

Banded Mail

This armor is made of overlapping strips of metal sewn to a backing of leather and chain mail. Generally the strips cover only the more vulnerable areas, while the chain and leather protect the joints where freedom of movement must be ensured. Through straps and buckles, the weight is more or less evenly distributed.

Brigandine

This armor is made from small metal plates sewn or riveted to a layer of canvas or leather and protected by an outer layer of cloth. It is rather stiff and does not provide adequate protection to the joints where the metal plates must be spaced widely or left off.

Bronze Plate Mail

This is a plate mail armor--a combination of metal plates, chain mail or brigandine, leather and padding--made of softer bronze. It is easier and cheaper to make than steel armor, but it does not protect as well. A large breastplate and other metal plates cover areas of the body, but the other materials must protect the joints and movable parts of the body. It is not the full plate armor of the heavy knight of the Late Middle Ages and the Renaissance.

Chain Mail

This armor is made of interlocking metal rings. It is always worn with a layer of quilted fabric padding underneath to prevent painful chafing and to cushion the impact of blows. Several layers of mail are normally hung over vital areas. The links yield easily to blows, absorbing some of the shock. Most of the weight of this armor is carried on the shoulders and it is uncomfortable to wear for long periods of time.

Field Plate

This is the most common version of full plate armor, consisting of shaped and fitted metal plates riveted and interlocked to cover the entire body. It includes gauntlets, boots, and a visored helmet. A thick layer of padding must be worn underneath. However, the weight of the suit is well-distributed over the whole body. Such armor hampers movement only slightly. Aside from its expense, the main disadvantages are the lack of ventilation and the time required to put it on and take it off (see the "Getting Into and Out of Armor" section). Each suit of field plate must be individually fitted to its owner by a master armorer, although captured pieces can be resized to fit the new owner (unless such is patently absurd, such as a human trying to resize a halfling's armor).

Full Plate

This is the impressive, high Gothic-style armor of the Late Middle Ages and Renaissance. It is perfectly forged and fitted. All the plates are interlocking and carefully angled to deflect blows. The surfaces are normally highly ornamented with etching and inlaid metals. Each suit must be carefully custom-fitted to the owner and there is only a 20% chance that a captured suit can be refitted to a new owner of approximately the same size. The metal plates are backed by padding and chain mail. The weight is well-distributed. The armor is hot, slow to don, and extremely expensive. Due to these factors, it tends to be used more for parades and triumphs than actual combat.

Helmet, Great Helm

A massive metal helm that covers the entire head, including the neck and often the upper shoulders. Normally worn with plate mail and heavier armor. -3 penalty to vision checks. -4 penalty to hearing checks. Optionally: gains bonuses (+2 to save) against dragon's breath and spells which affect the eyes.

Helmet, Basinet

A closed face helm. -2 penalty to vision checks. -3 penalty to hearing checks. Optionally, gains bonuses (+1 to save) against dragon's breath and spells which affect the eyes.

Hide

This is armor prepared from the extremely thick hide of a creature (such as an elephant) or from multiple layers of regular leather. It is stiff and hard to move in.

Leather

This armor is made of leather hardened in boiling oil and then shaped into breastplate and shoulder protectors. The remainder of the suit is fashioned from more flexible, somewhat softer materials.

Padded

This is the simplest type of armor, fashioned from quilted layers of cloth and batting. It tends to get hot and after a time becomes foul with sweat, grime, lice, and fleas.

Plate Mail

This armor is a combination of chain or brigandine with metal plates (cuirass, epaulettes, elbow guards, gauntlets, tassets, and greaves) covering vital areas. The weight is distributed over the whole body and the whole thing is held together by buckles and straps. This is the most common form of heavy armor.

Ring Mail

This armor is an early (and less effective) form of chain mail in which metal rings are sewn directly to a leather backing instead of being interlaced. (Historians still debate whether this armor ever existed.)

Scale Mail

This is a coat and leggings (and perhaps a separate skirt) of leather covered with overlapping pieces of metal, much like the scales of a fish.

Shield, Body

A massive shield reaching nearly from chin to toe. It must be firmly fastened to the forearm and the shield hand must grip it at all times. It provides a great deal of protection, improving the Armor Class of the character by 1 against melee attacks and by 2 against missile attacks, for attacks from the front or front flank sides. It is very heavy; the DM may wish to use the optional encumbrance system if he allows this shield.

