

Face the Fire of the Dark Sun... a World Ravaged by Sorcery!
Hard Fantasy Roleplaying on the Barren Wastelands of Athas



DARK SUN™

WORLD

ATHAS

THE RAVAGED WORLD



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IRON CROWN ENTERPRISES

Rolemaster



FIGHTER STUDIO



ATHAS
THE RAVAGED WORLD
(DARK SUN RULES BOOK)

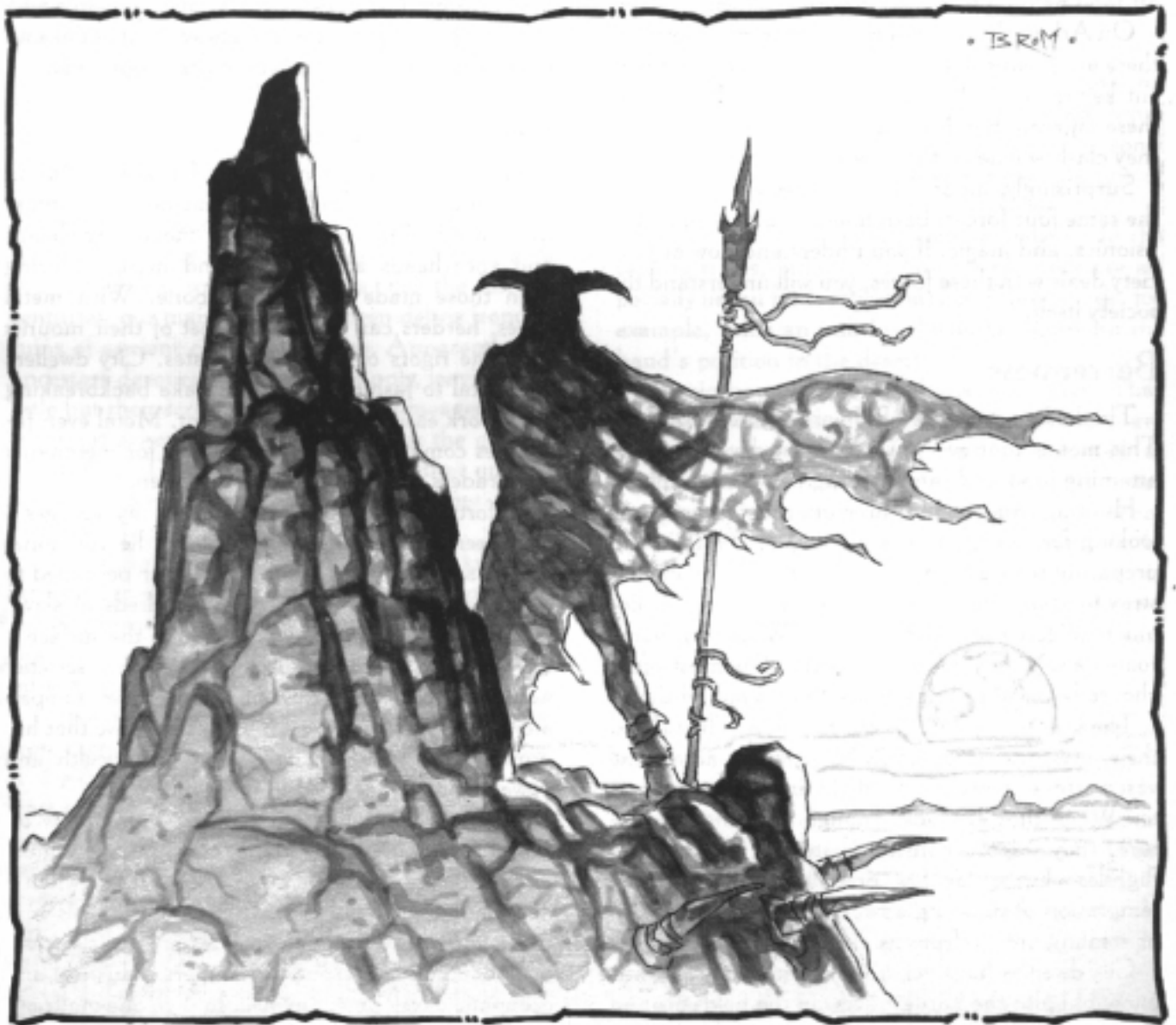
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Special Thanks to:

The creators of Dark Sun (Troy Denning & Timothy B. Brown)
The creators of world's best RPG system: Rolemaster (S. Coleman
Charlton, Peter C. Fenlon Jr., Kurt H. Fischer, Terry K. Amthor,
Bruce R. Neidlinger, Bruce C. Shelley, Leonard "Swamp" Cook)
Gerald Brom (for turning Dark Sun alive)
Tithian of Mericles (he's still alive!)
R. Daneel (for editing helps and scanning pictures)
Dr. Domi (for dehydration & starvation rules suggestions)
K-Team: Tigris, Batboy, Mordred (for long-time RPG)
H. Dhony (for OCR-ing spell lists)
Endre (for involving to play Dark Sun)
H. Akos (for QuarkXPress 3.32)
HAL9000 and Valeria (for perfect operation)
Robert E. Howard (for creating Hard Fantasy)

Created in Budapest 2001
FIGHTER STUDIO





I live in a world of fire and sand. The crimson sun scorches the life from anything that crawls or flies, and storms of sand scour the foliage from the barren ground. Lightning strikes from the cloudless sky, and peals of thunder roll unexplained across the vast tablelands. Even the wind, dry and searing as a kiln, can kill a man with thirst.

This is a land of blood and dust, where tribes of feral nomads sweep out of the salt plains to plunder lonely caravans, mysterious singing winds call men to slow suffocation in a Sea of Silt, and legions of slaves clash over a few bushels of moldering grain. The dragon despoils entire cities, while selfish kings squander their armies raising gaudy palaces and garish tombs.

This is my home, Athas. It is an arid and bleak place, a wasteland with a handful of austere cities clinging precariously to a few scattered oases. It is a brutal and savage land, beset by political strife and monstrous abominations, where life is grim and short.

-The Wanderer

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Chapter One :

ATHASIAN CHARACTERS**CHARACTERISTICS**

To venture into the world of Dark Sun game, you first need to create is your alter ego in the fantasy realms of this game, a make-believe person who is under your control and through whom you vicariously explore the world of Athas.

Each character in the Dark Sun game has eight personal characteristics (stats), represented by a number between 1 and 100, with 1 being the worst and 100 the best (certain rare circumstances could result in a stat above 100).

The stats include 4 physical characteristics:

Strength
Constitution
Agility
Quickness

They also include 4 mental characteristics:

Reasoning
Intuition
Self Discipline
Presence

Each stat has two values (1-100). The *potential* ("ultimate") 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 characteristic can never be higher than the potential for the same characteristic. For example, a character could have a temporary Strength of 80 and a potential of 92; and the 80 would be his effective Strength for combat purposes (circumstances could rise or lower the 80 but never above 92). Thus, each character has a set of "temporary" stats and a set of "potentials".

DEVELOPMENT STATS

In addition to affecting play, some stats aid in character development. Constitution, Agility, Reasoning, Self Discipline are relevant in determining how many skills a character can learn. Note that the four stats 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.

Constitution (Co) - General health and well-being, resistance to disease, and the ability to absorb more damage are all reflected in a character's Constitution. Also referred to as: *health, stamina, endurance, physical resistance, physique, damage resistance, etc.*

Agility (Ag) - Manual dexterity and liveness are the prime components of this characteristic. Also referred to as: *dexterity, deftness, manual skill, adroitness, maneuverability, stealth, dodging ability, etc.*

Reasoning (Re) - Similar to intelligence: the ability to absorb, comprehend. It also reflects the ability to take available information and draw logical conclusions. Also referred to as: *intelligence, learning ability, study ability, mental quickness, logic, I.Q., etc.*

Self Discipline (SD) - The control of mind over body, the ability to push harder in pursuit of some goal, or to draw upon the inner reserves of strength inherent in any individual. Also referred to as: *will, alignment, faith, mental strength or power, concentration, self control, determination, zeal, etc.*

CHARACTERISTICS

PRIMARY STATS

The following characteristics have an influence on direct play, but no aid in character development.

Strength (St) - Not brute musculature, but the ability to use existing muscles to their greatest advantage. Also referred to as: *power, might, force, stamina, endurance, conditioning, physique, etc.*

Quickness (Qu) - Essentially a measure of reflexes and conscious reaction time, this stat is often lumped with several others as dexterity. Also referred to as: *agility, dexterity, speed, reaction ability, readiness, dodging ability, etc.*

Intuition (In) - A combination of luck, genius, precognition, and ESP. Also referred to as: *wisdom, luck, talent, reactive ability (mental), psychic ability, insight, inspiration, perception, etc.*

Presence (Pr) - Control of one's own mind, Courage, Bearing, Self Esteem, Outward Appearance and the ability to use these to affect and control others are the principal elements of a character's presence. Also referred to as: *appearance, level-heatedness, panic resistance, morale, psychic ability, self control, charisma, etc.*

STAT BONUSES

Certain bonuses and penalties may apply to a character's skills and activities if his stats are high enough or low enough. Only one stat bonus applies to each skill or ability (unless an optional rule is used). The following table gives a series of stat ranges on the 1-100 scale and a bonus (or penalty) accruing to actions heavily influenced by the statics. Additional columns are present to indicate the number of development points the character gets from his particular statistics and the number of power points/level provided by the stat if it is the prime requisite for his type of spell casting.

STAT BONUS TABLE				
1-100 Stat	Bonus on D100	Bonus on D20	Develop. Points	Power Points
102+	+35	+7	11	4
101	+30	+6	10	3
100	+25	+5	10	3
98-99	+20	+4	9	2
95-97	+15	+3	9	2
90-94	+10	+2	8	1
85-89	+5	+1	8	1
75-84	+5	+1	7	1
60-74	0	0	6	0
40-59	0	0	5	0
25-39	0	0	4	0
15-24	-5	-1	3	0
10-14	-5	-1	2	0
5-9	-10	-2	2	0
3-4	-15	-3	1	0
2	-20	-4	1	0
1	-25	-4	1	0

GENERATING STATS

First the character must generate the stats (temporary) which determine his character's mental and physical prowess. To determine the stats for the character, first make 8 rolls (1-100, not open-ended) and record them on a piece of paper. Ignore rolls of less than 20, you need 8 roll above 19. This reflects the premise that exceptionally weak characters will not be likely to seek their fortune in the hostile world of Athas.

To provide greater flexibility for the players, they may assign the 8 generated values to their 8 stats as they desire. This allows the players to run the type of character they want. Some Gamemasters may wish to have the players assign stats in the order they were rolled.

Remember, the higher stats the more capable the character will be when performing an action using that particular stat. Keep in mind that when a profession for the character is chosen, the value assigned to the prime requisite for the character may be replaced with a value of 90. Thus, it is often a good idea to assign the lowest stats rolled to the prime requisites of the profession planned for the character. This also has the effect of

CHARACTERISTICS

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 keep the naturally rolled stat which he assigned, but he may not raise another stat to 90 (except for his other prime requisite, of course).

To determine each of a character's potential stats, roll 1-100 (not open-ended) and consult the Stat Potentials Table, crossindexing the roll with the range into which the initial stat falls. The number resulting is the potential stat, the value to which that stat could actually rise in the course of play. Generally, this level cannot be exceeded, except perhaps with the aid of the most powerful and magic items.

STAT POTENTIALS TABLE

Roll	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.

CHARACTER RACE

Humans are the only playable race on Athas. An average human male stands between 6 and 6.5 feet tall and weights 180 to 200 pounds. A human female is somewhat smaller, averaging between 5.5 and 6 feet in height and weighing between 100 and 140 pounds. The colors of skin, eyes, and hair vary widely.

On Athas, centuries of abusive magic have not only scarred the landscape - they've twisted the essence of human appearance, as well. Many humans in Dark Sun look normal. Others, however, have marked alterations to their appearance. Their facial features might be slightly bizarre; a large chin or mouth, pointed ears, no facial hair, etc. (For more, see mutation rules in this chapter) Their coloration might be subtly different, such as coppery, golden brown, hues of grey, or patchy. The differences may be more physical, such as monster-like toes and fingers, longer or shorter limbs, etc. A player with a human character should be given broad latitude in making up these alterations to his form, if he so wishes. Ultimately, none of them will give him any benefit nor any hindrance (or just a little) to game play - his appearance is strictly a roleplaying asset.

DETERMINING HEIGHT AND WEIGHT

	Base	Modifier
Human male	60 inches	2d10
Human female	58 inches	2d10
Human male	140 pounds	6d10
Human female	100 pounds	6d10

DETERMINING AGE

	Starting Age	Base Age
Human male	15+1d10	35-40
Human female	13+1d10	35-40

Effects of the Old Age:

Rolls on the Stat Gain Table (Advancing Levels Chapter) 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 60 and his base age is 40 then column 10-11 would be rolled on, since $10 \times 2 = 20 = 60 - 40$.

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.

DETERMINING APPEARANCE

Appearance(Ap) is a value (01-100) which gives a general idea of the character's exterior look (e.g., an 01 or 02 Appearance would indicate a really ugly person, while a 99 or 100 would indicate a very handsome character). Appearance can be determined either by rolling 1-100 (not open-ended) or by rolling 1-100 and adding the character's Presence bonus (with a maximum result of 100 and a minimum result of 20 less than the character's Presence stat). Appearance can rise or drop during play due to circumstances (e.g., scars, diseases, increases in Presence, etc.). This is very subjective rating and the Gamemaster should treat it as a general guideline during play.



CHARACTER RACE

DETERMINING DEMEANOR

This is an indicator of the general attitude that the character seems to present to the world. This is up to the character and the Gamemaster, but typically demeanors might include: calm neutral, angry, sly, greedy, stubborn, stupid, rude, etc.

DETERMINING APPEARANCE FACTORS

Such factors as height, weight (see above), eye color, gender, age, and so on should be determined by the Gamemaster and the players.

DETERMINING MUTATIONS

This rule is required for all human player or non-player characters.

Roll 2d10	Form of Mutation
2-3	major
4-6	minor
7-15	none
16-18	minor
19-20	major

DETERMINING MINOR MUTATIONS

Roll 2d10	Description
2	Crooked Bone (any)
3	Inclined Spine
4	Odd Build
5	Pale Skin
6	Jet-black Hair
7	Short or Long Neck
8	Red Eyes
9	Pointed Ears
10	Tight Eyes
11	Hard Skin
12	Hairless Skin
13	Rotund eyes
14	Vestigial Ears
15	Soft or Coarse Hair
16	Yellow eyes
17	White Hair
18	Peeling Skin (continuous)
19	Additional Toe
20	Jet-black Skin (or Mutation of your choice)

DETERMINING MAJOR MUTATIONS

Roll 2d10	Description
2	Mutation of your choice
3	Missing Part of the Body
4	Vestigial Crest on Back
5	Beast Bones
6	Beast Muscles
7	Scaly Skin
8	Fangs
9	Big Claws
10	Additional Finger
11	Particular Height
12	Particular Weight
13	Claws on Toes
14	Mottled Skin
15	Beast Tongue
16	Beast Jaw
17	Beast Eyes
18	Hair on Face
19	Hand with Three Fingers
20	Mutation of your choice

EFFECTS OF THE MUTATIONS

Minor Mutations - No benefits or hindrances

Major Mutations - See below

Missing Part of the Body:

Roll 1d10	Missing from where ?
1-3	Head
4-6	Torso
7-8	Arms
9-10	Legs

Recommended hindrance: maximum -5 to -10 roll modifier on d100.

Vestigial Crest on Back:

+10 Defensive Bonus on rear attacks.
-10 Pr and Ap if the mutation is visible.

Beast Bones:

+10 Hit Points (once).
-10 Presence and Appearance.

Beast Muscles:

+10 Offensive Bonus.
-10 Presence and Appearance.

Scaly Skin:

+5 Defensive Bonus all over the body.
-5 Presence and Appearance.

Fangs:

- +5 Offensive Bonus for bite attacks.
- 5 Presence and Appearance.

Big Claws:

- +5 Offensive Bonus for Brawling.
- 5 Dexterity for this hand.

Additional Finger:

- +5 Dexterity.
- 5 Offensive Bonus.

Particular Height:

To determine the character's particular height mutation roll 1d10. If the result is odd, subtract the rolled number from the character's height in inches, and if the result is even, subtract -1 from the number and add to the character height in inches.

Particular Weight:

Same as above, but multiple the result number by 2.

Claws on Toes:

- +5 Modifier to climbing walls.
- 5 To walk based maneuvers.

Mottled Skin:

- +5 Defensive Bonus (armor).
- 5 Quickness.

Beast Tongue:

- +10 Modifier to taste rolls.
- 10 Presence when the character is eating.

Beast Jaw:

- +10 Offensive Bonus to bite.
- 10 Presence and Appearance.

Beast Eyes:

- +10 Perception during the night.
- 10 Perception during the day.

Hair on Face:

- +15 Defensive Bonus to the face.
- 10 To Perception, Presence, Appearance.

Hand with Three Fingers:

- +10 To climbing walls.
- 10 Offensive Bonus for Brawling.

Mutation of your choice:

Roll 1d10	Location
1-2	Hair
3-4	Facial Hair
5-6	Facial Feature
7-8	Arms and Legs (Hands and Feet)
9-10	Torso

If the result is odd: +5/-5 modifiers.

If the result is even: +10/-10 modifiers.

NOTE: The major mutations can modify the profession's prime requisites!

PROFESSIONS

Each character must have a profession, sometimes called a character class. A character's profession reflects the fact that his early training and apprenticeship have moulded his thought patterns, thereby affecting his ability to develop certain skills and capabilities. A profession does not prohibit the development of skills, it merely makes some skills harder and others easier to develop. Any character can develop any skill under this system. Every profession falls into one of 4 different categories based upon its area of concentration:

- Warrior Class**
- Spell-user Class**
- Rogue Class**
- Special Class**

For each profession, two out of the eight stats are called the profession's "prime requisites." A character is guaranteed of having at least 90's in each of his prime requisites.

THE WARRIOR CLASS

The professions of Fighter, Gladiator and Nomad/Outlaw. These characters have relatively easy times learning the use of weapons and skills of maneuver, but they will find it difficult to develop spell using ability.

Fighter -- On Athas, the fighter is a trained warrior, a soldier skilled in mass warfare. Every society on Athas maintains an army of fighters to protect itself from attack or to wage wars of plunder and annihilation against its neighbors. Fighters are both the commanders and soldiers in these armies, and at higher levels are experts in both individual and formation combat, leadership, and morale. Fighters will find easy to develop a variety of different weapons and to wear heavier types of armor. They are less skilled in maneuvering and manipulating devices such as locks and traps and have the greatest difficulty in learning anything connected with spells. Fighters receive a bonus of +3 per level on all weapons attacks up to and including 20th level and +1 per level at 21st level and beyond.

Prime requisites: *Constitution and Strength.*

Gladiator -- Gladiators are the slave warriors of the city states, specially trained for brutal physical contests. Disciplined in many diverse forms of hand-to-hand combat and skilled in the use of dozens of different weapons, gladiators are the most dangerous warriors on Athas. Gladiators receive a bonus of +3 per level on all weapons attacks up to and including 30th level.

Prime requisites: *Self Discipline and Strength.*

Nomad/Outlaw -- The nomad/outlaw is a warrior knowledgeable in the ways of the wilderness, skilled in surviving the rigors of the wild oases and the brutal stretches of desert between them. Nomads/Outlaws are characters with some expertise in thieflly abilities. Normally a nomad/outlaw 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. Nomads/Outlaws gain a +3 per level on all weapon attacks (up to a maximum bonus for their level of +60).

Prime requisites: *Agility and Strength.*

THE SPELL USER CLASS

Characters in these professions can acquire knowledge of things magical and how to use them relatively quickly, but they are terribly handicapped in developing weapon skills since they must discipline their minds in pursuit of their profession. Like spell users generally, they are less adept than Warriors at the skills of maneuvering and combat.



Wizard -- A Wizard is able to capture and master magical energies. In Dark Sun, magic is irrevocably linked to the environment. The casting of magical spells and the enchantment of magical items always draws energy directly from the living ecology in the vicinity, destroying the life there. Wizards can choose two paths toward mastery of magical energy.

The *preserver* learns to tap magical energies in such a way as to minimize or even cancel his destruction through balance and in-depth study, but his progress as a wizard is very slow.

The *defiler*, on the other hand, casts magical spells without regard to the havoc he plays upon the environment - compared to a preserver, a defiler advances through levels very quickly, but his very existence destroys the life around him.

Prime requisites: *Reasoning and Intuition*.

Templar -- Templars are clergymen devoted to the sorcerer-king of their city. They are granted spells in return for their worship. Templars tap into the magical forces to their sorcerer-king. Their organization is steeped in ancient tradition and treacherous politics, and the work they perform for the sorcerer-kings is governed by endless bureaucracy. To city dwellers, the templars are the enforcers of the sorcerer-king's will, allowed to run rampant, enforcing the local edicts with painstaking indifference, doling out punishment or even execution with the sorcerer-king's blessing. An organization of wicked men looking out for their own wealth and power, the templars are overrun with corruption to the highest level - the sorcerer-kings generally turn blind eye to bribery and scandal among the templars, provided terror is maintained among their subject populations.

Prime requisites: *Self Discipline and Intuition*.

Psionicist -- The psionicist uses the forces of his own mind to affect his environment. Psionic powers are not magical in nature, that is to say, psionic powers do not draw upon magical energy that surrounds all things. Rather they are derived from within when the psionicist has his entire essence in coordination; his mind, body, and soul in perfect harmony. Since psionic powers are not magical, they in no way affect the world's ecosystem when they are used.

Prime requisites: *Self Discipline and Presence*.

THE ROGUE CLASS

Rogues are specialists at maneuvering and manipulation. They have the easiest time learning thief skills such as picking locks and disarming traps and are fairly good at picking up weapon skills. Rogues are also unusually adept at stalking and hiding, climbing and perception. They rarely wear heavy armor, although armor does not especially harm the exercising of their professional abilities.

Thief -- The thief is a rogue whose strength lie in stealth and pilfering. On Athas the thief can be regarded as a talented individual for hire - some city states do not even consider the thief as a wrongdoer; only the person who hired him is guilty of a crime. The thief may also be a simple robber seeking personal wealth or redemption. Thieves gain a bonus of +2 per level on all weapon attacks (up to a maximum for their level of +40).

Prime requisites: *Agility and Quickness*.

Assassin -- In the corrupt culture of Athas, there are those who wish to eliminate someone whose very existence stands in the way of their plans. To serve them there are Assassins: trained killers whose services are for hire. Many Assassin rogues belong to guilds. The guilds use them to serve their own needs, and act as an intermediary for outsiders who wish to take out a contract on someone's life.

SKILLS AND RANKS

Assassins favor the skills of hide, stalking, climbing, ambush and make/use poisons. Assassins gain a bonus of +2 per level on all weapon attacks (up to a maximum bonus for their level of +60).

Prime requisites: *Self Discipline and Quickness*.

THE SPECIAL CLASSES

Trader -- In the world where life's necessities - food, water, metal - are in short supply, the individual who can provide them wields enormous influence. While disliked and often openly reviled by the sorcerer-kings, traders are popular with ordinary citizens. They are tolerated everywhere, for without them life on Athas would come to a grim end.

While all traders aspire to become master of a major trading house, most have to start small. They generally have no qualms about accompanying bands of roving adventurers, acting as negotiators, interpreters, and diplomats, appraising and bargaining for treasure and supplies. Those adventurers who accompany a young trader often from the core of a new trading house, are adopted into the trader's family, or live well as senior agents when the trader becomes successful.

Prime requisites: *Reasoning and Presence*.

No Profession -- Mass of working slaves, citizens, beggars and the unimportant creatures of Athas.

Prime requisites: *Varies*.

PROFESSION COMBINATIONS

Benefits and Restrictions

- Development points are halved.
- Prime requisites are halved (three or four on 45).
- Always use the single best way or rule (skill development, OB bonus/level, etc.).
- All other rules are normal.

Combinations

Fighter/Wizard	Wizard/Templar
Fighter/Psionicist	Wizard/Psionicist
Fighter/Thief	Wizard/Thief
Nomad/Wizard	Templar/Psionicist
Nomad/Psionicist	Thief/Trader
Nomad/Thief	Defiler/Preserver
Nomad/Trader	

Cannot combined

Gladiator	Assassin
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SKILLS AND RANKS

As a character advances in levels he develops and trains in 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.). As he develops and improves a skill, his "skill rank" with that skill will increase, indicating a corresponding increase in his abilities and bonuses with that skill.

The skills fall into 5 different areas:

Maneuvering in Armor

Weapon Skills

Magic Skills

Special Skills

General Skills

SKILL RANK BONUSES

Most Skills have a skill rank bonus, which is generally included as a part of the total bonus utilized when applying that skill. Different skills use this bonus in different ways as described in the individual skill descriptions. In general, skill ranks modify a character's chances of succeeding in certain actions.

Basically, the table of Skill Rank Bonuses follows a standard progression. The bonus is -25 if the rank is 0 and +5 if the rank is 1. The bonus increases by 5 for each of ranks 2 to 10, by 2 for each of ranks 11-20, by 1 for each of ranks 21-30 (and by 0.5 for each rank above 30.). Certain skills do not use this normal skill rank bonus, as specified in the skill descriptions.

SKILL RANK BONUSES TABLE

Skill Rank	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 0.5 for each skill rank over Rank 30.

SKILL RANK DEVELOPMENT

Skills are presumed to derive from study and experience. Under the Athasian Character development guidelines, at each level of development a character has a certain number of development points which may be expended as desired by begin learning or improving skills (i.e., increasing a skill's "rank"). It is assumed that the character continues this development process throughout his adventures, and receives the benefits of that skill development upon reaching the next level of experience.

DEVELOPMENT POINTS

Development points are derived from one's stats (characteristics). Each character has 4 Development Stats (Constitution, Agility, Self Discipline and Reasoning) which affect his ability to develop skills. Each of these stats (temporary values, not potentials) gives the character a number of development

points (see Stat Bonuses); these points are totaled and may then be expended to develop skills by increasing skill ranks.

Development points are received (as outlined above) when a character is started and each time a character advance a level. These points must be expended immediately to begin the acquisition or improvement of skills (i.e., skill development). The expenditure of development points represents the effort that the character is using to improve that skill, the amount of time spent on it, etc.

A character may not accumulate development points from level to level, nor may they be transferred from one character to another.

Furthermore, development points must be allocated immediately upon 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. Skills or the improvement of skills are not obtained until the next level is reached.

SKILL DEVELOPMENT COST

The cost of developing a skill is determined by preadolescent training. The best reflection of this is the character's profession: 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. This early training is reflected in the Character Development Table, where the development point costs of acquiring various skills are listed.

It is a basic premise of Dark Sun 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 rank in an area never affects the cost of improving that skill. A Wizard who has become a near expert with a sword is still a Wizard, with a Wizard's through 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 profession. This will make some skills easier to acquire while at same time necessarily making the mind less attuned to other skills. The Gamemaster must determine which changes of type are appropriate for his game.

Normal Skill Development -- To develop a skill, a character expends the points indicated by the character development chart and improves his skill in that area by one rank. A character is born with a rank 0 ability in all skills (increasing a skill rank by one may be termed either developing, acquiring, or improving it). A character is generally allowed to develop any skill he wishes at a rate of one skill rank during each experience level at the cost (in development points) given for his chosen profession and after having studied it while attaining another experience level. Many skills may not (at any cost) be developed at a rate faster than one skill rank per character level. For a given profession, these skills have a single cost number in Character Development Table.

Rapid Skill Development -- Preadolescent training may allow some skills to be developed at faster rate than normal. Fighters and the weapon skills are good example of such "rapid skill development". For such skills, a slash "/" and two cost numbers will appear in the appropriate cost space of the character development chart. If a skill is to be raised one rank during an experience level, the cost before the slash is paid in development points. If a skill is to be raised two ranks, the cost before the slash is paid for the first and the cost after the slash is paid for the second. Both skill ranks are received at the same time - when the character attains the next experience level. For example a Thief with a skill rank 2 in Climbing wants to increase it to skill rank 4. The cost listed is 2/5, indicating he expends 2 development points to progress to skill rank 3 and 5 more (total 7) for skill rank 4. He still climbs at skill rank 2, but upon attaining the next experience level, he will have a skill rank 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 rank 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 information.

MANEUVERING IN ARMOR SKILLS

This is one of the skill areas that does not conform to the general skill bonus pattern. Each armor type (AT) has a maneuver penalty associated with it for untrained individuals (See Armor Table). This penalty modifies Moving Maneuver rolls (see Maneuvers) attempted while wearing that armor type. The different armor types are divided into five groups based on composition (see Defensive Capabilities for a complete explanation). A character may develop maneuvering skill for each of these groups.

ATs 1-4	No Armor
ATs 5-8	Soft Leather
ATs 9-12	Hard Leather
ATs 13-16	Bone and Chitin
ATs 17-20	Plate (metal)

Each skill rank of maneuvering for a group of armor types reduces the penalty for maneuver by 5 (even for skill ranks 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. This minimum may vary for certain superior or magical armor. For example a Sorcerer has a skill rank 18 in Maneuvering in Plate Armor. He may wear breastplate with arm and leg plates (AT 18) with a maneuver penalty of only $20 = 110 - (18 \times 5)$. If he wears just the breastplate (AT 17), the penalty is 15 even though $90 - (18 \times 5) = 0$; since 15 is the minimum maneuver penalty associated with wearing a breastplate.

SKILLS AND RANKS

ARMOR TABLE		
Armor Type (AT)	Minimum Maneuver Modification	Maximum Maneuver Modification
1	0	0
2	0	0
3	0	0
4	0	0
5	0	0
6	0	-20
7	-10	-40
8	-15	-50
9	-5	-50
10	-10	-70
11	-15	-90
12	-15	-110
13	-10	-70
14	-15	-90
15	-25	-120
16	-25	-130
17	-15	-90
18	-20	-110
19	-35	-150
20	-45	-165

Minimum maneuver modification applied to a combatant fully trained in maneuvering while wearing the given armor type.

Maximum maneuver modification applied to a combatant totally untrained in maneuvering while wearing the given armor type.

Notes on Armor Characteristics -- Armor types are designed to reflect the protective capability of one's covering. Heavier coverings (e.g., AT 15,16,19,20, etc.) are usually much more cumbersome than light armor or mere clothing. It is easier to make contact with, but it resists penetration better than the less cumbersome armor types. Therefore, "critical strikes" achieved against the more cumbersome armor types will be less frequent and lower in severity. However attacks resulting in just concussion hits will be more frequent (i.e., the hindrance due to these coverings make the target easier to strike but harder to seriously damage).

Less cumbersome armor types have the advantage of providing the wearer with mobility. Fewer swings will make contact

because the agile defender will completely avoid the blows. However when a swing does make contact, the result is usually more severe than it would be against the more cumbersome armor types: frequent and severe criticals along with more concussion hits are the rule.

Animals often attack the upper body. In addition, their penetrating power is usually limited. Animals and monsters can be devastating against the lighter armor types where the wearer's high mobility is outweighed by the creature's maneuverability. However, against higher armor types most beasts attacks are relatively ineffective.

Spell attacks are also affected by armor. Metal armor (very rare) is particularly effective when a character is resisting spells, but often lessens the wearer's mobility. Therefore, he may be easier to hit with Elemental spells but harder to severely damage. Lightning, and other forms of electrical attacks, are more effective against metal clad foes. Fire is more effective against flammable armor types; primarily the organic armor types (e.g., leather and cloth).

CHARACTER DEVELOPMENT				
TABLE 1				
MANEUVERING IN ARMOR				
Profession	AT5-8	AT9-12	AT13-16	AT17-20
Fighter	1/*	1/*	2/*	2/*
Gladiator	1/*	1/*	1/*	2/*
Nomad	1/*	1/*	2/*	3/*
Preserver	9	9	10	11
Defiler	9	9	10	11
Templar	4/*	5/*	6/*	7/*
Psionicist	4/*	5/*	10	11
Thief	2/*	2/*	3/*	4/*
Assassin	2/*	2/*	2/*	3/*
Trader	3/*	4/*	10	11
No Profess.	2/*	3/*	4/*	5/*

WEAPON SKILLS (OB)

These skills determine a character effectiveness when using weapons in combat (as opposed to spells). Skill must be developed separately for each weapon. The skill bonus for each weapon is part of the character's Offensive Bonus with that weapon. The total Offensive Bonus (includes a number of factors) is usually added to any "attack rolls" made with that weapon.

Weapon Skill Categories -- Six skills costs for weapons are listed on the Character Development Table. The following six categories of weapons must be assigned to these costs:

- 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 a hand or thrown, and skills should be developed with both methods of using it separately. Similarly, some weapons may be used either one-handed or two-handed, and skill must be developed separately for each mode of use.

Assigning Costs to Weapon Categories -- During the preadolescent period, characters will develop an interest or an affinity with a weapon (and category), making skill in that type of weapon easier to develop. Thus each character may take the six weapon skill costs listed for his profession and assign them to the six weapon categories as he sees fit. A Fighter, for example, may have two weapon categories in which it is very easy to develop weapon skill (costs: 1/5 and 2/5), one category which is very difficult (costs: 5), and the other categories range in between (costs: 2/7). Once assigned, these skill costs are permanent, they may not be switched around later. The Gamemaster may decide that the culture in which the character grew will determine some of the character's category/cost assignments.

Skill for Weapons Within a Category -- A character's skill with each weapon (and each way of using it) is considered a separate area for development purposes. Thus a character's skill with a short sword has no effect on his use of a falchion although both are in the same weapons category. 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 developed simultaneously without penalty, provided that the development cost of each is paid.

**CHARACTER DEVELOPMENT
TABLE 2**

Profession	WEAPON SKILLS					
	Weapon category 1-6					
Fighter	1/5	2/5	2/7	2/7	2/7	5
Gladiator	1/5	1/5	2/5	2/5	2/7	2/7
Nomad	2/5	3/8	3/9	3/9	3/9	6
Preserver	9	20	20	20	20	20
Defiler	9	20	20	20	20	20
Templar	6	8	15	20	20	20
Psionicist	6	15	20	20	20	20
Thief	2/7	3/8	4	4	4	6
Assassin	2/5	3/8	3/9	4	4	6
Trader	5	8	8	8	15	15
No Profess.	3/6	4	5	6	7	9

MAGIC SKILLS

These skill are principally associated with the study of various branches of magic. They are primarily the prerogative of Wizard class characters, although they are open to Nomads, Thieves, Fighters, etc., within the limits of high costs and other restrictions assigned (see Athasian Magic) to reflect the difficulty of development by laymen.

THE LEARNING SPELL LIST

Spell users learn lists up to and including certain levels by developing skill ranks. However, this area diverges from the standard skill and bonus rules: a character who is trying to learn spells (i.e., has allocated development points to learning part of a spell list) makes a Spell Gain Roll (SGR) upon reaching each new experience level. This is a 1-100 roll (not open-ended) with a roll of 101+ required to successfully "learn" a portion of a list. See Athasian Magic for a complete description of spell lists and learning spell lists.

Developing Skill Ranks for Spell Lists

When a character expends development points to acquire skill ranks, he may attempt to study one, and only one, list of spells by developing skill ranks for that list (see below for the only exception). Characters may not develop skill ranks for a variety of lists and count on the luck of the dice to give them

spells. A character must develop only one "list" of spells at a time.

Once he has "learned" a portion of that list (i.e., made a successful Spell Gain Roll), his skill ranks in that list drop to zero. Then he may begin to develop skill ranks in another list or new skill ranks for a higher level portion of the same list.

The cost for developing a skill rank for a list varies depending on the type of spell user:

- 1/* or 2/* for spell users
- 8, 10, or 20 for non spell users

Depending on cost, a spell user may acquire several skill ranks for a list at one time. These skill ranks represent the amount of the character's development devoted to discovering the basic concepts involved in the use of those spells, through meditation, practice, etc. The GM must be the judge of availability and cost of that information to the character.

Note that a portion of a spell list may be "learned" only if the spell user has already learned all of the lower level portions of that list.

-If a character is able to allocate development points for total of 20 skill ranks with a list (insuring its gain at the next level of experience without the use of a stat bonus), he learns the first level spell on that list (if any) immediately (before reaching the next level of experience) and may begin to develop skill ranks for a second spell list. When he gains the next level of experience, he will "learn" the appropriate portion 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 skill ranks developed for the first spell list. Such skill ranks may be neither transferred nor retained if the character wishes to switch his efforts to some other spell list. He may, if he has enough development points, allocate development points to bring the skill rank total with the first list to 20 and then being to develop skill ranks for the second as described above.

The Spell Gain Roll

When making a Spell Gain Roll, the character rolls 1-100 (not open-ended) and adds his applicable stat bonus and 5x his skill ranks in the list. A result of 101+ indicates success. Thus, 20 skill ranks guarantee that the character will “learn” part of the spell list up to a certain level (See Athasian Magic chapter for a full explanation of this process).

Modification due to Skill Rank: (5x skill rank in the list) A bonus based upon the amount of practice/training the character has performed in that particular realm, as measured by the number of skill ranks he has developed for that spell list.

Stat Bonus Modifications (Optional): If the GM chooses to use this optional rule, the Spell Gain Roll may be modified by one of the character’s stat bonuses. The stat bonus is based upon the character’s realm of magic as follows:

Realm of Magic	Stat Bonus
Wizardly	Reasoning
Priestly	Intuition
Psionics	Presence

An Unsuccessful Roll: If the SGR is not successful (i.e., less than 100), the skill ranks are not lost; rather it just means that the character has not gained a complete understanding of the forces to be utilized. After he has had the time to “ponder his experiences” and has gained further “understanding of his universe” (i.e., when his experience level increases), he may make another Spell Gain Roll, gaining the full benefit of his skill ranks in the list (which he may increase by further development in the meantime). Eventually the character will learn of part of the spell list (assuming he survives and continues to advance in experience levels).

A Successful Roll: Once a successful Spell Gain Roll is made, the character is considered to have learned the use of the spells on the portion of the list that he was studying. He may then use them as long as such use complies with other rules for their use (power points, time requirements, etc.). The number of skill ranks in that list is reduced

to zero. The character may develop more skill ranks for that list, but they apply to learning a higher level portion of the list.

OTHER MAGICAL SKILLS

Runes (SM)

Rune skill enables a character to decipher and use Runes. To decipher a Rune a character makes an open-ended roll, adds his skill rank bonus, adds any bonuses from the Runes and Magical Items Table (see below) and subtracts the level of the spell on the Rune. If the resulting total is 101+, the Rune is deciphered and the character may use it. 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 Gamemaster deems it appropriate). If the total is between 75 and 100, the character learns what the spell is but can not use it. If the total is between 0 and 74, nothing happens. These results are summarized in the Runes and Magical Items Table.

If the level of the spell on the Rune is less than 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 (for these purposes, Non Spell Users have no realm of power that is their specialty). Runes are generally not reusable.

A character should be given one chance to decipher a Rune. If he fails, he may not try again until he improves his skill rank with Runes. Generally this is accomplished by going up a level, but if the character has not planned on increasing his Rune skill rank (has not allocated any development points to it), he does not get to make another try at deciphering it until his Rune skill rank is increased.

Magical Items (SM)

This skill enables a character to use the spell abilities of any item with spell casting abilities. In order to cast spells from an item, the wielder of the item must have made a "magical item roll". The process for gaining the capability of casting spell off an item is identical to that for deciphering a Rune, except that the spell on the Rune is equivalent to the spells on the item.

If an item has several spells or groups of spells that are widely separated in power of type, the Gamemaster may require separate magical item rolls for each spell or groups of spells.

Learning to use an intelligent item may not necessarily give the character control over that item. An item may have an ego, which the character must roll over (on 1-100) in order to impose his will on the item's.

"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.

Certain spells on items do not normally require a magical items roll, they include:

Spells that operate constantly: Varies of spells.

Bonuses built into items: Bonuses on weapons, bonuses on armor, spell adders, spell multipliers, etc.

Spells in intelligent items: Intelligent items can cast the spells that they contain 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).

All of these cases include spells that do not require the conscious casting of any spell by the wielder of the item.

RUNES AND MAGICAL ITEMS 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.

Total use roll= D100 (not open-ended)
+skill bonus - level of spell
+any of the below modifications that apply.

- 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 does know 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.

- Greater than 100 - Spell usable.
- 75-100 - Spell learned.
- 0-74 - Nothing.
- Less than 0 - Spell affects character.

Directed Spells (OB)

Athasian Magic makes provision for Spell Attack Rolls with certain "elemental" spells. These Spells are specifically listed there, and have separate attack tables. Skill may be developed separately for each such spell.

Developing skill in Directed Spells is treated just as developing skill in weapons. Generally skill may be developed only for spells that are directed against a single target (e.g., Fire Bolts but not Fire Storms). A character wishing to develop skill with such a spell must be able to cast it at least once per day (either intrinsically or from an item or runes).

This rule is important for it allows certain spell users to specialize in particular elemental spells in the same manner that fighters may specialize in their weapons.

**CHARACTER DEVELOPMENT
TABLE 3**

Profession	MAGIC SKILLS			
	Spell Lists	Runes	Magical Items	Directed Spells
Fighter	20	8	10	20
Gladiator	20	10	10	20
Nomad	10	7	9	20
Preserver	2/*	1/4	1/4	2/6
Defiler	1/*	1/4	1/4	2/5
Templar	2/*	2/5	2/5	2/7
Psionicist	2/*	2/5	2/5	2/7
Thief	8	6	7	20
Assassin	10	6	8	20
Trader	10	9	9	20
No Profess.	10	8	10	20

SPECIAL SKILLS

The following areas of developing are different in many respects from those detailed in the previous sections.

Adrenal Moves (varies)

These skills relate to the development of the art of superhuman effort. Using "concentration" and self discipline, the character skilled in Adrenal Moves must prepare the round before he will use one of these skills. This is accomplished by taking a 20% penalty on action in this preparation round. Adrenal Moves may not be attempted in consecutive rounds, nor may more than one be attempted at any one time. Skill ranks in each Adrenal Move must be developed separately. Each Adrenal Move counts as a separate area for developing purposes.

Strength (SM): This skill 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 1-100, adds applicable bonuses from the Static Action Table (see Maneuvers), and then adds his skill rank bonus. 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 (SM): This allows a character to move at twice normal speed and thus increase his activity for one round as described in Athasian Combat chapter. Speed is prepared just as the Strength Adrenal Move; success is determined in the same way.

Balance (MM): This skill enhances the ability of the character to maintain his balance in one maneuver action (requiring balance). The skill rank bonus is added to any maneuver rolls required for the action (even if it takes several rounds).

Leaping (MM): This allows the character to automatically increase the distance he can successfully leap from either a standing or a running start. Maneuver/Movement Table (see Maneuvers) can be used, with the skill rank bonus being added. 100% would indicate a normal leap and results above that a longer leap.

Landing (SP): A character may automatically decrease the severity of a fall by his skill rank bonus times one foot. For example, if a character's skill rank 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 conscious). This is the recuperation round.

Adrenal Defense (SP)

By using this skill, attacks with melee or missile weapons may be dodged or deflected (wholly or partially). This skill rank bonus of the Defender is added to his defensive bonus versus melee attacks. Against missile attacks the skill rank is halved before the bonus is calculated and added to the Defensive bonus.

To use adrenal defense, you must be aware of the fact that you are under attack. In addition, the character must not be wearing any armor and cannot have a shield or large object in his hands.

Ambush (SP)

This is the ability to make a very precise attack. To use his Ambush skill a character must approach his foe undetected and be able to strike before the foe can react.

If the ambush skill is successfully used, the character may modify his roll on the resulting Athasian Combat Normal (not Large or Super-Large) Critical Strike Roll. This modification consists of being allowed to adjust the critical strike roll by any number up to the ambush skill rank (not bonus) of the attacker. This adjustment may be either up or down. This is the only adjustment that is normally allowed on an Athasian Combat critical strike roll. Note that to use this bonus, the attacker must first get a normal critical strike result on an attack table. If he does, however, this ability greatly increases the chance of a killing blow, and tremendously increases the chances of a blow that kills instantly.

Since position is relatively unpredictable in a general melee situation, Ambush skill rank is halved if foe is in a melee situation. A character must still be able to approach his foe undetected and able to strike before the foe can react.

If a "Large" or "Super-Large" creature is ambushed, the Ambush skill rank 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.

Body Development (Hits) (SP)

Skill rank in Body Development is one of the factors which determines how many hits (concussion hits) a character can take without passing out. The character is entitled to increase his base hit point total by 1-8 (roll D8) each time that he raises his Body Development skill rank by one.

Starting Base Hit Point Total: Each character starts with a base hit point total equal to the temporary value of his Constitution stat divided by 10 (round up).

Maximum Base Hit Point Total: A character's base hit point can not exceed the maximum allowed for his race (Humans: 120)

Total Hit Points: The hit point total used during play is the base hit point total (BHPT) plus the BHPT multiplied by the Constitution stat bonus divided by 100 (i.e., the Co stat bonus is used as a percentage figure).

Summary for Determining the Total Hit Points:

- 1) Start with a base hit point total equal to Constitution/10 (round up).
- 2) Each time the Body Development skill rank is increase by one add 1-8 hits to the base hit point total (up to the maximum plus Co stat bonus).
- 3) The total hit points = BHPT + (BHPT x Con Bonus/100). Round up.

If a character takes more concussion hits than the sum of his total hit points and his Constitution, he will die in 6 rounds due to massive shock and internal bleeding.

CHARACTER DEVELOPMENT TABLE 4

	SPECIAL SKILLS			
	Profession	Adrenal Mov.	Adrenal Def.	Ambush Body Dev.
Fighter	2/6	20	3/8	1/3
Gladiator	1/3	15	2/6	1/3
Nomad	2/6	20	2/7	2/5
Preserver	6	20	9	8
Defiler	6	20	9	8
Templar	5	20	5	4
Psionicist	5	20	6	6
Thief	2/6	20	2/5	3/7
Assassin	2/6	20	1/3	3/7
Trader	5	20	4	4
No Profess.	5	20	4	4

GENERAL SKILLS

General Skills are the most detailed way to handle the question of what the player character knows. They divided into three categories: Common Skills can be learned easily by any Athasian people, Uncommon Skills are hard to learn, and Rare Skills are illegal.

SKILLS AND RANKS

COMMON SKILLS

Acrobatics : Bonus for in-air maneuvers (e.g., flying or levitation) or swinging on objects. Helps reduce the effects of falls.

- Stat Bonus: Ag/Qu

Acting: Bonus for impersonating others, devising new identities, etc.

- Stat Bonus: SD/Pr

Animal Healing: Bonus for administering medical aid to injured animals. Allows one to stabilize or repair light wounds and illnesses. Successful static maneuver can stop (or reduce) up to 5 hits/round bleeding.

- Stat Bonus: Ag/Re

Animal Handling: Bonus for calming an excited or agitated animal, enables a character to exercise a greater than-normal degree of control over pack animals and beasts of burden.

- Stat Bonus: In/Pr

Animal Training: Bonus for train one type of creature (declared when the skill is chosen) to obey simple commands and perform tricks. A character can choose rare creatures and monsters with animal intelligence.

- Stat Bonus: Re/Pr

Bandage: Bonus for applications of emergency aid or treatment (limited to kind), such as attempts to halt or slow bleeding or damaging deterioration. It is suggested that, together with the proper tools or bandages, a character using this skill could stop up to 5 hits/rd of bleeding damage.

- Stat Bonus: Re/SD

Bargain: Bonus for transactions involving a bargained exchange of money or goods, particularly with respects to rolls on the purchase or resale price tables found in Equipment and Commerce.

- Stat Bonus: In/Pr

Charm: Bonus when attempting to emotionally, sensually, or sexually manipulate someone.

- Stat Bonus: In/Pr

Climb: This could range from the ability to climb sheer faces (absurd), through mountain climbing (very Hard), to climbing a lad-

der (easy). This ability includes skill in going up and down ropes, rappelling, using hand-holes properly, etc. (use the difficulty chart). The normal climbing rate for walls with adequate hand-holds is 10`/round as a "medium" moving maneuver.

- Stat Bonus: St/Ag

Cooking: Bonus when detecting bad food, or preparing and neutralizing dangerous food ingredients.

- Stat Bonus: Re/In

Evaluate: Bonus for good estimate of an item's worth, whether it is a gem, a weapon, or a cloth.

- Stat Bonus: Re/In

Gambling: Bonus when playing any game with a significant element of luck.

- Stat Bonus: In/Pr

Hide: (See Stalking skill).

Making Clothes: Bonus for working with any clothes (sandals, breeches, masks, etc.) and creating leather goods (e.g., leather armor, leather based weapons, etc.).

- Stat Bonus: Ag/Re

Mining: Bonus for underground operations, determining the types of ores and gems (very rare).

- Stat Bonus: St/Re

Music: Bonus for playing an instrument or skill rank with a musical language. Each individual instrument or musical language requires separate skill development (as with Weapon skills).

- Stat Bonus: Ag/Pr

Orientation: Bonus determining proper directions and distances when using a map in conjunction with some directional aid, such as a landmark, or the stars. This includes the concept of orienteering, and is applicable on land or underground.

- Stat Bonus: Re/In

Perception: This skill affects how much information and how many clues a character gets through observation. It may be used 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. These are the type of things that the Gamemaster cannot mention to the players because to do so would call them to special attention that the character's perception might not allow.

If a character states that he is watching or examining an area, situation, or place, the Gamemaster should make a static maneuver roll modified by the perception skill bonus of the character to determine if the character notices or detects anything. The Gamemaster may keep this roll secret, revealing only what the character has observed. 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.). This bonus may be used to modify an opponent's maneuver roll attempt to Stalk or Hide.

- Stat Bonus: Re/In

Pick Pocket: Bonus for any maneuver involving picking pockets, and slight-of-hand diversions.

- Stat Bonus: Ag/Qu

Public Speaking: Bonus for impressing, entertaining, or manipulating other individual or groups.

- Stat Bonus: In/Pr

Riding Animals: A single skill rank is necessary to keep from constantly falling off the animal being ridden. Higher skill ranks enhance the 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 skill with). Like weapons, skill ranks in Riding must be developed separately for different animals.

- Stat Bonus: Ag/Pr

Ritual Dance: Bonus when attempting to recreate a dance one witnesses, including rituals, etc.

- Stat Bonus: Ag/In

Rope-mastery: Bonus proficiency in knot recognition, knot-tying, braiding, and splicing or when making a maneuver while suspended from a rope or analogous line, or when throwing a line.

- Stat Bonus: Ag/Re



SKILLS AND RANKS

Stalking and Hiding: Stalking is the ability to move using silence, using camouflage, and shadows to conceal your presence, while Hiding is the same ability used when not moving.

- Stat Bonus: Ag/SD

Stone-carving: Bonus for working with stone and creating sculptures, writings, or any other form of inscription or relief.

- Stat Bonus: Ag/SD

Taunting: Bonus for taunt, goad, and in all ways be annoying and offensive to the enemy. If the skill is success the foe becomes Frenzy (see Uncommon Skills).

- Stat Bonus: Qu/Pr

Weapon Improvisation: In Dark Sun, virtually anything can be (and has been) used as a weapon. A character with this proficiency can spot a useable weapon just about anywhere. The Gamemaster may assign modifiers for the difficulty of finding such a weapon.

- Stat Bonus: Re/In

UNCOMMON SKILLS

Concealment: Bonus for cover or mask an objects, debris, cloth, or illusion-provoking materials. Using a secret panel, a false compartment, and painting or otherwise changing an item's appearance is possible.

- Stat Bonus: Ag/Re

Desert Lore: Bonus for general knowledge of animals, plants, and climate of the deserts. This skill must be developed separately for different desert types (stony barrens, salt flats, sandy wastes, etc.).

- Stat Bonus: Re/In

Disarming Traps: This skill enables a character to disarm a trap. Traps of more than moderate complexity may be represented by "difficulty" modifications to a "disarm traps" roll (to be assigned by the Gamemaster from the Static Action Table).

- Stat Bonus: Ag/In

Disguise: The character with this skill is trained in the art of disguise. He can make himself look like any general type of person of about the same height, age, weight and race. A character can also disguise himself as a member of another sex.

- Stat Bonus: Ag/Re

Forgery: Bonus for creation of false but believable writings or illustrations.

- Stat Bonus: Ag/In

Frenzy: Bonus to attempt to go into a state of single-minded, unpredictable rage which results in an additional +30 to the Melee OB, the ability to take twice normal concussion hit damage. One in frenzy has no DB other than the armor bonus, gets no shield bonus, and cannot parry. Preparation for frenzy takes one round. Once in a frenzied state, a character may make a static maneuver each round in order to resume his normal state.

- Stat Bonus: In/SD

Languages: The character has learned to speak a language of the known world. To do so, there must be a teacher available. This could be another player character, an NPC, or a simply man.

- Stat Bonus: Re/In

Meditation: Bonus for entering, leaving, and exploiting meditational trances. Each hour of uninterrupted meditation equals two hours of sleep. Once in trance, one is normally oblivious to outside activity. Physical prodding allows one to make a static maneuver to leave trance, as does a painful strike (modify by +25).

- Stat Bonus: SD/Pr

Picking Locks: As in Disarming Traps, this skill to a character's ability to pick a lock. Again, complex locks can be represented by having the Gamemaster assign "difficulty" modifications to attempts to pick them.

- Stat Bonus: Ag/In

Reading Lips: Bonus for understand the speech of those of the character can see but not hear (it must be a language the character can already speak). To use this skill, the character must be within 30 feet of the speaker and able to see him speak.

- Stat Bonus: Re/In

Set Trap: Allows building traps out of available resources. Bonus of trap-maker may subtract from any detection rolls, depending on location, care and time in construction, and trap type.

- Stat Bonus: Ag/Re

Somatic Concealment: Bonus when spell casters hide verbal and material components in their robes or hands. On Athas, where spell casting is illegal, the ability to hide the necessary gestures becomes important.

- Stat Bonus: Ag/Pr

Tracking: Bonus for tracking maneuvers.

- Stat Bonus: Re/In

Wood-carving: Bonus for fashioning any object out of the required amount of wood, bone, or similar material.

- Stat Bonus: Ag/SD

RARE SKILLS

Agriculture: On Athas, the low humidity makes grain storage extremely easy, but raising crops far more difficult. This proficiency covers the best use of land and water for a given crop and how to keep that crop alive through the dry growing season.

- Stat Bonus: St/Re

Ancient History: The character has learned the legends, lore, and history of some ancient time and place. The knowledge must be specific (Blue Age, Green Age, Cleansing Wars, etc.) The knowledge acquired gives the character familiarity with the principal legends, historical events, characters, locations, battles, religions, breakthroughs (scientific, cultural, and magical), unsolved mysteries, crafts, and oddities of the time.

- Stat Bonus: Re/In

Ancient Languages: The character has mastered a difficult and obscure tongue, now primarily found in the writings of pedantic magic users. The main use of the language is to read tomes of ancient secrets written by long-dead mystics. This proficiency enables the character to either read and write or speak the language (character choice).

- Stat Bonus: Re/In

Armorer: Bonus for creating or repairing armors. The lack of metal on Athas leaves armorers to concentrate on other materials, namely chitin, bone, and stiffened leather. Metal armor is so rarely constructed that, when such a task is undertaken, it is usually done so by a team of armorers and blacksmiths.

- Stat Bonus: Ag/SD

Astrology: Bonus chance of determining dates, directions, and locations when the stars are visible.

- Stat Bonus: Re/In

Beast Lore: Bonus for general knowledge of monsters, and other creatures of the desert (organization, diet, activity cycle, intelligence, organization, size.)

- Stat Bonus: Re/In

Bowyer/Fletcher: Bonus for making arrows and bows. A smith is required to fashion metal arrowheads, but the bowyer/fletcher can perform all other necessary functions (including non-metal arrowheads).

- Stat Bonus: Ag/SD

Bureaucracy: The bureaucracy proficiency helps characters in a number of situations. A successful check shortens the time a character spends in a city dungeon awaiting judgment. It can also speed the process of gaining an audience with an important templar or other official. The bureaucracy proficiency helps a character understand political hierarchies and who to consult to get a job done. In addition to these example uses, the bureaucracy skill functions in countless other ways to let a character understand and use (or abuse) bureaucratic systems.

- Stat Bonus: Re/Pr

Gem Cutting: A character with this skill can finish the rough gems that are discovered through mining at rate of D10 stones per day.

- Stat Bonus: Ag/SD

Herb Lore: Bonus for the general knowledge of herbs, identify and prepare potions, powders for medical and pseudomedical purposes.

- Stat Bonus: Re/In

Making Maps: Bonus for creating and using maps.

- Stat Bonus: Re/In

Poison Lore: Bonus for the general knowledge of poisons (strength, type, effect, and how to creating and using).

- Stat Bonus: Ag/Re

Reading/Writing: The character can read and write a modern (not ancient) language he can speak, provided there is someone available to teach the character (another PC, or an NPC).

- Stat Bonus: Re/In

Sign Language: Those who have mastered the use of sign language can communicate among themselves without words, provided they can see each other's hand. On Athas, many groups employ sign language for covert conversations. In some city states, using sign language can be grounds for imprisonment. Though sign language throughout Athas is generally consistent, secret societies often employ special codes so that unwanted eyes cannot decipher specific conversations.

- Stat Bonus: Ag/Pr

Smithing: Bonus for working with normal metals to create or repair desired objects (e.g., metal armor and weapons). Bonus for oven or kiln building, and doubling effects of fire.

- Stat Bonus: St/Ag

STAT BONUSES FOR SKILLS

Maneuvering in Armor:	Agility
Weapon Skills:	Agility for bows Strength for other weapons
Magic Skills:	Spell Lists: Varies (optional) Runes: Intuition Magical Items: Intuition Directed Spells: Agility
Special Skills:	Adrenal Moves: Presence Adrenal Defense: NA Ambush: NA Body Development: Co.
General Skills:	Varies

ADOLESCENCE SKILL DEVELOPMENT

After a character has generated his stats and chosen a profession, adolescence skill development must be performed. The character must assign his weapon skill development costs, total his development points, and then expend those points to develop his skills. This process reflects one experience level of development, representing what the character learned in his childhood and adolescence. A character who has completed this process is considered to be level 0.

APPRENTICESHIP SKILL DEVELOPMENT

After a player has completed the adolescence skill development process for his character, he performs his apprenticeship skill development. This represents the training or apprenticeship of a character in his profession. Thus each character goes through the entire skill acquisition process (and receives the skills picked) four times before starting play (adolescence, apprenticeship 0, 1, and 2). Note that the development points from these four 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 four levels. After completing both skill development processes, a character is 3rd level and has 30,000 experience points.

SKILLS AND RANKS

CHARACTER DEVELOPMENT TABLE 5: GENERAL SKILLS

Skill	Fr	Gl	No	Pr	De	Te	Ps	Th	As	Tr	NP
Acrobatics	2/5	2/5	1/4	3	3	3/7	3/7	1/3	1/3	3/7	2/6
Acting	2/6	2/7	2/6	2/6	2/6	1/3	3/7	1/3	1/3	1/3	2/6
Animal Healing	2/6	2/6	1/3	2/6	2/6	2/7	2/5	2/6	2/6	2/4	2/6
Animal Handling	2/6	2/6	2/4	2/6	2/6	3/7	2/5	2/6	2/6	1/4	2/6
Animal Training	2/5	2/6	1/4	2/5	2/5	3/5	2/4	2/4	2/5	1/4	2/6
Bandage	2/6	2/6	2/5	2/6	2/6	2/6	2/5	2/6	2/6	2/6	2/6
Bargain	3/6	3/6	3/6	3/5	3/5	2/4	3/5	2/4	2/6	1/3	2/6
Charm	2/6	2/6	2/6	2/5	2/5	2/4	2/4	2/5	2/5	2/4	2/6
Climb	3/5	3/6	2/6	6	6	7	6	2/5	2/5	3/7	2/6
Cooking	2/5	2/6	2/4	2/6	2/6	3	2/6	1/5	1/5	2/5	2/6
Evaluate	3/7	3/7	3/6	2/6	2/6	1/4	2/5	1/4	1/5	1/3	2/6
Gambling	2/4	2/5	2/5	2/6	2/6	2/6	2/6	1/3	1/4	1/3	2/6
Making Clothes	2/6	2/6	2/4	2/6	2/6	3/7	2/6	2/5	2/5	3/7	2/6
Mining	2/6	2/6	2/4	3	3	5	3	2/4	2/4	3	2/6
Music	2/6	2/6	2/6	2/6	2/6	2/5	2/5	2/6	2/6	2/5	2/6
Orientation	2/6	2/6	2/4	2/6	2/6	2/4	2/5	1/4	1/4	2/4	2/6
Perception	2/5	2/5	2/4	2/6	2/6	2/4	2/5	1/3	1/3	2/5	2/6
Pick Pocket	3/7	3/7	3/5	2/6	2/6	2/6	2/5	1/3	1/3	2/6	2/6
Public Speaking	2/6	2/6	2/6	2/6	2/6	1/3	2/5	2/6	2/6	2/4	2/6
Riding Animals	2/4	2/4	1/4	2/6	2/6	2/4	2/6	2/4	2/4	1/3	2/6
Ritual Dance	2/6	2/6	2/6	2/6	2/6	2/4	2/5	2/4	2/5	2/6	2/6
Rope-mastery	2/6	2/6	2/5	3	3	3	3	1/3	1/3	2/7	2/6
Stalking and Hiding	2/5	2/5	1/4	3	3	5	3	1/3	1/3	2/6	2/6
Stone-carving	2/7	2/7	2/7	3	3	3	3	3/7	3/7	3	2/6
Taunting	2/4	1/4	2/6	2/6	2/6	1/3	2/6	1/4	1/5	2/6	2/6
Weapon Improvisation	2/4	1/4	1/4	3	3	3	3	2/5	2/5	2/6	2/6
Concealment	2/6	2/6	2/4	2/5	2/5	2/6	2/6	1/3	1/3	2/6	2/6
Desert Lore	2/6	2/6	1/3	2/4	2/4	2/4	2/4	2/6	2/6	1/4	2/6
Disarming Traps	3/8	3/8	2/5	3	3	3	3	1/3	1/3	3	2/6
Disguise	2/6	2/6	2/4	2/4	2/4	2/6	2/4	1/3	1/3	2/6	2/6
Forgery	3	3	3/5	3	3	1/3	2/6	2/4	2/4	2/5	2/6
Frenzy	2/6	2/4	2/6	5	5	4	6	2/6	2/6	3	2/6
Languages	2/6	2/6	2/6	2/5	2/5	2/4	2/5	2/6	2/6	2/4	2/6
Meditation	3/6	3/7	3/6	1/5	1/5	2/4	1/3	3/6	3/6	2/5	2/6
Picking Locks	3/9	3/9	3/9	5	5	3	5	1/3	1/3	2/6	2/6
Reading Lips	3/9	3/9	3/8	5	5	3	4	2/6	2/6	3/7	2/6
Set Trap	2/6	2/6	1/4	3/9	3/9	3/7	3/9	1/3	1/3	2/6	2/6
Somatic Concealment	3/8	3/8	3/7	1/4	1/4	2/6	1/5	2/6	2/6	3/8	2/6
Tracking	1/4	1/4	1/3	3	3	3	3	1/3	1/3	1/4	2/6
Wood-carving	2/6	2/7	2/5	2/4	2/4	3	2/4	2/7	2/7	2/4	2/6
Agriculture	3/7	3/8	2/6	2/6	2/6	1/5	2/6	3/7	3/7	2/6	2/6
Ancient History	2/6	2/6	2/5	1/3	1/3	1/3	1/3	2/4	2/5	2/5	2/6
Ancient Languages	2/6	2/6	2/6	1/3	1/3	1/3	1/3	2/5	2/5	2/6	2/6
Armorer	2/4	2/4	2/5	6	6	5	6	3/7	2/6	3/7	2/6
Astrology	3/8	3/8	3/7	1/3	1/3	1/3	1/4	2/6	2/6	1/5	2/6
Beast Lore	2/6	2/6	2/5	2/6	2/6	2/6	2/6	2/5	2/5	2/4	2/6
Bowyer/Fletcher	2/4	2/4	1/4	2/6	2/6	3/6	2/6	2/4	1/4	2/5	2/6
Bureaucracy	3/7	3/7	3/9	2/6	2/6	1/3	2/6	2/4	2/5	1/5	2/6
Gem Cutting	3/7	3/7	2/6	2/4	2/4	2/6	2/5	2/4	2/6	2/6	2/6
Herb Lore	2/6	2/6	2/4	1/3	1/3	2/4	1/3	2/6	2/4	2/6	2/6
Making Maps	2/6	2/6	2/5	2/6	2/6	2/6	2/6	1/3	1/4	1/4	2/6
Poison Lore	3/8	3/8	3/7	3/7	3/7	2/4	3/7	2/4	1/3	3/8	2/6
Reading/Writing	2/6	2/6	2/6	1/4	1/4	1/3	1/5	2/6	2/6	2/5	2/6
Sign Language	3/7	3/7	3/6	2/6	2/6	3/7	2/6	1/4	1/3	3/7	2/6
Smithing	3/5	3/6	3/6	3	3	3	3	2/6	2/7	2/6	2/6

EXPERIENCE AND ADVANCING LEVELS

Each character in the Dark Sun fantasy role playing game has a "level" that provides an indication of his capabilities. Characters become more powerful and skilled by advancing levels as they gain experience. Experience is represented in play by experience points which the Gamemaster awards to characters for certain experiences, activities, and achievements. Normally, a character starts play as a 3rd level character and his level increases as he acquires experience points from his adventures. A character's level does not necessarily increase each time he gains experience points; it increases when his experience point total reaches certain points (See Experience Points Table).

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 Gamemaster, especially in cases where the computation of the points is time-consuming.

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 Gamemaster (GM) must make too many or overly subjective decisions.

The suggested experience points awards are guidelines and the Gamemaster should feel free to modify them whenever common sense indicates that they are out of line. The Gamemaster may total and reward experience points at any convenient time, though this usually occurs at the beginning or end of a session of play.

BASIC EXPERIENCE MULTIPLIERS

(relates to specific character and situations)

1st Time	x5
2nd Time	x2
Subsequent Times	x1
Routine	x1/2

EXPERIENCE VALUES

Kill Points: #hits + (20xlvl)

Hit Points: 1 experience point for every hit you receive or deliver.

- 1/2x - If you are knocked out
- 2x - If the foe is knocked out

Critical Points: A Critical = 5 x lvl

B Critical = 10 x lvl

C Critical = 15 x lvl

D Critical = 20 x lvl

E Critical = 25 x lvl

Large creature = 20 x lvl

Super-Large Creature = 40 x lvl

- 1/10x - Foe unconscious
- 1/5x - Foe stunned
- 2x - In single combat with foe

Idea Points: % of sum equal to 1/2 group's total points (other than ideas) where plan was the reason for the success.

Maneuver Points: 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.

- 1/2x - Routine thru medium maneuvers
- 1x - Hard maneuvers and very hard
- 2x - Sheer folly and absurd

Death Points: Your own kill point value.

- 1/2x - "Near death"
- 2x - Killed and resurrected

Travel Points: 1 experience point for every mile a player travels while conscious and able to interact with the territory.

- 2x - Rugged/Moderately dangerous terrain
- 3x - Extremely dangerous terrain

Spell Points: 1 experience point for every power point used by player (optional).



BASIC EXPERIENCE POINT VALUES

The basic point values for certain experiences are given in above. They are the normal rewards, and are subject to modification as a result of circumstance. The experience multipliers reflects the “uniqueness” and learning value of a given event or action and may act to significantly increase or decrease the norm.

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
- 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.

Experience Point Multipliers: All of the experience point guidelines may be multiplied by 5 if the activity has never been performed by the character, by 2 if the activity has only been performed once before, and by 1/2 if it has become routine.

NEGATIVE EXPERIENCE POINTS

Negative points can be awarded if the Gamemaster feels that the actions of a character demonstrate a regression in the learning process.

In the rare case when negative points awarded bring a characters experience point total below the minimum for his level, he loses all benefits earned for that level (Resistance Rolls and combat bonuses), although not acquired skills. Skills currently being learned and stat gains are not acquired until the character next reaches a level he had not previously attained.

MISCELLANEOUS EXPERIENCE POINTS

Most of the experience point guidelines concern action in a tactical situation (i.e., a situation involving detailed and precise activity usually under time constraints, such a fighting, maneuvering, and exploring). It is

more difficult to award experience points for activities and accomplishments in a strategic environment (i.e., less structured than the tactical environment). Travel points reflect the experience gained by travelling through new regions. The Gamemaster should award miscellaneous experience points for the other strategic activities not involving travel (e.g., figuring out a riddle or clue, planning a successful trip or adventure, etc.).

These points may also be awarded by the Gamemaster for events that have special significance to a given character (e.g., visiting a special place, accomplishing a special mission or goal, casting non-combat spells, etc.). They are also awarded for any actions or accomplishments that the Gamemaster deems worthy of reward.

CHARACTER LEVELS

The level for each character is determined by how many experience points he has accumulated. In Dark Sun, characters do not begin adventuring as novices to the world around them. Rather, they start with a fair degree of experience. All player characters start the campaign at 3rd level. A player character thus begins his adventuring career with the minimum number of experience points to attain 3rd level (30,000 EP). He gets any benefits that apply. This rule reflects the fact that daily life on Athas is much harsher than it is in other FRP realms, forcing characters to mature more quickly if they are to survive.

LEVEL COMBAT BONUSES

Certain professions derive combat bonuses from their level. In addition to specific skills with weapons characters in certain professions can accumulate extraordinary combat knowledge that is generally applicable. 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 own skills and abilities are all examples of advantages that Fighter can acquire over spell users.

- **Fighters** get +3 OB per level, after 20th level +1 added to their OBs.
- **Gladiators** get +3 OB per level.
- **Nomads** get +3 OB per level up to +60.
- **Thieves** get +2 OB per level up to +40.
- **Assassins** get +2 OB per level up to +60.

These level combat bonuses are applicable to all missile and melee Offensive Bonuses. The number of points that a character spends to develop weapon skills has no effect on this bonus for level.

LEVEL SPELL BONUSES

Spell users get benefits for their level as described in Athasian Magic. Spell users modify their spell casting die rolls by +1/level. The maximum modification for this level spell bonus is +20. Other modifications are allowed for factors such as range, terrain, target Agility, etc.

RESISTANCE ROLLS

Resistance Rolls are affected by the level of the attacker (spell caster, poison, disease, etc.) and the level of the target (a character, a creature, an item, etc.). Athasian Magic describes how the Resistance Rolls table is used. This process requires cross-indexing the attacker's level and the level of the defender. Thus when advancing a level, it is important for both spell users and other characters to note changes in their effective Resistance Rolls.

ADVANCING A LEVEL

When his character advances (goes up) a level, a player must perform several actions:

- "Stat gain rolls" must be made to determine if the temporary stats rise or fall (see below).
- Skill ranks increase for the skills which have been learned and developed since the last level advancement.
- The skill development process is again begun. To develop a skill the player allocates development points to it in order to increase the skill's rank.

STAT GAIN ROLLS

Upon reaching a new experience level, a character must make stat gain rolls to determine if his temporary stats rise or fall. During his adventures, it is assumed that a character's faculties will be exercised heavily, possibly affecting their value.

For each stat (even those for which the temporary value and the potential value are equal), roll 1-100 (not open-ended). A roll of 01-04 results in a decrease in that stat of double the number rolled (i.e., 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.

STAT GAIN TABLE										
Difference Between										
Roll Temporary and Potentials										
	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 results of decrease (see above).

Note that this table can also be used to determine recovery from injury or disease. The Gamemaster 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 (e.g., 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).

SKILL DEVELOPMENT

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 Gamemaster, characters are considered to have acquired their skill 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. Then they expand those points to begin to learn and develop new skills.

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 double the number of skill ranks picked at the previous level. For example, if a character gets enough experience to advance two levels, he would acquire the skill ranks being developed and then he would acquire the same skill ranks a second time.

LEVEL ADVANCEMENT SUMMARY

This is a summary of the process usually followed when advancing an experience level.

- A.** Make stat gain rolls.
- B.** Receive benefits of skills developed since previous level (if 2 level advance, double benefits).
- C.** Receive special level bonuses and modifications; level combat and level spell bonuses; RR modifications due to level.
- D.** Update spell lists (if applicable).
- E.** Expend development points on skills to be developed for the next level.

EXPERIENCE POINTS TABLE

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	500,000
21	550,000*

All of the levels after 20th cost an additional 50,000 experience points.

*All of the asterixed points denote an increase in the required points necessary for progression.

CREATING CHARACTERS

In the Dark Sun Fantasy Role Playing game, each participant (player) except for the Gamemaster (GM) assumes the persona of one of the individual characters - his player character. Each player must first "generate" a player character in order to determine the character's attributes, background, physical appearance, skills, etc. To generate a character the player should perform each of the following steps (1-9 steps are described in this chapter):

- 1) Decide in general what type of character to play.
- 2) Roll and assign the character's 8 temporary stats.
- 3) Choose a profession (or a combined profession) and race (mutations).
- 4) Replace none, one, or all prime requisites.
- 5) Determine the stat potentials.
- 6) Determine the character's base hit points.

- 7) Develop the character's adolescence skills (level 0).
- 8) Develop the character's apprenticeship skills (level 1-3)
- 9) Expand development points for level 4.
- 10) Determine the character's background.
- 11) Outfit the character.
- 12) Total the character's penalties and bonuses.
- 13) Develop a persona for the character.
- 14) Start play with the character at level 3.

DETERMINING BACKGROUND

The Gamemaster and player should define the character's background (special abilities, special equipment, family background, etc.). This is up to the Gamemaster even though the player character concerned may have some input.

OUTFITTING

Each character starts with some money (see Equipment and Commerce) with which to buy equipment, clothes, weapons, food, water, and to survive on until he can get more.

Encumbrance: The player should total the weights of all of the character's equipment and supplies (other than clothes and armor), rounding down to the nearest pound. If the total is over the character's weight allowance, a movement penalty will result (see Encumbrance).

TOTALING THE BONUSES

At this point the player must determine and total his bonuses for skills and other capabilities.

Skill Bonuses: Skill bonuses are the numbers added to various rolls which determine the success of events and actions during play. They represent how capable a character is at certain activities. The basic classifications for skill bonuses are the Offensive Bonuses (OB), Defensive Bonuses (DB), Moving Maneuver Bonuses (MM), and Static Maneuver Bonuses (SM). Each skill bonus is the sum of several specific bonuses (stat bonus, level bonuses, item bonuses, etc.).

Special Bonuses: Several of the skills do not fall in the general pattern outlined above: Learning spell lists, Body Development, Ambush.

Resistance Roll Bonuses: Certain attacks occurring during play will require a character to make a Resistance Roll to determine if or how an attack affects the character. Resistance Roll Bonuses consist of a stat bonus, and any item bonus. The bonuses for the following stats affect the listed Resistance Rolls:

Wizard spells	Reasoning
Priest spells	Intuition
Psionic spells	Presence
Poison	Constitution
Disease	Constitution
Terror/Fear	Self Discipline

THE ROLE OF THE CHARACTER

The player should develop a scheme and outline of his player character's basic character traits. These may be the player's own traits, in which the player character is basically the player himself. Alternatively, the player may choose a persona entirely different from his own, or some medium between the two extremes.

Personality: Many players may interject their own personality into their character, which is very acceptable and enjoyable. However, it can be exiting, stimulating, and rewarding to embody the character with a personality other than the player's; after all, this is Fantasy Role Playing. Whatever is decided, it is important to carefully consider the character's personality.

Motivation: Another question that should be answered about the character is: What is his motivation? What are his objectives in the game? It may be to kill and fight. It might be to defeat the good guys and gain immense power yourself. Whatever the character's motivation, it really helps to flesh him out.

Alignment: The player should determine his character's morals, and social tendencies. These factors are grouped under alignment. The easiest decision is whether the character is good, evil, or neutral.

CHARACTER TREES

Dark Sun campaigns are set in a violent world. Powerful magics, desperate hordes of raiders, and even the unforgiving desert wastes all conspire against player characters - death is not at all uncommon on Athas, nor is it uncommon for player characters in Dark Sun campaigns.

Replacing a fallen player character of high level with a novice third level character is never satisfying for the player. Also, where this new character fits into the plot is usually contrived on the spot.

In Dark Sun campaigns, players are encouraged to use character trees, where they play with only one character at a time, but they have four to call upon at the beginning of any particular adventure.

In brief, a character tree consist of one active character (which the player is using as his player character) and three inactive characters. The active character takes part in the adventure, performing actions in the campaign world. When a new adventure begins, the player may switch to one of his inactive characters or keep his previously active character to continue play.

SETTING UP A CHARACTER TREE

To begin a character tree, a player should completely roll up four characters. Once this is done, the player selects the character that he intends to run for the first adventure, making that one his "active" character. The other three are inactive.

CHANGING CHARACTERS

There are three instances when a player may switch the character he wishes to use in play.

Between Adventures: When an adventure is concluded (in the eyes of the GM, that is), a player may switch his active character for an inactive one. The player is not obligated to do so, and may keep one character active through any number of consecutive adventures.

During an Adventure: The GM should sparingly allow players to switch their active characters during an adventure. The GM should never allow switching during critical or dangerous scenes of an adventure. Any switching of characters during an adventure is subject to the direction of the GM, who may freely veto any request to do so.

Upon an Active Character's Death: When the active character dies, one of the inactive characters on the tree is assumed to arrive on the scene within one day (if possible). The player picks which inactive character will arrive and must subsequently roll a new third-level character to occupy the vacated spot on the tree. If circumstances make it difficult for a new character to arrive, the GM may be forced to extend the period before the newly activated adventurer arrives.

CHARACTER ADVANCEMENT

Every time the active character goes up a level of experience, the player may also advance one of his inactive characters one level. The inactive character chosen must be of a lower level than the active character. Adjust the experience point total on that inactive character's sheet to the minimum number for the new level attained.

STATUS OF INACTIVE CHARACTERS

Inactive characters are not NPCs or followers. They aren't involved in the adventure at any time. At no time will a player's active and inactive characters come into contact in the campaign world.

When not in play, inactive characters are assumed to be elsewhere on Athas, performing other tasks.

All characters in a character tree are assumed to know each other and are working toward similar ends. The player may invent connections - the characters are all sons of the same powerful woman, are distant cousins, friends from childhood, etc. However, there is no need to have any relationship between them - the player may decide that the individuals in his character tree have no more than a passing acquaintance with one another.

CHARACTER TREE ADVANTAGES

The character tree's chief purpose is to give every player a pool of adventurers to choose for different situations or when one of his characters dies. The player is familiar with these characters and can apply their strengths more readily than he might be able to with freshly created characters. However, if care is taken, the character tree can be a valuable tool to the player in an extended campaign.

As only one inactive character gains a level of experience every time the active character does so, deciding which character to advance might be a decision based on which direction the campaign seems to be taking. If, for instance, a large war is in progress, a player may wish to use his fighter for his active character. If the war is winding down, he might want to advance inactive non-fighter characters for the post war adventures to come.

As another example, the quest might be a dangerous trek across the wilderness to steal a magical item from an ancient defiler's mansion. The player might use his nomad character to make the journey, but all the while might be using his inactive character's advancements to make his thief more powerful for the final assault on the mansion.

EXCHANGES BETWEEN CHARACTERS

Even though characters are on the same tree, they cannot freely exchange equipment, magical items, cash, or personal possessions. Keep separate lists for all such items.

In some instances, if there is a compelling reason to do so, characters may exchange important items or information, but this is an option that can be easily abused. In general, items stick with the original character and that's that.

NON-PLAYER CHARACTERS

The characters whose actions are not under the control of a player (non-player characters, NPCs) are usually under the control of the Gamemaster. The extent to which these "NPCs" 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 NPCs 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 NPCs.

Hirelings: The most frequently employed NPC is the hireling. A hireling is a person who works for money. Most hirelings have fairly ordinary skills, while others are masters of a craft or art, and a few are experts of specialized adventuring skills.

Followers: Most reliable than those who are motivated purely by money are those characters who, while they expect pay, were originally drawn into service by the reputation of the player character.

Henchmen: Henchmen are much that hirelings are not. They are adventurers who serve out of loyalty. They are willing to risk their lives for those they respect. They are also hard to find.

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 Gamemaster should examine these rules and determine which ones are appropriate for the pace, flavor and detail he wishes to inject into his game.

SKILLS

These rules outline the additional effect of the skills described in the basic rules.

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. The skill rank bonus with a particular weapon is the skill rank bonus with that weapon or half (round up) the skill rank bonus of any similar weapon - Whichever is higher.

Similar Weapon Classes:

- Short weapons
- Long double-edged blades
- Long single-edged blades
- Two-handed blades
- Two-handed spikes
- Long axes
- Long bludgeons
- Short axes
- Short spikes
- Short bludgeons
- Swinging weapons
- Whips
- Body weapons
- Bows
- Polearms
- Blowguns
- Slings
- Thrown projectiles
- Rope weapons

RIDING SKILLS FOR SIMILAR ANIMALS

This rule is identical to Weapon Skills for Similar Weapons Optional Rule, except it allows similarity of riding skills for "similar" animals.

USING TWO WEAPONS IN MELEE

A combatant may use a one-handed weapon in each of his hands. He is assumed to be right-handed (the same rules apply in reverse for left handed combatants). When a combatant develops skill with (i.e., trains with) a weapon, he must develop the skill with his right hand and skill with the left hand separately.

- Any weapon used in the left hand automatically gets a -20 modification to the combatant's OB with a weapon. Ambidextrous characters do not receive this penalty (see below).
- The combatant may attack with both weapons in the same round, or he may attack with only one and use the other for its "shield" bonus versus melee.
- 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 his weapon OBs by that amount.

It is assumed that if skill in a weapon is developed, it is for the right hand. This assumes the character is right-handed, while 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 Athas, the percentage of people who are ambidextrous normally ranges from 2% to 5% of the population. If a character is ambidextrous he can use either or both hands with the same skill ranks at will.

PARTIAL SKILL ACQUISITION AT HALF-LEVEL

When a character reaches an experience point total that is more than half way to his next level, he can advance 1 skill rank in up to 3 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 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

skill 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 Gamemaster has two options when using this rule: he may allow the player to choose the three skills or the Gamemaster can examine the activities of the character during the past half-level and choose the skills to advance based upon those activities. The Gamemaster 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 make a Spell Gain 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. If he is unsuccessful, no Spell Gain Roll is allowed when he reaches the full-level (i.e., only one Spell Gain Roll per development period).

STATS

These optional rules affect the use of stats in Athasian Characters.

STAT BONUSES FROM MULTIPLE STATS

The basic rules assume that only one stat can affect any particular action. This is hardly realistic, therefore this optional rule allows several stats to be averaged (round off) and this average to be used for bonuses for actions.

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. 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. This stat gain roll is not made until a level after the points are expended.

ALTERNATIVE STAT GENERATION

Under the basic rules, the 8 temporary stats are rolled and then assigned to the 8 individual characteristics. Then the profession is chosen and the potentials are rolled for each stat.

OPTIONAL RULES

When using this optional rule, the order in which the steps of this process are performed is changed. The 8 temporary stats are rolled normally, then the potentials are rolled, then the temporary/potential stat pairs are assigned to specific characteristics, and finally the profession is chosen.

To handle the replacement of prime requisites, the actual 1-100 rolls for potentials should be recorded so that if the prime requisites are replaced, the original 1-100 rolls can be used to calculate the new potentials.

MORE EXPERIENCE POINT SUGGESTIONS

The experience guidelines provide a set for awarding experience points (EP). However, this optional rule and the table that goes with it expand, modify, and clarify some of the guidelines presented in the normal EP table.

CRITICAL POINTS

These points are awarded for any criticals inflicted on a foe regardless of their effect. The experience points awarded are based upon the level of the foe and are modified depending upon the state of the foe and the combat.

Opponent's Level	Critical Delivered				
	A	B	C	D	E
0	3	5	8	10	13
1	5	10	15	20	25
2	10	20	30	40	50
3	15	30	45	60	75
4	20	40	60	80	100
5	25	50	75	100	125
6	30	60	90	120	150
7	35	70	105	140	175
8	40	80	120	160	200
9	45	90	135	180	225
10	50	100	150	200	250
for each level above 10th to self*	+5	+10	+15	+20	+25
	100	200	300	400	500

These totals are further multiplied by:

0x - if the foe is dead or dying (i.e., no points).

1/10x - if the foe is unconscious or incapacitated.

1/5x - if the foe is stunned.

2x - if the character is alone in melee combat with the foe(s).

* - These points are awarded to a character for criticals inflicted upon him by a foe; for these points, the "level of the foe" is always treated as 20.

Note: The critical points may not exceed the opponent's "kill points".

MANEUVER POINTS

These experience points are given for unique or inspired maneuvers (static or moving) successfully accomplished during an adventure. For moving maneuvers, a "100" result or higher must be obtained.

Routine	0
Easy	5
Light	10
Medium	50
Hard	100
Very Hard	150
Extremely Hard	200
Sheer Folly	300
Absurd	500

KILL POINTS

These experience points awarded for killing an active opponent or rendering him unconscious. This must occur in a combat situation. An active opponent is one that is not dead or unconscious. These points all go to the combatant who delivers the blow that knocks out or kills the opponent. These experience points are reduced by the number of experience points given for criticals already inflicted on the opponent (see above). In some cases the Gamemaster should add extra points for creatures with special abilities and powers.

SPELL POINTS

These points are awarded for casting spells during a combat situation. Casting a spell that fails results in 0 points. The spell must have a purpose that aids the character or his group during the combat.

OPTIONAL RULES

Opponent's Level	Level of the Character Delivering The "Killing" Blow									
	1	2	3	4	5	6	7	8	9	10
0	50	45	40	35	30	25	20	15	10	5
1	200	150	130	110	100	90	80	70	60	50
2	250	200	150	130	110	100	90	80	70	60
3	300	250	200	150	130	110	100	90	80	70
4	350	300	250	200	150	130	110	100	90	80
5	400	350	300	250	200	150	130	110	100	90
6	450	400	350	300	250	200	150	130	110	100
7	500	450	400	350	300	250	200	150	130	110
8	550	500	450	400	350	300	250	200	150	130
9	600	550	500	450	400	350	300	250	200	150
10	650	600	550	500	450	400	350	300	250	200

Note: If the opponent's level is greater than 10, an extra 50 experience points is awarded for each level over 10.

Spell Level	Level of the Character Casting the Spell									
	1	2	3	4	5	6	7	8	9	10
1	100	90	80	70	60	50	40	30	20	10
2	100	100	90	80	70	60	50	40	30	20
3	100	100	100	90	80	70	60	50	40	30
4	100	100	100	100	90	80	70	60	50	40
5	100	100	100	100	100	90	80	70	60	50
6	100	100	100	100	100	100	90	80	70	60
7	100	100	100	100	100	100	100	90	80	70
8	100	100	100	100	100	100	100	100	90	80
9	100	100	100	100	100	100	100	100	100	90
10	100	100	100	100	100	100	100	100	100	100

Note: $100 - (10 \times \text{level of the caster}) + (10 \times \text{level of the spell cast})$.

Chapter Two :

ATHASIAN ENVIRONMENT**RESOLVING ACTIONS
AFFECTED BY SKILLS**

Each skill is classified as being applicable to a moving maneuver (MM), to a static maneuver (SM), to an attack (using an offensive bonus: OB), or to a special purpose (SP). This section describes how each of these types of bonuses are used to resolve actions.

MANEUVERS

Maneuvers are actions (other than attacks and spell casting) which under normal circumstances have a chance of failing and usually entail an element of risk. Thus normal movement and activities such as walking, climbing stairs, drawing a weapon, etc. are not maneuvers. However, unusual activities (climbing a rope, running up or down stairs, opening a lock, etc.) and activities performed under stress (running, dodging, stalking, hiding, etc.) are maneuvers and generally require rolls. The Gamemaster is the final judge as to what is a maneuver and requires a roll, and as to what is normal activity and doesn't require a roll. Maneuvers are further classified as being Moving Maneuvers or Static Maneuvers. Each class of maneuvers is resolved differently.

MOVING MANEUVERS

Moving Maneuvers include climbing, riding, stalking, and any complex or unusual movement (acrobatics, dodging, etc.)

ASSIGNING A DEGREE OF DIFFICULTY

When a combatant indicates that he wishes to attempt a specific moving maneuver, the GM should assign a degree of difficulty. The degree of difficulty is chosen from those listed across the top of the Maneuver/Movement Table and listed below:

Routine	Medium	Extremely Hard
Easy	Hard	Sheer Folly
Light	Very Hard	Absurd

Normally, the maneuver must still be within the physical capabilities of the character, and is limited to covering a distance no more than half of the character's normal (not running) movement.

The Gamemaster may assign an additional modification to the maneuver roll (e.g., an unassisted running leap across a 40' chasm for a human might be given a difficulty of "absurd -10" since the world record is only around 28'). Assigning difficulty requires a familiarity with the Maneuver/Movement Table and a subjective decision by the Gamemaster (practice and experience will help). Certain maneuvers may be deemed impossible by the GM. The player should be advised that such a maneuver is doomed to failure.

MANEUVER ROLL

After the difficulty is assigned, the character may then decide not to attempt the maneuver (i.e., he reconsiders and decides not to do it). In this case, he cancels his action and may perform some other limited action as described.

If a character decides to proceed with the maneuver, he makes an open-ended roll and adds his appropriate bonus along with any other applicable modifications. The resulting total is cross-indexed with the difficulty on the Maneuver/Movement Table to obtain the maneuver result.

MANEUVER BONUSES AND PENALTIES

Attempted maneuvers can be affected by various factors such as skills, armor and special equipment. Bonuses and penalties for these factors are outlined in Maneuver Modifications Chart. The sum of these bonuses and penalties is added to the maneuver roll to determine the net maneuver roll.

Maneuver Modifications Chart:

+35 to -25 Applicable stat bonus (usually Agility).
-10 Wounded more than 25%
-10 Wounded more than 50%
-10 Wounded more than 75% (concussion hits).
- (variable) Armor maneuver mod.
+/- (variable) Applicable skill bonus.
+/- (variable) Bonuses due to spells.
+/- (variable) Unusual absurdities.
+/- (variable) Miscellaneous.
Note: Modifications are cumulative unless noted otherwise.

MANEUVER RESULTS

The net maneuver roll is cross-indexed with the degree of difficulty on the Maneuver/Movement Table. The result is usually self-explanatory, but a percentage result (i.e., a number) can be interpreted in several ways by the GM.

- In the case of an all-or-nothing maneuver (i.e., no partial success) a second dice roll must be made. If the 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.

MOVING MANEUVER PROCEDURE

- 1) The character states the nature of his maneuver.
- 2) The GM assigns a degree of difficulty and any special modifications to the maneuver.
- 3) The character decides whether or not to cancel the maneuver.

- 4) If decides not to cancel the maneuver, an open-ended maneuver roll is made.
- 5) All applicable modifications are made to the maneuver roll.
- 6) The total is applied to the Maneuver/Movement Table.

STATIC MANEUVERS

Static Maneuvers include tracking, picking locks, disarming traps, reading runes, using items, perception, influencing other characters, and any other complex or unusual activity not involving significant movement.

If a character chooses a Static Maneuver as his action for a round, the Gamemaster must assign any applicable modifications from the Static Action Table. Then the character must decide whether or not to actually perform the maneuver (see Canceling Action).

The Gamemaster may require more than one round for the maneuvers which he decides are very difficult or complex. He may also allow a character to decrease the difficulty of appropriate maneuvers by using multiple rounds.

If the character decides to proceed with the maneuver, he makes an open-ended roll and adds his appropriate bonus along with any other applicable modifications. If the modified roll is greater than 100, the action is successful. If not, the action fails.

STATIC MANEUVER PROCEDURE

- 1) The character states the nature of his maneuver.
- 2) The GM assigns a degree of difficulty and any special modifications to the maneuver.
- 3) The character decides whether or not to cancel the maneuver.
- 4) If he decides not to cancel the maneuver, an open-ended roll is made.
- 5) *Success*: if the modified roll is over 100;
Failure: Otherwise.

OFFENSIVE BONUSES

Offensive bonuses are added to certain attack rolls. See Athasian Combat for a complete explanation.

SPECIAL PURPOSE BONUSES

Skill which are not particularly applicable to moving maneuvers, static maneuvers, or attacks are classified as "Special Purpose" skills. The effects of bonuses varies for each of these skills.

CANCELING ACTION

During a round an action may be canceled before it would otherwise be resolved. A character who has canceled his action may perform one of the following alternative actions: melee with half of his normal Offensive Bonus or move half his normal (not running) movement or attempts different maneuver modified by - 30 (this one may not be canceled). The alternative action chosen must be performed when the other actions of that type are normally resolved.

Note: Use the Self Discipline stat bonus for Stunned Maneuvers (which have standard penalties ranging from -30 to -70).

