

Character Abilities

Roll 3 six sided dice and add up their totals

Write down your result. That number will represent your character's strength in the game. Now do this again five more times for the rest of the abilities listed below. Low scores are worse and get a -1 modifier. High scores are better and receive +1 bonus. If you roll a number that gets a modifier, write it down too, so you'll remember it.

| Dice Roll | Modifier |
|-----------|----------|
| 3–8 | -1 |
| 9–12 | +0 |
| 13–18 | +1 |

Strength: How strong you are. How much you can carry. How well you can open doors and break things. The modifier is to the damage you do when you hit someone.

Dexterity: Hand-eye coordination and agility. The modifier is to trying to hit things with ranged weapons, and to how hard it is for someone else to hit *you*.

Constitution: Your physical toughness, how long you can hold your breath, and resistance to disease. Modifies how easy it is for you to be killed, these are your Hit Points, and the more you have the better.

Intelligence: Usually this aspect of your character will be provided by your own mind; you will have to figure out puzzles, answer riddles, and decide on tactics. However, your character will know some things in the game world that you can't know, like casting spells and how to resist a monster attacking your mind with psychic powers.

Also, if you roll low for this ability it can be great fun playing the part of a dim witted character. Modifier applies to the number of spells in your spellbook starting out. Scores under 9 can't learn magic spells, those over fifteen are better at it and get an extra spell to cast starting out.

(Dex) **Two-handed Fighting** – Fighting with a dagger in your off hand gives you a +2 to hit and damage is the average of the two weapons.

(Dex) **Escape** – No bonds can hold you for long.

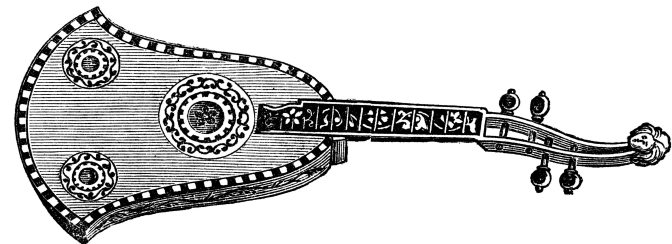
(Chr/Dex) **Sleight-of-hand** – Make small things – keys, blades, scrolls – appear to disappear. Also, take things from people without them noticing.

(Chr) **Ancient Lore** – While anyone might know the value of gems and objects, you have heard tales of items carrying terrible curses and stories of powerful magic items and the ways they are made to work. You have also picked up a smattering of useful words in many languages. With study, you believe you could even read magic off of scrolls.

(Chr) **Minstrelsy** – You can improvise poems, riddles and songs; play musical instruments; and sing and tell jokes, all well enough to gather a crowd and earn a little money.

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On the Rogue's Prime Requisite: You must have two skills based on the same stat in order to choose that stat as a prime requisite, but you aren't required to. If you want your 14 Con rogue to take all Charisma and Dexterity oriented skills, that's your prerogative.



Character Classes

Fighters focus on the use of armor and weapons in battle. They are tougher and better at fighting than other classes.

Prime Attribute: Strength
Hit Points: 1d6 +2
Armor/Shield: Any
Weapons: Any

Multiple Attacks: As Fighters become more experienced they are able to attack the weakest creatures multiple times.

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A **Divine** is a novice of a divine power whether ancestors, god, or totem. With some ability to fight, their real power is their ability to perform miracles.

Prime Attribute: Wisdom
Hit Points: 1d6 +1
Armor/Shield: Any
Weapons: Blunt Weapons Only

Divines can petition for aid a certain number of times per day. They choose the time and type of aid, but the more they request aid the less likely it is to be provided.

Divines can “Turn” the undead, making them flee.

They receive a +2 versus being poisoned or incapacitated.