Shield, Buckler

A very small shield that fastens on the forearm. It can be worn by crossbowmen and archers with no hindrance. Its small size enables it to protect against only one attack per melee round (of the user's choice), improving the character's Armor Class by 1 against that attack.

Shield, Medium

Carried in the same manner as the small shield. Its weight prevents the character from using his shield hand for other purposes. With a medium shield, a character can protect against any frontal or flank attacks. Improves character's Armor Class by 1 against frontal or flank attacks.

Shield, Small

Carried on the forearm and gripped with the hand. Its light weight permits the user to carry other items in that hand (although he cannot use weapons). It can be used to protect against two frontal attacks of the user's choice improves Armor Class by 1 against these attacks.

Splint Mail

The existence of this armor has been questioned. It is claimed that the armor is made of narrow vertical strips riveted to a backing of leather and cloth padding. Since this is not flexible, the joints are protected by chain mail.

Studded Leather

This armor is made from leather (not hardened as with normal leather armor) reinforced with close-set metal rivets. In some ways it is very similar to brigandine, although the spacing between each metal piece is greater.

BELT

A belt is typically worn around the waist to secure trousers and leggings. Pouches, scabbards, knives, and other useful items can also be attached to or suspended from a belt.

RIDING BOOTS

Riding boots are sturdy leather boots extending to mid calf. A dagger, knife, scroll, or similarly-sized object can be concealed easily inside a riding boot.

SOFT BOOTS

Soft boots are made of soft kid leather. The tops usually extend to below the knee. A dagger can be carried in a soft boot, but it would not be concealed.

BREECHES

Breeches are short, baggy, loose-fitting, comfortable pants, extending from the waist to the knee.

CAP, HAT

A cap or hat can be any variety of headgear designed to keep the head warm or protected from the sun.

CLOAK, GOOD CLOTH

A cloak can be made from any fabric of any color or length. It typically extends from the neck to the knees, and is wide enough to be wrapped completely around the wearer. It is fastened at the neck by a brooch or pin. The cloak offers limited protection against light rain and cool weather.

CLOAK, FINE FUR

A fine fur cloak offers snug protection against the cold. It extends from the neck to about knee level, and is wide enough to be wrapped around the wearer. It is fastened at the neck by a brooch or pin.

GIRDLE

A girdle is a wide belt worn high around the waist by men or women. Most are made of leather, but other materials are also common. Light items such as pouches or knives can be attached to a girdle.

GLOVES

Gloves are worn to keep the hands warm or protect them against cuts and scrapes. Work gloves are made from heavy leather, while fancy gloves are made from soft, thin leather, satin, silk, or cotton.

GOWN, COMMON

A gown is a one-piece article of clothing that extends from the neck to the ankles, or even the floor. They vary in style and function, from elegant evening wear to sleeping attire.

HOSE

Hose are knitted or woven coverings for the legs. Typical hose fit very snugly, but keep the legs warm.

KNIFE SHEATH

A knife sheath is a simple wood or leather cover for a knife's blade, intended to protect the blade itself and the person carrying it. Most can be hung from a belt. Fancy sheaths are chased with precious metals or studded with gems.

MITTENS

Mittens are loose-fitting hand warmers that group all the fingers together but have a separate space for the thumb. They are much warmer and easier to make than gloves.

PIN

A pin is a thin, strong, very sharp metal wire used to hold pieces of cloth together. It is commonly used to fasten a cloak about the shoulders. Such a pin can be simple or very decorative.

PLAIN BROOCH

A brooch is a metal or wooden fastener used to hold a cloak closed around the shoulders, freeing up the hands for other tasks.

ROBE, COMMON

A robe is a single piece of clothing that covers the body in loose folds from head to toe. It is comfortable, warm, and allows unrestricted mobility. A robe also has many deep folds perfect for concealing small objects inside.

ROBE, EMBROIDERED

An embroidered robe is a single piece of tailored cloth that covers the body from the head to below the knee (or even the ankle). Fine embroidery increases the value of the clothing, marking its wearer as a wealthy man or woman. The looseness of the robe provides comfort, warmth, mobility, and numerous folds in which to conceal small items.

SANDALS

Sandals are wood or leather pads that strap to the foot to protect the sole. In moderate climates sandals are more common than boots or slippers.

SASH

A sash is a long, wide strip of material that is usually worn tied around the waist or draped over the shoulder, either as an accent to the person's clothing or as an identifying badge of office or rank. Sashes can be made of any material, but cotton to silk are popular.

