, except that the potency of 1 herb can be increased by 100% x lvl of caster (e.g. a 30th lvl caster could increase any 1 herb's potency by x30).
- 50-HERB FINDING TRUE (I)** As Herb Finding, except that caster can locate any 1 herb variety within a range of 1 mile/lvl of caster (e.g. 50 miles for a 50th level caster); location is known within 100'.

NATURE LORE

- 25-WEATHER PREDICTION TRUE (I)** As Weather Prediction, except that it allows caster a 95% chance of predicting weather over a period = 1 day/lvl.
- 30-NATURE'S EYE (I)** As above, except range is 100 miles and caster can monitor an area of 500' R.
- 50-ANIMIST'S EYE (I) DURATION:** C RANGE: V Allows caster to monitor an area of 100' R that he has both been to and become acquainted with (i.e. spent at least 1 day meditating in or 30 days living in).

NATURE'S PROTECTION

- 25-ANIMAL FORM TRUE (F)** As Animal Form, except caster can also take on the smell of any 1 animal; it will not bestow any of the animal's special abilities (e.g. fiery breath or anti-magic qualities); it will confer basic physical character (e.g. movement and physical attack capabilities); caster may halve or double his size.
- 30-NATURE'S FORM TRUE (F)** As Plant Form and Animal Form, except caster can change his form from rnd to rnd, taking on any new plant or animal form desired (within size limits).
- 50-WEAPON TURNING ORGANIC TRUE (F*) DURATION:** 1 rd/lvl RANGE: S Allows caster to completely foil one at least partially organic missile or melee attack directed at him, and within his field of vision, per round.

Bar of Saminor

Target struck is affected as per Absolution Pure in addition to normal damage.

Usable once per day.



EVIL CLERIC

DISEASE

25-LEUKEMIA (F) As Chills, except target gets leukemia; target will weaken at a rate of 2%/day (-2/day, cumulative, to all activity); when the total reaches 100%, the target is dead.

30-RABIES (F) As Chills, except target gets rabies; after 21 days with no visible effect, the disease sets in. The target's organs contract; he foams at the mouth, becomes very thirsty and violent; and anyone he bites or scratches must resist or catch the disease. The target dies 5-7 days after disease onset.

50-PLAGUE (F) As Chills, except target gets a "plague"; if he fails a RR, he will die 95% of the time (within 10 min). The other 5% of the time; he believes that he resisted, but becomes a carrier instead. Anyone coming within 5' of the carrier must resist or face the same chances as the original target.

DARK CHANNELS

25-BLACK CHANNEL III (F*) As Black Channel I, except a Black Channel III spell can be cast.

30-DARK ABSOLUTION (F*) As Absolution Pure, except destroys the "soul" utterly.

50-UNHOLY GATE (F) DURATION: 1 rnd
RANGE: V Opens a direct channel to the evil cleric's deity; results depend on the deity's personality, motives and powers. Any spell the deity can cast can be transmitted through the gate.

DARK LORE

25-BLESSING ANALYSIS (I) As Hate Analysis, except caster is able to analyze any I blessing.

30-DREAMS TRUE (I) As Dreams I, except caster can have a number of dreams/night equal to his level.

50-BLACK LORE MASTERY (I) As Black Lore, except caster can acquire the information on all items of evil or darkness within 100'.

CURSES

25-FRIENDSLAYER (F) As Nightvision Curse, except every time the target is in a combat situation near a friend there is a 10% chance each round that he will attack his friend and attempt to kill him. For these purposes a "friend" is any companion or associate.

30-EXCOMMUNICATION TRUE (F) As Excommunication, except effect is permanent until removed.

50-DARK THOUGHTS (F) As Nightvision Curse, except target may not attack any evil creature and the target learns ALL evil languages and the target will obey the commands of any evil person who is 10 levels higher than himself.

NECROMANCY

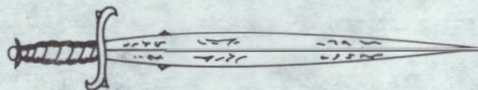
25-CREATE UNDEAD V (F) As Create Undead I, except caster can create I class V undead OR 5 class I's OR 1 class IV and 1 class I OR etc.

30-CONTROL UNDEAD TRUE (F*) As Control Undead I, except caster can control any one undead OR any one undead (class V or lower) without concentration OR all class III or lower undead within a 100' R. Range for a single undead is extended to 300'.

50-CREATE UNDEAD TRUE (F) As Create Undead I, except caster can create any undead that exists in the world system in use (e.g. ring wraiths, vampires, etc.).

Lightlaen Sword

+25% to melee attack
flames on command to give a 'heat' critical when weapon delivers a serious blow.
fires a jet of flame as a 'firebolt' x5 hits, up to 5x a day, with the utterance: "I summon the absence of cold"



forged of an indestructible glasslike substance (laen) with hilts of gold.

CLOSED(HEALING)

BLOOD LAW

25-JOINING TRUE (H*) As Joining, except that limb is fully functional in 10 minutes (provided caster also uses respective Joining True spells).

30-MASS CLOTTING (H) As Clotting, except that caster can stop bleeding in any one wound in a number of targets equal to his level.

50-MASS BLOOD REPAIR (H) DURATION: P RANGE: 100' Allows caster to stop bleeding in, and fully repair, 1 wound/lvl per spell cast (e.g. a 50th lvl caster can fully repair a total of 50 wounds/spell cast); wounds repaired may be spread out over multiple targets.

BONE LAW

25-JOINING TRUE (H*) As Joining, except that limb is fully functional in 10 minutes (provided caster also uses respective Joining True spells).

30-MASS MAJOR FRACTURE REPAIR (H) As Major Fracture Repair, except that each spell cast repairs 1 fracture/lvl of caster; spell operates as long as caster concentrates; requires 1 day recovery per fracture repaired; spell has 100' range.

50-MASS SHATTER REPAIR (H) As Shatter Repair, except that each spell cast repairs 1 fracture or shattered area/lvl of caster; spell operates as long as caster concentrates; requires 1 day recovery/shatter or fracture repaired; spell has a 100' range.

ORGAN LAW

25-ORGAN REPAIR TRUE (H) As Organ Repair, except recovery time is 10 minutes, and no operation is required.

30-HEART REGENERATION (H) DURATION: P RANGE: T Allows caster to regenerate heart; regrowth takes 1-10 days.

50-ORGAN REGENERATION (H) DURATION: P RANGE: 100' Allows caster to regenerate any internal or external organ (not including the brain or nervous system); regrowth takes 1-10 days.

MUSCLE LAW

25-JOINING TRUE (H*) As Joining, except limb is fully functional in 10 minutes (provided caster also uses respective Joining True Spells).

30-TENDON REGENERATION (H) DURATION: P RANGE: T Allows caster to regenerate 1 tendon; regrowth takes 1-10 hrs. depending on extent of loss.

50-MASS MUSCLE REPAIR TRUE (H) As Mass Muscle Repair, except that there is no recovery period, and there is a 100' range (i.e. target(s) need not be touched).

NERVE LAW

25-JOINING TRUE (H*) As Joining, except that limb is fully functional in 10 minutes (provided caster also uses respective Joining True spells).

30-NERVE REGENERATION (H) DURATION: P RANGE: T Allows caster to regenerate lost nerve; regrowth takes 1-10 days, depending on extent of loss.

50-BRAIN REGENERATION (H) DURATION: P RANGE: T Allows caster to regenerate lost brain; regrowth takes 10-100 days, depending on extent; target is in coma during recovery; note that experience is not restored (% lost permanently dependent on severity of damage).

(11.313) DEFINITIONS AND NOTATIONS

SPELL CLASSES:

- D = Defensive spell; allows caster to resist or withstand the effects of a spell, the elements, etc.
- E = Elemental Attack spell; a spell which calls, creates, or uses one of the physical elements to attack a target; the elemental material is real.
- F = Force spell; involves the manipulation of matter, energy, the elements, etc. through the use of a spell force.
- H = Healing spell; involves healing.
- I = Informational spell; a spell which gathers information.
- M = Mental Attack spell; an attack spell affecting the target's mind.
- P = Passive spell; a general use spell that usually involves another person or thing, but not actively.
- S = Subconscious spell; a spell that is triggered by the subconscious; the caster must (normally) be concentrating or in a trance or unconscious before the spell will work. Some do not require the conscious casting of the caster.
- U = Utility spell; a general use spell that doesn't physically affect anyone or thing but the caster.

RANGE:

- S = Self; spell can only be cast on the caster himself.
- T = Touch; caster must touch target in order to create effect.
- distance R = Effect is felt in an area (radius defined).
- distance/lvl = Spell can take effect anywhere within (distance) x (level) of the caster. Area spells have a center, and the center must lie within the range.

DURATION:

- C = Concentration required; caster can perform only 50% of normal activity (e.g. movement halved, maneuvers and combat at -50). Caster cannot cast any other spells while concentrating.
- (C) = Concentration required, except duration cannot exceed the limit given.
- P = Permanent; spell has permanent effect in the sense of creating a physical or mental condition. After the caster no longer concentrates or after the casting procedure is complete, the effect may be altered by outside forces; i.e. the spell may be cured, disturbed via another spell or physical forces (e.g. Freeze Water will freeze water, but the ice will melt, if conditions so dictate, at the normal rate).
- V = Variable; depends on the nature of the spell cast.
- time/lvl = Duration is the time multiplied by the level of the caster.
- time/x% = Duration of effect is (the amount that the target's RR is below the minimum needed to resist the spell) divided by a number (x) multiplied by the (time).
- = Instantaneous; spell's effect is instantaneously applied.

TERMS

ABBREVIATED:

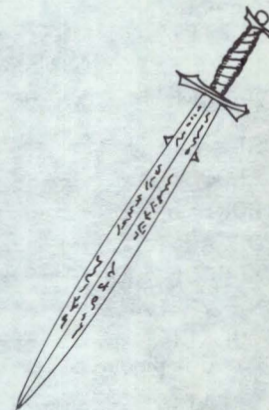
- rdn or rd = round (battle round)
- lvl = level (normally of caster)
- min = minute(s)
- hr = hour
- RR = resistance roll
- R or rad = radius
- mi = mile(s)
- yd = yard(s)
- mph = miles per hour
- cu = cubic feet
- = Free; spell doesn't require spell points
- ★ = Instantaneous; spell doesn't require preparation
- s = Part of a set of spells that must be thrown contiguously in order to be effective (or fully effective)
- pt = point
- mod = modification or modifier

DEFINITIONS:

- Organic = Of or deriving from living organisms.
- Inorganic = Involving neither organic life or products of organic life.
- Inanimate = Not having qualities associated with active, living, organisms; not animate.
- Embed = To fix or become fixed firmly in a surrounding mass.
- Slaying item or weapon = An item or weapon specifically designed to combat and/or destroy a being or type of being (e.g. a dragonslaying sword or staff).
- Organ = A differentiated part of an organism, adapted for a specific function (e.g. the liver).
- Wound = An injury in which the skin is torn, pierced, or cut.
- Being = Any intelligent creature, including all humanoid types, enchanted creatures, etc. Intelligence should be characterized by system and/or Gamemaster.
- Animal = A living creature capable of feeling and voluntary motion, but excluding those characterized as beings.
- Herbs = A plant or plant part valued for medicinal qualities.

Darklaen Sword

+25% to melee attack
gives off an aura of cold which gives a 'cold' critical when weapon delivers a serious blow.
fires a jet of intense cold, as a 'firebolt', substituting cold for heat criticals, x5 hits up to 5x a day, with the utterance: "I summon the absence of heat"
provides immunity to all cold
highly intelligent



forged of a smoky, glassy substance (dark laen), with hilts of dull silver

DEATH AND LIFEGIVING

NOTE: When the body can no longer sustain life (due to system shock, organ failure or other causes), the soul will leave the host as death occurs (Absolution spells can cause the soul to be removed from the body without causing actual death). To restore life it is necessary to first repair the damage that caused the body to become uninhabitable and then restore the soul (if the physical damage were not repaired, the soul would immediately leave the host again). Failure to restore the soul prevents the target from returning to life even after all physical damage is repaired (the body can sustain life at a minimal level without the soul, but once the life process is interrupted it cannot be restored without the soul). Lifegiving spells reunite the soul and the body, restoring the life process if the body is capable of sustaining it. Reuniting spells restore the soul to a still living body (only). Neither can restore a soul that is destroyed by Dark Absolution.

OF CHANNELING

Channeling represents the power of the deities of a given world as channeled through their followers or other spell users. It is spiritual and religious in nature, and is independent of the essence. A spell user of this realm may draw his strength from his respective deity, and often does not require that deity's cooperation; this is especially true where the spell user is employing relatively weak or subtle spells (e.g. healing, detection, etc.). Thus, spells of this realm do not necessarily reflect the nature of specific deities. More powerful and significant spells, however, such as death spells and the revival of the dead, might require the active consent of a deity (depending on the world system).

Inorganic substances, notably metal, interfere with the drawing of power from deities. No metal helmet or armor may be worn when casting or using a channeling spell. In addition, only a small amount of metal may be carried by a spell user utilizing such spells. This concept is subject to the gamemaster's discretion, as is one other focal point: lifegiving.

Lifegiving entails the reunification of a soul (or inner essence) with a body capable of supporting it. It is not the healing of the system shock and damage itself; rather, it is the restoration of the spark of life itself. A physical body which is able to nurture the soul is a natural prerequisite, however. Some deities and/or world systems may also require specific conduct or rituals before a lifegiving spell can be successfully employed.

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GUIDELINES FOR THE USE OF THIS BOOK

The spells contained in this book are organized into lists which reflect the similarity and basic applications common to the individual domains. Higher level spells found on a given list will reflect the increased knowledge and efficiency that comes from the use and practice associated with lower level spells on the same list. This reflects the learning process that accompanies development within a consistent spell grouping.

The spell lists are also grouped in units. These collections are based on the spell users' various backgrounds within the greater realms of power. A Lay Healer's background and living experiences often differ significantly from the past life associated with a "pure" Mentalist. Thus, certain spell lists will be easier for the Mentalist to learn; correspondingly, others will seem simpler to the Lay Healer. Each character class will find that their education is colored by their own background. Nonetheless, flexibility is emphasized.

The spells are described in a standard manner, using a basic format that simplifies usage. Most spells are specific, while others are accorded great flexibility. The latter group's spells have descriptions that are less concrete, providing the Gamemaster with a framework by which he can apply spell usages to variances in his world system or specific occurrences that demand certain flexibility. This may be particularly true with regard to more powerful spells.

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Of the
Essence



Book II

OPEN ESSENCE SPELL LISTS

SPELL WALL	ESSENCE'S PERCEPTIONS	RUNE MASTERY	ESSENCE HAND	UNBARING WAYS	
1) PROTECTION I		SPELL STORE	VIBRATIONS	LOCK	(1)
2)	PRESENCE *		STAYING	MAGIC LOCK	(2)
3) PROTECTION I (10')	LISTEN	RUNE I	TELEKINESIS c	LOCKLORE	(3)
4)			VIBRATIONS (5#)	OPENING I	(4)
5) PROTECTION II	LONG EAR		STAYING (5#)	TRAPLORE	(5)
6)	WATCH	RUNE II	TELEKINESIS (5#) c	DISARM I	(6)
7) PROTECTION II (10')	LONG EYE		VIBRATIONS (25#)	JAMMING	(7)
8) ESSENCE SHIELD c	LISTEN (100')	RUNE III	STAYING (25#)	WEAKENING	(8)
9)			VIBRATIONS (50#)		(9)
10) MIND SHIELD c	TELEPATHY	RUNE V	AIMING c	OPENING II	(10)
11) PROTECTION III	WATCH (100')	SIGN OF STUNNING	TELEKINESIS (25#) c	UNDOOR I	(11)
12) CHANNELING SHIELD c	LONG EAR (300')	RUNE VI	STAYING (50#)	DISARM II	(12)
13)		SIGN OF FEAR	MASS VIBRATIONS		(13)
14) SPELL SHIELD II c	LISTEN (500')	RUNE VII	TELEKINESIS (50#) c	TRUE LOCK	(14)
15) PROTECTION IV	LONG EYE (300')	SIGN OF SLEEP	STAYING (100#)	UNDOOR II	(15)
16)		RUNE VIII	HURLING I		(16)
17)		SIGN OF BLINDING	TELEKINESIS (100#) c	UNDOOR III	(17)
18) SPELL SHIELD TRUE c	WATCH (500')	RUNE IX			(18)
19) PROTECTION V		SIGN OF PARALYSIS	MASS VIBRATIONS (25#)	UNDOOR TRUE	(19)
20) ESSENCE RESISTANCE c	LISTEN (1 mi/L)	RUNE X	LORD AIM c	NEW GATE	(20)
25) MENT. RESISTANCE c	WATCH (1 mi/L)	LORD RESEARCH	STAYING (10#/L)	LOCK MASTERY	(25)
30) CHANNELING RESIS. c	LISTEN TRUE	LORD RUNE	TELEKINESIS (10#/L) c	TRAP MASTERY	(30)
50) RESISTANCE TRUE c	WATCH TRUE	MASS SIGN	AIM TRUE c	GATE CLEAVER	(50)

SPELL WALL

1-PROTECTION I (D) DURATION:1 min/lvl
 RANGE:10' Subtracts 5 from elemental attack rolls against the protected being, and adds 5 to all of the being's RR's vs. spells.

3-PROTECTION I (D) As above, except all beings within 10'R of target get the benefits.

5-PROTECTION II (D) As Protection I, level 1, except bonuses are 10.

7-PROTECTION II (D) As above, except it has a 10'R as in Protection I(lvl 3).

8-ESSENCE SHIELD (D) DURATION: C
 RANGE: S Creates a shimmering shield in front of the caster: it subtracts 10 from all frontal essence attack rolls on the caster (base and elemental). If the caster performs no other actions during a round, he can "parry" one spell attack. Parry consists of subtracting all adds that the caster would normally have for his base attack roll from the attack roll made on him.

10-MIND SHIELD (D) As Essence Shield, except is effective only against mentalism spells.

11-PROTECTION III (D) As Protection I, except bonuses are 15.

12-CHANNELING SHIELD (D) As Essence Shield, except it is effective only against channeling spells.

14-SPELL SHIELD II (D) As Essence Shield, except it is effective against any two of the three realms.

15-PROTECTION IV (D) As Protection I, except bonuses are 20.

18-SPELL SHIELD TRUE (D) As Essence Shield, except is effective against all three realms.

19-PROTECTION V (D) As Protection I, except bonuses are 25.

20-ESSENCE RESISTANCE (D) DURATION: C
 RANGE:100' Target gets +50 to all RR's against essence spells.

25-MENTALISM RESISTANCE (D) As Essence Resistance, except is only effective against mentalism spells.

30-CHANNELING RESISTANCE (D) As Essence Resistance, except is only effective against channeling spells.

50-RESISTANCE TRUE (D) As Essence Resistance, except all three realms are affected.

ESSENCE'S PERCEPTIONS

2-PRESENCE (P★) DURATION: 1 rnd/lvl
 RANGE:10' Caster is aware of the presence of all sentient/thinking beings within 10'.

3-LISTEN (U) DURATION:1 min/lvl
 RANGE:10' Caster can pick a point up to 10' away and he will hear as if he were at that point(there can be intervening objects such as walls).

5-LONG EAR (U) DURATION:1 min/lvl
 RANGE:100' Caster's point of hearing may be moved independently up to 100' away(moves at 10'/rnd), if he is physically able to go there (i.e. he could not send his point of hearing through walls or closed doors).

6-WATCH (U) As Listen, except the caster sees from the fixed point(it can rotate).

7-LONG EYE (U) As Long Ear, except the caster sees from the moving point(it can rotate).

8-LISTEN (U) As above, except the range is 100'.

10-TELEPATHY (1M)DURATION:1 rnd/lvl
 RANGE:10' Caster can read the surface thoughts of one target, if the target makes his RR by more than 25 he realizes what is happening.

11-WATCH (U) As above, except the range is 100'.

12-LONG EAR (U) As above, except the range is 300'.

14-LISTEN (U) As above, except the range is 500'.

15-LONG EYE (U) As above, except the range is 300'.

18-WATCH (U) As above, except the range is 500'.

20-LISTEN (U) As above, except the range is 1 mile.

25-WATCH (U) As above, except the range is 1 mile.

30-LISTEN TRUE (U) As Listen, except the range is unlimited (the caster must be able to locate the desired point in terms of direction and distance).

50-WATCH TRUE (U) As Listen True, except the caster sees instead of hearing.

Bracelet of Taalirin

acts as a 'spell shield true' at will, when wearer holds arm with bracelet up in a defensive manner.



of gold, set with rubies

RUNE MASTERY

- 1-SPELL STORE (S)** As Spell Store on the Spell Reins list.
- 3-RUNE I (F)** DURATION: until the rune is cast
RANGE: T This spell inscribes a spell on a specially prepared piece of paper (see section 9.9 of rules); the rune can then be used to cast the inscribed spell once (depends upon the rules being used for casting runes). The caster expends the power points to cast the inscribed spell and the power points to cast the Rune spell. Rune I can only inscribe 1st level spells. The paper can be reused. The rune can be set to affect reader.
- 6-RUNE II (F)** As Rune I, except caster can inscribe 1st-2nd level spells.
- 8-RUNE III (F)** As Rune I, except caster can inscribe 1st-3rd level spells.
- 10-RUNE V (F)** As Rune I, except caster can inscribe 1st-5th level spells.
- 11-SIGN OF STUNNING (F)** DURATION: until triggered RANGE: T ST MOD: -20 A Sign can be inscribed on any non-mobile surface and affects the triggering being. A Sign can be triggered by one of the following (decided by caster): time period, certain movements, certain sounds, touch, reading, etc. The Sign is cancelled when a being fails a RR against it. Sign of Stunning stuns the target for 10 min/10% failure.
- 12-RUNE VI (F)** As Rune I, except caster can inscribe 1st-6th level spells.
- 13-SIGN OF FEAR (F)** As Sign of Stunning, except target will flee place of sign for 1 min/5% failure.
- 14-RUNE VII (F)** As Rune I, except caster can inscribe 1st-7th level spells.
- 15-SIGN OF SLEEP (F)** As Sign of Stunning, except target falls into a sleep from which he cannot be awakened for 10 min/10% failure.
- 16-RUNE VIII (F)** As Rune I, except caster can inscribe 1st-8th level spells.
- 17-SIGN OF BLINDING (F)** As Sign of Stunning, except target is blind for 1 hr/10% failure.
- 18-RUNE IX (F)** As Rune I, except caster may inscribe 1st-9th level spells.
- 19-SIGN OF PARALYSIS (F)** As Sign of Stunning, except target is paralyzed for 1 hr/10% failure.
- 20-RUNE X (F)** As Rune I, except caster can inscribe 1st-10th level spells.
- 25-LORD RESEARCH (I)** The use of this spell is described in optional rule 9.93.
- 30-LORD RUNE (F)** As Rune I, except caster can inscribe 1st-20th level spells.
- 50-MASS SIGN (F)** As any Sign spell desired, except that it can affect up to the level of the caster in targets before it is canceled.

ESSENCE HAND

- 1-VIBRATIONS (F)** DURATION: 1 rnd/lvl
RANGE: 100' Causes an object of up to 1 lb mass to vibrate rapidly; if fragile it may break (roll a RR). If it is an object held by a being the being must make a RR or fumble it (each round).
- 2-STAYING (F)** DURATION: 1 min/lvl
RANGE: 100' Exerts 1 lb of pressure on a person or object. Object cannot be moved by staying alone, and pressure can only be in one direction.
- 3-TELEKINESIS (F)** DURATION: 1 min/lvl (C)
RANGE: 100' Can move one object, up to 1 lb in mass, 1' /second with no acceleration. Living beings or items in contact with a living being get a normal RR based on the living being. If the caster stops concentration before the duration is up, the object remains stationary as if it had Staying thrown on it.
- 4-VIBRATIONS (F)** As above, except mass limit is 5 lb.
- 5-STAYING (F)** As above, except mass limit is 5 lb.
- 6-TELEKINESIS (F)** As above, except mass limit is 5 lb.
- 7-VIBRATIONS (F)** As above, except mass limit is 25 lb.
- 8-STAYING (F)** As above, except mass limit is 25 lb.
- 9-VIBRATIONS (F)** As above, except mass limit is 50 lb.
- 10-AIMING (FM)** DURATION: 1 rnd (C)
RANGE: T By concentrating on the mind of a missile firer and the flight of the missile, the caster causes +50 to be added to the attack roll of the missile. The caster must concentrate, touch the firer and see the missile for the entire round that the missile is fired.
- 11-TELEKINESIS (F)** As above, except the mass limit is 25 lb.
- 12-STAYING (F)** As above, except the mass limit is 50 lb.
- 13-MASS VIBRATIONS (F)** As Vibrations, except as many 5 lb objects as the caster's level can be vibrated (they must all be within the field of vision of the caster).
- 14-TELEKINESIS (F)** As above, except mass limit is 50 lb.
- 15-STAYING (F)** As above, except mass limit is 100 lb.
- 16-HURLING I (F)** DURATION:—
RANGE: 10' Caster may "hurl" one object (that starts within 10' of him) of 1 lb or less with sufficient force to deliver an attack on the Shock Bolt Table, using the elemental attack rules, impact critical strikes, and the range effects on the Shock Bolt Table.
- 17-TELEKINESIS (F)** As above, except mass limit is 100 lb.
- 19-MASS VIBRATIONS (F)** As above, except objects may be up to 25 lb in mass.
- 20-LORD AIM (F)** As Aiming, except missile attack bonus is +100.
- 25-STAYING (F)** As above, except mass limit is 10 lb/lvl.
- 30-TELEKINESIS (F)** As above, except mass limit is 10 lb/lvl.
- 50-AIM TRUE (F)** As Aiming, except missile attack automatically does maximum damage (using Arms Law, this would result in an "E" critical strike; but the "E" is rolled normally; if the creature is "large" the missile would be treated as slaying).

UNBARING WAYS

- 1-LOCK (F)** DURATION:— RANGE: 100'
Caster can cause any lock he can see within 100' to be locked (the lock is just normally locked and can be opened normally).
- 2-MAGIC LOCK (F)** DURATION: 1 min/lvl
RANGE: T A door (or container) can be magically "locked"; the door can be broken normally or the spell can be dispelled but otherwise the door cannot be opened.
- 3-LOCKLORE (I)** DURATION:— RANGE: T
Gives the caster +20 on picking the lock analyzed, and +10 to anyone to whom he describes the lock.
- 4-OPENING I (F)** DURATION:— RANGE: T
When cast on a lock there is a 20% chance a normal lock will open, and a 45% chance that a 'Magic Lock' will open (failure means there is a 10% chance of setting off attached traps). Rolls are open-ended, and the quality of the lock may modify the roll.
- 5-TRAPLORE (I)** DURATION:— RANGE: T
As Locklore, except applies to disarming traps.
- 6-DISARM I (F)** As Opening I, except its chances concern disarming traps.
- 7-JAMMING (F)** DURATION: P RANGE: 50'
Causes a door to expand and jam into its frame (roll 1-100 for severity, ranging from slightly stuck to unopenable).
- 8-WEAKENING (F)** DURATION: P
RANGE: 50' Reduces the inherent strength of a door by 50%.
- 10-OPENING II (F)** As Opening I, except chances are 40%/90%.
- 11-UNDOOR I (F)** DURATION: P RANGE: 10'
Will vaporize a nonmagic door up to 6" thick, 10' high and 10' wide (if the door is thicker than 6" it will vaporize the closest 6"s).
- 12-DISARM II (F)** As Disarm I, except chances are 40%/90%.
- 14-TRUE LOCK (F)** As Magic Lock, except door is unbreakable by normal means (lasts 1 hr/lvl).
- 15-UNDOOR II (F)** As Undoor I, except door can be up to 2' x 20' x 20'.
- 17-UNDOOR III (F)** As Undoor I, except door can be up to 3' x 50' x 50'.
- 19-UNDOOR TRUE (F)** As Undoor I, except any single door is vaporized.
- 20-NEW GATE (F)** DURATION: P RANGE: T
A doorway, 8' x 5' is created in any wall up to 6"/lvl deep.
- 25-LOCK MASTERY (F)** DURATION:—
RANGE: T Gives the caster a 90% chance of opening a lock. The roll is open-ended and the quality of the lock may modify the roll.
- 30-TRAP MASTERY (F)** As Lock Mastery, except its chances concern disarming traps.
- 50-GATE CLEAVER (F)** DURATION: 1 rnd/lvl
RANGE: V Caster can utilize any one of the lower level spells on this list each round.



Lord Rune
of
New Gate

OPEN ESSENCE SPELL LISTS

PHYSICAL ENHANCEMENT	LESSER ILLUSIONS	DETECTING WAYS	ELEMENTAL SHIELDS	DELVING WAYS	
1) MANNISH SCALE	VENTRILOQUISM c	DETECT ESSENCE c	RESIST LIGHT		(1)
2) SLY EARS	SOUND LIGHT/MIRAGE	DETECT MENTALISM c	RESIST HEAT	TEXT ANALYSIS I c	(2)
3) BALANCE *	TASTE SMELL/MIRAGE	DETECT CHANNELING c	RESIST COLD	STONE ANALYSIS	(3)
4) NIGHT VISION	ILLUSIONS II		RESIST LIGHT (10')	METAL ANALYSIS	(4)
5) SIDEVISION	PHANTASM I c	DETECT INVISIBLE c	RESIST HEAT (10')	GAS ANALYSIS	(5)
6) SOUNDING		DETECT TRAPS c	RESIST COLD (10')		(6)
7) WATERVISION	WAITING ILLUSION I	DETECT EVIL c		TEXT ANALYSIS II c	(7)
8) WATERLUNGS	ILLUSIONS III	LOCATION c	LIGHTARMOR	LIQUID ANALYSIS	(8)
9)	PHANTASM II c		HEATARMOR		(9)
10) GASLUNGS	WAITING PHANTASM I	PERCEIVE POWER c	COLDARMOR	DELVING	(10)
11) RESIST POISON *S	WAITING ILLUSION II	DETECT DEATH c	LIGHTARMOR (10')	SPELL ANALYSIS	(11)
12) DARKVISION	PHANTASM III c	LOCATION (300') c	HEATARMOR (10')		(12)
13)	ILLUSIONS V		COLDARMOR (10')		(13)
14)	WAITING ILLUSION III			DEATH ANALYSIS	(14)
15) CHANGING LUNGS	WAITING PHANTASM II	DETECT SPELL c	LIGHTNING ARMOR	TEXT ANALYSIS III c	(15)
16) MASS BALANCE		LOCATION (500') c		POWER ANALYSIS	(16)
17)	PHANTASM IV c		FIRE ARMOR	CONVEYANCE	(17)
18) MASS NIGHTVISION		PERCEIVE POWER (300') c		DEATH'S DELVING	(18)
19) MASS WATERVISION	ILLUSIONS VII		ICE ARMOR		(19)
20) VISION *	WAITING ILLUSION V	LOCATION (1 mi) c	MASS LIGHTARMOR	ANALYSIS	(20)
25) MASS WATERLUNGS	PHANTASM V c	DETECT DETECTIONS c	MASS HEATARMOR	MASS ANALYSIS	(25)
30) MASS GASLUNGS	ILLUSIONS X	DETECT TRUE	MASS COLDARMOR	POWER ANALYSIS TRUE	(30)
50) MASS VISION	PHANTASM X c	LOCATION TRUE	TRUE ARMOR	CONVEYANCE TRUE	(50)

PHYSICAL ENHANCEMENT

- 1-MANNISH SCALE (1★) DURATION:—
RANGE:1' Caster can tell the exact mass and weight of one object.
- 2-SLY EARS (U) DURATION:10 min/lvl
RANGE:10' Target gains double normal hearing.
- 3-BALANCE (U★) DURATION: V
RANGE:10' Adds +50 to any rolls for one slow maneuver (e.g. walking a 3" beam).
- 4-NIGHT VISION (U) DURATION:10 min/lvl
RANGE:10' Target can see 100' on a normal night as if it were daylight.
- 5-SIDEVISION (U) DURATION:10 min/lvl
RANGE:10' Target has a 300° field of vision.
- 6-SOUNDING (U) DURATION:10 min/lvl
RANGE:10' Target's voice has its loudness tripled. This has no effect on spell casting capabilities.
- 7-WATER VISION(U) As Nightvision, except target can see 100' in even murky water.
- 8-WATERLUNGS (U) DURATION:10 min/lvl
RANGE:10' Target can breathe water, but not air.
- 10-GASLUNGS (U) As WaterlunGS, except target can breathe any air.
- 11-RESIST POISON (S★) DURATION:1 hr/lvl
RANGE: T Delays the effect of a poison on a target.
- 12-DARKVISION (U) As Nightvision, except any darkness can be seen through.

15-CHANGING LUNGS (U) As WaterlunGS, except target can breathe water, air and any gas at will.

16-MASS BALANCE (U) As Balance, except can affect 1 target/lvl of caster.

18-MASS NIGHTVISION (U) As Nightvision, except can affect 1 target/lvl of caster.

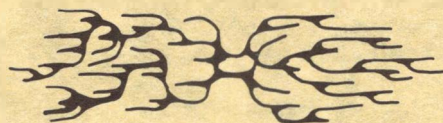
19-MASS WATERVISION (U) As Watervision, except can affect 1 target/lvl of caster.

20-VISION (U★) As all lower level vision spells functioning at the same time.

25-MASS WATERLUNGS (U) As WaterlunGS, except can affect 1 target/lvl of caster.

30-MASS GASLUNGS (U) As GaslunGS, except can affect 1 target/lvl of caster.

50-MASS VISION (U) As Vision, except can affect 1 target/lvl of caster.



LESSER ILLUSIONS

- 1-VENTRILOQUISM (E) DURATION: C
RANGE:100' Caster can speak and his voice will appear to come from any point that he wants within 100' (point must be in his field of vision).

2-SOUND/LIGHT MIRAGE (E) As either Light Mirage on the Light Molding list OR Sound Mirage on the Sound Molding list.

3-TASTE/SMELL MIRAGE (E) As either Taste Mirage OR Smell Mirage, both are on the Feel-Taste-Smell list.

4-ILLUSIONS II (E) As on the Illusions list.

5-PHANTASM I (E) As on the Illusions list.

7-WAITING ILLUSION I (E) As on the Illusions list.

8-ILLUSIONS III (E) As on the Illusions list.

9-PHANTASM II (E) As on the Illusions list.

10-WAITING PHANTASM I (E) As on the Illusions list.

11-WAITING ILLUSION II (E) As on the Illusions list.

12-PHANTASM III (E) As on the Illusions list.

13-ILLUSIONS V (E) As on the Illusions list.

14-WAITING ILLUSION III (E) As on the Illusions list.

15-WAITING PHANTASM II (E) As on the Illusions list.

17-PHANTASM IV (E) As on the Illusions list.

19-ILLUSIONS VII (E) As on the Illusions list.

20-WAITING ILLUSION V (E) As on the Illusions list.

25-PHANTASM V (E) As on the Illusions list.

30-ILLUSIONS X (E) As on the Illusions list.

50-PHANTASM X (E) As on the Illusions list.

NOTE: All lists referenced above are Illusionist Base lists.

Garlar's Pendant

+3 power point adder, to essence.

Adds 15% to all RR's vs. essence attacks.

Allows use of 'Wind Law' spells as if 10 levels above one's own (must possess the list first).



A huge sapphire with a chain of very strong but crudely forged iron links.

DETECTING WAYS

- 1-DETECT ESSENCE (P) DURATION:1 min/lvl(C) RANGE:100' Detects any active spell or item from the essence realm; he can concentrate on a 5'R area each round.
- 2-DETECT MENTALISM (P) As Detect Essence, except realm is mentalism.
- 3-DETECT CHANNELING (P) As Detect Channeling, except realm is channeling.
- 5-DETECT INVISIBLE (P) As Detect Essence, except detects invisible things; all attacks against something so detected are at -50.
- 6-DETECT TRAPS (P) As Detect Essence, except it gives a 75% chance of detecting a trap (may be modified by certain traps).
- 7-DETECT EVIL (P) As Detect Essence, except detects if a being is evil OR an item created by evil or long used by a very evil person.
- 8-LOCATION (P) DURATION:1 min/lvl(C) RANGE:100' Gives the direction and distance to any specific object or place that the caster is familiar with OR has had described in detail.
- 10-PERCEIVE POWER (P) As Detect Essence, except it will give an estimate of the power of the person or item or spell examined.
- 11-DETECT DEATH (P) As Detect Essence, except detects dead bodies and whether anything has died in the last 24 hr.
- 12-LOCATION (P) As above, except range is 300'.
- 15-DETECT SPELL (P) As Detect Mentalism, except detects any spell that has been cast in the area examined.
- 16-LOCATION (P) As above, except range is 500'.
- 18-PERCEIVE POWER (P) As above, except range is 300'.
- 20-LOCATION (P) As above, except range is 1 mile.
- 25-DETECT DETECTIONS (P) As Detect Essence, except detects any type of detection spell that is operating in the area examined (gives exact spell detected).
- 30-DETECT TRUE (P) DURATION: 1 rnd/lvl RANGE:100' Any of the lower level detect spells can be used, one/round.
- 50-LOCATION TRUE (P) As Location, except range is 1 mile/lvl.

ELEMENTAL SHIELDS

- 1-RESIST LIGHT (D) DURATION:1 min/lvl RANGE:10' Target is protected from all natural light (not lightning), and adds +10 to RR's vs. light(electricity) and -10 to elemental electricity attacks.
 - 2-RESIST HEAT (D) As Resist Light, except protects against natural heat to 200°F and modifies spells involving cold by 10.
 - 3-RESIST COLD (D) As Resist Light, except protects against natural cold to -20°F and modifies spells involving cold by 10.
 - 4-RESIST LIGHT (D) As above, except all beings within 10' of target are protected.
 - 5-RESIST HEAT (D) As above, except all beings within 10' of target are protected.
 - 6-RESIST COLD (D) As above, except all beings within 10'R of target are protected.
 - 8-LIGHTARMOR (D) As Resist Light, except protects against all natural light and electricity and modifies spells involving light(electricity) by 20.
 - 9-HEATARMOR (D) As Lightarmor, except protects against heat.
 - 10-COLDARMOR (D) As Lightarmor, except protects against cold.
 - 11-LIGHTARMOR (D) As Lightarmor, except protects all beings within 10'R.
 - 12-HEATARMOR (D) As Heatarmor, except protects all beings within 10'R.
 - 13-COLDARMOR (D) As Coldarmor, except protects all beings within 10'R.
 - 15-LIGHTNING ARMOR (D) As Lightarmor, except it also decreases all electrical concussion hits (shock bolt and lightning bolt) by ½, and decreases electrical critical strikes by one level(e.g. "A"'s are ignored, "B"'s become "A"'s, "C"'s become "B"'s, etc.).
 - 17-FIRE ARMOR (D) As Lightning Armor, except fire spells are affected(fire bolt and fire ball).
 - 19-ICE ARMOR (D) As Lightning Armor, except cold and ice spells are affected (ice bolt and cold ball).
 - 20-MASS LIGHTARMOR (D) As Lightarmor, except as many targets as the caster's level can be affected.
 - 25-MASS HEATARMOR (D) As Heatarmor, except as many targets as the caster's level can be affected.
 - 30-MASS COLDARMOR (D) As Coldarmor, except as many targets as the caster's level can be affected.
 - 50-TRUE ARMOR (D) DURATION:24 hr RANGE:10' Acts as Lightning Armor, Fire Armor, and Ice Armor all at the same time.
- NOTE: *Spells on this list are not cumulative.*

Erin's Ring

This unusual ring has a small compartment which, when closed, creates a mirennia berry (heals ten hits when eaten). The ring will produce a berry every time it is closed, as long as the last berry has been consumed.



DELVING WAYS

- 2-TEXT ANALYSIS I (I) DURATION:1 min/lvl(C) RANGE: S Caster can read text written in an unknown language, but only understands basic concepts from it.
- 3-STONE ANALYSIS (I) DURATION:— RANGE:10' Gives nature and origin of natural stone, and when and how worked stone was obtained and worked.
- 4-METAL ANALYSIS (I) As Stone Analysis, except metal may be examined.
- 5-GAS ANALYSIS (I) As Stone Analysis, except gas may be examined.
- 7-TEXT ANALYSIS II (I) As Text Analysis I, except gives a complete technical analysis (vocabulary and syntax) but not an understanding of idioms(jargon), implications or cultural references.
- 8-LIQUID ANALYSIS (I) As Stone Analysis, except liquid may be examined.
- 10-DELVING (I) DURATION:— RANGE: T Gives significant details about an item's construction and purpose (not specific powers).
- 11-SPELL ANALYSIS (I) DURATION:— RANGE:100' Provides analysis of an active spell, giving its duration and the profession of its caster and its type (NOT its level or exactly what spell it is).
- 14-DEATH ANALYSIS (I) DURATION:— RANGE: T Gives information concerning a being's death (weapon, spell, time since, etc.); must be cast in place of death (within 24 hr.) or in the presence of body (no time limit).
- 15-TEXT ANALYSIS III (I) As Text Analysis II, except everything but implications is known (e.g. answers to riddles are not known automatically).
- 16-POWER ANALYSIS (I) DURATION:— RANGE:100' One item, person or place may be examined to see if it has power, which realm the power is from, a general idea of its origin, and its basic configuration.
- 17-CONVEYANCE (U) DURATION:10 min/lvl RANGE: S Caster's awareness leaves his body (which is inactive) and may travel at 1 mile/min; however it can only travel 10'/rnd in solid or when observing the world. If the caster overstays the duration, he must make a RR modified by -50 or die. (Attack level=# of rounds overstayed).
- 18-DEATH'S DELVING (I) As Death Analysis, except gives a visual image of the killer, and a vague reason for death (e.g. revenge, robbery, accident, etc.).
- 20-ANALYSIS (I) DURATION:— RANGE:10' Any of the lower level spells may be used together on one item, person or place (Conveyance is not included).
- 25-MASS ANALYSIS (I) DURATION: 1 rnd/lvl As Analysis, except one item per round may be examined.
- 30-POWER ANALYSIS TRUE (I) As Power Analysis, except exact origin, creator, and a detailed purpose are given.
- 50-CONVEYANCE TRUE (U) As Conveyance, except rate is 10 mile/min (50'/rnd through solid and observing).

CLOSED ESSENCE SPELL LISTS

	INVISIBLE WAYS	LIVING CHANGE	SPIRIT MASTERY	SPELL REINS	LOFTY BRIDGE	
1)		SHRINK SELF	SLEEP V	SPELL STORE	LEAPING*	(1
2)	UNSEEN I	ENLARGE SELF	CHARM KIND		LANDING*	(2
3)		CHANGE LORE	SLEEP VII		LEAVING (100')	(3
4)	INVISIB. I (1')		CONFUSION		LEVITATION	(4
5)		CHANGE TO KIND	SUGGESTION	SPELL HOLD I*	FLY (75'/rnd)	(5
6)	INVISIB. I (to 1')		SLEEP X		PORTAL	(6
7)		SHRINK	HOLD KIND c		FLY (150'/rnd)	(7
8)	INVISIB. I (10')		MASTER OF KIND	SPELL BENDING I*	LONG DOOR (100')	(8
9)			LORD SLEEP		LEAVING (300')	(9
10)	UNSEEN III	ENLARGE	TRUE CHARM	REVERSE SPELLS*	TELEPORT I	(10
11)	INVISIB. I (to 10')	CHANGE	QUEST	SPELL HOLD III*	FLY (300'/rnd)	(11
12)			WORD OF STUNNING*		LONG DOOR (300')	(12
13)	UNSEEN V	TRUE CHANGE	WORD OF PAIN*			(13
14)			HOLD TRUE c	SPELL HOLD V*	PORTAL TRUE	(14
15)	INVISIB. II	CHANGING	WORD OF SLEEP*	SPELL BENDING III*	LONG DOOR (500')	(15
16)			WORD OF DISCORD*		TELEPORT V	(16
17)	UNSEEN X	MERGING	WORD OF CALLING*	SPELL HOLD X*	FLY (450'/rnd)	(17
18)	INVISIB. II (to 10')		WAITING WORD		TELEPORT X	(18
19)			WORD OF DEATH*		MASS LEAVING	(19
20)	INVISIB. I (to 20')	PASSING	TRUE QUEST	LORD SPELL HOLD*	LORD TELEPORT	(20
25)	MASS UNSEEN	MASS ENLARGE	PHRASE*	SPELL BENDING TRUE*	MASS LONG DOOR	(25
30)	MASS INVISIB.	MASS CHANGE	MASS WORD*	SPELL HOLD TRUE*	MASS TELEPORT	(30
50)	TRUE INVISIB.	MASS MERGING	SPIRIT MASTERY	REVERSAL TRUE*	TELEPORT TRUE	(50

INVISIBLE WAYS

2-UNSEEN I (F) DURATION:24 hr or V RANGE:10' A single object is made invisible (1 garment, 1 naked body, etc.); until 24 hrs pass or the object is struck by a violent blow (being hit by a weapon, falling, etc.) or the object makes a violent move(i.e. attack).

4-INVISIBILITY I (F) As Unseen I, except everything within 1' of the target is invisible as long as it is within the 1 R.

6-INVISIBILITY I (F) As above, except the caster can vary the radius up to 1'.

8-INVISIBILITY I (F) As above, except the constant radius is 10'.

10-UNSEEN III (F) As Unseen I, except 3 objects can be affected.

11-INVISIBILITY I (F) As above, except the caster can vary the radius up to 10'.

13-UNSEEN V (F) As Unseen I, except 5 objects can be affected.

15-INVISIBILITY II (F) As Invisibility I, except two targets can be the center of two separate radii of invisibility.

17-UNSEEN X (F) As Unseen I, except 10 objects can be affected.

18-INVISIBILITY II (F) As above, except the two radii can be varied by the caster up to 10'.

20-INVISIBILITY I (F) As above, except radius can be varied by the caster up to 20'.

25-MASS UNSEEN (F) As Unseen I, except as many objects as the caster's level may be affected.

30-MASS INVISIBILITY (F) As Invisibility I, except as many targets as the caster's level may be the centers of constant 1' radii of invisibility.

50-TRUE INVISIBILITY (F) DURATION:24 hr RANGE: S As Invisibility I, except caster can vary it up to 1' and if he attacks he is only visible for the 10 seconds immediately following the attack. Violent blows do not affect this spell.

LIVING CHANGE

1-SHRINK SELF (P) DURATION:1 min/lvl RANGE: S Caster may shrink to 1/2 his normal mass (height in normal situations); there is no decrease in his strength.

2-ENLARGE SELF (P) As Shrink Self, except caster may increase by 1/2, and there is no increase in his strength (except for movement purposes).

3-CHANGE LORE (P) DURATION:— RANGE:100' Allows caster to analyze the form of another being for future use with True Change.

5-CHANGE TO KIND (F) DURATION:10 min/lvl RANGE:10' Caster can alter target's form to the form of any desired humanoid race.

7-SHRINK (F) DURATION:10 min/lvl RANGE:10' As Shrink Self, except decrease is 10% of his mass/lvl and it can be cast on any material that is living or was once living.

10-ENLARGE (F) As Enlarge, except it increases up to 10% of his mass/lvl.

11-CHANGE (F) As Change to Kind, except alteration can be to any organic form within 1/2 to 2x his current mass; does not obtain any special abilities.

13-TRUE CHANGE (F) As Change, except altered form can be that of a specific being analyzed by Change Lore.

15-CHANGING (F) DURATION:10 min/lvl RANGE: S As True Change, except caster may assume a different form anytime during the spell, by concentrating for one rnd/change.

17-MERGING (F) DURATION: C or V RANGE:10' Target can merge into any solid inanimate material (up to 1' in depth), is inactive but aware of surrounding activity. The caster can exit at any time up to the duration; everyone else must emerge after a set time (up to 1 hr/lvl).

20-PASSING (F) DURATION:1 min/lvl RANGE:10' Target may pass through any inanimate material up to 1'/lvl.

25-MASS ENLARGE (F) As Enlarge, except it simultaneously enlarges as many objects (can be beings) as the caster's level up to 50%.

30-MASS CHANGE (F) As Change, except affects up to the caster's level in targets (all targets must take the same type of form).

50-MASS MERGING (F) As Merging, except affects up to the caster's level in targets; all targets exit after a set time or with caster.

SPIRIT MASTERY

- 1-SLEEP V (M)** DURATION:— RANGE:100' Causes target(s) to fall into a natural sleep; the total number of levels that can be affected is 5 (e.g. 5 of level 1; 1 of level 4 and 1 of level 1; 2 of level 2 and 1 of level 1; etc.). All target(s) must be in caster's field of vision.
- 2-CHARM KIND (M)** DURATION:1 hr/lvl RANGE:100' Humanoid target believes caster is a good friend.
- 3-SLEEP VII (M)** As Sleep V, except a total of 7 levels can be affected.
- 4-CONFUSION (M)** DURATION:1 rnd/5% failure RANGE:100' Target is incapable of making decisions or initiating action; may continue to fight current foes or in self-defense.
- 5-SUGGESTION (M)** DURATION: V RANGE:10' Target will follow a single suggested act that is not completely alien to him (i.e. suicide, blinding himself, etc.).
- 6-SLEEP X (M)** As Sleep V, except a total of 10 levels may be affected.
- 7-HOLD KIND (M)** DURATION: C RANGE:100' Humanoid target is held to 25% of normal action.
- 8-MASTER OF KIND (M)** DURATION:10 min/lvl RANGE:50' Target must obey caster as in Suggestion.
- 9-LORD SLEEP (M)** As Sleep V, except a total of 20 levels may be affected.
- 10-TRUE CHARM (M)** As Charm Kind, except any sentient creature may be affected.
- 11-QUEST (M)** DURATION: V RANGE:10' Target is given one task, failure results in a penalty determined by the gamester(task must be within capabilities of target).
- 12-WORD OF STUNNING (M★)** DURATION:— RANGE:50' Target is stunned for 1 rnd/10% failure.
- 13-WORD OF PAIN (M★)** As Word of Stunning, except target takes 50% of remaining concussion hits upon failure.
- 14-HOLD TRUE (M)** As Hold Kind, except any sentient being can be affected.
- 15-WORD OF SLEEP (M★)** As Word of Stunning, except target falls into a natural sleep.
- 16-WORD OF DISCORD (M★)** As Word of Stunning, except target will not cooperate or agree with anyone for 1 day/10% failure.
- 17-WORD OF CALLING (M★)** Target is forced to come and face the caster(fighting if necessary) and remain immobile for 1 rnd/10% failure. Caster must concentrate, or control lapses.
- 18-WAITING WORD (M)** DURATION:1 day/lvl RANGE:50' Any of the Words above can be set to go off at a specified time or movement.
- 19-WORD OF DEATH (M★)** DURATION:— RANGE:50' Target suffers the results of a "E" critical strike on the table of the caster's choice.
- 20-TRUE QUEST (M)** As Quest, except failure is punished by the target suffering "E" critical strikes on each of the critical tables.
- 25-PHRASE (M★)** As Word of Stunning, except any three different Words may be used on the same round (a separate RR roll must be made for each one.).
- 30-MASS WORD (M★)** As Word of Stunning, except any Word may be used and it will affect a number of levels equal to the level of the caster (as Sleep).
- 50-SPIRIT MASTERY (M)** DURATION:1 rnd/lvl RANGE:100' Caster can use one spell/rnd on this list (10th level or lower)

Starshield

allows free use of
'projected light' and
'beacons' spells.
+25% full shield
weightless
can be thrown 100' as a
+25% sword



of clear laen(almost
indestructible glass)
with a silver border

SPELL REINS

- 1-SPELL STORE (S)** DURATION: until a spell is cast RANGE: S Caster may cast this spell with any spell he wants to store; then the stored spell may be cast at any time, with no preparation. The Storing spell costs the same number of power points as the spell stored and no other spell may be cast while a spell is stored.
- 5-SPELL HOLD I (F★)** DURATION:1 rnd RANGE:100' Delays another spell for 1 rnd; if the target of the held spell moves more than 20', that spell will affect any one being within 10' (with a modification of -20 for base attack spells and -30 for elemental attack spells). The held spell gets a RR as in Cancel Essence on the Dispelling Ways list.
- 8-SPELL BENDING I (F★)** DURATION:— RANGE:100' Caster can deflect 1 elemental attack spell up to 10' from its target, causing the attack roll to be modified by -10/10% failure.
- 10-REVERSE SPELLS (F★)** DURATION:— RANGE:100' Reverses any one elemental attack spell back on its caster, if the attack fails a RR modified by +20. If the attack spell is reversed it attacks its caster at 0 modifications.
- 11-SPELL HOLD III (F★)** As Spell Hold I, except attack spells can be held 3 rounds.
- 14-SPELL HOLD V (F★)** As Spell Hold I, except attack spell can be held 5 rounds.
- 15-SPELL BENDING III (F★)** As Spell Bending I, except attack roll is modified by -30/10% failure.
- 17-SPELL HOLD X (F★)** As Spell Hold I, except attack spell is held 10 rounds.
- 20-LORD SPELL HOLD (F★)** As Spell Hold I, except attack spell is held 20 rounds.
- 25-SPELL BENDING TRUE (F★)** As Spell Bending I, except spell can be deflected up to 90° in any direction.
- 30-SPELL HOLD TRUE (F★)** As Spell Hold I, except attack spell is held up to 1 rnd/lvl.
- 50-REVERSAL TRUE (F★)** As Reverse Spells, except all spells within 100' of the caster are reversed.

LOFTY BRIDGE

- 1-LEAPING (F★)** DURATION:1 rnd RANGE:100' Allows the target to leap 50' laterally or 20' vertically in the round that the spell was cast.
- 2-LANDING (F★)** DURATION:until lands RANGE:100' Allows the target to land safely in a fall up to 20'/lvl(of caster), and to take that distance off the severity of any longer fall.
- 3-LEAVING (F)** DURATION:— RANGE:10' Caster teleports target to a point up to 100' away, but there can be no intervening barriers in a direct line between the target and the point (for these purposes a barrier is anything he could not physically go through; a closed door is a barrier, a pit is not).
- 4-LEVITATION (F)** DURATION:1 min/lvl RANGE:10' Allows target to move up and down vertically 10'/rnd; horizontal movement is possible only through normal means.
- 5-FLY (F)** As Levitation, except target can fly at a rate of 75'/rnd (or 5 MPH).
- 6-PORTAL (F)** DURATION:1 rnd/lvl RANGE: T Opens a portal 3'×6'×3' in any solid surface, through which anyone can pass.
- 7-FLY (F)** As above, except target flies at 150'/rnd.
- 8-LONG DOOR (F)** As Leaving, except caster can pass through barriers by specifying exact distances.
- 9-LEAVING (F)** As above, except target can be moved 300'.
- 10-TELEPORT I (F)** As Long Door, except movement range is 10 mile/lvl. This is very risky. The following chances for failing exist: Never seen place(only described)=50%; Been briefly(1 hr)=25%; Studied (24 hr)=10%; Studied carefully (1 week)=1%; Lived in (1 yr)=.01%. In case of failure: first determine direction of error (randomly), then determine amount of error (make an opened-roll for number of feet).
- 11-FLY (F)** As above, except movement rate is 300'/rnd.
- 12-LONG DOOR (F)** As above, except movement range is 300'.
- 13-TELEPORT III (F)** As Teleport I, except up to 3 targets may be moved to same place.
- 14-PORTAL TRUE (F)** As Portal, except portal is 3'×6' and up to 5'/lvl deep.
- 15-LONG DOOR (F)** As above, except movement range is 500'.
- 16-TELEPORT V (F)** As Teleport III, except 5 targets may be moved.
- 17-FLY (F)** As above, except movement rate is 450'/rnd.
- 18-TELEPORT X (F)** As Teleport III, except 10 targets may be moved.
- 19-MASS LEAVING (F)** As Leaving, except as many targets as the caster's level may be moved.
- 20-LORD TELEPORT (F)** As Teleport III, except 20 targets may be moved.
- 25-MASS LONG DOOR (F)** As Long Door, except as many targets as the caster's level may be moved up to 300'.
- 30-MASS TELEPORT (F)** As Teleport III, except as many targets as the caster's level may be moved.
- 50-TELEPORT TRUE (F)** As Teleport I, except with no movement range limit.



CLOSED ESSENCE SPELL LISTS

SPELL ENHANCEMENT	DISPELLING WAYS	SHIELD MASTERY	RAPID WAYS	GATE MASTERY	
1)			RUN I*	FAMILIAR	(1
2)	CANCEL ESSENCE* _c	SHIELD*	SPEED I*		(2
3) EXTENSION II	CANCEL MENTALISM* _c	BLUR		SUMMONS I _c	(3
4)	CANCEL CHANNELING* _c		SPEED II*		(4
5) RANGING (+50')	DISPEL ESS. (10'R)* _c	DEFLECTIONS I*	SPRINT I*	SUMMONS II _c	(5
6)	DISPEL MENT. (10'R)* _c		HASTE I*	CONTROL I* _c	(6
7) EXTENSION III (x3)	DISPEL CHAN. (10'R)* _c	BLADETURN I*	SPEED III*	SUMMONS III _c	(7
8)			HASTE II*	LESSER DEMONIC GATE	(8
9)		DEFLECTIONS II*	FAST SPRINT*	SUMMONS V _c	(9
10) RANGING (+100')	DISPEL ESS. (50'R)* _c	AIM UNTRUE I*	SPEED V*	CONTROL II* _c	(10
11) EXTENSION IV (x4)	DISPEL MENT. (50'R)* _c	BLADETURN II*	RUN III*	SUMMONS X _c	(11
12)	DISPEL CHAN. (50'R)* _c		HASTE III*		(12
13) RANGING (+150')		DEFLECTIONS III*		CONTROL III* _c	(13
14)	DISPEL ESS. (100'R)* _c		SPRINT III*		(14
15) RANGING (+200')	DISPEL MENT. (100'R)* _c	AIM UNTRUE II*	HASTE V*	WAITING SUMMONS _c	(15
16)	DISPEL CHAN. (100'R)* _c		RUN V*	LORD SUMMONS _c	(16
17) RANGING (+300')	UNESSENCE	BLADETURN III*	SPEED X*		(17
18)	UNMENTALISM		SPRINT V*	GREATER DEMONIC GATE	(18
19)	UNCHANNELING	AIM UNTRUE III*		CONTROL IV* _c	(19
20) RANGING (+500')	CANCEL TRUE* _c	MASS DEFLECTIONS*	HASTE X*	MASS SUMMONS _c	(20
25) EXTENSION (+12 hrs.)	DISPEL ESS.* _c	MASS BLADETURN*	MASS RUN*	MASTER II*	(25
30) EXTENSION (+24 hrs.)	DISPEL TRUE	MASS AIM UNTRUE*	MASS SPEED*	WAITING GATE* _c	(30
50) PERMANENT	DISPEL TRUE	RE-AIMING*	MASS HASTE*	CONTROL V* _c	(50

SPELL ENHANCEMENT

- 3-EXTENSION II (U)** DURATION: V RANGE: S Causes the caster's next spell cast within 3 rounds to have 2× normal duration; not cumulative with any other extensions.
- 5-RANGING (U)** As Extension II, except range is increased by 50'.
- 7-EXTENSION III (U)** As Extension II, except duration is 3× normal.
- 10-RANGING (U)** As above, except range is increased by 100'.
- 11-EXTENSION IV (U)** As Extension II, except duration is 4× normal.
- 13-RANGING (U)** As above, except range is increased by 150'.
- 15-RANGING (U)** As above, except range is increased by 200'.
- 17-RANGING (U)** As above, except range is increased by 300'.
- 20-RANGING (U)** As above, except range is increased by 500'.
- 25-EXTENSION (U)** As Extension II, except duration is increased by 12 hr.
- 30-EXTENSION (U)** As Extension II, except duration is increased by 24 hr.
- 50-PERMANENT (U)** DURATION: P RANGE: S As Extension II, except spell duration is permanent. Only one such spell can be in effect at a time for each spell caster.
- NOTE:** A gamesmaster may deem certain spells non-extendable: i.e. increasing the duration of a Firebolt by 12 hr. is ridiculous.

DISPELLING WAYS

- 2-CANCEL ESSENCE (F★)** DURATION: C RANGE: S When a spell of the essence realm is thrown on the caster (of Cancel Essence), the attack spell must first make a RR successfully before the caster can make one. The attack level of the RR is the level of the caster of the dispel spell, and the defender level is the level of the caster of the spell. If the first RR is successful then the spell procedure proceeds normally.
- 3-CANCEL MENTALISM (F★)** As Cancel Essence, except only mentalism spells are affected.
- 4-CANCEL CHANNELING (F★)** As Cancel Essence, except only channeling spells are affected.
- 5-DISPEL ESSENCE (F★)** As 2 above, except dispelling effect is in a 10'R about the caster and any already existing spells in the radius must save with a +30 modification or be canceled.
- 6-DISPEL MENTALISM (F★)** As Dispel Essence, except only mentalism spells are affected.
- 7-DISPEL CHANNELING (F★)** As Dispel Essence, except only channeling spells are affected.
- 10-DISPEL ESSENCE (F★)** As Dispel Essence, except radius is 50'.
- 11-DISPEL MENTALISM (F★)** As above, except radius is 50'.
- 12-DISPEL CHANNELING (F★)** As above, except radius is 50'.
- 14-DISPEL ESSENCE (F★)** As above, except radius is 100'.

- 15-DISPEL MENTALISM (F★)** As above, except radius is 100'.
- 16-DISPEL CHANNELING (F★)** As above, except radius is 100'.
- 17-UNESSENCE (F)** DURATION: 1 day RANGE: 100' Target has no essence power points and thus can throw no essence spells for 1 day (includes spells thrown using spell bonus items). This can also be thrown against items which could normally cast spells.
- 18-UNMENTALISM (F)** As Unessence, except mentalism is affected.
- 19-UNCHANNELING (F)** As Unessence, except channeling is affected.
- 20-CANCEL TRUE (F★)** DURATION: C RANGE: S As Cancel Essence except all three realms are affected.
- 25-DISPEL ESSENCE (F★)** As Dispel Essence (lvl 5), except radius is 300'.
- 30-DISPEL TRUE (F)** As above, except has a 10'R like Dispel Essence (lvl 5) and affects all 3 realms.
- 50-DISPEL TRUE (F)** As above, except radius is 50'.



SHIELD MASTERY

- 2-SHIELD (F★)** DURATION:1 min/lvl
RANGE:S Creates an invisible force shield in front of the caster; it subtracts 25 from melee and missile attacks and functions as a normal shield.
- 3-BLUR (F)** DURATION:1 min/lvl RANGE:10'
Causes target to appear blurred to attackers, subtracting 10 from all attacks.
- 5-DEFLECTIONS I (F★)** DURATION:—
RANGE:100' Caster can deflect any one missile that passes within 100' of him; this causes 100 to be subtracted from the missile's attack (missile must pass through caster's field of vision).
- 7-BLADETURN I (F★)** As Deflections I, except its effect is against 1 melee attack.
- 9-DEFLECTIONS II (F★)** As Deflections II, except 2 missiles may be affected.
- 10-AIM UNTRUE I (F★)** As Deflections I, except missile automatically misses.
- 11-BLADETURN II (F★)** As Bladeturn I, except 2 melee attacks may be affected.
- 13-DEFLECTIONS III (F★)** As Deflections I, except 3 missiles may be affected.
- 15-AIM UNTRUE II (F★)** As Aim Untrue I, except 2 missiles may be affected.
- 17-BLADETURN III (F★)** As Bladeturn I, except 3 melee attacks may be affected.
- 19-AIM UNTRUE III (F★)** As Aim Untrue I, except 3 missiles may be affected.
- 20-MASS DEFLECTIONS (F★)** As Deflections I, except as many missiles as the caster's lvl may be affected.
- 25-MASS BLADETURN (F★)** As Bladeturn I, except as many melee attacks as the caster's lvl may be affected.
- 30-MASS AIM UNTRUE (F★)** As Mass Deflections, except missiles automatically miss.
- 50-RE-AIMING (F★)** DURATION:—
RANGE:100' All missiles passing within 100' of caster are reversed into their source with a +5 modification.



RAPID WAYS

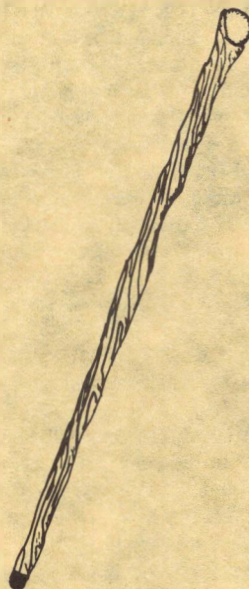
- 1-RUN I (F★)** DURATION:10 min/lvl
RANGE:10' Target may run (2× walking pace) without tiring, but once he stops or performs some other action the spell is canceled.
- 2-SPEED I (F★)** DURATION:1 rnd
RANGE:10' Target may act at twice his normal rate, but immediately afterwards must spend a number of rounds equal to the rounds speeded at half rate. Suggested rules for handling this are in section 7.4 of the rules.
- 4-SPEED II (F★)** As Speed I, except duration is 2 rounds for one target or 1 rnd for each of 2 targets.
- 5-SPRINT I (F★)** As Run I, except target may move at 3× walking pace.
- 6-HASTE I (F★)** As Speed I, except no half rate rounds are required.
- 7-SPEED III (F★)** As Speed I, except duration is 3 rounds for 1 target or 2 rnd for 1 target and 1 rnd for 1 other target or any other combination of targets and rounds that total 3 rounds of speed.
- 8-HASTE II (F★)** As Speed II, except no half rate rounds.

- 9-FAST SPRINT (F★)** As Run I, except target may move at 4× walking pace.
- 10-SPEED V (F★)** As Speed III, except total rounds is 5.
- 11-RUN III (F★)** As Run I, except 3 targets may be affected.
- 12-HASTE III (F★)** As Speed III, except no half rate rounds.
- 14-SPRINT III (F★)** As Sprint I, except 3 targets may be affected.
- 15-HASTE V (F★)** As Haste III, except total rounds is 5.
- 16-RUN V (F★)** As Run I, except 5 targets may be affected.
- 17-SPEED X (F★)** As Speed III, except total rounds is 10.
- 18-SPRINT V (F★)** As Sprint I, except 5 targets may be affected.
- 20-HASTE X (F★)** As Haste III, except total rounds is 10.
- 25-MASS RUN (F★)** As Run I, except as many targets as the caster's lvl may be affected.
- 30-MASS SPEED (F★)** As Speed III, except total rounds is the caster's level.
- 50-MASS HASTE (F★)** As Haste III, except total rounds is the caster's level.

Staff of Agonar

x3 power point multiplier;
Will burst into flame upon command (harmless to the wielder), illuminating a 10' radius;
Provides immunity to heat and cold while ablaze;
Fires up to 3 firebolts a day (at 3x damage).

Fashioned of gnarled black wood with a red crystalline orb set in the top.



GATE MASTERY

- 1-FAMILIAR (M)** DURATION: P Range: T
The caster can attune himself to a small animal (to be called his familiar). The caster must obtain the animal (can be no more than 10% of caster's own mass) and cast the spell on the animal once/day for 1 week (concentrating for 2 hrs/day). The caster can then control the familiar and view the world through its senses by concentrating on it (must be within 50'/lvl). If the animal is killed the caster will be at -25 on all actions for 2 weeks.
- 3-SUMMONS I (FM)** DURATION: V (C).
RANGE:100' Caster can summon a first level non-intelligent creature who will obey him, for one round (if he concentrates), and then disappear. The general type of the creature can be specified by the caster but exactly what the creature is should be determined randomly (e.g. the caster could specify four-legged, hooved, and could get a zebra, horse, camel, etc.).
- 5-SUMMONS II (FM)** As Summons I, except caster can summon one 2nd level creature or two 1st level creatures.
- 6-CONTROL I (M★)** As Control I on the Evil Magician Base List, Dark Summons.
- 7-SUMMONS III (F)** As Summons I, except a 3rd level (for 1 rnd) or a 1st level (for 3 rnd) may be summoned.
- 8-LESSER DEMONIC GATE (E)** As Lesser Demonic Gate on Dark Summons list.
- 9-SUMMONS V (FM)** As Summons III, except a total of 5 levels/round is allowed.
- 10-CONTROL II (M★)** As Control II on Dark Summons List.
- 11-SUMMONS X (FM)** As Summons III, except a total of 10 levels/rounds is allowed.
- 13-CONTROL III (M★)** As Control III on the Dark Summons List.
- 15-WAITING SUMMONS (FM)** As Summons X, except it can be cast at a particular point and the arrival of the summoned creature can be delayed up to 1 day/lvl of caster or until a movement sets it off. The creature can be left a simple task to perform.
- 16-LORD SUMMONS (FM)** As Summons III, except a total of 20 levels/rounds is allowed.
- 18-GREATER DEMONIC GATE (E)** As Greater Demonic Gate on the Dark Summons list.
- 19-CONTROL IV (M★)** As Control IV on the Dark Summons list.
- 20-MASS SUMMONS (FM)** As Summons III, except as many levels, rounds as the level of the caster may be summoned.
- 25-MASTER II (M★)** As Master II on the Dark Summons list.
- 30-WAITING GATE (M★)** As Waiting Summons, except it functions as Greater Demonic Gate.
- 50-CONTROL V (M★)** As Control V on the Dark Summons list.

FIRE LAW

- 1-BOIL LIQUID (F)** DURATION: C
RANGE:10' 1 cu' of liquid/lvl can be heated to boiling at a rate of 1 cu'/rnd.
- 2-WARM SOLID (F)** DURATION:24 hr.
RANGE:10' Any solid inanimate, non-metal material (1 cu'/lvl) can be warmed to 100°F at a rate of 1 cu'/rnd.
- 3-WOODFIRES (F)** DURATION:— RANGE: 1' Causes any wood to ignite and burn. All wood ignited must be within 1' of caster's palm.
- 4-WALL OF FIRE (E)** DURATION:1 rnd/lvl
RANGE:100' Creates an opaque wall of fire (up to 10'×10'×6"). Anyone passing through it takes a "A" heat critical(NO RR).
- 5-HEAT SOLID (F)** As Warm Solid, except material can be heated to 500° at a rate of 100°/rnd.
- 6-FIRE BOLT (E)** DURATION:—
RANGE:100' A bolt of fire is shot from the palm of the caster; results are determined on the Fire Bolt Table.
- 7-CALL FLAME (E)** As Wall of Fire, except it creates a cube of flame (up to 10'×10'×10'); it takes 1 complete rnd for the cube to form and be effective. An "A" critical is dealt for each round passing through (or in). Range is only 10'.
- 8-FIRE BALL (E)** DURATION:—
RANGE:100' A 1' ball of fire is shot from the palm of the caster, it explodes to affect a 10'R area; results are determined on the Fire Ball Table.
- 10-CIRCLE AFLAME (E)** As Wall of Fire, except "wall" is 10' high and forms a 10'R circle (6"thick) with the caster at the center(it is nonmobile).
- 11-FIRE BOLT (E)** As above, except range is 300'.
- 12-CALL FLAME (E)** As above, except cube is up to 20'×20'×20' in size and can be up to 20' away.
- 13-WAITING FLAME (E)** As Call Flame, except size is up to a 10' cube and the effect can be delayed up to 24 hr.; triggered by time, sound, violent action, etc.
- 14-FIRESTORM (E)** As Call Flame, except small balls of flame rain down in a 10' cube causing a "B" critical to all passing through(or in).
- 15-METAL FIRES (F)** DURATION:1 rnd/lvl
RANGE:100' Causes a metal object to burst into flames, the object can be up to 1 lb/lvl in mass. If the object is on a being, it gets a RR and if it fails the being takes a Heat critical of a severity to be determined by its location on the being's body.



ICE LAW

- 1-FREEZE LIQUID (F)** DURATION: C
RANGE:10' 1 cu' of liquid/lvl is cooled to freezing at a rate of 1 cu'/rnd (temp. cannot be lower than -20°F).
- 2-COOL SOLID (F)** DURATION:24 hr.
RANGE:10' Any solid, inanimate, non-metal material can be cooled to -20°F, at a rate of 1 cu'/rnd.
- 3-WALL OF COLD (E)** DURATION:1 rnd/lvl
RANGE:100' Creates a clear wall of intense cold (up to 10'×10'×1'), anyone passing through takes an "A" cold critical(no RR).

