

ELECTIVE SKILLS

	Hand to Hand Non-Men of arms O.C.C.			Hand to Hand Soldier			Hand to Hand Mercenary		
Disguise	Level	1	+2 to dodge <i>only</i>	Level	1	+1 to damage	Level	1	+1 to damage
Dowsing		2	+1 to parry <i>only</i>		2	2 attacks per <i>melee</i>		2	+2 to parry/dodge
Forgery		3	+2 to damage		3	+3 to parry/dodge		3	2 attacks per <i>melee</i>
Hand to Hand Combat		4	2 attacks per <i>melee</i>		4	+2 to damage		4	+2 to damage
Horsemanship		5	Kick attack: 1-6 damage		5	3 attacks per <i>melee</i>		5	+3 to parry/dodge
Identify plants/fruit		6	Critical strike from behind		6	+3 to damage		6	3 attacks per <i>melee</i>
Identify tracks		7	+2 parry		7	Critical strike 18-20		7	Critical strike 19-20
Locate secret compartments/doors		8	+3 to parry/dodge		8	+4 to damage		8	+3 to damage
Medical		9	3 attacks per <i>melee</i>		9	4 attacks per <i>melee</i>		9	Kick attack: 1-6 damage
Pick locks		10	+3 to damage		10	+5 to damage		10	Stun on 18-20
Pick pockets		11	Critical strike on 19, or 20		11	stun on 18-20		11	+4 to damage
Prowl		12	+4 to parry/dodge		12	+4 to parry/dodge		12	4 attacks per <i>melee</i>
Read/write (Native Language)		13	+4 to damage		13	+6 to damage		13	+5 to damage
Scale Walls		14	4 attacks per <i>melee</i>		14	5 attacks per <i>melee</i>		14	+4 to parry/dodge
Track		15	+5 to parry/dodge		15	+5 to parry/dodge		15	5 attacks per <i>melee</i>

	Hand to Hand Palladin			Hand to Hand Knight			Hand to Hand Thief		
Use poison	Level	1	+2 to damage	Level	1	+2 to damage	Level	1	+2 to parry/dodge
Weapon Proficiency (W.P.):		2	2 attacks per <i>melee</i>		2	2 attacks per <i>melee</i>		2	2 attacks per <i>melee</i>
W.P. Throwing axe	W.P. Large sword	3	+2 to parry/dodge	3	+3 to damage	3	+3 to damage	3	Kick attack: 1-6 damage
W.P. Battle axe	W.P. Staves	4	+4 to damage	4	+3 to parry/dodge	4	+3 to parry/dodge	4	Critical strike from behind
W.P. Ball and Chain	W.P. Small shield	5	3 attacks per <i>melee</i>	5	3 attacks per <i>melee</i>	5	3 attacks per <i>melee</i>	5	+2 to damage
W.P. Blunt	W.P. Large shield	6	Critical strike on 17-20	6	Kick attack: 1-6 damage	6	Kick attack: 1-6 damage	6	3 attacks per <i>melee</i>
W.P. Knives	W.P. Sling	7	Kick attack: 1-6 damage	7	Critical strike 18-20	7	Critical strike 18-20	7	Critical strike from behind (x3)
W.P. Lance	W.P. Short bow	8	Stun on 18-20	8	+4 to damage	8	+4 to damage	8	Critical strike on 19 or 20
W.P. Pole arms	W.P. Long bow	9	4 attacks per <i>melee</i>	9	4 attacks per <i>melee</i>	9	4 attacks per <i>melee</i>	9	+4 to dodge <i>only</i>
W.P. Spears/Forks	W.P. Cross bow	10	+5 to damage	10	Stun on 18-20	10	Stun on 18-20	10	Stun on 18-20
W.P. Short swords		11	+3 to parry/dodge	11	+4 to parry/dodge	11	+4 to parry/dodge	11	+3 to damage
		12	+2 to strike	12	+5 to damage	12	+5 to damage	12	4 attacks per <i>melee</i>
		13	5 attacks per <i>melee</i>	13	+2 to strike	13	+2 to strike	13	+6 to dodge <i>only</i>
		14	+6 to damage	14	5 attacks per <i>melee</i>	14	5 attacks per <i>melee</i>	14	Critical strike from behind (x4)
		15	+4 to parry/dodge	15	+5 to parry/dodge	15	+5 to parry/dodge	15	5 attacks per <i>melee</i>

