

Appendix of Tables

Table 1.0

Race/Caste Possibilities

Shadow Half
Half
Caste

Human Elf Elf Elf
Orc Orc
Dwarf
Gnome Furfoot
Fighter

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Monk
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Crusader •

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Archer

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Rogue

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Sorcerer

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Priest

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Enchanter

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Table 1.1

•Minimum Attributes by Caste

Caste

Brawn

Knowledge

Judgment

Agility

Vitality

Fighter

8

4

4

5

6
Monk

14

5

14

14

10
Crusader

11

8

12

5

8
Archer

12

12

13

5

13
Rogue

5

5

4

8

5
Sorcerer

4

8

5

5

5
Priest

5

5

8

4

5

Enchanter

4

8

5

5

5

Table 1.2

•Minimum Attributes by Race

Race	Brawn	Knowledge	Judgment	Agility	Vitality
Human					

5

4

4

4

4
Shadow Elf

4

7

4

6

4
Elf

4

7

4

6

4
Orc

8

4

4

4

14

Furfoot

5

5

4

7

9

Gnome

5

6

4

4

7

Dwarf

7

4

4

4

11

Half-Elf

4

3

4

4

4

Half-Orc

5

4

4

4

12

- All other bonuses or penalties apply after these minimums.

Table 1.3

Bonus Attributes by Race

Race

	Brawn	Knowledge	Judgment	Agility	Vitality
Luck					
Human					

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Shadow Elf
-1

.

.

+1

.

.
Elf

-2

.

+1

+2

-1

.
Orc

+3

-1

.

-2

+1

-1

Furfoot

-3

-1

.

+3

+1

+2

Gnome

.

+1

-1

-1

.

.

Dwarf

+2

.

.

-1

+1

.

Half-Elf

-1

.

.

+2

.

-1

Half-Orc

+1

.

.

-1

+1

-1

Table 1.4

Gender Adjustments

Sex	Brawn	Agility
Male:	+1	-1
Female:	-1	+1

Table 1.5

Caste Stamina Table

Caste	Initial	•Max Bonus	
Fighter	1 - 10	1 - 10	Unlimited
Crusader	1 - 10	1 - 10	Unlimited
Archer	1 - 10	1 - 10	Unlimited
Monk	1 - 8	1 - 8	Unlimited
Rogue	1 - 8	1 - 8	Unlimited
Sorcerer			

1 - 6	1 - 6	3	
Priest	1 - 6	1 - 6	3
Enchanter	1 - 6	1 - 6	3

•Characters receive one point of stamina for each point of Vitality over 15 in addition to that shown above.

Example: Characters with a 16 Vitality receive +1 stamina per skill level.

Characters with a 17 Vitality receive +2 stamina per skill level, etc...

Table 2.0

Base Special Action Values in %

Action

	Fighter	Monk	Crusader	Archer	Rogue	Sorcerer	Priest
Enchanter							
Sneak Attack	1	1	1	1	2	1	1
Force Lock	12	10	10	10	1	1	10
Acrobatic Act	6	5	6	6	8	2	5
Major Wound	5	3	3	3	1	1	1
Detect Secret	1	2	3	5	15	5	5
Detect Trap	2	3	2	10	20	3	2
Disarm Trap	1	5	1	1	15	1	1
Pick Lock	1	10	1	1	25	1	1

Special Action Modifiers

Table 2.1

•Brawn Modifier

Action	3	4	5	6	7
--------	---	---	---	---	---

17 18 19	20	21			
Sneak Attack	-5	-4	-3	-2	-1

1 2 3 4	5				
Force Lock	-75	-60	-45	-30	-15

5 10 15 20	25				
Acrobatic Act	-75	-60	-45	-30	-15

5 10 15 20	25				
Major Wound	-5	-4	-3	-2	-1

1 2 3 4	5				
Disarm Trap	-10	-8	-6	-4	-2

2 4 6 8 10

Table 2.2

•Agility Modifier

Action			3	4	5	6	7
	17	18	19	20			
Sneak Attack			-5	-4	-3	-2	-1
	1	2	3	4			
Acrobatic Act			-20	-15	-10	-5	-2
	5	8	11	15			
Disarm Trap			-25	-20	-15	-10	-5
	5	10	15	20			
Pick Lock			-25	-20	-15	-10	-5
	5	10	15	20			

Table 2.3

•Race Modifier

+35 +25 -10
+10

+5 +15
+45 -15
Heat

.
-10

-5

+5
-5

+5 +10

-5 +5
Cold

. -5 -10 +5
+10

+5
+5 -10 +10
Electric

. +5 -5 +5

.