STAT EFFECT TABLE

Action (Skill)	Type	Basic Stat	Optional*
Maneuver 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
Stunned Maneuvers	M	SD	SD
Movement**	M	Qu	Qu/Ag
Spell Acquisition	SP	-	Prime Req.
Runes	SP	In	Re/In
Magical Items	SP	In	Re/In
Directed Spells	OB	Ag	Ag
Adrenal Moves	M,S	Pr	Pr/SD
Adrenal Defense	DB	-	-
Ambush	SP	-	-
Body Development	SP	Co	Co

* -See Optional Rules (Chapter One).

** -Bonus for movement at faster than a walk.

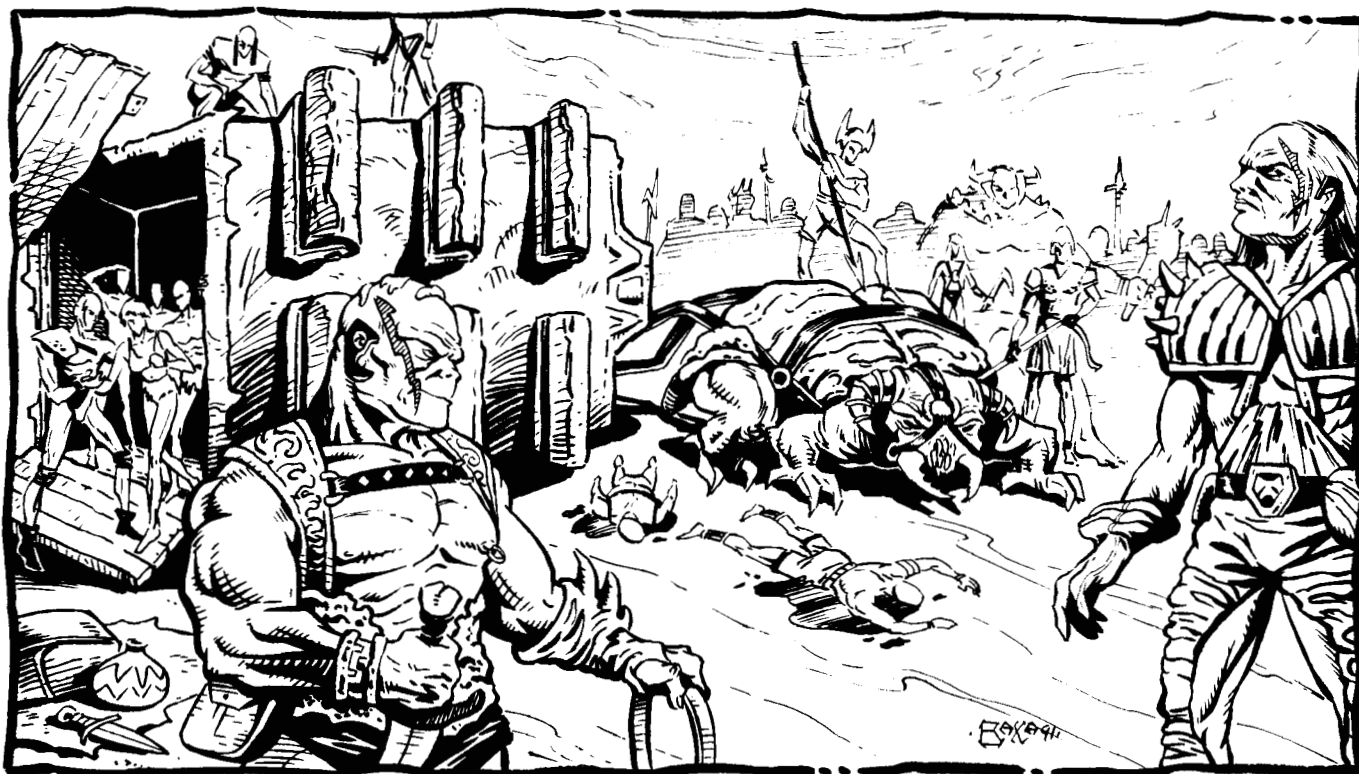
M -Action is a moving maneuver.

OB -Stat bonus is applied to the appropriate Offensive Bonus.

DB -Stat bonus is applied to the Defensive Bonus.

S -Action is a static maneuver.

SP -Action is treated in a special manner



RESOLVING ACTIONS AFFECTED BY SKILLS

MANEUVER/MOVEMENT TABLE 1				
	Routine	Easy	Light	Medium
-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.
(-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.
(-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.
(-100) - (-51)	30	10	Fail to act.	Fall down. Lose 2 round. +3 Hits.
(-50) - (-26)	50	30	10	Fail to act.
(-25) - 0	70	50	30	5
01 - 20	80	60	50	10
21 - 40	90	70	60	20
41 - 55	100	80	70	30
56 - 65	100	90	80	40
66 - 75	100	100	90	50
76 - 85	100	100	100	60
86 - 95	100	100	100	70
96 - 105	110	100	100	80
106 - 115	110	110	100	90
116 - 125	120	110	110	100
126 - 135	120	120	110	100
136 - 145	130	120	120	110
146 - 155	130	130	120	120
156 - 165	140	130	120	120
166 - 185	140	140	130	Super move. You feel great. Take 4 hits from your current total.
186 - 225	150	140	Great move. You feel better. Subtract 4 hits from current total.	Move inspires all. You are unstunned. Allies are at +10 for 2 rnds.
226 - 275	150	Incredible move. You feel great. Take 3 from your hit total.	Move inspires all. You are unstunned. Allies are at +10 for 2 rnds.	Move inspires your allies. +20 to friendly rolls for 3 rounds.
276+	Incredible move. You feel great. Take 3 from your current hit total.	Brilliant. Move inspires all. Allies are at +10 for 2 rnds.	Move inspires your allies. +20 to friendly rolls for 3 rounds.	Move inspires your allies. +25 to friendly rolls for 3 rounds.

RESOLVING ACTIONS AFFECTED BY SKILLS

MANEUVER/MOVEMENT TABLE 2				
Hard	Very Hard	Extremely Hard	Sheer Folly	Absurd
Fall. Break arms.+20 Hits. You are out 18 rounds.Arms useless.	Fall.Break both arms and neck.+30 Hits. You are out 60 rnds.	Fall sends you into a coma for 3 years. +30 Hits. Broken spine.	Fall breaks neck You die in 3 rounds.	Fall crushes skull.
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.
Fall. Break arm.+10 Hits.You are out 6 rnds,stunned 3 rnds.	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 rnds.	Fall. You smash your backbone and are in a coma for 1 year.
Fall down. Sprain ankle. You are at -25. +5 Hits.	Fall.+20 Hits.Break your wrist.Out 2 rounds.	Fall. +12 Hits. Break arm. You are out for 6 rounds.	Fall.+30 Hits.You are out for 9 rnds.Shatter knee.You are at -80.	Fall. Break back and legs. +25 Hits. Paralysis of lower body.
Fall down. +5 Hits. You are out 3 rnds.	Fall. Sprain ankle and tear ligament. You are at -30.+15 H.	Fall.+10 Hits. Knock yourself out. Out for 18 rounds.	Fall. +12 Hits. Break arm. You are out for 6 rounds.	Fall. You are out 18 rounds. You break both arms. +15 Hits.
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. Break your wrist. Out 2 rounds.	Fall. +10 Hits. Break your leg. You are at -75. Out 6 rounds.
5	Fail to act.	Fall down. +5 Hits. You are out of action for 3 rounds.	Fall.+5 Hits.You pull a leg muscle.You are at -25. Out 2 rounds.	Fall. +15 Hits. Break your arm. You are out for 6 rounds.
10	5	Fail to act.	Fall down. +7 Hits. You take 3 hits per rounds.Out 2 rnds.	Fall. Knock yourself out. You are out for 30 rounds. +10 Hits.
20	10	5	Fall down. +5 Hits. Out for 3 rounds.	Fall. Sprain ankle. You are -30.+15 Hits.
30	20	10	Fail to act.	Fall. +7 Hits. 3 hits/rnds. Out for 2 rnds.
40	30	20	5	Freeze for 2 rounds.
50	40	30	10	Fail to act.
60	50	40	20	5
70	60	50	25	10
80	70	60	30	20
90	80	70	40	30
100	90	80	50	40
100	100	90	60	50
110	100	100	70	60
120	110	100	80	70
Excellent move. You are unstunned.+10 to allies' rolls for 2 rnds.	120	110	90	80
Move inspires your allies.+20 to friendly rolls for 3 rounds.	Move inspires your allies.+30 to friendly rolls for 2 rounds.	120	100	90
Move inspires your allies.+25 to friendly rolls for 3 rounds.	Move inspires your allies.+30 to friendly rolls for 3 rounds.	You have half the round to act.	100	100
Move inspires your allies.+30 to friendly rolls for 3 rounds.	Move inspires your allies.+30 to friendly rolls for 4 rounds.	Move inspires your allies.+30 to friendly rolls for 6 rounds.	Move stuns all foes within 30'. You still have half a rnd to act.	Move stuns all foes within 50 feet.

RESOLVING ACTIONS AFFECTED BY SKILLS

STATIC ACTION TABLE 1: BASIC MODIFICATIONS

Category	Condition	Speed & Strength	Hiding	Disarm Traps	Pick Locks	Percep- tion	Maneu- vers*	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 Dark	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	-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
Combat Situation	In melee	-20	NA	-50	-50	-20	-30(3)	-30
	Under missile fire	-10	NA	-20	-20	-10	-10	-10

STATIC ACTION TABLE 2: 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/Movement.

- (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 maneuver 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 Encumbrance, 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).

LANGUAGES

Human characters generally start the game knowing only their regional language - the language they grew up speaking. The GM may decide to allow beginning characters additional languages, if he feels the characters had the opportunity to learn these as they grew up. Otherwise, characters may learn additional languages as they adventure. Generally, all athasian city state has its "own" language, identified with their city name (the city state name is Tyr, and its language name is Tyrian).

LINGUISTICS TABLE

Skill Rank and Conversational Ability

- 1-Allows recognition of the language when spoken.
- 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, desert, money, enemy, etc.).
- 3-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.
- 4-User may converse on very simple subjects, using whole sentences instead of broken phrases. User can understand everyday conversation when spoken slowly.
- 5-Allows user to converse freely in everyday conversation of an average nature (e.g., market talk, conversation with templars, etc.). Rapid and/or sophisticated speech is still troublesome.
- 6-Normal speaking level of the native population, the common man. Subtle or particularly sophisticated concepts still prove troublesome. User cannot understand archaic speech out of the norm. User can converse freely on the same 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 concepts will still prove troublesome.
- 8-Fluency plus the ability to recognize the cultural origin of all speech.
- 9-Absolute fluency.
- 10-Absolute fluency, but extremely archaic and complex concepts may prove troublesome.

Skill Rank and Reading/Writing Ability

- 1-Allows recognition of the language in written form.
- 2-Allows user to read or write very simple phrases and words and possibly understand the context of very simple passages.
- 3-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.
- 4-User can read moderately simple writings and understand most of the details. User still has trouble with subtle concepts.
- 5-Allows reading of most "everyday writings" and normal books.
- 6-Reading level of the average Templar man.
- 7-Reading ability level of average member of nobility.
- 8-Allows one to read relatively complex material and recognize (but not fully understand) the nature of archaic or unusual concepts.
- 9-Allows one to write very complex passages and moderate translation.
- 10-Allows reading and writing of the most complex nature in the chosen language.

Language Multipliers

Multiply the trait development cost by one of the following factors should the student be beset with the given situation.

Situation	Multiplier
Knows a related language	x1/2
Has writing but no teacher	x2 Re/Wr
	x5 Speak
Has teacher but no writings	x8 Re/Wr
	x2 Speak
Has no writing, no teacher	-cannot learn

Note: The teacher must have language skills in the tongue that are higher than the rank begin taught. The “teacher” requirement may be fulfilled by residing or travelling 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.

In order to use the 1/2 multiplier for knowledge in a related tongue, one must have knowledge skills in the related language that are at a higher rank than that of the skill rank he is attempting to acquire in the new tongue.

EQUIPMENT AND COMMERCE

Although a character has some impressive abilities and skills, he really isn’t going to be effective without the equipment necessary for adventuring. To get this equipment, he needs money. Not only does he need money to outfit himself, but a character also has to cover his living expenses.

To understand commerce and equipment in Dark Sun, one must understand that Athas is a metal-poor world. In game terms, all metal items - swords, armor, coins - are worth considerably more than on other fantasy worlds.

Virtually all Athasian city states issue coins minted in tribute to their sorcerer-kings. Also, some wealthy merchant families mint their own coins when the precious metals are available to them. Though the currencies vary, they all fall under the standard exchange rates given in the table below.

Coin	Abbreviation	Breakdown
1 platinum	pp	= 5 gold
1 gold	gp	= 10 silver
1 silver	sp	= 10 ceramic
1 ceramic	cp	= 10 bit

Ceramic Pieces and Bits: The most commonly used coin throughout Athas is the ceramic piece (cp). Ceramic coins can be manufactured from the most common clay of Athas, then glazed in specific colors and kilned to discourage forgery. The molded shape of

ceramic pieces allows them to be broken into 10 separate pie-shaped pieces. Each of these “bits” is worth 1/10 of a ceramic piece.

MONETARY SYSTEMS

Societies on Athas exchange goods and services in three ways: coin, barter, and service.

Coin: Transactions where goods or services are purchased with money remain quite common on Athas, despite the lack of metals: Athas is metal-poor, not metal-depleted. Coins are a readily accepted means of payment and, considering the increased value of coins, are less bulky to carry around.

Barter: Barter is the exchange of goods for other goods: no coins change hands. By its very nature, barter is an age-old ceremony of negotiation. Characters in Dark Sun can enter either a simple or protracted barter.

In simple barter, characters compare the costs of the items to be exchanged and then match the quantities until they are approximately even. For example, Kyuln wishes to exchange his crop of rice for a metal bastard sword. On Athas, Kyuln’s rice is worth 2 bits (2/10 cp) per pound, and the metal bastard sword he seeks is worth 25 gp (2500 cp). Kyuln would have to trade 12,500 pounds of his rice (his entire harvest) to the weaponsmith in exchange for his new metal bastard sword. The weaponsmith might not be that hungry.

In protracted barter, dice are thrown and costs recalculated in three separate round before a final exchange is made. Because of its complexity, protracted barter works best for items that cost more than 100 sp. For protracted barter, the Presence scores of the parties involved (usually a player character and nonplayer character controlled by the GM) must be known.

Service: The services a character renders - from those of the unskilled laborers to those of the prized engineers - all have their asking price.

Title	Daily	Weekly	Monthly
Unskilled labor	-	2 bits	1 cp
Skilled labor*	1 bit	1 cp	4 cp
Classed labor**	3 bits	2 cp, 5 bits	1 sp

* available only to characters who have a skill rank related to the job.

** available only to characters who are being employed because of their profession.

A character may receive payment for his services in other services, goods, or coins, depending upon the situation.

With both barter and service exchanges, the GM should make certain the goods or services exchanged are needed or desired.

STARTING MONEY

All PCs begin the game with a specific amount of money. The player should use this starting money to equip his character; campaign time need not be spent to "play out" these purchases unless the GM deems it important to his adventure.

The following table indicates how much money each character starts the campaign with, based on the character's profession. These figures are for starting 3rd-level characters; characters starting at 1st-level should divide the total by three. Characters generated as inactive members of the character tree also get starting money. The owning player may equip inactive characters at any time prior to using them as active characters.

Character's Profession	Die Range*
Fighter	2D10 x 30 cp
Gladiator	2D10 x 30 cp
Nomad/Outlaw	1D10 x 30 cp
Preserver	1D10 x 30 cp
Defiler	1D10 x 30 cp
Templar	2D10 x 30 sp
Psionicist	1D10 x 30 cp
Thief	2D10 x 30 cp
Assassin	2D10 x 30 cp
Trader	2D10 x 30 sp
No Profession	2D10 x 30 cp

* No starting money if the character is a slave.

PURCHASE AND RESALE OF GOODS

When the PCs sell the goods they have acquired they may accumulate a large profit. This may be fine, but occasionally it will result in a game imbalance that defies mercantile sensibilities. Therefore, the GM may wish to employ the following guidelines governing the purchase and resale of goods.

The GM should consider two primary factors when handling resales: (1) are there buyers who desire the good; and (2) can they afford the item.

When handling purchases the factors are: (1) are there sellers who have the good; and (2) how much do they want for the item.

These concepts dictate local supply and demand and are embodied in the Purchase and Resale Price Chart. The categories relate the resale price and the purchase price to demand and risks. All things considered, risk will restrict the number of people who can buy the good by driving up the cost, both in terms of price and the associated danger.

USING THE PURCHASE AND RESALE PRICE CHART

- 1) **Price:** Determine the "intrinsic value" of the item and determine whether it is:

inexpensive	(less than 1cp)
average	(from 1 sp up to 10 sp)
moderately expensive	(from 10 sp up to 50 sp)
very expensive	(from 50 sp up to 10 gp)
outrageous	(10 gp or more)
- 2) **Utility:** Figure the item's utility. It is mere oddity (e.g., left-handed item)? Does it awe-some applications? Note that local tastes and needs may dictate its usefulness.
- 3) **Rarity:** Establish the item's rarity. An ancient metal dagger may be considered passe in the local area.
- 4) **Market:** Determine the type market in where the resale takes place. Illegal markets involve a higher risk and better prices. Street buyers have modest overheads and may set better prices, but are generally less trustworthy. Merchants (shopkeepers and trade guilds) often have a code of secrecy or stake

in their reputation. Given the same price structure, most individuals would prefer to deal with a merchant, since there is considerably more security. Strong guilds and/or merchant organizations can really restrict relative purchase and resale prices; the GM should use this factor to control the market place in his game.

5) The Roll: The GM should roll an open-ended 1-100 roll and apply any availability, price, utility, or rarity modifiers. (Note that a bonus based on the general skill "Bargain" is often applicable). It is necessary for the GM to roll because characters should be initially unaware of any swindle or theft results. One dice roll per locality per month should be allowed. Huge cities might have more than one locality.

6) Calculate the Price: Using the appropriate section of the Purchase and Resale Chart, cross-index the modified roll to get a result. The item's intrinsic value is then multiplied by any % result and any applicable market multipliers. This determines the price for the item in that locality for the next one month period. Other results are described below.

7) Swindles: If the result indicates a swindle instead of a %, there will be an attempt to deceptively cheat the buyer/seller (e.g., the buyer gets flawed merchandise, the seller gets counterfeit or poor grade currency, etc.).

8) Thefts: Should a "theft" result, someone (e.g., a pickpocket or a gang of fast-moving thieves) will make an unarmed attempt to steal cash or goods from the buyer/seller.

9) Armed thefts: In the case of an "armed theft" result, someone (e.g., an organized gang of thieves) will attempt to physically overpower the buyer/seller and rob him.

10) Turned In: Someone informs the temples of the buyer/seller's attempts to deal in an illegal commodity.

PURCHASE AND RESALE PRICE CHART					
PURCHASE SECTION:					
Roll	% Cost	Open Market	% Cost	Illegal Market	
	Merchant	Street	Merchant	Street	
-(-51)	Swindle*	Armed T.*	Theft	Armed T.	
(-50)-05	0*	Armed T.	Swindle*	Armed T.	
06-10	Unavail.*	Theft*	Swindle*	Armed T.*	
11-15	Unavail.	Swindle*	Swindle	Theft*	
16-20	Unavail.	Unavail.*	Swindle	Theft*	
21-25	300	Unavail.	0*	Swindle*	
26-30	200	Unavail.	Turned*	Swindle	
31-35	175	Unavail.	Unavail.*	Swindle	
36-40	150	Unavail.	Unavail.	0*	
41-45	140	200	Unavail.	Turned*	
46-50	130	175	Unavail.	Unavail.*	
51-55	130	150	Unavail.	Unavail.	
56-60	120	120	Unavail.	Unavail.	
61-65	120	110	Unavail.	Unavail.	
66-70	110	110	Unavail.	400	
71-75	110	100	Unavail.	300	
76-80	110	100	Unavail.	200	
81-85	105	95	Unavail.	175	
86-90	105	95	Unavail.	150	
91-95	105	90	400	125	
96-120	100	90	300	110	
121-140	100	80	200	105	
141-160	90	70	150	100	
161-180	80	60	110	90	
181-200	70	50	100	80	
201+	60	40	90	60	
*Unmodified die roll.					
PURCHASE ROLL MODIFIERS:					
Price		tribe	outpost	village	city
inexpensive		-20	0	+10	+50
average		-50	-10	0	+25
moderately exp.		-75	-40	-20	+10
very expensive		-100	-75	-50	0
outrageous		-150	-100	-75	-10
Rarity		Utility			
Unique	-75	awesome			-40
Unusual	-25	very useful			-20
Common	+20	useful			0
		marginal			+10
		oddity			+30
Strong Guild Restrictions:		Varies: (-10) to (-100)			

(0.5x) Oversupplied Market: Areas where the good is overstocked or is produced in relatively large quantities and then exported.

(1x) Supplied Market: Normal market conditions found in a merchant district or a tradesmen area.

(2x) Undersupplied Market: Market for normal imports.

(3x) Isolated Market: Areas where delivery of the good is very costly or time consuming.

(4x) Unsupplied Market: Market for extremely rare imports.

(10x) Insulated Market: Areas where the delivery of the good is extremely costly, time consuming, and dangerous.

(Varies) Seasonal Product: Multiplier = number of months since good was last in season. Covers certain food products and goods which are produced or available periodically, due to factors such as weather.

NOTE: Factors such as delivery time, the rarity of component parts, the effects of weather, etc. can all be abstracted into this scheme, but the GM may find others which they feel should be reflected in more detail.

RESALE SECTION:

Roll	% Return	Open Market	% Return	Illegal Market
	Merchant	Street	Merchant	Street
-(-51)	Swindle*	Armed T.*	Theft	Armed T.
(-50)-05	0*	Armed T.	Swindle*	Armed T.
06-10	5	Theft*	Swindle*	Armed T.*
11-15	10	Swindle*	Swindle	Theft*
16-20	15	0*	Swindle	Theft*
21-25	20	0	0*	Swindle*
26-30	25	0	Turned*	Swindle
31-35	25	20	Turned	0*
36-40	30	25	0	0
41-45	30	30	0	Turned*
46-50	35	35	0	Turned
51-55	35	40	0	50
56-60	40	45	0	60
61-65	40	50	20	70
66-70	45	55	40	80
71-75	50	60	60	90
76-80	50	65	80	100
81-85	55	70	90	125
86-90	60	75	100	150
91-95	60	80	110	175
96-120	70	90	130	200
121-140	75	100	140	250
141-160	85	125	150	300
161-180	100	150	175	350
181-200	120	200	200	400
201+	150	250	300	500

*Unmodified die roll.

RESALE ROLL MODIFIERS:

Price	tribe	outpost	village	city
inexpensive	-20	-10	0	0
average	-40	-25	-10	0
moderately exp.	-60	-50	-25	-10
very expensive	-100	-75	-75	-25
outrageous	-200	-100	-100	-50

Rarity	Utility
Unique +20	awesome +30
Unusual +10	very useful +10
Common -30	useful 0
	marginal -20
	odddity -40

Strong Guild Restrictions and Multipliers: See Purchase Roll Modifiers.

ATHASIAN MARKET: LIST OF PROVISIONS

The following charts cover the suggested basic price of various goods which reflect the usual range of common non-magic items. The services allow for a comparative standard based on typical locales.

CLOTHING

Good	Cost	Weight	Prod.	Note
Belt	3 bp	5 lbs.	5 days	Leather or hair
Boots	1 cp	2-3 lbs	3 days	Leather
Sandals	1 bp	.25 lbs	5 hrs	Leather
Trousers	2 cp	3-5 lbs	1 day	Leather or cloth
Loin-cloth	4 bp	.5 lbs	.5 days	Leather or cloth
Cap	1 bp	.5 lbs	.5 days	Leather or cloth
Mask	1 bp	.25 lbs	.5 days	Leather or cloth
Girdle	3 cp	1 lb	1 day	2 wpns, 3 pchs
Cloak	3 cp	4-5 lbs	1 day	Leather or cloth
Gloves	1 cp	.25 lbs	.5 days	Leather
Hose	2 cp	1-2 lbs	2 days	Leather or cloth
Robe	1 cp	2-3 lbs	.5 days	Leather or cloth
Surcoat	6 bp	1-2 lbs	1 day	Leather or cloth
Scabbard	4 cp	1 lb	1 day	Leather
Hanger	4 cp	.5 lbs	.5 days	Bone
Stripe	1 bp	.25 lbs	.5 days	Leather or cloth
Hood	4 bp	.5 lbs	.5 days	Leather or cloth
Shirt	5 bp	1 lb	.5 days	Leather or cloth
Pants	1 bp	.25 lbs	.5 days	Leather

NOTE: Leather and Cloth Quality and Cost Multiplier

Ragged	x 0.5
Normal	x 1
Fine	x 2
Exotic	x 5

FOOD AND LODGING			
Good	Cost/Day	Weight	Note
Water	2 bp	8 lbs	1 gallon
Egg	1 bp	1 lb	Animal
Honey	5 bp	8 lbs	1 gallon
Meat	1 bp	2 lb	01* illness
Black bread	1 bp	1 lb	-
Fruit	1 bp	2 lb	01* illness
Fruit	3 bp	8 lbs	Fermented
Meals	-	-	Without water
-good	5 bp	4 lbs	-
-normal	3 bp	3 lbs	-
-poor	1 bp	2 lbs	-
Lodging	-	-	Without food
-good	1 cp	-	Separate room
-average	6 bp	-	Separate bedding
-poor	2 bp	-	Communal sleep
-animal	2 bp	-	Includes food

* This risk may be increased or reduced by circumstance, or by prudent instructions, additional payment, etc.

ANIMALS AND TRANSPORT			
Good	Cost	Note	
Inix	10 sp	2 human passengers	
Kank	-	-	
-trained	12 sp	1 human passenger	
-untrained	5 sp	1 human passenger	
Mekillot	20 sp	-	
Chariot	-	-	
-1 kank, 1 warrior	10 sp	-	
-2 kank, 2 warrior	25 sp	-	
-4 kank, 3 warrior	50 sp	-	
Howdah	-	-	
-inix	1 sp	2 human passenger	
-inix, war	10 sp	4 human passenger	
-mekillot	2 sp	8 passengers	
-mekillot, war	50 sp	16 passengers	
Wagon, open	-	-	
-sedan chair	10 sp	1 human passenger	
-1,000 lbs capacity	10 cp	5 passengers	
-2,500 lbs capacity	20 cp	10 passengers	
-5,000 lbs capacity	30 cp	15 passengers	
-10,000 lbs capacity	50 cp	30 passengers	
Wagon, enclosed	-	-	
-1,000 lbs capacity	15 cp	5 passengers	
-2,500 lbs capacity	25 cp	10 passengers	
-5,000 lbs capacity	40 cp	15 passengers	
-10,000 lbs capacity	60 cp	30 passengers	
-armored caravan	100 sp	60 passengers	

Animals

Inix: An inix is a large lizard animal that grows to as much as 16 feet long. Each can carry up to 2,000 pounds. Though herbivorous by nature, inix are vicious combatants, attacking with both tail and bite. Inix trained

for riding are also trained not to fight while mounted, for no rider could manage to keep his seat while an inix thrashed its mighty tail.

Inix can be fitted with a howdah. Inix cannot generally pull wagons because of their lengthy tails.

Kank: Kanks serve as both herd animals and beasts of burden. They are large insectoids, 4 feet high and 8 feet long, weighing around 400 pounds. As herd animals, kanks are durable and easily tended. Kanks are not raised for their meat, which becomes foul-smelling as soon as they die. Instead, they are raised for honey globules produced on their bellies. A single honey globules can bring 5 bits.

As riding beasts, kanks provide effective transportation for a single character. A kank can carry up to 400 pounds. Kanks used as riding animals also require harnesses and saddles.

Kanks can be hitched to wagons individually or in teams. A character needs the animal handling skill to effectively operate teams of kanks.

Mekillot: A mekillot is an enormous 6-ton lizard, uses as a beast of burden. Each one can carry 8,000 pounds or pull up to 40,000 pounds behind it. Mekillots are hard to control and sometimes turn on their handlers.

A mekillot can be fitted with a pack howdah or a war howdah, carrying several men into combat.

Transportation

Chariot: A chariot is a lightly armored vehicle constructed of wood, chitin, and hardened leather, designed for riding and combat. The driver of the chariot must have the animal handling skill.

Howdah: A howdah is a frame with seats designed to be mounted on the back of an inix or mekillot. A normal howdah is made of a light wooden frame and has one seat for the animal's driver. Normal howdahs do not count against the carrying capacity of the animal, but the driver weight does.

A war howdah is constructed of much sturdier materials, affording cover to those within. An inix war howdah weighs 150 pounds and can hold four fighters. A mekillot war howdah is a more elaborate affair, weighing 1,000 pounds. Within the mekillot war howdah's two levels 16 warriors may ride, four of which can fight to any one side at a given time.

Anyone riding in a howdah is considered to be at rest and shaded.

Wagons, open: An open wagon is little more than a wooden box on four wooden wheels. A 1,000-pound-capacity wagon requires a single kank to pull it. The 2,500-pound-and 5,000-pound-capacity wagons need teams of two and four kanks, respectively. The 10,000-pound-capacity requires a single mekillot to move.

Wagons, enclosed: Enclosed wagons require the same animal power as similar-capacity open wagons. Items within enclosed wagons are little affected by weather. Some merchants and nomads convert enclosed wagons into living quarters. Individuals riding within enclosed wagons are considered at rest and shaded.

Armored caravan: An armored caravan wagon weighs 5,000 pounds and can carry up to 35,000 pounds more. The exact design of any particular armored caravan wagon can change from trip to trip. Artisans customize the interior for each journey, adding or taking away slave pens, expanding or removing enclosures, and so forth. In general, an armored war caravan can carry a cargo of 15,000 pounds of goods, plus have room for 50 fully armed warriors, 25 slaves in transit, and a handful of merchants, nobles, or other stately travellers.

While one mekillot can pull an armored caravan wagon, they are usually drawn by a team of two, to prevent the death of a mount stranding the wagon.

TACK AND HARNESS				
Good	Cost	Weight	Prod.	Note
Barding	-	-	-	-
-inix, leather	35 sp	240 lbs	3 days	AT10 -10MM
-inix, chitin	50 sp	400 lbs	6 days	AT14 -15MM
-kank, leather	15 sp	70 lbs	4 days	AT10 -15MM
-kank, chitin	35 sp	120 lbs	8 days	AT14 -30MM
-mekillot, lthr	500 sp	1000 lbs	10 days	AT10 -30MM
-mekillot, cht	750 sp	1600 lbs	20 days	AT14 -60MM
Bit and bridle	2 bp	3 lbs	2 hrs	Leather,bone
Harness	2 cp	10 lbs	2 days	Leather,bone
Saddle	-	-	-	-
-pack	5 bp	15 lbs	3 days	Leather
-riding	1 cp	35 lbs	6 days	Leather
Saddle bags	-	-	-	-
-large	4 bp	8 lbs	2 days	Holds 25 lbs
-small	2 bp	5 lbs	1 day	Holds 15 lbs
Saddle blanket	1 bp	4 lbs	1 day	Cloth

Barding: There are two types of barding for the various beasts of burden on Athas: leather and chitin. Leather barding is made with stiffened leather pads, often reinforced with bone or chitin, and joined together with soft leather straps. Chitin barding is made from plates of insectoid chitin and bone, fastened together with leather. The two types of barding cannot be combined.

MISCELLANEOUS EQUIPMENT				
Good	Cost	Weight	Prod.	Note
Torch	1 bp	1 lb	1 hr	20' dia. 1 hrs.
Wedge	-	-	-	-
-staying	1 bp	1 lb	1 hr	Wood
-splitting	5 sp	2 lbs	4 hrs	Iron
Sack	-	-	-	-
-large	2 bp	.5 lbs	4 hrs	Holds 30 lbs
-small	1 bp	.25 lbs	2 hrs	Holds 15 lbs
Tent	-	-	-	-
-pavilion	1 gp	50 lbs	2 days	20 man
-large	25 cp	20 lbs	1 day	8 man
-small	5 cp	8 lbs	12 hrs	Two man
Waterskin	8 bp	.25 lbs	6 hrs	0.25 gallon
Vial, obsidian	2 cp	.25 lbs	2 hrs	Hold:0.25 lbs
Spade, bone	2 cp*	3 lbs	1 day	BF 01-09
Hammer, wood	13 bp*	1 lb	12 hrs	-47maceBF17
Fire-starting bow	1 bp	.5 lbs	1 hr	fire in 5 min.
Chisel, iron	8 sp*	1 lb	1 day	-40dag.BF02
Bedroll	6 bp	5 lbs	.5 days	heavy leather
Oil flask	4 bp	1 lb	1 day	1pt oil (6 hrs)
Nails, bone(20)	1 bp*	.5 lb	3 hrs	"3 BF 01-13
Ladder, wood	4 cp	15 lbs	2 days	10' 400 lbs
Candle	2 bp	.25 lbs	.5 days	5' dia. 2 hrs.
Climbing pick	3 cp*	2 lbs	1 day	Bone BF06
Hammock	2 bp	3 lbs	1 day	Leather
Pole, wood	4 bp*	10 lbs	3 hrs	10' BF 01-20

EQUIPMENT AND COMMERCE



Quiver	1 bp	.5 lbs	1 day	20 arrows
Mirror	10 cp	2 lbs	5 days	Obsidian
Lockpick kit, bone	3 sp*	.5 lbs	2 days	+5 bonus BF10
Parchment	3 sp	.25 lbs	1 day	10 sheet 12" x 6"
Chalk	2 bp	.25 lbs	2 hrs	5 pieces
Charcoal	1 bp	1 lb	.5 days	Hot 4 hr fire
Backpack	2 cp	2 lbs	1 day	Holds 50 lbs
Caltrops	1 cp	2 lbs	1 day	traps 5'sq
Ink, non-soluble	2 sp	.25 lbs	.5 days	Black
Chain, iron	4 gp	8 lbs	1 day	10' BF01
Rope	-	-	-	-
-normal	1 cp	10 lbs	3 days	50' BF 01-04
-hair	1 sp	5 lbs	4 days	50' BF 01-02
Plank, 10' wood	2 bp	10 lbs	4 hrs	350 lbs BF17
Pot, obsidian	8 bp	3 lbs	1 day	Holds 2 gal.
Mini blade, iron	5 sp*	.25 lbs	.5 days	-50 dag. BF04
Acid, 1 vial	5 sp	.25 lbs	.5 days	Metal eating
Lock	-	-	-	-
-good	1 gp	1 lb	2 days	-10 to pick
-poor	2 sp	1 lb	1 day	+0 to pick
Footpad	8 cp	3 lbs	2 days	+25Sta.-25Cl.
Weapon black	2 cp	.25 lbs	2 hrs	Avoid glint, 5
Listening cone	2 cp	.25 lbs	.5 days	+25noise per.
Clawed gloves	20 gp*	1 lb	1 day	+25Cl.-25MM.
Clawed shoes	15 gp*	1 lb	1 day	+25Cl.-25MM.
Climbing dagger	5 gp*	1 lb	2 days	+50 Cl. -10 OB
Crowbar, bone	6 bp*	4 lbs	6 hrs	-36 club BF11
Skeleton key	10 sp	.25 lbs	2 days	20%+5%/lvl
Wax pad	3 bp	.25 lbs	.5 days	Duplicator
Hand lamp	1 sp	1 lb	4 days	30' dia. 6 hrs
Blinding powder	1 cp	.25 lbs	1 hr	-20 D10+1 rnd
Death dagger	12 gp	1 lb	5 days	+20 surprise

Pin ring, iron	2 gp*	-	1 day	-20 OB+10RR
Wrist sheath	3 bp	.25 lbs	3 hrs	Dagger holder
Belt pouch	-	-	-	-
-large	2 bp	.25 lbs	1 hr	Holds 8 lbs
-small	1 bp	-	.5 hrs	Holds 5 lbs
Chest	-	-	-	-
-large	2 cp	25 lbs	1 day	Holds 100 lbs
-small	1 cp	10 lbs	12 hrs	Holds 40 lbs
Musical instrument	5-100cp	1 lb	5 days	-
Stone table	5 bp	5 lbs	5 hrs	1' x 2'
Paint, 1 vial	-	-	-	-
-animal fluid	1 gp	.25 lbs	4 hrs	Exotic color
-stone dust	5 bp	.25 lbs	2 hrs	Normal color
Bell, ceramic	1 cp	.24 lbs	12 hrs	Small bell
Bucket, wood	5 bp	3 lbs	.5 days	Holds 4 gal.
Cloth and leather	-	-	-	-
-ragged	5 bp	3 lbs	2 days	1 meter
-normal	1 cp	3 lbs	2 days	1 meter
-fine	2 cp	3 lbs	2 days	1 meter
-exotic	5 cp	3 lbs	2 days	1 meter
Lantern	-	-	-	-
-beacon	15 sp	50 lbs	10 days	240'/30 min
-hooded	7 cp	2 lbs	4 days	50'/2 hrs
Scroll case	3 cp	1 lb	1 day	Holds 10.Lthr
Perfume	5 cp	.25 lbs	1 day	1 vial
Sealing wax	1 cp	1 lb	.5 days	Red or White
Sewing needle	1 bp	-	2 hrs	Obsidian
Signet ring	5 cp	-	1 day	Bone
Personal seal	1 sp	.25 lbs	2 days	Bone

* Cost; BF; OB; DB; Wt; can be modified by the Weapon Materials Table in Athasian Combat.

EQUIPMENT AND COMMERCE

ENCHANTED HERBS				
Name	Codes	Form/Prep	Cost	Effect
Antidotes				
Argsbargies	4-P	Flower/ingest	38 cp	AF7. Lvl 4 antidote for Muscle Poisons.
Eldaana	6-V	Leaf/brew	99 cp	AF2. Lvl 9 antidote for Reduction Poisons.
Menelar	5-S	Root/brew	65 cp	AF4. Lvl 7 antidote for Circulatory Poisons.
Mook	3-M	Berry/ingest	30 cp	AF5. Lvl 3 antidote for Respiratory Poisons.
Quilmufur	4-S	Root/brew	49 cp	AF1. Lvl 8 antidote for Conversion Poisons.
Shen	4-D	Leaf/ingest	27 cp	AF3. Lvl 4 antidote for Nerve Poisons.
UI-Naza	5-D	Leaf/ingest	43 sp	AF9. Lvl 50 antidote for any poison. Must be taken within 1 day of poisoning.
Bone Repair				
Arfandas	1-V	Stem/apply	2 bp	AF1. Doubles rate of healing for fractures.
Baalak	2-P	Reed/brew	16 sp	AF12. Shatter repairs.
Gursamel	4-R	Stalk/apply	30 cp	AF5. Mends bone.
Burn Relief				
Alambas	6-V	Grass/apply	66 bp	AF4. Heals 4 sq' of burns (any).
Aloe	1-S	Leaf/apply	1 bp	AF0. Doubles healing rate for burns and minor cuts. Heals 5 hits if they result from burns.
Culkas	5-R	Leaf/apply	35 cp	AF0. Heals 10 sq' of burns (any).
Kelventari	3-P	Berry/rub	19 cp	AF0. Heals 1st and 2nd degree burns, 1-10 hits resulting from heat.
Circulatory Repair				
Anserke	6-S	Root/apply	75 cp	AF7. Stops bleeding by clothing and sealing wound. Takes 3 rds to take effect. Cannot move without wound reopening.
Fek	4-V	Nut/brew	50 cp	AF5. Stops any bleeding. Takes 1-10 rds to take effect. Cannot move without wound reopening.
Hugburtun	5-P	Fruit/apply	18 sp	AF6. Immediately stops any form of bleeding.
Concussion Relief				
Akbutege	3-S	Leaf/ingest	3 bp	AF1. Heals 1-10.
Arlan	4-W	Leaf/apply	13 bp	AF1. Heals 4-9. Wild heals 1-6.
Darsurion	3-W	Leaf/apply	2 bp	AF1. Heals 1-6.
Draaf	3-R	Leaf/ingest	7 bp	AF1. Heals 1-10 for each of 2 consecutive rds.
Dugmuthur	4-V	Berry/ingest	9 cp	AF2. Heals 10. Instant effect.
Gariig	6-W	Cactus/ingest	55 cp	AF3. Heals 30.
Reglen	8-P	Moss/brew	75 cp	AF7. Heals 50.
Rewk	5-D	Nodule/brew	9 bp	AF1. Heals 2-20.
Thurl	3-D	Root/brew	2 bp	AF1. Heals 1-4. Brew keeps 1-2 weeks.
Yavethalion	7-V	Fruit/ingest	45 cp	AF4. Heals 5-50.
General Purpose Herbs				
Arkasu	5-F	Sap/apply	12 cp	AF2. Heals 2-12 hits. Doubles rate of healing of major wounds.
Attanar	4-V	Moss/apply	8 cp	AF1. Cures fever.
Delrean	1-P	Bark/apply	3 bp	AF1. Repels any insect. Smells foul (range 50').
Trudurs	3-V	Moss/brew	13 bp	AF8. +10 to disease resistance for 1-10 days.
Life Preservation				
Carcatu	6-P	Grass/apply	89 cp	AF25. Lifekeeping (1 day).
Degiik	8-W	Leaf/ingest	1 gp	AF10. Lifekeeping (1 day).
Olvar	9-V	Flower/ingest	2 gp	AF20. Lifekeeping (2-20 days).
Pathur	6-M	Nodule/brew	35 cp	AF7. Lifekeeping (1 hour).
Tyr-fira	9-D	Leaf/apply	12 gp	AF33. Lifegiving, if given within 56 days.
Vulcurax	9-M	Berry/apply	10 gp	AF0. Lifegiving, if given within 30 days.
Muscle, Cartilage, & Tendon Repair				
Arnuminas	3-S	Leaf/apply	6 bp	AF8. Doubles rate of healing for sprains, torn ligaments and cartilage damage.
Arpsusar	4-W	Stalk/brew	30 cp	AF15. Mends muscle damage.
Curfalaka	5-V	Fruit/ingest	40 cp	AF6. Mends muscle damage.
Dagmather	4-M	Spine/brew	28 cp	AF12. Heals cartilage damage.
Ebur	6-P	Flower/ingest	22 cp	AF18. Repairs sprains.
Hegheg	4-F	Root/paste	25 cp	AF5. Heals cartilage damage.
Tarfeg	4-V	Flower/ingest	23 cp	AF3. Repairs sprains.

EQUIPMENT AND COMMERCE

Nerve Repair				
Belramba	7-V	Lichen/brew	60 cp	AF20. Nerve repairs.
Terbas	4-W	Leaf/apply	2 cp	AF4. Doubles healing rate for nerve damage.
Wifurwif	6-V	Lichen/ingest	55 cp	AF15. Nerve repairs.
Yuth	5-P	Flower/ingest	29 cp	AF8. Antidote for nerve venom.
Organ Repair & Preservation				
Baldakur	6-R	Root/brew	10 sp	AF7. Restores sight.
Berterin	4-V	Moss/brew	19 cp	AF20. Preservation of organic material (up to body size) for 1 day.
Febfendu	7-S	Root/brew	90 cp	AF24. Restores hearing.
Pasamar	8-V	Grass/brew	75 cp	AF40. Preserves organic material.
Siran	7-R	Root/ingest	80 cp	AF31. Restoration of 1 organ or area. Side effect: skin disease (Pr 10% normal) and 6 hits per rd when skin exposed to full sun.
Siriena	5-D	Grass/brew	70 cp	AF27. Preservation of any organic material (up to body size). Lasts 1 week.
Tarnas	8-P	Nodule/brew	22 sp	AF60. Nausea for 1-10 hrs (-50). Repairs organ damage.
Wharek	8-P	Nodule/brew	22 sp	AF50. Repairs organ damage.
Stun Relief				
Yanuk-ty	3-W	Root/brew	11 cp	AF2. Stun relief (3 rds).
Suranie	2-S	Berry/ingest	2 cp	AF3. Stun relief (1 rd).
Vinuk	3-W	Root/brew	12 bp	AF4. Stun relief (1-10 rds).
Welwal	4-R	Leaf/ingest	12 cp	AF3. Stun relief (3 rds).
Witav	4-R	Leaf/ingest	12 cp	AF5. Stun relief (2 rds).
INTOXICANTS (Mind Alterants)				
Arunya	3-M	Root/brew	2 bp	AF50. Causes sleep and quick unconsciousness. One hour's sleep equals 4.
Brorkwilb	4-M	Flower/ingest	9 cp	AF45. Euphoric. Allows for shared dreams with family member who lies within range (100 miles x level of user).
Galenas	3-R	Leaf/ingest	5 bp	AF10. Leaf produces smoke which affects 20' rad. Relaxes (-75) 1-10 rds.
Gort	6-W	Leaf/ingest	10 cp	AF20. Euphoric hallucinogen. +10 to user's Pr for 2 hrs, but afterwards causes user to be at -50 for 1-10 hrs.
Gouakr	8-V	Flower/ingest	67 cp	AF30. Hallucinogen. Cures mind loss and mental diseases, but prevents movement (altogether) for 1-10 weeks.
Hugar	5-P	Root/ingest	1 cp	AF33. Sleep and unconsciousness. One hour's sleep equals 6.
Nelisse	6-V	Leaf/brew	9 bp	AF15. Euphoria (-50) for 1 hr. Yields 1 day's nutrition.
Swuth	5-R	Leaf/ingest	4 bp	AF3. Invisible smoke relaxes (-75) 1-10 rds.
Tukamur	7-V	Grass/brew	38 bp	AF100. Euphoric. Allows for shared dreams with friend similarly affected lies within range (50 miles x level of user).
POISONS				
Circulatory Poisons				
Carnegurth	6-V	Flower/liquid	53 cp	(Lvl 1). Reddish juice causes massive blood clotting and death in 1-100 hrs.
Jeggarukh	0-s*	Spider*/powder	71 cp	(Lvl 6). Black powder gives 10-100 hits.
Karfar	9-W	Leaf/paste	142 cp	(Lvl 7). Reddish paste causes heart to shut down. Massive shock and death in 2-12 rds.
Klytun	4-R	Root/paste	53 cp	(Lvl 5). Golden paste causes 1-10 day coma.
Sharkasar	3-R	Root/paste	2 cp	(Lvl 10). Brown paste gives 1-10 hits.
Sharduvaak	5-P	Berry/liquid	36 cp	(Lvl 3). Brown liquid slows blood flow. Victim sluggish and, at -50 for all activity, and needs 2x usual sleep.
Conversion Poisons				
Brithagurth	0-s*	Rasclinn*/liquid	25 cp	(Lvl 2). Black venom causes hardening of tendons in 1-4 appendages (making them useless).
Henuial	0-s*	Khran*/liquid	80 cp	(Lvl 6). Yellow venom converts optic juices of 1-2 eyes to honey.
Ondakamba	0-s*	Mastyrial*/liquid	29 cp	(Lvl 2). Green venom turns (1-4) hands and/or feet to stone (making each affected area -75).
Taynaga	6-M	Bark/powder	27 cp	(Lvl 8). Brownish powder sterilizes and gives 5-50 hits.

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Muscle Poisons

Dynallca	4-R	Leaf/paste	14 cp	(Lvl 3). Tan paste destroys hearing and gives 1-10 hits.
Kaktu	5-W	Flower/liquid	29 cp	(Lvl 1). Affects 1-4 appendages. Dexterity loss in each affected area reduces associated maneuver rolls by 1-100 (avg. if two are used).
Trusa	0-s*	Silt H.*/paste	31 cp	(Lvl 4). Acts in 1-10 rds. Victim failing RR by 21+ is killed. Victim failing by 11-20 falls into coma and is blind; failure by 1-10 results in blindness in 1-2 eyes.

Nerve Poisons

Acaana	9-M	Flower/paste	6 gp	(Lvl 10). Black paste destroys nervous system. Kills instantly.
Asgurash	0-s*	Snake*/paste	31 cp	(Lvl 3). Brownish red snake venom. Upper body paralysis.
Juth	0-s*	Scorpion*/liq	41 cp	(Lvl 2). Causes gradual insanity (1-100 weeks).
Ruth-i-Iaur	0-s*	Megapede*/liq	56 cp	(Lvl 4). Brownish saliva causes rapid (1-20 rds) erosion of nervous system. Victim left at -50 to -100 activity.
Slird	4-V	Fruit/paste	13 cp	(Lvl 2). Acts in 1-2 rds. Victim loses feeling in 1-6 extremities (head, genitals, hands, feet) for 1-100 days.
Ul-acaana	8-P	Flower/paste	12 gp	(Lvl 20). Nervous system destroyed. Paralyzes instantly; kills in 1-10 minutes.
Wek-baash	0-s*	Antloid*/liquid	70 cp	(Lvl 5). Acts in 1-100 rds. RR failure of 31+ results in total paralysis; failure by 16-30 results in degeneration of balance and hearing in 1-10 days; RR failure of 1-15 results in sleep.

Reduction Poisons

Ondahithui	5-V	Lichen/paste	60 cp	(Lvl 3). Blue/grey paste causes fatal dehydration in 1-10 mins.
Nimnaur	0-s*	Spider*/liquid	23 cp	(Lvl 3). Milky white juice slowly (1-10 minutes) liquifies affected organ (1 organ/dose).
Silmaana	3-P	Stalk/powder	4 cp	(Lvl 9). Silver powder scars skin; gives 2-20 hits.
Slota	0-s*	C.Spider*/paste	36 cp	(Lvl 5). Slow (1 day) paralysis and death (1-10 days).
Zaganzar	6-R	Root/liquid	139 cp	(Lvl 5). Bluish extract blinds by reducing optic nerve to water; gives 1-10 hits.

Respiratory Poisons

Galenaana	7-S	Leaf/powder	179 cp	(Lvl 9). Green powder causes a coma for 1-100 weeks.
Hith-i-Girith	5-M	Leaf/liquid	12 cp	(Lvl 4). Vapor from live (active) tree acts as depressant causing immediate and continuing sleep.
Jegga	0-s*	Jankz*/paste	92 cp	(Lvl 7). Brown paste gives 1-100 hits.
Jitsu	0-s*	Wyrn*/liquid	34 cp	(Lvl 5). Yellow venom gives 5-50 hits.
Jitsutyr	0-s*	Wyrn*/paste	145 cp	(Lvl 2). Tan paste destroys lungs and kills in 1-100 rounds.
Kly	9-V	Berry/paste	154 cp	(Lvl 3). Brown juice gives 3-300 hits.
Uraana	2-D	Leaf/paste	12 cp	(Lvl 6). Creamy paste gives 3-30 hits.
Vuraana	6-F	Flower/paste	42 cp	(Lvl 2). Pinkish paste delivers 1-100 hits.

Codes: The codes give a small letter for the type of locate or terrain commonly associated with the herb (or poison), and a number corresponding to a difficulty modifier which is applied to any search rolls.

Difficulty of Finding: 1 = Routine (+30); 2 = Easy (+20); 3 = Light (+10); 4 = Medium (+0); 5 = Hard (-10); 6 = Very Hard (-20); 7 = Extremely Hard (-30); 8 = Sheer Folly (-50); 9 = Absurd (-70); 0 = Rarity of the monster..

Locate Codes: W = sandy wastes; S = stony barrens; R = rocky badlands; M = mountains; F = salt flats; D = dust sink; P = scrub plains; V = verdant belts; s* = special (monster encounter).

Form and Preparation: Brew = Effective when drunk 20 rnds after water is boiled; Ingest = Immediately usable and may be eaten, chewed, drunk, or inhaled, whichever is appropriate; Apply = Requires 1-10 rnds to prepare; herb is then applied directly onto injured area; Paste = Raw matter is made into a paste which may put in food or drink or be applied to tools or weapons and stays effective up to 1 week, or until an object or person is struck; if a poison paste is used and a critical is obtained, the foe must make a RR or he receives the effect; if the attack result is merely hits (no critical), the poison is gone. Liquid = As paste, except it remains effective for 1 hour. Powder = May not be applied to weapons; only effective in food or drink.(*) = athasian monster.

Addiction Factor (AF): GMs may wish to make certain herbs addictive. The # code preceding the effect is the suggested addiction factor. Each time an herb is employed after its initial use in any given week the GM should roll to see if the user becomes addicted. GMs can double the addiction factor # with each subsequent use (after the 2nd) in the given week. If the roll is under the adjusted addition factor #, addiction results. Subsequent effects: (a) loss of effectiveness of herb; (b) loss of effectiveness of user (e.g. -50) when they are not using the herb; (c) loss of user's ability to resist using herb when under stress; or (d) unpleasant, possibly violent, withdrawal symptoms without usage.

Effect: Unless otherwise stated, a maximum of one dose can take effect in a given round. The effect is based on a dose weighing 1/2 ounce. For poisons, the effect is normally the same regardless of the potency level of the dose, although the attack level will affect the victim's ability to resist.

FINDING AN HERBS/POISONS TN THE WILD:

- A) This formula allows the GM to determine the number of doses a group could find after 10 hour search in previously unexplored territory (not exploited in last 6 months) which is a suitable locate for the herb sought.
- B) A united group gets one roll for an organized search. Roll randomly to see how many doses a given individual finds.
- C) A group which separates into smaller units which make separate rolls. The individuals or parties must cover entirely separate areas, usually out of earshot, and not contact each other during the period in question.
- D) Formula: # doses found = 1 + (1-10 - difficulty #).
- E) Modifiers:
- | | |
|---|-----|
| Searching in area searched in last 6 months | -50 |
| Each Nomad in group | +20 |
| Each additional searcher | +2 |
| Each day spent unsuccessfully searching | +5 |



ENCUMBRANCE

The problems associated with wearing armor and other coverings ("non-dead" weight) are covered elsewhere. Here we are dealing with "dead weight," that which one carries rather than wears. The encumbrance penalties discussed here apply to the Base Movement Rate (see Movement).

Basically, each character has a "weight allowance" equal to 10% of his own weight. If he is carrying dead weight less than or equal to his weight allowance, he has no encumbrance penalty. A character's encumbrance penalty is based upon the number of increments of "weight allowance" that the dead weight consists of (see the Encumbrance Chart). A character's Strength stat bonus may cancel some or all of his encumbrance penalty.

The following steps should be taken to calculate encumbrance penalties:

- 1) Calculate the normal body weight of the character.
- 2) Calculate the character's weight allowance (10% of his weight).
- 3) Determine how much "dead weight" (in pounds) the character is carrying; this is his "load."
- 4) Divide the load by the weight allowance.
- 5) Determine the encumbrance penalty using the chart below.

ENCUMBRANCE CHART		
Number of weight allowance units in load		Encumbrance Penalty
More Than	Less Than or Equal to	
0x	1x	0
1x	2x	-10
2x	3x	-20
3x	4x	-25
4x	5x	-30
5x	6x	-35
6x	7x	-40
7x	8x	-50
8x	9x	-60
9x	10x	-70
10x	11x	-80
11x	12x	-90
12x	13x	-100
13x	14x	-110
14x and up		-120

Strength Stat Bonus: Once a character has determined his encumbrance penalty, his Strength stat bonus may be used to cancel all or part of this penalty. If his Strength stat bonus is greater than his encumbrance penalty, the difference may be used to cancel all or part of the character's armor Quickness penalty.

TIME AND MOVEMENT

The passage of time in a Dark Sun campaign can have relatively minor or extremely significant effects on the play of the game. The importance of time is decided almost entirely by the GM. Some GMs care very little about strict timekeeping; others track every moment of action. Either method is acceptable and each has its advantages and disadvantages. The two can even be combined, as appropriate to the situation.

THE ATHASIAN CALENDAR

Every city state has its own calendar, but the most commonly used and considered the Calendar of Tyr.

In the calendar of Tyr, years are counted off using a pair of concurrently running cycles; one of eleven parts, the other of seven. The eleven-part, or endlean cycle, is counted as spoken first, in the order presented below. The seven-part, or seofean cycle, is counted and spoken second. The endlean cycle is complete when Athas' two moons, Ral and Guthay, meet in the heavens - a major eclipse that occurs once every 11 years. The seofean cycle is more abstract, meeting when agitation in the cosmos leads to fury.

Every 77 years the cycle repeats itself, ending with a year of Guthay's Agitation and starting again with a new year of Ral's Fury. Each 77-year cycle is called a king's age.

So, the first year of each king's age is a year of Ral's Fury. The next year is a year of Friend's Contemplation, followed by a year of Desert's Vengeance, etc. The 76th year of each king's age is a year of Enemy's Reverence, followed by the 77th year, a year of Guthay's Agitation.

The Endlean Cycle

Ral
Friend
Desert
Templar
Wind
Dragon
Mountain
King
Silt
Enemy
Guthay

The Seofean Cycle

Fury
Contemplation
Vengeance
Slumber
Defiance
Reverence
Agitation

Superstition and folklore surrounds each of the years of the king's age. Storms during a year of Wind's Vengeance are believed to be more powerful and dangerous, so many overland trips are avoided. Sacrifices and prayers are called for to ward off the great beast during years of Dragon's Agitation. Years of Enemy's Contemplation are supposed to enliven treaties and alliances - the list goes on.

Each year is made up of exactly 375 days: the exact time between highest suns. Athasians have no seasons that govern their thinking of time - there is no marked difference in temperature or weather patterns. However, the year is divided into three equal phases: high sun, sun descending, and sun ascending. Highest sun is the first day of the year in the calendar of Tyr and lowest sun indicates the midpoint of the year (which, incidentally, occurs at midnight, and is generally observed in nighttime ceremonies).

Days are kept track of in a variety of ways. Merchants tend to identify days with phrases such as "thirty five days past the high sun." Other schemes divide the year into 25 weeks of 15 days each, the names of those days associated with important personages of a particular royal house.

Year of the Messenger: Every 45 years, a brilliant comet visits Athas. By night one can read by the messenger's light, and it can be seen clearly in the full light of day. Folklore holds that the messenger visits the dragon every 45 years to deliver to him important information - reconnaissance that the stars have observed since its last visit.

MOVEMENT

A character's movement rate in a given round is based upon his Base Movement Rate (Base Rate), his Pace, and possibly a maneuver roll. A character's movement rate for a given round is obtained by multiplying the character's Base Rate by his Pace (and possibly modified by the result of a maneuver roll).

Movement Rate=

$$\text{(Base Movement Rate)} \times \text{(Pace Multiplier)} \\ \times \text{(Maneuver Roll Result/100)}$$

The assumptions made for this movement system are: (1) a 100 Quickness for 6' tall man will result in a "world class" sprinter; and (2) the average character (Quickness 25-74) walks at 3.43 miles per hour.

BASE MOVEMENT RATE

The Base Movement Rate for an average man is 50'/round. This can be modified for specific characters by a number of factors: the Quickness stat bonus, any armor Quickness penalty, a "stride" modification, and an encumbrance penalty. Each character should be able to calculate several standard Base Movement Rates for various situations (e.g., carrying all equipment, carrying weapons and armor only, having dropped backpack, etc.).

Quickness Stat Bonus: The chart below can be used for obtaining the Base Movement Rate due to stat alone. Simply use the character's Quickness stat; the resulting figure is the number of feet the character can move at a "walking pace" in a ten second battle round (assuming he is healthy, unencumbered, and has no armor maneuver penalty).

TIME AND MOVEMENT

MOVEMENT RATE CHART

Quickness	Quickness Stat Bonus	Base Movement Rate
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'

NOTE: Some GM's may wish to use the average Quickness and Agility when using this chart. (See Athasian Characters Section).

Armor quickness penalty: This penalty can modify the Base Movement Rate, but only to the extent of canceling the Quickness stat bonus. In other words, if only the Quickness stat bonus and the armor bonus penalty are considered, the resulting Base Movement Rate can not fall below 50'/rnd. This factor may be partially cancelled by a character's Strength bonus. The Base Movement Rate can fall below 50 because of other factors such as stride, encumbrance, etc.

Stride Modification: The Base Movement Rate is also modified for a character's length of stride. One of the following stride modifications is added to the Base Movement Rate:

STRIDE MODIFICATION CHART

Height	Modification Due to Stride
7'10"-8'3"	+20
7'4"-7'9"	+15
6'10"-7'3"	+10
6'4"-6'9"	+5
5'10"-6'3"	0
5'4"-5'9"	-5
4'10"-5'3"	-10
4'4"-4'9"	-15
3'10"-4'3"	-20
3'4"-3'9"	-25
2'10"-3'3"	-30
2'4"-2'9"	-35
1'10"-2'3"	-40

Encumbrance Penalty: A character's Base Movement Rate may be reduced due to the amount of weight he carries (See Encumbrance Section).

PACE

Each round a character must decide the Pace at which he wishes to move. This Pace has three effects on actions during that round:

- 1) Determines the movement rate (pace multiplier x Base Movement Rate).
- 2) Determines the difficulty of any movement maneuver required.
- 3) Determines how many "exhaustion points" are expended (See Exhaustion).

The following chart summarizes those effects:

PACE CHART

Pace	Pace Multiplier	Normal Maneuver Difficulty	Exhaustion Point Cost/Rnd
Walk	1x	none	1 every 30 rnds
Fast Walk/Jog	1.5x	routine	1 every 6 rnds
Run	2x	easy	1 every 2 rnds
Sprint/Fast Run	3x	light	5/rnd
Fast Sprint	4x	medium	25/rnd
Dash	5x	hard	40/rnd

Encumbering loads and armor will prevent anyone from reaching certain speeds (regardless of their bonuses). The following prohibitions apply:

PACE LIMITATIONS CHART

Penalty	Prohibited Pace
Armor Qu Penalties -10 to -15	Dash
Armor Qu Penalties -16 to -45	Dash, Fast Sprint
Armor Qu Penalties -46 plus Up to 2x Wt. Allowance	Dash, Fast Sprint, Sprint
From 2x up to 4x Wt. Allowance	None
From 4x up to 6x Wt. Allowance	Dash
From 6x Wt. Allowance and up	Dash, Fast Sprint, Sprint

MOVEMENT MANEUVERS

Use the maneuver chart for movement under 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.

Simply determine the appropriate difficulty (from the Pace Chart, or by GM assignment); the result is the percentage of the distance they would normally move given their rate of speed. It is possible to move faster than normal due to his process.

Example: Kyuln in fleeing from a dreaded templar. He has a Base Movement Rate of 60'/rnd, he is running, and thus he would normally move 120' per round. Due to the pressure of the chase, however, the GM asks him to roll on the Movement/Maneuver Table. Kyuln knows the terrain, so the difficulty is "Easy" (see Pace Chart). Kyuln rolls an adjusted D100 and the result is '100'. He moves the full 120 feet. Had he rolled lower and gotten a '50' result, he would move but 60' that round. Had the chase been at night a higher difficulty category may have been applicable.

OVERLAND MOVEMENT

Athas challenges its characters with a variety of terrain types, each of which affects movement in different ways. The chart below provides suggested traveling rates for an average group of adventurers moving through a variety of locales. The result equals the number of miles covered in a 4 hour period. Note that the results for multiple movement types/paces may be combined to derive an average during periods when the group moves by more than one mode. Running, sprinting, or dashing rates are not listed, since characters cannot normally survive such paces over a four hour period. They may, however, be used sparingly to increase the average of an otherwise slow gait (e.g., intermittent running, when combined with a sneaking pace, may average to a careful walk).

MOUNTED OVERLAND MOVEMENT

Athas' beasts of burden are hardy animals, acclimated to their world's harsh conditions; they are generally self-reliant, if somewhat savage creatures. A Dark Sun character has a more uneasy peace with his animal, and experience warns him that the rider may become the hunted.

Kank: A kank is a large, docile insect used mainly as an individual mount. Each can carry either a 200 pound rider and 200 pounds of extra cargo or two 200 pound riders with no extra cargo. A kank must have five pounds of plants or vegetables per day. Each kank needs only two gallons of water per day to avoid dehydration.

All kank mounts are of the food-producer variety, creating large globules of green honey on the abdomen every other day; it can be eaten and counts as one gallon of water. Characters on a strict diet of kank honey can survive on it alone for a period of days equal to their Constitution/10 score; after that, the character's diet must be supplemented with other foodstuffs or he will become weakened and ill. A kank that is dehydrated or not getting enough food does not produce honey.

A kank can be pushed to double its normal movement rate.

Inix: An inix is a large lizard that can be tamed for use as a beast of burden. Each can carry up to 2,000 pounds of cargo or passengers. Each inix needs 150 pounds of food and eight gallons of water per day. If allowed to graze every day in scrub plain, or verdant belt terrain, an inix will forage enough food for itself. Every day that an inix doesn't receive its fill of water or food, it must go berserk. The berserk inix's aim is not to eat its masters, but to escape to forage elsewhere. However, it will attack those who try to stop it - once berserk, an inix must be either set free, magically stopped, or killed. The chance to go berserk is an addition to dehydration.

An inix can be pushed to double its normal movement.

Mekillot: This is a huge animal that can carry or pull up to 8,000 pounds on its back or up to 40,000 pounds on a wagon. A mekillot needs 300 pounds of food and 16 gallons of water per day.

When in use as a pack animal, a mekillot may decide to stop working or to move in a random direction. Each day, roll 1d20. On a roll of one, the mekillot stops where it is and

STRATEGIC MOVEMENT CHART				
Transport Type	Sandy wastes Rocky badlands	Stony barrens Scrub plains	Salt flats Verdant belts	Mountains Dust sink
Sneaking	1.5	2	2.5	1
Careful walk	2.5	4	5	2
Normal walk	2.5	5	6	2
Jog/walk	3**	7*	9*	3**
Kank (normal)	1.5	3.5	3.5	1
Kank (double)	3**	7*	8*	2**
Inix (normal)	1.5	3	3.5	1.5
Inix (double)	3*	6**	8*	3**
Mekillot	1	2	2.5	0.5

* Each character must make one maneuver roll per 4 hour period.
 ** Each character must make one maneuver roll per 2 hour period.

won't move further that day. On a roll of two, the mekillot takes a new direction, not given to it. Exactly when the mekillot becomes stubborn is determined randomly (roll 1d10 for the ten-hour march day). Any physical effort to change a mekillot's mind (a beating, attempting to lure it with food, etc) enrages it and causes it to attack.

A mekillot cannot be pushed to double its normal movement.

USE OF VEHICLES

Wagons, carts, and similar conveyances must be pulled by kanks, mekillots, or the like. A cart is any wagon of less than 1,000 pounds capacity; carts generally have two wheels and can be drawn by one kank. Open, enclosed, and armored caravan wagons that require multiple draft animals also require a teamster to drive them - a teamster is any character with the animal handling skill.

Wagons can be easily broken, especially when in difficult terrain. For every day of travel, a wagon has a 1% chance of breaking down (broken axle, or wheel, the floor gives away, etc.). For every day of travel in rocky badlands, stony barrens, or mountain terrain, there is a 3% chance of breaking down. These chances are not cumulative with the passage of time.

A wagon moves at the speed of its beasts of burden. The animals cannot be pushed to double their normal speed while pulling a wagon.

Chariots are more fragile and tend to break down during times of high speed and stress (such as combat). Use the wagon break down rates for day to day movement. However, in combat these same percentage chances apply per round, and are doubled if the chariot is turned more than 45 degrees while at high speeds.

Howdahs are small structures built for the backs of mekillots and inix. Having a howdah does not reduce the animal's carrying capacity, and it can still move at double rate.

CLIMATE

Climate forces shape the land and its inhabitants, and may go as far as to dictate activity. The following are some prominent and manageable aspects which the GM may wish to consider when setting up the weather patterns.

STANDARD TEMPERATURE	
Phase	Temperature(*F)
High sun	100-130
Sun descending	90-115
Sun ascending	90-115

WIND AND WEATHER

Roll	Wind		Movement
	Speed(1)	Type	Rate
99-100	under 1	Calm	Normal
86-98	1-3	Light air	Normal
66-85	4-6	Light breeze	Normal
46-65	7-10	Gentle breeze	Normal
31-45	11-16	Mod. breeze	Normal
21-30	17-21	Fresh breeze	Normal
16-20	22-27	Strong breeze	75%(2)
11-15	28-33	Mod. gale	50%(3)
06-10	34-40	Fresh gale	25%(4)
(-49)-05	41-47	Strong gale	10%(4)
-(75-50)	48-55	Whole gale	0%
-(100-76)	56-63	Storm	0%
-(150-101)	64-71+	Hurricane	0%

1) Knots: one knot is = 1.16 mph.
 2) Each character must make one maneuver roll per 4 hour period.
 3) Each character must make one maneuver roll per 2 hour period. Animals stop moving.
 4) Each character must make one maneuver roll per 1 hour period.

GETTING LOST

There are two ways of getting lost: There's just lost and then there's hopelessly lost. Each is quite different from the other.

Just Lost: Sometimes, characters are lost because they do not know how to get to a specific place. They know where they have been (and how to get back there), but they don't know the correct route to reach their goal.

Under these circumstances, there is a reasonable certainty that the player characters will wind up somewhere. No particular rules are needed to handle these situations.

Hopelessly Lost: Hopelessly lost is another matter altogether. This happens when player characters have no idea where they are, how exactly to get back to where they were, or which way to go to get where to where they want to be.

Checks for getting hopelessly lost should only be made when the player characters are not following a clear road, landmark, or trail. One check should be made per day.

To make the check, find the entry on Hopelessly Lost Chart that best matches the type of terrain the characters are in. This will give a percentage chance to become lost. From this, add or subtract any modifiers found on Lost Modifiers Chart. If the roll is less than the percentage, the characters are lost.

HOPELESSLY LOST CHART

Surroundings	%Chance
Open ground	10
Rolling ground	20
Rough	40
Silt	60
Mountainous	50

LOST MODIFIERS CHART

Condition	Modifier
Featureless	+50
Darkness	+70
Landmark sighted	-15
Strong breeze	+10
Moderate gale	+20
Fresh gale	+30
Strong gale	+40
Whole gale	+50
Storm	+60
Hurricane	+80
Map or guide	Variable
Poor trail	-10

Once a group is lost, no further checks need be made - they're lost until they get themselves back in familiar territory (or until they get lucky and happen upon someone who can help them out).

Don't tell player when their character are lost! Let them continue to think they are headed in the right direction. Gradually veer them away from their true direction. Player characters should realize for themselves that they're no longer heading in the right direction. This generally comes when they don't get to whatever point they hoped to reach.

MOVEMENT BY NIGHT

If characters decide to travel by night, they gain the benefit of working in shade (half water consumption - see Dehydration).

The draw back to such plans is that good rest under the blistering sun of the day is difficult. Characters who are travelling by night must seek shelter during their daytime rest periods. Rock outcroppings or caves will suffice, as will make-shift buildings.

SUMMARY

Base Movement Rate = 50 feet per round

- +Quickness stat bonus
- +Stride modification
- +Encumbrance penalty
- +Armor Qu penalty
- +Strength bonus

Movement Process Summary:

- 1) Determine current Base Movement Rate.
- 2) Determine Pace (check restrictions).
- 3) Movement Rate/round=
(Base Movement Rate)x(Pace multiplier).
- 4) If pressure situation, make a maneuver roll.
- 5) Expend exhaustion points.

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 exhaustion due to melee and bow fire.

Each person has a base number of exhaustion points equal to his Constitution stat. This is the number of points he can expend before he has to rest and/or recuperate. (e.g., when fully rested a character with a Constitution of 90 would have 90 exhaustion points). Characters who have used all of their exhaustion points are at -100 to all activities and must rest. Expended exhaustion points may be recovered at a rate of one per round rested.

Exhaustion due to Pace: Each round that a character moves he expends exhaustion points at a rate determined by his Pace. This rate ranges from 1 every 30 rounds for a Walking Pace to 40 per round for a Dash Pace. These rates are listed in the Pace Chart in Time and Movement. A character without sufficient exhaustion points to complete a full round at a given pace cannot travel at that rate of speed.

Exhaustion and Combat: When fighting, a character necessarily expends more energy than he would while walking. Thus, the following expenditures should apply.

COMBAT EXHAUSTION CHART	
Character's Situation	Exhaustion Point Expenditure
Melee	1 every 2 rounds
Missile Fire	1 every 6 rounds
Concentration	1 every 6 rounds

Exhaustion modifiers: The following factors may affect the way a character expends exhaustion points. They provide detail, but may be considered optional. Only one modifier of a given type should be applied (e.g., one temperature mod., one terrain mod., one time without sleep mod.).

Factor	Modification to Exhaustion Points Expended
Temp. above 100°F	2x
Temp. above 120°F	4x
Temp. above 130°F	8x
Rough Terrain	2x
Mountainous Terrain	3x
Sand	3x
Dust	4x
Hits or wounds above 25%	2x
Hits or wounds above 50%	4x
More than 10 hours without sleep	2x
More than 15 hours without sleep*	3x
Dehydrated	level x

* Increase Mod. by 1 for each additional 5 hours without sleep.

DARK SUN VISIBILITY RANGES CHART

Condition	Movement	Spotted	Type	ID	Detail
Clear sky	1,500	1,000	500	100	10
Twilight	500	300	150	30	10
Night, no moons	50	20	10	5	3
Night, one moon	100	50	30	10	5
Night, both moons	200	100	50	25	15
Silt Sea, calm	500	200	100	50	25
Silt Sea, rolling	100	50	25	10	5
Sand, breeze	100	50	25	15	10
Sand, gale	50	25	15	10	5
Sand, storm	10	10	5	5	3
Sand, hurricane	5	5	3	3	1

VISION AND LIGHT

The ability of your player characters to see something and their ability to be seen are important to the play of the Dark Sun game. Characters unable to see monsters have a nasty tendency to be surprised. For this and other reasons, you should always be conscious of visibility and light sources when running an adventure.

LIMITS OF VISION

The first limitation on vision is how far away an object can be before it cannot be seen clearly. Size and weather have a great effect on this. Mountains can be seen from great distances, 60 to 100 miles or more, yet virtually no detail can be seen. On level ground, the horizon is about five to 12 miles away, but a character usually cannot see a specific object that far away. The limit of vision for seeing and identifying man-sized objects is much less than this.

Under optimum conditions, the maximum range at which a man-sized object can be seen is about 1,500 yards, if it is moving. If the object doesn't move, it usually cannot be seen at this distance. Even if it is moving, all that can be seen is a moving object. The character cannot tell what it is or what it is doing.

At 1,000 yards, both moving and stationary man-sized objects can be spotted. General size and shape can be determined, but exact identifications are impossible. It is not likely that creature type can be identified at this range, unless the creature has a very unique shape.

At 500 yards, general identifications can be made. Size, shape, color, and creature type are all distinguishable. Individuals still cannot be identified, unless they are distinctively dressed or separated from the rest of the group. General actions can be ascertained with confidence.

At 100 yards, individuals can be identified (unless, of course, their features are concealed). Most actions are easily seen, although small events are unclear.

At 10 yards, all details but the smallest are clear. Emotions and actions are easily seen, including such small actions as pickpocketing (if it is detectable).

Of course, conditions are seldom perfect. There are a number of factors that can reduce visibility and alter the ranges at which things can be spotted and identified. Visibility Ranges Chart lists the effects of different types of conditions.

All ranges are given in yards.

"Movement" indicates the maximum distance at which a moving figure can be seen. "Spotted" is the maximum distance a moving or a stationary figure can be seen. "Type" gives the maximum distance at which the general details of a figure can be seen - species, weapons, etc. "ID" range enables exact (or reasonably exact) identification. "Detail" range means small actions can be seen clearly.

There are many factors other than weather that affect viewing. Size is an important factor. When looking at a small creature, all categories are reduced to the next lower category



(except the “detail” range, which remains unchanged). Thus, under clear conditions, the ranges for seeing a small creature are “movement” at 1,000 yards, “spotted” at 500 yards, “type” at 100 yards, and “ID” and “detail” at 10 yards.

When sighting large creatures, the “movement,” “spotting,” and “type” ranges are doubled. Exceptionally large creatures can be seen from even greater distances. Large groups of moving creatures can be seen at great distances.

The ranges given in Visibility Ranges Chart do not take terrain into account. All ranges are based on flat, open ground. Hills, mountains all drastically reduce the chances of seeing a creature. (The terrain does not alter sighting ranges, only the chances of seeing a creature.)

LIGHT

Characters cannot see much without light. Some night conditions are given in Visibility Ranges Chart. But all of these assume some small amount of light. In totally lightless conditions, normal vision is impossible, unless a source of light is carried by the party.

Light sources vary in the area they affect. Light Sources Chart gives the radius of light and burning time for the most common types of light sources.

LIGHT SOURCES CHART		
Source	Radius	Burning time
Beacon lantern	240 ft.	30 minutes/pint
Bonfire	50 ft.	1/2 hr/armload
Campfire	35 ft.	1 hr/armload
Candle	5 ft.	10 minutes/inch
Torch	20 ft.	1 hour
Magic	varies	varies

Of course, while a lantern or fire enables characters to see, it does have some disadvantages. The greatest of these is that it is hard to sneak up on someone if he can see you coming. It is hard to remain inconspicuous when you have the only campfire on the plain. Furthermore, not only do creatures know you are coming, they can generally see you before you see them (since the light source illuminates the area around you, those outside this area can see into the area). Characters should always bear these risks in mind.

INJURY

INFRAVISION

Some monsters have the power of infravision. The range of infravision is at most 60 feet unless otherwise noted.

INJURY

The challenge of adventure brings a risk of injury or death. This heightens the sense of danger and makes the rewards of adventuring all the much greater. A taste of fright starts the adrenaline running.

Because so much of FRP action involves situations where characters are hurt or killed, Dark Sun provides detailed and comprehensive guidelines covering specific injuries, death, and healing. These rules revolve around certain basic principals or assumptions.

Body and Soul: In Dark Sun, life is a union of body and soul. The body is a physical (or, in rare cases, enhanced) construct which accommodates the intangible soul or spirit. In turn, the soul gives the body life. Without a body, a soul dissipates and cannot interact in normal affairs. Absent a soul, a body is little more than an unordered organic sculpture destined to rot away.

Ways of Death: Death occurs when the body can no longer function (i.e., it cannot convey the soul) or the soul is destroyed. Typically, the body ceases to operate when it either:

- 1) receives a specific wound or series of wounds (i.e., critical strikes), or
- 2) shuts down due to pain or system shock (i.e., hits).

Once the body quits working, the soul will eventually depart. When the soul separates from the body any prospects for recovery and remote.

HEALING

This is a factor that controls how many and how often characters die permanently and how long they are out of commission healing. There are a number of means of healing:

- 1) Healing Spells
- 2) Healing Herbs
- 3) Bandage
- 4) Natural Healing

HEALING RECOVERY CHART

This chart provides recovery times for most general injuries. When using it, apply the character's Constitution bonus to any roll. The result is the recovery time for light injuries. Multiply the figure by 5 for medium injuries and by 10 for severe injuries. Halve the recovery time if the victim is hospitalized or placed in some other special care.

TYPE OF DAMAGE (in days)

Roll	Burn	Bone	Tissue	Head	Organ	Muscle/ Tendon
01-15	3	5	3	10	9	7
16-35	2	3	2	7	6	4
36-65	2	2	1	5	4	3
66-90	1	1	1	3	3	2
91+	1	1	1	2	2	1

DEATH

As noted above, death comes in more than one form, although it inevitably leads to the sundering of body and soul. These unfortunately fatal situations require elaboration.

Death Due to Concussion Hits (Massive Shock): Depending on body development, a character is allotted a certain number of concussion hits (or simply "hits"). These hits reflect the amount of pain and bleeding the character can withstand before succumbing to shock or unconsciousness. Once a character receives a sum of hits equal to or greater than his concussion hit allotment, he passes out due to body shock.

If a character receives more concussion hits than the sum of his total hit points plus his Constitution stat he begins to die. After a number of rounds equal to his Constitution divided by 10 (rounded off), the character dies. 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.

Death Due to Critical Strikes (Major Wounds): A character can also die due to a major wound or wounds. Occasionally a mortal blow or combination of blows will fell a character who has not yet received the number of hits necessary to send him into unconsciousness. In these cases, an attack or accident results in a critical strike (see Athasian Combat) which specifies damage to a particular part of the character's body. Should the critical strike description specify that the effects are fatal, the character dies in the prescribed manner and at the appointed time unless someone or something intervenes.

Death Due to Soul Destruction: A third form of death results from soul destruction. In these situations, the body may survive undamaged, but the character (being a particular individual) is irrevocably dead. Such a death invariably stems from a spell or some form of distasteful enchantment, so this plight is extremely rare.

The Effects of Death: There are two major effects of death:

- 1) the deterioration of stats due to a lack of oxygen flow to the brain following "death," and
- 3) the departure of the "soul" from the body.

Spells or herbs can halt the process of dying at any point. 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, 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.

Deterioration of Stats Due to Death: The mental stats (Reasoning, Self Discipline, Intuition and Presence) deteriorate first. Each round after a character dies, roll for each mental stat and consult the Stat Gain Table (Athasian Character). 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 stat are reduced. Initially, only the temporary stats are reduced, not the potentials.

Every hour after a temporary stat is reduced to 0 the potential for that stat is reduced by an amount rolled on column 6-7 of the Stat Gain Table.

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 the Stat Gain Table for each of these stats, and decrease each one by the amount shown. As with mental stats, a physical stat cannot fall below 0. However, any further deterioration is taken off of the stat's potentials.

If any stat falls to 0 or below, the stat stays at 0 and the character remains in a coma even if the cause of death is repaired. 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 Gamemaster should keep track of how many rounds pass between death and the halting of the death process. Then after the resolution of the battle, he can make the calculation of stat reductions.

The Departure of the Soul: Normally 12 rounds (2 minutes) after death, a character's soul leaves his body. Once it departs the soul can only be returned through the use of powerful spells of herbs.

INJURIES

Although death is a looming danger, injuries are much more common. Some injuries, however, effectively disable a character. Most make adventuring tough and, given their frequency, can present the characters with significant obstacles, including penalties or prohibitions applicable to the use of appendages, the deployment of senses, maneuvers, combat, or even travel.

Generally, injuries in Dark Sun only occur as a result of damage from a critical strike. As such, the injuries are often described quite specifically. This provides a tremendous variety of effects and adds flavor to the game. It also requires a very specific healing system, spells and herbs covering every possible plight.

General Degrees of Injury: It is still helpful to categorize injuries in broad, manageable groupings. These enable the Gamemaster to apply certain general rules regarding recovery and effect.

- 1) **Light Injuries.** If a specific injury results in a penalty of -0 to -20, it is considered "light." In addition, light injuries include wounds which yield 1-5 hits per round as a result of bleeding.
- 2) **Medium Injuries.** Specific injuries which result in a penalty of -21 to -50 are considered of "medium" severity. Medium injuries also include wounds which yield 6-10 hits per round as a result of bleeding. Fractures with an unspecified penalty are medium injuries.
- 3) **Severe Injuries.** Should a specific injury result in a penalty of -51 or more, it is "severe." In addition, severe injuries include shattered bones and wounds which yield more than 10 hits per round as a result of bleeding. Any wound which destroys an organ (e.g., eye, kidney, etc.) or renders it inoperable for more than 1 day is also severe.

Treatment: Even after an injury is treated, however, recovery is rarely instantaneous. The Gamemaster must still consider the effect of the wound after treatment. For

instance, how long does it take to recover? Will there be any permanent damage (e.g., a lowering of stats)? What effect does the wound have on the character while he recovering?

The form of treatment for a given injury is normally prescribed by:

- 1) the description of the wound, or
- 2) by the explanation of the spell, medical technique, or herb employed.

Some injuries, for instance, are healed by spells with descriptions that require the victim to remain immobilized during treatment. Certain herbs must be administered with an external compress which cannot be jarred. Whatever the treatment, the procedures should be followed, lest the treatment fail.

Bandage: First aid can be employed by virtually anyone, but has limited effectiveness. Essentially, the actor must make a successful Static Action in order to aid the victim. This roll is modified by the actor's Bandage general skill bonus. Anyone having a "0" Bandage skill rank operates with a skill rank bonus of -25.

Bandage skills enable a character to heal any light injury, so long as he utilizes the necessary equipment (e.g., a compress and bandage for light bleeding, splints or slings for light sprains or fractures, etc.). In addition, this skill can be used to slow or halt the effects of medium or severe injuries. For example, you can reduce any bleeding rate by 5 hits/round, or more if you use a tourniquet; you can set a medium fracture and stop any associated deterioration. First aid is generally ineffective when dealing with medium or severe nerve or organ damage.

Once healed in this manner, the victim cannot engage in any activity that might strain the wounded area without losing the benefits of the first aid. For instance, the victim probably cannot fight move at a pace faster than a walk without reinjuring himself.

Recovery from Wounds: Most spells and some herbs specify recovery time. Where they do not, use the Healing Recovery Chart, which gives some suggested recovery times

for general injuries. As a general rule, the recuperation period for multiple injuries equals that of the worst wound plus half the cumulative recovery time for all other concurrent wounds.

While recovering, a character's penalty gradually declines. To determine the rate at which the character returns to normal health, divide the penalty by the recovery time (in days). The result is the daily reduction in character's penalty. Round off any fractions and apply any leftover penalty to the amount recovered the first day. If the recovery time is less than or equals to two days, the Gamemaster may wish to determine recovery on an hourly basis.

When an injury description specifies that the organ, appendage, etc. is useless, the penalty is considered -100. Recovery usually begins when the area is healed.

If a critical strike description specifies that an area of the victim's body is useless or at a subtraction for a set period, it is assumed to be penalized accordingly for the entire prescribed period. However, once the period passes, recovery begins as if the area was healed. Any healing during the set period with start the recovery in motion earlier.

Recovery from Hits: Concussion hits heal at a rate of 1 per hour if the victim is resting. Should the victim be active, the rate drops to 1 every three hours.

Permanent Damage: 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.

As a loose rule of thumb, a character might receive permanent damage only in case of a severe wound. In such situation, have the character make an open-ended 1-100 roll and add a number equal to his Constitution (not simply the Co bonus). Should the result exceed 100, there is no permanent damage. If it falls short of 101+, ascertain the difference between the roll and 101. The greater the difference, the worse the permanent damage.

DISEASE

Disease strikes almost everywhere at on time or another. In Dark Sun, it can be the result of a random event, a part of a character's makeup, a spell, or a simple decision/calculation on the part of the Gamemaster that a specific setting is suffering.

A person attacked by a disease must make a resistance roll, comparing his own level with that of the disease. (Use the Resistance Roll Table in Athasian Magic.) The victim adds his Constitution stat bonus to the roll. When the poor victim fails the RR, the Gamemaster should determine the degree of failure by comparing the adjusted RR with the number needed to succeed. Unless the disease is described otherwise (e.g., the disease delivers only moderate effects), the amount by which the RR was failed indicates the severity of the effect as follows:

RR Failure	Effect Severity
01-15	mild
26-50	moderate
51-100	serious
101+	extreme

A variety of diseases are described in the Disease Chart below. For convenience's sake, they are grouped in 5 categories, according to effect/transmission:

- 1) pneumonic
- 2) bubonic
- 3) psychiatric
- 4) genetic
- 5) chemical

Recuperation from the effects of disease should be analogous to recovery from injuries.

DISEASE CHART

This chart describes the effects of five categories of diseases, based on their severity level. The categories are ordered according to the type of transmission/effect:

- 1) **Bubonic** - Includes any viral or bacterial disease resulting from organism which reside in the blood or other precious bodily fluids. Often transmitted by flea bites, etc.
- 2) **Chemical** - Includes all forms of chemical dependence on (i.e., addiction to) herbs/drugs, alcohol, etc. or slow physical deterioration as a result of chemical alteration.
- 3) **Genetic** - Includes hereditary diseases such as dyslexia, hemophilia, sickle-cell anemia, etc.
- 4) **Pneumonic** - Includes any viral or bacterial disease carried in the air (e.g., transmitted by wind or breath).
- 5) **Psychiatric** - Encompasses neuroses (e.g., anxieties, obsessions, phobias, etc.) and psychoses (e.g., multiple personality, psychopathy, etc.).

EFFECT DESCRIPTIONS

These general descriptions and specific effects of certain diseases will vary, even if classified according to these categories.

The effects are cumulative, so that a victim beset with two impairments - one reducing his activity by -20 and the other by -15 -- is actually at -35. A victim experiencing serious effects must also weather moderate and mild effects. The effects of upper level severities include all the lower severity results in the same category. See the Poison Chart for a description of the time and area effect.

BUBONIC

Transmission: Injection.

Description: Strikes in 1-10 days.

Mild - rashes; mild glandular swelling; fever (-15).

Moderate - inflammations and swelling in the glands, particularly in the armpit and groin areas (-25); puss-filled infections (10% chance of immobilization for each limb or eye).

Severe - lesions ooze puss; bleeding through pores; high fever; complete immobilization (50% chance of coma for 1-50 days).

Extreme - death due to viral or bacterial infection in 1-20 days.

CHEMICAL

Transmission: Ingestion.

Description: Strikes after continued exposure or use. Chemical dependence requires continued use or withdrawal symptoms will occur.

Mild - no significant permanent damage; withdrawal results in mild spasms, sweating and irritability for 2-20 days (-15).

Moderate - occasional hallucinations (5% chance -25); intermittent spasms (5% chance -35); double vision (10% chance -40); impaired Reasoning and Agility (-1 to -10 temp stat); withdrawal results in immobility for 1-10 days (5% chance of death).

Severe - frequent hallucinations (10% chance -50); intermittent fevers; shaking; weakened temporary stats (each 1+[-1 to 100]); withdrawal results in immobility for 2-20 days (20% chance of death).

Extreme - slow death (1-50 months) due to destruction of internal organs (e.g., liver, kidneys, intestines, etc.); withdrawal results in immobility for 3-30 days (40% chance of death).

GENETIC

Transmission: Hereditary.

Description: Strikes prior to outset of character's entry into game or at a random moment during the game (e.g., whenever he rolls and unmodified 123).

Mild - 01-80 = an allergy; 81-100 = mild dyslexia (double dev cost for written languages).

Moderate - 01-30 = epilepsy (any unmodified roll of 01 by character results in immobilizing seizure lasting 1-100 rnds); 31-50 = color-blindness (D10: either 1-2. complete, 3-5. blue/orange, or 6-10 red/green); 51-80 = pronounced dyslexia (quadruple dev cost for written languages); 81-100 = narcolepsy (any unmodified roll of 02 by character results in 1-20 rnds of unshakable sleep).

Severe - 01-20 = cell anemia (character immune to specific disease such as malaria but has a -25 Con penalty and bleeds at 2x normal rate); 21-60 = hemophilia (character bleeds at 4x normal rate); 61-100 = diabetes (30 Con penalty and character must prepare own food specially or suffer 50% chance of coma for 1-10 hours).

Extreme - death in 1-100 days due to cancer, or some extreme form of the plights listed above.

PNEUMONIC

Transmission: Inhalation.

Description: Strikes in 1-100 hours after exposure.

Mild - fever; sweating; dizziness (-20).

Moderate - raging fever (-25); infected wounds (if any -50); instability (-50 to MM and missile attacks).

Severe - immobilizing coma for 1-100 day.

Extreme - death due to viral or bacterial infection in 1-100 hours.

PSYCHIATRIC

Transmission: Environment.

Description: Strikes randomly, often as a result of trauma.

Mild - mild neuroses include: 01-10 = stuttering; obsession such as 11-25 = cleanliness and 26-40 = directed grudges; and light phobias such as 41-75 = vertigo (-50 to balancing maneuvers) and 76-100 = claustrophobia.

Moderate - strong neuroses include: 01-75 = strong phobia (D10: 1. groups, 2. open spaces, 3-4. heights, 5-6. confined spaces, 7. silt, 8. a specific animal, 9. storms, 10. riding); 76-100 = sexual disorder (D10: 1-2. fetish for particular type of object, 3-4. voyeurism, 5. sexual addiction, 6-7. exhibitionism, 8. compulsive sexual attraction to children or dead bodies, etc., 9. sadism, 10. masochism).

Severe - psychoses include: 01-25 = manic/depression; 26-50 = paranoia; 51-75 = schizophrenia; 76-90 = hysteria; 91-100 = multiple personalities.

Extreme - death in 1-50 weeks due to suicide (01-90) or murder/suicide (91-100).

POISONS

Like diseases, poisons add spice and intrigue to a game. Some characters use them to coat weapons, while others perish after ingesting a tasty but poisonous draught. Their hidden dangers are frightening.

Poisons come in many forms. A variety is detailed in the Poison Chart below. Specified poisons are listed in the Equipment and Commerce Section. In both cases they are grouped in six effect categories:

- | | |
|----------------|----------------|
| 1) circulatory | 4) nerve |
| 2) conversion | 5) reduction |
| 3) muscle | 6) respiratory |

Handle resistance rolls versus poison according to the disease RR guidelines above. Recovery from the effects of poisons should proceed in a manner similar to recovery from injuries.

POISON CHART

The following chart delineates the impact of six categories of poisons, based on their severity of effect (severity level). Effects are cumulative, so that a victim beset with two impairments -- one reducing his activity by -15 and the other by -25 -- is actually at -40. A victim experiencing serious effects must also weather moderate and mild effects. The effects of upper level severities include all the lower severity results in the same category.

Time of Effect - The time at which an effect sets in is variable; however, greater effects cannot precede lesser effects, although they can be simultaneous. GMs should roll the time for the severest effect first, thereby dictating the upper limit for lesser symptoms.