SECONDARY SKILLS

Carpentry		12	+2 to strike		12	+5 to damage		12	4 attacks per <i>melee</i>
Cook		13	5 attacks per <i>melee</i>		13	+2 to strike		13	+6 to dodge <i>only</i>
Dance		14	+6 to damage		14	5 attacks per <i>melee</i>		14	Critical strike from behind (x4)
Demon and Devil Lore		15	+4 to parry/dodge		15	+5 to parry/dodge		15	5 attacks per <i>melee</i>
Faerie Lore									
Imitate voices									
Mathematics									
Paint	Level	1	+2 to damage	Level	1	+1 to parry/dodge	Level	1	+2 to dodge <i>only</i>
Play string instruments		2	2 attacks per <i>melee</i>		2	+1 to strike		2	+1 to damage
Play wind instruments		3	Kick attack: 1-6 damage		3	2 attacks per <i>melee</i>		3	2 attacks per <i>melee</i>
Plant/Farm Lore		4	Critical strike from behind		4	Kick attack: 1-6 damage		4	+2 to parry
Preserve food		5	3 attacks per <i>melee</i>		5	+2 to damage		5	Kick attack: 1-6 damage
Racial Histories		6	Critical strike on 17-20		6	3 attacks per <i>melee</i>		6	Critical strike with
Read/write additional Language		7	Critical strike from behind (x3)		7	+2 to parry/dodge		7	bow/arrow <i>only</i> on 18-20
Recognize Poison		8	Stun on 18-20		8	+3 to damage		7	3 attacks per <i>melee</i>
Recognize Precious metals/stones		9	Death blow on natural 20		9	4 attacks per <i>melee</i>		8	+3 to damage
Recognize Weapon quality		10	4 attacks per <i>melee</i>		10	Stun on 18-20		9	+3 to parry/dodge
Religious Doctrine		11	+3 to parry/dodge		11	Critical strike on 18-20		10	+4 to damage
Sailing		12	+2 to strike		12	+4 to damage		11	4 attacks per <i>melee</i>
Sense of direction		13	Critical strike from behind (x4)		13	+3 to parry/dodge		12	+4 to parry/dodge
Sing		14	5 attacks per <i>melee</i>		14	5 attacks per <i>melee</i>		13	+4 to damage
Speak additional Language		15	+4 to damage		15	+4 to parry/dodge		14	+2 to strike
Swim								15	5 attacks per <i>melee</i>
Tailor									
Ventriloquism									

COMBAT REFERENCE KEY

Attacks per melee: this indicates the number of strikes or attacks a character has per melee (minute) in combat.

Critical strike: the numbers indicate when a character rolls to hit when he inflicts a critical strike doing double the usual damage. This must be a natural roll only and not subsidized by bonuses to hit.

Kick attack: This is an offensive assault using only the foot and leg strength much like a karate kick. It is not an additional melee attack, but an optional attack ability.

Stun: Again this applies to unmodified (natural) rolls to strike. The assault renders the opponent temporarily stunned/incapacitated for 1D6 melee rounds.

Critical from behind: inflicts double damage from behind.

Critical from behind (x3): inflicts triple damage from this sneak attack.

Critical from behind (x4): inflicts quadruple damage.

Death blow: the assassin, skilled in death dealing, scores an instant death with the roll of a natural 20 to strike. A natural 20 is a strike roll *that is not modified* by bonuses to strike.