SHOES

Shoes are inexpensive footwear made from a single piece of leather that is folded up alongside the foot and tied about the ankle with a leather thong. Such shoes are the most basic and common type of footwear.

SILK JACKET

A silk jacket is an outerwear garment made of silk (as its name clearly implies). This stylish article of clothing is always worn over a shirt, tunic, or chemise.

SURCOAT

A surcoat is a thick outer coat that is worn above a chemise or doublet for added warmth, style, or both.

SWORD SCABBARD, HANGER, BALDRIC

Scabbards, hangers, and baldrics are designed to carry sword scabbards from the belt or slung over the shoulder for ease of use and to prevent accidental harm to the wearer. These useful items are typically made of leather.

TABARD

A tabard is a loose-fitting, sleeveless gown that is often worn over a tunic or suit of armor. Tabards are frequently worn by knights or heralds to display their coats-of-arms.

TOGA, COARSE

A toga is an expansive, loose-fitting piece of cloth that is wrapped around the body and worn almost as a robe. It can be draped in numerous ways to create different styles. It is common only among the nobility and the gentry.

TUNIC

This loose-fitting shirt is slipped over the head and extends down to the waist, where a belt or sash usually girds up the folds of the tunic. It is also called a cote.

VEST

A vest is a snug, sleeveless jacket that is usually worn over another garment, either for warmth or fashion. Vests can be made of any material, including fur, and often have several small pockets for handy items.

BARGE

A barge is a medium to large water transport vessel designed for hauling cargo on rivers. It is typically flat-bottomed to allow travel in shallow water. Few barges are self-propelled; most either drift with the current, are pushed through shallow channels, or are towed by other boats or draft animals or men on shore.

CANOE, SMALL

A canoe is a small (two to five passengers) craft that is used for traveling on rivers, lakes, and other shallow bodies of water. The craft is propelled by using paddles, with the paddler in the rear also steering. The canoe can haul small amounts of cargo (food, blankets, and weapons for its passengers).

CANOE, WAR

This is a large, wide canoe propelled by two banks of men using wooden paddles. In some instances, these canoes can fit up to 50 men! The canoe can be given extra stability by attaching a long, wooden float, called an outrigger, to one side. The war canoe is steered by one man in the aft using a larger paddle or small rudder. This craft has a very shallow draft, and can traverse surprisingly shallow water, considering its capacity.

CARAVEL

This ship was sailed in late Medieval/early Renaissance times; it was the type of ship Columbus used to reach the New World. A caravel normally has two or three masts and square sails. No oars are used. The typical caravel is 70 feet long and 20 feet wide. It carries a crew of 30 to 40 men and can haul up to 200 tons of cargo.

CARRIAGE, COMMON

A carriage is a four-wheeled, horse-drawn vehicle designed especially for carrying passengers. In bad weather it can be partially enclosed by a canvas top and side curtains. A carriage is pulled by two to four horses, depending on its load.

CARRIAGE, ORNAMENTED

An ornamented carriage is a four-wheeled, horse-drawn vehicle designed especially for carrying important passengers comfortably. It is enclosed against the weather by a wooden roof and doors, and pulled by two to four horses. The ornamentation on the carriage is an ostentatious display of wealth, and usually identifies the carriage's owner in some fashion.

CHARIOT, RIDING

A chariot is a fast, two-wheeled vehicle, good for rapid transportation for one, two, or three people.

CHARIOT, WAR

A war chariot is a fast, two-wheeled vehicle designed as a fighting platform. War chariots are usually lightly armored and carried a driver and as many as two spear throwers or archers. A typical team is two to four horses, though more exotic and ferocious animals (giant lizards, polar bears) are sometimes domesticated to pull war chariots.

COASTER

Also called a round ship, this is a small sailing ship fitted with two masts and triangular sails. The average size is 60 to 70 feet long and 20 feet wide. The rudder hangs from one side. The crew is 20 to 30 men and the cargo capacity is about 100 tons. Normally a coaster has only a single deck and perhaps a small sterncastle. A coaster is slow and not sufficiently seaworthy to venture far from the safety of the coast, but it can carry large cargoes with a smaller crew than a galley.

COG

This ship is a larger, improved version of the coaster, able to venture into the open sea. Like the coaster, it is a sailing ship with one or two masts, but the cog employs square sails. It is about 75 to 90 feet long and 20 feet wide. The crew is only 18 to 20 men. There is normally one deck and plus a fore and sterncastle. The cargo capacities of cogs vary greatly, from 100 to 200 tons.