Area of Effect - The area affected by a poison often varies as well. Sometimes the victim's actions or the attack dictate the point of entry and the area first affected (e.g., a maneuver of critical strike indicates that the snake injects the nerve poison in the victim's leg), but occasionally there will be no indication of the initially affected spot. In this case, use the following location chart.

Variety	Areas Affected (Suggested Sequence)
Circulatory	feet, legs, hands, arms, abdomen, chest, neck, head.
Conversion	kidneys, bowels, intestines, stomach, liver, lungs, heart, throat, brain, legs, arms.
Muscle	hands, arms, shoulders, feet, legs, hips, jaw, nose, ears, eyes, bowels, heart.
Nerve	extremities, eyes, mouth, brain.
Reduction	kidneys, bowels, intestines, stomach, liver, lungs, heart, throat, brain, legs, arms.
Respiratory	lungs, throat, brain.

EFFECT DESCRIPTIONS

The following descriptions are general in nature. Specific effects of certain poisons will vary, even if classified according to these categories.

CIRCULATORY POISONS

Mild - Beginning in 1-50 rnds and lasting 1-50 hours: swelling around the point of injection or ingestion; drowsiness (-15); slightly blurred vision (-25).

Moderate - Beginning in 3-30 rnds: lessening of motor coordination in legs (-25 for leg maneuvers) and arms (-25 for hand maneuvers); mild euphoria (-20).

Severe - Beginning in 5-50 rnds: discoloration and chills; incapacitating headaches (no activity; 1-10 hits/rnd until unconsciousness or coma).

Extreme - Beginning in 10-100 rnds: death due to circulatory failure (i.e., oxygen starvation and associated waste poisoning).

CONVERSION POISONS

Mild - Beginning in 5-50 rnds: Queasiness and an upset stomach (2-20 hits; -20).

Moderate - Beginning in 10-100 rnds: painful vomiting (3-30 hits; 10% chance of incapacity each round).

Severe - Beginning in 2-200 rnds: partial conversion (1-100%) of bodily tissue to another form (with associated disability; death if area affected is a critical organ); victim at -51 to -100; lapse into unconsciousness 1-50 rnds after initial severe effect.

Extreme - Beginning in 20-200 rnds: complete transformation of bodily tissue to another form; death if area critical to survival.

MUSCLE POISONS

Mild - Beginning in 3-30 rnds: lightheadedness and swelling (-10); pain (1-5 hits/rnd).

Moderate - Beginning in 5-50 rnds: moderate loss of overall coordination (-30); in any given round, there is 5% chance muscles necessary to given action will not operate.

Severe - Beginning in 1-10 hours: fever and sweating; lapse into unconsciousness for 1-10 days.

Extreme - Beginning in 1-50 hours: death due to overall muscle failure (e.g., cessation of heart activity).

NERVE POISONS

Mild - Beginning in 1-10 rnds: mild loss of thought and motor coordination (-30).

Moderate - Beginning in 1-20 rnds: nervous system shock (5-50 hits; -75).

Severe - Beginning in 2-20 rnds: stroke (-100); temporary stats reduced by 1-80 (D100 roll, ignoring 81-100).

Extreme - Beginning in 2-50 rnds: Death due to brain failure.

REDUCTION POISONS

Mild - Beginning in 10-100 rnds: great pain (4 hits/rnd until unconscious).

Moderate - Beginning in 20-200 rnds: bleeding through pores (3 hits/rnd).

Severe - Beginning in 30-300 rnds: incapacitation; after 1-100 minutes lapse into coma lasting 1-100 days.

Extreme - Beginning in 1-10 hours: death due to dissolution of vital tissue, destruction of associated organs (e.g., liver reduced to fluid).

RESPIRATORY POISONS

Mild - Beginning in 1-20 rnds: mild euphoria (-20).

Moderate - Beginning in 2-20 rnds: significant euphoria (-50); choking pain (1-5 hits/rnd for 1-100 rnds).

Severe - Beginning in 1-100 rnds: uncontrollable coughing (1-10 hits/rnd for 1-10 rnds); lapse into unconsciousness; 50% chance of coma for 1-10 days.

Extreme - Beginning in 2-200 rnds: death due to respiratory failure and associated oxygen starvation.

DEHYDRATION CHART

Area of Effect: Blood, brain, nerve system.	
Time after Tolerance Level (in hours)	Effect on MM, SM, OB, DB, RR, SP
Co + SD/10 (level 1)	-20
Co + SD/10 (level 2)	-30
Co + SD/10 (level 3)	-50
Co + SD/10 (level 4)	-50
Death due to total dehydration.	
NOTE: Effect penalties are cumulative.	

DEHYDRATION

As PCs adventure, one overriding consideration will almost certainly be the supply of water. Quite often in Dark Sun campaigns, characters will be in situations where the supply of water has no impact on the adventure. These dehydration rules are intended for extreme situations only and should only be enforced when a lack of water could be lifethreatening.

WATER CONSUMPTION IN DARK SUN

As a general rule, no character can go without liquid nourishment for more than two days before he begins to suffer adverse effects. This tolerance level is: Constitution + Self Discipline/5 in hours.

How much water a character needs depends upon his level of activity. An active character (hard exertion, walking, riding, etc.) needs 0.05 gallon of water per hour (1.2 gallon per day). An inactive character (sitting, resting, etc.) needs 0.025 gallon of water per hour (0.6 gallon per day).

If the character is in the shade (minimum one hour), he only needs half of the amount of water dictated by his activity.

A character who has does not drink enough water will suffer the effects of dehydration.

EFFECTS OF DEHYDRATION

Beginning with the first hour after tolerance time a character does not receive his required allotment of water, consult the Dehydration Chart below.

Example: A character (active) with Constitution 49 and Self Discipline 87 will die in 81.6 hours (3.4 days) without water: tolerance (Co + SD/10) and 4x(Co +SD/10).

REHYDRATION

A character can rehydrate by drinking his full allotment of water plus the straggled quantity in the dehydration time.

Example: A character suffer the effects of dehydration level 2 (first hour). For total rehydration he will drink (Co + SD/5) + (Co + SD/10) +1 hour x requirement water.

DRINKING OTHER LIQUIDS

In times of desperation, players may suggest more outlandish liquids to stave off dehydration: honey, cactus sap, even the blood of fallen monsters or companion:

Blood	about 60% water
Cactus or plant	varies
Other liquids	see Equipment list

MADNESS

For the purpose of this rule, madness sets in when one member of the party (either a PC or NPC) dies from dehydration and the situation shows no signs of changing. At such times, the GM should make a Self Discipline check for each character every day in order to avoid madness.

The madness created by water deprivation forces a character to adopt a chaotic (and usually evil) alignment for that day with regards to obtaining water. The GM should inform the player of this temporary alignment change - the player should do his best to adopt the madness in his character's style:

a gladiator might simply take out his hammer and demand the water, whereas a assassin might poison some of his fellows in secret to increase his share. If a player is unwilling to take appropriate actions, the GM should make the character into an NPC until the madness wears off.

Once a character has a successful SD check or is rehydrated, the madness goes away.

ANIMALS AND DEHYDRATION

Animals also suffer dehydration. Tiny animals need 1/8 gallon; small animals need 1/2 gallon; man-sized animals need 1 gallon; larger than man-sized animals need 4 gallons; huge animals need 8 gallons; gargantuan animals need 16 gallons of water per day. Animal water intake can be cut by half for shade or inactivity, or quartered for both. For dehydration effects use the chart above.

STARVATION

If a character has an adequate supply of drinking water, he will suffer no ill effects from going without solid nourishment for a number of days, referred hereafter as his tolerance level. This number varies for different characters as follows:

Strength + Constitution/10 in days.

Area of Effect: fat, flesh, brain, nerve.

When a character exceeds his tolerance level, he is weakened. Use the Stat Gain Table for penalties (roll D100 for each physical stat; and the difference between stat will be the number of days after tolerance). When a character's Strength stat exceeds its half the starvation penalty is applied to the mental stats. For regaining temporary stats also use the Stat Gain Table.



ENCOUNTERS

When a group is circulating in a settlement or on the move anywhere, the encounter procedure should occur every 4 hours. If the group is stationary roll once for every static period of 12 hours or less (e.g., roll twice for a thirteen hour encampment).

By comparing the care with which the PCs travel versus the activity in the given region, the GM can gauge the probability of an encounter. We suggest using a differential between two modified, open-ended dice rolls, since this allows the PC group to see how obvious their trail is while maintaining suspense. The procedure follows:

- 1) **Avoidance roll** - the PC group makes a "avoidance" dice roll and applies the appropriate modifiers to get an adjusted result;
- 2) **Activity roll** - the GM then makes an "activity" roll and applies the proper modifiers to get an adjusted result;
- 3) **Roll comparison** - the GM compares the two adjusted rolls;
- 4) **Negative differential** - if the avoidance roll exceeds the activity roll there is a negative differential and no chance of an encounter and the table is not used, and any pursuit is thrown off or avoided. This may be modified due to an unusual circumstance, or if there is a tracker in the pursuing group.
- 5) **Positive differential** - if the activity roll exceeds the avoidance roll there is a positive differential and the standard Encounter Chart is consulted.

ENCOUNTER CHART

This chart is intended to cover the usual pattern of encounters between PCs and local inhabitants or wild beasts.

AVOIDANCE ROLL

PC group size	Modifiers
1-	+50
2-	+20
3-4	0
5-10	-20
11-20	-50
21-50	-75
51+	-100

Travel mode/speed (profile)	Modifiers
Sneaking afoot/ 1/4x	+50
Careful walk/ 1/2x	+20
Normal walk/ 1x	0
Run/ 2x	-10
Slow ride/ norm	-20
Fast ride/ 3x norm	-40

Other	Modifiers
Traveling at night*	+50
Actively searching for something	+30
Spells employed	variable
Encamped after 12 hrs travel	-20
Encamped after 16 hrs travel	-40

* Nighttime lighting (e.g., moonlight, starlight, cloudless skies, etc.) may lower this modifier.

ACTIVITY ROLL

Hostile population	+25
Patrolled area	+50
Pursuit	+100
Night-adapted population at night	+30
Night-adapted population during day	-30
Dark & rough	-50
Light & rough	+10
Light & flat	0
Open & rough	0
Open & flat	+50
Other flat	-25
Night	+50
Clear weather	+10
Spells	variable

ENCOUNTER ROLL

Roll (2D10)	Frequency
2-3	Very rare
4	Very rare or rare (GM's choice)
5-6	Rare
7-8	Uncommon*
9-13	Common**
14-15	Uncommon*
16-17	Rare
18	Very rare or rare (GM's choice)
19-20	Very rare

* Or choice of two very rare creatures, 50% chance of each.

** Or choice of two rare creatures, 50% chance of each.

ENCOUNTERS



ENCOUNTER REACTIONS

- Player Characters are: -

Roll (2D10)	Friendly	Indifferent	Threatening	Hostile
2	Friendly	Friendly	Friendly	Flight
3	Friendly	Friendly	Friendly	Flight
4	Friendly	Friendly	Cautious	Flight
5	Friendly	Friendly	Cautious	Flight
6	Friendly	Friendly	Cautious	Cautious
7	Friendly	Indifferent	Cautious	Cautious
8	Indifferent	Indifferent	Cautious	Cautious
9	Indifferent	Indifferent	Cautious	Threatening
10	Indifferent	Indifferent	Threatening	Threatening
11	Indifferent	Indifferent	Threatening	Threatening
12	Cautious	Cautious	Threatening	Threatening
13	Cautious	Cautious	Threatening	Hostile
14	Cautious	Cautious	Threatening	Hostile
15	Cautious	Threatening	Threatening	Hostile
16	Threatening	Threatening	Hostile	Hostile
17	Threatening	Threatening	Hostile	Hostile
18	Threatening	Threatening	Hostile	Hostile
19	Hostile	Hostile	Hostile	Hostile
20	Hostile	Hostile	Hostile	Hostile

Flight: avoidance, panic, terror, or surrender.

Friendly: helpful, conciliatory, or simply non-aggressive.

Indifferent: neutral, bored, business-like, unconcerned, unimpressed, or simply oblivious.

Cautious: suspicious, wary, dubious, paranoid, guarded, untrusting, or mildly conciliatory.

Threatening: boastful, bravado, blustering, intimidating, short-tempered, or bluffing.

Hostile: irritable, hot-tempered, aggressive, or violent.

OPTIONAL RULES

These optional rules affect static maneuvers in Athasian Environment.

HIDING AND STALKING VERSUS PERCEPTION

A character's 'Hiding and Stalking' maneuver should be modified by the 'Perception' bonus of any potential observers and any other modifiers affecting Perception from Static Maneuver Table. These modifiers may cause different results for hiding/stalking versus the various observers (i.e., some observers may "perceive" the hider/stalker, while others may not).

AN ALTERNATIVE STATIC MANEUVER TABLE

Static maneuvers in Athasian Environment are normally handled by a system involving rolling and adding applicable modifications; success occurs if the resulting total is over 100. This optional rule provides a table which may be used to resolve certain static maneuvers. The same process (roll and add appropriate modifications) is used, but the resulting total is used to obtain a result on The Alternative Static Maneuver Table.

OPTIONAL RULES

ALTERNATIVE STATIC MANEUVER TABLE 1

Roll	General	Influence and Interaction	Picking Locks and Disarming Traps
-26 down	BLUNDER: You fail spectacularly. If possible, your static action has the opposite effect from what you intended.	BLUNDER: Your blatant attempt at coercion alienates your audience. They are influenced to do the opposite of what you were attempting to get them to do. Until a change in circumstances occurs, any attempts by you to influence them will fail.	BLUNDER: If picking a lock, your lockpick is broken and stuck in the lock, rendering it unopened until removed (this requires another roll to pick the lock by someone other than you). Any traps connected to it are set off. If disarming a trap, the trap is activated.
-25-04	ABSOLUTE FAILURE: Utter incompetence causes a mental lapse. Any static actions attempted during the next 10 min (60 rounds) will result in failure (see 05-75 below).	ABSOLUTE FAILURE: Your audience rejects you, causing you to lose confidence and your air of authority. Any influence attempts during the next hour (60 rounds) will result in failure (see 05-75 below).	ABSOLUTE FAILURE: You have developed a mental block on this lock/trap and will automatically fail on any further attempts to pick/disarm it. If disarming a trap (or picking a lock with an attached trap), there is 50% chance that the trap will be activated.
05-75	FAILURE: You have failed. You may not try again the same static action in the same place for 1 day.	FAILURE: You have failed. Your audience will not be receptive to any of your attempts at influence at least 1 day. hrs.	FAILURE: Currently you have no further ideas on how to pick/disarm this lock/trap. After 24 you may make a perception roll. If it succeeds you may make another attempt to pick/disarm the lock/trap.
76-90	PARTIAL SUCCESS: If partial success is possible, you accomplish 20% of the static action. You may not try the same static action in the same place for 1 hour.	PARTIAL SUCCESS: Your audience is still listening. You can continue to try to influence them.	PARTIAL SUCCESS: You have figured out part of the lock/trap and have an intuitive feel for the rest. However, further effort at this time will be counterproductive. Do something else for 10 minutes and then you can try again.
91-110	NEAR SUCCESS: If partial success is possible, you accomplish half of your static action. You may try again after 3 rounds of contemplation.	NEAR SUCCESS: Keep talking, your audience is becoming friendly. Modify your next roll by +20.	NEAR SUCCESS: You almost had it. If you spend 2 rounds thinking about your attempt (no other activity), you may try again with an extra +5 bonus.
111-175	SUCCESS: Your static action is successful.	SUCCESS: You have influenced your audience.	SUCCESS: The lock/trap is picked/disarmed; +50 on any future attempts to pick/disarm this lock/trap.
176 up	ABSOLUTE SUCCESS: Your static action is successful and you get a +20 bonus to further static actions for the next 10 minutes (60 rounds).	ABSOLUTE SUCCESS: Not only did you influence your audience, but you receive a +50 bonus on influencing them until you do something to cause them to lose confidence in you.	ABSOLUTE SUCCESS: In the future you may automatically pick/disarm (takes one round) this lock/trap or any identical lock/trap. +10 to attempts on similar locks/traps in the future.
	MODIFICATIONS: Difficulty - +30 Routine +20 Easy +10 Light +0 Medium -10 Hard -20 Very Hard -30 Extremely Hard -50 Sheer Folly -70 Absurd	MODIFICATIONS: Difficulty - see under General. +50 - Audience is personally loyal or devoted to the character. +20 - Audience is under hire to the character. +Skill bonus for Influence and Interaction. NOTE: Difficulty and other modifications are based upon the basic attitude of the audience towards the character and upon what the character is trying to get them to do.	MODIFICATIONS: Difficulty - see under General. +Skill bonus for Picking Locks OR Disarming Traps.

OPTIONAL RULES

ALTERNATIVE STATIC MANEUVER TABLE 2		
Roll	Reading Runes and Using Items	Perception and Tracking
-26 down	BLUNDER: Whatever spells or abilities are in the item or on the rune table are activated and directed against you. Any runes on rune table are gone, and you will never be able to use any of the spells or abilities contained in the item.	BLUNDER: You not only fail to get any valid information but you pick up invalid information due to a misconception or improperly sensed details. You may never try again on the same topic in the same area.
-25-04	ABSOLUTE FAILURE: You have developed a mental block on this rune/item and will automatically fail any further attempts to read or use it. If attempting to read a rune (or attempting to use an item containing a spell), there is a 50% chance that the spell will be activated.	ABSOLUTE FAILURE: Confusion causes a mental lapse. This perception roll and any perception rolls made during the next 10 min (60 rounds) will result in failure (see 05-75).
05-75	FAILURE: Currently you have no further ideas on how to read/use this rune/item. After you have gone up a level, you may make another attempt to read/use this rune/item.	FAILURE: You gain no information, but you think that you have learned everything available. You may not try again on the same topic in the same area for 1 day.
76-90	PARTIAL SUCCESS: You have an intuitive feel for how to read/use the rune/item, and you learn how many spells and abilities it contains and what they are. However you can not yet read/use it, and you may not make another attempt for 1 week.	PARTIAL SUCCESS: You gain some of the information on the topic that required the perception roll, but you are not aware that you missed something. You may not try again on the same topic in the same area for 1 hour.
91-110	NEAR SUCCESS: You almost had it. You learn how many spells and abilities it contains and what they are. If you wait 24 hours and you meditate about your attempt for 2 hours (no other activity), you may try again with an extra +10 bonus.	NEAR SUCCESS: You gain some of the information on the topic that required the perception roll, and you are aware that you missed something. You may try again after 3 rounds of contemplation.
111-175	SUCCESS: You learn one spell or ability in an item or on a piece of rune table, and you may use it whenever you hold the item or rune table (runes are only usable once). You also learn what the other spells or abilities (if any) are, and may make further rolls to be able to use them.	SUCCESS: You gain all of the information on the topic that required the perception roll.
176 up	ABSOLUTE SUCCESS: You learn all of the spells and abilities in an item or on a piece of rune table, and you may use them whenever you hold the item or rune table (runes are only usable once).	ABSOLUTE SUCCESS: You are aware of everything in the area that you are examining. This includes information on topics other than the one requiring the perception roll. You get a +20 on all perception rolls for 10 minutes (60 rounds).
	MODIFICATIONS: -(level of the spell) -30 - If the realm of the spell is different from the character's. -10 - If the character does not know what the spell or ability is. +20 - If the character knows what the spell or ability is. +30 - If the character can cast the spell intrinsically. +Skill bonus for Runes OR Magical Items.	NOTE: The information available through a perception roll is limited by the area that you examine and your resources (usually your senses). NOTE: When tracking a roll is only required once every 5 minutes (30 rounds). MODIFICATIONS: Difficulty - see under General. +20 - If the player states that his character is spending time looking for specific information. The number of rounds spent affects the difficulty +Skill bonus for Perception OR Tracking.

Chapter Three :

A T H A S I A N C O M B A T**THE TACTICAL COMBAT SEQUENCE**

The Dark Sun tactical combat sequence is based upon on a time frame of 10 second battle rounds and one minute turns (i.e., 6 rounds equal one turn). Normally, each combatant is allowed one attack roll per round, whether it be a spell, missile (bow and thrown fire), or melee. The rationale behind allowing missile and melee combatants only one roll every ten seconds is that, though he or she may actually swing or fire more often than this, only one effective attack is made in a given round. The other swings/shots are assumed to be nullified by a shield, movement, a weapon, and/or fate.

The basic principle to keep in mind is that each action takes a percentage of a round to complete. For example, one can view a physical attack as at least a 50% activity, casting a spell as a 75% activity, preparing a spell as a 90% activity, and movement as a 0-100% activity. Thus someone that casts a spell may not make another attack.

THE BATTLE ROUND SEQUENCE

- 1 -Spell Action Phase
- 2 -Spell Results Phase
- 3 -Spell Orientation Phase
- 4 -Fire Phase (A)
- 5 -Fire Result Phase (A)
- 6 -Movement/Maneuver Phase
- 7 -Fire Phase (B)
- 8 -Fire Result Phase (B)
- 9 -Melee Phase
- 10 -Melee Result Phase
- 11 -Final Orientation Phase

SPELL PHASE

All combatants who will cast (or prepare) a spell during this round must specify any pertinent information to the GM (spell type, target, option to wait for opportunity fire, etc.). If any spells are to be cast/prepared, they would also be specified in this phase.

SPELL RESULTS PHASE

All "cast" (not prepared) spells specified in the previous phase are resolved simultaneously, unless an exception is indicated by the system or the GM. Effects are applied immediately, except spell held on opportunity.

* Movement/Maneuver is reduced to a maximum of 25% of normal for those who have cast a spell this round, and 10% for those who have prepared a spell.

SPELL ORIENTATION PHASE

All combatants who performed unusual activities during the previous phase (e.g., Teleportation, Leaving, etc.) must make an orientation roll to determine how well they have adapted themselves to their new surroundings. An exceptionally low roll 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 would indicate the best possible result (intermediate values should be adjusted by the GM if necessary). The GM must determine what constitutes unusual activity within the context of the situation.

FIRE PHASE (A)

All combatants who will fire during this phase must specify missile type, target/target area, and any other pertinent information. Users of self-reloading weapons are able to fire in both this and Fire Phase B. Users of missile (bow) weapons and thrown weapons may fire in either phase, but only one. Exception: theoretically a character with a throwable weapon in each hand may throw one in Fire Phase (A) and one in Fire Phase (B).

* Spell casters/preparers may not fire.

THE TACTICAL COMBAT SEQUENCE

FIRE RESULT PHASE (A)

All missile attacks specified in the previous phase are resolved simultaneously, unless an exception is indicated. All results are applied immediately. In the following phases, all Phase (A) firers have 50% of their activity left and thus may:

- * Melee with a -50 mod to OB; or
- * Move/Maneuver at 50% of normal; or
- * Fire normally in Fire Phase (B) (self-reloading weapons only).

MOVEMENT/MANEUVER PHASE

All combatants in play may move up to the maximum of their movement allowance (depending on any activity engaged in during the earlier phases, and the movement system being used, see Maneuvers). Success or failure of an extraordinary maneuver must be resolved as indicated in Maneuvers.

- * Normally, drawing a weapon takes 20% of normal activity while changing weapons takes 50% of activity.

FIRE PHASE (B)

Same as Fire Phase (A), except that a character may not fire if he has done any of the following this round:

- * Cast/prepared a Spell.
- * Fired in Fire Phase (A) and moved/maneuvered.
- * Moved/maneuvered more than 50% of normal allowance.
- * Been incapacitated and/or failed an orientation or maneuver roll.

FIRE RESULT (B)

Essentially the same as Fire Result Phase (A).

MELEE PHASE

All characters may make a melee attack except those who have used more than 50% of their activity for the round. That is, they may not have done any of the following this round:

- * Cast or prepared a spell.
- * Fired in Fire Phase (A) and moved/maneuvered.

- * Moved/maneuvered and fired in Fire Phase (B).
- * Fired in Fire Phase (A) and fired in Fire Phase (B).
- * Moved/maneuvered more than 50% of normal allowance.
- * Been incapacitated and/or failed an orientation or maneuver roll.

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 combatants will attack by comparing initiative (Quickness, and other factors, depending on circumstance); see Combat Resolution.
- 2) First combatant attack and result are applied immediately.
- 3) Second combatant, third combatant, etc., attack and apply results in order.
- 4) First combatant attack with any usable second weapon, if any (e.g., he entered melee with a weapon in each hand, he is hasted, etc.).
- 5) Second, third combatants, etc., attack with second weapon, if any.

FINAL ORIENTATION PHASE

In the judgment of the GM, 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.

EXCEPTIONS

OPPORTUNITY ACTION

Combatants may plot opportunity action if they wish to perform a combat activity in a following phase or the current round or a following round. For example, a combatant may wish to withhold casting a spell until he sees who is moving where, and then cast. 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. A combatant who has planned opportunity action can take no other action (except reduced movement) until the action is performed or cancelled. Opportunity action occurs first in a phase, unless otherwise indicated by the GM.

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

OPPORTUNITY FIRE

A combatant may claim Opportunity Fire during any phase of the combat round that he would normally be able to fire, and does not (see above). He may then fire normally during a subsequent phase of the same round or a following round (and would resolve his fire before other combatants). Opportunity Fire must be claimed against a known foe (or group of foes in the same location). It may also be claimed against a terrain feature or specific area (like a corner, a building, a portal, etc.).

Example: Kyuln is in combat with several minions of a Templar. During Fire Phase (A), he claims Opportunity Fire on a specific minion he knows is hiding behind a big rock. During the Movement and Maneuver Phase of the next round, the minion breaks from cover and tries to run to a pavilion where all of his brothers are. He never makes it; Kyuln throws his dagger during the Movement and Maneuver Phase and drops him.

Movement is restricted to 25% of normal until the action is taken or cancelled. A combatant who has declared Opportunity Fire may take no other action (except reduced

movement) until the Opportunity Fire is performed or cancelled. Opportunity Fire occurs first in any given phase unless otherwise indicated by the GM. No character may fire more than once in a given phase.

Example: Assume the same situation as given in example above. However, this time the minion steps out from behind the rock during the Movement and Maneuver Phase, but Kyuln holds his Opportunity Fire. The next phase of the combat round is Fire Phase (B). Kyuln decides that he wants to take his shot now, and fires (i.e., throws) first. Kyuln's player also wants to take his normal Fire Phase (B) shot with the dagger in his other hand, but the GM indicates (quite correctly) that no combatant may fire twice in the same phase. Kyuln's player says that is unfair. The GM says (quite correctly) that Kyuln's player is unreasonable. The game then quickly degenerates into a fist-fight and next week. Kyuln's player doesn't show up to the game.

OB PENALTIES FROM MOVEMENT/MANEUVER

If a character moves/maneuvers and then fires in Fire Phase (B) or melees in Melee Phase, he takes an OB mod to that attack. The OB mod is -5 for every 5% moved/maneuvered. In order to fire or melee, the character must have moved/maneuvered less than 51% of his normal allowance and may not have performed any other activity.

USING MISSILE FIRE WHILE IN MELEE

Normally, a combatant cannot throw or fire missiles while engaged in melee. For the purposes, a combatant is engaged in melee if:

- 1) A foe attacked him in the previous melee phase, and
- 2) That foe is still within striking distance (i.e., usually within 5-10'), and
- 3) That foe's action for the current round is to melee the combatant.

ORIENTATION ROLLS

When required by the GM, a combatant must make an orientation roll to determine his degree of self-control and awareness. The GM must determine the difficulty of the orientation, then the combatant makes the orientation roll in the same manner as a maneuver. 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. The stat bonus used for orientation rolls is Intuition and Reasoning and the skill bonus is based on the Perception skill.

Example: Suppose a minion of a Templar sneaks up on Kyuln, who is preparing to cast a defiler spell. During the final orientation phase, the GM directs Kyuln to make an orientation roll to see if he notices the minion sneaking up behind him. Since the minion made a successful maneuver (a stalking maneuver) to sneak up on Kyuln, the GM assigns a degree of difficulty of "Very Hard". Kyuln's roll will be modified by +5 for his good Intuition and Reasoning, by +40 for his Perception skill rank of 8, and by -20 because Kyuln is unusually unobservant when preparing spells. He rolls a 56 for a net maneuver roll of 81 (56+5+40-20). Cross-indexing on Maneuver/Movement Table, we get a result of "40". This means that Kyuln only has a 40% chance of noticing the minion; Kyuln makes a second roll of 72 and thus is completely oblivious to the danger approaching him from the rear. The GM should not allow Kyuln to take any actions to react to the threat of the minion.

MOVEMENT CONFLICTS

When two or more combatants attempt to perform conflicting movements or maneuvers (such as two characters who are headed for the same space), the GM may choose to resolve the conflict by having the combatants in question make maneuver rolls. If one character succeeds and the other fails, the result is obvious. Otherwise:

- * The conflict can be considered a draw, and movement for the involved parties can be terminated at the point of conflict; or
- * The GM can use 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.

In these cases of conflicting movement, the GM 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.

CANCELING ACTION

During a round an action declared by a combatant may be canceled before it would otherwise be resolved. A character who has canceled his action may perform one of the following alternative actions:

- * Melee with half of his normal OB, or
- * Move half his normal (not running) movement, or
- * Make a maneuver modified by -30

The alternative action chosen must be performed when the other actions of that type are normally resolved.

HASTE AND SPEED

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 must 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).

- * A hasted character may not fire more than twice a round.
- * Casting more than one spell/round is still prohibited.



NOTE: The effects of Haste on spell casting is covered in Athasian Magic.

NOTE: Haste also has certain liabilities: e.g., a hasted character expends exhaustion points at double normal rate, a wounded character bleeds at double normal rate, etc. A GM should consider the ramifications of Haste very carefully before using it in his game.

DEFENSIVE CAPABILITIES

In combat there are many variables which affect the severity of an attack. The defender has several factors which work in his favor, including: armor, shield, quickness, special items, and the ability to parry (i.e., forgo one's attack effectiveness in the interest of self-preservation). Armor is the basic classification of protection, while all other defensive capabilities are expressed in terms of a Defensive Bonus (DB) which will modify the attacker's combat roll in the defender's favor.

ARMOR

Dark Sun armor is the basic protective capability assigned to the material covering the body, and is divided into five categories of four Armor Types (ATs) each (for a total of 20 types):

- No Armor (Cloth-Skin Base)
 - Soft Leather Base
 - Hard Leather Base
 - Bone & Chitin Base
 - Plate Base

CLOTH-SKIN BASE

Normal cloth attire, robes, and normal animal hides.

Light Clothes (AT 1): - Normal clothing, assumed if other covering is not specified.

Heavy Clothes (AT 2): - Full-length robes normally worn by nobles and templars and certain other combatants.

Light Hide (AT 3): - The natural hide of certain classes of animals, both normal and unusual (e.g., inix leather).

Heavy Hide (AT 4): - The natural hide of certain classes of animals with hard skin, both normal and unusual (e.g., mekillot leather).

DEFENSIVE CAPABILITIES

SOFT LEATHER BASE

Light animal hides specifically constructed for combat protection.

Breast Armor (AT 5): - A leather breastplate reaching only to the waist or mid-thigh.

Arms & Breast Armor (AT 6): - A leather coat covering the arms and to mid-thigh.

Reinforced Arms & Breast Armor (AT 7): - A leather coat covering the arms and to mid-thigh, but with either rigid-leather sections or bone/chitin sections sewn in for reinforcement.

Reinforced Full-Length Armor (AT 8): - A reinforced leather coat (as above) that covers to the lower leg.

HARD LEATHER BASE

Hard animal hides specifically constructed for combat protection.

Breast Armor (AT 9): - A leather breastplate reaching only to the waist or mid-thigh.

Arms & Breast Armor (AT 10): - A leather coat covering the arms and to mid-thigh.

Reinforced Arms & Breast Armor (AT 11): - A leather coat covering the arms and to mid-thigh, but with either rigid-leather sections or bone/chitin sections sewn in for reinforcement.

Reinforced Full-Length Armor (AT 12): - A reinforced leather coat (as above) that covers to the lower leg.

BONE AND CHITIN BASE

These varieties of armor are constructed using pieces of bone or chitin.

Bone Breast Armor (AT 13): - A bone "ring" mail shirt covering the torso to mid-thigh and half of the upper arms.

Chitin Breast Armor (AT 14): - A chitin scale mail shirt covering the torso to mid-thigh and half of the upper arms.

Bone Breast & Greaves Armor (AT 15): - As above, but with greaves on the forearms and lower legs.

Chitin Breast & Greaves Armor (AT 16): - As above, but with greaves on the forearms and lower legs.

PLATE BASE

Rigid armor of metal plates and the heaviest animal hides or chain mails.

Metal Breastplate (AT 17): - A metal breastplate plus smaller plates covering the torso to mid-thigh and part of the upper arms.

Metal Breastplate & Greaves (AT 18): - As above, but with greaves on the forearms and lower legs.

Half Plate (AT 19): - Rigid plate armor covering the body, but with chain mail between the plates, at the joints, and covering the legs.

Full Plate (AT 20): - Rigid plate armor as half plate above, but with plates overlapping the joints, and plate armor covering the legs.

ARMOR PENALTIES

Due to its weight and constrictive nature, there are penalties associated with wearing armor while attempting to maneuver, defend, and throw/fire missiles. Maneuver modifiers are detailed in the Athasian Characters (Skills and Ranks).

ARMOR TABLE 2

Armor Type	Missile Attack Penalty*	Quickness Penalty**
1	0	0
2	0	0
3	0	0
4	0	0
5	0	0
6	5	0
7	15	10
8	15	15
9	0	0
10	10	5
11	20	15
12	30	15
13	0	5
14	0	10
15	20	20
16	20	20
17	0	10
18	10	20
19	30	30
20	40	40

DEFENSIVE CAPABILITIES

* The missile attack penalty acts as a modification to the missile OB for a combatant wearing the given armor. This is meant to reflect the disadvantageous effect of armor worn on the arms of a combatant.

** An armor Quickness penalty can reduce or cancel a combatant's Quickness stat bonus for his DB. Unlike those penalties above, this penalty can only reduce the armor wearer's Quickness stat bonus. It will not reduce a combatant's overall DB below the level that it would be at with a zero Quickness stat bonus.

METAL ARMOR IN DARK SUN

Two facts on Athas conspire to limit the use of metal armor: extreme heat and the high price of metal. Simply put, a sorcerer-king can either purchase several suits of full plate or build a substantial addition to his city walls.

Likewise, the intense heat across Athas' barren surface makes metal armor an unpleasant experience. Penalties:

- 1) Exhaustion points expended x2.
- 2) Normal water need x2.

ARMOR PRICE CHART

Armor Type	Cost	Prod.Time	Weight	Str	BF	Note
AT 5	4 cp	1 day	7-12 lbs	5	80+	Covers abdomen
AT 6	5 cp	2 days	15-20 lbs	5	80+	Protects arms
AT 7	1 sp	4 days	17-25 lbs	15	85+	Protects arms
AT 8	15 cp	7 days	19-30 lbs	15	85+	Protects legs and arms
AT 9	1 sp	1.5 d	12-17 lbs	10	90+	Covers abdomen
AT 10	2 sp	3 days	20-25 lbs	10	90+	Protects arms
AT 11	4 sp	6 days	22-30 lbs	20	95+	Protects arms
AT 12	5 sp	10 d	24-35 lbs	20	95+	Protects legs and arms
AT 13	55 sp	15 d	17-25 lbs	25	100+	Covers abdomen
AT 14	65 sp	18 d	15-20 lbs	30	110+	Covers abdomen
AT 15	70 sp	18 d	22-28 lbs	25	100+	Protects legs and arms
AT 16	80 sp	20 d	20-25 lbs	30	110+	Protects legs and arms
AT 17	40 gp	3 wk	20-30 lbs	55	160+	2 pc. metal vest covers abdomen
AT 18	60 gp	4 wk	25-35 lbs	55	160+	Protects vs.arm and leg crits.
AT 19	40 pp	10 wk	50-70 lbs	50	145+	Plate/chain covering whole body
AT 20	80 pp	4 mon	60-85 lbs	55	160+	Plate covering all exposed areas
Target Shield	35 bp	3 days	3-10 lbs	40	140+	+20 vs. melee; +10 vs. missile
Normal Shield	55 bp	5 days	10-20 lbs	45	155+	+20 vs. melee or missile
Full Shield	7 cp	6 days	15-30 lbs	50	170+	+25 vs. melee or missile
Leather Helm	2 cp	1 day	1-2 lbs	10	80+	Padded skullcap
Reinforced L. Helm	3 cp	2 days	1.5-2.5 lbs	20	85+	Reinforced bone/leather skullcap
Bone Helm	20 sp	2 days	1.5-3 lbs	25	90+	Bone skullcap
Chitin Helm	25 sp	3 days	1.5-3 lbs	30	95+	Interlocking,overlapping plates
Metal Helm	9 gp	8 days	2.5-5 lbs	60	145+	Covers neck and face
Leather Bracers	2 cp	1 day	.5 lbs	25	100+	Wrist-guard. 25% greave prot.
Plate Bracers	2 gp	2 days	.75 lbs	55	115+	Wrist-guard 50% greave prot.

SHIELDS

Shields are mostly constructed with layers of leather stretched over a wooden or bone frame and hardened. Effective shields can also be constructed of chitinous materials scavenged from dead insectoids.

Shields are represented in combat by a bonus to the wielder's 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. A shield bonus may only be used against one opponent's attack(s) per round.

These bonuses and other factors concerning shields and parrying are summarized in the Shield-Parry Table.

PARRYING

A defender may wish to place more emphasis on personal defense than is implicit in the Dark Sun combat system. Therefore, a combatant may wish to sacrifice some or all of his Offensive Bonus (OB) with the weapon he is presently using, in order to increase his DB (see Defensive Bonus). Such an action is called parrying, though it may be thought of in many combat situations as dodging.

The premise of sacrificing offensive capabilities in order to increase one's defensive capability is a fundamental component in the Dark Sun.

PARRYING MELEE ATTACKS

A defender may parry a melee attack during the Melee Phase of the combat round by switching any or all of his OB (with the Melee weapon he is using during the Melee Phase) to DB. All points of OB so switched are converted to enhance DB.

- * The designation of this "OB/DB split" is done for all combatants at the beginning of the Melee Phase.
- * To parry a Melee attack, the defender must be aware that he will be subject to the attack.
- * He must also have a shield, suitable terrain, or a Melee weapon. Some weapons may only be used to parry with a certain percentage of the wielder's OB.

- * A combatant may only parry the foe that he attacks.
- * If a combatant elects to parry with a weapon with his entire OB, he receives the "shield" bonus for his weapon. However, he must still make an attack with a +0 OB. These bonuses are listed on the Shield-Parry Table.

PARRYING MISSILE FIRE

As with melee parrying, a defender parrying a missile may reduce his OB, in whole or in part, and shift that bonus to his DB. To parry a missile attack:

- * The defender must be aware that he will be subject to the attack.
- * He must also have a shield (a weapon won't do) or suitable terrain with which to parry the missile.
- * When parrying missile fire, the shift must be declared at the beginning of Fire Phase (A) and is only applicable against one missile attack.
- * Parrying a missile attack requires 50% of a character's normal activity for a round.

PARRYING LIMITATIONS

A combatant may use part of his OB for missile parrying, another part for melee parrying, and another part for a melee attack; but the sum of these may not exceed his normal OB total. A summary of parrying limitations may be found in the Shield-Parry Table.

Example: Kyuln has a DB of 50 and an OB of 85. He parries a missile (using his shield) during the Missile Phase with 25 of his OB, resulting in a DB against that attack of 75. Then, during the Melee Phase, he parries a melee attack with 10 of his OB, resulting in a DB of 60 against that attack. Thus, he has a 50 OB left for his own melee attack for the round.

THE IMPORTANCE OF PARRYING

Athasian Combat is based upon the assumption that characters will use the option of parrying to protect themselves. In a face to face battle, only berserkers, idiots, and desperate characters always use their entire offensive bonus in attack. In most situ-

DEFENSIVE CAPABILITIES

SHIELD -PARRY TABLE				
Shield Type	Bonus Versus Melee	Bonus Versus Missile	Weight In Pounds	Parry Limitations
Full Shield	25	25	15-30	None
Normal Shield	20	20	10-20	None
Target Shield	20	10	3-10	None
1-Handed Arms	5*	0	-	Cannot parry missile attacks.
2-Handed Arms	5*	0	-	Cannot parry missile attacks. Against One-handed weapons a maximum of 50% of wielder's OB may be used to melee parry.
Pole Arms	5*	0	-	Cannot parry missile attacks. Against non-pole arms a maximum of 50% of wielder's OB may be used to parry.
Terrain	(variable)		-	To be determined by the referee (e.g., a stone wall could be used to "parry" a missile attack).

* Can only be used if weapon not used to attack with or if 100% of OB is used to parry.

ations a character will and should use part of his offensive bonus to attack with and the rest to increase his defensive bonus and thus protect himself. Of course, in certain situations it is often wise for a character to attack with his entire offensive bonus. For example, when attacking a foe who cannot attack back; or perhaps, when facing multiple opponents.

DEFENSIVE BONUS

The sum of all bonuses and penalties which affect the defender's susceptibility to being hit and damaged in combat is called the Defensive Bonus (DB). It is the number which is subtracted from the attacker's combat roll. The defender's DB is composed of bonuses for superior/inferior armor, Quickness, position and cover, special items, and Adrenal Defense skill bonus. A defender may also parry (i.e., dodge) incoming attacks by forgoing a portion of his own attack ability (see Parrying). The Defensive Modification Table summarizes the factors which affect a defender's DB.

Defensive Bonus=

- +Armor Quality Bonus
- +(Quickness Stat Bonus -
Armor Quickness Penalty)
- +Adrenal Defense Skill Bonus
- +Position and Cover Bonuses
- +Spell Bonuses
- +Special Item Bonuses
- +Shield Bonus (see Shields)
- +Parrying Bonus (see Parrying)

ARMOR QUALITY

Especially good armor in terms of material, construction, or enchantment does not change that armor's basic type, but rather adds a bonus to the wearer's DB. Conversely, shoddy armor will incur a penalty to the wearer's DB. It is highly recommended that Superior Armor bonuses rarely exceed +10 or +15.

QUICKNESS STAT BONUS

A combatant's DB is modified by his Quickness stat bonus or penalty. If the defender is wearing certain types of cumbersome armor, his Quickness stat bonus may be reduced or eliminated completely (but never below zero); see the Armor Table 2. A defender only has his Quickness stat bonus factored into his DB if he is aware that he is in a combat situation and is free to move.

DEFENSIVE CAPABILITIES

ADRENAL DEFENSE

As described in Athasian Characters, Adrenal Defense is a skill which adds to a defender's DB. This is a very restrictive DB factor. Normally, the combatant must be aware of his attacker, may not be carrying any heavy items, and may not be wearing armor. If a defender is using Adrenal Defense, the full skill bonus may be used against Melee attacks, while only half of the normal skill bonus may be used against missile attacks.

POSITION AND COVER

The GM may award a variable bonus to a defender if his position is judged to be advantageous. Penalties due to a defender's disadvantageous position are reflected in modifications to the attacker's Offensive Bonus (see Offensive Capabilities).

Such bonuses against missile attacks should be based upon the percentage of the defender's body protected and the ability of cover to stop incoming fire.

Here are some sample missile attack cover bonuses:

Half "Soft" Cover	+20
Full "Soft" Cover	+40
Half "Hard" Cover	+50
Full "Hard" Cover	+100

NOTE: If a combatant is completely protected by cover, and is making no attack himself, the GM may rule that no attack may be made against him.

SPELLS

Certain spells may increase a combatant's DB. Such spells are described in Athasian Magic.

SPECIAL ITEMS

There may be special items (usually magic items) in a GM's campaign which will impart a DB to their possessors. These may range from unique magical artifacts to lucky charms. Their design/strength is subject to the GM's devising.

SHIELDS

As described above, a shield or a weapon used as a shield will impart a bonus to the wearer's DB against one opponent's attacks.

PARRYING

As described above, a defender may commit part of his OB to increase his DB against one attack.

DEFENSIVE MODIFICATIONS TABLE

Effect	Category and Notes
+(variable)	Armor quality bonus, Adrenal Defense bonus, (Qu stat bonus - armor Qu penalty), spell bonuses, special item bonuses. These factors are usually fixed for a given character.
+(variable)	Shield bonus (Shield-Parry Table).
+(variable)	Parrying bonus (see Parrying).
+20	Half "Soft" cover*.
+40	Full "Soft" cover*.
+50	Half "Hard" cover*.
+100	Full "Hard" cover*.
±(variable)	Miscellaneous (determined by Gamemaster).

NOTE: Modifications are cumulative unless noted otherwise.

* Only one of these modifications can be applied at any given time.

OFFENSIVE CAPABILITIES

The success of an attack will depend heavily on the weapon or weapon combination used and the offensive capabilities possessed by the attacker. The offensive factors which can affect an attack roll include: expertise, physical prowess, experience, superior/ inferior weapon(s), weapon combinations,



special equipment, position, status of the defender and status of the attacker. The sum of all bonuses and penalties related to the attacker is called the Offensive Bonus (OB).

WEAPON COMBINATIONS

A combatant's capabilities in combat are often dependent upon what weapons he uses. The normal weapon combinations are: no melee weapon, one-handed weapon, a one-handed weapon with a shield, a two-handed weapon, and two one-handed weapons.

NO MELEE WEAPON

Normally a combatant without a melee weapon may not attack and may not parry with his OB (see Parrying). However, if such a combatant has a substantial object capable of blocking a weapon blow in his hands (e.g., a stool, a mattress, a rock, a body), he may parry with half of his largest melee OB. In such a case, a GM may even allow the combatant to make an attack. (For example, a rock might be a -20 club attack.) An object used to parry in this manner may be broken or damaged (see Breakage).

In a similar manner, a combatant may "parry" with suitable terrain features (e.g., dodge around a rock, step behind a door). As always, the GM is the final judge as to the appropriateness of such "parrying" situations.

ONE-HANDED WEAPONS

A combatant armed with a single one-handed weapon may attack once per round and parry normally (see Parrying).

ONE-HANDED WEAPONS WITH A SHIELD

A combatant armed with a one-handed weapon and a shield may attack normally once per round and parry normally. Such a combatant may use his shield bonus for his DB against one foe and then use his parry bonus against the foe he attacks. Alternatively, he may use both bonuses against the same foe.

POLE ARMS

For normal human-sized creatures, these types of weapons require both hands to wield. Thus, they can not be used with a shield. A combatant using a pole arm may only use 50% of his OB to parry an opponent using a weapon that is not a pole arm.

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 GM should determine whether the front line combatants and second line combatants are adequately trained for this type of combat.

TWO-HANDED WEAPONS

For normal human-sized creatures, these types of weapons require both hands to wield. Thus, they can not be used with a shield. A combatant using a two-handed weapon may only use 50% of his OB to parry an opponent using a one-handed weapon.

TWO ONE-HANDED WEAPONS

A combatant may use a one-handed weapon in each of his hands. He is assumed to be right-handed (the same rules apply in reverse for left handed combatants). When a combatant develops skill with (i.e., trains with) a weapon, he must develop the skill with his right hand and skill with the left hand separately (see Athasian Characters).

- * Any weapon used in the left hand automatically gets a -20 modification to the combatant's OB 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 "shield" bonus versus melee (see Shield-Parry Table).
- * 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 his weapon OBs by that amount.

THROWN WEAPONS

If a stationary combatant is trained with a particular type of throwing weapon, he may throw that weapon using 80% of his normal OB and still melee in the same round with only a -20 modification to his melee OB. Such a combatant may only use a one-handed weapon or a one-handed weapon and a shield on the round that he throws the weapon. (He is assumed to be holding his melee weapon in his non-throwing hand).

OFFENSIVE BONUS

The Offensive Bonus is added to the attacker's combat roll during the resolution of a given attack. Below is a descriptive listing of the factors which contribute to a combatant's OB for a specific weapon and a specific situation. The Offensive Modification Table summarizes the factors which affect an attacker's OB.

Offensive Bonus=

- +Skill Bonus (expertise)
- +Stat Bonus
- +Level Bonus
- +Weapon Bonus
- +Spell Bonuses
- +Special Item Bonuses
- +Position Bonuses
- ±Status Bonuses/Penalties
- Parrying Bonus
- 20 if the weapon used in left hand
- ±Range modifications
- Reloading Penalty
- Armor Missile Attack Penalty

SKILL - EXPERTISE

A combatant with expertise in handling a certain weapon receives a "skill bonus" for his OB.

Expertise in Dark Sun is measured in terms of skill ranks (see Athasian Characters). The higher the number of skill ranks one possesses in a given weapon skill, the higher the resultant OB will be. Normally, this bonus is:

- +5 for each of skill ranks 1 to 10
- +2 for each of 10 skill ranks 11 to 20
- +1 for each of 10 skill ranks 21 to 30
- +1/2 for every skill rank over Skill Rank 30.

OFFENSIVE CAPABILITIES

STATS - PHYSICAL PROWESS

A combatant with extraordinary physical strength and/or agility may receive a "stat bonus" for his OB. For unusually weak and/or clumsy characters this bonus may actually be negative (see Stat Bonuses).

Weapon Type	Applicable Stat
Melee	Strength
Bows, Slings	Agility
Thrown	Strength

LEVEL - EXPERIENCE

Certain character professions get a bonus to their OB based on their level of experience.

See the descriptions of character professions to determine if a given combatant is entitled to such a bonus to the OB (see Professions).

Profession	Bonus per Level of Experience
Fighter	+3/level up to 20th, +1/level over 20th
Gladiator	+3/level up to 30th
Nomad	+3/level up to max. of +60
Thief	+2/level up to max. of +40
Assassin	+2/level up to max. of +60

WEAPON QUALITY

Weapons remarkable in material, construction, or workmanship may add a bonus to a combatant's OB (or penalty for inferior weapons). It is strongly suggested that bonuses for superior quality weapons rarely exceed +10 or +15.

To determine the weapon bonus for a non-thrown missile attack, average the firing device's (i.e., bow or sling) bonus with missile's (i.e., arrow, or stone) bonus and round off. Example: A +10 bow firing a +5 arrow would have a weapon bonus of $+8 = (10+5)/2$. For more see the Weapon Materials Table.

SPELLS

Certain spells may increase a combatant's OB. Such spells are described in Athasian Magic.

SPECIAL ITEMS

There may be special items (usually magic items) in a GM's campaign which will impart a OB modification to their possessors. These may range from unique magical artifacts to lucky charms. Their design/strength is subject to the GM's devising.

POSITION

At the GM's discretion, a bonus or penalty may adjust a combatant's OB if his position is determined to be somehow superior or inferior to his opponent's. See the Offensive Modifications Table.

Unless stated otherwise, position bonuses are cumulative. For example, a surprise rear attack would get a total position bonus of at least +55: +20 for surprise, +20 for rear attack, and +15 for a flank attack. A non-surprise rear attack would get a total position bonus of +35.

STATUS

A summary of the various status modifiers to an OB are listed in the Offensive Modifications Table.

PARRYING

As discussed in Parrying, a combatant's OB is lowered for a specific attack by the amount he uses to parry.

LEFT-HAND USE

As discussed in Weapon Combinations, a weapon used in the left hand receives a special -20 OB modifications.

RANGE

There is a modification to the firer's OB based upon the distance from the firer to the target. These modifications range from +25 to -70 and are provided in the Weapon Statistics. The missile ranges are the maximum ranges for which each of the given OB modifications apply.

OFFENSIVE CAPABILITIES

RELOADING

The preparation (i.e., reloading) time required between missile attacks is dependent upon the type of weapon and how accurate the firer is attempting to be. The chart below gives the firer's OB penalty due to reloading.

Weapon	OB Penalty
Short Bow	10
Composite Bow	20
Long Bow	30
Sling	10

The act of firing the weapon always takes one round and requires 50% of the firer's activity (as specified earlier on the rules). A combatant preparing a shot (i.e., reloading) may still take 20% of his normal activity. The figures presented in the table assume the bow is strung and arrows are available in quiver. If a bow has to be strung, the following rounds are added to the preparation time:

Short Bow	+2 rounds
Composite Bow	+3 rounds
Long Bow	+3 rounds

NOTE: See Optional Rules for reloading rules that express reloading in terms of a combatants % activity for a round.

ARMOR MISSILE ATTACK PENALTIES

A combatant making a missile attack receives a penalty to his OB if is wearing armor that cover his arms. This includes armor types 6, 7, 8, 10, 11, 12, 15, 16, 18, 19, and 20. The specific penalties are summarized on the Armor Table 2.

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 kank and fighting from kankback in order to be effective. Depending upon his training and background, a mounted combatant can use anywhere from 0% to 100% of his normal OB. This restriction is not in effect if the ani-

mal is completely stationary (i.e., moving at more than a slow walk or not bucking).

The OB of a mounted combatant is based upon his normal OB, his riding skill bonus, and bonuses for the mount:

Mounted OB:

$$\text{Normal OB} \times (\text{Riding skill bonus} + \text{special bonuses}) / 100$$

The Riding skill bonuses is described in Athasian Characters. The chart presented in this section includes some suggested special bonuses based upon the mount.

Untrained Kank	-20
Trained Kank	+10
Inix	-10
War Inix	+20

OFFENSIVE MODIFICATIONS TABLE

Effect	Category and Notes
+(variable)	Skill bonus, stat bonus, level bonus, weapon quality bonus, spell bonuses, special item bonuses. These factors are usually fixed for a given character.
-(variable)	Parrying bonus.
-20	If weapon used in left hand.
±(variable)	Range modifications.
-(variable)	Reloading penalty.
-(variable)	Armor missile attack penalty.
+15	Flank attack.
+20	Rear attack.
+20	Surprise.
+20	Stunned foe*
+30	Downed foe*
+50	Prone foe*
-10	Wounded more than 25% (hits).
-10	Wounded more than 50% (hits).
-10	Wounded more than 75% (hits).
-20	Drawing a weapon**
-50	Changing weapons**
-(variable)	Moving (normally the % of possible movement equals the penalty).
±(variable)	Miscellaneous (to be determined by the GM).

NOTE: Modifications are cumulative unless noted otherwise.

* Only one of these modifications can be applied at any given time.

** Also applies to movement.

COMBAT RESOLUTION

A melee swing or missile attack is resolved by cross-indexing the net attack roll with the target's armor type (AT) on the correct Attack Table for the weapon being used. The effects of Failures and Critical Strikes are found on the correct Fumble Table or the appropriate Critical Strike Table. In each fire phase, all attacks are treated as simultaneous. For melee, first determine the order in which the combatants will swing, then resolve each attack in sequence, implementing the results immediately.

INITIATIVE DETERMINATION

The quickest combatant normally swings first in a melee, but this may be modified based on a number of factors, including weapon size, weight, etc.

Each combatant should total his initiative points; these points are summarized on the Initiative Determination Table. The combatant with the largest total swings first, then the second largest total, and so on. After all combatants that have melee attacks have made one attack, those capable of making a second melee attack (i.e., those with two weapons or those hasted) calculate their initiative points for their second attack. These attacks are then resolved as outlined above.

ATTACK RESOLUTION

The net attack roll representing the swing/missile is the attack roll (high open-ended) plus the Attacker's OB minus the Defender's DB. Referring to the Attack Table corresponding to the attacker's weapon or attack type, this result is cross-indexed with the Defender's armor type on to arrive at the result of the swing/fire. The armor types are the numbers, 1-20, across the top and bottom of each attack chart.

In certain cases where an attack is especially bad or good, another roll may be required to determine the results of Failure or Critical Strike.

INITIATIVE DETERMINATION TABLE

Effect	Category and Notes
+(1-100)	Quickness stat (1-100 base).
+10	Strength (applies to the stronger combatant).
+30	Weapon ready.
0	One-handed weapon.
- 10	Two-handed weapon.
+40	Pole Arm, on 1st round of combat between 2 opponents.
- 20	Pole Arm, after 1st round of combat between 2 opponents.
+10	Longer weapon when neither opponent is charging.
+30	Longer weapon when one or both opponents is charging.
- 5	Two weapon combination.
- 10	Shield.
- 40	Surprised.
- 40	Encumbered.
- 40	Wounded more than 50% (concussion hits).
-(variable)	Moving, subtraction equal to % of movement expended.

NOTE: Total all applicable modifications; the melee combatant with the highest total attacks first.

The attack tables include all weapon classes, all animal attack tables. Each one takes into account the capabilities of the weapon or attack type as well as the protective factor and mobility of the armor type.

THE ATTACK ROLL

A swing/missile is represented by rolling percentile dice (high open-ended). The result is the Attack Roll (AR) for that swing/missile.

UNMODIFIED ROLLS

An Attack Roll of 01-10 may indicate an immediate effect, in which case, no modification are applied.

- * An unmodified roll of 01-02 for an animal attack or a bare hand attack indicates automatic attack "Failure". Such an attack has no effect on the attacker and no effect on the defender.
- * For a weapon attack, if the Attack Roll falls within the weapon's "Fumble Range", the attacker "fumbles" his weapon (see Fumble Results). These fumble ranges are summarized on the Weapon Statistics section. Such an attack has no effect on the defender may affect the attacker.

"96-100" ATTACK ROLL

An Attack Roll is a "high open-ended roll". As outlined in Definitions, if such a roll is between 96 and 100, a particularly effective attack has been made. The dice are rolled again and the result is added to the first roll. If the second roll is 96-100, then a third roll is made and added, and so on until a non 96-100 roll is made. The total sum of these rolls is the result of the high open-ended roll; in this case it is the result of the Attack Roll.

THE NET ATTACK ROLL

If the Attack Roll does not indicate a Fumble or a Failure, the net attack roll is determined by adding the OB to the Attack Roll and subtracting the defender's DB.

FUMBLE RESULTS

In an attack results in a fumble, a roll must be made and cross-indexed on the on the Fumble Table with the column that applies to the weapon being used. The result is immediately applied to the attacker.

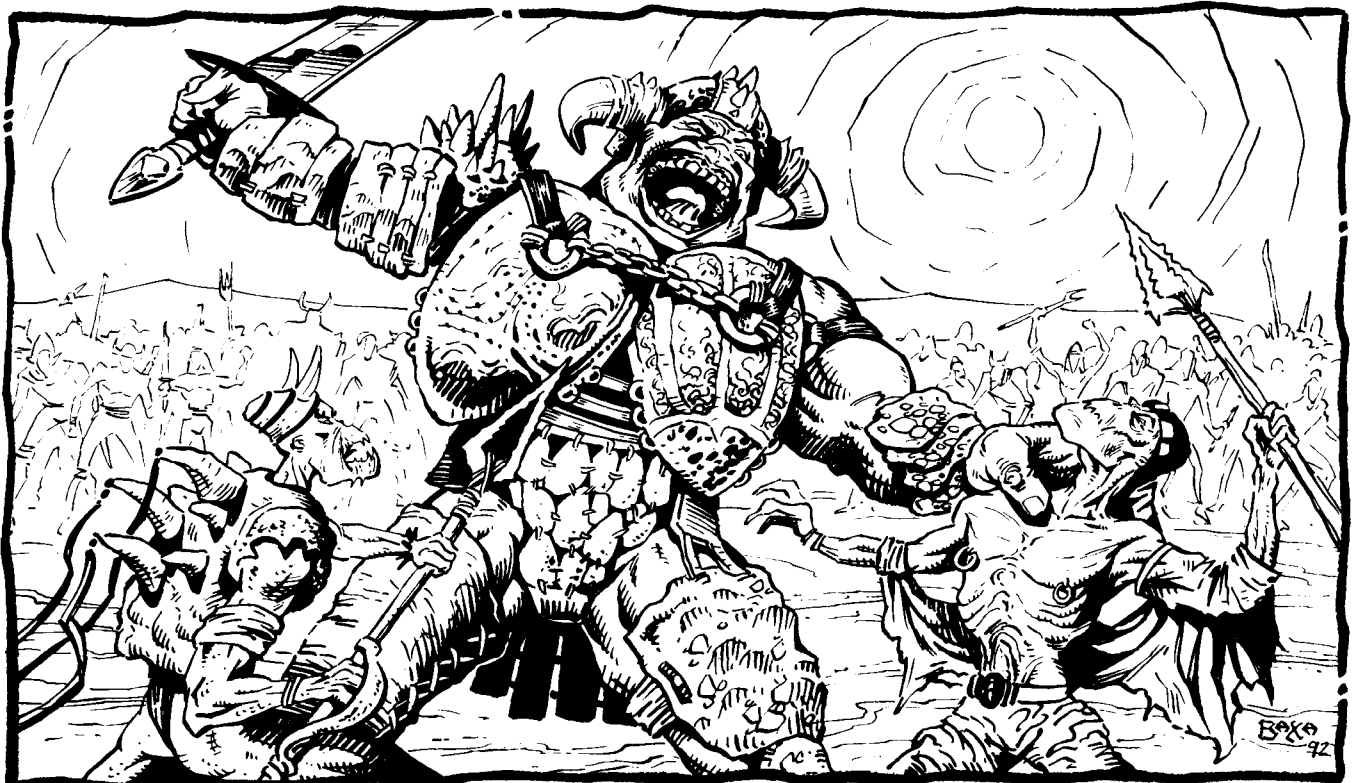
NON-FUMBLE/FAILURE RESULTS

If an attack does not result in a fumble/failure, the net attack roll is cross-indexed with the defender's armor type on the appropriate attack table. The net attack rolls of more than 150 as 150.

Note that each of the Animal Attack Tables has four "maximum result" thresholds. An attack's net roll cannot exceed the designated threshold; instead, the maximum allowed result is used as the net attack roll.

A typical result from a weapon attack table will have three components, for example:

22EP



The first component will be a number from 0 to up, which is the number of concussion hits delivered to the target. The second component is a letter describing the severity of a critical strike (if any - no letter indicates that no critical strike was delivered). The third component is only present if the second component is present; it is a letter indicating the type of critical strike. In the example above, the target has taken **22** concussion hits and a **Puncture** type critical of **E** level severity. If the critical severity is given but not the critical type, the critical type is indicated on the appropriate attack table.

For bare hand attacks there is no third component. Instead, the critical type is the same for all results from a given attack table and is provided at the bottom of each table.

CONCUSSION HITS

A number result from an attack indicates that the defender receives that many concussion hits.

Each combatant has a limited number of concussion hits (see Skills and Ranks). When the limit is exceeded, the combatant is rendered unconscious and can take no further action until he is back under the limit. Death may be caused if this limit is exceeded by a certain amount (see Injury).

CRITICAL STRIKES

A result of a number followed by one or two letters indicates that the defender receives a number of concussion hits (see above) and a critical strike.

The first letter (or the only letter) indicates the severity of the critical. The severity of a critical strike (or just critical) ranges from 'A' (least severe) to 'E' (most severe) with the letters 'F' indicating multiple criticals as detailed on the individual animal attack tables.

The second letter (if any) indicates the critical type. Criticals of this type are: **Slash**, **Puncture**, **Krush**, **Grapple**, **Unbalance**, and **Tiny**.

If there is only one letter, the critical type is indicated on the appropriate attack table. Criticals of this type are: **Bare Hand Striking**, and **Bare Hand Sweeps & Throws**.

When a critical is indicated, a second (1-100, not open-ended) roll is then made and the result is cross-indexed with the severity of the critical ('A', 'B', 'C', 'D', or 'E'). The critical table used corresponds to the critical type.

Certain critical strikes have an 'F' severity, indicating two normal critical strikes should be applied to the target. A separate roll is made for each critical and all results are applied cumulatively. The type and severity of these criticals is provided at the bottom of the appropriate attack table.

CRITICALS AGAINST LARGE AND SUPER-LARGE CREATURES

Certain unusual creatures are so large and/or powerful that the normal strike tables are not used when they receive critical strikes. Unusual creatures are separated into two categories:

- * Large Creatures (Giants, Braxats, etc.).
- * Super-Large Creatures (Dragon, etc.).

Each category has its own critical strike table that is consulted if a sufficiently severe critical strike is obtained against them. The rolls for criticals against Large and Super-Large creatures is high open-ended.

Large Creature Critical Strikes: Only critical strikes of severity 'B', 'C', 'D', or 'E' affect large creatures (i.e., 'A' severity criticals are ignored). A high open-ended roll is made and cross-indexed with the weapon type on the Large Creature Critical Strike Table. The result obtained is applied immediately.

Note that the severity of the critical strike is irrelevant, except that it must be of 'B' severity or higher. This reflects the fact that such creatures present such a large target that they are much more difficult to seriously hurt.

Super-Large Creatures Critical Strikes: Only critical strikes of severity 'D' or 'E' affect super-large creatures (i.e., 'A', 'B', and 'C' severity criticals are ignored). A high open-ended roll is made and cross-indexed with the weapon type on the Super-Large Creature Critical Strike Table. The result obtained is applied immediately.

Slaying Criticals: Some Large and Super-Large creatures are especially vulnerable to certain magical weapons (e.g., The Dragon is vulnerable to a weapon of "Dragon-slaying"). If a critical is obtained with such a weapon against a Large or Super-Large creature, the "Slaying" column on the appropriate table is used.

If a critical strike is obtained when using a weapon of slaying for a man-sized creature (e.g., a Gith-slaying sword used against a Gith), the normal critical is resolved and then a second critical is resolved on the slaying column of the Large Creature Critical Strike Table.

CRITICAL INTERPRETATIONS

Most of the critical strike results are self-explanatory. However, certain results may have to be modified due to circumstances.

Overall Guidelines:

- * All damage (including concussion hits), unless otherwise noted, is only applicable to the target combatant.
- * Often bleeding, bruises, burns, etc. indicated on the critical strike tables are reflected in the form of additional concussion hits. This meant to show the gradual weakening brought about by shock, bleeding, and pain.
- * Next swing/roll can refer to a missile attack, maneuver, spell attack as well as to a melee attack.
- * If a target takes a critical result that lasts for a certain number of rounds and he has not yet performed his action for the current round, the current round counts as one of the rounds affected by the result. Otherwise, the effects begin the round after the critical is received.
- * If an item is indicated as being destroyed by a critical result, it is automatically destroyed unless it is made of an extraordinary material or it is incredibly magical. In this case, if the GM allows it, the item may make a RR as described in Athasian Magic to avoid destruction.

Critical & Fumble Results: Below we provide guidelines for specific criticals/fumbles.

+ # hits - (e.g., "+5 hits") This many hits (#) are taken in addition to the normal hit result derived from the attack table used. Normally, these hits are not increased (i.e., "multiplied") by strength factors (e.g., certain creatures do "3x" normal damage, a Strength spell on a character lets him deliver "2x" normal damage, etc.).

hits per round - (e.g., "+3 hits per round") Each round after the critical is taken, the target takes this many (#) additional hits due to pain and bleeding.

...At -# - (e.g., "Foe fights at -30") All of the target's bonuses (except DB and RRs) are modified by this number (#). These penalties are cumulative. Certain of these penalties apply only to specific skills (e.g., fighting, running, etc.). Alternatively, the GM may elect to treat these penalties as a percentage modification of the target's bonuses (i.e., reduce each bonus by # %).

Must parry # rounds - (e.g., "must parry 2 rounds") For this number (#) of rounds, the target may not attack; he may only parry with half of his OB, and the only other actions allowed are movement and maneuvers, both modified by at least -25.

Stunned # rounds - For this number (#) of rounds, the target may not attack, he may only parry with half of his Offensive Bonus (his normal DB due to Quickness, shield, etc. is not affected), and the only other actions allowed are movement and maneuvers, both modified by at least -50.

Stunned and unable to parry # rounds (Stunned-No Parry) - For this number (#) of rounds, the target may not attack, he may not parry (his normal DB due to Quickness, shield, etc. is not affected), and the only other actions allowed are movement and maneuvers, both modified by at least -75.

Down (or out) for # rounds - For this number (#) of rounds, the target may not perform any actions.

Effects of “Stun” Rounds: During play a combatant may be “stunned” for a number of rounds due to critical strikes (this includes all “Stunned” rounds, all “Stunned No Parry” rounds, and all “Down or Out” rounds). All of these “stuns” due to multiple critical strikes are cumulative. Normally the total number of rounds of “stuns” decreases by one each round, with the most severe type of “stun” taking effect first.

OPTIONAL RULES

This section provides some optional rules for use with Athasian Combat. They can provide more flexibility and detail within the framework of the basic rules. However, they can involve complications and additional bookkeeping. A GM should examine these rules and determine which ones are appropriate for the pace, flavor, and detail he wishes to inject into his game.

CHANGING TARGETS

In certain circumstances in which a character changes targets, he may take an OB mod against this target for one attack. In all cases, the character must be aware of the new target in order to face it.

In Fire Phase (A): If the firer attacked a target in Fire Phase (B) of the previous round and/or the Melee Phase of the previous round, he must take a -20 mod to his attack if the new target is 0* to 90* from the previous target or a -40 mod to his attack if the change is 91* to 180*.

In Fire Phase (B): If a character fired at a target in Fire Phase (A), he must take a -20 mod to his attack if the new target is 0* to 90* from the previous target or a -40 mod to his attack if the change is 91* to 180*.

In Melee Phase: If the character fired at a target in Fire Phase (A), he must take a -20 mod to his attack if the new target is 0* to 90* from the previous target or a -40 mod to his attack if the change is 91* to 180*.

In Melee Phase: If the character fired at a target in Fire Phase (B), the new target must be within 0* to 90* of the previous target and the character takes -30 mod to his attack. If the change is 91* to 180*, the character will be unable to melee the new target, but he can change the target’s attack (if any) to a flank attack instead of a rear attack.

MISSILE WEAPONS IN MELEE

In general, missile weapons cannot be used while engaged in melee. However, a GM may allow a relatively small one-handed weapon (e.g., a thrown dagger) to be thrown in melee in certain situations. The potential firer must be able to make a normal melee attack (e.g., may not have performed earlier actions that would prohibit him from making a melee attack).

In such a case, the thrower’s opponent should make his melee attack first. Then the thrower should make a maneuver roll to see if he can throw. If successful, the thrower would then be allowed to throw his weapon. If this maneuver is attempted, the character may not make his normal melee attack.

FIRE WHILE MOVING

A character using missile (or thrown) weapon that performs no other actions in a round has the option of combining his movement with Fire Phase (B). In this way, the combatant may move up to 50% of his normal movement allowance, and fire during movement at -50 to his attack. A GM should require a maneuver roll for this action. (e.g., If the character fails the roll, he may only get part of the way through his movement, or perhaps not be allowed to fire.)

NOTE: Opponents on “opportunity fire” would have the option of firing at a character attempting such a maneuver before he would fire at them.

RELOADING

A character may attempt a maneuver to reload his weapon during any Movement/Maneuver Phase. The percentage of normal activity that is required varies for different weapons from 30% to 300% or more. Each type of reload has a required activity percentage.

OPTIONAL RULES

If the activity % required cannot be completed during a single Movement/Maneuver Phase then it may be continued in the Movement/Maneuver Phase of the next round (e.g., if reloading takes 150% activity, it will take at least one full round and half the activity of another round to complete). If any other action is taken during a reloading maneuver, the reloading is canceled and must be restarted from scratch.

Option 1: A GM may allow a character to reduce the required % activity for a reload by up to 30% of normal activity by taking a OB penalty for his next fire attack. The OB penalty is equal to the activity reduction (e.g., a reduction in reload time of 20% of normal activity would result in a -20 OB mod). For bows and slings, this option closely reflects the standard reload rules.

Option 2: A GM may allow a character to make a maneuver roll to attempt to reload in less than the required time. We suggest that the minimum reload time be no less than half the normal amount. For example, a reload in 50% of the normal time would be a Extremely Hard maneuver, in 75% of normal time would be a Hard maneuver, etc.

Type of Reload	% Activity
Short Bow	60
Composite Bow	70
Long Bow	80
Sling	50
Drawing a Weapon	20
Sheathing a Weapon	30
Picking up a Weapon	40
Changing Weapons	50
Shift Weapon to Other Hand	10

CHANCE FOR INITIATIVE DETERMINATION

If a GM wishes to make initiative determination a little less deterministic, he can have each combatant roll 2D10 and add the result to his initiative point total. To make this factor less important, only roll 2D10; to make more important, use more dice.

SHIELD BASH

When using this optional rule, a character may use his shield to attack (called a "shield bash"). This attack is treated as a Small (or possibly Medium) "Bash" attack (see Attack Tables). If using skill development for expertise, skill with this attack must be developed separately from the weapon used in the right hand and all of the two weapon rules apply.

WEAPON BONUSES FOR MISSILE WEAPONS

Weapon Quality section (in Offensive Capabilities) states that weapon bonuses for a bow and an arrow are averaged to obtain the weapon quality bonus for OB calculations. This section presents two other options:

Option 1: (Very Generous) Apply both weapon bonuses. GMs should handle this option carefully, it can lead to large missile OBs.

Option 2: (Very Conservative) The weapon quality bonus for a bow and arrow attack is the smaller of the bow bonus and the arrow bonus. For example, a +15 bow firing a +5 arrow only gives a +5 bonus to the attacker's OB.

OPTIONAL ARMOR DAMAGE RULE

A GM should be careful when deciding whether or not to use this optional rule. It does add quite a bit of record keeping.

Armor can take a certain total number of "points of damage" before it falls apart; we will call this total the armor's endurance. A set of armor's endurance is equal to (50x the armor's type) plus (20 times the armor's DB). Thus a +10 Chitin Breast & Greaves Armor (AT 16) would have an endurance of 1000 = (50x AT 16) + (20x (+10 DB)).

Armor damage is determined by damage taken by the character wearing the armor. Each hit taken by the character is 1 point of armor damage, an 'A' crit causes 10 pts, a 'B' crit causes 20 pts, a 'C' crit causes 30 pts, a 'D' crit causes 40 pts, and an 'E' crit causes 50 pts. Due to normal wear and tear, armor receives 2 points of damage for every week (or portion of week) that it is worn.

WEAPON STATISTICS

The amount of damage that a set of armor has taken can cause an increase in the severity of critical taken by the wearer. If the damage taken totals 0%-19% (round off) of the armor's endurance the severity of any crits is not affected. Between 20% and 39% the severity of any crits is increased by one to a maximum severity of 'E' (i.e., A's become B's, B's become C's, C's become D's, D's become E's, E's are unaffected). Between 40% and 59% severity is increased by 2, between 60% and 79% severity is increased by 3, between 80% and 99% severity is increased by 4. For example if a set of armor has taken damage equivalent 45% of its endurance, A's become C's, B's become D's, and C's, D's and E's are become E's. Certain animal attack criticals can become F's.

If the total damage taken by a set of armor is less than or equal to 20%, a character may repair it himself at a rate of 1% for each 2 hours spent. We suggest a cost of materials of 1% of the armor's cost for each 10% of damage repaired. If the total damage taken is over 20% a special craftsman and equipment is required for repairs. The craftsman and equipment must be appropriate for the type of material involved. We suggest a time requirement of 1 day per 10% repaired, and cost of 1% of the armor's cost for each 2% of damage repaired. For damage above 60% we suggest 1 day per 5% repaired and cost of 3% of the armor's cost for each 2% of damage repaired. These prices are based upon the normal price for a standard set of that type of armor. A GM may wish to make allowances for special or magical armor.

For characters with "smithing" or "armor-er" skill access to proper equipment and materials should be required. In addition, the character should have to make a maneuver roll each day to see if his repair attempts have been successfully.

BARE HAND ATTACKS

If a character wishes to attack a foe with his bare hand, he may use:

- * A Bare Hand Striking attack that only delivers Unbalance criticals, or
- * A Bare Hand Sweeps & Throws attack that only delivers Grapple criticals.

The Striking attack represents striking the foe with his fists, while the Sweeps & Throws critical represents an attempt to grapple or wrestle the foe. In either case, the attack receives a -25 skill bonus in addition to the normal OB modifications (a character cannot be trained in bare hand combat).

ADDITIONAL EFFECTS OF "STUN" ROUNDS

A combatant's total hit points is the number of hits he can take without becoming unconscious. A combatant will lose consciousness if his total number of accumulated rounds of "stuns" exceeds:

$$\text{h} = 5 + (\text{the combatant's total hit points} / 10) \\ \text{(round off)}$$

If not unconscious due to some other cause, a combatant will regain consciousness when his total accumulated rounds of "stuns" becomes less than h above.

WEAPON STATISTICS

The weapons commonly found in the brutal lands of Athas consist of obsidian, bone, stone, wood - and sometimes even metal.

The table below indicates the percentage cost, strength and weight of weapons, and modifiers to Breakage Factor, Offensive Bonus and Defensive Bonus.

WEAPON MATERIALS TABLE						
Wpn.	Cost	Wt	Str	BF	OB	DB
metal	100%	100%	100%	-	-	-
bone	75%	50%	75%	-5	-6	-5
obsidian	50%	75%	50%	-10	-11	-10
stone	50%	75%	50%	-10	-11	-10
wood	10%	50%	50%	-15	-17	-15

COMBAT USE BREAKAGE

This procedure simulates the breakage of items used in combat. Breakage during combat can occur in one of two instances:

- 1) An attack totally misses its target but no fumble has occurred (i.e., 0 hits delivered). Roll again to determine exact breakage situation:

- 01-50 = no chance of breakage
- 51-75 = attacker's weapon strikes defender's shield, roll breakage. If the defender has no shield, treat as 'strikes defender's weapon.'
- 76-00 = attacker's weapon strikes defender's weapon, roll breakage.

2) A critical result indicates a specific area or item struck. If an area is struck with no equipment covering it, there is no chance of breakage.

THE BREAKAGE ROLL

In both cases, the attacker's equipment (weapon) strikes a piece of the defender's equipment: weapon, shield, or equipment on a specific area of his body. A "breakage roll" must now be made to determine which piece of equipment breaks (one, both or neither may break). This depends upon the roll, the breakage factors (BFs) of the equipment, and the "strengths" of the equipment. This roll is 1-100 open-ended and may be subject to modifications in special circumstances. Equipment will break in the following cases:

- a) If the roll is greater than the BF of the equipment with the lower of the two strengths, the weaker equipment breaks.
- b) If both pieces of equipment have the same strength, then:
 - 1) If the roll is over BF of only one of the pieces of equipment, that piece breaks.
 - 2) If the roll is over both BFs, the piece of equipment with the lower BF breaks (if the BFs are equal, roll again: 01-25=both break; 26-100=neither breaks).

Breakage of a helm, weapon, or a shield results in a loss of the item, and the appropriate unprotected damage result on any future criticals. Breakage of armor results in an absence of protection in the given area for future criticals, but does not entail a total loss of the armor (see Optional Rules).

ACCESSORY BREAKAGE

This procedure only applies to accessories and other similar equipment with a BF range. The BF range represents the relative chance the good will break each time it is used under strain. The character simply makes a non open-ended dice roll and breakage occurs if the unmodified result falls within the breakage range.



WEAPON STATISTICS

WEAPON STATISTICS TABLE											
Weapon	Type	Armor Modification					Range Modification				
		20-17	16-13	12-9	8-5	4-1	10	25	50	100	150
Dagger	1HE	+10	+5	0	0	0	-5	-10	-15	-	-
Bank	1HE	+10	-5	+5	+5	-5	-10	-15	-20	-	-
Bagh Nakh	1HE	+5	+5	0	0	0	-5	-10	-20	-	-
Dirk	1HE	+5	+5	0	-5	-5	-15	-30	-40	-	-
Forked Tongue	1HE	-10	-5	0	+5	+5	-20	-35	-45	-	-
Haladie	1HE	+5	+5	+5	0	0	-10	-30	-40	-	-
Sewar	1HE	+5	-5	+5	+5	0	-15	-20	-25	-	-
Toghu	1HE	-10	+5	0	0	0	0	-10	-20	-	-
Triangular	1HE	-15	-10	0	+5	+5	-10	-20	-30	-	-
Snake-bite	1HE	-20	+5	0	+5	+5	-15	-25	-35	-	-
Bastard Sword	1HE	+5	0	-5	-10	-10	-	-	-	-	-
(Hand & Half: see 2H wpns)											
Broadsword	1HE	-5	-5	+5	+5	0	-	-	-	-	-
Flamberge	1HE	-5	-5	0	+5	+5	-	-	-	-	-
(Hand & Half: see 2H wpns)											
Small Sword	1HE	+5	0	0	0	-5	-30	-	-	-	-
Long Sword	1HE	+5	+5	0	-5	-5	-	-	-	-	-
Espadon	1HE	+5	0	-5	-5	0	-	-	-	-	-
Cutlass	1HE	+5	0	-5	-5	-5	-	-	-	-	-
Dalwel	1HE	+5	+5	0	0	-5	-	-	-	-	-
Falchion	1HE	0	-5	-5	-5	+5	-	-	-	-	-
Kora	1HE	-5	-5	+5	+5	0	-	-	-	-	-
Ram Da'O	1HE	-5	-5	0	0	+5	-	-	-	-	-
Sabre	1HE	0	-5	-5	-5	-5	-	-	-	-	-
Scimitar	1HE	0	-5	-5	0	+5	-	-	-	-	-
Bastard Sword	2H	+5	0	-5	-10	-10	-	-	-	-	-
Claymore	2H	-5	-5	-5	+5	+5	-	-	-	-	-
Flamberge	2H	-5	0	0	0	+5	-	-	-	-	-
Zweihander	2H	-5	0	+5	+5	+5	-	-	-	-	-
Bisacuta	2H	+5	+5	0	0	-5	-	-	-	-	-
Sabar	2H	+5	+5	0	0	0	-	-	-	-	-
Oncin	2H	+5	+5	-5	-5	0	-	-	-	-	-
Balestauris	2H	+5	+5	-5	-5	0	-	-	-	-	-
Great B. Axe	2H	+5	0	0	0	-5	-	-	-	-	-
Bearded Axe	2H	0	0	+5	+5	+5	-	-	-	-	-
War Club	2H	-5	-5	0	0	+5	-	-	-	-	-
Datchi Club	2H	-5	+5	0	0	+5	-	-	-	-	-
2H Warhammer	2H	0	+5	+5	-5	-5	-	-	-	-	-
Trikal	2H	+5	+5	0	0	-5	-	-	-	-	-
Battle Axe	1HC	+5	0	0	0	0	-15	-30	-45	-	-
Bearded W. Axe	1HC	+5	0	-5	0	0	-10	-20	-30	-	-
Crescent Axe	1HC	-5	-5	0	0	+5	-20	-45	-55	-	-
Galraki	1HC	0	+5	-5	-5	0	-15	-25	-35	-	-
Arit	1HC	-5	-10	-5	-5	-5	-	-	-	-	-
Crowbill	1HC	+5	+5	0	0	0	-	-	-	-	-
Fang	1HC	+5	+5	-5	-5	0	-	-	-	-	-
Japurunga	1HC	-5	+5	0	0	0	-	-	-	-	-
Disk Mace	1HC	-5	0	0	0	0	-	-	-	-	-
Warhammer	1HC	+5	0	-5	-5	0	-20	-40	-60	-	-
Club	1HC	-5	-5	0	0	0	-40	-	-	-	-
Mace	1HC	-5	+5	-5	0	0	-35	-	-	-	-

WEAPON STATISTICS

WEAPON STATISTICS TABLE

Cost	Weight	Length	Prod. Time	F	Str	BF	Material	Table Used	Special
2gp	0.4	0.25	1 day	1	18	195+	All	Short Weapons	
2gp	0.4	0.25	1.5 day	4	20	165+	B,M	Short Weapons	(1)
2gp	0.98	0.25	2 day	3	19	170+	W,B,M	Short Weapons	
16sp	0.4	0.25	1 day	1	24	175+	All	Short Weapons	
28sp	0.25	0.3	2 day	2	15	160+	W,B,M	Short Weapons	
3gp	0.6	0.55	1.4 day	1	20	190+	All	Short Weapons	
2gp	0.5	0.4	1.2 day	2	22	195+	All	Short Weapons	
10sp	0.2	0.15	12 hrs	1	10	175+	All	Short Weapons	(2)
25sp	0.4	0.4	1 day	1	25	162+	All	Short Weapons	
17sp	0.3	0.3	1 day	5	4	spec.	W,B,O	Short Weapons	(3)
25gp	2.1	1.0	4.5 day	4	75	175+	B,M	Long Double-Edged	
22gp	1.6	0.8	3 day	3	75	160+	B,M	Long Double-Edged	
25gp	3.4	1.3	4 day	4	75	160+	B,M	Long Double-Edged	
20gp	0.7	0.7	2 day	2	75	185+	B,M	Long Double-Edged	
23gp	1.5	0.8	4 day	4	75	160+	B,M	Long Double-Edged	
25gp	2.1	0.9	4 day	4	75	165+	B,M	Long Double-Edged	
21gp	1.1	0.6	2 day	3	75	155+	B,M	Long Single-Edged	
23gp	2.0	0.9	2 day	5	75	165+	B,M	Long Single-Edged	
24gp	1.6	0.8	3 day	4	75	160+	B,M	Long Single-Edged	
20gp	1.3	0.7	2 day	3	70	160+	B,M	Long Single-Edged	
22gp	1.8	0.9	3 day	4	75	170+	B,M	Long Single-Edged	
20gp	1.3	0.7	2 day	3	70	150+	B,M	Long Single-Edged	
23gp	1.3	0.9	3 day	4	60	150+	B,M	Long Single-Edged	
(see Bastard Sword)								Two-Handed Blades	(4)
34gp	2.9	1.2	3 day	4	75	160+	B,M	Two-Handed Blades	
(see Flamberge)								Two-Handed Blades	(4)
50gp	6.3	2.0	5 day	5	75	200+	B,M	Two-Handed Blades	
16gp	5.0	1.1	2 day	6	55	130+	All	Two-Handed Spikes	
18gp	1.8	0.8	3 day	4	60	135+	S,O,B,M	Two-Handed Spikes	
20gp	1.8	1.0	2 day	5	60	145+	All	Two-Handed Spikes	
18gp	1.8	0.8	3 day	4	75	155+	All	Long Axes	
19gp	3.0	1.6	4 day	5	75	160+	All	Long Axes	
15gp	2.3	1.4	2 day	6	55	140+	All	Long Axes	
10gp	3.4	1.4	1 day	4	70	140+	All	Long Bludgeons	
12gp	4.5	1.9	2 day	3	65	140+	All	Long Bludgeons	
13gp	6.1	1.6	2 day	5	60	150+	All	Long Bludgeons	
12gp	3.6	1.8	3 day	3	70	145+	All	Long Bludgeons	
10gp	1.8	0.7	2 day	5	70	155+	S,O,B,M	Short Axes	
9gp	1.5	0.6	2 day	6	60	135+	O,B,M	Short Axes	
7gp	1.2	0.7	1.5 day	4	65	140+	S,O,B,M	Short Axes	
9gp	1.4	0.5	1 day	4	55	130+	All	Short Axes	
5gp	0.4	0.4	1 day	4	55	125+	B,M	Short Spikes	(5)
9gp	1.5	0.6	2 day	4	70	140+	S,O,B,M	Short Spikes	
6gp	1.5	0.7	1.5 day	5	70	130+	S,O,B,M	Short Spikes	
4gp	1.5	0.7	1 day	6	45	130+	All	Short Spikes	
6gp	0.6	0.5	1 day	4	60	160+	All	Short Bludgeons	
8gp	2.0	1.1	2 day	6	55	155+	All	Short Bludgeons	
4gp	1.3	0.6	12 hrs	4	10	140+	All	Short Bludgeons	
7gp	2.0	0.7	2 day	2	65	180+	All	Short Bludgeons	

WEAPON STATISTICS

WEAPON STATISTICS TABLE

Weapon	Type	Armor Modification					Range Modification						
		20-17	16-13	12-9	8-5	4-1	10	25	50	100	150		
Ball & Chain	1HC	+5	+5	-5	-5	-5	-	-	-	-	-		
Flail	1HC	+5	+5	0	0	-5	-	-	-	-			
Alhulak	1HC	0	+5	-5	-5	0	-	-	-	-			
Cahulaks	1HC	0	-5	-5	+5	+5	-	-	-	-			
Dragon Tail	1HC	-5	-5	-5	0	0	-	-	-	-			
Flagellum	1HC	-10	-5	-5	-5	0	-	-	-	-			
Talid/Cestus	1HC	-5	-5	-5	-5	0	-	-	-	-			
Wrist Razors	1HC	0	0	-5	-5	0	-	-	-	-			
Spikes	1HC	-10	-10	0	0	+5	-	-	-	-			
Claw	1HC	+5	0	0	0	-5	-	-	-	-			
Cutting Disk	1HC	-5	-5	0	0	-5	+0	-10	-30	-			
Composite Bow	BW	+5	+5	+5	+5	+5	+25	+0	-35	-35	-60	-60	-
Long Bow	BW	0	0	0	0	0	+20	+0	-20	-20	-40	-40	-50
Short Bow	BW	-5	-5	-5	-5	-5	+10	+0	-40	-70	-70	-	-
Arbir	PA	0	0	0	0	+5	-	-	-	-	-		
Awl Pike	PA	+5	+5	0	0	-5	-	-	-	-	-		
Bo	PA	-5	-5	0	0	+5	-	-	-	-	-		
Guisarme	PA	+5	+5	0	0	0	-	-	-	-	-		
Halberd	PA	+5	+5	+5	+5	+5	-	-	-	-	-		
Half Moon	PA	-5	-5	+5	+5	0	-	-	-	-	-		
Korseke	PA	+5	-5	+5	+5	0	-	-	-	-	-		
Lajatang	PA	0	0	0	+5	+5	-	-	-	-	-		
Khatramkha	PA	0	0	+5	+5	+5	-	-	-	-	-		
Nerau	PA	-5	-5	+5	0	0	-20	-40	-60	-	-		
Tschehouta	PA	0	0	0	0	+5	-15	-30	-45	-	-		
Harpoon	PA	-5	-5	+5	+5	+5	-5	-15	-25	-	-		
Famera	PA	-5	-5	-5	-5	-5	-10	-20	-30	-	-		
Blowgun	TH	0	0	0	0	0	+0	+0	-20	-40	-		
Sling	TH	0	0	0	0	0	+15	+0	-40	-65	-		
Staff Sling	TH	+5	+5	0	0	0	-	+10	+0	-40	-		
Bolas	TH	0	0	0	0	0	+0	+0	+0	-20	-40		
Dart	TH	-10	+5	0	0	0	+0	-10	-20	-	-		
Net	TH	0	0	0	0	0	+0	-	-	-	-		

- 1- All criticals are slashes.
- 2- All criticals are punctures.
- 3- All criticals are punctures. Break in: 5%+ skill level per concussion hits. Effect: additional 1 hit point loss per round due to bleeding, -10 to MM, OB and DB. Remove the splinters: cause additional 1d10/5 concussion hits.
- 4- Maximum result is 140.
- 5- All krushing criticals are slashing criticals.
- 6- All criticals are krushes.
- 7- All criticals are determined by an 1d100 roll: 01-33 Puncture 34-66 Slash 67-00 Krush.
- 9- No slashing criticals (to determine roll 1d100: 01-50 Puncture 51-00 Krush).
- 10- No krushing criticals (to determine roll 1d100: 01-50 Slash 51-00 Puncture).
- 11- Can be used for entangle or damage (entangle attack: positive difference between the attacker's OB and the defender's DB is the negative modifier to the foe's OB, DB, MM, ST).
- 12- The Weapon Materials Table is not affect on this weapon.

WEAPON STATISTICS

WEAPON STATISTICS TABLE

Cost	Weight	Length	Prod.Time	F	Str	BF	Material	Table Used	Special
6gp	2.0	0.9	3 day	5	60	145+	All	Swinging Weapons	(6)
8gp	2.5	1.6	4 day	5	60	150+	All	Swinging Weapons	(6)
9gp	1.8	1.2	3 day	6	45	125+	All	Swinging Weapons	
15gp	2.1	1.0	4 day	7	40	120+	W,B,M	Swinging Weapons	
5sp	0.5	0.8	12hrs	6	20	85+	S,O,B,M	Whips	
10cp	0.3	0.7	6hrs	6	20	75+	Leather	Whips	(12)
20sp	1.5	2.5	6hrs	2	60	135+	W,O,B,M	Body Weapons	(6)
30sp	0.4	0.2	1 day	6	40	120+	W,B,M	Body Weapons	(7)
13sp	0.05	1.0	6hrs	4	35	125+	All	Body Weapons	(2)
30sp	0.3	0.25	12hrs	3	55	135+	W,B,M	Body Weapons	(7)
10sp	0.5	0.3	12hrs	3	65	145+	All	Body Weapons	(1)
10gp	1.3	1.2	14 day	4	-	-	All	Bows	
8gp	1.3	1.5	9 day	5	-	-	All	Bows	
5gp	0.9	1.0	3 day	4	-	-	All	Bows	
7gp	2.2	1.8	2 day	5	20	135+	All	Polearms	
5gp	2.7	3.2	2 day	3	25	100+	All	Polearms	(9)
10sp	1.4	2.8	6hrs	4	15	90+	W,M	Polearms	(6)
5gp	2.6	2.5	2 day	7	20	120+	B,M	Polearms	(10)
10gp	2.8	2.2	1.5 day	6	25	125+	B,M	Polearms	
6gp	2.2	2.1	1 day	6	20	120+	O,S,B,M	Polearms	(9)
7gp	2.4	2.1	2 day	6	25	130+	O,S,B,M	Polearms	(9)
9gp	2.7	2.2	3 day	7	20	115+	O,S,B,M	Polearms	(9)
9gp	1.7	1.5	2 day	5	25	110+	O,B,M	Polearms	(9)
6gp	2.0	2.5	12hrs	5	15	130+	B,M	Polearms	(2)
8gp	2.0	1.9	2 day	5	20	130+	All	Polearms	(2)
8gp	2.2	2.1	1 day	4	20	135+	O,S,B,M	Polearms	(2)
4gp	2.1	1.8	1 day	5	10	130+	All	Polearms	(2)
5gp	0.7	2.3	1 day	5	-	-	All	Blowguns	
5cp	0.1	1.0	12hrs	6	-	-	O,S,M	Slings	
2sp	0.3	1.0	1 day	6	-	-	O,S,M	Slings	
5gp	1.0	1.0	1 day	7	12	75+	O,S,M	Thrown Projectiles	
5sp	0.1	0.2	6hrs	5	-	-	O,B,M	Thrown Projectiles	(2)
7gp	2.0	2.5	7 day	5	15	75+	Hair	Rope Weapons	(11,12)

Type: 2H=Two-Handed Weapon; 1HS=One-Handed Slashing Weapon; 1HC=One-Handed Concussion Weapon; BW=Bow; PA=Pole Arm; TH=Thrown Weapon (not usable in melee).