Starting Equipment

You get the following:

Backpack

Bedroll

Tinderbox (with flint & steel)

Rations, dried (1 week)

Waterskin

3 Torches

Dagger

Leather Armor

A Weapon of Your Choice

2d6 gold pieces

And choose **4** from these:

50' Rope

Grapnel

5 Iron Spikes & Small Hammer

10' Pole

Upgrade from Torches to Lantern & 3 pints of Oil

Shield

Second Weapon

Divines also start with a wooden Holy Symbol.

Magic-Users also start with a Spell Book.

3) Weapons & Armor?

| Roll | Weapon | Armor |
|------|-------------|-----------|
| 1 | Club | None |
| 2 | Hand Axe | Padded |
| 3 | Spear | Leather |
| 4 | Spear | Leather |
| 5 | Short Sword | Ring Mail |
| 6 | Long Sword | Ring Mail |

4) Hit Points?

| Roll | Hit Points |
|------|------------|
| 1-2 | 3 |
| 3-4 | 4 |
| 5 | 5 |
| 6 | 6 |

5) Gender?

| Roll | Gender |
|------|--------|
| 1-3 | Female |
| 4-6 | Male |

Weapons

| | Damage | Weight |
|-------------------|----------------------|---------|
| Club | 1d4 | • • • • |
| Staff | 1d6 | • • • • |
| Mace | 1d6 +1 | • • • • |
| Flail * | 1d6 +1 | 1 |
| | | |
| Dagger | 1d4 | • |
| Sword, Short | 1d6 | • • |
| Sword, Long | 1d8 | • • • • |
| Sword, Bastard | 1d8 (+1 if 2 handed) | • • • • |
| Sword, Two-handed | 1d10 | 1 |
| | | |
| Axe, Throwing | 1d6 | • • • • |
| Axe, Battle | 1d8 (+1 if 2 handed) | 1 |
| | | |
| Spear † | 1d6 (+1 if 2 handed) | • • • • |

• = 1/6 stone

* The flail negates a defender's shield

† A Spear can be used from a second rank of attackers



§ Second Order § Miracles

Bless

Grants a recipient not already in combat courage and a surer hand against their foes.

Chant

As long as you remain stationary and continue to chant your allies receive benefits and you foes are hindered.

Hold Person

Completely immobilize 1-4 persons with a greater chance of affecting one individual.

Holy Power

Filled with divine power, you can increase one physical attribute to become stronger, faster, or tougher.

Silence, 15' Radius

Silence falls around the targeted creature or object, and moves with it. Nothing from this area can be heard outside, no matter how loud.

Slow Poison

The progress of a poison is stalled for a few hours allowing time for a cure.

Speak with Animals

Speak with normal animals.

§ Third Order § Miracles

Continual Light

A target produces light as bright as sunlight until you want it to stop.

Cure Affliction

Cure the recipient of any one disease or affliction.

Insect Swarm

Call a swarm of insects to fight a foe.

Locate Object

Know the correct direction toward an object you seek. It cannot be something you've never seen, unless in a general class of items known to you: stairs, gold, etc.

Remove Curse

Remove one curse from any creature or object.

Speak with Dead

Ask three questions of a corpse and it will answer, although the answers might be cryptic. The longer dead are harder to get to respond.

Water Walk

Walk on water, mud, quicksand, oil, and snow. As you become more powerful you can bring others along with you.

Magic-User Spells

† First Circle †

Charm Person

If you can speak to a human-like creature there is a chance it will fall under your influence. This charmed person will treat you as a trusted friend and ally.

Detect Magic

You can perceive, in places, people, or things, the presence of a magical spell or enchantment. As examples: magical items may be discovered in this fashion, as can the presence of a charm secretly laid upon a person.

Hold Portal

This spell holds a door closed as if it were locked and barred for 20+ minutes.

Light

A target produces light about as bright as a torch.

Magic Missile

A magical missile flies at a foe. It hits automatically, doing 2-5 points of damage. As you become more powerful you can cast more missiles at a time.

Protection from Evil

Create a field of protection around you, blocking out all enchanted monsters and making it harder for other evil beings to harm you.