MAGICIAN BASE SPELL LISTS

FIRE LAW	ICE LAW	EARTH LAW
1) BOIL LIQUID c	FREEZE LIQUID c	ENCHANTED ROPE c
2) WARM SOLID	COOL SOLID	LOOSEN EARTH
3) WOODFIRES	WALL OF COLD	
4) WALL OF FIRE		EARTH WALL
5) HEAT SOLID	CHILL SOLID	CRACKS CALL
6) FIRE BOLT	ICE BOLT	
7) CALL FLAME	COLD BALL (20')	STONEWALL
8) FIRE BALL	WALL OF ICE	
9)	COLD CALL	STONE/EARTH
10) CIRCLE AFLAME	CIRCLE OF COLD	EARTH WALL TRUE
11) FIRE BOLT (300')	ICE BOLT (300')	EARTH/MUD
12) CALL FLAME	WATER-ICE	EARTH/STONE
13) WAITING FLAME	CHILL METAL	STONEWALL TRUE
14) FIRESTORM	CALL COLD (20')	MUD/EARTH
15) METAL FIRES	COLD BOLT (500')	UNEARTH
16) TRIAD OF FLAME	TRIAD OF ICE	MELD WALL
17) FIRE BOLT (500')		STONE/MUD
18) WAITING FIRESTORM	CALL COLD (50')	CURVED WALL
19) CALL FLAME		
20) CORNER FIRES	COLD BALL (40')	UNSTONE
25) FOLLOWING FIRES	RAIN/SNOW	UNMETAL
30) STONE FIRES	COLD TRUE	TREMORS
50) FIRE MASTERY	COLD MASTERY	EARTH MASTERY
EARTH LAW		
1-ENCHANTED ROPE (F) DURATION: C RANGE:10' /lvl If caster holds one end of a rope he can cause the rope to move up to its length in any direction and to tie itself in knots (it cannot attack or tie up a living being).		
2-LOOSEN EARTH (F) DURATION: P RANGE:100' Loosens 100 cu' of earth to the consistency of plowed ground.		
4-EARTH WALL (E) DURATION:1 min/lvl RANGE:100' Summons a wall of packed earth up to 10'×10'×(3' at base, 1' at top); must rest on solid surface.		
5-CRACKS CALL (F) DURATION:— RANGE:100' Any previous cracks or flaws in material up to 10'×10'×10' section will extend to their limit.		
7-STONEWALL (E) As Earthwall, except wall is up to 10'×10'×1' of stone.		
9-STONE/EARTH (F) DURATION: P RANGE:100' Changes 100 cu' of stone to packed earth; change is gradual and takes 3 rnds.		
10-EARTH WALL TRUE (E) As Earthwall, except duration is permanent.		
11-EARTH/MUD (F) As Stone/Earth, except changes earth to soft mud.		
12-EARTH/STONE (F) As Stone/Earth, except changes packed earth to solid stone and loose earth to gravel.		
13-STONEWALL TRUE (E) As Stone Wall, except duration is permanent.		
14-MUD/EARTH (F) As Stone/Earth, except changes mud to packed earth.		
15-UNEARTH (F) DURATION: P RANGE:100' Disintegrates 100 cu' of earth.		

MAGICIAN BASE SPELL LISTS

LIGHT LAW

PROJECTED LIGHT
SHOCK BOLT
LIGHT
SHADE
SUDDEN LIGHT

DARK
LIGHT (50')
SHOCK BOLT (300')
DARK (50')
LIGHTNING BOLT

WAITING LIGHT
SHOCK BOLT (500')
BEACON

LIGHTNING BOLT (300')

UTTERLIGHT

UTTERDARK

BEACON (10 mi)

LIGHTNING BOLT (500')

CORNER LIGHTNING BOLT

FOLLOWING LIGHTNING B.

LIGHT MASTERY

LIGHT LAW

1-PROJECTED LIGHT (F) DURATION:10 min/lvl RANGE:25' Beam of light(like a flashlight) springs from the caster's palm; 50' effective range.

2-SHOCK BOLT (E) DURATION:— RANGE:100' A bolt of intense, charged light is shot from the palm of the caster; results are determined on the Shock Bolt Table.

3-LIGHT (F) DURATION:10 min/lvl RANGE: T Lights a 10'R area about the point touched.

4-SHADE (F) DURATION:10 min/lvl RANGE: 100'R All shadows in radius deepen, aiding hiding by +25.

5-SUDDEN LIGHT (F) DURATION:— RANGE:100' Causes a 10'R burst of intense light; all those inside are stunned 1 rnd/5% failure.

6-DARK (F) As light, except the radius is as a dark night.

7-LIGHT (F) As above, except radius can be up to 50'(can be changed by concentrating 1 round).

8-SHOCK BOLT (E) As above, except range is 300'.

9-DARK (F) As above, except radius is 50'(as in Light, lvl 7).

10-LIGHTNING BOLT (E) As Shock Bolt, except a Lightning Bolt is shot and the results are determined on the Lightning Bolt Table.

11-WAITING LIGHT (F) DURATION: V RANGE:100' In conjunction with any light or dark spell can delay the action of that spell until up to 24 hr passes OR a being passes OR a certain word is said OR etc.

WIND LAW

BREEZES c
AIRWALL c

STUN CLOUD (5')

AIR STOP c

STUN CLOUD (10')

VACUUM (5')

AIRSTOP (20') c

STUN CLOUD (20')

DEATH CLOUD (5')

VACUUM (10')

AIRSTOP (100') c

WHIRLWIND c

DEATH CLOUD (10')

VACUUM (20')

GREAT VACUUM

HARD CLOUD

REVERSE WINDS c

HARD WIND c

STORM CALL

WIND MASTERY

WATER LAW

CONDENSATION

FOG

WATERWALL c

WATER BOLT

UNFOG

CALM WATER c

WATERWALL TRUE

WATER BOLT (300')

CALL RAIN

WATER BOLT (500')

TRIAD OF WATER

CALM WATER TRUE c

WHIRLPOOL c

PART WATER c

SEA STORM

WATER MASTERY

12-SHOCK BOLT (E) As above, except range is 500'.

13-BEACON (F) DURATION:1 min/lvl RANGE: T Ray of light of any color springs from caster's palm; can be up to 5 miles long.

15-LIGHTNING BOLT (E) As above, except range is 300'.

Ruul's Wand

+3 power point adder will add 20% to expertise when used to fire any 'lightning bolt' spell (wand will not fire spells itself; user must possess the spell.) will multiply damage of 'lightning bolt' by one more time (i.e., a bolt thrown as x3 hits will strike at x4 hits)



WIND LAW

1-BREEZES (F) DURATION: C RANGE:10'R/lvl Causes a light cooling breeze as long as the caster concentrates.

2-AIRWALL (F) DURATION: C RANGE:100' Creates a 10' x 10' x 3' wall of dense churning air, cuts all movement and attacks through it by 50%.

4-STUN CLOUD (F) DURATION:6 rnds RANGE:twice radius Creates a 5'R cloud of charged gas particles: delivers a "C" electricity critical on 1st and 2nd rounds, a "B" on rounds 3 and 4, and a "A" on rounds 5 and 6. It drifts with the wind and affects all in radius.

5-AIRSTOP (F) DURATION: C RANGE:100' Cuts all generalized air movement(i.e. wind) by 30 MPH in a 10'R.

6-STUN CLOUD (F) As above, except radius is 10'.

7-VACUUM (F) DURATION:— RANGE:100' Creates a 5'R near vacuum, all in radius take a "B" impact critical, as air leaves and rushes back in.

8-AIRSTOP (F) As above, except radius is 20'.

10-STUN CLOUD (F) As above, except radius is 20'.

11-DEATH CLOUD (F) DURATION:10 rounds RANGE:twice radius As Stun Cloud, except radius is 5'R: delivers an "E" on rounds 1 and 2, a "D" on rounds 3 and 4, a "C" on rounds 5 and 6, a "B" on rounds 7 and 8, and a "A" on rounds 9 and 10.

12-VACUUM (F) As above, except radius is 10'.

13-AIRSTOP (F) As above, except radius is 100'.

14-WHIRLWIND (E) DURATION: C RANGE:100' Creates a 10'R whirlwind that delivers an "A" impact critical to every one inside(every round) and reduces movement by 80%. Caster can move it 1'/round.

15-DEATH CLOUD (F) As above, except radius is 10'.

WATER LAW

1-CONDENSATION (F) DURATION: P RANGE: T Condenses 1 cu' of water from the surrounding air.

2-FOG (F) DURATION: P RANGE:100' Creates dense fog within up to 10'R/lvl.

3-WATERWALL (E) DURATION: C RANGE:100' Creates a 10' x 10' x 1' wall of water, cuts all attacks and movement through it by 80%.

4-WATER BOLT (E) DURATION:— RANGE:100' A bolt of water is shot from the palm of the caster; results determined on the Water Bolt Table.

5-UNFOG (F) DURATION: P RANGE:100' Disperses fog in a 10'R/lvl.

8-CALM WATER (F) DURATION: C RANGE:100'R Water within radius is calmed; waves are cut by 20' in center and less towards the perimeter.

10-WATERWALL TRUE (E) As Waterwall, except caster need not concentrate and the duration is 1 min/lvl.

11-WATER BOLT (E) As above, except range is 300'.

13-CALL RAIN (F) DURATION:10 min/lvl RANGE:100'R/lvl If there are clouds in the sky, it rains outdoors for the duration of the spell.

15-WATER BOLT (E) As above, except range is 500'.

ILLUSION MASTERY

- 1-ILLUSION II (E)** DURATION:1 min/lvl
RANGE:100' Creates a simple immobile image or scene up to an area of 10'R. One of the following options may also be chosen: *a)* an extra sense can be added to the illusion(the corresponding "Mirage" spell must be known) OR *b)* the duration can be doubled OR *c)* the range can be doubled OR *d)* the radius of effect can be doubled(limited to 640'R).
- 2-PHANTASM I (E)** DURATION:1 min/lvl
RANGE:100' Creates the image of one object or being, that will move however the caster wants while he concentrates. When the caster stops concentrating the image remains, but stops moving (the caster can resume concentration later and resume moving the phantasm). The image can be any size that would fit in a 10'R sphere.
- 3-ILLUSION III (E)** As Illusion II, except any TWO of the options may be chosen.
- 4-WAITING ILLUSION II (E)** As Illusion II, except it can be delayed up to 24 hr. OR until triggered by a specific sight, sound, smell, taste, or touch (sense must be used in the Illusion).
- 5-PHANTASM II (E)** As Phantasm I, except one of the following options may also be chosen: *a)* an extra sense can be added(the corresponding "Mirage" spell must be known) OR *b)* the duration can be doubled OR *c)* the radius of the sphere limiting the size of the image can be doubled OR *d)* the range can be doubled OR *e)* another image can be created and moved(all separate phantasms that move must be within the caster's field of vision).
- 6-ILLUSION V (E)** As Illusion I, except any FOUR of the options may be chosen.
- 7-WAITING PHANTASM I (E)** As Phantasm I, except it can be delayed as in Waiting Illusion II. The Phantasm will move and act if given a simple command(e.g. attack, run, etc.) or it can deliver a short speech.
- 8-WAITING ILLUSION III (E)** As Waiting Illusion II, except any TWO of the options may be chosen.
- 9-PHANTASM III (E)** As Phantasm II, except any TWO of the options may be chosen.
- 10-ILLUSION VII (E)** As Illusion II, except any SIX of the options may be chosen.
- 11-WAITING PHANTASM III (E)** As Waiting Phantasm I, except any TWO of the options may be chosen.
- 12-PHANTASM IV (E)** As Phantasm I, except any THREE of the options may be chosen.
- 13-WAITING ILLUSION V (E)** As Waiting Illusion II, except any FOUR of the options may be chosen.
- 14-PHANTASM V (E)** As Phantasm II, except any FOUR of the options may be chosen.
- 15-ILLUSION X (E)** As Illusion II, except any NINE of the options may be chosen.

NOTE: *If more than one of the above options may be chosen, the same option may be chosen more than once (e.g. if two options were available the range could be doubled to 200' and doubled again to 400').*

NOTE: *The sense aspects of the illusion(or phantasm) are really created(no RR) and detecting that it is an illusion can only be accomplished through spells or the use of a sense other than the senses used by the spell.*

ILLUSIONIST BASE SPELL LISTS

	ILLUSION MASTERY	MIND SENSE MOLDING	GUISES
1)	ILLUSION II	DETECT ILLUSION	BLUR
2)	PHANTASM I c	DETECT INVISIBLE c	SHADOW
3)	ILLUSION III	MISFEEL KIND	FACADE I
4)	WAITING ILLUSION II	MISFEEL POWER	SIGNS c
5)	PHANTASM II c	PRESENCE MIRAGE	DISPLACEMENT I
6)	ILLUSION V	MISFEEL CALLING	FACADE II
7)	WAITING PHANTASM I	MISFEEL POWER III	IMPERSONATION FACADE
8)	WAITING ILLUS. III		IMPERSONATION VOICE
9)	PHANTASM III c	REDUCE POWER EMANATIONS	FACADE III
10)	ILLUSION VII	MISFEEL POWER V	DISPLACEMENT II
11)	WAITING PHANTASM III	DISILLUSION	FALSE IMAGE
12)	PHANTASM IV c		
13)	WAITING ILLUSION V	MISFEEL POWER X	MASS BLUR
14)	PHANTASM V c	DISILLUSION TRUE	FACADE V
15)	ILLUSION X	MISFEEL	DISPLACEMENT III
20)	PHANTASM X c	UNPRESENCE	DISPLACEMENT IV
25)	WAITING ILLUSION X	MISFEEL TRUE	MASS FACADE I
30)	ILLUSION TRUE	LORD UNPRESENCE	DISPLACEMENT V
50)	PHANTASM TRUE c	MASS MISFEEL	CHANGING FACADE

NOTE: *If one of the senses used in an illusion(or phantasm) is feel, then the objects feel real. Striking an object in the illusion will cause the feel part of the illusion(or phantasm) to be cancelled, but the rest of the illusion will remain for its normal duration. A phantasm with feel as one of senses used can strike a blow against a target; the blow is the equivalent of a bare fist. Use an attack roll and whatever damage a bare fist does under the combat system used(spell expertise does apply). For every time the feel sense is chosen as an option for a Phantasm spell, the phantasm can be struck or strike once; after this point the feel is gone from the phantasm. For every time the size radius option was chosen for a Phantasm spell each bare fist strike's damage is doubled. Even though the damage caused by a phantasm's strike is like a bare fist, the phantasm can seem to be striking with any weapon or attack desired(e.g. sword, dragon claw, hoof, dagger, etc.).*

MIND SENSE MOLDING

- 1-DETECT ILLUSION (P)** DURATION:—
RANGE:100' Caster can check one object and tell if it is an illusion or has an illusion on it.
- 2-DETECT INVISIBLE (P)** DURATION:1 min/lvl(C) RANGE:100' Detects any invisible object or being; one 5'R area can be checked each round. All attacks against something so detected are at -25.
- 3-MISFEEL KIND (P)** DURATION:10 min/lvl RANGE:10' Target appears to be of any race the caster chooses, for the purposes of mental or magical detections.
- 4-MISFEEL POWER I (P)** As Misfeel Kind, except target's level may be misrepresented by 1 level(up or down).
- 5-PRESENCE MIRAGE (P)** As Light Mirage on the Light Molding list, except one "presence" of a being can be created.

- 6-MISFEEL CALLING (P)** As Misfeel Kind, except target's profession may be misrepresented.
- 7-MISFEEL POWER III (P)** As Misfeel Power I, except target's level may be misrepresented by up to 3 levels.
- 9-REDUCE POWER EMANATIONS (P)** As Misfeel Power I, except an object's power emanations may be reduced, so that a minor item's power is undetectable and major items seem like minor items(for spells such as Detect Essence, Detect Power, Detect Channeling, etc.).
- 10-MISFEEL POWER V (P)** As Misfeel Power I, except target's level may be misrepresented by up to 5 levels.
- 11-DISILLUSION (P)** DURATION:1 min/lvl RANGE:100' As Detect Illusion, except caster can check one object/rnd.
- 13-MISFEEL POWER X (P)** As Misfeel Power I, except target's level can be misrepresented by up to 10 levels.
- 14-DISILLUSION TRUE (P)** As Disillusion, except all illusions within the range cease to exist for the caster.
- 15-MISFEEL (P)** DURATION:10 min/lvl RANGE:10' Applies all the lower level Misfeels to a target at once.

GUISES

- 1-BLUR (E)** DURATION:1 min/lvl RANGE:10' Causes target to appear blurred to attackers, subtracting 10 from all attacks.
- 2-SHADOW (E)** DURATION:10 min/lvl RANGE:10' Target and objects on his person appear to be a shadow; and thus are almost invisible in dark areas.
- 3-FACADE I (E)** DURATION:1 hr/lvl RANGE:10' Target has a limited illusion on himself that allows him to look like any humanoid race within 20% of his own size. The illusion moves as the target moves.

ILLUSIONIST BASE SPELL LISTS

SOUND MOLDING	LIGHT MOLDING	FEEL-TASTE-SMELL
SOUND MIRAGE	LIGHT MIRAGE	SMELL MIRAGE (1
SILENCE (5')	PROJECTED LIGHT	(2
SOUND CONTROL (10') c	LIGHT CONTROL (10') c	TASTE MIRAGE (3
SUDDEN SOUND		TEAR CLOUD (4
SILENCE (10')	SUDDEN LIGHT	FEEL MIRAGE I (5
SOUND CONTROL (50') c	SHOCK BOLT (100')	(6
DEAFEN		STRIKE (7
SILENCE (50')		(8
MINOR ULTRASONICS	BLIND	TEAR CLOUD (9
SOUND CONTROL (100') c	LIGHT CONTROL (50') c	FEEL MIRAGE II (10
SUDDEN SOUND (20'R)	UTTERLIGHT	STRIKE (11
SILENCE (100')		(12
	BEACON	MASS SMELL/TASTE (13
DEAFEN (10'R)	UTTERDARK	TEAR CLOUD (50') (14
SOUND CONTROL (10'/L)c	LIGHT CONTROL (100') c	FEEL MIRAGE III (15
MASS DEAFENING	LIGHTNING BOLT (100')	FEEL MIRAGE V (20
MASS SILENCE	LIGHT CONTROL (500') c	SMELL MIRAGE TRUE (25
SOUND CONTROL TRUE	LIGHTNING BOLT (300')	TASTE MIRAGE TRUE (30
MAJOR ULTRASONICS	LIGHT CONTROL TRUE c	FEEL MIRAGE TRUE (50

20th-50th level spells are on pg. 22.

- 4-SIGNS (M)** DURATION: C RANGE:20' RR MOD: - 50 Caster can communicate simple ideas to the target through sign language(yes, no, hungry, goodbye, etc.); to the target it will seem as if the caster were speaking the target's language.
- 5-DISPLACEMENT I (E)** DURATION:1 min/lvl RANGE:10' Target appears to be off-set from where he actually is, all attacks have no effect 10% of the time. Each time a foe misses him, the chance of that foe missing again goes down 5%.
- 6-FACADE II (E)** As Facade I, except one of the other senses can be added.
- 7-IMPERSONATION FACADE (E)** As Facade I, except that a specific person can be impersonated with regards to looks. The person must have been observed for at least 1 min. of concentration.
- 8-IMPERSONATION VOICE (E)** As Impersonation Facade, except the person's voice may be impersonated.
- 9-FACADE III (E)** As Facade I, except two of the other senses may be added.
- 10-DISPLACEMENT II (E)** As Displacement I, except chance of missing is 20%.
- 11-FALSE IMAGE (E)** DURATION:1 min/lvl RANGE: S Creates a duplicate of the caster; which moves as he wills if he concentrates, and otherwise does exactly what he does.
- 13-MASS BLUR (E)** As Blur, except as many targets as the caster's lvl can be affected.
- 14-FACADE V (E)** As Facade I, except all of the other senses may be added.
- 15-DISPLACEMENT III (E)** As Displacement I, except chance of missing is 30%.

SOUND MOLDING

- 1-SOUND MIRAGE (E)** As Light Mirage on the Light Molding list, except a set of immobile sounds can be created in a 10'R.
- 2-SILENCE (F)** DURATION:1 min/lvl RANGE:100' Creates a 5'R area into and out of which sound cannot travel. The area can be centered on a moving being.
- 3-SOUND CONTROL (F)** DURATION: C RANGE: 10'R Caster can control the intensity of sounds within the range; the intensity can vary from none to a very loud shout, and it can be different in different parts of the radius.
- 4-SUDDEN SOUND (F)** DURATION:— RANGE:100' Causes a very loud, sudden sound next to the target's ears; target is stunned 1 rnd/5% failure.
- 5-SILENCE (F)** As above, except radius is 10'.
- 6-SOUND CONTROL (F)** As above, except radius is 50'.
- 7-DEAFEN (F)** DURATION:1 hr/5% failure RANGE:100' Target cannot hear sounds occurring more than 6" from his ears, and no one can hear him speak from more than 6" away.
- 8-SILENCE (F)** As above, except radius is 50'.
- 9-MINOR ULTRASONICS (F)** DURATION:1 rnd/lvl(C) RANGE:50'R All beings within range capable of hearing ultrasonic sounds are stunned 1 rnd/10% failure; animals capable of hearing ultrasonics will panic and flee. A RR must be made once/rnd, while in radius.
- 10-SOUND CONTROL (F)** As above, except radius is 100'.
- 11-SUDDEN SOUND (F)** As above, except everyone in a 20'R are affected.
- 12-SILENCE (F)** As above, except radius is 100'.
- 14-DEAFEN (F)** As above, except everyone in a 10'R is affected.
- 15-SOUND CONTROL (F)** As above, except radius is 10'/lvl.

LIGHT MOLDING

- 1-LIGHT MIRAGE (E)** DURATION:10 min/lvl RANGE:100' Creates any simple immobile image or scene up to an area of 10'R. NOTE: The visual aspects of the scene are really created(no RR) and detecting that it is an illusion can only be accomplished through spells or the use of a sense other than sight.
- 2-PROJECTED LIGHT (F)** As Projected Light on the Light Law list.
- 3-LIGHT CONTROL (F)** DURATION: C RANGE:10'R Caster can control the intensity of light within the range; the intensity can vary from daylight to darkness(natural), and it can be different in different parts of the radius.
- 5-SUDDEN LIGHT (F)** As Sudden Light on the Light Law list.
- 6-SHOCK BOLT (E)** As Shock Bolt on the Light Law list.
- 9-BLIND (F)** DURATION:1 rnd/5% failure RANGE:100' Creates an area of darkness about the target's head, that blinds him unless dispelled or cancelled by Utterlight.
- 10-LIGHT CONTROL (F)** As above, except area affected is 50'R.
- 11-UTTERLIGHT (F)** DURATION:1 min/lvl RANGE: T Nullifies all magically created darkness in a 100'R, and lights that area as full daylight.
- 13-BEACON (F)** As Beacon on the Light Law list, except ray is 1 mile long.
- 14-UTTERDARK (F)** DURATION:1 min/lvl RANGE: T Darkens a 100'R area, no non-magic light can exist and magic light(except Utterlight) must make a RR.
- 15-LIGHT CONTROL (F)** As above, except area affected is 100'R.
- ## FEEL-TASTE-SMELL
- 1-SMELL MIRAGE (E)** As Light Mirage on the Light Molding list, except a set of immobile smells can be created in a 10'R.
- 2-STRIKE (E)** DURATION:— RANGE:100' Target is struck with the equivalent of a bare fist. Use an attack roll and whatever damage a bare fist does under the combat system is used (spell expertise does apply).
- 3-TASTE MIRAGE (E)** As Smell Mirage, except a set of tastes can be created in a 10'R.
- 4-TEAR CLOUD (E)** DURATION:1 rnd/lvl RANGE:100' Creates a 10'R cloud of noxious gas that will stun anyone failing to resist(must make a RR each round in cloud). Cloud drifts with the wind. Targets are stunned 1 rnd/10% failure.
- 5-FEEL MIRAGE I (E)** As Smell Mirage, except all the objects in a 10'R can be made to feel differently than they really are. Striking an object will cancel the spell for that object only.
- 7-STRIKE (E)** As above, except range is 300'.
- 9-TEAR CLOUD (E)** As above, except radius is 20'.
- 10-FEEL MIRAGE II (E)** As Feel Mirage I, except objects with a feel mirage on them must be struck twice before the feeling is cancelled.
- 11-STRIKE (E)** As above, except range is 500'.
- 13-MASS SMELL/TASTE (E)** DURATION:1 min/lvl RANGE:10' As many objects as the caster's lvl can be given individual smells and tastes.
- 14-TEAR CLOUD (E)** As above, except radius is 50'.
- 15-FEEL MIRAGE III (E)** As Feel Mirage II, except objects must be struck 3 times.



ENCHANTING WAYS

1-RESEARCH (I) DURATION:24 hr. RANGE:

S Allows the caster to research enchanted abilities to be placed in items.

2-EMPATHY (F) DURATION:24 hr. RANGE:

S Allows the caster to enchant an item with empathy.

3-LOW INTELLIGENCE (F) As Empathy, except low intelligence can be enchanted.

4-WEAPON I (F) DURATION:24 hr. RANGE:

S Allows the caster to enchant a weapon to +1 (+5%).

5-ARMOR I (F) As Weapon I, except armor and shields can be enchanted.

6-GENERAL I (F) As Weapon I, except general type magic items with bonuses can be enchanted; items like spell adders and spell multipliers are described in rules.

7-MEDIUM INTELLIGENCE (F) As Empathy, except medium intelligence can be enchanted.

8-WEAPON II (F) As Weapon I, except +2 (+10%) bonuses can be enchanted.

9-ARMOR II (F) As Armor I, except +2 (+10%) bonuses can be enchanted.

10-GENERAL II (F) As General I, except +2 bonuses can be enchanted.

12-HIGH INTELLIGENCE (F) As Empathy, except high intelligence can be enchanted.

13-WEAPON III (F) As Weapon I, except +3 (+15%) bonuses can be enchanted.

14-ARMOR III (F) As Armor I, except +3 (+15%) bonuses can be enchanted.

15-GENERAL III (F) As General I, except +3 bonuses can be enchanted.

20-WEAPON IV (F) As Weapon I, except +4 (+20%) bonuses can be enchanted.

25-ARMOR IV (F) As Armor I, except +4 (+20%) bonuses can be enchanted.

30-VERY HIGH INTELLIGENCE (F) As Empathy, except very high intelligence can be enchanted.

50-GENERAL IV (F) As General I, except +4 bonuses can be enchanted.

NOTE: *Special enchanted abilities are left off, since a gamesmaster must decide which abilities he wants items to have in his world system(e.g. slaying weapons, holy weapons, weapons with bonuses vs. certain creatures, etc.).*

ESSENCE IMBEDDING

1-RESEARCH (I) DURATION:24 hr. RANGE:

S Allows the caster to research special imbedding spells to be used in creating items.

3-IMBED I (F) DURATION:24 hr. RANGE: S

Allows the caster to imbed a 1st level essence spell in an item or potion.

4-CHARGE WAND (F) DURATION:24 hr.

RANGE: S Allows the caster to charge a wand.

5-IMBED II (F) As Imbed I, except 1st-2nd lvl spells can be imbedded.

6-DAILY I (F) DURATION:24 hr. RANGE: S

Allows the caster to imbed a 1st lvl spell(using an Imbed spell) that can be cast once/day.

7-IMBED III (F) As Imbed I, except 1st-3rd lvl spells can be imbedded.

8-CHARGE ROD (F) As Charge Wand, except rods can be charged.

9-IMBED IV (F) As Imbed I, except 1st-4th lvl spells can be imbedded.

10-DAILY III (F) As Daily I, except 1st-3rd level

spells can be imbedded: a 1st lvl spell could be cast 3 × /day; a 2nd or 3rd, 1 × /day.

ALCHEMIST BASE SPELL LISTS

	ENCHANTING WAYS	ESSENCE IMBEDDING	MENTALISM-CHAN. IMBEDDING
1)	RESEARCH	RESEARCH	RESEARCH
2)	EMPATHY		
3)	LOW INTELLIGENCE	IMBED I	IMBED I
4)	WEAPON I	CHARGE WAND	
5)	ARMOR I	IMBED II	CHARGE WANDS
6)	GENERAL I	DAILY I	IMBED II
7)	MEDIUM INTELLIGENCE	IMBED III	DAILY I
8)	WEAPON II	CHARGE ROD	
9)	ARMOR II	IMBED IV	IMBED III
10)	GENERAL II	DAILY III	CHARGE ROD
11)		IMBED V	DAILY III
12)	HIGH INTELLIGENCE	CHARGE STAFF	IMBED IV
13)	WEAPON III	IMBED VI	
14)	ARMOR III	DAILY V	IMBED V
15)	GENERAL III	IMBED VII	DAILY V
20)	WEAPON IV	IMBED X	CHARGE STAFF
25)	ARMOR IV	DAILY TRUE	IMBED X
30)	VERY HIGH INTELLIGENCE	CONSTANT	DAILY X
50)	GENERAL IV	IMBED TRUE	CONSTANT

11-IMBED V (F) As Imbed I, except 1st-5th lvl spells can be imbedded.

12-CHARGE STAFF (F) As Charge Wand, except staves can be charged.

13-IMBED VI (F) As Imbed I, except 1st-6th lvl spells can be imbedded.

14-DAILY V (F) As Daily I, except 1st-5th lvl spells can be imbedded: a 1st lvl spell could be cast 4 × /day; a 2nd, 3 × /day; a 3rd, 2 × /day; a 4th or 5th, 1 × /day.

15-IMBED VII (F) As Imbed I, except 1st-7th lvl spells can be imbedded.

20-IMBED X (F) As Imbed I, except 1st-10th lvl spells can be imbedded.

25-DAILY TRUE (F) As Daily I, except 1st-10th lvl spells can be imbedded: a 1st lvl spell could be cast 5 × /day; a 2nd or 3rd, 4 × /day; a 4th or 5th, 3 × /day; a 6th or 7th, 2 × /day; a 8th, 9th or 10th, 1 × /day.

30-CONSTANT (F) As Daily Tr., except certain spells can be imbedded to operate constantly.

50-IMBED TRUE (F) As Imbed I, except any lvl spell can be imbedded(will only be castable once).

Rakirin's Orb

allows owner to utilize up to 50 power points worth of the 'essence perception' list per day, as well as automatically allowing him/her to see even in complete darkness through the orb.

orb is 9" in diameter, of clear crystal, and weighs nothing.

MENT/CHAN. IMBEDDING

1-RESEARCH (I) DURATION:24 hr. RANGE:

S Allows the caster to research special imbedding spells to be used in creating items.

3-IMBED I (F) DURATION:24 hr. RANGE: S

Allows the caster to imbed a 1st level mentalism or channeling spell in an item or potion.

5-CHARGE WANDS (F) DURATION:24 hr.

RANGE: S Allows the caster to charge a wand.

6-IMBED II (F) As Imbed I, except 1st-2nd lvl spells can be imbedded.

7-DAILY I (F) DURATION:24 hr. RANGE: S

Allows the caster to imbed a 1st lvl spell that can be cast once/day (requires an Imbed spell).

9-IMBED III (F) As Imbed I, except 1st-3rd lvl spells can be imbedded.

10-CHARGE ROD (F) As Charge Wand, except rods can be charged.

11-DAILY III (F) As Daily I, except 1st-3rd lvl spells can be imbedded: a 1st lvl spell could be cast 3 × /day; a 2nd or 3rd, 1 × /day.

12-IMBED IV (F) As Imbed I, except 1st-4th lvl spells can be imbedded.

14-IMBED V (F) As Imbed I, except 1st-5th lvl spells can be imbedded.

15-DAILY V (F) As Daily I, except 1st-5th lvl spells can be imbedded: a 1st lvl spell could be cast 4 × /day; a 2nd, 3 × /day; a 3rd, 2 × /day; a 4th or 5th, 1 × /day.

20-CHARGE STAFF (F) As Charge Wand, except staves may be charged.

25-IMBED X (F) As Imbed I, except 1st-10th lvl spells can be imbedded.

30-DAILY X (F) As Daily I, except 1st-10th lvl spells can be imbedded: a 1st lvl spell could be cast 5 × /day; a 2nd or 3rd, 4 × /day; a 4th or 5th, 3 × /day; a 6th or 7th, 2 × /day; a 8th, 9th or 10th, 1 × /day.

50-CONSTANT (F) As Daily X, except certain

spells can be imbedded to operate constantly.

ALCHEMIST BASE SPELL LISTS

ORGANIC SKILLS

WORK WOOD
RUNE PAPER I
WORK CLOTH
RUNE PAPER II
MAKE WAND
WORK ORGANIC
RUNE PAPER III

RUNE PAPER V
MAKE ROD

RUNE PAPER VII

RUNE PAPER X
MAKE STAFF

WORK ORGANIC TRUE

LORD RUNE PAPER

WORK MAGIC WOOD

RUNE PAPER TRUE

LIQUID-GAS SKILLS

WORK LIQUID
POTION I
MINOR POISON
WORK GAS
POTION II
POTION III
MAJOR POISON
POTION IV
POTION V
POTION X
POISONS TRUE
MULTIPLE DOSES
LORD POTION

INORGANIC SKILLS

WORK IRON (1)
WORK STEEL I (2)
WORK NORMAL METALS (3)
WORK ALLOY (4)
MAKE STEEL (5)
WORK STEEL II (6)
MAKE ALLOYS (7)
WORK STONE (8)
WORK ALLOY (9)
WORK ALLOY (10)
WORK ALLOY (11)
WORK ALLOY (12)
WORK ALLOY (13)
WORK ALLOY (14)
WORK MITHRIL (15)
WORK LAEN (20)
WORK EOG (25)
MAKE EOG (30)
MAKE/WORK (50)

ORGANIC SKILLS

1-WORK WOOD (F) DURATION:24 hr.

RANGE: S Allows caster to work nonmagic wood.

2-RUNE PAPER I (F) DURATION:24 hr.

RANGE: S Allows caster to make a sheet of paper that will hold one 1st level spell (see Rune mastery list). It takes one week/number of the Rune spell.

3-WORK CLOTH (F) As Work Wood, except cloth may be worked.

4-RUNE PAPER II (F) As Rune Paper I, except paper will hold a 1st-2nd lvl spell.

5-MAKE WAND (F) DURATION:24 hr
RANGE: S Allows the caster to make a wand as described in section 9.9 of the rules.

6-WORK ORGANIC (F) As Work Wood, except allows caster to work ordinary organic material.

7-RUNE PAPER III (F) As Rune Paper I, except paper will hold a 1st-3rd lvl spell.

9-RUNE PAPER V (F) As Rune Paper I, except paper will hold a 1st-5th lvl spell.

10-MAKE ROD (F) As Make Wand, except a rod can be made.

12-RUNE PAPER VII (F) As Rune Paper I, except paper will hold a 1st-7th lvl spell.

14-RUNE PAPER X (F) As Rune Paper I, except paper will hold a 1st-10th lvl spell.

15-MAKE STAFF (F) As Make Wand, except a staff can be made.

20-WORK ORGANIC TRUE (F) As Work Organic, except any organic material may be worked (e.g. this might be required to work the skin of dragons).

25-LORD RUNE PAPER (F) As Rune Paper I, except paper will hold a 1st-20th lvl spell.

30-WORK MAGIC WOOD (F) As Work Wood, except magic wood may be worked.

50-RUNE PAPER TRUE (F) As Rune Paper I, except paper will hold any level spell.

NOTE: *Rune paper may be re-used; each sheet may hold only one spell at a time, and that spell is gone when used, but the same paper may then be re-inscribed with the same or different runes.*

LIQUID/GAS SKILLS

1-WORK LIQUID (F) DURATION:24 hr.

RANGE: S Allows caster to work with non-magic liquids.

3-POTION I (F) DURATION:24 hr. RANGE: S

Allows caster to make one dose of a potion that can have a 1st level spell imbedded in it.

4-MINOR POISON (F) DURATION:24 hr.

RANGE: S Allows caster to safely handle, prepare and process minor poisons.

5-WORK GAS (F) As Work Liquid, except allows caster to work with nonmagic gas.

6-POTION II (F) As Potion I, except a 1st-2nd lvl spell can be imbedded.

9-POTION III (F) As Potion I, except a 1st-3rd lvl spell can be imbedded.

10-MAJOR POISON (F) As Minor Poison, except works with all but the most deadly poisons.

12-POTION IV (F) As Potion I, except a 1st-4th lvl spell can be imbedded.

15-POTION V (F) As Potion I, except a 1st-5th lvl spell can be imbedded.

20-POTION X (F) As Potion I, except a 1st-10th lvl spell can be imbedded.

25-POISONS TRUE (F) As Major Poison, except works with all poisons.

30-MULTIPLE DOSES (F) As Potion I, except allows a Potion "n" spell to be used to create multiple doses: for example, a Potion V could be used to create 5 doses of a 1st lvl spell, OR 1 dose of a 3rd lvl spell and 1 dose of a 2nd OR 2 doses of a 2nd lvl spell and 1 dose of a 1st OR etc.

50-LORD POTION (F) As Potion I, except 1st-20th lvl spells can be imbedded.

INORGANIC SKILLS

1-WORK IRON (F) DURATION:24 hr.
RANGE: S Allows caster to work iron.

2-WORK STEEL I (F) As Work Iron, except steel can be worked to make +1 nonmagic weapons (+5%).

3-WORK NORMAL METALS (F) As Work Iron, except any single normal metal other than iron and steel can be worked if the material would make a weapon with no bonuses.

4-WORK ALLOY (F) As Work Iron, except certain alloys can be worked. Weapons made from these alloys have no bonuses.

5-MAKE STEEL (F) DURATION:24 hr.
RANGE: S Allows the caster to make steel from iron, the amount that he can make in a day depends upon his equipment.

6-WORK STEEL II (F) As Work Steel I, except steel can be worked to make +2 (+10%) non-magic weapons.

7-MAKE ALLOYS (F) As Make Steel, except alloys of normal metals may be made if the component metals are available.

8-WORK STONE (F) As Work Iron, except the caster can work stone if, for some reason, he wishes to make a stone item.

10-WORK ALLOY (F) As above, except allows working of alloys that could create up to +3 (+15%) nonmagic weapons.

15-WORK MITHRIL (F) As Work Iron, except allows caster to work any inorganic material that would create a weapon with a +4 (+20%) bonus (Mithril is an example of this).

20-WORK LAEN (F) As Work Iron, except caster can work any inorganic material that would make +5 (+25%) weapons (Laen is a super-hard volcanic glass that could be used in a world system to fit this description).

25-WORK EOG (F) As Work Iron, except caster can work any inorganic material that would make +6 (+30%) weapons (Eog is an extremely dense, hard metal that is very difficult to work and find; it could be used to fit this description).

30-MAKE EOG (F) DURATION:24 hr.
RANGE: S Allows caster to make any metal or glass from the appropriate source material(s).

50-MAKE/WORK (F) DURATION:24 hr.
RANGE: S Allows caster to make and work any metal, alloy, or inorganic material (e.g. Kregora is an alloy that has intense anti-essence, anti-channeling and anti-mentalism properties, it could only be worked through the use of this spell).

NOTE: *The spells manipulating material for non-magic weapons with a bonus can also be used to make other nonmagic objects with bonuses where strength and durability are essential (usually armor and shields).*



NOTE: *The above spells allow objects to be created and worked; the time requirements, the relationships between spells, and what spells are required to make certain types of items are given in section 9.9 of the rules. These spells can only be applied when an item is created (or totally reformed).*

MONK BASE SPELL LISTS

MONK'S BRIDGE	EVASIONS	BODY REINS	MONK'S SENSE	BODY RENEWAL	
1) LEAPING I*	SWING I*	BALANCE*	SLYEARS*	FLOW STOPPAGE* c	(1)
2) LANDING*	SPEED I*	CONTRACTIONS c	NIGHTVISION*	CLOTTING I* c	(2)
3) TRACTION	DODGING I*	CONCENTRATION*	SIDEVISION*	STUN RELIEF* S	(3)
4) EDGERUNNING	SWING III*	UNPAIN* S	SCENT*	PAIN RELIEF I* c	(4)
5) LEAPING III*	FLIP I*	FACE SHIFTING	WATERVISION*	CUT REPAIR I c	(5)
6) CORNERING I*	HASTE I*	WATERLUNGS	FOGVISION*	FRACTURE REPAIR c	(6)
7) LEVITATION*	SPEED III*	CONCENTRATION II*	TOUCH*	MUSCLE/TENDON REP. c	(7)
8) LANDING TRUE*	DODGING III*	STRENGTH*	DARKVISION*	CLOTTING III* c	(8)
9) WALLWALKING c	SWING V*	UNPAIN* (50%) S	DETECT INVISIBLE c	STUN RELIEF III* S	(9)
10) GREAT LEAP*	SPEED V*	BODY SHIFTING	DETECT ILLUSION	RESIST POISON* c S	(10)
11) CORNERING III*	FLIP III*	CONCENTRATION III*	SCENT TRUE	PAIN RELIEF II* c	(11)
12) WALL FLIP*	HASTE III*	STRENGTH III*	DIILLUSION	VEIN/ARTERY REP. c	(12)
13) WALLRUNNING c	DODGING V*	AWAKE* S	TOUCH TRUE*	CUT REPAIR III c	(13)
14) LEAVING			DARKVISION TRUE*	FRACTURE REPAIR TRUE c	(14)
15) WINDRUNNING	SPEED X*	UNPAIN* (75%) S	WOODSIGHT c	MUSCLE/TENDON REP. TR. c	(15)
20) CEILING WALKING c	HASTE V*	SELF KEEPING* S	MONKSIGHT	NEUTRALIZE POISON* c S	(20)
25) CEILING RUNNING c	DODGING TRUE*	CONCENTRATION V*	STONESIGHT c	CLOTTING TRUE* c	(25)
30) RUN TRUE	HASTE X*	STRENGTH IV*	IRONSIGHT c	NEUT. POISON TRUE* c S	(30)
50) MONK'S BRIDGE	MONK'S MOVE TRUE	UNPAIN TRUE* S	MONKSENSE	RENEWAL TRUE S	(50)

MONK'S BRIDGE

- 1-LEAPING I (F★) DURATION:1 rnd
RANGE: S Allows caster to leap 50' laterally or 20' vertically in the round that the spell was cast.
- 2-LANDING (F★) DURATION:until landing
RANGE: S Allows the caster to land safely in a fall up to 20'/lvl, and to take that distance off the severity of any longer fall.
- 3-TRACTION (P) DURATION:10 min/lvl
RANGE: S Caster can run on even, unstable surfaces(sand, ice, etc.) as he would on a hard, stable surface.
- 4-EDGERUNNING (P) DURATION:1 min/lvl
RANGE: S Caster can run on even, narrow (at least 2" wide) surfaces as if he were on normal ground.
- 5-LEAPING III (F★) As Leaping I, except the caster can execute 3 "leaps" in succession. Each leap must be within 90° of the first leap's direction.
- 6-CORNERING I (P★) DURATION:—
RANGE: S Allows caster to execute a turn up to 180° with no deceleration or unbalance(can be used with any "running" spells).
- 7-LEVITATION (F★) DURATION:1 min/lvl
RANGE: S Allows caster to move up and down vertically 10'/rnd, horizontal movement is possible only through normal means.
- 8-LANDING TRUE (F★) As Landing, except severity of the fall is cut by 50'/lvl.
- 9-WALLWALKING (F) DURATION:1 min/lvl(C) RANGE: S Caster can walk on solid surfaces up to 90° as if he were on normal ground.
- 10-GREAT LEAP (F★) As Leaping I, except limit is 10'/lvl laterally and 5'/lvl vertically.
- 11-CORNERING III (P★) As Cornering I, except caster may execute 3 such turns in one round.

- 12-WALL FLIP (F★) DURATION:—
RANGE: S If the caster has a wall within 10'; he can leap to the wall, bounce off and land up to 25' from the wall(facing any direction).
- 13-WALLRUNNING (F) As Wallwalking, except caster may run.
- 14-LEAVING (F) DURATION:— RANGE: S
As Leaving on the closed essence list, Lofty Bridge(caster can only move 100').
- 15-WINDRUNNING (F) DURATION:1 min/lvl(C) RANGE: S Caster can run on air if there is a wind blowing, however he can only run in the direction the wind is blowing.
- 20-CEILING WALKING (F) DURATION: C
RANGE: S Caster can walk on ANY solid surfaces as he would on normal ground (includes ceilings).
- 25-CEILING RUNNING (F) As Ceiling Walking, except caster can run.
- 30-RUN TRUE (F) DURATION:1 rnd/lvl
RANGE: S Caster can use any one of the lower level "running" spells (on this list) each round.
- 50-MONK'S BRIDGE (F) DURATION:1 rnd/lvl
RANGE: S Caster can use any one of the lower level spells (on this list) each round.

EVASIONS

- 1-SWING I (F★) DURATION:1 rnd RANGE: S
Allows caster to leap up to 10' vertically or laterally, grasp and swing from a fixed object, and land perfectly. The object could be a tree, branch, rafter, rope, chandelier, etc.
- 2-SPEED I (F★) DURATION:1 rnd RANGE: S
Caster may act at twice his normal rate, but must spend a number of rounds equal to the rounds speeded at half rate (immediately afterwards). Suggested rules for handling this are in section 7.4 of the rules.

- 3-DODGING I (F★) DURATION:1 rnd
RANGE: S Allows caster to dodge one nonspell attack (missile or melee); the attack must be frontal and 50 is subtracted from it.
- 4-SWING III (F★) As Swing I, except 3 "Swing I's" may be executed in rapid succession.
- 5-FLIP I (F★) DURATION:1 rnd RANGE: S
Allows caster to "flip" in any direction, landing up to 10' away (facing in any direction).
- 6-HASTE I (F★) As Speed I, except no half rate rounds are required.
- 7-SPEED III (F★) As Speed I, except duration is 3 rounds.
- 8-DODGING III (F★) As Dodging I, except 3 attacks can be dodged.
- 9-SWING V (F★) As Swing I, except 5 "Swing I's" may be executed in rapid succession.
- 10-SPEED V (F★) As Speed I, except duration is 5 rounds.
- 11-FLIP III (F★) As Flip I, except 3 "Flip I's" may be executed in rapid succession.
- 12-HASTE III (F★) As Haste I, except duration is 3 rounds.
- 13-DODGING V (F★) As Dodging I, except 5 attacks can be dodged.
- 15-SPEED X (F★) As Speed I, except duration is 10 rounds.
- 20-HASTE V (F★) As Haste I, except duration is 5 rounds.
- 25-DODGING TRUE (F★) As Dodging I, except all attack are at -50.
- 30-HASTE X (F★) As Haste I, except duration is 10 rounds.
- 50-MONK'S MOVE TRUE (F) DURATION:1 rnd/lvl RANGE: S Caster can use any one of the non-"Speed/Haste" spells (on this list) each round.

BODY REINS

- 1-BALANCE (U★) DURATION: V RANGE: S**
Adds 50 to any rolls for one slow maneuver (e.g. walking a 3" beam).
- 2-CONTRACTTIONS (U) DURATION: C RANGE: S** Allows the caster to slightly alter his muscles, limbs and trunk; this facilitates escaping from bonds and small places.
- 3-CONCENTRATION I (U★) DURATION: V RANGE: S** Adds 10 to any one maneuver (not combat), no other action can be performed the round of this maneuver.
- 4-UNPAIN (S★) DURATION: 1 min/lvl RANGE: S** Caster is able to sustain an additional 25% of his total concussion hits before passing out, hits are still taken and remain when the spell lapses.
- 5-FACE SHIFTING (P) DURATION: 1 hr. RANGE: S** Allows caster to alter form of his face to resemble someone else.
- 6-WATERLUNGS (P) DURATION: 1 min/lvl RANGE: S** Caster can breathe water but not air for the duration.
- 7-CONCENTRATION II (U★) As Concentration I, except bonus is 20.**
- 8-STRENGTH II (P★) DURATION: 1 min RANGE: S** Doubles the caster's strength; in melee the caster does 2× normal concussion hits and adds 10 to the attack roll.
- 9-UNPAIN (S★) As above, except 50% additional hits may be sustained.**
- 10-BODY SHIFTING (P) As Face Shifting, except the form of the body can be altered slightly to the general shape and size of the desired humanoid race; must be within 25% of the caster's normal mass).**
- 11-CONCENTRATION III (U★) As Concentration I, except bonus is 30.**
- 12-STRENGTH III (P★) As Strength II, except 3× normal damage is given in melee.**
- 13-AWAKE (S★) DURATION:— RANGE: S** This spell will awaken the caster from sleep the round following casting.
- 15-UNPAIN (S★) As above, except 75% additional hits may be sustained.**
- 20-SELF KEEPING (S★) DURATION: V RANGE: S** Upon receiving a death blow, the caster goes into a state of suspended animation, until he is cured or his brain is destroyed.
- 25-CONCENTRATION V (U★) As Concentration I, except bonus is 50.**
- 30-STRENGTH IV (P★) As Strength II, except 4× normal damage is given.**
- 50-UNPAIN TRUE (S★) DURATION: 1 min/lvl RANGE: S** Caster ignores all pain; thus, he can take his normal hits + constitution (on a 1-100 scale), and ignores all subtractions due to wounds. When he exceeds this limit he does not pass out, he dies from system shock.

Boots of Tauruk

These boots, which will fit any humanoid being, will confer upon the wearer the skill of 'limbrunning' at all times.

they are invisible.

Bracers of Laurek

wristbands for use by a monk or warrior monk
+15% to all melee attacks with the hands
x2 power point multiplier
-15% from Armour Type
made of leather, steel reinforced



MONK'S SENSE

- 1-SLYEARS (U★) DURATION: 10 min/lvl RANGE: S** Caster gains double normal hearing.
- 2-NIGHTVISION (U★) DURATION: 10 min/lvl RANGE: S** Caster can see 100' on a normal night as if it were daylight.
- 3-SIDEVISION (U★) DURATION: 10 min/lvl RANGE: S** Caster has a 300° field of vision.
- 4-SCENT (U★) DURATION: 10 min/lvl RANGE: S** Caster gains extremely acute sense of smell.
- 5-WATERSVISION (U★) As Nightvision, except caster sees 100' even in murky water.**
- 6-FOGVISION (U★) As Nightvision, except caster sees 100' in any precipitation.**
- 7-TOUCH (U★) DURATION: 10 min/lvl RANGE: S** Caster gains extreme tactile sensitivity (+25 to locks, traps, secret doors, etc.).
- 8-DARKVISION (U★) As Nightvision, except caster can see in most magically created darkness.**
- 9-DETECT INVISIBLE (P) As Detect Invisible on the Detecting Ways open list.**
- 10-DETECT ILLUSION (U) DURATION:— RANGE: S** Caster can detect the slight imperfections that exist in any one illusion.
- 11-SCENT TRUE (U) As Scent, except caster can detect extremely faint scents (e.g. up to 48 hr. old, after rain storms, through snow, etc.).**
- 12-DISILLUSION (U) DURATION:— RANGE: 100'** One illusion within the caster's range ceases to exist for the caster only.
- 13-TOUCH TRUE (U) As Touch, except bonus is 50.**
- 14-DARKVISION TRUE (U) As Nightvision, caster can see in ALL magically created darkness.**
- 15-WOODSIGHT (U) DURATION: C RANGE: S** Caster can see through 1"/lvl of wood.
- 20-MONKSIGHT (U) DURATION: 10 min/lvl RANGE: S** As all lower level "vision" spells functioning at the same time.
- 25-STONESIGHT (U) As Woodsight, except stone can be seen through.**
- 30-IRONSIGHT (U) As Woodsight, except iron (or steel) can be seen through.**
- 50-MONKSENSE (U) DURATION: 1 rnd/lvl RANGE: S** Caster can use any one of the lower level spells (on this list) each round.

BODY RENEWAL

- 1-FLOW STOPPAGE I (H★) DURATION: C RANGE: S** Reduces the hits/rnd by 1, as long as the caster concentrates or is immobile.
- 2-CLOTTING I (H★) As Flow Stoppage I, except after 1 hour of concentration the stoppage is permanent.**
- 3-STUN RELIEF I (H★) DURATION:— RANGE: S** Target is relieved of 1 round's worth of accumulated stun.
- 4-PAIN RELIEF I (H★) DURATION: C RANGE: S** Takes off 1 concussion hit/min.
- 5-CUT REPAIR I (H) As Clotting I, except it is permanent after 1 round.**
- 6-FRACTURE REPAIR (H) DURATION: P RANGE: S** Concentrating with this spell 2 hrs per day for 1-10 days (depending upon the severity), will repair a broken bone (not shattered or destroyed).
- 7-MUSCLE/TENDON REPAIR (H) As Fracture Repair, except cut or broken muscles or tendons may be repaired.**
- 8-CLOTTING III (H★) As Clotting I, except hits/rnd can be reduced by 3.**
- 9-STUN RELIEF III (H★) As Stun Relief I, except 3 rounds are relieved.**
- 10-RESIST POISON (S★) DURATION: C RANGE: S** Delays the effect of a poison as long as the caster concentrates.
- 11-PAIN RELIEF II (H★) As Pain Relief I, except takes off 2 hits/rnd.**
- 12-VEIN/ARTERY REPAIR (H) As Fracture Repair, except repairs a vein or artery.**
- 13-CUT REPAIR III (H) As Cut Repair I, except hits/rnd can be reduced by 3.**
- 14-FRACTURE REPAIR TRUE (H) As Fracture Repair, except repair only takes 2 hr. of concentration.**
- 15-MUSCLE/TENDON REPAIR TRUE (H) As Fracture Repair True, except cut or broken muscles can be repaired.**
- 20-NEUTRALIZE POISON (S★) DURATION: C RANGE: S** Has a 50% chance of neutralizing a poison (modified by potency of the poison) if the caster concentrates for 1 hr. In any case, it delays the poison for as long as the caster can concentrate.
- 25-CLOTTING TRUE (H★) As Clotting, except stops all hits/rnd and is permanent after 1 min of concentration per hit/rnd stopped.**
- 30-NEUTRALIZE POISON TRUE (S★) As Neutralize Poison, except chance of neutralization is 100% (modified).**
- 50-RENEWAL TRUE (S) DURATION: V RANGE: S** While in a trance (from the Self Keeping spell on the Body Reins list), the caster can use the lower level healing spells on this list to repair himself.

Rings of Tasarin

allow wearer to strike with fists as if they were maces.



of mithril

EVIL MAGICIAN BASE SPELL LISTS

PHYSICAL EROSION	MATTER DISRUPTION	DARK CONTACTS	DARK SUMMONS	DARKNESS	
1) PAIN	UN-ICE		FAMILIAR	DARKNESS	(1)
2) IMPAIR I	EARTH TO DUST	FORCE ANALYSIS III *	SUMMONS I	NIGHTVISION	(2)
3) ACHE	CRACKS CALL	LESSER DEMONIC CONTACT	CONTROL DEMON I *	DARK CONTROL c	(3)
4) FIRE NERVES	POWDER STONE		SUMMONS III		(4)
5) TRAIT EROSION I	UN-ICE (1000 cu')	FORCE INFORMATION III*	LESSER DEMONIC GATE	DARKNESS (100')	(5)
6) IMPAIR III	DISRUPTION		DEMON MASTERY I *	DARK VISION	(6)
7) PANG	EARTH TO DUST (100 cu')	FORCE SEARCH III *	CONTROL DEMON II *	DARK CONTROL (50') c	(7)
8)	SHATTER		SUMMONS V	SHADOW FORMS c	(8)
9) AGONY	POWDER STONE (100 cu')		DEMON MASTERY II *	DARKNESS (300')	(9)
10) TRAIT EROSION II	UN-ICE (100 cu'/L)	GREATER DEMONIC CONT.	CONTROL DEMON III	UTTERDARK	(10)
11) IMPAIR V	DISRUPTION (10 cu')	FORCE ANALYSIS IV *	SUMMONS X	DARK CONTROL (100') c	(11)
12) SPASM	EARTH TO DUST (1000 cu')		GREATER DEMONIC GATE	NIGHTVISION TRUE	(12)
13) MASS PAIN	CAUSE CRACKS	FORCE INFO. IV *	DEMON MASTERY III *	UTTERDARK	(13)
14) TORMENT	POWDER STONE (1000 cu')	FORCE SEARCH IV *	CONTROL DEMON IV *	DARKNESS (500')	(14)
15) TRAIT EROSION III	DISINTEGRATION	FORCE ANALYSIS V *	DEMON MASTERY IV *	CLOUDS OF DARKNESS	(15)
20) IMPAIR X	MASS EARTH TO DUST	FORCE INFO. V *	CONTROL DEMON V *	DARKNESS (1000')	(20)
25) MASS FIRE NERVES	MASS POWDER STONE	FORCE SEARCH V *	DEMON MASTERY V *	UTTERDARK (300')	(25)
30) TRAIT EROSION V	MASS DISRUPTION	FORCE ANALYSIS VI *	CONTROL DEMON VI *	DARKNESS (100'/L)	(30)
50) TRAIT EROSION TRUE	DISINTEGRATION (300')	FORCE INFO. VI *	DEMON MASTERY VI *	CLOUDS OF DARK (1mi/L)	(50)

PHYSICAL EROSION

- 1-PAIN (F)** DURATION:1 min/lvl
RANGE:100' Target feels pain, and he takes 20% of his remaining hits.
- 2-IMPAIR I (F)** DURATION:1 month/5% failure RANGE:100' Target has one of his physical characteristics temporarily lowered(5 in a 1-100 system, 1 in a 3-18 system). If a system of temporary/permanent characteristics is used the temporary characteristic (statistic) is lowered. Physical characteristics include: strength, agility, quickness, constitution, appearance, dexterity, etc.).
- 3-ACHE (F)** As Pain, except the ache seems natural and reduces target's hits by 10% until cured (caster must specify nature of ache). The target is unaware that the spell has been cast on him, since it affects him gradually.
- 4-FIRE NERVES (F)** As Pain, except target takes 40% of his remaining hits.
- 5-TRAIT EROSION I (F)** As Impair I, except effect is permanent.
- 6-IMPAIR III (F)** As Impair I, except decrease is 15 (3 for 3-18 system).
- 7-PANG (F)** As Ache, except target's hits are reduced by 20%.
- 9-AGONY (F)** As Pain, except target takes 60% of his remaining hits.
- 10-TRAIT EROSION II (F)** As Trait Erosion I, except decrease is 10 (2 for 3-18 system).
- 11-IMPAIR V (F)** As Impair I, except decrease is 25 (5 for a 3-18 system).
- 12-SPASM (F)** As Ache, except target's hits are reduced by 40%.
- 13-MASS PAIN (F)** As Pain, except as many targets as the caster's lvl can be affected.
- 14-TORMENT (F)** As Pain, except target takes 90% of his remaining hits.
- 15-TRAIT EROSION III (F)** As Trait Erosion I, except decrease is 15 (3 for 3-18 system).

20-IMPAIR X (F) As Impair I, except decrease is 50 (10 for 3-18 system).

25-MASS FIRE NERVES (F) As Fire Nerves, except as many targets as the caster's lvl can be affected.

30-TRAIT EROSION V (F) As Trait Erosion I, except decrease is 25 (5 for 3-18 system).

50-TRAIT EROSION TRUE (F) As Trait Erosion I, except one physical characteristic can be reduced to 1 in any system.

Jefrin's Ring

When worn, the ring will double the range of all 'Lofty Bridge' spells.

The ring is of grey platinum, with three sapphires set evenly around the outside.



MATTER DISRUPTION

- 1-UN-ICE (F)** DURATION: P RANGE:100' Turns 100 cu' of ice into water vapor.
- 2-EARTH TO DUST (F)** DURATION: P RANGE:100' Turns 10 cu' of earth into fine dust.
- 3-CRACKS CALL (F)** DURATION: P RANGE:100' Any previous cracks or flaws within a section of any normal material 1000 cu' (10'x10'x10') will extend to their limit.

4-POWDER STONE (F) DURATION: P RANGE:100' Turns 10 cu' of stone into fine powder.

5-UN-ICE (F) As above, except affects up to 1000 cu'.

6-DISRUPTION (F) DURATION: P RANGE:10' Turns 1 cu' of any inorganic material to fine powder(must be one object).

7-EARTH TO DUST (F) As above, except affects up to 100 cu'.

8-SHATTER (F) As Disruption, except the object shatters into small pieces; all within 5' take an "A" impact critical, holder takes a "C."

9-POWDER STONE (F) As above, except affects up to 100 cu'.

10-UN-ICE (F) As above, except affects up to 100 cu'/lvl and range is 300'.

11-DISRUPTION (F) As above, except affects up to 10 cu'.

12-EARTH TO DUST (F) As above, except affects up to 1000 cu' and range is 300'.

13-CAUSE CRACKS (F) DURATION: P RANGE:100' Causes cracks to appear in up to 100 cu' of nonmetal, inorganic material.

14-POWDER STONE (F) As above, except affects 1000 cu' and range is 300'.

15-DISINTEGRATION (F) DURATION: P RANGE:100' Completely disintegrates 1 cu' of inorganic material.

20-MASS EARTH TO DUST (F) As Earth to Dust, except affects up to 100 cu'/lvl.

25-MASS POWDER STONE (F) As Powder Stone, except affects up to 100 cu'/lvl.

30-MASS DISRUPTION (F) As Disruption, except up to as many objects(up to 1 cu' each) as the caster's level can be affected, and range is 100'.

50-DISINTEGRATION (F) As above, except affects objects up to 100 cu' and range is 300'.

DARK CONTACTS

2-FORCE ANALYSIS III (M★) DURATION: 1 item RANGE: 10' Forces a type III demon who is present (or contacted) to analyze one item, the chance of a demon successfully analyzing each property of the item is: type I (0%), type II (0%), type III (10%), type IV (30%), type V (60%), type VI (90%) (there is a set percentage chance of failure equal to the type of the demon). This spell will neutralize a type I or II, with same chance of failure.

3-LESSER DEMONIC CONTACT (E) As Lesser Demonic Gate on the Dark Summons list, except demon is only contacted (does not appear), penalties are applied to the caster if the demon is not "Forced" (or neutralized) through a spell. The penalties for the caster are: (01-80) roll on Spell Failure Table. (91-up) depends upon the "Force" spell intended; Force Analysis = lose item, Force Information = coma (# weeks as demon type), Force Search = quest. The same modifications (10% × demon type) are added to the roll.

5-FORCE INFORMATION III (M★) As Force Analysis I, except the demon can be forced to answer one yes or no question, whose answer exists in someone's unshielded mind. There is the same chance of ability to answer but the failure chance is ×3.

7-FORCE SEARCH III (M★) As Force Analysis III, except the demon can be forced to conduct a search for a specific person, place or thing; the demon searches but not on our plane of existence. There is the same chance of receiving a successful answer but the chance of failure is ×5.

10-GREATER DEMONIC CONTACT (E) As Lesser Demonic Contact, except chances for contacting the various types are as on the Greater Demonic Gate on the Dark Summons list.

11-FORCE ANALYSIS IV (M★) As Force Analysis III, except types I-IV can be forced.

13-FORCE INFORMATION IV (M★) As Force Information III, except types I-IV can be forced.

14-FORCE SEARCH IV (M★) As Force Search III, except types I-IV can be forced.

15-FORCE ANALYSIS V (M★) As Force Analysis III, except types I-V can be forced.

20-FORCE INFORMATION V (M★) As Force Information III, except types I-V can be forced.

25-FORCE SEARCH V (M★) As Force Search III, except types I-V can be forced.

30-FORCE ANALYSIS VI (M★) As Force Analysis III, except types I-VI can be forced.

50-FORCE INFORMATION VI (M★) As Force Information III, except types I-VI can be forced.

NOTE: Demons gain information by common knowledge among demons, by contacting other demons or by observing the human plane (mentally and physically).

Shackles of Drel

These evil artifacts appear at first to be beautiful bracelets, but when put on, they sever the owner's hands.



DARK SUMMONS

1-FAMILIAR (M) As Familiar on the Gate Mastery list, except the animal must be a reptile, a bat, an insect, a raven, etc.

2-SUMMONS I (FM) As Summons I on the Gate Mastery list.

3-CONTROL DEMON I (M★) DURATION: C RANGE: 10'/lvl Allows the caster to totally control a type I demon (the chance of non-control is [the demon's type × 2] %); the demon leaves when caster stops concentrating. The demon will NOT speak with the summoner.

4-SUMMONS III (FM) As Summons III on the Gate Mastery list.

5-LESSER DEMONIC GATE (E) DURATION: 2 rnds RANGE: 10' Caster summons a demon who gradually appears over the course of 2 rnds, roll for type: (01-60) type I, (61-90) type II, (91-100) type III. If the demon is uncontrolled by a Control Demon spell at the end of the duration of the spell, another roll is made and the demon's type is multiplied by 10 and added to the roll:

(11-20) roll on Spell Failure Table.

(21-40) caster takes "A" impact critical.

(41-60) caster takes "B" impact critical.

(61-75) caster takes "C" impact critical.

(76-90) caster takes "D" impact critical.

(91-100) caster takes "E" impact critical.

(►100) demon gives caster a quest.

The caster and demon make no RR's. The rolls are open-ended. The demon always leaves if uncontrolled.

6-DEMON MASTERY I (M★) As Control Demon I, except the caster need not concentrate to control the demon, the demon will remain and obey the caster until the caster is killed OR the demon is outside the range limit OR the caster releases him. A maximum of two demons can be mastered at one time by one being. Obtaining information must be done using spells off the Dark Contacts list.

NOTE: The automatic chance of noncontrol is: (demon's type × 5) %.

7-CONTROL DEMON II (M★) As Control Demon I, except types I and II can be controlled.

8-SUMMONS V (FM) As Summons V on the Gate Mastery list.

9-DEMON MASTERY II (M★) As Demon Mastery I, except types I and II can be mastered.

10-CONTROL DEMON III (M★) As Control Demon I, except types I-III can be controlled.

11-SUMMONS X (FM) As Summons X on the Gate Mastery list.

12-GREATER DEMONIC GATE (E) As Lesser Demonic Gate, except types III-VI can be summoned: (01-60) type III, (61-85) type IV, (86-95) type V, (96-100) type VI.

13-DEMON MASTERY III (M★) As Demon Mastery I, except types I-III can be mastered.

14-CONTROL DEMON IV (M★) As Control Demon I, except types I-IV can be controlled.

15-DEMON MASTERY IV (M★) As Demon Mastery I, except types I-IV can be mastered.

20-CONTROL DEMON V (M★) As Control Demon I, except types I-V can be controlled.

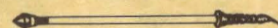
25-DEMON MASTERY V (M★) As Demon Mastery I, except types I-V can be mastered.

30-CONTROL DEMON VI (M★) As Control Demon I, except types I-VI can be controlled.

50-DEMON MASTERY VI (M★) As Demon Mastery I, except types I-VI can be mastered.

NOTE: A "Control" or "Mastery" spell must be determined before the Demon completely materializes.

NOTE: Demons are assumed to be beings of another plane who are brought into the caster's plane through an elemental force (one not of the demon's plane). Thus, the demon and caster do not make RR's during the initial summons and contact. The demon can only remain in the world (for more than 2 rounds) while "mastered" or "controlled." It is suggested that the 6 types of demons be classified as follows: type I (lvl 1-2), type II (lvl 3-5), type III (lvl 6-10), type IV (LVL 11-15), type V (lvl 16-20), type VI (lvl 21-40), Beyond the Pale 41-100+. However, the gamesmaster may wish to change the % chances of failure, penalties, and other limitations; in order to adopt the types of demons he uses in world system.



DARKNESS

1-DARKNESS (F) DURATION: 10 min/lvl RANGE: T Creates an area of up to 20'R about the point touched; darkness is equal to the darkest night.

2-NIGHTVISION (F) DURATION: 10 min/lvl RANGE: 10' Target can see 100' in normal darkness as if it were day.

3-DARK CONTROL (F) DURATION: C RANGE: 20'R Caster can vary the intensity of darkness in the area, but he cannot lighten it past its natural state.

5-DARKNESS (F) As above, except radius is 100'.

6-DARK VISION (F) As Nightvision, except caster can see in all darkness (even magical).

7-DARK CONTROL (F) As above, except radius is 50'.

8-SHADOW FORMS (E) DURATION: C RANGE: 100' Caster can create either the visual illusion of shadow figures, or real shadows (as many as the caster's level).

9-DARKNESS (F) As above, except radius is 300'.

10-UTTERDARK (F) DURATION: 1 min/lvl RANGE: 100' Creates a 20'R area of darkness, no nonmagic light can exist and magic light (except Utterlight) must make a RR.

11-DARK CONTROL (F) As above, except radius is 100'.

12-NIGHTVISION TRUE (F) As Dark Vision, except the target can see as far as he would be allowed in daylight.

13-UTTERDARK (F) As above, except radius is 100'.

14-DARKNESS (F) As above, except radius is 500'.

15-CLOUDS OF DARKNESS (F) DURATION: 1 hr/lvl RANGE: 100' Creates a "cloud" of darkness that has a 100'R and drifts with the wind. The darkness is as in Darkness.

20-DARKNESS (F) As above, except radius is 1000'.

25-UTTERDARK (F) As above, except radius is 300'.

30-DARKNESS (F) As above, except radius is 100'/lvl.

50-CLOUDS OF DARKNESS (F) As above, except radius is 1 mile/lvl.

SORCERER BASE SPELL LISTS

SOUL DESTRUCTION

- 1-QUESTION (M) DURATION:—**
RANGE:100' Target must answer a single concept question.
- 2-DEMONIC POSSESSION I (FM) DURATION: V RANGE:100'** Target is possessed by a type I demon(see Dark Summons list); the caster has no control over the target or demon. The demon will force the target to do random(not necessarily destructive) things. The target gets a RR every other rnd. to attempt to get rid of the demon.
- 3-NEUROSIS (M) DURATION: P RANGE:100'** Target has an extreme dislike for any specific thing the caster chooses; target has a 50% chance of overcoming the neurosis when given the choice (e.g. neurosis concerning horses would mean that every time the target tried to get on or near a horse he would only have a 50% chance).
- 4-GUILT (M) DURATION: P RANGE:100'** Target becomes guilty over some action in his past; he will not perform such an action again.
- 5-PARANOIA (M) DURATION: P RANGE:100'** Target believes everyone is out to get him; he will trust no one.
- 6-DEMONIC POSSESSION II (FM)** As Demonic Possession I, except demon is type II and the possessed target only gets a RR once every minute.
- 7-PANIC (M) DURATION: P RANGE:100'** Target will flee in panic in any personally dangerous situation, unless he successfully makes a RR.
- 8-TRANSFERRAL (M) DURATION: V RANGE:100'** Target's "soul" and the caster's "soul" are interchanged; the caster can operate at 50% of his normal activity in the body of the target. The target in the caster's body is inactive. The caster can cancel the spell at any time (takes 1 rnd), the target can only cancel the spell if he makes a successful RR(gets one every 10 minutes). If either body is killed, both "souls" will be destroyed (see Absolution).
- 10-DEMONIC POSSESSION III (M)** As Demonic Possession I, except demon is type III and the possessed target only gets a RR once every 10 minutes.
- 11-SUBJUGATION (M) DURATION: V RANGE:100'** Part of the target's "soul" is taken and placed in an organic object on the caster's person; the body of the target will act as the caster directs whenever he concentrates. The spell is canceled when: the caster cancels it OR the object is destroyed OR the body is more than 100' from the caster OR the object leaves the caster's person. If the caster is not concentrating the target is free to do anything he wants, at - 30% activity.
- 12-UNSOUL CURSE (M) DURATION: V RANGE:100'** Part of the target's soul is transferred to a random object somewhere within 100 miles; the target is at - 30% until the object is destroyed. The target will always know the direction of his "soul."
- 13-DEMONIC POSSESSION IV (FM)** As Demonic Possession I, except demon is type IV and the possessed target only gets a RR once every hour.
- 14-WORD OF PANIC (M★)DURATION:1 rnd/5% failure RANGE:100'** Target flees in total panic from the caster.
- 15-SHOUT OF PANIC (M★) As Word of Panic,** except affects all within 20' of caster.

SOUL DESTRUCTION

- 1) QUESTION
- 2) DEMONIC POSSESSION I
- 3) NEUROSIS
- 4) GUILT
- 5) PARANOIA
- 6) DEMONIC POSSESSION II
- 7) PANIC
- 8) TRANSFERRAL
- 9)
- 10) DEMONIC POSSESSION III
- 11) SUBJUGATION
- 12) UNSOUL CURSE
- 13) DEMONIC POSSESSION IV
- 14) WORD OF PANIC *
- 15) SHOUT OF PANIC *
- 20) BANISHMENT
- 25) TRANSFERRAL TRUE
- 30) ABSOLUTION
- 50) ABSOLUTION PURE

GAS DESTRUCTION

- UNFOG
- AIRSTOP c
- VACUUM (5')
- DEOXYGENATION (10') c
- AIRSTOP (20') c
- VACUUM (10')
- DEOXYGENATION (20') c
- GAS TO AIR
- AIRSTOP (100') c
- VACUUM (20')
- GREAT VACUUM (5')
- DEOXYGENATION (5%/Rnd) c
- DEOXYGENATION (50')c
- GREAT VACUUM (10')
- DEOXYGENATION (20'/5%)c
- VACUUM TRUE (5')
- DEOXYGENATION c
- VACUUM TRUE (10')
- IMPLOSION

SOLID DESTRUCTION

- MELT ICE
- LOOSEN EARTH
- EROSIONS
- CRACKS CALL
- UNDOOR
- STONE/EARTH
- EARTH/MUD
- CORRIDOR
- SHATTER
- UNEARTH
- UNSTONE
- UNDOOR TRUE
- UNMETAL
- SOLID DESTRUCTION TRUE
- TREMORS
- GREAT CRACK
- QUAKES

GAS DESTRUCTION

- 1-UNFOG (F) DURATION: P RANGE:100'**
Disperses all fog in a 10' /lvl R.
- 2-AIRSTOP (F) DURATION: C RANGE:100'**
Cuts all generalized air movement (i.e. wind) by 30 MPH in a 10' R (will not affect breathing).
- 3-VACUUM (F) DURATION:— RANGE:100'**
Creates a 5' R near vacuum; all within the radius take a "B" impact critical as the air leaves and rushes back in.
- 4-DEOXYGENATION (F) DURATION: C RANGE:100'** As Airstop except that caster can remove the oxygen in a 10' R at a rate of 1% of the original oxygen/round.
- 5-AIRSTOP (F)** As above, except affects a radius of 20'.
- 6-VACUUM (F)** As above, except affects a radius of 10'.
- 7-DEOXYGENATION (F)** As above, except affects a radius of 20' R.
- 8-GAS TO AIR (F) DURATION: P RANGE:100'** Changes any gas to oxygen at a rate of 1 cu' /rnd as long as the caster concentrates.
- 9-AIRSTOP (F)** As above, except affects a radius of 100'.
- 10-VACUUM (F)** As above, except affects a radius of 20'.
- 11-GREAT VACUUM (F)** As Vacuum, except delivers a "D" impact critical in a 5' R.
- 12-DEOXYGENATION (F)** As above, except affects a radius of 10' and removal rate is 5%/rnd.
- 13-DEOXYGENATION (F)** As above, except affects a radius of 50' and removal rate is 1%/rnd.
- 14-GREAT VACUUM (F)** As above, except affects a radius of 10'.
- 15-DEOXYGENATION (F)** As above, except affects a radius of 20' and removal rate is 5%/rnd.