Spell Magic

Level One Page 61

Charm
Charismatic aura
Decipher magic
Globe of silence
Increase weight
Paralysis bolt
Reduce self (6 inches)
Sense evil
Sense magic
Ventriloquism
Weightlessness

Elemental Spells

Blinding flash
Cloud of slumber
Cloud of smoke
Dust storm
Water to wine

Level Two Page 62

Carpet of adhesion
Invisibility (self)
Immobilize
Levitate (self)
Love charm
Mesmerism
See the invisible
Sense traps
Swim as a fish
Tongues
Wisps of confusion

Elemental Spells

Chameleon
Darkness
Dowsing
Fog of fear
Identify minerals
Resist cold
Rock to mud
Sphere of daylight
Wind rush

Level Three Page 64

Commune with dead
fleet feet
Fly as the eagle
Levitate others
Mask of deceit
Multiple image
Reduce object
Sphere of invisibility
Speed of the snail
the armour of Ithan
the Fairies tongue
Turn self into mist
Words of truth

Elemental Spells

Call lightning
Circle of flame
Breathe underwater
Fire ball
Grow plants
Miasma
Resist fire
Wall of Clay

Level Four Page 66

Animate/control dead
Commune with spirits
Control the beasts
Death Trance
Diminish others
Familiar link
Magic pigeon
Magic net
Mystic illusion
Negate magic
Size of the Behemoth

Spirit of the wolf
Turn objects invisible
Elemental Spells
Clay to lead

Extinguish fires
Fifteen foot air bubble
Hail
Phantom
Wall of ice
Wall of thorns
Wither plants

Level Five Page 68

Blind
Create bread and milk
Detect poison
Eyes of the wolf
Heal self
Induce epilepsy
Mute
Metamorphosis (self)
Shadow beast
Shadow walk/meld
Teleport (self)
The strength of Utgard Loki
Turn the Dead
X-ray vision

Elemental Spells

Animate plants
Circle of rain
Heal burns
Melt metal
Part waters
Wall of stone
Water seal
Whirlwind

Level Six Page 70

Age
Animate object
Dispel magic barriers
Exorcism
Mind whip
Mystic alarms
Mystic portal
Metamorphosis (other)
Schizophrenia
Telekinetics
The Faeries dance
The Sorcerers seal
Witch bottle

Elemental Spells

Calm storm
Encase object in stone
Snow storm
Walk the waves

Level Seven Page 72

Astral projection
Curse of boils
Empathy
Impenetrable wall of force
Geas
Remove curse
See wards

Elemental Spells

Eternal flame
Quicksand
Suspended animation
Ten foot wheel of fire

Level Eight Page 73

Create zombies
Curse of fever
Dopleganger
Expel demons
Expel devils
Swords to snakes
Restoration

Elemental Spells

Close fissure
Earthquake
River of lava
Stone to flesh

Level Nine Page 74

Teleport (superior)
Summon greater familiar
Elemental Spells
Rainbow
Tornado

Level Ten Page 74

Death
Havoc
Scroll creation
Elemental Spells
Hurricane
Magnetism

Level Eleven Page 75

Dimensional teleport
Resurrection
Elemental Spells
Petrification

Elemental Magic

AIR SPELLS

Level one Page 81

Breath without air
Clap of thunder
Cloud of slumber
Cloud of steam
Create light
Create mild wind (2 mph)
Howling wind
Stop wind

Level two Page 81

Change wind direction
Create air
Heavy breathing
Levitate
Mesmerism
Miasma
Northwind
Silence (15 feet radius)
Wind rush (60 mph)

Level three Page 82

Call lightning
Darkness
Fingers of the wind
Float in air
Fifteen foot air bubble
Northern lights
Resist cold
Walk the wind

Level four Page 83

Ball lightning
Calm storm
Dissipate gases
Freeze water
Invisibility
Leaf rustler
Phantom footman
Protection from lightning

Level five Page 84

Breath of life
Circle of rain
Darken the sky
Detect the invisible
Invisible wall
Phantom
Whirl-wind

