

**Character castes** A character may choose from eight possible castes. However, some castes are not available to certain races. The tables listed below show which castes are available to the various races and benefits/penalties they receive.

See tables 1.0 - 1.5 in "Appendix of Tables"

Table 1.0

Race/Caste Possibilities

Table 1.1

Minimum Attributes by Caste

Table 1.2

Minimum Attributes by Race

Table 1.3

Bonus Attributes by Race

Table 1.4

Gender Adjustments

Table 1.5

Caste Stamina Table

## Fighter

- ◇ Warriors - excel in the art of combat. They are second to none when it comes to physical combat with weapons.
- ◇ Armor and Weapons - may use any type with a few exceptions.
- ◇ Attacks Per Round - will increase as they gain skill levels. (See the "Attacks Per Round" chart in the appendix.)
- ◇ Chance on Any Successful Attack to Cause a Major Wound - 5% at all skill levels. (A Major Wound doubles the damage for that attack.)

## Archer

- ◇ Warriors, a special type of fighter - Skilled woodsmen, who excel in the use of missile weapons such as the bow.
- ◇ Armor and Weapons - May use padded, leather, or chain armor. Archers receive a Missile Adjustment of +15% to reflect their great skill at archery.

- ◇ Attacks Per Round - will increase as they gain skill levels. (See the "Attacks Per Round" chart in the appendix.)
- ◇ Chance On Any Successful Attack to Cause a Major Wound - 3% at all skill levels. (A Major Wound doubles the damage for that attack.)

## Crusader

- ◇ Holy warriors, a special type of fighter who can cast priest spells when they gain enough skill levels.
- ◇ Armor and Weapons - may use any type of armor or weapon except missile weapons and some special weapons.
- ◇ Attacks Per Round - will increase as they gain skill levels. (See the "Attacks Per Round" chart in the appendix.)
- ◇ Chance on Any Successful Attack to Cause a Major Wound - 3% at all skill levels. (A Major Wound hit doubles the damage for that attack.)
- ◇ Capable of Turning Starting at Skill Level 4. (Turning destroys or changes the alliance of) Undead and lesser Demons, Daemons and Devils.)
- ◇ Ability to cast Priest spells when they reach skill level 7.
- ◇ Ability to use any scroll Crusaders can cast any spell from a scroll.

## Monk

- ◇ Master of the Martial Arts. Astute in the use of the body as a weapon, and knowledgeable of all aspects of the body - both mental and physical. Always seeks an inner peace. Has an additional 10% resistance to mental attacks.
- ◇ More capable at some abilities such as Disarm Trap, Pick Lock and Pick Pocket than most other castes- very modest in skill when compared to a Rogue however.
- ◇ Armor and Weapons - May wear robes, gauntlets and cloaks. Can use only special weapons. May wear only a few types of armor protection. May also use their bare hands as effective tools of combat. At high skill levels they can do massive damage using nothing but hands and feet.
- ◇ Attacks Per Round - will increase as they gain skill levels. (See the "Attacks Per Round" chart in the appendix.)
- ◇ Chance on Any Successful Attack to Cause a Major Wound: 2% plus 1% per skill level. (A Major Wound hit doubles the damage for that attack.)
- ◇ Abilities Acquired at Higher Skill Levels:
  - 5th Level - Permanent protection (1/2 damage) from mental-based spells.
  - 10th Level - Permanent protection (1/2 damage) from chemical-based spells.
- ◇ Hand-to-Hand Damage: Ranges at 2 x ability level plus 2 points.

Examples:

1st level monk does  $2 \times 1 + 2$ .

Capable Range of Damage = 2 to 4 pts.

10th level monk does  $2 \times 10 + 2$ . Capable Range of Damage = 2 to 22 pts.

15th level monk does  $2 \times 15 + 2$ . Capable Range of Damage = 2 to 32 pts.

## Rogue

◇ Thieving is considered an honorable profession in the world of Realmz, or at least one that is tolerated. Rogues are actively sought out to engage in various activities best left to professionals. Capable of many tasks that no other character caste can perform, their abilities include: Disarm Traps, Pick Locks, Pick Pockets, and Sneak Attacks.

◇ Agility is most important for a good Rogue. It would be a short life for a Rogue who went BUMP in the night.

◇ Rogues also have the special skill of reading languages to decipher old maps and instructions. This also includes the deciphering magical writing on scrolls. This lets them cast a spell from any magical scroll.

◇ Armor or Weapons - May wear robes, padded, or leather armor. Use only one-handed weapons, with the exception of bows. Not avid fighters.

◇ Capable of Sneak Attacks - ( $1\% + 1\%$  per skill level). A weapon technique, difficult to learn, but deadly when mastered. If successfully executed, damage inflicted will be three times normal.