.

+10 -5 +10
Chemical

. -5 . +5

+5

+5

+15 -5 +10
Mental

.

+5

.

-5

-10

+15

-5

+10

-5
Magic

. +10 . -5

-5
+5
+10 +5 -5

Advancement Charts

Table 4.0

Fighters

Skill Level	Victory Points Required
1.....	0
2.....	3,000
3.....	4,000
4.....	6,000
5.....	10,000
6.....	17,000
7.....	35,000
8.....	55,000
9.....	125,000

10.....	225,000
11.....	350,000
12.....	450,000
13.....	550,000
14.....	650,000
15.....	750,000
16.....	850,000
17.....	950,000
18+.....	950,000

Table 4.1

Archers

Skill Level	Victory Points Required
1.....	0
2.....	2,000
3.....	3,250
4.....	5,500
5.....	10,000
6.....	20,000
7.....	30,000
8.....	45,000
9.....	85,000
10.....	150,000
11.....	225,000
12.....	325,000
13.....	400,000
14.....	475,000
15.....	575,000
16.....	675,000
17.....	775,000
18+.....	775,000

Table 4.2

Crusader

Skill Level	Victory Points Required
1.....	0
2.....	4,750
3.....	6,750
4.....	9,500
5.....	16,000
6.....	25,000
7.....	50,000
8.....	80,000
9.....	175,000
10.....	350,000
11.....	450,000
12.....	550,000
13.....	650,000
14.....	750,000
15.....	800,000
16.....	900,000
17.....	999,999
18+.....	999,999

Table 4.3

Monks

Skill Level	Victory Points Required
1.....	0
2.....	3,250
3.....	4,500
4.....	7,250
5.....	12,500
6.....	25,000
7.....	50,000
8.....	100,000
9.....	150,000
10.....	150,000
11.....	200,000
12.....	250,000
13.....	300,000
14.....	350,000
15.....	400,000

16.....	600,000
17.....	900,000
18+.....	900,000

Table 4.4

Rogue

Level	Victory Points Required
1.....	0
2.....	1,550
3.....	2,750
4.....	4,500
5.....	8,000
6.....	12,000
7.....	22,500
8.....	35,000
9.....	50,000
10.....	75,000
11.....	100,000
12.....	150,000
13.....	200,000
14.....	250,000
15.....	325,000
16.....	400,000
17.....	650,000
18+.....	650,000

Table 4.5

Sorcerer

Skill Level	Victory Points Required
1.....	0
2.....	3,500
3.....	6,500
4.....	12,500
5.....	25,500

6.....	42,000
7.....	85,000
8.....	150,000
9.....	250,000
10.....	350,000
11.....	450,000
12.....	600,000
13.....	750,000
14.....	900,000
15.....	999,999
16.....	999,999
17.....	999,999
18+.....	999,999

Table 4.6

Priest

Skill Level	Victory Points Required
-------------	-------------------------

1.....	0
--------	---

2.....	3,500
--------	-------

3.....	6,500
--------	-------

4.....10,000

5.....17,000

6.....24,500

7.....37,500

8.....75,000

9.....120,000

10.....200,000

11.....300,000

12.....450,000

13.....600,000

14.....800,000

15.....999,999

16.....999,999

17.....999,999

18+.....999,999

Table 4.7

Enchanters

Skill Level **Victory Points Required**

1..... 0

2.....5,500

3.....9,500

4.....20,000

5.....45,500

6.....100,000

7.....200,000

8.....300,000

9.....400,000

10.....500,000

11.....700,000

12.....900,000

13.....999,999

14.....999,999

15.....999,999

16.....999,999

17.....999,999

18+999,999

Table 5.0 Spell Selection Points Required to Learn a Spell

Spell Level	Points Required to Spells
-------------	---------------------------

1
2

3
3

6
4

10

5

18
6

28
7

40

Figure 5.1

Determining Spell Selection Points

Crusaders: Receive NO Spell Selection Points until they reach the 7th skill level.