SOLID DESTRUCTION

- 1-MELT ICE (F) DURATION: P RANGE:100'**
Melts up to 10 cu' /lvl of ice.
- 2-LOOSEN EARTH (F) DURATION: P RANGE:100'** Loosens 100 cu' of earth to the consistency of plowed ground.
- 3-EROSIONS (F) DURATION: P RANGE:10'**
Causes a 100 cu' /lvl section of inorganic material to erode and deteriorate at 1000x normal rate.
- 4-CRACKS CALL (F) DURATION: P RANGE:100'** Any previous cracks or flaws in material up to 10' x 10' x 10' (not 1000 cu feet) section will extend to their limit.
- 5-UNDOOR (F) DURATION: P RANGE:10'**
Will vaporize a nonmagic door up to 6" thick, 10' high, and 10' wide (if the door is thicker than 6" it will vaporize the closest 6"s).
- 6-STONE/EARTH (F) DURATION: P RANGE:100'** Changes 100 cu' of stone to packed earth; change is gradual and takes 3 rnd.
- 8-EARTH/MUD (F)** As Stone/Earth, except changes earth to soft mud.
- 10-CORRIDOR (F) DURATION: P RANGE:100'** Creates a 3' x 6' corridor that is 1' /lvl long; it can be cut through any nonmetal, inorganic material. The corridor can be cut at a rate of 1' (length) per rnd as the caster concentrates.
- 11-SHATTER (F) DURATION: P RANGE:100'**
Can shatter an inorganic object, up to 1 cu'. All within a 5' R take an "A" impact critical and holder takes a "C."
- 12-UNEARTH (F) DURATION: P RANGE:100'** Disintegrates 100 cu' of earth.
- 13-UNSTONE (F)** As Unearth, except affects stone.
- 14-UNDOOR TRUE (F)** As Undoor, except any single door is vaporized.
- 15-UNMETAL (F)** As Unearth, except affects 1 cu' of metal.

SORCERER BASE SPELL LISTS

FLUID DESTRUCTION

VAPORIZE WATER
FREEZE WATER
EVAPORATION
UNWATER
CALM WATER c
WATERBOLT
UNRAIN
DEHYDRATE
EVAPORATION (10,000cu')
UNWATER
UNRAIN
DEHYDRATE (10 cu')
EVAPORATION (100,000cu')
UNWATER
CALM WATER TRUE c
DEHUMIDIFY
EVAPORATION
CALM W. TRUE (1000'/L)c
DEHUMIDIFY TRUE

MIND DESTRUCTION

MINOR PAIN
JOLTS I
DISORIENTATION
UNBALANCE
DISTORTIONS
JOLTS III
MAJOR PAIN
FORGET
WORD OF PAIN *
MIND SHOCK
MIND DEATH
JOLTS V
UNMINDING
MASS CONFUSION
MIND BREAK
LOST EXPERIENCE
MASS PAIN
MASS MIND SHOCK
MASS UNMINDING

FLESH DESTRUCTION

SPRAIN LIMB (1)
LIMB PAIN (2)
TOUCH OF DISRUPTION (3)
LOCK JOINT (4)
BREAK LIMB (5)
DISRUPTION (6)
SKIN DEATH (7)
DISRUPTION (50') (8)
EAR DISRUPTION (9)
LIMB DEATH (10)
EYE DISRUPTION (11)
COLLAPSE LUNG (12)
MUSCLE DEATH (13)
BONE DEATH (14)
BLACK CHANNEL I (15)
PETRIFICATION (20)
BLACK CHANNEL II (25)
DISRUPTION (100') (30)
DISRUPTION TRUE (50)

20th-50th level spells are on pg. 23.

FLUID DESTRUCTION

- 1-VAPORIZE WATER (F) DURATION: P RANGE:100' Vaporizes 10 cu' of liquid/lvl.
- 2-FREEZE WATER (F) DURATION: P RANGE:100' Freezes 10 cu' of liquid/lvl.
- 3-EVAPORATION (F) DURATION: P RANGE:100' Causes 1000 cu' of water to rapidly evaporate over the course of 1 hr.
- 4-UNWATER (F) DURATION: P RANGE:100' Instantly disintegrates 100 cu' of water.
- 5-CALM WATER (F) DURATION: C RANGE:100' R Water within radius is calmed; waves are cut by 20' in center and less towards the perimeter.
- 6-WATERBOLT (E) DURATION:— RANGE:100' A bolt of water is shot from the palm of the caster; results determined on the Water Bolt Table.
- 7-UNRAIN (F) DURATION:24 hr. RANGE:100' No precipitation will occur in a 100' R for 1 hr/lvl.
- 8-DEHYDRATE (F) DURATION: P RANGE:100' Removes all the liquid(usually water) from 1 cu' of inanimate material.
- 9-EVAPORATION (F) As above, except 10,000 cu' are affected.
- 10-UNWATER (F) As above, except 1000 cu' are affected.
- 11-UNRAIN (F) As above, except affects a 500' R/lvl for 1 day/lvl.
- 12-DEHYDRATE (F) As above, except affects 10 cu'.
- 13-EVAPORATION (F) As above, except affects 100,000 cu'.
- 14-UNWATER (F) As above, except affects 10,000 cu'.
- 15-CALM WATER TRUE (F) DURATION:10 min/lvl RANGE:100' R/lvl As Calm Water, except waves are cut by 50' in center.

MIND DESTRUCTION

- 1-MINOR PAIN (M) DURATION:10 min/5% failure RANGE:100' Target takes 25% of his remaining concussion hits (i.e. those not already taken); these hits are healed when the duration is up, provided target has not died.
- 2-JOLTS I (M) DURATION:1 rnd/10% failure RANGE:100' Target stunned.
- 3-DISORIENTATION (M) DURATION:1 day/5% failure RANGE:100' Target must subtract 25 from all orientation and initiative rolls.
- 4-UNBALANCE (M) As Disorientation, except 25 is subtracted from all maneuver rolls.
- 5-DISTORTIONS (M) As Disorientation, except 25 is subtracted from all combat rolls.
- 6-JOLTS III (M) As Jolts I, except duration is 3 rnds/10% failure.
- 7-MAJOR PAIN (M) As Minor Pain, except 50% of remaining hits are taken.
- 8-FORGET (M) DURATION: P RANGE:10' Target forgets a period of (1 min/lvl) of his past, as desired by the caster.
- 9-WORD OF PAIN (M★) DURATION:— failure RANGE:100' As Major Pain, except hits must be cured.
- 10-MIND SHOCK (M) As Disorientation, Unbalance, and Distortions(all at once).
- 11-MIND DEATH (M) DURATION: P RANGE:50' Target's mind blanks out for a period of 10 min/day at random. Target is incapable of activity or thought during this period.
- 12-JOLTS V (M) As Jolts I, except duration is 5 rnds/10% failure.
- 13-UNMINDING (M) DURATION:1 rnd/5% failure RANGE:100' Target's mind is completely blank for the duration. He cannot perceive events, time, or activity, he is stunned 1 round after his mind comes back.

14-MASS CONFUSION (M) DURATION:1 hr/5% failure RANGE:100' Affects as many targets as the caster's level; each target only has a 50% chance of making a decision each round (can still defend) and the range is 300'.

15-MIND BREAK (M) DURATION:1 day/10% failure RANGE:100' Target is a blithering idiot; he can be led around, but he can take NO action.

FLESH DESTRUCTION

- 1-SPRAIN LIMB (F) DURATION: P RANGE:100' A random part of a random limb is sprained. If it is part of a leg: movement is cut by 25%, combat is at -10; if it is part of an arm, combat is at -20.
- 2-LIMB PAIN (F) DURATION:1 rnd/5% failure RANGE:100' A random limb is in intense pain; for a leg, the target cannot walk; for an arm, that arm cannot be used.
- 3-TOUCH OF DISRUPTION (F) DURATION: P RANGE: T The bones and tissues of the target's body are disrupted as if the target had fallen a long distance. If the target fails his RR by(1-10), he takes a "A" impact critical; (11-20)="B"; (21-30)="C"; (31-40)="D"; (41-up)="E."
- 4-LOCK JOINT (F) DURATION:1 rnd/5% failure RANGE:100' One of the target's joints locks; effect is as in Limb Pain; exceptions if a target with leg lock is moving, he falls; if a target with arm lock is carrying anything, it is dropped.
- 5-BREAK LIMB (F) DURATION: P RANGE:100' As Limb Pain, except limb is broken; broken arm is useless, broken leg cuts movement by 50% and combat is at -75%.
- 6-DISRUPTION (F) As Touch of Disruption, except range is 20'.
- 7-SKIN DEATH (F) DURATION: P RANGE:100' Caster's skin will flake and peel all over his body; there is no tactical penalty, but it lowers the appearance of the individual by 50%. Lasts until dispelled and 1 month passes.
- 8-DISRUPTION (F) As Touch of Disruption, except range is 50'.
- 9-EAR DISRUPTION (F) DURATION:P RANGE:100' One of the target's ears is disrupted, his hearing is at 50% of normal until cured (if both ears go, he is deaf).
- 10-LIMB DEATH (F) DURATION: P RANGE:100' One of the target's limbs(random) will wither and die. Target loses 5% of the use of the limb per day; when the total reaches 100%, the limb falls off. Can be cured through circulator and nerve repair spells up to the 80% point, then it must be regenerated.
- 11-EYE DISRUPTION (F) As Ear Disruption, except an eye is affected.
- 12-COLLAPSE LUNG (F) DURATION: P RANGE:100' One of the target's lungs collapses; he is at 50% of normal for all physical activity until the lung is repaired.
- 13-MUSCLE DEATH (F) As Limb Death, except a random muscle is affected(not muscle organs, e.g. heart).
- 14-BONE DEATH (F) As Limb Death, except a random bone (not part of spine or skull) gradually disintegrates.
- 15-BLACK CHANNEL I (F) DURATION: V RANGE: V One of the Black Channel I spells may be used(see rules book); which ones may be used is decided by the gamesmaster on the basis of culture and world system.

GREATER BASE SPELLS

MAGICIAN

FIRE LAW

- 16-TRIAD OF FLAME (E)** As Triad of Water on the Water Law list, except Fire Bolts are shot.
- 17-FIRE BOLT (E)** As above, except range is 500'.
- 18-WAITING FIRESTORM (E)** As Waiting Flame, except a Firestorm can be delayed.
- 19-CALL FLAME (E)** As above, except size is up to a 50' cube and range is 50'.
- 20-CORNER FIRES (E)** As Corner Lightning Bolt on the Light Law list, except a Fire Bolt is shot.
- 25-FOLLOWING FIRES (E)** As Following Lightning Bolt on the Light Law list, except a Fire Bolt is shot.
- 30-STONE FIRES (F)** As Metal Fires, except a 300 sq' surface as affected and a "C" critical is given each round passing through(or in) the 3' flames.
- 50-FIRE MASTERY (F)** DURATION:1 rnd/lvl RANGE: V Caster can use any one lower level spell (on this list) each round.

ICE LAW

- 16-TRIAD OF ICE (E)** As Triad of Water on the Water Law list, except Ice Bolts are shot.
- 18-CALL COLD (E)** As above, except size is up to a 50' cube and range is 50'.
- 20-COLD BALL (E)** As above, except area of effect is 40'R and range is 300'.
- 25-RAIN/SNOW (F)** DURATION:as long as it rains RANGE:1 mi.R Changes all rain within 1 mile of the caster to snow; radius decreases 500'/10° above freezing.
- 30-COLD TRUE (F)** DURATION:24 hr. RANGE:1000'/lvl R Causes the temperature to drop 1°/10 min. up to the number of degrees as the caster's level(within an area of 1000'/lvl R).
- 50-COLD MASTERY (F)** DURATION:1 rnd/lvl RANGE: V Caster can use any one lower level spell (on this list) each round.

LIGHT LAW

- 17-UTTERLIGHT (F)** DURATION:1 min/lvl RANGE: T As Light, except radius is 100' and the light nullifies all magically created darkness.
- 18-UTTERDARK (F)** DURATION:1 min/lvl RANGE: T As Dark, except radius is 100' and no nonmagical light can exist inside.
- 19-BEACON (F)** As above, except beacon can be up to 10 miles long.
- 20-LIGHTNING BOLT (E)** As above, except range is 500'.
- 25-CORNER LIGHTNING BOLT (E)** As Lightning Bolt, except range is 300' and caster can make the bolt turn once up to 90° before striking the target(caster must know target's location and his bonuses are all halved).
- 30-FOLLOWING LIGHTNING BOLT (E)** As Corner Lightning Bolt, except bolt can make as many turns as necessary and go through openings(6"R or larger) to strike target if the total distance traveled is less than or equal to 300'.
- 50-LIGHT MASTERY (F)** DURATION:1 rnd/lvl RANGE: V Caster can use one lower level spell (on this list) each round.

EARTH LAW

- 16-MELD WALL (F)** DURATION: P RANGE: T Fuses two touching walls together (seam can be up to 20' long) OR fuses a section of stone blocks(up to 100 cu').
- 17-STONE/MUD (F)** As Stone/Earth, except changes stone to mud.
- 18-CURVED WALL (E)** As Stone Wall True, except wall may be curved up to a semicircle.
- 20-UNSTONE (F)** As Unearth, except affects stone.
- 25-UNMETAL (F)** As Unearth, except affects 1 cu' of metal.
- 30-TREMORS (F)** DURATION:1 rnd RANGE: 100'/lvl Causes a very minor earthquake which could cause shoddy construction to collapse (can be very terrifying). This is approximately 5.5 on the Richter scale.
- 50-EARTH MASTERY (F)** DURATION:1 rnd/lvl RANGE: V Caster can use one lower level spell(on this list) each round.

WIND LAW

- 17-VACUUM (F)** As above, except radius is 20'.
- 18-GREAT VACUUM (F)** As Vacuum, except delivers a "D" impact critical in a 5'R.
- 19-HARD CLOUD (F)** As Stun Cloud, except by concentrating the caster can move it 10'/rnd up to 100' away.
- 20-REVERSE WINDS (F)** DURATION: C RANGE:100'/lvl Allows the caster to change the direction of the wind within the radius.
- 25-HARD WIND (F)** DURATION:1 rnd/lvl(C) RANGE:300' Caster must outstretch arms and then a hard wind comes forth from them, fanning out till it has a 25'R at 300'; all within the cone receive a "B" impact critical.
- 30-STORM CALL (F)** DURATION:1 hr ± 10 min RANGE:1 mile R/lvl Summons forces of nature in a fierce thunderstorm; heavy rain, 25-60 MPH winds, lightning(random), and a blizzard(if correct climate). Can be delayed up to 1 hr/lvl after cast.
- 50-WIND MASTERY (F)** DURATION:1 rnd/lvl RANGE: V Caster can use one lower level spell(on this list) each round.

WATER LAW

- 16-TRIAD OF WATER (E)** DURATION:— RANGE:100' Three bolts of water are shot from the palm of the caster, they can strike up to 3 different targets within 60° of each other (must be in field of vision of caster). Caster's bonuses can only apply to one of the attacks.
- 18-CALM WATER TRUE (F)** DURATION:10 min/lvl RANGE:100'R/lvl As Calm Water, except waves are cut by 50' in center.
- 20-WHIRLPOOL (F)** DURATION: C RANGE:1000' Creates a 50' whirlpool that will draw in any unpowered object up to 500' away (takes 2 min. of concentration to start).
- 25-PART WATER (F)** DURATION: C RANGE: 100'/lvl Caster can part water up to 100' deep and 100'/lvl long and 10'wide at bottom(50' at top).
- 30-SEA STORM (F)** DURATION:1 hr ± 10 min RANGE:1 mile R/lvl Summons forces of nature in a fierce sea storm; waves are 20-50', heavy rain, winds are 25-60 MPH. Storm can be delayed up to 1 hr/lvl after cast.
- 50-WATER MASTERY (F)** DURATION:1 rnd/lvl RANGE: V Caster can use one lower level spell(on this list) each round.

ILLUSIONIST

ILLUSION MASTERY

- 20-PHANTASM X (E)** As Phantasm II, except any NINE of the options may be chosen.
- 25-WAITING ILLUSION X (E)** As Waiting Illusion II, except any NINE of the options may be chosen.
- 30-ILLUSION TRUE (E)** As Illusion X, except its duration is permanent(until dispelled).
- 50-PHANTASM TRUE (E)** As Phantasm X, except its duration is permanent(until dispelled); Phantasm can move only if the caster concentrates.

MIND SENSE MOLDING

- 20-UNPRESENCE (P)** As Misfeel Kind, except target appears to have no presence.
- 25-MISFEEL TRUE (P)** As Misfeel, except duration is 1 hr/lvl.
- 30-LORD UNPRESENCE (P)** As Unpresence, except 20 targets may be affected.
- 50-MASS MISFEEL (P)** As Misfeel, except as many targets as the caster's level can be affected.

GUISES

- 20-DISPLACEMENT IV (E)** As Displacement I, except chance of missing is 40%.
- 25-MASS FACADE I (E)** As Facade I, except as many targets as the caster's lvl can be affected.
- 30-DISPLACEMENT V (E)** As Displacement I, except chance of missing is 50%.
- 50-CHANGING FACADE (E)** As Facade V, except the caster can change the facade to a different facade each rnd.

SOUND MOLDING

- 20-MASS DEAFENING (F)** As Deafen, except as many targets as the caster's level can be affected.
- 25-MASS SILENCE (F)** As Silence, except as many targets as the caster's level can have a 1'R silence on them.
- 30-SOUND CONTROL TRUE (F)** As Sound Control, except radius is 20'/lvl and the caster does not have to concentrate.
- 50-MAJOR ULTRASONICS (F)** As Minor Ultrasonics, except everyone in a 100'R is affected, and anyone failing to resist by (40-75%) is unconscious, by (76-up) is dead.

LIGHT MOLDING

- 20-LIGHTNING BOLT (E)** As Lightning Bolt on the Light Law list.
- 25-LIGHT CONTROL (F)** As above, except area affected is 500'.
- 30-LIGHTNING BOLT (E)** As above, except range is 300'.
- 50-LIGHT CONTROL TRUE (F)** As Light Control, except area affected is 100'/lvl R.

FEEL-TASTE-SMELL

- 20-FEEL MIRAGE V (E)** As Feel Mirage II, except objects must be struck 5 times.
- 25-SMELL MIRAGE TRUE (E)** As Smell Mirage, except one object can be given a smell permanently.
- 30-TASTE MIRAGE TRUE (E)** As Taste Mirage, except one object can be given a taste permanently.
- 50-FEEL MIRAGE TRUE (E)** As Feel Mirage I, except one object can be given a feel permanently.

SORCERER

SOUL DESTRUCTION

20-BANISHMENT (M) As subjugation, except the "soul" is only released if the caster cancels the spell OR the object is destroyed. The target is always aware of the direction of the object.

25-TRANSFERRAL TRUE (M) As Transferral, except the caster can operate at 90% of normal activity, and the target can only try a RR once every hour.

30-ABSOLUTION (M) DURATION: V RANGE:100' RR MOD:-20 Target's "soul" is torn from the target's body; it remains in whatever place "souls" go, for 30 days/10% failure. The soul can be returned early only through Lifegiving. The target is unconscious and at -75% for subconscious activities while his soul is absent.

50-ABSOLUTION PURE (M) As Absolution, except "soul" can only be brought back through Lifegiving.

GAS DESTRUCTION

20-VACUUM TRUE (F) As Vacuum, except delivers an "E" impact critical in a 5'R.

25-DEOXYGENATION (F) As above, except affects a radius of 20' and removal rate is 20%/rnd.

30-VACUUM TRUE (F) As above, except affects a 10'R.

50-IMPLOSION (F) DURATION:— RANGE:300' Destroys gases in a single enclosure (i.e. usually a building) up to a size of 100' x 100' x 100' (or 1,000,000 cu'). The building has a chance of collapsing (dependent upon construction) and everyone inside takes an "E" impact critical from falling debris.

SOLID DESTRUCTION

20-SOLID DESTRUCTION TRUE (F) As Unearth, except it will disintegrate 1 cu'/lvl of any inanimate solid.

30-GREAT CRACK (F) DURATION: P RANGE:300' Causes a large crevice to open in the ground (up to 10'/lvl deep, 1'/lvl wide and 20'/lvl long). The crevice takes 2 rounds to open and it can be closed in 3 rounds. The caster must concentrate to close the crevice.

25-TREMORS (F) As Tremors on the Earth Law List.

50-QUAKES (F) DURATION: V RANGE: T Caster can cause an earthquake, with the spot he touches as the epicenter. The quake can be delayed up to 1 rnd/lvl. The severity of the quake on the Richter scale is determined by a roll: (01-20)=5.5, (21-45)=6, (46-65)=6.5, (66-80)=7.0, (81-90)=7.5, (91-95)=8.0, (96-98)=8.5, (99-100)=9.0.

FLESH DESTRUCTION

20-PETRIFICATION (F) DURATION: P RANGE:100' The target's bones will gradually petrify; a loss of activity(as in Limb Death) occurs due to loss of blood production.

25-BLACK CHANNEL II (F) As Black Channel I, except one of the Black Channel II spells may be used.

30-DISRUPTION (F) As above, except range is 100'.

50-DISRUPTION TRUE (F) As Touch of Disruption, except range is 300' and delivers an "E" impact critical if the target fails to resist.

FLUID DESTRUCTION

20-DEHUMIDIFY (F) DURATION: P RANGE:1 mile R For every minute that the caster concentrates, the humidity drops 1% of the original humidity (up to 50%). The humidity will gradually increase at a rate of 5% (of original humidity) per day until the original humidity is reached.

25-EVAPORATION (F) As above, except 1,000,000 cu' can be affected.

30-CALM WATER TRUE (F) As above, except radius is 1000'R/lvl.

50-DEHUMIDIFY TRUE (F) DURATION: P RANGE:1000'R/lvl Every minute that the caster concentrates, the humidity drops 5% of the original humidity(up to 95%). The humidity later increases as in Dehumidify.

MIND DESTRUCTION

20-LOST EXPERIENCE (M) DURATION: P RANGE:100' Target loses 5% of his collected experience (usually experience points).

25-MASS PAIN (M) As Minor Pain, except as many targets as the caster's level are affected and the duration is until cured and the range is 300'.

30-MASS MIND SHOCK (M) As Mind Shock, except as many targets as the caster's level can be affected and the range is 300'.

50-MASS UNMINDING (M) As Unminding, except as many targets as the caster's level can be affected and the range is 300'.



(11.313) DEFINITIONS AND NOTATIONS

SPELL CLASSES:

- D = Defensive spell; allows caster to resist or withstand the effects of a spell, the elements, etc.
- E = Elemental Attack spell; a spell which calls, creates, or uses one of the physical elements to attack a target; the elemental material is real.
- F = Force spell; involves the manipulation of matter, energy, the elements, etc. through the use of a spell force.
- H = Healing spell; involves healing.
- I = Informational spell; a spell which gathers information.
- M = Mental Attack spell; an attack spell affecting the target's mind.
- P = Passive spell; a general use spell that usually involves another person or thing, but not actively.
- S = Subconscious spell; a spell that is triggered by the subconscious; the caster must (normally) be concentrating or in a trance or unconscious before the spell will work. Some do not require the conscious casting of the caster.
- U = Utility spell; a general use spell that doesn't physically affect anyone or thing but the caster.

RANGE:

- S = Self; spell can only be cast on the caster himself.
- T = Touch; caster must touch target in order to create effect.
- distance R = Effect is felt in an area (radius defined).
- distance/lvl = Spell can take effect anywhere within (distance) x (level) of the caster. Area spells have a center, and the center must lie within the range.

DURATION:

- C = Concentration required; caster can perform only 50% of normal activity (e.g. movement halved, maneuvers and combat at -50). Caster cannot cast any other spells while concentrating.
- (C) = Concentration required, except duration cannot exceed the limit given.
- P = Permanent; spell has permanent effect in the sense of creating a physical or mental condition. After the caster no longer concentrates or after the casting procedure is complete, the effect may be altered by outside forces; i.e. the spell may be cured, disturbed via another spell or physical forces (e.g. Freeze Water will freeze water, but the ice will melt, if conditions so dictate, at the normal rate).
- V = Variable; depends on the nature of the spell cast.
- time/lvl = Duration is the time multiplied by the level of the caster.
- time/x% = Duration of effect is (the amount that the target's RR is below the minimum needed to resist the spell) divided by a number (x) multiplied by the (time).
- = Instantaneous; spell's effect is instantaneously applied.

TERMS

ABBREVIATED:

- rdn or rd = round (battle round)
- lvl = level (normally of caster)
- min = minute(s)
- hr = hour
- RR = resistance roll
- R or rad = radius
- mi = mile(s)
- yd = yard(s)
- mph = miles per hour
- cu' = cubic feet
- = Free; spell doesn't require spell points
- ★ = Instantaneous; spell doesn't require preparation
- s = Part of a set of spells that must be thrown contiguously in order to be effective (or fully effective)
- pt = point
- mod = modification or modifier

DEFINITIONS:

- Organic = Of or deriving from living organisms.
- Inorganic = Involving neither organic life or products of organic life.
- Inanimate = Not having qualities associated with active, living, organisms; not animate.
- Embed = To fix or become fixed firmly in a surrounding mass.
- Slaying item or weapon = An item or weapon specifically designed to combat and/or destroy a being or type of being (e.g. a dragonslaying sword or staff).
- Organ = A differentiated part of an organism, adapted for a specific function (e.g. the liver).
- Wound = An injury in which the skin is torn, pierced, or cut.
- Being = Any intelligent creature, including all humanoid types, enchanted creatures, etc. Intelligence should be characterized by system and/or Gamemaster.
- Animal = A living creature capable of feeling and voluntary motion, but excluding those characterized as beings.
- Herbs = A plant or plant part valued for medicinal qualities.

GUIDELINES FOR THE USE OF THIS BOOK

The spells contained in this book are organized into lists which reflect the similarity and basic applications common to the individual domains. Higher level spells found on a given list will reflect the increased knowledge and efficiency that comes from the use and practice associated with lower level spells on the same list. This reflects the learning process that accompanies development within a consistent spell grouping.

The spell lists are also grouped in units. These collections are based on the spell users' various backgrounds within the greater realms of power. A Lay Healer's background and living experiences often differ significantly from the past life associated with a "pure" Mentalist. Thus, certain spell lists will be easier for the Mentalist to learn; correspondingly, others will seem simpler to the Lay Healer. Each character class will find that their education is colored by their own background. Nonetheless, flexibility is emphasized.

The spells are described in a standard manner, using a basic format that simplifies usage. Most spells are specific, while others are accorded great flexibility. The latter group's spells have descriptions that are less concrete, providing the Gamemaster with a framework by which he can apply spell usages to variances in his world system or specific occurrences that demand certain flexibility. This may be particularly true with regard to more powerful spells.

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OF THE ESSENCE

The essence is that which is common to all things, living and dead, organic and inorganic. It has been characterized by many names—the Tao, Magic, the Unified Field, etc., and represents a force and order which defines the ways of the world. Changes in the patterns of the essence dictate the flow of events, and of course of life itself. It is a power beyond the grasp of any being.

Nonetheless, some who become one with the essence find ways of manipulating its patterns on a temporary basis. This fleeting strength allows them to redefine the reality around them, molding elements and wielding very real power. Thus, the spells of those who are of the realm of the essence can be both beautiful and lethal, affecting one or many. In the end, however, the normal patterns will always prevail, and only the effects will remain to tell the tale.

Those things unliving interfere with the manipulation of the patterns of the essence. Being essentially inert, they inhibit the usual extension of one's life essence, creating difficulty for the spell user seeking to alter patterns outside his body's immediate sphere. This ability to mold the essence is a prerequisite to the successful casting of spells. It is because of this principle, that users of the essence cannot wear armor or helms while utilizing spells. Inorganic substances, particularly metal, create even greater difficulties, and provide stronger protection against the powers of the essence. No shield, however, can completely ignore that which is the basis of all things.

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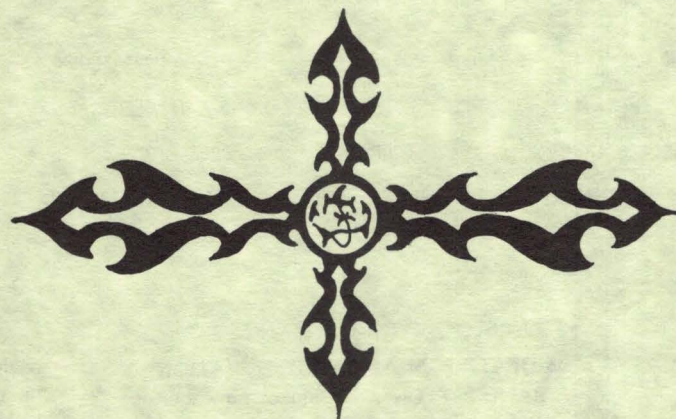
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MENTALISM



BOOK III

OPEN MENTALIST SPELL LISTS

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13) ITEM LORE	DISPLACEMENT I			SPELL DEFLECT * (13
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25) PAST VISION (1mo/L)	DISPLACEMENT III	NELIT. POIS. TRUE *cS	ANTICIPATIONS TRUE	BLADETURN III * (25
30) PAST VISION (1yr/L)	CAMOUFLAGE TRUE	AWAKE TRUE *S	DREAMS V	SPELL DEFLECT * (30
50) PAST VISION (10yr/L)	TRUE INVISIBILITY	UNPAIN TRUE *S	SPELL ANTIC. TRUE	DEFLECT TRUE * (50

DELVING

- 1-ITEM FEEL (I) DURATION:— RANGE: T
Caster receives basic idea of item's purpose, if any.
- 2-DETECT POWER (I) DURATION:1 min./lvl
RANGE: T Detects power in an object, but not what realm or how much.
- 3-ORIGINS (I) DURATION:— RANGE: T
Gives a general idea of the place of origin of an item.
- 5-DETECT CURSE (I) DURATION:—
RANGE: T Detects if a curse is on an item.
- 6-POWER LORE (I) DURATION:— RANGE:
T Gives the origins of an item's power.
- 7-STONE LORE (I) DURATION:— RANGE: T
Gives details of where, when and how the examined stone was worked.
- 8-ITEM VISION (I) DURATION: V RANGE: T
Gives a vision of a significant event in the item's past.
- 10-DELVING (I) DURATION:— RANGE: T
Gives significant details about an item's construction and purpose (not specific powers).
- 11-PAST VISION (I) DURATION: V RANGE:
T Caster gets a vision of the past within ±30 min. of the desired time up to 1 hr./lvl. Vision must be associated with an item or place. Vision can last up to 1 min./lvl if the caster remains in a trance.
- 13-ITEM LORE (I) DURATION:— RANGE: T
Gives major abilities and powers of an item.

15-DEATH'S MEMORY (I) DURATION: V

RANGE: T Gives a vision of how someone died and an image of their killer, if cast within 24 hr. of death at the place of death (or in the presence of the body).

17-PAST HOLD (I) DURATION: V RANGE: T
Allows caster to lock onto a specific event in an item's past, and then examine that event with a Past Vision.

19-ITEM ANALYSIS (I) DURATION:—
RANGE:6" Gives a complete rundown on an item's construction, powers, and purpose (may be modified if an item is extremely powerful).

20-PAST VISION (I) As above, except time range is 1 day./lvl(error: ±1 hr.) and vision can last up to 10 min./lvl.

25-PAST VISION (I) As above, except time range is 1 month./lvl(error:±1 day) and vision can last up to 1 hr./lvl.

30-PAST VISION (I) As above, except time range is 1 yr./lvl(error: ±1 week) and vision can last up to 5 hr./lvl.

50-PAST VISION (I)As above, except time range is 10 yr./lvl(error:±1 month) and vision can last up to 10 hr./lvl(and each hr only takes 10 min. real time).

CLOAKING

2-BLUR (F) As Blur on Brilliance list.

3-UNSEEN (F) DURATION:24 hr. or V
RANGE: S A single object is made invisible (1 garment, 1 naked body, etc.); until 24 hr. pass

or the object is struck by a violent blow (being hit by a weapon, falling, etc.) or the object makes a violent move(i.e. attack).

4-SHADOW (F) DURATION:10 min./lvl
RANGE: S Caster and objects on his person appear to be a shadow; and thus are almost invisible in dark areas.

5-FACADES (F) DURATION:1 hr./lvl
RANGE: S A limited illusion that allows the caster to look like any humanoid figure within 20% of his own size.

6-INVISIBILITY (F) As Unseen, except everything within 1' of the caster's body is invisible.

9-INVISIBILITY (F) As above, except the caster can vary the radius up to 1'.

10-SHADOW MENTALIST (F) DURATION:1 min./lvl RANGE: 100' Creates a duplicate of the caster; which moves as he wills if he concentrates, and otherwise does exactly as he does.

11-FACADES II (F) As Facades I, except sounds and voice illusions are included.

13-DISPLACEMENT I (F) DURATION:1 min./lvl RANGE: S Caster appears to be off-set from where he really is, all attacks have no effect 10% of the time. Each time a foe misses him, the chance of no effect goes down 5%.

15-CAMOUFLAGE (F) DURATION:10 min./lvl
RANGE: S Caster and objects on his person take on the visual texture, color and form of surrounding: acts as invisibility when motionless and increases stalking chances by 50 if he concentrates.

18-DISPLACEMENT II (F) As Displacement I, except base chance of missing is 20%.

20-SHADOW MENTALIST II (F) As Shadow Mentalist, except there are two duplicates.

25-DISPLACEMENT III (F) As Displacement I, except base chance of missing is 30%.

30-CAMOUFLAGE TRUE (F) As Camouflage, except doesn't require concentration while moving and increases stalking chances by 75.

50-TRUE INVISIBILITY (F) As any Invisibility below, except when caster is invisible and if he attacks he is only visible for the 10 seconds immediately following the attack. Violent blows do not affect this spell.

NOTE: Only objects totally contained in the radius at the time of casting become invisible. Any object in the radius is under the restrictions given in *UNSEEN*.

DAMAGE RESISTANCE

1-HEAT RESISTANCE (D★) DURATION: C
RANGE: S Protects caster from natural heat up to 200°F, and adds +20 to RR vs. heat or -20 vs. elemental fire attacks.

2-COLD RESISTANCE (D★) As Heat Resistance, except protects to -20°F and adds +20 to RR vs. cold or -20 vs. elemental cold attacks.

5-UNPAIN (S★) DURATION: 1 min./lvl
RANGE: S Caster is able to sustain an additional 25% of his total concussion hits before passing out, hits are still taken and remain when the spell lapses.

6-STUN RELIEF I (S★) DURATION:—
RANGE: S Will automatically take off 1 rnd. of stun/rnd if caster has specified beforehand that spell is active.

7-RESIST POISON (S★) DURATION: C
RANGE: S Delays the effect of a poison as long as the caster concentrates.

10-UNPAIN (S★) As above, except 50% additional hits may be sustained.

11-STUN RELIEF III (S★) As Stun Relief I, except 3 rnd. of stun/rnd are nullified.

12-NEUTRALIZE POISON (S★) DURATION: C
RANGE: S Has a 50% chance of neutralizing a poison(modified by potency of the poison) if the caster concentrates for 1 hr. In any case, it delays the poison for as long as the caster can concentrate.

14-AWAKE (S★) DURATION:— **RANGE:** S
This spell will awaken the caster from sleep the rnd following casting.

15-UNPAIN (S★) As above, except 75% additional hits may be sustained.

17-HEAT RESISTANCE TRUE (D★) As Heat Resistance, except caster is immune to natural heat; and takes ½ damage vs. heat spells.

18-COLD RESISTANCE TRUE (D★) As Cold Resistance, except caster is immune to natural cold; and takes ½ damage vs. cold spells.

20-UNPAIN (S★) As above, except 100% additional hits may be sustained.

25-NEUTRALIZE POISON TRUE (S★) As Neutralize Poison, except chance of neutralization is 100%(modified).

30-AWAKE TRUE (S★) As Awake, except there is no delay and it can be set to be triggered by any activity (i.e. attack or danger).

50-UNPAIN TRUE (S★) DURATION: 1 min./lvl. **RANGE:** S Caster ignores all pain, thus he can take his normal hits + his constitution(on a 1-100 scale); and ignores all subtractions and penalties due to wounds. When he exceeds this limit he does not pass out, he dies from system shock.

ANTICIPATIONS

3-GUESS (I★) DURATION:— **RANGE:** S
When faced with a choice about which he has little or no information (i.e. which corridor leads outside the quickest); the caster may throw this spell and the gamemaster will determine which way he goes, biasing the choice by 25%.

5-INTUITIONS I (I) DURATION:— **RANGE:** S
Gains vision of what probably will happen if he takes a specified action, within the next min.

8-DREAM I (I) DURATION: sleep **RANGE:** S
Caster has a dream relating to a topic decided upon just before retiring.

9-ROOM FEEL (I) DURATION: V
RANGE: 100' Caster has a vision of what has occurred in a room or place, 1 min./lvl in the past.

10-ANTICIPATIONS (I) DURATION:—
RANGE: 100' Predicts most probable action of a being in the next round (i.e. attack, cast spell; but not what spell or target).

11-INTUITIONS II (I) As Intuitions I, except time limit extends 2 min. into the future.

14-DREAMS II (I) As Dream I, except limit is 2 dreams/night on different topics.

15-SPELL ANTICIPATION (I) As Anticipations, except spell to be cast and target are known.

17-DREAMS III (I) As Dream I, except limit is 3 dreams/night on different topics.

20-INTUITIONS TRUE (I) As Intuitions I, except time limit extend 1 min./lvl into the future.

25-ANTICIPATIONS TRUE (I) As Anticipations, except actions of all beings within 100' of caster are known.

30-DREAM V (I) As Dream I, except limit is 5 dreams/night on any combination of topics the caster chooses.

50-SPELL ANTICIPATION TRUE (I) As Anticipations True, except spell type and target are known as well as the actions.

ATTACK AVOIDANCE

4-SHIELD (F★) DURATION: 1 min./lvl
RANGE: S Creates an invisible force shield in front of the caster; it subtracts 25 from melee and missile attacks and functions as a normal shield.

5-DEFLECT I (F★) DURATION:— **RANGE:** S
Deflects one missile fired at the caster; that missile has 100 subtracted from its attack (missile must be in caster's field of vision).

6-BLADETURN I (F★) As Deflect I, except its effect is against one melee attack.

8-AIM UNTRUE I (F★) As Deflect I, except missile automatically misses.

10-STILL AIR(F★) DURATION: 1 min./lvl
RANGE: S Creates a pocket of still air 1"/lvl on all sides of the caster, that no outside gas can come into(duration is time for the oxygen to be exhausted by 1 person).

11-DEFLECT II (F★) As Deflect I, except affects 2 missiles.

13-SPELL DEFLECT (F★) DURATION:—
RANGE: S Deflects one elemental spell cast at the caster, the attack roll has -50 added to it (must be in field of vision).

15-BLADETURN II (F★) As Bladeturn I, except affects 2 melee attacks.

18-DEFLECT III (F★) As Deflect I, except 3 missiles can be deflected.

20-SPELL DEFLECT II (F★) As Spell Deflect I, except 2 elemental spells can be deflected.

25-BLADETURN III (F★) As Bladeturn I, except 3 melee attacks can be affected.

30-SPELL DEFLECT III (F★) As Spell Deflect I, except 3 elemental spells can be affected.

50-DEFLECT TRUE (F★) As Deflect I, Bladeturn I and Spell Deflect I; except any 3 attacks can be deflected.

LIRAEK'S STAFF OF DEFENSE

'Deflections' to all missile attacks
while held forth

'Bladeturning' once/rnd while held
forth

'Displacement I' at all times

+10% to Armour type

+10% to Resistance Rolls
versus Mental
Attacks

Fashioned of the
black wood of Dir,
the staff is capped at
both ends with mithril,
and bears the inscription:
"LiraeK's Shield"

OPEN MENTALIST SPELL LISTS

BRILLIANCE	SELF HEALING	DETECTIONS	ILLUSIONS	SPELL RESISTANCE	
1) PROJECTED LIGHT		DETECT MENTALISM c	BENDING	PROTECTION I	(1
2) BLUR	CLOT I *c	DETECT ESSENCE c			(2
3) LIGHT (10')		DETECT CHANNELING c	LIGHT/SOUND MIRAGE		(3
4) SELF AURA	CLOT III *c	DETECT HATE c			(4
5) LIGHT ERUPTION	PAIN RELIEF I *c	DETECT INVISIBLE c	ILLUSION II	PROTECTION II	(5
6) SHOCK BOLT	FRACTURE REPAIR c	DETECT EVIL c	PHANTASM I c		(6
7) DARKNESS (10')	CUT REPAIR I *c	DETECT TRAPS c			(7
8) TRUE AURA	MUSCLE/TENDON REP. *c	PERCEIVE POWER c	ILLUSION III	MIND SHIELD c	(8
9)					(9
10) LIGHT (50')	NERVE REPAIR c	POWER TYPING c	WAITING ILLUSION I	ESSENCE SHIELD c	(10
11) DARKNESS (50')	EYE/EAR REPAIR c	PERCEIVE P. (100') c	ILLUSION III	PROTECTION III	(11
12)	VEIN/ARTERY REP. *c		PHANTASM II c		(12
13) HUES	PAIN RELIEF II *c	SEE INVISIBLE c		CHANNELING SHIELD c	(13
14)			WAITING ILLUSION II		(14
15) BEACON c	SELF KEEPING *S	DETECT SPELL c	ILLUSION V	SPELL SHIELD II c	(15
16) MASS DARKNESS		PERCEIVE P. (500') c			(16
17)	JOINING cS		PHANTASM III c	PROTECTION V	(17
18) UTTERLIGHT		SPELL TYPING c	WAITING ILLUSION III		(18
19) UTTERDARK				SPELL SHIELD TRUE c	(19
20) SUNFIRES c	PAIN RELIEF TRUE *S	PERCEIVE P. (1mi) c	ILLUSION VII	MIND RESISTANCE C	(20
25) SUNFIRE TRUE c	LIMB REGENERATION c	LOCATION c	WAITING ILLUSION V	ESSENCE RESISTANCE c	(25
30) HAND OF FIRE c	ORGAN REGENERATION cS	DETECT TRUE c	ILLUSION X	CHANNELING RESISTANCE c	(30
50) HAND OF FIRE TRUE c	REGENERATION TRUE cS	AWARENESS c	PHANTASM V c	RESISTANCE TRUE c	(50

BRILLIANCE

- 1-PROJECTED LIGHT (F)** DURATION:10 min./lvl RANGE:10' Beam of light (like flash-light) springs from the caster's palm; 20' effective range.
- 2-BLUR (F)** DURATION:1 min./lvl RANGE: S Causes caster to appear blurred to attackers, subtracting 10 from all attacks.
- 3-LIGHT (F)** DURATION:10 min./lvl RANGE: T Lights a 10'R area about point touched.
- 4-SELF AURA (F)** DURATION:10 min./lvl RANGE: S Causes a bright aura about the caster, making him appear more powerful and subtracting 5 from all attacks.
- 5-LIGHT ERUPTION (F)** DURATION:— RANGE:100' Causes a 10'R sphere of intense light, all within it must make a RR at -10 or are stunned for 1 rnd./10% failure.
- 6-SHOCK BOLT (F)** DURATION:— RANGE:100' A bolt of intense, charged light is shot from the palm of the caster; results are determined from the Shock Bolt Table.
- 7-DARKNESS (F)** As Light, except a 10'R of normal darkness is created.
- 8-TRUE AURA (F)** As Self Aura, except it makes him appear extremely powerful and subtracts 15 from all attacks (not cumulative with Blur or Self Aura).
- 10-LIGHT (F)** As above, except radius is 50'.
- 11-DARKNESS (F)** as above, except radius is 50'.

13-HUES (F) DURATION:10 min./lvl RANGE:

T Causes any object up to 1000 cu' to glow with any desired color.

15-BEACON (F) DURATION: C RANGE: T

Ray of light of any color springs from caster's palm; can be up to 5 miles long.

16-MASS DARKNESS (F) As Darkness, except

radius is 100'/lvl.

18-UTTERLIGHT (F) DURATION:1 min./lvl RANGE: T As Light, except radius is 100' and

is equivalent to full daylight(will cancel Utterdark).

19-UTTERDARK (F) As Utterlight, except it is

darkness that can only be penetrated by magical light(visibility is 2').

20-SUNFIRES (F) DURATION: C RANGE:500' Focuses sunlight as a lens, must

be focused initially on a fixed point after 1 rnd it can be moved at a rate of 1'/rnd It will burn thru 1' wood/rnd, 4" stone/rnd or 1" metal/rnd in a 1' diameter.

25-SUNFIRE TRUE (F) As Sunfires, except

doesn't need sunlight.

30-HAND OF FIRE (F) As Sunfires, except focus

point is 6" from open palm of caster(caster's arm is immune) and it can be moved 10'/rnd It can be used in combat; it strikes on the Firebolt Table with a +30 add and double concussion hits.

50-HAND OF FIRE TRUE (F) As Hand Of Fire,

except doesn't need sunlight.

SELF HEALING

2-CLOT I (H★)DURATION: C RANGE: S

Clots wound to reduce hits/rnd. by 1, perm after 1 hr.

4-CLOT III (H★)As Clot I, except hits/rnd

reduction is 3.

5-PAIN RELIEF I (H★) DURATION: C

RANGE: S Takes off 1 concussion hit/min.

6-FRACTURE REPAIR (H) DURATION: P

RANGE: S Concentrating with this spell 2 hr. per day for 1-10 days(depending upon the severity), will repair a broken bone (not shattered or destroyed).

7-CUT REPAIR I (H) As Clot I, except perm.

after 1 min.

8-MUSCLE/TENDON REPAIR (H) As Fracture

Repair I, except cut or broken muscles or tendons may be repaired.

10-NERVE REPAIR (H) As Fracture Repair, ex-

cept repairs a set of nerves.

11-EYE/EAR REPAIR (H) As Fracture Repair,

except repairs eye or ear damage.

12-VEIN/ARTERY REPAIR (H) As Fracture

Repair, except repairs vein or artery.

13-PAIN RELIEF II (H★)As Pain Relief I, ex-

cept 2 hits/min. are taken off.

15-SELF KEEPING (S★) DURATION: V

RANGE: S Upon receiving a death blow, the

caster goes into a state of suspended animation,

until he is cured or his brain is destroyed.

- 17-JOINING (H)** DURATION: P RANGE: S Caster can reattach a severed limb by: concentrating 8 hr./day for 5 days, must start first 8 hours within 2 hr. of the limb being severed. Limb regains full use after using Nerve Repair.
- 20-PAIN RELIEF TRUE (HS★)** DURATION: 1 min./lvl RANGE: S Takes off 1 hit/rnd.
- 25-LIMB REGENERATION (H)** DURATION: P RANGE: S Concentrating with this spell 2 hr./day for 10-100 days will regenerate a limb (depends upon severity).
- 30-ORGAN REGENERATION (HS)** DURATION: P RANGE: S After any organ (except brain) is destroyed, the caster must use Self Keeping and this spell. The organ is regenerated in 10-100 days of complete inactivity (depends upon the severity).
- 50-REGENERATION TRUE (HS)** As Organ Regeneration, except all damage (not brain) is regenerated in 10-100 days.

DETECTIONS

- 1-DETECT MENTALISM (P)** DURATION: 1 min./lvl (C) RANGE: 50' Detects any active spell or item from the mentalism realm; he can concentrate on a 5'R area each rnd.
- 2-DETECT ESSENCE (P)** As Detect Mentalism, except realm is essence.
- 3-DETECT CHANNELING (P)** As Detect Mentalism, except realm is channeling.
- 4-DETECT HATE (P)** As Detect Mentalism, except any being in the presence of something they hate is detected; or any item created in an air of hate.
- 5-DETECT INVISIBLE (P)** As Detect Mentalism, except detects invisible things; all attacks against something so detected are at -50.
- 6-DETECT EVIL (P)** As Detect Mentalism, except detects if a being is evil or an item created by evil or long used by a very evil person.
- 7-DETECT TRAPS (P)** As Detect Mentalism, except that it gives a 75% chance of detecting a trap (may be modified by certain traps)
- 8-PERCEIVE POWER (P)** As Detect Mentalism, except it will give an estimate of the power of the person or item or spell examined.
- 10-POWER TYPING (P)** As Detect Mentalism, except it analyzes general spell type (in item or cast) and what profession cast or created it; or in the case of a person it gives the person's profession.
- 11-PERCEIVE POWER (P)** As above, except range is 100' and area is 10'R.
- 13-SEE INVISIBLE (P)** As Detect Invisible, except caster can see invisible things anywhere he can normally see and his attacks get no subtraction.
- 15-DETECT SPELL (P)** As Detect Mentalism, except detects any spell that has ever been cast in the area examined.
- 16-PERCEIVE POWER (P)** As above, except range is 500' and area is 50'R.
- 18-SPELL TYPING (P)** As Power Typing, except exact spell type is known for every spell thrown in the area.
- 20-PERCEIVE POWER (P)** As above, except range is 1 mile and area is 300'R.
- 25-LOCATION (P)** DURATION: 1 min./lvl (C) RANGE: 500' Locates any specific object that the caster is familiar with or has had described in detail.
- 30-DETECT TRUE (P)** As Detect Mentalism, except any of the lower level detect spells can be used one per rnd.
- 50-AWARENESS (P)** DURATION: 1 min./lvl RANGE: 10'/lvl Any or all of the lower level spells on this list may be used simultaneously.

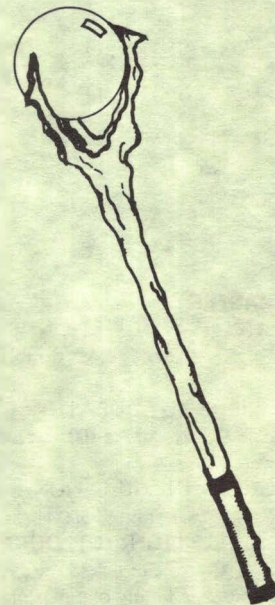
ILLUSIONS

- 1-BENDING (F)** DURATION: 10 min./lvl RANGE: 100' Makes an inanimate object (up to 1000 cu') appear to be 10' to one side of its actual location.
- 3-LIGHT/SOUND MIRAGE (F)** DURATION: 1 min./lvl RANGE: 50' Creates any simple immobile image or scene up to 10'R, or any constant sounds coming from a 10'R.
- 5-ILLUSION II (F)** As "Mirage" above, except an extra sense mirage can be added to the original mirage, OR the range can be doubled, OR the radius can be doubled. Note: If more than one choice is allowed, the same choice may be made more than once (e.g. if two choices are available, the range could be doubled to 200' and doubled again to 400').
- 6-PHANTASM I (F)** DURATION: 1 min./lvl (C) RANGE: 100' Creates a visual image that can move when the caster concentrates on it. Size is restricted to a 10'R.
- 8-ILLUSION III (F)** As Illusion II, except 2 of the 3 given choices can be applied.
- 10-WAITING ILLUSION I (F)** As "Mirages," except the spell can be delayed up to 24 hr., or until triggered by a specific sight or sound.
- 11-ILLUSION IV (F)** As Illusion II, except 3 of the 3 given choices may be applied.
- 12-PHANTASM II (F)** As Phantasm I, except an extra sense can be added to the phantasm, OR the range can be doubled, OR another image can be created (all separate phantasms that move must be within the caster's field of vision).
- 14-WAITING ILLUSION II (F)** As Illusion II, which can be delayed as in Waiting Illusion I.
- 15-ILLUSION V (F)** As Illusion II, except 4 of the 3 choices may be applied.
- 17-PHANTASM III (F)** As Phantasm II, except 2 of the 4 choices may be applied.
- 18-WAITING ILLUSION III (F)** As Illusion III, except can be delayed as in Waiting Illusion I.
- 20-ILLUSION VII (F)** As Illusion II, except 6 of the 3 choices may be applied.
- 25-WAITING ILLUSION V (F)** As Illusion II, except can be delayed as in Waiting.
- 30-ILLUSION X (F)** As Illusion II, except 9 of the 3 choices may be applied.
- 50-PHANTASM V (F)** As Phantasm II, except 4 of the 4 choices may be applied.

SPELL RESISTANCE

- 1-PROTECTION I (D)** DURATION: 1 min./lvl RANGE: S Subtracts 5 from elemental attack rolls against the caster and adds 5 to all the caster's RR's vs. spells.
- 5-PROTECTION II (D)** As Protection I, except gives bonus of 10.
- 8-MIND SHIELD (D)** DURATION: C RANGE: S Creates a shimmering shield in front of the caster: it subtracts 10 from all frontal mentalism attack rolls on the caster (base and elemental). If the caster performs no other actions during a round, he can "parry" one spell attack. Parry consists of subtracting all adds that the caster would normally have for his base attack roll from the attack roll being made on him.
- 10-ESSENCE SHIELD (D)** As Mind Shield, except is effective only against essence spells.
- 11-PROTECTION III (D)** As Protection I, except gives bonus of 15.

- 13-CHANNELING SHIELD (D)** As Mind Shield, except is effective only against channeling spells.
- 15-SPELL SHIELD II (D)** As Mind Shield, except is effective against any two of the three realms.
- 17-PROTECTION V (D)** As Protection I, except gives bonus of 25.
- 19-SPELL SHIELD TRUE (D)** As Mind Shield, except is effective against all spells.
- 20-MIND RESISTANCE (D)** DURATION: C RANGE: S Gives a +50 on all RR's against mentalism spells.
- 25-ESSENCE RESISTANCE (D)** As Mind Resistance, except is only effective against essence spells.
- 30-CHANNELING RESISTANCE (D)** As Mind Resistance, except is only effective against channeling spells.
- 50-RESISTANCE TRUE (D)** As Mind Resistance, except is effective against two of the three realms.



ROD OF SUNFIRES

The yellow orb in the head acts as the focus in a 'Sunfires' spell, useable for a total of 30 rnd/day. Restrictions as the spell.

The rod itself is made of a golden alloy, and the orb is an enchanted yellow topaz.

CLOSED MENTALIST SPELL LISTS

SENSE MASTERY	GAS MANIPULATION	SHIFTING	LIQUID MANIPULATION	SPEED	
1) SLY EARS	CONDENSATION	BALANCE c	BOIL WATER c	RUN *	(1
2) NIGHT VISION	WARM AIR	CONTRACTION	FREEZE WATER c		(2
3) SIDEVISION	FOG (10')	FACE SHIFTING	CLEAR WATER	SPEED I *	(3
4) DETECT ILLUSION	AIRWALL c				(4
5) WATER VISION	AIR STOP (10') c	WATERLUNGS	DESALINATION	SPEED II *	(5
6) SCENT			WATERWALL c	HASTE I *	(6
7) FOG VISION	FOG (50')	CHANGE TO KIND	EVAPORATION	SPEED III *	(7
8) TOUCH	UNFOG (50')	GASLUNGS	WATER CORRIDOR c	SPRINT *	(8
9) DARK VISION	CURVED AIRWALL c		WATERBOLT	HASTE II *	(9
10) MENTALIST EAR	AIRWALL TRUE c	FACE SHIFTING TRUE	CURVED WATERWALL c	FAST SWIM *	(10
11) MENTALIST EYE	FOG (100')	CHANGING LUNGS	CALM WATER c	SPEED V *	(11
12) DISILLUSION	AIRSTOP (50')			HASTE III *	(12
13) DETECT ILLUSION TRUE	UNFOG (100')	CHANGE	WATERWALL TRUE		(13
14) VISION					(14
15) NIGHTVISION TRUE	GAS TO AIR c	SOLID FORM	WATER CORRIDOR c	HASTE V*	(15
16)					(16
17) DISILLUSION TRUE	WHIRLWIND c		WHIRLPOOL c	FAST SPRINT *	(17
18) WATERVISION TRUE		CHANGING	WAVE		(18
19) FOGVISION TRUE			WATER BUBBLE c		(19
20) VISION TRUE	OXYGENATION c	WATERFORM	CALM WATER	SPEED X *	(20
25) MENT. EAR (1mi/L)	FOG TRUE	MISTFORM	WATER CORRID. TRUE c	HASTE X *	(25
30) MENT. EYE (1mi/L)	UNFOG TRUE	FORM MASTER	WATER BUBBLE TRUE c	SPEED TRUE *	(30
50) SENSORY MERGE c	CLOUD MASTERY c	CHANGE MASTER	WATER MASTERY c	HASTE TRUE *	(50

SENSE MASTERY

- 1-SLY EARS (U) DURATION:10 min./lvl
RANGE: S Caster gains double normal hearing.
- 2-NIGHTVISION (U) DURATION:10 min./lvl
RANGE: S Caster can see 100' on a clear night as if it were day.
- 3-SIDEVISION (U) DURATION:10 min./lvl
RANGE: S Caster can see 300° around.
- 4-DETECT ILLUSION (U) DURATION:—
RANGE: S Caster can detect the slight imperfections that exist in any one illusion.
- 5-WATERVISION (U) DURATION:10 min./lvl
RANGE: S Caster can see 100' in even murky water as if it were day.
- 6-SCENT (U) DURATION:10 min./lvl RANGE:
S Caster gains extremely acute sense of smell.
- 7-FOGVISION (U) As Nightvision, except works in any precipitation.
- 8-TOUCH (U) DURATION:10 min./lvl
RANGE: S Caster gains extreme tactile sensitivity (+ 25 to locks,traps, secret doors,etc.).
- 9-DARKVISION (U) As Nightvision, except caster can see even in magically created darkness.
- 10-MENTALIST EAR (U) DURATION:1 min./lvl RANGE:100'/lvl Caster can listen in on any fixed point which he visited within his range.
- 11-MENTALIST EYE (U) As Mentalist Ear, except caster can see instead of listening.
- 12-DISILLUSION (U) DURATION:—
RANGE:100' One illusion within the caster's

range ceases to exist for the caster only.

- 13-DETECT ILLUSION TRUE (U) DURATION:1 min./lvl RANGE:100' As Detect Illusion except will detect one illusion/rnd.
- 14-VISION (U) As all lower level vision spells functioning at the same time.
- 15-NIGHTVISION TRUE (U) As Nightvision, except range is normal vision range in day.
- 17-DISILLUSION TRUE (U) As Disillusion, except all illusions within range cease to exist for the caster.
- 18-WATERVISION TRUE (U) As Watervision, except range is normal vision range in day.
- 19-FOGVISION TRUE (U) As Fogvision, except range is normal vision range in day.
- 20-VISION TRUE (U) As all lower level vision spells functioning at same time.
- 25-MENTALIST EAR (U) As above, except range is 1 mile/lvl.
- 30-MENTALIST EYE (U) As above, except range is 1 mile/lvl.
- 50-SENSORY MERGE (U) DURATION: C RANGE: unlimited Caster can "merge" his senses with those of a subject whose location is known by spells or prior arrangement.

GAS MANIPULATION (Inanimate)

- 1-CONDENSATION (F) DURATION: P
RANGE: T Condenses 1 cu' of water from the surrounding air.
- 2-WARM AIR (F) DURATION:24 hr. RANGE:
T Warms air up to 100°F above normal(1cu'/lvl).

3-FOG (F) DURATION:1 min./lvl.

RANGE:100' Creates dense fog in a 10'R(visibility 1').

4-AIRWALL (E) DURATION: C RANGE:10' Creates 10'x10'x1' wall of dense air; cuts movement and missile attacks through it by 50%.

5-AIR STOP (F) DURATION: C RANGE: T Stops all generalized air movement (i.e. wind) up to winds of 30 MPH and cuts higher winds by 30 MPH in a 10'R.

7-FOG (F) As above, except radius is 50'.

8-UNFOG (F) As Fog, except all fog is dissipated in a 50'R.

9-CURVED AIRWALL (E) As Airwall, except wall is 10'x20'x1' and can be curved up to a semicircle.

10-AIRWALL TRUE (E) As Airwall, but has a set duration of 1 min./lvl and doesn't require concentration.

11-FOG (F) As above, except radius is 100'.

12-AIR STOP (F) As above, except radius is 50'.

13-UNFOG (F) As above, except radius is 100'.

15-GAS-AIR (F) DURATION: C RANGE: T All gas within 10'R of caster is converted to breathable air.

17-WHIRLWIND (E) DURATION: C RANGE: T Creates a whirlwind about caster; it moves with the caster and is 10'R. No missile attacks can penetrate it and any movement or melee is cut by 80%.

- 20-OXYGENATION (F) DURATION:** C
RANGE:100' Creates a 50'R of high oxygen content air; all within it fight at +20 and fire deals double damage.
- 25-FOG TRUE (F) As Fog,** except duration is 1 hr./lvl and radius is 100'/lvl.
- 30-UNFOG TRUE (F) As Unfog,** except radius is 100'/lvl
- 50-CLOUD MASTERY (F) DURATION:** C
RANGE:1000'/lvl Caster has complete control of clouds within range (includes fog); he can control storm clouds and cause them to rain but he can't create them.

SHIFTING

- 1-BALANCE (P★) DURATION:** V **RANGE:** S
 Adds 50 to any rolls for one slow maneuver (e.g. walking a 3" beam).
- 2-CONTRACTION (P) DURATION:**10 min.
RANGE: S Allows caster to disjoint limbs, contract muscles, etc.; in order to escape manacles and ropes and slip through small places.
- 3-FACE SHIFTING (P) DURATION:**1 hr.
RANGE: S Allows caster to alter form of his face to resemble someone else.
- 5-WATERLUNGS (P) DURATION:**1 min./lvl
RANGE: S Caster can breathe water but not air for duration.
- 7-CHANGE TO KIND (P) DURATION:**10 min./lvl **RANGE:** S Caster can alter his entire body to the form of another humanoid race.
- 8-GASLUNGS (P) As Waterlungs,** except caster can breathe any gas.
- 10-FACE SHIFTING TRUE (P) As Face Shifting,** except lasts 1 hr./lvl.
- 11-CHANGING LUNGS (P) As Waterlungs,** except caster can breathe water, air and any gas at will.
- 13-CHANGE (P) DURATION:**10 min./lvl
RANGE: S Caster can assume any organic form within ½ and 2× his mass, but does not obtain any special abilities.
- 15-SOLID FORM (P) DURATION:**1 min./lvl
RANGE: S Caster becomes as if made of very dense stone (cannot move or cast spells).
- 18-CHANGING (P) As Change,** except caster can alter forms at will (1 rnd per change).
- 20-WATERFORM (P) DURATION:**1 min./lvl
RANGE: S Caster takes the form of a liquid mass, able to seep through cracks as water; and move through water at 10 MPH (no spell casting).

- 25-MISTFORM (P) DURATION:**1 min./lvl
RANGE: S Caster takes the form of a mist, able to fly 20 MPH; seep through cracks; extend self to become virtually invisible; etc. (no spell casting).
- 30-FORMMASTER (P) As Waterform and Mistform,** except the two may be used interchangeably at will (1 rnd per change); and duration is 10 min./lvl (no spell casting).
- 50-CHANGE MASTER (P) As Changing and Form Master,** except all forms are interchangeable at will (1 rnd per change); and caster may vary his mass between ¼ and 10× his own mass.

LIQUID MANIPULATION

- 1-BOIL WATER (F) DURATION:** C **RANGE:**
 T 1 cu' of liquid/lvl can be heated to boiling, at a rate of 1cu'/rnd.
- 2-FREEZE WATER (F) DURATION:** C
RANGE: T As Boil Water, except the liquid can be cooled until frozen.
- 3-CLEAR WATER (F) DURATION:** P
RANGE: T As Boil Water, except that it clears liquid of all sediment.
- 5-DESALINATION (F) DURATION:** P
RANGE: T As Boil Water, except that it removes all dissolved substances from the liquid.
- 6-WATERWALL (E) DURATION:** C **RANGE:**
 10' Creates 10'×10'×1' wall of churning water (a water source must be within 10'), cuts all attacks and movement through it by 80%.
- 7-EVAPORATION (F) DURATION:** P
RANGE: T As Boil Water, except all liquid is instantly evaporated.
- 8-WATER CORRIDOR (F) DURATION:** C
RANGE:10' Creates a corridor through liquid up to 100' long, 3' wide and 10' deep.
- 9-WATER BOLT (E) DURATION:**—
RANGE:100' A bolt of water is shot from the palm of the caster (a water source must be within 10'); results are determined by the Waterbolt table.
- 10-CURVED WATERWALL (E) As Waterwall,** except wall is 10'×20'×1' and can be curved up to a semicircle.
- 11-CALM WATER (F) DURATION:** C
RANGE:10' All water within a 100'R is calmed: waves are cut by 20' in the center and less towards the perimeter.

- 13-WATERWALL TRUE (E) As Waterwall,** but has a set duration of 1 min./lvl and doesn't require concentration.
- 15-WATER CORRIDOR (F) As above,** except limit is 300'×4'×50'deep.
- 17-WHIRLPOOL (F) DURATION:** C
RANGE:300' Creates a 20'R whirlpool that will draw in any unpowered objects up to 200' away.
- 18-WAVE (F) DURATION:**— **RANGE:**100'
 Creates a wave moving away from the caster: wave is 1' high/lvl in the center and 10'/lvl wide.
- 19-WATER BUBBLE (F) DURATION:** C
RANGE: S Creates a bubble of air (10'R) around the caster and others, which will carry them in up to 100' of water (air resuscitated).
- 20-CALM WATER (F) As above,** except radius is 100'/lvl and waves are cut by 50'.
- 25-WATER CORRIDOR TRUE (F) As Water Corridor,** except limit is 100'/lvl×6'×100'deep.
- 30-WATER BUBBLE TRUE (F) As Water Bubble,** except radius is 20' and there is no depth limit.
- 50-WATER MASTERY (F) DURATION:** C
RANGE:10'/lvl Total control of water within range; this means he can use one of the lower spells on this lists each rnd.

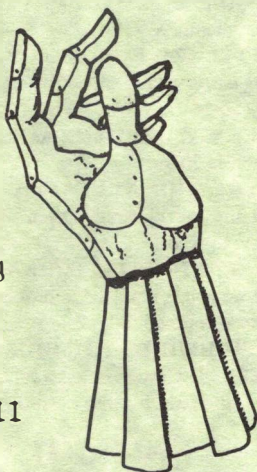
SPEED

- 1-RUN (U★)DURATION:**10 min/lvl **RANGE:**
 S Caster may run (2× walking pace) without tiring, but once he stops or performs some other action the spell is cancelled.
- 3-SPEED I (U★) DURATION:**1 rnd **RANGE:** S
 Caster may act at twice his normal rate, but must spend a number of rounds equal to the rounds speeded at half rate(immediately afterwards). Suggested rules for handling this are in section 7.4 of the rules.
- 5-SPEED II (U★) As Speed I,** except duration is 2 rounds.
- 6-HASTE I (U★) As Speed I,** except no half rate rounds are required.
- 7-SPEED III (U★) As Speed I,** except duration is 3 rounds.
- 8-SPRINT (U★) As Run,** except caster may move at 3× walking pace.
- 9-HASTE II (U★) As Haste I,** except duration is 2 rounds.
- 10-FAST SWIM (U★) As Run,** except caster swims double normal pace.
- 11-SPEED V (U★) As Speed I,** except duration is 5 rounds.
- 12-HASTE III (U★) As Haste I,** except duration is 3 rounds.
- 15-HASTE V (U★) As Haste I,** except duration is 5 rounds.
- 17-FAST SPRINT (U★) As Run,** except caster may move at 4× walking pace.
- 20-SPEED X (U★) As Speed I,** except duration is 10 rounds.
- 25-HASTE X (U★) As Haste I,** except duration is 10 rounds.
- 30-SPEED TRUE (U★) As Speed I,** except duration is until caster sleeps, rests or cancels the spell(maximum is 24 hr.).
- 50-HASTE TRUE (U★) As Haste I,** except duration is until caster sleeps, rests or cancels the spell(maximum of 24 hr.).

HEALING GAUNTLET OF SKAL

+4 Lay Healing spell adder
 All healing done with gauntlet on
 has ½ normal recovery time
 All operations take but ½ the
 normal time
 Gauntlet will heal 4-40 hits
 on contact 4x per day
 (not useable on wearer)
 Patient guaranteed of 100% recovery
 when gauntlet used

Fashioned of very fine steel mesh
 and bronze plates, the gauntlet will
 fit any Lay Healer-



CLOSED MENTALIST SPELL LISTS

MIND MASTERY	SOLID MANIPULATION	TELEKINESIS	MIND'S DOOR	MOVEMENT	
1) STORING	WARM STONE	TELEKINESIS I c		LEAPING *	(1
2) PRESENCE (20') *	WARM METAL	STAVING 5 c		LANDING *	(2
3) INNER WALL	WARM SOLID	TELEKINESIS 5 c		LEVITATION	(3
4)	HEAT STONE	STAVING 25 c		WIND DRIFT	(4
5) RECALL	HEAT METAL	TELEKINESIS II c	LEAVING (100')	UNDERWATER MOVEMENT	(5
6) MISFEEL KIND ● c	HEAT SOLID	STAVING II c		FLY (1mph)	(6
7) OBSERVATION	CHILL SOLID	TELEKINESIS 25 c		LEVITATION	(7
8) INNER WALL II		STAVING 50 c	LEAVING (300')	LONG DIVE *	(8
9)		TELEKINESIS 50 c			(9
10) MISFEEL CALLING ● c	CRACKS CALL	HURLING I	LONG DOOR (50')	MERGING	(10
11) CORRELATION	HEAT SOLID	STAVING 100 c	LEAVING (500')	FLY (5mph)	(11
12) MISFEEL POWER ● c	CHILL SOLID	TELEKINESIS 100 c	LONG DOOR (100')	LANDING TRUE *	(12
13) INNER WALL III	CRUMBLE	HURLING 5		LEVITATION	(13
14)	BOWBREAK	STAVING 200 c		PASSING	(14
15) UNPRESENCE c	STONE DOOR	TELEKINESIS III c	LORD LEAVING	FLY (10mph)	(15
16)	METAL DOOR	STAVING III c	LONG DOOR (300')		(16
17) INNER WALL	BLADEBREAK	TELEKINESIS 200 c		GREAT MERGE	(17
18) TOTAL RECALL	LOCKBREAK	HURLING 25	LONG DOOR (500')		(18
19) MISFEEL ● c	SOLID DOOR	STAVING 500 c			(19
20) INNER WALL TRUE	MOLD STONE	TELEKINESIS 500 c	MIND'S DOOR (1mi)	MERGE TRUE	(20
25) OBSERVATION TRUE	MOLD METAL	HURLING III	LEAVING TRUE	FLY (20mph)	(25
30) CORRELATION TRUE	MOLD SOLID	HURLING 50	MIND'S DOOR (100mi)	PASSING TRUE	(30
50) MIRRORMIND C	TRANSMUTATION	TELEKINESIS TRUE c	MIND'S DOOR TRUE	MASTER OF MOVEMENT	(50

MIND-MASTERY

1-STORING (S) DURATION: until a spell is cast
RANGE: S Caster may cast this spell and any other spell he wants to store; then the stored spell may be cast at any time, with no preparation. The Storing spell costs the same number of power points as the spell stored and no other spell may be cast while a spell is stored.

2-PRESENCE (P★) As Presence on the base mentalist Presence List, except range is only 20'.

3-INNER WALL I (P) DURATION: 1 min./lvl
RANGE: S Caster gets +5 on his RR versus mind attacks.

5-RECALL (P) DURATION:— RANGE: S Caster gets a 25% chance of recalling some key fact or occurrence from his subconscious, which could relate to the current situation (could be from his background or something he has forgotten).

6-MISFEEL KIND (P●) DURATION: C
RANGE: S Caster appears to be of any race he chooses, to magical or mental detections.