CURRAGH

This is an early, primitive vessel. It is made from thick hides stretched over a wood-and-wicker frame. A single, short mast can carry a small, square sail, but the curragh is usually worked by oars. It is normally 20 to 40 feet long. The crew is approximately six to eight men and the cargo space is very limited: no more than 5 tons.

DRAKKAR

The largest of the Viking longships is known as a drakkar or dragonship. Built for war, this ship stretches about 100 feet in length. Although a single mast can be raised, oars provide the main source of power during any sort of combat situation. Sixty to 80 rowers form the crew, but up to 160 additional men can be carried for boarding and raiding. Because of its great size, a drakkar is not very seaworthy. This and the fact there is insufficient space on board for supplies (certainly not enough for 240 men) or sleeping keep the drakkar close to the coast where it can put in for the night. Because of its cost and limited usefulness, a drakkar is usually built by a king or ruler specifically for raiding, and is not used for the mundane shipment of cargo.

DROMOND

This ship is the largest of the Byzantine galleys. Although it boasts one or two masts and triangular sails, the main power comes from the 100 oars, 50 to a side. These oars are divided into an upper and lower bank, with one man per oar on the lower bank and three men on the upper bank. Thus, the total crew is about 200 men. The dromond is 130 to 175 feet long and 15 feet wide, making it a very slender, fast ship. The cargo capacity is 100 tons.

When outfitted for war, a ram projects from the bow just below the water line. Castles are built fore, aft, and amidships as firing platforms. The cargo space is taken up by marines. Packed with marines and rowers (who are professional sailors, not slaves), it is a very dangerous ship to attack. A dromond is not a seaworthy craft, however, and usually sails in sight of shore. It beaches at night like all galleys, because supplies and sleeping accommodations are very limited.

GALLEON

This is the largest and most advanced sailing ship available in the AD&D game. It is available only in Renaissance-type settings. It is a sailing ship with three or four masts, three through decks (running the length of the ship), and fore and aft castles with two decks each. The average size is about 130 feet long and 30 feet wide. Crews average 130 men. Although cargo capacity is about 500 tons, a galleon is mainly used as a warship. (Real Galleons were armed with cannon, something beyond the standard AD&D game rules.) They can easily carry men equal to their tonnage, making capture by pirates nearly impossible.

GREAT GALLEY

The great galley is an improved version of the dromond. It is slightly smaller than the dromond, about 130 feet long and 20 feet wide. The main power comes from 140 rowers, one man to an oar, but is supplemented by three masts; this combination makes it fast and maneuverable. The cargo capacity is 150 tons. When outfitted as a warship, the front end is built as a ram and marines are carried instead of cargo. Like all galleys, the great galley is a coastal vessel, rarely venturing into open water. It is not seaworthy in heavy storms and waits in port for these to pass.

KNARR

This small ship was a common northern cargo ship. It is 50 to 75 feet long and 15 to 20 feet wide with a single mast and a square sail. A few oars at the bow and stern can provide some power when the wind dies. The crew ranges from 8 to 14 men. The cargo capacity is small, anywhere from 10 to 50 tons. The ship is, however, relatively seaworthy and can be used to make long sea voyages (although it cannot be called comfortable). Its flat bottom makes it useful for sailing up rivers and estuaries, and it can be beached easily.

LONGSHIP

This is the standard Viking warship. It is more substantial than the knarr but not nearly as massive as the drakkar. An average longship is 75 feet long with 20 to 25 oars per side. Each oar is worked by a single man for a total crew of 40 to 50 men. There is also a single mast and a square sail. In addition to the crew, the ship can carry 120 to 150 men. A longship can be used for shipping, but its cargo capacity is only about 50 tons. It is, however, fairly seaworthy and can sail across the open sea when necessary.

OAR, COMMON

A oar can be any simple piece of wood or metal that is use by a person to help row or steer a small water craft, such as a canoe or rowboat.

OAR, GALLEY

A galley oar is a long, heavy oar that is housed in a bank along either side of a galley ship (or other oared craft) to help it move in little or no winds. The galley must also have men to row with the oars inside the ship, and historically, these men were usually slaves.

RAFT OR SMALL KEELBOAT

A raft or small keelboat can be a simple manufactured boat, or a set of lashed logs, that is powered by two oars, or a small sail. These craft are generally not used on the ocean, but limited to coastlines, lakes, and rivers.