Level six Page 85

Electric field/wall
Electromagnetism

Mist of death
Snow storm
Vacuum
Whisper of wind

Level seven Page 85

Atmosphere manipulation
Hurricane
Rainbow
Tornado

EARTH SPELLS

Level one Page 86

Chameleon
Dowsing
Dust storm
Fool's gold
Identify minerals
Identify plants
Rock to mud
Rot wood

Level two Page 87

Create dirt or clay
Dirt to clay
Dirt to sand
Grow plants
Hopping stones
Track
Wall of clay
Wither plants

Level three Page 87

Animate plants
Create mound
Crumble stone
Dig
Earth rumble
Encase object in stone
Locate minerals
Wall of stone

Level four Page 88

Animate object
Cocoon of stone (self)
Mend stone
Quicksand
Repel animals
Rust
Sand storm
Wall of thorns

Level five Page 89

Chasm
Clay to lend
Clay to stone
Close fissures
Mud mound
River of lava
Travel through earth

Level six Page 89

Clay to iron
Earthquake
Mend metal
Sculpt and animate clay animals
Stone to flesh
Travel through stone
Wood to stone

Level seven Page 90

Create golem
Metal to clay
Metal to wood
Petrification
Wall of iron

Level eight Page 91

Cap volcano
Magnetism
Soul transference
Suspended animation

FIRE SPELLS

Level one Page 86

Chameleon
Dowsing
Dust storm
Fool's gold
Identify minerals
Identify plants
Rock to mud
Rot wood

Level two Page 92

Cloud of ash
Darkness
Fiery touch
Freeze water
Resist cold
Spontaneous combustion
Swirling lights
Tongue of flame

Level three Page 92

Circle of cold
Circle of flame
Create heat
Extinguish fires
Fire ball
Lower temperature
Wall of flame

Level four Page 93

Cloud of steam
Flame friend
Fuel flame
Heal burns
Heat objects/water
Mini-fireballs

Level five Page 94

Blue flame
Breath fire
Eat fire
Screaming wall of flame
Wall of ice

Level six Page 94

Dancing fires
Eternal flame
Flame of life
Ten foot wheel of fire

Level seven Page 95

Fire whip
Melt metal
River of lava

Level eight Page 95

Burst info flame
Drought

WATER SPELLS

Level one	Page 95
Cloud of steam	
Color water	
Create fog	
Dowsing	
Float on water	
Purple mist	
Saltwater to fresh	
Water to win	
Level two	Page 96
Breath underwater	
Fog of fear	
Foul water	
Liquid (any) to water	
Resist fire	
Ride the waves	
Walk the waves	
Water seal	
Level three	Page 96
Calm waters	
Circle of rain	
Command fish	
Freeze water	
Resist cold	
Sheet of ice	
Wall of ice	
Level four	Page 97
Create water	
Hail	
Shards of ice	
Snow storm	
Swim like the dolphin	
Water wisps	
Level five	Page 98
Earth to mud	
Protection from lightning	
Ten foot ball of ice	
Toxic mist	
Whirlpool	
Level six	Page 98
Heal burns	
Hurricane	
Ice elemental	
Summon sharks/whales	
Encase in ice	
Level seven	Page 99
Drought	
Rain dance	
Storm	
Tidal wave	

PSIONICS

Level one	Page 127
Aura of truth	
Detect psionics	
Hypnotic suggestion	
Meditation/trance	
Object reading	
Presence sense	
Resist cold	
Resist thirst	
Resist fatigue	
See aura	
Sense good or evil	
Sense magic	
Level two	Page 128
Bio-regeneration	
Commune with spirits	
Death trance	
Empathy	
Levitate	
Limited telepathy	
Limited telekinesis	
Mind block	

Nightvision	
Resist fire	
Resist hunger	
Spontaneous combustion	
Level three	Page 129
Extended telepathy	
Mental bolt of force	
Precognition	
See the invisible	
teleport object	
Turn invisible	
Evil eye	
Despair	
Paralysis	
Stun	
Sleep	
Fear	
Blind	
Pain	
Death	