Read Languages

With this spell you can understand any written language. This is particularly useful for treasure maps but doesn't solve codes or cyphers.

Shield

You conjure an invisible shield that interposes itself in front of attacks. The shield makes it harder for you to be hit, especially by missiles.

Sleep

This spell puts enemies into an enchanted slumber. The number of creatures affected depends on how large and powerful they are.

Tenser's Floating Disc

This spell creates a slightly concave, circular plane of force disc 3' in diameter and capable of holding 10 stone. It moves half your speed and lasts 40+ minutes.



† Second Circle †

Continual Light

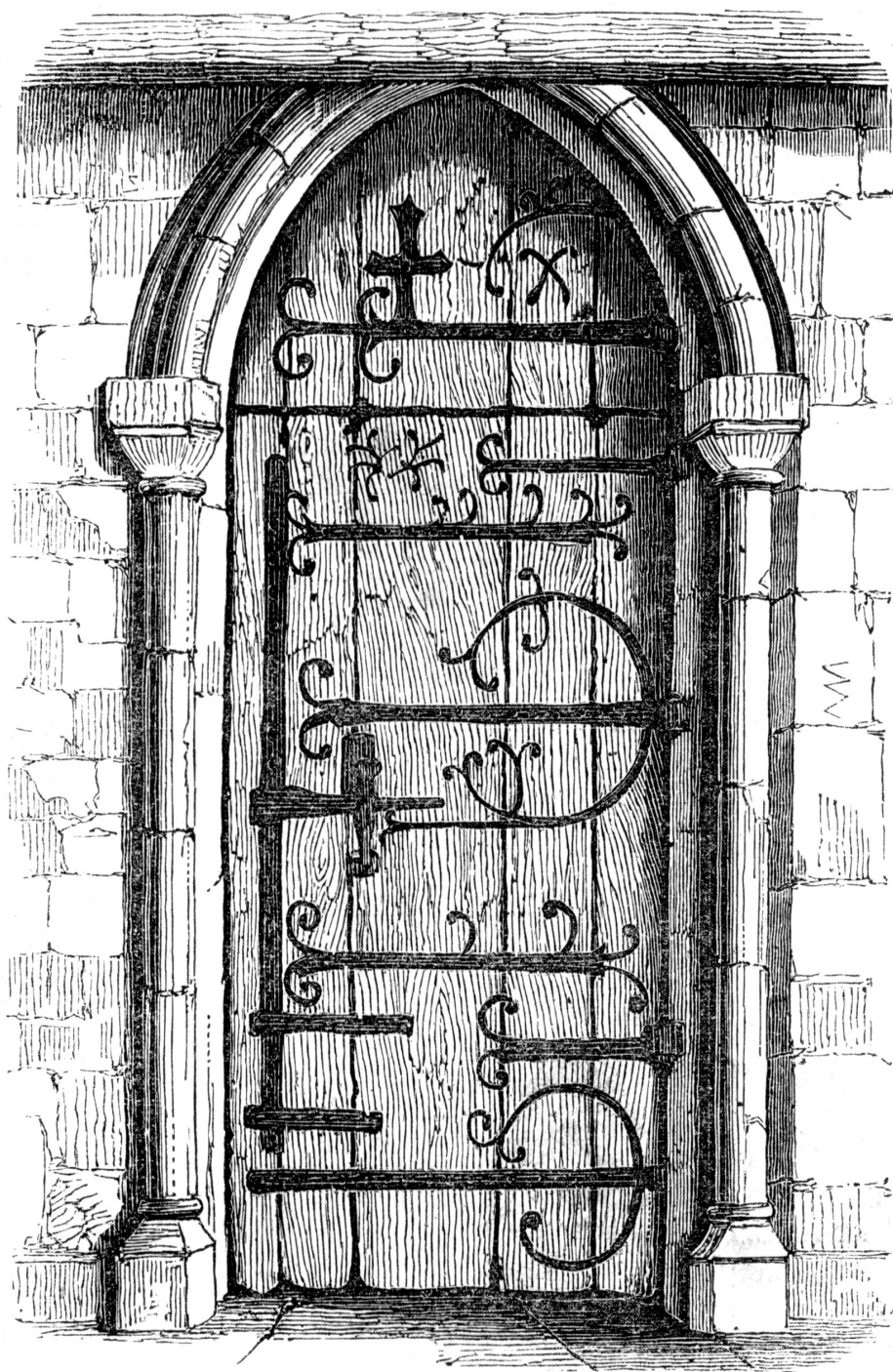
Darkness, 15 ft Radius

Detect Evil

Detect Invisibility

ESP

& More ...



Rogue

Rogues find themselves on the wrong side of the law more often than not. In order to survive they have to rely on their wits, toughness, and/or flair. You might be a backstreet cut-purse, a burly thug, or a charismatic con artist. Your role is to find a way around obstacles, whether they be locks, walls, or the law itself.

Prime Attribute: One of: Dexterity, Constitution, or Charisma
 Hit Dice: 1d6 -1
 Armor/Shield: Leather
 Weapons: Any One-Handed

Choose 5 of these abilities at start of play:

(Con) **Backstab** – When attacking from behind roll two dice for damage and take the highest result.

(Con) **Street Lore** – You know who is powerful, who owes who, and the local rumors & gossip. You also know better where to roust out hirelings and followers and what gems and jewelry is going for lately.

(Con/Dex) **Extraordinary Climbing** – You can climb surfaces that seem humanly impossible to climb.

(Dex) **Pick Locks/Disarm Traps** – With the proper tools, you know how to open locks and make most mechanical traps safe.



Wisdom: Similar to intelligence, you'll usually be providing the common sense and self-control for your character unless something out of your control happens— a magic curse, a siren's song calling— and then the number will decide what your character does.