Armor Modification: Modifications to the attack roll based upon the armor of the defender.

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

Cost: The average price of weapon.

Weight: Weight of weapon in kilograms.

Length: Length of weapon in meters.

Prod. Time: Production time of weapon.

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

Str: Item strength. The higher the number, the higher the item strength.

BF: Breakage factor. The numbers listed in the "BF" column indicates the breakage resistance of a given weapon.

Material: Possible materials of weapon (W=Wood; S=Stone; O=Obsidian; B=Bone; M=Metal).

Table Used: The weapon attack table used to resolve attack.

Special: Varies for each weapon.

ALL WEAPON STATISTICS CONCERN METAL MATERIAL !

ANIMAL AND MONSTER STATISTICS

The animals statistics given in the Animal Statistics Chart are for animals that have actually existed on Athas. The statistics given are suggested values for their use with Athasian Combat. They indicate which attack tables to use and what modifications to make. These animals are intended to be examples of how to use the system to simulate any animal.

The creatures in the Monster Statistics Chart are fantasy (made up) creatures. They are very powerful; and their use in play often depends on special abilities and the Dark Sun system being used. They are included to illustrate how you can make up your own monsters using this system.

NOTE: The OBs and DBs given to monsters and animals are based upon normal Rolemaster values. In these systems, a fighter can have an offensive bonus as high as 80 to 90 at around 5th level. For use with other systems, the OBs and DBs given should be examined for their relation to character bonuses. It may be that the bonuses given should be cut to between 50-70% for some systems.

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 Athasian Combat. Some of these tables make huge animals more terrible than the most fearsome weapon. The comparative ferocity and prowess of animals is subject to the value judgements of the GM.

The Animal Statistics Chart provides some suggested combat capabilities for common 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 GM.

MONSTER STATISTICS

A sample of commonly used Dark Sun monsters is provided on the Monster Statistics Chart. Athasian Combat only provide the Combat capabilities of the listed monsters. Any special abilities (fire-breathing, invisibility, flying, etc.) must be provided by whatever spell and ability system you use in your game.

DETERMINING THE TYPE OF ATTACK

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

The GM 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 attack tables.

An attack marked with a « can as a result of another attack by the same animal has already obtained a critical strike this round.

« - If the attack given on the left (i.e., the primary attack for a secondary attack or the secondary attack for a tertiary attack) has obtained a non-Tiny critical this round, then this attack occurs in the following round.

opt - The creature may use this attack (usually a weapon) if it desires (usually determined by the GM).

CONVERTING AND CREATING CREATURES

Trained or usually intelligent animals may have higher offensive bonus, and use different combinations of attacks than those presented on the Statistics Charts. These statistics are only meant to be a sample and the GM should feel free to use the provided tables for describing and designing his own animals and monsters.

ANIMAL AND MONSTER STATISTICS

A good rule of thumb for converting monsters it to:

- * Determine the size (Tiny, Small, Large, or Huge) and type of attack.
- * Determine the Maximum damage for each type of attack (usually the size).
- * Determine the appropriate offensive bonus. If this cannot be easily set, approximate it by +10 per hit die that the creature normally has under your system.

The following charts can also useful in handling animals and monsters during play and in converting other creature statistics into Dark Sun statistics.

LARGER/SMALLER THAN NORMAL ANIMALS

The statistics given for animals apply in general to the size and nature of the animal found in Athas. For creatures smaller than normal, decrease the *Size*, *Hits*, and *Max* (on attacks), but leave the pattern of attack the same. Similarly, for larger than normal animals, increase the *Size*, *Hits*, and *Max* (on attacks), but leave the pattern of attack the same. The OBs for various attacks should be decreased for smaller animals and increased for larger animals.

ATTACK BY GROUPS OF SMALL ANIMALS

Swarms or groups of tiny creatures may be given a small attack on the appropriate table.

SIZE CHART

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

SPEED CHART

CODE		DB MODIFICATIONS (AQ)			
		(MS)*	(MS)**	(AQ)***	Initi-Base
		Rate	Flee/ Evade	Charge/ Lunge	ative Points
CR	Creeping	-20	0	0	10
VS	Very Slow	-10	0	0	20
SL	Slow	0	0	0	50
MD	Medium	10	-5	5	85
MF	Moderately Fast	20	-10	10	97
FA	Fast	30	-15	15	101
VF	Very Fast	40	-20	20	110
BF	Blindingly Fast	50	-20	25	120

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

** This DB Modifier applies if the animal is actively fleeing or evading pursuit. The animal must be moving.

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

NOTE: (**, ***) Have not been factored into the DBs of the sample animals and monsters, and thus must be applied as the situation calls for.

ANIMAL AND MONSTER STATISTICS

ANIMAL STATISTICS CHART

Name	Size	AT	Speed	Primary	Secondary	Tertiary	Special	
	Hits	(DB)	MS/AQ	Level	Attack	Attack	Attack	
Lizard (general)	T	8	1(80)	BF/VF	1	0Ti100	6 or more-10SPi	-
(large)	S	16	1(50)	FA/MF	1	10SPi100	3 or more-40SPi	If poisonous, 1st attack is 50%.
Rats	S	5	1(30)	MD/MF	1	0SBi100	3 or more-30Sbi	-
Scorpion	T	2	1(40)	MD/VF	1	10SSt100	6 or more-50Sst	Very poisonous, 1-50 hits.
Snake(non-constr)	S	10	1(50)	FA/VF	1	25Ti100	6 or more-0Sbi	-
(large,non-constr)	M	20	1(30)	FA/VF	1	10Sbi100	3 or more-25Sbi	-
Spider (Ants ,etc)	T	1	1(10)	CR/FA	1	50Ti100	Swarm-0Ti	Innocuous, possibly poisonous.
Kank	M	80	14(30)	MF/MF	2	10MPi100	-	Poisonous
Inix	L	240	12(40)	MF/FA	6	50Lbi80	30LCr« 20LBa20	-
Mekillot	H	650	17(10)	CR/SL	11	40Hbi100	60HGr« -	-

MONSTER STATISTICS CHART

Anakore	M	50	4(30)	MD/MD	3	50LCi100	50LCi«	-	-
Ant (Giant)	S	25	17(30)	MD/MF	1	15SPi100	-	-	Assumes Ant is 1 to 2 feet long.
(Giant Warrior)	S	40	19(40)	MF/FA	2	35MPi100	-	-	Assumes Ant is 2 to 3 feet long.
Beetle (Giant)	M	50	16(10)	MF/FA	2	60LPi100	-	-	Assumes Beetle is 3 feet long.
Braxat	M	160	14(20)	MD/MF	10	60HCl100	80Wp opt	-	-
Demon (Pale I)	M	35	1(20)	MF/FA	2	20MBa100	50Mcr«	30Wp opt	Demons from other systems may
(Pale II)	M	60	3(30)	FA/FA	4	40Lba100	80LCr«	50Wp opt	be placed into these classes.
(Pale III)	M	90	4(50*)	VF/FA	8	70Lba100	105LCr«	70Wp opt	-
(Pale IV)	M	120	4(60*)	BF/FA	13	100Lba100	130LCr«	90Wp opt	-
(Pale V)	L*	180	8(50*)	VF/FA	18	125Lba100	150HCr«	120Wp opt	2x damage with weapon.
(Pale VI)	L*	250	12(60*)	VF/FA	30	150Lba100	170HCr«	165Wp opt	2x damage with weapon.
Dragon	H*	450	16(50*)	VF/FA	25	200Hbi60	170HCl30	120Hba10	Diff. Dragons have unusual abilities.
Elemental(weak-AIR)	M	80	1(40)	VF/FA	10	40Lba100	40LGr«	-	Ba criticals are Impact.
(weak-EARTH)	M	80	1(40)	VF/FA	10	70Lba100	50MGr«	-	-
(weak-FIRE)	M	80	1(40)	VF/FA	10	50Lba100	50MGr«	-	Ba criticals are Heat.
(weak-WATER)	M	80	1(40)	VF/FA	10	60Lba100	60MGr«	-	Ba criticals are Impact.
(powerful-AIR)	L*	120	1(30)	VF/FA	20	70Hba100	60LGr«	-	Ba criticals are Impact.
(powerful-EARTH)	L*	120	1(30)	VF/FA	20	120Hba100	80LGr«	-	-
(powerful-FIRE)	L*	120	1(30)	VF/FA	20	90Hba100	70LGr«	-	Ba criticals are Heat.
Giant (small)	L*	150	4(20)	FA/FA	6	35Lba100	50LCr«	60Wp opt	2x damage with weapon.
(medium)	L*	250	8(20*)	FA/MF	12	65Hba100	90HCr«	80Wp opt	3x damage with weapon.
(large)	H*	350	12(30*)	FA/MF	20	75Hba100	100HCr«	120Wp opt	4x damage with weapon.
Gith	M	50	2(40)	MF/FA	3	45Mbi40	55Wp60	-	-
Golem (Flesh)	L	100	1(15*)	MD/MD	10	100Mba100	50LCr«	-	Usually have little intelligence. The
(Clay)	L*	120	1(20*)	MD/MD	10	110Lba100	60LCr«	-	sizes need not be L and H; the L*
(Stone)	L*	170	16(20*)	MD/MD	10	130Lba100	70LCr«	-	and H* are given to indicate the
(Iron)	H*	200	20(30*)	MD/MD	10	150Hba100	80LCr«	-	critical charts used when attacked.
Silk Wyrm	L	100	8(10)	FA/VF	6	50Lbi100	-	-	Poisonous.
Undead (Class I)	M	25	1(10)	MD/FA	1	25Sba90	15Wp10	-	Undead from other systems may
(Class II)	M	500	1(20)	MF/FA	3	40Mba60	45Wp40	-	be placed into these classes.
(Class III)	M	100	1(30)	FA/FA	7	60Mba50	50Wp50	-	Sizes for Classes V and VI need not
(Class IV)	M	135	1(40*)	VF/VF	10	95Wp60	70Lba40	-	be L and H; L* and H* are given to
(Class V)	L*	165	1(40*)	VF/BF	15	110Wp70	90Lba30	-	indicate critical charts used when
(Class VI)	H*	200	1(40*)	VF/BF	20	180Wp80	90Hba20	-	the Undead are attacked.

Codes: Most of these statistics are standard Athasian Combat statistics: Hits; AT=Armor Type; DB=Defensive Bonus, level.
Size: T=Tiny, S=Small, M=Medium, L=Large, H=Huge; L*=Any criticals against this creature are resolved using the Large Creatures rules; H*=Any criticals against this creature are resolved using the Super-Large Creature rules.
Speed: MS=Movement Speed, the rate at which the animal is capable of travelling; AQ=Attack Quickness (speed of animal's attack).

Attacks: The attacks are given in the following form: *OB Attacks Size Attack Type Additional Information.*

OB: The standard Offensive Bonus for this attack.

Attack Size: Maximum result allowed on attack table: S=Small, M=Medium, L=Large, H=Huge, no code for Tiny attacks.

Attack Types: Type of attack: Ba=Bash/Ram/Butt/Knock Down/Slug; Bi=Bite; Cl=Claw/Talon; Cr=Crush/Fall; Gr=Grapple/Envelop/Swallow; Ho=Horn/Tusk; Pi=Pincher/Beak; St=Stinger; Ti=Tiny Animals; Ts=Trample/Stomp; Wp=Weapons.

Additional Information: #=the % chance of this attack being used; «=If the attack given on the left has obtained a non-Tiny critical this round, then this attack occurs in the same round; opt= The creature may use this attack (usually a weapon) if it desires (usually determined by the GM).

* - 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 by the tables.

SHORT WEAPONS

	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
150	3	4AK	4BP	6CP	7CP	7CP	10CP	10DP	6EP	8EP	12EP	12EP	8EP	8EP	13EP	16EP	10EP	13EP	16EP	18ES	150
149	4		4AP	6BP	7CP	7CP	10CP	10DP	6EP	8EP	12EP	12EP	8EP	8EP	13EP	16EP	10EP	13EP	16EP	18EP	149
148	4		4AS	6BS	7BP	7CP	10CP	10DP	6EP	8EP	12EP	12EP	8EP	8EP	13EP	16EP	10EP	13EP	16EP	18ES	148
147	4		4AP	6BP	7BP	7CP	10CP	10CP	6DP	8EP	12EP	12EP	8EP	8EP	13EP	16EP	10EP	13EP	16EP	18EP	147
146	4		4AS	6BS	7BP	7BP	9CP	9CP	6DP	8DP	12DP	12EP	8EP	8EP	13EP	16EP	10EP	13EP	16EP	18ES	146
145	4		4AP	5BP	7BP	7BP	9CP	9CP	6DP	8DP	12DP	12EP	8EP	8EP	13EP	16EP	10EP	13EP	16EP	18EP	145
144	4		4AS	5BS	7BP	7BP	9CP	9CP	6CP	8DP	12DP	11EP	8EP	8EP	13EP	15EP	10EP	13EP	16EP	17ES	144
143	4		4AP	5BP	7AP	7BP	9CP	9CP	6CP	8DP	11DP	11DP	8DP	8EP	13EP	15EP	10EP	12EP	16EP	17EP	143
142	4		4AS	5AS	7AP	7BP	9CP	9CP	6CP	8CP	11DP	11DP	8DP	8DP	12EP	15ES	9DP	12EP	15EP	17ES	142
141	4		4AP	5AP	6AP	6BP	9BP	9CP	6CP	7CP	11DP	11DP	8DP	8DP	12DP	15DP	9DP	12EP	15EP	17EP	141
140	4		4AK	5AS	6AP	6BP	9BP	9CP	6CP	7CP	11CP	11DP	8DP	8DP	12DP	15DS	9DP	12EP	15EP	17ES	140
139	4			5AP	6AP	6AP	9BP	9CS	6CP	7CP	11CP	11DP	8DP	8DP	12DP	14DP	9DP	12DP	15EP	16EP	139
138	4			5AS	6AP	6AP	9BS	8BP	6CP	7CP	11CP	10DP	8DP	8DP	12DP	14DS	9DP	12DP	15EP	16ES	138
137	4			5AP	6AS	6AP	8BS	8BS	6CP	7CP	10CP	10DP	8DP	8DP	12DP	14DP	9DP	12DP	15ES	16EP	137
136	4			5AS	6AP	6AP	8AP	8BP	5CP	7CP	10CP	10DP	8CP	8DP	12DP	14DS	9DP	11DP	15EP	16ES	136
135	4			5AP	6AP	6AP	8AS	8BS	5BP	7CP	10CP	10CP	8CP	7DP	11DP	14DP	8DP	11DP	14ES	16EP	135
134	3			5AS	6AP	6AP	8AP	8BP	5BP	7CP	10CP	10CP	7CP	7DP	11DP	14DS	8CP	11DP	14EP	15DS	134
133	3			5AP	6AP	6AP	8AS	8BS	5BP	7CP	10CP	10CP	7CP	7DP	11DP	13DP	8CP	11DP	14ES	15DP	133
132	3			5AS	6AS	6AS	8AP	8BP	5BP	6BP	10CP	9CP	7CP	7CP	11DP	13DS	8CP	11DS	14DP	15DS	132
131	3			4AP	6AP	6AP	8AS	8BS	5BP	6BP	9CP	9CP	7CP	7CP	11CS	13DP	8CP	11DP	14DS	15DP	131
130	3			4AK	6AK	6AK	8AP	7BP	5BP	6BP	9CP	9CP	7CP	7CP	11CP	13DS	8CP	11DS	14DP	15DS	130
129	3			4	6	6	8AS	7BS	5BP	6BP	9CP	9CP	7CP	7CP	11CS	13DP	8CP	11DS	14DS	14DP	129
128	3			4	6	6	7AP	7AP	5BP	6BP	9BP	9CP	7CP	7CP	11CP	12DS	7CP	10CS	13DP	14DS	128
127	3			4	5	5	7AP	7AS	5BP	6BP	9BP	9CS	7CP	7CP	10CS	12CP	7CP	10CP	13DS	14DP	127
126	3			4	5	5	7AP	7AP	5AP	6BP	9BP	8CP	7CP	7CS	10CP	12CS	7CP	10CS	13DP	14DS	126
125	3			4	5	5	7AP	7AS	5AP	6BP	9BP	8CS	7CP	7CP	10CS	12CP	7CP	10CP	13DS	14DP	125
124	3			4	5	5	7AP	7AP	5AP	6BP	8BP	8CP	7CP	7CS	10CP	12CS	7BP	10CS	13DP	13CS	124
123	3			4	5	5	7AS	7AS	4AP	5BP	8BS	8CS	7CP	7CP	10CS	12CP	7BP	10CS	13DS	13CP	123
122	3			4	5	5	6AP	6AP	4AP	5BP	8BP	8CP	7BS	7CS	10CP	11CS	7BP	9CS	13DP	13CS	122
121	3			4	5	5	6AS	6AS	4AP	5AP	8BS	8BS	7BP	6CP	10CS	11CP	6BS	9CP	12DS	13CP	121
120	3			4	5	5	6AP	6AP	4AP	5AP	8BP	7BP	7BS	6CS	9CP	11CS	6BS	9BS	12CP	13CS	120
119	3			4	5	5	6AS	6AS	4AP	5AP	8BS	7BS	6BP	6CP	9CS	11CP	6BS	9BP	12CS	12CP	119
118	3			4	5	5	6AP	6AP	4AP	5AS	7BP	7BP	6BS	6CS	9CP	11CS	6BS	9BS	12CP	12CS	118
117	3			4	5	5	6AS	6AS	4AS	5AP	7AS	7BS	6BP	6BP	9BS	10CP	6BS	9BP	12CS	12CP	117
116	3			4	5	5	6AP	6AP	4AP	5AS	7AP	7BP	6BS	6BS	9BP	10CS	6AP	8BS	12CP	12CS	116
115	3			4	5	5	6AK	6AK	4AP	5AP	7AS	7BS	6BP	6BP	9BS	10CP	6AS	8BP	12CS	12CP	115
114	2			4	4	4	4	4	4	4S	7AP	6BP	6BS	6BS	9BP	10BS	6AP	8BS	11CP	11BS	114
113	2			4	4	4	4	4	4	4	7AS	6BS	6BP	6BP	8BS	10BP	6AS	8BP	11CS	11BP	113
112	2			4	4	4	4	4	4	4	6AP	6BP	6BS	6BS	8BP	9BS	5AP	8BS	11CP	11BS	112
111	2			4	4	4	4	4	4	4	6AS	6BS	6BP	6BP	8BS	9BP	5AS	8AP	11CS	11BP	111
110	2			4	4	4	4	4	4	4	6AP	6BS	6BS	6BS	8BP	9BS	5AP	8AS	11CP	11BS	110
109	2			4	4	4	4	4	4	4	6AS	6BS	6BP	6BP	8BS	9BS	5AS	7AP	11CS	10BP	109
108	2			4	4	4	4	4	4	4	6AP	6AS	6AS	6AS	8BP	9BS	5AP	7AS	11CP	10BS	108
107	2			4	4	4	4	4	4	4	6AS	6AS	6AP	6AS	8BS	9BP	5AS	7AP	10BS	10BP	107
106	2			4	4	4	4	4	4	4	6AP	6AS	6AS	6AS	8BP	8BS	4AP	7AS	10BP	10BS	106
105	2			4	4	4	4	4	4	4	5AP	5AS	5AS	5AP	7BS	8BP	4AK	7AS	10BS	10AP	105
104	2			4	4	4	4	4	4	4	5AP	5AS	5AS	5AP	7BP	8BS	4	7AS	10BP	9AS	104
103	2			4	4	4	4	4	4	4	5AP	5AS	5AS	5AP	7BS	8BP	4	7AP	10BS	9AP	103
102	2			4	4	4	4	4	4	4	5AS	5AS	5AP	5AS	7BP	8BS	4	6AS	10BP	9AS	102
101	2			4	4	4	4	4	4	4	5AP	5AP	5AP	5AP	7AS	7BP	4	6AP	10BS	9AP	101
100	2			4	4	4	4	4	4	4	5AS	5AS	5AP	5AS	7AP	7BS	6	6AK	9BP	9AS	100
99	2			4	4	4	4	4	4	4	4	4	4	4	6AP	7BS	6	6	9BS	8AP	99
98	2			4	4	4	4	4	4	4	4	4	4	4	6AS	7AP	6	6	9BP	8AS	98
97	2			4	4	4	4	4	4	4	4	4	4	4	6AS	7AP	6	6	9BS	8AP	97
96	2			4	4	4	4	4	4	4	4	4	4	4	6AP	7AS	6	6	9AP	8AK	96
95	2			4	4	4	4	4	4	4	4	4	4	4	6AS	6AP	5	5	9AS	8AS	95
94	2			4	4	4	4	4	4	4	4	4	4	4	6AP	6AS	5	5	9AP	7	94
93	2			4	4	4	4	4	4	4	4	4	4	4	6AS	6AP	5	5	8AS	7	93
92	2			4	4	4	4	4	4	4	4	4	4	4	5AS	6AP	5	5	8AP	7	92
91	2			1	4	4	4	4	4	4	4	4	4	4	5AS	6AP	5	5	8AS	7	91
90	2			1	4	4	4	4	4	4	4	4	4	4	5AS	5AP	5	5	8AP	7	90
89	2			1	4	4	4	4	4	4	4	4	4	4	5AS	5AP	5	5	8AS	7	89
88	2			1	4	4	4	4	4	4	4	4	4	4	5AS	5AP	5	5	8AP	7	88
87	2			1	4	4	4	4	4	4	4	4	4	4	5AS	5AP	5	5	8AS	7	87
86	2			1	4	4	4	4	4	4	4	4	4	4	5AS	5AP	5	5	8AP	7	86
85	2			1	4	4	4	4	4	4	4	4	4	4	5AS	5AP	5	5	8AS	7	85
84	2			1	4	4	4	4	4	4	4	4	4	4	5	4AS	0	0	7	0	84
83	2			1	4	4	4	4	4	4	4	4	4	4	4	4AP	0	0	7	0	83
82	2			1	4	4	4	4	4	4	4	4	4	4	4	4AS	0	0	7	0	82
81	2			1	4	4	4	4	4	4	4	4	4	4	4	4AP	0	0	7	0	81
80	2			1	4	4	4	4	4	4	4	4	4	4	4	4AK	0	0	7	0	80
79	2			1	4	4	4	4	4	4	4	4	4	4	3	3	0	0	0	0	79
78	2			1	4	4	4	4	4	4	4	4	4	4	3	3	0	0	0	0	78
77	2			1	4	4	4	4	4	4	4	4	4	4	3	3	0	0	0	0	77
76	2			1	4	4	4	4	4	4	4	4	4	4	3	3	0	0	0	0	76
75	2			1	4	4	4	4	4	4	4	4	4	4	3	3	0	0	0	0	75
74	2			1	4	4	4	4	4	4	4	4	4	4	3	3	0	0	0	0	74
73	2			1	4	4	4	4	4	4	4	4	4	4	3	3	0	0	0	0	73
72	2			1	4	4	4	4	4	4	4	4	4	4	3	3	0	0	0	0	72
71	2			1	4	4	4	4	4	4	4	4	4	4	3	3	0	0	0	0	71
70	2			1	4	4	4	4	4	4	4	4	4	4	3	3	0	0	0	0	70
69	2	</																			

LONG DOUBLE-EDGED BLADES

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

LONG SINGLE-EDGED BLADES

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

TWO-HANDED BLADES

	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	30EK	30EK	33EK	33EK	32ES	34ES	38ES	38ES	37ES	37ES	41ES	44ES	38ES	41ES	44ES	46ES	150
149	19EK	21EK	23EK	25EK	30EK	30EK	33EK	33EK	32ES	34ES	37ES	38ES	36ES	36ES	41ES	44ES	37ES	40ES	44ES	45ES	149
148	19EK	21EK	23EK	25EK	30EK	30EK	33EK	33EK	32ES	33ES	37ES	37ES	36ES	36ES	40ES	43ES	37ES	40ES	43ES	44ES	148
147	19EK	21EK	23EK	25EK	30EK	30EK	32EK	32EK	31ES	33ES	36ES	37ES	36ES	35ES	40ES	43ES	36ES	39ES	43ES	44ES	147
146	19EK	21EK	23EK	25EK	29EK	29EK	32EK	32EK	31ES	32ES	36ES	36ES	35ES	35ES	39ES	42ES	35ES	39ES	42ES	43ES	146
145	18EK	20EK	22EK	24EK	29EK	29EK	32EK	32EK	31ES	32ES	35ES	36ES	35ES	35ES	39ES	42ES	35ES	38ES	42ES	43ES	145
144	18EK	20EK	22EK	24EK	29EK	29EK	31EK	31EK	30ES	31ES	35ES	35ES	34ES	34ES	38ES	41ES	34ES	37ES	41ES	42ES	144
143	18EK	20EK	22EK	24EK	28EK	28EK	31EK	31EK	30ES	31ES	34ES	35ES	34ES	34ES	38ES	41ES	34ES	37ES	41ES	42ES	143
142	18EK	20EK	22EK	24EK	28EK	28EK	31EK	30EK	29ES	30ES	34ES	34ES	34ES	33ES	38ES	40ES	33ES	36ES	40ES	41ES	142
141	18EK	20EK	22EK	23EK	28EK	28EK	30EK	30EK	29ES	30ES	33ES	34ES	33ES	33ES	37ES	40ES	33ES	36ES	40ES	40ES	141
140	18EK	20EK	21EK	23EK	27EK	27EK	30EK	30EK	29ES	29ES	33ES	33ES	33ES	33ES	37ES	39ES	32ES	35ES	39ES	40ES	140
139	18EK	19EK	21EK	23EK	27EK	27EK	29EK	29EK	28DS	29ES	32ES	33ES	33ES	32ES	36ES	39ES	32ES	35ES	39ES	39ES	139
138	17EK	19EK	21EK	23EK	27DK	27ES	29EK	29EK	28DS	28ES	32ES	32ES	32ES	32ES	36ES	38ES	31ES	34ES	38ES	39ES	138
137	17DS	19EK	21EK	22EK	27DS	26DK	28EK	28EK	27DS	28ES	31DS	32ES	32DS	31ES	35ES	38ES	30ES	34ES	38ES	38ES	137
136	17DK	19DK	20EK	22EK	26DK	26DS	28DK	28EK	27DS	27DS	31DS	31ES	31DS	31ES	35ES	37ES	30ES	33ES	37ES	38ES	136
135	17DS	19DK	20EK	22EK	26DS	26DK	28DS	28ES	27DS	27DS	30DS	31DS	31DS	31ES	34ES	37ES	29ES	32ES	37ES	37ES	135
134	17DK	18DK	20DK	22EK	26DK	25DS	28DK	28EK	26DS	26DS	30DS	31DS	31DS	30DS	34ES	36ES	29ES	32ES	37ES	36ES	134
133	17DS	18DK	20DK	21EK	25DS	25DK	27DS	27DS	26DS	26DS	29DS	30DS	30DS	30DS	33ES	36ES	28ES	31ES	36ES	36ES	133
132	17DK	18DK	19DK	21EK	25DK	25DS	27DK	26DK	25DS	25DS	29DS	30DS	30DS	29DS	33DS	35ES	28DS	31ES	36ES	35ES	132
131	16DS	18DK	19DK	21DK	25DS	24DK	26DS	26DS	25DS	25DS	28DS	29DS	30DS	30DS	32DS	35DS	29DS	30DS	35ES	35ES	131
130	16CK	18DK	19DK	20DK	24DK	24DS	26DK	26DK	25DS	25DS	28DS	29DS	29DS	29DS	32DS	34DS	26DS	30DS	35ES	34ES	130
129	16CS	17CK	19DK	20DK	24DS	24DK	26DS	26DS	24DS	24DS	27DS	28DS	29DS	29DS	32DS	34DS	28DS	29DS	34ES	34ES	129
128	16CK	17CS	19DK	20DK	24DK	23DS	25DK	25DK	24DK	24DS	27DS	28DS	28DS	28DS	31DS	33DS	25DS	29DS	34ES	33ES	128
127	16CS	17CK	18DK	20DK	24DS	23DK	24DS	24DS	23CS	23DK	26DS	27DS	28DS	27DS	31DS	33DS	25DS	28DS	33ES	32ES	127
126	16CK	17CS	18DK	19DK	23CK	23DS	25DK	24DK	23CK	23DS	26DS	27DS	28DS	27DS	30DS	32DS	24DS	27DS	33ES	32ES	126
125	15CS	17CK	18DK	19DK	23CS	22DK	24DS	24DS	23CS	22DK	25DS	26DS	27DS	27DS	30DS	32DS	24DS	27DS	32ES	31DS	125
124	15CK	17CS	18CS	19DK	23CK	22CS	24CK	23DK	22CK	22DS	25DK	26DS	27DS	26DS	29DS	31DS	23DS	26DS	32ES	31DS	124
123	15CS	16CK	17CK	19DK	22CS	22CK	23DS	23DS	22CS	21DK	24DS	25DK	27DS	26DS	29DS	31DS	23DS	26DS	31DS	30DS	123
122	15BK	16CS	17CS	18DK	22CK	22CS	23CK	22DK	21CK	21DS	24DK	25DS	26DS	25DS	28DS	30DS	22DS	25DS	31DS	30DS	122
121	15BS	16CK	17CK	18DK	22CS	21CK	22DS	22DS	21CS	20DK	23DS	24DK	26CS	25DS	28DS	30DS	21DS	25DS	30DS	29DS	121
120	15BK	16BS	17CS	18DS	21CK	21CS	22CK	22DK	20CK	20DS	23DK	24DS	25CS	25DS	27DS	29DS	21DS	24DS	30DS	28DS	120
119	15BS	16BK	16CK	18DK	21CS	21CK	22CS	21DS	20CS	19CK	22CS	23DK	25CS	24DS	27DS	29DS	20DS	24DS	29DS	28DS	119
118	14AK	15BS	16CS	17DS	21CK	20CS	22CK	21DK	20CK	19CS	22CK	23DS	25CS	24DS	27DS	28DS	20DS	23DS	29DS	27DS	118
117	14AK	15BK	16CK	17CK	21CS	20CK	21CS	20CS	19CS	18CK	21CS	22DK	24CS	23DS	26DS	28DS	19DS	23DS	28DS	27DS	117
116	14AK	15BS	16CS	17CS	20CK	20CS	21CK	20CK	19CK	18CS	21CK	22DS	24CS	23DS	26DS	27DS	19DS	22DS	28DS	26DS	116
115	14AS	15BK	16CK	16CK	20CS	19CK	20CS	20CS	19CS	17CK	20CS	21CK	24CS	23DS	25DS	27DS	18DS	21DS	27DS	26DS	115
114	14AS	15AS	15CS	16CS	20BK	19CS	20CK	19CK	18CK	17CS	20CK	21CS	25CS	22DS	25DS	26DS	18DS	21DS	27DS	25DS	114
113	14AK	14AK	15BK	16CK	19BS	19CK	20CS	19CS	18CS	16CK	19CS	21CK	22CS	22CS	24DS	26DS	17CS	20DS	27DS	24DS	113
112	13AK	14AS	15BS	16CS	19BK	19CS	19CK	18CK	18CK	16CS	19CK	20CS	22CS	21CS	24DS	25DS	16CS	20CS	26DS	24DS	112
111	13AS	14AK	14BS	15CK	19BS	18BK	19CS	18CS	17CS	16CK	18CS	20CK	22CS	21CS	23CS	25DS	16CS	19CS	26DS	23DS	111
110	13AK	14AK	14BS	15CS	18BK	18BS	19CK	18CK	17CK	15CS	18CK	19CS	22CK	21CS	23CS	24DS	15CS	19CS	25DS	23DS	110
109	13	14AK	14BK	15CK	18BS	17BK	18CS	17CS	16BS	14CK	17CS	19CK	21CS	20CS	22CS	24CS	15CS	18CS	25DS	22DS	109
108	13	14AS	14BS	15CS	18AK	17BS	18BK	17CK	16BK	14CS	17CK	18CS	21CK	20CS	22CS	23CS	14CS	18CS	24DS	22DS	108
107	13	13AK	14BK	14CK	18AS	17BK	17BS	17CS	16BS	14CK	16CS	18CK	21CS	20CK	21CS	23CS	14CS	17CS	24DS	21DS	107
106	13	13AS	13AS	14CS	17AK	16BS	17BK	16CK	15BK	13CS	16CK	17CS	20CK	19CS	21CS	22CS	13CS	16CS	23DS	20DS	106
105	12	13	13AK	14CK	17AS	16BK	17BS	16CS	15BS	13CK	15CS	17CK	20CS	19CK	21CS	22CS	12CS	16CS	23DS	20DS	105
104	12	13	13AS	14BS	17AK	16AS	16BK	15CK	14BK	12CS	15CK	16CS	19CK	18CS	20CK	21CK	12CS	15CS	22DS	19CS	104
103	12	13	13AK	13BK	16AS	16AK	16BS	15CS	14BS	12CK	14CS	16CK	19CS	18CK	20CS	21CS	11CS	15CS	22DS	19CS	103
102	12	12	13AS	13BS	16AK	15AS	16BK	15CK	14BK	11CS	14CK	15CS	19BK	18CS	19CK	20CK	11CK	14CK	21DS	18CS	102
101	12	12	12AK	12BK	16AS	15AS	15BS	14BS	13BS	11BK	13CS	15CK	18BS	17CK	19CS	20CS	10CS	14CS	21CS	18CS	101
100	12	12	12AS	12BS	15AK	15AS	15AK	14BK	13BK	10BS	13CK	14CS	18BK	17CS	18CK	19CK	10CK	13CK	20CS	17CS	100
99	11	11	12AK	12BK	15	15AS	15AS	14BS	12AS	10BK	12BS	14CK	18BS	16CK	18CS	19CS	9CS	13BS	20CS	16CK	99
98	11	11	12AS	12BS	14	14AS	14AK	13BK	12AK	9BS	12BK	13CS	17BK	16CS	17CK	18CK	9CK	12BK	19CS	16CS	98
97	11	11	11AK	11BK	14	14AK	14AS	13BS	12AS	9BK	11BS	13CK	17BS	16CK	17CS	18CS	8BS	11BS	19CS	15CK	97
96	11	11	11AS	11AK	14	13AS	13AK	12BK	11AK	8BS	11BK	12CS	16BK	15CS	16CK	17CK	7BK	11BK	18CS	15CS	96
95	11	11	11AK	11AK	14	13AS	13AS	12BS	11AS	8BK	10BS	12BK	16BS	15CK	16CS	17CS	7BS	10BS	18CS	14CK	95
94	11	11	11	11	14	13	13AK	11BK	10AK	7BS	10BK	12BS	16BK	14CS	16CK	16BK	6BK	10AK	17CS	14CS	94
93	11	11	11	10	13	12	12AS	11BS	10AS	7BK	9BS	11BK	15BS	14CK	15BS	16BS	6AS	9AS	18CS	13CK	93
92	10	10	10	10	13	12	12AK	11AK	10AK	6BS	9BK	11BS	15BK	14BS	15BK	15BK	5AK	9AK	17CS	12BS	92
91	10	10	10	10AK	13	12	12AS	10AS	9AS	6AK	8BS	10BK	15BS	13BK	14BS	15BS	5AS	8AS	16CK	12BK	91
90	10	10	10	10AS	12	11	11AK	10AK	9AK	5AS	8BK	10BS	14AK	13BS	14BK	14BK	4AK	8AK	16CS	11BS	90
89	10	10	10	10	12	11	11	9AS	8	5AK	7AS	9BK	14AS	12BK	13BS	14BS	0	0	15CK	11AK	89
88	10	10	9	9AS	12	11	10	9AK	8	4AS	7AK	9BS	13AK	12BS	13BK	13BK	0	0	15CS	10AS	88
87	10	9	9	9AK	11	10	10	9AS	8	4AK	6AS	8BK	13AS	12BK	12BS	13BS	0	0	14CK	10AK	87
86	9	9	9	9AS	11	10	10	8AK	7	3AS	6AK	8BS	13AK	11BS	12BK	12BK	0	0	14BS	9	86
85	9	9	9	8AK	11	10	9	8AS	7	7	5AS	7BK	12AS	11BK	11BS	12BS	0	0	13BK	0	85
84	9	9	9	8	11	9	9	7AK	6	6	0	5AK	12AK	10BS	11BK	11BK	0	0	13BS	0	84
83	9	9	9	8	10	9	9	7AS	6	0	4AS	6AK	12AS	10BK	10BS	11BS	0	0	12BK	0	83
82	9	9	8	8	10	9	8	7AK	6												

TWO-HANDED SPIKES

	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
150	22EK	24EK	26EK	28EK	29EK	29EK	31EK	31EK	30EK	32EK	36EK	36EK	33EK	33EK	38EK	41EK	37EK	40EK	42EK	45EK	150
149	22EK	24EK	26EK	27EK	29EK	28EK	31EK	31EK	30EK	32EK	36EK	36EK	33EK	33EK	38EK	41EK	36EK	39EK	42EK	44EK	149
148	22EK	24EK	25EK	27EK	28EK	28EK	31EK	31EK	30EK	32EK	36EK	36EK	33EK	33EK	38EK	41EK	35EK	38EK	41EK	43EK	148
147	22EK	24EK	25EK	27EK	28EK	28EK	30EK	30EK	29EK	31EK	35EK	35EK	32EK	32EK	37EK	40EK	35EK	38EK	41EK	43EK	147
146	22EK	23EK	25EK	26EK	28EK	27EK	30EK	30EK	29EK	31EK	35EK	35EK	32EK	32EK	37EK	40EK	34EK	37EK	40EK	42EK	146
145	21EK	23EK	25EK	26EK	27EK	27EK	30EK	29EK	29EK	30EK	34EK	34EK	32EK	32EK	36EK	39EK	34EK	37EK	40EK	42EK	145
144	21DK	23DK	24EK	26EK	27EK	27EK	29EK	29EK	28EK	30EK	34EK	34EK	31EK	31EK	36EK	39EK	34EK	37EK	40EK	42EK	144
143	21DK	23DK	24EK	25EK	27EK	26EK	29EK	29EK	28EK	29EK	33EK	33EK	31EK	31EK	36EK	38EK	34EK	36EK	40EK	41EK	143
142	21DK	22DK	24EK	25EK	26EK	26EK	28EK	28EK	28EK	29EK	33EK	33EK	31EK	31EK	35EK	38EK	33EK	36EK	39EK	41EK	142
141	21DK	22DK	23DK	25EK	26EK	26EK	28EK	28EK	27EK	29EK	32EK	33EK	30EK	30EK	35EK	37EK	32EK	35EK	39EK	40EK	141
140	20DK	22DK	23DK	24EK	26DK	25DK	28DK	27EK	27EK	28EK	32EK	32EK	30EK	30EK	34EK	37EK	32EK	35EK	38EK	40EK	140
139	20DK	22DK	23DK	24EK	25DK	25DK	27DK	27EK	26EK	28EK	31EK	32EK	30EK	30EK	34EK	36EK	31EK	34EK	38EK	39EK	139
138	20DK	21DK	22DK	24DK	25DK	25DK	27DK	26EK	26EK	27EK	31EK	31EK	29EK	29EK	33EK	36EK	31EK	34EK	38EK	39EK	138
137	20DK	21DK	22DK	23DK	25DK	24DK	26EK	26EK	26DK	27EK	31EK	31EK	29EK	29EK	33EK	35EK	30EK	33EK	37EK	38EK	137
136	20DK	21DK	22DK	23DK	25DK	24DK	26DK	26DK	25DK	26EK	30EK	30EK	29EK	28EK	33EK	35EK	30EK	33EK	37EK	38EK	136
135	19CK	21DK	22DK	23DK	24DK	24DK	26DK	25DK	25DK	26EK	30EK	30EK	28EK	28EK	32EK	35EK	29EK	32EK	36EK	37EK	135
134	19CK	20CK	21DK	22DK	24DK	23DK	25DK	25DK	25DK	26DK	29DK	29EK	28DK	28EK	32EK	34EK	29EK	32EK	36EK	37EK	134
133	19CK	20CK	21DK	22DK	24DK	23DK	25DK	24DK	24DK	25DK	29DK	29EK	28DK	27EK	31EK	34EK	28EK	31EK	35EK	36EK	133
132	19CK	20CK	21DK	22DK	23DK	23DK	25DK	24DK	24DK	24DK	28DK	29DK	27DK	27EK	31EK	33EK	28EK	31EK	35EK	36EK	132
131	19CK	20CK	20DK	21DK	23DK	23DK	24DK	24DK	23DK	24DK	28DK	28DK	27DK	27DK	30EK	33EK	27EK	30EK	35EK	35EK	131
130	18CK	19CK	20DK	21DK	23DK	22DK	24DK	23DK	23DK	24DK	27DK	28DK	27DK	27DK	26DK	30DK	27EK	30EK	34EK	35EK	130
129	18CK	19CK	20CK	21DK	22DK	22DK	23DK	23DK	23DK	23DK	27DK	27DK	26DK	26DK	30DK	32DK	26DK	29EK	34EK	34EK	129
128	18CK	19CK	19CK	20DK	22DK	21DK	23DK	22DK	22DK	23DK	26DK	27DK	26DK	26DK	29DK	31DK	26EK	29EK	33EK	34EK	128
127	18CK	19CK	19CK	20DK	22DK	21DK	23DK	22DK	22DK	22DK	26DK	26DK	25DK	25DK	29DK	31DK	25DK	28EK	33EK	33EK	127
126	18CK	18CK	19CK	20DK	21CK	21DK	22DK	21DK	22DK	22DK	25DK	26DK	25DK	25DK	28DK	30DK	25EK	28EK	32EK	33EK	126
125	17CK	18CK	19CK	19DK	21CK	20CK	22CK	21DK	21DK	22DK	25DK	25DK	25DK	24DK	28DK	30DK	24DK	27EK	32EK	32EK	125
124	17BK	18CK	18CK	19DK	21CK	20CK	21CK	21DK	21CK	21DK	25DK	25DK	24DK	24DK	27DK	29DK	24DK	27EK	32EK	32EK	124
123	17BK	18BK	18CK	19DK	20CK	20CK	21CK	20DK	20CK	21DK	24DK	25DK	24DK	24DK	27DK	29DK	23DK	26DK	31EK	31EK	123
122	17BK	17BK	18CK	18CK	20CK	19CK	21CK	20DK	20CK	20DK	24DK	24DK	24DK	23DK	27DK	29DK	23DK	26DK	31EK	30EK	122
121	17BK	17BK	17CK	18CK	20CK	19CK	20CK	19DK	20CK	20DK	23DK	24DK	23DK	23DK	26DK	28DK	22DK	25DK	30EK	29EK	121
120	16AK	17BK	17CK	18CK	19CK	19CK	20CK	19DK	19CK	19DK	23DK	23DK	23CK	23DK	26DK	28DK	22DK	25DK	30EK	29EK	120
119	16AK	17BK	17CK	17CK	19CK	18CK	19CK	19DK	19CK	19CK	22DK	23DK	23CK	22DK	25DK	27DK	21DK	24DK	29EK	28EK	119
118	16AK	16BK	16CK	17CK	19CK	18CK	19CK	18DK	19CK	19CK	22DK	22DK	22CK	22DK	25DK	27DK	21DK	24DK	29EK	28EK	118
117	16AK	16AK	16CK	17CK	19CK	18CK	19CK	18CK	18CK	18CK	21CK	22DK	22CK	22DK	24DK	26DK	20DK	23DK	29EK	28EK	117
116	15AK	16AK	16CK	16CK	18CK	17CK	18CK	17CK	18CK	18CK	21CK	21DK	22CK	21DK	24DK	26DK	20DK	23DK	28DK	27DK	116
115	15AK	16AK	16BK	16CK	18CK	17CK	18CK	17CK	17CK	17CK	20CK	21DK	21CK	21DK	24DK	25DK	19DK	22DK	28DK	27DK	115
114	15AK	15AK	15BK	15CK	18CK	17CK	17CK	16CK	17CK	17CK	20CK	21CK	21CK	20DK	23DK	25DK	19DK	22DK	27DK	26DK	114
113	15AK	15AK	15BK	15CK	17BK	16CK	17CK	16CK	17CK	16CK	19CK	20CK	21CK	20DK	23DK	24DK	18DK	21DK	27DK	26DK	113
112	15AK	15AK	15BK	15CK	17BK	16CK	17CK	16CK	16CK	16CK	19CK	20CK	20CK	20DK	22DK	24DK	18DK	21DK	26DK	25DK	112
111	14	14AK	14BK	14CK	17BK	16BK	16CK	15CK	16CK	16CK	19CK	19CK	20CK	19CK	22CK	23DK	17DK	20DK	26DK	25DK	111
110	14	14AK	14BK	14CK	16BK	15BK	16CK	15CK	16CK	15CK	18CK	19CK	19CK	19CK	21CK	23CK	17DK	20DK	26DK	24DK	110
109	14	14AK	14BK	14CK	16BK	15BK	16CK	14CK	15CK	15CK	18CK	18CK	19CK	19CK	21CK	23CK	16DK	19DK	25DK	24DK	109
108	14	14AK	13BK	13CK	16AK	15BK	15CK	14CK	15CK	14CK	17CK	18CK	19CK	18CK	21CK	22CK	16DK	19DK	25DK	23DK	108
107	14	14AK	13AK	13BK	15AK	14BK	14BK	13CK	14BK	14BK	17CK	18CK	18CK	18CK	20CK	22CK	15CK	18DK	24DK	23DK	107
106	13	13	13AK	13BK	15AK	14BK	14BK	13CK	14BK	13CK	16CK	17CK	18CK	18CK	20CK	21CK	15CK	18CK	24DK	22DK	106
105	13	13	13AK	12BK	15AK	14BK	14BK	13CK	13BK	12CK	15CK	16CK	17CK	17CK	19CK	20CK	14CK	17CK	23DK	22DK	105
104	13	13	12AK	12BK	14AK	13AK	14BK	12CK	13BK	12CK	15CK	16CK	17CK	17CK	19CK	20CK	14CK	17CK	23DK	21DK	104
103	13	13	12AK	12BK	14AK	13AK	14BK	12CK	13BK	12CK	15CK	16CK	17CK	16CK	19CK	20CK	13CK	16CK	23DK	21DK	103
102	13	12	12AK	11BK	14AK	13AK	14BK	11CK	13BK	12BK	14CK	15CK	17CK	16CK	18CK	19CK	13CK	16CK	22DK	20DK	102
101	12	12	11AK	11BK	13AK	12AK	12BK	11CK	12BK	11BK	14CK	14CK	16BK	16CK	18CK	19CK	12CK	15CK	22DK	19DK	101
100	12	12	11AK	11BK	13AK	12AK	12BK	11CK	12BK	11BK	14CK	14CK	16BK	15CK	17CK	18CK	12CK	15CK	21DK	19DK	100
99	12	12	11AK	10AK	13AK	12AK	12AK	10BK	11BK	10BK	13CK	14CK	16BK	15CK	17CK	18CK	11CK	14CK	21DK	18DK	99
98	12	11	10AK	10AK	13AK	11AK	11AK	10BK	11BK	10BK	13CK	14CK	15BK	15CK	16CK	17CK	11CK	14CK	20DK	18CK	98
97	11	11	10AK	10AK	12AK	11AK	11AK	9BK	11BK	9BK	12BK	13CK	15BK	14CK	16CK	17CK	10CK	13CK	20DK	17CK	97
96	11	11	10	9AK	12AK	10AK	10AK	9BK	10BK	9BK	12BK	13CK	15BK	14CK	16CK	17CK	10CK	13CK	20CK	17CK	96
95	11	11	10	9AK	11AK	10AK	10AK	9BK	10BK	9BK	11BK	12BK	14BK	14CK	15CK	16BK	9CK	12CK	19CK	16CK	95
94	11	10	9	9AK	11AK	10AK	9AK	8BK	9AK	8BK	10BK	11BK	14BK	13CK	15BK	16BK	9CK	12BK	19CK	16CK	94
93	11	10	9	8AK	10AK	9AK	8BK	8BK	9AK	8BK	10BK	11BK	14BK	13CK	14BK	15BK	8CK	11BK	18CK	15CK	93
92	10	10	8	8AK	9AK	8AK	7BK	7BK	8AK	7AK	10BK	11BK	13BK	12CK	14BK	15BK	8BK	11BK	18CK	15CK	92
91	10	10	8	8AK	9AK	8AK	7BK	7BK	8AK	7AK	9BK	10BK	13BK	12BK	14BK	15BK	7BK	10BK	17CK	14CK	91
90	10	9	8	7AK	8AK	7AK	6AK	6AK	7AK	6AK	8BK	9BK	12BK	11BK	13BK	14BK	6BK	9BK	17CK	13CK	90
89	10	9	8	7AK	8AK	7AK	6AK	6AK	7AK	5AK	8BK	9BK	12BK	11BK	13BK	14BK	6AK	9AK	16CK	13CK	89
88	10	9	7	7AK	8AK	7AK	6AK	6AK	7AK	5AK	8BK	9BK	11AK	11BK	12BK	13BK	5AK	8AK	16CK	12BK	88
87	10	9	7	7AK	8AK	7AK	6AK	6AK	7AK	5AK	8BK	9BK	11AK	10BK	11BK	12BK	5AK	8AK	15CK	11BK	87
86	9	8	7	6	8	7	6	6	7	6	7AK	8BK	11AK	10BK	11BK	11BK	4	7	14CK	11BK	86
85	9	8	6	5	8	7	6	5	6	5	6	7AK	10AK	10BK	10BK	11BK	4	7	14CK	10AK	85
84	9	8	6	5	8	6	5	5	6	5	6	7AK	10AK	9BK	10BK	10BK	4	7	14CK	10AK	84
83	8	8	6	5	7	6	5	5	6	5	6	7AK	9AK	8BK	9AK	10AK	0	0	13BK	9	83
82	8	7	5	4	7	6	5	5	6	5	6	7AK	9AK								

LONG AXES

	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
150	19ES	21ES	22ES	24ES	33ES	33ES	36ES	36ES	34ES	36ES	40ES	40ES	34ES	34ES	39ES	42ES	41ES	44ES	47ES	49ES	150
149	19EK	20EK	22EK	24EK	33ES	33ES	36ES	36ES	34ES	36ES	40ES	40ES	34ES	34ES	39ES	42ES	41ES	44ES	46ES	49ES	149
148	18ES	20ES	22ES	24ES	33ES	33ES	36ES	36ES	34ES	36ES	39ES	40ES	34ES	34ES	39ES	42ES	40ES	43ES	46ES	48ES	148
147	18EK	20EK	22EK	23EK	33ES	32ES	35ES	35ES	33ES	35ES	39ES	39ES	33ES	33ES	38ES	41ES	40ES	43ES	45ES	48ES	147
146	18ES	20ES	21ES	23ES	32ES	32ES	35ES	35ES	33ES	35ES	38ES	39ES	33ES	33ES	38ES	41ES	39ES	42ES	45ES	47ES	146
145	18DK	20DK	21EK	23EK	32ES	32ES	35ES	34ES	33ES	34ES	38ES	38ES	33ES	33ES	37ES	40ES	38ES	41ES	44ES	46ES	145
144	18DS	19DS	21ES	22ES	32ES	31ES	34ES	34ES	32ES	34ES	37ES	38ES	32ES	32ES	37ES	40ES	38ES	41ES	44ES	46ES	144
143	18DK	19DK	21DK	22EK	31ES	31ES	34ES	34ES	32ES	33ES	37ES	37ES	32ES	32ES	37ES	39ES	37ES	40ES	44ES	45ES	143
142	17DS	19DS	20DS	22ES	31ES	31ES	33ES	33ES	31ES	32ES	36ES	37ES	32ES	32ES	36ES	39ES	37ES	40ES	43ES	45ES	142
141	17DK	19DK	20DK	22EK	31ES	30ES	33ES	33ES	31ES	32ES	36ES	36ES	31ES	31ES	36ES	38ES	36ES	39ES	43ES	44ES	141
140	17DS	19DS	20DS	21DS	30ES	30ES	33ES	32ES	31ES	32ES	35ES	36ES	31ES	31ES	35ES	38ES	36ES	39ES	42ES	44ES	140
139	17DK	18DK	20DK	21DK	30EK	30ES	32ES	32ES	30ES	31ES	35ES	35ES	31ES	31ES	35ES	37ES	35ES	38ES	42ES	43ES	139
138	17DS	18DS	19DS	21DS	30ES	29EK	32ES	31ES	30ES	31ES	34ES	35ES	30ES	30ES	34ES	37ES	34ES	38ES	41ES	42ES	138
137	17CK	18DK	19DK	21DK	29EK	29ES	31EK	31ES	29ES	30ES	34ES	34ES	30ES	30ES	34ES	36ES	34ES	37ES	41ES	42ES	137
136	16CS	18CS	19DS	20DS	29DS	29DK	31DS	31ES	29ES	30ES	33ES	34ES	30ES	29ES	34ES	36ES	33ES	36ES	40ES	41ES	136
135	16CK	18CK	19DK	20DK	29DK	28DS	31DK	30EK	29DS	29ES	33ES	33ES	29ES	29ES	33ES	36ES	33ES	36ES	40ES	41ES	135
134	16CS	17CS	19DS	20DS	28DS	28DK	30DS	30ES	28DS	29ES	32ES	33ES	29DS	29ES	33ES	35ES	32ES	35ES	39ES	40ES	134
133	16CK	17CK	18DK	19DK	28DK	28DS	30DK	29EK	28DS	28ES	32ES	32ES	29DS	28ES	32ES	35ES	32ES	35ES	39ES	39ES	133
132	16CS	17CS	18CS	19DS	28DS	27DK	29DS	29DS	27DS	28DS	31DS	32ES	28DS	28ES	32ES	34ES	31ES	34ES	38ES	39ES	132
131	16CK	17CK	18CK	19DK	27DK	27DS	29DK	28DK	27DS	27DS	31DS	31ES	28DS	28DS	31ES	34ES	30ES	34ES	38ES	38ES	131
130	16CS	17CS	18CS	19DS	27DS	27DK	29DS	28DS	27DS	27DS	30DS	31DS	28DS	27DS	31ES	33ES	30ES	33ES	37ES	38ES	130
129	15CK	16CK	17CK	18DK	27DK	26DS	28DK	28DK	26DS	26DS	30DS	30DS	27DS	27DS	31DS	33ES	29ES	32ES	37ES	37ES	129
128	15BS	16CS	17CS	18DS	26DS	26DK	28DS	27DS	26DS	26DS	29DS	30DS	27DS	27DS	30DS	32ES	29ES	32ES	36ES	37ES	128
127	15BK	16CK	17CK	18DK	26DK	26DS	27DK	27DK	25DS	25DS	29DS	29DS	27DS	26DS	30DS	32DS	28ES	31ES	36ES	36ES	127
126	15BS	16BS	17CS	18DS	26DS	25DK	27DS	26DS	25DS	25DS	28DS	29DS	26DS	26DS	29DS	31DS	28ES	31ES	35ES	35ES	126
125	15BK	16BK	16CK	17CK	25DK	25DS	27DK	26DK	25DK	25DS	28DS	28DS	26DS	26DS	29DS	31DS	27ES	30ES	35ES	35ES	125
124	15AS	15BS	16CS	17CS	25DS	25DK	26DS	26DS	24DS	24DS	27DS	28DS	26DS	25DS	28DS	30DS	26ES	30ES	34ES	34ES	124
123	14AK	15BK	16CK	17CK	25DK	24DS	26DK	25DK	24DK	24DS	27DS	28DS	25DS	25DS	28DS	30DS	25DS	29DS	34ES	34ES	123
122	14AS	15BS	16CS	16CS	24CS	24DK	25DS	25DS	23CS	23DK	26DS	27DS	25DS	24DS	28DS	30DS	25DS	29DS	33ES	33ES	122
121	14AK	15BK	15CK	16CK	24CK	24CS	25CK	24DK	23CK	23DS	26DK	27DS	25DS	24DS	27DS	29DS	25DS	28DS	32ES	32ES	121
120	14AS	15AS	15BS	16CS	24CS	23CK	25CS	24DS	22CS	22DK	25DS	26DS	24CS	24DS	27DS	29DS	24DS	27DS	32ES	32ES	120
119	14AK	15AK	15BK	16CK	23CK	23CS	24CK	23DK	22CK	22DS	25DK	26DK	24CS	23DS	26DS	28DS	23DS	26DS	32ES	31ES	119
118	14AS	15AS	15BS	15CS	23CS	22CK	24CS	23DS	22CS	21DK	24DS	25DS	24CS	23DS	26DS	28DS	22DS	26DS	32ES	31ES	118
117	13AK	14AK	14BS	15CK	23CK	22CS	23CK	23DK	21CK	21DS	24DK	25DK	23CS	23DS	25DS	27DS	22DS	26DS	31ES	30DS	117
116	13	14AS	14BS	15CS	22CS	22CK	23CS	22DS	21CS	20DK	23DS	24DS	23CS	22DS	25DS	27DS	22DS	25DS	31ES	30DS	116
115	13	14AK	14BS	15CK	22CK	21CS	23CK	22DK	21CK	20CS	23DK	24DK	23CS	22DS	25DS	26DS	21DS	25DS	30DS	29DS	115
114	13	14AS	14BS	14CS	22CS	21CK	22CS	21CS	20CS	19CK	22CS	23DS	22CS	22DS	24DS	26DS	21DS	24DS	30DS	28DS	114
113	13	13AK	14AK	14CK	21CK	21CS	22CK	21CK	20CK	19CS	22CK	23DK	22CS	21DS	24DS	25DS	20DS	23DS	29DS	28DS	113
112	13	13AS	13AS	14BS	21CS	20CK	21CS	20CS	19CS	18CK	21CS	22DS	22CS	21DS	23DS	25DS	20DS	23DS	29DS	27DS	112
111	12	13	13AK	13BK	21CK	20CS	21CK	20CK	19CK	18CS	21CK	22CK	21CS	21CS	23DS	24DS	19DS	22DS	28DS	27DS	111
110	12	13	13AS	13BS	20BS	20CK	21CS	20CS	19CS	17CK	20CS	21CS	21CS	20CS	22DS	24DS	18DS	22DS	28DS	26DS	110
109	12	13	13AK	13BK	20BK	19CS	20CK	19CK	18CK	17CS	20CK	21CK	21CS	20CS	22CS	23DS	18DS	21DS	27DS	25DS	109
108	12	12	12AS	13BS	20BS	19BK	20CS	19CS	18CS	16CK	19CS	20CS	20CS	19CS	22CS	23DS	17DS	21DS	27DS	25DS	108
107	12	12	12AK	12BK	19BK	19BS	19CK	18CK	18CK	16CS	19CK	20CK	20CK	19CS	21CS	23DS	17DS	20DS	26DS	24DS	107
106	12	12	12AS	12BS	19BS	18BK	19CS	18CS	17BS	15CK	18CS	19CS	20CS	19CS	21CS	22CS	16DS	19DS	26DS	24DS	106
105	12	12	12AK	12BK	19AK	18BS	19CK	18CK	17BK	15CS	18CK	19CK	19CK	18CS	20CS	22CS	16CS	19CS	25DS	23DS	105
104	11	12	11AS	12AS	18AS	18BK	18BS	17CS	16BS	14CK	17CS	18CS	19CS	18CK	20CS	21CS	15CS	18CS	25DS	23DS	104
103	11	11	11AK	11AK	18AK	17BS	18BK	17CK	16BK	14CS	17CK	18CK	19CK	18CS	19CS	21CS	14CS	18CS	24DS	22DS	103
102	11	11	11AS	11AS	18AS	17BK	17BS	16CS	16BS	14CK	16CS	17CS	18BS	17CK	19CK	20CK	14CS	17CS	24DS	21DS	102
101	11	11	11	11	17AK	17BK	17BS	16CK	15BK	13CS	16CK	17CK	18BK	17CS	19CS	20CS	13CS	17CS	23DS	21DS	101
100	11	11	11	10	17AS	16AK	17BS	15CS	15BS	13CK	15CS	16CS	18BS	17CK	18CK	19CK	13CS	16CS	23DS	20DS	100
99	10	10	10	10	16AK	16AS	16BS	15CK	14BK	12CS	15CK	16CK	17BK	16CS	17CS	18CS	12CS	16CS	22DS	20DS	99
98	10	10	10	10	16AS	16AS	16BS	15CS	14BS	12BK	14CS	15CS	17BS	16CK	17CK	18CK	12CS	15CS	22DS	19CS	98
97	10	10	10	10	16	15AK	15AS	14BK	13AK	11BS	14CK	15CK	16BK	16CS	17CS	18CS	11CK	14CK	21DS	18CS	97
96	10	10	10	9	16	15AS	15AS	14BS	13AS	10BS	13CK	14CS	16BS	15CK	16CK	17CK	10CS	14CS	21DS	18CS	96
95	10	10	10	9	16	15AS	15AK	13BK	12AK	9BS	12BK	13CK	15BK	14CS	15CK	16CS	10CK	13CK	20DS	17CS	95
94	10	10	10	9	15	14AK	14AS	12BK	12AK	9BK	11BS	13BS	15BS	14BK	15BK	16CK	9CS	13BS	20CS	17CK	94
93	10	9	9	9	15	14AS	14AK	12BK	11AK	8BS	11BK	12BK	15BK	14BS	15BK	16BK	8CK	12BK	20CS	16CS	93
92	9	9	9	8	14	13	13AK	12BK	11AK	8BS	11BK	12BK	15BS	14BS	15BK	16BK	8CS	12BS	19CS	16CK	92
91	9	9	9	8	14	13	13AS	11BS	11AS	8BK	10BS	12BS	14AS	13BK	14BK	15BK	8BS	11BK	19CS	15CS	91
90	9	9	9	8	14	13	12AK	11BK	10AK	7AS	10BK	11BK	14AK	13BS	14BS	15BK	7BS	10BS	18CS	14CK	90
89	9	9	9	8	13	12	12AS	10AS	10AS	7AK	9BS	11BS	14AS	12BK	13BK	14BK	6BS	9AS	17CS	13CK	89
88	9	9	9	8	13	12	11AK	10AK	10AK	6AS	9BK	10BK	13AK	12BS	13BS	14BS	5AK	9AK	17CS	13BS	88
87	9	9	9	8	13	11	11	10AS	9	6AK	8BS	10BS	13AS	12BK	12BK	13BK	5AS	8AS	16CK	12BK	87
86	8	8	8	8	12	11	11	9AK	9	5AS	8BK	9BK	13AK	11BS	12BS	12BS	5AS	8AK	16CS	11BS	86
85	8	8	8	8	12	11	10	9AS	8	5AK	7AS	9BS	12AS	11BK	11BK	12BK	0	7	15CK	11AK	85
84	8	8	8	8	12	10	10	8AK	8	4AS	7AK	8BK	12AK	11BS	11BS	12BS	0	0	15CS	10AS	84
83	8	8	8	8	11	10	9	8AS	8	4AK	6AS	8BS	12AS	10BK	10BK	11BK	0	0	14CK	10AK	83
82	8	8	8	8	11	10	9	7AK	7	3											

LONG BLUDGEONS

	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
150	11AK	13AK	14BK	16CK	17BK	17CK	20CK	20CK	19CK	20CK	24DK	24DK	26DK	26DK	31DK	33EK	28DK	30DK	34EK	35EK	150
149	11	12AK	14BK	16CK	17BK	17CK	20CK	19CK	19CK	20CK	24DK	24DK	26DK	26DK	31DK	33EK	27DK	30DK	33EK	35EK	149
148	11	12AK	14BK	16CK	17BK	17CK	20CK	19CK	18CK	20CK	24DK	24DK	26CK	26DK	30DK	33DK	27DK	30DK	33EK	34EK	148
147	10	12AK	14BK	16CK	17BK	17CK	19CK	19CK	18CK	20CK	23CK	23DK	26CK	26DK	30DK	32DK	27CK	29DK	33EK	34EK	147
146	10	12AK	14AK	15BK	16BK	16BK	19CK	19CK	18CK	20CK	23CK	23DK	26CK	25DK	30DK	32DK	26CK	29DK	32EK	34DK	146
145	10	12AK	14AK	15BK	16BK	16BK	19CK	19CK	18CK	19CK	23CK	23DK	25CK	25DK	29DK	32DK	25CK	29DK	32EK	33DK	145
144	10	12	14AK	15BK	16AK	16BK	19BK	18CK	18CK	19CK	22CK	22CK	25CK	25DK	29DK	32DK	26CK	29DK	32DK	33DK	144
143	10	12	13AK	15BK	16AK	16BK	18BK	18CK	18CK	19CK	22CK	22CK	25CK	25DK	29DK	31DK	25CK	28DK	32DK	33DK	143
142	10	12	13AK	15BK	16AK	16BK	18BK	18CK	17BK	19CK	22CK	22CK	25CK	25CK	29DK	31DK	25CK	28CK	31DK	32DK	142
141	10	12	13AK	15BK	16AK	16BK	18BK	18CK	17BK	19CK	22CK	22CK	25CK	24CK	28CK	31DK	24CK	28CK	31DK	32DK	141
140	10	12	13AK	15BK	16AK	16BK	18BK	18CK	17BK	18CK	22CK	22CK	24CK	24CK	28CK	30DK	25CK	27CK	31DK	32DK	140
139	10	11	13AK	14BK	15AK	15AK	18BK	18BK	17BK	18CK	21CK	21CK	24CK	24CK	28CK	30DK	24CK	27CK	30DK	31DK	139
138	10	11	13AK	14AK	15AK	15AK	18BK	17BK	17BK	18BK	21CK	21CK	24CK	24CK	28CK	30CK	24CK	27CK	30DK	31DK	138
137	10	11	13AK	14AK	15AK	15AK	17BK	17BK	16BK	18BK	21CK	21CK	24CK	24CK	27CK	29CK	24CK	26CK	30DK	31CK	137
136	10	11	13AK	14AK	15AK	15AK	17BK	17BK	16BK	18BK	21CK	21CK	24CK	23CK	27CK	29CK	23BK	26CK	30DK	30CK	136
135	9	9	11	12AK	14AK	15AK	15AK	17BK	16BK	17BK	21CK	20CK	23BK	23CK	27CK	29CK	23BK	26CK	29DK	30CK	135
134	9	9	11	12	14AK	15AK	15AK	17AK	16BK	17BK	20BK	20CK	23BK	23CK	26CK	28CK	23BK	25CK	29DK	30CK	134
133	9	9	11	12	14AK	15AK	15AK	17AK	16BK	17BK	20BK	20CK	23BK	23CK	26CK	28CK	23BK	25BK	29CK	29CK	133
132	9	9	11	12	13AK	14AK	16AK	16BK	16BK	17BK	20BK	20CK	23BK	22CK	26CK	28CK	22BK	25BK	28CK	29CK	132
131	9	9	11	12	13AK	14	16AK	16BK	16BK	16BK	20BK	19CK	23BK	22CK	26CK	27CK	22BK	25BK	28CK	29CK	131
130	9	9	11	12	13AK	14	16AK	16BK	15AK	16BK	19BK	19CK	22BK	22CK	25CK	27CK	22AK	24BK	28CK	28CK	130
129	9	9	10	12	13AK	14	16AK	16BK	15AK	16BK	19BK	19CK	22BK	22CK	25CK	27CK	21AK	24BK	28CK	28CK	129
128	9	9	10	12	13AK	14	16AK	15BK	15AK	16BK	19BK	19CK	22BK	22CK	25CK	27CK	21AK	24BK	27CK	28BK	128
127	9	9	10	11	13AK	14	16AK	15BK	15AK	16BK	19BK	18BK	22BK	21BK	25BK	26CK	21AK	25BK	27CK	27BK	127
126	9	9	10	11	13AK	14	16AK	15BK	15AK	15BK	18BK	18BK	21BK	21BK	24BK	26CK	21AK	23BK	27CK	27BK	126
125	9	9	10	11	12AK	13	15AK	15AK	15AK	15AK	18BK	18BK	21BK	21BK	24BK	26BK	20AK	23BK	26CK	27BK	125
124	9	9	10	11	12	13	15AK	15AK	14AK	15AK	18BK	18BK	21BK	21BK	24BK	25BK	20AK	22AK	26CK	26BK	124
123	8	8	10	11	12	13	15AK	14AK	14AK	15AK	18BK	17BK	21BK	21BK	23BK	25BK	20AK	22AK	26CK	26BK	123
122	8	8	10	11	12	13	15AK	14AK	14AK	15AK	18BK	17BK	21AK	20BK	23BK	25BK	19AK	22AK	26CK	26BK	122
121	8	8	10	11	12	13	14	14AK	14AK	14AK	17AK	17BK	20AK	20BK	23BK	24BK	19AK	21AK	25BK	25BK	121
120	8	8	10	11	12	13	14	14AK	14AK	14AK	17AK	16BK	20AK	20BK	23BK	24BK	19AK	21AK	25BK	25AK	120
119	8	8	10	11	12	13	14	14AK	13AK	14AK	16AK	16BK	20AK	19BK	22BK	23BK	18	21AK	24BK	24AK	119
118	8	8	10	11	12	12	14	14AK	13AK	13	16AK	16BK	19AK	19BK	22BK	23BK	18	20AK	24BK	24AK	118
117	8	8	10	11	12	12	14	13AK	13	13AK	16AK	15BK	19AK	19BK	22BK	23BK	18	20AK	24BK	24AK	117
116	8	8	10	11	12	12	13	13AK	13	13AK	16AK	15BK	19AK	19BK	21BK	22BK	17	20AK	24BK	23AK	116
115	8	8	10	11	12	12	13	13AK	13	13AK	16AK	15BK	19AK	19BK	21BK	22BK	17	19	23BK	22AK	115
114	8	8	10	11	12	12	13	13AK	13	13AK	16AK	15BK	19AK	19BK	21BK	22BK	17	19	23BK	22AK	114
113	8	8	10	11	12	12	13	13AK	13	13AK	16AK	15BK	19AK	18AK	21BK	22BK	16	19	23BK	22AK	113
112	8	8	10	10	12	11	13	12AK	12	12	15AK	15AK	19AK	18AK	21AK	22BK	16	19	23BK	22AK	112
111	7	7	9	9	10	11	11	12	12	12	15AK	14AK	18AK	18AK	20AK	21BK	16	18	22AK	21AK	111
110	7	7	9	9	10	11	11	12	12	12	15AK	14AK	18AK	18AK	20AK	21BK	16	18	22AK	21AK	110
109	7	7	9	9	10	11	11	12	12	12	14AK	14AK	18AK	18AK	20AK	21AK	16	18	22AK	21	109
108	7	7	9	9	10	11	11	12	12	12	14AK	14AK	18AK	17AK	19AK	20AK	15	17	22AK	21	108
107	7	7	9	9	10	11	11	12	11	11	14AK	13AK	18AK	17AK	19AK	20AK	15	17	21AK	20	107
106	7	7	9	9	10	11	11	12	11	11	14	13AK	17	17AK	19AK	20AK	15	17	21AK	20	106
105	7	7	9	9	10	11	11	12	11	11	14	13AK	17	17AK	19AK	19AK	14	17	21AK	20	105
104	7	7	9	9	10	11	11	12	11	11	13	13AK	17	16AK	18AK	19AK	14	16	20AK	19	104
103	7	7	9	9	10	11	11	12	11	11	13	12AK	17	16AK	18AK	19AK	14	16	20AK	19	103
102	7	7	9	9	10	11	11	12	11	11	13	12AK	17	16AK	18AK	18AK	14	16	20AK	19	102
101	7	7	9	9	10	11	11	12	11	11	13	12AK	16	16	18AK	18AK	14	15	20AK	18	101
100	6	6	8	8	10	10	10	10	10	10	12	12AK	16	16	17AK	18AK	13	15	19AK	18	100
99	6	6	8	8	9	9	9	10	10	10	12	11AK	15	15	17AK	17AK	13	15	19	18	99
98	6	6	8	8	9	9	9	10	10	10	12	11AK	15	15	17AK	17AK	12	14	19	17	98
97	6	6	8	8	9	9	9	10	10	10	11	11	15	15	16	17AK	12	14	18	17	97
96	6	6	8	8	9	9	9	10	10	10	11	11	15	14	16	16AK	12	13	18	16	96
95	6	6	8	8	9	9	9	10	10	10	11	11	15	14	16	16AK	11	13	18	16	95
94	6	6	7	7	8	8	8	9	9	9	10	10	14	14	15	16AK	11	13	17	16	94
93	6	6	7	7	8	8	8	9	9	9	10	10	14	14	15	15AK	11	13	17	15	93
92	6	6	7	7	8	8	8	9	9	9	10	10	14	14	15	15	10	12	17	15	92
91	6	6	7	7	8	8	8	9	9	9	10	9	14	13	15	15	10	12	16	15	91
90	6	6	7	7	8	8	8	9	9	9	10	10	14	13	14	14	10	12	16	14	90
89	6	6	7	7	8	8	8	9	9	9	10	10	13	13	14	14	9	11	16	14	89
88	6	6	7	7	8	8	8	9	9	9	10	10	13	13	14	14	9	11	16	14	88
87	6	6	7	7	8	8	8	9	9	9	10	10	13	13	13	13	9	11	15	13	87
86	6	6	7	7	8	8	8	9	9	9	10	10	13	13	13	13	9	10	15	13	86
85	6	6	7	7	8	8	8	9	9	9	10	10	13	13	13	13	9	10	15	13	85
84	6	6	7	7	8	8	8	9	9	9	10	10	13	13	13	13	9	10	15	13	84
83	6	6	7	7	8	8	8	9	9	9	10	10	12	12	12	12	9	14	12	12	83
82	6	6	7	7	8	8	8	9	9	9	10	10	12	12	12	12	9	14	12	12	82
81	6	6	7	7	8	8	8	9	9	9	10	10	12	11	12	12	9	14	12	12	81
80	5	5	6	6	7	7	7	8	7	7	8	7	12	11	12	12	7	9	14	11	80
79	5	5	5	5	6	6	6	7	7	7	8	7	12	11	12	11	7	9	13	11	79
78	5	5	5	5	6	6	6	7	7	7	8	7	12	11	11	11	7	8	13	11	78
77	5	5	5	5	6</																

SHORT AXES

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

SHORT SPIKES

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

SHORT BLUDGEONS

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

WHIPS

	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		4BK	6CK	8EK	8DK	8EK	11DK	11EK	7EK	9EK	13EK	13EK	10EK	10EK	15EK	18EK	19EK	22EK	25EK	27EK	149
148		4AK	6CK	8DK	8CK	8DK	11DK	11EK	7EK	9EK	13EK	13EK	10EK	10EK	15EK	18EK	19EK	22EK	25EK	27EK	148
147		4AK	6CK	8DK	8CK	8DK	11CK	11DK	7DK	9EK	13EK	13EK	10EK	10EK	15EK	18EK	19EK	22EK	25EK	27EK	147
146		4AK	6BK	8CK	8BK	8CK	11CK	11DK	7DK	9DK	13DK	13EK	10EK	10EK	15EK	18EK	19EK	22EK	25EK	27EK	146
145		4AK	6BK	8CK	8BK	8CK	11CK	11DK	7DK	9DK	13DK	13EK	10EK	10EK	15EK	18EK	19EK	22EK	25EK	26EK	145
144		4	6BK	8CK	8BK	8CK	11CK	11DK	7CK	9DK	13DK	13EK	10DK	10EK	15EK	18EK	18EK	21EK	24EK	26EK	144
143		4	6BK	8CK	8BK	8CK	11CK	11CK	7CK	9DK	13DK	13DK	10DK	10DK	15EK	17EK	18EK	21EK	24EK	26EK	143
142		4	6AK	8AK	8AK	8BK	11CK	11CK	7CK	9CK	13DK	12DK	10DK	10DK	15DK	17EK	18DK	21EK	24EK	26EK	142
141		4	6AK	8BK	8AK	8BK	11CK	11CK	7CK	9CK	12DK	12DK	10DK	10DK	14DK	17EK	18DK	21EK	24EK	25EK	141
140		4	6AK	8BK	8AK	8BK	11BK	10CK	7CK	9CK	12CK	12DK	10DK	10DK	14DK	17DK	18DK	21DK	24EK	25EK	140
139		4	6AK	8BK	8AK	8BK	10BK	10CK	7CK	9CK	12CK	12DK	10DK	10DK	14DK	17DK	17DK	20DK	23EK	25EK	139
138		4	6AK	8BK	8AK	8BK	10BK	10CK	7CK	8CK	12CK	12DK	10CK	10DK	14DK	17DK	17DK	20DK	23EK	25EK	138
137		4	6AK	8BK	8AK	8BK	10BK	10CK	7CK	8CK	12CK	12DK	10CK	10DK	14DK	16DK	17DK	20DK	23EK	24EK	137
136		4	6AK	7BK	8AK	8AK	10BK	10CK	7CK	8CK	12CK	12DK	10CK	9DK	14DK	16DK	17DK	20DK	23EK	24DK	136
135		4	6AK	7AK	8AK	8AK	10BK	10BK	7CK	8CK	12CK	12CK	9CK	9DK	14DK	16DK	17CK	20DK	23EK	24DK	135
134		4	6	7AK	7AK	7AK	10AK	10BK	7CK	8CK	12CK	11CK	9CK	9CK	14DK	16DK	17CK	19DK	22DK	24DK	134
133		4	6	7AK	7AK	7AK	10AK	10BK	7BK	8CK	11CK	11CK	9CK	9CK	13CK	16DK	16CK	19DK	22DK	24DK	133
132		4	6	7AK	7AK	7AK	10AK	10BK	6BK	8CK	11CK	11CK	9CK	9CK	13CK	16DK	16CK	19CK	22DK	23DK	132
131		4	6	7AK	7AK	7AK	10AK	10BK	6BK	8CK	11CK	11CK	9CK	9CK	13CK	15DK	16CK	19CK	22DK	23DK	131
130		4	6	7AK	7AK	7AK	10AK	9BK	6BK	8CK	11CK	11CK	9CK	9CK	13CK	15DK	16CK	19CK	22DK	23DK	130
129		4	6	7AK	7AK	7AK	10AK	9BK	6BK	8BK	11CK	11CK	9CK	9CK	13CK	15CK	16CK	18CK	22DK	23DK	129
128		4	6	7AK	7AK	7AK	9AK	9BK	6BK	8BK	11CK	11CK	9CK	9CK	13CK	15CK	15CK	18CK	21DK	22DK	128
127		4	6	7AK	7AK	7AK	9AK	9BK	6BK	8BK	11CK	11CK	9CK	9CK	13CK	15CK	15CK	18CK	21DK	22CK	127
126		4	6	7AK	7AK	7AK	9AK	9AK	6BK	7BK	11BK	10CK	9CK	9CK	13CK	15CK	15CK	18CK	21DK	22CK	126
125		4	6	7AK	7AK	7AK	9AK	9AK	6BK	7BK	11BK	10CK	9CK	9CK	12CK	15CK	15CK	18CK	21DK	22CK	125
124		4	6	7	7	7	9	9AK	6BK	7BK	10BK	10CK	9BK	9CK	12CK	14CK	15BK	17CK	21DK	21CK	124
123		4	6	7	7	7	9	9AK	6BK	7BK	10BK	10CK	9BK	9CK	12CK	14CK	14BK	17CK	20CK	21CK	123
122		4	6	7	7	7	9	9AK	6AK	7BK	10BK	10CK	9BK	8CK	12CK	14CK	14BK	17CK	20CK	21CK	122
121		4	6	7	7	7	9	9AK	6AK	7BK	10BK	10CK	8BK	8CK	12CK	14CK	14BK	17BK	20CK	21CK	121
120		4	6	7	7	7	9	9AK	6AK	7BK	10BK	10BK	8BK	8CK	12CK	14CK	14BK	17BK	20CK	21CK	120
119		4	6	7	7	7	9	9AK	6AK	7BK	10BK	10BK	8BK	8CK	12CK	14CK	14BK	16BK	20CK	20CK	119
118		3	6	7	7	7	9	9AK	6AK	7AK	10BK	9BK	8BK	8BK	12BK	13CK	14BK	16BK	19CK	20CK	118
117		3	6	7	7	7	9	9AK	6AK	7AK	10BK	9BK	8BK	8BK	11BK	13CK	13BK	16BK	19CK	20CK	117
116		3	6	7	7	7	9	9AK	6AK	7AK	9BK	9BK	8BK	8BK	11BK	13BK	13BK	16BK	19CK	19BK	116
115		3	6	7	7	7	9	9AK	6AK	7AK	9BK	9BK	8BK	8BK	11BK	13BK	13BK	15BK	19CK	19BK	115
114		3	6	7	7	7	9	9AK	6AK	7AK	9BK	9BK	8BK	8BK	11BK	13BK	13BK	15BK	19CK	19BK	114
113		3	6	7	7	7	9	9AK	6AK	7AK	9BK	9BK	8BK	8BK	11BK	12BK	12AK	15BK	18CK	19BK	113
112		3	6	7	7	7	9	9AK	6AK	7AK	9BK	9BK	8BK	8BK	11BK	12BK	12AK	15AK	18CK	18BK	112
111		3	6	7	7	7	9	9AK	6AK	7AK	9BK	9BK	8BK	8BK	11BK	12BK	12AK	15AK	18BK	18BK	111
110		3	6	7	7	7	9	9AK	6AK	7AK	9BK	8BK	8AK	8BK	11BK	12BK	12AK	15AK	18BK	18BK	110
109		3	6	7	7	7	9	9AK	6AK	7AK	9BK	8BK	8AK	8BK	10BK	12BK	12AK	14AK	18BK	18BK	109
108		3	6	7	7	7	9	9AK	6AK	7AK	9BK	8BK	8AK	7BK	10BK	12BK	12AK	14AK	18BK	18BK	108
107		3	6	7	7	7	9	9AK	6AK	7AK	9BK	8BK	8AK	7BK	10BK	12BK	11AK	14AK	17BK	17BK	107
106		3	6	7	7	7	9	9AK	6AK	7AK	9BK	8BK	8AK	7BK	10BK	12BK	11AK	14AK	17BK	17AK	106
105		3	6	7	7	7	9	9AK	6AK	7AK	9BK	8BK	8AK	7BK	10BK	11BK	11AK	14AK	17BK	17AK	105
104		3	6	7	7	7	9	9AK	6AK	7AK	9BK	8BK	8AK	7AK	7AK	10BK	11BK	13AK	17BK	17AK	104
103		3	6	7	7	7	9	9AK	6AK	7AK	9BK	8BK	8AK	7AK	7AK	10BK	11BK	13AK	17BK	17AK	103
102		3	6	7	7	7	9	9AK	6AK	7AK	9BK	8BK	8AK	7AK	7AK	10BK	11BK	13AK	16BK	16AK	102
101		3	6	7	7	7	9	9AK	6AK	7AK	9BK	8BK	8AK	7AK	7AK	9AK	11BK	13AK	16BK	16AK	101
100		3	6	7	7	7	9	9AK	6AK	7AK	9BK	8BK	8AK	7AK	7AK	9AK	10BK	13AK	16BK	16AK	100
99		3	6	7	7	7	9	9AK	6AK	7AK	9BK	8BK	8AK	7AK	7AK	9AK	10BK	12AK	16BK	16AK	99
98		3	6	7	7	7	9	9AK	6AK	7AK	9BK	8BK	8AK	7AK	7AK	9AK	10AK	12	16AK	15AK	98
97		3	6	7	7	7	9	9AK	6AK	7AK	9BK	8BK	8AK	7AK	7AK	9AK	10AK	12	16AK	15AK	97
96		3	6	7	7	7	9	9AK	6AK	7AK	9BK	8BK	8AK	7AK	7AK	9AK	10AK	12	15AK	15AK	96
95		3	6	7	7	7	9	9AK	6AK	7AK	9BK	8BK	8AK	7AK	7AK	9AK	10AK	12	15AK	15AK	95
94		3	6	7	7	7	9	9AK	6AK	7AK	9BK	8BK	8AK	7AK	7AK	9AK	10AK	11	15AK	14AK	94
93		3	6	7	7	7	9	9AK	6AK	7AK	9BK	8BK	8AK	7AK	7AK	9AK	9AK	11	15AK	14	93
92		3	6	7	7	7	9	9AK	6AK	7AK	9BK	8BK	8AK	7AK	7AK	9AK	9AK	11	15AK	14	92
91		3	6	7	7	7	9	9AK	6AK	7AK	9BK	8BK	8AK	7AK	7AK	9AK	9AK	11	14AK	14	91
90		3	6	7	7	7	9	9AK	6AK	7AK	9BK	8BK	8AK	7AK	7AK	9AK	9AK	11	14AK	14	90
89		3	6	7	7	7	9	9AK	6AK	7AK	9BK	8BK	8AK	7AK	7AK	9AK	9AK	10	14AK	13	89
88		3	6	7	7	7	9	9AK	6AK	7AK	9BK	8BK	8AK	7AK	7AK	9AK	9AK	10	14AK	13	88
87		3	6	7	7	7	9	9AK	6AK	7AK	9BK	8BK	8AK	7AK	7AK	9AK	9AK	10	14AK	13	87
86		3	6	7	7	7	9	9AK	6AK	7AK	9BK	8BK	8AK	7AK	7AK	9AK	9AK	10	13AK	13	86
85		3	6	7	7	7	9	9AK	6AK	7AK	9BK	8BK	8AK	7AK	7AK	9AK	9AK	10	13AK	12	85
84		3	6	7	7	7	9	9AK	6AK	7AK	9BK	8BK	8AK	7AK	7AK	9AK	9AK	9	13AK	12	84
83		3	6	7	7	7	9	9AK	6AK	7AK	9BK	8BK	8AK	7AK	7AK	9AK	9AK	9	13	12	83
82		3	6	7	7	7	9	9AK	6AK	7AK	9BK	8BK	8AK	7AK	7AK	9AK	9AK	9	13	12	82
81		3	6	7	7	7	9	9AK	6AK	7AK	9BK	8BK	8AK	7AK	7AK	9AK	9AK	9	13	11	81
80		3	6	7	7	7	9	9AK	6AK	7AK	9BK	8BK	8AK	7AK	7AK	9AK	9AK	9	12	11	80
79		3	6	7	7	7	9	9AK	6AK	7AK	9BK	8BK	8AK	7AK	7AK	9AK	9AK	8	12	11	79
78		3	6	7	7	7	9	9AK	6AK	7AK	9BK	8BK	8AK	7AK	7AK	9AK	9AK	8	12	11	78
77		3	6	7	7	7	9	9AK	6AK	7AK	9BK	8BK	8AK	7AK	7AK	9AK	9AK	8	12	11	77
76		3	6	7	7	7	9	9AK	6AK	7AK	9BK	8BK	8AK	7AK	7AK	9AK	9AK	8	12	11	76
75		3	6	7	7	7	9	9AK	6AK	7AK	9BK	8BK	8AK	7AK	7AK	9AK	9AK	8	11	10	75
74		3																			

BODY WEAPONS

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

BOWS

	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	22EP	22EP	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	26EP	28EP	19EP	22EP	25EP	26EP	144
143	12CP	13CP	15DP	17EP	22EP	22EP	24EP	24EP	20EP	21EP	25EP	25EP	21EP	21EP	25EP	28EP	18EP	21EP	25EP	26EP	143
142	12CP	13CP	15DP	17EP	21EP	21EP	24EP	24EP	19DP	21EP	25EP	25EP	21EP	21EP	25EP	28EP	18EP	21EP	24EP	26EP	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	24DP	15DP	18DP	22EP	23EP	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	14CP	19DP	19DP	20DP	20EP	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	15CP	16CP	19DP	20DP	17DP	17DP	21DP	23DP	14DP	17DP	21EP	21EP	128
127	10AP	11AP	12BP	13CP	17DP	17DP	19DP	19DP	15CP	16CP	19DP	19DP	17CP	17DP	20DP	22DP	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	17DP	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	19DP	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	10AP	11BP	15DP	15DP	16DP	16DP	13CP	13CP	16CP	16CP	15CP	15DP	18DP	20DP	11CP	14CP	18DP	18DP	119
118	9AP	10AP	11BP	11BP	15DP	15DP	16DP	15DP	13BP	13CP	16CP	16CP	15CP	15CP	18DP	20DP	11CP	14CP	18DP	18DP	118
117	8AP	9AP	10AP	10BP	15CP	14DP	15DP	15DP	12BP	12CP	15CP	16CP	15CP	15CP	18CP	19DP	10CP	13CP	18DP	17DP	117
116	8AP	9AP	10AP	10BP	15CP	14DP	15DP	15DP	12BP	12CP	15CP	15CP	15CP	14CP	17CP	19DP	10CP	13CP	18DP	17DP	116
115	8AP	9AP	10AP	10BP	14CP	14CP	15DP	14DP	12BP	12CP	14CP	15CP	14CP	14CP	17CP	18CP	9CP	13CP	17DP	16DP	115
114	8AP	9AP	10AP	10BP	14CP	14CP	14CP	14DP	12BP	11CP	14CP	14CP	14CP	14CP	17CP	18CP	9CP	12CP	17DP	16DP	114
113	8AP	9AP	9BP	9BP	14CP	13CP	14CP	14DP	11BP	11CP	14CP	14CP	14CP	14CP	16CP	18CP	9CP	12CP	16DP	16CP	113
112	8AP	9AP	9BP	9BP	14CP	13CP	14CP	13DP	11BP	11BP	13CP	13CP	14CP	13CP	16CP	17CP	9CP	12CP	16DP	16CP	112
111	8AP	9AP	9BP	9BP	13CP	13CP	13CP	13DP	11BP	10BP	13CP	13CP	14CP	13CP	16CP	17CP	8CP	12CP	16DP	15CP	111
110	8AP	9AP	9BP	9BP	13CP	12CP	13CP	13DP	11BP	10BP	13CP	13CP	13CP	13CP	15CP	17CP	8CP	11CP	16DP	15CP	110
109	8AP	8AP	8AP	8AP	13CP	12CP	13CP	12DP	10BP	10BP	12CP	13CP	13CP	13CP	15CP	17CP	8BP	11BP	16DP	15CP	109
108	8AP	8AP	8AP	8AP	13CP	12CP	12CP	12DP	10BP	9BP	12BP	12CP	13BP	13CP	15CP	16CP	7BP	11BP	15CP	14CP	108
107	8AP	8AP	8AP	8AP	12CP	12CP	12CP	12CP	10BP	9BP	12BP	12CP	13BP	13CP	15CP	16CP	7BP	10BP	15CP	14CP	107
106	7AP	8AP	8AP	8AP	12CP	11CP	12CP	11CP	9BP	9BP	11BP	12CP	12BP	12CP	14CP	16CP	7BP	10BP	15CP	14CP	106
105	7AP	7AP	7AP	7AP	12CP	11CP	11CP	11CP	9BP	8BP	11BP	11CP	12BP	12CP	14CP	15CP	7BP	10BP	15CP	13CP	105
104	7AP	7AP	7AP	7AP	11BP	11CP	11CP	11CP	9AP	8BP	10BP	11BP	12BP	12CP	14CP	15CP	6BP	9BP	14CP	13CP	104
103	7AP	7AP	7AP	7AP	11BP	10CP	11CP	10CP	8AP	8BP	10BP	10BP	12BP	11CP	13CP	15CP	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	10AP	10CP	10CP	10CP	8AP	7BP	9BP	9BP	11BP	11CP	12BP	14BP	5AP	9BP	14CP	12BP	101
100	6AP	6AP	6AP	6AP	10AP	9BP	9CP	9CP	8AP	7BP	9BP	9BP	11BP	11CP	12BP	14BP	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	10BP	10CP	12BP	13BP	4AP	8AP	13CP	11BP	98
97	5AP	5AP	5AP	5AP	9AP	9BP	8CP	8CP	7AP	6AP	8BP	8BP	10BP	10CP	12BP	13BP	4AP	7AP	13CP	11BP	97
96	5AP	5AP	5AP	5AP	9AP	8BP	8CP	7CP	7AP	5AP	7BP	8BP	10BP	10BP	11BP	12BP	4AP	7AP	12BP	10AP	96
95	5AP	5AP	5AP	5AP	9AP	8BP	7CP	7CP	6AP	5AP	7BP	8BP	10BP	9BP	11BP	12BP	3AP	7AP	12BP	10AP	95
94	5AP	5AP	5AP	5AP	9AP	8AP	8BP	7CP	6AP	5AP	7BP	7BP	10BP	9BP	11BP	12BP	3AP	6AP	12BP	10AP	94
93	4AP	4AP	4AP	4AP	8AP	8AP	7CP	7CP	6AP	4AP	6AP	7BP	9BP	9BP	10BP	11BP	0	6	11BP	9AP	93
92	4AP	4AP	4AP	4AP	8AP	7AP	6CP	6CP	5AP	4AP	6AP	7BP	9BP	9BP	10BP	11BP	0	6	11BP	9AP	92
91	4AP	4AP	4AP	4AP	8AP	7AP	6CP	6CP	5AP	4AP	6AP	6BP	9AP	8BP	10BP	11BP	0	0	11BP	9AP	91
90	4AP	4AP	4AP	4AP	8AP	6AP	6CP	6CP	5AP	3AP	5AP	6BP	9AP	8BP	9BP	10BP	0	0	11BP	8AP	90
89	4AP	4AP	4AP	4AP	8AP	6AP	5BP	5BP	5AP	3AP	5AP	5AP	9AP	8BP	9BP	10BP	0	0	10BP	8	89
88	4AP	4AP	4AP	4AP	7AP	6AP	5BP	5BP	5AP	3AP	4AP	5AP	8AP	8BP	9BP	10BP	0	0	10BP	0	88
87	4AP	4AP	4AP	4AP	7AP	6AP	5BP	5BP	5AP	2AP	4AP	5AP	8AP	8BP	9BP	9AP	0	0	10AP	0	87
86	4AP	4AP	4AP	4AP	7AP	6AP	4BP	4BP	4AP	2	4AP	4AP	8AP	7BP	8BP	9AP	0	0	10AP	0	86
85	4AP	4AP	4AP	4AP	7AP	6AP	4BP	4BP	4AP	2	3AP	4AP	8AP	7BP	8BP	9AP	0	0	9AP	0	85
84	4AP	4AP	4AP	4AP	6AP	5AP	4AP	4AP	3AP	3	3AP	4AP	7AP	7BP	8AP	8AP	0	0	9AP	0	84
83	4AP	4AP	4AP	4AP	6AP	5AP	4AP	4AP	3AP	3	3AP	3AP	7AP	7BP	8AP	8AP	0	0	9AP	0	83
82	4AP	4AP	4AP	4AP	5AP	5AP	4AP	4AP	3AP	3	2AK	3AP	7AP	6BP	7AP	8AP	0	0	9AP	0	82
81	4AP	4AP	4AP	4AP	5AP	5AP	4AP	3AP	3AP	3	0	2	7AP	6BP	7AP						