Level four	Page 130
Astral projection	
Commune with animals	
Float	
Fuel flame	
Mind wipe	
Sense traps	
Level five	Page 131
Basic force field	
Cure insanity	
Cause insanity	
Dispel spirits	
Extended telekinesis	
Mentally possess others	
Negate poison	
Water walk	

Level six	Page 132
Create illusion with sound	
Heal others	
Mass hypnotic suggestion	
Mind bond	
Psychic surgery	
Resist vacuum	
Teleport self	
Level seven	Page 132
Generate personal aura	
Induced catatonic state	
Induced nightmares	
Recurring nightmares	
Multiple phantoms	
Level eight	Page 133
Advanced trance state	
Group mind block	
Insert memory	

Level nine	Page 133
Alter personality	
Fantasy experience	
Level ten	Page 134
Death Trap	

CIRCLE MAGIC

Circles of Protection	
Protection from Angels	
Protection from Devils	
Protection from Demons	
Protection from Elementals	
Protection from Elemental Forces	
Protection from Evil	
Protection from Faerie Folk	
Protection from Good	
Protection from Ghosts/spirits	
Protection from Jinn	
Protection from Magic (simple)	
Protection from Magic (superior)	
Protection from Old Ones	
Protection from Undead	
Protection from Witchces	
Protection from Were-beasts	

Circles of Summoning	
Angels	
Animals	
Demons/Devils (lesser)	
Demons/Devils (greater)	
Elementals	
Elemental Forces	
Faerie Folk	
Gargoyles	
Ghosts	
Insects	
Pawn	
Serpents	
Spirits	
Undead	

Circles of Power	
All Seeing	
Animate Dead	
Command	
Death	
Dimensional Rift	
Domination/control	
Force	
Healing	
Invisibility	
Insanity	
Knowledge	
Pain	
Passion	
Power	
Power Leech	
Power matrix	
Strength	
Wonder	

SAVING THROWS VS CIRCLES

Summoning: 13 or better
Power: 13 or better
Protection: 16 or better

WIZARD

Level	Magic Combat
1	Recognize enchantment 50%
2	Recognize magic items 20%
3	+1 save vs. spell magic
4	2 SPELL attacks per melee
5	+2 spell strength
6	+2 save vs. spell magic
7	+1 save vs. circles/wards
8	Recognize enchantment 80%
9	+3 spell strength
10	Recognize magic items 60%
11	+2 save vs. circles/wards
12	+3 save vs. spell magic
13	Sense evil 55%
14	+4 spell strength
15	+4 save vs. spell magic

WARLOCK

Level	Magic Combat
1	+1 save vs. spell magic
2	+1 save vs. circles/wards
3	+1 spell strength
4	2 SPELL attacks per melee
5	Recognize enchantment 36%
6	Summon greater elemental 38%
7	+2 save vs. spell magic
8	+2 spell strength
9	Summon greater elemental 50%
10	Recognize enchantment 56%
11	+2 save vs. circles/wards
12	+3 spell strength
13	+3 save vs. spell magic
14	Summon greater elemental 77%
15	+3 save vs. circles/wards

WITCH

Level	Magic Combat
1	+1 save vs. spell magic
2	+1 save vs. circles/wards
3	Recognize enchantment 30%
4	+1 spell strength
5	Recognize magic items 15%
6	2 SPELL attacks per melee
7	+2 save vs. spell magic
8	+2 save vs. circles/wards
9	+2 spell strength
10	Recognize enchantment 45%
11	Sense evil 30%
12	Recognize magic items 33%
13	+3 save vs. spell magic
14	+3 spell strength
15	+3 save vs. circles/wards