SAIL

A sail is any large piece of heavy canvas that is rigged up on long wooden masts on a ship to help it catch the wind to propel it through the water.

SEDAN CHAIR

A sedan chair is a chair that is mounted upon two heavy poles. The passenger sits in the chair, and is moved around by four strong people who pick the chair up by the poles (two in the front, and two in the back, one on either side of the chair) and carrying the chair, walk the passenger to his destination. These chairs may be open-aired or enclosed from the weather

WAGON OR CART WHEEL

A wagon or cart wheel is any circular wooden object that is put on a wagon or cart to serve as a wheel.

BOAR

A boar is a large wild pig that typically has large tusks, one on each side of their mouth. They are prized for their meat (and a exciting hunt!), and their rough hide has its uses as well.

Armor Class:6

Movement: 15

Hit Dice:3+3

THAC0: 17

No. of Attacks: 1

Damage/Attack: 3-12

BULL

A bull is a male bovine. It may have two long horns on its head. Bulls are domesticated and used for pulling heavy wagons and plows, and are raised for their hide and meat.

Armor Class: 7

Movement: 15

Hit Dice: 1-4

THAC0:17

No. of Attacks: 1

Damage/Attacks: 1-4

CALF

A calf is an immature cow or bull. It can also be some other type of herd animal, such as a camel or buffalo.

CAMEL

Can carry up to 330 lbs. at base move rate. Movement reduced to 2/3 base move if carrying 331 - 500 lbs.
Movement reduced to 1/3 base move if carrying 501 - 660 lbs.

CAPON

A capon is a rooster that is bred to be eaten.

CAT

A cat is a member of any breed of small (8-10 pounds), domesticated, four-legged felines. They are kept both as pets and to prey on mice and other small rodents.

Armor Class: 6

THAC0: 20

Movement: 9

No. of Attacks: 3

Hit Dice: 1/2

Damage/Attack: 1-2/1-2/1 (claws/bite)

CHICKEN

A chicken is a small, flightless bird that is domesticated in large numbers and raised for meat.

COW

A cow is a large four-legged mammal, that is domesticated in large herds for its milk, meat, and hide.

DOG, GUARD

A guard dog can be any breed of canine that is trained by its owner or breeder to guard property against trespassers, possessions against theft, or people against attack.

DOG, HUNTING

A hunting dog can be any breed of canine that is trained by its owner or breeder to hunt. Dogs can track, flush game, attack large animals, and carry small prey in their mouths..

DOG, WAR

A war dog can be any large breed of four-legged canine that is specially trained to fight in battle alongside its master. Typically, war dogs are large mastiffs or wolfhounds. They can also be employed as guard or hunting dogs.

Armor Class: 6

Movement: 12

Hit Dice: 2 + 2

THAC0: 19

No. of Attacks: 1

Damage/Attack: 2-8 (2d4)

DONKEY, MULE, OR ASS

Mules can carry up to 250 lbs. at base move rate. Movement reduced to 2/3 base move if carrying 251 - 375 lbs.
Movement reduced to 1/3 base move if carrying 376 - 500 lbs.

ELEPHANT, LABOR

Can carry up to 500 lbs. at base move rate. Movement reduced to $\frac{2}{3}$ base move if carrying 501 - 750 lbs.
Movement reduced to $\frac{2}{3}$ base move if carrying 751 - 1,000 lbs.

ELEPHANT, WAR

A war elephant is trained for warfare. The elephant attacks with its tusks, trunk, and feet, and typically has several riders as well. The soldiers are usually enclosed in a small, fortified box called a howdah. One directs the elephant while others fire missiles or stab at the enemy with spears.

Armor Class: 6

Movement: 15

Hit Dice: 11

THAC0: 9

No. of Attacks: 5

Damage/Attack: 2-16 (x2)/2-12 (x3)

FALCON (TRAINED)

A falcon is a large bird of prey that can be trained to hunt on command. Hunting falcons are popular among rangers and the nobility.

Armor Class: 5

Movement: 1, Fl 36 (B)

Hit Dice: 1-1

THAC0: 20

No. of Attacks: 3

Damage/Attack: 1/1/1

GOAT

A goat is a medium-sized four-legged mammal, that has been domesticated in herd for their milk, meat, and hides. Goats can live on less fodder than cattle, and in rougher terrain.

GOOSE

A goose is a large bird prized for its meat and eggs.