7-OBSERVATION (P) DURATION:—
RANGE: 100' Caster gains insight or facts by observing a person or thing with intense concentration (i.e. room, item, etc.).

8-INNER WALL II (P) As Inner Wall I, except add is 10.

10-MISFEEL CALLING (P●) As Misfeel Kind, except profession may be misrepresented.

11-CORRELATION (P) DURATION: 1 topic
RANGE: S Caster is able to correlate known facts to obtain conclusions (i.e. help is given by gamesmaster based on a roll).

12-MISFEEL POWER (P●) As Misfeel Kind, except level may be misrepresented.

13-INNER WALL III (P) As Inner Wall I, except add is 15.

15-UNPRESENCE (P) As Misfeel Kind, except caster appears to have no presence.

17-INNER WALL V (P) As Inner Wall I, except add is 25.

18-TOTAL RECALL (P) As Recall, except recall is automatic and in effect gives caster a photographic memory.

19-MISFEEL (P●) DURATION: C RANGE: S
Allows caster to use all of the "misfeel" spells at once.

20-INNER WALL TRUE (P) As Inner Wall I, except add is 50.

25-OBSERVATION TRUE (P) As Observation, except any and all detail in even a large situation may be noticed.

30-CORRELATION TRUE (P) As Correlation, except no roll is involved and obtaining conclusions is automatic.

50-MIRRORMIND (D) DURATION: C
RANGE: S Caster reflects all mind attacks back on the attacker who must then make a RR.

SOLID MANIPULATION (Inanimate)

1-WARM STONE (F) DURATION: 24 hr.
RANGE: T 1 cu' of stone/lvl can be warmed up to 100°F.

2-WARM METAL (F) As Warm Stone, except 6 cu' of metal/lvl are warmed.

3-WARM SOLID (F) As Warm Stone, except can affect any solid inanimate, non-metal material.

4-HEAT STONE (F) DURATION: 1 min./lvl
RANGE: T As Warm Stone except temperature limit is 500°, and it takes 1 rnd for each 100°, caster is immune to this heat.

5-HEAT METAL (F) As Heat Stone, except 6 cu' of metal/lvl are heated.

6-HEAT SOLID (F) As Heat Stone, except affects any inanimate, non-metal material.

7-CHILL SOLID (F) As Heat Stone, except chill any solid, inanimate material down to 0°F.

10-CRACKS CALL (F) DURATION:—
RANGE: 100' Any previous cracks or flaws in material up to 10' x 10' x 10' section will extend to their limit.

11-HEAT SOLID (F) As above, except there is no limit to temperature (until solid melts).

12-CHILL SOLID (F) As above, except limit is -200°F, temp. drops 100°/rnd and caster is immune to this cold.

13-CRUMBLE (F) As Cracks Call, except material with cracks will crumble to dust.

14-BOWBREAK (F) DURATION:—
RANGE: 100' Will break a piece of wood up to 1' in diameter.



- 15-STONE DOOR (F) DURATION: P RANGE:**
T Creates doorway through stone 3'x6'x1'.
- 16-METAL DOOR (F) As Stone Door,** except doorway can be 3'x6'x1" through metal.
- 17-BLADEBREAK (F) As Bowbreak,** except a piece of metal can be broken, up to 3" in diameter.
- 18-LOCKBREAK (F) DURATION: P RANGE:**
T Causes a lock to break; it can be broken in a locked or unlocked state.
- 19-SOLID DOOR (F) As Stone Door,** except doorway can be in any inanimate material and it can be 3'x6' with a depth of: 1'/lvl for stone and 3'/lvl for all other materials.
- 20-MOLDSTONE (F) DURATION: P RANGE:**
T May shape by molding with hands lcu' of stone as if putty and then allow it to harden.
- 25-MOLD METAL (F) As Mold Stone,** except may mold metal.
- 30-MOLD SOLID (F) As Mold Stone,** except may mold any material.
- 50-TRANSMUTATION (F) DURATION: P RANGE:** T May transmute 1 oz. of material into another non-magical material that the caster has a sample of (usable once/day).

TELEKINESIS

- 1-TELEKINESIS I (F) DURATION: C RANGE:**100' Can move one object, up to 1 lb in mass, 1'/second with no acceleration. Living beings or items in contact with a living being get normal RR based on the living being.
- 2-STAYING 5 (F) DURATION: C RANGE:**100' Exerts 5 lbs of pressure on a person or object. Object cannot be moved by Staying alone, and pressure can only be in one direction.
- 3-TELEKINESIS 5 (F) As Telekinesis I,** except mass limit is 5 lb.
- 4-STAYING 25 (F) As Staying 5,** except pressure limit is 25 lb.
- 5-TELEKINESIS II (F) As Telekinesis I,** except 2 objects of 5 lb total mass may be moved; or one object of 5 lb mass may be moved at a range of 200'.
- 6-STAYING II (F) As Staying 5,** except 2 objects may be affected with 5 lb. total pressure; or Staying 5 can be used at 200'.
- 7-TELEKINESIS 25 (F) As Telekinesis I,** except mass limit is 25 lb.
- 8-STAYING 50 (F) As Staying 5,** except pressure limit is 50 lb.
- 9-TELEKINESIS 50 (F) As Telekinesis I,** except mass limit is 50 lb.
- 10-HURLING I (F) DURATION:**1 rnd
RANGE:10' Caster may "hurl" one object of 1 lb. or less with sufficient force to deliver an attack on the Shock Bolt Table, using the elemental attack rules and impact critical strikes.
- 11-STAYING 100 (F) As Staying 5,** except pressure limit is 100 lb.
- 12-TELEKINESIS 100 (F) As Telekinesis I,** except mass limit is 100 lb.
- 13-HURLING 5 (F) As Hurling I,** except mass limit is 5 lb and the concussion hits indicated on the Shock Bolt Table are tripled.
- 14-STAYING 200 (F) As Staying 5,** except pressure limit is 200 lb.
- 15-TELEKINESIS III (F) As Telekinesis II,** except total mass limit is 25 lb and three objects may be moved or the range extended to 300' for one object.
- 16-STAYING III (F) As Staying II,** except total pressure limit is 25 lb and three objects may be affected or the range extended to 300' for one object.

- 17-TELEKINESIS 200 (F) As Telekinesis I,** except mass limit is 200 lb.
- 18-HURLING 25 (F) As Hurling I,** except mass limit is 25 and concussion hits are 5x.
- 19-STAYING 500 (F) As Staying 5,** except pressure limit is 500 lb.
- 20-TELEKINESIS 500 (F) As Telekinesis I,** except mass limit is 500 lb.
- 25-HURLING III (F) As Hurling I,** except may hurl 1 object 300' or 3 objects 100' at the same target.
- 30-HURLING 50 (F) As Hurling I,** except mass limit is 50 lb and concussion hits are x5 and there is +50 added to the attack roll.
- 50-TELEKINESIS TRUE (F) DURATION:**1 rnd/lvl
RANGE:300' For the duration of the spell, the caster may use any lower level spell that affects 1 object. See note.

BRACE OF BURK TAGGA

Born of the isle of Vulm Shryac, this brace became known for its command of the great waters. It was truly the greatest prize of the great captain Burk Tagga.

+2 spell device; predicts storms at sea within 2 days; locates dry shores within 20 miles; fires a Water Bolt twice a day.

Copper inlaid on gold; weight 2 oz. Glows on command.



MIND'S DOOR

- 5-LEAVING (F) DURATION:— RANGE: S**
Caster is teleported to a point up to 100' away, but there can be no intervening barriers in a direct line between him and the point (for these purposes a barrier is anything he could not physically go through; a closed door is a barrier).
- 8-LEAVING (F) As above,** except caster can move 300'.
- 10-LONG DOOR (F) As Leaving,** except caster can pass through barriers by specifying exact distances. The caster can only move 50'.
- 11-LEAVING (F) As above,** except caster can move 500'.
- 12-LONG DOOR (F) As above,** except caster can move 100'.

- 15-LORD LEAVING (F) As Leaving,** except caster can move 100'/lvl up to 2000'.
- 16-LONG DOOR (F) As above,** except caster can move 300'.
- 18-LONG DOOR (F) As above,** except caster can move 500'.
- 20-MIND'S DOOR (F) DURATION:— RANGE: S** If caster has established mental contact with an intelligent being, he can teleport him if the being cooperates. Movement limit is 1 mile.
- 25-LEAVING TRUE (F) As Leaving,** except movement is limited only by the barrier restriction (on a flat plain this would be the horizon).
- 30-MIND'S DOOR (F) As above,** except limit is 100 miles.
- 50-MIND'S DOOR TRUE (F) As Mind's Door,** except that there is no movement limit.

MOVEMENT

- 1-LEAPING (F★) DURATION:— RANGE: S**
Allows caster to leap 50' laterally or 20' vertically.
- 2-LANDING (F★) DURATION:— RANGE: S**
Allows caster to land safely in a fall up to 20'/lvl, and to take that distance off the severity of any longer fall.
- 3-LEVITATION (F) DURATION:**1 min./lvl
RANGE: S Allows caster to move up and down vertically 10'/rnd., horizontal movement is possible only through normal means.
- 4-WIND DRIFT (F) DURATION:**1 min./lvl
RANGE: S Caster becomes weightless with no magical movement control. Weight gradually returns at the end of the duration.
- 5-UNDERWATER MOVEMENT (F) DURATION:**10 min./lvl
RANGE: S Caster can take action underwater as if on land.
- 6-FLY (F) DURATION:**1 min./lvl
RANGE: S Caster can fly at a rate of 15'/rnd(or 1 MPH).
- 7-LEVITATION (F) As above,** except rate is 50'/rnd.
- 8-LONG DIVE (F★) DURATION:— RANGE: S**
Caster can safely dive up to 50'/lvl if water deep enough is present.
- 10-MERGING (F) DURATION:**1 min./lvl
RANGE: S Caster can merge into any solid inanimate material(up to 1' in depth), is inactive and unaware of surrounding activity.
- 11-FLY (F) As above,** except rate is 75'/rnd.
- 12-LANDING TRUE (F★) As Landing,** except caster can land safely from any fall 99% of the time.
- 13-LEVITATION (F) As above,** except rate is 200'/rnd.
- 14-PASSING (F) DURATION:**1 min./lvl
RANGE: S Caster can pass through any inanimate material up to 1'/lvl.
- 15-FLY (F) As above,** except rate is 150'/rnd.
- 17-GREAT MERGE (F) As Merging,** except caster may turn within the material and see outside the material if within 6" of the surface(cannot cast spells).
- 20-MERGE TRUE (F) As Great Merge,** except caster can throw spell on himself while merged.
- 25-FLY (F) As above,** except rate is 300'/rnd.
- 30-PASSING TRUE (F) As Passing,** except caster can pass through as much material as the duration allows at a rate of 10'/rnd.
- 50-MASTER OF MOVEMENT (F) DURATION:**1 min./lvl
RANGE: S Caster may use the abilities of any one of the spells on this list each rnd, for the number of rnds as the duration of this spell.

PRESENCE

- 1-PRESENCE (P★) DURATION:** C
RANGE:10'/lvl Caster is aware of the presence of all sentient/thinking beings within his range.
- 2-FEEL (P★) DURATION:** C RANGE:10'/lvl Caster gets general idea of the race and lvl of one being; being must first be located by Presence.
- 5-MIND STORE (I★) DURATION:**—
RANGE:10'/lvl Caster stores mental pattern of target; can be later used to locate specific person through Feel or Finding.
- 6-MIND TYPING (I★) DURATION:**—
RANGE:10'/lvl Caster gets race, profession, and level of target.
- 7-FINDING (I) DURATION:** C
RANGE:100'/lvl Caster gets direction and distance to any unshielded mind which he has a mental pattern of from Mind Store.
- 8-DIRECTION (I) DURATION:**—
RANGE:1000'/lvl Caster gets direction to any unshielded Mind Stored mind he desires.
- 9-PRESENCE TRUE (P★) DURATION:** C
RANGE:100'/lvl Can get presences in one 50' radius area up to 100'/lvl away.
- 10-AWARENESS (I★) DURATION:** C
RANGE:10'/lvl As Presence, plus a general knowledge of the actions of each being (e.g. being is casting a spell, but not what spell is being cast).
- 11-DIRECTION (I) As above, except range is 1 mile/lvl.**
- 12-FEEL TRUE (I) As Presence True, except that Feel can be cast instead of Presence.**
- 14-MASS FEEL (I) As Feel, except caster may "feel" one being per round.**
- 15-MIND TYPING TRUE (I) As Feel True, except that Mind Typing can be cast instead of Feel.**
- 18-FINDING (I) As above, except range is 1 mile/lvl.**
- 20-AWARENESS TRUE (I★) As Awareness, except that very detailed knowledge of actions is given.**

MIND MERGE

- 1-EMPATHY (I) DURATION:**1 rnd./lvl (C)
RANGE:10' Caster gets target's basic feelings.
- 3-EMOTIONS (I) DURATION:**1 rnd./lvl (C)
RANGE:50' Caster feels target's emotions in detail.
- 4-MERGE WITH MENTALIST (P) DURATION:** C RANGE: T Allows two mentalism spell users to interchange thoughts and power points.
- 5-THOUGHTS (IM) DURATION:**1 rnd./lvl (C)
RANGE:100' Caster receives surface thoughts from target, if target makes his RR by more than 25 he realizes what is happening.
- 6-MIND MERGE (P) DURATION:** C RANGE: T Allows caster and target to interchange thoughts; if both are mentalism spell users they can interchange power points.
- 8-MIND MERGE (P) As above, except 100' range.**
- 10-INNER THOUGHTS (IM) As in Thoughts, except caster also gets reasoning and thought patterns behind surface thoughts.**
- 11-READY MERGE (P★) DURATION:** C
RANGE:100'/lvl As in Mind Merge, except caster and target must have merged before.

MENTALIST BASE SPELL LISTS

PRESENCE	MIND MERGE	MIND CONTROL
1) PRESENCE●*c	EMPATHY	QUESTION
2) FEEL *c		SLEEP
3)	EMOTIONS	CHARM KIND
4)	MERGE w/MENTALIST	CALM
5) MIND STORE *	THOUGHTS	CONFUSION
6) MIND TYPING *	MIND MERGE c	FEAR
7) FINDING (100'/L) c		SUGGESTION
8) DIRECTION (1000'/L)	MIND MERGE (100') c	HOLD KIND
9) PRESENCE TRUE *c		EMOTIONS
10) AWARENESS *c	INNER THOUGHTS	MASTER OF KIND
11) DIRECTION (1mi/L)	READY MERGE *c	COMA
12) FEEL TRUE *c		TRUE CHARM
13)	MIND SWITCH	
14) MASS FEEL *c		
15) MIND TYPING TRUE *c	MIND SCAN	GEAS
16)		TRUE HOLD
17)		
18) FINDING (1mi/L) c	MIND MERGE (50'/L) c	MIND BREAK
19)		
20) AWARENESS TRUE *c	MIND PROBE	TRUE SLEEP
25) FINDING (5mi/L) c	MIND SWITCH TRUE	TRUE GEAS
30) DIRECTION TRUE	THOUGHT STEAL	MIND CONTROL TRUE
50) FINDING TRUE c	READY MERGE TRUE *	MIND MASTER

13-MIND SWITCH (M) DURATION:1 day
RANGE: T Target and caster switch minds and spell abilities; target may not move if he is not a mentalist.

15-MIND SCAN (IM) As in Inner Thoughts, except caster also can scan target's conscious memories.

18-MIND MERGE (P) As above, except range is 50'/lvl and caster must know the location of the target mentally or through some other means.

20-MIND PROBE (IM) As in Mind Scan, except caster can probe target's subconscious memories (i.e. all experiences).

MIND CONTROL

- 1-QUESTION (M) DURATION:**— RANGE:10'
Target must answer a single-concept question truthfully.
- 2-SLEEP (M) DURATION:**— RANGE:50' Target falls into natural sleep.
- 3-CHARM KIND (M) DURATION:**10 min./lvl
RANGE:50' Humanoid target believes caster is a good friend.
- 4-CALM (M) DURATION:**1 min./lvl
RANGE:100' Target will take no offensive action, will fight only in self-defense.
- 5-CONFUSION (M) DURATION:**1 rnd/5% failure
RANGE:100' Target is incapable of making decisions or initiating action; may continue to fight current foes or in self-defense.
- 6-FAIR (M) DURATION:**1 min./10% failure
RANGE:100' Target fears caster and attempts to flee.

7-SUGGESTION (M) DURATION: V
RANGE:10' Target will follow a single suggested act that was not completely alien to him (i.e. suicide, blinding himself, etc.).

8-HOLD KIND (M) DURATION: C
RANGE:50' Target is held to 25% of normal action.

9-EMOTIONS (M) DURATION:1 min./lvl
RANGE:100' Causes any desired emotion.

10-MASTER OF KIND (M) DURATION:10 min./lvl
RANGE:10' Target must obey the caster as specified in Suggestion.

11-COMA (M) DURATION:1 day/10% failure
RANGE:100' RR MOD: +20 Causes coma.

12-TRUE CHARM (M) As Charm Kind except works on any sentient creature.

15-GEAS (M) DURATION: V RANGE:10'
Target is given one task, failure results in a penalty determined by the gamesmaster.

16-TRUE HOLD (M) DURATION: C
RANGE:50' RR MOD: -20 Target is paralyzed and can do nothing.

18-MIND BREAK (M) DURATION: P
RANGE:50' Target is a vegetable.

20-TRUE SLEEP (M) DURATION:1 min./10% failure
RANGE:100' RR MOD: -20 Target is unconscious and unawakeable.

SENSE CONTROL

- 1-DISTRACTION (M) DURATION:** C
RANGE: 100' Target is at -30 for all actions.
- 2-NUMBING (M) DURATION:** C RANGE: 100'
Random limb is numb and useless.

MENTALIST BASE SPELL LISTS

SENSE CONTROL	MIND ATTACK	MIND SPEECH
DISTRACTION c	JOLTS I	MENTALIST TONGUE *c (1
NUMBING c	HESITATION	(2
BLUR VISION C	MINOR PAIN	MIND TONGUE (100') *c (3
MINOR SENSE CONTROL c	SHOCK A	(4
AUDIO ATTACK	JOLTS III	(5
AUDIO CONTROL c		MIND TONGUE (500') *c (6
FUMBLE	PARALYZE I	(7
VISION CONTROL c	SHOCK B	(8
VISION ATTACK	MAJOR PAIN	MIND SPEECH (10') *c (9
NERVE STUN	MIND SHOUT (10') *	MIND TONGUE (1000') *c (10
HALLUCINATION c	JOLTS V	(11
	PARALYZE III	MIND SPEECH (100') *c (12
SENSE CONTROL II c	SHOCK C	(13
		FRIEND SPEECH (10') *c (14
SENSORY OVERLOAD	MIND SHOUT (50') *	MIND SPEECH (300') *c (15
SENSE CONTROL III c	SHOCK D	WAITING TONGUE (16
	PARALYZE V	(17
SENSE CONTROL IV c	JOLTS X	MIND TONGUE (1 mi) *c (18
SENSORY DEPRIVATION	MIND SHOUT (100') *	FRIEND SPEECH (100') *c (19
SENSE CONTROL V c	SHOCK E	MIND SPEECH (2000') *c (20
LONG CONTROL c	GREAT SHOUT *	MIND TONGUE (1mi/L) *c (25
SENSE CONTROL TRUE	MIND SHOUT (300') *	WAITING SPEECH (30
PRIVATE WORLD	SHOUT TRUE *	FAR MIND SPEECH (50

20th - 50th lvl spell descriptions are on pg 22

3-BLUR VISION (M) DURATION: C RANGE: 100' Target is at -100 for missiles; -50 for all other actions.

4-MINOR SENSE CONTROL (M) DURATION: C RANGE: 100' Causes false sensations in any one of: smell, taste or touch.

5-AUDIO ATTACK (M) DURATION: 1 rnd/10% failure RANGE: 100' Loud sound stuns target.

6-AUDIO CONTROL (M) DURATION: C RANGE: 100' Causes target to hear any sound(s) desired.

7-FUMBLE (M) DURATION: — RANGE: 100' Target fumbles weapon or items in hands.

8-VISION CONTROL (M) DURATION: C RANGE: 100' Causes target to see whatever the caster desires.

9-VISION ATTACK (M) DURATION: 1 rnd/10% failure RANGE: 100' Bright vision blinds target.

10-NERVE STUN (M) DURATION: 1 rnd/10% failure RANGE: 100' Target is totally numbed; is at -75 for all actions; and is stunned.

11-HALLUCINATION (M) DURATION: C RANGE: 100' Target sees a nonexistent foe, and must fight him until the foe is dead (foe has same capabilities as target but does no damage).

13-SENSE CONTROL II (M) DURATION: C RANGE: 100' Causes false sensations in sight and hearing.

15-SENSORY OVERLOAD (M) DURATION: 1 rnd/5% failure RANGE: 100' Overloads senses: 01-50% failure = stun, more than 51% = unconsciousness.

16-SENSE CONTROL III (M) Same as Sense Control II except affects any three senses.

18-SENSE CONTROL IV (M) Same as Sense Control II except affects any four senses.

19-SENSORY DEPRIVATION (M) DURATION: 1 day/10% failure RANGE: 100' Total sensory deprivation, i.e. no sensory input.

20-SENSE CONTROL V (M) Same as Sense Control II except affects all senses.



HEADBAND OF CALIME

+3 Mentalist adder
Stores one Mentalist spell
Doubles range of all spells on 'Presence' list
+15% to Mental attacks

MIND ATTACK

1-JOLTS I (M) DURATION: 1 rnd RANGE: 100' Target stunned.

2-HESITATION (M) DURATION: 1 rnd/10% failure RANGE: 100' Target hesitates in any nondefensive action.

3-MINOR PAIN (M) DURATION: — RANGE: 100' Target takes 25% of his remaining concussion hits (i.e. those not already taken).

4-SHOCK A (M) DURATION: V RANGE: 100' Target takes an "A" shock critical strike.

5-JOLTS III (M) As Jolts I, except duration is 3 rnd.

7-PARALYZE I (M) DURATION: 1 rnd/10% failure RANGE: 100' Target paralyzed.

8-SHOCK B (M) As Shock A, except shock critical is a "B."

9-MAJOR PAIN (M) As Minor Pain, except 50% of remaining concussion hits are taken.

10-MIND SHOUT (M★) DURATION: 1 rnd/10% failure RANGE: 10'R Everyone within the radius is a target, all failing to resist are stunned.

11-JOLTS V (M) As Jolts I, except duration is 5 rnd.

12-PARALYZE III (M) As Paralyze I, except duration is 3 rnd/10% failure.

13-SHOCK C (M) As Shock A, except shock critical is a "C."

15-MIND SHOUT (M★) As above, except range is 50'R.

16-SHOCK D (M) As Shock A, except shock critical is a "D."

17-PARALYZE V (M) As Paralyze I, except duration is 5 rnd/10% failure.

18-JOLTS X (M) As Jolts I, except duration is 10 rnd.

19-MIND SHOUT (M★) As above, except range is 100'R.

20-SHOCK E (M) As Shock A, except shock critical is an "E."

NOTE: Shock critical strikes are rolled on the Electricity Critical Strike Table.

MIND SPEECH

1-MENTALIST TONGUE (I★) DURATION: C RANGE: 100' Caster may mentally speak to another spell caster of the mentalism realm.

3-MIND TONGUE (I★) DURATION: C RANGE: 100' Caster may mentally speak to any one thinking being.

6-MIND TONGUE (I★) As above, except range is 500'.

9-MIND SPEECH (I★) DURATION: C RANGE: 10'R Caster can broadcast thoughts to minds of all within range.

10-MIND TONGUE (I★) As above, except range is 1000'.

12-MIND SPEECH (I★) As above, except range is 100'R.

14-FRIEND SPEECH (I★) DURATION: C RANGE: 10'R As Mind Speech, except caster can limit broadcast to desired beings.

15-MIND SPEECH (I★) As above, except range is 300'R.

16-WAITING TONGUE (I) DURATION: V RANGE: 100' 25 word mental message can be set to release; timed up to 24 hours, or keyed to any being or a specific person through Mind Store.

18-MIND TONGUE (I★) As above, except range is 1 mile.

19-FRIEND SPEECH (I★) As above, except range is 100'R.

20-MIND SPEECH (I★) As above, except range is 2000'R.

PAST VISIONS

1-ORIGINS (I) DURATION:— RANGE: T
Gives a general idea of the place of origin of an item.

2-DETECT CURSE (I) DURATION:— RANGE: T Detects if a curse is on an item.

3-VISION BEHIND (I) DURATION: C
RANGE: T Caster gets a vision of the past up to 1 min/lvl (includes sight and sound). Vision must be associated with a place or item. Caster is in a trance as long as he concentrates.

4-POWER LORE (I) DURATION:— RANGE: T
Gives the origins of an item's power.

5-VISION GUIDE (I) DURATION: V RANGE: T
When cast just before a "Vision Behind" spell, it gives the caster the ability to scan the past by "feeling" the time location of significant events.

6-ITEM VISION (I) DURATION:— RANGE: T
Gives a vision of a significant event in the item's past.

8-VISION BEHIND (I) As above, except time range is 1 hr/lvl.

10-DELVING (I) DURATION:— RANGE: T
Gives significant details concerning an item's construction and purpose (not specific powers).

11-VISION BEHIND (I) As above, except time range is 1 day/lvl.

13-PAST STORE (I★) DURATION:— RANGE: S Caster may cast this spell while in a Vision Behind; it saves an image of a person or place that can later be used by another Vision Behind to key in on the saved image in another place or time.

14-CURSE ANALYSIS (I) DURATION:— RANGE: T Gives an analysis of the origin of a curse, the source of its power and an idea of its effectiveness.

15-VISION BEHIND (I) As above, except time range is 1 yr/lvl.

20-VISION LOCATION (I) DURATION:— RANGE: S If caster has general information concerning an event or place, casting this spell before a Vision Behind will cause the Vision Behind to key on the event most closely matching the description.

25-VISION BEHIND (I) As above, except time range is 10 yr/lvl.

30-VISION BEHIND (I) As above, except time range is 100 yr/lvl.

50-VISION BEHIND TRUE (I) As Vision Behind, except there is no time range limitation.

MIND VISIONS

1-QUESTION I (M) DURATION:— RANGE:10' Target must answer one, single-concept question. Question is asked and answered mentally.

3-QUESTION III (M) As Question I, except target must answer 3 questions(1/rnd).

5-THOUGHTS (M) DURATION:1 rnd/lvl(C)
RANGE:100' Caster receives surface thoughts from target, if the target makes his RR by more than 50 he realizes what was attempted.

6-MIND TYPING (I★) DURATION:— RANGE:10'/lvl Caster gets race, profession and level of target.

7-TRUTH I (I) DURATION:1 min. RANGE:10'
Caster knows when anyone within the range is lying.

10-INNER THOUGHTS (M) As Thoughts, except caster also gets reasoning and thought patterns behind surface thoughts.

SEER BASE SPELL LISTS

PAST VISIONS

- 1) ORIGINS
- 2) DETECT CURSE
- 3) VISION BEHIND c
- 4) POWER LORE
- 5) VISION GUIDE
- 6) ITEM VISION
- 7)
- 8) VISION BEHIND (1hr/L) c
- 9)
- 10) DELVING
- 11) VISION BEHIND (1dy/L) c
- 12)
- 13) PAST STORE
- 14) CURSE ANALYSIS
- 15) VISION BEHIND (1yr/L) c
- 20) VISION LOCATION
- 25) VISION BEHIND (10yr/L) c
- 30) VISION BEHIND (100yr/L) c
- 50) VISION BEHIND TRUE

MIND VISIONS

- QUESTION I
- QUESTION III
- THOUGHTS c
- MIND TYPING *
- TRUTH I
- INNER THOUGHTS c
- TRUTH III
- TRUTH V
- MIND SCAN c
- PAST TRUTH
- MIND PROBE c
- THOUGHT STEAL
- TRUTH TRUE

TRUE PERCEPTION

- PRESENCE *c
- DETECT ILLUSION
- MIND STORE *
- ANALYSIS *
- FINDING (100'/L) c
- MIND TYPING *
- AWARENESS (30') *c
- LONG EAR c
- AWARENESS (10'/L) *c
- LONG MIND STORE *
- LONG MIND TYPING *
- FINDING (1mi/L) c
- LONG SENSE c
- FINDING (5mi/L) c
- LONG SENSE (1mi/L) c
- LONG SENSE TRUE c
- FINDING TRUE c



11-TRUTH III (I) As Truth I, except duration is 3 min.

13-TRUTH V (I) As Truth I, except duration is 5 min.

15-MIND SCAN (M) As in Inner Thoughts, except caster also gets target's conscious memories (at a rate of one scene/rnd).

20-PAST TRUTH (I) As Truth I, except that it can be cast during a Vision Behind spell (on Past Visions list), and detects lying from anyone speaking in the vision.

25-MIND PROBE (M) As Mind Scan, except caster can probe target's subconscious memories (i.e. all experiences).

30-THOUGHT STEAL (M) DURATION:1 rnd/lvl RANGE:100' Caster can remove one thought or memory from the target's mind each round.

50-TRUTH TRUE (I) As Truth I, except duration is 1 min/lvl.

3-MIND STORE (I★) DURATION:— RANGE:10'/lvl Caster stores the mental pattern of target; can be used later to locate specific person through Finding.

4-ANALYSIS (I★) DURATION:— RANGE:10'/lvl Caster can determine one of the following concerning a target: profession, race or level.

5-FINDING (I) DURATION: C
RANGE:100'/lvl Caster gets direction and distance to any unshielded Mind Stored mind he desires.

6-MIND TYPING (I★) As Analysis, except all three things can be determined.

7-AWARENESS (I★) DURATION: C
RANGE:30'R As Presence, plus a general knowledge of the actions of each being within radius (e.g. being is casting a spell, but not what spell is being cast.)

8-LONG EAR (U) As Long Eye on the True Sight list, except caster can hear instead of see.

10-AWARENESS (I★) As above, except radius is 10'/lvl.

11-LONG MIND STORE (I★) As Mind Store, except range is 100'/lvl if target is sensed (mentally or sight).

13-LONG MIND TYPING (I★) As Mind Typing, except range is 100'/lvl if target is sensed (mentally or sight).

14-FINDING (I) As above, except range is 1 mile/lvl.

15-LONG SENSE (U) As Long Ear, except all senses are involved.



TRUE PERCEPTION

1-PRESENCE (P★) DURATION: C
RANGE:10'/lvl Caster is aware of the presence of all sentient/thinking beings within his range.

2-DETECT ILLUSION (U) DURATION:— RANGE: S Caster can detect the slight imperfections that exist in one illusion.

SEER BASE SPELL LISTS

<u>FUTURE VISIONS</u>	<u>SENSE THROUGH OTHERS</u>	<u>TRUE SIGHT</u>	
INTUITIONS I	ANIMAL SIGHT (100') c	WATERSIGHT c	(1)
		NIGHTSIGHT c	(2)
INTUITIONS III	ANIMAL SENSE (100') c	WOODSIGHT c	(3)
DREAM I		WATCH c	(4)
INTUITIONS V	SIGHT MERGE (100') c	LONG EYE (10'/L) c	(5)
ANTICIPATIONS I	ANIMAL SIGHT (300') c	SEE INVISIBLE c	(6)
		STONESIGHT c	(7)
DREAMS II	ANIMAL SENSE (300') c	IRONSIGHT c	(8)
SPELL ANTICIPATIONS		ILLUSIONSIGHT c	(9)
INTUITIONS X	SIGHT MERGE (300') c	WATCH (10'/L) c	(10)
DREAMS III	ANIMAL SIGHT (500') c	METALSIGHT c	(11)
	SENSORY MERGE (100') c	UTTERDARKSIGHT c	(12)
ANTICIPATIONS III	ANIMAL SENSE (500') c	WATCH II c	(13)
		WATCH (100'/L) c	(14)
INTUITIONS TRUE	SIGHT MERGE (500')	WAITING WATCH c	(15)
ANTICIPATIONS V	ANIMAL SENSE (1mi/L) c	WALLSIGHT c	(20)
LORD DREAM	SIGHT MERGE (1mi/L) c	LONG EYE (100'/L) c	(25)
ANTICIPATIONS TRUE	SENSORY MERGE (1mi/L) c	WATCH TRUE	(30)
SPELL ANTICIPATION T.	SENSORY MERGE TRUE	SIGHT TRUE	(50)



20-FINDING (I) As above, except range is 5 mile/lvl.

25-LONG SENSE (U) As above, except range is 1 mile/lvl.

30-LONG SENSE TRUE (U) As Long Sense, except range is unlimited.

50-FINDING TRUE (I) As Finding, except no range limit.

FUTURE VISIONS

1-INTUITIONS I (I) DURATION:— RANGE: S Gains vision of what will probably happen if he takes a specified action, within the next minute.

3-INTUITIONS III (I) As Intuitions I, except extends 3 min. into the future.

4-DREAM I (P) DURATION: sleep RANGE: S Caster has a dream relating to a topic decided upon just before retiring.

5-INTUITIONS V (P) As Intuitions I, except extends 5 min. into the future.

6-ANTICIPATIONS I (P) DURATION:— RANGE:100' Predicts the most probable action of a being in the next round (i.e. attack, cast spell; but not spell or target).

8-DREAMS II (P) As Dreams I, except limit is 2 dreams/night on different topics.

9-SPELL ANTICIPATIONS (P) As Anticipations, except spell to be cast and target are known.

10-INTUITIONS X (P) As Intuitions I, except extends 10 min. into the future.

11-DREAMS III (P) As Dreams I, except limit is 3 dreams/night on different topics.

13-ANTICIPATIONS III (P) As Anticipations I, except the actions of 3 beings may be predicted.

15-INTUITIONS TRUE (P) As Intuitions, except extends 1 min/lvl into the future.

20-ANTICIPATIONS V (P) As Anticipations I, except actions of 5 beings may be predicted.

30-LORD DREAM (P) As Dream I, except limit is 5 dreams/night on any combination of topics the caster chooses.

25-ANTICIPATIONS TRUE (P) As Anticipations I, except all actions of all beings within 100' of caster are known.

50-SPELL ANTICIPATION TRUE (P) As Anticipations True, except spell type and target are known as well as the actions.

SENSE THROUGH OTHERS

1-ANIMAL SIGHT (P) DURATION: C RANGE:100' Caster can see through the eyes of any non-intelligent animal in range. The animal must be seen or located via Presence or located via Mind Store/Finding (for the initial contact only).

3-ANIMAL SENSE (P) As Animal Sight, except all of the animal's senses can be used.

5-SIGHT MERGE (P) As Animal Sight, except any being may be used.

6-ANIMAL SIGHT (P) As above, except range is 300'.

8-ANIMAL SENSE (P) As above, except range is 300'.

10-SIGHT MERGE (P) As above, except range is 300'.

11-ANIMAL SIGHT (P) As above, except range is 500'.

12-SENSORY MERGE (P) As Sight Merge(100'), except all of the being's senses can be used.

13-ANIMAL SENSE (P) As above, except range is 500'.

15-SIGHT MERGE (P) As above, except range is 500'.

20-ANIMAL SENSE (P) As above, except range is 1 mile/lvl.

25-SIGHT MERGE (P) As above, except range is 1 mile/lvl.

30-SENSORY MERGE (P) As above, except range is 1 mile/lvl.

50-SENSORY MERGE TRUE (P) As above, except range is unlimited.

TRUE SIGHT

1-WATERSIGHT (U) DURATION: C RANGE: S Caster can see through 10'/lvl of even murky water as if it were day.

2-NIGHTSIGHT (U) As Watersight, except caster can see in normal darkness.

3-WOODSIGHT (U) As Watersight, except caster can see through 1'/lvl of wood.

4-WATCH (U) DURATION: C RANGE: S Caster can pick a point up to 10' away and he will have a field of vision from that point; he can rotate but not move (there can be intervening objects such as walls).

5-LONG EYE (U) DURATION: C RANGE:10'/lvl Caster's point of vision may be moved independently of him, up to 100' away (10'/rnd); but he would have to be able to physically go there (i.e. he could not send his point of vision thru walls or closed doors).

6-SEE INVISIBLE (U) As Watersight, except caster can see invisible objects.

7-STONESIGHT (U) As Woodsight, except caster can see through 6"/lvl.

8-IRONSIGHT (U) As Woodsight, except caster can see through 1"/lvl of iron or steel.

9-ILLUSIONSIGHT (U) As Watersight, except all illusions can be seen through.

10-WATCH (U) As above, except point of vision can be up to 10'/lvl away.

11-METALSIGHT (U) As Ironsight, except any non-enchanted metal can be seen through.

12-UTTERDARKSIGHT (U) As Nightsight, except caster may also see through magically created darkness.

13-WATCH II (U) As Watch, except 2 points up to 100' away may be observed simultaneously.

14-WATCH (U) As above, except range is 100'/lvl.

15-WAITING WATCH (U) DURATION:1 day/lvl RANGE: S As Watch(100'), except caster doesn't have to concentrate until the spell is triggered by some movement that could be seen from the watch point; caster must be within 100' when triggered.

20-WALLSIGHT (U) As Woodsight, except caster can see through any non-enchanted wall.

25-LONG EYE (U) As above, except range is 100'/lvl.

30-WATCH TRUE (U) As Watch(100'/lvl), except caster need not concentrate, and the duration is 1 min/lvl.

50-SIGHT TRUE (U) DURATION: 1 min/lvl RANGE: S Caster can see through any and all inanimate material within 10'/lvl.

MUSCLE MASTERY

- 1-SPRAIN REPAIR (H) DURATION:** P
RANGE: T Allows caster to repair 1 sprain; requires a 1 hour operation.
- 3-MUSCLE REPAIR I (H) DURATION:** P
RANGE: T Allows caster to repair 1 damaged muscle; requires 1 min. operation and 1 day of recovery time/muscle repaired.
- 4-TENDON REPAIR I (H) DURATION:** P
RANGE: T Allows caster to repair 1 tendon; requires 1 min. operation and 1 day of recovery time/tendon repaired.
- 5-LIMB PRESERVATION (H)^s DURATION:** 1 day/1vl RANGE: T Allows caster to prevent the deterioration of 1 limb (even while severed); requires the use of Bone Mastery Limb Preservation spell as well.
- 6-MUSCLE REPAIR III (H) As Muscle Repair I,** except that caster can repair 3 damaged muscles.
- 7-TENDON REPAIR III (H) As Tendon Repair I,** except that caster can repair 3 damaged tendons.
- 8-MUSCLE REPAIR TRUE (H) As Muscle Repair,** except that caster can repair (not replace) 1 muscle in target's body; requires 1 minute operation.
- 9-JOINING (H★)^s DURATION:** P RANGE: T Allows caster to reattach limb, but requires use of Nerve & Organ Mastery, Blood Mastery, and Bone Mastery Joining spells in order to restore functional status; limb is fully functional in 10-100 days.
- 10-TENDON REPAIR TRUE (H) As Tendon Repair,** except that caster can repair (not replace) 1 tendon in target's body; requires 1 minute operation.
- 11-SOFT STRUCTURE REPAIR (H) DURATION:** P RANGE: T Allows caster to repair all tendon and muscle damage in target's body; requires 1 hour operation and 1-10 days recovery.
- 12-MUSCLE TRANSPLANT (H) DURATION:** P RANGE: T Allows caster to transplant a healthy muscle; operation takes 1 hr; recovery time 1-10 days; chance of rejection—10% if same race; 50% if other humanoid.
- 14-MUSCLE REGENERATION (H) DURATION:** P RANGE: T Allows caster to regenerate 1 muscle; regrowth takes 1-10 days, depending on extent of loss.
- 15-TENDON REGENERATION (H) DURATION:** P RANGE: T Allows caster to regenerate 1 tendon; regrowth takes 1-10 days, depending on extent of loss.

CONCUSSION MASTERY

- 1-HEAL (H) DURATION:** P RANGE: T Target is healed of 1-10 concussion hits.
- 2-STUN RELIEF I (H★) DURATION:** — RANGE: T Target is relieved of 1 round's worth of accumulated stun.
- 3-FROST/BURN RELIEF I (H) DURATION:** — RANGE: T Will heal one area of mild frostbite or 1st degree burn.
- 4-REGENERATION I (H★) DURATION:** C RANGE: T Will reduce damage target takes /rd by 1 hit/rd as long as caster concentrates.
- 5-AWAKENING (H) DURATION:** — RANGE: T Target is instantly awake.
- 6-FROST/BURN RELIEF II (H) As above,** except 2 areas of mild damage or 1 area of moderate damage (e.g. 2nd degree burn) healed.
- 7-HEAL (H) As above,** except target healed of 5-50 hits.

LAY HEALER BASE SPELL LISTS

MUSCLE MASTERY	CONCUSSION MASTERY	BONE MASTERY
1) SPRAIN REPAIR	HEAL 1-10	BONE LORE
2)	STUN RELIEF I *	MINOR FRACTURE REPAIR
3) MUSCLE REPAIR I	FROST/BURN RELIEF I	CARTILAGE REPAIR I
4) TENDON REPAIR I	REGENERATION I * ^c	MAJOR FRACTURE REPAIR
5) LIMB PRESERVATION	AWAKENING	LIMB PRESERVATION *
6) MUSCLE REPAIR III	FROST/BURN RELIEF II	SKULL REPAIR
7) TENDON REPAIR III	HEAL 5-50	JOINT REPAIR
8) MUSCLE REPAIR TRUE	STUN RELIEF III *	MINOR FRACTURE REPAIR TRUE
9) JOINING *	FROST/BURN RELIEF III	JOINING *
10) TENDON REPAIR TRUE	REGENERATION II *	CARTILAGE REPAIR TRUE
11) SOFT STRUCTURE REPAIR	HEAL 10-100	MAJOR FRACTURE REPAIR TRUE
12) MUSCLE TRANSPLANT	FROST/BURN RELIEF IV	SKULL REPAIR TRUE
13)	STUN RELIEF V *	BONE TRANSPLANT
14) MUSCLE REGENERATION	STUN RELIEF *	SHATTER REPAIR
15) TENDON REGENERATION	REGENERATION III *	JOINT REPAIR TRUE
20) JOINING TRUE *	HEAL 20-200	JOINING TRUE *
25) MUSCLE REGENERATION TRUE	HEAL TRUE	CARTILAGE REGENERATION
30) TENDON REGENERATION TRUE	FROST/BURN RELIEF TRUE	BONE REGENERATION
50) SOFT STRUCTURE REP. TR.	STUN RELIEF TRUE	SKELETAL REGENERATION

8-STUN RELIEF III (H★) As above, except target is relieved of 3 rounds of accumulated stun effects.

9-FROST/BURN RELIEF III (H) As above, except 3 areas of mild damage or 1 area of severe damage (e.g. 3rd degree burn) or combination of 1 mild and 1 moderate area healed.

10-REGENERATION II (H★) As above, except target's damage reduced by 2 hits/rd.

11-HEAL (H) As above, except target healed of 10-100 hits.

12-FROST/BURN RELIEF IV (H) As above, except 4 mild, 2 moderate, 1 mild and 1 severe or 2 mild and 1 moderate area(s) of damage healed.

13-STUN RELIEF V (H★) As above, except target is relieved of 5 rounds accumulated stun effects.

14-STUN RELIEF (H★) As above, except any 1 target within 100' of L.H. is relieved of 1 round accumulated stun effects.

15-REGENERATION III (H★) As above, except target's damage reduced by 3 hits/rd.

BONE MASTERY

1-BONE LORE (H) DURATION: — RANGE: T Caster acquires complete understanding of any bone damage, including the tools and methods required for healing; caster does not receive the skill or power necessary to perform the cure.

2-MINOR FRACTURE REPAIR (H) DURATION: P RANGE: T Allows caster to mend simple fractures (not compound fractures, shatters, joint damage, etc.); 1 fracture/spell cast; recovery time 1 day; does not work on skull fractures.

3-CARTILAGE REPAIR I (H) DURATION: P RANGE: T Allows caster to repair all the cartilage centered around 1 joint (i.e. 1 section); recovery time 1 day.

4-MAJOR FRACTURE REPAIR (H) As Minor Fracture Repair, except that caster can also repair compound fractures.

5-LIMB PRESERVATION (H★)^s DURATION: 1 day/1vl RANGE: T Allows caster to prevent the deterioration of 1 limb (even while severed); requires use of Muscle Mastery Limb Preservation spell as well.

6-SKULL REPAIR (H) DURATION: P RANGE: T Allows caster to mend skull fractures (but not shattered skull areas); 1 fracture/spell cast; recovery time 1-10 days.

7-JOINT REPAIR (H) DURATION: P RANGE: T Allows caster to repair one broken (but not shattered) joint; recovery time 1-10 days.

8-MINOR FRACTURE REPAIR TRUE (H) As Minor Fracture Repair, except recovery is instantaneous.

9-JOINING (H★)^s DURATION: P RANGE: T Allows caster to reattach limb, but requires use of Nerve & Organ Mastery, Blood Mastery, and Muscle Mastery Joining spells in order to restore functional status; recovery time 10-100 days.

10-CARTILAGE REPAIR TRUE (H) As Cartilage Repair, except recovery is instantaneous.

11-MAJOR FRACTURE REPAIR TRUE (H) As Major Fracture Repair, except recovery is instantaneous.

12-SKULL REPAIR TRUE (H) As Skull Repair, except recovery is instantaneous.

13-BONE TRANSPLANT (H) DURATION: P RANGE: T Allows caster to transplant a healthy bone; operation takes 1 hr; recovery time 1-10 days; chance of rejection—10% if same race, 50% if other humanoid.

14-SHATTER REPAIR (H) DURATION: P RANGE: T Allows caster to repair any 1 broken

LAY HEALER BASE SPELL LISTS

BLOOD MASTERY

FLOW STOPPAGE III
CLOTING I
CUT REPAIR I
CLOTING III
MINOR VESSEL REPAIR III
CUT REPAIR III
VEIN REPAIR I
ARTERIAL REPAIR I
JOINING *
FLOW STOPPAGE TRUE
LIFEKEEPING
CLOTING TRUE
UNCLOTING
CUT REPAIR TRUE
JOINING TRUE
REGULATIONS
NEW BLOOD
BLOOD REPAIR TRUE

PROSTHETICS

MEASURES
MOLD WOOD
FIT WOOD
ANIMATION (8hrs)
MOLD GLASS
FIT GLASS
ANIMATION (24hrs)
MOLD NORMAL METAL
FIT NORMAL METAL
ARTIFICIAL FLESH
ANIMATION (1week)
FIT ENCHANTED MATERIALS
ANIMATION (1mo)
ARTIFICIAL FLESH TRUE
ANIMATION (1yr)
ANIMATION (1yr/L)
ANIMATION TRUE

NERVE & ORGAN MASTERY

NUMBING
NASAL REPAIR
MINOR NERVE REPAIR
MINOR EAR REPAIR
ORGAN PRESERVATION
MINOR EYE REPAIR
MAJOR NERVE REPAIR
MAJOR EAR REPAIR
JOINING *
MAJOR EYE REPAIR
LIFEKEEPING
NERVE REPAIR TRUE
ORGAN TRANSPLANT
ORGAN REPAIR
MINOR BRAIN REPAIR
JOINING TRUE *
NERVE REGENERATION
ORGAN REGENERATION
BRAIN REGENERATION

20th - 50th lvl spell descriptions are on pg 22

ken or shattered bone (even in skull); requires 1 hr operation and 1-10 days recovery time.

15-JOINT REPAIR TRUE (H) As Joint Repair, except that recovery is instantaneous.

BLOOD MASTERY

1-FLOW STOPPAGE III (H) DURATION:— RANGE: T Allows caster to reduce a target's blood loss by 3 hits/rd.; target cannot be moved without reopening flow.

2-CLOTING I (H) DURATION:— RANGE: T Allows caster to reduce a target's blood loss by 1 hit/rd.; target can move at up to walking pace.

3-CUT REPAIR I (H) DURATION: P RANGE: T Allows caster to repair a wound that bleeds at rate of 1 hit/rd.

4-CLOTING III (H) As above, except that blood loss reduction is 3 hits/rd.

5-MINOR VESSEL REPAIR III (H) DURATION: P RANGE: T Allows caster to repair any damaged blood vessel that bleeds at up to 3 hits/rd.

6-CUT REPAIR III (H) As above, except that caster can repair wound of 3 hits/rd.

7-VEIN REPAIR I (H) DURATION: P RANGE: T Allows caster to repair any one damaged vein; target cannot move (under own power) without reopening wound.

8-ARTERIAL REPAIR I (H) DURATION: P RANGE: T Allows caster to repair any one damaged artery; target cannot move (under own power) without reopening wound.

9-JOINING (H★) DURATION: P RANGE: T Allows caster to reattach severed limb; requires all Base Lay Healer Joining spells and 12 hours; limb is then fully functional.

10-FLOW STOPPAGE TRUE (H) As above, except that the reduction of blood loss is by 1 hit per level of caster/rd (e.g. if caster 10th level, loss reduction is 10 hits/rd.).

11-LIFEKEEPING (H) DURATION: 1 hr/lvl RANGE: T Target is kept in a state of suspended animation and prevented from dying for 1 hr./lvl of caster.

12-CLOTING TRUE (H) As above, except that it will stop extreme bleeding from any one wound.

13-UNCLOTING (H) DURATION: P RANGE: T Allows caster to remove any one blood clot; will counter "Clotting Curse."

15-CUT REPAIR TRUE (H) As above, except that it will stop bleeding and close any one wound.

PROSTHETICS

1-MEASURES (H) DURATION: — RANGE: T Allows Lay Healer to measure and memorize dimensions necessary to make false limb.

2-MOLD WOOD (H) DURATION: P RANGE: S Confers woodworking skills for making of artificial limb; skills last 1 day, time necessary to mold limb.

3-FIT WOOD (H) DURATION: 1 hr. RANGE: S Allows caster to fit wooden limb to body.

4-ANIMATION (H) DURATION: 8 hrs. RANGE: T Allows wearer to operate artificial limb at will for 8 hrs.

5-MOLD GLASS (H) DURATION: P RANGE: S Confers glassworking skills for 1 day; glasswork takes twice the time woodwork requires.

6-FIT GLASS (H) As Fit Wood; allows L.H. to fit glass limb.

7-ANIMATION (H) As above, except duration 24 hrs.

8-MOLD NORMAL METAL (H) As Mold Wood, except involves basic metal and molding time is four times that of wood.

9-FIT NORMAL METAL (H) As Fit Wood; allows caster to fit normal metal limb.

10-ARTIFICIAL FLESH (H) DURATION: 1 day RANGE: T Allows caster to make semi-realistic synthetic skin to cover limb; takes 1-10 days, depending on amount.

11-ANIMATION (H) As above, except duration 1 week.

13-FIT ENCHANTED MATERIALS (H) As Fit Wood; allows caster to fit limbs of enchanted materials.

15-ANIMATION (H) As above, except duration 1 month.

NERVE & ORGAN MASTERY

1-NUMBING (H) DURATION: 1 min/lvl RANGE: T Allows caster to stop or reduce feeling in a specific area of the body (6"cu); works to reduce pain with minor side effects (e.g. - 10 on given ability).

2-NASAL REPAIR (H) DURATION: P RANGE: T Allows caster to repair any nose damage short of complete nose loss; requires 1-60 min., depending on damage.

3-MINOR NERVE REPAIR (H) DURATION: P RANGE: T Allows caster to repair minor nerve damage; target regains feeling in 1-10 days.

4-MINOR EAR REPAIR (H) DURATION: P RANGE: T Allows caster to repair any exterior ear damage short of complete ear loss.

5-ORGAN PRESERVATION (H) DURATION: 1 day/lvl RANGE: T Allows caster to halt deterioration of any specific organ (e.g. eye, ear, liver).

6-MINOR EYE REPAIR (H) DURATION: P RANGE: T Allows caster to repair any minor eye damage (e.g. corneal scratch or removal of foreign object).

7-MAJOR NERVE REPAIR (H) As Minor Nerve Repair, except that caster can repair major nerve damage; recovery time 1-10 days.

8-MAJOR EAR REPAIR (H) As Minor Ear Repair, except that caster can repair any interior or exterior damage; hearing is restored in 1-10 days; note that complete replacement of the ear is an exception.

9-JOINING (H★) DURATION: P RANGE: T Allows caster to reattach limb, but requires use of Bone Mastery, Blood Mastery, and Muscle Mastery Joining spells in order to restore functional status; limb is fully functional in 10-100 days.

10-MAJOREYE REPAIR (H) As Minor Eye Repair, except that caster can repair any eye damage short of total eye loss (i.e. eye's destruction precludes repair); recovery in 1-10 days.

11-LIFEKEEPING (H) DURATION: 1 hr/lvl RANGE: T Allows caster to keep target in state of suspended animation, preventing death for 1 hr./lvl of caster.

12-NERVE REPAIR TRUE (H) As Nerve Repair, except that recovery is instantaneous.

13-ORGAN TRANSPLANT (H) DURATION: P RANGE: T Allows caster to transplant a healthy organ; operation takes 1 hr; recovery in 1-10 days; chance of rejection—10% if same race, 50% if other humanoid.

14-ORGAN REPAIR (H) DURATION: P RANGE: T Allows caster to repair any organ that has not been completely destroyed; recovery time 1-10 days.

15-MINOR BRAIN REPAIR (H) DURATION: P RANGE: T Allows caster to repair minor brain damage (including recovery from coma); note that experience lost is not restored (% lost permanently dependent on severity of damage); requires 1 hr operation and 1-10 days recovery time.

BARD BASE SPELL LISTS

LORE	CONTROLLING SONGS	SOUND CONTROL	SOUND PROJECTION	ITEM LORE	
1) STUDY I c	CALM SONG c	SILENCE (1')	LONGWHISPER (100') c	JEWEL & METAL ASSESSMENT	(1)
2) LEARN LANGUAGE II c	HOLDING SONG c	SONIC LAW (1') c	SOUNDING c	ITEM ASSESSMENT	(2)
3) LANGUAGE LORE	STUN SONG c		SONG SOUNDING (2x)	DETECT POWER	(3)
4) MIND'S LORE		SILENCE (10')	SONG II *	ITEM ANALYSIS	(4)
5) STUDY II c	SLEEP SONG c	SONIC LAW (10') c	LONGWHISPER (300') c	ASSESSMENT TRUE	(5)
6)	CHARM SONG c		SOUNDING c	SIGNIFICANCE	(6)
7) LEARN LANGUAGE III c	FEAR'S SONG c	SILENCE (to 10')	GREAT SONG (10')		(7)
8) MIND'S LORE III	CALM SONG TRUE c	CRACKS CALL	SONG SOUNDING (3x)	ORIGINS	(8)
9)	STUN SONG TRUE c		LONGWHISPER (500') c		(9)
10) STUDY III c	FORGETTING SONG	SILENCE (50')	SONG III	ITEM ANALYSIS II	(10)
11) PASSAGE ORIGIN c	CHARM SONG TRUE c	SONIC LAW (100')	SILENT SONG	DETECT CURSE	(11)
12) LEARN LANGUAGE IV c	PANIC SONG c		SONG SOUNDING (4x)		(12)
13) MIND'S LORE V	SONG OF MASTERY c	SHATTER	LONGWHISPER (1mi) c	SIGNIFICANCE TRUE	(13)
14)		WAITING SOUND	SONG V		(14)
15) STUDY V c	SLEEP SONG TRUE c	SONIC LAW (10'/L)	GREAT SONG (50')	ITEM ANALYSIS III	(15)
20) STUDY TRUE c	SONG TRUE c	CRUMBLE	SONG SOUNDING (5x)	ITEM ANALYSIS V	(20)
25) LEARN LANGUAGE V c	SONG OF MASTERY c	SILENCE (100')	GREAT SONG (100')	ORIGINS TRUE	(25)
30) MIND'S LORE TRUE	SONG OF COMA	MIND'S SONG	SONG SOUNDING (6x)	ITEM ANALYSIS VII	(30)
50) LEARN LANG. TRUE c	SLAYING SONG	SONIC LAW TRUE	SONG TRUE	ITEM ANALYSIS TRUE	(50)

LORE

1-STUDY I (P) DURATION: C RANGE: S Allows the caster to retain anything he reads or learns as if he had a photographic memory with total recall.

2-LEARN LANGUAGE II (P) DURATION: C RANGE: S Doubles the rate at which the caster can learn a language.

3-LANGUAGE LORE (P) DURATION:— RANGE: S Caster knows what language a piece of text is written in, and the author if he was noteworthy or the caster has seen his work.

4-MIND'S LORE I (M) DURATION: 1 rnd/1vl RANGE: 50' Caster can scan the target's mind; and receive up to 10% of the target's knowledge (conscious and unconscious) concerning one very specific topic. The 10% chance should be rolled for each piece of information that the target knows.

5-STUDY II (P) As Study I, except caster can also read at 2x normal rate.

7-LEARN LANGUAGE III (P) As Learn Language II, except rate is 3x.

8-MIND'S LORE III (M) As Mind's Lore I, except 30% of knowledge is obtained.

10-STUDY III (P) As Study II, except caster can read at 3x the normal rate.

11-PASSAGE ORIGIN (P) DURATION: C RANGE: S Caster can read a piece of text and tell if it has been translated; and if so what the original language was and possibly the author if he was noteworthy or the caster has seen his work.

12-LEARN LANGUAGE IV (P) As Learn Language II, except rate is 4x.

13-MIND'S LORE V (M) As Mind's Lore I, except 50% of knowledge is obtained.

15-STUDY V (P) As Study II, except caster read at 5x normal rate.

20-STUDY TRUE (P) As Study II, except caster can read as fast as he can glance at a page.

25-LEARN LANGUAGE V (P) As Learn Language II, except rate is 5x.

30-MIND'S LORE TRUE (M) As Mind's Lore I, except all knowledge is obtained.

50-LEARN LANGUAGE TRUE (P) DURATION: P RANGE: S If the caster has access to a being that knows a certain language, then he can learn the language as well as the given being knows it by touching the being and concentrating for 24 hrs.

CONTROLLING SONGS

1-CALM SONG (M) DURATION: C RANGE: 50' Target is calmed and cannot take any aggressive (offensive) action, while the caster plays/sings (concentrates).

2-HOLDING SONG (M) As Calm Song, except target can only take 25% of normal action.

3-STUN SONG (M) As Calm Song, except target is stunned.

5-SLEEP SONG (M) As Calm Song, except target falls into a light sleep.

6-CHARM SONG (M) As Calm Song, except target believes caster is a good friend.

7-FEAR'S SONG (M) As Calm Song, except target fears caster and attempts to get away from him.

8-CALM SONG TRUE (M) As Calm Song, except after the caster stops playing/singing the effect will continue for the number of rounds the caster has already played/sung (e.g. if the caster sings for 3 rnd then after he stops the target will remain calm for 3 more rnds).

9-STUN SONG TRUE (M) As Calm Song True, except target is stunned.

10-FORGETTING SONG (M) DURATION: P RANGE: 50' Target will forget what transpired in a certain period of time specified by the caster (within 1 day/1vl). The length of the time period is equal to the amount of time the caster plays/sings.

11-CHARM SONG TRUE (M) As Calm Song True, except target believes caster is his good friend.

12-PANIC'S SONG (M) As Calm Song, except target panics (routs) and flees, dropping or throwing away most of his equipment to speed his departure.

13-SONG OF MASTERY (M) As Calm Song, except target must obey the caster.

15-SLEEP SONG TRUE (M) As Calm Song True, except target falls asleep.

20-SONG TRUE (M) As any of the "Song True"'s above (caster's choice), except when the caster stops playing/singing the duration of the spell is 2x the time the caster has already played/sung.

25-SONG OF MASTERY (M) As Calm Song True, except target must obey caster.

30-SONG OF COMA (M) DURATION: V RANGE: 50' Target falls into a deep coma, from which he will awaken only if the caster cancels it or it is dispelled.

50-SLAYING SONG (M) As Song of Coma, except target dies instantly if his RR failure is more than 50.



SOUND CONTROL

- 1-SILENCE (F) DURATION:1 min./lvl
RANGE: S Any sounds originating within 1' of the caster's body cannot be heard outside the radius.
- 2-SONIC LAW (F) DURATION: C RANGE: S Caster may manipulate sound within 1' of his body. He can create any sound he wants, and if he desires, that sound can be heard outside the radius.
- 4-SILENCE (F) As above, except radius is 10'.
- 5-SONIC LAW (F) As above, except radius is 10'.
- 7-SILENCE (F) As above, except radius can be altered anywhere between 0 and 10'.
- 8-CRACKS CALL (F) DURATION:—
RANGE:100' Certain sound waves cause any cracks or flaws in material (up to 1000 cu') to expand to their limit.
- 10-SILENCE (F) As above, except radius is 50'.
- 11-SONIC LAW (F) As above, except radius is 100'.
- 13-SHATTER (F) DURATION:— RANGE: 10'
Causes a non-metal, inanimate object to shatter (up to 1 cu' in size).
- 14-WATING SOUND (F) DURATION:1 min./lvl
RANGE: T A set series of sounds can be concentrated upon and then delayed up to 24 hr., or until triggered by a specified sound.
- 15-SONIC LAW (F) As above, except radius is 10' /lvl.
- 20-CRUMBLE (F) As Cracks Call, except material with cracks will crumble to dust.
- 25-SILENCE (F) As above, except radius is 100'.
- 30-MIND'S SONG (M) DURATION:1 rnd/10% failure RANGE:50'R Everyone within the radius is a target, all failing are stunned due to ultrasonics (this includes animals).
- 50-SONIC LAW TRUE (F) DURATION:1 min./lvl RANGE:10' /lvl As Sonic Law, except sounds can be programmed, delayed, more than one at a time, and instantly changeable.

SOUND PROJECTION

- 1-LONG WHISPER (F) DURATION: C
RANGE:100' Caster can whisper and the whisper can be heard at any point within his range.

- 2-SOUNDING (F) DURATION: C RANGE: S
Caster's voice is amplified 2x.

- 3-SONG SOUNDING (F) DURATION: as the spell it is cast with RANGE: S Doubles the range of a spell on the Controlling Songs list, if cast just before that spell.

- 4-SONG II (F★) DURATION: as the spell it is cast with RANGE: S Allows the caster to affect 2 targets with a spell off the Controlling Songs list; this spell costs as much as the controlling spell, and is cast simultaneously with that spell.

- 5-LONG WHISPER (F) As above, except range is 300'.

- 6-SOUNDING (F) As above, except amplification is 5x.

- 7-GREAT SONG (F) As Song II, except everyone within a 10'R of the caster is a target of the control song used.

- 8-SONG SOUNDING (F) As above, except range is 3x.

- 9-LONG WHISPER (F) As above, except range is 500'.

- 10-SONG III (F) As Song II, except 3 targets may be affected.

- 11-SILENT SONG (F) DURATION: as the spell it is cast with RANGE: S When this spell is cast simultaneously with a spell off the Controlling Songs list, no one but the target will hear the song. Costs as much as the song it is cast with.

- 12-SONG SOUNDING (F) As above, except range is 4x.

- 13-LONG WHISPER (F) As above, except range is 1 mile.

- 14-SONG V (F) As Song II, except 5 targets may be affected.

- 15-GREAT SONG (F) As above, except radius is 50'.

- 20-SONG SOUNDING (F) As above, except range is 5x.

- 25-GREAT SONG (F) As above, except radius is 100'.

- 30-SONG SOUNDING (F) As above, except range is 6x.

- 50-SONG TRUE (F) DURATION:1 rnd./lvl
RANGE: S Any of the spells below can be cast at a rate of 1/rnd for the duration of the spell; any controlling songs used require casting and spell points.

Car's Pipe

Silent

+3 Bardic spell adder

Sounding x3

'Stun Song' once a day,
stuns target twice
as long as spell
lasts.



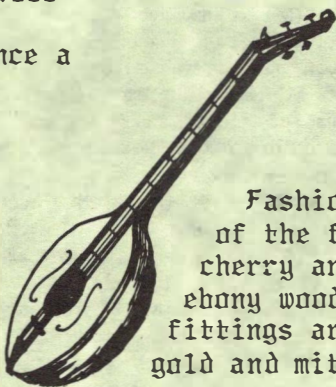
ITEM LORE

- 1-JEWEL & METAL ASSESSMENT (I) DURATION:— RANGE: T Caster can assess the value of jewels and metals to within 10% (allows him to calculate different values for the different cultures he is familiar with).
- 2-ITEM ASSESSMENT (I) As Jewel & Metal Assessment, except crafted items may be assessed (the magic capabilities are not included).
- 3-DETECT POWER (I) DURATION:1 rnd./lvl
RANGE: T Detects power in an item, but not the realm or how much.
- 4-ITEM ANALYSIS I (I) DURATION:—
RANGE: T Caster has a 10% chance for each ability of determining what enchanted abilities the item has. This includes all bonuses and item powers that are not spells (see optional rule section 9.9).
- 5-ASSESSMENT TRUE (I) As Item Assessment, except anything can be assessed, such as livestock, houses, boats, etc. (magical abilities are still not assessable).
- 6-SIGNIFICANCE (I) DURATION:— RANGE: T Determines if the item examined has any cultural or historical significance, but not specifically what significance.
- 8-ORIGINS (I) DURATION:— RANGE: T Gives the area of origin of the item, the race of the being who made it, and when it was made (within 100 years).
- 10-ITEM ANALYSIS II (I) As Item Analysis I, except there is a 20% chance for each ability.
- 11-DETECT CURSE (I) DURATION:—
RANGE: T Detects if an item has a curse on it.
- 13-SIGNIFICANCE TRUE (I) As Significance, except it determines the exact cultural and historical significance.
- 15-ITEM ANALYSIS III (I) As Item Analysis I, except there is a 30% chance for each ability.
- 20-ITEM ANALYSIS V (I) As Item Analysis I, except there is a 50% chance for each ability.
- 25-ORIGINS TRUE (I) As Origins, except it gives the exact place of origin, the being who made it and when it was made.
- 30-ITEM ANALYSIS VII (I) As Item Analysis I, except there is a 70% chance for each ability.
- 50-ITEM ANALYSIS TRUE (I) As Item Analysis I, except all abilities are known automatically.

LUTE OF KLAEN, eleven hard of Ty-Ar-Rana

'Sonic Law' 10' radius at will
+5 spell adder for Bards
Use any one option to enhance a
'Controlling Song':
Song Sounding x5
Song V
Great Song 50' radius

Once owned by one of the
greatest bards of all time,
the Lute is reputed to
have an intelligence of
its own...



Fashioned
of the finest
cherry and
ebony woods, its
fittings are of
gold and mithril.

EVIL MENTALIST BASE SPELL LISTS

<u>MIND EROSION</u>	<u>MIND SUBVERSION</u>	<u>MIND DEATH</u>	<u>MIND DISEASE</u>	<u>MIND DOMINATION</u>	
1) DULL MIND I	SUSPICION		INSOMNIA		(1)
2) CONFUSION	TRAIT SUBVERSION I	FORGET I	NEUROSIS	MIND LOCK c	(2)
3)	LYING	MIND BLANK I	GUILT	MIND INVASION c	(3)
4) DULL MIND II	TRAIT SUBVERSION II		PARANOIA		(4)
5) MIND EROSION I	CHEATING	FORGET X	PANIC	DEMONIC POSSESSION	(5)
6)			PHOBIA	TRANSFERRAL	(6)
7) DULL MIND III	STEALING	MIND BLANK III	SCHIZOPHRENIA		(7)
8)	TRAIT SUBVERSION III			SUBJUGATION c	(8)
9) DULL MIND IV		LORD FORGET	PSYCHOSIS		(9)
10) MIND EROSION II	AGGRAVATED THIEF	MIND DEATH I	CATATONIA	DEMONIC POSSESSION II	(10)
11)	TRAIT SUBVERSION V	LOST EXPERIENCE I	INSOMNIA TRUE	MIND SLAVE c	(11)
12) DULL MIND V					(12)
13)	ASSAULT	MIND BLANK V	GUILT TRUE	BANISHMENT c	(13)
14) DULL MIND VI		FORGET TRUE			(14)
15) MIND EROSION III	TRAIT SUBVERSION X	MIND DEATH II	PARANOIA TRUE	DEMONIC POSSESSION III	(15)
20) DULL MIND VII	HOMICIDE	MIND DEATH III	SCHIZOPHRENIA TRUE	MIND SLAVE TRUE	(20)
25) DULL MIND X	ASSASSINATION	LOST EXPERIENCE II	PSYCHOSIS TRUE	DEMONIC POSSESSION IV	(25)
30) MIND EROSION V	TRAIT SUBVERSION TRUE	MIND DEATH V	CATATONIA TRUE	TRANSFERRAL TRUE	(30)
50) MIND EROSION TRUE	SUICIDE	MIND DEATH TRUE	MIND DISEASE TRUE	BANISHMENT TRUE	(50)

MIND EROSION

- 1-DULL MIND I (M)** DURATION:1 month/5% failure RANGE:100' Target has one of his mental characteristics temporarily lowered (5 in a 1-100 system, 1 in a 3-18 system). If a system of temporary/permanent characteristics is used the temporary characteristic(statistic) is lowered, until the character goes up a level. Mental characteristics include: presence, empathy, intuition, memory, reasoning, self-discipline, wisdom, intelligence, charisma, etc.
- 2-CONFUSION (M)** DURATION:1 day/5% failure RANGE:100' Target is mentally bewildered; he has only a 50% chance of making a decision every rnd.
- 4-DULL MIND II (M)** As Dull Mind I, except decrease is 10 (2 for 3-18).
- 5-MIND EROSION I (M)** As Dull Mind I, except decrease is permanent.
- 7-DULL MIND III (M)** As Dull Mind I, except decrease is 15 (3 for 3-18).
- 9-DULL MIND IV (M)** As Dull Mind I, except decrease is 20 (4 for 3-18).
- 10-MIND EROSION II (M)** As Mind Erosion I, except decrease is 10 (2 for 3-18).
- 12-DULL MIND V (M)** As Dull Mind I, except decrease is 25 (5 for 3-18).
- 14-DULL MIND VI (M)** As Dull Mind I, except decrease is 30 (6 for 3-18).
- 15-MIND EROSION III (M)** As Mind Erosion, except decrease is 15 (3 for 3-18).
- 20-DULL MIND VII (M)** As Dull Mind I, except decrease is 40 (8 for 3-18).
- 25-DULL MIND X (M)** As Dull Mind I, except decrease is 50 (10 for 3-18).
- 30-MIND EROSION V (M)** As Mind Erosion I, except decrease is 25 (5 for 3-18).

50-MIND EROSION TRUE (M) As Mind Erosion I, except one mental characteristic can be reduced to 1.

MIND SUBVERSION

- 1-SUSPICION (M)** DURATION:1 day/5% failure RANGE:100' Target suspects the actions of his associates(gamester may give descriptions that arouse actual player's own suspicions).
- 2-TRAIT SUBVERSION I (M)** As Suspicion, except one of the target's personal traits is perverted; such traits might include: kindness, loyalty, thrift, cheerfulness, reverence, etc.
- 3-LYING (M)** As Suspicion, except on any statement there is a 20% chance the target lies.
- 4-TRAIT SUBVERSION II (M)** As Trait Subversion I, except 2 traits may be perverted.
- 5-CHEATING (M)** As Suspicion, except target will attempt to cheat on all matters (such as splitting loot, card games, etc.).
- 7-STEALING (M)** As Suspicion, except target is a kleptomaniac and has a 10% chance of attempting to steal anything that catches his fancy, if it does not involve violence.
- 8-TRAIT SUBVERSION III (M)** As Trait Subversion I, except 3 traits may be perverted.
- 10-AGGRAVATED THIEF (M)** As Stealing, except target will use violence to steal.
- 11-TRAIT SUBVERSION V (M)** As Trait Subversion I, except 5 traits may be perverted.
- 13-ASSAULT (M)** As Suspicion, except there is a 5% chance target will assault a person when he encounters him.
- 15-TRAIT SUBVERSION X (M)** As Trait Subversion I, except 10 traits may be perverted.

20-HOMICIDE (M) As Assault, except target attempts to kill.

25-ASSASSINATION (M) As Assault, except target will mark a person and then plan to assassinate him and escape.

30-TRAIT SUBVERSION TRUE (M) As Trait Subversion I, except it is permanent.

50-SUICIDE (M) As Suspicion, except whenever the target is injured or suffers humiliation or fails in something, he will attempt suicide in some imaginative way.



AMULET OF DEMIK DRAC

x2 spell multiplier;
user becomes a "shadow"
at will; permits use of
any 1 "MYSTICAL CHANGE"
per day (up to 15th lvl);
changes color with shift
in weather.

Layered, laminated surface
of emeralds on platinum.