For each skill level over the 6th skill level they receive 2 points plus 1 point for each point of Judgement over 15 plus 1 point for each skill level over the 7th.

Example: A skill level 10 Crusader with a Judgement of 16 will have:

7th: $2 + 1$

8th: $2 + 1 + 1$

9th: $2 + 1 + 2$

10th: $2 + 1 + 3$

Total = $8 + 4 + 6 = 18$ Spell Selection Points

Priests: Receive 3 points plus 1 point for each point of Judgement over 15 plus 1 point for each skill level past the 1st.

Example: A skill level 4 Priest with a Judgement of 17 will have:

1st: $3 + 2$

2nd: $3 + 2 + 1$

3rd: $3 + 2 + 2$

4th: $3 + 2 + 3$

Total = $12 + 8 + 6 = 26$ Spell Selection Points

Sorcerer/Enchanter: Receive 3 points plus 1 point for each point of Knowledge over 15 plus 1 point for each skill level past the 1st.

Example: A skill level 4 Sorcerer/Enchanter with a Knowledge of 16 will have:

1st: $3 + 1$

2nd: $3 + 1 + 1$

3rd: $3 + 1 + 2$

4th: $3 + 1 + 3$

Total = $12 + 4 + 6 = 22$ Spell Selection Points

Table 6.0

Brawn Modification Table

Brawn	Adjustment	To Hit Adjustment	Damage
3	-20%		
-1			
4	-15%		
-1			
5	-10%	0	
6	-5%	0	
.	0%	0	
.	0%	0	
.	0%	0	
16	+5%		
+1			
17	+5%		
+2			
18	+10%		
+3			
19*	+10%		
+4			
20*	+15%		

+5
21* +15%

+6
22* +20%

+7
23* +20%

+8
24* +25%

+9
25* +25%

+10

*Only Fighters, Archers, and Crusaders will receive bonuses for a Brawn over 18.

Table 7.0

Armor Rating Adjustments for Base Armor Types

Armor

Rating

Permitted
Armor Type

Adjustment

Caste
Robe

+3

All, Varies by type
Padded

+6

F,RA,P,RO,C,E
Leather

+9

F,RA,P,RO,C
Chain

+15

F,RA,P,C
Banded

+21

F,P,C
Plate

+27

F,P,C
Gloves, Soft

+1

Varies by type
Gloves, Hard

+2

Varies by type

Helm, Steel

+3

F,P,RA,C
Helm, Leather

+2

F,P,RA,C
Cap

+1

M,E
Shield

+6

F,RA,P,C
Cloak

+2

All, Varies by type
Gauntlets

+2

MO,M,E
Boots, Soft

+1

Varies by type
Boots, Hard

+2

Varies by type

Table 7.1

Armor Rating Adjustments for Agility

Agility	Armor Rating Adjustment
---------	-------------------------

15

+2
16

+4
17

+6
18

+8
19

+10
20

+12
21

+14
22

+16
23

+18

24

+20
25

+22

Table 8.0

Attacks Per Round

LEVEL	Monk	Fighter	Archer	Crusader
1				
	1/1			
	1/1			
	1/1			
	1/1			
2				
	1/1			
	1/1			
	1/1			

1/1
3

1/1

1/1

1/1

1/1
4

3/2

1/1

1/1

1/1
5

3/2

3/2

3/2

1/1
6

3/2

3/2

3/2

3/2 7

2/1

3/2

3/2

3/2 8

2/1

3/2

3/2

3/2 9

2/1

3/2

3/2

3/2
10

2/1

2/1

3/2

3/2
11

5/2

2/1

2/1

3/2
12

5/2

2/1

2/1

2/1
13

5/2

2/1

2/1

2/1
14

5/2

2/1

2/1

2/1
15

3/1

5/2

2/1

2/1
16

3/1

5/2

2/1

2/1
17

3/1

5/2

5/2

2/1
18

3/1

5/2

5/2

5/2
19

7/2

5/2

5/2

5/2
20

7/2

3/1

5/2

5/2
21

7/2

3/1

5/2

5/2
22

7/2

3/1

3/1

5/2
23

4/1

3/1

3/1

5/2
24

4/1

3/1

3/1

3/1

Table 9.0

Weapon Damage Table

Permitted Melee Weapons	Damage	No. HANDS	Caste
Axe, Battle	1 - 12	2	F,C
Axe, Pike			