And, again, it can be fun to figure out what choices a fighter with a 6 wisdom might make. The modifier above doesn't apply, over 13 means a character is better at learning and will get 5% bonus to experience. Scores over 15 will grant Divines an extra petition a day.

Charisma: How convincing, attractive, and leaderly your character is. You'll still be expected to make your arguments and try to influence people you meet in the game. But your character may not be as smooth a talker as you or as pretty. This affects how people react to you when they first meet you. It also determines how many people will work for you and how loyal they will be.

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Now that you have your numbers, what do you do if you wanted to play a brilliant wizard of magic and your characters intelligence is 4?

You may swap any one score with the prime ability of the class you want to play.



Hireling Traits

| Die | 1d4 | 1d6 | 1d8 | 1d10 | 1d12 | 1d20 |
|-----|-----------------|--------|------------|---------------|-----------|------------------|
| 1 | Great Lack | ≤ Teen | Missing | Local | Eyes | Pride |
| 2 | Lack | 20s | Smaller | .. | Ears | Bravery |
| 3 | Abundance | 30s | Marked | ... | Nose | Curiosity |
| 4 | Great Abundance | 40s | Odd | | Mouth | Loyalty |
| 5 | | 50s | Habit | | Teeth | Honesty |
| 6 | | ≥ 60s | Ornamented | | Arms | Diligence |
| 7 | | | Remarkable | | Legs | Temper |
| 8 | | | Larger | | Hands | Independence |
| 9 | | | | | Feet | Confidence |
| 10 | | | | Distant Lands | Hair | Appetite - Food |
| 11 | | | | | Moustache | Appetite - Drink |
| 12 | | | | | Beard | Appetite - Money |
| 13 | | | | | | Appetite - Body |
| 14 | | | | | | Talkativeness |
| 15 | | | | | | Strength |
| 16 | | | | | | Dexterity |
| 17 | | | | | | Constitution |
| 18 | | | | | | Intelligence |
| 19 | | | | | | Wisdom |
| 20 | | | | | | Cleanliness |



The Magic-user is a student of arcane powers and spell casting. They are usually physically weaker than other adventuring classes, and are untrained in the use of armor and weapons. As Magic-users progress in level, however, they generally become the most powerful of the character classes.