DIABOLIST

Level	Magic Combat
1	+1 save vs. circles
2	+2 save vs. wards
3	Recognize enchantment 40%
4	+2 ward strength
5	+1 save vs. spell magic
6	Recognize magic items 58%
7	+1 circle strength
8	+3 ward strength
9	+2 save vs. spell magic
10	+3 save vs. wards
11	+2 circle strength
12	+4 ward strength
13	+2 save vs. circles
14	+4 save vs. wards
15	+3 save vs. spell magic

THE SUMMONER

Level	Magic Combat
1	+1 save vs. circles
2	+1 circle strength
3	Recognize enchantment 48%
4	+1 save vs. spell magic
5	+2 circle strength
6	+2 save vs. ward
7	Recognize magic items 40%
8	+2 save vs. circles
9	+3 circle strength
10	+2 save vs. spell magic
11	+3 save vs. circles
12	Sense evil 50%
13	+3 save vs. wards
14	+3 save vs. spell magic
15	+4 save vs. circles

MIND MAGE

Level	Magic Combat
1	+1 save vs. psionic attack
2	Recognize illusions 39%
3	+1 save vs. spell magic
4	2 psionic attacks per melee
5	+2 save vs. insanity
6	+2 save vs. psionic attack
7	+1 save vs. circles/wards
8	Recognize illusions 69%
9	+3 save vs. psionic attack
10	+2 save vs. spell magic
11	+3 save vs. insanity
12	+2 save vs. circles/wards
13	Recognize illusions 92%
14	+4 save vs. psionic attack
15	+4 save vs. insanity

PRIEST/PRIESTESS

Level	Magic Combat
1	+1 save vs. spell magic
2	+1 save vs. circles/wards
3	+1 spell strength
4	Sense Evil 40%
5	2 SPELL attacks per melee
6	Recognize enchantment 30%
7	+2 save vs. spell magic
8	+2 save vs. circles/wards
9	+2 spell strength
10	Sense Evil 65%
11	Recognize enchantment 50%
12	+3 save vs. spell magic
13	+3 spell strength
14	+3 save vs. Circles/wards
15	Recognize enchantment 71%

SHAMAN

Level	Magic Combat
1	+1 save vs. spell magic
2	+1 save vs. circles/wards
3	+1 spell strength
4	Sense Evil 40%
5	2 SPELL attacks per melee
6	Recognize enchantment 30%
7	+2 save vs. spell magic
8	+2 save vs. circles/wards
9	+2 spell strength
10	Sense Evil 65%
11	Recognize enchantment 50%
12	+3 save vs. spell magic
13	+3 spell strength
14	+3 save vs. circles/wards
15	Recognize enchantment 71%

THE PALLADIUM ROLE-PLAYING GAME SHIELD



ATTRIBUTE BONUS CHART

	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
I.Q. add to all skills. This is a one time bonus	+2%	+3%	+4%	+5%	+6%	+7%	+8%	+9%	+10%	+11%	+12%	+13%	+14%	+15%	+16%
M.E. save vs. psionic attack	+1	+1	+2	+2	+3	+3	+4	+4	+5	+5	+6	+6	+7	+7	+8
save vs. insanity	+1	+1	+2	+2	+3	+4	+5	+6	+7	+8	+9	+10	+11	+12	+13
M.A. trust/intimidate	40%	45%	50%	55%	60%	65%	70%	75%	80%	84%	88%	92%	94%	96%	97%
P.S. Hand to Hand combat damage	+1	+2	+3	+4	+5	+6	+7	+8	+9	+10	+11	+12	+13	+14	+15
P.P. parry and dodge bonus	+1	+1	+2	+2	+3	+3	+4	+4	+5	+5	+6	+6	+7	+7	+8
bonus to strike	+1	+1	+2	+2	+3	+3	+4	+4	+5	+5	+6	+6	+7	+7	+8
P.E. save vs. coma/death	+4%	+5%	+6%	+8%	+10%	+12%	+14%	+16%	+18%	+20%	+22%	+24%	+26%	+28%	+30%
save vs. magic/posion	+1	+1	+2	+2	+3	+3	+4	+4	+5	+5	+6	+6	+7	+7	+8
P.B. charm/impress	30%	35%	40%	45%	50%	55%	60%	65%	70%	75%	80%	83%	86%	90%	92%
Spd. No special bonuses other than the raw, natural ability to run.															