POLEARMS

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

BLOWGUNS

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

SLINGS

	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	28EK	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	24EK	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
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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
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124	8AK	9AK	10BK	11CK	12BK	12BK	14CK	13CK	13CK	13CK	16CK	16DK	14CK	14CK	17CK	18DK	13CK	15CK	19DK	19DK	124
123	8AK	9AK	10AK	11CK	12AK	12BK	14CK	13CK	13CK	13CK	16CK	16DK	14CK	14CK	17CK	18DK	13CK	15CK	19DK	19DK	123
122	8AK	9AK	10CK	11CK	12AK	12BK	13BK	13CK	12BK	13CK	16CK	15DK	14BK	13CK	16CK	18DK	12CK	15CK	19DK	18DK	122
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118	8AK	9AK	10BK	11CK	12AK	11AK	12BK	12CK	12BK	12CK	14CK	14CK	13BK	13CK	15CK	16CK	11BK	14CK	18DK	17DK	118
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113	8AK	8BK	8BK	10BK	10AK	10AK	10BK	10BK	10BK	10BK	13CK	13CK	12BK	12BK	14BK	15CK	10AK	12BK	16CK	15CK	113
112	8AK	8AK	8AK	10AK	10AK	10AK	10BK	10BK	10BK	10BK	12CK	12CK	12BK	12BK	14BK	15CK	10AK	12BK	16CK	15CK	112
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94	8AK	8AK	8AK	9AK	9AK	9AK	9AK	9AK	9AK	9BK	9BK	9BK	10AK	9AK	9AK	9AK	8AK	10AK	11BK	8	94
93	8AK	8AK	8AK	9AK	9AK	9AK	9AK	9AK	9AK	9BK	9BK	9BK	10AK	9AK	9AK	9AK	8AK	10AK	11AK	8	93
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88	8AK	8AK	8AK	9AK	9AK	9AK	9AK	9AK	9AK	9BK	9BK	9BK	10AK	9AK	9AK	9AK	8AK	10AK	9AK	0	88
87	8AK	8AK	8AK	9AK	9AK	9AK	9AK	9AK	9AK	9BK	9BK	9BK	10AK	9AK	9AK	9AK	8AK	10AK	9AK	0	87
86	8AK	8AK	8AK	9AK	9AK	9AK	9AK	9AK	9AK	9BK	9BK	9BK	10AK	9AK	9AK	9AK	8AK	10AK	9AK	0	86
85	8AK	8AK	8AK	9AK	9AK	9AK	9AK	9AK	9AK	9BK	9BK	9BK	10AK	9AK	9AK	9AK	8AK	10AK	9AK	0	85
84	8AK	8AK	8AK	9AK	9AK	9AK	9AK	9AK	9AK	9BK	9BK	9BK	10AK	9AK	9AK	9AK	8AK	10AK	9AK	0	84
83	8AK	8AK	8AK	9AK	9AK	9AK	9AK	9AK	9AK	9BK	9BK	9BK	10AK	9AK	9AK	9AK	8AK	10AK	9AK	0	83
82	8AK	8AK	8AK	9AK	9AK	9AK	9AK	9AK	9AK	9BK	9BK	9BK	10AK	9AK	9AK	9AK	8AK	10AK	9AK	0	82
81	8AK	8AK	8AK	9AK	9AK	9AK	9AK	9AK	9AK	9BK	9BK	9BK	10AK	9AK	9AK	9AK	8AK	10AK	9AK	0	81

ANIMAL ATTACK TABLES

	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
BEAK/PINCHER ATTACK TABLE																					
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	1	52-54
55-57	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	55-57
58-60	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	2	58-60
61-63	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	2	61-63
64-66	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	3AT	64-66
67-69	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	4BT	67-69
70-72	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	5CT	70-72
73-75	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	6DT	73-75
76-78	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	7AS	76-78
79-81	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	8AS	79-81
82-84	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	9AS	82-84
85-87	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	10AS	85-87
88-90	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	11AS	88-90
91-93	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	12BS	91-93
94-96	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	13BS	94-96
97-99	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	14BS	97-99
100-102	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	15BS	100-102
103-105	4AT	5AT	6AT	7AT	8AT	9AT	10AT	11AT	12AT	13AT	14AT	15AT	16AT	17AT	18AT	19AT	20AT	21AT	22AT	23AT	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	5DT	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	7AS	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																					
BITE ATTACK TABLE																					
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	2	52-54
55-57	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	2	55-57
58-60	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	3	58-60
61-63	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	4AT	61-63
64-66	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	5AT	64-66
67-69	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	6BT	67-69
70-72	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	7CT	70-72
73-75	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	8DT	73-75
76-78	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	10ET	76-78
79-81	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	11AF	79-81
82-84	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	12AS	82-84
85-87	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	13AF	85-87
88-90	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	14AF	88-90
91-93	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	15AF	91-93
94-96	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	16AF	94-96
97-99	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	17BS	97-99
100-102	1AT	5AT	8BT	9CT	11CT	4AT	5AT	9BT	10CT	12CT	2AT	5AT	8BT	9ET	10AP	11AP	11AP	11AP	11AP	18BS	100-102
103-105	2AT	6AT	9DT	13ET	6CT	7BT	12ET	13ET	14ET	4AT	8DT	12AS	17AF	12AP	12AP	17BS	20BT	13AS	16BP	23BS	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	15AP	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	16BT	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

ANIMAL ATTACK TABLES

	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
CLAW/TALON ATTACK TABLE																					
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	3AT	5CT	8ET	9AS	6AT	6AT	8ET	9AS	4AT	6CT	8AS	10BS	7AS	6AS	10AS	12BS	9AS	11BS	13BS	14BS	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	10BS	6BT	8AP	10AP	12CS	8AS	8BS	12BS	14CS	10AS	12BS	15CP	16CP	109-111
112-114	4CT	7AS	9AP	11BS	8ET	8DT	10BP	10BP	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	11BS	14CS	9CS	9CP	14CS	16DP	12BS	14CP	17DS	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	12DS	12DP	18ES	20EP	16DS	18ES	21EP	22ES	136-138
139-141	9CP	11CP	14CS	16EP	12CP	12CP	15DP	17EP	10CP	13CP	16DP	18EP	13DP	13EP	19EP	21EP	17EP	19EP	22ES	23EP	139-141
142-144	8CK	12DK	14CP	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																					
GRAPPLE/GRASP/ENVELOP/SWALLOW ATTACK TABLE																					
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	1AG	0	0	1AG	1AG	0	0	0	0	0	0	0	0	0	0	0	0	0	0	61-63
64-66	1AG	1AG	0	0	1AG	1AG	0	0	0	0	0	0	0	0	0	0	0	0	0	0	64-66
67-69	1AG	1AG	1	1	1AG	1AG	1	1	1AG	1AG	1	1	1AG	1AG	1	1	0	0	0	0	67-69
70-72	1AG	1AG	1	1	1AG	1AG	1	1	1AG	1AG	1	1	1AG	1AG	1	1	0	0	0	0	70-72
73-75	1AG	1AG	1AG	1	2AG	2AG	1AG	1	1AG	1AG	1	1	2AG	2AG	1AG	1	0	0	0	0	73-75
76-78	1AG	1AG	2AG	2AG	2AG	2AG	2AG	1AG	1AG	1AG	1	2	2AG	2AG	2AG	1	0	0	0	0	76-78
79-81	1AG	2AG	2AG	2AG	2AG	2AG	2AG	2AG	2AG	2AG	1AG	2	2AG	2AG	2AG	0	0	0	0	0	79-81
82-84	1AG	2AG	2AG	2AG	2AG	2AG	2AG	2AG	2AG	2AG	2AG	2AG	2AG	2AG	2AG	2	1	0	0	2AG	82-84
85-87	1AG	2AG	3AG	3AG	3AG	3AG	3AG	3AG	3AG	3AG	3AG	3AG	3AG	3AG	3AG	2	0	0	0	2AG	85-87
88-90	1AG	2AG	3AG	3AG	3AG	3AG	3AG	3AG	3AG	3AG	3AG	3AG	3AG	3AG	3AG	2	0	0	0	2AG	88-90
91-93	2BG	2AG	3AG	4AG	3AG	3AG	3AG	4AG	3AG	3AG	3AG	4AG	4AG	4AG	3AG	3	1AG	1	3AG	2	91-93
94-96	2BG	3AG	4AG	4AG	4AG	4AG	4AG	4AG	4AG	4AG	4AG	4AG	4AG	4AG	4AG	4	1AG	2AG	4AG	3	94-96
97-99	2BG	3AG	4AG	5AG	4AG	4AG	4AG	4AG	4AG	4AG	4AG	5AG	5AG	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	5BG	5BG	5AG	5AG	3AG	4AG	6AG	5AG	103-105
Maximum Results for Small Attacks																					
106-108	2CG	4BG	5BG	6BG	5BG	5BG	5BG	6BG	3BG	4BG	5BG	6AG	6BG	6BG	6AG	6AG	3AG	4AG	6AG	6AG	106-108
109-111	2CG	4BG	5BG	6BG	5BG	5BG	5BG	6BG	3BG	4BG	5BG	6AG	6BG	6BG	6AG	6AG	3AG	4AG	6AG	6AG	109-111
112-114	2CG	4BG	6BG	7BG	5BG	6BG	6BG	6CG	7CG	4CG	5CG	7CG	8BG	7CG	7CG	7CG	8BG	8BG	5BG	8AG	112-114
115-117	2CG	4CG	6CG	7CG	5CG	6CG	6CG	6CG	7CG	4CG	5CG	7CG	8BG	7CG	7CG	7CG	8BG	8BG	5BG	8AG	115-117
118-120	2CG	4CG	6CG	7CG	5CG	6CG	6CG	6CG	7CG	4CG	5CG	7CG	8BG	7CG	7CG	7CG	8BG	8BG	5BG	8AG	118-120

ANIMAL ATTACK TABLES

		20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1		
HORN/TUSK ATTACK TABLE																							
01-02	F	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	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	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	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	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	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	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	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	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	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	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	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	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	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	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	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	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	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	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	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	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	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	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	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	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	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	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	12BP	13BP	16CP	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	14BK	16CP	19CP	22DP	18CK	18CK	20CP	22EP	16CP	19DP	21DP	26EP	18DP	21DP	26EP	28EP	24EP	27EP	29EP	30EP	136-138		
139-141	15CU	17DU	20DU	23EU	19CK	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	22EK	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																							
RAM/BUTT/BASH/KNOCK DOWN/SLUG ATTACK TABLE																							
01-02	F	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	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	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	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	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	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	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	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	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	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	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	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	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	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	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	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	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	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	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	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	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	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	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	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	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	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	0	103-105	
Maximum Results for Small Attacks																							
106-108	5BU	6BU	8BU	10BU	7AU	7AU	8AU	10BU	5BU	6BU	8AU	7BU	9AU	7BU	8AU	9AU	11AU	8AU	8AU	11AU	12AU	106-108	
109-111	5BU	6BU	8BK	10BK	7BU	7BU	8AU	10BK	5BU	6BU	7BU	9BK	10AU	11BK	8BK	8AU	10AK	11AK	8AK	9AK	11BK	12AK	109-111
112-114	6BU	7BU	9BU	11CU	8BU	8BU	9BU	11BU	6BU	7BU	8BU	10BU	11BU	8BU	9BU	10BU	11BU	12BU	9BU	10BU	12BU	13AU	112-114
115-117	6BU	7BK	9BK	11CK	8BK	8BK	10BK	11CK	6BU	7BU	8BU	10BK	11CK	9BK	9BK	10BK	11BK						

ANIMAL ATTACK TABLES

		20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1		
STINGER ATTACK TABLE																							
01-02	F	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	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	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	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	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	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	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	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	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	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	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	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	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	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	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	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	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	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	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	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	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	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	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	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	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	0	100-102	
103-105	1AT	2AT	4AT	5BT	2AT	2AT	3AT	4AT	5BT	1AT	2AT	4AT	5BT	3AT	3AT	5BT	6CT	5BT	6CT	7CT	7CT	103-105	
Maximum Results for Small Attacks																							
106-108	1AT	2AT	4AT	5BT	3AT	3AT	5AT	6CT	2AT	3AT	5BT	7CT	4AT	4BT	6BT	7CT	6BT	6CT	7CT	7CT	7DT	106-108	
109-111	1AT	3AT	4AT	6BT	3AT	3AT	5BT	6CT	2AT	3BT	5BT	7CT	4BT	4BT	6CT	7CT	6BT	7CT	7DT	8DT	8DT	109-111	
112-114	2AT	3AT	5BT	6CT	3AT	3AT	5BT	7CT	2AT	3BT	6BT	7CT	4BT	4BT	6CT	7CT	6CT	7CT	8DT	8DT	8DT	112-114	
115-117	2AT	3AT	5BT	6CT	3AT	3AT	5BT	7CT	2AT	4BT	6CT	8CT	4BT	4CT	7CT	8CT	6CT	7CT	8DT	8DT	8DT	115-117	
118-120	2AT	3BT	5BT	7CT	3BT	4BT	6BT	7CT	3AT	4BT	6BT	8CT	4CT	4CT	7CT	8CT	7CT	7DT	8DT	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	9ET	9ET	121-123	
124-126	2AT	4BT	6CT	7DT	4BT	4BT	6CT	8DT	3BT	4CT	7CT	9DT	5CT	5CT	8DT	9DT	7DT	8DT	9ET	9ET	9ET	124-126	
127-129	2AT	4BT	6CT	7DT	4BT	4BT	6CT	8DT	3BT	5CT	7CT	9DT	5CT	5CT	8DT	9DT	8DT	9DT	9ET	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	10AP	130-132	
133-135	3BT	4CT	6CT	8DT	4CT	5CT	7CT	9DT	4BT	5DT	8DT	10DT	5DT	5DT	8DT	9ET	8AP	9AP	10AP	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	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	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	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	11BP	145-147	
148-150	4ET	6AP	8AP	10BP	6AP	6AP	9AP	11BP	5ET	7AP	10AP	12BP	7AP	7AP	10AP	11BP	10BP	11BP	12BP	12BP	12BP	148-150	
Maximum Results for Huge Attacks																							
TINY ANIMAL ATTACK TABLE																							
01-02	F	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	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	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	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	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	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	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	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	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	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	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	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	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	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	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	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	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	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	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	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	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	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	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	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	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	0	100-102	
103-105	1AT	2AT	3AT	5AT	6BT	2AT	2AT	3AT	5AT	7CT	2AT	3AT	5BT	7CT	4BT	6CT	7CT	6BT	7CT	8CT	9CT	103-105	
Normal Maximum Results for an Attack																							
106-108	2AT	3AT	5BT	7BT	3AT	3AT	5BT	7CT	2AT	3AT	5BT	7CT	4BT	4CT	6CT	7CT	6BT	7CT	9CT	9CT	9CT	106-108	
109-111	2AT	3AT	6BT	7BT	3AT	3AT	6BT	7CT	2AT	3AT	6BT	7CT	4CT	4CT	6CT	7CT	6BT	7CT	9CT	10CT	10CT	109-111	
112-114	2AT	4BT	6BT	8CT	3AT	3AT	6BT	8CT	2AT	4BT	6BT	8CT	4CT	4CT	7CT	8CT	7CT	8CT	9CT	10CT	10CT	112-114	
115-117	2AT	4BT	6BT	8CT	3BT	3AT	6BT	8CT	3AT	4BT	6CT	8CT	5CT	5CT	7CT	8CT	7CT	8CT	10CT	10DT	10DT	115-117	
118-120	3AT	4BT	7BT	8CT	4BT	4BT	7CT	8CT	3AT	4BT	7CT	8CT											

MISCELLANEOUS ATTACK TABLES

	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
TRAMPLE/STOMP ATTACK TABLE																					
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	23CK	18CK	20CK	24CK	26CK	106-108
109-111	7AK	9AK	12BK	16CK	10AK	10BK	13BK	17CK	8AK	10AK	14BK	19CK	17BK	19CK	21CK	24CK	19CK	21CK	25CK	27CK	109-111
112-114	10BK	10AK	12BK	16CK	11AK	11BK	14BK	18CK	9AK	11BK	15CK	20CK	18CK	20CK	22CK	25CK	20CK	22CK	26CK	28CK	112-114
115-117	8AK	11BK	13BK	17CK	11BK	11BK	15CK	19CK	9AK	11BK	15CK	21CK	19CK	21CK	23CK	26CK	21CK	22CK	27CK	29CK	115-117
118-120	8AK	11BK	13BK	18CK	12BK	12BK	15CK	20CK	10BK	12BK	16CK	22CK	20CK	22CK	24CK	27CK	21CK	22CK	28CK	30CK	118-120
Maximum Results for Medium Attacks																					
121-123	9BK	12BK	14CK	19CK	12BK	13BK	16CK	20CK	10BK	13BK	17CK	23DK	21CK	23CK	25DK	28DK	22CK	24DK	29DK	31DK	121-123
124-126	10BK	12BK	15CK	19CK	13BK	13CK	16CK	21CK	11BK	13BK	18CK	24DK	22CK	24CK	26DK	29DK	23DK	25DK	30EK	32DK	124-126
127-129	10BK	13CK	15CK	20DK	14CK	14CK	17CK	22DK	11BK	14CK	18DK	25DK	23DK	25DK	27DK	30EK	24DK	26DK	31EK	33EK	127-129
130-132	11BK	14CK	16CK	21DK	14CK	14CK	18CK	23DK	12CK	15CK	19DK	25EK	24DK	26DK	28EK	31EK	25DK	27EK	32EK	34EK	130-132
133-135	11CK	14CK	16CK	22EK	15CK	15CK	18DK	24DK	12CK	15CK	20DK	26EK	25DK	27DK	29EK	32EK	26EK	28EK	33EK	35EK	133-135
Maximum Results for Large Attacks																					
136-138	12CK	15CK	17DK	22EK	15CK	15DK	19DK	24EK	13CK	16CK	21EK	27EK	26EK	28EK	30EK	33EK	27EK	29EK	34EK	36EK	136-138
139-141	13DK	16DK	18DK	23EK	16DK	16DK	20DK	25EK	14DK	17DK	22EK	28EK	27EK	29EK	31EK	34EK	28EK	30EK	35EK	37EK	139-141
142-144	13DK	16DK	18DK	24EK	16DK	16DK	20EK	26EK	14DK	17DK	22EK	29EK	28EK	30EK	32EK	35EK	29EK	31EK	36EK	38EK	142-144
145-147	14EK	17EK	19EK	25EK	17EK	17EK	21EK	27EK	15EK	18EK	23EK	30FK	29EK	31EK	33EK	36EK	30EK	32EK	37EK	39EK	145-147
148-150	14FK	18FK	20FK	26FK	18FK	18FK	22FK	28FK	16FK	19FK	24FK	31FK	30FK	32FK	34FK	37FK	31FK	33FK	38FK	40FK	148-150
Maximum Results for Huge Attacks																					
FALL/CRUSH ATTACK TABLE																					
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 Falls of 1'-10' and Small Attacks																					
106-108	9AK	13BK	18BK	21CK	18BK	20BK	24CK	27CK	14AK	17BK	20CK	24DK	18CK	23CK	27DK	30DK	24CK	28DK	31DK	32DK	106-108
109-111	10AK	14BK	18BK	22CK	18BK	19BK	25CK	28DK	15AK	18BK	21CK	25DK	20CK	24CK	28DK	31DK	25CK	29DK	32DK	33DK	109-111
112-114	11AK	15BK	19BK	23CK	20BK	22CK	26CK	30DK	16BK	19BK	22CK	26DK	21CK	25CK	29DK	32DK	27DK	30DK	33DK	34DK	112-114
115-117	11BK	16BK	20CK	24CK	21CK	23CK	27CK	31DK	17BK	20BK	23DK	27DK	22CK	26CK	30DK	33DK	28CK	31DK	34DK		

MISCELLANEOUS ATTACK TABLES

		20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1		
BARE HAND STRIKING ATTACK TABLE																							
01-02	F	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	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	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	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	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	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	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	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	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	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	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	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	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	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	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	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	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	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	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	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	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	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	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	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	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	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	0	103-105	
	4A	6A	8A	10B	8B	9B	11B	12B	6A	7A	9A	10B	9B	10B	12B	13B	14B	11B	12B	14B	15B		
Maximum Results for Normal Attacks																							

BARE HAND SWEEPS AND THROWS ATTACK TABLE																						
01-02	F	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	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	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	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	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	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	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	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	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	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	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	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	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	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	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	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	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	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	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	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	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	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	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	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	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	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	0	103-105
	2B	3B	4B	5B	4B	4B	4B	4B	4B	4B	4B	4B	4B	4B	4B	4B	4B	4B	4B	4B	4B	
Maximum Results for Normal Attacks																						

NOTES FOR ANIMAL AND MISCELLANEOUS ATTACK TABLES

- Beak/Pincher:** An F-severity critical indicates an E-critical roll on the Slash Critical Strike Table and a C-critical roll on the Krush Critical Strike Table.
 - Bite:** An F-severity critical indicates an E-critical roll on the Puncture Critical Strike Table and a C-critical roll on the Slash Critical Strike Table.
 - Beak/Pincher & Bite:** Animals attempting to hold onto a target may be given an additional attack on the Grapple Attack Table if they obtain a critical strike result on this table.
 - Claw/Talon:** An F-severity critical indicates an E-critical roll on the Puncture Critical Strike Table and a C-critical roll on the Slash Critical Strike Table.
 - Grapple/Grasp/Envelop/Swallow:** An F-severity critical indicates an E-critical roll and a C-critical roll (both Grapple criticals). For each consecutive round that a creature obtains a critical strike on the same target, the creature obtains an additional +10 against the target.
 - Horn/Tusk:** An F-severity critical indicates an E-critical roll on the Puncture Critical Strike Table and a C-critical roll on the Unbalance Critical Strike Table.
 - Ram/Butt/Bash/Knock Down/Slug:** An F-severity critical indicates an E-critical roll on the Unbalance Critical Strike Table and a C-critical roll on the Krush Critical Strike Table.
 - Horn/Tusk & Ram/Butt/Bash/Knock Down/Slug:** If the attacking creature is "charging," it obtains a +20 on this table in addition to its other bonuses.
 - Stinger:** A critical result means the attack has injected poison, in addition to a normal critical result (if applicable). Swarms of very small creatures could roll on this table as a small attack. A really huge stinger (longer than 1') should use the Horn Attack Table.
 - Tiny Animal:** This table is used only for very small animals. The maximum result depends upon how many consecutive critical results were achieved in the rounds immediately preceding the attack.
 - Trample/Stomp:** If the target is down the attacker obtains +30 in addition to its other bonuses.
 - Fall/Crush:** For falls, add 1 to the roll for each foot fallen (other factors may modify this).
 - Trample/Stomp & Fall/Crush:** An F-severity critical indicates an E-critical roll and a C-critical roll (both Krush criticals).
 - Bare Hand Striking:** All critical results are rolled on the Bare Hand Striking Critical Strike Table.
 - Bare Hand Sweeps and Throws:** Humanoid type creatures attempting to subdue (without major injury) other humanoid types may use this table or the Grapple Attack Table (with a maximum result of 105). All critical results are rolled on the Bare Hand Sweep and Throws Critical Strike Table.
- CRITICAL STRIKES:** P=Puncture, S=Slash, K=Krush, G=Grapple, U=Unbalance, T=Tiny

CRITICAL STRIKE TABLES

SLASH					
	A	B	C	D	E
01-05	-	Weak strike. +0 hits.	+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 initiative next rnd.	Blow to foe's side yields +6 hits. You receive initiative next rnd.	+3 hits. Foe must parry for next round od 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 at -10. +2 hits. You initiative next rnd.	Stun foe for 1 rnd. Foe may not parry. +10 to your next swing.
21-35	Foe must parry next round. +2 hits. Add +10 to next swing.	Foe must parry next round -20. +2 hits.	You break foe's rib. 3 extra hits. Foe is stunned next round.	Strike to side. Stunned for next round and cannot parry. +3 hits.	Minor side wound, fights -10. Foe takes 1 hit per rnd. +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 . +3 hits. Foe takes 2 hits a round.	Blow to foe's leg. +5 hits. If no armor, +3 hits and +3 hits/md.
46-50	Blow to foe's back. +2 hits. Foe must parry next round at -30.	Blow to foe's back. Foe must parry next round at -30. +4 hits.	Blow to foe's back, stun foe 1 round. Foe may not parry. +3 hits and foe takes 1 hit/md.	Strike foe's lower back. Foe may not parry and is out next round. +3 hits. Foe takes 2 hits/md.	Strike to foe's lower back. Foe may not parry and is out next round. +4 hits. 3 hits/md.
51-55	Blow to foe's chest. Foe must parry next round -25. Wound gives 1 hit per round. +2 hits.	Minor chest wound. Foe takes 1 hit/md and must parry next 2 mds. +3 hits. Foe fights -5.	Minor chest wound. +4 hits. Foe takes 2 hits per round and fights at -10. Foe must parry next rnd.	Medium chest wound. +5 hits. Foe takes 3 hits per round, fights at -15, and must parry next rnd.	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 rnd. +3 hits.	Minor thigh wound. Foe takes 2 hits per round. +4 hits. Foe must parry next two rounds.	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 rnd, takes 2 hits per rnd and is at -10. +4 hits.	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 md, 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 knocked 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 weepoon 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 for 2 rounds. +7 hits.	Slash foe's neck. Foe is stunned 4 rounds and cannot parry during next 2 rounds. +8 hits. +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/round. +4 hits. Stun foe 2 mds.	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 rounds. Foe is at -50.	Slash foe's lower leg and sever muscle and tendons. Foe at -70. +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 to 2 rounds.	Slash muscle in foe's shield arm. Foe is at -30 and takes 3 hits/rnd. Stunned and unable to parry for 2 rounds. +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 useless and foe is stunned 4 rds. Cannot parry next 2 mds. +10 hits.	Slash tendons and break bone in foe's shield arm. Arm is useless. +12 hits. Stunned and unable to parry for the next 3 mds.
81-85	Slash foe in side. +6 hits and a major wound. Foe takes 6 hits/md and is stunned 5 mds. 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/md, is stunned for 4 mds, unable to parry for next 2 mds. 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/md. 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/rnd.	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 round later.	Severs leg. +15 hits. Foe drops, lapses into unconsciousness. Foe dies in 9 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 pary next round.	Strike to foe's hip. +7 hits and foe is stunned for 3 rounds. 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 9 rounds. Foe then dies. +15 hits.	Sever foe's spine. +20 hits. Foe collapsed 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 in shock for 12 rounds 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 foe. Foe expires in a heap - immediately.
100	Neck strike severs 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.

CRITICAL STRIKE TABLES

PUNCTURE					
	A	B	C	D	E
01-05	-	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 strike. You gain initiative. +5 hits.
11-15	You receive initiative next round. +1 hit.	Glancing blow to side. +3 hits. You receive initiative next rnd.	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 round at -20. +3 hits.	Minor side wound. Foe fights at -10. You have the initiative 1 rnd.	Stun foe for 1 round. Add +20 to your next attack.
21-35	Foe must parry next round. +2 hits. Add +10 to next swing.	Foe must parry next round at -20. +2 hits.	You wound foe side of chest. Stunned 1 rnd and takes 1/md.	You wound foe side of hip. Stunned 1 rnd and takes 2/md.	Minor side wound. +2 hits. Foe is at -10. Foe takes 2 hits per rnd.
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 armor, +3 hits. If none, +2 hits, 3 hits/md.
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. Takes 3 hits/md. +5 hits. Foe stunned and unable to parry next rnd.
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/md. +5 hits. Foe at -10. Stunned and unable to parry 1 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 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 rnds and cannot parry for 2 mds.	Strike shatters foe's knee. Foe is knocked down, is at -90, and stays down for 3 rounds. Foe is unable to parry 2 rounds.	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 mds.	Strike along foe's neck. Foe is stunned for 4 rounds and cannot parry for 3 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 for is shoulder. Sever muscle and tendons. Arm is useless. Foe takes 3 hits per round. Foe is stunned for 6 mds.
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 for 2 rounds.	Strike through lower leg. Foe is stunned and unable to parry for 3 rnds. Sever muscle. Foe is at -75.
76-80	Strike to foe's upper arm. +3 hits. Foe takes 2 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 round. +12 hits.	Strike for is 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. +6 hits. Foe takes 5 hits per round. Foe is at -25. 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 rounds. Foe is at -20.	Strike through foe's back, severs 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 rounds.	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, +6 hits and foe is down for 2 rounds.	Strike through foe's kidneys. Foe drops. +9 hits. Foe dies after 6 rounds of very intense agony.	Strike through leg severs an artery. Foe drops, lapses 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 for 2 rounds.	Strike through foe's hip. Foe takes 3 hits per round. +5 hits. Foe is stunned next round. Foe is at -25.	Strike through foe's chest, severs a vein. Foe drops 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/round. Foe is stunned and unable to parry 3 mds.	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 severs spine. Foe is paralyzed from the neck down - permanently.	Nail foe in lower back. Internal bleeding and shock kill foe in 6 rounds. Foe is down and out.	Shot through heart, send foe reeling back 10 feet to a spot suitable for dying. Weapon is stuck in reeling foe.
100	Strike through neck. Sever vein and artery. Foe cannot breath. 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 round.	Strike through brain makes life difficult for foe. You have a half round left to act. Add +20 to your next attack.	Strike through foe's eye. Foe dies instantly. Add +25 to your next attack.

CRITICAL STRIKE TABLES

KRUSH					
	A	B	C	D	E
01-05	-	Weak strike. No extra damage.	+1 hit.	+2 hits.	+3 hits.
06-10	+1 hit.	+2 hits.	+3 hits.	+4 hits.	Glancing blow. +6 hits. You have initiative next round.
11-15	Glancing blow. Foe takes +3 hits. You have the initiative next mnd.	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 mnd. 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. Fights -5. You initiative next mnd.	Stunned and unable to parry next mnd. +10 to 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.	Strike to side. +4 hits. Stunned and unable to parry next mnd.	Strike cracks foe's ribs. +6 hits. Foe -10. You initiative next mnd.
36-45	Bruise foe's calf. +6 hits. Fight -5 next mnd. You gain the initiative.	Bruise foe's calf. +6 hits, fights -20 for 2 mds. You gain initiative.	Bruise foe's calf. +9 hits, fights -25 for 2 mds. You gain initiative.	Major calf bruise. +10 hits, fights at -10. You initiative next round.	Minor fracture. +12 hits. Foe -10. You have the initiative next mnd.
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.	Blow to back. +5 hits. Stunned and unable to parry 1 mnd. You have the initiative for 2 mds.	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 at -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 round. Foe is at -5.	Strike foe's thigh. +6 hits. Foe is at -5. Add +10 to your next swing. Foe must parry next mnd.	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 and unable to parry 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 the 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 severs 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 is at -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 foe 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 round. Foe at -20.	Blow bruises foe's calf. Foe is at -35. +10 hits. Foe is stunned 2 rounds and unable to parry next round.	Blow bruises foe's knee. Foe is at -40. +10 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 and is knocked down. +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. Shatters wrist. 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 round. 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 side. 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 severs an artery. Foe cannot breathe and is inactive for 12 rounds. 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.	Foe's upper head hit. If no helm, he is in a coma for 3 weeks. If foe has a helm, +20 hits and foe is stunned 12 mds.	Blow shatters thigh. +9 hits and a compound fracture. Bone severs an artery. Foe dies after 12 rounds of inactivity.	Blow shatters shield arm. Bone severs 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.
96-99	Blow to foe's head. If foe has no helm, he is dead. If foe has a helm, he is knocked down and stunned 6 mds. +20 hits.	Blast foe's chest. Send ribcage through heart. Foe drops and dies. Add +20 to your next swing.	Blow to foe's abdomen destroys a variety of organs. The foe 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 a half 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 shoulder 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 rounds.	Blast to foe's chest area. Destroy foe's heart. Foe dies immediately. +25 hits.	Crush foe's hip. +35 hits. Opponent is stunned for 2 rounds, active following 4 rounds at -30, then dies of nerve damage.

CRITICAL STRIKE TABLES

LARGE CREATURE			
	NORMAL	MAGIC	SLAYING
01-05	+12 hits, your weapon breaks. You are upset.	+15 hits, you fumble your weapon and must parry next round.	+5 hits.
06-10	+3 hits.	+4 hits.	+10 hits.
11-20	+6 hits.	+8 hits.	+15 hits.
21-30	+9 hits.	+10 hits.	+20 hits.
31-40	+12 hits.	+15 hits.	+30 hits.
41-50	+15 hits.	+18 hits.	Light wound. +12 hits. Foe takes 5 hits per rnd and is forced to parry 1 rnd. Add +10 to your next swing.
51-65	+20 hits.	+25 hits.	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 juglar vein. +15 hits. Foe dies in 6 rounds, and is inactive until then.	Vicious strike to abdominal region, destroys a variety of important organs. Foe drops and dies in 3 rounds. +30 hits.	Strike through foe's ear, destroys brain. Foe dies immediately. Add +10 to all friends' swings next round.
67-70	+25 hits.	+30 hits.	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.	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 chest, destroys the heart. +25 hits. Foe dies immediately. Add +25 to your next swing.
91-95	Fine strike to foe's leg yields +18 hits. Foe takes 5 hits per rounds and is at -10. Foe is stunned for 3 rounds.	Strike foe in face. +5 hits. Foe takes 3 hits per rounds and fights at -25. Add +20 to your next swing.	Sever an artery in foe's leg. +10 hits. Foe dies after 12 rounds of incapacity.
96-98	Strike foe in heart. Foe dies instantly and falls upon you. You then take 20 hits and are pinned for 6 rounds.	Strike foe through both lungs. Foe dies in 3 rounds. Your weapon is stuck in foe for 12 rounds. +25 hits.	Shatter foe's skull. +30 hits. Foe dies instantly. A piece of foe's skull sails straight back to 10 feet.
99-100	Strike through foe's lungs. Foe falls down and dies after 6 rnds. +24 hits. Add +20 to all friendly swings next rnd.	Hard but flat strike. Foe takes +35 hits, is stunned for 1 rnd, and is unable to parry. Your weapon breaks in half.	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 at -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.	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.	Strike drives shattered remnants of foe's jaw into the brain. Foe dies instantly. You have 1/2 round left to act.	Strike through foe's neck. Foe dies instantly. +25 hits. Add +10 to your next swing.
176-200	Strike to bowels, destroys foe's abdominal areas. 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 foe through the eye. Foe dies immediately. +15 hits. Add +20 to your next swing. You have a half 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. Your weapon breaks in half.	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 knocked yourself out.	Strike through foe's eye, proves fatal. Foe dies immediately. +20 hits. Add +25 to your next swing.	Blind foe with precision strike across eyes. +6 hits. Foe is stunned and unable to parry for 24 rounds.

CRITICAL STRIKE TABLES

SUPER LARGE CREATURE			
	NORMAL	MAGIC	SLAYING
01-05	+10 hits, but your weapon breaks in half.	+10 hits, but you drop your weapon and it will take 2 rnds to get it back.	+10 hits, but you must parry next round.
06-10	+2 hits.	+3 hits.	+8 hits.
11-20	+3 hits.	+4 hits.	+10 hits.
21-30	+4 hits.	+5 hits.	+12 hits.
31-40	+5 hits.	+6 hits.	+15 hits.
41-50	+6 hits.	+7 hits.	+18 hits.
51-65	+7 hits.	+8 hits.	+20 hits.
66	+20 hits.	Blow gives foe light wound. +12 hits. Foe takes 3 hits for round and fights -10. Your weapon breaks.	Strike foe's heart and kill him. Add +20 to your next swing. You are, however, covered with foe's blood. +50 hits.
67-70	+8 hits.	+9 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.	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.	Heavy wound. Foe is stunned and unable to parry for 3 rnds. Foe takes 20 hits per round and fights at -25. +25 hits.
91-95	+15 hits.	+20 hits.	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.
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.	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.	Catch foe between the eyes and shatter the skull. Foe dies instantly. You have a half 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.	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.	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.	Strike through foe's eye hits home and rips through brain. +24 hits. Foe drops immediately and dies.
201-250	Blow shatters bone. +35 hits. Foe takes 10 hits per round, is stunned 2 rounds, and fights at -30.	Heavy wound. +35 hits and foe is stunned for 3 rounds, unable to parry. Foe fights at -40 and takes 10 hits per round.	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 blinded. +20 hits and foe fights at -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.	Strike through side, kills foe after a chain reaction of broken bones splinter. You are covered with foe's blood. +100 hits.

CRITICAL STRIKE TABLES

GRAPPLING					
	A	B	C	D	E
01-05	Weak grip. No bonus.	Indecision. 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. +0 hits. You have the initiative next round.	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 1 rnd. +2 hits.	Foe recovers but is forced to parry next round. +4 hits.	Side strike unbalances foe. You have initiative for 2 mds. +5 hits.	Strong, passive 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. Foe must parry next round at -20.	Glancing attack. Foe is stunned for 1 round. +2 hits.	Hard misplaced strike. Eludes grip stunned for 1 md. +3 hits.	Disjointed attack. Stunned for 1 md. You initiative 2 mds.
36-45	Blow to lower back. Foe must parry next round.	Unbalance. +4 hits. Must parry next md, you initiative 2 mds.	Flailing attack. Stunned for 1 md. Must parry the following md.	Arm strike. +3 hits. Foe is stunned for 3 mds.	Attack to upper leg. Stunned and unable to parry 1 md.
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 mds. You have initiative 4 mds.	Attack produces a hold around foe's leg. Foe is stunned 2 mds and unable to parry next md.
51-55	Slightly unbalancing blow to chest. Must parry next round. You initiative next 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 for 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. Stunned for 2 mds, unable to parry next md. +5 hits.
56-60	Glancing back blow. Foe must parry next round at -25. You have the initiative 2 rounds.	Unbalancing strike. Foe spins free but is stunned for 1 rnd. Must parry the following md.	Foe breaks free of hold around thigh, 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 for the following 2 rounds.	Attack to foe's shield arm. If foe has shield, +6 hits. If not, stunned and unable to parry for 3 mds. +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 two rounds at -20.	Entangle foe's leg. +4 hits. Foe is stunned and unable to parry for 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. Stunned and unable to parry for 2 rounds, and at -75 round 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 mds.	Entangle foe's leg. Foe is knocked down, and stunned and unable to parry for 2 rounds. +9 hits.
76-80	Unfirm hold on foe's midsection. For the next 3 rounds foe is at -50 and you have the initiative.	Untangle 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 onto weapon, but the arm is immobilized. +3 hits.	Grapple weapon arm. Foe is disarmed and is 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, disarmed, and unable to parry 2 rounds. 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 mds. Pulled muscle leaves foe at -10.	Entangle foe's foot. Foe stumbles, falls, and breaks shoulder. +8 hits. Foe is stunned 6 mds 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, falls, breaks weapon on impact, stunned 2 mds. If no chest armor, roll "D" crush crit.
91-95	Entangle foe's leg. Foe is knocked down. Stunned and unable to parry for 2 rounds. +3 hits.	Both of foe's legs are tied up. Foe is at -25, downed, disarmed and stunned and unable to parry for 2 rounds.	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 tumbles 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 mds. +7 hits.	Attack completely entangles and immobilizes foe. Broken leg leaves foe at -40. The creature is left prone but conscious.	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 for 3 rounds. If not, he dies in 6 mds.	Attack results in strangling hold. Foe is unable to break free and dies after 9 rounds of amazingly helpless struggling.
100	Both of foe's leg are entangled. Foe is downed 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 he has neck armor, he is at -75 due to a neck sprain and stunned for 3 mds. If not, he dies of broken neck.	Grapple foe's head. If foe has helm, he is stunned and unable to parry for 9 rounds. If not, foe falls into coma for 1-100 days due to fracture.	Crush foe's windpipe. Foe dies instantly due to massive shock and savage asphyxiation. Add +25 to your next roll.

CRITICAL STRIKE TABLES

BARE HAND STRIKING AND BARE HAND SWEEPS & THROWS				
	A	B	A	B
01-05	-	No extra damage.	Acrobatic, but no extra damage. +0 hits.	Shoddy follow through. +0 hits.
06-10	+1 hit.	+2 hits.	+1 hit.	+1 hit.
11-15	Weak strike, but you gain the initiative. +3 hits.	Mild blow. You gain the initiative next round. +4 hits.	You have initiative next round. +1 hit.	Foe takes 3 extra hits and you have the initiative next round.
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.	Foe must parry next round. +2 hits.	Dazzle foe. He must parry next round 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.	Sweep forces foe to parry next round at -10. +2 hits.	Sweep unbalances foe. +3 hits. Foe must parry next round at -20.
36-45	Mild chest strike forces foe to parry next rounds at -10. +6 hits.	Chest strike. Foe must parry next round at -20. +7 hits.	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.
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.	Sweep forces foe to parry next round at -25. +4 hits.	Sweep stuns foe for 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.	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.
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.	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.
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.	Throw downs 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.
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.	Throw dislocates foe's shield shoulder. Foe is stunned and unable to parry 3 rounds, and is -50.	Nifty throw. You have foe pinned, on his face, and in an arm lock. +9 hits. Foe is disarmed and immobilized.
67-70	Weak hand strike stuns foe for 2 rounds. +2 hits.	Hand strike to foe's chest. Foe is stunned 3 rounds.	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.
71-75	Hand strike 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.	Fall bruises foe's thigh. Foe is stunned and unable to parry 1 rnd. +2 hits. Foe is at -5.	Fall tears ligament in leg. Foe is at -10. +5 hits. Foe is stunned and unable to parry for 1 rnd.
76-80	Kick to foe's shield arm. If foe has a 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.	Foe lands on shield arm. If foe has shield, it is broken. If not, foe's arm is sprained, he is at -10, and he is 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.
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.	Sweep unbalances foe. +3 hits. Foe is stunned for 3 rounds. Add +25 to your next round.	Sweep knocks foe 10 feet to side. Foe is stunned and unable to parry 2 rounds. +9 hits.
86-90	Kick to foe's back, knocks foe down and stuns him 3 rounds.	Kick knocks foe flat. Smash tendons and tear muscle. Foe is at -30. He is also stunned 9 rounds.	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.
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 rnds.	Strike to foe's knee, shatters joint. Foe drops, is at -85. He is stunned and unable to parry 4 rounds.	Throw downs 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.
96-99	Strike knocks foe down. Foe stunned and unable to parry for 3 rounds.	Kick knocks foe out and fractures collarbone. Foe has sprained neck and shoulder.	Throw sends foe down on his head. If foe has helm, he is stunned 9 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.
100	Strike to side of head. Foe's inner ear ruptured. He hears at -50, operates at -75. Foe is knocked out by follow-up strike.	Hand strike to foe's weapon arm, breaks bone. Kick to lower back, breaks backbone, leaving foe paralyzed from waist down.	Throw downs foe and is stunned and unable to parry 6 rounds. Foe is prone and you can finish him (if you desire).	Throw sends foe flying. Foe's neck is broken on impact and he dies after rolling 15 feet.

CRITICAL STRIKE TABLES

TINY ANIMAL					
	A	B	C	D	E
01-05	Dubious strike. +0 hits.	Not enough. +0 hits.	Weak strike. +0 hits.	-	+1 hit.
06-10	-	No bonus. +0 hits.	Nothing extra.	+1 hit.	+2 hits.
11-15	No extra damage. +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, takes 1 hit / rnd.	Leg hit. +3 hits and foe takes 1 hit per round.
46-50	Poor follow through. You lose a claw and fights at -5 for 2 rounds. Foe takes +4 hits.	+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 per round.
51-55	Leaping chest strike 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 chest armor, +5 hits and takes 3 hits per round.	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 round. +6 hits.
66	Leg strike. Foe is stunned and unable to parry next round. +4 hits. Foe takes 2 hit 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 unable to parry for 6 rounds.	Bizarre strike to eyes, destroys 1 eye and blinds the other eye for 2 days. Foe is at -95 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 round at -20.	Upper arm strike. Foe is stunned and unable to parry next rnd. Foe takes 2 hits per round. +6 hits.	Shoulder strike tears muscle. Foe is stunned and unable to parry next rnd. Foe is at -20. +7 hits.
71-75	Lower leg strike. If foe has leg armor, +1 hit. If not, foe takes +4 hits and 2 his 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 rounds, 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 rnd. If not, foe is stunned 2 mds, is unable to parry next rnd.	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 stunned next round. +3 hits.	Strong, but impercise 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.	Face strike. If foe has facial armor, +2 hits and foe must parry next rnd. If not, foe takes 3 hits per mds, stunned for 3 mds.	Head strike. If foe has helm, +3 hits and he is stunned next rnd. 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 rnd, stunned 3 mds, and at -40.	Head strike. If foe has helm, +4 hits and stunned next rnd. 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 rnd. +4 hits. Foe is stunned for 3 mds, unable to parry 1 rnd.
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 rounds. 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 mds. If not, foe has shredded nose, takes 3 hits per rnd, and is stunned 9 mds.	Head strike. Foe is blinded by bleeding, 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 round, 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.
100	Strike to foe's eyes. If foe has full helm, he is stunned and unable to parry for 2 rounds. If not, foe loses 1 eye, is at -75, and is stunned and unable to parry for 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 STRIKE TABLES

UNBALANCING					
	A	B	C	D	E
01-05	Nary a thing extra. +0 hits.	Weak strike. +0 hits.	-	+1 hit.	+2 hits.
06-10	Nothing extra.	+1 hit.	+2 hits.	+3 hits.	+5 hits.
11-15	Glancing strike. +3 hits.	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	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, -10 next md. +9 hits.
36-45	Break foe's concentration. You gain initiative next md. +4 hits.	Leg strike. +5 hits. You initiative next md. Foe is at -5 for 2 mds.	Blow to leg. Foe is at -40 next round. +5 hits.	Calf strike. Foe's is at -25. You gain initiative next md. +7 hits.	Leg strike. +10 hits and foe stunned for 2 mds.
46-50	Back strike. +5 hits. Foe must parry next round at -10.	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 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 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 the 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 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 rounds. 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 round.	Shoulder blast 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 break 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 3 rounds.
76-80	Blow to shield arm. If foe has a shield, it is torn away and +8 hits. If not, +12 hits and foe is stunned for 2 mds.	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 stunned for 3 mds.	Strike to foe's shield arm. Foe stumbles back 3 feet, falls down. +15 hits. Stunned and unable to parry 4 mds and 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), stunned for 6 mds.	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, is stunned, unable to parry 6 mds.
86-90	Blow to back. Foe stumbles 5 feet sideways and it 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 rounds.	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 rounds.
91-95	Head strike breaks foe's nose. If foe has a helm, he is stunned 3 rounds. If not, foe is knocked out for at least 2 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 arm. If foe has shield, he loses it and take +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	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 helmed, +9 hits, the helm is destroyed, and foe stunned 6 mds. If not, foe is sent into coma for 4 weeks.	Pinpoint strike breaks foe's neck. Foe falls back 5 feet, spins, 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 -90.	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 to your next roll.	Frightening strike to foe's temple knocks foe back 20 feet. Foe dies instantly. Add +20 to your next 3 rolls.

WEAPON FUMBLE TABLE

	1 HANDED ARMS	2 HANDED ARMS	SPEAR & POLE ARMS	MOUNTED ARMS	THROWN ARMS	BOWS
01-25	Lose your grip and the opportunity to get in an open blow.	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.
26-30	Drop your weapon. It will take 1 round to draw a new one, or 2 rounds to recover old one.	Drop your weapon. It will take 2 rounds to draw a new one, or 4 rounds to recover old one.	Fumble your delivery. You lose the option to attack but you can still parry.	Fumble your delivery. You lose 2 rounds but still can 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 rounds.
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 rnd in order to collect your thoughts.	You slip and are stunned for 1 round.	You slip and lose your saddle position. You lose 2 rounds but still can parry.	You slip and lose 2 rounds to fully recover. You hold onto weapon and still parry.	You fumble your ammunition. You lose 2 rnds trying to recover.
41-50	Bad follow through. You lose your opportunity and give yourself 1 hit.	Stumble to ground. You lose 2 rnds of offensive action but can 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 concentration. You lose 2 rounds of action.
51-60	You slip without grace and lose 2 rnds worth of opportunities.	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 rnds reloading.
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 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 and reloading it.
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 rounds.	Fumble your follow through. You lose 3 rnds. 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 6 rnds while restringing bow or 2 rnds while drawing a new weapon.
81-85	You lose your "wind" and realise that you should relax and not swing for 2 rounds.	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. If 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.	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 rounds to recover old one.	You break your weapon and lose 2 rnds 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 rounds.
91-95	You stumble. The classless display leaves you stunned for 3 rounds.	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. You are stunned for 6 rounds, and unable to parry 2 rounds. Your shot goes astray.
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 rnds to recover. You are unable to parry for 3 rounds.	You injure your shoulder. You are stunned and unable to parry for 3 rnds and fights at -25.	Your body takes the impact. You take 20 hits. Stunned and unable to parry/6 rnds.	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 rnds of action.
100	Bad taste and poor execution. You attempt to maim yourself. Roll on the "D" critical table (slashes).	Worst move. 50% chance you are out 2 days with a pulled groin.	You break your weapon and are stunned and unable to parry for 6 rounds.	You fall off of your mount. Roll on the "D" crush critical table.	You hit yourself during delivery. Roll on the "D" critical strike table (crushes).	You let arrow fly and lose an ear. +5 hits. You take 2 hits per rounds.

Chapter Four :

ATHASIAN MAGIC

REALMS OF MAGIC

Spell usage falls into three separate realms each of which concern a different source of the magic required to cast a given spell and a different set of spell lists. Similar spells exist in more than one realm, but the source of the magic for the spells is dependent on the realm from which that magic comes. Except for the Hybrid spell users, spell users can only use one of the realms of magic. These realms of magic are Wizardry, Priestly, and Psionics.

WIZARDRY

Wizardry is the power that exist in everyone and everything of and on Athas. A spell user of the Wizardry (defiler and preserver) taps this power, molds it, and diverts into his spell (a defiler leeches the life-energy out of the plants and soil around him, leaving a lifeless zone. For more see Casting Spells). Most of his powerful spells reflect this and are almost elemental in nature: fire, earth, wind, light, heat, etc.

Restriction: The more inert material that is on the person of the spell user of Wizardry, the more difficult it becomes to manipulate the Wizardry. Thus, when casting or using a Wizardry spell no armor, heavy clothing, or helmet may be worn.

PRIESTLY

Priestly is the power of the sorcerer-kings of Athas as channeled through their followers or other spell users. It is spiritual in nature and independent of the Wizardry. A spell user of Priestly draws directly on the power of his sorcerer-king, even though this doesn't "usually" require the conscious cooperation of the lord. More powerful and significant spells such as death spells and revival of the dead might require active consent of a sorcerer-king.

Restriction: Metal interferes with the drawing of power from sorcerer-king, so no metal armor and metal weapons more than 2 lbs may be worn when casting or using a Priestly 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 Priestly when casting or using spells.

PSIONICS

Psionics is the power of the Wizardry channeled through the mind of the spell user, who in effect acts as a very, very minor deity for these purposes. Thus, Psionics 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.

Restriction: Any head covering interferes with the power of Psionic spells, so no head covering (especially helmets) may be worn while casting or using a Psionic spell.

SPELL USER CLASSIFICATIONS

Spell users are classified according to their realm of magic and their profession. This is assumed to be based on training or aptitude in early life and thus a factor inherent in a "profession." See Athasian Characters for complete guidelines for professions.

PURE SPELL USERS

Pure spell users are of professions which have concentrated solely on one realm of magic. Thus, their spells are generally more powerful than those employed by other spell users.

Wizard (defiler or preserver)
Templar
Psionacist

SPELL LISTS

HYBRID SPELL USERS

Hybrid spell users are of professions combining two realms of magic. 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 magic. When a Hybrid spell user casts a spell he must abide by the restrictions of that realm of magic (only); if he is casting a Psionic 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.

Wizard/Templar
Wizard/Psionist
Templar/Psionist
Defiler/Preserver

SEMI SPELL USERS

Semi spell users combine a realm of magic with a non spell user profession. Members of these professions can only throw spells of limited potency, but are fairly adept in the non spell user profession.

Fighter/Wizard
Fighter/Psionist
Nomad/Wizard
Nomad/Psionist
Wizard/Thief

NON SPELL USERS

Members of these professions have no inherent magical realm of power, and thus can only learn spells at great effort and cost (if at all, according to the Gamemaster's direction). 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 during his adolescence development (see Athasian Characters).

Fighter
Gladiator
Nomad/Outlaw
Thief
Trader
No Profession

Fighter/Thief
Nomad/Thief
Nomad/Trader
Thief/Trader

SPELL LISTS

One of the basic aspects of this system is the use of spell lists and experience levels (or just levels). This section covers the use of the Athasian Magic spell lists, while information on experience levels can be found in Athasian Characters.

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.

CLASSIFICATIONS

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

BASE SPELL LISTS

There are five or six Base spell lists for each spell user profession. These lists may only be learned by members of that profession. These spell lists represent professional specialties.

CLOSED SPELL LISTS

Closes spell lists involve 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 their two realms of magic. Semi spell users and Non spell users may never learn closed spell lists of any realm.

OPEN SPELL LISTS

Open spell lists involve the easiest concepts to master in each realm of magic, although considerable dedication and research is required to learn their use. Any profession which has the realm of magic 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.

LEARNING LISTS

(See Athasian Characters)

LEARNING A "PORTION OF A LIST"

When a Spell Gain Roll for a spell list is successfully made, the character may learn some of the spells on that list (called a "Portion" of that list). The spell user may learn from one to ten new Spells for each successful Spell Gain Roll. The number and levels of the Spells learned and dependent upon:

- * The profession of the spell user.
- * His realm of magic.
- * The classification of the list "learned."
- * The portions of that list that he has already learned.

Remember that the spell user does not gain ability to cast a spell until his experience level equals or exceeds its level. Even then he must abide by all the normal restrictions for casting spells.

The Learnable Portions

There are five Portions of spell lists that may be learned. Generally a spell user will be restricted to learning only certain Portions of certain lists (reflecting the relative difficulty of learning these lists).

"A" Portion: An "A" Portion includes all spells on the list up to and including level 5 (1-5th level).

"B" Portion: A "B" Portion includes all spells on the list up to and including level 10 (1-10th level).

"C" Portion: A "C" Portion can only be learned if an "A" Portion has already been learned for the spell list and the spell user is level 5 or higher. (In effect, he can already cast the spells of lower level than the ones he is attempting to learn). A "C" Portion includes all spells on the list up to and including level 10 (5-10th level).

"D" Portion: A "D" Portion can only be learned if a "B" Portion has already been learned for the spell list and the spell user is level 10 or higher. A "D" Portion includes all spells on the list through level 20 (10-20th level).

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

Restrictions

Spell users may only learn certain "Portions" of spell lists (see above), their realm, their profession and the classification of the list they wish to learn. These restrictions are summarized in the following chart:

CASTING SPELLS

Spell Users	Base List	Open List	Close List
Pure	B,D,E	B,D	B,D
Hybrid	B,D,E	B	A,C
Semi	B,D,E	A,C	-
Non	-	A	-

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

EXTRA BASE LISTS

A Pure spell user may select any four lists in his realm to be classified as base lists along with those normally associated with his profession (i.e., he may learn type "E" portions in these four additional lists). This lists may vary from character to character, but they must be picked when a character starts play and cannot be changed thereafter.

NOTE: We strongly suggest that these additional base lists only be chosen from the open and closed lists from the spell user's realm, and not from the base lists of other professions.

CASTING SPELLS

Once a list is known (i.e., learned) to a given level, a spell user can cast those spells he knows at his level or lower. Normally, however, a spell user is restricted in how long it takes to cast a spell and how many spells he can cast before resting.

CASTING CAPABILITIES

The number of spells which can be cast by a character is dependent upon his power points (PPs) 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 (e.g., a 5th level spell costs 5 power points to cast). Power points, once used, can be only be regained by a period of sleep or meditation (usually around 8 hours).

INHERENT CAPABILITIES

Each spell user has a number of power points based upon his experience level and one of his stats. For a character of extraordinary faculties it could be as high as three or four power points for each experience level. (The Stat Bonus Chart summarizes the number of power points per level a character has available.) The applicable stat is based upon the character's realm of magic as follows (Hybrid spell users should average the stat from their two realms of magic):

Realm	PP Stat
Wizardry	Reasoning
Priestly	Intuition
Psionics	Presence

Under certain circumstances, the GM may find it desirable to allow all spell users to have a minimum of one power point per level. (Non spell users should not gain this benefit.) Although spell users should be very rare in Athas, they are among the most interesting characters to play in the Dark Sun game and a player wishing to have a spell using character may be severely handicapped if his PP stat is not high enough to give him inherent PPs.

NOTE: Certain spells allow the transfer of PPs between characters; no more than twice his inherent PP total.

BONUS ITEMS

Certain magic items, bonus items, can enable characters to cast more spells per day.

Power Point Multipliers - The power points of a spell caster with a power point 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 PP total of 14 points.

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

Restrictions - GMs must be very careful in handing out bonus items as they can distort the balance of the system. It is suggested that while +1 spell adders might be available to starting characters (like a weapon or armor for a Fighter), anything better should be relatively rare and expensive.

- * Only one bonus item should be usable by any one character between periods of rest (possession of two "x2" PP multipliers does not multiply your spell points by 4).
- * Bonus item should be usable by only one character per day.
- * Bonus item should be required to be held (or at least worn) when used.
- * It is also suggested that bonus items be restricted to working in only one realm of magic, except for Hybrid spell user bonus items (see below).

HYBRID POWER POINTS

Inherent power points for Hybrid spell users are obtained by averaging the PP stats for their two realm of magic, and then using that to look up the PPs per level from the Stat Bonus Chart. A Hybrid spell user can still utilize only one bonus item between periods of rest, but he can use an item from either of his realms of magic. 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 the hybrid, only the power points he naturally had available could be used outside that realm.

MICELLANEOUS

Various factors may be introduced to affect power points in a given situation or game. For example, proximity to a Templar's sorcerer-king might result in increased power points, or areas of rich or poor Wizardry might exist on a land which would affect a Wizard's power points. This is a factor which is decided by the Gamemaster.

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 user and the spell he is trying to cast. 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 (i.e., 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 (see below) regardless of the level of the caster. Instantaneous spells are marked as such on the spell lists and in the descriptions.

OPTION: A Gamemaster may wish to allow 50% of normal activity (instead of 25%) for the caster of an instantaneous spell. If this option is chosen, the GM should still only allow one spell to be cast per round.

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 (e.g., a spell user of level 7 would have all of his 5th, 6th and 7th level spells as Class III spells).

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 (e.g., a spell user of level 7 would have all of his 2nd, 3rd, and 4th level spells as a Class II spells).

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

CASTING SPELL 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 (see Magic Skills). A spell user may automatically use any rune or item which he creates (i.e., he need not make an "item use" roll or a "read runes" roll). Once a character "learns to use" a reusable item (e.g., Wand, Rod, Staff, Daily item, etc.), he may freely use the item without having make further "use item" rolls.

Second, The level of effect 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, 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.

OPTION: Alternatively, a GM may decide to treat some or all spells cast from items as Class I spells.

DEFILING

Defilers wield magic with no concern for their dying world: Indeed, defilers are much to blame for Athas's curret state. With each spell they cast, defilers draw magical energy from the life force of plants in the vicinity and channel it to their own selfish ends.

Even the sorcerer-kings, however, are not the most dread users of defiler magic: the great dragon's defiler magic is so powerful that it destroys living animals as well. All magic cast by defilers up to 20th level, destroys plant life only. Any creatures in the area, however, suffer great pain.



DEFILER MAGICAL DESTRUCTION TABLE

Terrain Type	Spell Level (or PP expended)																						
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	25*	30*	50*
Sandy Wastes	10	14	17	20	22	24	26	28	30	32	35	38	41	44	47	50	53	56	59	62	67	72	77
Stony Barrens	10	14	17	20	22	24	26	28	30	32	35	38	41	44	47	50	53	56	59	62	67	72	77
Rocky Badlands	10	14	17	20	22	24	26	28	30	32	35	38	41	44	47	50	53	56	59	62	67	72	77
Mountains	10	14	17	20	22	24	26	28	30	32	35	38	41	44	47	50	53	56	59	62	67	72	77
Salt Flats	10	14	17	20	22	24	26	28	30	32	35	38	41	44	47	50	53	56	59	62	67	72	77
Dust Sink	10	14	17	20	22	24	26	28	30	32	35	38	41	44	47	50	53	56	59	62	67	72	77
Scrub Plains	3	4	4	5	5	5	5	6	6	6	6	7	7	7	7	8	8	8	8	9	10	12	14
Verdand Belt	2	2	2	2	3	3	3	3	4	4	4	4	5	5	5	5	6	6	6	6	7	9	11

* All living creatures in the area suffer D10 damage for every level of the caster above 25 (see below).

CASTING DEFILER SPELLS

When a defiler casts a spell, all vegetation in a sphere around him turns to ash. The radius of that sphere depends upon two things: the abundance of vegetation in the area, and the level of the spell cast (or PP expended).

The number shown in the radius (see Defiler Magical Destruction Table), in yards, around the defiler where all vegetation is turned to ash. The effect is instantaneous with the casting of the spell.

Note that these numbers adjust for specific situations. For example, in a city, the mud pits might have no more vegetation than the stony barrens, while the gardens of the sorcerer-king will be equal to a verdand belt.

CASTING MULTIPLE SPELLS FROM THE SAME LOCATION

If a defiler casts more than one spell from the same location, the radius of destroyed vegetation expands around him. Consult the Defiler Magical Destruction Table for the highest level spell cast from that location, then add one yard for every other spell cast. (Spells equal to the highest level spell are treated as additional spells).

EFFECTS ON LIVING CREATURES

Though only plants are destroyed within the radius, living creatures are caused great pain (1-20th level spells). Any being in the radius of a defiler's magic suffers an immediate initiative modifier penalty equal to the level of the defiler spell cast (in the round of the spell effect, not the preparation). See Initiative Determination in Athasian Combat.

POWERFUL DEFILING

When a 25th, 30th, or 50th defiling spell is cast, all living creatures (except the caster) within the given area of the caster are affected, regardless of terrain. In game terms, the creatures take 1d10 damage for every level of the caster above 25. This damage cannot be naturally healed, though magical healing repairs it.

The affected creature has effectively had a portion of its living tissue turned to ash. The ash is distributed evenly throughout its body; if more than half the victim's hit points are lost to defiler magic, much of its skin falls away as ash. If the victim is reduced to zero hit points, its entire body is turned to ash and he is killed. The GM may decide that no character killed in this way can be resurrected.

ASH

The ash created by defiler magic is black and grey, completely devoid of life or life-giving elements. Nothing will grow in an area of ash for one year. The ash itself is very light and usually blows away, leaving behind a lifeless, circular scar on the ground. Even with the ash gone, though, the defiler's magic has leached all life-giving nutrients from the soil, so that an area defiled may take many years to recover life, if it ever does.

TACTICAL CONSIDERATIONS

See Athasian Combat for complete description.

UNUSUAL SEQUENCE MODIFICATIONS

Certain spells will modify the turn sequence to some degree. The most common of these modifications will be Haste or Speed. Spells take a hasted caster half the normal time to prepare and cast, but throwing more than one spell per round is still prohibited.

Example:

Spell Class	When takes effect	Remaining Activity
I	Spell Effects Phase	125%
II	Spell Effects Phase	35%
III	Next round	25% (next round)

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 GM is prohibiting the casting of two spells in one round, as is suggested, he may also wish to prohibit the preparation of a 2nd spell in the same round another is cast.

NOTE: Both Speed or Haste spell may begin their effect in the round after they are cast.

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.

NON-ATTACK SPELLS

Non-attack spells include those which cannot adversely affect 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 1-100 roll:

- * If the roll is 03-00, the spell succeeds.
- * If the roll is 01-02, the spell fails. Then a high open-ended roll is made and applied to the Non-Attack Section of the Spell Failure Table. Finally, the result is immediately applied to the spell or to the caster (whichever is indicated by the result). If a spell cast from an item "fails", the failure is handled just like any other spell failure.

BASE ATTACK SPELLS

Base attack spells include all spells which are not non-attack spells (how surprising) and which are not "elemental attack spells" (see below). Usually a base attack spell is directed at a target that is a creature (or an unusual object) that gets to attempt to resist the effects of the spell.

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 (RR) will indicate if the spell has affected the target.

BASE ATTACK ROLLS

The Base Attack Roll (BAR) is not open-ended and represents the effectiveness of the caster's spell.

Unmodified Rolls

A BAR of 01-02 or 96-00 indicate an immediate effect and no modifications are applied. These rolls are marked on the Base Attack Table with a "UM" (for "Unmodified").

- * An unmodified roll of 01-02 indicates automatic spell failure.
- * An unmodified roll of 96-00 indicates a higher than normal Resistance Roll modification.

RESOLVING SPELL EFFECT

Modifications to the Base Attack Roll

If the original roll was not 01-02 or 96-00, the following modifications are added to the Base Attack Roll to obtain the Modified BAR. If the BAR thus modified is less than 03, the Modified BAR is 03. If the modified roll greater than 95, the Modified BAR is 95.

Level of Caster - If the caster is a Pure spell user or a Hybrid spell user, the level of the caster is added to the BAR. Non spell users and Semi spell users do not get this bonus. This bonus also applies if the spell is being cast from an item by a Pure or Hybrid spell user.

Range - There is a modification to the BAR based upon the distance from the caster to the target. The modifications are provided below:

Range	BAR Modifications
Touching	+30
0'-10'	+10
11'-50'	+0
51'-100'	-10
101'-300'	-20
more than 300'	-30

Race or Unusual Material - Certain creatures and races are especially hard to enchant. These creatures should be given a modifications by the Gamemaster.

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

Cover and Situation - Certain situations can result in modifications being given by the Gamemaster. Some suggested modifications are indicated below:

Situation	Mod	Notes
Full Cover	-20	Detected but not sighted
Partial Cover	-10	Less than 1/2 target sighted
Static Cover	+10	No cover, target is surprised or prone

Base Attack Table

The Base Attack Table has seven columns based upon the effect certain armor has on the three realms of magic. To find the appropriate column, first find the heading for the realm of magic of the spell being cast (Wizardry, Priestly, or Psionics). Then choose one of the two columns under that realm which applies to the target. If neither column applies, the "General" column is used.

Effects of the Base Attack Roll

The Modified BAR is cross-indexed with the appropriate column and the spell result is read off the Base Attack Table.

Spell Failure - A "F" Result indicates that the spell has failed and a high open-ended roll must be made and applied to the Attack Section of the Spell Failure Table. The result is immediately applied to the spell or caster (as indicated by the result). If a spell cast from an item "fails", the failure is handled just like any other spell failure.

Resistance Roll Modifiers - A result of a positive or negative number indicates a result which must be added to the target's Resistance Roll.

RESISTANCE ROLLS

If the spell has not failed, the target of a base attack spell must make a Resistance Roll (RR). This roll represents the target's innate resistance to the effects of the spell and may be modified by a number of factors. This roll is open-ended and thus always represents the chance that the target may not be affected by a very powerful spell, as well as the chance that the target may fail to resist a very weak spell.

Modifications to the Resistance Roll

Modifications to the RR are additions or subtractions to the RR which result in the Modified RR.

Modification From the BAR - The modification indicated by cross-indexing the Modified BAR with the appropriate target column is added to the RR.

RESOLVING SPELL EFFECT

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

Stat Bonus - A stat bonus modification is added to the RR; this bonus is based upon the realm of the spell cast and one of the stats of the target. The stat bonus for a RR against one of a Hybrid spell user's base spells is obtained by averaging the stat bonuses for the two realms involved. The values of these modifications are given in the Stat Bonus Chart. The suggested stats are:

Realm of the Spell	Target's RR Stat
Wizardry	Reasoning
Priestly	Intuition
Psionics	Presence

Race - Certain races are unusually magic resistant and may be given a modification by the Gamemaster.

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.

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.

Special Attack Spells - A few spells are very difficult to resist and have their own additional modification to any RR made against them (e.g., -20 "RR Mod").

RESOLVING SPELL EFFECT

RESISTANCE ROLL TABLE

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

* For spells the attack level is the caster's level.

** For each level over 15, the attack level raises the result by 1; the target level lowers it by 1. To resist the target's RR must be greater than or equal to the number given above.

The Resistance Roll Table

To use the Resistance Roll Table, cross-index the attack level (usually the level of the caster) with the level of the target. If the Modified RR is greater than or equal to the result obtained by the cross-indexing, the target has resisted the spell. Otherwise, the target has not resisted the spell and suffers the results given in the description of that spell.

Modified Result Spells - Certain spells also have minimum effects. These are applied even if a successful RR is made.

Critical Hit Tables - Some spell attacks require a roll on one of the Critical Hit Tables. In these cases, the BAR and Resistance Rolls are made as usual, and, if the target fails his RR, the spell user casting the spell then makes an unmodified roll on the appropriate column of the chart indicated.

Normally, the caster rolls a separate critical for each affected target each round that the target is affected; in some situations, the GM may decide to have a "group" critical roll for a number of targets in order to speed play.

result/#failure - Certain spells will indicate a total result based upon the difference between the Modified RR and the result from the Resistance Roll Table. This difference, divided by the # (round off), indicates how many increments of the result are applied.

ELEMENTAL ATTACK SPELLS

An elemental attack spell concentrates one of the raw forms of Wizardry (earth, air, heat, or light) into a physical attack on the target. Since such a spell concentrates elemental force to attack its target physically, the target is not entitled to a Resistance Roll. Each spell of this type has a separate attack table differentiating its varying effects based upon the target's Armor Type and mobility.

ELEMENTAL ATTACK ROLLS

The Elemental Attack Roll (EAR) is an open-ended roll that represents the accuracy and potency of a caster's elemental attack spell.

Unmodified Rolls

An EAR of 01-02 or 96-00 may indicate an immediate effect and no modifications are applied. These rolls are marked on the Elemental Attack Tables with a "UM".

- * An unmodified roll of 01-02 indicates automatic spell failure.
- * An unmodified roll of 96-00 for Area spells indicates a very severe attack result.
- * An unmodified roll of 00 for Non-Area spells indicates a very severe attack result.
- * If an unmodified roll is not indicated, then rolls of 01-05 and 96-00 are treated as normal open-ended rolls.

Caster Modifications to the EAR

If the original EAR was not an unmodified result, the following Caster modifications are added to the EAR.

Caster Level - If the caster is a Pure spell user or a Hybrid spell user, his level is added to the EAR.

Caster Agility - The caster's Agility stat bonus may modify the EAR (see the Stat Bonus Chart). This modification is not applicable to Area Spells.

Directed Spells Skill Bonus - This is based upon the caster's Directed Spells Skill with the spell being cast (see Magic Skills). This modification is not applicable to Area Spells.

Range - There is a modification to the EAR based upon the distance from the caster to the target. These modifications range from +35 to -75 and are provided on the Elemental Attack Tables. The standard modifications are provided below:

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

Position - Certain situations can result in modifications being given by the GM; suggested values are given in the Elemental Attack Roll Modifications Table.

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.

Target Modifications to the EAR

These modification are summarized in the Elemental Attack Roll Table.

Target Quickness - The target's Quickness stat bonus may modify the EAR (see the Stat Bonus Chart). This only applies if the target is moving; stationary targets receive cover and position modifications rather than Quickness bonuses. The target's Quickness bonus may be modified by the armor he is wearing (see Maneuvering in Armor).

Shields & Helmets - A helmet and/or shield which faces the caster gives the target modifications as indicated below. For full description of shield types see Athasian Combat. Shield modifications are not applicable to Area Spells.

Type	EAR Mod.	Note
No Helmet	+5	-
Normal Helmet	+0	-
Full Helmet	-5	covers face
Full Shield	-20	25-30 lb
Normal Shield	-15	15-20 lb
Target Shield	-5	5-10 lb

Cover and Poistion - At times, the target may be in an advantageous position. For example, partially behind a rock and this should be reflected in a subtraction from the EAR (to be determined by the GM). Note that, at times, the defender's position may be so advantageous that he cannot be affected by the attack (use common sense). Some suggested modifications are indicated below.

Situation	Mod	Notes (No Qu Bonus)
Full Cover	-60	Detected but not sighted
Partial Cover	-30	Less than 1/2 target sighted
Static Target	+30	No cover, target is surprised or prone

Area Spells

Certain Elemental Attack spells are called Area spells. These spells attack all targets in the radius.

Modifications to the EAR due to caster's Agility, caster's skill, and target's shield do not apply; all other modifications do apply. In addition there is a +20 EAR modification for any target at the center point (chosen by caster) of the spell's effect.

A GM may require only one EAR to be applied to all targets or individual EARs, whichever he deems appropriate for the given situation. If the GM decides on individual EARs, only the first could result in spell failure; a subsequent EAR that would normally result in spell failure is treated as a "no effect" result.

Result Determination

If the Modified EAR is less than 03, it is treated as 03. If the Modified EAR is greater than 95 for an Area Elemental Attack spell, it is treated as 95. If the Modified EAR is greater than 99 for a Non-Area Elemental Attack spell, it is treated as 99.

The Modified EAR is cross-indexed with the target's Armor Type on the appropriate Elemental Attack Table. The results vary from spell failure to critical strikes as follows:

Spell Failure - A "F" result indicates that the spell has failed and a high open-ended roll must be made and applied to the Attack Section of the Spell Failure Table. The result is immediately applied to the spell or caster (as indicated by the result). If a spell cast from an item "fails", the failure is handled just like any other spell failure.

Concussion Hits - A number result (e.g., "8") indicates the number of concussion hits the target receives.

Critical Strikes - A result of a number followed by a letter (e.g., "17B") indicates: a number of concussion hits (see above) and a critical strike of a severity indicated by the letter (i.e., a severity of between 'A' and 'J').

CRITICAL STRIKE TABLES

The severity of a critical strike (or just critical) ranges from 'A' (least severe) to 'E' (most severe) with letters 'F' through 'J' indicating multiple criticals as detailed below and on the individual Elemental Attack Tables.

When a critical is indicated, a second (1-100, not open-ended) roll is then made and the result is cross-indexed with the severity of the critical ('A', 'B', 'C', 'D', or 'E'). The results are immediately applied 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. A separate roll is made for each critical and all results are applied cumulatively. The number of critical strikes and their severity is given by the following table. This information along with the critical types are provided on each of the individual Elemental Attack Tables.

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

LARGE AND SUPER-LARGE CREATURES

See Athasian Combat for complete description.

Slaying Criticals

Some Large and Super-Large creatures are especially vulnerable to certain types of spell criticals. In such cases, if a Large or Super-Large critical is to be resolved, use the appropriate "Slaying" column on the Creature Critical Strike Table instead of the "Normal" column.

Immune Creatures

Some creatures are immune to certain types of critical strikes. These creatures are unaffected by such criticals.

RESOLVING SPELL EFFECTS

BASE ATTACK ROLL MODIFICATIONS

A/D	CATEGORY	EFFECT	NOTES
A	Level of Spell Caster	+1 per level	Pure and hybrid spell users only.
A,D	Spells	± (variable)	Dependes on specific spell.
A,D	Items	± 5 per bonus	-
D	Race	± (variable)	-
D	Full Cover	-20	Detected, but not sighted.
D	Partial Cover	-10	Less than half of target sighted.
D	Static Target	+10	Applies only if no cover.
A,D	Range	-30 to +30	See Base Attack Rolls

RESISTANCE ROLL MODIFICATIONS

A/D	CATEGORY	EFFECT	NOTES
A	BAR Modifications	-125 to +70	Apply result from Base Attack Table.
A,D	Spells	± (variable)	Depends on specific spell.
D	Items	± 5 per bonus	-
D	Race	± (variable)	-
D	Willing Target	-50	Target wants the spell cast at/on him.
D	Same Realm	+15	Target's spell realm is the same as the spell's realm.
D	Target's Stat Bonus	-25 to +35	For Wizardry use Reasoning; for Priestly use Intuition; for Psionics use Presence.

ELEMENTAL ATTACK ROLL MODIFICATIONS

A/D	CATEGORY	EFFECT	NOTES
A	Level of the Caster	+1 per level	-
A	Caster's Agility (NA)	-25 to +35	May be higher.
A	Caster's Spell Expertise	+0 to +50	-
A,D	Spells	+(variable)	Depends on specific spell.
A,D	Items	+5 per bonus	-
D	Defender's Quickness	-25 to +35	-
D	Full Cover	-60	Detected, but not sighted; Quickness bonus not used.
D	Partial Cover	-30	Less than half of target sighted; Quickness bonus not used.
D	Static Target	+30	Applies only to prone and/or surprised targets without cover being used; Quickness bonus not used.
D	Full Shield (NA)	-20	Must be facing caster.
D	Normal Shield (NA)	-15	Must be facing caster.
D	Target Shield (NA)	-5	Must be facing caster.
D	No Helmet	+5	-
D	Full Helmet	-5	covers face
D	Center Point of Spell	+20	Only applies to area spells like Fireball.
D	Range	-75 to +35	See Elemental Attack Rolls.

(NA) = Not applicable to area spells. A = Based on Attacker. D = Based on Defender.

SPELL FAILURE TABLE

NON-ATTACK SPELLS	ATTACK SPELLS
01-20 Momentary lapse in concentration delays casting of spell one round.	01-20 The strain causes caster to lose concentration. The spell is lost (but not PPs).
21-30 Subconscious second thoughts cause caster to lose spell (but not the power points).	21-30 Mild mental lapse causes caster to lose spell (but not power points). Caster operates at -50 for 1 round.
31-40 Strain causes caster to lose spell (but not the power points).	31-40 Moderate, but serious, strain causes caster to lose spell (but not power points). Stunned for 1 round.
41-60 Moderate mental lapse causes caster to cast an ineffectual spell (but not lose power points).	41-60 Serious mental lapse causes caster to throw an ineffectual spell. Stunned for 1 round.
61-80 Apparently inconvenient distraction causes caster to cast a useless spell (but not lose the power points). Stunned for 1 round.	61-75 Subconscious fear causes caster to cast an ineffectual spell. Stunned for 1 round.
81-95 Serious strain causes caster to misfire. Caster does not lose the power points. Stunned for 2 rounds.	76-90 Severe strain causes caster to misfire. Caster takes 5 hits, and is stunned for 3 rounds.
96-100 Caster internalizes spell, takes 10 hits. Stunned for 12 long 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.
101-125 Spell strays and travels to points unknown. It proves useless. Caster is stunned for 3 rounds.	96-100 Caster internalizes spell, takes 20 hits. Knocked out for 12 hours.
126-150 Spell has no effect. Caster is confused and stunned for 4 rounds.	101-125 Spell strays and travels to a point 20 feet right of target. Roll on appropriate table for effect. Caster is stunned for 1 round and takes 10 hits.
151-175 Severe strain takes toll on caster. Spell misfires; caster takes 5 hits, and is stunned for 6 rounds.	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.
176-185 Caster internalizes spell, takes 8 hits, is knocked down, and is unable to function for 1 hour.	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.
186-191 Caster internalizes spell, takes 10 hits, is knocked down, and is unable to function for 6 hours.	176-185 Caster internalizes spell, takes 30 hits, and suffers nerve damage in brain. Unfortunate fool loses all spell casting ability for 1 week, must operate at 50% of normal for 3 months (or until nerves are repaired, whichever period is shorter).
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.	186-191 Caster internalizes spell, loses all spell casting ability for 2 weeks, takes 35 hits, and falls into a coma for 1 week.
196-200 Mild stroke. Caster loses spell casting ability for 2 weeks, takes 20 hits, must operate at 50% normal for 3 days.	192-195 Caster suffers a massive stroke, takes 50 hits, and lapses into a month long coma. Caster will regain consciousness, but will die 3 hours later.
201-250 Caster internalizes spell, loses all spell casting ability for 3 weeks, takes 20 hits, and is knocked out for 9 hours.	196-200 Caster suffers severe stroke, is paralyzed from the waist down.
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).	201-250 Caster internalizes spell, loses all spell casting ability for 3 weeks, takes 40 hits, and falls into coma for 3 weeks.
301+ Caster suffers a severe stroke, and falls into a 3 month coma.	251-300 Severe nervous disorder causes to misfire spell, and lost all spell casting ability for 3 months.
	301+ Massive internalization of power. Brain death. Caster dies instantly.

SPELL ATTACKS AGAINST ITEMS

Certain spells can attack items or non-living substances. If such a spell is cast against an 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 being, its target level is equal to the being's level.
- * If the item is magic, its target level is 5 levels per +5 bonus (see Stat Bonus Chart) or 5 levels per +1 for a spell adder or 5 levels per x1 for a power point multiplier.
- * If the item is both on a living being and magic, it uses the higher of the two target levels (i.e., do not combine the two potential target levels).
- * If none of these cases occur, use target level of one.

Some materials are highly resistant and would have a higher level as a base for their resistance roll (this should be determined by the GM). Magic items without specific quantitative bonuses would also require that the GM assign a level based on its magic abilities.

NOTE: Unless otherwise specified, a spell which affects a target may also affect objects that he is carrying. An exception may be made for certain unusual items. When computing the effects of an Elemental Attack Spell, always make a distinction between the target and the items he bears; simply follow the appropriate results on the tables.

CRITICAL STRIKE RESULTS

See Athasian Combat for complete description.

SPELL RESEARCH

Spell research is the development of new spells to add to 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.

LIMITATIONS

The GM should first determine if the proposed spell is acceptable for his 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.

Eligibility to Research - Under these guidelines, only Pure and Hybrid spell users may conduct research. Semi spell users and Non spell users may not normally conduct spell research. This prohibition represents a definitive limit on the powers of characters not devoting themselves exclusively to the use of spells.

Definition of Realm - The GM should determine the realm of the proposed spell (i.e., is the spell a Wizardry spell, a Priestly spell, a Psionic spell, or perhaps a hybrid spell). The introductions to the various spell books are useful for this purpose, and it should be noted that certain concepts have been deliberately left off certain lists with this restriction in mind.

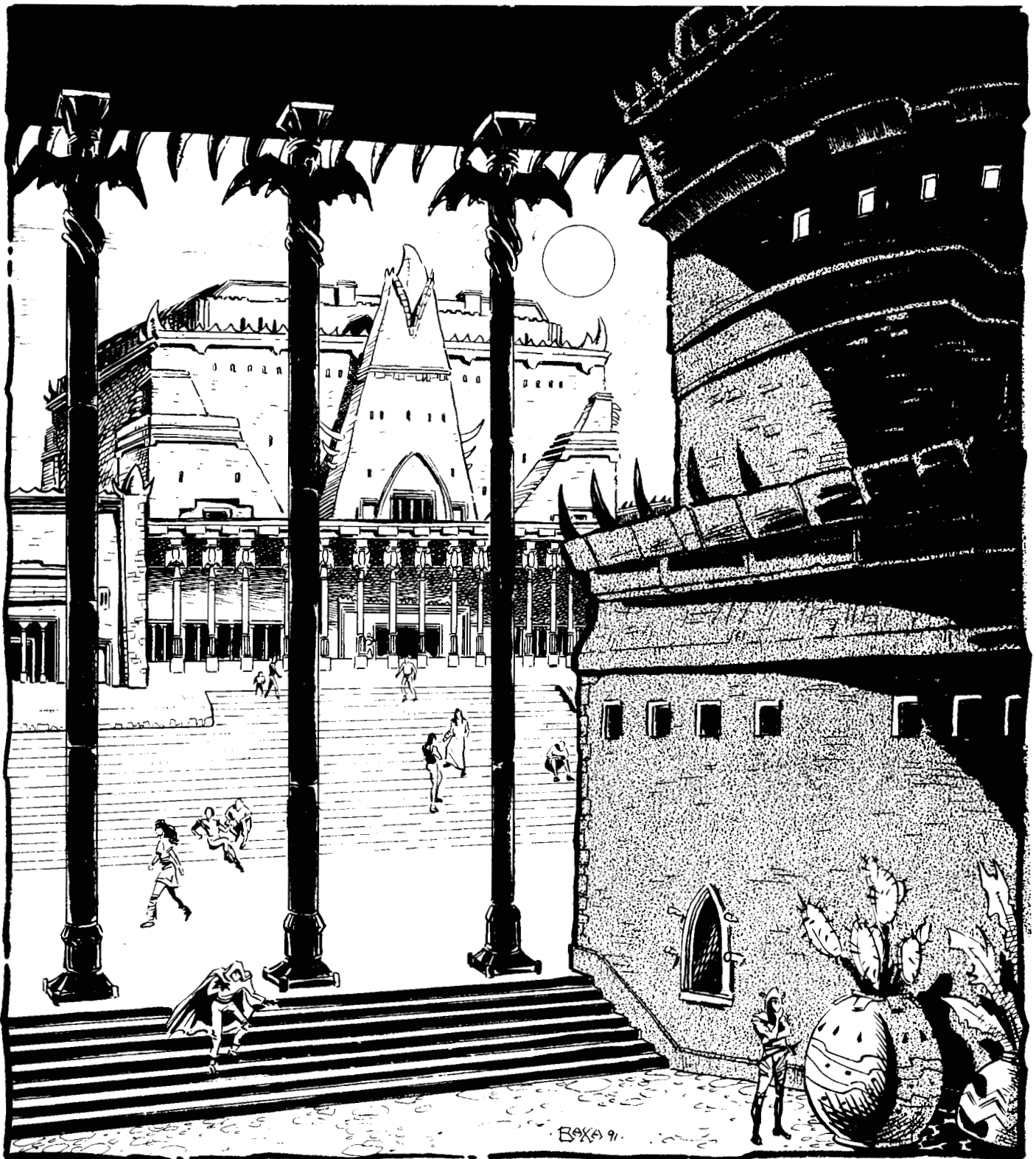
Normally, a character may not research a spell outside of his realm of magic. Hybrid spell users may research spells in either of their two realms; however, they are severely limited, for the power of the spells they can research that do not fit on their base lists. (Since they cannot learn other lists beyond level 10, they could not research such spells.)

Definition of List - If possible, each spell should be grouped with similar spells, according to their nature. After determining that the spell is acceptable and deciding 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.

SPELL RESEARCH

Determinaton of Spell Level - The GM 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 professions 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 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 normally do so because he is not permitted to learn spells on that list above 10th level - assuming, of course, that the spell did not fit into his base lists.



OPTIONAL RULES

REQUIREMENTS FOR SPELL RESEARCH

After satisfying himself that the researcher can learn the spell desired, the GM 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 (i.e., he should plan to spend at least 8-10 hours a day doing the research). The researcher may then proceed to do his studying; the total amount of time required is discussed below.

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

Researching Spells on Known List - If the spell is on an existing spell list, the researcher must know the spell list to at least the level of the spell to be researched. The amount of time indicated by the chart above must be spent in research.

Researching Spells NOT on Known List - 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 (delivered from the chart above) are tripled.

SUCCESSFUL RESEARCH

Upon completing the required research, the researcher rolls on the "General" column of the Base Attack Table. Any non-failure results indicates that the spell has been learned. The researcher (and only the researcher) now knows the spell. He may teach it to an associate at one fourth of the original research time for him and his pupil.

OPTIONAL RULES

These rules are additions to the standard Athasian Magic system, and can add a great deal of flexibility and flavor. A GM should examine these rules carefully before incorporating them into his game.

SPELL ATTACK VARIABILITY

BASE ATTACK SPELLS

As the standard rules stand, the number of power points required to cast a spell is equal to the level of the spell itself. However, the Attack Level of a base attack spell is the experience of the caster. This reflects that fact that the higher level spell user would normally be more effective with the spell.

The Option

If this optional rule is used, the Attack Level of the spell is equal to the number of power points the caster expends to cast the spell and not the level of the caster. To cast a spell, the caster must still use at least a number of PPs equal to the level of the spell. However, a spell caster has the option to use more PPs than the level of the spell cast in order 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).

- * A spell cast using the bonus from a spell adder is considered to have an Attack Level equal to the level of the caster or the level to which he has learned the list containing that spell, whichever is lower.
- * A spell cast from an item (imbedded spell) is considered to have an Attack Level equal to the level of the spell cast, and may not be supplemented by additional PPs.

Restrictions of PPs Used

- * A caster may not expend a number of PPs greater than his level.
- * A caster may not expend a number of PPs greater than the level to which he has learned the list containing the spell.

ELEMENTAL ATTACK SPELLS

A spell caster can use additional power points to increase the concussion hit damage delivered by an elemental attack spell. To obtain the increased concussion hit total, multiply the normal hits by the PPs expended divided by the spell level (rounded down).

Increased Hits =
[normal hits]x[PPs expended/spell level]

- * To cast a spell, the caster must still use at least a number of PPs equal to the level of the spell.
- * A spell cast using the bonus from the spell adder is considered to have PPs expended equal to the level of the caster or the level to which he has learned the list containing that spell, whichever is lower.
- * A spell cast from an item (imbedded spell) is considered to have PPs expended equal to the level of the spell cast, and may not be supplemented by additional PPs.
- * Critical strikes are not affected by the use of additional power points in the spell.

Restrictions on Power Points Used

- * A caster may not expend a number of PPs greater than his own level.
- * A caster may not expend a number of PPs greater than the level to which he has learned the list containing that spell.

SPELL FAILURES

To reflect the increased danger in casting the more powerful spells, the number of power points used in casting a spell is added to any resulting spell failure roll.

- * A spell cast using the bonus from a spell adder is considered to have PPs expended equal to the level of the caster.
- * A spell cast from an item (imbedded spell) is considered to have PPs expended equal to the level of the spell cast.

SPELL LIST AVAILABILITY

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.

Another approach could be to make access to certain lists controlled by guilds or templars, who might jealousy guard their trade secrets from all but initiates. Some arts of magic (lists) might will be found in rare, ancient tomes. However, there should always be certain lists that are more or less "common knowledge" for members of each profession; usually these will be the Base Lists of each realm of magic.

CRITICALS FOR NON-ATTACK SITUATIONS

The critical strike tables can be used in a variety of general situations which arise in Dark Sun role playing.

Example: a character hit by a small landslide might take an 'A' Impact critical; with increasingly larger landslides giving more severe criticals.

ADDITIONAL SPELL ATTACK BONUSES

If a spell user casts a spell with both hands (and arms) free, active, and outstretched, 5 may be added to a Base Attack Roll (BAR) and 10 to an Elemental Attack Roll (EAR).

For every extra round spent preparing a spell, a spell user may add 5 to a Base Attack Roll (BAR) and 10 to an Elemental Attack Roll (EAR). Base spells may receive a maximum modification of +20 through this technique; elemental spells may receive a maximum modification of +30.