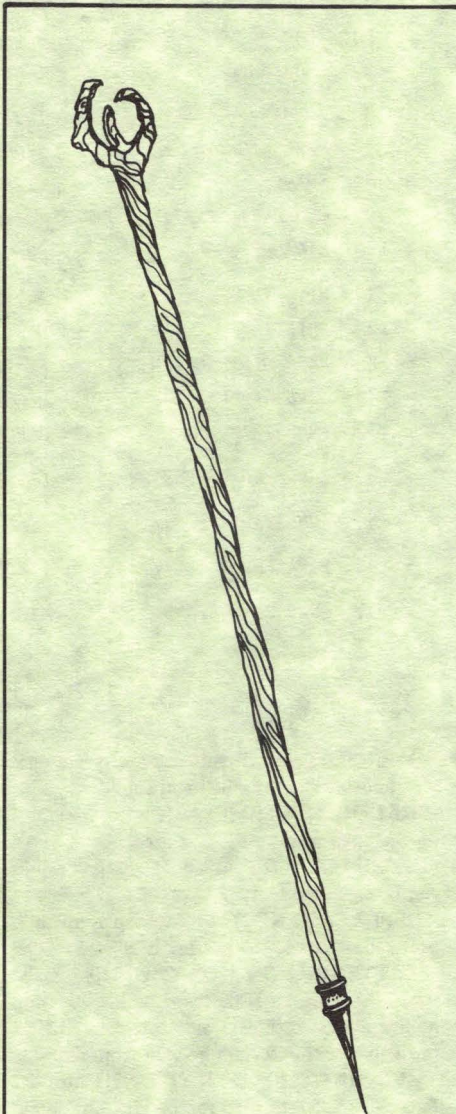
MIND DEATH

- 2-FORGET I (M)** DURATION: P RANGE:100' Target forgets 10 min. totally, caster's choice.
- 3-MIND BLANK I (M)** DURATION:1 rnd RANGE:100' Target's mind is temporarily blank and he can do nothing.
- 5-FORGET X (M)** As Forget I, except 100 min. can be erased.
- 7-MIND BLANK III (M)** As Mind Blank I, except duration is 3 rnd.
- 9-LORD FORGET (M)** As Forget I, except 200 min. can be erased.
- 10-MIND DEATH I (M)** DURATION: P RANGE:50' Target's mind is blanked as in Mind Blank I at random for 10 min. each and every day.
- 11-LOST EXPERIENCE I** DURATION: P RANGE: 50' Target loses 5% of his collected experience (usually experience points).
- 13-MIND BLANK V (M)** As Mind Blank I, except duration is 5 rnd.
- 14-FORGET TRUE (M)** As Forget I, except 1 hr./lvl can be erased.
- 15-MIND DEATH II (M)** As Mind Death I, except the target blanks out twice/day.
- 20-MIND DEATH III (M)** As Mind Death I, except the target blanks out 3×/day.
- 25-LOST EXPERIENCE II (M)** As Lost Experience I, except loss is 10%.
- 30-MIND DEATH V (M)** As Mind Death I, except the target blanks out 5×/day.
- 50-MIND DEATH TRUE (M)** As Mind Death I, except the target has a 5% chance of blanking out each rnd.

MIND DISEASE

- 1-INSOMNIA (M)** DURATION: P RANGE:100' Target has trouble sleeping; he is at -25 on all activity after suffering this for 2 days (until cured).
- 2-NEUROSIS (M)** DURATION: P RANGE:100' Target has a dislike for a specific type thing the caster chooses; target has a 50% chance of avoiding the thing when given the choice until cured (e.g. neurosis concerning horses would mean that every time the target tried to get on or near a horse he would only have a 50% chance).
- 3-GUILT (M)** As Insomnia, except target becomes guilty over some incident in his past; he will not perform such an action again.
- 4-PARANOIA (M)** As Insomnia, except target believes every one is out to get him.
- 5-PANIC (M)** As Insomnia, except target will panic and flee in any personally dangerous situation.
- 6-PHOBIA (M)** As Neurosis, except target fears the thing and has a 25% chance he will be able to control himself concerning the thing, while there is a 10% he will flee from the thing.
- 7-SCHIZOPHRENIA (M)** As Insomnia, except target develops a 2nd personality of another alignment, which will be active 10% of the time(at random).
- 9-PSYCHOSIS (M)** As Phobia, except target has self-control concerning the thing 10% of the time and flees 50% of the time.
- 10-CATATONIA (M)** As Insomnia, except target drifts in and out of a catatonic state; every hour there is a 25% chance he will become catatonic for one hour.

- 11-INSOMNIA TRUE (M)** As Insomnia, except target cannot sleep at all, except by a spell (he adds 50 to his RR against all sleep spells); if he gets no sleep, he will slowly go mad.
- 13-GUILT TRUE (M)** As Guilt, except target will take actions to atone for his guilt incident every day that he fails a normal RR.



STAFF OF BAAK

+4 Essence spell adder
x2 damage to fire spells
Continuous 'Heatarmour'
Staff will burst into
flame on command (no
harm is done to wielder)

Fashioned of dark brown wood, the bottom of the staff is tipped with a spike of indestructible black metal. The staff has no other markings.

- 15-PARANOIA TRUE (M)** As Paranoia, except target will not trust or associate with anyone more than 1 hr.
- 20-SCHIZOPHRENIA TRUE (M)** As Schizophrenia, except 2nd personality is active 50% of the time.
- 25-PSYCHOSIS TRUE (M)** As Psychosis, except target has no chance of self-control and will flee 90% of the time; he will slowly go mad if held near the thing he fears.
- 30-CATATONIA TRUE (M)** As Catatonia, except every hour there is a 95% chance he will be catatonic.
- 50-MIND DISEASE TRUE (M)** DURATION: P RANGE:100' Target may be given any mental disease that the caster chooses.

MIND DOMINATION

- 2-MIND LOCK (M)** DURATION: C RANGE:100' Caster and target are locked in mental contact until: 1) the caster ceases concentration, or 2) either the caster or target has a RR failure of 30 or greater(RR's must be made against each other every rnd); the one failing by 30, becomes unconscious; neither can take any action.
- 3-MIND INVASION (M)** DURATION: C RANGE:100' Target is frozen in mental combat, but caster has 50% activity.
- 5-DEMONIC POSSESSION I** DURATION: V RANGE:100' Target is controlled by a type I demon (level 1-2); more RR rolls can be made once/day to regain self-control; demon is random, maniacal and homicidal.
- 6-TRANSFERRAL (M)** DURATION: V RANGE: T Caster transfers his essence into the target and the target's essence is imprisoned. Caster may only function at ½ his normal level. Target may make more RR rolls; they can be made once/day to regain self-control; when this happens the caster is returned to his own body which has been in suspended animation.
- 8-SUBJUGATION (M)** DURATION: C RANGE:100' Target must obey the will of the caster.
- 10-DEMONIC POSSESSION II (M)** As Demonic Possession I, except demon is type II (level 3-5).
- 11-MIND SLAVE (M)** As Subjugation, except target is a zombie until he makes his once/day RR; on any round that the caster concentrates, the target will obey his will.
- 13-BANISHMENT (M)** As Mind Slave, except target's essence is in agony and the body will obey anyone's verbal commands(each action commanded can take one rnd); conflicts mean the target does nothing.
- 15-DEMONIC POSSESSION III (M)** As Demonic Possession I, except demon is type III (level 6-10).
- 20-MIND SLAVE TRUE (M)** As Mind Slave, except caster need not concentrate to command.
- 25-DEMONIC POSSESSION IV (M)** As Demonic Possession I, except demon is type IV (level 11-15).
- 30-TRANSFERRAL TRUE (M)** As Transferral, except target gets his RR once/month, and every time he fails his chance to successfully resist decreases by 1.
- 50-BANISHMENT TRUE (M)** As Banishment, except target gets his RR once/month and every time he fails his chance to successfully resist decreases by 5.

CONFUSING WAYS

- 1-DISTRACTION (M)** DURATION: C RANGE:100' Target is at -30 for all actions.
- 2-CONFUSION (M)** DURATION:1 rnd/5% failure RANGE:100' Target is incapable of making decisions or initiating action; may continue to fight current foes or in self-defense.
- 3-BLUR VISION (M)** DURATION: C RANGE:100' Target is at -100 for missiles; -50 for all other actions.
- 4-FEAR (M)** DURATION:1 min./10% failure RANGE:100' Target fears caster and attempts to flee.
- 5-UNBALANCE (M)** DURATION:— RANGE:100' Target becomes unbalanced; if he is moving he trips and falls(1-4 rnds), if he is performing a maneuver he fails it.
- 6-FUMBLE (M)** As Unbalance, except target fumbles weapon or item in his hands.
- 7-HALLUCINATION (M)** DURATION: C RANGE:100' Target sees a nonexistent foe, and must fight him until foe is dead(foe has same capabilities as target but does no damage).
- 8-SPIN (F)** DURATION:— RANGE:50' Target is spun about 180°, taking 1 rnd/20% failure to recover.
- 9-WEAPON ALTERATION (M)** DURATION:1 rnd/lvl RANGE:100' Target weapon is altered to appear to him that it is some other weapon, with which he must fight.
- 10-MIRAGES (M)** DURATION: C RANGE:100' Target sees all moving things clearly, but the caster can control the scene through which they move.
- 11-BLINDING (M)** DURATION:1 rnd/10% failure RANGE:100' Target is blinded for the first rnd and every other rnd after that.
- 12-SHIFTING (M)** DURATION: 1 rnd/10% failure RANGE:100' Target sees moving things shifted between 6" and 18" from where they really are; any attack he makes against a moving foe has a 50% chance of having no effect.
- 13-MASS DISTRACTION (M)** DURATION: C RANGE:300' Up to the caster's lvl in targets can be distracted as in Distraction, if they are all in the caster's field of vision.
- 14-WORD OF FEAR (M★)** As Fear, except spell is instantaneous and duration is 1 min./5% failure.
- 15-AMNESIA (M)** DURATION:1 day/5% failure RANGE:100' Target has amnesia, but loses none of his skills or abilities.

HIDING

- 1-BLUR (F)** DURATION:1 min/lvl RANGE: S Causes caster to appear blurred, subtracting 10 from all attacks against him.
- 2-INVISIBILITY (F)** As Invisibility on the open mentalist Cloak list.
- 3-SHADOW (F)** As Shadow on the open mentalist Cloak list.
- 4-SILENCE (F)** DURATION:1 min/lvl RANGE: S Any sounds originating within a 1' of the caster's body are completely muffled.
- 5-INVISIBILITY (F)** As above, except everything within 1' of the caster's body is invisible.
- 6-INVISIBILITY (F)** As above, except the caster can vary the radius up to 1'.
- 7-SCREENS (F)** DURATION: C RANGE:100' Creates a 1000 sq' screen on which the caster can place any static scene, which seems 3-dimensional and normal.
- 8-DISPLACEMENT I (F)** As Displacement I on the open mentalist Cloak list.

MYSTIC BASE SPELL LISTS

CONFUSING WAYS	HIDING	MYSTICAL CHANGE
1) DISTRACTION c	BLUR	STUDY
2) CONFUSION	INVISIBILITY	FACE SHIFTING TRUE
3) BLUR VISION c	SHADOW	CHANGE TO KIND
4) FEAR	SILENCE	MISFEEL KIND ●c
5) UNBALANCE	INVISIBILITY (1')	ENLARGE
6) FUMBLE	INVISIBILITY (to 1')	SHRINK
7) HALLUCINATION c	SCREENS c	MISFEEL CALLING ●c
8) SPIN	DISPLACEMENT I	CHANGING LUNGS
9) WEAPON ALTERATION	NO SENSE	CHANGE
10) MIRAGES c	SHADOW MYSTIC	MIND TONGUE c
11) BLINDING	INVISIBILITY (to 10')	MISFEEL POWER ●c
12) SHIFTING	DISPLACEMENT II	TRUE CHANGE
13) MASS DISTRACTION	FLATTENING	UNPRESENCE c
14) WORD OF FEAR *	MERGING	MISFEEL c
15) AMNESIA	UNPRESENCE c	CHANGING
20) SHOUT OF CONFUSION *	DISPLACEMENT III	PASSING
25) AMNESIA TRUE	NONDETECT	MISFEEL TRUE
30) PARALLEL REALITY	DISPLACEMENT V	HOLY PRESENCE c
50) LORD CONFUSION	HIDING TRUE c	SUBMERGE SELF



- 9-NO SENSE (F)** As Invisibility, except caster is also undetectable by smell and sound.
- 10-SHADOW MYSTIC (F)** As Shadow Mentalist on the open mentalist Cloak list.
- 11-INVISIBILITY (F)** As above, except radius can be extended to 10'.
- 12-DISPLACEMENT II (F)** As Displacement I, except base chance of missing is 20%
- 13-FLATTENING (P)** DURATION:10 min/lvl RANGE: S Caster is flattened on his side until he has only two dimensions; thus he can slide through cracks and can't be seen from the side.
- 14-MERGING (F)** DURATION:1 min/lvl RANGE: S Caster can merge into any inanimate, solid material(up to 1' in depth), is inactive and unaware of surrounding activity.
- 15-UNPRESENCE (P)** As Unpresence on the mystic personal modification list.



MYSTICAL CHANGE

- 1-STUDY (I)** DURATION:— RANGE:300' Caster studies and memorizes the appearance and mannerisms of a being, for later use in a change type spell.
- 2-FACE SHIFTING TRUE (P)** DURATION:1 hr./lvl RANGE: S Allows caster to alter the form of his face; if he "Studied" a being he can take on the exact form.
- 3-CHANGE TO KIND (P)** DURATION:10 min./lvl RANGE: S Caster can alter his entire body to the form of another humanoid race(no increase in mass). This cannot be a specific person.

- 4-MISFEEL KIND (P●)** DURATION: C RANGE: S Caster appears to be of any race he chooses to magical or mental detections.
- 5-ENLARGE (P)** DURATION: 10 min./lvl RANGE: S Caster can increase his mass(and usually height)by 10%/lvl; but there is no proportional increase in strength(other than for movement purposes).
- 6-SHRINK (P)** As Enlarge, except caster shrinks by 10%/lvl and there is no proportional decrease in strength.
- 7-MISFEEL CALLING (P●)** As Misfeel Kind, except profession may be misrepresented.
- 8-CHANGING LUNGS (P)** DURATION:10 min./lvl RANGE: S Caster can breathe water, air or gas at will.
- 9-CHANGE (P)** As Change to Kind, except caster can assume any organic form within 1/2 and 2x his mass, but does not obtain any special abilities.
- 10-MIND TONGUE (I)** DURATION: C RANGE: 20' Caster can speak mentally with any sentient being, and to the being it will seem as if the caster was speaking in the being's own language.
- 11-MISFEEL POWER (P●)** As Misfeel Kind, except level can be misrepresented.
- 12-TRUE CHANGE (P)** As Change, except a specific being can be duplicated if the being has been "Studied."
- 13-UNPRESENCE (P)** As Misfeel Kind, except caster appears to have no presence.
- 14-MISFEEL (P)** DURATION: C RANGE: S Allows caster to use all of the "misfeel" spells at once.
- 15-CHANGING (P)** As Change, except caster can alter forms at will(1 rnd/change).

MYSTIC BASE SPELL LISTS

LIQUID ALTERATION	SOLID ALTERATION	GAS ALTERATION	
BOIL/FREEZE WATER c	WARM SOLID	CONDENSATION	(1)
CLEAR/DESALINATE WATER	HEAT SOLID	AIRWALL c	(2)
EVAPORATION	CHILL SOLID	FOG (20'R)	(3)
WATERWALL c	CRACKS CALL		(4)
WATER BOLT	DOOR	AIR STOP (10') c	(5)
WATER CORRIDOR (100')	WOODFIRES	FOG (100' R)	(6)
CALL RAIN c			(7)
CALM WATER c	HEAT SOLID c	AIRWALL TRUE	(8)
WAVE	CHILL SOLID c	FIRE BOLT	(9)
WATERWALL TRUE	WALL OF ICE c	AIRSTOP (50') c	(10)
WATER CORRIDOR (300') c	SOLID DOOR	FOG (300' R)	(11)
LIQUID to WATER	STONE/EARTH/MUD	GAS to AIR	(12)
WHIRLPOOL c	SHATTER	VACUUM	(13)
WATER TUNNEL c	SOLID DOOR	OXYGENATION c	(14)
CALM WATER TRUE c	MOLD SOLID	WHIRLWIND c	(15)
WATER CORRIDOR TRUE	SOLID TUNNEL	FOG TRUE	(20)
WATER TUNNEL TRUE	SOLID DOOR TRUE	GREAT VACUUM	(25)
STREAM DIVERSION c	SOLID TUNNEL TRUE	CLOUD SHAPING c	(30)
TRANSMUTATION	TRANSMUTATION	TRANSMUTATION	(50)

6-WOODFIRES (F) DURATION:— RANGE: T
Causes wood and other burnable materials to instantly burst into flames.

8-HEAT SOLID (F) DURATION: C
RANGE:50' As Heat Solid, except for range and the fact that it takes 1 rnd for every 50° rise in temperature.

9-CHILL SOLID (F) DURATION: C
RANGE:50' As Chill Solid, except for range.

10-WALL OF ICE (E) DURATION: C
RANGE:10' Creates a 10'×10'×1' transparent wall of ice, lasting until melted (100 hits of fire) or chopped through. Requires a source of water.

11-SOLID DOOR (F) DURATION: P RANGE
T Creates a doorway through any solid, inanimate material; it can be 3'×6'×1'.

12-STONE/EARTH/MUD (F) DURATION: P
RANGE: T Will turn a 100 cu' of stone to packed earth, 100 cu' earth to mud, 100 cu' mud to earth, or 100 cu' of earth to stone.

13-SHATTER (F) DURATION:— RANGE:10'
Causes a non-metal object of up to 1 cu' to shatter.

14-SOLID DOOR (F) As above, except size is
4'×8'×5'.

15-MOLD SOLID (F) DURATION: P RANGE:
T May shape by molding with hands 1 cu' of any solid, inanimate material.



GAS ALTERATION

1-CONDENSATION (F) DURATION: P
RANGE: T Condenses 1 cu' of water from the surrounding air.

2-AIRWALL (E) DURATION: C RANGE:10'
Creates 10'×10'×1' wall of dense air; cuts movement and missile attacks through it by 50%.

3-FOG (F) DURATION:1 min./lvl
RANGE:100' Creates dense fog in a 20'R (visibility 1').

5-AIR STOP (F) DURATION: C RANGE: T
Stops all generalized air movement (i.e. wind) up to 30 MPH and cuts higher winds by 30 MPH, both in a 10'R.

6-FOG (F) As above, except radius is 100'.

8-AIRWALL TRUE (E) As Airwall, except has a
set duration of 1 min./lvl and does not require concentration.

9-FIRE BOLT (E) DURATION:—
RANGE:100' A bolt of fire is shot from the palm of the caster; results are determined from the Fire Bolt Table (a fire source must be within 10').

10-AIRSTOP (F) As above, except radius is 50'.

11-FOG (F) As above, except radius is 300'.

12-GAS-AIR (F) DURATION: P RANGE: T
All gas within 10'R of the caster is converted to breathable air.

13-VACUUM (F) DURATION:— RANGE:100'
Causes a "C" impact critical strike to beings within a 5'R.

14-OXYGENATION (F) DURATION: C
RANGE:100' Creates a 50'R of high oxygen content air; all within it fight at +20 and fire deals double damage.

15-WHIRLWIND (F) DURATION: C RANGE:
T Creates a whirlwind about caster; it moves with the caster and is 10'R. No missile attacks can penetrate it and any movement or melee is cut by 80%.

20th - 50th lvl spell descriptions are on pgs 22-23

LIQUID ALTERATION

1-BOIL/FREEZE WATER (F) DURATION: C
RANGE: T 1 cu'/lvl of liquid can be heated to boiling or cooled to freezing.

2-CLEAR/DESALINATE WATER (F) DURA-
TION: P RANGE: T As Boil/Freeze Water, except removes all sediment and dissolved substances from the liquid.

3-EVAPORATION (F) DURATION: P
RANGE: T As Boil/Freeze Water, except the liquid is evaporated and the amount of liquid is 1000 cu'/lvl.

4-WATERWALL (E) DURATION: C
RANGE:10' Creates a 10'×10'×1' wall of churning water (a water source must be within 10'), cuts all attacks and movement through it by 80%.

5-WATER BOLT (E) DURATION:—
RANGE:100' A bolt of concentrated water is shot from the palm of the caster; results are determined from the Water Bolt Table (a water source must be within 10').

6-WATER CORRIDOR (F) DURATION: C
RANGE:10' Creates a corridor through liquid up to 100' long, 3' wide and 10' deep (must be open at the top).

7-CALL RAIN (F) DURATION: C
RANGE:100'R Causes it to rain in 100'R about caster, heaviness is determined by the humidity.

8-CALM WATER (F) DURATION: C
RANGE:10' All water within a 100'R is calmed: waves are cut by 20' in the center and less towards the perimeter.

9-WAVE (F) DURATION:— RANGE:100'
Creates a wave moving away from the caster: wave is 1' high/lvl in the center and 10'/lvl wide.

10-WATERWALL TRUE (E) As Waterwall, ex-
cept has a set duration of 1 min./lvl and doesn't require concentration.

11-WATER CORRIDOR (F) As above, except
limit is 300'×4'×50'deep.

12-LIQUID-WATER (F) DURATION: P
RANGE: T Changes any liquid to water.

13-WHIRLPOOL (F) DURATION: C RANGE:
300' Creates a 20'R whirlpool that will draw in any unpowered objects up to 200' away.

14-WATER TUNNEL (F) DURATION: C
RANGE:10' Creates a tunnel through liquid that is 5' dia. and 100' long (does not need to be open at the top).

15-CALM WATER TRUE (F) As Calm Water,
except radius is 100'/lvl.

SOLID ALTERATION

1-WARM SOLID (F) DURATION:24 hr.
RANGE: T 1 cu'/lvl of any solid, inanimate material can be warmed up to 100°F.

2-HEAT SOLID (F) DURATION:1 min./lvl
RANGE: T As Warm Solid, except temperature limit is 500° and it takes 1 rnd for each 100°; caster is immune to heat.

3-CHILL SOLID (F) As Warm Solid, except it
can cool down to 0°F.

4-CRACKS CALL (F) DURATION:—
RANGE:100' Any previous cracks or flaws in material up to 10'×10'×10' section will extend to their limit.

5-DOOR (F) DURATION:— RANGE: T Can
cause a door to expand or contract due to subtle temperature changes; door can be jammed or loosened.

MENTALIST BASE SPELLS

PRESENCE

- 25-FINDING (I)** As above, except range is 5 miles/lvl.
- 30-DIRECTION TRUE (I)** As Direction, except no range limitations.
- 50-FINDING TRUE (I)** As Finding, except no range limitations.

MIND MERGE

- 25-MIND SWITCH TRUE (M)** As in Mind Switch, except lasts until the caster decides to return to his own body.
- 30-THOUGHT STEAL (M)** DURATION: 1 rnd/lvl RANGE: 100' Caster can remove one thought or memory from the target's mind each round.
- 50-READY MERGE TRUE (P★)** As in Ready Merge, except range is unlimited.

MIND CONTROL

- 25-TRUE GEAS (M)** DURATION: V RANGE: 10' As in Geas, except failure results in death.
- 30-MIND CONTROL TRUE (M)** DURATION: 1 min./lvl RANGE: 300' for initial casting; thereafter 1 mile/lvl Caster has total control of target's mind.
- 50-MIND MASTER (M)** DURATION: P RANGE: as 30th lvl. spell Target's mind is totally controlled, but only one target can be controlled at a time.

SENSE CONTROL

- 25-LONG CONTROL (M)** DURATION: C RANGE: 300' for initial casting; thereafter 1 mile/lvl. Same as 20th level spell except for range.
- 30-SENSE CONTROL TRUE (M)** DURATION: 10 min./lvl RANGE: as 25th lvl spell All senses controlled and caster can "program" sensory input.
- 50-PRIVATE WORLD (M)** DURATION: permanent RANGE: 100' Target lives in own fantasy world, no activity or sensory input; world totally controlled by caster when he concentrates.

MIND ATTACK

- 25-GREAT SHOUT (M★)** As Mind Shout, except range is 50'R and any target failing by more than 50 is unconscious for 8 hours.
- 30-MIND SHOUT (M★)** As above, except range is 300'R.
- 50-SHOUT TRUE (M★)** RANGE: 50' RR MOD: -20 to spell casters of mentalism. As Mind shout, except targets failing by 1-50 are unconscious; and targets failing by more than 50 are dead.

- 25-MIND TONGUE (I★)** As above, except range is 1 mile/lvl.
- 30-WAITING SPEECH (I★)** As Waiting Tongue, except it is broadcast to all within 300'R.
- 50-FAR MIND SPEECH (I★)** DURATION: C RANGE: 100'R up to 1 mile/lvl away Allows caster to Mind Speak to a group in a radius a long way away.

LAY HEALER BASE SPELLS

MUSCLE MASTERY

- 20-JOINING TRUE (H★)^s** As Joining, except limb is fully functional in 10 minutes (provided caster also uses respective Joining True spells).
- 25-MUSCLE REGENERATION TRUE (H)** As Muscle Regeneration, except that regrowth takes 10 min.
- 30-TENDON REGENERATION TRUE (H)** As Tendon Regeneration, except that regrowth takes 10 min.
- 50-SOFT STRUCTURE REPAIR TRUE (H)** As Soft Structure Repair, except that all tendons and muscles in target's body are repaired (not replaced) after a 10 minute operation.

CONCUSSION MASTERY

- 20-HEAL (H)** As above, except target healed of 20-200 hits.
- 25-HEAL TRUE (H)** As above, except target healed of all concussion hits.
- 30-FROST/BURN RELIEF TRUE (H)** As above, except target relieved of all burns or frostbite.
- 50-STUN RELIEF TRUE (H)** As above, except target relieved of all stun effects.

BONE MASTERY

- 20-JOINING TRUE (H★)^s** As Joining, except that limb is fully functional in 10 min (provided caster also uses respective Joining True spells).
- 25-CARTILAGE REGENERATION (H)** DURATION: P RANGE: T Allows caster to regenerate 1 section of cartilage in target's body; recovery time 1-10 days.
- 30-BONE REGENERATION (H)** DURATION: P RANGE: T Allows caster to regenerate 1 lost bone; recovery time (regrowth) 1-10 days.
- 50-SKELETAL REGENERATION (H)** DURATION: P RANGE: T Allows caster to regenerate any part (or all) of a skeleton in 1-10 days, depending on damage.

BLOOD MASTERY

- 20-JOINING TRUE (H★)** As above, except limb can be reattached and fully functional in 10 minutes.
- 25-REGULATIONS (H)** DURATION: 1 min/lvl RANGE: T Allows caster to control all internal and external blood flow; cannot be used in harmful manner (i.e. it is life preserving).
- 30-NEW BLOOD (H)** DURATION: P RANGE: T Allows caster to restore all the blood in any 1 target's body; requires 1-10 days recovery.

- 50-BLOOD REPAIR TRUE (H)** DURATION: 1 rd/lvl RANGE: Allows caster to throw any of above spells at will (maximum one spell/rd).

PROSTHETICS

- 20-ARTIFICIAL FLESH TRUE (H)** As above, except perfectly realistic synthetic flesh; takes 10-100 days, depending on amount.
- 25-ANIMATION (H)** As above, except duration 1 year.
- 30-ANIMATION (H)** As above, except duration 1 year per caster's level.
- 50-ANIMATION TRUE (H)** As above, except animation permanent.

NERVE AND ORGAN MASTERY

- 20-JOINING TRUE (H★)^s** As Joining, except that limb is fully functional in 10 minutes (provided caster also uses respective Joining True spells).
- 25-NERVE REGENERATION (H)** DURATION: P RANGE: T Allows caster to regenerate lost nerve; regrowth takes 1-10 days, depending on extent of loss.
- 30-ORGAN REGENERATION (H)** DURATION: P RANGE: T Allows caster to completely regenerate lost organ; process takes 1-10 hours and target's recovery takes 1-10 days; target remains in coma during recovery; brain regeneration not permitted.
- 50-BRAIN REGENERATION (H)** DURATION: P RANGE: T Allows caster to regenerate brain tissue in 1-10 hours; recovery takes 1-10 days (target is in coma during recovery); note that lost experience is not restored (% lost permanently dependent on severity of damage).

MYSTIC BASE SPELLS

CONFUSING WAYS

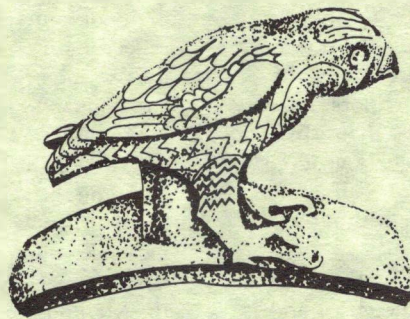
- 20-SHOUT OF CONFUSION (M★)** As Confusion, except all beings within a 50'R must make a RR.
- 25-AMNESIA TRUE (M)** As Amnesia, except duration is permanent unless dispelled.
- 30-PARALLEL REALITY (M)** DURATION: 1 day/5% failure RANGE: 100' Target sees and hears a world in which everything real has an image, but the image is changed or distorted (e.g. a dwarf might seem to be an orc, a house might seem to be a cave, etc.).
- 50-LORD CONFUSION (M)** DURATION: V RANGE: 300' Up to 20 targets in the caster's field of vision can be attacked by any spell on this list of 10th lvl or lower (each target could have a different spell).

HIDING

- 20-DISPLACEMENT III (F)** As Displacement I, except base chance of missing is 30%.
- 25-NONDETECT (P)** DURATION: 1 min/lvl RANGE: S Caster and objects on his person cannot be detected by any "Detect —" spells.
- 30-DISPLACEMENT V (F)** As Displacement I, except base chance of missing is 50%.
- 50-HIDING TRUE (P)** DURATION: C RANGE: S Caster can "Merge" into a material, use "Unpresence," use "Nondetect" and observe surrounding activity; all with this one spell.

MYSTICAL CHANGE

- 20-PASSING (F) DURATION:** 1 min./lvl
RANGE: S Caster can pass through any inanimate material at a rate of 5'/lvl.
- 25-MISFEEL TRUE (P) DURATION:** 10 min./lvl
RANGE: S As Misfeel, except caster does not have to concentrate.
- 30-HOLY PRESENCE (P) As Misfeel, except**
 caster can misrepresent his presence and power, so that he seems to be a minor deity.
- 50-SUBMERGE SELF (P) DURATION:** any set time period
RANGE: S Caster develops an entire false persona and places his own persona in his subconscious. To all detection (except, perhaps, Mind Probe), the caster seems to be the false persona. The caster has no control over his actions, until the set duration is over. The false persona can be a specific person if "Study" has been cast once/day (for 30 days) on that person.



LIQUID ALTERATION

- 20-WATER CORRIDOR TRUE (F) As Water**
 Corridor, except limit is 100'/lvl long, 6' wide and 100' deep; and does not require concentration.
- 25-WATER TUNNEL TRUE (F) As Water Tunnel,**
 except limit is 6' dia. and 100'/lvl long; and does not require concentration.
- 30-STREAM DIVERSION (F) DURATION:** C
RANGE: 100'/lvl Caster can divert a water source or part of a water source into a stream which can be up to 15'x6' and as long as range.
- 50-TRANSMUTATION (F) DURATION:** P
RANGE: T May transmute 1 cu' of liquid into another non-magical liquid that the caster has a sample of (usable once/day).

SOLID ALTERATION

- 20-SOLID TUNNEL (F) DURATION:** 1 min./lvl
RANGE: T Creates a tunnel through solid, inanimate material that is 4' in dia. and 5'/lvl long.
- 25-SOLID DOOR TRUE (F) As Solid Door, except**
 size is 6'x12'x10'.
- 30-SOLID TUNNEL TRUE (F) As Solid Tunnel,**
 except it is permanent and size is 3'x6'x(1'/lvl).
- 50-TRANSMUTATION (F) DURATION:** P
RANGE: T May transmute 1 oz. of material into another non-magical material that the caster has a sample of (usable once/day).

GAS ALTERATION

- 20-FOG TRUE (F) As Fog, except duration is 1**
 hr./lvl and radius is 100'/lvl.
- 25-GREAT VACUUM (F) As Vacuum, except**
 causes a "E" impact critical.
- 30-CLOUD SHAPING (F) DURATION:** C
RANGE: 1000'/lvl Caster can cause existing clouds to take on any shape he desires.
- 50-TRANSMUTATION (F) DURATION:** P
RANGE: 20' May transmute 1000 cu' of gas (no part can be more than 20' away) into another non-magical gas that the caster has a sample of (usable once/day).

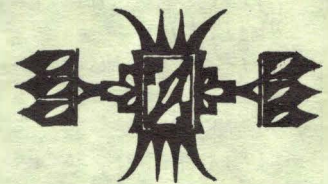
RANGE:

- S = Self; spell can only be cast on the caster himself.
- T = Touch; caster must touch target in order to create effect.
- distance R = Effect is felt in an area (radius defined).
- distance/lvl = Spell can take effect anywhere within (distance) x (level) of the caster. Area spells have a center, and the center must lie within the range.



DEFINITIONS:

- Organic = Of or deriving from living organisms.
- Inorganic = Involving neither organic life or products of organic life.
- Inanimate = Not having qualities associated with active, living, organisms; not animate.
- Embed = To fix or become fixed firmly in a surrounding mass.
- Slaying item or weapon = An item or weapon specifically designed to combat and/or destroy a being or type of being (e.g. a dragonslaying sword or staff).
- Organ = A differentiated part of an organism, adapted for a specific function (e.g. the liver).
- Wound = An injury in which the skin is torn, pierced, or cut.
- Being = Any intelligent creature, including all humanoid types, enchanted creatures, etc. Intelligence should be characterized by system and/or Gamemaster.
- Animal = A living creature capable of feeling and voluntary motion, but excluding those characterized as beings.
- Herbs = A plant or plant part valued for medicinal qualities.



(11.313) DEFINITIONS AND NOTATIONS

SPELL CLASSES:

- D = Defensive spell; allows caster to resist or withstand the effects of a spell, the elements, etc.
- E = Elemental Attack spell; a spell which calls, creates, or uses one of the physical elements to attack a target; the elemental material is real.
- F = Force spell; involves the manipulation of matter, energy, the elements, etc. through the use of a spell force.
- H = Healing spell; involves healing.
- I = Informational spell; a spell which gathers information.
- M = Mental Attack spell; an attack spell affecting the target's mind.
- P = Passive spell; a general use spell that usually involves another person or thing, but not actively.
- S = Subconscious spell; a spell that is triggered by the subconscious; the caster must (normally) be concentrating or in a trance or unconscious before the spell will work. Some do not require the conscious casting of the caster.
- U = Utility spell; a general use spell that doesn't physically affect anyone or thing but the caster.

DURATION:

- C = Concentration required; caster can perform only 50% of normal activity (e.g. movement halved, maneuvers and combat at -50). Caster cannot cast any other spells while concentrating.
- (C) = Concentration required, except duration cannot exceed the limit given.
- P = Permanent; spell has permanent effect in the sense of creating a physical or mental condition. After the caster no longer concentrates or after the casting procedure is complete, the effect may be altered by outside forces; i.e. the spell may be cured, disturbed via another spell or physical forces (e.g. Freeze Water will freeze water, but the ice will melt, if conditions so dictate, at the normal rate).
- V = Variable; depends on the nature of the spell cast.
- time/lvl = Duration is the time multiplied by the level of the caster.
- time/x% = Duration of effect is (the amount that the target's RR is below the minimum needed to resist the spell) divided by a number (x) multiplied by the (time).
- = Instantaneous; spell's effect is instantaneously applied.

TERMS

ABBREVIATED:

- rnd or rd = round (battle round)
- lvl = level (normally of caster)
- min = minute(s)
- hr = hour
- RR = resistance roll
- R or rad = radius
- mi = mile(s)
- yd = yard(s)
- mph = miles per hour
- cu' = cubic feet
- = Free; spell doesn't require spell points
- ★ = Instantaneous; spell doesn't require preparation
- s = Part of a set of spells that must be thrown contiguously in order to be effective (or fully effective)
- pt = point
- mod = modification or modifier

OF MENTALISM

The mind is an amazing tool, especially for those who use it. Yet, no one uses it to its full capacity. Mentalism is that realm of power in which the masters of spells strive to use their minds in ways few even contemplate. By using the very personal power locked within themselves, mentalists are able to channel the power of the essence through their own mental corridors, thus manipulating and bending the reality that surrounds them. In a sense, they act as very minute imitations of the deities above, giving power not to clerics, but retaining it and directing its manipulation. Mentalists are masters of the essence within their own minds.

Because mentalists are not deities, however, they work within the limitations of their worldly bodies - their own senses and perceptions. Rarely are they able to direct their spells beyond themselves or one target. Manipulation of one's own essence does not yield the wide-reaching power of the other realms. Additionally, the physical freedom of the mentalist's head is a prerequisite to the use of this inner strength; no head covering, especially helms, may be worn while casting or using a mentalist spell.

Nonetheless, the power of the mentalist can reach great heights. They are the masters of thought, gatherers of presence and inner strength. Even though their focus is generally limited to singular targets, their abilities as per personal confrontations are considerable indeed...for, it is the mentalist who seeks to fulfill the destiny of his own mind.



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GUIDELINES FOR THE USE OF THIS BOOK

The spells contained in this book are organized into lists which reflect the similarity and basic applications common to the individual domains. Higher level spells found on a given list will reflect the increased knowledge and efficiency that comes from the use and practice associated with lower level spells on the same list. This reflects the learning process that accompanies development within a consistent spell grouping.

The spell lists are also grouped in units. These collections are based on the spell users' various backgrounds within the greater realms of power. A Lay Healer's background and living experiences often differ significantly from the past life associated with a "pure" Mentalist. Thus, certain spell lists will be easier for the Mentalist to learn; correspondingly, others will seem simpler to the Lay Healer. Each character class will find that their education is colored by their own background. Nonetheless, flexibility is emphasized.

The spells are described in a standard manner, using a basic format that simplifies usage. Most spells are specific, while others are accorded great flexibility. The latter group's spells have descriptions that are less concrete, providing the Gamemaster with a framework by which he can apply spell usages to variances in his world system or specific occurrences that demand certain flexibility. This may be particularly true with regard to more powerful spells.

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MIND VISIONS-----	12
TRUE PERCEPTION-----	12
FUTURE VISIONS-----	13
SENSE THROUGH OTHERS-----	13
TRUE SIGHT-----	13

LAY HEALER BASE LISTS:

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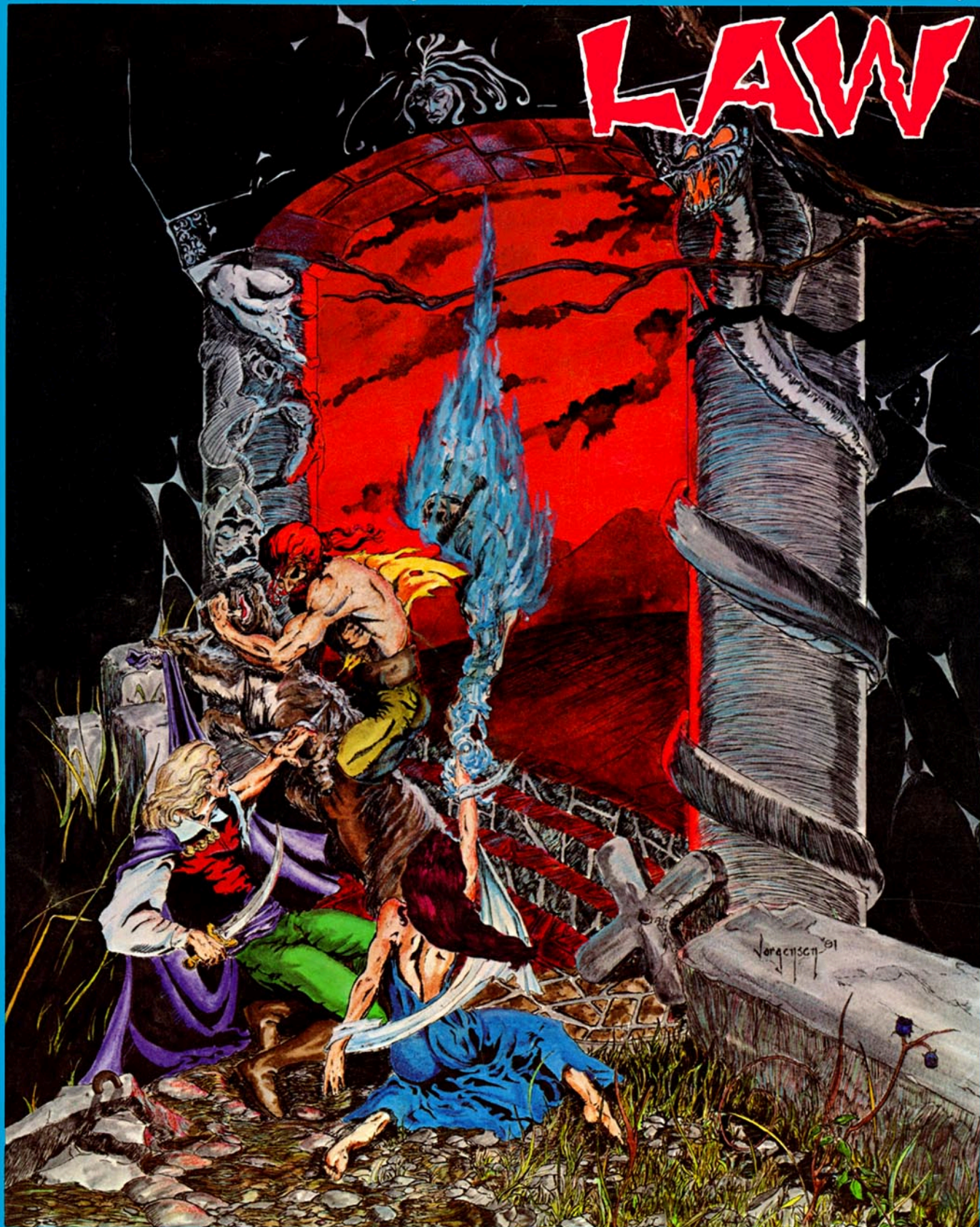
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KEY-----

CHARACTER LAW



- A masterful set of guidelines for fantasy role-playing character development
- 19 character classes with both potential & temporary stats
- Unique trait development system allows all characters to increase their ability in any area of skill
- Trait advancement costs vary according to character class—but there are no absolute restrictions.



character law™

A masterful set of guidelines for fantasy role playing character development.



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Printed by Kaminer & Thomson, Inc., Charlottesville, Va.

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Produced and distributed by Iron Crown Enterprises, Inc.
P.O. Box 1605
Charlottesville, Va. 22902

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1.0 INTRODUCTION

COMMENTARY

CHARACTER LAW is designed to provide both the GM and the player with tremendous development flexibility. Characters playing under this system are able to advance in skill areas according to their desire and cost-effectiveness; restrictions are few. The 19 character classes are designed to indicate a mental state and life style which was molded by a player's early life. These classes dictate the ease in which a particular skill is developed, but they do not generally act to prohibit development in any given category. Thus, a player is allowed to enhance his power in certain skill areas which would not be accessible to his character class under other systems. Only the "cost" in time and lost opportunities in "easily developed" skill categories acts as to bias the selection process.

CHARACTER LAW's unique approach to experience allows characters to select the spell lists and skills they wish to improve before embarking on a new level. This enables the GM to see what the activity emphasis will be on a daily level (i.e. in what areas a character practices), and avoids the problem of characters suddenly acquiring skills they never contemplated. Again, a player must make choices and plan ahead. Under *CHARACTER LAW*, wise budgeting of skill development becomes another important aspect of the FRP game.

CHARACTER LAW also provides a unique approach to stats. Under these guidelines each stat is quite important, and no one or two stats clearly dominate. Rarely will a character be without flaws or a "chink in his armor." A character must choose his strengths and weaknesses. There are 10 stats used in *CHARACTER LAW*. They provide detail and flavor and remain relatively simple to work with. By dividing them into two 5 stat groupings—development stats and primary stats—a GM or player needs to work with fewer characteristics at any given time. One grouping is used to compute level advancement; the other is emphasized during day to day adventure.

More experienced fantasy role players should read Section 3.0 for an explanation of the major differences between *CHARACTER LAW* and other role-playing systems. The basic system is relatively simple to master. It is designed for those acquainted with FRP in general, or for those interested in a flavorful, detailed set of guidelines. Like all of the *ROLEMASTER SYSTEMS™*, these are guidelines—not rules—and are intended for GMs and players who may wish to pick and choose their parameters. ICE hopes that the GM will feel free to build upon the foundations provided.

It should be noted, however, that *CHARACTER LAW* is the most difficult of the *ROLEMASTER SYSTEMS™* to adapt to other FRP structures. This is due to the product's sweeping scope—it provides guidelines for movement, maneuver, a wide variety of generalized and specialized skills and, most importantly, acts to tie together all of the other companion systems from *ICE (ARMS LAW, CLAW LAW, and SPELL LAW)*.



2.0 DEFINITIONS

Combat Roll: A roll representing a combat swing or missile attack.

Concussion Hits: Accumulated damage to the body, possibly leading to shock and unconsciousness.

NOTE: The term "hits" will sometimes be used instead of "concussion hits."

Critical Strike (CRIT): An especially effective swing resulting in more than just concussion hits to the target.

Defensive Bonus (DB): The total subtraction from the combat roll due to the defender's advantages, including bonuses for defender dexterity, shield, superiority of armor, position, and magic items.

Fumble: An especially ineffective swing or a mishandling of the weapon which may put the attacker in a disadvantageous position and/or damage him.

Gamesmaster (GM): Also known as DM or dungeonmaster, the referee, judge, etc. The ultimate authority in a given fantasy role playing game. This person is responsible for giving life to the game by monitoring world events and providing the necessary imaginative aids. He/she interprets rules, controls creatures and non-player characters, and maintains play.

Hits (Concussion Hits): The amount of damage an individual can sustain before he loses consciousness due to shock and pain. Death resulting from massive system shock occurs if the accumulated damage points reach the total of Hits + Con.

Initiative: The sum of all factors affecting the speed of a swing.

Maneuver: An action performed by a character that requires unusual concentration, concentration under pressure, or risk (i.e., climbing a rope, balancing on a ledge, leaping a chasm). The action must be of a physically active nature, not "static."

Maneuver Roll: A roll representing an attempted maneuver.

Martial Arts: Forms of attack and self-defense which involve specialized mental and physical training and coordination. Much of unarmed combat and combat using weapon kata falls into this category.

Melee: Hand-to-hand combat (i.e. combat not using projectiles, spells, or missile weapons).

Net Combat Roll: The combat roll, plus the offensive bonus, minus the defensive bonus.

Net Maneuver Roll: The maneuver roll modified by bonuses and penalties.

Non-Player Character (NPC): A being or creature interested in a fantasy role playing game controlled ("run") by the gamesmaster, player, or another, not as a character synonymous with a player, but as an entity who has no identity with a human participant. Since the NPC is not identified with anyone, its death or departure will not result in anyone leaving the game or having to generate a new character.

Offensive Bonus (OB): The total addition to the combat roll due to the attacker's advantages—including the attacker's physical prowess, superiority of weapon, expertise, magic items, etc.

Orientation Roll: A roll representing a combatant's degree of control following unusual action or surprise.

Parry: The use of some or all of a combatant's offensive bonus to increase his defensive points.

Profession: Also called "character class." A profession is actually a grouping of individuals who had a common set of interests in their early/formative years. Example: Magicians have a profession based on their emphasis on the study of spells, particularly during their childhood and formative years.

Roll: Normally a percentile roll giving random results from 01 to 00 (100).

NOTE: In certain circumstances, this roll must be adjusted through the use of an open-ended system, yielding results above 100 or below 01.

DICE ROLLING CONVENTIONS:

D10 Roll a 20-sided die to generate a number between 1 and 10 ("0" is read as 10)

D100 Roll 2 twenty-sided dice simultaneously, they should be of different colors with one determining the 10's digit, the other the 1's. Since "00" is read as 100, results thus generated are from 01–100

NOTE: Most rolls of D100 in the Rolemaster System are "open-ended." If a roll is open-ended:

A roll of over 95 calls for a second roll of D100 to be made and added to the first to determine the total die roll. If over 95 is rolled on the second roll as well, the first two results are added to yet a third roll of 100. Theoretically this process could go on forever.

A roll of under 06 requires that a second roll be made and subtracted from the first (likely yielding a negative result). If this second die roll is over 95 it is subtracted from the first and a third die roll is made and subtracted from this total (likely yielding a result of less than –100). This process could also theoretically go on forever.

Rolls that are **not** open-ended specifically include:

- Stat generation rolls
- Stat potential generation rolls
- Stat gain rolls
- Spell gain rolls

Skill: An aspect of a character which enables him/her to perform an action more effectively. The term is used here to refer to abilities which are particularly applicable to FRP campaigns and adventuring.

Stat (Characteristic): One of 10 physical and mental attributes which are considered most important to an adventurer in a FRP game. Stats dictate how well a character develops, moves, fights, takes damage, absorbs information etc. They are used to compute bonuses and subtractions to die rolls.

Static Action: An action performed by a character which requires unusual concentration or thought under pressure and does not involve pronounced physical movement.

3.0 KEY FEATURES OF CHARACTER LAW

THIS SECTION IS MEANT TO SERVE AS A SUMMARY FOR AND INTRODUCTION TO CHARACTER LAW'S KEY FEATURES. Character Law is I.C.E.'s set of rules for generating and developing fantasy role playing characters. Each of the major factors that separates CL from other FRP systems will be briefly described here. This discussion should be enough to allow many experienced fantasy role players to get the basic ideas behind this system; then each section dealing with a specific feature can be read for details.

3.1 PERSONAL CHARACTERISTICS

As in most FRP systems, each character's physical and mental capabilities are described by a set of characteristics called "STATS." In CL there are 10 stats, each represented by a number between 1 and 100 (1–100); with 1 being the worst and 100 being the best (certain rare circumstances could result in a stat above 100). The stats include 4 physical characteristics: *strength*, *constitution*, *quickness*, and *agility*. They also include 4 mental characteristics: *intuition*, *empathy*, *memory*, and *reasoning*. Finally, there are two stats included that represent characteristics partially mental and partially physical: *presence* and *self discipline*. These stats are described in detail in section 4.0.

Each stat may affect the ability of the character to perform specific actions. How stats affect abilities is discussed in section 6.0.

Each stat has two values (1–100). The "ultimate" (called *potential*) value reflects the highest value (genetically) that the character's stat can obtain. The "temporary" value represents the value of the characteristic's current level. The temporary stats can rise (due to character advancement and other factors) and fall (due to injury, old age, etc.). However, the potentials rarely change. Of course, the temporary stat for a particular stat can never be higher than the potential for the same stat. For example, a character could have a strength of 80 (temporary) and a potential of 92; and the 80 would be his effective strength for combat purposes (circumstances could raise or lower the 80 but never above 92). This feature is described in detail in sections 8.0 and 9.0.

3.2 EXPERIENCE LEVELS

Each character while adventuring will reach stages of development called *experience levels* (or just "levels"). As each new level is reached the character will become more powerful and skillful in his chosen areas of expertise. Ideally for realism, the character would develop after each activity or experience. However, this is extremely hard to handle in practice. It necessitates stopping action in the game, performing bookkeeping, calculating how valuable the experience was, and what the character learned. Thus, we limit these factors by allowing a character to develop only at discrete intervals called levels (this factor is common to many FRP systems). Levels are discussed further in section 9.0.

3.3 SKILLS

As a character advances in levels he trains in and develops certain abilities called *skills*. His capability in each skill affects his chances of accomplishing certain actions and activities (e.g. fighting, maneuvering, spell casting, etc.). The key features of skills in this system are:

- 1) *Any* character may develop *any* skill regardless of character class (see section 7.0). However, depending upon the specific character's training in early life, certain skills require more or less effort relative to other characters. How much effort is required to develop a skill is dependent upon the character class chosen by the player.
- 2) Depending upon the values of certain stats (section 4.0, 5.0 and 6.0), each character has a total amount of "effort" to devote to skill development on each level.
- 3) Each character has complete freedom in how to allocate his "effort" among the various skills he decides to develop. Trait costs will be the same for characters of the same class and will tend to reduce the degree of variation. Yet, this "cost effectiveness" will direct development only along vaguely similar lines.

Chart 15.21 provides a list of skills and how much "effort" each one takes to develop for each of the character classes. These skills are the basic ones required by normal play, and a gamesmaster can easily add more if his specific game requires others. Skills are further discussed in great detail in section 5.0.

3.4 CHARACTER CLASSES

Each character has a character class ("class") which reflects what his training and inclinations were in early life. Each class requires different "efforts" to develop each individual skill. For example, in order to gain a certain expertise in using a sword, a fighter might only have to expend 20% of the effort that a magician might have to: this is because a fighter is trained in physical activities (fighting in particular), while a magician has spent much of his early life studying spells. However, the effort required for the same fighter to learn to cast a spell might be 20 times that required of a magician, and he would never be very effective with it. Nineteen different character classes are provided along with suggestions for developing your own (see section 13.0). Section 7.0 discusses the details of character classes.

3.5 INDIVIDUALIZING CHARACTERS

It is often desirable to provide each character with certain factors that make him (or her) unique. This system already does this to a certain extent: 19 character classes and complete freedom in skill development. We also provide a variety of other suggestions, including: equipment, non-human races, detailed personal backgrounds, special abilities, special items, and hobbies. These suggestions are discussed in sections 10.0 and 14.0.

3.6 OPTIONAL RULES

The features mentioned in sections 3.1–3.4 are those of the basic CL character development system. These basic rules in sections 4.0–9.0 will guide the development and evolution of FRP characters. However, for a more "realistic" game a group of more complicated rules are included. These optional rules work within the framework of the basic rules to provide more flexibility and detail. The gamesmaster should examine these rules and determine which ones are appropriate for the pace, flavor and detail he wishes to inject into his game.

4.0 PERSONAL CHARACTERISTICS

IN THE ROLEMASTER SYSTEM, EACH CHARACTER IS DESCRIBED BY A SET OF CHARACTERISTICS REPRESENTED BY NUMBERS ON A 1-100 SCALE. THESE ARE OFTEN CALLED "STATS."

4.1 AN INDIVIDUAL'S CHARACTERISTICS REPRESENT HIS PROWESS IN VARIOUS AREAS IN COMPARISON TO THE AVERAGE MAN.

John Smith, the townsman, might be theoretically assumed to have stats of 50 across the board. In the primitive society favored for most role-playing games, however, it is quite likely that those with stats below 10 will be the first claimed by nature and survivors might tend to have a set of characteristics that are above the "average" (assume that John Smith has stats of 55). Those with access to better health care (the rich) might tend to live even if weak in critical areas, however. So Noble John Smith's stats might average 50. (See section 11.0, Non-Player Characters)

4.2 ADVENTURERS ARE LIKELY TO BE SUPERIOR TO THE GENERAL POPULATION.

Adventurers are presumed to start with no stat below 20, though the rigors they face may reduce their stats below this level. This is to reflect the fact that weak characters are unlikely to leave the safety of their homes and go out in the world to make their fortunes. (See section 8.0, Character Generation)

4.3 HIGHER LEVEL NON-PLAYER CHARACTERS (NPC'S) ARE ALSO LIKELY TO BE SUPERIOR TO THE GENERAL POPULATION.

It is a fact of life that in attempting to increase one's experience level you have an excellent chance of dying. Superior characters are more likely to survive; thus, in creating and running his NPC's, the GM is urged to consider their experience level when determining their stats. (See Section 11.0, NPC's)

4.4 STATS DIRECTLY AFFECT YOUR CHANCES OF SUCCESS AT VARIOUS ACTIONS.

See Section 6.0 and Table 15.13 concerning what stats affect what abilities and how much the effect amounts to.

4.5 SOME STATS AID IN CHARACTER DEVELOPMENT.

Constitution, Agility, Reasoning, Memory and Self Discipline are relevant in determining how many skills a character can learn. An average individual has 25 Development points. The exact amount that each of these stats contributes to the total amount of development points is given in chart 15.13. This total may be adjusted up or down by high or low Development Stats. Note that the 5 above will often be referred to as Development Stats. In game terms, other characteristics do not aid in the acquisition of skills in any way.

4.6 PRIMARY CHARACTERISTICS.

The following characteristics have a vast influence on direct play, but do not aid in character development.

4.61 STRENGTH (ST). Not brute musculature, but the ability to use your existing muscles to their greatest advantage, thus racial and sexual adjustments should be kept to a minimum (if used at all).

4.62 QUICKNESS (QU). Essentially a measure of reflexes and conscious reaction time, this stat is often lumped with several others as dexterity.

4.63 PRESENCE (PR). Control of one's own mind, Courage, Bearing, Self Esteem, Charisma, Outward Appearance and the ability to use these to affect and control others are the principal elements of a character's presence.

4.64 INTUITION (IN). A combination of luck, genius and the favor of the gods is embodied in this stat.

4.65 EMPATHY (EM). The relationship of the character to the all-

pervading force that is common to all things natural and is the basis of most things supernatural.

4.7 DEVELOPMENT CHARACTERISTICS.

The following stats will find less direct use in play than those previously mentioned, but they are vital in the acquisition of skills and abilities.

4.71 CONSTITUTION (CO). The general health and well-being of the character, his resistance to disease and his ability to absorb more damage, are all reflected in his Constitution.

4.72 AGILITY (AG). Manual Dexterity and liveness are the prime components of this characteristic.

4.73 SELF DISCIPLINE (SD). The control of your mind over your body, the ability to push yourself harder in pursuit of some goal, or to draw upon the inner reserves of strength inherent in any individual.

4.74 MEMORY (ME). The ability to retain what you have previously encountered and learned. Note, in many instances it may be necessary for the character to rely on the player's memory, since that tends to be used whenever it is advantageous anyway. Memory provides a good basis for determining how much is retained of the pre-adult period that the GM doesn't have time to devise and describe in absolute detail to each player.

4.75 REASONING (RE). Close to intelligence, the ability to absorb, comprehend and categorize data for future use. It also reflects the ability to take available information and draw logical conclusions.

4.8 CHARACTERS HAVE THE ABILITY TO INCREASE THEIR STATS IN THEIR ADVENTURES.

Exercising one's faculties is the best way to improve them. As a reward for their adventures, stretching their capacities as far as possible, characters will find their stats will increase to a certain potential, representing the absolute genetic limit of their characteristic development. (See Section 8.0, Character Generation & Section 9.0, Experience Levels). Note that a character's stats do not always increase beyond their starting level: Two months of adventuring does not necessarily accomplish what 18 years of youthful exuberance failed to do.

4.9 STATS AND POTENTIALS MAY DECREASE DURING THE LIFE OF A CHARACTER.

Due to old age and/or injury the stats and potentials of a character may decrease. Some of the decreases due to injury are given in Table 15.15. Old age decreases are an optional rule and are discussed in section 14.0.



5.0 SKILLS

As each character develops, he has the opportunity to acquire skills which will aid him in his adventures.

5.1 SKILLS ARE PRESUMED TO DERIVE FROM STUDY AND EXPERIENCE.

Under the *ROLEMASTER*™ character development guidelines, at each level of development each character has a certain number of development points which he may expend as he wishes to begin learning or improving skills. It is assumed that he continues the process of learning throughout his adventures and he therefore receives those skills and the benefits derived from them when he reaches the next level of experience.

5.2 DEVELOPMENT POINTS ARE DERIVED FROM ONE'S CHARACTERISTICS.

Each character has 5 Development Characteristics (Con., Agility, Self Discipline, Reasoning & Memory) which affect his ability to learn things. (A higher constitution lets you endure more rigorous training or study longer hours, etc. . . .) Each of these stats (temporary values, not potentials) gives the character a number of development points (see Chart 15.13) which are totaled and may be expended in acquiring skills or otherwise developing a character.

5.3 DEVELOPMENT POINTS ARE RECEIVED AT EACH CHARACTER LEVEL.

Each time he attains a new level of development, a character receives a number of development points (determined by his stats as outlined above). These points must be expended immediately to begin the acquisition or improvement of skills. A character may not accumulate development points from level to level, nor may they be transferred from one character to another. (The expenditure of development points represents the effort that the character is putting into attaining that skill, the amount of time spent on it, etc.) Further they must be allocated immediately upon their acquisition—it is a basic premise of the system that the character spends his entire next level of development practicing and studying to attain these skills. He does not obtain these skills or improvement of skills until he reaches the next level.

5.4 THE COST OF A SKILL IS DETERMINED BY PREADOLESCENT TRAINING.

The best reflection of this is character class; a fighter is taught in his youth some of the basic principles behind weapons, either through a formal apprenticeship or through watching combats with the keen interest of one who wants to follow that profession. Similarly, spell users begin at an early age to attune their minds to the acquisition of their chosen magics. His early training is reflected in the Character Development Table, where the development point costs of acquiring various skills are listed. (See Table 15.21)

It is a basic premise of the Rolemaster system that these early years in which learning patterns are formed, prejudices established, and attitudes moulded are more important than a few years of study and adventuring; thus a character's skill level in an area never affects the cost of improving that skill. A magician who has become a near expert with a sword is still a magician, with a magician's thought patterns and study methods, and must pay more to increase his skill with a sword than a beginning fighter.

Certain environments of youth may lead to differences from the standard training received by each character class. This will make some skills easier to acquire while at the same time necessarily making the mind less attuned to other skills. It is recommended that the GM consult Section 13.0 before altering the skill cost chart for any individual or character class.

5.5 GENERALLY A CHARACTER EXPENDS THE POINTS CALLED FOR ON THE CHARACTER DEVELOPMENT CHART AND IMPROVES HIS SKILL IN THAT AREA ONE LEVEL.

A character is born with level 0 ability in all skills (getting to skill level one may be termed either "acquiring" or improving it) and is generally allowed to develop any skill he wishes at a rate of one skill level during each experience level at the cost (in development points) given for his chosen character class (profession) and after having studied it while attaining another experience level. A character may generally not, at any cost, develop a skill at a rate faster than one skill level per character level (however, see below).

5.6 RAPID SKILL DEVELOPMENT.

Preadolescent training may allow some skills to be developed at a faster rate than normal, fighters and weapons being a good example of such an area. If this is the case slash "/" will appear in the cost space of the character development chart. If a skill is to be raised one level during an experience level, the cost before the slash is paid in development points. If a skill is to be raised two levels, the cost before the slash is paid for the first and the cost after the slash is paid for the second. Both skill levels are received at the same time—when the character attains the next experience level. Example:

A rogue with Skill Level 2 in Climbing wants to increase it to Skill Level 4. The cost listed is 3/6, indicating he expends 3 development points to progress to Skill Level 3 and 6 more (total 9) for SK Lvl 4. He still climbs at Skill Level 2, but upon attaining the next experience level, he will have a Skill Level 4 Climbing ability.

If the slash is followed by an * instead of a number, that area may be developed as much as desired during any experience level and each level of development has the same cost (the cost before the slash). These skills are often of a different nature than those that must be acquired at a slower rate. See the descriptions of individual skills for further description.

5.7 SKILL LEVELS MODIFY A CHARACTER'S CHANCES OF SUCCEEDING IN CERTAIN ACTIONS.

Table 15.22 shows how much a skill level normally adds to a character's chance of succeeding in a given task. Note that the first 10 Skill Levels give a bonus of 5% each; the second 10 give 2% each; the third 10, 1% each; and subsequent Skill Levels only ½% each. This represents the later levels where the subtleties of the skill individually do not seem important but collectively can mean a great deal. Certain areas of development do not follow this standard pattern; they are clearly identified as such in the skill descriptions, and the value of each level of development is clearly defined.

There are three classifications of actions that can be affected by skills: static, maneuver and special. The next three sections will define these skills; and as each skill is defined in section 5.8 it will be classified. If skills other than those given are used, the gamesmaster must classify the actions that they apply to.

5.71 STATIC ACTIONS DO NOT REQUIRE MOVEMENT OF THE BODY OVER DISTANCE. Static actions include actions like picking locks and disarming traps. To resolve the success or failure of a static action a roll must be made on the Static Action Table 15.32. The gamesmaster assigns modifications from the static action table for any factors that apply to the given action. A D100 (open-ended) roll is made by the character attempting the action. The skill level bonus of the character in this area is added to the roll. Then any stat bonuses that apply are added (See Section 6.0). Finally, the modifications from the static action table (15.32) are added. If the modified roll is more than 100, the action is successful. If not, the action fails.

SUMMARY OF PROCESS FOR DETERMINING THE SUCCESS OF A STATIC ACTION.

- 1) Gamesmaster assigns modifications from static action table (15.32).
- 2) Roll D100 (open-ended).
- 3) Add modifications for skill level.
- 4) Add modifications for stats (if any).
- 5) Add gamesmaster assigned modifications from static action table (if any).
- 6) Success: if modified roll is greater than 100.
- 7) Failure: if modified roll is less than 101.

5.72 MANEUVERS ARE ACTIONS REQUIRING MOVEMENT OF THE BODY OVER DISTANCE. Maneuvers include riding, swimming, climbing, stalking, and jumping. Maneuvers are resolved using the Maneuver Table (15.31) and a roll by the maneuverer. The character states how much distance he is trying to cover or what activity he is attempting to accomplish. The gamesmaster assigns the maneuver a difficulty and any additional modifications he deems necessary. The character makes a D100 (open-ended) roll and adds modifications due to skill level, stats, armor penalties, and gamesmaster modifications. The resulting modified roll is then crossindexed with the assigned difficulty and the result applied. If the result is a percentage, then the distance or activity accomplished is that percentage of the amount attempted. Other results on the table are self-explanatory.

SUMMARY OF PROCESS FOR DETERMINING THE RESULT OF A MANEUVER.

- 1) The character states the nature of his maneuver.
- 2) The gamesmaster assigns a difficulty and any special modifications.
- 3) Roll D100 (open-ended).
- 4) Add modifications for skill level.
- 5) Add modifications for stats (if any).
- 6) Add modifications for armor (if any).
- 7) Add modifications for gamesmaster's special modifications (if any).
- 8) Crossindex modified roll on Maneuver Table (15.31) and difficulty.
- 9) Apply results.

5.73 MANY SKILLS APPLY TO ACTIVITIES NOT FALLING INTO THE STATIC/MANEUVER CATEGORIES. These skills include weapon skills, magic skills and others. Each of these skills affects actions in a different manner. Section 5.8 describes each skill in turn and specifies how the skill levels affect action. Each non-Static/Maneuver skill is marked as "special."

It is important to note that there is no limit to how far any skill may be developed, only to how fast.

5.8 SKILL DESCRIPTIONS.

Most skills are reasonably self-explanatory from their names and context; however, we will attempt to clear up any ambiguities. Skills are divided into 5 areas: Maneuvering in Armor, Weapon Skills, General Skills, Magic Skills, and Special Development Skills.

5.81 MANEUVERING IN ARMOR SKILLS (Maneuver). This is one of the areas that does not conform to the general skill bonus pattern. Each Armor Type has a maneuver penalty associated with it for untrained individuals (See table 15.33). THIS PENALTY MODIFIES MANEUVER ROLLS. The different armor types are divided into five groups based on composition (No Armor, types 1-4; Pliable Leather; types 5-8/Rigid Leather; types 9-12/Chain; types 13-16/Plate 17-20) in which the character may develop maneuvering skill. EACH SKILL LEVEL OF MANEUVERING IN A GROUP OF ARMOR TYPES REDUCES THE PENALTY FOR MANEUVER BY 5 (EVEN FOR SKILL LEVELS OVER 10) UNTIL THE MINIMUM MANEUVER PENALTY IS REACHED. (This limit represents the fact that the weight and constriction of the armor will always hinder the character to some extent.) Example:

Dral has a skill level 18 in Maneuvering in Plate Armor. He may wear breastplate and greaves (AT 18) with a maneuver penalty of only 20 (110 - 18 x 5). If he wears just the breastplate, the penalty is 15 (90 - 18 x 5) is 0, but 15 is the minimum maneuver penalty associated with wearing a breastplate).

Notes on the Advantages of Armor Types. Armor types are designed to reflect the protective capability of one's covering. Heavier covering (e.g. AT 20) is usually much more cumbersome than light armor or mere clothing. It is easier to make contact with (i.e. hit) but resists penetration better than lower armor types. Therefore, fewer and lower severity critical strikes will be achieved against higher armor types; frequent but low hit results will also occur; these coverings make the target easy to hit but hard to damage.

Lower armor types have the advantage of providing the wearer with mobility. Fewer swings will make contact because the agile defender will literally evade the attacker. When a swing does make contact, however, the result is more severe than that found with higher armor types; more concussion hits, frequent and severe criticals are the rule.

Animals often attack the upper body. In addition, their penetrating power is usually limited. Under CLAW LAW this is reflected on the attack tables; animals and monsters can be devastating against lower armor types where the wearer's high mobility is outweighed by the aggressor's maneuverability; against higher armor types most beasts are relatively ineffective.

Spell attacks are also affected by armor. Metal armor is particularly effective against Essence-based spells (e.g. magicians' spells), but often lessens the wearer's mobility. Therefore, he may be easy to contact but harder to affect. Lightning, and other forms of electrical attacks, are generally damaging to metal clad foes. Fire is effective against flammable armor types, but is largely deterred by metal. Organic armor types (e.g. leather) are flammable, but are relatively tough when resisting Channeling-based spells (e.g. clerical spells).

5.82 WEAPON SKILLS (Special). WEAPONS SKILL BONUSES ARE ADDED DIRECTLY TO COMBAT ROLLS (In a percentage system—see Special notes for use with combat not governed by ARMS LAW). In ARMS LAW, this skill level bonus is called expertise and is part of the "offensive bonus." There are six skill costs for weapons listed on the Character Development Table. There are six categories of weapons which these costs must be assigned to:

- One-handed edged weapons
- One-handed crushing weapons
- Two-handed weapons
- Bows
- Thrown weapons
- Pole arms

(Some weapons fit into more than one category—a hand axe can be held in hand or thrown, and skills should be developed with both methods of using it separately. Similarly, some swords may be used in two ways and skill levels in their use in one hand do not add to ability to use them two-handed.)

During the preadolescent period, characters will develop an interest or an affinity with a weapon (and category), making the type of weapon in that area easier to develop skill in. **THUS EACH CHARACTER MAY TAKE THE SIX SKILL COSTS LISTED FOR HIS PROFESSION IN THIS AREA AND ASSIGN THEM TO THE SIX WEAPON CATEGORIES AS HE SEES FIT.** A fighter, for example, may have any two weapons not as easy to develop quickly, and one with cost 5. Once assigned, these skill costs are permanent, they may not be switched around later.

The gamesmaster *may* determine that the culture the character grew up in would affect the character's choice of weapon. Example: Dral grew up in a country where bows were considered undignified and beneath true warriors, and so he directs that Dral (a fighter) must put his cost "5" in the bow column, in spite of the fact that the controlling Dral would rather shoot people in the back from long range than risk death in a fair sword fight.

A CHARACTER'S SKILL WITH EACH WEAPON (AND EACH WAY OF USING IT) IS CONSIDERED A SEPARATE AREA FOR DEVELOPMENT PURPOSES. Thus Dral's skill with a crossbow has no effect on his use of a composite bow although both are in the same weapons group. Similarly, skill with a scimitar does not help you with a longsword: although both weapons are similar, there are serious problems with trying to use them in the same way. (See the optional rules for some suggestions on the effects of learning weapon skills similar to those already acquired.)

Note that because skills with different weapons are considered separate, two weapons of the same type may be developed simultaneously without penalty, provided that the development cost of each is paid.

5.83 GENERAL SKILLS. These skills are principally a measure of the character's ability to cope with his physical environment. Spell users concentrating on things magical find these skills more difficult to acquire.

5.831 Climbing (maneuver). This could range from the ability to climb sheer faces (absurd), through mountain climbing (very hard), to climbing a ladder (easy). This ability includes skill in going up and down ropes, rappelling, using handholes properly, etc. (use the difficulty chart).

5.832 Swimming (maneuver). Skill level 1 will prevent the character from drowning in water over his head. Further skill levels will enable the character to make headway against a current, to stay afloat for longer periods of time without touching ground, to swim longer distances, to move faster in the water, and to make maneuvers in the water. For this skill armor penalties are tripled.

5.833 Riding Animals (maneuver). A single skill level is necessary to keep from constantly falling off the animal (like weapons, skill levels in riding must be developed separately for different animals). Higher skill levels enhance your chance of retaining control of the animal, when it is startled or hostile, or gaining control of an unfamiliar animal (of the type you have experience with). Also, see the optional rules on mounted combat.

5.834 Disarming Traps (static). This skill enables a character to disarm a trap. Traps of more than moderate difficulty may be represented by subtractions from this total (to be assigned by the GM from table 15.32).

5.835 Picking Locks (static). As in Disarming Traps, this skill adds to a character's ability to pick a lock. Again, extremely complex locks can be represented by having the GM assign difficulty subtractions to all attempts to pick them.

5.836 Stalking (maneuver) and Hiding (static action). Stalking is the ability to move using camouflage and shadows to conceal your presence from a known opponent. Hiding is the ability to use camouflage and shadows to conceal your presence.

5.837 Perception (static). This skill is the ability to notice the right things, to find *carelessly hidden objects*, to see that pile of old clothes in the corner, to notice the imperfection in the wall that hides the *secret door*, the *trigger for the trap* ahead, the *ambush* (the type of things that the GM cannot mention to the players because to do so would call them to special attention that the character's perception might not allow). Of course a heavy subtraction should be given (if a roll is allowed at all) in situations where the players don't know what their characters are looking for or don't specify their characters are looking for something in particular (likewise, looking for ceiling traps makes it difficult to see pit traps, etc. . .).