RACIAL ATTRIBUTE CHART

RACE	AVERAGE LIFE SPAN	CANNIBALISM	Number of Dice rolled for attributes								
			I.Q.	M.E.	M.A.	P.S.	P.P.	P.E.	P.B.	Spd.	
HUMAN	60 years	8%	3	3	3	3	3	3	3	3	3
ELF	600 years	0	3	3	2	3	4	3	5	3	3
DWARF	200 years	0	3	3	2	4	3	4	2	2	2
GOBLIN	80 years	18%	2	3	3	3	4	3	2	3	3
HOB-GOBLIN	60 years	50%	2	4	3	3	3	3	2	3	3
KOBOLD	160 years	90%	3	2	3	3	3	4	2	3	3
ORC	50 years	60%	2	2	3	4	3	3	3	3	3
ORGE	90 years	99%	3	3	2	4	3	4	2	3	3
TROLL	120 years	99%	3	2	2	5	4	4	2	2	2
TROGLODYTE	90 years	30%	2	2	3	4	4	3	2	5	5
CHANGELING	800 years	40%	3	5	4	3	3	2	2	2	2
GNOME	300 years	0	3	2	3	2	4	4	4	2	2
WOLFEN	50 years	90%	3	3	2	4	3	3	3	4	4

COST (gold)	LIGHT ARMOR	ARMOUR RATING (A.R.)	S.D.C.	WEIGHT
20	Cloth (full suit)	5	6	2 lb.
50	Padding or Quilt (full suit)	8	15	5 lb.
75	Soft Leather (full suit)	9	20	8 lb.
150	Hard Leather (full suit)	10	30	11 lb.
200	Studded Leather (Bezainted) (full suit)	12	38	20 lb.
	HEAVY ARMOUR			
280	Chain mail (full suit)	13	44	40 lb.
170	Chain mail (half suit)	9	20	18 lb.
340	Double mail (full suit)	14	55	50 lb.
200	Double mail (half suit)	10	28	20 lb.
650	Scale mail (Jazeraint) (full suit)	15	75	45 lb.
300	Scale mail (half suit)	11	35	20 lb.
700	Splint armour (Laminated metal) (full suit)	16	82	50 lb.
400	Splint armour (half suit)	12	40	22 lb.
800	Plate and chain (full suit only)	15	100	52 lb.
1000	Plate (full suit)	17	160	58 lb.
450	Plate (half suit)	13	60	20 lb.

FULL SUITE: Leggins (chausses) or leg plating; knee, shoulder, and elbow guards; helmet; coif (protect neck), hauberk (protects chest/thigh) or plating; arm bands or plating; gloves or gauntlets; surcoat.

HALF SUIT: Protects chest, neck, joints (knees, elbows, and wrists), and head (helmet).

COST (gold)	Barding (Armour for horses)	A.R.	S.D.C.	Weight
400	Leather (full suit) average size	10	40	44 lb.
500	Leather (full suit) war horse size	10	40	56 lb.
750	Studded leather and chain (full suit)	14	60	55 lb.
900	Studded leather and chain war horse	14	70	70 lb.
1700	Plate (full suit) average	17	125	70 lb.
2400	Plate (full suit) war horse	17	160	100 lb.
1200	Plate (half suit) average	13	70	50 lb.
1600	Plate (half suit) war horse	13	80	60 lb.

OCCUPATIONAL CHARACTER CLASS (O.C.C.)