SPELL LISTS

SPECIAL NOTES

Remember, that the spells described in Athasian Magic do not comprise the entirety of Athas' legacy. There may be an infinite variety yet to be discovered. Athasian Magic provides Athas with spells found in common usage (for magic users) and/or knowledge.

STUN RELIEF AND AWAKENING SPELLS

A Stun Relief spell may be cast normally while stunned (or stunned no parry) with no penalty. Similarly, an Awake spell may be cast while unconscious or asleep if circumstances alert the caster/spell's senses. In both cases it is assumed that the spell is triggered subconsciously.

HERB AND PLANT SPELLS

Herb Enhancement and Herb Mastery spells increase the potency (e.g., 2x, 3x, etc.) of herbs; this normally increases the effects of a dose of the herb (e.g., 2x potency for a "Heal 1-10" herb would give a "Heal 2-20" herb). However, a GM may wish to have these spells increase the number of doses of a herb (i.e., 2x potency cast on 2 doses of a "Heal 1-10" herb would result in 4 doses). In either case, only one of these spells may be cast upon a specific herb. Plant growth spells do not work on herbs.

INVISIBILITY

Only objects/beings totally contained in an invisibility radius at the time of casting become invisible; such an object/being would become visible upon totally leaving the radius; such an object/being would become visible upon violating the normal Unseen/Invisibility restrictions (e.g., attacking, receiving a violent blow, etc.), but the other objects/beings associated with the radius would remain invisible.

Two or more invisible beings in a radius of invisibility must make "coordination" rolls to attempt to move together; difficulty would be based upon the amount of communication (e.g., holding hands - routine; touching - easy; talking to one another - medium; etc.).

Any solid material that enters an invisibility radius after casting will produce a "fringe effect" (i.e., will blur slightly, will seem slightly out of focus); potential observers may make a Perception roll to see if they notice the effects of the invisibility. If an observer is alert, suggested difficulties are:

Absurd - one being walking with a 1" radius about his person;

Sheer Folly - one being moving at faster than a walking pace with a 1" radius;

Extremely Hard - one being walking with a 1' radius about his person;

Very Hard - one being moving at faster than a walking pace with a 1' radius;

Hard - a 10'R or larger moving at a walking pace;

Medium - a 10'R or larger moving at faster than a walking pace.

If the invisibility is not moving there is an additional modification of -20. If the observer is within 10' of the fringe effect there is an additional modification of +20.

Attacks against invisible targets are modified by at least -50, unless the attacker can See Invisible. However, the invisible target must be detected in some way before an attack can even be attempted (via the fringe effect, Detect Invisible, some disturbance, mental detection, etc.).

Invisibility is a very useful and powerful type of spell. This type of spell normally lasts 24 hours or until the target attacks or until the target is struck by a violent blow. Often an invisible character (or creature) attempting a moving maneuver has a chance of bumping into something or taking a jarring blow due to stumbling or landing. In such a case after the maneuver roll, we suggest that a roll be made and that the character becomes visible if the result is less than or equal to a certain value based upon the difficulty of the maneuver. The suggested values are: Routine (no roll), Easy (02), Light (05), Medium (10), Hard (15), Very Hard (20), Extremely Hard (25), Sheer Folly (40), Absurd (50). Of course if the character "falls" or "falls down" due to the result of the moving maneuver, he becomes visible. If the result is "fail to act", no visibility roll is required.

ENCUMBRANCE LIMITS FOR MOVEMENT SPELLS

When dealing with movement spell (e.g., Fly, Levitating, etc), we suggest that such spells normally handle up 1.5 times the caster's mass (weight).

DEATH AND LIFEGIVING

When a 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.

CANCELLING A SPELL

The caster of a non-permanent spell can, at any time, cancel that spell; the caster must be within the spell's original range limit or within "sensing" range of the spell's current effects. The caster cannot cancel the actual physical or mental results of a spell (e.g., fire, wounds, etc). Cancellation takes 1 round of concentration.

COMBINING SPELL EFFECTS

The effects of spells of the same name cannot normally be combined (e.g., effects of a Protection I spell and a Protection II spell cannot be combined).

The various Aura spells may not be combined with Blur.

A Gamemaster may not want to allow certain other spells to be combined. If it is more appropriate in his game, we strongly suggest he make more restrictions than we indicate in the rules.

SPELLS AGAINST MULTIPLE TARGETS

When casting a spell than can affect multiple targets, the caster can concentrate in order to hold the spell until it can be applied to the allowed numbers of targets.

SPELLS WITH THE SAME NAME

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.

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.

CONFLICTING SPELL EFFECTS

When two conflicting spells are directed at the same area, the lower level spell (or either one of two spells with equal levels) must make a RR; the attack level is the higher of the two levels and the target level is the lower of the two. If the RR fails, the lower level spell is canceled; if it succeeds, the higher level spell is canceled.

Where more than two conflicting spells are involved, start with the lowest attack level spell and roll a RR versus the highest level spell. Repeat this procedure until only one spell is left.

THE SPELL DESCRIPTION KEY

Several types of codes may follow the spell names in the spell descriptions: spell class, spell duration (**D:**), spell range (**R:**). Resistance Roll Modification (**RR Mod:**), and several other special codes (e.g., instantaneous status (*****), no PP requirement (**•**), etc.). This section presents a key to these codes.

ABBREVIATIONS

cu' - cubic feet
hr - hour
lvl - level (normally of caster)
mi - miles(s)
min - minute(s)
mo - month
mod - modification of modifier
mph - miles per hour
pt - point
R or **rad** - radius
rnd or **rd** - round (battle round)
RR - resistance roll
yd - yard(s)
yr - year

SPECIAL SPELL CODES

RR Mod:# - Any RRs against the effects of this spell are modified by #.
***** - Instantaneous; spell doesn't require preparation
c - spell requires concentration
• - spell doesn't require power points
| - Part of a set of spells that must be thrown continuously in order to be effective (or fully effective).

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 or stunned 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 (D:)

C - Concentration required; caster can perform only 50% of normal activity (e.g., movement halved, maneuver at half normal rate, and -50 to OB). The caster cannot cast any other spells while concentrating.

duration (C) - Concentration required, except the period of concentration cannot exceed the duration given. The caster can stop concentrating and the spell effect will stop; later, if the duration has not expired, the caster can concentrate again and the spell effect will resume.

P - Remanent; spell has a permanent effect in the sense of creating a "permanent" physical or mental condition.

The effects of "Permanent" spells that manipulate matter and require concentration, will disperse according to normal physical laws once concentration is no longer applied.

A spell with a "Permanent" duration may be affected by outside forces; e.g., the spell may be dispelled, cured, or otherwise disturbed by enhancement, physical force, etc.

V - Variable; depends on the nature of the spell cast.

"." - Instantaneous; spell's effect is instantaneously applied.

time/lvl - Duration is the time multiplied by the level of the caster.

time/#failure - The duration of the spell's effect is based upon the difference between the target's Modified RR and the minimum roll required to resist the spell. The duration is equal to (this difference divided by #) and then multiplied by time.

$Duration = [(Minimum\ RR\ Required\ to\ Succeed - Modifier\ RR) / \#] \times time$

Example: "1 rnd/10 failure would mean that a RR failure by 20 would have a 2 rnd effect ($2 = 20 / 10 \times 1$).

RANGE (R:)

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 with a radius equal to distance.

distance/lvl - Spell can take effect anywhere within (distance)x(level) of the caster.

NOTE: An area spell has a center of effect, and the center must lie within the range of the spell.

NOTE: Normally, when a spell takes effect, the target must be in the caster's field of vision or sensed by some other means. This rule may be modified or changed by provisions in the specific spell descriptions.

WIZARDRY SPELLS

OPEN LISTS

SIELBA'S HAND

- 1 - **Vibrations** (F) **D:** 1 rnd/lvl **R:** 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 must make a RR or fumble it (each round).
- 2 - **Staying** (F) **D:** 1 min/lvl **R:** 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) **D:** 1 min/lvl (C) **R:** 100' Can move object, up to 1 lb in mass, up to 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 lbs.
- 5 - **Staying** (F) As above, except mass limit is 5 lbs.
- 6 - **Telekinesis** (F) As above, except mass limit is 5 lbs.
- 7 - **Vibrations** (F) As above, except mass limit is 25 lbs.
- 8 - **Staying** (F) As above, except mass limit is 25 lbs.
- 9 - **Vibrations** (F) As above, except mass limit is 50 lbs.
- 10 - **Aiming** (FM) **D:** 1 rnd **R:** 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 lbs.
- 12 - **Staying** (F) As above, except the mass limit is 50 lbs.
- 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 lbs.
- 15 - **Staying** (F) As above, except mass limit is 100 lbs.
- 16 - **Hurling I** (F) **D:** - **R:** 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 Attack Table; use the elemental attack rules, Impact criticals, and the range effects on the Shock Bolt Table with a max attack range of 300'; (or use the Sling Attack Table). Base the caster's OB on his directed spell skill with this spell.
- 17 - **Telekinesis** (F) As above, except mass limit is 100 lbs.
- 19 - **Mass Vibrations** (F) As above, except objects may be up to 25 lbs in mass.
- 20 - **Lord Aim** (FM) As *Aiming*, except missile attack bonus is 100.
- 25 - **Staying** (F) As above, except mass limit is 10 lbs/lvl.
- 30 - **Telekinesis** (F) As above, except mass limit is 10 lbs/lvl.
- 50 **Aim True** - (FM) As *Aiming*, except missile attack automatically does maximum damage (this would result in an 'E' critical strike; but the 'E' is rolled normally; if the creature is "Large" or "Super-Large" the missile would be treated as slaying).

BORYS' PERCEPTIONS

- 2 - **Presence** (P*) **D:** 1 rnd/lvl **R:** 10' Caster is aware of the presence of all sentient/thinking beings within 10'.
- 3 - **Listen** (U) **D:** 1 rnd/lvl (C) **R:** 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) **D:** 1 min/lvl (C) **R:** 100' Caster's point of hearing may be moved independently up to 100' away (moves at 10'/rnd); he must be physically able to go there (e.g., 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** (IM) **D:** 1 rnd/lvl **R:** 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/lvl.
- 25 - **Watch** (U) As above, except the range is 1 mile/lvl.
- 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.

RUNE MASTERY

- 1 - **Spell Store** (S) As *Spell Store* on the Closed Wizardry Spell list, Sacha's Reins.
- 3 - **Rune I** (F) **D:** until the rune is cast **R:** T This spell inscribes a spell on a specially prepared piece of paper or stone table; the rune can then be used to cast the inscribed spell once (See Magic Skills). 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 or stone 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) **D:** until triggered **R:** T **RR 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 10min/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 - Sing of Paralysis** (F) As *Sign of Stunning*, except target is paralyzed for 1hr/10 failure.
- 20 - Rune X** (F) As *Rune I*, except caster can inscribe 1st-10th level spells.
- 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 a number of targets up to the level of the caster before it is cancelled.

NIBENAY 'S WALL

- 1 - Protection I** (D) **D:** 1min/lvl **R:** 10' Subtracts 5 from elemental attack rolls against the protected being **and** adds 5 to all of the being's RRs 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* (lvl 1) except bonuses are 10.
- 7 - Protection II** (D) As above, except it has a 10'R as in *Protection I* (lvl 3).
- 8 - Wizard Shield** (D) **D:** C **R:** S Creates a shimmering shield in front of the caster: it subtracts 10 from all frontal Wizardry attack rolls on the caster (base and elemental). If the caster performs on other actions during a round, he can "parry" one spell attack. Parry consists of subtracting all bonuses that the caster would normally have for his base attack roll from the attack roll made against him.
- 10 - Mind Shield** (D) As *Wizard Shield*, except is effective only against Psionic spells.
- 11 - Protection III** (D) As *Protection I* (lvl 1) except bonuses are 15.
- 12 - Priest Shield** (D) As *Wizard Shield*, except it is effective only against Priestly spells.
- 14 - Spell Shield II** (D) As *Wizard Shield*, except it is effective against any two of the three realms.
- 15 - Protection IV** (D) As *Protection I* (lvl 1) except bonuses are 20.
- 18 - Spell Shield True** (D) As *Wizard Shield*, except is effective against all three realms.
- 19 - Protection V** (D) As *Protection I* (lvl 1) except bonuses are 25.
- 20 - Wizard Resistance** (D) **D:** C **R:** 100' Target gets a +50 bonus for all RRs vs. Wizardry spells.
- 25 - Psionic Resistance** (D) As *Wizard Resistance*, except is only effective against Psionic spells.
- 30 - Priest Resistance** (D) As *Wizard Resistance*, except is only effective against Priestly spells.
- 50 - Resistance True** (D) As *Wizard Resistance*, except all three realms are effected.

DREGOTH 'S ILLUSIONS

- 1 - Ventriloquism** (E) **D:** C **R:** 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 Myron's Sound list.
- 3 - Taste/Smell Mirage** (E) As either *Taste Mirage* or *Smell Mirage*, both are on the Uyness' Feel list.
- 4 - Illusions II** (E) As on the Kalak's Illusion list.
- 5 - Phantasm I** (E) As on the Kalak's Illusion list.
- 7 - Waiting Illusion I** (E) As on the Kalak's Illusion list.
- 8 - Illusions III** (E) As on the Kalak's Illusion list.
- 9 - Phantasm II** (E) As on the Kalak's Illusion list.
- 10 - Waiting Phantasm I** (E) As on the Kalak's Illusion list.
- 11 - Waiting Illusion II** (E) As on the Kalak's Illusion list.
- 12 - Phantasm III** (E) As on the Kalak's Illusion list.
- 13 - Illusions V** (E) As on the Kalak's Illusion list.
- 14 - Waiting Illusion III** (E) As on the Kalak's Illusion list.
- 15 - Waiting Phantasm II** (E) As on the Kalak's Illusion list.
- 17 - Phantasm IV** (E) As on the Kalak's Illusion list.
- 19 - Illusions VII** (E) As on the Kalak's Illusion list.
- 20 - Waiting Illusion V** (E) As on the Kalak's Illusion list.
- 25 - Phantasm V** (E) As on the Kalak's Illusion list.
- 30 - Illusions X** (E) As on the Kalak's Illusion list.
- 50 - Phantasm X** (E) As on the Kalak's Illusion list.

Note: All lists referenced above are Wizardry Base lists.

DETECTING WAYS

- 1 - Detect Wizardry** (P) **D:** 1 min/lvl **R:** 100' Detects any active spell or item from the Wizardry realm; caster can concentrate on a 5'R area each round.
- 2 - Detect Psionics** (P) As *Detect Wizardry*, except realm is Psionic
- 3 - Detect Priestly** (P) As *Detect Wizardry*, except realm is Priestly.
- 5 - Detect Invisible** (P) As *Detect Wizardry*, except detects invisible things; all attacks against something so detected are modified by -50.
- 6 - Detect Traps** (P) As *Detect Wizardry*, except it gives a 75% chance of detecting a trap (may be modified by certain traps).
- 7 - Detect Evil** (P) As *Detect Wizardry*, except detects if a being is evil **or** an item created by evil **or** long used by a very evil person.
- 8 - Location** (P) **D:** 1 min/lvl **R:** 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 Wizardry*, except it will give an estimate of the power of the person (level) or item or spell examined.
- 11 - Detect Death** (P) As *Detect Wizardry*, except detects dead bodies and whether anything has died in the radius in the last 24 hr.
- 12 - Location** (P) As above, except range is 300'.
- 15 - Detect Spell** (P) As *Detect Wizardry*, 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 Wizardry*, except detects any type of detection spell that is operating in the area examined (gives exact spell detected).
- 30 - Detect True** (P) D: 1 rnd/lvl R: 100' Any of the lower level detect spells can be used, 1/rnd.
- 50 - Location True** (P) As *Location*, except range is 1 mile/lvl.

HAMANU 'S ENHANCEMENT

- 1 - Mannish Scale** (I*) D: - R: 1' Caster can tell the exact mass and/or weight of one object.
- 2 - Sly Ears** (U) D: 10 min/lvl R: 10' Target gains double normal hearing (e.g., +50 to Perception involving only hearing, +25 to Perception involving hearing and other senses).
- 3 - Balance** (U*) D: V R: 10' Adds 50 to any rolls for one slow maneuver (e.g., walking a 3" beam).
- 4 - Nightvision** (U) D: 10 min/lvl R: 10' Target can see 100' on a normal night as if it were daylight.
- 5 - Sidevision** (U) D: 10 min/lvl R: 10' Target has a 300° field of vision.
- 6 - Sounding** (U) D: 10 min/lvl R: 10' Target's voice has its loudness tripled. This has no effect on spell casting capabilities.
- 10 - Gaslungs** (U) D: 10 min/lvl R: 10' Target can breathe any gas as normal air.
- 11 - Resist Poison** (S*) D: 1 hr/lvl R: T Delays the effect of a poison on a target.
- 12 - Darkvision** (U) As *Nightvision*, except any darkness can be seen through.
- 16 - Mass Balance** (U) As *Balance*, except can affect one target/lvl of caster.
- 18 - Mass Nightvision** (U) As *Nightvision*, except can affect one target/lvl of caster.
- 20 - Vision** (U*) As all "vision" spells below 15th level functioning at the same time.
- 30 - Mass Gaslungs** (U) As *Gaslungs*, except can affect one target/lvl of caster.
- 50 - Mass Vision** (U) As *Vision*, except can affect one target/lvl of caster.

LALALI-PUY 'S SHIELDS

- 1 - Resist Light** (D) D: 1 min/lvl R: 10' Target is totally protected from all natural light (not lightning); +10 to all RRs vs light (electricity); -10 to elemental electricity attacks.
- 2 - Resist Heat** (D) As *Resist Light*, except protects against natural heat to 200° F and modifies spells involving heat by 10.
- 4 - Resist Light** (D) As above, except all beings within 10'R of target are protected.
- 5 - Resist Heat** (D) As above, except all beings within 10'R of target are protected.
- 8 - Lightarmor** (D) As *Resist Light* (lvl 1), 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.
- 11 - Lightarmor** (D) As *Lightarmor*, except protects all beings within 10'R.
- 12 - Heatarmor** (D) As *Heatarmor*, except protects all beings within 10'R.
- 15 - Lightning Armor** (D) As *Lightarmor* (lvl 8), except it also decreases all electrical concussion hits (e.g., from shock bolts and lightning bolts) by 1/2, 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 and heat spell are affected (e.g., fire bolts and fire balls).
- 20 - Mass Lightarmor** (D) As *Lightarmor* (lvl 8), except as many targets as the caster's level can be affected.
- 25 - Mass Heatarmor** (D) As *Heatarmor* (lvl 9), except as many targets as the caster's level can be affected.
- 50 - True Armor** (D) D: 24 hr R: 10' Acts as *Lightning Armor*, and *Fire Armor* all at the same time.

Note: *Spells on this list are not cumulative.*

WIZARDRY SPELLS
CLOSED LISTS

RAJAAT 'S INVISIBLE WAYS

- 2 - Unseen I** (F) **D:** 24 hr or **V R:** 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., an 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 and none of the *Unseen I* termination conditions occur; see Special Notes in Spell Lists.
- 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 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* (lvl 4) 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) **D:** 24 hr **R:** 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.

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 I*. See Special Notes for more on the spells on this list.

WYAN 'S SPIRIT

- 1 - Sleep V** (M) **D:** - **R:** 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. Caster should assign target priority, i.e., which is the 1st potential target, the 2nd, etc.
- 2 - Charm Kind** (M) **D:** 1 hr/lvl **R:** 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) **D:** 1 rnd/5 failure **R:** 100' Target is incapable of making decisions or initiating action; may continue to fight current foes or in self-defense.
- 5 - Suggestion** (M) **D:** V **R:** 10' Target will follow a single suggested act that is not completely alien to him (e.g., no suicide suggestions, no blinding himself suggestions, etc.).
- 6 - Sleep X** (M) As *Sleep V*, except a total of 10 levels may be affected.
- 7 - Hold Kind** (M) **D:** C **R:** 100' Humanoid target is held to 25% of normal action.
- 8 - Master of Kind** (M) **D:** 10 min/lvl **R:** 50' Target must obey caster as in *Suggestion*.
- 9 - Lord Sleep** (M) As *Sleep V*, except a total of 20 lvls may be affected.
- 10 - True Charm** (M) As *Charm Kind*, except any sentient creature may be affected.
- 11 - Quest** (M) **D:** V **R:** 10' Target is given one task, failure results in a penalty determined by the GM (task must be within capabilities of target).
- 12 - Word of Stunning** (M*) **D:** - **R:** 50' Target is stunned for 1 round/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 remain immobile, or control lapses.
- 18 - Waiting Word** (M) **D:** 1 day/lvl **R:** 50' Any of the "Words" above can be set to go off at a specified time or movement.
- 19 - Word of Death** (M*) **D:** - **R:** 50' Target suffers the results of an '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 an 'E' critical from 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) **D:** 1 rnd/lvl **R:** 100' Caster can use one spell/rnd on this list (10th level or lower).

SACHA'S REINS

- 1 - Spell Store (S) D:** until a spell is cast **R:** 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. No other spell may be cast while a spell is stored.
- 5 - Spell Hold I (F*) D:** 1 rnd **R:** 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 Wizardry* on the Closed Wizardry list, Andropinis' Dispelling.
- 8 - Spell Bending I (F*) D:** - **R:** 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*) D:** - **R:** 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 reserved, it attacks its caster with a +0 modification.
- 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 spells 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 for 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 a 100'R of the caster are reversed.

RAJAAT'S BRIDGE

- 1 - Leaping (F*) D:** 1 rnd **R:** 100' Allows the target to leap 50' laterally or 20' vertically in the round that the spell was cast.
- 2 - Landing (F*) D:** until lands **R:** 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) D:** - **R:** 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. A "barrier" is anything he could not physically go through; (a closed door is a barrier, a pit is not).
- 4 - Levitation (F) D:** 1 min/lvl **R:** 10' Allows target to move up and down vertically 10'/rnd; horizontal move is possible only through normal means.
- 5 - Fly (F)** As *Levitation*, except target can fly at a rate of 75'/rnd (i.e., 5 mph).
- 6 - Portal (F) D:** 1 rnd/lvl **R:** T Opens a portal 3'x6'x3' in any solid surface, through which anyone can pass.
- 7 - Fly (F)** As above, except rate is 150'/rnd.
- 8 - Long Door (F)** As *Leaving*, except target can pass through barriers by specifying exact distances. If the arrival point coincides with solid or liquid material, the caster does not move, he is stunned for 1-10 rounds, and the PPs for this spell are expended.

- 9 - Leaving (F)** As above, except target can be moved 300'.
- 10 - Teleport I (F)** As *Long Door*, except movement range is 10 miles/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)=10%; *Lived in* (1 yr)=0.1%. In case of failure: first determine direction of error (randomly), then determine amount of error (make an open-ended roll for # of feet).
- 11 - Fly (F)** As above, except 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'x6' 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 rate is 450'/rnd.
- 18 - Teleport X (F)** As *Teleport III*, except 10 targets can 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 can 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 limit.

Note: See *Special Notes* for concerning spells on this list.

BORYS'S ENHANCEMENT

- 3 - Extension II (U) D:** V **R:** S Causes the caster's next spell cast within 3 rounds to have 2x 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 3x normal.
- 10 - Ranging (U)** As above, except range is increased by 100'.
- 11 - Extension IV (U)** As *Extension II*, except duration is 4x 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 hrs.
- 30 - Extension (U)** As *Extension II*, except duration is increased by 24 hrs.
- 50 - Permanent (U) D:** P **R:** S As *Extension II*, except duration is permanent. Only one such spell can be in effect at a time for each spell caster.

Note: GM may deem certain spells non-extendable: (increasing duration of a Firebolt by 12 hrs is ridiculous).

NIBENAY 'S GATE

- 3 - Summons I** (FM) **D:** V (C) **R:** 100' Caster can instantly summon a first level non-intelligent creature that he can control by concentrating on it. The creature disappears after 1 minute (6 rounds). The general type of the creature can be specified by the caster but exactly what the creature is should be determined randomly.
- 5 - Summons II** (FM) As *Summons I*, except caster can summon one 2nd level creature **or** two 1st level creatures **or** one 1st level creature for 2 minutes; i.e., if you multiply the levels, minutes, and no. of creatures, the result cannot exceed 2.
- 6 - Control I** (M*) As *Control I* on the Rajaan's Summons list.
- 7 - Summons III** (FM) As *Summons II*, except the total (levels x minutes x number of creatures) cannot exceed 3; e.g., one 3rd level for 1 minute; one 1st level for 3 minutes; three 1st levels for 1 minute.
- 8 - Lesser Demonic Gate** (E) As *Lesser Demonic Gate* on the Rajaan's Summons list.
- 9 - Summons V** (FM) As *Summons III*, except a total of 5 (levels x minutes x number of creatures) is allowed.
- 10 - Control II** (M*) As *Control II* on the Rajaan's Summons list.
- 11 - Summons X** (FM) As *Summons III*, except a total of 10 (levels x minutes x number of creatures) is allowed.
- 13 - Control III** (M*) As *Control III* on the Rajaan's 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 triggered by one of the following (decided by caster): certain movements, certain sounds, touch, violent actions in the area, etc. The creature can be left a single task to perform.
- 16 - Lord Summons** (FM) As *Summons III*, except a total of 20 (levels x minutes x number of creatures) is allowed.
- 17 - Lesser Waiting Gate** (E) As *Waiting Summons*, except it functions as *Lesser Demonic Gate* on the Rajaan's Summons list.
- 18 - Greater Demonic Gate** (E) As *Greater Demonic Gate* on the Rajaan's Summons list.
- 19 - Control IV** (M*) As *Control IV* on the Rajaan's Summons list.
- 20 - Mass Summons** (FM) As *Summons III*, except as many (levels x minutes x number of creatures) as the level of the caster may be summoned.
- 25 - Master II** (M*) As *Master II* on the Rajaan's Summons list.
- 30 - Waiting Gate** (E) As *Waiting Summons*, except it functions as *Greater Demonic Gate* on the Rajaan's Summons list.
- 50 - Control V** (M*) As *Control V* on the Rajaan's Summons list.

Note: *The Rajaan's Summons list is a Base Wizardry list.*

ANDROPINIS' DISPELLING

- 2 - Cancel Wizardry** (F*) **D:** C **R:** S When a spell of the Wizardry realm is cast against the caster (of *Cancel Wizardry*), the attack spell must first make a successful RR before the caster is forced to make a RR. For the first RR, the attack level is the level of the caster of the *Cancel Wizardry* spell, and the defender level is the level of the caster of the attack spell. If the first RR is successful, then the attack spell proceeds normally.
- 3 - Cancel Psionics** (F*) As *Cancel Wizardry*, except only Psionic spells are affected.
- 4 - Cancel Priestly** (F*) As *Cancel Wizardry*, except only Priestly spells are affected.
- 5 - Dispel Wizardry** (F*) As *Cancel Wizardry*, except the dispelling effect is in a 10'R about the caster (the radius moves with the caster). If the radius encounters an already existing spell, the spell must make a successful RR (+30 modification) or be canceled.
- 6 - Dispel Psionics** (F*) As *Dispel Wizardry*, except only Psionic spells are affected.
- 7 - Dispel Priestly** (F*) As *Dispel Wizardry*, except only Priestly spells are affected.
- 10 - Dispel Wizardry** (F*) As *Dispel Wizardry*, except radius is 50'.
- 11 - Dispel Psionics** (F*) As above, except radius is 50'.
- 12 - Dispel Priestly** (F*) As above, except radius is 50'.
- 14 - Dispel Wizardry** (F*) As above, except radius is 100'.
- 15 - Dispel Psionics** (F*) As above, except radius is 100'.
- 16 - Dispel Priestly** (F*) As above, except radius is 100'.
- 17 - Unwizardry** (F) **D:** 1 day **R:** 100' Target has no Wizardry power points and thus can throw no Wizardry spells for 24 hours (includes spells cast using spell bonus items). This can also be cast against items which could normally cast spells.
- 18 - Unpsionics** (F) As *Unwizardry*, except Psionics is affected.
- 19 - Unpriestly** (F) As *Unwizardry*, except Priestly is affected.
- 20 - Cancel True** (F*) **D:** C **R:** S As *Cancel Wizardry*, except all 3 realms is affected.
- 25 - Dispel Wizardry** (F*) As *Dispel Wizardry* (lvl 5), except radius is 300'.
- 30 - Dispel True** (F) As *Dispel Wizardry* (lvl 5), all 3 realms is affected.
- 50 - Dispel True** (F) As above, except radius is 50'.

BORYS' WAYS

- 1 - Run I (F*) D:** 10 min/lvl **R:** 10' Target may run (2x walking pace) without tiring (i.e., he expends no exhaustion points), but once he stops or performs some other action the spell is canceled.
- 2 - Speed I (F*) D:** 1 rnd **R:** 10' Target may act as twice his normal rate, but immediately afterwards must spend a number of rounds equal to the rounds speeded at half rate (i.e., only 50% normal activity).
- 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 3x 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 rnds 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 4x 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 level 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.

UYNESS' SHIELD

- 2 - Shield (F*) D:** 1 min/lvl **R:** 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) D:** 1 min/lvl **R:** 10' Causes target to appear blurred to attackers, subtracting 10 from all attacks.
- 5 - Deflections I (F*) D: - R:** 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 I*, 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.
- 18 - Re-aiming (F*) D: - R:** 100' One missile passing within 100' of caster is reversed and make an attack on its source (the only modification is +5, i.e., no other OB or DB applies).
- 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 level may be affected.
- 25 - Mass Bladeturn (F*)** As *Bladeturn I*, except as many melee attacks as the caster's level may be affected.
- 30 - Mass Aim Untrue (F*)** As *Mass Deflections*, except missiles automatically misses.
- 50 - Re-aiming True (F*) D: - R:** 100' As *Re-aiming*, except all missiles passing within 100' of caster are reversed.

WIZARDRY SPELLS

BASE LISTS

DREGOTH'S FIRE

- 1 - **Boil Liquid** (F) **D: C R:** 10' 1 cu' of liquid/lvl can be heated to boiling at a rate of 1cu'/rnd.
- 2 - **Warm Solid** (F) **D:** 24 hrs **R:** 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) **D: - R:** 1' Causes any wood to ignite and burn. All wood ignited must be within 1' of caster's palm.
- 4 - **Wall of Fire** (E) **D:** 1 rnd/lvl **R:** 100' Creates an opaque wall of fire (up to 10'x10'x6'). Anyone passing through it takes an 'A' Heat critical (no RR).
- 5 - **Heat Solid** (F) As *Warm Solid*, except material can be heated to 500°F at a rate of 100°F/rnd.
- 6 - **Fire Bolt** (E) **D: - R:** 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'x10'x10'); it takes 1 complete round for the cube to form and be effective. An 'A' Heat critical is dealt for each round passing through (or in). Range is only 10'.
- 8 - **Fire Ball** (E) **D: - R:** 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 non-mobile).
- 11 - **Fire Bolt** (E) As above, except range is 300'.
- 12 - **Call Flame** (E) As above, except cube is up to 20'x20'x20' in size and the range is 20'.
- 13 - **Waiting Flame** (E) As *Call Flame*, except size is up to a 10' cube and the effect can be delayed for up to 24 hrs; it can be triggered by one of the following (decided by the caster): time period, certain movements, certain sounds, touch, violent actions in the area, etc.
- 14 - **Firestorm** (E) As *Call Flame*, except small balls of flame rain down in a 10' cube causing a 'B' Heat critical to all passing through (or in).
- 15 - **Obsidian Fires** (F) **D:** 1 rnd/lvl **R:** 100' Causes an obsidian 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 severity to be determined by its location on the being's body.
- 16 - **Triad of Flame** (E) **D: - R:** 100' Three bolts of fire 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 Directed Spell bonus can apply to one of the attacks.
- 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 the range is 50'.

20 - **Corner Fires** (E) As *Corner Lightning Bolt* on the Wizardry Base list, Dregoth's Light, except a Fire Bolt is shot.

25 - **Following Fires** (E) As *Following Lightning Bolt* on the Wizardry Base list, Dregoth's Light, except a Fire Bolt is shot.

30 - **Stone Fires** (F) As *Obsidian Fires*, except a 300 sq' surface is affected and a 'C' Heat critical is given each round passing through (or in) the 3' flames.

50 - **Fire Mastery** (F) **D:** 1 rnd/lvl **R:** V Caster can use any one lower level spell (on this list) each round.

Note: All "wall" spells created by spells on this list must rest on a solid surface.

ANDROPINIS' EARTH

1 - **Enchanted Rope** (F) **D: P R:** 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 Ground** (F) **D: P R:** 100' Loosens 100 cu' of earth to the consistency of plowed ground.

4 - **Earthwall** (E) **D:** 1 min/lvl **R:** 100' Summons a wall of packed earth up to 10'x10'x(3' at base, 1' at top); it can be dug through (10 man-rounds at top).

5 - **Cracks Call** (F) **D: - R:** 100' Any previous cracks or flaws in material up to 10'x10'x10' section will extend to their limit.

7 - **Stonewall** (E) As *Earthwall*, except wall is up to 10'x10'x1' of stone; it can be chipped through in 200 man-rounds (1'R hole).

9 - **Stone/Earth** (F) **D: P R:** 100' Changes 100 cu' of stone to packed earth; change is gradual and takes 3 rnds.

10 - **Earthwall True** (E) As *Earthwall*, except duration is permanent.

11 - **Earth/Silt** (F) As *Stone/Earth*, except changes earth to soft silt.

12 - **Earth/Stone** (F) As *Stone/Earth*, except changes packed earth to solid stone and loose earth to gravel.

13 - **Stonewall True** (E) As *Stonewall*, except duration is permanent.

14 - **Silt/Earth** (F) As *Stone/Earth*, except changes silt to packed earth.

15 - **Unearth** (F) **D: P R:** 100' Disintegrates 100 cu' of earth.

16 - **Meld Wall** (F) **D: P R:** 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/Silt** (F) As *Stone/Earth*, except changes stone to silt.

18 - **Curved Wall** (E) As *Stonewall 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) **D:** 1 rnd **R:** 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) **D:** 1 rnd/lvl **R:** V Caster can use one lower level spell (on this list) each round.

Note: All "wall" spells created by spells on this list must rest on a solid surface.

DREGOTH'S LIGHT

- 1 - **Projected Light** (F) **D:** 10 min/lvl **R:** 25' Beam of light springs from the caster's palm; 50' effective range.
- 2 - **Shock Bolt** (E) **D:** - **R:** 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) **D:** 10 min/lvl **R:** T Lights a 10'R area about the point touched; if the point is on a mobile object or being, it will move with the object/being.
- 4 - **Shade** (F) **D:** 10 min/lvl **R:** 100'R All shadows in radius deepen, aiding hiding by +25.
- 5 - **Sudden Light** (F) **D:** - **R:** 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) **D:** V **R:** 100' In conjunction with any light or dark spell (i.e., this spell is cast and then the light/dark spell is cast) it can delay the action of that spell up to 24 hrs; it can be triggered by one of the following (decided by the caster): time period, certain movements, certain sounds, touch, violent actions in the area, etc.
- 12 - **Shock Bolt** (E) As above, except range is 500'.
- 13 - **Beacon** (F) **D:** 1 min/lvl **R:** 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'.
- 17 - **Utterlight** (F) **D:** 1 min/lvl **R:** T As *Light*, except radius is 100' and the light nullifies all magically created darkness.
- 18 - **Utterdark** (F) **D:** 1 min/lvl **R:** 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 OB are halved).
- 30 - **Following Lightning Bolt** (E) As *Corner Lightning Bolt*, except bolt can make as many turns as necessary and go through openings (6" or larger) to strike target if the total distance traveled is less than or equal to 300'.
- 50 - **Light Mastery** (F) **D:** 1 rnd/lvl **R:** V Caster can use one lower level spell (on this list) each round.

NIBENAY'S WIND

- 1 - **Breezes** (F) **D:** C **R:** 10'R/lvl Causes a light breeze as long as the caster concentrates.
- 2 - **Airwall** (F) **D:** C **R:** 100' Creates a 10'x10'x3' wall of dense churning air, cuts all movement and attacks through it by 50% (i.e., -50 to OBs).
- 4 - **Stun Cloud** (E) **D:** 6 rnds **R:** twice radius Creates a 5'R cloud of charged gas particles; delivers a 'C' Electricity critical on 1st and 2nd rnds, a 'B' on rnds 3 and 4, and a 'A' on rnds 5 and 6. It drifts with the wind and affects all in radius. The cloud takes one round to form, so anyone in the radius when it is cast may make a maneuver to move out of the radius without taking a critical; however, after that anyone within the radius at anytime in the round takes the critical indicated (a maximum of one per round).
- 5 - **Airstop** (F) **D:** C **R:** 100' Stops all generalized air movement (e.g., wind) up to winds of 30 mph; cuts higher winds by 30 mph in a 10'R.
- 6 - **Stun Cloud** (E) As above, except radius is 10'.
- 7 - **Vacuum** (F) **D:** - **R:** 100' Creates a 5'R near vacuum, all in radius take a 'B' Impact critical, as air leaves and rushes back in.
- 8 - **Air Stop** (F) As above, except radius is 20'.
- 10 - **Stun Cloud** (E) As above, except radius is 20'.
- 11 - **Death Cloud** (E) **D:** 10 rounds **R:** 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 an 'A' on rounds 9 and 10.
- 12 - **Vacuum** (F) As above, except radius is 10'.
- 13 - **Air Stop** (F) As above, except radius is 100'.
- 14 - **Whirlwind** (E) **D:** C **R:** 100' As *Stun Cloud*, except a 10'R whirlwind is created; delivers an 'A' Impact critical to all inside (every round); reduces movement within or through radius by 80%; caster can move it 1'/rnd.
- 15 - **Death Cloud** (E) As above, except radius is 10'.
- 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 - **Stun Cloud** (E) As *Stun Cloud* (lvl 10), except by concentrating the caster can move it 10'/rnd up to 100' away.
- 20 - **Reverse Wind** (F) **D:** C **R:** 100'/lvl Allows the caster to change the direction of the wind within the radius.
- 25 - **Hard Wind** (E) **D:** 1 rnd/lvl (C) **R:** 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) **D:** 1 hr ± 10 minutes **R:** 1 mi R/lvl Summons forces of nature in a fierce thunderstorm; light rain (rare), 25-60 mph winds, lightning (random). Can be delayed up to 1 hr/lvl after casting.
- 50 - **Wind Mastery** (F) **D:** 1 rnd/lvl **R:** V Caster can use one lower level spell (on this list) each round.

Note: All "wall" spells created by spells on this list must rest on a solid surface.

MYRON'S GUISES

- 1 - **Blur** (E) **D:** 1 min/lvl **R:** 10' Causes target to appear blurred to attackers, subtracting 10 from all attacks.
- 2 - **Shadow** (E) **D:** 10 min/lvl **R:** 10' Target and objects on his person appear to be a shadow; and thus are almost invisible in dark areas (e.g., in many situations this could be handled with a Stalking/Hiding bonus between 25 and 75).
- 3 - **Facade I** (E) **D:** 1 hr/lvl **R:** 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.
- 4 - **Signs** (M) **D:** C **R:** 20' **RR Mod:** -50 Caster can communicate simple ideas to the target through sign language (yes, no, hungry, good-bye, etc.); to the target it will seem as if the caster were speaking the target's language.
- 5 - **Displacement I** (E) **D:** 1 min/lvl **R:** 10' Target appears to be offset 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 that the person's voice may be impersonated. The person must have been listened to for at least 1 min of concentration.
- 9 - **Facade III** (E) As *Facade I*, except two of the other senses can be added.
- 10 - **Displacement II** (E) As *Displacement I*, except chance of missing is 20%.
- 11 - **False Image** (E) **D:** 1 min/lvl **R:** 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 level 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%.
- 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 level 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 round.

BORYS' MIND SENSE

- 1 - **Detect Illusion** (P) **D:** - **R:** 100' Caster can check one object or place (up to a 5'R) and tell if it is an illusion or has an illusion on it.
- 2 - **Detect Invisible** (P) **D:** 1 min/lvl (C) **R:** 100' Detects any invisible object or being; one 5'R area can be checked each round. All attacks against something so detected are modified by -25.
- 3 - **Misfeel Kind** (P) **D:** 10 min/lvl **R:** 10' For the purposes of mental or magical detections, target appears to be of any race the caster chooses.
- 4 - **Misfeel Power** (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 Wizardry Base list, *Tec's Light*, 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 a minor items (for spells such as *Detect Wizardry*, *Detect Power*, *Detect Priestly*, etc.).
- 10 - **Misfeel Power V** (P) As *Misfeel Power I*, except target's level may be misrepresented by up to 5 levels.
- 11 - **Disillusion** (U) **D:** 1 min/lvl **R:** 100' One illusion within the caster's range ceases to exist for the caster only.
- 12 - **Detect Illusion True** (P) **D:** 1 min/lvl (C) **R:** 100' As *Detect Illusion*, except caster can concentrate check one object or place per 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) **D:** 10 min/lvl **R:** 10' Applies all the lower level Misfeels to a target at once.
- 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.

KALAK'S ILLUSION

- 1 - Illusion II** (E) **D:** 1 min/lvl **R:** 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) **D:** 1 min/lvl (C) **R:** 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 into 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 hrs: it can be triggered by one of the following (decided by the caster): time period, certain movements, certain sounds, touch, smell, taste, (the triggering 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 II*, 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 option 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.
- 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 caster concentrates.

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 then 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 normally be accomplished only through spells or the use of a sense other than the senses used by the spell. If the GM wishes he may allow Perception rolls modified by -50 to -100 to detect the presence of especially unbelievable (i.e., obnoxious) illusions.

TEC'S LIGHT

- 1 - Light Mirage** (E) **D:** 10 min/lvl **R:** 100' Creates any simple immobile image or scene up to an area of 10'R. The visual aspects of the scene are really created (no RR) and detecting that it is an illusion can normally be accomplished only through spells or the use of sense other than sight.
- 2 - Projected Light** (F) As *Projected Light* on the Wizardry Base list, Dregoth's Light.
- 3 - Light Control** (F) **D:** C **R:** 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 Wizardry Base list, Dregoth's Light.
- 6 - Shock Bolt** (E) As *Shock Bolt* on the Wizardry Base list, Dregoth's Light.
- 9 - Blind** (F) **D:** 1 rnd/5 failure **R:** 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) **D:** 1 min/lvl **R:** T Nullifies all magically created darkness in a 100'R, and lights that area as full daylight.
- 13 - Beacon** (F) As *Beacon* on the Wizardry Base list, Dregoth's Light, except ray is 1 mile long.
- 14 - Utterdark** (F) **D:** 1 min/lvl **R:** T Darkens a 100'R area, no non-magical light can exist and magic light (except *Utterlight*) must make an RR.
- 15 - Light Control** (F) As above, except area affected is 100'R.
- 20 - Lightning Bolt** (E) As *Lightning Bolt* on the Wizardry Base list, Dregoth's Light.
- 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'R/lvl.

MYRON'S SOUND

- 1 - **Sound Mirage** (E) As *Light Mirage* on the Wizardry Base list, Tec's Light, except a set of immobile sounds can be created in a 10'R.
- 2 - **Silence** (F) **D:** 1 min/lvl **R:** 100' Creates a 5'R area into and out of which sound cannot travel; if the point is on a mobile object or being, it will move with the object/being; +25 to Stalking attempts.
- 3 - **Sound Control** (F) **D:** C **R:** 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) **D:** - **R:** 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) **D:** 1 hr/5 failure **R:** 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) **D:** 1 rnd/lvl (C) **R:** 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 is 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.
- 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.

UYNESS' FEEL

- 1 - **Smell Mirage** (E) As *Light Mirage* on the Wizardry Base list, Tec's Light, except a set of immobile smells can be created in a 10'R.
 - 2 - **Strike** (E) **D:** - **R:** 100' Target is struck with the equivalent of a bare fist. Normally, a Bare Hand Striking attack is used. Directed Spell skill may be developed for this attack.
 - 3 - **Taste Mirage** (E) As *Smell Mirage*, except a set of tastes can be created in a 10'R.
 - 4 - **Tear Cloud** (E) **D:** 1 rnd/lvl **R:** 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 and surfaces in a 10'R can be made to feel differently than they really are. Striking an object or surface will cancel the spell for that object or surface 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) **D:** 1 rnd/lvl **R:** 10' As many objects as the caster's level 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 three times.
 - 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.
- Note:** *If one of the senses used is an illusion (or phantasm) is feel, then the illusion feels real. Striking part of 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 the senses used) can strike a blow against a target; the blow is the equivalent of a bare fist (use a Bare Hand Striking attack). 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 through 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, claw, dagger, etc.).*

GALLARD'S ENCHANTING

- 1 - **Research** (I) **D:** 24 hrs **R:** S Allows the caster to research enchanted abilities to be placed in items.
- 2 - **Empathy** (F) **D:** 24 hrs **R:** S Allows the caster to enchant an item with "emaphthy"; see below.
- 3 - **Low Intelligence** (F) As *Empathy*, except "low intelligence" can be enchanted.
- 4 - **Weapon I** (F) **D:** 24 hrs **R:** S Allows the caster to enchant a +5 bonus into a weapon.
- 5 - **Armor I** (F) As *Weapon I*, except a armor and shields can be enchanted.
- 6 - **General I** (F) As *Weapon I*, except general type magic items with bonuses can be enchanted; (+5 magical bonus when using the enchanted item).
- 7 - **Medium Intelligence** (F) As *Empathy*, except "medium intelligence" can be enchanted.
- 8 - **Weapon II** (F) As *Weapon I*, except +10 bonuses can be enchanted.
- 9 - **Armor II** (F) As *Armor I*, except +10 bonuses can be enchanted.
- 10 - **General II** (F) As *General I*, except +10 bonuses can be enchanted.
- 12 - **High Intelligence** (F) As *Empathy*, except "high intelligence" can be enchanted.
- 13 - **Weapon III** (F) As *Weapon I*, except +15 bonuses can be enchanted.
- 14 - **Armor III** (F) As *Armor I*, except +15 bonuses can be enchanted.
- 15 - **General III** (F) As *General I*, except +15 bonuses can be enchanted.
- 20 - **Weapon IV** (F) As *Weapon I*, except +20 bonuses can be enchanted.
- 25 - **Armor IV** (F) As *Armor I*, except +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 +20 bonuses can be enchanted.

Note: *Special enchanted abilities are left off, since a GM must decide which abilities he wants items to have in his Dark Sun world (e.g., slaying weapons, weapons with bonuses vs. certain creatures, etc.).*

Note: *The following is a summary of the effects of various intelligences that can be placed in an item:*

- Empathy..... Allows casting 1st lvl spells.*
- Low Intelligence..... Allows casting 2nd lvl spells.*
- Medium Intelligence..... Allows casting 5th lvl spells.*
- High Intelligence..... Allows casting 10th lvl spells.*
- Very High Intelligence.. Allows casting 20th lvl spells.*

Spells can be imbedded in items by casting the appropriate spell or spells from one of the Wizardry Base lists, Abalach-Re's Imbedding or Kalak's Imbedding.

Note: *See Spell Lists Special Notes.*

SACHA'S ORGAN

- 1 - **Work Wood** (F) **D:** 24 hrs **R:** S Allows caster to work nonmagic wood.
- 2 - **Rune Paper I** (F) **D:** 24 hrs **R:** S Allows caster to make a sheet of paper (or a stone table) that will hold one 1st level spell. Creation takes one week per level of spell that the rune paper can hold.
- 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) **D:** 24 hrs **R:** S Allows the caster to make a "wand" (for enchanting).
- 6 - **Work Organic** (F) As *Work Wood*, excpet 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 can be worked (e.g., this might be required to work the skins of rare monsters).
- 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 (or table) may hold only one spell at a time, and that spell is gone when used, but the same paper (or table) may then be re-inscribed with the same or different runes.*

Note: *See Spell Lists Special Notes.*

KALID-MA'S LIQUID

- 1 - **Work Liquid** (F) **D:** 24 hrs **R:** S Allows caster to work with non-magic liquids.
- 3 - **Potion I** (F) **D:** 24 hrs **R:** S Allows caster to make one dose of a potion that can have a 1st level spell imbedded in it.
- 4 - **Minor Poison** (F) **D:** 24 hrs **R:** S Allows caster to safely handle, prepare, and process minor poisons.
- 5 - **Work Gas** (F) As *Work Liquid*, except allows caster to work with non-magic 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 - Posions True** (F) As *Major Poison*, except works with all poisons.
- 30 - Multiple Doses** (F) As *Potion I*, except allows a *Potion #* 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 a 1st-20th lvl spell can be imbedded.

Note: See *Spell Lists Special Notes*.

ABALACH-RE'S IMBEDDING

- 1 - Research** (I) **D:** 24 hrs **R:** S Allows the caster to research special imbedding spells to be used in creating items.
- 3 - Imbed I** (F) **D:** 24 hrs **R:** S Allows the caster to imbed a 1st level Wizardry spell in an item or potion.
- 4 - Charge Wand** (F) **D:** 24 hrs **R:** S Allows the caster to charge a Wizardry wand.
- 5 - Imbed II** (F) As *Imbed I*, except 1st-2nd lvl spells can be imbedded.
- 6 - Daily I** (F) **D:** 24 hrs **R:** 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 Wizardry 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 3x/day; a 2nd or 3rd, 1x/day.
- 11 - Imbed V** (F) As *Imbed I*, except 1st-5th lvl spells can be imbedded.
- 12 - Charge Staff** (F) As *Charge Wand*, except Wizardry 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 level spells can be imbedded: a 1st lvl spell could be cast 4x/day; a 2nd, 3x/day; 3rd, 2x/day; a 4th or 5th, 1x/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 level spells can be imbedded: a 1st lvl spell could be cast 5x/day; a 2nd or 3rd, 4x/day; a 4th or 5th, 3x/day; a 6th or 7th, 2x/day; an 8th, 9th, or 10th, 1x/day.
- 30 - Constant** (F) As *Daily True*, 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).

Note: See *Spell Lists Special Notes*.

KALAK'S IMBEDDING

- 1 - Research** (I) **D:** 24 hrs **R:** S Allows caster to research special imbedding spells to be used in creating items.
- 3 - Imbed I** (F) **D:** 24 hrs **R:** S Allows the caster to imbed a 1st level Priestly or Psionics spell in an item or potion.
- 5 - Charge Wand** (F) **D:** 24 hrs **R:** 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) **D:** 24 hrs **R:** 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 level spells can be imbedded: a 1st lvl spell could be cast 3x/day; a 2nd or 3rd, 1x/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 level spells can be imbedded: a 1st lvl spell could be cast 4x/day; a 2nd, 3x/day; 3rd, 2x/day; a 4th or 5th, 1x/day.
- 20 - Charge Staff** (F) As *Charge Wand*, except staves can 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 level spells can be imbedded: a 1st lvl spell could be cast 5x/day; a 2nd or 3rd, 4x/day; a 4th or 5th, 3x/day; a 6th or 7th, 2x/day; an 8th, 9th, or 10th, 1x/day.
- 50 - Constant** (F) As *Daily X*, except certain spells can be imbedded to operate constantly.

Note: See *Spell Lists Special Notes*.

UYNESS' EVASIONS

- 1 - Swing** (F*) **D:** 1 rnd **R:** 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 rock, rafter, rope, etc.
- 2 - Speed I** (F*) **D:** 1 rnd **R:** 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 *Athasian Magic Tactical Considerations*.
- 3 - Dodging I** (F*) **D:** 1 rnd **R:** S Allows caster to "dodge" one nonspell attack (missile or melee); the attack must be frontal and receives a -50 modification.
- 4 - Swing III** (F*) As *Swing I*, except 3 *Swing I*'s may be executed in rapid succession.
- 5 - Flip I** (F*) **D:** 1 rnd **R:** 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 frontal 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 frontal 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 frontal attacks can be dodged.
- 30 - **Haste X** (F*) As *Haste I*, except duration is 10 rounds.
- 50 - **Uyness' Move True** (F) **D:** 1 rnd/lvl **R:** S Caster can use any one of the non-*Speed/Haste* spells (on this list) each round.

SIELBA'S SENSE

- 1 - **Sly Ears** (U*) **D:** 10 min/lvl **R:** S Caster gains double normal hearing (e.g., +50 to Perception involving only hearing, +25 to Perception involving hearing and other senses).
- 2 - **Nightvision** (U*) **D:** 10 min/lvl **R:** S Caster can see 100' on a normal night as if it were daylight.
- 3 - **Sidevision** (U*) **D:** 10 min/lvl **R:** S Caster has a 300° field of vision.
- 4 - **Scent** (U*) **D:** 10 min/lvl **R:** S Caster gains extremely acute of smell (e.g., +50 to Perception involving only smell, +25 to Perception involving smell and other senses).
- 6 - **Stormvision** (U*) As *Nightvision*, except caster sees 100' in any storm.
- 7 - **Touch** (U*) **D:** 10 min/lvl **R:** S Caster gains extreme tactile sensitivity (+25 to picking locks, disarming 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 Open Wizardry list, Detecting Ways.
- 10 - **Detect Illusion** (U) **D:** - **R:** S Caster can check one object or place (up to 5'R) and tell if it is an illusion or has an illusion on it.
- 11 - **Scent True** (U) As *Scent*, except caster can detect extremely faint scents.
- 12 - **Disillusion** (U) **D:** - **R:** 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*, except works in all magically created darkness.
- 15 - **Woodsight** (U) **D:** C **R:** S Caster can see through 1"/lvl of wood.
- 20 - **Wizardsight** (U) **D:** 10 min/lvl **R:** 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 - **Wizardsense** (U) **D:** 1 rnd/lvl **D:** S Caster can use any one of the lower lvl spells (this list) each round.

ALBEORN'S REINS

- 1 - **Balance** (U*) **D:** V **R:** S Adds 50 to any rolls for one slow maneuver (e.g., walking a 3" beam).
- 2 - **Contractions** (U) **D:** C **R:** S Allows the caster to slightly alter his muscles, limbs, and trunk; this facilitates escaping from bonds and small places. Gives a 25-50 bonus to Contortion attempts (GM discretion).
- 3 - **Concentration I** (U*) **D:** V **R:** S Adds 10 to any one maneuver (not combat), no other action can be performed the round of this maneuver.
- 4 - **Unpain** (S*) **D:** 1 min/lvl **R:** 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) **D:** 1 hr **R:** S Allows caster to alter form of his face to resemble someone else.
- 7 - **Concentration II** (U*) As *Concentration I*, except bonus is 20.
- 8 - **Strength II** (P*) **D:** 1 min **R:** S Doubles the caster's strength; in melee the caster does 2x normal concussion hits and increases his OB by 10.
- 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 form (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 caster delivers 3x normal damage and the OB is increase is 15.
- 13 - **Awake** (S*) **D:** - **R:** S This spell will awaken the caster from sleep the round following casting (caster can preset conditions underwhich the spell will activate).
- 15 - **Unpain** (S*) As above, except 75% additional hits may be sustained.
- 20 - **Self Keeping** (HS*) **D:** V **R:** 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 caster delivers 4x normal damage and the OB is increase is 20.
- 50 - **Unpain True** (S*) **D:** 1 min/lvl **R:** S Caster ignores all pain; thus, ignores all penalties due to wounds **and** his hit total is his normal hits + constitution (on a 1-100 scale). When he exceeds this limit he does not pass out, he dies from system shock.

KALID-MA'S RENEWAL

- 1 - **Flow Stoppage I** (H*) **D:** C **R:** S Reduces caster's hit/rnd by 1, as long as the caster concentrates or is immobile.
- 2 - **Clotting I** (HS*) As *Flow Stoppage I*, except after 1 hour of concentration the stoppage is permanent; if caster is unconscious this spell will operate without concentration.
- 3 - **Stun Relief I** (HS*) **D:** - **R:** S Target is relieved of 1 round's worth of accumulated stun.
- 4 - **Pain Relief I** (HS*) **D:** P (C) **R:** S Heals 1 hit per minute; if caster is unconscious this spell will operate without concentration.
- 5 - **Cut Repair I** (H) As *Clotting I*, except it is permanent after 1 hour.
- 6 - **Fracture Repair** (H) **D:** P (C) **R:** S Concentrating with this spell 2 hrs per day for 1-10 days (depending on 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** (HS*) 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** (HS*) **D:** C **R:** S Delays the effect of a poison as long as the caster concentrates.
- 11 - **Pain Relief II** (H*) As *Pain Relief I*, except heals 2 hits every min.
- 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 hrs of concentration.
- 15 - **Muscle/Tendon Repair True** (H) As *Fracture Repair True*, except cut or broken muscles can be repaired.
- 20 - **Neutralize Poison** (HS*) **D:** P **R:** S Has a 50% chance neutralizing a poison (modified by potency of the poison) if the caster is unconscious or concentrates for 1 hr. In any case, it delays the poison for as long as the caster can concentrate.
- 25 - **Clotting True** (HS*) As *Clotting I*, except stops all hits/rnd and is permanent after 1 min of concentration per hit stopped.
- 30 - **Neutralize Poison True** (HS*) As *Neutralize Poison*, except chance of neutralization is 100% (modified).
- 50 - **Renewal True** (HS) **D:** V **R:** S While in a trance (from the *Self Keeping* spell on the Albeorn's Reins list), the caster can use the lower level healing spells on this list to repair himself.

Note: See Section *Injury (Athasian Environment)* for normal healing guidelines.

MYRON'S BRIDGE

- 1 - **Leaping I** (F*) **D:** 1 rnd **R:** S Allows caster to leap 50' laterally or 20' vertically in the round that the spell was cast.
- 2 - **Landing** (F*) **D:** until landing **R:** S Allows the caster to land safely in a fall of up to 20'/lvl, and to take that distance off the severity of any longer fall.
- 3 - **Traction** (P) **D:** 10 min/lvl **R:** S Caster can run on even, unstable surfaces (sand) as he would on a hard, stable surface.
- 4 - **Edgerunning** (P) **D:** 1 min/lvl **R:** 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 last leap's direction.
- 6 - **Cornering I** (P*) **D:** - **R:** S Allows caster to execute a turn up to 180° with no deceleration or unbalance (can be using with any "running" spells).
- 7 - **Levitation** (F*) **D:** 1 min/lvl **R:** 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) **D:** 1 min/lvl (C) **R:** 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 the round.
- 12 - **Wall Flip** (F*) **D:** - **R:** S If the caster has a wall within 10'; he can leap up 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) **D:** - **R:** S As *Leaving* on the Closed Wizardry list, Rajaat's Bridge (caster can only move 100').
- 15 - **Windrunning** (F) **D:** 1 min/lvl (C) **R:** 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) **D:** C **R:** S Caster can walk on any solid surfaces as if he were on normal ground (include ceilings).
- 25 - **Ceiling Running** (F) As *Ceiling Walking*, except caster may run.
- 30 - **Run True** (F) **D:** 1 rnd/lvl **D:** S Caster can use any one of the lower level "running" spells (on this list) each round.
- 50 - **Myron's Bridge** (F) **D:** 1 rnd/lvl **R:** S Caster can use any one of the lower level spells (on this list) each round.

WYAN'S DISRUPTION

- 2 - Earth to Dust (F) D: P R: 100'** Turns 10 cu' of earth into fine dust.
- 3 - Cracks Call (F) D: P R: 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) D: P R: 100'** Turns 10 cu' of stone into fine powder.
- 6 - Disruption (F) D: P R: 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'.
- 11 - Disruption (F)** As above, except affects up to 100 cu'.
- 12 - Earth to Dust (F)** As above, except affects up to 1000 cu' and range is 300'.
- 13 - Cause Cracks (F) D: P R: 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) D: P R: 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'.

NIBENAY'S DARKNESS

- 1 - Darkness (F) D: 10 min/lvl R: T** Creates an area of up to 20'R about the point touched; darkness is equal to the darkest night. If the point is on a mobile object or being, it will move with the object/being.
- 2 - Nightvision (F) D: 10 min/lvl R: 10'** Target can see 100' in normal darkness as if it were day.
- 3 - Dark Control (F) D: C R: 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 - Darkvision (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) D: C R: 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) D: 1 min/lvl R: 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 *Darkvision*, 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) D: 1 hr/lvl R: 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.

KALAK'S CONTACTS

- 1 - Force Analysis III (M*) D: 1 item R: 10'** Forces a Type I, II, or 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%). This spell fails if a 1-100 roll is less than or equal to the Demon's Type (i.e., against a Type III Demon this spell fails on a 01-03); see *Lesser Demonic Gate* and *Greater Demonic Gate* for the failure effects.
- 3 - Lesser Demonic Contact (E)** As *Lesser Demonic Gate* on the Wizardry Base list, *Rajaat's Summons*, except Demon is only contacted and does not appear. If the Demon is not "Forced" (i.e., by *Force Analysis #*, *Force Information #*, or *Force Search #*), the Demon will leave **and** the caster suffers one of the following effects. First make a 1-100 roll and add 10 times the Demon's Type - if (01-90) roll on Spell Failure Table (attack section); if (91-up) effect depends on the "Force" spell intended: *Force Analysis* = lose item, *Force Information* = coma (same # of weeks as Demon Type), *Force Search* = quest (GM discretion).
- 5 - Force Information III (M*)** As *Force Analysis III*, 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 times the Demon's Type.
- 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 times the Demon's Type.
- 10 - Greater Demonic Contact (E)** As *Lesser Demonic Contact*, except the chances for contacting the various types are as on the *Greater Demonic Gate* on the Wizardry Base list, *Rajaat's Summons*.
- 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).

WYAN'S EROSION

- 1 - Pain** (F) **D:** 1 min/lvl **R:** 100' Target feels pain, and he takes 20% of his remaining hits.
- 2 - Impair I** (F) **D:** 1 month/5 failure **R:** 100' Target has one of his physical stats (characteristics) temporarily lowered (5 in a 1-100 system, 1 in a 3-18 system). If a system of temporary/permanent stats is used only the temporary stat is lowered. Physical stats include Strength, Agility, Quickness, Constitution.
- 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 affects permanent and temporary stats.
- 6 - Impair III** (F) As *Impair I*, except decrease is 15.
- 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.
- 11 - Impair V** (F) As *Impair I*, except decrease is 25.
- 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.
- 20 - Impair X** (F) As *Impair I*, except decrease is 50.
- 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.
- 50 - Trait Erosion True** (F) As *Trait Erosion I*, except one physical stat can be reduced to 1 in any system.

RAJAAT'S SUMMONS

- 2 - Summons I** (FM) As *Summons I* on the Nibenay's Gate list.
- 3 - Control Demon I** (M*) **D:** C **R:** 10'/1vl Allows caster to totally control a Type I Demon (the chance of non-control is [the Demon's Type x 2%]); the Demon leaves when the caster stops concentrating. The Demon will not speak with the summoner.
- 4 - Summons III** (FM) As *Summons III* on the Nibenay's Gate list.
- 5 - Lesser Demonic Gate** (E) **D:** 2 rnds **R:** 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 not "Controlled" or "Mastered" (i.e., usually by one of the spells on this list) before the Demon materializes, the caster makes a 1-100 roll, adds the Demon Type times 10, and receives one of the following effects -
- (11-20) roll on the attack column of the 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.
 - (91-00) caster takes 'E' Impact critical.
 - (>100) Demon gives caster a Quest (GM discretion).

The caster and Demon make no RRs. The roll is 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 chance of failure is 5 times the Demon's Type. 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 may only be accomplished by using spells of the Wizardry Base list, Kalak's Contacts.
- 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 Nibenay's Gate 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 Nibenay's Gate 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: 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 RRs 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 Gamemaster may wish to change the % chance of failure, penalties, and other limitations; in order to adopt the Types of Demons he uses in *Dark Sun*.

WYAN'S DESTRUCTION

- 1 - Question (M) D: - R: 100'** Target must answer a single concept question.
- 2 - Demonic Possession I (FM) D: V R: 100'** Target is possessed by a Type I Demon (see Wizardry Base list, *Rajaat's Summons*); caster has no control over the target or Demon. The Demon will force the target to do random (not necessarily destructive) things; target gets an RR every other rnd to attempt to get rid of the Demon.
- 3 - Neurosis (M) D: P R: 100'** Target has an extreme dislike for any specific thing the caster chooses; target has a 50% chance of overcoming the neurosis when given a choice (e.g., neurosis concerning kanks would mean that every time the target tried to get on or near a kank he would only have a 50% chance).
- 4 - Guilt (M) D: P R: 100'** Target becomes guilty over some action in his past; he will not perform such an action again.
- 5 - Paranoia (M) D: P R: 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) D: P R: 100'** Target will free in panic in any personally dangerous situation, unless he successfully makes an RR.
- 8 - Transferral (M) D: V R: 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 (he gets one every 10 minutes). If either body is killed, both "souls" will be destroyed (see *Absolution*).
- 10 - Demonic Possession III (FM) As Demonic Possession I**, except Demon is Type III and the possessed target only gets a RR once every 10 minutes.

11 - Subjugation (M) D: V R: 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 caster **or** the object leaves caster's person. If the caster is not concentrating the target is free to do anything he wants, at -30 to all activities.

12 - Unsoul Curse (M) D: V R: 100' Part of the target's soul is transferred to a random object somewhere within 100 miles; the target is at -30 to all activities 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 hr.

14 - Word of Pain (M*) D: 1 rnd/5 failure R: 100' Target flees in total panic from caster.

15 - Shout of Panic (M*) As Word of Panic, except affects all within 20' of caster.

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 holding his "soul".

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) D: V R: 100' RR Mod: -20 Target's "soul" is torn from the target's body; it remains in whatever place "soul" 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*.

LALALI-PUY'S DESTRUCTION

- 2 - Loosen Earth (F) D: P R: 100'** Loosens 100 cu' of earth to the consistency of plowed ground.
- 3 - Erosions (F) D: P R: 10'** Causes a 100 cu'/lvl section of inorganic material to erode and deteriorate at 1000 x normal rate.
- 4 - Cracks Call (F) D: P R: 100'** Any previous cracks of flaws in material up to 10'x10'x10' (not 1000 cu' feet) section will extend to their limit.
- 5 - Undoor (F) D: P R: 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 inches).
- 6 - Stone/Earth (F) D: P R: 100'** Changes 100 cu' of stone to packed earth; change is gradual and takes 3 rnds.
- 8 - Earth/Silt (F) As Stone/Earth**, except changes earth to soft silt.
- 10 - Corridor (F) D: P R: 100'** Creates a 3'x6' corridor that is 1'/lvl long; it can be cut through any non-metal, inorganic material. The corridor can be cut at a rate of 1' (length) per rnd as the caster concentrates.
- 11 - Shatter (F) D: P R: 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) D: P R: 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.
- 20 - Solid Destruction True** (F) As *Unearth*, except it will disintegrate 1 cu'/lvl of any inanimate solid.
- 25 - Tremors** (F) As *Tremors* on the Wizardry Base list, Andropinis' Earth.
- 30 - Great Crack** (F) **D: P R:** 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. The caster can concentrate for 3 rounds to close the crevice.
- 50 - Quake** (F) **D: V R:** 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) = 6.0, (46-65) = 6.5, (66-80) = 7.0, (81-90) = 7.5, (91-95) = 8.0, (96-98) = 8.5, (99-100) = 9.0.

KALAK'S MIND

- 1 - Minor Pain** (M) **D:** 10 min/5 failure **R:** 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) **D:** 1 rnd/10 failure **R:** 100' Target is stunned.
- 3 - Disorientation** (M) **D:** 1 day/5 failure **R:** 100' Target must subtract 25 from all orientation, perception, 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) **D: P R:** 10' Target forgets a period (1 min/lvl) of his past, as desired by the caster.
- 9 - Word of Pain** (M) As *Major Pain*, except hits must be cured.
- 10 - Mind Shock** (M) As *Disorientation*, *Unbalance*, and *Distortions* (all at once).
- 11 - Mind Death** (M) **D: P R:** 50' Target 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) **D:** 1 rnd/5 failure **R:** 100' Target's mind is completely blank for the duration. He cannot perceive events, time, or activity, he is stunned for 1 round after his mind comes back.
- 14 - Mass Confusion** (M) **D:** 1 hr/5 failure **R:** 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) **D:** 1 day/10 failure **R:** 100' Target is a blithering idiot; he can be lead around, but he can take **no** action.
- 20 - Lost Experience** (M) **D: P R:** 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, the duration is until healed, 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'.

ABALACH-RE'S FLESH

- 1 - Sprain Limb** (F) **D: P R:** 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 modified by -20.
- 2 - Limb Pain** (F) **D:** 1 rnd/5 failure **R:** 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) **D: P R:** 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 (01-10), he takes an 'A' Impact critical; (11-20) = 'B'; (21-30) = 'C'; (31-40) = 'D'; (41-up) = 'E'.
- 4 - Lock Joint** (F) **D:** 1 rnd/5 failure **R:** 100' One of the target's joints locks; effect as in *Limb Pain*; exceptions if target with leg lock is moving, he falls; if a target with arm lock is carrying anything, it is dropped.
- 5 - Break Limb** (F) **D: P R:** 100' As *Limb Pain*, except limb is broken; broken arm is useless, broken leg cuts movement by 50% and combat is modified by -75.
- 6 - Disruption** (F) As *Touch of Disruption*, except range is 20'.
- 7 - Skin Death** (F) **D: P R:** 100' Target's skin will flake and peel all over his body; there is no tactical penalty, but it lowers 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) **D: P R:** 100' One of the target's ear is disrupted, his hearing is at 50% of normal until cured (-25 to Perception involving hearing, -50 to Perception only involving hearing). If both ears go, he is deaf.
- 10 - Limb Death** (F) **D: P R:** 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 circulation 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) **D: P R:** 100' One of the target's lung 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., not the heart).
- 14 - Bone Death** (F) As *Limb Death*, except a random bone (not part of spine or skull) gradually disintegrates.

BASE WIZARDRY LISTS

15 - Black Channel I (F) **D:** V **R:** V **RR Mod:** V One of the *Black Channel I* spells may be used (random):

- Disrupt Body* **R:** T **RR Mod:** -50 Disrupts body cells; foe operates at -50.
- Knock Out* **R:** 25' **RR Mod:** -30 Knocks foe out; +25 hits.
- Limb Death* **R:** 50' **RR Mod:** -25 Any one limb useless for 1-10 days.
- Blind Foe* **R:** 50' **RR Mod:** -10 Blinds foe 1-10 days; +10 hits.
- Dark Coma* **R:** 100' **RR Mod:** - Nerve disruption; foe is sent into coma.

20 - Petrification (F) **D:** P **R:** 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:

- Destroy Leg* **R:** 25' **RR Mod:** -30 Destroys muscles and tendons in legs.
- Handless* **R:** 50' **RR Mod:** -25 Removes foe's hands.
- Paralyzing* **R:** 75' **RR Mod:** -15 Paralyzes foe entirely.
- Brain Disorder* **R:** 100' **RR Mod:** -10 Severe brain disorder; convulsive spasms; foe operates at -75.
- Black Coma* **R:** 50' **RR Mod:** - Sends foe into a permanent coma; +10 hits.

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.

RAJAAT'S GAS

1 - Unfog (F) **D:** P **R:** 100' Disperses all fog in a 10'/lvl R.

2 - Air Stop (F) **D:** C **R:** 100' Cut all generalized air movement (e.g., wind) by 30 mph in a 10'R (will not affect breathing).

3 - Vacuum (F) **D:** - **R:** 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) **D:** C **R:** 100' As *Air Stop*, except the caster can remove the oxygen in a 10'R at the rate of 1% of the original oxygen/rnd.

5 - Air Stop (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'.

8 - Gas to Air (F) **D:** P **R:** 100' Changes any gas to oxygen at a rate of 1 cu'/rnd as long as the caster concentrates.

9 - Air Stop (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'; removal rate is 5%/rnd.

13 - Deoxygenation (F) As above, except affects a radius of 50'; 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'; removal rate is 5%/rnd.

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) **D:** - **R:** 300' Destroys gases in a single enclosure (e.g., usually a building) up to a size of 100'x100'x100' (or 1,000,000 cu'). The building has a chance of collapsing (dependent on construction) and everyone inside takes an 'E' Impact critical from falling debris.

PRIESTLY SPELLS

OPEN LISTS

Notes for Priestly Spells: Normally a Templar can get spell lists from his sorcerer-king by worship. For example, here is some sorcerer names who can give spells to his religious followers (from the Prism Pentad series by Troy Denning) Example for spell list names: Nibenay's Barrier or Gallard's Barrier (only if the Templar serves Nibenay).

The Thirteen Champion

RAJAAT, the First Sorcerer, the Warbringer the leader
SACHA of Arala, Curse of the Kobolds
KALAK, Ogre Doom
DREGOTH, Ravager of Giants
MYRON, Troll Scorcher
 (killed and replaced by **HAMANU**)
ABALACH-RE, Uyness of Waverly, Orc Plague
NIBENAY, Gallard, Bane of Gnomes
SIELBA, Destroyer of Pterrans
ANDROPINIS, Albeorn, Slayer of Elves
TECTUKTITLAY, Wemic Annihilator
LALALI-PUY, Aarakocra Scourge
WYAN, of Bodach, Pixie Blight
BORYS, of Ebe, Butcher of Dwarves
KALID-MA, Tari Killer

BARRIER

- 2 - Airwall** (E) **D: C R:** 50' Creates a 10'x10'x3' wall of dense churning air; cuts all movement and attacks through it by 50% (i.e., -50 to attacks).
- 5 - Woodwall** (E) **D: C R:** 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) **or** chopped through (20 man-rnds) **or** toppled if one end is not against a wall.
- 7 - Earthwall** (E) As *Woodwall*, except wall is up to 10'x10'x (3' base, 1' at top) of packed earth; it can be dug through only (10 man-rounds at top).
- 10 - Barrier Pit** (E) **D: P R:** 50' Opens a Pit (500 cu' in stone; 1000 cu' in earth): entire pit must be within 50' of caster.
- 11 - Airwall True** (E) As *Airwall*, except caster need not concentrate; duration is 1 min/lvl.
- 12 - Stonewall** (E) As *Woodwall*, except wall is up to 10'x10'x1' of stone; it can be chipped through in 200 man-rounds (1'R hole).
- 15 - Woodwall True** (E) As *Woodwall*, except duration is permanent.
- 17 - Earthwall True** (E) As *Earthwall*, except duration is permanent.
- 20 - Stonewall True** (E) As *Stonewall*, except duration is permanent.

25 - Meld Walls (F) **D: P R:** T Fuses 2 touching walls (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) **D: 1 rnd/lvl R:** 100' By directly connecting the power of his sorcerer-king, 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 created by spells on this list must rest on a solid surface. All "Wall" spells (except *Wall of Force*) require that at least 1 cu' of the material of which the wall consist be within 50' of the caster.

DETECTION

- 1 - Detect Priestly** (P) **D:** 1 min/lvl (C) **R:** 50' Detects any active spell or item from the Priestly realm; caster can concentrate on 5'R area each round.
- 2 - Detect Wizardry** (P) As *Detect Priestly*, except realm is Wizardry.
- 3 - Detect Psionics** (P) As *Detect Priestly*, except realm is Psionic.
- 4 - Detect Life** (P) As *Detect Priestly*, except detects life.
- 5 - Detect Curse** (P) As *Detect Priestly*, except detects curses on people or things.
- 6 - Detect Undead** (P) As *Detect Priestly*, except detects the presence of Undead.
- 7 - Detect Traps** (P) As *Detect Priestly*, except it gives a 75% chance of detecting a trap (may be modified by certain traps).
- 8 - Life Typing** (P) As *Detect Priestly*, except it analyses one living being; giving race, age, and current state of health.
- 9 - Detect Invisible** (P) As *Detect Priestly*, except detects invisible things; all attacks against something so detected are at -50.
- 10 - Perceive Power** (P) As *Detect Priestly*, except it will give an estimate of the power of the person (level) or item or spell examined.
- 11 - Poison Analysis** (P) As *Detect Priestly*, except it gives an analysis of any poisons on a single object or in a single being.
- 13 - Power Typing** (P) As *Detect Priestly*, 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 Priestly*, 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) **D:** 1 min/lvl **R:** 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 Priestly*, 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 Priestly*, 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.

WEATHER

1 - Living Gauge (F) **D:** C **R:** S Caster can ascertain the exact temperature of the surrounding atmosphere.

4 - Storm Prediction (I) **D:** - **R:** - Gives caster 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 *Storm Prediction*, except it allows 95% chance of predicting time, type, and severity of weather over the next 24 hr period.

7 - Breeze Call (F) **D:** 1 rnd/lvl **R:** 10'R Caster causes breeze to come forth which will drive out any gaseous matter (cloud, etc.) and subtracts from all missile attacks. Once set, the direction of the breeze will not change.

8 - Fog Call (F) **D:** 1 min/lvl **R:** 10'/lvl R Caster causes fog to arise that obscures nearly all vision in and through the radius, modifying all missile attacks passing through part of the radius by up to -50.

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

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) **D:** 1 min/lvl (C) **R:** 50'/lvl R Caster can control the velocity and direction of the wind. Caster can increase or decrease wind speed by and amount equal to 1 mph x his level (e.g., if the wind speed is normally 20 mph, a 15th lvl could reset the wind speed to between 5 and 35 mph). By directing the wind against incoming missile attacks he can cause a -1 modification 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) **D:** 1 min/lvl (C) **R:** 1 mi R Caster can make the skies clear of haze, 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) **D:** 1 min/lvl (C) **R:** 1 mi 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/-75 to missile attacks).

25 - Sky Call (F) **D:** 1 min/lvl (C) **R:** 1 mi Caster may use any of the lower level spells on this list, but with a range (area of effect) of 1 mi R.

30 - Storm Call (F) **D:** 1 min/lvl (C) **R:** 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 GM's direction). For example, a 30th lvl caster could summon a lightning storm with wind speeds of up to 60 mph: the GM may wish to have random rolls to determine possible lighting strikes vs. exposed targets.

50 - Weather Mastery (F) **D:** 1 min/lvl (C) **R:** 1 mi R/lvl Caster may indicate 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.

PURIFICATIONS

1 - Disease Purification (H) **D:** P **R:** 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) **D:** P **R:** 10' Neutralizes any 1 poison in the system of 1 target. **Note:** *Damage already sustained is not cured.*

4 - Disease Resistance I (H) **D:** 1 min/lvl **R:** 10' Target gets an additional RR vs. any disease(s).

5 - Poison Resistance I (H) **D:** 1 min/lvl **R:** 10' Target gets an additional RR vs. any poison(s).

8 - Disease Resistance II (H) As *Disease Resistance I*, except target gets 2 additional RRs.

9 - Poison Resistance II (H) As *Poison Resistance I*, except target gets 2 additional RRs.

10 - Mind Disease Cures (H) **D:** P **R:** 10' Target is cured of any 1 mind disease, recovery 1-50 days.

11 - Disease Resistance III (H) As *Disease Resistance I*, except target gets 3 additional RRs.

12 - Poison Resistance III (H) As *Poison Resistance I*, except target gets 3 additional RRs.

14 - Undisease (H) **D:** P **R:** 10' Caster can remove any 1 disease from the target.

15 - Unpoison (H) **D:** P **R:** 10' Caster can remove any 1 poison from the target.

18 - Mass Undisease (H) **D:** P **R:** 100'R Caster can remove any 1 disease from a number of targets equal to his lvl (e.g., an 18th lvl caster could remove disease from 18 targets).

19 - Mass Unpoison (H) **D:** P **R:** 100'R Caster can remove any 1 poison from the system 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) **D:** P **R:** 100'R Any disease in the area is eliminated.

30 - Greater Poison Purification (H) **D:** P **R:** 100'R Any poison in the area is neutralized.

50 - Purification True (H) **D:** P **R:** 100'/lvl R Eliminates all poisons and/or diseases in the area.

SPELL DEFENSE

- 1 - Protection I (D) D: C R: 10'** Subtracts 5 from elemental attack rolls against the protected being, and adds 5 to all of the being's RRs 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* (lvl 1) except bonuses are 10.
- 7 - Protection II (D)** As above, except it has a 10'R as in *Protection I* (lvl 2).
- 9 - Priest Shield (D) D: C R: S** Creates a shimmering shield in front of the caster: it subtracts 10 from all frontal Priestly 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 bonuses that the caster would normally have for his base attack roll from the attack roll made against him.
- 10 - Protection III (D)** As *Protection I* (lvl 1), except bonuses are 15.
- 11 - Wizard Shield (D)** As *Priest Shield*, except is effective only against Wizardry spells.
- 13 - Mind Shield (D)** As *Priest Shield*, except is effective only against Psionic spells.
- 14 - Protection IV (D)** As *Protection I* (lvl 1), except bonuses are 20.
- 15 - Spell Shield II (D)** As *Priest Shield*, except it is effective against any two of the realms.
- 17 - Protection V (D)** As *Protection I* (lvl 1), except bonuses are 25.
- 19 - Spell Shield True (D)** As *Priest Shield*, except all three realms are affected.
- 20 - Priest Resistance (D) D: C R: 100'** Target gets +50 to all RRs against Priestly spells.
- 25 - Wizard Resistance (D)** As *Priest Resistance*, except is only effective against Wizardry spells.
- 25 - Psionic Resistance (D)** As *Priest Resistance*, except is only effective against Psionic spells.
- 50 - Resistance True (D)** As *Priest Resistance*, except is effective against all three realms.

LOFTY MOVEMENTS

- 4 - Limbwalking (F) D: 1 min/lvl R: 10'** Target can walk along nearly horizontal tree limbs (that can support the weight) as if he were on level ground.
- 5 - Stonewalking (F) D: 1 min/lvl R: 10'** Target can walk on stone surfaces of up to 60° as if he were on level ground.
- 6 - Siltwalking (F) D: 1 min/lvl R: 10'** Target can walk on silt as if he were on level ground.
- 7 - Merging Organic (F) D: 1 min/lvl R: 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.
- 10 - Stonerunning (F)** As *Stonewalking*, except target can run.
- 11 - Siltrunning (F)** As *Siltwalking*, except target can run.
- 12 - Windwalking (F) D: 1 min/lvl R: 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.
- 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 the normal speed on calm air without expending energy.
- 30 - Word of Return (F*) D: - R: 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*) D: - R: S** Caster may go to his point of return (as per *Word of Return*), stay up to 1 rnd x his level, and then return to the point where he cast his spell (thus making it a round trip).

LIGHT

- 1 - Projected Light (F) D: 10 min/lvl R: 20'** Beam of light springs from the caster's palm; 50' effective range.
- 2 - Light I (F) D: 10 min/lvl R: T** Lights a 10'R area about the point touched; if the point is on a mobile object or being, it will move with the object/being.
- 3 - Aura (F) D: 10 min/lvl R: 10'** Creates 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 any where within 50' of the caster (initially). Alternatively, one area of a 20'R can be created.
- 5 - Sudden Light (F) D: - R: 100'** Causes a 10'R burst of intense light, all within are stunned for 1 rnd/10 failure.
- 6 - True Aura (F)** As *Aura*, except it makes him appear very powerful; subtracting 15 from all attacks.
- 7 - Shock Bolt (E) D: - R: 100'** A bolt of intense, charged light is shot from the palm of the caster; results are determined on the Shock Bolt Attack Table.
- 8 - Light III (F)** As *Light II*, except three 10'R Areas can be created or one 30'R area or one 10'R area and one 20'R area (i.e., the total of the radü is 30').
- 9 - Utterlight I (F) D: 1 min/lvl R: 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 caster can delay the spell up to 24 hr; it can be triggered by one of the following (decided by caster): time period, certain movements, certain sounds, touch, etc.
- 11 - Flare (E) D: 1 rnd/lvl R: 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; drops 10'/rnd. It can be fired at a target as a Shock Bolt that delivers Heat criticals.
- 13 - Light V (F)** As *Light III*, except radü total is 50'.
- 15 - Light X (F)** As *Light III*, except radü total is 100'.
- 17 - Utterlight V (F)** As *Utterlight I*, except radü total is 50'.

- 18 - Mass Light** (F) As *Light III*, except radü total 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) **D:** - **R:** 100' Caster can cause a lightning bolt to strike a target within his range, results are determined on the Lightning Bolt Attack Table. There must be a storm within 1 mile, that is severe enough to cause lightning or very heavy winds.
30 - Alkar (F) As *Aura*, except target seems like a minor demon and the subtraction is 25.
50 - Mass Utterlight (F) As *Utterlight I*, except total radü restriction is 10' x caster's level.

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

SOUND

- 1 - Speech I** (P) **D:** C **R:** 10' Target is able to communicate basic ideas in a specific language (e.g., hungry, thirsty, peace, etc.); equivalent to skill rank 2.
3 - Quiet I (F) **D:** 1 min/lvl **R:** 100' Creates a 1'R area around the target, into and out of which sound cannot travel; if the point is on a mobile object or being, it will move with the object/being; +25 to Stalking attempts.
5 - Soundwall I (F) **D:** 10 min/lvl **R:** 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; equivalent to skill rank 4.
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; equivalent to skill rank 6.
17 - Sounding (F) **D:** 1 min/lvl **R:** 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; doesn't need to concentrate, duration is 1 min/lvl; equivalent to skill rank 8.

NATURE

- 2 - Plant Lore** (I) **D:** - **R:** 10' Caster learns nature and history of any 1 plant.
3 - Herb Lore (I) **D:** - **R:** 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 medicinal use), no information will be related.
5 - Stone Lore (I) **D:** - **R:** 10' Caster learns the nature and history of any 1 stone.
6 - Speed Growth (I) **D:** 1 day **R:** 10'R Caster can increase speed of growth for any 1 species of plant within the radius by x 10.
7 - Animal Tongues (I) **D:** 1 min/lvl **R:** S Allows caster to understand and "speak" the language of any 1 animal species.
9 - Animal Mastery I (M) **D:** C **R:** 100' Caster can control the actions of any 1 animal.
10 - Nature's Awareness (I) **D:** C **R:** 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) **D:** 1 min/lvl **R:** S Allows caster to understand and "speak" 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) **D:** C **R:** 100' Caster can understand and/or visualize the thoughts and emotions of any 1 animal.
14 - Plant Control I (M) **D:** 1 min/lvl **R:** 100' Caster can control the automatic and/or mental processes of any 1 plant; caster can also control the plant's movements; does not allow movement beyond normal allowances.
15 - Stonespeech (I) **D:** 1 min/lvl **R:** S Caster can communicate with any 1 stone - if it possesses any required animate qualities (e.g., caster could speak to a magical stone which possesses some sort of intelligence).
16 - Herb Production (F) **D:** P **R:** T Caster can grow an herb by planting the proper seed; the herb is sterile and the growth takes 1-10 rnds.
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) **D:** C **R:** 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.
50 - Animal Mastery True (M) As *Animal Mastery I*, except duration is permanent and concentration is not required. At a given time, there may only be 1 animal controlled by caster through use of this spell.

CONCUSSION

- 1 - Healing (H) D: P R: T** Target is healed of 1-10 concussion hits.
- 2 - Burn Relief I (H) D: P R: T** Will heal one area of 1 st degree burn.
- 3 - Minor Irritation Relief (H) D: P R: T** Will heal one minor irritation (e.g., headache, toothache, hangover, etc.).
- 4 - Healing (H)** As above, except that target is healed of 3-30 concussion hits.
- 5 - Stun Relief (HS*) D: P R: T** Target is relieved of 1 round's worth of accumulated stun effects.
- 6 - Burn Relief II (H)** As *Burn Relief I*, except caster can heal 2 areas of mild damage or 1 area of moderate damage (e.g., 2nd degree burn).
- 7 - Regeneration I (HS*) D: C R: T** Will reduce damage target has by 1 hit every rnd as long as caster concentrates; if caster is unconscious this spell will operate without concentration.
- 8 - Healing (H)** As above except that target is healed of 5-50 concussion hits.
- 9 - Burn Relief III (H)** As *Burn Relief I*, except caster can heal 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 of damage.

- 10 - Awakening (H) D: - R: 100'** Target is instantly awake.
- 11 - Healing (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/rnd.
- 13 - Burn Relief IV (H)** As *Burn Relief I*, except caster can heal 4 mild **or** 2 moderate **or** 1 mild and 1 severe **or** 2 mild and 1 moderate area(s) of damage.
- 15 - Healing (H)** As above, except that target is healed of 10-100 concussion hits.
- 17 - Stun Relief (HS*)** 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/rnd.
- 20 - Healing (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/rnd.
- 30 - True Healing (H)** As above, except that target is healed of all concussion hits.
- 50 - Mass True Healing (H) D: P R: 100'** Allows caster to heal all concussion hits in a number of targets equal to level of caster.

PRIESTLY SPELLS

CLOSED LISTS

BLOOD

- 1 - **Flowstop I** (H) **D:** - **R:** T Allows caster to stop bleeding at rate of 1 hit/rnd 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/rnd (total), spread over 1-5 targets.
- 3 - **Clotting I** (H) **D:** - **R:** T Allows caster to stop bleeding at rate of 1 hit/rnd on 1 target; for 1 hr 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/rnd (total), spread over 1-5 targets.
- 5 - **Limb Preservation** (H|*) **D:** 1 day/lvl **R:** T Allows caster to prevent the deterioration of 1 limb (even while severed); also requires use of same spells from Muscle, Bone, and Nerve.
- 6 - **Cut Repair I** (H) **D:** P **R:** T Allows caster to stop bleeding from 1 wound that bleeds at rate of 1 hit/rnd.
- 7 - **Clotting III** (H) As *Clotting I*, except that caster can stop bleeding at rate of 3 hits/rnd (total), spread over 1-3 targets.
- 8 - **Minor Vessel Repair** (H) **D:** P **R:** T Allows caster to completely mend a damaged minor blood vessel (a vessel that bleeds at up to 2 hits/rnd, not major arteries or veins).
- 9 - **Cut Repair III** (H) As *Cut Repair I*, except that caster can repair wound(s) that bleed(s) for up to 3 hits/rnd (total); three 1 hit/rnd wounds **or** one 3 hit/rnd wound **or** one 2 hit/rnd and one 1 hit/rnd wound can be healed; may be spread over 1-3 targets.
- 10 - **Major Vessel Repair** (H) **D:** P **R:** 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. A major vessel is one that bleeds at 5 hit/rnd or more when severed.
- 12 - **Joining** (H|*) **D:** P **R:** T Allows caster to reattach severed limb; also requires use of Bone, Muscle, and Nerve *Joining* spells in order to restore functional status; limb is fully functional in 10-100 days.
- 13 - **Flow Stoppage True** (H) As *Flow Stoppage I*, except that blood loss (i.e., hits/rnd) from one wound is stopped.
- 14 - **Clotting True** (H) As *Clotting I*, except that blood loss (i.e., hits/rnd) from one wound is stopped.
- 16 - **Unclotting** (H) **D:** P **R:** T Allows caster to remove any one blood clot; will counter *Clotting Curse* (on the Base Priestly list, Curses).
- 18 - **Cut Repair True** (H) As *Cut Repair I*, except that it will stop bleeding and close any one wound.
- 20 - **Mass Flow Stoppage** (H) As *Flow Stoppage True*, 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.

25 - **Joining True** (H|*) As *Joining*, except that limb is fully functional in 10 minutes (provided caster also uses the other three *Joining True* spells).

30 - **Mass Clotting** (H) As *Mass Flow Stoppage*, except that bleeding is stopped as in *Clotting True*.

50 - **Mass Blood Repair** (H) **D:** P **R:** 100' Allows caster to stop bleeding in, and fully repair, 1 wound/lvl (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.

Note: See Section *Injury* (in *Athasian Environment*) for normal healing guidelines.

NERVE

1 - **Nerve Lore** (H) **D:** - **R:** 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) **D:** P **R:** T Allows caster to repair damage to 1 nerve; requires 1 day recovery period.

5 - **Limb Preservation** (H|*) **D:** 1 day/lvl **R:** T Allows caster to prevent the deterioration of 1 limb (even while severed); also requires use of same spells from Muscle, Bone, and Blood.

10 - **Unparalysis** (H) **D:** min/lvl Caster can cure any 1 paralysis problem.

12 - **Joining** (H|*) **D:** P **R:** T Allows caster to reattach limb, but requires use of Bone, Muscle, and Blood *Joining* spells in order to restore functional status; limb is fully functional in 10-100 days.

14 - **Nerve Repair True** (H) As, *Minor Nerve Repair*, except that there is no recovery period required.

15 - **Minor Brain Repair** (H) **D:** P **R:** 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 a 1 hour operation; recovery time: 1-10 days.

18 - **Paralysis Cures** (H) **D:** P **R:** 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.

25 - **Joining True** (H|*) As *Joining*, except that limb is fully functional in 10 minutes (provided caster also uses the other three *Joining True* spells).

30 - **Nerve Regeneration** (H) **D:** P **R:** T Allows caster to regenerate lost nerve; regrowth takes 1-10 days, depending on extent of loss.

50 - **Brain Regeneration** (H) **D:** P **R:** T Allows caster to regenerate lost brain material; regrowth takes 10-100 days, depending on extent of damage; target is in coma during recovery; note that experience lost is not restored (% lost permanently is dependent on severity of damage).