1 - 12

2 F,C
Axe, Stone

1 - 7	1	F,C		
Axe, War	1 - 8	1	F,C,A,MO	
Club	1 - 6	1	F,C,A,P	
Dagger	1 - 4	1	F,C,A,RO,MO,S,E	
Dart	1 - 2	1	F,A,MO,RO,S,E	
Flail	1 - 8	1	F,C,A,P	
Halberd	1 - 14	2	F,C	
Hammer, Battle	1 - 8	1	F,C,P	
Hammer, Stone	1 - 7	1	F,C,P	
Hammer, War	1 - 8	1	F,P	
Jo Stick	1 - 6	2	F,MO	
Mace	1 - 6	1	F,C,A,P	
Morning Star	1 - 8	1	F,C,A	
Nunchucka	1 - 6	1	F,MO,A	
Spear	1 - 8	2	F,C,A,MO	
Staff				

1 - 6	2	ALL		
Staff, Quarter	1 - 5	2	ALL	
Sword, Broad	1 - 8	1	F,C,A	
Sword, Long	1 - 10	1	F,C,A	

Sword, Scimitar	1 - 8	1	F,C,A,MO,RO,E
Sword, Tip	1 - 12	1	F,C,A,MO
Sword, Two-Handed	1 - 12	2	F,C
Sword, Short	1 - 6	1	F,C,R,MO,A,E

Permitted

Missile Weapons	Damage		
No. HANDS	Caste		
Bow	1 - 6	2	F,A
Cross Bow	1 - 6	2	F,A,RO
Throwing Axe	1 - 6	1	F,A,MO,RO
Throwing Dagger			

1 - 4	1	F,A,MO,RO	
Throwing Hammer	1 - 6	1	F,P
••Throwing Star	1 - 6	1	F,MO

••These weapons have two attacks per round. Both attacks are at the same target. i.e. Throwing Stars have 2 attacks at 1-4 each for a total of 2-8.

Table 10.0

Turning Probability for Priests and Crusaders

Actually, this is more of a formula than a table. This applies to any creature that is an Undead, Demon, Daemon or Devil.

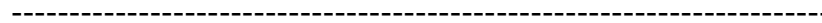
Chance = 10%+10% X Skill Level of Character-5% X Monster Toughness.

This chance applies to each and every creature involved in the battle. If the character is successful, the creature will be destroyed. If the character does a particularly good job at turning, the creature will not be destroyed, but actually TURNED. This means the creature will change allegiance, and will now fight on behalf of the Priest or Crusader, instead of against them.

•Skill Level of Priest	Toughness of Monster
1	
2	
3	
4	
5	
6	
7	
8	

9

10



1 15

10

5

0

0

0 0 0 0 0

2 25

20

15

10

5

0 0 0 0 0

3 35

30

25

20

15

10 5 0 0 0
4 45

40

35

30

25

20 15

10 5 0
5 55

50

45

40

35

30 25 20

15 10
6 65

60

55

50

45

40 35

30 25 20
775

70
65

60

55

50 45

40 35

30
8 75

75
75

70

65

60 55

50 45

40
975

75
75

75

75

70 65

60 55

50
1075

75
75

75

75

75 75

70 65

60
1175

75

75
75

75

75 75

75 75

70
1275

75

75
75

75
75 75

75 75

75

By now you get the pattern, so impress us with your mathematical skills and figure the rest out, I'm tired of typing.

- Crusaders gain the ability to TURN when they reach the 4th skill level. They TURN as a Priest 3 skill levels below their own, so a 4th skill level Crusader turns as a 1st skill level Priest, an 8th skill level Crusader turns as a 5th skill level Priest etc...