## Sorcerer

◇ Use the arcane powers of magic to weave spells of a destructive nature. Most Sorcerer spells are offensive, rather than defensive in nature.

◇ Armor or Weapons - may use only three weapons in combat: the dagger, the staff, and the dart. They are not capable of wearing any armor that would hinder their movement, since fluid motion of the hands and arms is a must for spell casting. That leaves the Sorcerer with only robes and special magical items for protection.

◇ The Sorcerer's skill in combat with weapons is poor. They are dwarfed by virtually every other caste. Front line troops they are not.

## Priest

◇ Warrior-Priests, skilled both in the arts of war and the cloth. But, unlike Crusaders, they generally concentrate a greater amount of their time in the weaving of magic, which is derived from the devotion to their deity. Therefore they are much more effective as a magical force in the party but

are not as adept at physical combat as a Crusader.

◇ Capable of Turning (Thus destroying or changing the alliance of) Undead and lesser Demons, Daemons and Devils.

◇ Armor or Weapons - can wear any type of armor, but may use only blunt weapons.

## Enchanter

◇ Spell-weavers. A special caste, often solitary and mysterious. Love to talk in riddles and guide a conversation rather than hold it. Draw on arcane magic as well as weaving magic from deities. They have some of the benefits and shortfalls of both Sorcerers and Priests.

◇ Specialize in Summoning spells, for creatures to aid the party in combat.

◇ Armor or Weapons - have a better selection of weapons and armor to choose from than Sorcerers but are still very limited when compared to most castes.

**Character Races** The world of Realmz is a world populated by all manners of beasts. Most are in constant conflict with races of other sorts, while some actually live in close quarters with little ill feelings towards each other. As you adventure in the world of Realmz, you will meet many fascinating and often hostile races. Your characters may be any of nine different races. Each race has its strong and weak points.

**Humans:** Humans are by far the most populous of all races. This is due

mainly to their incredible ability to adapt to almost any condition, and to

accomplish great feats by sheer determination. Many races scoff at the achievements of humans in public, but few races can contest the success of the human race to inhabit almost every niche of the known world. Human's major weakness is their short life span. Their major strength is their short life span. While longer-living races feel that 70-100 years is far too short to accomplish anything of great value, it is for that very reason that humans strive so hard to rise to the top. Most fail, but by sheer weight of numbers many great deeds are done.

Typical Human:

Height - 6 feet, 180 pounds

Movement - 12

Life Span - 70 to 100 years

No Attribute Adjustment  
No Special Abilities

**Elves:** Elves are the eldest of all known mortal races. With a life span that can

exceed 2000 years, they are considered all but immortal by many shorter-living

races. Elves are slight of build and none too sturdy, but they are very quick of mind and body. Most elves are agreeable people but tend to shun the more brutish of races. The elves' major downfall is their hatred for change. They live such long lives that they fail to see the urgency in many situations until it is too late. They wish no ill will on the goodly races but are disgusted by the fast pace and wasteful ways of many races.

Typical Elf:

Height - 5 1/2 feet, 120 pounds

Movement - 13

Life Span - 1500 - 2000 years

+1 to Agility

-1 to Brawn, -1 to Vitality

+3% Magic Resistance

+5% With Missile Weapons

-5% With Two-handed Weapons

**Shadow Elves:** The Shadow elves are distant cousins to the elves that

populate the known regions of the Realmz. Cunning and ruthless, Shadow elves

are one of the most feared of all humanoid races. They hail from a cluster of islands on the eastern most reaches of the Realmz. Their society is based on one simple rule. The strong enslave the weak. It's not uncommon for a Shadow elf to even place their own blood kin in chains. They learn to kill without mercy from a tender age. One would think their reputation as stoic killers would bind their fate to the gallows but in fact it lends them some protection. Many rich merchants see the value in a bodyguard whose mere presence will ward away many would-be bandits. Due to the savage life of their island habitat, most Shadow elves never live to die a natural death. Because of assassinations and their hatred for the weak and frail, few members of their sick society die of old age.

Typical Shadow Elf:

Height: 5 feet, 110 pounds

Movement 13

Life span 750 - 1000 years. (If their society lets them live that long)

+1 to Agility, -1 to Brawn

+3% Magic Resistance

**Dwarves:** Surpassed in life span only by the elves and gnomes,

dwarves live to be 750 - 850 years of age. Dwarves are sturdy folk that grow no

taller than four feet tall. They have an innate hatred for magic and all those that use it. Many races laugh at the oddity of the dwarven body for both males and females grow long beards. Dwarves are populous throughout the world and though less numerous are second only to humans in number. Even though the races of Humans and Dwarfs get along quite well, many in both races preach that the other will ultimately have to be eliminated if theirs is ever to truly thrive. Many other races hire dwarves for construction as they have an incredible ability to work long hard hours without rest even in the worst of conditions. Few races will harass a dwarven stronghold as they are clever and formidable foes.