MUSCLE

- 1 - Muscle Lore (H) D: - R:** 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)** As *Muscle Lore*, except the knowledge obtained concerns the healing of tendon damage.
- 3 - Sprain Repair (H) D: P R:** T Allows caster to repair (not replace) 1 sprain; recovery time: 1 hour.
- 4 - Muscle Repair I (H) D: P R:** T Allows caster to repair (not replace) 1 damaged muscle; recovery time: 1 hour.
- 5 - Limb Preservation (H|*) D:** 1 day/lvl **R:** T Allows caster to prevent the deterioration of 1 limb (even while severed); also requires use of same spells from Nerve, Bone, and Blood.
- 6 - Tendon Repair I (H) D: P R:** T Allows caster to repair one damaged tendon; recovery time: 1 hour.
- 9 - Muscle Repair III (H)** As *Muscle Repair I*, except caster can repair 3 damaged muscles.
- 10 - Tendon Repair III (H)** As *Tendon Repair I*, except caster can repair 3 damaged tendons.
- 12 - Joining (H|*) D: P R:** T Allows caster to reattach limb, but requires use of Bone, Blood, and Nerve *Joining* spells in order to restore functional status; limb is fully functional in 1-10 days.
- 13 - Muscle Repair True (H)** As *Muscle Repair I*, except recovery is instantaneous **and** requires 1 minute "operation" (concentration by caster).
- 15 - Tendon Repair True (H)** As *Tendon Repair I*, except recovery is instantaneous **and** requires 1 minute "operation" (concentration by caster).
- 17 - Mass Muscle Repair (H) D: P R:** 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; recovery time: 1 hour.
- 19 - Mass Tendon Repair (H) D: P R:** T Allows repair of 1 tendon/lvl of the caster (e.g., a 19th lvl caster can repair 19 muscles); spell can be used as long as caster concentrates.
- 20 - Muscle Regeneration (H) D: P R:** T Allows caster to regenerate 1 muscle; regrowth takes 1-10 hrs, depending on extent of loss.
- 25 - Joining True (H|*)** As *Joining*, except limb is fully functional in 10 minutes (provided caster also uses the other three *Joining True* spells).
- 30 - Tendon Regeneration (H) D: P R:** T Allows caster to regenerate 1 tendon; regrowth takes 1-10 hrs, depending on extent of loss.
- 50 - Mass Repair True (H) D: P R:** 100' Caster can repair a number of damaged muscles and/or tendons equal to his level; recovery is instantaneous.

ORGAN

- 1 - Organ Lore (H) D: - R:** T Caster acquires complete understanding of any organ damage, including the tools and the methods required for healing; caster does not receive the skill or power to perform the cure.
- 3 - Nasal Repair (H) D: P R:** T Allows caster to repair any nose damage short of complete nose loss; requires 1-60 minutes depending on damage.
- 5 - Minor Ear Repair (H) D: P R:** T Caster can repair any external damage, including ear loss (regeneration takes 1-10 hrs).
- 6 - Minor Eye Repair (H) D: P R:** T Allows caster to repair any minor eye damage (e.g., corneal scratch, removal of foreign object, etc.).
- 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 inner 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 (e.g., eye's destruction precludes repair); recovery time: 1-10 days.
- 14 - Heart Repair (H) D: P R:** 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) D: P R:** T Allows caster to repair any lung damage short of total loss or destruction (i.e., replacement); requires 1-10 hour operation and 1-100 day recovery time.
- 16 - Organ Repair (H) D: P R:** 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) D: P R:** Allows target to regenerate 1 lost nose; regrowth takes 1-10 days.
- 18 - Organ Transplant (H) D: P R:** 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) D: P R:** T Allows target to regenerate 1 lost eye or ear (including inner ear); regrowth takes 1-10 days, depending on loss.
- 25 - Organ Repair True (H)** As *Organ Repair*, except recovery time is 10 minutes **and** no operation is required.
- 30 - Heart Regeneration (H) D: P R:** T Allows caster to regenerate heart; regrowth takes 1-10 days.
- 50 - Organ Regeneration (H) D: P R:** 100' Allows caster to regenerate any internal or external organ (not including the brain or nervous system); regrowth takes 1-10 days.

BONE

- 1 - Bone Lore (H) D: - R:** 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) D: P R:** T Allows caster to mend simple fractures (not compound fractures, shatters, joint damage, etc.); 1 fracture/spell cast; 1 day recovery period.
- 4 - Cartilage Repair (H) D: P R:** T Allows caster to repair all cartilage around 1 joint; 1 day recovery period.
- 5 - Limb Preservation (H|*) D: 1 day/lvl R:** T Allows caster to prevent the deterioration of 1 limb (even while severed); also requires use of same spells from Nerve, Muscle, and Blood.
- 6 - Major Fracture Repair (H) As *Minor Fracture Repair*,** except that caster can also repair compound fractures; 1 day recovery period.
- 8 - Skull Repair (H) D: P R:** 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) D: P R:** 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 recovery is instantaneous.
- 12 - Joining (H|*) D: P R:** T Allows caster to reattach limb, but requires use of Muscle, Blood, and Nerve *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 recovery is instantaneous.
- 14 - Major Fracture Repair True (H) As *Major Fracture Repair*,** except recovery is instantaneous.
- 15 - Skull Repair True (H) As *Skull Repair*,** except recovery is instantaneous.
- 16 - Joint Repair True (H) D: P R:** T As *Joint Repair*, except recovery is instantaneous.
- 17 - Shatter Repair (H) D: P R:** 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 it repairs 1 minor fracture/lvl of the caster; spell operates as long as caster concentrates; each mended fracture requires a 1 day recovery period.
- 20 - Mass Cartilage Repair (H) As *Mass Minor Fracture Repair*,** except it repairs cartilage as *Cartilage Repair*.
- 25 - Joining True (H|*) As *Joining*,** except that limb is fully functional in 10 minutes (provided caster also uses the other three *Joining True* spells).
- 30 - Mass Major Fracture Repair (H) As *Mass Minor Fracture Repair*,** except it repairs major fractures as *Major Fracture Repair* and the spell has 100' range.
- 50 - Mass Shatter Repair (H) As *Mass Minor Fracture Repair*,** except it repairs any broken or shattered bones as *Shatter Repair* and the spell has 100' range.

CALM SPIRITS

- 2 - Calm I (M) D: 1 min/lvl R: 100'** Target will take no aggressive/offensive action, an will fight only if attacked.
- 4 - Calm II (M) As *Calm I*,** except 2 targe may be affected.
- 5 - Hold Kind (M) D: C R: 100'** Humanoid target is held to 25 % of normal action.
- 6 - Calm III (M) As *Calm I*,** except 3 targe may be affected.
- 8 - Calm IV (M) As *Calm I*,** except 4 targe may be affected.
- 9 - Calm V (M) As *Calm I*,** except 5 targets may be affected.
- 10 - Mass Animal Calming (M) D: 2 min/lv R: 100'R** Caster can calm a number of animals equal to his level.
- 11 - True Hold (M) As *Hold Kind*,** except will affect any target.
- 12 - Calm X (M) As *Calm I*,** except that 10 targets may be affected.
- 15 - Shout Of Calming (M*) D: 1 min/1 R: 50'R** All targets in radius must resist or they are calmed.
- 18 - Mass Animal Calming (M) D: 1 min/lvl R: 10'R/lvl RR Mod: -20** Allows caster to calm up to 20 targets.
- 20 - Lord Calm (M) D: 1 min/lvl R: 10'/lvl RR Mod: -20** Allows caster to calm up to 20 targets.
- 25 - Long Calm (M) D: 1 day/lvl R: 300' RR Mod: -20** Caster can calm any 1 target.
- 30 - Mass Calm (M) D: 1 min/lvl R: 100'R** Caster can calm a number of targets equal to his level.
- 50 - Calm True (M) D: P R: 100'** Caster can calm any 1 target.

CREATIONS

- 2 - Sustain Self (F) D: 1 day R: S** Allows caster to go without food or water and not suffer damage (i.e., provides nutrition and water for 1 day).
- 3 - Water Production I (F) D: P R: 10'** Caster can produce sufficient in any available receptacle to supply a being for one day.
- 4 - Food Production I (I) D: P R: 10'** Caster can produce sufficient food from the surrounding area to feed 1 hearty appetite for 1 day.
- 5 - Fire Starting (F) D: - R: 1'** Allows caster to set a fire of 1'R; fire will then last as long as there is fuel. A target in the 1'R will take an 'A' Heat critical.
- 6 - Nutrient Conjures I (F) D: P R: 10'** Caster can produce 1 loaf of waybread that weighs 1/2 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) D: P R: T** Allows caster to enhance the potency of any 1 growing herb by 100% (i.e., x2); spell may be employed only once per 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 Conjure I*, except caster can produce 3 loaves of waybread.
- 13 - Herb Mastery** (F) **D:** P **R:** T Caster can double the potency of any 1 herb (growing or dead); spell may be employed only once/herb. May not be combined with *Herb Enhancement*.
- 15 - Lesser Plant Production** (F) **D:** P **R:** 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) As *Water Production I*, except caster can create 1 day of water per level (e.g., a 17th level Templar could create 17 days of water).
- 17 - Food Production True** (F) As *Food Production I*, except caster can produce sufficient food to feed a number of beings equal to his level.
- 20 - Lesser Animal Production** (F) **D:** P **R:** 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) As *Nutrient Conjure I*, except caster can produce loaves of waybread 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'/lvl (e.g., a 30th level could produce a 20' 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.

Note: See Section *Spell Lists Special Notes* for an explanation of how *Herb Enhancement* and *Herb Mastery* spells increase the potency of herbs.

LOCATING WAYS

- 2 - Guess** (I) **D:** - **R:** S When faced with a choice about which he has little or no information (e.g., which corridor leads outside the quickest) the caster may cast this spell and the Gamemaster will determine which way he goes, biasing the choice favorable by 25% (e.g. roll 1-100: correct on 26-100, incorrect on 01-25).
- 3 - Pathfinding** (P) **D:** - **R:** 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) **D:** 1 min/lvl (C) **R:** 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) **D:** 1 hr/lvl **R:** S Caster can remember an 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 12 hours of a trip even if he had been blindfolded). To be effective, this spell must be cast within 1 month/lvl of the journey.
- 12 - Pathfinding** (P) As above, except range is 1 mile.
- 15 - Finding** (P) **D:** - **R:** 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) As *Location*, except range is 20 miles.
- 25 - Paths True** (P) As *Pathfinding*, except range is 1 mi/lvl and exact route(s) within the range are ascertained.
- 30 - Location True** (P) As *Location*, except range is 1 mi/lvl.
- 50 - Finding True** (P) As *Finding*, except range is 100'/lvl.

LORE

- 1 - Afterthoughts** (I) **D:** - **R:** S Allows caster virtual total recall of any conversation or writing he encountered within a period of days equal to his level.
- 2 - Detect Evil** (I) **D:** 1 min/lvl (C) **R:** 100' Detects "true evil" in an animate or inanimate target; caster can concentrate on a 5'R area each round.
- 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, in the living mind or in an object forged with great malice.
- 5 - Light Lore I** (I) **D:** - **R:** 10' Caster can ascertain the origin point and nature of any 1 "holy item" that is not "of darkness" or "of evil"; will not give specific capabilities.
- 6 - Poison Lore** (I) **D:** - **R:** 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) **D:** - **R:** 100' Caster can determine the nature and type of any 1 living target. He will not be able to ascertain the target's personal traits or capabilities, but will know the normal abilities associated with the target's species.
- 10 - Curse Tales** (I) **D:** - **R:** 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 "of 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) **D:** - **R:** 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 darkness" or "of evil."

19 - White Lore (I) D: - R: 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 darkness" or "of evil."

50 - White Lore Mastery (I) As *White Lore*, except caster can acquire the information on all "holy items" within 100'.

SYMBOL

1 - Analyze Symbol (I) D: - R: 50' Caster learns what spell is emplaced within one Symbol within 50'.

3 - Unsymbol I (F) D: P R: 10' Caster can remove one Symbol I (an emplaced 1 st level spell). The Symbol's RR is based on the level of the spell in the Symbol spell (the target lvl) and the level of the Unsymbol spell (the attack lvl).

5 - Symbol I (F) D: P R: 10' Caster can emplace one 1 st level spell on any 1 given nonmobile stone (see below). Within three rounds, the spell to be emplaced must also be cast (within 10').

- If the spell emplaced is an attack spell, the attack level is the spell's level (i.e., for Symbol I the attack level is always 1 st level, **not** the level of the caster).

- A Symbol can be triggered by one of the following (decided by caster): time period, certain movements, certain sounds, touch, reading, violent actions in the area, etc. The triggering range is normally 10' or the range of the emplaced spell, whichever is larger.

- Normally, if the Symbol affects a being or thing (e.g., healing, attacks, etc.), it can be triggered only once per day.

- The Symbol must be placed on a slab of stone (block, piece, etc.) weighing at least 2000 lb. Only one Symbol may be placed on each continuous slab. The stone may not be moved appreciably without destroying the Symbol.

7 - Symbol II (F) As above, except a 2nd level spell any 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.

10 - Analyze Symbol True (I) As *Analyze Symbol*, except caster learns what spells are emplaced in all Symbols within a 50'R.

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 - Symbol XV (F) As above, except a 15th level spell may be emplaced..

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 Templar could remove a 49th level spell, but not a 50th level spell).

Note: A *Symbol* is a spell that is permanently emplaced in a non-mobile stone.

PRIESTLY SPELLS

BASE LISTS

REPULSIONS

1 - Repel Undead V (F) D: 1 min/lvl **R:** 100' Causes up to 5 Undead "Animated Dead" to flee or disintegrate; 5 "points" of Undead may be affected: a "Class I" Undead counts as 1 pt, a "Class II" Undead counts as 2 pts, etc. "Animated Dead" are treated as "Class I" Undead and are not entitled to a RR (automatically disintegrate if the spell does not fail). See Necromancy (Base Priestly list) for a brief description of Animated Dead and Undead "Classes", creation, and control.

Each affected target 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 target(s) cannot flee it will remain motionless). One BAR (Base Attack Roll) is applied to all targets. For the purposes of RRs, if no level is given for an Undead, use the following: (Class I = lvl 1-2), (Class II = lvl 3-5), (Class III = lvl 6-8), (Class IV = lvl 9-12), (Class V = 13-15), (Class VI = lvl 16-up).

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 normally needed to affect it), that target's RR is modified by -5. Thus Repel Undead V could affect 5 Class I Undead with no RR Mod OR 1 Class I Undead with a RR Mod of -20 OR 1 Class II Undead with a RR Mod of -5 and 2 Class I Undead with no RR Mod OR any other combination of targets providing no more than 5 pts were allocated.

3 - Anti-Channels I (F) D: - R: 100' Cancels a Channels I spell being transmitted or received within range. Nor RR for the canceled spell.

4 - Neutralize Curse (F) D: 1 min/lvl **R:** 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) D: P R: T Cancels a curse if the curse fails a RR: the curse's target level is the attack level of the original curse and the attack level is this spell's attack level. If the curse is not canceled, the caster cannot try again until he has gone up another level of experience (however, another caster 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 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 Anti-Channels I, 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.

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 King Bridge (Base Priestly list, Channels) are not affected.

50 - Rechanneling (F) D: 1 rnd/lvl **(C) R:** 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).

Note: For the above spells, modifications can be given to certain very powerful Undead.

PROTECTIONS

1 - Prayer I (D) D: C R: 100' Target gets a 5 bonus to his RRs and maneuver rolls. If cast only on "self", concentration is not required and the duration is 1 min/lvl.

2 - Bless I (D) As Prayer I, except bonus applies to DB (Defensive Bonus) and maneuver rolls.

3 - Resistance I (D) As Prayer I, except bonus applies to RRs and DB.

4 - Heat Resistance (D*) D: C R: 100' Target is protected from natural heat up to 200°F, +20 to all RRs vs. heat; -20 to elemental fire/ heat attacks. If cast only on "self", concentration is not required and the duration is 1 min/lvl.

8 - Temperature Sphere (D*) D: C R: 10'R All who are within the sphere are allowed benefits of HeatResistance Spell; the sphere is not mobile.

10 - Protections Sphere I (D) D: C R: 10'R All within the radius are allowed the benefits of Prayer I or Bless I or Resistance I; the sphere is not mobile.

11 - Prayer III (D) As Prayer I, except bonus 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, etc.).

12 - Bless III (D) As Bless I, except bonus is 15 and spell may be spread over 1-3 targets.

13 - Resistance III (D) As Resistance I, except bonus is 15 and spell may be spread over 1-3 targets.

15 - Temperature Sphere (D) As above, except radius is 20'.

17 - Protections Sphere III (D) As Protections Sphere I, except all within the radius are allowed the benefits of Prayer III or Bless III or Resistance III.

18 - Prayer V (D) As Prayer I, except bonus is 25 and spell may be spread over 1-5 targets.

20 - Bless V (D) As Bless I, except bonus is 25 and spell may be spread over 1-5 targets.

- 25 - Resistance V (D)** As *Resistance I*, except bonus is 25 and spell may be spread over 1-5 targets.
- 30 - Protections Sphere V (D)** As *Protections Sphere I*, except all within the radius are allowed the benefits of *Prayer V* or *Bless V* or *Resistance V*.
- 50 - Protections True (D)** **D:** 1 min/lvl **R:** 100' Target gets a 30 bonus to his RRs, maneuver rolls, and DB; and 30 is subtracted from elemental attacks against him.

CHANNELS

- 3 - Channels I (F*)** As *Channels I* on Dark Channels (Base Priestly list).
- 5 - Stunning (F*)** **D:** 1 rnd/10 failure **R:** 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*)** **D:** V **R:** 50' **RR Mod:** -20 Target's "soul" is torn from his body; it remains in whatever place "souls" go for 1 week/10 failure. The soul can be returned early only through *Lifegiving*. Target is unconscious until soul is restored; even for subconscious activity, he is at -75.
- 15 - King Shout (F*)** **D:** - **R:** 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 than 40 are unconscious.
- 17 - Channels X (F*)** As *Channels I*, except a 1st-10th lvl spell may be transmitted.
- 18 - Returning (F*)** **D:** - **R:** S Caster is returned to a predefined place (a type of teleportation); caster must live in the place in the place for 30 days (mediating 16 hr each day) to define it as his "place of returning". Only one such 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 he has used *Returning*, caster may cast this spell and be returned to within 20' of the point he "Returned" from.
- 30 - Lord Channels (F*)** As *Channels I*, except 1st-20th lvl spells may be transmitted.
- 50 - King Bridge (F)** **D:** 1 rnd **R:** V Opens a direct channel to the caster's sorcerer-king; results depend on the deity's personality, motives, and powers. Any spell the sorcerer-king can cast may be transmitted through the gate.

SUMMONS

- 1 - Summons I (FM)** **D:** V (C) **R:** 100' Caster can instantly summon a first level non-intelligent creature that he can control by concentrating on it. The creature disappears after 1 minute (6 rounds). 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, hooped and could get a kank, inix, etc.).
- 2 - Summons II (FM)** As *Summons I*, except caster can summon one 2nd level creature or two 1 st level creatures or one 1 st level creature for 2 minutes; i.e., if you multiply the levels, minutes, and no. of creatures, the result cannot exceed 2.
- 3 - Summons III (FM)** As *Summons II*, except total cannot exceed 3.
- 4 - Summons IV (FM)** As *Summons II*, except total cannot exceed 4.
- 5 - Summons V (FM)** As *Summons II*, except total cannot exceed 5.
- 6 - Summons VI (FM)** As *Summons II*, except the total cannot exceed 6.
- 7 - Summons VII (FM)** As *Summons II*, except the total cannot exceed 7.
- 8 - Summons VIII (FM)** As *Summons II*, except the total cannot exceed 8.
- 9 - Summons X (FM)** As *Summons II*, except total cannot exceed 10.
- 10 - Demonic Gate I (FM)** **D:** C **R:** 10' Caster summons a Type I Demon that appears over the course of 2 rounds; the caster can control it by concentrating. After the caster stops concentrating, the demon will fade out over the course of 2 rounds; attacking the closest being until gone. See Dark Summons (Base Wizardry list) for a description of the Demon Types.
- 11 - Summons XV (FM)** As *Summons II*, except total cannot exceed 15.
- 13 - Lord Summons (FM)** As *Summons II*, except total cannot exceed 20.
- 15 - Demonic Gate II (FM)** As *Demonic Gate I*, except a Type II Demon is summoned.
- 17 - Waiting Summons (FM)** As *Summons X*, except it can be delayed up to 1 day/lvl of caster or until triggered by one of the following (decided by caster): certain movements, certain sounds, touch, violent actions in the area, etc.
- 20 - Demonic Gate III (FM)** As *Demonic Gate I*, except a Type III Demon can be summoned.
- 25 - Mass Summons (FM)** As *Summons II*, 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)** **D:** - **R:** 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" .

COMMUNE

- 1 - **Guess** (I) **D:** - **R:** S When faced with a choice about which he has little or no information (e.g., which corridor leads to the cellar) the caster may cast this spell and the Gamemaster will determine which way he goes, biasing the choice favorable by 25% (e.g., roll 1-100: correct on 26-100, incorrect on 01-25).
- 3 - **Intuitions I** (I) **D:** - **R:** S Caster gains a vision of what will happen in the next minute if he takes a specified action.
- 4 - **Dream I** (P) **D:** a normal sleep period **R:** S Caster has a dream relating to a topic decided upon just before retiring; limited to once per night.
- 5 - **Intuitions III** (I) As *Intuitions I*, except caster gets to gaze 3 minutes into the future.
- 6 - **Death's Tale** (I) **D:** - **R:** S Caster gets a vision of the events surrounding the death of any 1 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) **D:** C **R:** 1 mi/lvl Caster can make contact with any 1 known being he his 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 list).
- 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) **D:** C **R:** S Caster receives (usually from his parton 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.
- 19 - **Death's Tale True** (I) **D:** - **R:** 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 only 1 concept (e.g., a name or short phrase may constitute the answer).
- 25 - **Intuitions True** (I) As *Intuitions I*, except caster gets to gaze into the future for a number of minutes equal to his level.
- 30 - **Channel Opening True** (I) As *Channel Opening*, except caster can open a channel spell to anyone he chooses, regardless of whether or not he is acquainted with the being; caster must specify the type of being he is seeking; range is 1 mi/lvl.
- 50 - **High Prayer** (I) **D:** C **R:** S Caster receives detailed information from his sorcerer-king on a single topic question.

LIFE

- 1 - **Preservation** (H) **D:** 1 min/lvl **R:** 10' Caster can preserve a "dead" body, preventing any further deterioration (i.e., start deterioration) or damage from already existing wounds; the target will be in coma; this spell will not prevent the target's soul from leaving the body.
- 3 - **Preservation** (H) As above, except the duration is 1 hr/lvl.
- 5 - **Lifekeeping** (H) **D:** 1 hr/lvl **R:** 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.
- 12 - **Lifegiving** (H) **D:** P **R:** 10' Caster can "raise" 1 dead being by restoring the being's lost soul; the target's soul must still exist and he must have died within the last year. In order to be successful "raised", the target must roll below his Constitution stat; but, +10 is 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 a target with a Co of 84 or less would not be "raised"). Target will be incapacitated (-100 to all activity) 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 only (+5 x days) is added when target attempts to roll below his Co. Recovery period = (50 x the time dead).
- 16 - **Lifekeeping** (H) As above, except duration is 1 week/lvl.
- 17 - **Lifegiving** (H) As above, except only (+2 x days) will be added when target attempts to roll below his Co. Recovery period = (20 x the time dead).
- 19 - **Restoration** (H) **D:** P **R:** 10' Caster can restore most of the target's mental capabilities (including experience); the % that is unrecoverable by the use of this spell is equal to (1% x # days mind was destroyed).
- 20 - **Lifegiving** (H) As above, except only (+1 x days) will be added when target attempts to roll below his Co. Recovery period = (1 x the time dead).
- 25 - **Lifegiving** (H) As above, except only (+0.5 x days) will be added to the dice roll when target attempts to roll below his Co **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.

Note: See Section Spell Lists Special Notes for a discussion of Death and Lifegiving.

TRANSFERRING LISTS

This entire list is devoted to the transfer to the healer of wounds inflicted on another; the next five Base Lists devoted to healing wounds on the caster's own body. This list has no specific spells, rather its use is determined by the other five lists. In order to transfer any number of wounds from a single target, the caster must ascertain the single most serious wound (measured by the highest level spell needed to heal it); then he casts one Transferral spell of a level corresponding to that highest level healing spell. At his discretion, all other wounds are also transferred to the caster at a rate of one per round (he may not necessarily wish to absorb all of the targets wounds at once and perhaps incapacitate himself). Note that the caster is able to transfer wounds up to his level in severity even if he does not possess the necessary spell list to heal himself.

Note that all Transferring Base lists (except this one) are subconscious, and the caster's body will automatically expend points to heal his wounds as long as he is still alive. If the caster has insufficient power points to heal his wounds, he slips into a coma and regenerates his full PPs every eight hours until all his wounds are healed.

Example: *Rana the Templar is 10th level, and because of a superior statistic and a x2 power multiplier, has 40 power points. Racar the Fighter has just suffered: a severed hand, a damaged arm (two severed muscles and a fracture), 80 hits, bleeding of 5 hits/round, and a serious skull fracture. The highest level healing spell required is Skull Repair True; so, Rana places the severed hand at Racar's wrist, holds it in place, puts his hand on Racar's head, and casts a single 10th level Transferral (costs 10 PP). At the rate of one round per wound, each of Racar's wounds is transferred to Rana. Racar is subsequently in perfect health. Rana's body immediately casts a 10th level Skull Repair True (10 PP) and 2 Cut Repair III spells to stop the bleeding, (2x3rd lvl = 6 PPs). Rana now has 14 PPs left: insufficient to completely repair the severed wrist. He casts two of the necessary four Joining spells: Blood and Muscle (2x7th lvl = 14 PP); now the hand is attached and will be kept alive. Rana has no PPs left and lapses into a regenerative coma until he regenerates his PPs after eight hours. Then, Rana's body casts the remaining two Joining spells, the fracture and muscle repairs necessary, and the concussion relief spells. He then awakens, and is healed, but is still subject to the recovery time incurred by the spells.*

BLOOD TRANSFERRING

- 1 - Clotting I (HS) D: - R: S** Allows caster to stop bleeding at rate of 1 hit/round; for 1 hr he can move at no more than a walking pace, or bleeding will resume at prior rate.
- 2 - Cut Repair I (HS) D: P R: S** Allows caster to stop bleeding from 1 wound that bleeds at rate of 1 hit/round.
- 3 - Minor Vessel Repair (HS) D: P R: S** Allows caster to completely mend a damaged minor blood vessel (a vessel that bleeds at up to 2 hits/round, not major arteries or veins).
- 4 - Clotting V (HS)** As *Clotting I*, except caster can reduce his blood loss rate by 5 hits/round; this can be spread over 1-5 wounds (e.g., five 1 /round wounds, one 3/round wound and one 2/round wound, one 5/round wound, etc.).
- 5 - Cut Repair III (HS)** As *Cut Repair I*, except that caster can repair wound(s) that bleed(s) for up to 3 hits/round (total); three 1 hit/round wounds **or** one 3 hit/round wound **or** one 2 hit/round and one 1 hit/round wound can be healed; may be spread over 1-3 targets.
- 6 - Major Vessel Repair I (HS) D: P R: S** Caster can repair damage to any 1 artery or vein; a major vessel is one that bleeds at 5 hit/round or more when severed.
- 7 - Joining (HS | *) D: P R: S** Caster can reattach 1 severed limb; requires use of the other 3 Base *Joining* spells in order to make limb fully functional; recovery time: 1-10 days.
- 9 - Mass Clotting (HS)** As *Clotting V*, except caster can stop a number of hits/round equal to his level (e.g., a 9th lvl caster could reduce his bleeding by 9 hits/round).
- 10 - Mass Cut Repair (HS)** As *Cut Repair III*, except that caster can stop a number of hits/round equal to his level (not major vessels).
- 11 - Unclotting (HS) D: P R: S** Allows caster to remove any one blood clot; will counter *Clotting Curse* (on the Base Priestly list, Curses).
- 13 - Major Vessel Repair III (HS)** As *Major Vessel Repair I*, except caster can repair up to 3 veins and/or arteries.
- 15 - Joining True (HS | *)** As *Joining*, except caster must cast the other 3 Base *Joining True* spells **and** recovery is instantaneous.
- 20 - Regulations (HS) D: P R: S** Caster can regulate his own blood flow and completely eliminate any blood loss without fear of harm; caster may not move.
- 25 - New Blood (HS) D: P R: S** Caster can restore all of the blood lost from his body; recovery time: 1-10 hrs.
- 30 - Blood Disease Cures (HS) D: P R: S** Caster can eliminate any blood disease from his body; recovery time: 1-10 hrs.
- 50 - Blood Repairs True (HS) D: 1 rnd/lvl R: S** Caster can use any 1 of the lower spells on this list in a given round at will.

BONE TRANSFERRING

- 1 - **Minor Fracture Repair** (HS) **D: P R: S** Caster can mend 1 simple fracture (not compound fractures, joint damage, or skull damage); recovery time: 1-10 hrs.
- 2 - **Cartilage Repair** (HS) **D: P R: S** Caster can repair all cartilage centered around 1 joint; recovery time: 1-2 hrs.
- 3 - **Major Fracture Repair** (HS) **D: P R: S** As *Minor Fracture Repair*, except that caster can also repair compound fractures; recovery time: 1-10 hrs.
- 4 - **Skull Repair** (HS) **D: P R: S** Caster can mend any 1 skull fracture; he cannot mend shattered areas; recovery time: 1-10 hrs.
- 5 - **Joint Repair** (HS) **D: P R: 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|*) **D: P R: S** Caster can reattach 1 severed limb; requires use of the other 3 Base *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) **D: P R: S** Caster can repair any one shattered or broken bone or joint; recovery time: 1-10 days.
- 13 - **Cartilage Regeneration** (HS) **D: P R: S** Caster can regenerate any 1 area of cartilage; recovery time: 1-10 hrs.
- 14 - **Bone Regeneration** (HS) **D: P R: S** Caster can regenerate any 1 bone; recovery time: 1-10 hrs: skull cannot be regenerated.
- 15 - **Joining True** (HS|*) As *Joining*, except caster must cast the other 3 Base *Joining True* spells and recovery is instantaneous.
- 20 - **Shatter Repair True** (HS) As *Shatter Repair*, except recovery is instantaneous.
- 25 - **Cartilage Regeneration True** (HS) As *Cartilage Regeneration*, except that caster can regenerate all of the lost cartilage in his body; recovery time: 1-10 hrs.
- 30 - **Bone Regeneration True** (HS) As *Bone Regeneration*, except that caster can regenerate all of the lost bone in his body (including his skull); recovery time: 1-10 hrs.
- 50 - **Skeletal Regeneration True** (HS) **D: P R: S** Caster can regenerate all of the lost bone and/or cartilage in his body; recovery is instantaneous.

MUSCLE TRANSFERRING

- 1 - **Sprain Repair** (HS) **D: P R: S** Caster can repair 1 sprain.
- 2 - **Muscle Repair** (HS) **D: P R: S** Caster can repair 1 damaged muscle; recovery time: 1-10 hrs.
- 3 - **Tendon Repair** (HS) **D: P R: 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) A *Tendon Repair*, except caster can repair 3 damaged tendons.
- 7 - **Joining** (HS|*) **D: P R: S** Caster can reattach 1 severed limb; requires use of the other 3 Base *Joining* spells in order to make limb fully functional; recovery time: 1-10 days.
- 8 - **Muscle Repair True** (HS) As *Muscle Repair*, except recovery is instantaneous.
- 9 - **Tendon Repair True** (HS) As *Tendon Repair*, except recovery is instantaneous.
- 11 - **Mass Muscle Repair** (HS) **D: P R: S** Caster can repair a number of damaged muscles equal to his level; recovery time: 1-10 hrs.
- 12 - **Muscle Regeneration** (HS) **D: P R: S** Caster can regenerate any 1 muscle; recovery time: 1-10 hrs.
- 13 - **Mass Tendon Repair** (HS) **D: P R: S** Caster can repair a number of damaged tendons equal to his level; recovery time: 1-10 hrs.
- 14 - **Tendon Regeneration** (HS) **D: P R: S** Caster can regenerate any 1 tendon; recovery time: 1-10 hrs.
- 15 - **Joining True** (HS|*) As *Joining*, except caster must cast the other 3 Base *Joining True* spells and recovery is instantaneous.
- 20 - **Regeneration True** (HS) **D: P R: S** Caster can regenerate any 1 muscle or tendon: recovery is instantaneous.
- 25 - **Total Muscle Regeneration** (HS) **D: P R: S** Caster can regenerate all of the muscles in his body: recovery time: 1-10 hrs.
- 30 - **Total Tendon Regeneration** (HS) **D: P R: S** Caster can regenerate all of the tendons in his body: recovery time: 1-10 hrs.
- 50 - **Mass Repairs True** (HS) **D: P R: S** Caster can repair a number of damaged muscles and/or tendons equal to his level; recovery is instantaneous.

ORGAN TRANSFERRING

- 1 - **Nasal Repair** (HS) **D: P R: S** Caster can repair any nose damage short of complete nose loss.
- 2 - **Minor Nerve Repair** (HS) **D: P R: S** Caster can repair any minor nerve damage in 1 area; recovery time: 1-10 hrs.
- 3 - **Minor Ear Repair** (HS) **D: P R: S** Caster can repair any external ear damage, including ear loss (regeneration takes 1-10 hrs.)
- 4 - **Minor Eye Repair** (HS) **D: P R: S** Caster can repair any minor eye damage (e.g., corneal scratch, removal of foreign object, etc.).
- 5 - **Major Nerve Repair** (HS) As *Minor Nerve Repair*, except caster can repair any 1 area of major nerve damage; recovery time: 1-10 hrs.
- 6 - **Major Ear Repair** (HS) As *Minor Ear Repair*, except caster can also repair any internal ear damage (e.g., restore hearing); recovery time: 1-10 hr.

- 7 - Joining** (HS|*) **D: P R:** S Caster can reattach 1 severed limb; requires use of the other 3 Base *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; recovery time: 1-10 hr.
- 9 - Nerve Repair True** (HS) As *Major Nerve Repair*, except that recovery is instantaneous.
- 10 - Organ Repair** (HS) **D: P R:** S Caster can repair any damage to 1 organ (except the brain) that has not been completely destroyed; recovery time: 1-10 hrs.
- 12 - Paralysis Cures** (HS) **D: P R:** S Caster can cure any paralysis problem; recovery time: 1-10 days.
- 13 - Mass Nerve Regeneration** (HS) **D: P R:** S Caster can regenerate all the nerves in his body (outside brain area); recovery time: 1-10 hrs.
- 15 - Joining True** (HS|*) As *Joining*, except caster must cast the other 3 Base *Joining True* spells and recovery is instantaneous.
- 20 - Brain Repair** (HS) **D: P R:** S Caster can repair brain damage (such as that caused by a skull fracture, etc. at the discretion of the GM). Experience lost by brain damage to the wounded being (the one from whom the damage is transferred) is not restored. Should the caster have brain damage inflicted directly upon him (e.g., he is stuck in the head), he may suffer memory and/or experience loss; this may result in the caster's inability to cast this spell. Recovery time: 1-10 hrs.
- 25 - Organ Regeneration** (HS) **D: P R:** 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) **D: P R:** S Caster may reunite his soul with his body, provided the latter is functional. 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 (for the target this process operates like the 20th level *Lifegiving* spell on the Base Priestly list, Life). While technically alive, but without his soul, the caster would be affected as if he had been "absolved" (per *Absolution Pure*, on the Base Priestly list, Channels); thus, he could take no conscious actions and he would be at -75 for all subconscious actions. He may regain his own soul through the use of this spell or through someone else casting the appropriate spell.

SURFACE TRANSFERRING

- 1 - Heal** (HS) **D: P R:** S Caster is healed of 1-10 concussion hits.
- 2 - Burn Relief I** (HS) **D: P R:** S Will heal one area of a first degree burn.
- 3 - Stun Relief I** (HS*) **D: P R:** S Caster is relieved of 1 round's worth of accumulated stun effects.
- 4 - Regeneration I** (HS*) **D: C R:** S Reduces damage by 1 hit every rnd as, long as caster concentrates; if caster is unconscious this spell will operate without concentration.
- 5 - Burn Relief II** (HS) As *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) **D: - R:** S Caster is instantly awake.
- 7 - Heal** (HS) As above, except caster can heal 5-50 concussion hits.
- 8 - Burn Relief III** (HS) As *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 rnds accumulated stun effects.
- 10 - Regeneration II** (HS*) As *Regeneration I*, except 2 hits are healed every rnd.
- 11 - Burn Relief V** (HS) As *Burn Relief I*, except the area(s) of damage that can be healed are: 5 mild and 1 severe **or** 1 mild and 2 moderate **or** 1 moderate and 1 severe **or** etc.
- 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 rnds accumulated stun effects.
- 15 - Regeneration III** (HS*) As *Regeneration I*, except 3 hits are healed every rnd.
- 20 - Heal** (HS) As above, except caster can heal 20-200 concussion hits.
- 25 - Heal True** (HS) As above, except caster is healed of all concussion hits.
- 30 - Burn Relief True** (HS) **D: P R:** S Caster is relieved of all burns.
- 50 - Stun Relief True** (HS) **D: - R:** S Caster is relieved of all accumulated stun effects.

NATURE'S MOVEMENT

- 1 - Limbwalking** (F) **D:** 1 min/lvl **R:** S Allows caster to walk along nearly horizontal tree limbs (that can support the weight) as if he were on level ground.
- 2 - Silkwalking** (F) **D:** 1 min/lvl **R:** S Allows caster to walk on silt as if he were on level dry ground.
- 4 - Merging Organic** (F) **D:** 1 min/lvl **R:** S Allows caster to merge (body + 1' depth) into organic material (live or dead); caster cannot move while merged.
- 5 - Limbrunning** (F) As *Limbwalking*, except caster can run.
- 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 - Siltrunning** (F) As *Siltwalking*, except caster can run.
- 9 - Windwalking** (F) **D:** 2 min/lvl **R:** S Allows caster to walk on calm air; movement must be at constant height.
- 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.
- 15 - Merging True Organic** (F) As *Great Merging Organic*, except caster may use spells on himself while merged.
- 20 - Rock Door** (F) **D:** - **R:** S Allows caster to enter one rock and exit from another rock up to 100'/lvl feet away.
- 25 - Passing Organic** (F) **D:** 1 min/lvl **R:** S Allows caster to pass through any organic material of thickness up to 1'/lvl.
- 30 - Rock Door** (F) As above, except the trees can be up to 300'/lvl apart.
- 50 - Rock Returning** (F) **D:** - **R:** S Allows caster to "return" (i.e., teleport) to any rock within a range of 1 mile/lvl; requires a piece of the rock.

PLANT

- 1 - Plant Lore** (I) **D:** - **R:** T Caster learns nature and history of any 1 plant.
- 2 - Speed Growth** (F) **D:** 1 day **R:** 10'R Allows caster to increase speed of growth for any 1 species of plant within the radius by 10x.
- 3 - Plant Tongues** (I) **D:** 2 min/lvl **R:** T Allows caster to understand and "speak" the language of any 1 plant species.
- 5 - Speed Growth** (F) As above, except growth rate is 100x normal and the radius is 10'R.
- 6 - Plant Location** (I) **D:** - **R:** 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) **D:** P **R:** 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) **D:** 1 min/lvl **R:** 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 movement beyond normal allowances.

- 9 - Speed Growth** (F) As above, except growth rate is 10x normal and the radius is 100'R.
- 10 - Plant Growth** (F) As above, except size increase is 3x.
- 11 - Plant Control III** (M) As *Plant Control I*, except caster can control any 3 plants.
- 13 - Plant Growth** (F) As above, except size increase is 5x.
- 14 - Speed Growth** (F) As above, except growth rate is 100x normal and the radius is 100'R.
- 15 - Plant Control V** (M) As *Plant Control I*, except caster can control any 5 plants.
- 20 - Plant Growth** (M) As above, except size increase is 10x.
- 25 - Plant Growth True** (F) As *Plant Growth*, except caster can increase size of all plants of 1 species within a 100'R by 5x.
- 30 - Plant Control True** (M) As *Plant Control I*, except caster can control all plants within range (100'R).
- 50 - Plant Animation** (F) **D:** 1 min/lvl **R:** 100' Caster can animate any 1 plant; the plant can then move slowly, carrying any root system it may possess along.

ANIMAL

- 1 - Animal Sleep I** (M) **D:** 1 min/lvl **R:** 100' Puts any animal (i.e., non-humanoid) to sleep; will not affect enchanted creatures or "intelligent" animals.
- 2 - Lesser Cloaking** (U) **D:** 1 min/lvl **R:** S Allows caster to blend into surrounding terrain and become undiscoverable by animals of low intelligence.
- 3 - Animal Tongues** (I) **D:** 1 min/lvl **R:** S Allows caster to understand and "speak" the language of any 1 animal species.
- 4 - Animal Sleep III** (M) As *Animal Sleep I*, except can put up to 3 animals to sleep.
- 5 - Animal Mastery I** (M) **D:** C **R:** 100' Allows caster to control the actions of any 1 animal.
- 6 - Animal Location** (I) **D:** - **R:** 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) **D:** C **R:** 10' All animals within 10' will act friendly toward caster; does not control the animals.
- 8 - Animal Empathy** (I) **D:** C **R:** 100' Caster can understand and/or visualize the thoughts and emotions of any 1 animal.
- 9 - Animal Summons I** (FM) **D:** 1 min/lvl (C) **R:** 1 mi/lvl Caster can summon any 1 animal within radius; as long as he concentrates, caster controls the animal; animal is random 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) **D:** - **R:** 1 mi/lvl Caster can "call" any 1 known, specific animal; if it is physically possible, the animal will come to him.
- 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*, except caster can control all animals of a given species within 100'.

BASE PRIESTLY LISTS

- 20 - Animal Summons X** (FM) As *Animal Summons I*, except caster can summon and control 10 animals.
- 25 - Mastery** (M) As above, except caster can control all animals of a given species within a range of 10'/lvl.
- 30 - Absolution** (F*) **D:** V **R:** 100' **RR Mod:** -20 Target's "soul" is torn from his body; it remains in whatever place "souls" go for 30 days/10 failure. The soul can be returned early only through *Lifegiving*. Target is unconscious until soul is restored; even for subconscious activity, he is at -75.
- 50 - Animal Summons True** (FM) As *Animal Summons I*, except caster can summon and control a number of animals equal to his level (e.g., a 50th lvl could summon and control 50 kank).

HERB

- 1 - Herb Lore** (I) **D:** - **R:** T 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 medicinal use), no information will be related.
- 2 - Enhancement** (U) **D:** P **R:** T Allows caster to enhance the potency of any 1 growing herb by 100% (i.e., x2); spell may be employed only once per herb.
- 3 - Herb Finding** (I) **D:** 1 rnd/lvl **R:** 100' Allows caster to locate any 1 specific variety of herb that is sought, regardless of physical obstacles: gives exact direction, distance, and quantity.
- 4 - Instant Herbal Cures** (U) **D:** P **R:** 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) **D:** P **R:** T Caster can double the potency of any 1 herb (growing or dead); spell may be employed only once/ herb. May not be combined with Herb Enhancement.
- 6 - Herb Finding** (I) As above, except that the range is 300'.
- 7 - Herb Production** (U) **D:** P **R:** T Caster can grow an herb by planting the proper seed; the herb is sterile and the growth takes 1-10 rnds.
- 8 - Herb Mastery III** (U) As *Herb Mastery II*, except potency is 3x.
- 9 - Herb Finding** (I) As above, except range is 500'.
- 10 - Herb Cleansing** (U) **D:** P **R:** 10' Allows caster to remove any harmful poisons, by-products, or side effects from all herbs within range.
- 11 - Herb Mastery V** (U) As *Herb Mastery II*, except potency is 5x.
- 13 - Herb Finding** (I) As above, except range is 1 mile; location is known within 10'R.
- 15 - Herb Mastery X** (U) As *Herb Mastery II*, except potency is 10x.
- 20 - Lord Herb Finding** (I) As above, except range is 20 miles; location is known within 100'R.

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 3000%, i.e., 30x).

30 - Herb Mastery True (U) As *Herb Mastery II*, except that the potency fo 1 herb can be increased by 100% x lvl of caster (e.g., a 50th lvl caster could increase potency of growirig herb by 5000%, i.e., 50x).

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'R.

Note: See *Section Spell Lists Speacil Notes* for an explanation of how *Herb Enhancement* and *Herb Mastery* spells increase the potency of herbs.

NATURE PROTECTION

- 1 - Hues** (F) **D:** 1 min/lvl **R:** S Allows caster to take on the physical coloration of any 1 organic object; caster must be in contact with object. In many situations this will give a 10-50 bonus (GM discretion) to Hiding attempts (and perhaps to some Stalking attempts).
- 2 - Resist Elements** (D) **D:** 1 min/lvl **R:** S Protects caster from natural heat up to 200°F and natural cold down to -20°F; +10 to caster's RRs vs. heat spells; -10 to all elemental spell attacks against caster.
- 3 - Plant Facade** (F) **D:** 1 min/lvl **R:** 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 purely a visual illusion.
- 6 - Animal Facade** (F) As *Plant Facade*, except caster will appear as any 1 type of animal.
- 7 - Shadow** (F) **D:** 1 hr/lvl **R:** S Caster and objects on his person appear to be a shadow; and thus are almost invisible in dark areas (e.g., in many situations this could be handled with a Stalking/Hiding bonus between 25 and 75).
- 8 - Deflections Organic** (F*) **D:** - **R:** S Deflects 1 missile fired at the caster; missile; must be in caster's field of vision; subtract 100 from the attack roll for the missile; missile must be at least partially or organic composition.
- 9 - Bladeturning Organic** (F*) As *Deflections Organic*, except that the effect is against 1 melee attack form an organic or partially organic weapon.
- 10 - Plant Form** (F) **D:** 1 min/lvl **R:** 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 temperature extremes; +25 to caster's RRs vs. heat spells; -25 to all elemental spell attacks against caster.
- 13 - Aim Untrue Organic** (F*) As *Deflections Organic*, except the missile automatically misses.
- 15 - Animal Form** (F) As *Plant Form*, except caster can also take on physical character of any 1 animal; it will not bestow animal's physical abilities.
- 20 - Plant Form True** (F) As *Plant Form*, except caster can also take on smell and physical character of any 1 plant **and** caster can halve or double his normal size.

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., poison or anti-magic qualities); it will confer basic physical abilities (e.g., movement & physical attack capabilities); caster may halve or double normal 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*) **D:** 1 rnd/lvl **R:** S Each rnd, caster can negate (i.e., cause to miss) one missile or melee attack directed at him; attacking weapon must be part organic; it must be within his field of vision.

DETECT NATURE

1 - Outdoor Trap Detection (I) **D:** 1 min/lvl (C) **R:** 5'R Caster has a 75% chance of detecting each individual trap in a 5'R; caster can concentrate on a 5'R area each round.

2 - Nature's Awareness (I) **D:** C **R:** 100'R Allows caster to monitor animate activity in the area (e.g., he will be aware of movements, subtle and overt); caster cannot move while concentrating.

4 - Storm Prediction (I) **D:** - **R:** 1 mi/lvl Gives caster a 95% chance to predicting time and type of storm. ± 15 min over next 24 hr period.

5 - Weather Prediction (I) As *Storm 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) **D:** 1 hr/lvl **R:** 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 period is 3 days.

10 - Nature's Awareness (I) As above, except that radius is 500'.

11 - Weather Prediction (I) As above, except period is 5 days.

12 - Waiting Awareness (I) As above, except radius is 100'.

14 - Weather Prediction (I) As above, except period is 10 days.

15 - Nature's Eye (I) **D:** C **R:** 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.

25 - Weather Prediction True (I) As *Weather Prediction*, except period is 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) **D:** C **R:** 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).

MOVING

1 - Stonerunning (F) **D:** 1 min/lvl **R:** S Caster can run on nearly horizontal stone surfaces as if he was on level ground.

2 - Limbwalking (F) **D:** 1 min/lvl **R:** S Allows caster to walk along nearly horizontal tree limbs (that can support the weight) as if he were on level ground.

4 - Siltwalking (F) **D:** 1 min/lvl **R:** S Caster can walk on silt as if he were on level dry ground.

5 - Sandrunning (F) As *Stonerunning*, except caster can run on sandy surfaces.

6 - Limbrunning (F) As *Limbwalking*, except caster can run on tree limbs.

7 - Traceless Passing (F) **D:** C **R:** S Caster can walk without leaving tracks or other visible signs of his passing.

8 - Hide Tracks I (F) **D:** C **R:** 50' Caster can hide the tracks of any 1 being; this spell and *Traceless Passing* can be used simultaneously.

9 - Siltrunning (F) As *Siltwalking*, except caster can run on calm silt.

10 - Hide Tracks II (F) As *Hide Tracks I*, except for 2 beings' tracks.

12 - Hide Tracks V (F) As *Hide Tracks I*, except for 5 beings' tracks.

13 - Running True (F) As the *Running* spells above, except any one of the spells can be used each round (e.g., the caster could run on sand, then on silt, then on limbs, etc.).

14 - Hide Tracks X (F) As *Hide Tracks I*, except for 10 beings' tracks.

15 - Merging Organic (F) **D:** 1 min/lvl **R:** S Allows caster to merge (body + 1' depth) into organic material (live or dead); caster cannot move while merged.

20 - Great Merging Organic (F) As *Merging Organic*, except caster may turn within material and see outside if within 6" of surface.

25 - Hide Tracks XX (F) As *Hide Tracks I*, except for 20 beings' tracks.

30 - Merging True Organic (F) As *Great Merging Organic*, except caster may use spells on himself while merged.

50 - Hide Tracks True (F) As *Hide Tracks I*, 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 equal to his level.

INNER WALLS

1 - Heat Resistance (D*) **D:** 1 min/lvl **R:** S Target is protected from natural heat up to 200°F; +20 to all RRs vs. heat; -20 to elemental fire/heat attacks.

3 - Resistance I (D) **D:** 1 min/lvl **R:** S Caster gets a 5 bonus to his RRs and DB.

4 - Bless I (D) As *Resistance I*, except bonus applies to DB and maneuver rolls.

5 - Prayer I (D) As *Resistance I*, except bonus applies to RRs and maneuver rolls.

7 - Sterilization (F) **D:** - **R:** T Caster can sterilize 1 cu'/lvl of any solid or liquid; will not affect inert poisons or harm creatures larger than 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)** As *Heat Resistance*, except protects against any natural temperature.
- 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) D: P R: T** Allows target to attempt to throw off any 1 disease by making another RR with a special +50 modification.
- 25 - Uncurse (D) D: P R: T** Caster can throw this spell on a given target only once per caster's level. A RR is made for the curse (the caster's lvl is the attack lvl, the original attack level of the curse is the target lvl); if RR fails, the curse is removed.
- 30 - Unpoison (F) D: P R: T** Allows target to attempt to throw off the effects of any poison by making a RR with a special +50 modification.
- 50 - Inner Wall (D) D: 1 min/lvl R: S** Caster gets +25 to his DB, RRs, and maneuver rolls.

FINDING NATURE

- 1 - Outdoor Trap Detection (I) D: 1 min/lvl (C) R: 100'** Has a 75% chance of detecting each individual trap in a 5'R area; caster can concentrate on a 5'R area each round.
- 2 - Water Finding (I) D: - R: 1 mi** Caster can locate any natural source of running water, exposed groundwater, etc. exceeding 1 gallon; learns approximate size and quality of source.
- 3 - Fire Starting (F) D: - R: 1'** Allows caster to set a fire of 1'R; fire will then last as long as there is fuel. A target in the 1'R will take an 'A' Heat critical.
- 4 - Storm Prediction (I) D: - R: 2 mi/lvl** Gives caster 95% chance of predicting a storm, ± 15 min over the next 24 hr period; type and severity of storm can be ascertained.
- 5 - Food Finding (I) D: - R: 1 mi** Caster learns location, type, and approximate quantity of edible food (e.g., dead animal matter, plants, etc.); food source must exceed 1 lb.
- 6 - Water Purification (F) D: P R: T** Allows caster to purify a number of gallons of water equal to his level.
- 7 - Shelter Finding (I) D: - R: 1 mi** Caster learns location, type, and approximate size of any storm-proof, covered space exceeding 125 cu'; shelter must have an entry (exceeding 2'R) bordering on open air.
- 8 - Lesser Traps (F) D: P R: T** Caster can construct a minor outdoor trap within 1 rnd; trap can deliver up to a "B" critical hit to any one person (e.g., a shallow spiked pit, a snare, etc.); area of effect/triggering must be a 10'R or less.
- 9 - Weather Prediction (I) D: - R: 1 mi** Gives caster a 95% chance of predicting time, type, and severity of weather over next 24 hr period.
- 10 - Nature's Awareness (I) D: C R: 100'** Allows caster to monitor animate activity in the area (e.g., he will be aware of movements, subtle and overt); caster cannot move while concentrating.
- 11 - Water Finding (I)** As above, except range is 10 miles.
- 12 - Waiting Awareness (I) D: 1 hr/lvl R: 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 period is 5 days.
- 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.

PATH

- 1 - Pathlore (I) D: - R: S** Caster learns origin and nearest "destination" of any path within 10'R.
- 2 - Nightvision (U) D: 10 min/lvl R: S** Target can see 100' on a normal night as if it were daylight; may only be used outside.
- 3 - Tracking (I) D: C R: S** Caster gets a 50 bonus for all Tracking attempts.
- 4 - Path Tale (I) D: - R: S** Caster acquires visual image of any user(s) of a given path within a period of 1 hr/lvl.
- 5 - Pathfinding (I) D: C R: 1 mi** Caster learns the location(s) of any path(s) within 1 mi; gives the nearest point on path, but not the path's course; may only be used outdoors.
- 6 - Tracks Lore (I) D: - R: T** Caster learns origin of tracks, and acquires a visual image of the one who left them; provides a 25 bonus when later tracking that particular being or animal.
- 7 - Detect Ambush (I) D: 10 min/lvl R: 50'R** Allows caster to detect any hostile, thinking force within 50'; provides direction, but not distance of danger; may only be used in outdoors.
- 8 - Passing Lore (I) D: - R: T** Caster acquires visual and aural (sound) image of any being or animal which has passed within a 50'R of a specific object (up to 1 hr/lvl earlier).
- 9 - Pathfinding (I)** As above, except range is 5 miles.
- 10 - Animal Tongues (I) D: 1 min/lvl R: S** Allows caster to understand and "speak" the language of any 1 animal species.
- 11 - Tracks Analysis (I) D: C R: 100'R** Caster acquires a visual image of all beings or animals who left tracks in the area; provides a 50 bonus when later tracking a particular being or animal.
- 12 - Plant Tongues (I) D: 1 min/lvl R: S** Allows caster to understand and "speak" 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) D: 1 min/lvl R: S** Allows caster to understand and "speak" the language of any 1 "stone".
- 20 - Detect Ambush True (I)** As *Detect Ambush*, except range is 10'/lvl R.
- 25 - Path True (I) D: C R: S** Allows caster to ascertain the proper path to what he seeks (includes the course along that path); e.g., he will always know the best way to Tyr.

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 special 100 Tracking bonus.

50 - Tracks Ahead (I) **D: C R: 100'R** Allows caster to know entire course of the tracks in question (i.e., exactly where and how they go); will not negate *Hide Tracks True*.

NATURE GUISE

1 - Hues (F) **D: 1 min/lvl R: S** Allows caster to take on the physical coloration of any 1 organic object; caster must be in contact with object. In many situations this will give a 10-50 bonus (GM discretion) to Hiding attempts (and perhaps to some Stalking attempts).

2 - Shade (F) **D: 10 min/lvl R: 100'R** All shadows and darkness within radius deepen, giving all Stalking & Hiding attempts a 25 bonus; if the point is on a mobile object or being, it will move with the object/being.

4 - Silent Moves (F) **D: 1 min/lvl R: S** Caster can move silently, so long as he does not create a sound originating more than 1' from his body. In many situations this will give a 10-50 bonus (GM discretion) to Stalking/Hiding attempts.

5 - Self Cloaking (F) **D: C R: S** Caster blends into surrounding terrain; gives a 75 bonus to Hiding attempts; caster may not move (appreciably) without destroying effect.

6 - Light (F) **D: 10 min/lvl R: T** Lights a 10'R area surrounding point touched; if the point is on a mobile object or being, it will move with the object/being.

7 - Darkness (F) **D: 10 min/lvl R: T** Throws a 10'R area surrounding point touched into normal darkness; if the point is on a mobile object or being, it will move with the object/ being.

8 - Shadow (F) **D: 1 hr/lvl R: S** Caster and objects on his person appear to be a shadow; and thus are almost invisible in dark areas (e.g., in many situations this could be handled with a Stalking/Hiding bonus between 25 and 75).

10 - Plant Facade (F) **D: 1 min/lvl R: 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 purely a visual illusion.

11 - Blank Thoughts (P) **D: C R: S** As long as caster does not move, his mental patterns will appear to be those of any local animal; even if he moves, his specific thoughts can't be read.

13 - Animal Facade (F) As *Plant Facade*, except caster appear to be any 1 type of 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) **D: 1 min/lvl R: 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.

25 - Animal Form (F) As *Plant Form*, except caster can take on physical character of 1 animal; will not bestow animal's physical abilities.

30 - Plant Form True (F) As *Plant Form*, except caster can also take on smell and physical character of any 1 plant and caster can halve or double his normal size.

50 - Animal Form True (F) As *Animal Form*, except caster can also take on the smell of 1 animal; it will not bestow any of the animal's special abilities (e.g., poison or anti-magic qualities); it will confer physical abilities (e.g., movement and physical attack capabilities); caster may halve or double his normal size.

DISEASE

1 - Inside Pain (F) **D: P R: 100'** Target gets a pain; roll for severity (high is bad for target).

2 - Grey Vision (F) As *Inside Pain*, except target is color-blind.

3 - Smelling Loss (F) As *Inside Pain*, except target has no sense of smell.

4 - Hearing Loss (F) As *Inside Pain*, except target has no sense of hearing.

5 - Tongue Rot (R) As *Inside Pain*, 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 *Inside Pain*, except target gets severe asthma; for every rnd of physical exertion (melee, running, firing a bow, rowing, etc.) the target will have a -5 mod. to any activity involving physical exertion. When this reaches -100 the target lapses into unconsciousness. Each -5 mod. requires 3 rnds of rest to eradicate.

7 - Leprosy (F) As *Inside Pain*, 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 *Inside Pain*, 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 *Inside Pain*, except the target becomes a hemophiliac; any "hits/rnd" and concussion hits are doubled; healing hits requires double the normal expenditure.

11 - Malaria (F) As *Inside Pain*, except the target contracts malaria; after the initial bout of high fever, delirium, coma, and incapacitation (lasting between 3 days and 2 weeks), the target will be subject to random "relapses" similar to the initial bout.

13 - Epilepsy (F) As *Inside Pain*, except target becomes an epileptic; in a tension situation there is a 5% chance he will go into an epileptic fit. If someone treats them (i.e., holds them, down and places an object in his mouth), he have only a 1 % chance of dying; if not, he has a 10% chance of dying.

15 - Major Allergy (F) As *Minor Allergy*, except penalty is -60%.

20 - Elephantiasis (F) As *Inside Pain*, except target gets elephantiasis; one of his extremities swells and grows up to 5x normal size.

25 - Leukemia (F) As *Inside Pain*, 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 *Inside Pain*, except target gets rabies; after 21 days of no visible effect, the disease sets in. The target's organs contract; he foams at the mouth, becomes very thirsty and violent; and any one he bites or scratches must resist or catch the disease. The Target dies 5-7 days after disease's onset.

50 - Plague (F) As *Inside Pain*, except target gets a "plague". If he fails his RR, he will die 95% of the time (in 10 min); the other 5 % of the time, he believes that he resisted, but becomes a carner instead. Anyone coming within 5' of a carrier must resist or face the same chances as the original target.

Note: *Once caught, diseases cannot be Dispelled but they can be cured.*

CURSES

- 1 - Detect Curse** (I) **D:** 1 min/lvl **R:** 10' Detects a curse on an item or person.
- 2 - Nightvision Curse** (F) **D:** until removed **R:** 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 Shanzarr** (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 - Silt Curse** (F) As *Nightvision Curse*, except will never enter any silt.
- 9 - Excommunication** (F) **D:** 1 day/10 failure **R:** 100' Target loses all Priestly power points; thus he cannot cast any Priestly spells (even through bonus items). A hybrid spell user of Priestly would only lose half his PPs.
- 10 - Learning Curse** (F) As *Nightvision Curse*, except target can only speak and write his native language.
- 11 - Curse Of Gazar** (F) As *Nightvision Curse*, except target is sterile and impotent.
- 13 - Beauty Of Airrnen** (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 and fails a RR), they will attempt to possess and carry off the target (they will fight if necessary). Certain persons will get modifications to their RRs (hedonists, hosers, 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 area 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 Jizarsa** (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: if he fails by 51 or more, he attacks the target. Even if the viewer is successful in his RR, he will experience extreme distaste (i.e., distain) for the target.
- 20 - Running Death** (I) **D:** - **R:** 100' 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.

25 - Friendslayer (F) As *Nightvision Curse*, except every time the target is in a combat situation near friend(s) (within 10') there is a 10% chance each round (non-cumulative) that he will attack one of his friends (random determination) 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

- 1 - Animate Dead I** (F) **D:** 1 min/lvl (C) **R:** 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; if he stops concentration, the body will stand motionless. The body can be maneuvered at -25, and can melee with a -20 OB. Body cannot have been dead more than 1 day. (See the note below.)
- 2 - Control Undead I** (F*) **D:** C **R:** 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 with -15 to maneuvers and a -10 melee OB.
- 5 - Create Undead I** (F) **D:** P **R:** 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 1 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 **or** one body with -5 to maneuvers and a +0 melee OB.
- 8 - Create Undead II** (F) As *Create Undead I*, except 1 Class II Undead **or** 2 Class I Undead 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 Undead IV** (F) As *Animate Dead I*, except 4 bodies can be controlled at the basic penalties **or** 1 body with +5 to maneuvers and a +10 melee OB.
- 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 with +10 to maneuvers and a +20 melee OB.
- 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 with + 15 to maneuvers and a +30 melee OB .

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 **or** etc.

25 - Create Undead V (F) As *Create Undead I*, except caster can create 1 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 controlling 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 Dark Sun world system in use.

Note: For the purposes of 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, etc. Animated Dead are normally treated as Class I Undead. Also note that Undead do not normally get RRs versus spells from the Necromancy list.

DARK CHANNELS

2 - Dark Stunning (F*) **D:** 1 rnd/5 failure **R:** 100' **RR Mod:** -10 Caster points his arm (elbow locked and fist clenched) at the target and channels raw power source (usually a sorcerer-king); target is stunned.

3 - Channels I (F*) **D:** - **R:** V When this spell is cast, the 1st lvl spell that the caster begins to cast the next round will be "channeled" to another spell user of the Priestly 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 restrictions 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 Templar was at a certain place at a certain time ready to receive a spell; then another spell user (or sorcerer-king) could use *Channels I* to send him a spell (if he knew where the place 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 2nd-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*) **D:** P **R:** V Caster may cast one of the *Black Channel I* spells described in Abalach-Re's Flesh Base Wizardry list. The Gamemaster must determine which one(s) may be cast, based upon: culture, background, sorcerer-king 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*) **D:** V **R:** 50' **RR Mod:** -20 Target's "soul" is torn from his body; it remains in whatever place "souls" go for 1 week/10 failure. The soul can be returned early only through *Lifegiving*. Target is unconscious until soul is restored; even for subconscious activity, he is at -75.

15 - Black Channel II (F*) As *Black Channel I*, except a *Black Channel II* spell can be cast (see Abalach-Re's Flesh Base Wizardry list).

20 - Absolution Pure (F*) As *Absolution*, except "soul" can only be brought back through *Lifegiving*.

25 - Black Channel III (F*) As *Black Channel I*, except a *Black Channel III* spell can be cast:

Black Finger **R:** 25' **RR Mod:** -50
Erases facial area.

Desert Curse **R:** 50' **RR Mod:** -30
Blood boils.

Death's Wave **R:** 100' **RR Mod:** None
Liquifies skeleton.

30 - Dark Absolution (F*) As *Absolution Pure*, except the "soul" is utterly destroyed.

50 - Sorcerer-king Gate (F) **D:** 1 rnd **R:** V Opens a direct channel to the templar's sorcerer-king; results depend on the king's personality, motives and powers. Any spell the sorcerer-king can cast can be transmitted through the gate.

DARK

1 - Afterthoughts (I) **D:** - **R:** S Allows caster virtual total recall of any conversation or writing he encountered within a period of days equal to his level.

2 - Detect Good (I) **D:** 1 min/lvl **R:** 100' Detects "true good" in an animate or inanimate target; caster can concentrate on a 5'R area each round.

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) **D:** - **R:** 10' Caster can ascertain the origin point and nature of any 1 item "of darkness" or "of evil"; he will not learn specific capabilities.

8 - Dream I (P) **D:** sleep **R:** S Caster has a dream relating to a topic decided upon just before retiring; limited to once per night.

10 - Bless Tales (I) **D:** - **R:** 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) **D:** - **R:** 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. Caster also learns item's specific capabilities.
- 15 - Dreams III** (P) As *Dream I*, except limit is 3 dreams/night on different topics.
- 20 - Black Lore** (I) **D:** - **R:** 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.
- 25 - Blessing Analysis** (I) As *Hate Analysis*, except caster is able to completely analyze any 1 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'.

VOICE

- 1 - Speech I** (P) **D:** C **R:** S Caster is able to communicate basic ideas in a specific language (hungry, thirsty, peace, etc.); equivalent to skill rank 2.
- 2 - Question** (M) **D:** - **R:** 10' Target must answer one single concept question.
- 5 - Speech II** (P) As *Speech I*, except caster can communicate in more complex concepts, although there is a good chance of misinterpretation; equivalent to skill rank 4.
- 7 - Mind Speech** (I*) **D:** C **R:** 10'R Caster can broadcast thoughts to minds of all in a 10'R.
- 8 - Suggestion** (M) **D:** V **R:** 10' Target will follow a single suggested act that is not completely alien to him (e.g., no suicide suggestions, no blinding himself suggestions, etc.).
- 9 - Speech III** (P) As *Speech I*, except caster is reasonably fluent in the language. Caster's accent is imperfect, but there is only a slight chance of misinterpretation; equivalent to skill rank 6.
- 10 - Voice of Command** (M) **D:** C **R:** 50' Target is forced to obey caster as in *Suggestion*, as long as caster concentrates and speaks to the target. Caster can concentrate on this spell and a *Speech* spell at the same time.
- 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*) **D:** - **R:** 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; equivalent to skill rank 8.
- 25 - Mind Shout** (M*) **D:** - **R:** 10'R Everyone within the radius is a target, all failing to resist are stunned for 1 rnd/10 failure.
- 30 - Mind Speech True** (I*) **D:** C **R:** 50'R As *Mind Speech*, except caster can limit broadcast to desired beings.
- 50 - Great Control** (M) **D:** 1 min/lvl **R:** 100' Target is forced to obey caster in all things, including suicide and similar actions.

VISION

- 1 - Starpaths** (I) **D:** C **R:** S Caster (on a clear night, when stars are visible) gains perfect directional and distance sense; he cannot be lost.
- 2 - Dream I** (I) **D:** sleep **R:** S Caster has a dream relating to a topic decided upon just before retiring; limited to once per night.
- 3 - Origins** (I) **D:** - **R:** T Gives a general idea of the place of origin of an item.
- 4 - Text Analysis** (I) **D:** - **R:** T Caster knows whether a text is cursed, what language it is in, and other general information; but only understand basic concepts of it.
- 5 - Item Vision** (I) **D:** V **R:** T Gives a vision of a significant event in the item's past.
- 6 - Dreams II** (I) As *Dreams I*, except limit is 2 dreams/night on different topics.
- 9 - Dreams III** (I) As *Dreams I*, except limit is 3 dreams/night on different topics.
- 10 - Commune I** (I) **D:** C **R:** S Caster receives (usually from his sorcerer-king) a "yes" or a "no" to a question on a single topic; usable but once a 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.
- 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 a more detailed answer to a question involving only 1 concept (e.g., a name or short phrase may constitute the answer).
- 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 (e.g., he is in the dream and can ask a question, but there is no guarantee it will be answered).
- 50 - High Prayer** (I) **D:** C **R:** S Caster receives detailed information from his sorcerer-king on a single topic question.

FAR VOICE

- 1 - Star Voice** (I*) **D:** C **R:** 100' Caster may mentally speak with another templar.
- 2 - Mind Voice** (I*) **D:** C **R:** 100' Caster may mentally speak with 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 templar as far as the horizon if it is clear and night (500' at any other time).
- 6 - Mind Voice** (I*) As above, except range is 500'.
- 8 - Mind Voice** (I*) As above, except range is 1 000'.
- 10 - Star Merge** (I*) **D:** C **R:** T On a clear night outdoors caster may interchange thoughts with willing target, and if both are templars, may interchange power points.
- 12 - Waiting Voice** (F) **D:** 24 hours **R:** 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 must be located by *Finding* or other means.

- 15 - Ready Merge** (I*) As *Star Merge*, except caster and target must have merged before and the range is up to horizon, outdoors on a clear night, otherwise 100'.
- 20 - Lord Voice** (F) **D:** C **R:** 100'/lvl Caster can cause his voice to be heard at a point up to 100'/lvl away, in amplified tones; if the location is out of sight, the 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.

STARSENSE

- 1 - Presence** (P*) **D:** C **R:** 10'/lvl Caster is aware of the presence of all sentient/thinking beings within his range.
- 3 - Location** (P) **D:** 1 min/lvl (C) **R:** 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*) **D:** - **R:** 10'/lvl Caster stores mental pattern of target; can be used later to recognize the target or locate the target through *Finding*.
- 6 - Finding** (I) **D:** C **R:** 100'/lvl Caster gets direction and distance to any one unshielded *Mind Stored* target within range.
- 9 - Mind Typing** (I*) **D:** - **R:** 10'/lvl Caster learns race, profession, and level of target.
- 10 - Direction** (I) **D:** - **R:** 1000'/lvl Caster gets direction to any unshielded *Mind Stored* target within range.
- 13 - Awareness** (I*) **D:** C **R:** 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).
- 15 - Starfinding** (I) **D:** C **R:** Unlimited As *Finding*, but both Caster and target must be outdoors while stars are visible.
- 20 - Lord Location** (P) As *Location*, except range is 20 miles.
- 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 point expenditure. He simply needs to concentrate for a round to determine current distance and direction.

BRIDGE

- 1 - Guess** (I) **D:** - **R:** S When faced with a choice about which he has little or no information (e.g., which corridor leads outside the quickest) the caster may cast this spell and the Gamemaster will determine which way he goes, biasing the choice favorable by 25% (e.g., roll 1100: correct on 26-100, incorrect on 01-25).
- 2 - Intuition I** (I) **D:** - **R:** S Caster gets a vision of what will happen in the next minute if he takes a specified action.
- 4 - Intuition III** (I) As *Intuitions I*, except caster gets to gaze 3 minutes into the future.
- 5 - Vision Guide** (I) **D:** V **R:** 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) **D:** C **R:** T Caster gets a vision up to 1 hr/lvl into the past (includes sight and sound). Vision must be associated with a place or item touched at the time the spell is cast. Caster is in a trance as long as he concentrates.
- 7 - Anticipation** (I*) **D:** - **R:** 100' Predicts most probable action of a being in the next round; specifics are not learned (e.g., attack in melee, cast a spell; but no detail on attack target or what spell).
- 8 - Intuition V** (I) As *Intuition I*, except caster gets to gaze 5 minutes into the future.
- 10 - Vision Behind** (I) As above, except caster can view up to 1 day per level into the past.
- 11 - Spell Anticipation** (I*) As *Anticipation*, except if action is to cast a spell, the spell to be cast and target are learned.
- 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 caster gets to gaze 10 minutes into the future.
- 15 - Intuition True** (I) As *Intuition I*, except caster gets to gaze into the future for a number of minutes equal his level.
- 20 - Vision Behind** (I) As above, except caster can view up to 1 yr/lvl into the past.
- 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 up to 10 yr/lvl into the past.
- 50 - Time Returning** (F) **D:** 1 min/lvl. **R:** S Caster is able to travel physically up to 10 yr/lvl into the past for the duration of the spell. Caster's actions in the past may alter the present, at the Gamemaster's discretion.

STARLIGHTS

- 1 - Projected Light** (F) **D:** 10 min/lvl **R:** 10' Beam of light springs from the caster's palm; 50' effective range.
- 2 - Self Aura** (F) **D:** 10 min/lvl **R:** S Caster ates a bright aura about the caster, making him appear more powerful and subtracting 5 from all attacks.
- 3 - Light** (F) **D:** 10 min/lvl **R:** T Lights a 20'R area about the point touched; if the point is on a mobile object or being, it will move with the object/being.
- 4 - Light Eruption** (F) **D:** - **R:** 100' **RR Mod:** -10 Causes a 10'R sphere of intense light, all within are stunned for 1 rnd/10 failure.
- 5 - Shock Bolt** (E) **D:** - **R:** 100' A bolt of intense, charged light is shot from the palm of the caster; results are determined on the Shock Bolt Attack Table.
- 8 - Flare** (F) **D:** 3 rnd/lvl **R:** 500' 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; drops 10'/rnd. It can be fired at a target as a Shock Bolt that delivers Heat criticals.
- 10 - Beacon** (F) **D:** C **R:** T A ray of light (any color) springs from caster's palm; can be up to 5 miles long.
- 11 - Light III** (F) As *Light*, except that the range is 100' and caster may generate a single source of up to 60'R or three 20'R sources
- 14 - Lord Aura** (F) As *Self Aura*, except spell subtracts 15 from all attacks.

- 15 - Blinding** (F) **D:** - **R:** 100' Brilliant flash blinds target for 1 rnd/10 failure.
- 20 - Aura Blaze** (F) **D:** 1 rnd/lvl **R:** S Caster is illuminated in a blinding light; all within 10' suffer must resist versus *Blinding*; subtract 25 from all attacks.
- 25 - Starfires** (E) **D:** C **R:** 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 a 1' diameter at a rate of: 6" wood/rnd, 1" stone/ rnd, or 1 /2 " metal/rnd.
- 30 - Starhand** (E) As *Starfires*, except the range and focus is 6" from open palm of caster (caster is immune) and it can be moved 10'/rnd. It can be used in a combat, it strikes on the Fire Bolt table with an OB equal to (30 + caster's directed spell bonus with *Starhand*); concentration is not required if being used in melee.
- 50 - Starfires True** (E) As *Starfires* or *Starhand*, but star/moonlight is not required.
- Note:** *None of the "Aura" spells are cumulative with each other or Blur.*

PSIONIC SPELLS

OPEN LISTS

DELVING

- 1 - Item Feel (I) D: - R:** T Caster receives basic idea of item's purpose, if any.
- 2 - Detect Power (I) D:** 1 min/lvl (C) **R:** T Detects power in an object, but not what realm or how much; caster may concentrate on a different object each round.
- 3 - Origins (I) D: - R:** T Gives a general idea of the place of origin of an item.
- 5 - Detect Curse (I) D: - R:** T Detects if a curse is on an item.
- 6 - Power Lore (I) D: - R:** T Gives the origins of an item's power.
- 7 - Stone Lore (I) D: - R:** T Gives details of where, when, and how the examined stone was worked.
- 8 - Item Vision (I) D: V R:** T Gives a vision of a significant event in the item's past.
- 10 - Delving (I) D: - R:** T Gives significant details about an item's construction and purpose (not specific powers).
- 11 - Past Vision (I) D: V R:** T Caster gets a vision up to 1 hr/lvl into the past; desired time can be set within ± 30 min. Vision must be associated with an item or place. Vision can last up to 1 min/lvl, if the caster concentrates and remains inactive.
- 13 - Item Lore (I) D: - R:** T Gives major abilities and powers of an item.
- 15 - Death's Memory (I) D: V R:** T Gives a vision of how someone died and an image of their killer; must be cast within 24 hr of the death; must be cast at the place of death or in the presence of the body.
- 17 - Past Hold (I) D: V R:** T When cast just before a *Vision Behind* spell, it 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) D: - R:** 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 (each hr only takes 10 min real time).

DAMAGE RESISTANCE

- 1 - Heat Resistance (D*) D:** 1 min/lvl (C) **R:** S Caster is protected from natural heat up to 200°F; +20 to all RRs vs. heat; -20 to elemental fire/heat attacks. If caster doesn't concentrate the effects are halved.
- 5 - Unpain (S*) D:** 1 min/lvl **R:** S Caster is able to sustain an additional 25% of his total concussion hits (round off) before passing out; hits are still taken and remain when the spell lapses.
- 6 - Stun Relief I (HS*) D: - R:** S Relieves 1 rnd's worth of accumulated stun.
- 7 - Resist Poison (HS*) D: C R:** 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 (HS*)** As *Stun Relief I*, except 3 rounds are relieved.
- 12 - Neutralize Poison (HS*) D: C R:** S Has a 50% chance of neutralizing a poison (modified by the potency) if caster concentrates for 1 hr. In any case, it delays the poison for as long as caster can concentrate.
- 14 - Awake (S*) D: - R:** S Will awaken the caster from sleep the rnd after 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 1/2 normal damage from heat 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 (e.g., attack, danger, etc.).
- 50 - Unpain True (S*) D:** 1 min/lvl **R:** S Caster ignores all pain; he will be active until he takes more than: his normal hits + his Constitution (on a 1-100 scale); he ignores all penalties due to wounds. When he exceeds this limit, he does not pass out, he dies from system shock.

CLOAKING

- 2 - Blur (F) D:** 1 min/lvl **R:** S Causes caster to appear blurred to attackers, subtracting 10 from all attacks.
- 3 - Unseen (F) D:** 24 hr or V **R:** T 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., an attack).
- 4 - Shadow (F) D:** 10 min/lvl **R:** S Caster and objects on his person appear to be a shadow; and thus are almost invisible in dark areas (e.g., in many situations this could be handled with a Stalking/Hiding bonus between 25 and 75).
- 5 - Facades I (E) D:** 1 hr/lvl **R:** 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 target is invisible as long as it is within the 1'R and none of the *Unseen* termination conditions occur.

OPEN PSIONIC LISTS

- 9 - Invisibility** (F) As above, except the caster can vary the radius up to 1'.
- 10 - Shadow Psionicist I** (F) **D:** 1 min/lvl (C) **R:** 100' Creates a duplicate of the caster; if he concentrates, it will move as he wills; otherwise, it does exactly as he does.
- 11 - Facades II** (F) As *Facades I*, except illusion may include sounds and voices.
- 13 - Displacement I** (F) **D:** 1 min/lvl **R:** S Caster appears to be offset from where he really is, all attacks have no effect 10% of the time (no normal RRs). Each time a foe misses him, the chance of "no effect" for that foe goes down by 5%.
- 15 - Camouflage** (F) **D:** 10 min/lvl (C) **R:** S Caster and objects on his person take on the visual texture, color, and form of surrounding area; acts as near invisibility when motionless and gives a 50 bonus to Stalking attempts if he concentrates.
- 18 - Displacement II** (F) As *Displacement I*, except "no effect" chance is 20%.
- 20 - Shadow Psionicist II** (F) As *Shadow Psionicist I*, except there are two duplicates.
- 25 - Displacement III** (F) As *Displacement I*, except "no effect" chance is 30%.
- 30 - Camouflage True** (F) As *Camouflage*, except doesn't require concentration while moving and the Stalking bonus is 75.
- 50 - True Invisibility** (F) As *Invisibility*, 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.

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*. See Section *Spell Lists Special Notes* for more notes on the spells on this list.

BRILLIANCE

- 1 - Projected Light** (F) **D:** 10 min/lvl **R:** S Beam of light springs from the caster's palm; 20' effective range.
- 2 - Blur** (F) **D:** 1 min/lvl **R:** S Causes caster to appear blurred to attackers, subtracting 10 from all attacks.
- 3 - Light** (F) **D:** 10 min/lvl **R:** T Lights a 10'R area about the point touched; if the point is on a mobile object or being, it will move with the object/being.
- 4 - Self Aura** (F) **D:** 10 min/lvl **R:** S Causes a bright aura about the caster, making him appear more powerful and subtracting 5 from all attacks.
- 5 - Light Eruption** (F) **D:** - **R:** 100' **RR Mod:** -10 Causes a 10'R sphere of intense light, all within are stunned for 1 rnd/10 failure.
- 6 - Shock Bolt** (E) **D:** - **R:** 100' A bolt of intense, charged light is shot from the palm of the caster; results are determined on the Shock Bolt Attack 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.
- 10 - Light** (F) As above, except radius is 50'.
- 11 - Darkness** (F) As above, except radius is 50'.
- 13 - Hues** (F) **D:** 10 min/lvl **R:** T Causes any object up to 1000 cu' to glow with any desired color.

- 15 - Beacon** (F) **D:** C **R:** T Ray of light of any color springs from caster's hand, can be up to 5 miles long.
- 16 - Mass Darkness** (F) As *Darkness*, except radius is 100'R/lvl.
- 18 - Utterlight** (F) **D:** 1 min/lvl **R:** T As *Light*, except radius is 100' and it 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** (E) **D:** C **R:** 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 through a 1' diameter at a rate of: 1' wood/rnd, 4" stone/rnd, or 1" metal/rnd.
- 25 - Sunfire True** (E) As *Sunfires*, except doesn't need sunlight.
- 30 - Hand of Fire** (E) As *Sunfires*, except the range and focus is 6" from open palm of caster (caster's arm is immune) and it can be moved 10'/rnd. It can be used in a combat, it strikes on the Fire Bolt table (x2 hits) with an OB equal to (30 + caster's directed spell bonus with *Hand of Fire*); concentration is not required if being used in melee.
- 50 - Hand of Fire True** (E) As *Hand of Fire*, except doesn't need sunlight.

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

ANTICIPATIONS

- 3 - Guess** (I*) **D:** - **R:** S When faced with a choice about which he has little or no information (e.g., which corridor leads outside the quickest) the caster may cast this spell and the Gamemaster will determine which way he goes, biasing the choice favorable by 25% (e.g., roll 1-100: correct on 26-100, incorrect on 01-25).
- 5 - Intuitions I** (I) **D:** - **R:** S Caster gains a vision of what will happen in the next minute if he takes a specified action.
- 8 - Dream I** (I) **D:** sleep **R:** S Caster has a dream relating to a topic decided upon just before retiring; limited to once per night.
- 9 - Room Feel** (I) **D:** V **R:** 100' Caster has a vision of what has occurred in a room or place; limited to up to 1 min/lvl into the past.
- 10 - Anticipations** (I*) **D:** - **R:** 100' Predicts most probable action of a being in the next round; specifics are not learned (e.g., attack in melee, cast a spell; but no detail on attack target or what spell).
- 11 - Intuitions II** (I) As *Intuitions I*, except caster gets to gaze 2 minutes into the future.
- 12 - Room Feel** (I) As above, except limit is 1 hr/lvl.
- 14 - Dreams II** (I) As *Dream I*, except limit is 2 dreams/night on different topics.
- 15 - Spell Anticipation** (I*) As *Anticipation*, except if action is to cast a spell, the spell to be cast and target are learned.
- 16 - Room Feel** (I) As above, except limit is 1 day/lvl.
- 17 - Dreams III** (I) As *Dream I*, except limit is 3 dreams/night on different topics.
- 19 - Room Feel** (I) As above, except limit is 1 week/lvl.
- 20 - Intuitions True** (I) As *Intuitions I*, except time limit extends 1 min/lvl into the future.

- 25 - Anticipations True (I*)** As *Anticipation*, except caster can predict actions of all beings within 100' of him.
- 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 types and targets are learned.

ATTACK AVOIDANCE

- 3 - Shield (F*) D:** 1 min/lvl **R:** 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*) D:** - **R:** 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*) D:** 1 min/lvl **R:** S Creates a pocket of still air 1"/lvl on all sides of the caster, that no outside gas can come into (duration is the time for the oxygen to be exhausted by one person).
- 11 - Deflect II (F*)** As *Deflect I*, except affects 2 missiles.
- 13 - Spell Deflect I (F*) D:** - **R:** S Deflects one elemental spell against caster; 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 affects 3 missiles.
- 20 - Spell Dellect II (F*)** As *Spell Deflect I*, except affects 2 elemental attack spells.
- 25 - Bladeturn III (F*)** As *Bladeturn I*, except affects 3 melee attacks.
- 30 - Spell Deflect III (F*)** As *Spell Deflect I*, except affects 3 elemental attack spells.
- 50 - Deflect True (F*)** As *Deflect I, Bladeturn I, and Spell Deflect I*; except any 3 attacks can be deflected.

DETECTIONS

- 1 - Detect Psionics (P) D:** 1 min/lvl (C) **R:** 50' Detects any active spell or item from the Psionic realm; caster can concentrate on a 5'R area each round.
- 2 - Detect Wizardry (P)** As *Detect Psionics*, except realm is Wizardry.
- 3 - Detect Priestly (P)** As *Detect Psionics*, except realm is Priestly.
- 4 - Detect Hate (P)** As *Detect Psionics*, 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 Psionics*, except detects all invisible things; all attacks against something so detected are at -50.
- 6 - Detect Evil (P)** As *Detect Psionics*, 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 Psionics*, except that it gives a 75 % chance of detecting a trap (may be modified by certain traps).
- 8 - Perceive Power (P)** As *Detect Psionics*, except it will give an estimate of the power of the person or item or spell examined.

- 10 - Power Typing (P)** As *Detect Psionics*, 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; his attacks get no subtraction.
- 15 - Detect Spell (P)** As *Detect Psionics*, 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) D:** 1 min/lvl (C) **R:** 500' Gives the direction and distance to any specific object or place that the caster is familiar with or has had described in detail.
- 30 - Detect True (P)** As *Detect Psionics*, except any of the lower level detect spells can be used, one per rnd.
- 50 - Awareness (P) D:** 1 min/lvl **R:** 10'/lvl Any or all of the lower level spells on this list may be used simultaneously.

ILLUSIONS

- 1 - Bending (F) D:** 10 min/lvl **R:** 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) D:** 1 min/lvl **R:** 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) D:** 1 min/lvl **R:** 50' 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). See the Wizardry Base list, Kalak's Illusion, for complete guidelines for Illusions.
- 6 - Phantasm I (F) D:** 1 min/lvl (C) **R:** 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 into a 10'R sphere. See the Wizardry Base list, Kalak's Illusion, for complete guidelines for Phantasms.
- 8 - Illusion III (F)** As *Illusion II*, except two of the options can be chosen.
- 10 - Waiting Illusion I (F)** As *Light/Sound Mirage*, except the spell can be delayed up to 24 hr or until triggered by a specified sight or sound.

- 11 - Illusion IV** (F) As *Illusion II*, except three of the options can be chosen.
- 12 - Phantasm II** (F) 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).
- 14 - Waiting Illusion II** (F) An *Illusion II*, which can be delayed as in *Waiting Illusion I*.
- 15 - Illusion V** (F) As *Illusion II*, except four of the options can be chosen.
- 17 - Phantasm III** (F) As *Phantasm II*, except two of the options can be chosen.
- 19 - Waiting Illusion III** (F) As *Illusion III*, except can be delayed as in *Waiting Illusion I*.
- 20 - Illusion VII** (F) As *Illusion II*, except six of the options can be chosen.
- 25 - Waiting Illusion V** (F) As *Illusion V*, except can be delayed as in *Waiting Illusion I*.
- 30 - Illusion X** (F) As *Illusion II*, except nine of the options can be chosen.
- 50 - Phantasm V** (F) As *Phantasm II*, except four of the options can be chosen.

SELF HEALING

- 2 - Clot I** (HS*) **D:** P (C) **R:** S Clots wound to reduce hits/rnd by 1, permanent after 1 hour; if caster is unconscious this spell will operate without concentration.
- 4 - Clot III** (HS*) As *Clot I*, except hits/rnd reduction is 3; if caster is unconscious this spell will operate without concentration.
- 5 - Pain Relief I** (HS*) **D:** P (C) **R:** S Heals 1 hit/min; if caster is unconscious this spell will operate without concentration.
- 6 - Fracture Repair** (H) **D:** P (C) **R:** S Concentrating with this spell 2 hrs per day for 1-10 days (depending on the severity) will repair a broken bone (not shattered or destroyed).
- 7 - Cut Repair I** (H*) As *Clot I*, except it is permanent after 1 minute.
- 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*, except 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 a vein or an artery.
- 13 - Pain Relief II** (HS*) As *Pain Relief I*, except 2 hits/min are healed.
- 15 - Self Keeping** (HS*) **D:** V **R:** 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** (HS*) **D:** P (C) **R:** 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*) **D:** 1 min/lvl **R:** S Heals 1 hit/rnd.
- 25 - Limb Regeneration** (H) **D:** P (C) **R:** S Concentrating with this spell 2 hr/dy for 10-100 days will regenerate a limb (based on severity).
- 30 - Organ Regeneration** (HS) **D:** P **R:** S After any organ (except brain) is destroyed, the caster may use *Self Keeping* and this spell. The organ is regenerated in 10-100 days of complete inactivity (based on the severity).
- 50 - Regeneration True** (HS) As *Organ Regeneration*, except all damage (except brain) is regenerated in 10-100 days.

SPELL RESISTANCE

- 1 - Protection I** (D) **D:** 1 min/lvl **R:** S Subtracts 5 from elemental attack rolls against the caster and adds 5 to all of the being's RRs vs. spells.
- 5 - Protection II** (D) As *Protection I*, except bonuses are 10.
- 8 - Mind Shield** (D) **D:** C **R:** S Creates a shimmering shield in front of the caster: it subtracts 10 from all frontal Psionic 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 bonuses that the caster would normally have for his base attack roll from the attack roll made against him.
- 10 - Wizard Shield** (D) As *Mind Shield*, except is effective only against Essence spells.
- 11 - Protection III** (D) As *Protection I*, except bonuses are 15.
- 13 - Priest Shield** (D) As *Mind Shield*, except is effective only against Priestly spells.
- 15 - Spell Shield II** (D) As *Mind Shield*, except it is effective against any two of the three realms.
- 17 - Protection V** (D) As *Protection I*, except bonuses are 25.
- 19 - Spell Shield True** (D) As *Mind Shield*, except is effective against all spells.
- 20 - Mind Resistance** (D) **D:** C **R:** S Gives a +50 to all RRs against Psionic spells.
- 25 - Wizard Resistance** (D) As *Mind Resistance*, except is only effective against Wizardry spells.
- 30 - Priest Resistance** (D) As *Mind Resistance*, except is only effective against Priestly spells.
- 50 - Resistance True** (D) As *Mind Resistance*, except is effective against two of the three realms.

PSIONIC SPELLS
CLOSED LISTS

MIND MASTERY

- 1 - Storing (S) D:** until a spell is cast **R:** S Caster may cast this spell with any spell he wants to store; then the stored spell may be cast later with no preparation. The *Storing* spell costs the same # of PPs as the spell stored. No other spell may be cast while a spell is stored.
- 2 - Presence (P•*) D:** C **R:** 20' Caster is aware of the presence of all sentient/thinkin beings within 20'.
- 3 - Inner Wall I (P) D:** 1 min/lvl **R:** S Caster gets 5 bonus to his RRs versus mind attacks.
- 5 - Recall (P) D:** 1 topic (C) **R:** S Caster gets a 25% chance of recalling some key fact or occurrence from his subconscious; this information should relate to the current situation (could be from his background or something he has forgotten);
- 6 - Misfeel Kind (P•) D:** C **R:** S For the purposes of mental or magical detections, caster appears to be of any race he chooses.
- 7 - Observation (P) D:** 1 observation (C) **R:** 100' Caster gains insight or facts by observing a person or thing with intense concentration (e.g., room, item, etc.); increases caster's Perception skill bonus by 50 for one "observation".
- 8 - Inner Wall II (P) As Inner Wall I, except bonus is 10.**
- 9 - Misfeel Calling (P•) As Misfeel Kind, except caster's profession may be misrepresented.**
- 10 - Correlation (P) D:** 1 topic (C) **R:** S Caster is able to correlate known facts to obtain conclusions; increases the caster's Reasoning stat bonus by 50 for the duration of one maneuver involving Reasoning (e.g., the use of a "lore" skill, picking a lock, one "navigation" attempt, etc.).
- 11 - Misfeel Power (P•) As Misfeel Kind, except caster's level may be misrepresented.**
- 12 - Resolve (P) D:** 1 situation (C) **R:** S Caster is able to intensely focus and control himself for one situation or maneuver; increases the caster's Self Discipline stat bonus by 50 for the duration of one maneuver involving Self Discipline (e.g., stalking a foe, an Adrenal Move, etc.).
- 13 - Inner Wall III (P) As Inner Wall I, except bonus is 15.**
- 15 - Unpresence (P) As Misfeel Kind, except caster appears to have no presence (i.e., he cannot be detected by Presence type spells).**
- 16 - Inner Wall V (P) As Inner Wall I, except bonus is 25.**
- 17 - Total Recall (P) As Recall, except recall is nearly automatic and in effect gives the caster a photographic memory.**
- 18 - Misfeel (P•) D:** C **R:** S Allows caster to use all of the "Misfeel" spells at once.
- 19 - Inner Wall True (P) As Inner Wall I, except bonus is 50.**
- 20 - Observation True (P) As Observation, except virtually every detail in even a large situation are noticed; Perception bonus is 100.**

- 25 - Correlation True (P) As Correlation, except obtaining conclusions is nearly automatic; the Reasoning bonus is 100.**
- 30 - Resolve True (P) As Resolve, except focus/control is nearly total; the Self Discipline bonus is 100.**
- 50 - Mirrormind (D) D:** C **R:** S Caster reflects all mind attacks back on the attacker who must then make a RR against his own spell.