5.84 MAGIC SKILLS. These skills are principally associated with the study of various branches of magic. They are primarily the prerogative of spell-users, although they are open to Fighters, etc., within the limits of high costs and other limits assigned (see *SPELL LAW*) to reflect the difficulty of development by laymen.

5.841 Spells (special). This area diverges from the standard skill and bonus rule. Under the Rolemaster System, a character who is trying to learn spells makes a Spell Gain Roll upon reaching each new experience level. This is a 1-100 roll (NOT open-ended) with a roll of 101+ required for success. An add is allowed for the amount of research the character has done in that particular area (list) of magic, as measured by the number of development levels he has committed to it. (See optional rule 14.22 concerning stat bonuses.) **PROCEDURE: ALL SPELLS IN *SPELL LAW* ARE GROUPED INTO "LISTS" OF SPELLS WITH SIMILAR CONCEPTION AND EFFECT.** When a character expends development points to acquire skills, he may attempt to study one such "List" of spells. Each time he expends the points required for spell acquisition (Usually 1/* for a Spell-User, 4/* for a Semi-Spell User and 20, 10 or 8 for a Fighter-Type), he announces what "List" he is attempting to learn and records one research point for that "List." A Spell-User or a Semi-Spell User may acquire several research points for a "List" at one time. These research points represent the amount of the character's development devoted to discovering the basic concepts involved in the use of those spells, through reading, meditation, etc.; the GM must be the judge of the availability and cost of that information to the character (suggested requirements are given in optional rule 14.52).

1) **WHEN MAKING A SPELL GAIN ROLL**, the character adds his accumulated research points $\times 5$ to his roll on D100. Thus 20 research points guarantee that the character will learn his spell list. If the roll is not successful, the accumulated research is not lost; rather it just means that the character has not drawn the proper conclusions and inferences from what he has learned. After he has had time to reconsider what he knows and has gained further experience in the ways of the world and magic (the next time he reaches a higher level) he may make another Spell Gain Roll again, gaining the full benefit of his accumulated research points (which he may increase by further development). Eventually the character will acquire the use of those spells (assuming he survives and continues to go up levels).

2) **ONCE A SUCCESSFUL SPELL GAIN ROLL IS MADE**, the character is considered to have learned the use of the spells he was researching and may use them as long as such use complies with other rules for their use. The number of research points has no further effect on the game. It matters not how much effort the character put into learning the spells from this point onward; a character with two applicable spell research points can use them as well as his adversary with 20. Note that,

under Spell Law, "Lists" of magic are divided at various levels and further research must be done on a list to learn it above each break point. In such a situation, research points used to acquire lower spells of the list have NO EFFECT on attempts to acquire the higher spells.

3) **PARTIAL RESEARCH MAY ONLY BE DONE INTO ONE LIST AT ONE TIME.** Characters may not partially study a variety of lists and count on the gods of dice to give them spell abilities. A character must study only one group of spells at a time.

4) **IF A CHARACTER IS ABLE TO ALLOCATE ENOUGH POINTS TO BRING HIS TOTAL WITH THE LIST HE IS CURRENTLY WORKING ON TO 20—ENSURING ITS GAIN AT THE NEXT LEVEL OF EXPERIENCE, HE GAINS THE USE OF THE FIRST LEVEL SPELL ON THAT LIST (IF ANY) IMMEDIATELY (BEFORE REACHING THE NEXT LEVEL OF EXPERIENCE) AND MAY BEGIN WORKING ON THE ACQUISITION OF A SECOND GROUP OF SPELLS.** When he attains the next level of experience, he will acquire the normal use of the first list and be entitled to make a Spell Gain Roll for the second.

If a character, after making an unsuccessful Spell Gain Roll, wishes to begin the study of *another* list, he may do so, but he forfeits all research points accumulated with the first group of spells. Such points may be neither transferred nor retained if the character wishes to switch his efforts to some other group of spells. He may of course, if he has the points, allocate enough development points to bring the total with the first list to 20 and then begin to study the second as described above.

Example:

Dral, our fighter, decides he wants to learn to use some spells. He allocates 20 development points to spell learning and receives ONE RESEARCH POINT in his chosen list (the Mentalist "Cloak"). He visits the library in a major city, where much knowledge of such trivial magic can be found, pays his use fee and accomplishes his research. From now on, until he either gives up or succeeds he will make SPELL GAIN ROLLS upon reaching each new experience level. He goes out adventuring and goes up an experience level.

The first time he tries, Dral rolls a 15. $15 + 5$ (5/research pt) = 20 which is somewhat less than 100. Dral continues adventuring and reaches yet another experience level. This time he rolls a 72 for his spell gain roll. $72 + 5$ (he still possesses the research point he acquired before and has been meditating over what he does know) = 77, again unsuccessful. Dral decides to study harder and allocates another 20 development points, preparing a second research point with this spell list. This time he visits a monastery where he has a friend who is a high level magician. The friend shows him some of the things he is doing wrong, and the GM agrees that this is enough to credit him with the research point he is developing. ALL THE HELPFUL HINTS IN THE WORLD FROM HIS FRIEND COULD NOT HAVE GIVEN HIM MORE OF A BONUS THAN HAD HE PREPARED HIS MIND BY ACCEPTANCE OF THE WAY HE ALLOCATED DEVELOPMENT POINTS.

After further adventuring, Dral reaches yet another level of development. This time his spell gain roll is a 35. $35 + 10$ (5/research pt $\times 2$ research pts now—one new and one from before) = 45—still not successful. Dral considers trying other lists of spells but he doesn't want to lose the research pts invested in the Mentalist "Cloak" list, so he perseveres. He allocates no more development pts, but continues to meditate and review. He goes up yet another level and this time rolls a Spell Gain Roll of 99. $99 + 10 = 109$. Dral may now use the spells on the Mentalist "Cloak" list subject to whatever restrictions from the general magic rules that apply.

NOTE: IT IS MEANT TO BE DIFFICULT FOR A FIGHTER, LIKE DRAL, TO LEARN THE USE OF SPELLS. Twenty points is usually $\frac{2}{3}$ or more of the total development points available to a character for a given level.

SPELLS, ONCE LEARNED, MAY BE CAST AT ANY TIME BY THE EXPENDITURE OF POWER POINTS. The Spell Gain Roll, successfully made, means the character is generally capable of throwing the spells on the list. To cast the spell, the character states he is doing so and expends power points. THE MINIMUM NUMBER OF POWER POINTS TO CAST THE SPELL IS EQUAL TO THE LEVEL OF THE SPELL. Thus to cast a third level spell, the character must expend three points (See *SPELL LAW*).

THE NUMBER OF POWER POINTS POSSESSED BY A CHARACTER IS DETERMINED BY HIS LEVEL AND THE VALUE OF THE PRIME REQUISITE FOR THE TYPE OF SPELL BEING CAST (Empathy for Essence, Intuition for Channeling, and Presence for Mentalism). Table 15.13 gives a column for Power Points. This number of points is multiplied by the level of the caster yielding the total number of spell points he has per day.

Dral has learned to throw the Mentalist "Cloak" list. Since he is interested in throwing Mentalist spells, he checks his presence. It is 36 which yields zero pts per level. Dral's level is now 5. He has 0×5 spell pts for a total of 0. Although Dral knows how to throw the spell, he cannot do it without the aid of an item or a successful channeling attempt to provide the power.

Suppose Dral's Presence is 96. He consults the Spell Point column on Table 15.13, and discovers that a Presence of 96 gives him 2 power points per level. $2 \times 5 = 10$. Dral has a total of 10 power pts (assuming his presence is 96). He can throw his 1st level spell 10 times if he wishes, or he may throw his 5th level spell twice, or his 3rd level spell once, his 5th level spell once and his 1st level spell twice. If he chooses to put 5 points into a 1st level spell, he must expend the 5 points and only has 5 points left (and he may not throw the 1st level spell more than 5 additional times—and only that many if he expends the minimum of 1 power point each time).

IF A SPELL IS THROWN FROM A SCROLL, ITEM OR BOOK, ITS ATTACK LEVEL IS ASSUMED TO BE THE LEVEL OF THE SPELL.

NOTE ALSO THAT CHARACTERS MAY NOT ACQUIRE THE ABILITY TO THROW SPELLS IN MORE THAN ONE AREA OF MAGIC—NO ONE HAS MORE THAN ONE SET OF POWER POINTS. Hybrid Spell Users are, of course, excepted from the above rule; they get their power point total from the average of the two stats governing their realms (they still have only one set of power points).

POWER POINTS ARE REGENERATED ONLY AFTER A PROPER REST PERIOD, USUALLY INVOLVING 8 HOURS OF SLEEP.

CERTAIN RESTRICTIONS MAY BE IMPOSED ON THE CASTING OF SPELLS BY THE MAGIC SYSTEM IN USE. Spell Law, for which these rules were designed to be specifically used, certainly does. Those not possessing or using this system are directed to section 13.0.

5.842 Runes (special). RUNE SKILLS ENABLE A CHARACTER TO DECIPHER AND USE RUNES (spells inscribed in suitable media). To decipher a rune a character makes an open-ended roll, adds his skill bonus, adds any bonuses from table 15.34 and subtracts the level of the spell on the rune. If the resulting total is 101+, the rune is deciphered. If the total is negative, the spell on the rune is cast *on the character attempting to decipher the rune* (or a random bystander if the gamesmaster deems it appropriate). If the total is between 75 and 100, the character learns what the spell is. If the total is between 0 and 74, nothing happens. These results are summarized on table 15.34. If the Rune is below or equal to the level of the character attempting to use it to cast a spell, deciphering the Rune is sufficient to use it (subject to the normal chances of Spell Failure). If the Rune is a level above that of the character, or of a realm of magic other than his specialty, a second roll, similar to the first, must be made to successfully cast the spell from the rune (Fighters, Thieves, Rogues and Warrior-Monks have no realm of magic that is their specialty). Runes are generally not reusable.



NOTE: A character should be given one chance to decipher a rune. If he fails, he may not try again until he improves his Skill Level with Runes. Generally this is accomplished by going up a level, but if the character has not planned on increasing his Rune Skill Level (has not allocated any development points to it), he does not get to make another try at deciphering it until he does allocate the development effort and gain the use of the increased skill level.

5.843 Staves and Wands. This skill enables a character to use the spell abilities of a staff, wand, or any item with spell casting abilities.

In order to cast spells from an item, the wielder of the item must have made a staves/wands roll. The process for gaining the capability of casting spells off an item is identical to that for deciphering a rune; except the spell on the rune equals all the spells on the item.

SPELLS ON ITEMS THAT DO NOT REQUIRE A STAVES/WANDS ROLL INCLUDE:

- 1) **Spells that operate constantly:** Boots of Silence, Cloaks of Invisibility, etc.
- 2) **Bonuses built into items:** Bonuses on weapons, bonuses on armor, spell adders, spell multipliers, etc.
- 3) **Spells in intelligent items:** Intelligent items can cast spells in themselves when instructed by a wielder who can communicate with the item and whom the item will obey (unless specifically created otherwise intelligent items will obey any wielder). Rules concerning intelligent items can be found in section 9.9221 of SPELL LAW.

All of these cases include spells that do **not** require the conscious casting of any spell by the wielder of the item.

NOTE: If an item has several spells or groups of spells in it that are widely separated in power or type, the GM may require separate staves/wands rolls for the separate spells.

NOTE: Learning to use an intelligent item may not necessarily give the character control over that item. The GM may create an ego for the item which the character must roll over on D100 to impose his will on the item's.

NOTE: "Teaching" someone else to use an item is not permitted. Using an item is a personal experience between the individual and the item, although you may tell someone what the item does and thus remove any penalty for not knowing the power of the item, you cannot aid them.

5.844 Channeling (special). This is the skill of transmitting and receiving power between two willing individuals over any distance, provided that contact can be made. The transmitter of the power must be able to see the receiver OR know exactly where he is (direction and distance, or specific place). The receiver must know exactly when the spell is coming. For example, if a cleric was at a certain altar at a certain time (midnight of full moon) ready to receive a spell: then another spell user (or deity) could use Channels to send him a spell (if he knew where the altar was and the correct time). In some cases it will occur when a cleric is on a mission vital to his religion and his god decides to aid him. It is permissible, however, for characters to channel to each other.

IT IS IMPORTANT TO NOTE THAT THE SPELLS A CLERIC ACQUIRES NORMALLY THROUGH WORSHIP AND THE USE OF HIS INTRINSIC POWER POINTS (although the entire realm is termed "Channeling") ARE NOT SUBJECT TO THIS RULE, NOR CAN THE ACQUISITION OF THIS SKILL ALLOW OTHER CHARACTERS TO GAIN A CLERIC'S SPELL ABILITY. This skill applies to extraordinary channeling as described below.

NORMALLY CHANNELING CONSISTS OF SENDING POWER POINTS FROM ONE INDIVIDUAL TO ANOTHER. The sender expends the power points and multiplies the number by his channeling ability expressed as a percentage (e.g. a sender with 60% channeling ability—skill level 12—and expending 20 power points actually channels only $12 \times 60\% \times 20 = 12$). Round sums down and treat channeling abilities of greater than 100 as 100. This is the number of points sent. The receiving character multiplies the number of points sent by his channeling ability (again, expressed as a percent, the result rounded down and channeling abilities of more than 100 treated as 100). This is the number of points received. These points may be used by the receiving character to cast spells as he wishes, although any unused points will be lost when next he sleeps.

CHANNELING BETWEEN CHARACTERS (including NPC's) MAY ONLY TAKE PLACE IF THEY ARE CONCENTRATING ON THE SAME REALM OF POWER. In other words a cleric can't channel to a magician. In the case of a Fighter, his realm of magic is determined the first time he begins to research a spell list. Gods are, of course, able to channel to whomever they please. Hybrids may channel to or be channeled by character's concentration on either of the hybrid's realms (e.g. a Mystic can concentrate in either Essence or Mentalism).

SPELLS MAY BE CHanneled IN RARE CASES. If the receiver is of the proper spell realm, the sender may use him to cast spells through. It is not necessary for the receiver to know how to cast the spell, he is not required to do any of the work. The spell is cast, and the power points expended, by the sender. The power points are subject to the same modifications for channeling ability as power points sent without a spell; and sufficient power points must be **received** to cast the spell. (The spell may **not** be cast if it depends on the receiving character to provide the spell points; **nor** may the spell be cast by one individual while the power points required to cast the spell are channeled by someone else.

Example: Bak is of the Mentalist realm of Magic. He has skill level 1 in channeling (5%) and no further bonuses. A high level Mentalist offers to channel through him, and Bak, in need of such help, agrees. The Mentalist must either see Bak, make mental contact with him, or know exactly where Bak is. Bak must also know that the spell is being sent at that exact time. The Mentalist, at a crucial situation, throws ICE RESISTANCE and puts 60 spell points into the effort. He has a 100% Channeling ability and all 60 points are sent, but Bak receives only 5% or 3 of them. This, however, is enough to power the spell and it takes effect. Had the Mentalist possessed only a 90% Channeling ability, he would have had to expend 67 pts. for the spell to take effect ($90\% \times 67 = 60$ pts. sent, with $5\% \times 60 = 3$ being received). Failure to provide even one of these 67 spell points would make it impossible for the spell to work.

SUCCESSFUL CHANNELING CAN BE DANGEROUS. Roll D100 and add the number of power points **received** (this die roll is open-ended: see section 2.0 for details). Subtract the **Skill Level** in Channeling of the receiving character. If the result is over 100, a burnout has occurred.

Example: Bak's brother Geen is a Cleric, with Skill Level 14 in Channeling. In a crucial situation, he asks his god for help and the god responds (the Gamesmaster rolls an incredible reaction for the deity) by throwing the spell Absolution Pure through the cleric. This is a 20th level spell and the god sends 40 power points with the spell. All 40 are sent (he is a god) and Geen receives 58% of them (23). He now rolls D100 to determine if it affects him. He rolls a 48 (+23 for the power points received in the spell), -14 for his Skill Level (note that the skill level, not the bonus is subtracted). The total is 57 ($48 + 23 = 71 - 14 = 57$) and Geen does not suffer burnout.

Suppose that Geen had rolled a 97 instead of a 48. Since 97 is over 95, under the "open-ended" rules, he must roll again and add. He rolls a 23 the second time for a total "roll" of 120 before modifications. Again +23 - 14, yielding a 129. Geen has suffered some form of burnout.

IF BURNOUT OCCURS, ROLL TWICE ON THE 15+ COLUMN OF TABLE 15.12. This is how many points that are lost off of the MEMORY stat (not potential). This process is repeated for REASONING.

If this process reduces either stat to 0 or below, all experience and skills are lost.

On the brighter side, the character can now switch professions as he has lost all memory of his adolescence and apprenticeship (though it will take him many years to function as an adult again).

OPTION FOR SPELL LAW: If *Spell Law* is available, a D100 roll is made and $5 \times$ the amount that the burnout roll was above 100 is added. This total is applied to the Non-attack Spell Failures table from *Spell Law* (10.71). This result can be in addition to the loss of Memory and Reasoning or instead of it (at the GM's discretion).

SHOULD A BURNOUT OCCUR, THE BEING CHANNELING POWER TO THE VICTIM MUST ROLL UNDER HIS PRESENCE ON D100 OR SUFFER THE SAME RESULT (Gods would not be affected). If the sender survives, unharmed, he may (regardless of the status or will of the receiving individual) exercise absolute control over the victim's body and its remaining knowledge, skills, spells and power points. The sender must have some method of issuing commands and instructions to the burnout victim. This control lasts 24 hours or until contact is broken.

5.845 Directed Spells (special). *Spell Law* makes provision for Spell Attack Rolls with certain spells. (These Spells are specifically listed there, and have separate attack tables.) Each such spell must have its expertise developed separately. Developing expertise in directed spells is treated just as developing skill in weapons. Generally expertise may be gained only with spells that are directed against a single target (e.g. Fire Bolts but not Fire Balls or Fire Storms). These spells must be castable by the character wishing to gain expertise. The character may also develop expertise if he is capable of casting the spell from an item and has access to the item.

This rule is important for it allows certain Spell Users to specialize in particular spells in the same manner that fighters may specialize in their weapons.

5.85 SPECIAL DEVELOPMENT. The following areas of development are different in many respects from those that have preceded them.

5.851 Ambush (special). This is the ability to strike effectively without first being noticed. To use his ambush skill a character must approach his foe undetected and be able to strike before the latter can react.

IF THE AMBUSH SKILL IS SUCCESSFULLY USED, THE CHARACTER GAINS A BONUS ON ARMS LAW NORMAL (not Large or Super-Large) CRITICAL STRIKE ROLLS. This bonus consists of the ability to adjust the critical strike roll by any number up to the Ambush Skill Level (not bonus) of the attacker. This adjustment may be either up or down. This is the only adjustment that is *ever* allowed on An *Arms Law* critical strike roll. Note that to use this bonus, the attacker must first *get* a critical strike result on an attack table. If he does, however, this ability greatly increases the chance of a killing blow and tremendously multiplies the chance of an instantly killing one.

Since position is relatively unpredictable in a general melee situation, AMBUSH SKILL LEVEL IS HALVED IF FOE IS IN A MELEE SITUATION.

IF A "LARGE" OR "SUPER-LARGE" CREATURE IS AMBUSHED, THE AMBUSH LEVEL IS ADDED TO THE CRITICAL ROLL. If the resulting modified roll is above 95, a second roll is made and added to the modified critical roll as in a normal open-ended roll.

5.852 Linguistics (special). Rolemaster is created for a world with a variety of cultures and languages. There is no such thing as a common tongue or an alignment tongue (though a gamesmaster can add them for his world system), although certain professions have developed their own language for use in research. Each language must be developed individually in steps from a level at which the language cannot even be recognized to a level of full understanding of the idiom and the snide jokes often made about travellers. See table 15.55 for the communication ability given by each linguistic skill level in a language. Skills in one language normally have little effect on others; however "brother languages," those deriving from an immediate common ancestor, may be an exception. See section 10.0 concerning Race and Effects on Play for further information.

5.853 Adrenal Moves (varies). These skills relate to the development of the art of superhuman effort. By concentration and Self-Discipline, the character skilled in Adrenal Moves must be prepared in the round before it takes effect. This is accomplished by taking a 20% penalty on action in the round of preparation. Adrenal Moves may not be attempted in consecutive rounds, nor may more than one be attempted at any one time. Skill levels in each Adrenal Move must be developed separately. Each Adrenal Move counts as a separate area for development purposes.

STRENGTH (static). This ability gives a character a +10 bonus on his offensive bonus and doubles the number of concussion hits that he delivers. At the end of the preparation round, the character rolls D100, adds applicable bonuses from table 15.32, and then adds the bonus for his skill level in Strength Adrenal Move. A roll of 101+ indicates success and the above bonuses apply for the next round. Failure means no bonuses are obtained the next round.

SPEED (static). This allows a character to move at twice normal speed (as if hasted) and thus increase his activity for one round as described in *Arms Law*. Speed is prepared just as Strength and success is determined in the same way.

BALANCE (maneuver). This skill enhances the ability of the character to maintain his balance in one maneuver (requiring balance). The skill bonus is added to any maneuver roll required for the action (even if it takes several rounds).

LEAPING (maneuver). This allows the character to automatically increase the distance he can successfully leap from either a standing or a running start. The Maneuver Table from *Arms Law* or Table 15 can be used, with the skill level bonus being added. 100% would indicate a normal leap and results above that a longer leap.

LANDING (maneuver). A character may automatically decrease the severity of a fall by his skill level bonus times one foot. For example, if a character's skill level bonus was 60, a 100' fall would be treated as a 40' fall. The severity of a fall can never be reduced below that of a 10' fall. For this adrenal move the penalty of -20% for a preparation round is applied the round *after* the fall (assuming he's alive and conscious). This is the recuperation round.

5.854 Martial Arts (unarmed combat skills) ARE DEVELOPED BY ADVANCING THE SKILL LEVELS OF TWO SETS OF FOUR RANKS EACH. Martial Arts is divided into two areas: STRIKING and SWEEPS AND THROWS. Each area has four Ranks: Rank 1, Rank 2, Rank 3 and Rank 4. Skill Levels in each rank must be kept separately. EACH RANK COUNTS AS A SEPARATE AREA OF DEVELOPMENT. THE SKILL LEVEL BONUS FOR A RANK IS ADDED TO THE OFFENSIVE BONUS OF THE CHARACTER IF HE IS USING THAT RANK FOR UNARMED FIGHTING. Only one rank's bonus may be used in any given round. The rank also determines the attack table to use from *Claw Law* (Martial Arts Striking Table or Martial Arts Sweeps and Throws Table); and, the maximum possible result that can be obtained on that table.

The ranks represent varying degrees of effectiveness and complexity of the different types of martial arts attacks and defenses. Rank 1 is of course the simplest and least effective, while rank 4 is the most complicated and most deadly. **THUS, SKILL IN A MARTIAL ARTS RANK CANNOT BE DEVELOPED TO A LEVEL HIGHER THAN THE EXISTING SKILL LEVELS OF THE LESSER RANKS IN THE AREA.** This applies only among ranks of striking OR among ranks of sweeps and throws. Thus, striking rank 4 can never have a higher skill level than striking rank 3, striking rank 3 can never have a higher skill level than striking rank 2, and striking rank 2 can never have an higher skill level than striking rank 1. Likewise for the sweeps and throws ranks.

5.855 Adrenal Defense (special). By using this skill, attacks with melee or missile weapons may be dodged or deflected (wholly or partially). THE SKILL LEVEL BONUS OF THE DEFENDER IS ADDED TO HIS DEFENSIVE BONUS VERSUS MELEE ATTACKS. AGAINST MISSILE ATTACKS THE SKILL LEVEL IS HALVED BEFORE THE BONUS IS CALCULATED AND ADDED TO THE DEFENSIVE BONUS. To use adrenal defense, the character must not be wearing any armor and cannot have a shield or large object in your hands. **EXCEPTION:** Warrior monks can hold any weapon usable in their weapon kata. See optional rule 14.31. In addition, you must be aware of the fact that you are under attack.

5.856 Body Development (special). Each character starts with the capacity to take a number of hits equal to his constitution stat divided by 10 (round off). Each skill level picked in body development entitles the character to roll one hit die of the type used by his race (see Section 10.0) and increase the number of hits the character can take by the amount of the die roll. The sum of the starting hit points and the rolled hit points are the character's *base hit points*. Thus the maximum number of hits each character may have is determined by his race and constitution bonus, and is in no way a function of his character class, although fighter-type characters will develop to this maximum faster under normal circumstances.

6.0 STAT BONUSES FOR ABILITIES

GENERALLY A CHARACTER'S SKILL LEVELS ARE THE PREDOMINATING FACTOR IN DETERMINING WHAT HE CAN AND CANNOT DO. SUPERIOR NATURAL ABILITIES MAY WELL AID HIM IN ACCOMPLISHING MANY OF THESE THINGS.

6.1 EACH PRIMARY SKILL IN ROLEMASTER HAS A CHARACTERISTIC ASSOCIATED WITH IT.

The bonus due to this characteristic (Table 15.13, Bonuses For Unusual Stats) is added to the bonus due to skill to yield the character's total intrinsic bonus, exclusive of magical aid. In most cases, it is true that more than one stat will affect the exercising of each skill, and for greater realism (at the cost of some additional complexity) players are advised to see section 14.21 of the optional rules. (See Table 15.14 for a summary)

6.2 GENERAL MANEUVERS ARE ASSISTED BY HIGH AGILITY.

In most simple maneuvers, movement, etc., the character's Agility bonus is added to his maneuver roll. This is not the case if some other stat is specifically defined as being that principally exercised in the particular maneuver.

6.3 WEAPONS SKILLS BENEFIT FROM STRENGTH AND AGILITY.

The bonus due to Strength is added to all melee combat rolls with hand-held weapons and to all combat rolls with thrown weapons. If the attack is with a bow weapon, the Agility bonus is added instead.

6.4 GENERAL SKILLS BENEFIT FROM AGILITY, EMPATHY & INTUITION.

Agility bonuses are given on climbing, swimming, and stalking and hiding attempts. The bonus due to Empathy is added to the character's riding ability to give his total riding bonus. Intuition aids in Disarming Traps, Picking Locks, and Perception.

6.5 MAGICAL SKILLS ARE AUGMENTED BY EMPATHY AND INTUITION.

Empathy adds to the skill bonus for deciphering Runes and using Staves and Wands. Any Intuition bonus is added to a player's Channeling abilities.

6.6 SPECIAL DEVELOPMENT SKILLS ARE AIDED BY PRESENCE, CONSTITUTION AND STRENGTH.

Martial arts are considered Melee Attacks and receive the benefits of Strength bonuses. Adrenal Moves rely on self control and thus are subject to the bonuses derived from Presence. Constitution affects the total number of concussion hits a character can absorb before passing out or dying.

The Player's "base hit points" (see section 5.856) are multiplied by his constitution bonus (stated as a percentage) and the result (rounded off) is added to his base hit points. The resulting sum is a bonus which is added to give the character's **total hit points**.

Bak has a Constitution of 90 and a base hit point total of 14. His Constitution bonus (from Table 15.13) is +10 or +10% of 14 is 1.4 rounded to 1, so he can take 15 (14+1) total hit points, although his base hit points remains 14. Bak goes up an experience level and rolls 2 more ten-sided dice (D10) for hits and gets 2+8 additional hit points. He adds these to his base hit points (14) for new base hit points of 24, before modifying again for Constitution. He can now take 24 + 10% of 24 = 24 + 2 = 26 total hit points. Note that it is necessary to keep track of both the final total and the base number to date, to calculate hit points anew whenever a change results. Note also that a change in Constitution may change the hit point total of the character by changing or eliminating the bonus.

A character's Ambush ability is NEVER affected by any stat. Linguistic ability may be affected by a character's reasoning bonus. A bonus for self-discipline may be used on stunned maneuvers.

6.7 A CHARACTER BENEFITS DEFENSIVELY FROM HIS QUICKNESS.

Regardless of whether or not a character has any self-defense skills, he may add his quickness bonus to his defensive bonus provided he is not completely static (e.g. sleeping, knocked out, stunned and unable to parry, etc.). Note the 4th column on table 15.33, Armor Penalties on Maneuvers. These points are subtracted from the quickness bonus if the character is wearing the appropriate type of armor (and thus the quickness points are not subtracted from incoming attacks). Note that this column cannot reduce a quickness bonus below 0.

Example: Bak (Quickness 98, yielding a bonus of +20) is unarmored. His armor type (AT) is 1-20. Attacks against him are resolved on the 1 column after subtracting 20. He puts on a breastplate, which has a quickness penalty of 10 pts. These 10 pts. are subtracted from his 20 pt. quickness bonus, leaving 10 pts. to be subtracted from incoming attacks. Those attacks are now resolved on the 17 column, however (AT 17-10).

6.8 ABILITIES IN WHICH NO PROVISION IS MADE FOR THE DEVELOPMENT OF SKILLS MAY BE AIDED BY CHARACTERISTICS AT THE GAMEMASTER'S DISCRETION.

6.9 RESISTANCE ROLLS AGAINST SPELLS AND POISON OR DISEASE ARE AFFECTED BY VARIOUS CHARACTERISTICS DEPENDING ON THE TYPE OF ATTACK.

BASIC MAGIC SPELLS, those utilizing the essence as their medium, may be more successfully resisted if the character has a high EMPATHY. Resistance Rolls against these spells (all those thrown by Magicians, Illusionists, Alchemists and Monks) are subject to bonuses and penalties due to unusual Empathy.

MENTALIST ATTACKS are more successfully repelled with the aid of a high PRESENCE. (Mentalist, Lay Healer, Seer and Bard Spells are in this group).

CHANNELING (clerical) SPELLS are affected by the defending character's INTUITION. (Spells of this type include those of Clerics, Animists, Healers and Rangers).

HYBRID SPELL USERS' BASE SPELLS are affected by the defender's stats in the two realms relating to that Profession (they should be averaged, & the bonus for the average added to the resistance roll). Sorcerers are users of Channeling and Essence, so average Empathy and Intuition and compute the defense bonus. Mystics are masters of Mentalism and Essence, so the average of Empathy and Presence is used to derive the bonus. Astrologers are students of Channeling and Mentalism; therefore Intuition and Presence combine to determine the resistance roll bonus.

When Hybrid Spell Users throw spells other than those in their own spell base areas, the realm from which the spell actually came is used to determine the stat that can give its bonus to the saving throw.

THE CONSTITUTION BONUS IS USED ON RESISTANCE ROLLS AGAINST POISON AND DISEASE. Resistance rolls are resolved by assigning a level (potency for the poison) and resolving the resistance roll as in Spell Law with no other standard modification.

For instance, Acaana is a level (potency adjustment) 15 poison. Dana has a 90 Constitution and has a +10 bonus for that stat; he is 6th level. Should Dana ingest Acaana, he would roll on the resistance roll table found in SPELL LAW (Spell Law Table 10.5). If his roll exceeded 62 on a D100 he would resist the poison, for he needs a 72+ on the table and his bonus is +10. Should he roll say a 51, the poison would take effect... 51 + 10 = 61 and does not exceed 72.

7.0 CHARACTER CLASSES

EACH CHARACTER UNDER ROLEMASTER CHOOSES HIS PROFESSION (or Character Class). HE IS PRESUMED TO HAVE UNDERGONE A PERIOD OF APPRENTICESHIP WHERE HIS THOUGHT PATTERNS WERE MOULDED, THEREBY AFFECTING HIS ABILITY TO ACQUIRE SKILLS.

7.1 THE PROFESSIONS OF FIGHTER, THIEF, ROGUE AND WARRIOR MONK CONCENTRATE PRIMARILY ON ACQUIRING THE SKILL OF THE REALM OF ARMS.

These characters have relatively easy times learning the use of weapons and the skills of maneuver and manipulation, but they will find it difficult to develop any spell-using ability. These professions have no trained realm of power, and thus can only learn spells at great effort and cost (if at all, according to the Gamesmaster's discretion). Even then their spells are of very limited potency. If a non-spell user does learn to cast spells, he is restricted to spells from one realm only. He makes his choice of realm when he chooses his first spell list or spell. Subsequent picks must come from that same realm.

7.11 FIGHTERS ARE THE PRIMARY ARMS SPECIALISTS. Fighters will find it easy to develop a variety of different weapons and to wear heavier types of armor. They are less skilled in maneuvering and manipulating mechanical devices such as locks and traps (though they are still superior in those areas to spell users) and have the greatest difficulty in learning anything connected with spells. PRIME REQUISITES FOR FIGHTERS ARE CONSTITUTION AND STRENGTH. In addition to their skill with arms, Fighters receive a bonus of +3 per level (on D100) on all weapons attacks up to and including 20th level and +1 per level at 21st level and beyond.

7.12 THIEVES ARE SPECIALISTS AT MANEUVERING AND MANIPULATING. They have the easiest time learning mechanical skills such as picking locks and disarming traps and are fairly good at picking up weapons skills. Thieves are also unusually adept at Stalking and Hiding, Climbing and Perception. They rarely wear heavy armor, although armor does not especially harm their exercising of their professional abilities. PRIME REQUISITES FOR THIEVES ARE QUICKNESS AND AGILITY. Thieves gain a bonus of +2 per level (on D100) on all weapon attacks (up to a maximum bonus for their level of +40).

7.13 ROGUES ARE CHARACTERS WITH SOME EXPERTISE IN THIEFLY ABILITIES AND MORE SPECIALIZED KNOWLEDGE OF ARMS THAN THAT POSSESSED BY FIGHTERS. Normally a Rogue will be almost as good as a fighter with one weapon of his choice. The cost, in development points, of developing his thieflly skills will generally not allow him to be as good in these areas as a thief, but his flexibility is unmatched by either profession. THE PRIME REQUISITES FOR A ROGUE ARE STRENGTH AND AGILITY. Rogues gain a bonus of +3 per level (on D100) on all weapon attacks (up to a maximum bonus for their level of +60).

7.14 WARRIOR MONKS ARE EXPERTS AT MANEUVERING AND MARTIAL ARTS. Warrior Monks learn to use normal weapons, although not as easily as others of this realm; they prefer to utilize unarmed combat using the special *Claw Law* Martial Arts attack tables. PRIME REQUISITES FOR A WARRIOR MONK ARE QUICKNESS AND SELF DISCIPLINE. Warrior Monks gain a bonus of +2 per level (on D100) on all weapon attacks (up to a maximum bonus for their level of +40); this bonus is applicable to martial arts attacks.

7.2 THE PROFESSIONS OF MAGICIAN, ILLUSIONIST, AND ALCHEMIST CONCENTRATE PRIMARILY ON MANIPULATING THE ESSENCE THAT SURROUNDS US ALL TO CREATE MAGICAL EFFECTS AND CAST SPELLS.

Essence is the power that exists in everyone and everything of and on a given world. It has been known in other sources as the Tao, Magic, the Force etc. A spell user of the essence taps this power, moulds it, and diverts it into his spells. Most of his powerful spells reflect this and are almost elemental in nature: fire, earth, water, wind, light, cold, etc. The more inert material

that is on the person of the spell user of essence, the more difficult it becomes to manipulate the essence. Thus, when casting or using an essence spell NO armor, heavy clothing, or helmet may be worn. When the cooperation of more than one party is necessary for the essence spell to take effect, all parties must abide by the above restriction. These characters can acquire knowledge of things magical and how to use them relatively quickly, but they are terribly handicapped in developing arms skills since they must discipline their minds in pursuit of their profession. Like Spell Users generally, they are less adept than Arms Users at the skills of maneuvering and combat.

7.21 MAGICIANS ARE THE BASIC MANIPULATORS OF THE ESSENCE. Magicians are pure spell users of essence who have concentrated in the elemental spells. Their base spells deal mainly with the elements: earth, water, air, heat, cold, and light. PRIME REQUISITES ARE EMPATHY AND REASONING.

7.22 ILLUSIONISTS ARE LESS ABLE TO MANIPULATE THE ESSENCE TO OVERPOWER OTHERS, INSTEAD DEVELOPING SKILLS TO MISLEAD THEM. Illusionists are pure spell users of essence who have concentrated in spells of misdirection and illusion. Their base spells deal mainly with the manipulation of elements which affect the human senses: sight, sound, touch, taste, smell, mental impulses, and the combination of these senses. Illusionists have advantages in Perception and Stalking and Hiding over other spell users. PRIME REQUISITES FOR ILLUSIONISTS ARE EMPATHY AND REASONING.

7.23 ALCHEMISTS ARE SKILLED AT RELATING MAGIC TO THE PHYSICAL UNIVERSE. Alchemists are pure spell users of essence who have concentrated in spells which can manipulate matter to form items and embed spells of all three realms—nonetheless, they require someone or something to cast the spell to be embedded (if he knows the spell, he can do this himself). They do have advantages over most spell users in mechanical areas, but the concentration on spells necessary for their profession prohibits them from developing these skills as rapidly as Thieves, Rogues & even fighters, etc. PRIME REQUISITES FOR ALCHEMISTS ARE EMPATHY AND REASONING.

7.3 THE PROFESSIONS OF CLERIC, ANIMIST, AND HEALER CONCENTRATE ON THE CHANNELING OF SPELLS AND POWER FROM THEIR DIETIES.

Channeling is the power of the deities of a given world as channeled through their followers of other spell users. It is religious in nature and independent of the essence. A spell user of channeling draws directly on the power of his deity, even though this "usually" doesn't require the conscious cooperation of the deity. Thus spells of this realm do not necessarily reflect the nature of the deity as long as the spell user is using relatively subtle spells (i.e. healing, detection, etc.). More powerful and significant spells such as death spells and revival of the dead might require active consent of a deity, depending upon the world system being used by the Gamesmaster. Metal interferes with the drawing of power from deities, so no metal armor or helmet may be worn when casting or using a channeling spell (any spell of this realm). In addition, only a small amount of metal may be carried on the person of a spell user of channeling when casting or using spells; this should be determined by the gamesmaster dependent upon his world system.

7.31 CLERICS ARE THE BASIC CHANNELING SPELL USERS. Clerics are pure spell users of channeling who have concentrated in spells which require direct power from their deities. Their base spells deal directly with life, communing with deities, summoning live creatures, protection from servants of opposing deities, and direct channeling from their own deities. These spell users are the most powerful of the spell users of channeling, but they are also the most restricted in the sense of heeding the desires or alignment of their deity (to be determined by the Gamesmaster). They have the ability to learn, albeit at heavy cost, the use of any weapon but must wear non-metal armor (if any) in order to avoid having significant amounts of metal interfere with their channeling abilities. A cleric, or any user of the channeling realm, cannot cast spells while wearing metal armor. THE PRIME REQUISITES FOR A CLERIC ARE INTUITION AND MEMORY.

7.32 ANIMISTS ARE CLERICS SPECIALIZING IN STUDIES AND POWER CONCERNING LIVING THINGS, BOTH ANIMAL AND VEGETABLE. Animists are pure spell users of channeling who have concentrated on spells which deal with living things (e.g. druids). Their base spells deal with plants, animals, nature in general, and weather. They generally develop the skill of riding (and controlling) animals to a high level. THE PRIME REQUISITES FOR AN ANIMIST ARE INTUITION AND MEMORY.

7.33 HEALERS CHANNEL POWER TO TAKE WOUNDS FROM OTHERS AND USE THE ENORMOUS RECUPERATIVE POWER OF THEIR BODIES TO HEAL THE WOUNDS ONCE TAKEN. Healers are pure spell users of channeling who have concentrated on spells of self-healing and the ability to take the injuries of others UPON THEMSELVES. Thus, a healer could heal a person by taking his patient's injury upon himself and then healing this injury gradually. THE PRIME REQUISITES FOR A HEALER ARE INTUITION AND MEMORY.

7.4 MENTALISTS, LAY HEALERS AND SEERS MANIPULATE THEIR OWN PERSONAL ESSENCE, AND THE ESSENCE IMMEDIATELY AROUND THEM, WITH THEIR MINDS IN ORDER TO PERFORM MAGICAL FUNCTIONS.

Mentalism is the power of the essence channeled through the mind of the spell user, who in effect acts as a very, very minor deity for these purposes. Thus, mentalism is a very personal power and even the most powerful spells are usually limited by the senses and perceptions of the spell user. Similarly, his spells are usually limited to himself or to one particular target. Any head covering interferes with the power of mentalism spells, so no head covering (especially helmets) may be worn while casting or using a mentalism spell.

7.41 MENTALISTS ARE THE BASIC MENTAL ESSENCE MANIPULATORS. Mentalists are pure spell users of mentalism who have concentrated on spells which deal with the interaction of minds. Their base spells deal with the detection of mental presence, mental communication, mind control, mind attack, mind merging, and sense control. THE PRIME REQUISITES FOR A MENTALIST ARE SELF-DISCIPLINE AND PRESENCE.

7.42 LAY HEALERS CAN AID THE RECUPERATIVE POWERS OF OTHERS. Lay healers are pure spell users of mentalism who have concentrated on spells which heal people and animals. Their base spells deal with the specific healing of certain diseases and injuries: organs, blood, muscles, bones and concussion hits. THE PRIME REQUISITES OF A LAY HEALER ARE SELF-DISCIPLINE AND PRESENCE.

7.43 SEERS ARE INFORMATION GATHERING SPECIALISTS. Seers are pure spell users of mentalism who have concentrated on spells which gain information through the use of mental spells. Their spells deal with precognition, and the control and modification of the senses. THE PRIME REQUISITES OF A SEER ARE SELF-DISCIPLINE AND PRESENCE.

7.5 SORCERERS, MYSTICS AND ASTROLOGERS ARE HYBRID SPELL USERS, COMBINING SOME OF THE POWERS OF TWO REALMS OF MAGIC IN EACH CASE.

Hybrid spell users are of professions combining two realms of power. They can obtain the power of the most potent pure spell user only in a very restricted set of spells: however, they are much more flexible since they have access to two realms of power. When a hybrid spell user casts a spell he must abide by the restrictions of that realm of power (only). For example, if he is casting a mentalist spell, he cannot be wearing a helmet, etc. When casting one of the spells from his base lists he must abide by the restrictions of both realms.

7.51 SORCERERS COMBINE ESSENCE AND CHANNELING. Sorcerers are hybrid spell users who combine the realms of essence and channeling, concentrating on spells of destruction. Their base spells deal with the specific destruction of animate and inanimate material. PRIME REQUISITES FOR A SORCERER ARE EMPATHY AND INTUITION.

7.52 MYSTICS COMBINE ESSENCE AND MENTALISM. Mystics are hybrid spell users who combine the realms of essence and mentalism; they have concentrated on subtle spells of misdirection and modification. Their base spells deal with personal illusion as well as the modification of matter. PRIME REQUISITES FOR MYSTICS ARE EMPATHY AND PRESENCE.

7.53 ASTROLOGERS COMBINE CHANNELING AND MENTALISM. Astrologers are hybrid spell users who combine the realms of channeling and mentalism; they have concentrated on spells which pertain to gathering information. Their spells deal with detection, communing, precognition, and communication. THE PRIME REQUISITES OF AN ASTROLOGER ARE PRESENCE AND INTUITION.

7.6 BARDS, MONKS AND RANGERS COMBINE THE USE OF ARMS WITH A RUDIMENTARY KNOWLEDGE OF SPELLS.

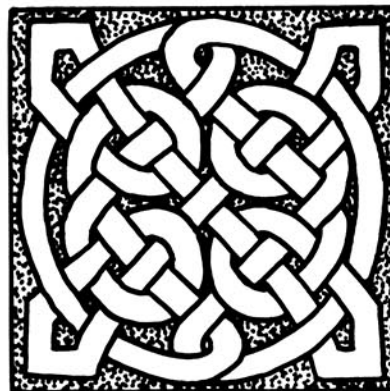
These "Semi-spell users" combine a realm of power with the realm of arms. These professions can only throw spells of limited potency, but are fairly adept in the use of arms. Generally these characters are inferior to fighters in the use of arms and to spell users in the use of spells, but they have the ability to combine the advantages of both to meet a variety of needs.

7.61 MONKS COMBINE ARMS AND ESSENCE. Monks are semi-spell users who combine the realm of essence with the realm of arms. Their base spells deal with personal movement and the control of their own body and mind, while their arms capabilities concentrate in unarmored, unarmed combat. PRIME REQUISITES FOR MONKS ARE EMPATHY AND SELF DISCIPLINE.

7.62 RANGERS COMBINE ARMS AND CHANNELING. Rangers are semi-spell users who combine the realm of channeling with the realm of arms. Their base spells deal with operating in the outdoors and manipulating the elements (weather). PRIME REQUISITES FOR RANGERS ARE INTUITION AND CONSTITUTION.

7.63 BARDS COMBINE MENTALISM AND ARMS. Bards are semi-spell users who combine the realm of mentalism with the realm of arms. Their base spells deal with sound, lore, and item use. PRIME REQUISITES FOR A BARD ARE PRESENCE AND MEMORY.

NOTE: EACH OF THE 3 PROFESSIONS ABOVE (The Semi-spell Users) GAINS A BONUS OF +1 (on D100) per level when attacking with any weapon (or Martial arts) up to a maximum bonus of +20 for their level.



8.0 CHARACTER GENERATION

ROLEMASTER CHARACTERS ARE RANDOMLY GENERATED WITH MODIFICATIONS TO REFLECT STATUS AND PROFESSION.

8.1 ROLEMASTER USES 10 PRINCIPAL CHARACTERISTICS TO REPRESENT EACH INDIVIDUAL TO GENERATE A CHARACTER.

ROLL D100 10 TIMES AND RECORD THE RESULTS. Ignore all results of **under 20** to reflect the premise that exceptionally weak characters will not be likely to seek their fortune in a hostile world. Example:

Dral player rolls: 25, 87, 76, 19, 36, 82, 47, 20, 98, 61. Noting that the 19 is below 20, he scratches it out and rolls a 57 to replace it. He curses the roll of exactly 20, but he must keep it.

8.2 TO PROVIDE GREATER FLEXIBILITY FOR THE PLAYERS, THEY MAY ASSIGN THE 10 RANDOMLY GENERATED VALUES TO THEIR 10 STATS AS THEY DESIRE.

This allows the players to run the type of character they want to (after all the idea is to have fun). Some GM's may wish to incorporate more realism by having the players assign stats, in the order they were rolled, to the characteristics listed in section 4.0, but this denies the player the opportunity to have his adolescent character concentrate on body building, scholarship, etc. Example:

Dral decides to be a fighter, and having read the next section of these rules, chooses to allocate his stats as follows:

ST: 20 QU: 98 EM: 57 IN: 47 PR: 36
CO: 25 AG: 87 SD: 82 RE: 61 ME: 76

8.3 TO ENSURE THAT ADVENTURERS WILL BE THE FINEST EXAMPLES OF THEIR PROFESSION, THE PRIME REQUISITES (see section 7.0) OF EACH CHARACTER MAY BE RAISED TO 90.

This also has the effect of preventing an otherwise playable character from being crippled by a single bad stat and tends to even characters out, at least at the start, so that players start at about the same level in at least their chosen profession. If a character wishes to have a stat higher than 90 in his prime requisite, he may of course place a naturally rolled stat there, but he may not raise another stat to 90 (except for his other prime requisite, of course). When this is done the character's class (profession) has been chosen.

Dral cheerfully adjusts his strength and constitution, discarding the 20 and 25 and substituting 90's. He could not adjust his intuition or empathy to 90 since they are not prime requisites for a fighter.

8.4 CHARACTERS DO NOT NECESSARILY START AT THEIR PEAK OF PHYSICAL AND MENTAL DEVELOPMENT.

Studies show that many human attributes do not reach their peak until the late twenties, after they have reached the adult level that most characters begin adventuring. To reflect the fact that exercise and stress will help a character develop his physical and mental attributes, Rolemaster experience guidelines allow him to make stat gain rolls (See Section 9.3) until his development in this area reaches a pre-determined maximum (influenced by race, heredity, and youthful environment and reflected in his initial stats).

To determine POTENTIAL STATS (potentials), Roll D100 and consult Table 15.11, cross indexing the roll with the range into which the initial stat falls. The number resulting is the **potential stat**, the value to which it can actually rise in the course of play. Generally this level cannot be exceeded, except perhaps with the aid of the most powerful magic items.

Dral's rolls to determine his stat potentials are:

ST: 57 QU: 19 EM: 72 IN: 56 PR: 22
CO: 96 AG: 83 SD: 14 RE: 34 ME: 41
Starting with his strength (now 90, because he was able to raise his prime requisites to that figure), he determines that his potential is the 90 he starts with (the chart yields a "--" result, indicating that initial and potential stats are the same). Quickness, likewise cannot be naturally increased beyond its initial value of 98, but Empathy (57) has a potential of 71 (cross indexing the potential roll of 72 with the 40-59 column for his initial stat). Following this process through for the other stats (try it and check your results), he gets:
ST: 90(90) QU: 98(98) EM: 57(71) IN: 47(63) PR: 36(36)
CO: 90(97) AG: 83(91) SD: 82(82) RE: 61(61) ME: 76(76)
The first number is the initial temporary value of the stat, the second (in parentheses) is its potential value.

8.5 POTENTIALS HAVE NO EFFECT ON PLAY WHATSOEVER; VERY SELDOM CAN THEY EVER BE IMPROVED.

When a character reaches the second level of experience, and every level thereafter, he will be entitled to make stat gain rolls to determine if his adventures affect his stats. Yet remember, stats may never be improved beyond their potential values (See Section 9.3). Permanently disabling injuries may be reflected in a reduction of potential stats, shorter term disabilities may result in temporary stat reductions.

8.6 A BEGINNING CHARACTER IS CONSIDERED TO BE LEVEL 1, POSSESSING NO SMALL AMOUNT OF ACQUIRED SKILLS.

A starting player has a hit point value equal to his constitution divided by ten—rounding up or down (e.g. a CON of 92 gives a player 9 hit points). See section 5.856. An average adult is assumed to be level 0 with skills approximating one experience level of development, representing what he learned in his childhood and adolescence. A player character starts with this and a second experience level's development (from level 0 to level 1) representing the apprenticeship in his profession that he is presumed to have gone through. **THUS EACH CHARACTER GOES THROUGH THE ENTIRE SKILL ACQUISITION PROCESS (AND RECEIVES THE SKILLS PICKED) TWICE BEFORE STARTING PLAY.** Note that the development points from these two levels may not be combined and they are treated in all ways as separate experience levels. Characters are entitled to make spell gain rolls after expending the development points for each of the two levels (thus it is quite possible for a character to begin with more than one list of spells).

Example:

Dral has 35 development points per level—based on his 5 temporary "development stats": 7 for Agility, 8 for Constitution, 7 for Self-Discipline, 6 for Reasoning, and 7 for Memory (Check Development Points Column of Table 15.13). Dral notes that the weapons development cost sub-categories are not set. He assigns the cost figures to the six weapons classes, choosing lower costs for the weaponry he most favors. Since he is a fighter, he matches categories and costs as follows:

1/5 Thrown Weapons
2/5 One-Hand Edged
2/7 Two-Handed
2/7 Pole Arms
2/7 One Hand Crushing
5 Bows

Dral favors thrown weapons and 1-hand edged weapons. Due to his peculiar culture (a bias imposed by the GM), he resents bows and pays higher costs to develop bow skills. See Sec. 5.82 above.

Naturally he seeks survival. His character starts with 9 hit points as a result of his CON, but he would feel comfortable taking more. Dral feels 9 is inadequate for a serious fighter. Consequently, he expends 4 of his 35 pts to

acquire 2 body development skills (Cost 1/3. The first skill level costs 1, the next 3, for a total of 4). This enables him to roll 2 10 sided (D10) dice and add the result to his hit point total. Dral now has 31 development pts remaining.

Looking to his armor needs, he decides to begin adventuring in a metal breastplate (AT 17 under the plate armor category). Consulting Table 15.33 (Armor Penalties for Maneuvers), he notes that the penalty for untrained combatants in AT 17 is -90%; the minimum maneuver penalty for trained persons using the armor is -15%. He desires the smallest penalty possible, but realizes he must acquire skill level 15 before he can reduce the -90 to a -15 (each skill level equaling 5% proficiency: $15 \times 5 = 75$, $90 - 15 = 75$).

The cost figure in this area (2/*) indicates that for 2 pts. per skill level he can acquire as much maneuvering in plate (AT 17) he needs, but the cost of 30 pts. (total) is a problem. Spreading the cost over his adolescence and apprenticeship, he acquires the skill to level 8 for the expenditure of 16 pts. ($2 \times 8 = 16$).

Turning to weapons, he decides to concentrate on developing hand axe expertise. He assigned the 2/5 cost breakdown to 1-hand edged weapon development and must pay 2 pts. for the first skill level and 5 pts. for the second skill level should he attempt to rise two skill increments immediately. Wanting to become good with a hand axe quickly, Dral expends 7 of his development points. He cannot progress more rapidly, since picking up 3 skill levels when calculating any one experience level's trait development is not allowed (except for areas marked with a number followed by /*). Dral now has 8 of his original 35 development points remaining. Next he decides to learn to throw his hand axe. At a cost of only 1 pt he rises to skill level one (note thrown weapons costs for him are calculated at 1/5). He wants to go no further than skill level 1 at this time. His remaining development point total is 7.

Rounding out his character, he picks up skill level 1 in Ambush (cost 3), Perception (cost 2), and Stalking and Hiding (cost 2). He totals his expended development points ($4 + 16 + 7 + 1 + 3 + 2 + 2 = 35$) and notes that he has reached his limit.

Adolescence

- 1— 1st Skill Level in Body Dev.
- 3— 2nd Skill Level in Body Dev.
- 16— 8 Skill Levels in Maneuvering in Plate Armor
- 2— 1st Skill Level in Hand Axe
- 5— 2nd Skill Level in Hand Axe
- 1— 1st Skill Level in Hand Axe, Thrown
- 3— 1st Skill Level in Ambush
- 2— 1st Skill Level in Perception
- 2— 1st Skill Level in Stalking and Hiding

He has finished his period of adolescent development and is ready to repeat the process for his apprenticeship. Before he does that, he receives the skill he has just picked. He rolls 2 D10 (result 6 + 7) and adds the total to his base hit points ($13 + 9 = 22$) and modifies it for Constitution (90 gives a 10% bonus, 10% of 22 = 2, he has 24 total hit points). Had he picked any skill levels in a group of spells, he would now make a spell gain roll.

Next Dral picks the skill he will study in his apprenticeship. Still feeling his total points are inadequate, he develops 2 more body development skills (4 pts.). He needs 7 more skill levels to wear his breastplate with minimal penalty, so he expends the necessary 14 points. Continuing his strong effort to learn the use of a hand axe, he expends a further 7 points to raise his skill—hand held—to level 4 (2 pts. for the first level raised—to skill level 3—and 5 more to raise it one more—to skill level 4). He also improves his skill with a thrown hand axe by one level (to level 2) for a cost of 1 pt.

Dral improves his ambush ability (from level 1 to level 2, cost 3 pts). He wants to learn to climb, so he expends 3 points for 1 skill level. He has expended 32 of his 35 points so far, and having 3 left, decides to learn the basics of disarming traps. Summarizing his picks:

Apprenticeship

- 1— 1st Skill Level in Body Dev.
- 3— 2nd Skill Level in Body Dev.
- 14— 7 Skill Levels in Maneuvering in Plate Armor
- 2— 1st Skill Level in Hand Axe
- 5— 2nd Skill Level in Hand Axe
- 1— 1st Skill Level in Hand Axe, Thrown
- 3— 1st Skill Level in Ambush
- 3— 1st Skill Level in Climbing
- 3— 1st Skill Level in Disarming Traps

He has finished his apprenticeship and receives these skills as well as those already gained before beginning his adventures. He again rolls 2 D10 for the 2 body development levels he acquired during his apprenticeship (result 1 + 8) and adds them to the base hit points he had previously rolled (before they were modified for constitution), $9 + 22 = 31$, and again modifies the total for his high constitution (10% of $31 = 3$, $31 + 3 = 34$) Dral begins play with 34 total hit pts.

Dral must now repeat the process of picking skills he will work on, for his development as he progresses from experience level 1 to level 2. HE DOES NOT RECEIVE THESE SKILLS UNTIL HE ATTAINS EXPERIENCE LEVEL 2. (This development is not included in this example.) Remember that all skill development is done before one embarks on a new experience level.

The skills with which Dral begins play are:

Maneuvering in Armor:

Plate Level 15 ————— Bonus: 75

Weapon Skills:

Hand Axe, hand held: Level 4 — Bonus: 20

Hand Axe, thrown: Level 2 — Bonus: 10

General Skills:

Climbing: Level 1 — Bonus: 5

Stalking and Hiding: Level 1 — Bonus: 5

Perception: Level 1 — Bonus: 5

Disarming Traps: Level 1 — Bonus: 5

Special Skills:

Ambush: Level 2 — Bonus: special.

All other skills are at level 0 (Bonus: -25). Dral can take 34 hits.

8.7 CHARACTERS ARE NEVER ENTITLED TO MAKE STAT GAIN ROLLS UNTIL THEY REACH THE SECOND LEVEL OF EXPERIENCE (20,000 exp).

You do not make any stat gain rolls until after you have adventured—you never make them for the levels you develop prior to play.

8.8 SUMMARY OF THE PROCESS FOR STARTING A CHARACTER:

- A. Make 10 D100 rolls (ignoring 1-19).
- B. Assign the 10 rolls to the 10 stats.
- C. Choose profession (character class).
- D. Replace none, one or both prime requisites by 90.
- E. Determine stat potentials.
- F. Determine base hit points.
- G. Choose skills to develop for adolescence (level 0).
- H. Receive benefits of skills developed for adolescence.
- I. Choose skills to develop for apprenticeship (level 1).
- J. Receive benefits of skills developed for apprenticeship.
- K. Choose skills to develop for level 2.
- L. Start play. Character is at level 1.
- M. At any point other factors (race, background, etc.) may be determined by the gamesmaster.

9.0 UNDER ROLEMASTER, CHARACTERS ADVANCE IN THEIR PROFESSIONS THROUGH VARIOUS LEVELS OF EXPERIENCE.

9.1 EXPERIENCE LEVELS ARE ATTAINED BY THE ACQUISITION OF EXPERIENCE POINTS.

Chart 7.1 lists the experience point total required to reach each level.

Example: Dral, after a series of adventures, has a total of 75,614 experience points, which is more than the 70,000 minimum for 6th level and less than the 90,000 required to be 7th level. Dral is 6th level.

9.2 EXPERIENCE POINTS ARE AWARDED FOR SPELLS, ACTIONS, IDEAS AND ANY OTHER EXPERIENCES THAT CONTRIBUTE TO THE LEARNING PROCESS OF THE CHARACTER.

(Note: practicing to acquire skills does not yield EP.) The Gamesmaster is the final authority in awarding experience points, although he is urged to establish a concrete set of guidelines to aid him in making equitable awards (See Section 15.42 for a sample set). **NEGATIVE POINTS CAN BE AWARDED** if the Gamesmaster feels that the actions of a character demonstrate a regression in the learning process. ICE feels these cases should be rare, if they exist at all.

Example: Dral is wandering through a corridor of a deserted castle and finds a trap (for which the GM awards him 100 EP), skillfully circles it and proceeds (perhaps more EP, depending on difficulty). Some hours later he returns and, having forgotten the trap, walks right into it. The GM determines this is something an adventurer of Dral's level shouldn't do (i.e. stumble into a known trap), and awards him 100 negative experience points.

In the rare case when negative points awarded bring a character's experience point total below the minimum for his level, he loses all benefits earned for that level (saving throws and combat adds), although not acquired skills. Skills currently being learned and stat gains are not acquired until he next reaches a level he had not previously attained.

9.3 UPON REACHING A NEW EXPERIENCE LEVEL, A CHARACTER IS ENTITLED TO MAKE STAT GAIN ROLLS.

During his adventures, it is assumed that a character's faculties will be exercised heavily (See Section 8.4), possibly affecting their value. For *each* stat, roll D100. A roll of 01-04 results in a decrease in that stat of the indicated number of points (a temporary regression of 2-8 due to overstress). A roll of 05 or higher on a stat that has not yet reached its potential may result in a stat gain. Consult Table 15.12, cross-indexing the roll with the difference between the temporary (real) and potential value of that stat; the result is the increase in the affected temporary stat.

Example: Dral's Empathy is a 57, his potential is 71 (difference 14). He rolls a 47 which (on the 12-14 column) yields a +5. His empathy is now 62. He proceeds to his Intuition and rolls again. . .

9.4 UPON REACHING A NEW EXPERIENCE LEVEL, A CHARACTER GAINS THE BENEFITS OF SKILLS HE HAS BEEN LEARNING AND BEGINS TO LEARN NEW ONES.

Provided they have been developing the skills to the satisfaction of the Gamesmaster, characters are considered to have acquired their skills by the time they reach the next level. At this point they again begin the skill development process, determining the number of development points they have on the basis of their (possibly) new stats and expend those points to begin to learn skill. Should a character gain an experience level without having first completed this process (i.e. enough experience points attained to

advance two levels), he gains the skills picked at the previous level. For example, if a character gets enough experience to advance 2 levels, he would acquire twice the skill levels being developed.

9.5 CERTAIN CHARACTER CLASSES DERIVE COMBAT BONUSES FROM THEIR LEVEL.

In addition to specific skills with weapons, certain classes can accumulate extraordinary combat knowledge that is generally applicable. Simple things like knowing where to strike an opponent in a situation where two targets present themselves, kicking dust at your opponent in a swordfight and generally getting the maximum out of your won skills and abilities and all examples of bonuses that fighters can acquire over spell users. The former concentrate heavily on learning them, while the latter must devote themselves to at least maintaining their spell abilities.

FIGHTERS AND ROGUES GAIN AN OFFENSIVE BONUS OF 3 per level (on D100)

THIEVES AND WARRIOR MONKS GAIN AN OFFENSIVE BONUS OF 2 per level (D100)

BARDS, MONKS AND RANGERS GAIN AN OFFENSIVE BONUS OF 1 per level (D100)

These bonuses are applicable on all combat rolls under the Arms Law system, both missile and melee, are in addition to any other bonuses to which the character may be entitled. Note that each profession receives a bonus to reflect the amount of its concentration on the use of Arms: Fighters spend the most time developing and practicing at Arms from adolescence on—Rogues, Thieves and Warrior Monks less time, Bards, etc., still less but more than Spell Users. **NOTE THAT THE NUMBER OF POINTS THAT A CHARACTER SPENDS ON NEW WEAPONS SKILLS HAS NO EFFECT ON THIS BONUS FOR LEVEL.** The acquisition of skills may allow a character to function, minimally, in another profession, but it will not override years of adolescent training and apprenticeship in molding a character's study habits and attitudes.

NOTE ALSO THAT SPELL USERS (except semi-spell users: Bards, Monks, Rangers) GET NO COMBAT BONUS PER LEVEL.

EXCEPT FOR FIGHTERS THE COMBAT BONUS DUE TO LEVEL DOES NOT INCREASE AFTER 20th LEVEL. Thus Rogues may have a maximum level add of 40; and Bards, Monks and Rangers may obtain a maximum level add of 20.

9.6 SPELL USERS GET BENEFITS FOR LEVEL AS DESCRIBED IN SPELL LAW.

Pure and hybrid spell-users modify their spell casting die rolls by +1/level, with a maximum effect of ± 20 due to level.

9.7 RESISTANCE ROLLS ARE AFFECTED BY THE LEVEL OF THE ATTACKING FORCE (spell, poison, etc.) AND THE LEVEL OF THE DEFENDING CHARACTER.

SPELL LAW describes how the resistance roll table is used. This process requires crossindexing the attacker's level and the level of the defender. Thus when advancing a level, it is important for both spell users and other character to note changes in their effective resistance roll.

9.8 LEVELS HAVE NO EFFECTS WHATSOEVER ON SKILLS, MANEUVERS OR ANY AREAS EXCEPT AS SPECIFICALLY STATED ABOVE.

Characters of 20th level and above, however, are generally classified as "Lords" and are usually identifiable amongst a collection of lesser beings by their bearing and the deference shown them by others knowledgeable of their status.

9.9 SUMMARY OF PROCESS OF ADVANCING AN EXPERIENCE LEVEL.

- Make stat gain rolls.
- Receive benefits of skills developed since previous level. (if 2 levels advance, double benefits).
- Receive special level bonuses and modifications. (combat or spell bonuses; Resistance Roll modifications due to level).
- Update spell lists (if applicable).
- Choose skills to develop for next level.

10.0 INDIVIDUALIZING CHARACTERS

COMMENTARY

Variety and flavor are important assets in any good FRP game. One of the principal problems with some campaigns/systems is a lack of desire to, or means for, allowing the GM and players a great deal of choice when choosing and developing characters. This section is devoted to giving tips for injecting more flexibility into the generation and development process, thus enabling GMs to futher vary characters of the same class.

10.1 CHARACTER BACKGROUND

One of the best tools for individualizing characters is background material. Each character should have an idea of his own past, the important facts concerning his race, culture, birth, childhood, and adolescence. Since these historical notes will vary from character to character, they tend to provide flavorful variations in the player's approach to the game. The stronger and more detailed the background notes, the greater the foundation; and a good foundation built of past experience will guide a character in his adventures. Differing backgrounds will reinforce the naturally individual approaches to running characters. Particularly forceful background material (e.g. Rhiannon's entire family has sought the lost sacred Banana of the Bamblers) may be necessary in so-called "quest" campaigns, but should be carefully used in games where player freedom is emphasized. The GM can provide rich backgrounds without funneling his players along paths deemed most "desirable."

10.11 RACES

Racial characteristics for a fantasy role playing game are heavily dependent upon the world system being used by the gamesmaster. This section will describe some of the "classic" races from mythology, literature and fantasy role playing. Table 15.51 provides examples of how special racial abilities and characteristics can influence factors of play in a fantasy role playing game. All of the modifications given in chart 15.51 are optional and should be carefully examined and moulded by a gamesmaster to fit his world

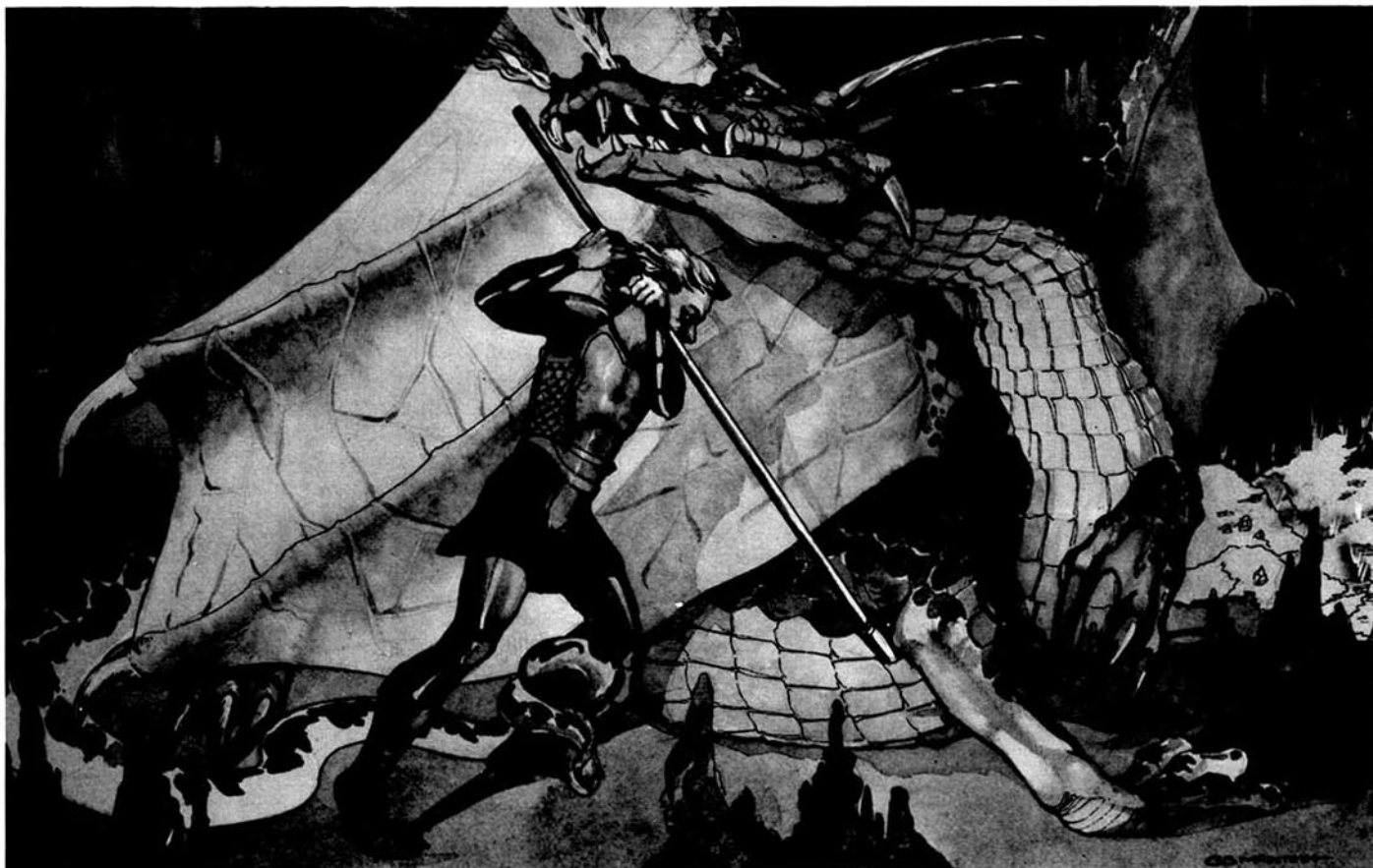
system. Some GMs may wish to include similar modifications for gender (male vs. female), particularly among races where there are wide gaps in size and character. ICE suggests that this be done only in extreme cases—those where males and females differ **MARKEDLY**.

10.111 Description of the Race Abilities Chart (15.51). Four chief factors are given in chart 15.51: modifications to bonuses due to stats, modifications to resistance rolls, modifications to the effects of death and injuries, and the number of languages an average member of a race knows when adventuring begins. Certain races will have advantages in certain of these areas, but penalties in others. For example, elves might have superior stat bonuses to men but if they are killed or injured the effects are much more serious.

The modifications to stat bonuses are in addition to the bonuses described in section 6.0 and detailed in Table 15.13. For example, a high man and a halfling could both have 99 strengths; even though the high man was 6'7" and the halfling was 3'4". However, due to the stat bonus modifications given in table 15.51, the high man's bonus due to strength is +30 (+20 normal for 99 ST + (+10) due to race); while, the halfling's bonus due to strength is 0 (+20 normal + (-20) due to race). Stat bonuses may become negative through such modifications.

There are three different modifications to the effects of death and/or injury. First, race determines the number of rounds after death that the soul leaves the body (see section 14.641). Second, a number is given that is to be added to the column used for the stat deterioration roll as described in section 14.642. In effect adding this factor to the column number increases the rate at which stats deteriorate after death. The third factor is a multiplier for recovery times from injuries. This number is multiplied times the normal recovery time given on table 15.15, resulting in the recovery time for a particular race.

Resistance roll modifications are added directly to the resistance roll made against the appropriate spell, poison, or disease. The number of languages given is the number of starting languages for a character of the given race. The level to which these languages are known will depend upon the character and his background.



Depending upon his world system, a GM may wish to restrict the character classes certain races may select from. We suggest the following:

Men: Any class.

Dwarves: Only fighters, thieves, rogues, rangers, clerics, animists, healers, and perhaps warrior monks. Dwarven alchemists should be allowed, but their source of power would be channeling not essence. Thus, a dwarf cleric with alchemist rather than clerical base lists (with all other aspects like a normal cleric) should be permitted.

Elves: Any class without self discipline (SD) as a prime requisite.

Halfings: Only fighters, thieves, rogues, rangers, clerics, animists, and healers.

Orcs: Any class.

Trolls: Only fighters.

10.112 Description of Sample Races.

Humans: Of mortal men there are basically two kindreds: the "high" men and the more rustic common men.

The high men tend to be even taller than Elves (6'-7' tall), but heavier-boned and physically stronger, although perhaps less nimble than the elvenkind. Their hair is dark brown or coal-black, eyes blue, grey or black, and they tend to be fair-skinned, from very pale seeming to a ruddy but still light complexion. The lifespan of the high mortals is quite long, up to 250-300 years in those of pure descent. They are great warriors and builders of empires, for their initiative matches their physical stature.

The common men are shorter (5'6"-6'4" men; 5'-5'10" women) and stockier of build as a rule, and their hair and eyes run the entire spectrum of normal shades (although the coal black hair like that of the high men is rare). They are less lordly in appearance than the high men, and the males often wear beards or mustaches, as opposed to their brethren who are most often clean-shaven.

Dwarves: Probably the "toughest" physically of the races, the dwarves are short (the males 4'5" tall, the women slightly less), stocky and ruddy of complexion, with deep-set eyes and dark wiry hair and beards (the latter they are quite proud of, and grow long, braiding them elaborately). Dwarves also are very resistant to poisons and disease, and have exceptional lifespans (to 400 years). They have superior dark sight, able to see far in caves which a human would consider pitch black. Not as well as elves outdoors, but up to 50' in even the most dimly lit cavern.