Prime Attribute: Intelligence
 Hit Points: 1d6 -1
 Armor/Shield: None
 Weapons: Dagger, Staff, or Darts Only

A Magic-user owns a book of spells. Using the book, they are able to chose a spell to memorize and cast each day. As they grow in power they are able to learn more spells and cast more each day.

They receive a +2 bonus versus spells & magic.

§

If you have **13** or higher in the Prime Attribute of your class you receive a **5% bonus** to all your experience earned.

Which means you learn and gain power more quickly.

Hirelings

For every **5** gold you spend you can roll for hirelings. The gold spent is for buying drinks, spreading word, etc.

1) How many?

| Roll | Hirelings |
|------|-----------|
| 1 | - |
| 2 | - |
| 3 | 1 |
| 4 | 1 |
| 5 | 2 |
| 6 | 3 |

2) What Type?

| Roll | Type |
|------|---------------|
| 1-4 | Non-Combatant |
| 5-6 | Man-at-Arms |

Non-combatants will carry torches, act as porters, or even cook, but will only fight in self defense. If you roll a Man-at-Arms, go on to step three to determine armament.



Divine Petitions

Orisons

Calm

Guidance

Relief

Revelation

Steadfastness

Orisons are prayers for aid and guidance. Starting out, you are able to expect some kind of answer to **3** orisons a day. Their effects are small, affecting one person for just a moment, but they may be the crucial aid you need to survive in the harsh world.

§ First Order § Miracles

Command

A single word is obeyed, momentarily, by a creature that understands you. Typical commands are back, halt, go, etc.

Endure Elements

Normal extremes of heat and cold have no effect. Walk through fire or swim in an icy river.

Sanctuary

Your foes tend to ignore you as long as you do not attack.

Heal Light Wounds

Heal 2-7 points of damage.

Light

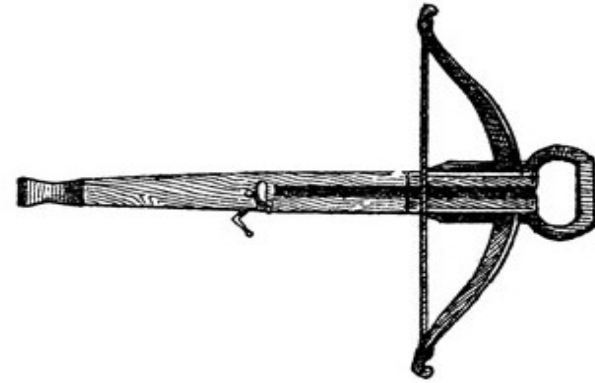
A target produces light about as bright as a torch.

Protection from Evil

Create a field of protection around you, blocking out all enchanted monsters and making it harder for other evil beings to harm you.

Purify Food & Drink

Enough food and water for up to a dozen people is made pure, removing spoilage and poisons.



Ranged Weapons

| | Damage | Range | Rate ‡ | Weight |
|-----------------|--------|-------|--------|--------|
| Axe, Throwing | 1d6 | 10' | 1 | •••• |
| Spear | 1d6 | 20' | 1 | •••• |
| | | | | |
| Dart | 1d3 | 15' | 3 | • |
| Javelin | 1d6 | 20' | 1 | •• |
| Sling | 1d4 | 40' | 1 | •••• |
| Bow, Short | 1d6 | 50' | 2 | •• |
| Bow, Long | 1d6 | 70' | 2 | •• |
| Crossbow, Light | 1d4 +1 | 60' | 1 | •• |
| Crossbow, Heavy | 1d6 +1 | 80' | ½ | •• |

• = 1/6 stone

‡ missiles fired per combat round