Men of arms	Requirements
Mercenary Fighter	P.S. 7
Soldier	P.S. 10, P.E. 8
Knight	I.Q. 7, P.E. 10, P.P. 12, P.S. 10
Palladin	I.Q. 10, P.E. 10, P.P. 12, P.S. 12
Long Bowman	P.S. 10, P.P. 12
Ranger	I.Q. 9, P.E. 13, P.S. 10
Thief	P.P. 9
Assassin	I.Q. 9, P.P. 14

Men of Magic	Requirements
Wizard (spell magic)	I.Q. 10
Witch (devil worshiper)	I.Q. 5 (evil alignment)
Warlock (elemental magic)	I.Q. 6, M.E. 10
Diabolist (circles/symbols)	I.Q. 12
Summoner (demonology)	I.Q. 10, M.E. 14
Mind Mage (psionics)	I.Q. 9 (psionics)
Alchemist (non-player class)	

Clergy	Requirements
Priest/Priestess	I.Q. 7
Druid	I.Q. 7, P.S. 12
Shaman	I.Q. 9, P.E. 9
Healer	P.E. 15

Optional O.C.C.'s	Requirements
Peasant/Farm/Stable hand	P.P. 7
Squire	I.Q. 7, P.S. 6
Scholar	I.Q. 14
Merchant	I.Q. 10
Noble	I.Q. 7

INITIAL EQUIPMENT FOR THE DIFFERENT O.C.C.'S

Men at Arms

All have a set of clothes, boots, belt, one large sack, one small sack and one low quality weapon (of any type). Amount of gold (to buy more equipment under G.M supervision) 120.

NOTE: Soldiers start off with the same, but are provided with more equipment when they enlist. See Solider.

Men of Magic

All have a set of clothes, boots, belt, large sack, unused notebook (blank pages), ink, pen and quills, chalk, candle, one knife. Amount of gold 110.

Clergy

All have a set of clothes, boots, belt, back pack or sack, one vial of holy water, one scented candle, bandages, half dozen sticks of incense, one knife and 105 gold.

Optional O.C.C.'s

All have basic set of clothes, boots, sack, one low quality weapon, and 50 gold. (Noble has same as Men at Arms and 200 gold)

Weapons: pages 45-47

Additional Equipment: pages 48 - 50

Magic Items (See Alchemist): pages 135 - 139

Wards, Runes, Symbols (See Diabolist): pages 103 - 113

Gods and Religions: pages 154 - 171

Demons and Devils: pages 172 - 186

LANGUAGES

Common Racial Languages	Written Language
*Human: Northern tongue (barbarian) Southern tongue Eastern tongue Western tongue	Yes
**Elven: (includes) Elf Changeling Titan	Yes
**Dwarven: (includes) Dwarf Kobold Gnome Troglo-dyte	Yes
**Goblin: (includes) Goblin Hob-goblin Orc	No
**Troll: (includes) Troll Most Giant tongues	No
Wolfen: One common tongue	Yes
Ogre: One common tongue	No
**Faerie: (includes <i>all</i> faerie folk, even Goblins, Hob-goblins, Orcs and Kobolds, but is distinctly different than the Goblin language.)	No

* Humans have 4 *distinctly different* languages depending on geographic point of origin.

**Those languages with 2 asterisks indicate the *same language* is spoken by several races.

EXPERIENCE POINTS

Awarding experience points

Experience Points	The action
25	Performing a skill (successful or not)
25	Clever, but futile idea.
100	Clever, useful idea or action.
100	Quick thinking idea or action.
200	A critical plan or action that saves the character's life and/or a few comrades.
400-1000	A critical plan or action that saves the entire group or many people
100-300	Endangering the character's own life to help others
500-700	Self-sacrifice (or potential self-sacrifice) in a <i>life and death</i> situation (like leaping in front of a fireball meant for someone else to save that person, even though likely to die, or offering own life to save the group or another).
100	Avoiding unnecessary violence.
100-200	Deductive reasoning and/or insight.
50	Good judgement.
50	Playing in character bonus.
50-100	Daring (clever or not).
25-50	Killing or subduing a minor menace.
75-100	Killing or subduing a major menace.
150-300	Killing or subduing a great menace.