They are superior craftsmen and love to mine the earth for precious gems and metals, to forge them into weapons of strength, and artifacts of beauty and power.

Not as fertile as humans, they have few children; and less than a third of their people are women, who are guarded jealously within their caverned halls.

Elves: Though basically similar to mortal men in most ways, Elves have several important, if subtle, differences. As a race, they are taller than most humans, although slender: the male height averaging between 6 feet and 6'10", yet weighing but 150-200 pounds, respectively. The women of the Elves range from 5'6" to 6'2", and are also slim. Elven men have no facial hair, and as a rule, they have less body hair than humans. Apparently highly resistant to extremes of natural heat and cold, their clothing is usually for decoration, camouflage, or, perhaps, modesty. Generally, Elves are fairer in appearance than their mortal brothers, having finer features and unmarred skin. Their senses are extremely keen, especially their hearing, and sight: they are able to see on a clear, star-or-moonlit night, as if full daylight. Their vision is correspondingly restricted with less light, down to but a few feet in what a man would call "pitch black." Perhaps most importantly: elves do not age or grow old; and their bodies are immune to all bacterial and viral infections. Thus, they are virtually immortal (excepting violent death). They heal quickly, and show no scars (although they do not regenerate limbs).

About the kindreds of the Elves; there are three divisions.

The "Fair Elves," highest and most lordly, have hair of golden blonde, blue eyes, and fair skin; and they project a visible aura at all times. They are, as a rule, musically talented, and wear garments of white, silver and gold.

The High Elves are more sturdy of build (yet still more slender than humans). The High Elves are darker: their complexions are as if tanned, and their hair is black or dark brown, with few exceptions. Their eyes can be of any color, although brown or hazel predominates.

These Elves are the builders and craftsmen of the kindreds, most skilled in fine metalwork: weapons, armour and beautiful jewelry. Their jewelcraft is also unsurpassed. The High Elves are the most likely to live in cities, building graceful, marble-walled towns for themselves. They are also the most curious—possessed with a desire to learn all about their surroundings at any cost, which has more than once caused members of their race to fall from the path of light.

The "Wood-Elves" are more numerous and "rustic" than their brethren. They tend to be ruddy of complexion, with sandy hair and blue or green eyes. Not as tall as the other groups, they are still quite light of build, and very adept at moving silently, especially in the forest. They are also musically talented, although not as much so as the Fair Elves. Their clothes are usually forest green or brown, and more functional in design than the draped robes and tunics of the Fair Elves; and less elaborate than that preferred by the High Elves.

Half-elves have one human and one elf parent. They must choose relatively early in life whether they shall be mortal (and of men) or of elvenkind. Should they choose immortality, they follow the lifestyle and course of their elven parent. They are akin to "high men," for the latter may (depending on race and game setting) have varying degrees of elven blood.

Halfings: Smallest of the speaking people, Halfings average between 3 and 4 feet in height, and tend to be fat. They have large feet, very hairy—to the point of being "furry," which are almost immune to cold, and so they go about always barefoot. They are an inoffensive people, preferring the quiet of their own villages. Lovers of good food and drink, they spend much of their time at inns and friends' houses, eating. They are able to move very quietly, and have a high level of manual dexterity. Halfings also are possessed of an amazing constitution, and can resist even the most powerful magical and physical damage for extended periods.

Orcs: Generally, orcs grow to be about 6' tall, with thick hides and grotesque, fanged faces. They are very heavy of build: bred as warriors and laborers. With few exceptions, they cannot stand daylight, and are blinded by the unshielded sun. Only at night can they see well (with sight as the elves). They are without exception cannibalistic, bloodthirsty and cruel, wielding curved scimitars and wicked axes.

Note that orcs are stellar smiths. Their ability to work with metal is hardly paralleled. Although the appearance of their items is often poor, the performance is excellent. They rarely make items unassociated with fighting, however.

Greater Orcs are those most carefully bred. They are rarer but much superior. Their abilities speak, organize, reason, and fight are higher than the normal (or lesser) orcs.

Trolls: Trolls are as strong as the stone of which they are made. They are huge and immensely strong, (usually about 10' tall) but stupid and slow-moving, hating all other creatures. Trolls are divided into several types (based on their location): hill, cave, snow, and stone trolls, the last being the most common. Trolls cannot stand the light of day, in fact reverting to the stone of their substance in sunlight.

Treat bare troll skin as half hide plate (AT 11).

10.12 LINGUISTICS

Language can be a unifying element among groups with varying racial or cultural backgrounds. On the other hand, it can also be a barrier which can kill a hearty group of adventurers. Since most worlds embrace a number of tongues, and few characters know ALL the languages, translators and cooperative efforts may be necessary to solve language problems. By having each player's character know and/or understand (to varying degrees) different languages, a tremendous amount of diversity is injected into the game.

10.13 YOUTHFUL EXPERIENCES AND FAMILY BACKGROUND

One's outlook on life is necessarily colored by past experience. A character in a FRP setting will invariably follow this rule to some degree, and the GM should note that rich, varying experiences lodged in a character's past history will act to spur certain individualizing feelings in the player (e.g. Shiloh once had an embarrassing incident involving squirrels. He remains ever wary of the little beasts and may go to extreme lengths to capture them, even in the heat of a battle). Family background is, perhaps, the most significant tool in this category. Events involving one's family—legacies, feuds, traditions, etc. all act to give a character certain "reference points" for adventure. A character may seek revenge or some heirloom of great value; he may wish to follow the path of his mother or father. By giving the player a unique background with a number of significant and interesting experiences and

family notes, great choice is allowed, and the character will have wide leeway in pursuing interests relating to his past—any one of which differs markedly from those of his fellow adventurers.

10.2 SPECIAL ABILITIES

Certain characters may have special abilities based on their race or background. For example: a lord of the Langur may be able to ride a horse extremely well since his nomadic people are taught to ride at an extremely early age. The GM should assign bonuses in skills relating to aspects of a character which were developed to some unusual degree during his/her youth. By having the skill category to which bonuses are assigned vary given each character's unique past, the GM can further individualize members of the group or NPC's.

10.3 SPECIAL EQUIPMENT

Different cultures and areas produce varying types of equipment. Some of the equipment will differ in construction or composition (e.g. certain bows) or stand utterly unique (e.g. a type of weapon found nowhere else in the world). By giving the character a unique or unusual piece/set of equipment, wide variation in play may result. Again, characters can be individualized by allocating different starting possessions; but, beware of unbalancing things by giving one or more characters equipment which is noticeably better than that given their companions.

10.4 STARTING MONETARY RESOURCES FOR A CHARACTER

A GM should look to the nature of the local/world economic system to see how much money a character should start with. Generally, we suggest a character should be given a modest sum, allowing him/her to acquire the bare basics in terms of armor, weaponry, food, and survival tools. Characters starting in mid-campaign will invariably receive help from party members, but may need better than average equipment to withstand heightened challenges (those not normally faced by first level groups). Some characters may receive no money (e.g. those found robbed and beaten up), but these situations must be carefully weighed. ICE suggests that players be given a set sum of money (e.g. 50 silver pieces) plus an amount determined on a D100 roll (e.g. a roll of 43 would give the player an additional 43 bronze or silver pieces). Remember, the players should not be too rich (they need something to work for) or too poor (they need something to work with).

10.5 EQUIPMENT AND COMMERCE

10.51 COST VARIABLES

Due to the infinite variety of cultures, places, and situations found in FRP games, the gamesmaster will have to construct his own specific economic systems and price tables. Normally, the cost of any item will vary with locale and circumstance. Rarer merchandise generally costs more. In addition, production time, the period required to make and/or deliver a given good, will also change from place to place. Goods that are extracted or manufactured locally will usually be cheaper than "imports."

The following guidelines are aimed at providing convenient multiplying figures to be used when computing the cost of an item in any given area. These "multipliers" should be used with the Equipment Charts 15.52-15.54, and will be applicable to other prices for goods and services which the individual gamesmaster may employ.

The "multipliers" are listed in categories which describe the specific good's relationship to the given points of purchase (market location). The first figure (that which precedes the slash in a category) represents the cost multiplier; the second figure (following the slash) indicates the production time multiplier. The production time multiplier is to be applied to the combined manufacturing and delivery period applicable to the item—the period necessary to create the item and get it to the place of purchase.

Note that there may be more than four categories in particular worlds. There are also many cases where a good will be absolutely unavailable due to politics, culture, economic restraints, etc. The gamesmaster should look upon most economic systems as "grey continuums" and use these guidelines accordingly.

Local—Native Item

$\times 1/2 \times 1/2$

Cosmopolitan Market

$\times 1/1 \times 1$

Isolated—Black Market*

$\times 3/1 \times 2$

Insulated Market*

$\times 10/1 \times 5$

*These markets have the highest rates of unavailability. Travel/delivery time may also be prohibitive in many cases. An insulated market is one with "closed" or "controlled" borders that result in strictly monitored trade (i.e. the authorities use force to restrict certain commerce). Other factors to consider are (1) seasonality of the item; (2) loose pricing systems such as barter or commonplace haggling; (3) cultural or political effects; (4) the effects of weather, geography, etc. on delivery time; and (5) the rarity of component parts. There are many more determining factors that the gamesmaster may utilize.

Magic Weapons Costs

Generally, if for no other reason than play balance, magic weapons are quite rare. They are not the usual shopworn item found in mass quantities at the local armorer. To reflect this rarity, the multipliers on the table below are suggested:

Weapon bonus (D 100)	Bonus (D 20)	Cost multiplier
+ 5	+ 1	$\times 10$
+ 10	+ 2	$\times 100$
+ 15	+ 3	$\times 1000$
+ 20	+ 4	$\times 10000$
+ 25	+ 5	$\times 100000$
+ 30	+ 6	$\times 1000000$

Example: A plus + 20 superior steel, specially forged non-magic broadsword would cost 5000 silver pieces or 500 gold pieces (10 SP \times 500). A magic + 20 sword would cost 100,000 silver pieces (10 SP \times 10,000).

10.52 COINAGE SYSTEM

Each world will have one or a number of coinage systems. Some may be based on the worth of the coins' component material or associated craftsmanship; others may be tied to the society's faith in the coins' guarantor (e.g. the government backs their wooden nickels). A handy suggested working base for a system of exchange follows:

10 iron pieces	=	1 tin piece
10 tin pieces	=	1 copper piece
10 copper pieces	=	1 bronze piece
10 bronze pieces	=	1 silver piece
10 silver pieces	=	1 gold piece
1000 gold pieces	=	1 mithril piece

Obviously, one coinage system for an entire world full of varying political entities and cultural groups would be quite odd. Silver might be worth more than gold in certain regions. Others might embrace stone pieces or have no coinage at all. We do suggest, however, that some basic standard be set, enabling the gamesmaster to compare the various exchange systems. Thus, the jade-based coinage of one isle can be interwoven into a regional economy based on silver as a standard.

The system noted above might be characterized as a gold standard. Whatever your label, it works as a suggested guide for the cost calculations used in ICE's Equipment Charts. The gamesmaster should decide what weights the coins will have in specific areas (e.g. 10 silver pieces of one ounce would equal 1 gold ounce). ICE suggests 1/2 ounce pieces or 1/4 ounce pieces.

10.53 ENHANCED WEAPONS AND ARMOR

The weapons listed on table 15.53 above have been given a weight range rather than a set weight to reflect differences in length and construction. Certain irons, for instance, are heavier than others. Some shields are made of wood and stretched hide; others are metal with cushion grips; and most are variations using a variety of materials and construction patterns.

Fundamental differences in technology may result in truly superior weaponry. While most cultures might use iron, certain groups may be utilizing steel. The iron weapons of the iron bearing invaders usually overrun the bronze based prey. To underscore these occurrences we include the

following table. It may be used to give the costs of technologically superior items (in relative terms), regardless of the standard. Note that such weapons are not magical, and may be just as useless against certain creatures (e.g. wraiths) as other "normal" weaponry.

Superior Weapons Costs		
Weapon bonus (D 100)*	Bonus (D20)*	Cost multiplier
+ 5	+ 1	× 5
+ 10	+ 2	× 20
+ 15	+ 3	× 100
+ 20	+ 4	× 500

*We suggest highly limited availability, especially outside of huge cities or areas with advanced civilization or techniques (e.g. 16th century Japanese steel was unexcelled).

Note: ICE suggests that technological variations of greater than +20 may prove troublesome. Should this occur, however, simply multiply any additional +5 on a D100 scale by ×5 (e.g. a +25 item would cost ×2500, etc.).

10.54 SPELL POWER ENHANCEMENT DEVICES (Bonus items).

Although spell users usually have inherent power points and spell casting ability under most systems, they have their limits. Under the rules found in *SPELL LAW*, for instance, the power points are highly prized, for a spell user with a 100 prime stat will still have but 3 per level (e.g. a 10th level magician with a 100 Empathy would have 30 power points and would exhaust them by casting 3 tenth level spells). Spell devices such as staves, rings, wands, and orbs are often needed to allow the caster to throw the number of spells he needs for daily campaigning. This is particularly true of spell users who have but one power point per level (i.e. have a prime stat of 75-94) or less (i.e. have a prime stat below 75).

Spell power enhancement devices are best explained in Section 6.12 and Table 10.93 of *SPELL LAW*. For those without *SPELL LAW*, the following is a description of certain magic items which enable characters to throw more spells per day:

10.541 Spell Multipliers. The power points of a spell caster with a spell multiplier are increased by the factor of the item. For example, a spell user with a "×2" item and an inherent power point total of 7 has a net power point total of 14 points.

10.542 Spell Adders. Each +1 on a spell adder means that the owning spell user may throw (once) any one spell which he can normally cast and not expend any power points. These spell items can generally be used repeatedly, (after the same rest and/or meditation that enables a character to regain his own spell points).

Example: Suppose the 15th level cleric in the example above had an intuition of 92 (15 power points) and a +2 spell adder. He could cast any combination of spells he knows costing up to 15 power points and any 2 other spells (the levels of these two additional spells would not matter at all for the purposes of calculating the power points he had expended). If the same cleric had a "×2" spell multiplier, he would have 30 power points to expend in the normal manner.

10.543 Bonus Items For Hybrid Spell-Users. Hybrid spell users can still utilize only one bonus item between periods of rest, but he can use an item from either of his realms of power. However an item keyed to only one realm will only work on spells from that realm, so a hybrid spell user would need a special item keyed to his combination of realms to use the bonus on his base spells. Such an item will work on spells from either of his realms and for any spell user of his profession. (If a multiplying item from one of the two realms involved is being used by the hybrid, only the power points he naturally had available could be used outside that realm.)

10.544 Restrictions of Spell Power Enhancers. Gamemasters must be very careful in handing out spell bonus items as they can distort the balance of the system. It is suggested that while +1 items might be readily available to characters starting out (like a weapon or armor for a fighter), anything better should be relatively rare and expensive. Only one item should be usable by any one character between periods of rest (possession of 2 "×2" spell items does not multiply your spell points by 4), and items should be usable by only one character per day. It is also suggested that items be restricted to working in only one realm of power. Spell items are required to be held (or at least worn) when used (e.g., a magician would have to carry his wand in his hand if that were his bonus item).

10.545 Spell Power Enhancer (Bonus Item) Costs. Gamemasters must be very careful when handling spell bonus items. Their relative power as tools can be awesome. Costs and rarity should reflect this situation:

Spell Adders	Spell Multipliers	Cost Suggestion (Based on <i>CHARACTER LAW</i> Costs)
+ 1		50 gold pieces
+ 2		100 gold pieces
+ 3	2 ×	200 gold pieces
+ 4	3 ×	400 gold pieces
+ 5	4 ×	800 gold pieces



11.0 NON-PLAYER CHARACTERS

The characters whose actions are not under the control of a player (non-player characters) are usually under the control of the gamemaster. The extent to which these "NPC's" are developed and interact with the players is a factor that often determines much of the flavor and color in a fantasy role playing game. A variety of NPC's can often inject action and uniqueness into a game. However, it is often a difficult chore to determine the capabilities and skills of a large number of NPC's. To help alleviate some of this hassle, the Non-Player Character Chart (15.64) is provided.

This chart provides a set of skill *bonuses* for each of the character classes described in *Character Law*. A variety of other statistics concerning each class is also provided. Statistics for Levels 1, 3, 5, 7, 10, 15, and 20 are given. To obtain the statistics for some other level, merely extrapolate. Separate statistics are given for fighters, thieves, rogues, warrior monks, monks, rangers, and bards. Statistics are given for categories of the other character classes: pure spell users of Essence (magicians, illusionists and alchemists), pure spell users of channeling (clerics, animists and healers), pure spell users of mentalism (mentalists, lay healers and seers), and hybrid spell users (sorcerers, mystics and astrologers). These spell users are grouped into categories because their capabilities differ mainly in which spell lists they know.

These skill bonuses assume that the NPC has average stats in his non-prime requisites and 90's in his prime requisites. Magic items and spells do not figure into these bonuses. Certain skill bonuses are marked for pure and hybrid spell users. The skills so marked will vary for the classes within the category being described. The skill bonus given is for the class within the category with the average development cost. The class (or classes) with higher or lower than the average development cost should have its (or their) bonus (or bonuses) lowered or raised respectively.

12.0 EXPERIENCE GUIDELINES

The rewards derived from fantasy role playing are many, and among these, experience point accumulation is probably the most graphic. It is a significant factor under most FRP systems. Unfortunately, the goal of the adventurer often proves to be the bane of the gamesmaster, especially in cases where the computation of the points is time-consuming.

Simplistic experience point guidelines have certain advantages, notably quick assessment and a generally diminished opportunity for the gamesmaster to inject bias. This seems to be the rationale behind "gold piece" based systems. Unfortunately, these rules do a disservice to the noble and gutsy player who actually "experiences" more of the battle or campaign; for quite often the spoils fall into the hands of the cautious, or the gold is divided evenly.

These guidelines are aimed at providing a workable, balanced approach which rewards those who have actually derived the most experience from an adventure without creating situations where the gamesmaster (GM) must make too many or overly subjective decisions.

HOW TO USE THE EXPERIENCE GUIDELINE CHART

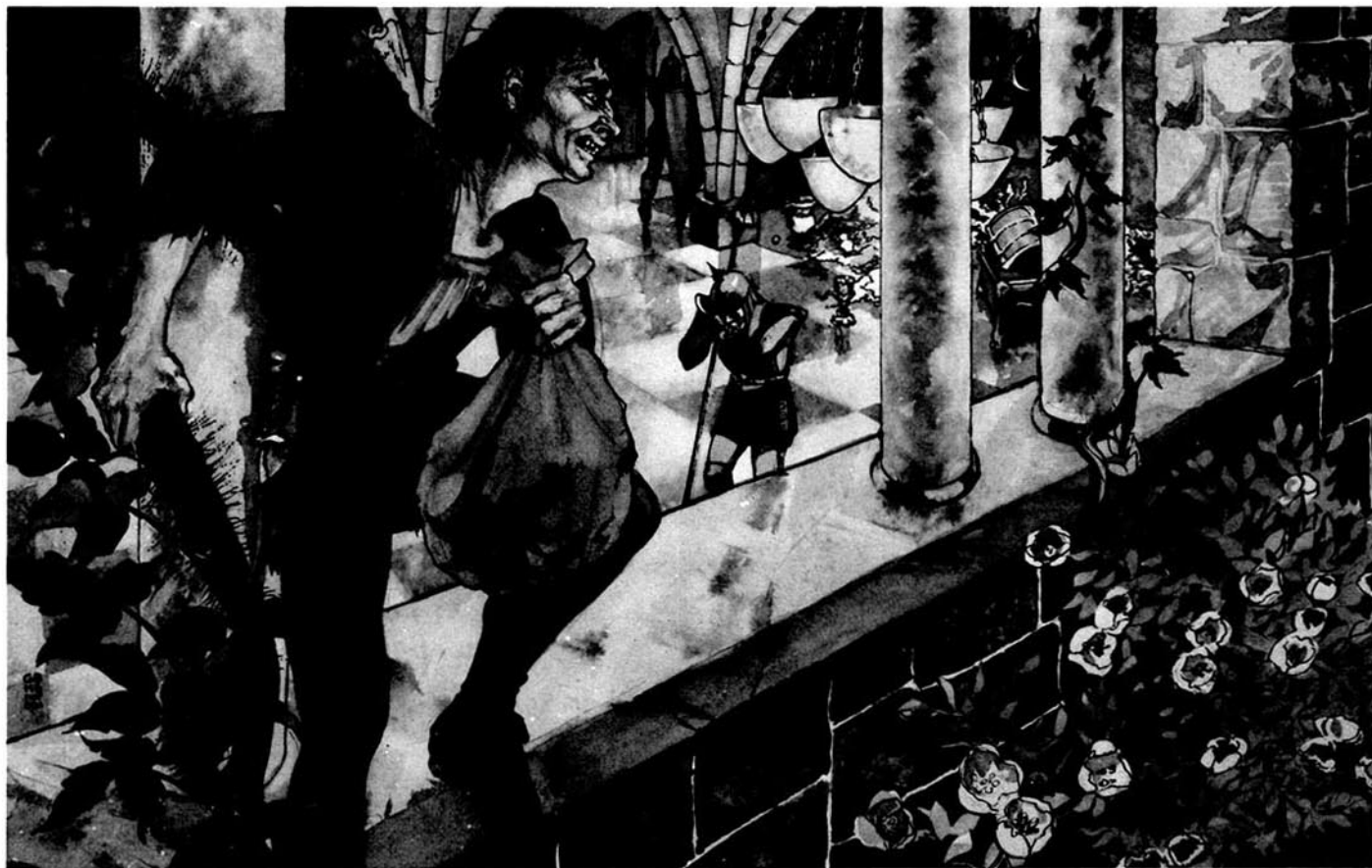
On Table 15.42 are basic point values for certain experiences. They are the normal rewards, and are subject to modification as a result of cir-

cumstance. The *experience multipliers* reflect the "uniqueness" and learning value of a given event or action and may act to significantly increase or decrease the norm. They should be applied to all standard experience values (where applicable) unless otherwise specified by an *.

To calculate a player's experience points simply find the number of points he or she receives from each experience point category and then (1) apply the relevant bonuses; (2) use the multipliers to get an adjusted figure in those categories where the experience was unique or routine; and (3) add the adjusted totals to get the experience sum awarded. The GM may wish to install his own categories or bonuses if needed (e.g. "quest points" or "miscellaneous points").

A routine experience is one where the acting character has employed an idea, maneuver, method, etc. of a nature which has become "common" to him or her. This includes situations where the character has frequently traveled a certain route, kills a specific creature on a frequent basis, always uses a spell in a given fix, or has a given religious experience periodically.

Example: Tash the Illusionist always flees and hides below cliffs when pursued. He then uses an illusion to make the cliff look like a gentle slope, fooling his pursuers and possibly leading them to make a long fall. After the fourth or fifth use of this ploy, the gamesmaster may wish to give Tash but 1/2 the usual experience points, for it has become "routine."



13.0 ADAPTING CHARACTER LAW

CHARACTER LAW (ChL) is designed for use with **SPELL LAW** (SL) and **ARMS LAW/CLAW LAW** (AL/CL). If someone wishes to use **CHARACTER LAW** without **SPELL LAW** or **ARMS LAW/CLAW LAW**, they will have to make certain adaptations, decisions, and modifications.

13.1 CHARACTER LAW WITHOUT SPELL LAW

Most magic systems can be used with **CHARACTER LAW**—if a decision is made on how a character learns and uses spells. For these purposes **spell acquisition** may be done by the individual spell, rather than by “lists.” In such a situation, each research point adds 10 to the spell gain roll. Only 10 research points will allow the 100% acquisition of a particular spell (to be certain) and thus only that number need be acquired to permit the Spell-User to research another spell simultaneously (the spell is not acquired immediately even if it is only a first level spell). Spells must be researched individually, just like the lists in the general rules, and no spell may be researched if it is possible for the character to make a successful Spell Gain Roll before he is able to throw the spell under the spell system being used; i.e.: A first level Magician cannot begin to research Fireball, a spell he could not throw until he was 5th level.

Fighters, thieves, rogues and warrior monks may only learn 1st level spells. Monks, Rangers, Bards and hybrid spell users may learn appropriate spells of any level but must “know” more 1st level spells than 2nd level spells, and more 2nd level spells than 3rd level spells, and more 3rd level spells than 4th level spells, etc. Pure spell users must know at least as many 1st level spells as 2nd level spells, at least as many 2nd level spells as 3rd level spells, etc.

A gamesmaster may want to place more restrictions on spell usage, depending upon his world system and the spell system being used.

13.2 CHARACTER LAW WITHOUT ARMS LAW/CLAW LAW

When using **CHARACTER LAW** with a combat system other than **ARMS LAW/CLAW LAW**, several factors must be examined. These factors are normal combat bonuses, Ambush, and martial arts.

13.21 NORMAL COMBAT BONUSES

Stats level, and skill level with weapons all give bonuses for combat purposes. Normally stat bonuses range from -25 to +25, level bonuses range from 0 to 60(+), and skill bonuses range from -25 to 80(+). These factors lead to normal combat bonuses of -50 to 165(+). Any system being used can be examined for its normal minimum and normal maximum “to hit” bonuses. A simple table can then be easily constructed to relate the range -50 to 165(+) to the range of bonuses in the system being used.

Characters using **CHARACTER LAW** can then calculate their OB under CL rules [-50 to 165(+)] and then convert to the combat system being used.

13.22 AMBUSH

When not using **ARMS LAW/CLAW LAW** and an ambush is made, roll D100 and add the **Ambush Skill Level** (not bonus) of the attacker. If the roll is over 100, the target is dead. Super tough creatures would rate a subtraction on this roll (e.g. dragons, demons, whales, elephants, giants, etc.).

13.23 MARTIAL ARTS

This is the hardest area of **CHARACTER LAW** to adapt without **ARMS LAW/CLAW LAW**. It is suggested that Ranks 1, 2, 3, and 4 be treated as delivering increasing amounts of relative damage.

For example: A Rank 1 attack might give (1-4) hits. A Rank 2 attack might give (1-8), Rank 3 (2-12) and Rank 4 (2-20).

Offensive bonuses for the Ranks can be calculated normally, and converted as suggested in section 13.21. Striking and Sweeps & Throws Ranks can be developed separately, with striking given a large bonus versus unarmed foes; and sweeps & throws given a large bonus versus foes in very heavy armor.

14.0 OPTIONAL RULES

These optional rules work within the framework of the basic rules to provide more flexibility and detail. They are more “realistic” than the basic rules and involve complications and additional bookkeeping. The gamesmaster should examine these rules and determine which ones are appropriate for the pace, flavor and detail he wishes to inject into his game.

14.1 OPTIONAL RULES CONCERNING SKILLS

These rules outline the additional effect of the skills described in the basic rules. In addition, some suggestions for handling skills not described in Character Law are given.

14.11 WEAPON SKILLS FOR SIMILAR WEAPONS

Certain weapons require skills that are very similar to other weapons. For example, the use of a broadsword is very similar to the use of a longsword. In the basic rules, skill in every weapon must be developed separately. This optional rule allows for skill in one weapon to affect the skill of a character in a “similar” weapon. Rule: THE SKILL LEVEL BONUS WITH A PARTICULAR WEAPON IS THE SKILL LEVEL BONUS WITH THAT WEAPON OR HALF THE SKILL LEVEL BONUS OF ANY SIMILAR WEAPON—WHICHEVER IS HIGHER. Table 15.23 shows which classes of weapons are similar to one another. Any weapon not on Table 15.23 can be assigned a class by the gamesmaster. The gamesmaster might also vary the degree of “similarity” by varying the percentage of the bonus applied to similar weapons.

Example: Elfor has a +70 bonus with a broadsword and a +20 bonus with a long sword. Since they are “similar weapons” and 1/2 of 70 (i.e. 35) is higher than +20, Elfor can use a long sword with a +35 bonus.

14.12 RIDING SKILLS FOR SIMILAR ANIMALS

This rule is identical to 14.11, except it allows similarity of riding skills for “similar” animals. For example; horses, ponies, mules, donkeys, zebras, etc. might be similar. The gamesmaster may indicate the classes of similarity for the animals that exist in his world system.

14.13 MOUNTED COMBAT

The following paragraph is a passage concerning mounted combat from the 2nd edition rules of **ARMS LAW**:

A combatant faces none of the combat movement restrictions when riding an animal (i.e., the animal moves). However, the combatant must be trained in controlling the horse and fighting from horseback in order to be effective. Depending upon his training and background, a mounted combatant could have anywhere from 0% to 100% of his normal offensive (and defensive) bonus (certain rare types of fighters might be more effective). This restriction is not in effect if the horse is completely stationary (not bucking or moving at more than a slow walk). Certain weapons are at maximum effectiveness only when used mounted on a moving animal. The mounted lance falls into this category. As a result, the spear table should be used if a lance is used on foot or on an animal that is not moving faster than a walk. A full gallop should give a +20 added to an attack by mounted lance. The table below includes some suggested percentages and modifications for certain levels of training and qualities of horses:

farm horse	-10
riding horse	+5
war horse	+20
very intelligent horse	+10

THE PERCENTAGES GIVEN FOR THE RIDER IN **ARMS LAW** ARE NO LONGER USED IF **CHARACTER LAW** IS BEING EMPLOYED. INSTEAD, THE SUM OF THE SKILL LEVEL BONUS FOR RIDING THE SPECIFIC ANIMAL AND THE APPROPRIATE STAT BONUS IS USED AS A PERCENTAGE. This rule also applies to spell users casting directed spells.

14.14 USING TWO WEAPONS IN MELEE

The following paragraph concerns two weapon combinations from the 2nd edition rules of **ARMS LAW**:

A combatant may use a weapon in each hand. He is assumed to be right-handed (the same rules apply in reverse for left-handed combatants). Any weapon he trains (or learns) to use must be learned as being right-handed or left-handed (or both at twice the effort). Any weapon used in the left hand automatically gets a -20 modification to the combatant's offensive bonus with that weapon. The combatant may attack with both weapons in

the same round, or he may attack with only one and use the other for its bonus versus melee (see Table 8.25). A combatant must direct both his attacks (and parry) against the same target. If a combatant uses part of his offensive bonus for parrying he must decrease **both** of his weapons offensive bonuses by that amount.

SKILL IN A WEAPON MUST BE DEVELOPED SEPARATELY FOR USE WITH THE LEFT HAND.

It is assumed that if skill in a weapon is developed, it is for the right hand. This assumes the character is right handed; the opposite applies for lefties. The optional rule for similar weapons applies to left handed use. That is, left handed use of a weapon is similar to the right handed use of the weapon.

In our world, the percentage of people who are ambidextrous normally ranges from 3% to 10% of the population—depending upon culture, lifestyle, early training etc. The gamesmaster must determine what % of his population is ambidextrous. Because adventurers are above average add 1 or 2% to this figure. To see if a character is ambidextrous, have him make a D100 roll. If it is over 100 minus the % of population that is ambidextrous—then he is ambidextrous and can use either or both hands with the same skill levels at will.

14.15 ADDING NEW SKILLS TO CHARACTER LAW

The skills described in Character Law are the skills used most often and developed in fantasy role playing situations. A gamesmaster may add any new skills desired for use in his world system. However, we suggest he carefully consider point costs for developing skills and the effects of skill level bonuses for added skills.

14.2 OPTIONAL RULES CONCERNING STATS

These optional rules affect the use of stats in Character Law.

14.21 STAT BONUSES FOR ACTIONS FROM MULTIPLE STATS

The basic rules assume that one stat and one stat alone has an effect on any particular action. This is hardly realistic. **THIS RULE ALLOWS SEVERAL STATS TO BE AVERAGED AND THIS AVERAGE TO BE USED FOR BONUSES FOR ACTIONS.** For example, reasoning and agility both affect picking locks; under this rule they are to be averaged and the bonus for the resulting average is used to modify lock picking rolls. Table 15.14 lists the basic stats which affect actions, and lists multiple stats that affect actions using this rule. If a stat is listed more than once for a given action it is used that many times in calculating the average used in obtaining a bonus for that action.

Example: melee bonus is due to ST/ST/AG; the strength is added to the total twice and the agility is added once; the resulting total is then divided by three to obtain the average. If Elfor has a 90 Strength and a 100 Agility he would add 90 twice (180) to 100 to get a total of 280. He would then divide by 3 to get the average for computing his melee bonus. One-third of 280 is 93 and the bonus is +10.

14.22 APPLYING THE PRIME REQUISITE BONUS TO THE SPELL GAIN ROLL.

In the basic rules there is no stat bonus added to the spell gain roll (section 5.841). **THE BONUS FOR THE STAT WHICH IS THE PRIME REQUISITE FOR THE REALM OF MAGIC OF THE SPELL LIST BEING LEARNED, IS ADDED TO THE SPELL GAIN ROLL FOR THAT LIST.** Empathy is the prime requisite for Essence, Intuition the prime requisite for Channeling, and Presence is the prime requisite for Mentalism. In order to attempt to gain two spell lists in one level of development (section 5.841); the first list must still receive 20 research points (i.e. the prime requisite bonus cannot be applied). However, the bonus can be applied to the roll for the second list. The gamesmaster should be aware that this optional rule increases the ease of learning spells, and he should ponder possible effects on his world system before applying it.

Example: Bandring has a 90 Empathy and is a magician (Essence user); he has a +10 bonus. If he elects to expend the development points necessary to assure him of one spell list (i.e. 20 research points), he can then add his +10 bonus to any roll made to get a second list. If he only develops his first list with 18 research points, he has but a 90% chance of receiving this list and cannot use his +10 bonus on his attempt at a first list during any given experience level increase.

14.23 TEMPORARY STAT REDUCTION DUE TO OLD AGE.

This rule is included to simulate old age, even though very few characters will (or should) ever be affected by it. The base age at which these effects start to take place will depend upon the race of the character and the world system being used by the gamesmaster.

ROLLS ON THE STAT GAINS TABLE 15.12 ONCE A YEAR AFTER THE BASE AGE IS PASSED INDICATE HOW MANY POINTS OF EACH STAT IS LOST. Each stat is rolled once. The headers on the columns are doubled for the purposes of this rule. The column used is the column closest in number to the age of the character minus the base age. For example, if a character's age is 70 and his base age is 50 then column 10-11 would be rolled on, since $10 \times 2 = 20 = 70 - 50$. For certain races the column header might be tripled, quadrupled or more. This will be dependent upon the world system being used. Some suggested values for the base ages and multiplying factors for various races is given in table 15.51. **IF ANY STAT OF A CHARACTER FALLS TO 0 DUE TO THIS PROCESS, THE CHARACTER FALLS INTO A COMA THAT WILL LAST UNTIL HIS STAT RISES ABOVE 0. IF THE STAT FALLS BELOW 0 THE CHARACTER DIES OF OLD AGE.** Stat gain rolls can still be made if the character advances a level.

14.24 EXTRA STAT GAIN ROLLS.

FOR EVERY 5 DEVELOPMENT POINTS EXPENDED DURING SKILL ACQUISITION A CHARACTER IS ENTITLED TO MAKE ONE ADDITIONAL STAT GAIN ROLL FOR THE STAT OF HIS CHOICE (when skill levels are advanced at the next level). This rule represents a more rapid development of a stat towards its potential, through the use of development points. If the required 5 development points are expended, another stat gain roll (in addition to the normal one) is made which is identical to the normal one in all ways. The stat gain roll is not made until a level after the points are expended.

14.3 OPTIONAL RULES CONCERNING CHARACTER CLASSES

These are variations of the basic character class rules. The basic rules operate under the assumption that characters may learn any skill they desire. These rules restrict existing skills to certain classes. They also introduce some new skills that are only available to specific professions. A gamesmaster should examine each of these options carefully.

14.31 ADDITIONAL CAPABILITIES FOR MARTIAL ARTISTS

In this section, the term "martial artists" will refer only to Warrior Monks and Monks.

14.311 Only Martial Artists may use part of their offensive bonus to increase their first strike points. For every 5 points that the Martial Artist decreases his Offensive Bonus by, his first swing total (see Arms Law) is increased by 10 points. This reflects a Martial Artist's capacity to focus his attack upon a very fast lethal blow.

14.312 Only Martial Artists can engage multiple foes in the same round of combat. If a Martial Artist has a 40 offensive Bonus in the Rank he is using he can engage 2 or more foes within a 90 degree combat arc of one another. If his offensive bonus is 60 in the Rank used, the foes engaged can be separated BY ANY ARC. The Martial Artist must be using martial arts (unarmed combat) and must subtract 20 from his OB for each foe over one engaged. He must split his OB between attack and parry in the same manner against all foes engaged.

Example: Vemtar has a +65 OB in Rank 1 and is fighting two foes. He can attack one with his full +65 OB or both with a +45 applied against each (+65 - 20). Since he has better than a +60 OB he can attack within any arc (e.g. against one frontal and one rear attacker).

14.313 Only Martial Artists can make two attacks against the same foe in one round (excludes haste; in that case the Warrior Monk could make 4 attacks). If a Martial Artist has an 80 offensive bonus in the Rank he will fight with, he may make 2 attacks against the same foe in the same round. Thirty is subtracted from the Martial Artist's OB. He must split his OB between attack and parry in the same manner for both attacks, and he must be using Martial Arts.

Example: Vemtar has a +85 OB and chooses to attack Rucley twice in one round. He may do so only if hasted or if he is a martial artist (since his bonus is at least +80). If he chooses to strike twice in one round he subtracts 30 from the OB applied against each victim (i.e. he makes two +55 attacks). Of course, he could attack only once at +85.

14.314 Only Martial Artists may use weapon Kata (see Claw Law). A weapon Kata is the use of a weapon in combination with unarmed combat techniques. With a OB of 50 or more in the Rank being used, a knife kata can be used with striking or a stick kata with sweeps and throws. When a Martial Artist obtains an OB of 90 in a Rank, he may choose two other appropriate weapons for use in weapon kata. This is done only once, and a Martial Artist can never have more than 4 weapon kata available; knife (dagger), stick (club), and two chosen. The appropriateness of a weapon is dependent upon the gamesmaster's world system. In any case, weapons such as bows, mounted lances, slings, etc. are clearly unacceptable. When using a weapon kata, 20 is subtracted from the OB of the Rank being used.

14.315 Weapon Kata for Similar Weapon Categories. When using optional rule 14.314, a gamesmaster may allow weapon kata to be associated with categories of weapons instead of individual weapons. These categories are identical to those given on the similar weapons chart (15.23). A knife kata could utilize any of the "short blades," while a stick kata could utilize any of the "staves" (or just a stout stick). When using this optional rule, the two weapons that every martial artist is allowed to choose for his weapon kata may be two appropriate categories. Inappropriate categories would be "bows," "mounted pole arms," "slings," etc.

14.32 ANIMISTS AS HERB SPECIALISTS

Animists are herb specialists: they receive a bonus of 1 hit point per level when administering herbs with curative properties (i.e.: if the normal application of a particular root heals 1-5, then a 1st level animist can cause it to heal 2-6; if the animist was 3rd level, the root will heal 4-8). Additionally, where applicable, animists increase the effectiveness of herbs by 1%/level.

14.4 OPTIONAL RULES CONCERNING CHARACTER GENERATION

These rules are meant to provide more flexibility and variety when starting player characters. Gamesmaster should realize that these rules allow characters to start play with more skills than are normal under the basic rules.

14.41 POTENTIAL DETERMINATION BEFORE STAT ASSIGNMENT

Under the basic rules, 10 stats are rolled and then assigned to the 10 individual characteristics. Then the profession is chosen and the potentials are rolled for each stat. Under this optional rule, the order in which the steps of this process are performed is changed.

THE 10 STATS ARE ROLLED NORMALLY, THEN THE POTENTIALS ARE ROLLED, THEN THE STAT/POTENTIAL PAIRS ARE ASSIGNED TO SPECIFIC CHARACTERISTICS, AND FINALLY THE PROFESSION IS CHOSEN. This rule is included because often stats will be rolled and assigned, with low stats in characteristics that a player does not want to emphasize. Then the player will choose his profession and roll his potentials. If he is lucky in those areas where he has placed his low stats and unlucky in other areas, then he can end up with higher potentials in unwanted areas. This optional rule allows the players more control over where their stats, specifically their potentials. If a gamesmaster wants a random stat potential situation, he should use the basic rules.

To handle the replacement of prime requisites by 90's, the actual D100 rolls for potentials should be recorded so that if the prime requisites are replaced with 90's the original D100 rolls can be used to calculate the new potentials.

14.42 HOBBIES

Characters usually begin play with fairly normal fantasy role playing characters. Due to the cost effectiveness of developing certain skills, this may seem very restrictive to some people. This option suggests that a simulation of hobby skills be used. Hobbies are defined to be in this case skills or abilities that do not normally coincide with the profession of the character. **AT THE END OF THE DEVELOPMENT PERIOD FOR ADOLESCENCE, THE CHARACTER MAY CHOOSE A SKILL AS HIS PRIMARY HOBBY AND ANOTHER SKILL AS HIS SECONDARY HOBBY.** At the end of his apprenticeship development period (before spell rolls), the character receives 4 extra skill levels in his primary hobby and 2 extra skill levels in his secondary hobby. Any skill can be chosen to be a hobby, and the skill levels obtained are in addition to any developed by the normal process



A HOBBY AREA *CANNOT* HAVE A SKILL ACQUISITION COST OF 20 OR MORE.

This optional rule is only meant to provide a guideline for the use of hobbies. We have found they make characters more individualized and unique. A gamesmaster may want to change the number of hobbies or the number of skill levels anyway he wants between the two hobbies (i.e. 5-1, 4-2, or 3-3). The gamesmaster may want to restrict the use of hobbies to coincide with the individual backgrounds or his world system.

14.5 OPTIONAL RULES CONCERNING ADVANCING EXPERIENCE LEVELS

These optional rules concern the process of character and skill development. They make the level advancement process slightly more complicated but more realistic.

14.51 PARTIAL SKILL ACQUISITION AT HALF-LEVEL

WHEN A CHARACTER REACHES AN EXPERIENCE POINT THAT IS MORE THAN HALF WAY TO HIS NEXT LEVEL, he can advance 1 skill lvl in up to 3 skill areas. He may only select skill areas he is currently developing. The reasons for including this rule are threefold. At the lower levels the amount of experience required to advance a level is more than in other fantasy role playing systems. This reverses at the higher levels since our experience progression is arithmetic instead of geometric. Secondly, it is a compromise between the reality of a continuous learning process and the playability of developing skills only at discrete intervals. Finally, if the three skills chosen are skills that have recently been employed in the adventure in progress then this rule reflects the action in the game.

The gamesmaster has two options when using this rule; he may allow the player to choose the three skills or the gamesmaster can examine the activities of the character during the past half-level and choose the skills to advance based upon those activities. The gamesmaster may also choose to vary these options depending upon the situation.

If one of the skills chosen is spells, the character may be allowed to roll to learn the spell list being developed. If he is successful, then he will only be able to cast spells on the list that are of a level equal to or lower than his current level.

14.52 ADDITIONAL REQUIREMENTS FOR SKILL ACQUISITION

Under the basic rules, there are no physical requirements for skill development. The only requirements for a character to learn a skill are (1) to expend the development points and (2) then gain an experience level. This assumes that the character practices and meditates on the skills which he is learning. The following rules provide requirements that must be met before skills can be learned. The gamesmaster can adopt some, none or all of the following optional rules. These rules add some extra bookkeeping and complexity to the skill development and level advancement process.

14.521 Practice and Studying. Under this rule a certain amount of time must be spent practicing and/or studying a skill to be developed (whichever is appropriate). The amount of time spent should be determined by the gamesmaster depending upon his world system and the pace that he wants to set for his game. The suggested values are 1 day/skill level and 1 week for a spell list. THIS PRACTICE OR STUDY CAN OCCUR ANYTIME AFTER THE SKILLS HAVE BEEN CHOSEN FOR DEVELOPMENT

The practice or study should take approximately 8 hours per day. The time could be spread over a long period of time at 8 hours/skill level and 56 hours per spell list.

Under some world systems (or for some races) this might be more or less than 8 hours per day.

14.522 Equipment and Facilities for Practice

A GAMESMASTER MAY WANT TO REQUIRE EQUIPMENT AND FACILITIES FOR PRACTICE. This could be accomplished by having gyms, practice arenas, schools, guilds, etc. This adds complexity, but provides a reason for adventure in a town or city setting in a campaign game.

14.523 Material and Facilities for Studying. For similar reasons to 14.522, THE GAMESMASTER MAY WANT TO REQUIRE MATERIAL AND FACILITIES FOR LEARNING AND STUDYING SPELL LISTS, LINGUISTICS, RUNES, STAVES/WANDS ETC. This requirement would also allow the gamesmaster to restrict the use of certain spell lists that do not fit into the world system being used. It also can be used to initiate quests and adventures to obtain certain rare and expensive spell lists.

14.524 Meditation Period. Often when an experience level is reached by a character it occurs at an active moment during a game. If the character has already completed his practice, he may reasonably request that he be allowed to advance his developed skill levels. This can be very disruptive. Under this rule, ONCE AN EXPERIENCE LEVEL IS REACHED THE SKILLS DEVELOPED ARE NOT ADVANCED UNTIL THE CHARACTER HAS SLEPT OR MEDITATED FOR 8 HOURS (more or less depending upon the wishes of the gamesmaster). This reflects the character thinking or dreaming over the experience that he has gained during the last level and how it applies to his skills and abilities.

14.53 PRACTICE FOR ONE SKILL LEVEL PER HALF-LEVEL

In the real world practice without experience does develop skills. However, in a fantasy role playing world this can lead to characters doing nothing more than staying in a safe place and developing very high skill levels. Thus we assume a world system that requires experience and practice to develop skills. This optional rule provides a facility for *limited* skill development through practice alone. ONCE DURING EACH HALF-LEVEL, A CHARACTER MAY ADVANCE ONE SKILL LEVEL THROUGH PRACTICE. The character must practice as in rule 14.251 for one week for each development point that the skill normally takes him to develop (e.g. if the skill level costs him 9 development pts, it takes 9 weeks). The time may spread out over a long time period. SKILLS COSTING 20 OR MORE DEVELOPMENT POINTS CANNOT BE DEVELOPED USING THIS RULE.

The skill being practiced is advanced when the practice period is completed. Only one skill can be advanced per half-level and only by one skill level. If the practice time is not completed before the half-level point is reached, the opportunity for gaining a skill level that half-level is lost. The time already spent practicing may be carried over to the next half-level. The usual requirements for practice, equipment, material and facilities should be employed. If a research point is added to a list being learned, the spell list cannot be rolled for until the next full level is reached.

14.6 MISCELLANEOUS OPTIONAL RULES

14.61 HEALING.

A gamesmaster should develop a comprehensive healing system for his world. This is a factor that controls how many and how often characters die permanently and how long they are out of commission healing.

14.611 Healing Spells. A complete set of spells is provided in Spell Law for healing by clerics, animists, healers and lay healers. In a campaign game, the gamesmaster may want to make healing available in towns and cities. The gamesmaster should experiment with costs and requirements for healing services. This could range from spell users requiring only money or their services to spell users who will only heal "true believers" of their religion (or race).

14.612 Healing Herbs. One of the prime components of a healing system is the administration of herbs or drugs. Herbs may be used to simulate the effects of certain spells in performing miraculous cures. They are also portable, and are usually more available than high level healing spell users. The gamesmaster can experiment with the numbers, the prices and effects of herbs he feels are necessary in his game. On chart 15.56, a list of a variety of herbs is provided.

14.613 Natural Healing. Table 15.15 gives the recovery time for a variety of injuries. For "natural healing" purposes this time is multiplied by a factor based on race, given in Table 15.51.

14.62 EFFECTS OF INJURIES

Another key factor in a healing system is the effect of the wound after treatment (by spells or herbs); some considerations in this area are: how long does it take to recover? should there be any permanent damage (often reflected in a lowering of stats)? what effect would the wound have on the character while he is recovering? Most of these questions are very subjective and must be decided on a case to case basis. For example, having an arm cut off and then reattached might cause a loss of agility (temporary or permanent) and maybe a scar. Death and being raised from the dead might cause a general loss of abilities, partial loss of experience and scars. Due to the variety of character systems which exist, these elements will not be detailed; however, chart 15.15 gives some suggested recovery times for certain injuries.

A variety of poisons and diseases are detailed in charts 15.57 and 15.58. Recovery from the effects of these spells should proceed in a manner similar to recovery from injuries.

14.63 DEATH DUE TO EXCESSIVE CONCUSSION HITS (MASSIVE SHOCK)

If a character receives more concussion hits than the sum of his **total hit points** + his **constitution stat**, he begins to die. After a number of rounds equal to his constitution divided by 10 (rounded off), the character is dead. This process of dying can be halted by lowering the number of hits on the character below the critical point. However, once the character dies, the normal death rules apply (see 14.622).

Example: Jaide takes 24 hits and has a 90 Constitution. He receives 125 hits after a few rounds of brutal fighting. Once he reaches 125 hits he drops and begins to die of massive shock.

14.64 EFFECTS OF DEATH

There are two major effects of death under this optional rule: (1) the deterioration of stats due to a lack of oxygen flow to the brain following "death," and (2) the departure of the "soul" from the body. Death, for the present purpose, is a halting of the major bodily functions (heart beat, breathing, etc.). Under these rules spells can halt the process of dying at any point; "preservation" halts the deterioration of the stats, and "lifekeeping" halts the departure of the soul from the body. Healing the cause of death also halts **both** effects, but does not reverse them. If the cause of death is healed before the soul leaves the body (note Rule 14.62), the person is alive and functional (if there are no other injuries, and no stat is reduced to zero); however any stat loss remains. If the soul has left the body before the cause of death is repaired, the body is functional but the character is in a coma and at -75% for even subconscious activity. The spell, "Lifegiving" must be cast on such a character before he can become functional once again. "Lifekeeping" doesn't restore deteriorated stats.

14.641 Deterioration of Stats

Only the mental stats (memory, reasoning, self discipline, empathy, intuition, and presence) normally deteriorate. Each round after a character dies a roll is made on Table 15.12 for each mental stat. The column used is as follows:

- column 1 for rounds 1-6 after death
- column 3 for rounds 7-18 after death
- column 6-7 for all other rounds after death.

The results on this table are the amounts by which the stats are reduced. Only the temporary stats are reduced, not the potentials. Certain races add to the column number used (see Table 15.51). If any stat is reduced to 0 or below, the stat is at 0 and the character will remain in a coma even if the cause of death is repaired.

Every hour after a stat is reduced to 0 the potential for that stat is reduced by an amount rolled on column 6-7 of Table 15.12. Sixty rounds (10 minutes) after death, the physical stats (strength, constitution, agility and quickness) begin to deteriorate. Each hour roll on column 6-7 of Table 15.12 for each of these stats, and decrease each one by the amount shown. A stat cannot be reduced below 0; however any further deterioration is taken off of the appropriate potentials. The character can be brought out of this coma if the 0 stats are raised above 0.

Deteriorated temporary stats can be raised to previous levels (but not above potentials) by the following methods: normal level advancement, certain healing spells (or herbs), and/or by a normal healing rate of 1 point/stat/month. If potentials have deteriorated, stats cannot be raised above the new, inferior potentials until the potentials are restored (usually only by **very** powerful spells).

During a battle, a gamesmaster will probably find it convenient to keep track of how many rounds pass between death and the halting of the death process. Then after the resolution of the battle, the calculation of stat reductions can be made.

14.642 Departure of the Soul. Normally 12 rounds (2 minutes) after death, a character's soul leaves his body. This time will vary depending upon the race of the dead character (see Table 15.51).

14.7 MOVEMENT, ENCUMBRANCE, AND EXHAUSTION

This section deals with (1) the effects of carrying highly encumbering loads, and (2) the results of over-exertion or exposure to severe elements. The problems associated with wearing armor and other coverings ("non-dead" weight) are covered elsewhere, notably on the Maneuver Chart (Table 15.32). Here we are dealing with "dead weight," that which one carries rather than wears.

14.71 MOVEMENT (SPEED CHART)

Below is a handy movement chart keyed to a character's stat bonuses, armor maneuver penalties, and encumbrance subtractions. The assumptions here are: (1) a 100 Quickness will result in a "world class" sprinter; (2) the average character (QU 25-74) walks at 3.43 miles per hour; and (3) bonuses and penalties should be applied to the Avg. Walking/Movement Rate before using the speed multipliers based on faster paces (e.g. the $\times 2$ multiplier for "run").

When using the Speed Chart simply cross-index your Quickness stat (D100) with the Walking Pace (Avg. Speed); the resulting figure is the number of feet the character can move in a ten second battle round (assuming he is healthy, unencumbered, and has no armor maneuver penalty. Note that the result is reached by adding the character's quickness bonus, not as a percentage, but as a straight figure (i.e. +35 is applied, not a 35% modification).

1-100 Stat (Quickness)*	Add in Feet (Normal QU Bonus)	Average Speed (Max. Feet Moved/Rd at Walking Pace)
102 +	+ 35	85'
101	+ 30	80'
100	+ 25	75'
98-99	+ 20	70'
95-97	+ 15	65'
90-94	+ 10	60'
75-89	+ 5	55'
25-74	0	50'
10-24	- 5	45'
5-9	- 10	40'
3-4	- 15	35'
2	- 20	30'
1	- 25	25'

*Option: Some GM's may wish to average Quickness and Agility when using this column.

14.72 Encumbrance

The following steps should be taken to calculate encumbrance penalties: (Step 1) Calculate the normal body weight for the character. (Step 2) Determine how much "dead weight" (in pounds) the character is carrying; this is his "load." (Step 3) Divide the load by the weight allowance (round up). (Step 4) Determine the encumbrance penalty using the table below.

Weight allowance = 10% of body weight (if in normal weight range vs. size).

Number of weight allowance units in load	Encumbrance Penalty
1 \times	0
Greater than 1 \times , less than 2 \times	- 10
2 \times	- 20
3 \times	- 25
4 \times	- 30
5 \times	- 35
6 \times	- 40
7 \times	- 50
8 \times	- 60
9 \times	- 70
10 \times	- 80
11 \times	- 90
12 \times	- 100
13 \times	- 110
14 \times	- 120

(Step 5) Now subtract any penalty the character has for wearing armor ("live weight"). The armor penalties are found on Armor Table (15.33). For example: Bandring wears a metal breastplate (AT 17) and is sufficiently skilled in armored maneuvers to have only the minimum penalty applied—in this case -15. If he were also carrying 3 \times his weight allowance (penalty -25), his total penalty would be -40.

(Step 6) Once a character has determined his average unencumbered speed and resolved the applicable penalties for excess dead weight (his load) and his covering (his armor), he then adds any bonus he has for his Strength stat (e.g. Bandring would add +10 for a 90 Strength to his -40 encumbrance penalty: his net encumbrance penalty would be -30).

(Step 7) The net encumbrance penalty is subtracted from the average unencumbered speed to get a character's rate of movement during a round of 10 seconds. For example: if Bandring has an average Quickness (QU 25-74) and travels 50' per round while unencumbered, and his net encumbrance penalty is -30, he would be able to travel but 20' per round given his armor type and load.

OPTIONAL ADJUSTMENTS: The GM may also wish to include the adds or subtractions from stat bonuses that are based on the character's race. In this case both Quickness and Strength bonus adjustments should be made, and the resulting bonus is the one employed for all rules determinations including movement computations.

The GM may also wish to include adjustments for a character's length of stride. This factor should be used whenever racial adjustments are employed, for shorter beings (e.g. halflings) often have adds to their Quickness bonus and will move disproportionately fast considering their short strides. For purposes of this rule, simply note that the stride of the average 6' person is used as the norm; every 6" difference will result in an add or subtraction of 5:

Height	Add/Subtraction Due to Stride
7'6"	+15
7'0"	+10
6'6"	+5
6'0"	0
5'6"	-5
5'0"	-10
4'6"	-15
4'0"	-20
3'6"	-25

14.73 FAST MOVEMENT AND EXHAUSTION

Movement under extreme conditions, in rough terrain, and/or at accelerated rates will increase fatigue. For this reason we include rules for exhaustion at this point. We also include provisions for melee and bow fire. Note that all increased rates of speed are measured in units of average (walking) speed (e.g. "run" = 2x walk or average speed). A person's exhaustion allowance, the number of points he can expend before he needs to rest and/or recuperate, is equal to his Constitution (e.g. a character with CO 90 would have an exhaustion allowance of 90 "exhaustion points").

Pace	Speed Multiple	(Unencumbered Avg) Movement/Rd (Ft)	Exhaustion Pt Cost/Rd
Walk	1x	50'	1/5 minutes (1/30 rds)
Fast Walk/Jog	1.5x	75'	1/minute (1/6 rds)
Run	2x	100'	1/2 rds
Sprint/Fast Run	3x	150'	5/rd
Fast Sprint	4x	200'	25/rd
Dash	5x	250'	40/rd

Example: An unencumbered Bandring travels 50' per round (having only average Quickness) when walking. His Constitution is 90 and he can walk for 450 minutes (7½ hours) without a rest (90x5 minutes). If he were to sprint he could move at a rate of 150' per round; but he would exhaust his 90 point exhaustion allowance in 16 rounds (3 minutes) keeping that pace (5x18=90). If Bandring was moving in a breastplate and with a 3x weight allowance load (see example in above) average speed (walking) would be but 20' per round and he would be "sprinting" (and exhausting himself) in order to cover 60' per round.

Encumbering loads and armor will prevent anyone from reaching certain speeds (regardless of their stat bonuses). A super character with racial adds to his +25 bonuses for Quickness and Strength (QU, ST 100) may move quite far walking even while burdened with armor and a heavy load. Nonetheless, he could not move at either a "Fast Sprint" or "Dash" rate. The following prohibitions apply:

Penalty	Prohibited Movement Rate
Armor Penalties -10 thru -20	Dash
Armor Penalties -21 thru -50	Dash, Fast Sprint
Armor Penalties -51 plus	Dash, Fast Sprint, Sprint
Load 2x Weight Allowance	Dash
Load 4x Weight Allowance	Dash, Fast Sprint
Load 6x Weight Allowance	Dash, Fast Sprint, Sprint

USE THE MANEUVER CHART FOR MOVEMENT UNDER EXTREME PRESSURE. Where an individual or group is "under pressure" from attackers, the weather, or some other perceived threat—or time is a major factor—have him/them roll on the Maneuver/Movement Table 15.31. Simply choose the appropriate difficulty factor; the resulting percentage is the percentage of the distance they would normally move given their rate of speed.

Example: Bandring is fleeing from the dreaded Malevolent Moose. He is running and would normally move 100' per round (since he is unencumbered and wearing no armor). Due to the pressure of the chase, however, the GM asks him to roll on the Maneuver/Movement Table. Bandring knows the terrain, so the difficulty category assigned is "Easy." Bandring rolls an adjusted D100 and the result is 100%. He moves the full 100 feet. Had he rolled lower and gotten a 60% result, he would move but 60' that round. Had the chase been at night a higher difficulty category may have been applicable.

EXHAUSTION MODIFIERS. The following factors may affect the way a character expends exhaustion points. They provide detail, but may be considered optional.

Factor	Modification on Pts Expended
Temp. above 100°F	2x
Temp. above 120°F	4x
Temp. above 130°F	8x
Temp. below 20°F	2x
Temp. below -10°F	3x
Temp. below -30°F	5x
Temp. below -50°F	8x
Rough Terrain	2x
Mountainous Terrain	3x
Sand	3x
Bog	4x
Hits or wounds above 25%	2x
Hits or wounds above 50%	4x

EXHAUSTION AND COMBAT: When fighting a character necessarily expends more energy than he would while walking. Thus, the following expenditures should apply.

Character's Situation	Exhaustion pt Expenditure
Melee	1/2 rds
Firing a Bow	1/6 rds (1 per minute)

14.74 EXHAUSTION EFFECTS

A character without sufficient exhaustion points to complete a full round at a given pace cannot travel at that rate of speed.

Exhausted characters, those with no remaining exhaustion points, must rest. They replenish pts. at a rate of 1 per round.

14.75 SUMMARY

Movement rate = walking pace	(off table in this section)
+ encumbrance penalty	(off table in this section)
+ armor penalty	(off table 15.33)
+ strength bonus	(off table 15.13)
+ stride modification	(off table in this section)

Fast movement

- 1) Find movement rate
- 2) Determine pace (check restrictions)
- 3) Movement/rd = (movement rate) x (speed multiplier)
- 4) Expend exhaustion points.



15.11 STAT POTENTIALS TABLE

Roll on D100	Range of the Initial Stat									
	under 25	25-39	40-59	60-74	75-84	85-89	90-94	95-97	98-99	100
01-10	25	-	-	-	-	-	-	-	-	-
11-20	30	-	-	-	-	-	-	-	-	-
21-30	35	39	-	-	-	-	-	-	-	-
31-35	38	42	59	-	-	-	-	-	-	-
36-40	40	45	62	-	-	-	-	-	-	-
41-45	42	47	64	-	-	-	-	-	-	-
46-49	44	49	66	-	-	-	-	-	-	-
50-51	46	51	68	-	-	-	-	-	-	-
52-53	48	53	70	-	-	-	-	-	-	-
54-55	50	55	71	-	-	-	-	-	-	-
56-57	52	57	72	74	84	-	-	-	-	-
58-59	54	59	73	75	85	-	-	-	-	-
60-61	56	61	74	76	86	-	-	-	-	-
62-63	58	63	75	77	87	-	-	-	-	-
64-65	60	65	76	78	88	-	-	-	-	-
66-67	62	67	77	79	88	89	-	-	-	-
68-69	64	69	78	80	89	89	-	-	-	-
70-71	66	71	79	81	89	90	-	-	-	-
72-73	68	73	80	82	90	90	-	-	-	-
74-75	70	75	81	83	90	91	-	-	-	-
76-77	72	77	82	84	91	91	-	-	-	-
78-79	74	79	83	85	91	92	-	-	-	-
80-81	76	81	84	86	92	92	-	-	-	-
82-83	78	83	85	87	92	93	-	-	-	-
84-85	80	85	86	88	93	93	94	-	-	-
86-87	82	86	87	89	93	94	94	-	-	-
88-89	84	87	88	90	94	94	95	-	-	-
90	86	88	89	91	94	95	95	97	-	-
91	88	89	90	92	95	95	96	97	-	-
92	90	90	91	93	95	96	96	97	-	-
93	91	91	92	94	96	96	97	98	-	-
94	92	92	93	95	96	97	97	98	99	-
95	93	93	94	96	97	97	98	98	99	-
96	94	94	95	97	97	98	98	99	99	-
97	95	95	96	97	98	98	99	99	99	-
98	96	96	97	98	98	99	99	99	100	-
99	97	97	98	98	99	99	100	100	100	-
100	98	98	99	99	99	100	100	100	100	101

Number given is the stat potential. A "-" indicates that the potential is the same as the initial stat.

15.22 SKILL LEVEL BONUSES TABLE

Skill Level	Normal Bonus
0	-25
1	+5
2	+10
3	+15
4	+20
5	+25
6	+30
7	+35
8	+40
9	+45
10	+50
11	+52
12	+54
13	+56
14	+58
15	+60
16	+62
17	+64
18	+66
19	+68
20	+70
21	+71
22	+72
23	+73
24	+74
25	+75
26	+76
27	+77
28	+78
29	+79
30	+80

Plus ½ for each skill level over Skill Level 30.

15.12 STAT GAIN TABLE

Roll on D100	DIFFERENCE BETWEEN TEMPORARY AND POTENTIAL STAT									
	1	2	3	4-5	6-7	8-9	10-11	12-14	15+	
01-04	*	*	*	*	*	*	*	*	*	
05-10	0	0	0	0	0	0	+1	+1	+1	
11-15	0	0	0	0	0	+1	+1	+2	+2	
16-20	0	0	0	0	+1	+1	+2	+3	+3	
21-25	0	0	0	+1	+1	+2	+2	+4	+4	
26-30	0	0	+1	+1	+2	+2	+3	+5	+5	
31-35	0	+1	+1	+1	+2	+2	+3	+5	+6	
36-40	0	+1	+1	+1	+2	+3	+4	+6	+7	
41-45	0	+1	+1	+2	+3	+3	+4	+6	+8	
46-50	0	+1	+1	+2	+3	+3	+5	+7	+9	
51-55	+1	+1	+2	+2	+3	+4	+5	+7	+10	
56-60	+1	+1	+2	+2	+4	+4	+6	+8	+11	
61-65	+1	+1	+2	+3	+4	+4	+6	+8	+11	
66-70	+1	+2	+2	+3	+4	+5	+7	+9	+12	
71-75	+1	+2	+2	+3	+5	+5	+7	+9	+12	
76-80	+1	+2	+3	+3	+5	+6	+8	+10	+13	
81-85	+1	+2	+3	+4	+5	+6	+8	+10	+13	
86-90	+1	+2	+3	+4	+6	+7	+9	+11	+14	
91-95	+1	+2	+3	+4	+6	+7	+9	+11	+14	
96-99	+1	+2	+3	+4	+6	+8	+10	+12	+15	
100	+1	+2	+3	+4	+6	+8	+10	+12	+15	

Locate the column corresponding to the difference between the temporary (real) stat and its potential and roll D100 to determine the amount the temporary stat increases by. Roll separately for each stat.

* A roll of 01-04 indicates that the stress of adventuring has caused a temporary regression of faculties. The stat (temporary value only) is REDUCED BY DOUBLE THE AMOUNT ROLLED (2-8). Note that this reduction is always possible, even if the stat has already reached its potential and thus all 10 stats must be checked for possible loss or gain. Stats reduced in this manner can be restored by stat gain rolls as subsequent experience levels are reached.

NOTE THAT THIS TABLE CAN ALSO BE USED TO DETERMINE RECOVERY FROM INJURY OR DISEASE. The Gamesmaster merely assigns a reduction in the appropriate stat (Agility for a sprained ankle, Constitution for a disease, etc.) and allows the character to make periodic recovery rolls provided he observed whatever conditions were necessary for recovery (eg: bedrest). In this case, the column would be determined substituting the *temporary value of the stat before reduction* for the potential, and rolls might continue until the previous temporary was achieved (but not beyond).

15.13 BONUSES FOR UNUSUAL STATS

Unusual Personal characteristics such as a high Agility or Strength seriously affect the capabilities of a character. The following table gives a series of "stat." ranges on the 1-100 scale and the bonus (or penalty) accruing to actions heavily influenced by that statistic.

Additional columns are present to indicate the number of development points the character gets from his particular statistic and the number of spell points / level provided by that "stat," if it is the prime requisite for his type of spell casting. Note that Character Development Statistics do not give spell points; thus, each spell realm has one characteristic from which spell points may be derived:

Empathy (Intelligence) for Essence
Intuition (Wisdom) for Channeling
Presence (Charisma) for Mentalism

Hybrid spell users average the statistics pertaining to their two spell using realms, and derive their spell points from this average.

Columns are provided for 3-18 and 2-12 statistics for comparison and/or conversion if other portions of the game system mandate use of non-percentile "stats."

1-100 Stat.	Bonus on D100*	Bonus on D20	Development Points	Power Points	3-18 Stat.	2-12 Stat.
102+	+35	+7	11	4	20+	17+
101	+30	+6	10	3	19	15-16
100	+25	+5	10	3	18	13-14
98-99	+20	+4	9	2	17	12
95-97	+15	+3	9	2	16	
90-94	+10	+2	8	1	15	11
85-89	+5	+1	8	1	14	10
75-84	+5	+1	7	1	13	9
60-74	0	0	6	0	12	8
40-59	0	0	5	0	10-11	7
25-39	0	0	4	0	9	6
15-24	-5	-1	3	0	8	5
10-14	-5	-1	2	0	7	4
5-9	-10	-2	2	0	6	3
3-4	-15	-3	1	0	5	
2	-20	-4	1	0	4	2
1	-25	-4	1	0	4	2

* This bonus will vary with race if the rules in section 10.11 are used.

15.14 STAT EFFECT TABLE

ACTION (Skill)	Type	Basic Stat Used	Optional Stat(s) Used*
Maneuvering in Armor	M	AG	AG/ST
Melee	OB	ST	ST/ST/AG
Bow	OB	AG	AG/AG/ST
Thrown	OB	ST	ST/AG
Defensive Bonus	DB	QU	QU
Climbing	M	AG	AG
Swimming	M	AG	AG
Riding	M	EM	EM/AG
Disarming Traps	S	IN	IN/AG
Picking Locks	S	IN	IN/RE/AG
Stalking	M	AG	AG/SD
Hiding	S	SD	SD
Perception	S	IN	IN/IN/RE
Stunned Maneuvers	M	SD	SD
Movement**	M	QU	QU/AG
Spell Acquisition	SP	—	Prime Req. of Realm
Runes	SP	EM	EM/IN
Staves/Wands	SP	EM	EM/IN
Channeling	SP	IN	IN
Directed Spells	OB	AG	AG
Ambush	SP	—	—
Linguistics	SP	—	—
Adrenal Moves	M,S	PR	PR/SD
Striking Martial Arts	OB	ST	ST/ST/AG
Sweeps and Throws M.A.	OB	AG	AG/AG/ST
Adrenal Defense	DB	—	—
Body Development	SP	CO	CO

* - see section 14.21

** - Bonus for movement at faster than a walk.

M - Action is a maneuver (see section 5.72).

OB - Stat bonus is applied to the appropriate Offensive Bonus.

DB - Stat bonus is applied to the Defensive Bonus.

S - Action is a static action (see section 5.73).

SP - Action is treated in a special manner (see the part of section that deals with the specific skill).

15.15 STAT DECREASES DUE TO INJURY TABLE

AREA/TYPE OF DAMAGE

	LIGHT	MEDIUM	SEVERE
BURN			
R:	1 day	5 days	10 days
TP:	-5 Ag	-20 Ag	-40 Co,Ag
PP:	None	-5 Pr	-10 Co,Ag
BONE			
R:	1 day	6 days	12 days
TP:	-10 Ag	-20 Ag,Qu	-50 Co,St,Ag
PP:	None	None	-15 Co,Ag
TISSUE			
R:	1 day	5 days	10 days
TP:	-5 Co	-20 Co,Ag	-40 Co,Ag
PP:	None	-5 Re,Me	-10 Co,Ag
HEAD			
R:	2 days	6 days	30 days
TP:	-5 Re, Me, Co	-30 Re,Me,Co,Qu	-60 Re,Me,Co,Qu
PP:	None	-5 Re,Me	-25 Re,Me,Co
MUSCLE/TENDON			
R:	2 days	6 days	12 days
TP:	-10 Ag	-20 Ag, Qu	-50 Re,Me,Co
PP:	None	-5 Pr	-20 Ag,Qu
INTERNAL ORGANS			
R:	2 days	6 days	20 days
TP:	-10 Co	-20 Co,St	-50 Co,St
PP:	None	None	-20 Co,St

R = Recovery Time

TP = Temporary Stat Penalty

PP = Potential Penalty

St = Strength

Pr = Presence (Charisma)

Ag = Agility (Dexterity)

Qu = Quickness (Dexterity)

Re = Reasoning (Intelligence)

Me = Memory (Intelligence)

Co = Constitution

15.21 CHARACTER DEVELOPMENT TABLE (skill development costs by character class)

Prime Requisites	CHARACTER CLASS	MANEUVERING IN ARMOR				WEAPON SKILLS**	GENERAL SKILLS								MAGICAL SKILLS					SPECIAL SKILLS				
		Soft Leather	Rigid Leather	Chain	Plate		Climbing	Swimming	Riding**	Disarm Traps	Pick Locks	Stalk & Hide	Perception	Spell Lists**	Runes	Staves & Wands	Channeling	Directed Spells**	Ambush	Linguistics**	Adrenal Moves**	Adrenal Defense	Martial Arts**	Body Development
CO/ST	Fighter	1/*	1/*	2/*	2/*	1/5; 2/5; 2/7; 2/7; 2/7; 5	3/7	2/6	2/6	3/8	3/9	2/5	2/5	20	7	9	25	20	3/8	3/*	2/6	20	3/7	1/3
QU/AG	Thief	1/*	2/*	3/*	4/*	2/7; 3/8; 4; 4; 4; 6	2/5	1/3	2/6	1/3	1/3	1/3	1/3	10	6	7	20	20	1/3	3/*	2/6	20	3/7	3/7
ST/AG	Rogue	1/*	1/*	2/*	3/*	2/5; 3/8; 3/9; 3/9; 3/9; 6	3/7	2/5	2/5	2/5	2/6	1/3	1/3	8	6	8	20	20	2/5	3/*	2/6	20	3/7	2/5
QU/SD	War. Monk	9	9	10	10	4; 6; 8; 8; 8; 15	3/7	1/5	2/7	3/9	3/9	2/4	2/5	10	6	9	19	20	3/9	3/*	1/3	3/7	1/3	2/7
EM/RE	Magician	9	9	10	11	9; 20; 20; 20; 20; 20	6	3	3	7	8	5	3	1/*	1/4	1/4	7	2/5	9	2/*	6	20	9	8
EM/RE	Illusionist	9	9	10	11	9; 20; 20; 20; 20; 20	7	3	3	8	8	3	2	1/*	1/4	1/4	7	2/6	5	1/*	6	20	9	8
EM/RE	Alchemist	9	9	10	11	9; 20; 20; 20; 20; 20	7	3	3	4	4	6	3	1/*	1/3	1/3	7	2/7	9	1/*	6	20	9	6
IN/ME	Cleric	1/*	2/*	10	11	6; 7; 9; 9; 9; 20	5	3	3	7	8	5	3	1/*	2/5	2/5	1/4	3	9	2/*	5	20	6	6
IN/ME	Animist	2/*	3/*	10	11	6; 7; 9; 9; 9; 20	4	3	1/3	8	8	3	3	1/*	2/6	2/6	2/5	3	6	2/*	5	20	6	4
IN/ME	Healer	2/*	3/*	10	11	9; 20; 20; 20; 20; 20	6	3	3	8	8	6	3	1/*	2/6	3/7	2/5	3	9	2/*	5	20	6	1/3
SD/PR	Mentalist	4/*	5/*	6/*	7/*	6; 8; 15; 20; 20; 20	5	3	2	7	8	5	3	1/*	2/5	2/5	8	2/6	9	2/*	3	15	3	6
SD/PR	Lay Healer	2/*	3/*	4/*	5/*	8; 8; 15; 20; 20; 20	6	3	2	8	8	6	3	1/*	2/6	2/6	8	2/7	9	2/*	3	15	3	6
SD/PR	Seer	4/*	5/*	6/*	7/*	6; 15; 20; 20; 20; 20	4	3	2	7	7	6	1/3	1/*	2/6	2/6	8	2/7	9	1/*	3	15	3	6
EM/IN	Sorcerer	9	9	10	11	9; 20; 20; 20; 20; 20	7	3	3	7	7	6	3	1/*	2/5	2/5	2/5	2/5	9	2/*	5	20	9	8
EM/PR	Mystic	4/*	5/*	6/*	7/*	9; 20; 20; 20; 20; 20	7	3	3	7	7	2	2	1/*	2/5	2/5	8	2/6	4	1/*	5	15	6	8
PR/IN	Astrologer	4/*	5/*	6/*	7/*	9; 20; 20; 20; 20; 20	7	3	3	7	7	6	2	1/*	2/6	2/6	1/5	2/7	9	1/*	5	15	6	6
EM/SD	Monk	9	9	10	11	5; 8; 8; 8; 15; 15	3/7	2/6	3	4	4	2/7	2/7	4/*	4	5	13	9	4	3/*	2/4	6	2/5	3/7
IN/CO	Ranger	1/*	2/*	3/*	4/*	3/7; 4; 6; 6; 6; 9	3/9	2/6	2/6	4	4	1/5	2/7	4/*	5	6	3	15	3	3/*	2/7	20	4	2/7
PR/ME	Bard	2/*	2/*	3/*	5/*	3/9; 6; 7; 7; 7; 15	3/9	2/6	2/6	4	4	2/7	2/7	4/*	5	6	13	10	6	1/*	2/7	15	3	3/8

**— Skill areas so marked may include several skills that can be developed independently of one another. All skills in such an area have the same development cost. For example, skill in riding a horse and skill in riding a camel fall into the skill area of riding. The two skills must be developed separately, at a development cost indicated on the above chart.