SENSE MASTERY

- 1 - Sly Ears (U) D:** 10 min/lvl **R:** S Caster gains double normal hearing (e.g., +50 to Perception involving only hearing, +25 to Perception involving hearing and other senses).
- 2 - Nightvision (U) D:** 10 min/lvl **R:** S Caster can see 100' on a clear night as if it were day.
- 3 - Sidevision (U) D:** 10 min/lvl **R:** S Caster has a 300° field of vision.
- 4 - Detect Illusion (U) D:** - **R:** 100' Caster can check one object or place (up to a 5'R) and tell if it is an illusion or has an illusion on it.
- 5 - Siltvision (U) As Nightvision, except caster can see 100' in even silt.**
- 6 - Scent (U) D:** 10 min/lvl **R:** S Caster gains extremely acute sense of smell (e.g., +50 to Perception involving only smell, +25 to Perception involving smell and other senses).
- 7 - Fogvision (U) As Nightvision, except works in any fog.**
- 8 - Touch (U) D:** 10 min/lvl **R:** S Caster gains extreme tactile sensitivity. For example, caster might receive +25 to picking locks, disarming traps, opening secret doors, etc. **and** +50 to Perception involving only touch, +25 to Perception involving touch and other senses)
- 9 - Darkvision (U) As Nightvision, except caster can see even in magically created darkness.**
- 10 - Psionist Ear (U) D:** 1 min/lvl (C) **R:** 100'/lvl Caster can pick a point up to 100'/lvl away and he will hear as if he were at that point (there can be intervening objects such as walls); he must have visited the point.
- 11 - Psionist Eye (U) As Psionist Ear, except caster can see instead of listening.**
- 12 - Disillusion (U) D:** 1 min/lvl **R:** 100' One illusion within the caster's range ceases to exist for the caster only.
- 13 - Detect Illusion True (U) D:** 1 min/lvl (C) **R:** 140' As *Detect Illusion*, except caster can check one object or place per rnd.
- 14 - Vision (U) As all lower level Vision spells functioning at the same time.**
- 15 - Nightvision True (U) As Nightvision, except range is the normal daylight vision range.**
- 17 - Disillusion True (U) As Disillusion, except all illusions within range cease to exist for the caster.**
- 18 - Siltvision True (U) As Siltvision, except range is the normal daylight vision range.**
- 19 - Fogvision True (U) As Fogvision, except range is the normal daylight vision range.**
- 20 - Vision True (U) As all lower level Vision spells functioning at the same time.**

- 25 - Psionicist Ear** (U) As above, except range is 1 mile/lvl.
30 - Psionicist Eye (U) As above, except range is 1 mile/lvl.
50 - Sensory Merge (U) **D: C R:** unlimited Caster can "merge" his senses with those of a subject whose location is known by spells or by prior arrangement.

SOLID MANIPULATION

- 1 - Warm Stone** (F) **D:** 24 hr **R:** T Warms 1 cu' of stone/lvl up to 100°F.
2 - Warm Metal (F) As *Warm Stone*, except 6 cu" of metal/lvl can be warmed.
3 - Warm Solid (F) As *Warm Stone*, except can affect any solid, inanimate, non-metal material.
4 - Heat Stone (F) **D:** 1 min/lvl **R:** T As *Warm Stone*, except temperature limit is 500°F **and** it takes 1 rnd for each 100°F; caster need only touch the target when the spell is cast; caster is immune to this heat.
5 - Heat Metal (F) As *Heat Stone*, except 6 cu" of metal/lvl can be heated.
6 - Heat Solid (F) As *Heat Stone*, except affects any solid, inanimate, non-metal material.
10 - Cracks Call (F) **D: - R:** 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 the only limit to the temperature is the melting point of the solid (i.e., until the solid melts).
13 - Crumble (F) As *Cracks Call*, except material with cracks will crumble to dust.
14 - Bowbreak (F) **D: - R:** 100' Will break a piece of wood up to 1' in diameter.
15 - Stone Door (F) **D: P R:** T Creates 3' x 6' x 1' doorway through stone.
16 - Metal Door (F) As *Stone Door*, except doorway can be through metal.
17 - Bladebreak (F) As *Bowbreak*, except a piece of metal can be broken, up to 3" in diameter.
18 - Lockbreak (F) **D: P R:** 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, solid material and it can be 3' x 6' with a depth of 1'/lvl for stone and 3"/lvl for all other materials.
20 - Mold Stone (F) **D: P R:** T By molding with his hands, caster may shape 1 cu' of stone as if putty; then it harden to normal consistency.
25 - Mold Metal (F) As *Mold Stone*, except caster may mold metal.
30 - Mold Solid (F) As *Mold Stone*, except caster may mold any inanimate, solid material.
50 - Transmutation (F) **D: P R:** T May transmute 1 oz. of material into another nonmagical material that the caster has a sample of (usable once/day).

GAS MANIPULATION

- 2 - Warm Air** (F) **D:** 24 hr **R:** T Warms 1 cu' / lvl of air (any inanimate gas) up to 100°F above normal.
3 - Fog (F) **D:** 1 min/lvl **R:** 100' Creates dense fog in a 10'R; normal visibility is 1'.
4 - Airwall (E) **D: C R:** 10' Creates a 10' x 10' x 1' wall of dense churning air: cuts all movement and attacks through it by 50% (i.e., -50 to attacks).
5 - Air Stop (F) **D: C R:** T Stops all generalized air movement (e.g., wind) up to winds of 30 mph and cuts higher winds by 30 mph in a 10'R.
6 - Vacuum (F) **D: - R:** 100' Creates a 5'R near vacuum, all in radius take a 'A' Impact critical, as air leaves and rushes back in.
7 - Fog (F) As above, except radius is 50'.
8 - Unfog (F) **D:** 1 min/lvl **R:** 100' All fog is dissipated in a 50'R.
9 - Curved Airwall (E) As *Airwall*, except wall is 10' x 20' x 1' 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'.
14 - Vacuum (F) As above, except radius is 10'.
15 - Gas-Air (F) **D: C R:** T All gas within 10'R of caster is converted to breathable air.
17 - Whirlwind (E) **D: C R:** T Creates a whirlwind about caster; it moves with the caster and has a 10'R. No missile attacks can penetrate it and any movement or melee (except for caster's) into or through it is cut by 80%.
18 - Vacuum (F) As above, except radius is 20'.
20 - Oxygenation (F) **D: C R:** 100' Creates a 50'R of high oxygen content air; all within receive a 20 bonus to their OBs **and** fire attacks deliver 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) **D: C R:** 1000'/lvl Caster has complete control of clouds within range (includes fog); he can control storm clouds and cause them to lightning, but he can't create them.

SHIFTING

- 1 - Balance (P*) D: V R: S** Adds 50 to any rolls for one slow maneuver (e.g., walking a 3" beam).
- 2 - Contraction (P) D: 10 min R: S** Allows caster to disjoint limbs, contract muscles, etc.; in order to escape ropes and slip through small places (+50 to +100 to Contortion maneuvers).
- 3 - Face Shifting (P) D: 1 hr R: S** Allows caster to alter form of his face to resemble someone else.
- 5 - Siltlungs (P) D: 1 min/lvl R: S** Caster can breathe silt but not air.
- 7 - Change To Kind (P) D: 10 min/lvl R: S** Caster can alter his entire body to the form of another humanoid race.
- 8 - Gaslungs (P)** As *Siltlungs*, except caster can breathe any gas as normal air.
- 10 - Face Shifting True (P)** As *Face Shifting*, except lasts 1 hr/lvl.
- 11 - Changing Lungs (P)** As *Siltlungs*, except caster can breathe any air, silt, and gas, at will.
- 13 - Change (P)** As *Change to Kind*, except alteration can be to any organic form within 1/2 to 2x target's current mass; does not obtain any special abilities.
- 15 - Solid Form (P) D: 1 min/lvl R: S** Caster becomes as if made of very dense stone (cannot move or cast spells).
- 18 - Changing (P)** As *True Change*, except caster may assume a different form anytime during the spell; concentration for 1 rnd/change.
- 20 - Liquidform (P) D: 1 min/lvl R: S** Caster takes the form of a liquid mass, able to seep through cracks as well as water; can move through water at 10 mph; may not cast spells while in this form.
- 25 - Mistform (P) D: 1 min/lvl R: S** Caster takes the form of a mist, able to fly 20 mph; seep through cracks; extend self to become virtually invisible; etc. (may not cast spells in this form).
- 30 - Form Master (P)** As *Liquidform* and *Mistform*, except the two forms are interchangeable at will (concentrate for 1 rnd to change); duration is 10 min/lvl.
- 50 - Change Master (P)** As *Changing* and *Form Master*, except all forms are interchangeable at will (concentrate for 1 rnd to change); caster may vary his mass between 1/10x and 10x his own mass.

TELEKINESIS

- 1 - Telekinesis I (F) D: C R: 100'** Can move one object, up to 1 lb in mass, up to 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 I* (with a 1 lb limit) thrown on it.
- 2 - Staying 5 (F) D: C R: 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 lbs.
- 4 - Staying 25 (F)** As *Staying 5*, except pressure limit is 25 lbs.
- 5 - Telekinesis II (F)** As *Telekinesis I*, except 2 objects of 5 lbs total mass may be moved **or** *Telekinesis I* can be used at 200'.
- 6 - Staying II (F)** As *Staying 5*, except 2 objects may be affected with 5 lbs total pressure **or** *Staying 5* can be used to 200'.
- 7 - Telekinesis 25 (F)** As *Telekinesis I*, except mass limit is 25 lbs.
- 8 - Staying 50 (F)** As *Staying 5*, except pressure limit is 50 lbs.
- 9 - Telekinesis 50 (F)** As *Telekinesis I*, except mass limit is 50 lbs.
- 10 - Hurling I (F) D: 1 rnd R: 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 Attack Table; use the elemental attack rules, Impact criticals, and the range effects on the Shock Bolt Table with a max attack range of 300'; use the Sling Attack Table. Base the caster's OB on his directed spell skill with this spell.
- 11 - Staying 100 (F)** As *Staying 5*, except pressure limit is 100 lbs.
- 12 - Telekinesis 100 (F)** As *Telekinesis I*, except mass limit is 100 lbs.
- 13 - Hurling 5 (F)** As *Hurling I*, except mass limit is 5 lbs and it delivers 3x normal hits.
- 14 - Staying 200 (F)** As *Staying 5*, except pressure limit is 200 lbs.
- 15 - Telekinesis III (F)** As *Telekinesis I*, except 3 objects of 25 lbs total mass may be moved **or** *Telekinesis I* can be used to 300'.
- 16 - Staying III (F)** As *Staying II*, except 3 objects may be affected with 25 lbs total pressure **or** *Staying 5* can be used to 300'.
- 17 - Telekinesis 200 (F)** As *Telekinesis I*, except mass limit is 200 lbs.
- 18 - Hurling 25 (F)** As *Hurling 5*, except limit is 25 lbs and hits are 5x normal.
- 19 - Staying 500 (F)** As *Staying 5*, except pressure limit is 500 lbs.
- 20 - Telekinesis 500 (F)** As *Telekinesis I*, except mass limit is 500 lbs.
- 25 - Hurling III (F)** As *Hurling I*, except the object to hurl may start up to 300' away **or** the caster may hurl 3 objects that start up to 100' away (at the same target).
- 30 - Hurling 50 (F)** As *Hurling 5*, except limit is 50 lbs and hits are x5 normal and the OB has an additional 50 bonus.
- 50 - Telekinesis True (F) D: 1 rnd/lvl R: 300'** Each round, the caster may use any lower level spell on this list.

MOVEMENT

- 1 - Leaping** (F*) **D:** - **R:** S Allows caster to leap 50' laterally or 20' vertically.
- 2 - Landing** (F*) **D:** - **R:** 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) **D:** 1 min/lvl **R:** S Allows caster to move up and down vertically 10'/rnd; horizontal movement is possible only through normal means.
- 4 - Wind Drift** (F) **D:** 1 min/lvl **R:** S Caster becomes weightless, but has no magical movement control; weight gradually returns at the end of the duration.
- 5 - Undersilt Movement** (F) **D:** 10 min/lvl **R:** S Caster can take action undersilt as if on land.
- 6 - Fly** (F) As *Levitation*, except caster can fly at a rate of 15'/rnd (i.e., 1 mph).
- 7 - Levitation** (F) As above, except rate is 50'/ rnd.
- 8 - Long Dive** (F*) **D:** - **R:** S Caster can safely dive up to 50'/lvl if silt deep enough is present.
- 10 - Merging** (F) **D:** 1 min/lvl **R:** S Caster can merge into any solid, inanimate material (up to body + 1' in depth); caster is inactive and unaware of surrounding activity; caster can not cast spells.
- 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) **D:** 1 min/lvl **R:** 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 can turn within the material and can see outside if within 6" of the surface.
- 20 - Merge True** (F) As *Great Merge*, except caster can cast spells 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) **D:** 1 min/lvl **R:** S Caster may use the abilities of any one of the spells on this list each rnd.

MIND DOOR

- 5 - Leaving** (F) **D:** - **R:** S Caster "teleports" 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).
- 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 direction and distance. If the arrival point coincides with solid or liquid material, the caster does not move, he is stunned 1-10 rounds, and the PPs for this spell are expended. 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) **D:** - **R:** 1 mile If caster has established mental contact with a target (an intelligent being) that will cooperate, the caster can teleport to the target's location **or** the target can teleport to the caster's location. There is no chance of failure and the 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 10 mi/lvl.
- 50 - Mind's Door True** (F) As *Mind's Door*, except that there is no movement limit.

SPEED

- 1 - Run** (U*) **D:** 10 min/lvl **R:** S Caster may run (2x walking pace) without tiring (i.e., requires no exhaustion pts), but once he stops or performs another action the spell is canceled.
- 3 - Speed I** (U*) **D:** 1 rnd **R:** S Caster may act at twice his normal rate, but immediately afterwards must spend a number of rounds equal to the rounds speeded at half rate (i.e., only 50% normal activity). Suggested rules for handling this can be found in Tactical Considerations.
- 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 three rounds.
- 8 - Sprint** (U*) As *Run*, except caster may move at 3x walking pace.
- 9 - Haste II** (U*) As *Haste I*, except duration is 2 rounds.
- 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 4x 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 of 24 hr).
- 50 - Haste True** (U*) As *Haste I*, except duration is until caster sleeps, rests, or cancels the spell (maximum of 24 hr).

PSIONIC SPELLS

BASE LISTS

MIND CONTROL

- 1 - **Question** (M) D: - R: 10' Target must answer a single-concept question truthfully.
- 2 - **Sleep** (M) D: - R: 50' Target falls into natural sleep.
- 3 - **Charm Kind** (M) D: 10 min/lvl R: 50' Humanoid target believes caster is a good friend.
- 4 - **Calm** (M) D: 1 min/lvl R: 100' Target will take no offensive action, will fight only in self-defense.
- 5 - **Confusion** (M) D: 1 rnd/5 failure R: 100' Target is incapable of making decisions or initiating action; may continue to fight current foes or in self-defense.
- 6 - **Fear** (M) D: 1 min/10 failure. R: 100' Target fears caster and attempts to flee.
- 7 - **Suggestion** (M) D: V R: 10' Target will follow a single suggested act that was not completely alien to him (e.g., no suicide suggestions, no blinding himself suggestions, etc.).
- 8 - **Hold Kind** (M) D: C R: 50' Target is held to 25 % of normal action.
- 9 - **Emotions** (M) D: 1 min/lvl R: 100' Causes any desired emotion.
- 10 - **Master of Kind** (M) D: 10 min/lvl R: 10' Target must obey the caster as specified in *Suggestion*.
- 11 - **Coma** (M) D: 1 day/10 failure R: 100' RR Mod: +20 Causes coma.
- 12 - **True Charm** (M) As *Charm Kind*, except works on any sentient creature.
- 15 - **Geas** (M) D: V R: 10' Target is given 1 task, failure results in a penalty determined by GM (task must be within target's capabilities).
- 16 - **True Hold** (M) D: C R: 50' RR Mod: -20 Target is paralyzed and can do nothing.
- 18 - **Mind Break** (M) D: P R: 50' Target is a vegetable.
- 20 - **True Sleep** (M) D: 1 min/10 failure R: 100' RR Mod: -20 Target is unconscious and unwakeable.
- 25 - **True Geas** (M) D: V R: 10' As *Geas*, except failure is punished by the target suffering an 'E' critical from each of the critical tables.
- 30 - **Mind Control True** (M) D: 1 min/lvl (C) R: 300' Caster has total control of target's mind. After the initial casting, the range for control is 1 mile/lvl.
- 50 - **Mind Master** (M) As *Mind Control True*, except duration is permanent (until dispelled); caster need only concentrate to give commands; only one target can be so controlled at a time.

SENSE CONTROL

- 1 - **Distraction** (M) D: C R: 100' Target is at -30 for all actions.
- 2 - **Numbing** (M) D: C R: 100' Random limb of target's is numb and useless.
- 3 - **Blur Vision** (M) D: C R: 100' Target has a -100 OB mod for missile attacks; -50 for all other actions.
- 4 - **Minor Sense Control** (M) D: C R: 100' Causes false sensations in any one of: smell, taste, or touch.
- 5 - **Audio Attack** (M) D: 1 rnd/10 failure R: 100' Loud sound stuns target.
- 6 - **Audio Control** (M) D: C R: 100' Causes target to hear any sound(s) desired.
- 7 - **Fumble** (M) D: - R: 100' Target fumbles weapon or item in hands; roll on the appropriate Fumble Table.
- 8 - **Vision Control** (M) D: C R: 100' Causes target to see whatever the caster desires.
- 9 - **Vision Attack** (M) D: 1 rnd/10 failure R: 100' Bright light blinds target.
- 10 - **Nerve Stun** (M) D: 1 rnd/10 failure R: 100' Target is totally numbed; is at -75 for all actions and is stunned.
- 11 - **Hallucination** (M) D: C R: 100' Target sees a nonexistent foe; must fight him until the foe is "defeated" (i.e., takes damage that would drop the target); foe has same capabilities as target but does no damage (i.e., always misses).
- 13 - **Sense Control II** (M) D: C R: 100' Causes false sensations in the target's sight and hearing.
- 15 - **Sensory Overload** (M) D: 1 rnd/5 failure R: 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) D: 1 day/10 failure R: 100' Total sensory deprivation, i.e., no sensory input.
- 20 - **Sense Control V** (M) Same as *Sense Control II*, except affects all senses.
- 25 - **Long Control** (M) As *Sense Control V*, except initial range is 300' and then the range for control is 1 mile/lvl.
- 30 - **Sense Control True** (M) As *Long Control*, except caster can "program" memory input and concentration is only required to "program" memory input and the duration is 10 min/lvl and all senses are controlled.
- 50 - **Private World** (M) D: P R: 100' Target lives in own fantasy world, totally controlled by caster when he concentrates; no activity or sensory input.

MIND ATTACK

- 1 - **Jolts I** (M) **D:** 1 rnd **R:** 100' Target is stunned.
- 2 - **Hesitation** (M) **D:** 1 rnd/10 failure **R:** 100' Target hesitates in any nondefensive action; -50 to initiative; must parry with at least half OB.
- 3 - **Minor Pain** (M) **D:** - **R:** 100' Target takes 25% of his remaining concussion hits (i.e., those not already taken).
- 4 - **Shock A** (M) **D:** V **R:** 100' Target takes an "A" Electricity critical strike.
- 5 - **Jolts III** (M) As *Jolts I*, except lasts is 3 rnd.
- 7 - **Paralyze I** (M) **D:** 1 rnd/10 failure **R:** 100' Target is paralyzed.
- 8 - **Shock B** (M) As *Shock A*, except Electricity critical is a "B".
- 9 - **Major Pain** (M) As *Minor Pain*, except 50% of remaining concussion hits are taken.
- 10 - **Mind Shout** (M*) **D:** 1 rnd/10 failure **R:** 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 Electricity critical is a "C".
- 15 - **Mind Shout** (M*) As above, except range is 50'R.
- 16 - **Shock D** (M) As *Shock A*, except Electricity 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 Electricity critical is an "E".
- 25 - **Great Shout** (M*) As *Mind Shout*, except range is 50'R and any target failing by more than 50 is unconscious for eight hours.
- 30 - **Mind Shout** (M*) As above, except range is 300'R.
- 50 - **Shout True** (M*) As *Mind Shout (50'R)*, except targets failing by 1-50 are unconscious, and targets failing by more than 50 are dead; RRs for spell casters of Psionic are modified by -20.

PRESENCE

- 1 - **Presence** (P•*) **D:** C **R:** 10'/lvl Caster is aware of the presence of all sentient/thinking beings within his range.
- 2 - **Feel** (P*) **D:** - **R:** 10'/lvl Caster gets general idea of the race and level of one being; being must first be located by *Presence* or *Presence True*.
- 5 - **Mind Store** (I*) As *Feel*, except caster stores mental pattern of target; can be later used to locate specific person through *Feel* or *Finding*.
- 6 - **Mind Typing** (I*) As *Feel*, except caster learns race, profession, and level of target.
- 7 - **Finding** (I) **D:** C **R:** 100'/lvl Caster gets direction and distance to any unshielded mind which he has a mental pattern of from *Mind Store*.

- 8 - **Direction** (I) **D:** - **R:** 1000'/lvl Caster gets direction to any unshielded mind which he has a mental pattern of from *Mind Store*.
- 9 - **Presence True** (P*) **D:** C **R:** 100'/lvl Can get presences in one 50'R; caster can concentrate on one 50'R area each round.
- 10 - **Awareness** (I*) **D:** C **R:** 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 *Feel*, except that range is 100'/lvl.
- 14 - **Mass Feel** (I) As *Feel*, except caster may "feel" one being per round.
- 15 - **Mind Typing True** (I) As *Mind Typing*, except range is 100'/lvl.
- 18 - **Finding** (I) As above, except range is 1 mile/level.
- 20 - **Awareness True** (I*) As *Awareness*, except that very detailed knowledge of actions is given.
- 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 SPEECH

- 1 - **Mentalist Tongue** (I*) **D:** C **R:** 100' Caster may mentally speak with another spell caster of the Psionic realm.
- 3 - **Mind Tongue** (I*) **D:** C **R:** 100' Caster may mentally speak with any one thinking being.
- 6 - **Mind Tongue** (I*) As above, except range is 500'.
- 9 - **Mind Speech** (I*) **D:** C **R:** 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*) **D:** C **R:** 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) **D:** V **R:** 100' A 25 word mental message can be delayed and then later triggered by: after a fixed time period up to 24 hours **or** by certain movements, certain sounds, touch, reading, etc. **or** by a specific *Mind Stored* person entering the area.
- 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.
- 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 a 300'R.
- 50 - **Far Mind Speech** (I*) As *Mind Speech (100'R)*, except radius can be up to 1 mile/lvl from caster.

MIND MERGE

- 1 - Empathy (I) D:** 1 rnd/lvl (C) **R:** 10' Caster learns target's basic feelings; can concentrate on a one target each rnd.
- 3 - Emotions (I) D:** 1 rnd/lvl (C) **R:** 50' Caster learns target's emotions in detail; can concentrate on one target each rnd.
- 4 - Merge With Psionicist (P) D:** C **R:** T Allows two Psionic spell users to interchange thoughts and power points.
- 5 - Thoughts (IM) D:** 1 rnd/lvl (C) **R:** 100' Caster receives surface thoughts from target; if target makes his RR by more than 25 he realizes what is happening; can concentrate on one target each rnd.
- 6 - Mind Merge (P) D:** C **R:** T Allows caster and target to interchange thoughts; if both are Psionic spell users they can interchange power points.
- 8 - Mind Merge (P) As above,** except range is 100'.
- 10 - Inner Thoughts (IM) As in *Thoughts*,** except caster also learns reasoning and thought patterns behind surface thoughts.
- 11 - Ready Merge (P*) D:** C **R:** 100'/lvl As in *Mind Merge*, except caster and target must have *Merged* before.
- 13 - Mind Switch (M) D:** 1 day **R:** T Target and caster switch minds and spell casting abilities; target is in a coma if he is not also a Psionicist.
- 15 - Mind Scan (IM) As in *Inner Thoughts*,** except caster can also scan target's conscious memories; at a rate of 1 scene/rnd.
- 18 - Mind Merge (P) As above,** except range is 50'/lvl and caster must know the exact 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).
- 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) D:** 1 rnd/lvl (C) **R:** 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.

TRUE SIGHT

- 1 - Nightsight (U) D:** C **R:** S Caster can see through 10'/lvl in normal darkness as if it were day.
- 2 - Siltsight (U) As *Nightsight*,** except caster can see through 10'/lvl of silt as if it were day.
- 3 - Woodsight (U) As *Nightsight*,** except caster can see through 1'/lvl of wood.
- 4 - Watch (U) D:** C **R:** 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) D:** C **R:** 10'/lvl Caster's point of sight may be moved independently up to 10'/lvl away (moves at 10'/rnd); he must be physically able to go there (e.g., he could not send his point of sight through walls or closed doors).
- 6 - See Invisible (U) As *Nightsight*,** except caster can see invisible objects.
- 7 - Stonesight (U) As *Woodsight*,** except caster can see through 6"/lvl of stone.

- 8 - Ironsight (U) As *Woodsight*,** except caster can see through 1"/lvl of iron or steel.
- 9 - Illusionsight (U) As *Nightsight*,** except caster can see through all illusions.
- 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) D:** 1 day/lvl (C) **R:** S As *Watch (100'/lvl)*, 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'/lvl 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 (i.e., he just glances once every couple of rounds), and the duration is 1 min/lvl.
- 50 - Sight True (U) D:** 1 min/lvl **R:** S Caster can see through any and all inanimate material within 10'/lvl.

TRUE PERCEPTION

- 1 - Presence (P•*) D:** C **R:** 10'/lvl Caster is aware of the presence of all thinking/sentient beings within his range.
- 2 - Detect Illusion (U) D:** - **R:** S Caster can check one object or place (up to a 5'R) and tell if it is an illusion or has an illusion on it.
- 3 - Mind Store (I*) D:** - **R:** 10'/lvl Caster stores the mental pattern of target; can be used later to locate specific person through *Finding*.
- 4 - Analysis (I*) D:** - **R:** 10'/lvl Caster can determine one of the following concerning a target: profession, race, or level.
- 5 - Finding (I) D:** C **R:** 100'/lvl Caster gets direction & distance to a unshielded mind which he has a mental pattern of from *Mind Store*.
- 6 - Mind Typing (I*) As *Analysis*,** except caster learns race, profession, and level.
- 7 - Awareness (I*) D:** C **R:** 30'R 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).
- 8 - Long Ear (U) D:** C **R:** 10'/lvl Caster's point of hearing may be moved up to 10'/lvl away (moves at 10'/rnd); he must be physically able to go there (e.g., he could not send his point of hearing through walls or closed doors).
- 10 - Awareness (I*) As above,** except radius is 10'/lvl.
- 11 - Long Mind Store (I*) As *Mind Store*,** except range is 100'/lvl if the target is sensed (mentally or by sight).
- 13 - Long Mind Typing (I*) As *Mind Typing*,** except range is 100'/lvl if target is sensed (mentally or by sight).
- 14 - Finding (I) As above,** except range is 1 mi/ lvl.

- 15 - **Long Sense** (U) As *Long Ear*, except all senses are involved.
- 20 - **Finding** (I) As above, except range is 5 miles/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** (U) As *Finding*, except no range limit.

MIND VISIONS

- 1 - **Question I** (M) **D:** - **R:** 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) **D:** 1 rnd/lvl (C) **R:** 100' Caster receives surface thoughts from target; if target makes his RR by more than 50 he realizes what is happening. Caster can concentrate on one target each rnd.
- 6 - **Mind Typing** (I*) **D:** - **R:** 10'/lvl Caster learns race, profession, and level of the target.
- 7 - **Truth I** (I) **D:** 1 min **R:** 10'R Caster knows when anyone within the radius is lying.
- 8 - **Truth** (I) **D:** C **R:** 100' Caster knows if the target is lying.
- 10 - **Inner Thoughts** (M) As *Thoughts*, except caster also learns reasoning and thought patterns behind surface thoughts.
- 11 - **Truth III** (I) As *Truth I*, except duration is 3 minutes.
- 13 - **Truth V** (I) As *Truth I*, except duration is 5 minutes.
- 14 - **Long Truth** (I) As *Truth*, except range is 10'/lvl.
- 15 - **Mind Scan** (M) As in *Inner Thoughts*, except caster also gets target's conscious memories; at a rate of 1 scene/rnd.
- 20 - **Past Truth** (I) As *Truth I*, except that it can be cast during a *Vision Behind* spell on the Psionic Base list, Past Visions; 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) **D:** 1 rnd/lvl (C) **R:** 100' Caster can remove one thought or memory from the target's mind each round.
- 50 - **Truth True** (I) As *Truth I* with a duration of 1 min/lvl or as *Truth* with a range of 100'/lvl.

SENSE THROUGH OTHERS

- 1 - **Animal Sight** (P) **D:** C **R:** 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 the range is 300'.
- 8 - **Animal Sense** (P) As above, except the range is 300'.
- 10 - **Sight Merge** (P) As above, except range is 300'.

- 11 - **Animal Sight** (P) As above, except the 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 the range is 500'.
- 15 - **Sight Merge** (P) As above, except the range is 500'.
- 20 - **Animal Sense** (P) As above, except the range is 1 mile/lvl.
- 25 - **Sight Merge** (P) As above, except the range is 1 mile/lvl.
- 30 - **Sensory Merge** (P) As above, except the range is 1 mile/lvl.
- 50 - **Sensory Merge True** (P) As above, except the range is unlimited.

PAST VISIONS

- 1 - **Origins** (I) **D:** - **R:** T Gives a general idea of the place of origin of an item.
- 2 - **Detect Curse** (I) **D:** - **R:** T Determines if there is a curse is on an item.
- 3 - **Vision Behind** (I) **D:** C **R:** T Caster gets a vision up to 1 min/lvl into the past (includes sight and sound). Vision must be associated with a place or item touched at the time the spell is cast. Caster is in a trance as long as he concentrates.
- 4 - **Power Lore** (I) **D:** - **R:** T Gives the origin of an item's power.
- 5 - **Vision Guide** (I) **D:** V **R:** 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 - **Item Vision** (I) **D:** - **R:** T Gives a vision of a significant event in an item's past.
- 7 - **Vision Behind** (I) As above, except time limit is 10 min/lvl.
- 9 - **Vision Behind** (I) As above, except time limit is 1 hr/lvl.
- 10 - **Delving** (I) **D:** - **R:** T Gives significant details concerning an item's construction and purpose (not specific powers).
- 11 - **Vision Behind** (I) As above, except time limit is 1 day/lvl.
- 13 - **Past Store** (I*) **D:** - **R:** 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) **D:** - **R:** T Gives an analysis of the origin of a curse, the source of its power, and an idea of its effectiveness (i.e., level).
- 15 - **Vision Behind** (I) As above, except time range is 1 year/lvl.
- 20 - **Vision Location** (I) **D:** - **R:** 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 in on the event most closely matching the description.
- 25 - **Vision Behind** (I) As above, except time limit is 10 yr/lvl.
- 30 - **Vision Behind** (I) As above, except time limit is 100 yr/lvl.
- 50 - **Vision Behind** (I) As above, except there is no time limit.

FUTURE VISIONS

- 1 - Intuitions I (I) D: - R:** S Caster gets a vision of what will happen in the next minute if he takes a specified action.
- 3 - Intuitions III (I)** As *Intuitions I*, except caster gets to gaze 3 minutes into the future.
- 4 - Dream I (P) D: - R:** S Caster has a dream relating to a topic decided upon just before retiring; limited to once per night.
- 5 - Intuitions V (P)** As *Intuitions I*, except caster gets to gaze 5 minutes into the future.
- 6 - Anticipations I (P*) D: - R:** 100' Predicts most probable action of a being in the next round; specifics are not learned (e.g., attack in melee, cast a spell; but no detail on attack target or what spell).
- 8 - Dream II (P)** As *Dreams I*, except limit is 2 dreams/night on different topics.
- 9 - Spell Anticipations (P*)** As *Anticipation*, except if action is to cast a spell, the spell to be cast and target are learned.
- 10 - Intuitions X (P)** As *Intuitions I*, except caster gets to gaze 10 minutes 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 caster can either predict the actions of three beings for the next round or the actions of one being for the next three rounds.
- 15 - Intuitions True (P)** As *Intuitions*, except caster gets to gaze 1 min/lvl into the future.
- 20 - Anticipations V (P*)** As *Anticipations I*, except actions of 5 beings may be predicted **or** the actions of one being for the next five rounds.
- 25 - Lord Dream (P)** As *Dream I*, except limit is 5 dreams/night on any combination of topics the caster chooses.
- 30 - Anticipations True (P*)** As *Anticipation I*, except caster can predict actions of all beings within 100' of him.
- 50 - Spell Anticipation True (P*)** As *Anticipations True*, except spell type and target are known as well as the actions.

BLOOD

- 1 - Flow Stoppage III (H) D: - R:** T Allows caster to reduce a target's blood loss by 3 hits/rnd; target cannot be moved, or bleeding will resume at prior rate.
- 2 - Clotting I (H) D: - R:** T Allows caster to stop bleeding of 1 hit/rnd on 1 target; for 1 hr target can move at no more than a walking pace, or bleeding will resume at prior rate.
- 3 - Cut Repair I (H) D: P R:** T Allows caster to stop bleeding from 1 wound that bleeds at rate of 1 hit/rnd.

- 4 - Clotting III (H)** As *Clotting I*, except that caster can stop bleeding of 3 hits/rnd.
- 5 - Minor Vessel Repair (H) D: P R:** T Allows caster to completely mend a damaged minor blood vessel (a vessel that bleeds at up to 2 hits/rnd, not major arteries or veins).
- 6 - Cut Repair III (H)** As *Cut Repair I*, except that caster can repair wound(s) that bleed(s) for up to 3 hits/rnd (total); three 1 hit/rnd wounds **or** one 3 hit/rnd wound **or** one 2 hit/rnd and one 1 hit/rnd wound can be healed; may be spread over 1-3 targets.
- 7 - Vein Repair (H) D: P R:** T Caster can repair any one damaged vein; target can't move (under own power) without reopening wound.
- 8 - Arterial Repair (H) D: P R:** T Allows caster to repair any one damaged artery; target cannot move (under own power) without reopening wound.
- 9 - Joining (H|*) D: P R:** T Allows caster to reattach 1 severed limb; requires use of the other 3 Base Psionic *Joining* spells in order to make limb fully functional; limb is fully functional after 10-100 days.
- 10 - Flow Stoppage True (H)** As *Flow Stoppage III*, except that the caster can reduce blood loss by a number of hits/rnd equal to his lvl (e.g., if caster is 10th lvl, reduction is 10 hits/rnd).
- 11 - Lifekeeping (H) D: 1 hr/lvl R:** T Target is kept in a state of suspended animation and prevented from dying for 1 hr/lvl of caster (i.e., the body is "preserved" and the "soul" will not leave the body, see Spell Lists Special Notes).
- 12 - Clotting True (H)** As *Clotting I*, except that it will stop extreme bleeding from any one wound.
- 13 - Unclotting (H) D: P R:** T Allows caster to remove any one blood clot; will counter *Clotting Curse* (on the Base Priestly list, Curses).
- 15 - Cut Repair True (H)** As *Cut Repair I*, except that it will stop bleeding and close any one wound.
- 20 - Joining True (H|*)** As *Joining*, except caster must cast the other 3 Base Psionic *Joining True* spells **and** the limb is fully functional in 10 minutes.
- 25 - Regulations (H) D: 1 min/lvl R:** T Allows caster to control all internal and external blood flow; cannot be used in harmful manner (i.e., it is a life preserving spell, not a killing spell).
- 30 - New Blood (H) D: P R:** T Allows caster to restore all the blood in any 1 target's body; recovery time 1-10 days.
- 50 - Blood Repair True (H) D: 1 rnd/lvl R:** S Allows caster to cast one of the lower level spells on this list each round.

MUSCLE

- 1 - Sprain Repair** (H) **D:** P **R:** T Allows caster to repair 1 sprain; 1 hr operation.
- 2 - Muscle/Tendon Lore** (H) **D:** - **R:** T Caster acquires complete understanding of any muscle and/or tendon damage; including the tools and methods required for healing; caster does not receive the skill or power necessary to perform the cure.
- 3 - Muscle Repair I** (H) **D:** P **R:** T Allows caster to repair 1 damaged muscle; 1 minute operation; recovery time: 1 day/muscle repaired.
- 4 - Tendon Repair I** (H) **D:** P **R:** T Allows caster to repair 1 tendon; 1 min operation; recovery time: 1 day/tendon repaired.
- 5 - Limb Preservation** (H|*) **D:** 1 day/lvl **R:** T Allows caster to prevent the deterioration of 1 limb (even while severed); requires the use of Bone *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; 1 min operation.
- 9 - Joining** (H|*) **D:** P **R:** T Allows caster to reattach 1 severed limb; requires use of the other 3 Base Psionic *Joining* spells in order to make limb fully functional; limb is fully functional after 10-100 days.
- 10 - Tendon Repair True** (H) As *Tendon Repair*, except that caster can repair (not replace) 1 tendon in target's body; 1 min operation.
- 11 - Soft Structure Repair** (H) **D:** P **R:** T Allows caster to repair all tendon and muscle damage in target's body; 1 hr operation; recovery time: 1-10 days.
- 12 - Muscle Transplant** (H) **D:** P **R:** T Allows caster to transplant a healthy muscle; 1 hr operation; recovery time: 1-10 days; chance of rejection is 10% if same race; 50% if other humanoid.
- 14 - Muscle Regeneration** (H) **D:** P **R:** T Allows caster to regenerate 1 muscle; regrowth takes 1-10 days, depending on extent of loss.
- 15 - Tendon Regeneration** (H) **D:** P **R:** T Allows caster to regenerate 1 tendon; regrowth takes 1-10 days, depending on extent of loss.
- 20 - Joining True** (H|*) As *Joining*, except caster must cast the other 3 Base Psionic *Joining True* spells and the limb is fully functional in 10 minutes.
- 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); 10 min operation.

BONE

- 1 - Bone Lore** (H) **D:** - **R:** 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) **D:** P **R:** T Allows caster to mend one simple fracture (not compound fracture, shatters, joint damage, etc.); recovery time: 1 day; does not work on skull fractures.
- 3 - Cartilage Repair** (H) **D:** P **R:** T Allows caster to repair all the cartilage centered around 1 joint; recovery time: 1 day.
- 4 - Major Fracture Repair** (H) As *Minor Fracture Repair*, except caster can also repair compound fractures.
- 5 - Limb Preservation** (H|*) **D:** 1 day/lvl **R:** T Allows caster to prevent the deterioration of 1 limb (even while severed); requires use of Muscle *Limb Preservation* spell as well.
- 6 - Skull Repair** (H) **D:** P **R:** T Allows caster to mend one skull fracture (but not shattered skull areas); recovery time: 1-10 days.
- 7 - Joint Repair** (H) **D:** P **R:** 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 True** (H|*) **D:** P **R:** T Allows caster to reattach 1 severed limb; requires use of the other 3 Base Psionic *Joining* spells in order to make limb fully functional; limb is fully functional after 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) **D:** P **R:** T Allows caster to transplant a healthy bone; 1 hr operation; recovery time: 1-10 days; chance of rejection is 10% if same race, 50% if other humanoid.
- 14 - Shatter Repair** (H) **D:** P **R:** T Allows caster to repair any 1 broken or shattered bone (even in skull); 1 hr operation; recovery time: 1-10 days.
- 15 - Joint Repair True** (H) As *Joint Repair*, except that recovery is instantaneous.
- 20 - Joining True** (H|*) As *Joining*, except caster must throw the other 3 Base Psionic *Joining True* spells and the limb is fully functional in 10 minutes.
- 25 - Cartilage Regeneration** (H) **D:** P **R:** T Allows caster to regenerate 1 section of cartilage in target's body; recovery time: 1-10 days.
- 30 - Bone Regeneration** (H) **D:** P **R:** T Allows caster to regenerate 1 lost bone; recovery time: 1-10 days.
- 50 - Skeletal Regeneration** (H) **D:** P **R:** T Allows caster to regenerate any part (or all) of a skeleton (including cartilage) in 1-10 days, depending on damage.

CONCUSSION

- 1 - Heal (H) D: P R: T** Target is healed of 1-10 concussion hits.
- 2 - Stun Relief I (H*) D: - R: T** Target is relieved of 1 round's worth of accumulated stun.
- 3 - Burn Relief I (H) D: - R: T** Will heal one area of mild or 1st degree burn.
- 4 - Regeneration I (H*) D: C R: T** Reduces target's concussion hit damage by 1 hit every rnd as long as caster concentrates.
- 5 - Awakening (H) D: - R: T** Target is instantly awake.
- 6 - Burn Relief II (H) As *Burn Relief I*, except** heals 2 areas of mild damage **or** 1 area of moderate damage (e.g., 2nd degree burn).
- 7 - Heal (H) As above, except** heals 5-50 hits.
- 8 - Stun Relief III (H*) As *Stun Relief I*, except** 3 rounds of stun effects are relieved.
- 9 - Burn Relief III (H) As *Burn Relief I*, except** heals 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.
- 10 - Regeneration II (H*) As *Regeneration I*, except** damage reduction is 2 hits/rnd.
- 11 - Heal (H) As above, except** heals 10-100 hits.
- 12 - Burn Relief IV (H) As *Burn Relief I*, except** heals 4 mild, 2 moderate, 1 mild and 1 severe **or** 2 mild and 1 moderate area(s) of damage.
- 13 - Stun Relief V (H*) As *Stun Relief I*, except** target is relieved of 5 rounds of accumulated stun effects.
- 14 - Stun Relief I (H*) As above, except** any 1 target within 100' of caster is relieved of 1 round accumulated stun effects.
- 15 - Regeneration III (H*) As *Regeneration I*, except** damage reduction is 3 hits/rnd.
- 20 - Heal (H) As above, except** heals 20-200 hits.
- 25 - Heal True (H) As above, except** target healed of all concussion hits.
- 30 - Burn Relief True (H) As *Burn Relief I*, except** target relieved of all burns.
- 50 - Stun Relief True (H) As above, except** target healed of all stun effects.

NERVE AND ORGAN

- 1 - Nerve/Organ Lore (H) D: - R: T** Caster acquires complete understanding of any nerve and/or organ damage; including the tools and methods required for healing; caster does not receive the skill or power necessary to perform the cure.
- 2 - Numbing (H) D: 1 min/lvl R: 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 to given ability).
- 3 - Minor Nerve Repair (H) D: P R: T** Allows caster to repair minor nerve damage; target regains feeling in 1-10 days.
- 4 - Minor Ear/Nose Repair (H) D: P R: T** Allows caster to repair any exterior ear damage short of complete ear loss **or** any nose damage short of complete nose loss; requires 1-60 min, depending on damage
- 5 - Organ Preservation (H) D: 1 day/lvl R: T** Allows caster to prevent the deterioration of any specific organ (e.g., eye, ear, liver), even if it is "outside" of its body).

- 6 - Minor Eye Repair (H) D: P R: 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|*) D: P R: T** Allows caster to reattach 1 severed limb; requires use of the other 3 Base Psionic *Joining* spells in order to make limb fully functional; limb is fully functional after 10-100 days.
- 10 - Major Eye Repair (H) As *Minor Eye Repair*, except** caster can repair any eye damage short of total eye loss (e.g., eye's destruction precludes repair); recovery time: 1-10 days.
- 11 - Lifekeeping (H) D: 1 hr/lvl R: T** Target is kept in a state of suspended animation and prevented from dying for 1 hr/lvl of caster (i.e., the body is "preserved" and the "soul" will not leave the body, see Spell Lists Special Notes).
- 12 - Nerve Repair True (H) As *Major Nerve Repair*, except** that recovery is instantaneous.
- 13 - Organ Transplant (H) D: P R: T** Allows caster to transplant a healthy organ; 1 hr operation; recovery time: 1- 10 days; chance of rejection is 10% if same race, 50% of other humanoid.
- 14 - Organ Repair (H) D: P R: T** Allows caster to repair any organ that has not been completely destroyed; recovery time: 1-10 days.
- 15 - Minor Brain Repair (H) D: P R: 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); 1 hr operation; recovery time: 1-10 days.
- 20 - Joining True (H|*) As *Joining*, except** caster must cast the other 3 Base Psionic *Joining True* spells **and** the limb is fully functional in 10 minutes.
- 25 - Nerve Regeneration (H) D: P R: T** Allows caster to regenerate lost nerve; regrowth takes 1-10 days, depending on extent of loss.
- 30 - Organ Regeneration (H) D: P R: T** Allows caster to completely regenerate lost organ; process takes 1-10 hours; recovery time: 1-10 days; target remains in coma during recovery; brain regeneration is not permitted.
- 50 - Brain Regeneration (H) D: P R: T** Allows caster to regenerate brain tissue in 1-10 hours; recovery time: 1-10 days (target is in coma during recovery); note that lost experience is not restored (the % lost permanently depends on severity of damage).

SOUND CONTROL

- 1 - Silence (F) D:** 1 min/lvl **R:** S Any sounds originating within 1' of the caster's body cannot be heard outside the radius; +25 to Stalking.
- 2 - Sonic Law (F) D:** C **R:** 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) D:** - **R:** 100' Certain sound waves cause any cracks or flaws in solid, inanimate 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) D:** - **R:** 10' Causes a nonmetal, inanimate object to shatter (up to 1 cu' in size); all within 5'R take an 'A' Impact critical, holder takes a 'C'.
- 14 - Waiting Sound (F) D:** 1 min/lvl **R:** 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) D:** 1 rnd/10 failure **R:** 50'R Everyone within the radius is a target, all failing are stunned due to ultrasonics (this includes animals).
- 50 - Sonic Law True (F) D:** 1 min/lvl **R:** 10'/lvl As *Sonic Law*, except sounds can be programmed, delayed (up to 24 hr), more than one at a time, and instantly changeable.

LORES

- 1 - Study I (P) D:** C **R:** 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) D:** C **R:** S Doubles the rate at which the caster can learn a language.
- 3 - Language Lore (P) D:** - **R:** S Caster learns 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) D:** 1 rnd/lvl (C) **R:** 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 to each piece of information that the target knows (1 /rnd).
- 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 I*, except caster can read at 3x normal rate.

- 11 - Passage Origin (P) D:** C **R:** 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 I*, except caster reads at 5x normal rate.
- 20 - Study True (P)** As *Study I*, 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) D:** P **R:** S If the caster has access to a being that knows a certain language, he can learn the language as well as the given being knows it; he must touch the being and concentrate for 24 hours.

MIND SUBVERSION

- 1 - Suspicion (M) D:** 1 day/5 failure **R:** 100' Target suspects the actions of his associates (GM may give descriptions that arouse the 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: loyalty, thrift, 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.
- 7 - Stealing (M)** As *Suspicion*, except target becomes 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 initially 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 later.
- 30 - Trait Subversion True (M)** As *Trait Subversion I*, except it is permanent.
- 50 - Suicide (M)** As *Suspicion*, except when ever the target is injured, suffers humiliation, or fails in, he will attempt suicide in some imaginative way.

MIND DOMINATION

- 2 - Mind Lock (M) D: C R: 100'** Caster and target are locked in mental contact until: the caster ceases concentration **or** either the caster or the target has a RR failure of 30 or greater (RRs must be made against each other every rnd); the one failing by 30 becomes unconscious; neither can take any action.
- 3 - Mind Invasion (M) D: C R: 100'** Target is frozen in mental combat, but caster may perform 50% of his normal activity.
- 5 - Demonic Possession I (M) D: V R: 100'** Target is controlled by a Type I Demon (level 1-2, see the Base Wizardry list, Rajaat's Summons); additional RRs can be made (once/day) to regain self-control; demon is random, maniacal, and homicidal.
- 6 - Transferral (M) D: V R: T** Caster transfers his "mind/essence/soul" into the target and the target's "mind/essence/soul" is imprisoned. While in control of the target's body, the caster may only function 50% of his normal activity; the target will make additional RRs can be made (once/day) to regain self-control; when a successful RR is made, the caster is returned to his own body which has been in suspended animation.
- 8 - Subjugation (M) D: C R: 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 "mind/essence/soul" is in agony **and** any round that the caster doesn't concentrate, the body will obey anyone's verbal commands; conflicting commands 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 the target.
- 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 only gets his additional RRs once/month and every time he fails his chance to successfully resist decreases by 1.
- 50 - Banishment True (M)** As *Banishment*, except target only gets his RRs once/month and every time he fails his chance to successfully resist decreases by 1.

MIND EROSION

- 1 - Dull Mind I (M) D: 1 month/5 failure R: 100'** Target has one of his mental stats (determine randomly) temporarily lowered by 5 (by 1 in a 3-18 system); the temporary stat is lowered, not the potential. The mental stats are: Presence, Intuition, Reasoning, and Self Discipline (also wisdom, intelligence, charisma, etc.). If a stat drops below 01, the target is in a coma until the stat reaches 01 ; it will increase at a rate of 1 /day until 01 is reached.

- 2 - Confusion (M) D: 1 day/5 failure R: 100'** Target is mentally bewildered; each round, he has only a 50% chance of making a decision; he will always defend himself from direct attack.
- 4 - Dull Mind II (M)** As *Dull Mind I*, except decrease is 10.
- 5 - Mind Erosion I (M)** As *Dull Mind I*, except decrease affects a potential stat and the corresponding temporary stat.
- 7 - Dull Mind III (M)** As *Dull Mind I*, except decrease is 15.
- 9 - Dull Mind IV (M)** As *Dull Mind I*, except decrease is 20.
- 10 - Mind Erosion II (M)** As *Mind Erosion*, except decrease is 10.
- 12 - Dull Mind V (M)** As *Dull Mind I*, except decrease is 25.
- 14 - Dull Mind VI (M)** As *Dull Mind I*, except decrease is 30.
- 15 - Mind Erosion III (M)** As *Mind Erosion*, except decrease is 15.
- 20 - Dull Mind VIII (M)** As *Dull Mind I*, except decrease is 40.
- 25 - Dull Mind X (M)** As *Dull Mind I*, except decrease is 50.
- 30 - Mind Erosion V (M)** As *Mind Erosion I*, except decrease is 25.
- 50 - Mind Erosion True (M)** As *Mind Erosion I*, except one mental stat can be reduced to 01 .

MIND DEATH

- 2 - Forget I (M) D: P R: 100'** Target forgets 10 minutes totally, caster's choice.
- 3 - Mind Blank I (M) D: 1 rnd R: 100'** Target's mind is temporarily blank and he can do nothing.
- 5 - Forget X (M)** As *Forget I*, except 100 minutes can be erased.
- 7 - Mind Blank III (M)** As *Mind Blank I*, except duration is 3 rnds.
- 9 - Lord Forget (M)** As *Forget I*, except 200 minutes can be erased.
- 10 - Mind Death I (M) D: P R: 50'** Target's mind is blanked as in *Mind Blank I*, at random, for 10 min each and every day.
- 11 - Lost Experience I (M) D: P R: 50'** Target loses 5% of his collected experience (usually experience points).
- 13 - Mind Blank V (M)** As *Mind Blank I*, except duration is 5 rnds.
- 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 2x/day.
- 20 - Mind Death III (M)** As *Mind Death I*, except target blanks out 3x/day.
- 25 - Lost Experience II (M)** As *Lost Experience I*, except loss is 10%.
- 30 - Mind Death V (M)** As *Mind Death I*, except target blanks out 5x/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) **D: P R:** 100' Target has trouble sleeping; he is at -25 to all activities after suffering this for 2 days (until cured).
- 2 - **Neurosis** (M) **D: P R:** 100' Target has a dislike for a specific type of thing the caster chooses; target has a 50% chance of avoiding the thing when given the choice (e.g., a neurosis concerning kanks would mean that every time the target tried to get on or near a kank he would only have a 50% chance of being able to force himself to do it).
- 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 everyone 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 only has a 25% chance of being able to control himself concerning the thing; there is a 10% chance 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 only 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 can only sleep if he uses drugs or spells (e.g., a sleep spell); he adds 100 to his RRs against all sleep spells; if he gets no sleep, he will slowly go mad.
- 13 - **Guilt True** (M) As *Guilt*, except every day that he fails a normal RR, the target will take actions to atone for his guilt incident.
- 15 - **Paranoia True** (M) As *Paranoia*, except target will not trust or associate with anyone for more than 1 hr.
- 20 - **Schizophrenia True** (M) As *Schizophrenia*, except a 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; if held near the thing he fears, he will slowly go mad.
- 30 - **Catatonia True** (M) As *Catatonia*, except every hour there is a 95% chance target will be catatonic.
- 50 - **Mind Disease True** (M) **D: P R:** 100' Target may be given any mental disease that the caster chooses.

CONFUSE

- 1 - **Distraction** (M) **D: C R:** 100' Target is at -30 for all actions.
- 2 - **Confusion** (M) **D:** 1 rnd/5 failure **R:** 100' Target is incapable of making decisions or initiating action; may continue to fight current foes or in self-defense.
- 3 - **Blur Vision** (M) **D: C R:** 100' Target has a -100 OB mod for missile attacks; -50 for all other actions.
- 4 - **Fear** (M) **D:** 1 min/10 failure **R:** 100' Target fears caster and attempts to flee.
- 5 - **Unbalance** (M) **D: - R:** 100' Target becomes unbalanced; if he is moving, he trips and falls (out 1-4 rnds); if he is performing a maneuver he fails it.
- 6 - **Fumble** (M) As *Unbalance*, except target fumbles any weapon or item in his hands; roll on the appropriate Fumble Table.
- 7 - **Hallucination** (M) **D: C R:** 100' Target sees a nonexistent foe; must fight him until the foe is "defeated" (i.e., takes damage that would drop the target); foe has same capabilities as target but does him no damage (i.e., always misses).
- 8 - **Spin** (F) **D: - R:** 50' Target is spun about 180°, taking 1 rnd/10 failure to recover.
- 9 - **Weapon Alteration** (M) **D:** 1 rnd/1vl **R:** 100' Target's weapon is altered to appear to him that it is some other weapon, with which he must fight; treat as a similar weapon for OB purposes.
- 10 - **Mirages** (M) **D: C R:** 100' Target sees all moving things clearly, but the caster can control the fixed scene that the target "sees".
- 11 - **Blinding** (M) **D:** 1 rnd/10 failure **R:** 100' Target is blinded.
- 12 - **Shifting** (M) **D:** 1 rnd/10 failure **R:** 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) **D: C R:** 300' A number of targets equal to the caster's level can be distracted as in *Distraction*; they must all be in the caster's field of vision.
- 14 - **Word of Fear** (M*) As *Fear*, except the spell is instantaneous and the duration is 1 min/ 5 failure.
- 15 - **Amnesia** (M) **D:** 1 day/5 failure **R:** 100' Target has amnesia, but loses none of his skills or abilities.
- 20 - **Shout of Confusion** (M*) As *Confusion*, except all beings within a 50'R are targets.
- 25 - **Amnesia True** (M) As *Amnesia*, except duration is permanent (unless dispelled).
- 30 - **Parallel Reality** (M) **D:** 1 day/5 failure **R:** 100' Target sees and hears a world in which everything real has an image, but the image is changed or distorted (e.g., a human might seem to be a Gith, a house might seem to be a cave, etc.).
- 50 - **Lord Confusion** (M) **D: V R:** 300' Each of up to 20 targets in the caster's field of vision can be attacked by a spell on this list of 10th level or lower; each target can be attacked by a different spell.

HIDING

- 1 - Blur (F) D:** 1 min/lvl **R:** S Causes caster to appear blurred to attackers, subtracting 10 from all attacks.
- 2 - Unseen (F) D:** 24 hr or V **R:** T 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., an attack).
- 3 - Shadow (F) D:** 10 min/lvl **R:** S Caster and objects on his person appear to be a shadow; and thus are almost invisible in dark areas (e.g., in many situations this could be handled with a Stalking/Hiding bonus between 25 and 75).
- 4 - Silence (F) D:** 1 min/lvl **R:** S Any sounds originating within a 1'R of the caster's body are completely muffled; +25 to Stalking.
- 5 - Invisibility (F) As Unseen,** except everything within 1' of the target is invisible as long as it is within the 1'R and none of the *Unseen* termination conditions occur. 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*. See Spell Lists Special Notes for more notes *Invisibility*.
- 6 - Invisibility (F) As above,** except the caster can vary the radius up to 1'.
- 8 - Displacement I (F) D:** 1 min/lvl **R:** S Caster appears to be offset from where he really is, all attacks have no effect 10% of the time (no normal RRs). Each time a foe misses him, the chance of "no effect" for that foe goes down by 5%.
- 9 - No Sense (F) As Invisibility,** except caster is also undetectable by smell and sound.
- 10 - Shadow Mystic (F) D:** 1 min/lvl (C) **R:** 100' Creates a duplicate of the caster; if he concentrates, it will move as he wills; otherwise, it does exactly as he does.
- 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) D:** 10 min/lvl **R:** 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) D:** 10 min/lvl **R:** S Caster can merge into any inanimate, solid material (up to 1' in depth); he is inactive and unaware of surrounding activity.
- 15 - Unpresence (P) As Unpresence on the Base Psionic list,** Mystical Change.
- 20 - Displacement III (F) As Displacement I,** except base chance of missing is 30%.
- 25 - Nondetect (P) D:** 1 min/lvl **R:** 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) D:** C **R:** S Caster can "Merge" into a material, use "Unpresence", use "Nondetect" and observe surrounding activity, all with this one spell.

MYSTICAL CHANGE

- 1 - Study (I) D:** - **R:** 300' Caster studies and memorizes the appearance and mannerisms of a being, for later use in a *Face Shift* or *Change* type spell.
- 2 - Face Shifting True (P) D:** 1 hr/lvl **R:** 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) D:** 10 min/lvl **R:** 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•) D:** C **R:** S Caster appears to be of any race he chooses to magical or mental detections.
- 5 - Enlarge (P) D:** 10 min/lvl **R:** 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 (to a maximum of 90%) and there is no proportional decrease in strength.
- 7 - Misfeel Calling (P•) As Misfeel Kind,** except profession may be misrepresented.
- 8 - Changing Lungs (P) D:** 10 min/lvl **R:** S Caster can breathe silt, 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; does not obtain any special abilities.
- 10 - Mind Tongue (I) D:** C **R:** 20' **RR Mod:** -50 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 target appears to have no presence.
- 14 - Misfeel (P) D:** C **R:** S Allows caster to use all of the "Misfeel" spells at once.
- 15 - Changing (P) As Change,** except caster can alter forms at will, by concentrating for one round/change.
- 20 - Passing (F) D:** 1 min/lvl **R:** S Caster can pass through any inanimate material at a rate of 5'/lvl.
- 25 - Misfeel True (P) D:** 10 min/lvl **R:** S As *Misfeel*, except caster does not have to concentrate.
- 30 - Lord 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) D:** any set time period **R:** S Caster develops an entire false persona and places his own persona deep in his subconscious. To all detection attempts (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.

SOLID ALTERATION

- 1 - **Warm Solid** (F) D: 24 hr R: T Warms 1 cu'/lvl of any solid, inanimate material up to 100°F.
- 2 - **Heat Solid** (F) D: 1 min/lvl R: T As *Warm Solid*, except temperature limit is 500°F and it takes 1 rnd for each 100°F; caster need only touch the target when the spell is cast; caster is immune to this heat.
- 4 - **Cracks Call** (F) D: - R: 100' Any previous cracks or flaws in material up to 10'x10'x10' section will extend to their limit.
- 5 - **Door** (F) D: - R: T Can cause a door to expand or contract due to subtle temperature changes; door can be jammed or loosened.
- 6 - **Woodfires** (F) D: - R: T Causes wood and other burnable materials to instantly burst into flames.
- 8 - **Heat Solid** (F) As *Heat Solid*, except the range is 50' and the heat only increases 50°F each round that the caster concentrates.
- 11 - **Solid Door** (F) D: P R: T Creates a doorway through any solid, inanimate material; it can be up to 3'x6'x1'.
- 12 - **Stone/Earth/Dust** (F) D: P R: T Will turn 100 cu' of stone to packed earth, 100 cu' of earth to dust, 100 cu' dust to earth, or 100 cu' of earth to stone.
- 13 - **Shatter** (F) D: - R: 10' Causes a nonmetal, inanimate object to shatter (up to 1 cu' in size); all within 5'R take an 'A' Impact critical, holder takes a 'C'.
- 14 - **Solid Door** (F) As above, except size is 4'x8'x5'.
- 15 - **Mold Solid** (F) D: P R: T May shape by molding with hands 1 cu' of any solid, inanimate material.
- 20 - **Solid Tunnel** (F) D: 1 min/lvl R: T Creates a tunnel through solid, inanimate material that is 4' in diameter 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 that it is permanent and size is 3'x6'x p(1'/lvl).
- 50 - **Transmutation** (F) D: P R: T May transmute 1 oz. of material into another nonmagical material that the caster has a sample of; usable once/day.

GAS ALTERATION

- 2 - **Airwall** (E) D: C R: 10' Creates 10'x10'x3' wall of dense air; cuts movement and missile attacks through it by 50% (i.e., -50 to OBs).
- 3 - **Fog** (F) D: 1 min/lvl R: 100' Creates dense fog in a 20'R.
- 5 - **Air Stop** (F) D: C R: T Stops all generalized air movement (e.g., 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) D: - R: 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 - **Air Stop** (F) As above, except radius is 50'.
- 11 - **Fog** (F) As above, except radius is 300'.
- 12 - **Gas-Air** (F) D: P R: T All gas within 10'R of the caster is converted to breathable air.
- 13 - **Vacuum** (F) D: - R: 100' Creates a 5'R near vacuum, all in radius take a 'C' Impact critical, as air leaves and rushes back in.
- 14 - **Oxygenation** (F) D: C R: 100' Creates a 50'R of high oxygen content air; all within it fight at +20 and fire attacks deal double damage.
- 15 - **Whirlwind** (F) D: C R: T Creates a whirlwind about caster; it moves with the caster and has a 10'R. No missile attacks can penetrate it and any movement or melee (except for caster's) into or through it is cut by 80%.
- 20 - **Fog True** (F) As *Fog*, except duration is 1 hour/lvl and radius is 100'/lvl.
- 25 - **Great Vacuum** (F) As *Vacuum*, except causes an "E" Impact critical.
- 30 - **Cloud Shaping** (F) D: C R: 1000'/lvl Caster has complete control of clouds within range (includes fog); he can control storm clouds and cause them to lightning, but he can't create them.
- 50 - **Transmutation** (F) D: P R: 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.

NEW SPELL LISTS

1 -	()	D:	R:	RR Mod:
2 -	()	D:	R:	RR Mod:
3 -	()	D:	R:	RR Mod:
4 -	()	D:	R:	RR Mod:
5 -	()	D:	R:	RR Mod:
6 -	()	D:	R:	RR Mod:
7 -	()	D:	R:	RR Mod:
8 -	()	D:	R:	RR Mod:
9 -	()	D:	R:	RR Mod:
10 -	()	D:	R:	RR Mod:
11 -	()	D:	R:	RR Mod:
12 -	()	D:	R:	RR Mod:
13 -	()	D:	R:	RR Mod:
14 -	()	D:	R:	RR Mod:
15 -	()	D:	R:	RR Mod:
16 -	()	D:	R:	RR Mod:
17 -	()	D:	R:	RR Mod:
18 -	()	D:	R:	RR Mod:
19 -	()	D:	R:	RR Mod:
20 -	()	D:	R:	RR Mod:
25 -	()	D:	R:	RR Mod:
30 -	()	D:	R:	RR Mod:
50 -	()	D:	R:	RR Mod:

1 -	()	D:	R:	RR Mod:
2 -	()	D:	R:	RR Mod:
3 -	()	D:	R:	RR Mod:
4 -	()	D:	R:	RR Mod:
5 -	()	D:	R:	RR Mod:
6 -	()	D:	R:	RR Mod:
7 -	()	D:	R:	RR Mod:
8 -	()	D:	R:	RR Mod:
9 -	()	D:	R:	RR Mod:
10 -	()	D:	R:	RR Mod:
11 -	()	D:	R:	RR Mod:
12 -	()	D:	R:	RR Mod:
13 -	()	D:	R:	RR Mod:
14 -	()	D:	R:	RR Mod:
15 -	()	D:	R:	RR Mod:
16 -	()	D:	R:	RR Mod:
17 -	()	D:	R:	RR Mod:
18 -	()	D:	R:	RR Mod:
19 -	()	D:	R:	RR Mod:
20 -	()	D:	R:	RR Mod:
25 -	()	D:	R:	RR Mod:
30 -	()	D:	R:	RR Mod:
50 -	()	D:	R:	RR Mod:

SPELL ATTACK TABLES

	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
SHOCK BOLT																					
U 01-02	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	U 01-02
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	F	F	F	F	F	F	F	F	F	F	F	F	11-20
21-30	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	21-30
31-35	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	31-35
36-40	2	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	36-40
41-45	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	41-45
46-50	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	46-50
51-55	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	51-55
56-60	4	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	56-60
61-65	4A	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	61-65
66-70	5A	4A	6	7A	4A	5A	7A	4A	5A	7A	4A	5A	7A	4A	5A	7A	4A	5A	7A	4A	66-70
71-75	5A	5A	7A	7A	5A	7A	7A	5A	7A	7A	5A	7A	7A	5A	7A	7A	5A	7A	7A	5A	71-75
76-80	6A	5A	7A	7A	5A	7A	7A	5A	7A	7A	5A	7A	7A	5A	7A	7A	5A	7A	7A	5A	76-80
81-85	6A	6A	8A	8A	6A	8A	8A	6A	8A	8A	6A	8A	8A	6A	8A	8A	6A	8A	8A	6A	81-85
86-90	6A	6A	8A	8A	6A	8A	8A	6A	8A	8A	6A	8A	8A	6A	8A	8A	6A	8A	8A	6A	86-90
91-95	7A	7A	9A	9A	7A	9A	9A	7A	9A	9A	7A	9A	9A	7A	9A	9A	7A	9A	9A	7A	91-95
96-100	7A	7A	9A	9A	7A	9A	9A	7A	9A	9A	7A	9A	9A	7A	9A	9A	7A	9A	9A	7A	96-100
101-105	7A	7A	10A	10A	8A	10A	10A	8A	10A	10A	8A	10A	10A	8A	10A	10A	8A	10A	10A	8A	101-105
106-110	8A	8A	10A	10A	8A	10A	10A	8A	10A	10A	8A	10A	10A	8A	10A	10A	8A	10A	10A	8A	106-110
111-115	8A	8A	11A	11B	9A	11B	11B	9A	11B	11B	9A	11B	11B	9A	11B	11B	9A	11B	11B	9A	111-115
116-120	8A	8B	11B	11B	9B	11B	11B	9B	11B	11B	9B	11B	11B	9B	11B	11B	9B	11B	11B	9B	116-120
121-125	9B	9B	12B	12B	10B	12B	12B	10B	12B	12B	10B	12B	12B	10B	12B	12B	10B	12B	12B	10B	121-125
126-130	9B	9B	12B	12B	10B	12B	12B	10B	12B	12B	10B	12B	12B	10B	12B	12B	10B	12B	12B	10B	126-130
131-135	9B	9B	13B	13B	11B	13B	13B	11B	13B	13B	11B	13B	13B	11B	13B	13B	11B	13B	13B	11B	131-135
136-140	10B	10B	13B	13B	11B	13B	13B	11B	13B	13B	11B	13B	13B	11B	13B	13B	11B	13B	13B	11B	136-140
141-145	10B	10B	14B	14B	12B	14B	14B	12B	14B	14B	12B	14B	14B	12B	14B	14B	12B	14B	14B	12B	141-145
146-150	10B	10B	14B	14B	12B	14B	14B	12B	14B	14B	12B	14B	14B	12B	14B	14B	12B	14B	14B	12B	146-150
U 100	16D	16D	18D	18D	17D	17D	18D	18D	17D	18D	18D	17D	18D	18D	17D	18D	18D	17D	18D	18D	U 100

Range	Mod	(Use Electricity Criticals)	Caster's OB = caster's level + caster's Ag Bonus + caster's Directed Spell Skill Rank Bonus + special
0' - 10'	+35		Subtraction due to Target and Situation = modifiers: range + cover + shield + helmet + target's Qu bonus
11' - 50'	0		Cover Mods - Full (-60); Partial (-30); Static (+30).
51' - 100'	-25		Shield Mods - Full (-20); Normal (-15); Target (-5).
101' - 200'	-40		Helmet Mods - None (+5); Full (-5).
201' - 300'	-55		
301 - up	-75	U = Unmodified Roll	

	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
LIGHTNING BOLT																					
U 01-02	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	U 01-02
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	F	F	F	F	F	F	F	F	F	F	F	F	11-20
21-30	1	3	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	21-30
31-35	1	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	31-35
36-40	2	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	36-40
41-45	3A	6	5	5	6	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	41-45
46-50	6A	7A	8A	8A	7A	9A	9A	9A	9A	9A	9A	9A	9A	9A	9A	9A	9A	9A	9A	9A	46-50
51-55	7A	8A	8A	8A	8A	9A	9A	9A	9A	9A	9A	9A	9A	9A	9A	9A	9A	9A	9A	9A	51-55
56-60	8A	9A	9A	9A	10A	10A	10A	10A	10A	10A	10A	10A	10A	10A	10A	10A	10A	10A	10A	10A	56-60
61-65	9A	10A	10A	11B	10A	11A	11A	9B	7A	9B	7A	9B	7A	9B	7A	9B	7A	9B	7A	9B	61-65
66-70	10A	11A	11B	13B	11B	12A	12B	11B	5A	11B	5A	11B	5A	11B	5A	11B	5A	11B	5A	11B	66-70
71-75	11A	12B	12B	14C	12B	13B	13B	13B	6A	8A	9A	7A	8B	9C	8C	7B	9C	7B	9C	7B	71-75
76-80	12B	13B	13B	15C	13B	14B	15B	17C	7A	9A	11A	10C	9C	10C	10D	11D	12B	13B	17E	13D	76-80
81-85	13B	14B	14C	16C	13B	14B	15B	17C	8A	10B	12B	11D	11D	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	15C	13E	13E	16E	18C	19D	23F	19F	91-95
96-100	15C	15C	17D	19D	15C	18D	20D	20D	9B	12C	15C	15C	15C	14E	14E	18F	20D	21D	25F	21F	96-100
101-105	15C	16C	18D	20E	15D	15D	19D	21E	10B	13C	16D	18D	18D	15E	15E	19F	22D	23E	27G	23F	101-105
106-110	16C	16D	19E	21E	16D	20E	22E	22E	10C	13C	17D	19E	19E	16F	16F	22F	24E	25E	29G	25G	106-110
111-115	16D	17D	20E	22F	16E	16E	21E	23F	11C	14D	18E	20E	20E	17F	17F	24G	25E	27F	31G	27G	111-115
116-120	16D	17E	21F	23F	17E	17E	22F	24F	11D	14D	19E	21F	21F	18F	18F	25G	26F	28F	32H	29G	116-120
121-125	17E	18E	22F	24G	17F	18F	23F	25G	12D	15E	20F	22F	22F	19G	19G	26G	27F	29G	33H	31H	121-125
126-130	17E	18F	23G	25G	18F	19F	24G	26G	12E	15E	21F	23G	23G	20G	20G	27G	28G	30G	34H	33H	126-130
131-135	17F	19F	24G	26G	19G	20G	25G	27H	13E	16F	22G	24G	24G	21G	21G	28H	29G	31H	35I	35H	131-135
136-140	18F	19G	25H	26H	20G	21G	26H	27H	13F	16G	23G	24H	24H	21G	21G	28H	29H	31H	35I	37I	136-140
141-145	18F	20G	26H	27H	21H	22H	27H	28H	14F	17G	24H	25H	25H	22H	23H	29H	31H	33I	37I	39I	141-145
146-150	18G	20H	27I	27I	22H	22H	28I	28I	14G	18H	25I	25I	25I	23H	24H	30I	31I	34I	38I	40I	146-150
U 100	22H	25I	32J	32J	25I	25I	33J	33J	20H	25I	30J	30J	30J	27I	30I	38J	42J	42J	43J	45J	U 100

(For A, B, C, D, and E results, use Electricity Criticals)	Critical Result	Use Electricity	Use Impact	Use Heat
Range + Mods -	F	E	A	-
Caster's OB -	G	E	B	-
Subtractions due to Target and Situation -	H	E	C	A
Cover Mods -	I	E	D	B
Shields Mods -	J	E	D	C
Helmet Mods - : see Shock Bolt Modifiers				

SPELL ATTACK TABLES

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

Range	Mod	(Use Heat Criticals)
0' - 10'	+35	
11' - 50'	0	
51' - 100'	-25	
101' - 200'	-40	
201' - 300'	-55	
301 - up	-75	U = Unmodified Roll

Caster's OB = caster's level + caster's Ag Bonus + caster's Directed Spell Skill Rank Bonus + special
Subtraction due to Target and Situation = modifiers: range + cover + shield + helmet + target's Qu bonus
Cover Mods - Full (-60); Partial (-30); Static (+30).
Shield Mods - Full (-20); Normal (-15); Target (-5).
Helmet Mods - None (+5); Full (-5).

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

Range	Mod	(Use Heat Criticals)
0' - 10'	+35	
11' - 50'	0	
51' - 100'	-25	
101' - 200'	-40	
201' - 300'	-55	
301 - up	-75	U = Unmodified Roll

Caster's OB = caster's level + special
Subtraction due to Target and Situation = modifiers: range + cover + helmet + target's Qu bonus + center point mod (+20)
Cover Mods - Full (-60); Partial (-30); Static (+30).
Helmet Mods - None (+5); Full (-5).

CRITICAL STRIKE TABLES

HEAT					
	A	B	C	D	E
01-05	Hot air. +0 hits.	Hot strike. +0 hits.	+1 hit.	+2 hits.	+3 hits
06-10	+1 hit.	+2 hits.	+3 hits.	+4 hits.	Foe loses init. for 1 rnd. +4 hits.
11-15	Foe loses initiative for 1 rnd. Hard, hot breeze. +2 hits.	Foe loses 1 rnd of initiative. +2 hits. Strong heat.	Foe loses 1 rnd of initiative while he recovers his balance. +3 hits.	Foe loses initiative for 1 round. +4 hits.	Foe feels heat, loses 1 rnd initiative; If no armor, 2 mds. +5 hits.
16-20	Foe loses initiative for 1 rnd. The nearby fires gives 3 more hits.	Blast unbalances foe. Foe loses initiative for 2 rounds.	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. He loses initiative next 2 mds. +4 hits.	Foe loses initiative for 2 mds. Hot smoke. +6 hits.	Light burns. Foe must parry for 1 md. 1 hit per md. +7 hits.	Minor burns. Foe must parry for 2 mds. 1 hit per md. +8 hits.	Minor burns. Foe must parry for 2 mds. 2 hits per md. +9 hits.
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 force foe to parry for 2 rounds. +8 hits and 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 md. +10 hits. Foe take 3 hits per md. If he is wearing a cloak, it is destroyed.
46-50	Light burns. Foe must parry for 1 round. +7 hits, and 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 one round. +9 hits. Foe takes 2 hits per round. Minor burns.	Fire stuns foe for 1 md. +10 hits. 3 hits per round. If foe is using a bow, it is destroyed.	Fire stuns foe for 2 rounds. +12 hits and 3 hits per round. If foe is use a wood wpn, it is destroyed.
51-55	Blast unbalances foe. +8 hits. Foe must parry for two rnds and takes 1 hit per md.	Blast stuns foe for 1 round. +8 hits. Foe takes 2 hits per round. Strong fire.	Blast stuns foe for 2 mds. +9 hits. If foe has leg armor, he takes 1 hit/md. If not, 3 hits/md.	Blast stuns foe 2 mds. If foe has a helmet, he takes 8 hits and 2 per md. If not, 11 hits and 4 per md.	Foe reels back 3 feet. Stunned and unable to parry for 1 md. Takes 3 hits per md from hot blast. +13 hits.
56-60	Foe is stunned for 1 round. +9 hits. Foe loses initiative for 2 rounds and takes 2 hits per round.	Foe is stunned for 2 rounds. If foe is in armor and has leg armor, +8 hits. If not, +9 hits and 3 hits per round.	Blast stuns foe for 2 rounds. +10 hits. Foe takes 2 hits per round. All other cloth covering on foe's back is destroyed.	Foe's clothing ignites. Stunned, unable to parry for 1 md, takes +9 hits/md while aflame (2 mds to extinguish fire). +12 hits.	Fire stuns foe for 2 rounds. +15 hits. Foe cannot parry for 1 md. He fights at -10 and burns deliver 3 hits per round.
61-65	Foe is stunned for 2 mds. If he has leg armor, he takes +7 hits and 1 hit per md. If not, he takes +10 hits and 3 per md.	Foe is stunned and unable to parry for 1 round. +9 hits, and 2 hits per round. Foe 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 2 mds, unable to parry for 1. If foe has leg armor, he takes +10 hits and 4 hits/md. If not, +13 hits and 6 hits per md.	Searing blast burns foe's legs. Stunned and unable to parry for 2 mds. He takes 4 hits per md and fights at -10. +15 hits.
66	Blast causes foe to drop what he is holding. Stunned and unable to parry for 2 mds and is at -15 (chest burns). +9 hits.	Foe is stunned 2 rounds. If foe wears organic armor, it is now useless. +10 hits. Foe takes 4 hits per round from chest blast.	Chest blast knocks foe down. If arm armor, he takes 2 hits/md. If not, his weapon arm is useless and he takes 4 hits/md. +12 hits.	Neck blast. If foe has neck armor, he takes 3 hits/md and fights at -10. If not, foe is unconscious and takes 10 hits per md.	Head strike. If foe has a helmet, he is knocked out and takes 5 hits per md. If not, foe is killed instantly, his head vaporized.
67-70	Back blast. Foe is stunned for 2 rounds and fights at -5. +8 hits.	Back blast. Foe is stunned for 2 mds and unable to parry for 1 md. Foe takes 2 hits per md 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 rnd. Foe takes 3 hits/md. Organic material on his back is destroyed.	Blast to foe's shield arm. If has arm armor, takes 4 hits/md and fights -15. If no armor, foe takes 5 hits/md 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 md. 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 he has a shield, he drops it. If it is an organic shield, it is destroyed. If he has no shield, stunned 6 mds, loses use of arm, fights at -50.	Chest blast. If foe has chest armor, it is destroyed. Foe takes +12 hits and is stunned 3 mds. If not, foe is knocked down, takes 6 hits/md and fights at -60.
76-80	Blast stuns foe for 2 mds. Foe cannot parry for 1 round. +10 hits. Side wound. Foe takes 2 hits per round.	Arm strike. Burns stuns foe for 2 mds. Foe takes 2 hits per md. All cloth on foe's weapon arm is burned off and foe drops whatever he is holding.	Blast to foe's shield arm. If he has a shield, he drops it. If not, he is stunned 6 mds, loses use of arm, and fights at -50. If the shield is organic, it is destroyed.	Foe loses weapon hand. Severe burns. Any item in hand possibly damaged. Foe is stunned and unable to parry for 3 mds, and takes 5 hits per md.	Blast to foe's shield arm. If foe has a shield, it is destroyed and foe loses his hand and stunned for 6 mds. If not, foe loses arm and knocked out. +20 hits.
81-85	Back blast. Foe is stunned for 2 rounds and is at -20. Burns deliver 2 hits per round. +8 hits.	Back blast. Foe is knocked down, stunned 1 md, and takes 2 hits/md. All organic material on foe's back is destroyed.	Leg blast. If foe has leg armor, he takes +2 hits/md and is at -20. If not, massive tissue damage: his leg is useless, he is at -80.	Blast burns both of foe's arms and all of upper chest. Foe loses use of arms and is stunned 9 rounds. +15 hits.	Foe inhales flame and gets parched throat and lungs. Foe expires in 12 painful rounds. +20 hits.
86-90	Blast knocks foe down. Fire destroys any of foe's organic foot and calf covering. +10 hits.	Leg strike. Organic leg covering catches fire and delivers 6 hits per md until extinguished (takes 1 md). Foe is stunned for 3 mds. +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, and fights at -80. +15 hits.	Abdomen strike. If foe has armor, it is destroyed, foe is knocked out, takes 2 hits/md. If not, foe dies in 12 inactive mds due to organ damage.	Foe's lower body is engulfed in flames. Foe dies in 9 rounds 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 blinded and fights at -95 for 6 mds. If foe has no helm, he takes 8 hits/md and loses 50% of head hair. Any organic helm is destroyed.	Upper leg burns. Foe loses use of leg due to tissue loss, is 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 closed helmet, his eyes destroyed and he is in a coma for 2 days. If not, foe dies in 6 mds due to massive shock/brain damage. +20 hits.	Chest strike. All organic material on foe's body is destroyed. Foe dies of shock and nerve damage in 6 round. +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 down and taking 8 hits per md.	Neck strike destroys foe's throat. +20 hits. Foe takes 12 hits per round 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 mds. If not, foe's chest cavity is a hollow cylinder and he dies instantly.	Foe's side is engulfed 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	Searing blast to foe's head. If he has helm, he is knocked out and takes 7 hits/md. If not, he is in a 1 mo. coma and loses 50% of his Presence. +15 hits.	Blast to foe's neck fuses vertebrae and unites skin with clothing. Foe is paralyzed permanently. +25 hits.	Foe's head is but a charred stump. Foe dies instantly. Add +10 to your next roll.	Heat vaporizes foe's midsection, destroys foe's clothing, armor, and all items he carries. Foe is cut in half and dies. Add +15 to your next roll.	All that remains of foe are charred bits of teeth and bone. Add +20 to your next roll.

CRITICAL STRIKE TABLES

IMPACT					
	A	B	C	D	E
01-05	+0 hits.	+0 hits.	+1 hit.	+2 hits.	+3 hits.
06-10	+1 hit.	+2 hits.	+3 hits.	+4 hits.	Blast stuns foe for 1 rnd. +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 round.	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 must parry 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.	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. Grazing 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 rnds. +15 hits.	Foe is knocked back 5 feet and must parry for the next 2 rnds. 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. 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. Foe must parry for 1 round. +7 hits.	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 lost particles. Foe dies instantly.
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 rnds. Add +5 to your next act.	Blow breaks foe's collar bone. Foe is at -25. Break is 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.	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 and fights at -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 crushes 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 rnds.	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 rounds.	Blast crushes bone in foe's lower body. Foe 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 hobbled 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. +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 is knocked out for 1 day.	Blast to foe's collar area severs windpipe. Foe cannot breath 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 the skull fracture in 3 rounds.	Blow to back of neck paralyzes foe from the shoulders down. +30 hits.	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.

CRITICAL STRIKE TABLES

ELECTRICITY					
	A	B	C	D	E
01-05	+0 hits.	+0 hits.	+1 hit.	+2 hits.	+3 hits.
06-10	+1 hit.	+2 hits.	+3 hits.	+4 hits.	Foe loses init. for 1 rnd. +4 hits.
11-15	Foe loses initiative for 1 round. +2 hits.	Foe loses initiative for 1 round, the metal he bears begins to buzz. +2 hits.	Foe hears crackling sound and loses 1 round of precious initiative. +3 hits.	Foe loses initiative for 1 round. +4 hits.	If foe has armor, he loses 2 rounds of initiative. If not, foe is stunned for 1 round. +5 hits.
16-20	Foe is spun about. +3 hits. Foe loses initiative 1 round.	Explosion of light causes foe to lose 1 rnd of initiative. +4 hits.	Eruption of smoke forces foe to lose 2 rnds of initiative. +3 hits.	Foe is unbalanced, weak strike. Must parry next rnd. +4 hits.	Glancing strike stuns foe for 1 round. +6 hits.
21-35	Blast unbalances foe. He loses 2 rounds of initiative. +4 hits.	Crackling blast forces foe to lose 2 rnds of initiative. +5 hits.	Strong blast forces foe to parry next round. +6 hits.	Light burns. Must parry 3 rnds, takes 1 hit per rnd. +5 hits.	Foe gets a minor scorching and is stunned for 2 rounds. +10 hits.
36-45	Light distracts foe, and must he parry for 1 rnd. +5 hits.	Minor burns. Must parry for 1 rnd, takes 1 hit per rnd. +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 2 rnds. Fights at -10 for 2 rnds. +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 armor, he is stunned for 1 round. If not, foe is stunned for 2 rounds. +7 hits.	Explosion of light and fire stuns foe for 2 rounds. Foe fights at -10 for 2 rounds. +7 hits.	If foe has armor, he is stunned 2 rnds. If not, stunned and unable to parry 2 rnds. +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 hit per round. +7 hits.	Strike to foe's leg. If foe has leg armor, stunned 1 rnd. If not, stunned and unable to parry 1 rnd, takes +3 hits per rnd.	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 no 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 metal armor but no shield, he is knocked out 1 dy. +15 hits.	Strike to foe's weapon arm. Foe drops all in his weapon hand. Stunned 2 rnds. 2 hits per rnd.
61-65	Chest strike. If foe has 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 rnd and is stunned 2 rnds due to minor burns. If not, burns stun foe 6 rnds and give 3 hits per rnd.	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 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 rounds. +20 hits.	Head strike. If foe has a leather helm, it is destroyed and foe is in a coma for 2 month. If not, foe's brain is fired and dies instantly. Add +10 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 rnds. Burns force foe to fight at -10. +11 hits.	Back strike. Foe is knocked down and out of action for 1 rnd. Minor shock. Foe fights at -20. +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 rounds. +8 hits.	Strike to foe's shield arm. If foe has a shield, he is stunned for 4 rnds. If not, foe's arm is useless and foe is stunned and not able to parry for 2 rnds.	Strike to foe's shield arm. If foe has a shield he is stunned for 6 rounds and takes +12 hits. If not, foe is knocked down, the arm is useless, and +13 hits.	Strike to foe's weapon arm. Arm is useless and foe is stunned for 3 rounds. +13 hits.	Shoulder strike shatters bone in foe's weapon arm. Muscle and cartilage damage. Arm is useless, foe is stunned for 6 rnds, and takes +3 hits per rnd.
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 rnds, takes 2 hits per rnd, 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 loss 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 breaks and torn cartilage. Foe is stunned for 4 rounds and fights -40.	Lower back strike. Nerve damage and shock. Foe is stunned for 30 rounds and takes +3 hits per round. +15 hits.	Blast to foe's 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, unable to parry for 6 rnds. If not, leg is broken, it has damaged nerves, stunned for 6 rounds and fights at -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 rounds.	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 /bleeding in 12 rnds.	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, foe is stunned 6 rnds, +10 hits. If not, foe is stunned 3 rnds and acts at -50 due to shock and nerve damage.	Head strike. Foe loses nose, he is temporarily blinded for 2 weeks, and is stunned for 9 rnds. Foe is at -95 while blind. If no helm, he is knocked down.	Strike through foe's lower abdomen. Massive shock and bleeding. If abdomen armored, foe is at -75, takes 5 hits per rnd. If not, foe dies in 6 inactive rnds.	Side strike devastates foe's nervous system. Foe falls into a coma and goes into severe shock. +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 & shoulder strike. If foe has neck armor, he is stunned and unable to parry for 6 rnds. If not, he is knocked out, 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 severs head and kills foe instantly. Add +10 to your next spell attack roll.	Foe's head is no longer available. Smoke and ozone surround the lifeless body. Add +10 to friendly witnesses' rolls for 3 rounds.	Blast to foe's nervous system. Foe dies instantly. Add +15 to your next roll.	Foe is turn into dust. Add +20 to your next roll.

CRITICAL STRIKE TABLES

LARGE CREATURE AND SUPER LARGE CREATURE				
	NORMAL	SLAYING	NORMAL	SLAYING
01-05	+0 hits.	+5 hits.	+0 hits.	+3 hits.
06-10	+1 hit.	+9 hits.	+1 hit.	+5 hits.
11-20	+3 hits.	+12 hits.	+2 hits.	+9 hits.
21-30	+5 hits.	+15 hits.	+3 hits.	+12 hits.
31-40	+7 hits.	+18 hits.	+5 hits.	+15 hits.
41-50	+10 hits.	+20 hits.	+7 hits.	+18 hits.
51-65	+13 hits.	+25 hits.	+10 hits.	+20 hits.
66	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, dies instantly. Add +10 to your next roll.	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.
67-70	+15 hits.	+30 hits.	+12 hits.	+25 hits.
71-80	+20 hits.	Light wound. Foe is stunned for 3 rnds and loses 6 rnds of initiative. +12 hits.	+15 hits.	+25 hits.
81-90	Strong blast staggers foe. Foe is stunned foe 3 rnds and loses 6 rnds of initiative. +15 hits.	Hard blow stuns foe for 3 rounds. Foe cannot parry for 1 round. +25 hits.	+20 hits.	+30 hits.
91-95	Leg strike. Foe is stunned and unable to parry for 2 rounds. +20 hits.	Leg strike breaks bone. Foe stunned, not able to parry for 2 rnds, fights at -30.	+30 hits.	Leg strike. Foe is stunned and unable to parry for 2 rounds. +25 hits.
96-98	Vicious 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.	Blast crushes foe's skull. Foe drops and dies of brain damage in 6 rounds.	Strike crushes foe's chest cavity and destroys foe's heart. Foe dies instantly.
99-100	Strike drives rib through foe's heart. Foe drops and dies in 6 agonizing rounds.	Foe's carotid artery and jugular vein severed. Foe drops, dies in 3 rounds.	Blast destroys foe's eyes. Foe is permanently blind and fights at -95. Stunned for 12 rounds.	Strike through foe's ear results in massive brain damage. Foe dies after 6 inactive rounds.
101-150	Massive strike. Foe is stunned and unable to parry for 3 rounds. +30 hits.	Foe is stunned and not able to parry for 5 rounds. +35 hits.	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.
151-175	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 rnds. Foe fights at -25 due to pain. +40 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.
176-200	Foe is knocked down. Severe thigh 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 at -50.	Chest blast. Wound gives foe +5 hits per round. Creature fights at -30. +30 hits.	Foe is knocked down. Severe wound. Foe takes +10 hits per round and fights -50. +40 hits.
201-250	Blast sends foe into 3 month long coma. Causes permanent paralysis. +50 hits.	Blast sends foe back 10 feet and crushes its neck. Creature dies in 3 rounds. +50 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.
251+	Strike causes foe's bladder to explode and creature dies without delay.	Strike to foe's head crushes skull and proves instantly fatal.	Strike shatters foe's chest and send bone through the heart. Foe dies instantly.	Strike to foe's head. Creature dies instantly. Add +20 to your next roll.

NAME: _____ RACE: _____ LEVEL: _____ PROFESSION: _____

CHARACTERISTICS

BONUSES

STATS	ABBR	POTENTIAL	TEMPORARY	DP	PP	NORMAL	SPECIAL	TOTAL
Strength	St	_____	_____	_____	_____	_____	_____	_____
Constitution	Co	_____	_____	_____	_____	_____	_____	_____
Agility	Ag	_____	_____	_____	_____	_____	_____	_____
Quickness	Qu	_____	_____	_____	_____	_____	_____	_____
Reasoning	Re	_____	_____	_____	_____	_____	_____	_____
Intuition	In	_____	_____	_____	_____	_____	_____	_____
Self Discipline	SD	_____	_____	_____	_____	_____	_____	_____
Presence	Pr	_____	_____	_____	_____	_____	_____	_____

GENERAL OVERVIEW

Height: _____ Hair: _____
 Weight: _____ Eyes: _____
 Age: _____ Gender: _____
 Appearance (Ap): _____
 Mutations: _____
 _____ Mod: _____
 Personality: _____

 Motivation: _____

 Alignment: _____

 General Description: _____

 Distinguishing Marks: _____

 Miscellaneous Information: _____

CHARACTER SKETCH

LANGUAGES

Rank (Spoken & Written)

_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

EXPERIENCE:

Next Level: _____



MAGIC & SPELLS

REALMS OF MAGIC

PORTIONS BASE/OPEN/CLOSE

POWER POINTS

BASE ATTACK ROLL : Caster Level/Range/Race/Items and Spells/Cover and Situation.

ELEMENTAL ATTACK ROLL: Caster Level/Ag Stat Bonus/Directed Spell Skill Bonus []

Range/Position/Items and Spells VS. Target Qu Bonus/Shields & Helmets/Cover and Position.

LEARNED SPELL LISTS

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LEARNED SPELL LISTS

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