Typical Dwarf:

Height: 4 feet, 170 pounds

Movement 10

Life span 500 - 800 years

+2 to Brawn, +1 to Vitality

-1 to Agility

+5% Magic Resistance

-5% With Missile Weapons

+5% With Two Handed Weapons

**Furfoots:** Furfoots are odd folk indeed. They are well liked by most races and yet they tend to shun contact with all but their own. They resemble elves in build but are much shorter, growing to only three feet in height.



Elves are quick of body but appear sluggish when compared to Furfoots who amaze other races with demonstrations of speed and agility. They dwell in pleasant remote areas and seldom leave home to adventure. As with all races, there are always those that have a taste to see the Realmz and the Furfoots are no exception.

Typical Furfoot:

Height: 3 feet, 80 pounds

Movement 14

Life span 200 - 250 years

+2 To Luck, +3 to Agility, +1 to Vitality

-3 To Brawn, -1 to Knowledge

+6% Magic Resistance

+10% With Missile Weapons

-10% With Two Handed Weapons

**Gnomes:** Just as Furfoots resemble small elves, gnomes resemble small dwarves. Many other races would find it difficult to tell the two apart if gnomes were build slightly stockier. Gnomes are extremely intelligent and curious. They almost always dwell underground but on occasion they are known to travel to the surface. Few in number an they are often the target of more hostile races. They are not known for their skills of war, but few will attempt to defeat their well-planned defenses as they are clever when it comes to crafting tricks and traps for a would be foe.

Typical Gnome:

Height: 3 1/2 feet, 110 pounds

Movement 12

Life span 1000 - 1250 years

+1 to Knowledge

-1 to Agility, -1 to Judgment

+4% Magic Resistance

-5% With Missile Weapons

+5% With Two Handed Weapons

**Orcs:** Orcs are large, brutish and none too bright. They

are, however, strong and

easily manipulated by more intelligent races. Orcs are known to live above and

below ground, and are satisfied with the most meager of possessions. Their large size makes them fierce warriors, if nothing else. Often they are employed by others as mercenaries, for they can be bought with the promise of food or other simple items which most others would consider of little value. Though they are gruff and not well liked by most races, they are tolerated for one very good reason. It is often unwise to upset an orc, for they are a very populous race and any given orc has many relatives.

Typical Orc:

Height: 6 1/2 feet, 220 pounds  
Movement 13  
Life span 50 - 80 years

+3 to Brawn, +1 to Vitality  
-1 to Knowledge, -2 to Agility, -1 to Luck

-5% With Missile Weapons  
+10% With Two Handed Weapons

**Half-Elf:** Strangely enough, elves, being the longest lived of the mortal races, may only have offspring with one other race other than their own: humans, one of the shortest lived. Seldom is such a child born to a willing mother, however, as more often than not, the child is the product of some vile act done unto the mother from some evil-doer. Half-elves are shunned by both races, but tolerated. It is the Elves' love of life that prevents the mother from allowing any harm to befall the child, but on the child's 20th birthday they are almost always driven away. Half-elves lead a solitary and lonely life. They share benefits from both races, for they live upwards of 250 years and tend to be physically stronger than true elves.

Typical Half-Elf:  
Height: 6 feet, 150 pounds  
Movement 12  
Life span 150 - 250 years

+2 to Agility  
-1 to Brawn, -1 to Luck

+2% Magic Resistance

**Half-Orcs:** Half-orcs are about as low on the social scale as one can get. Even lower than full blooded orcs. They are a cross of Orc and almost anything else. Orcs are not known for being picky about what they breed with. Most half-orcs die shortly after birth but a few survive. Many are quite intelligent for they seem to receive a fit body from the orc line and the Knowledge from the other blood line. Since almost anything (save goblins) are more intelligent than orcs it would be a plus save for the fact of their low social standing.

Typical Half-Orc:

Height: 6 feet, 180 pounds

Movement 12

Life span 70 - 90 years

+1 to Brawn, +1 to Vitality

-1 to Agility, -1 to Luck

## Importing characters from other versions of

**Realmz** To import a character from a different copy/version of Realmz follow these steps:

**NOTE:** This version of Realmz only supports importing characters created with version 2.0 or higher of Realmz.

- 1) Place the character files into the folder named, "Character Files" of your new copy. It's very important that you move the files yourself. Import does not actually MOVE any files.
- 2) Select "Begin New Adventure" and click the "Import" button.
- 3) Locate and elect all the characters you want to be available in your new copy of Realmz.