Characters are permitted during each experience level to improve their skills 1 level at the development cost listed. If a notation such as "2/7" appears, (only) a skill may be improved two skill levels during one experience level. The cost before the slash (in development points) is paid to raise the skill the first level and the cost after the slash is paid (in addition) to raise it the second level (if desired). (Thus to improve a skill from level 2 to level 4 when a cost of 2/7 is listed requires the expenditure of 9 total development points.) A notation of 1/*, 2/*, 3/*, etc., indicates that an infinite number of skill levels in this area may be developed at one time at the listed cost for *each*. NOTE: Skill with each weapon must be acquired individually.

There are six costs grouped together in the weapons skill area for each character. Players are to allocate the six costs given among the six weapons categories listed as they wish (thus a Bard may place his 3/9 cost in any *one* of the six weapons categories, his 6 in another, his 3 7's in three others and his 15 in the last area — all six cost figures must be used and none can be used more often than it appears). Once these weapons skill costs are assigned, they MAY NOT BE CHANGED. If the Gamesmaster determines that the heritage or environment of the character should have a major influence on the type of weapon he finds easy to learn, he may mandate that a particular cost figure be placed in a particular area. NOTE THAT THESE ARE THE ONLY SKILL COSTS THAT CAN BE SO ARRANGED; it is not permitted to exchange costs in any other areas, even between similar skills such as "Maneuvering in Plate" and "Maneuvering in Chain."

15.23 SIMILAR WEAPONS CHART

COMMENTARY

Since certain weapons are actually variations on a theme, similarities in patterns of skill development may enable an adventurer to increase his skill in two or more items at the same time. Particularly flexible weapons, such as the short sword, might be used by characters developing expertise in different categories that are relatively unrelated (e.g. a short sword such as a *Roman/Spanish gladius* falls into 3 categories: long double-edged blade, short blade, and short axe categories.

The following is a breakdown of common weapons into similarity categories. These divisions will help provide guidelines for the categorization of other arms.

See optional rule section 14.11 which provides for the use of "similar weapons" in combat and the effect on one's offensive bonus.

Short blades**	Long double-edged blades	Thrusting blades
Dagger	Broadsword	Rapier
Dirk	Short sword	Foil
Sai	Long sword	Kynac*
Main Gauche	Bastard sword (1H)	Long Kynac*
Short sword	Katana (1H)	
	Sai	
	Shang*	
	Dag*	
	Yarkbalka*	

Long single-edged blades	Short axes**	Short spikes**
Scimitar	Handaxe	War Hammer
Sabre	Tomahawk	Mace
Cutlass	Hatchet	Ice Axe
Falchion	Cabis*	Baw*
Dag*	Short sword	

Long axes	Long spikes	Great blades
Battle axe	War mattock	Bastard sword (2H)
Woodsman's axe	Mattock	Katana (2H)
¾ Axe	Pick	2H sword
("Hudson's Bay Axe")	2H hammer	Claymore
		No-dachi
		Irgaak*

Pole arms**	Bows	Crossbows	Rope weapons
Pole arms	Short bow	Light crossbow	Net
Spear	Long bow	Heavy crossbow	Lasso
Javelin	Composite bow		
Pilum			
Harpoon			
Lance (unmounted)			
Trident			

Chains plus	Great chains	Mounted Pole Arms	Lines plus
Morning star	Flail	Lance (mounted)	Bola
Nunchaku (1H)	Nunchaku (2H)	Spear	Ge*
Typh*		Javelin	

Thrown projectiles**	Clubs	Staves
Boomerangs	Blackjack	Quarterstaff
Shuriken	Jo (1H)	Jo (2H)
Darts	Tonfa	Cudgel
	Club (1H)	Club (2H)
		Spear

Slings	Whips	Blow guns
Sling	Cat-o'-nine-tails	Blow gun
Staff sling	Whip	Pea shooter

* Fantasy weapons from Claw Law.

** Throwable weapons in these categories are similar for purposes of throwing. All other throwable weapons are *not* similar to any other weapons for throwing purposes.

15.33 ARMOR TABLE

Armor Type	Minimum ¹ Maneuver Penalty	Maximum ² Maneuver Penalty	Missile ³ Attack Penalty	Quickness ⁴ Penalty
1	0	0	0	0
2	0	0	0	0
3	0	0	0	0
4	0	0	0	0
5	0	0	0	0
6	0	-20	-5	0
7	-10	-40	-15	10
8	-15	-50	-15	15
9	-5	-50	0	0
10	-10	-70	-10	5
11	-15	-90	-20	15
12	-15	-110	-30	15
13	-10	-70	0	5
14	-15	-90	-10	10
15	-25	-120	-20	20
16	-25	-130	-20	20
17	-15	-90	0	10
18	-20	-110	-10	20
19	-35	-150	-30	30
20	-45	-165	-40	40

¹Minimum maneuver penalties apply to persons fully trained in maneuvering while wearing the given armor type (reduced by armor skill level).

²Maximum maneuver penalties apply to persons completely untrained in maneuvering while wearing the given armor type.

³Missile attack penalties act as subtractions from the offensive bonus used for missile attacks. This is meant to reflect the disadvantageous effect of armor worn on the arms of a given combatant.

⁴Quickness penalties act to reduce or cancel the given defensive bonus of a combatant (i.e. those points based on the defender's quickness). Unlike those above, this penalty can only apply against the armor-user's quickness, and will not reduce a combatant's defensive bonus below the level it would be had there been no quickness bonus whatsoever.

15.34 RUNES AND STAVES-WANDS TABLE

The "spell(s)" referred to below is the spell (or spells) on the rune being deciphered or the spell (or spells) on the item that is being mastered.

- 20 --- If the character does not know the realm of the spell(s).
- +10 --- If the character does know the realm of the spell(s).
- 10 --- If the character does not know what the spell(s) is.
- +20 --- If the character knows what the spell(s) is.
- 30 --- If the character's realm of magic differs from the realm of the spell(s); hybrid spell-users have two realms for these purposes.
- +30 --- If the character can cast the spell(s) intrinsically.
- 10 --- For each previous use roll that resulted in 01-30.
- +10 --- For each previous use roll that resulted in 70-100.

Total use roll = D100 (open-ended) + skill bonus - level of spell
+ any of the above
modifications that apply.

If the total use roll is *over* 100 the spell(s) is usable under the restrictions given in sections 5.842 and 5.843.

- > 100 --- Spell usable.
- 75-100 --- Spell learned.
- 0-74 --- Nothing.
- < 0 --- Spell affects character.

Once a use roll is made, another cannot be attempted for the same spell(s) until the appropriate skill level is increased (runes or staves-wands).

15.31 MANEUVER/MOVEMENT TABLE

	Routine	Easy	Light	Medium	Hard	Very Hard	Extremely Hard	Sheer Folly	Absurd	
-201	Fall down. +2 Hits. You are out 3 rounds.	Fall. Knock self out. You are out for 12 rounds. +9 Hits.	Fall. Break arms. +10 Hits. You are out for 6 rounds.	Fall. +15 Hits. Break arm. You are out for 9 rounds.	Fall. Break arms. +20 Hits. You are out 18 rounds. Arms useless.	Fall. Break both arms and neck. +30 Hits. You are out 60 rounds.	Fall sends you into a coma for 3 years. +30 Hits. Broken spine.	Fall breaks neck. You die in 3 rounds.	Fall crushes skull.	
(-200) — (-151)	Fail to act.	Fall down. Lose 2 rounds. +2 Hits.	Fall down. +3 Hits. You are out for 4 rounds.	Fall. Break wrist. +10 Hits. You are out for 6 rounds.	Fall. Break leg. +15 Hits. You are out 9 rounds.	Fall. Break arms. +20 Hits. You are out 18 rounds. Arms useless.	Fall. Break back and legs. +25 Hits. Paralysis of lower body.	Fall. You smash your backbone and are in a coma for 1 year.	Fall paralyzes you from neck down.	
(-150) — (-101)	10	Fail to act.	Fall down. +2 Hits. You are out for 2 rounds.	Fall down. Sprain ankle. You are at -25%. +6 Hits.	Fall. Break arm. +10 Hits. You are out 6 rounds, stunned 3 rounds.	Fall. Break leg. +15 Hits. You are out for 6 rounds.	Fall. +30 Hits. You are out 6 rounds. Shatter knee. You are at -80%.	Fall. Break both arms and neck. +30 Hits. You are out 60 rounds.	Fall. You smash your backbone and are in a coma for 1 year.	
(-100) — (-51)	30	10	Fail to act.	Fall down. Lose 2 rounds. +3 Hits.	Fall down. Sprain ankle. You are at -25%. +5 Hits.	Fall. +20 Hits. You break your wrist. You are out 2 rounds. Not very smooth.	Fall. +12 Hits. Break arm. You are out for 6 rounds.	Fall. +30 Hits. You are out 9 rounds. Shatter knee. You are at -80%.	Fall. Break back and legs. +25 Hits. Paralysis of lower body.	
(-50) — (-26)	50	30	10	Fail to act.	Fall down. +5 Hits. You are out 3 rounds.	Fall. Sprain ankle and tear ligament. You are at -30%. +15 Hits.	Fall. +10 Hits. Knock yourself out. You are out for 18 rounds. You lose. pal.	Fall. +12 Hits. Break arm. You are out for 6 rounds.	Fall. You are out 18 rounds. You break both arms. +25 Hits.	
(-25) — 0	70	50	30	5	Fail to act.	Fall down. +5 Hits. You are out of action for 3 rounds.	Fall. Sprain ankle and tear muscle. You are at -30%. +10 Hits.	Fall. +20 Hits. You break your wrist. You are out 2 rounds. Not very smooth.	Fall. +10 Hits. You break your leg. You are at -75%. You are out 6 rounds.	
MODIFIED, OPEN-ENDED ROLL	01 — 20	80	60	50	10	5	Fail to act.	Fall down. +5 Hits. You are out for 3 rounds.	Fall. +5 Hits. You pull a leg muscle. You are at -25%. You are out 2 rounds.	Fall. +15 Hits. Break arm. You are out for 6 rounds.
	21 — 40	90	70	60	20	10	5	Fail to act.	Fall down. +7 Hits. You take 3 hits per round. You are out for 2 rounds.	Fall. Knock yourself out. You are out for 30 rounds. +10 Hits.
	41 — 55	100	80	70	30	20	10	5	Fall down. +5 Hits. You are out for 3 rounds.	Fall. Sprain ankle and tear ligament. You are at -30%. +15 Hits.
	56 — 65	100	90	80	40	30	20	10	Fail to act.	Fall down. +7 Hits. You take 3 hits per round. You are out for 2 rounds.
	66 — 75	100	100	90	50	40	30	20	5	Freeze for 2 rounds.
	76 — 85	100	100	100	60	50	40	30	10	Fail to act.
	86 — 95	100	100	100	70	60	50	40	20	5
	96 — 105	110	100	100	80	70	60	50	25	10
	106 — 115	110	110	100	90	80	70	60	30	20
	116 — 125	120	110	110	100	90	80	70	40	30
	126 — 135	120	120	110	100	100	90	80	50	40
	136 — 145	130	120	120	110	100	100	90	60	50
	146 — 155	130	130	120	120	110	100	100	70	60
	156 — 165	140	130	120	120	120	110	100	80	70
	166 — 185	140	140	130	Super move. You feel great. Subtract 4 hits from your current total.	Excellent move. You are unstunned. Add 10 to allies' rolls for 2 rounds.	120	110	90	80
	186 — 225	150	140	Great move. You feel better. Subtract 4 hits from current total.	Brilliant. Move inspires all. You are unstunned. Your allies are at +10% for 2 rounds.	Move inspires your allies. Add 20 to friendly rolls for 3 rounds.	Move inspires your allies. Add 30 to friendly rolls for 2 rounds.	120	100	90
226 — 275	150	Incredible move. You feel great. Subtract 3 from your current hit total.	Brilliant. Move inspires all. You are unstunned. Your allies are at +10% for 2 rounds.	Move inspires your allies. Add 20 to friendly rolls for 3 rounds.	Move inspires your allies. Add 25 to friendly rolls for 3 rounds.	Move inspires your allies. Add 30 to friendly rolls for 3 rounds.	You have half the round to act.	100	100	
276+	Incredible move. You feel great. Subtract 3 from your current hit total.	Brilliant. Move inspires all. Your allies are at +10% for 2 rounds.	Move inspires your allies. Add 20 to friendly rolls for 3 rounds.	Move inspires your allies. Add 25 to friendly rolls for 3 rounds.	Move inspires your allies. Add 30 to friendly rolls for 3 rounds.	Move inspires your allies. Add 30 to friendly rolls for 4 rounds.	Move inspires your allies. Add 30 to friendly rolls for 6 rounds.	Move stuns all foes within 30 feet. You still have half the round to act.	Move stuns all foes within 50 feet.	

15.32 STATIC ACTION TABLE

BASIC MODIFICATIONS									
Category	Condition	Speed & Strength	Hiding	Disarm Traps	Pick Locks	Preception	Maneuvers*	Misc.	
Difficulty	Routine	NA	NA	+30	+30	+30	NA	+30	
	Easy	NA	NA	+20	+20	+20	NA	+20	
	Light	NA	NA	+10	+10	+10	NA	+10	
	Medium	NA	NA	0	0	0	NA	0	
	Hard	NA	NA	-10	-10	-10	NA	-10	
	Very Hard	NA	NA	-20	-20	-20	NA	-20	
	Extremely Hard	NA	NA	-30	-30	-30	NA	-30	
	Sheer Folly	NA	NA	-50	-50	-50	NA	-50	
	Absurd	NA	NA	-70	-70	-70	NA	-70	
Lighting ¹	No Shadows	NA	-30	+20	+10	+20	+10	+10	
	Light Shadows	NA	-20	+10	+5	+10	+5	+5	
	Medium Shadows	NA	0	0	0	0	0	0	
	Heavy Shadows	NA	+10	-10	-5	-10	-5	-5	
	Dark	NA	+30	-30	-10	-30	-20	-20	
	Pitch Black	NA	+40	-40	-20	-50	-40	-30	
Shock & Pain	25-50% Hits Taken	-10	NA	-5	-5	-5	-10	-10	
	51-75% Hits Taken	-20	NA	-10	-10	-10	-20	-20	
	76-up Hits Taken	-30	NA	-20	-20	-20	-30	-30	
Bleeding	For each Hit/Rnd taking	-10	NA	-5	-5	-5	-10	-10	
Serious Wound	For each limb out	-10	NA	-5 ²	-5 ²	-5	-10 ²	-10 ²	
	Stunned	-30	NA	-50	-50	-30	-50	-50	
	Down	-50	NA	-70	-70	-50	-70	-70	
Combat Situation	In melee	-20	NA	-50	-50	-20	-30 ³	-30	
	Under missile fire	-10	NA	-20	-20	-10	-10	-10	
SPECIAL MODIFICATIONS:									
Speed & Strength	For each consecutive round of preparation using 100% activity.						—	+10	
Hiding	Quality of hiding place	Bad					—	-20	
		Fair					—	0	
		Good					—	+10	
		Very Good					—	+30	
		Excellent					—	+50	
	Presence of Hider in the area is known to searchers.						—	-30	
Disarming Traps & Picking Locks	A perception roll is successfully made by the disarmer/picker.						—	+20	
	For each time the trap/lock has been tried without success.						—	-30	
	Disarmer/picker has disarmed/picked this trap/lock before.						—	+50	
	Disarmer/picker has disarmed/picked this type of trap/lock before.						—	+30	
	Disarmer/picker has the construction of the mechanism described to him.						—	+20	
Perception	Player mentions the appropriate thing being perceived. (e.g. the player says he is actively looking for an ambush or trap)						—	+30	
	The character making the perception roll has encountered the situation being perceived before (this specific character, not the player of the character).						—	+20	
Maneuvers*	Encumbered ⁴	Light (one weapon and belt equipment)					—	0	
		Medium (weapons/armor and belt equipment)					—	-10	
		Heavy (weapons/armor and normal pack)					—	-20	
		Very Heavy (all personal equipment and 50-100 lb.)					—	-30	
		Burdened (all personal equipment and over 100 lb.)					—	-50	

*Modifications to maneuvers are applied to a roll on the Maneuver Table (15.31)

¹ These lighting conditions are for normal human eyesight, creatures that can see in the dark should ignore the dark and pitch black modifications and half the shadow modifications.

² If the limb that is out of action is normally required to perform the action, the GM should increase the difficulty of the action and drastically increase these modifications.

³ In certain situations the maneuverer may withdraw from melee without his opponent(s) being able to attack him if he completes a successful maneuver.

⁴ These encumbrances are approximations, absence of one of the weight categories would drop the encumbrance condition one level (e.g. a character with a normal pack, no armor and one weapon would be medium, *not* heavy). If using optional rule 14.7, personal equipment is weapon / armor and up to 2x weight allowance.

NOTE: A category is all conditions between a set of lines. Only one condition from a category can have its modification applied to an action. (e.g. a character attempting to pick a lock may have taken 77% of his hits; only the -20 modification is applied and not the other two).

BASIC EXPERIENCE MULTIPLIERS (relates to specific characters and situations):

EXPERIENCE VALUES:

Exper. Category (and Multipliers)	Value	Notes
1) Kill Points Kill Points Kill Point Bonuses: Own Race Human Dwarf Elf Hobbits Demons Dragons Eagle Orc Troll	$\#hits + (20 \times lvl)$ 150 100 100 100 100 $(Pale/Type)^2 \times 50$ 2000 200 75 200	E.g. a 10th level bear that takes 75 hits is worth 275 kill points: $75 + (20 \times 10)$. A human of 10th level that took 75 hits would be worth 375 due to +100 point bonus. Add bonus to standard "kill point" value before you apply multipliers. Slay one of your own kind. Non-cumulative. Not of your own kind. Add 5000 for Demon of Might/Beyond Pale. Other creatures and foes may be given a bonus by the GM.
2) Hit Points $\frac{1}{2}x$ - if you are knocked out $2x$ - if foe is knocked out	1 experience point for every hit you receive or deliver.	Example: Fulla takes 10 hits from the killer beaver but is finally able to slay the sucker. Balli gave the beaver 5 hits the round before. Fulla receives whatever kill points he gets for the specific beaver plus 10 hit points; Balli receives 5 hit points of experience.
3) Critical Points $1/10x$ - foe unconscious $1/5x$ - foe stunned $2x$ - in single combat with foe	A Critical = $5 \times lvl$ B Critical = $10 \times lvl$ C Critical = $15 \times lvl$ D Critical = $20 \times lvl$ E Critical = $25 \times lvl$ Large creature = $20 \times lvl$ Super-Large Creature = $40 \times lvl$	These points are given for any criticals inflicted on a foe, regardless of effect.
4) Idea Points	$\%$ of sum equal to $\frac{1}{2}$ group's total points (other than ideas) where plan was the reason for the success.	Calculate the total number of points the members of the group got as a result of an event or action. Divide figure in half, rounding up. The new figure = group idea point and should be awarded to the one or more folk who conceived of the successful plan. Where there was no plan (i.e. they succeeded through sheer luck or brute force), use other categories of awards. Example: The group picks up a total of 4000 points in an adventure due to the successful plan conceived by two members. Each planner receives 1000 points (their share of $\frac{1}{2}$ the group total - assuming they contributed equally).
5) Maneuver Points $\frac{1}{2}x$ - routine thru medium maneuvers $1x$ - hard maneuvers and very hard $2x$ - sheer folly and absurd	Bonus is given for unique or inspired maneuvering; or bonus equal to number of experience points as a result of a unique and inspired maneuver, even where the maneuver led to points for someone other than the player actually making the maneuver.	Calculate the total number of points that resulted from someone's successful, planned maneuver of a truly inspired nature (e.g. Faltar's amazing pole vault across the wall using a small flagpole resulted in Bruz being able to kill the orc guard and collect 215 kill points...Faltar receives 215 maneuver points). If Faltar had killed the orc guard through the use of this maneuver, he would obtain 430 points (215 kill points and 215 maneuver points).

<p>6) Death Points $\frac{1}{2}x$ - "near death" 2x - killed and resurrected</p>	<p>Your own kill point value.</p>	<p>Calculate the value of the player using basic kill points (but not the category "your own race"). If the player was given a normally mortal wound but survives, he gets $\frac{1}{2}$ that kill point value. If the wound was mortal and he/she did die, but is somehow resurrected or given life award an amount equal to double the kill point value.</p> <p>Example: Faltar is 10th level and can take 60 hits before he drops. He is worth 360 kill points should someone slay him (100 bonus points because he is human + 60 points + $(20 \times 10) = 360$ points). If Faltar is killed and then resurrected by Bruz the cleric, Faltar would get twice 360, or 720 death points in experience. Bruz would get no death points, but might get a number of experience points equal to the number of power points he expended giving life to Faltar. Had Faltar not died, say due to a fabulous healing herb which stopped the blood flow in his severed artery, he would get but 180 death points in experience ($\frac{1}{2} \times 360$).</p>
<p>7) Travel Points 2x - Rugged/Moderately dangerous terrain 3x - Extremely Dangerous Terrain/Territory</p>	<p>1 experience point for every mile a player travels while conscious and able to interact with the territory...or, for air or sea travel, 1 experience point for every 10 miles of travel.</p>	<p>Calculate a player's mileage and take great care to apply multipliers (especially in this area). Do not concern yourself with mileage such as walking around one's home or room, going across the street etc. This value should be a simple approximation based upon "travel." It is meant to reflect the immense experience one derives from interacting with the world. Do not award points for unconscious or instantaneous travel such as teleportation (i.e. Balli gets no points for traveling the 10,000 miles to Pug while knocked out and in a bag). For particularly fast travel, such as by giant eagle or fell beast, or for any sea or air travel, award 1 experience point for every 10 miles traveled.</p>
<p>8) Spell Points (optional)</p>	<p>1 experience point for every power point used by player.</p>	<p>Bruz casts a 5th level spell using 5 power points. He gets 5 experience points in addition to whatever points he gets for hitting, killing, maneuvering, etc. The spells cast must have some purpose; a spell-caster gets no points for just using all of his power points at the end of a day.</p>
<p>9) Religious points (optional)</p>	<p>A bonus equal to the magnitude of an experience where the player interacts with a diety or achieves a goal of spiritual significance.</p>	<p>This bonus will vary with world setting and will necessarily be subjective. Take great care. ICE suggests that it not exceed the death points one gets for dying and being resurrected unless the experience is rather mind boggling (e.g. you are given an audience with your god). You may wish to view this category as optional in whole or part.</p>
<p>10) Essence points (optional) (No Basic Exp. Multiplier)</p>	<p>1 point for every gold piece worth of jewels which the player has destroyed. Player must own and possess the jewel(s) and be present when they are destroyed.</p>	<p>Calculate the worth of the jewel(s) that the player owns, possesses, and wants destroyed. The player must be present when they are destroyed.</p> <p>Obviously, the destruction of jewels is not commonplace and requires specific facilities such as an enchanted hearth and fire. The details of the process will vary with the game setting.</p> <p>The justification for this concept lies with an assumption of a jewel's peculiar spiritual nature - its oneness with the essence that underlies a world (its magical potential or qualities). Their destruction lends the owner strength (characterized by experience) or access to new power (as shown in the item creation rules found in ICE's <i>SPELL LAW</i>. This explains why the mere destruction of gold or other precious metals/items will not serve the same purpose.</p>

15.41 EXPERIENCE POINTS VS. LEVEL TABLE

To begin with, all folk have experience from bygone days. Thus, the "first level" adventurer begins his wanderings and antics having a base of 10,000 experience points. The following chart illustrates the progression from this stage on.

LEVEL	POINTS REQUIRED
1	10,000
2	20,000
3	30,000
4	40,000
5	50,000
6	70,000*
7	90,000
8	110,000
9	130,000
10	150,000
11	180,000*
12	210,000
13	240,000
14	270,000
15	300,000
16	340,000*
17	380,000
18	420,000
19	460,000
20 (Lord)	500,000
21	550,000*

All of the levels after one attains "lord" status (i.e., after 20th level) cost an additional 50,000 experience points.

*All of the asterixed points denote an increase in the required points necessary for progression.

15.64 NON-PLAYER CHARACTER CHART

† Columns of bonuses for these abilities will vary among the three character classes given. The bonuses given are the ones for the class with the most average skill development cost.

* Defensive bonuses so marked should be adjusted if the NPC has thrown his defensive spells (usually shield, blur, etc.).

NONE No armor is usually worn.

RL Soft leather or rigid leather may be worn with the minimum maneuver penalty.

CH Soft leather, rigid leather or chain may be worn with the minimum maneuver penalty.

ANY Any armor may be worn with minimum maneuver penalty.

Y A shield was assumed when calculating the defensive bonus.

N A shield was not assumed when calculating the defensive bonus.

STK Only striking martial arts attacks may be made with the given bonus.

ANY Either of the martial arts attacks (striking or sweeps & throws) may be made with the given bonus.

ONE One of the martial arts attacks may be made with the given bonus.

NOTE: These bonuses assume a stat bonus of 5 or 10 for skills that are usually associated with the prime requisite of the class. The given bonuses reflect a slightly above average total capacity for each of the given classes in order to reflect the possible range of bonuses that can be obtained.

15.51 RACE ABILITIES CHART

RACE	STAT BONUS MODIFICATIONS										Essence	Channel	Mental	Poison	Disease	# rnd. to # added for sta	Recover	# Startin	Type of	Maximum (aver	
	ST	QU	PR	IN	EM	CO	AG	SD	ME	RE											
Common Men	+5	0	0	0	0	0	0	+5	0	0	0	0	0	0	12	0	1x	2	D8	120	
High Men	+10	-5	+10	0	0	+10	-5	0	0	0	-5	-5	-5	0	0	10	0	.7x	3	D10	150
Half-Elves	+5	+10	+10	0	0	+5	+5	-10	0	0	-5	-5	-5	0	+50	3	0	.7x	3	D10	150
Wood Elves	0	+5	+5	0	+5	0	+10	-20	+5	0	-5	-5	-5	+10	+100	3	+2	1.5x	3	D8	100
High Elves	0	+10	+10	0	+5	0	+5	-20	+5	0	-5	-5	-5	+10	+100	2	+4	2x	4	D8	110
Fair Elves	0	+15	+15	0	+5	0	+5	-20	+5	0	-5	-5	-5	+10	+100	1	+6	3x	5	D10	120
Dwarves	+5	-5	-10	0	-10	+15	-5	+5	0	0	+40	0	+40	+20	+15	18	-1	.5x	2	D10	120
Halflings	-20	+10	-15	0	-5	+15	+15	-10	0	0	+50	0	+40	+30	+15	18	-1	.5x	2	D8	80
Normal (Lesser) Orcs	+5	0	-5	-10	-5	+5	0	-10	-10	-5	0	0	0	0	+5	1	0	.5x	1	D8	80
Orcs (Greater)	+10	0	-5	-5	-5	+10	0	-5	-5	-5	0	0	0	+5	+10	1	0	.5x	1	D10	120
Trolls	+15	-10	-10	-10	-10	+15	-10	-10	-10	-10	0	0	0	+10	+10	1	0	.5x	1	D10	250

NON-PLAYER CHARACTER CHART

15.64		COMBAT STATISTICS										MANEUVER STATISTICS				MISC. STATISTICS			SPELL STATISTICS							
Character Class	Lvl	ARMOR			O.B.		MARTIAL ARTS									ADRENAL MOVES								Lvl		
		Armor Type	Defensive Bonus	Shield	Melee OB	Missile OB	Rank	Type of Attack	Offensive Bonus	Ambush Skill Level	Total Concession Hits	Directed Spell Bonus	Climbing	Riding/Swimming	Disarm Traps/Pick Locks	Stalk/Hide	Perception	# out of 5 Bonus	# Lang. to Level 5	Runes/Staves & Wands	Channeling	# Spell Lists Known to 5th Level	# Spell Lists Known to 10th Level		# Spell Lists Known to 20th Level	
Monk	1	NONE	15	N	5	10	1	ONE	20	0	15	-25	10	5	5	10	5	2	20	2	5	-25	0	0	0	1
	3	NONE	25	N	10	20	1	ONE	40	1	25	-25	15	10	5	20	10	2	30	2	10	-25	0	1	0	3
	5	NONE	30	N	15	25	1	ONE	55	1	35	-25	20	20	10	30	15	3	40	2	15	-25	0	2	0	5
	7	NONE	40	N	20	30	2	ONE	60	2	45	-25	25	30	10	40	20	3	50	2	20	-25	0	3	0	7
	10	NONE	55	N	25	40	2	ONE	70	3	50	-25	35	40	15	50	30	3	55	3	25	-25	0	4	0	10
	15	NONE	60	N	30	50	3	ONE	70	4	55	-25	45	50	20	50	40	4	65	3	30	-25	1	3	1	15
20	NONE	60	N	35	50	4	ONE	70	5	60	-25	50	50	20	50	40	4	70	3	30	-25	1	1	4	20	
Ranger	1	RL	25	Y	20	10	1	STK	5	1	20	-25	10	5	5	15	5	0	—	2	5	10	0	0	0	1
	3	RL	25	Y	35	20	1	STK	5	2	35	-25	15	10	5	30	10	1	10	2	10	15	0	1	0	3
	5	RL	25	Y	50	30	1	STK	10	3	45	-25	20	20	10	45	15	1	20	2	10	20	0	2	0	5
	7	RL	25	Y	60	45	1	STK	10	4	65	-25	25	30	10	50	20	1	30	3	15	25	0	3	0	7
	10	RL	25	Y	70	50	1	STK	15	6	90	-25	35	40	15	55	30	1	40	3	20	30	0	4	0	10
	15	RL	25	Y	75	55	1	STK	15	6	100	-25	45	50	20	60	40	2	40	3	25	35	1	3	1	15
20	RL	25	Y	80	60	1	STK	20	6	110	-25	50	50	20	65	40	2	40	4	30	40	1	1	4	20	
Bard	1	NONE	20	Y	20	5	1	STK	5	0	15	-25	10	5	5	10	5	0	—	5	15	-25	0	0	0	1
	3	NONE	20	Y	30	15	1	STK	10	0	30	-25	15	10	5	20	10	1	10	6	20	-25	0	1	0	3
	5	RL	20	Y	45	25	1	STK	15	1	35	-25	20	20	10	30	15	1	20	7	25	-25	0	2	0	5
	7	RL	20	Y	50	40	1	STK	20	1	45	-25	25	30	10	40	20	1	30	8	30	-25	0	3	0	7
	10	CH	20	Y	55	45	1	STK	25	2	50	-25	35	40	15	50	30	1	40	9	35	-25	0	4	0	10
	15	CH	20	Y	60	50	1	STK	30	2	55	-25	45	50	20	50	40	2	40	10	40	-25	1	3	1	15
20	CH	20	Y	70	50	1	STK	35	3	60	-25	50	50	20	50	40	2	40	11	50	-25	1	1	4	20	
Fighter	1	ANY	30	Y	35	35	1	STK	20	1	25	-25	10	10	10	10	10	3	10	2	-25	-25	0	0	0	1
	3	ANY	30	Y	60	60	1	STK	30	3	25	-25	15	20	15	20	20	3	10	2	5	-25	0	0	0	3
	5	ANY	30	Y	80	80	1	STK	40	4	65	-25	20	30	20	30	30	3	30	2	5	-25	0	0	0	5
	7	ANY	30	Y	95	95	1	STK	50	6	95	-25	25	40	25	40	40	3	40	3	5	-25	0	0	0	7
	10	ANY	30	Y	115	115	1	STK	60	7	115	-25	35	50	35	50	50	3	50	3	5	-25	0	0	0	10
	15	ANY	30	Y	140	140	1	STK	70	11	155	-25	45	60	45	60	60	4	50	3	5	-25	0	0	0	15
20	ANY	30	Y	160	160	1	STK	80	14	MAX	-25	55	70	55	70	70	4	55	4	10	-25	0	0	0	20	
Thief	1	RL	15	N	25	20	1	STK	5	4	15	-25	20	10	20	20	20	2	10	2	5	-25	0	0	0	1
	3	RL	15	N	45	40	1	STK	10	8	25	-25	35	20	40	40	40	2	20	2	10	-25	0	0	0	3
	5	CH	15	N	60	50	1	STK	15	12	35	-25	50	30	50	50	50	2	30	2	15	-25	0	0	0	5
	7	CH	15	N	75	60	1	STK	20	16	45	-25	60	40	60	60	60	3	40	3	20	-25	0	0	0	7
	10	ANY	15	N	90	70	1	STK	25	22	60	-25	70	50	70	70	70	3	50	3	30	-25	1	0	0	10
	15	ANY	15	N	110	80	1	STK	30	32	85	-25	80	60	80	80	80	4	50	3	40	-25	1	0	0	15
20	ANY	15	N	130	90	1	STK	35	42	105	-25	90	70	85	85	85	4	55	4	50	-25	2	0	0	20	
Rogue	1	CH	25	Y	30	30	1	STK	10	3	20	-25	10	10	10	15	15	2	10	2	5	-25	0	0	0	1
	3	ANY	25	Y	55	55	1	STK	20	6	35	-25	15	20	20	30	30	2	20	2	5	-25	0	0	0	3
	5	ANY	25	Y	75	75	1	STK	30	9	50	-25	20	30	30	45	45	3	30	2	10	-25	1	0	0	5
	7	ANY	25	Y	90	90	1	STK	40	12	65	-25	25	40	40	55	55	3	40	3	10	-25	1	0	0	7
	10	ANY	25	Y	110	110	1	STK	50	17	90	-25	35	50	50	65	65	3	50	3	15	-25	2	0	0	10
	15	ANY	25	Y	130	130	1	STK	60	24	125	-25	45	60	60	75	75	4	50	3	25	-25	2	0	0	15
20	ANY	25	Y	150	150	1	STK	70	32	150	-25	55	70	70	80	80	4	55	4	30	-25	3	0	0	20	
Warrior Monk	1	NONE	20	N	15	20	1	ANY	25	1	20	-25	10	10	10	10	10	5	20	2	-25	-25	0	0	0	1
	3	NONE	35	N	20	35	1	ANY	45	3	35	-25	15	20	15	20	20	5	35	2	5	-25	0	0	0	3
	5	NONE	50	N	25	50	2	ANY	55	4	50	-25	20	30	20	30	30	5	50	2	5	-25	0	0	0	5
	7	NONE	60	N	30	60	2	ANY	75	6	65	-25	25	40	25	40	40	5	60	3	5	-25	0	0	0	7
	10	NONE	70	N	40	80	3	ANY	85	7	90	-25	35	50	35	50	50	5	70	3	5	-25	1	0	0	10
	15	NONE	75	N	50	100	4	ANY	95	11	125	-25	45	60	45	60	60	5	80	3	5	-25	1	0	0	15
20	NONE	80	N	55	110	4	ANY	105	14	150	-25	55	70	55	70	70	5	90	4	10	-25	2	0	0	20	
Hybrid Spell-Users	1	NONE	5*	N	5	-25	1	STK	5†	0†	10	-15†	-25	5	-25	5†	5	0	—	3†	15†	10†	1	2	0	1
	3	NONE	5*	N	10	-25	1	STK	5	0	15	-15	5	10	-25	5	10	0	—	4	30	20	1	5	0	3
Sorcerer Mystic Astrologer	5	NONE	5*	N	15	-25	1	STK	5	0	20	-15	5	15	-25	10	15	0	—	5	45	35	2	6	0	5
	7	NONE	5*	N	20	-25	1	STK	5	0	25	10	5	20	5	10	20	0	—	6	50	45	1	9	0	7
Pure Spell-Users of Essence	10	NONE	5*	N	30	-25	1	STK	5	0	35	20	10	30	5	15	35	0	—	7	60	55	2	11	0	10
	15	NONE	5*	N	40	-25	1	STK	5	0	45	35	15	40	5	15	45	0	—	8	70	65	2	8	5	15

15.52 ARMOR COST CHART

Item	Cost	Prod. Time	Weights	Notes
Leather Jerkin*	1 SP	1 day	7-12 lbs	
Greaves*	2 SP	2 days	2-4 lbs	
Leather Breastplate*	45 BP	4 days	10-18 lbs	
Leather Coat*	6 SP	6 days	15-20 lbs	
Rein. Leather Coat*	9 SP	2 weeks	15-25 lbs	
Chain Shirt*	15 SP	3 weeks	15-25 lbs	
Full Chain*	65 SP	2 months	35-50 lbs	
Chain Hauberk*	55 SP	35 days (5 weeks)	35-45 lbs	
Breastplate*	20 SP	21 days (3 weeks)	20-30 lbs	
Superior Chain Hauberk*	75 SP	49 days (7 weeks)	40-55 lbs	
Half Plate*	100 SP	10 weeks	50-70 lbs	
Full Plate*	200 SP	4 months	60-85 lbs	
Target Shield*	35 BP	3 days	3-10	
Normal Shield*	55 BP	5 days	10-20	
Full Shield	7 SP	6 days	15-30	
Wall Shield	9 SP	7 days	30-50 lbs	
Leather Helmet	15 BP	1 day	1-2 lbs	Will be useless after 1 head critical.
Leather Helmet (Superior)	25 BP	1½ days	1½-2½ lbs	Will be useless after 2 head criticals.
Conical Helm	35 BP	1 day	1½-3 lbs	Will be useless after 3 head criticals.
Norman Helm	4 SP	2 days	1½-3 lbs	5% chance failure vs. head criticals.
Bascinet	55 BP	3 days	1½-3 lbs	
Full Helmet	9 SP	8 days	2½-5 lbs	
Visored Helm	125 BP	10 days	2-4 lbs	
Padded Undercoat*	6 BP	2 days	2-4 lbs	
Plain Surcoat*	9 BP	1 day	1-2 lbs	
Shirt	3 BP	1½ days	—	
Pants	2 BP	1 day	—	

15.54 MISCELLANEOUS COSTS TABLE

BASIC ACCESSORIES				
Item	Rural Cost	Town Cost	Major City Cost	Notes
Lantern	14 BP	12 BP	10 BP	50' diameter light. 6 hours per refill.
Pole (10')	4 CP	5 CP	6 CP	Will break 1-10% of time when strained.
Oil Flask	4 BP	3 BP	3 BP	1 refill.
Rope (50')	5 BP	4 BP	3 BP	Will break 1-10% of time when strained, and must be "retired" after stopping 1 substantial fall. 5 lbs.
Superior Rope (½ wt.)	X3	X3	X3	
Sack	7 CP	8 CP	8 CP	Holds 50 lbs. weight. 1 cu.
10 Pegs (Wood)	8 TP	9 TP	1 CP	Will break 1-10% of time when strained.
10 Pitons (Iron)	22 BP	2 BP	18 CP	Iron spikes suitable for climbing. Double cost if holes or rings for rope incorporated. if they do not have rings or holes, 5% chance of rope losing hold.
Torch	3 TP	3 TP	3 TP	Needs refill of oil every 1 hour. Exhausted after 6 hours. 20' diameter light.
Flint and steel	11 CP	1 BP	9 CP	Starts fire in 3 minutes.
Backpack	22 CP	2 BP	22 CP	Holds up to 50 lbs, 1' cu.
Waterskin	8 TP	1 CP	9 TP	Holds 1 pint (16 oz.) liquid.
Fire-starting bow	6 TP	8 TP	9 TP	Starts fire in 5 minute. Easy to fashion from rope, stick, and flat slab of wood.
"Lock Pick Kit"	2 SP	1 SP	8 BP	Essentially a few narrow, pliable pieces of iron. Adds up to 10 on lock picking rolls versus accessible mechanisms if in hands of one with basic understanding of locks. Truly advanced kits extremely rare.
MAINTENANCE COST (1 normal person)				
Item	Rural Cost	Town Cost	Major City Cost	Notes
Light Meal	3 TP	6 TP	1 CP	
Normal Meal	5 TP	1 CP	2 CP	
Heavy Meal	6 TP	12 TP	23 TP	
Week's Rations	3 CP	5 CP	8 CP	
Week's Rations (Preserved for 1 month)	5 CP	1 BP	2 BP	
Poor Lodging	3 TP	5 TP	7 TP	
Average Lodging	5 TP	1 CP	12 TP	
Good Lodging	7 TP	11 TP	15 TP	(includes stable)
Stable & Food	1 TP	2 TP	3 TP	
Mature pony	20 SP	40 SP	55 SP	
Light Horse	35 SP	45 SP	60 SP	
Medium Horse	45 SP	60 SP	75 SP	Most farm horses.
War Horse	50 GP	65 GP	75 GP	
Fine Draft Horse	70 SP	80 SP	90 SP	Twice power, — 10 in combat.
Mules/Donkeys	25 SP	32 SP	47 SP	

15.53 WEAPONS COST CHART

Item	Cost	Prod. Time	Weights	Notes	Type
Axe (woodsman's)	35 BP	1 day	3-5 lbs	Extremely common.	2H
Bastard Sword	20 SP	45 days	4-6 lbs	Hand-and-a-Half sword. Good one moderately rare.	1HS & 2H
Battle Axe	13 SP	2 days	5-9 lbs	Very common.	2H
Blackjack	2 CP	1/4 day	1/4-3/4 lbs	Easily made; wide variety.	1HC
Blowpipe	12 SP	1 day	2-4 lbs	Often very long. Rare.	Mis.
Boar Spear	25 BP	1 day	3-6 lbs	Broad head with crosspiece.	PA
Bola	5 SP	1 day	2-6 lbs	Requires two hands to throw.	TH
Boomerang	2 SP	1/2 day	1/4-1 lb	Easy to make but good ones rare. Cost artificially high.	TH
Cat-o'-nine-tails	1 SP	1 day	3-5 lbs		1HC
Claymore	20 SP	3 days	5-10 lbs	Moderately rare design.	2H
Club	1 CP	1/4 day	3-7 lbs	Usually a matter of time and/or good piece of material.	1HC
Composite Bow	17 SP	14 days	2-3 lbs	Rare. About 2 weeks work.	Mis.
Crossbow (Heavy)	25 SP	16 days	8-12 lbs	Moderately rare. Over 2 weeks work.	Mis.
Crossbow (Light)	11 SP	7 days	4-8 lbs	Moderately common.	Mis.
Cudgel	5 CP	1/2 day	2-4 lbs	Requires a specific piece of good wood.	1HC & 2H
Cutlass	9 SP	2 days	3-5 lbs	Has only one sharp edge.	1HS
Dagger	3 SP	1 day	1/2-1 1/2 lbs	Extremely common.	1HS
Darts (throwing)	1 SP	1/2 day	1/4-1/2 lb	Rare.	TH
Dirk	4 SP	1 day	3/4-1 lb	Moderately rare design.	1HS
Falchion	15 SP	3 days	2 1/2-5 lbs		1HS
Flail	19 SP	5 days	4-8 lbs		2H
Foil	21 SP	5 days	1 1/2-2 1/2 lbs	Good one very rare.	1HS
Gauntlet	2 SP	4 days	1/2-1 lb	Armor for hand/fist.	1HC
Hammer (War Hammer)	15 SP	2 days	4-7 lbs	Moderately rare.	1HC
Handaxe	5 SP	1 day	4-6 lbs	Very common.	1HC
Harpoon	25 BP	1 day	4-8 lbs		TH
Javelin	3 SP	1 day	3-5 lbs		TH
Jo	3 CP	1/2 day	2 1/2-4 1/2 lbs	Used as club or quarter staff.	1HC & 2H
Katana	23 SP	5 days	4-6 lbs	Very rare japanese sword of fine metal. 8"-10" hilt.	1HS & 2H
Lance	5 SP	1 day	8-15 lbs	Large, strong cavalry spear.	PA
Lasso	4 TP	1/4 day	2-5 lbs	Rope plus splice or knot.	TH
Long Bow	10 SP	9 days	2-3 lbs	Moderately rare.	Mis.
Long Sword	18 SP	4 days	3 1/2-5 lbs		1HS
Mace	6 SP	2 days	3 1/2-8 lbs	Common.	1HC
Main Gauche	12 SP	3 days	1-2 lbs	Rare	1HS
Mattock (War Mattock)	15 SP	2 days	4-8 lbs	Very rare.	2H
Morning Star	16 SP	2 days	4-8 lbs	Spiked ball and chain.	1HC
Net (fishing)	1 SP	3 days	3-5 lbs		TH
Net (gladiator's)	7 SP	7 days	2-4 lbs	Rare.	TH
No-Dachi	25 SP	6 days	5-10 lbs	Very rare.	2H
Nunchaku	4 CP	1 day	1-2 lbs	Very rare design. Okinawan cereal beater.	1HC & 2H
Pick	4 SP	2 day	3-7 lbs	Common tool.	2H
Pilum	10 SP	2 days	4-7 lbs	General category. Fine pole arms may cost 10 SP.	PA
Quarterstaff	5 CP	1 day	3-5 lbs	Usually used in large formations.	2H
Rapier	22 SP	5 days	1 1/2-3 lbs	Very common.	1HS
Sabre	9 SP	2 days	2 1/2-4 1/2 lbs	Moderately rare.	1HS
Sai	13 SP	4 days	1 1/2-3 lbs	Parrying sword. Very rare.	1HS
Scimitar	10 SP	3 days	3-5 lbs	Common.	1HS
Short Bow	6 SP	3 days	1 1/2-2 lbs	Very common.	Mis.
Short Sword	7 SP	2 days	2-4 lbs	Very common. Expertise relates if in 1HS or 1HC.	1HS
Shuriken	4 SP	1 day	1/4-3/4 lbs	Extremely rare design. Throwing star.	TH
Sling	9 BP	1/2 day	1/2-1 lb	Very common.	Mis.
Spear	23 BP	1 day	3-8 lbs	Extremely common.	PA
Sword (Broadsword)	10 SP	3 days	3-5 lbs	Common	1HS
Tomahawk	4 CP	1/2 day	1 1/2-3 lbs	Very easy to construct in field.	1HS
Tonfa	9 CP	1 day	1 1/2-4 lbs	Okinawan rice husking rod.	1HC
Trident	4 SP	2 days	4-8 lbs		PA
Two-handed Sword	20 SP	5 days	5-12 lbs		2H
Whip	2 SP	1/2 day	2-5 lbs	Combat-ready whips rare.	1HC

COMBAT ACCESSORIES

Item	Cost	Prod. Time
20 arrows & quiver	5 BP	1 day
20 crossbow bolts	11 BP	2 days
Sword belt	5 BP	1/2 day
Scabbard	25 BP	1 day
Boots	1 SP	3 days
Cloak	9 BP	1 day

15.55 LINGUISTICS TABLE

COMMENTARY

All trait development in this area is broken down into two categories: mastery of the spoken word and reading ability. In order to achieve a semblance of fluency in a language a character must advance to 5 or 6 stages (picks, boxes, etc.) in each area. Beyond that point, the character can refine his language skills so that he can translate more complex speech and writings, understand changes in dialect, and get a feel for subtle patterns that more learned natives may employ.

Skill Level	Conversational Ability	Reading/Writing Ability
1	Allows recognition of the language when spoken.	Allows recognition of the language in written form.
2	Allows user to communicate and understand very basic concepts in the form of single words or very short phrases (e.g. eat, danger, room, money, cost, enemy, bathroom, pain, etc.).	Allows user to read or write very simple phrases and words and possibly understand the context of very simple passages.
3	User can distinguish between major dialects. Allows user to communicate moderately basic concepts in the form of phrases. User can get the tone/context of the language when spoken at a normal rate, but no more. He can, however, understand basic phrases spoken at a slow pace.	User can get an overview of simple writings, but will have trouble with specific details. Allows user to write very short sentences of a moderately simple nature (i.e. at third grade level).
4	User may converse on very simple subjects, using whole sentences instead of broken phrases. User can understand everyday conversation when spoken slowly.	User can read moderately simple writings and understand most of the details. User still has trouble with subtle concepts. Basically, newspaper level reading ability. Allows user to write sentences at a fifth grade level.
5	Allows user to converse freely in everyday conversation of an average nature (e.g. market talk, peasant discussions, conversation with guards, etc.). Rapid and/or sophisticated speech is still troublesome.	Allows reading of most everyday writings and normal books. User can write on a seventh grade level.
6	Normal speaking level of the native population, the common man. Subtle or particularly sophisticated concepts still prove troublesome. User cannot understand dialects or archaic speech out of the norm. User can converse freely on the same level.	Reading level of the average literate man. Allows user to write at ninth grade level.
7	True fluency. Allows understanding of, and conversation with, the most learned of native speakers. Sophisticated folk may still brand you as an "outlander," however, and archaic or unusual concepts will still prove troublesome.	Allows one to write at eleventh grade level, and reading ability is that of average member of nobility.
8	Fluency plus the ability to recognize the regional and cultural origin of all speech (although such speech will still prove troublesome to speak or understand).	College writing level of an average nature. Allows one to read relatively complex material and recognize (but not fully understand) the nature of archaic or unusual dialects and concepts.
9	Absolute fluency in chosen dialect plus simple understanding and speaking ability in closely related dialects.	Allows one to write very complex passages, even technical books and read the same, but only in the chosen dialect. Allows moderate translation of closely related dialects, and simple writing ability in such areas.
10	Absolute fluency of all the chosen languages and all closely related dialects. Extremely archaic and complex concepts may prove troublesome.	Allows reading and writing of the most complex nature in the chosen language, as well as strong reading/writing ability in closely related dialects.
10+	As 10 above, unless GM's world system calls for extremely complex languages. We suggest that skill levels 11-20 be reserved for those who wish to learn extremely ancient or ultra unique versions of the given language (e.g. Old Stoylani, or the rare religious dialects of certain monastic groups).	As 10 above, unless GM's world system calls for extremely complex languages. We suggest that skill levels 11-20 be reserved for those who wish to learn extremely ancient or ultra unique versions of the given language (e.g. Old Stoylani, or the rare religious dialects of certain monastic groups).

Language Multipliers:

Multiply the trait development cost by one of the following factors should the student be beset with the given situation:

Situation (regarding language)	Multiplier
Character knows a related language	$\times \frac{1}{2}$
Character has writing but no teacher.	$\times 2$ for learning reading/writing; $\times 5$ for learning spoken tongue.
Character has teacher but no writings.	$\times 8$ for learning reading/writing if teacher cannot write language; $\times 2$ for learning spoken tongue if teacher cannot write language.
Character has no writings, no teacher.	— Character cannot learn language.

- Note: 1) The teacher must have language skills in the tongue that are higher than the level being taught. The "teacher" requirement may be fulfilled by residing or traveling in an area where the language is spoken. Alternatively, this requirement is fulfilled if a traveling companion or acquaintance has conversations with the student for a couple of hours a day;
- 2) In order to use the $\frac{1}{2}$ multiplier for knowledge in a related tongue, one must have knowledge skills in the related language that are at a higher level than that of the skill level he is attempting to acquire in the new tongue;
- *3) This factor may vary according to the language attempted and the character's ability to visualize sound relating to writing and reading. In order to learn reading and writing, even at $\times 8$, the character should be familiar with the symbols/alphabet associated with the given language (e.g. his home tongue uses the same symbols or very similar ones).

HEALING HERBS

NAME	HOME	FORM	PREPARE/APPLY	EFFECT
SENSE ENHANCEMENT				
AGAATH	Mountains above 20,000'	Blue Berry	— /Eat	Breathe at high altitude
BRELDIAR	Volcanic Soils	Scarlet Flower	— /Eat	Subtracts 30 from maneuver and melee, but adds 50 to missile fire, spell casting. Euphoric side effects.
FUKAVAR	Saltwater Isles	Blue Leaves	Crush/Burn	Mental Summons (20 miles)
KATHKUSA	Northern Icy Plains	Green Leaves	— /Chew	2× Strength (2–5 rounds)
KIRSEMAL	Northern Isles	White Bark	Boil/Drink	Allows adrenal maneuvering for 3 rounds (e.g. Speed/Leaping/Landing).
KLAGUL	Hot Plains	Brown Bud	Boil/Chew	Infravision (6 hours)
ZULSENDURA	Dark Caverns	Mushroom	— /Eat	Haste (3 rds)
ZUR	Under Granite	Fungus	Brew/Drink	Enhances Smell & Hearing (× 3 for 1 hour)
CONCUSSION RELIEF				
ABAAS	Coastal beaches	Green Leaf	Crush/Eat	Heal (2–12)
FIIS	High Altitude Lakes	Tree Resin	Dilute/Drink	Heals (1–5)
GRARIG	Volcanic Isles	Red Shrub Leaf	Crush/Boil/Drink	Heals (30)
MIRENNA	Vales Above 10,000 feet	Silvery Berry	— /Chew	Heals (10)
REWK	Lowland Forests	Brown Nodule	Crush/Brew/Chew	Heals (2–20)
THURL	Temperate Forests	Brown Clove	Brew/Drink	Heals (1–4)
WINCLAMIT	Spruce Forests	Green Vine Fruit	Boil/Eat	Heals (3–300)
SPECIFIC REPAIRS				
ARPSUSAR	Still Freshwater	Brown & White Stalk	Boil/Eat	Mends Muscle
AWN	Temperate Hardwood	Tree Bark (Awn Tree)	Boil/Drink	Joining Limbs
BELRAMBA	Hot Forests	Lichens	Brew/Drink	Nerve Repairs
CULKAS	Hagrir Trees of the Desert	Succulent Leaf of Hagrir Tree	— /Wipe	Cures burns up to 3rd degree
DAGMATHER	Semi-arid Plains	Cactus Spine	Brew/Drink	Repairs Damaged Cartilage
DEGIIK	Warm Saltwater Isles	Silvery Leaf	Crush/Eat	Lifekeeping (1 day)
EBUR	Temperate Beaches	Rusty Flower	Steam/Chew	Repairs Sprains
EDRAM	Cool Streams (Rare)	Moss	Warm/Eat	Mends Bone
FEBFENDU	Cool Pond Shores	Bush Root	Boil/Eat	Mends Hearing
FRAW	Hot Seashores	Lichen	Boil/Drink	Restores Blood Flow
HARFY	Hilly Regions	Shrub Resin	Dry on Wound	Stops Bleeding
HOAK-FOER	Semi-arid Hills	Yellow lower	— /Eat	Hallucinogen which prevents movement but cures mental diseases and mind loss.
JOJOJOPO	Base of Glaciers	Grey Leaves	Dry on Wound	Cures Frostbite
KLANDUN	River Bottoms	Fern Leaf	— /Eat	Cures Thrayniis** and other forms of paralysis
NELISSE	Volcanic Craters	White Leaves	Brew/Drink	Euphoria and a week's nutrition
OLOLOSSE	Cool Freshwater	Gold Clove	— /Chew	Livegiving for Elves
OLVAR	Ice Bays (Rare)	White Flower	— /Chew	Lifekeeping (12 days)
NAZA	Ice Plains (Rare)	Red Leaf	— /Chew	Neutralizes Poisons
SIRIENA	Rocky Hills (Rare)	Gold Grass	Brew/Immerse	Preservation of Any Organic Material
SLAGEN	Dark Rich Forests	Silvery-Green Moss	Wash/Dry on Wound	Limb Preservation
TYR-FIRA	Glaciers Above 10,000' (Very Rare)	Silver Flower	— /Eat	Lifegiving
UCASON	Temperate Seashores	Yellow Grass	Burn/Inhale	Cures Blindness
UL-UCASON	Temperate Island Shores	Gold Grass	Burn/Inhale	Restores eyes.
UKUR	Cold Vales	Brown Nut	— /Eat	One Day's Nutrition
ANTIDOTES				
ELDANNA	Cold Seashores	Blue-Green Leaf	Brew/Drink	Antidote for Silmaana;* Cures Orn**
MENELAR	Northern Taiga (Fir Forests)	Pine Cone	Crush/Boil/Drink	Antidote for Sharduvaak* and heals most infections
MOOK	Hilly Forests	Bronze Berry	— /Eat	Antidote for Jegga*
SHEN	Temperate Lakes	Pink Leaf	Dry/Eat	Antidote for Acaana

*See Poisons list

**See Disease list

PROMINENT POISONS

NAME	COLOR	EFFECT	MINIMAL EFFECT	SOURCE	FORM	POTENCY
						(ATTACK) LEVEL
UL-ACAANA	Black	Kills Instantly	Coma (1 day)	Flower	Paste	60
ACAANA	Black	Kills Instantly	Kills Slowly	Flower	Paste	15
GALENAANA	Green	Kills Elves	Coma (1-3 days)	Leaves	Powder	12
CATHAANA	White	Destroys Mind	Euphoria	Nuts	Flakes	10
SILMAANA	Silver	Scars Skin	1-10	Stalk	Powder	10
URAANA	Cream	3-30	—	Leaves	Powder	5
VURNAANA	Pink	2-200	1-100	Flower	Paste	20
KAKTU	Purple	Dexterity Loss	2-20	Flower	Liquid	10
TAYNAGA	Brown	Sterilizes	1-10	Bark	Powder	15
KLYTUN	Gold	Coma	(3 days)	Root	Paste	30
DYNALLCA	Tan	Destroys Hearing	10	Leaves	Powder	5
KARFAR	Red	Kills (2-12 rds)	—	Leaves	Powder	10
JEGGA	Brown	1-100	—	Bat Venom	Liquid	50
JEGGARUKH	Black	10-100	5-50	Bat Venom	Paste	30
JITSU	Yellow	1-100	5-50	Clams	Liquid	20
JITSUKAR	Brown	Kills (1-100 rds)	—	Clams	Paste	40
JITSUTYR	Tan	Kills (1-6 rds)	5-50	Clams	Paste	5
ZAGANZAR	Blue	Blinds	2-20	Root	Liquid	5
CARNEGURTH	Red	Blod Clots	6-60	Flower	Liquid	10
ATHANAR	Grey	Weakens Const.	1-10	Snakes	Liquid	15
SHARKASAR	White	1-10	—	Root	Paste	10
SHARDUVAAK	Brown	Kills Slowly	—	Berries	Liquid	50
KLY	Brown	3-300	1-100	Berries	Paste	5

PECULIAR BREADS

Name	Source	Effect
WAYBREAD	(Elven Vales)	One loaf is sufficient for one man's monthly rations.
ULGINOR	Seaweed and Spinach, plus	Provides one man a week's rations per demiloaf.
ALSHANAK	Carrots, Alfalfa, Bran, Raisins, plus	Provides infravision for one hour per slice.
HESGURATU	Wheat, Onions, Thurl, and more	Provides double strength for one minute per slice (maximum of two/day) and allow ingestor 3 extra hits a day.
TATHARSUL	Corn, Pumpkin, Mirennia	Shock relief. Restores nervous system to normal.
KYKYKYL	Carrots, Jaljon	Allows one to see with clarity for one hour per day regardless of eye condition (unless utterly blind) or light (unless there is unlight).

INDIGENOUS DISEASES

Type	Effect	Source	Attack Level
Symk-Arg-Wy	Hair Loss	Wyg fish	10
Hulmiikak	Loss of Eyesight	Hulmiis ants	15
Thrayniis	Paralysis	Ayniic fleas	10
Gartaan	Severe Hemophilia	Waters of Ky	15
Orn	Warts and Scars	Turid plant	5
Moourark	Bones Dissolve	Rark bats	5
Wuchyga	Light Sensitivity	Sand lizards	10
Bukandas	Severe Asthma	Bulch wolves	20
Igturfas	Feeblemindedness	Iguri snakes	25
Rorkandiis	Cartilage loss	Uster hawks	5
Vemaak	Hearing Loss	Larn hornets	1
Pawlun	Loss of Teeth	Pawf vines	1
Etarka	Slow Death	Vandar plants	2
Heen	Ulceration	Geen plants	20
Yake	Tonguerot	Yake ferns	30
Daxamas	Heart Disease	Daxa plants	15
Klabis	Nervous Breakdowns	Klane grass	10
Frulowg	Loss of Smell	Bacteria	5
Kuwurn	Death in 3 Days	Yorf mold	5
Pakiik	Random Body Growth	Bacteria	25
Surlok	Toe & Finger Rot	Surn fish	10
Kaskamak	Surface Feeling Loss	?	12
Shutinis	Insanity	Hultif bugs	13
Jadaras	Dexterity Loss	Janar grass	15
Morgurth	Brain Dissolves	Black drakes	60
Thrang	Loss of Colorvision	Thorf panther	10
Vaxvarna	Internal Bleeding	Virus	20
Grelnixar	Running Death	Vrel plant	45

15.61 **PLAYER CHARACTER RECORD (Non Spell-Users And Semi Spell-Users)**

[illegible]

15.61 **PLAYER CHARACTER RECORD (Spell-Users)**

[illegible]

15.62 Non Spell-User/Semi Spell-User Skill Level Development Sheet

Cost	Skill	Special	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25
	Armor																										
	Armor																										
	Climbing																										
	Swimming																										
	Disarm Traps																										
	Pick Locks																										
	Stalk and Hide																										
	Perception																										
	Ambush																										
	Adrenal Defense																										
	Body Development																										
	Weapon or Rank 1																										
	Weapon or Rank 2																										
	Weapon or Rank 3																										
	Weapon or Rank 4																										
	Weapon or Rank 1																										
	Weapon or Rank 2																										
	Weapon or Rank 3																										
	Weapon or Rank 4																										
	Weapon																										
	Weapon																										
	Ride Animal																										
	Ride Animal																										
	Staves-Wands																										
	Runes																										
	Channeling																										
	Spell List Chance																										
	Strength																										
	Speed																										
	Balance																										
	Leaping																										
	Landing																										
	Language																										
	Language																										
	Language																										
	OTHER SKILLS																										

NOTE: Use a / to indicate that the skill is **being** developed, and convert it to a X when the development is complete.

[illegible]

NOTE: Use a / to indicate that the skill is **being** developed, and convert it to a X when the development is complete.

15.63 GAMEMASTER SUMMARY SHEET

DEFENSIVE BONUSES

OFFENSIVE BONUSES

RESISTANCE ROLL BONUSES

General Maneuvers

Spell Lists,
OTHER FACTS (weapons used, special abilities, primary skills)

CHARACTER NAME**PLAYER**

Level

Total Hits

Armor Type

Normal

With Shield

Full Party

Half Party

From Behind

Primary

Secondary

Missile

First Swing Pt.

Poison/Disease

Essence (EM)

Channeling (IN)

Mentalism (PR)

General Maneuvers

15.65 EXPERIENCE POINT SHEET

	CHARACTER						
Maneuver Points	Points given						
	Difficulty multi.						
	Basic Exp. mult.						
	Total						
Travel Points	Miles traveled.						
	Danger multi.						
	Basic Exp. mult.						
	Total						
Death Points	Your own kill value.						
	Death multi.						
	Basic Exp. mult.						
	Total						
Spell Points	Power pts. cast.						
	Basic Exp. mult.						
	Total						
Religious Points	Points given						
	Basic Exp. mult.						
	Total						
Essence Points	Gold pieces dest.						
	No Basic Exp. mult.						
	Total						
First Foe	Level of foe						
	Foe's hits						
	Kill pt. bonuses						
	Basic Exp. mult.						
	Total kill points						
	Critical given						
	Critical type mult.						
	Foe status mult.						
	Basic Exp. mult.						
	Total critical pts.						
	Hit points						
Second Foe	Level of foe						
	Foe's hits						
	Kill pt. bonuses						
	Basic Exp. mult.						
	Total kill points						
	Critical given						
	Critical type mult.						
	Foe status mult.						
	Basic Exp. mult.						
	Total critical pts.						
	Hit points						
	SPECIAL TOTAL						

Notes

character law

15.21 CHARACTER DEVELOPMENT TABLE (skill development costs by character class)

Prime Requisites	CHARACTER CLASS	MANEUVERING IN ARMOR				WEAPON SKILLS** —One-Handed Edged** —One-Handed Crushing** —Two-Handed** —Bows** —Thrown** —Pole Arms** (Assign the six dv. costs to the six categories)	GENERAL SKILLS						MAGICAL SKILLS				SPECIAL SKILLS							
		Soft Leather	Rigid Leather	Chain	Plate		Climbing	Swimming	Riding**	Disarm Traps	Pick Locks	Stalk & Hide	Perception	Spell Lists**	Runes	Staves & Wands	Channeling	Directed Spells**	Ambush	Linguistics**	Adrenal Moves**	Adrenal Defense	Marital Arts**	Body Development
CO/ST	Fighter	1/*	1/*	2/*	2/*	1/5; 2/5; 2/7; 2/7; 2/7; 5	3/7	2/6	2/6	3/8	3/9	2/5	2/5	20	7	9	25	20	3/8	3/*	2/6	20	3/7	1/3
QU/AG	Thief	1/*	2/*	3/*	4/*	2/7; 3/8; 4; 4; 4; 6	2/5	1/3	2/6	1/3	1/3	1/3	1/3	10	6	7	20	20	1/3	3/*	2/6	20	3/7	3/7
ST/AG	Rogue	1/*	1/*	2/*	3/*	2/5; 3/8; 3/9; 3/9; 3/9; 6	3/7	2/5	2/5	2/5	2/6	1/3	1/3	8	6	8	20	20	2/5	3/*	2/6	20	3/7	2/5
QU/SD	War. Monk	9	9	10	10	4; 6; 8; 8; 8; 15	3/7	1/5	2/7	3/9	3/9	2/4	2/5	10	6	9	19	20	3/9	3/*	1/3	3/7	1/3	2/7
EM/RE	Magician	9	9	10	11	9; 20; 20; 20; 20; 20	6	3	3	7	8	5	3	1/*	1/4	1/4	7	2/5	9	2/*	6	20	9	8
EM/RE	Illusionist	9	9	10	11	9; 20; 20; 20; 20; 20	7	3	3	8	8	3	2	1/*	1/4	1/4	7	2/6	5	1/*	6	20	9	8
EM/RE	Alchemist	9	9	10	11	9; 20; 20; 20; 20; 20	7	3	3	4	4	6	3	1/*	1/3	1/3	7	2/7	9	1/*	6	20	9	6
IN/ME	Cleric	1/*	2/*	10	11	6; 7; 9; 9; 9; 20	5	3	3	7	8	5	3	1/*	2/5	2/5	1/4	3	9	2/*	5	20	6	6
IN/ME	Animist	2/*	3/*	10	11	6; 7; 9; 9; 9; 20	4	3	1/3	8	8	3	3	1/*	2/6	2/6	2/5	3	6	2/*	5	20	6	4
IN/ME	Healer	2/*	3/*	10	11	9; 20; 20; 20; 20; 20	6	3	3	8	8	6	3	1/*	2/6	3/7	2/5	3	9	2/*	5	20	6	1/3
SD/PR	Mentalist	4/*	5/*	6/*	7/*	6; 8; 15; 20; 20; 20	5	3	2	7	8	5	3	1/*	2/5	2/5	8	2/6	9	2/*	3	15	3	6
SD/PR	Lay Healer	2/*	3/*	4/*	5/*	8; 8; 15; 20; 20; 20	6	3	2	8	8	6	3	1/*	2/6	2/6	8	2/7	9	2/*	3	15	3	6
SD/PR	Seer	4/*	5/*	6/*	7/*	6; 15; 20; 20; 20; 20	4	3	2	7	7	6	1/3	1/*	2/6	2/6	8	2/7	9	1/*	3	15	3	6
EM/IN	Sorceror	9	9	10	11	9; 20; 20; 20; 20; 20	7	3	3	7	7	6	3	1/*	2/5	2/5	2/5	2/5	9	2/*	5	20	9	8
EM/PR	Mystic	4/*	5/*	6/*	7/*	9; 20; 20; 20; 20; 20	7	3	3	7	7	2	2	1/*	2/5	2/5	8	2/6	4	1/*	5	15	6	8
PR/IN	Astrologer	4/*	5/*	6/*	7/*	9; 20; 20; 20; 20; 20	7	3	3	7	7	6	2	1/*	2/6	2/6	1/5	2/7	9	1/*	5	15	6	6
EM/SD	Monk	9	9	10	11	5; 8; 8; 8; 15; 15	3/7	2/6	3	4	4	2/7	2/7	4/*	4	5	13	9	4	3/*	2/4	6	2/5	3/7
IN/CO	Ranger	1/*	2/*	3/*	4/*	3/7; 4; 6; 6; 6; 9	3/9	2/6	2/6	4	4	1/5	2/7	4/*	5	6	3	15	3	3/*	2/7	20	4	2/7
PR/ME	Bard	2/*	2/*	3/*	5/*	3/9; 6; 7; 7; 7; 15	3/9	2/6	2/6	4	4	2/7	2/7	4/*	5	6	13	10	6	1/*	2/7	15	3	3/8

** — Skill areas so marked may include several skills that can be developed independently of one another. All skills in such an area have the same development cost. For example, skill in riding a horse and skill in riding a camel fall into the skill area of riding. The two skills must be developed separately, at a development cost indicated on the above chart.

Characters are permitted during each experience level to improve their skills 1 level at the development cost listed. If a notation such as "2/7" appears, (only) a skill may be improved two skill levels during one experience level. The cost before the slash (in development points) is paid to raise the skill the first level and the cost after the slash is paid (in addition) to raise it the second level (if desired). (Thus to improve a skill from level 2 to level 4 when a cost of 2/7 is listed requires the expenditure of 9 total development points.) A notation of 1/*, 2/*, 3/*, etc., indicates that an infinite number of skill levels in this area may be developed at one time at the listed cost for each. NOTE: Skill with each weapon must be acquired individually.

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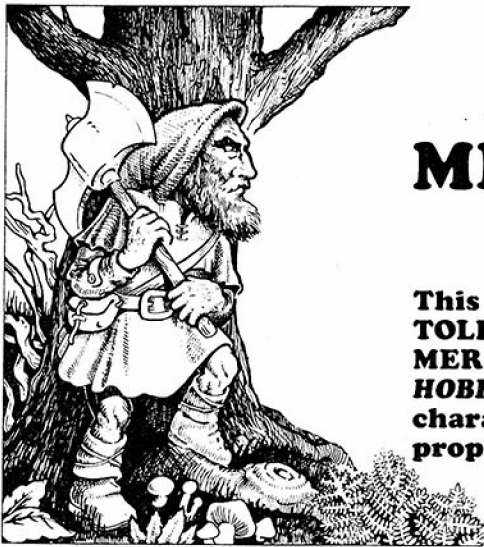


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