GUINEA HEN

A species of the domesticated chicken, this hen is used for its poultry.

HORSE, DRAFT

The massive draft horse is capable of pulling heavy loads (freight wagons, plows). It will fight only if cornered. It can carry up to 260 lbs. on its back at its base move rate. Movement is reduced to 8 with a load of 261-390 lbs., or to 4 if carrying 391-520 lbs.

Armor Class: 7

Movement: 12

Hit Dice: 3

THAC0: 17

No. of Attacks: 1

Damage/Attack: 1-3

HORSE, HEAVY WAR

A heavy war horse has been trained to fight in battle with its rider. War horses fight independently of their masters on the second and succeeding rounds of combat. A heavy war horse can carry up to 260 lbs. at its base move rate of 15. Movement is reduced to 10 if carrying a load of 261-390 lbs, or to 5 if carrying 391-520 lbs.

Armor Class: 7

Movement: 15

Hit Dice: 3+3

THACO: 17

No. of Attacks: 3

Damage/Attack: 1-8/1-8/1-3

HORSE, LIGHT WAR

This horse has been trained to fight in combat with its rider. War horses fight independently of their masters on the second and succeeding rounds of combat. This horse can carry up to 170 lbs. at its base move rate of 24. Movement is reduced to 16 if carrying 171-255 lbs., and to 8 if carrying 256-340 lbs.

Armor Class: 7

THACO: 19

Movement: 24

No. of Attacks: 2

Hit Dice: 2

Damage/Attack: 1-4/1-4

HORSE, MEDIUM WAR

This horse has been trained to fight in combat with its rider. Medium war horses fight independently of their masters on the second and succeeding rounds of combat. They can carry up to 220 lbs. at their base move rate of 18. Movement is reduced to 12 if carrying 221-330 lbs., or to 6 if carrying 331-440 lbs.

Armor Class: 7

Movement: 18

Hit Dice: 2+2

THACO: 19

No. of Attacks: 3

Damage/Attack: 1-6/1-6/1-3

HORSE, RIDING

This is a common riding horse, used as personal transport or to pull a larger vehicle. A riding horse will fight only if attacked while cornered. A riding horse can carry up to 180 lbs. at its base move rate of 24. This is reduced to 16 if carrying 181-270 lbs., and to 8 if carrying 271-360 lbs.

Armor Class: 7:

Movement: 24

Hit Dice: 3

THAC0: 17

No. of Attacks: 2

Damage/attack: 1-2/1-2

HUNTING, CAT

A hunting cat is any larger species of cat that hunts to survive, or with its master. Typical hunting cats would be lynxes, bobcats, and mountain lions.

Armor Class: 6

Movement: 12

Hit Dice: 2+2

THAC0: 19

No. of Attacks: 3

Damage/Attacks: 1-2/1-2/1-2

OX

An ox is a large, domesticated bovine that is typically used for farm labor, such as hauling wagons or pulling plows. They can carry up to 220 lbs. at their base move rate of 15. Movement is reduced to 10 if carrying 221-330 lbs., and to 5 if carrying 331-440 lbs.

PARTRIDGE

A partridge is a small, colorful game bird that is hunted for its meat, and for sport.

PEACOCK

A peacock is a large, male bird with long, beautiful plumage. Besides being good to eat, their feathers are often used decoratively.

PIG

A pig is a four-legged mammal that is domesticated for meat. Wild pigs are smaller than their domesticated cousins, but can be very dangerous if cornered.

PIGEON

The pigeon is a bird that congregates in cities, nesting on the roofs and eaves of buildings.

PIGEON, HOMING

A homing pigeon is a specially-trained bird that, when released, will return to its original nesting area. Frequently, these birds are used to carry short, simple notes from town to town or from an outpost back to a permanent garrison.

PONY

A pony is a medium-sized draft animal. They are also sometimes used by dwarves and halflings as horse transport. A pony will fight only if attacked while cornered. It can carry up to 160 lbs. at its base move rate of 12. Movement is reduced to 8 if carrying 161-240 lbs., and to 4 if carrying 241-320 lbs.

Armor Class: 7

Movement: 12

Hit Dice: 1+1

THACO: 19

No. of Attacks: 1

Damage/Attack: 1-2

RAM

A ram is a male sheep. Rams are used domestically to breed other sheep, and are prized for their wool and meat.

SHEEP

Sheep are frequently domesticated for their wool and meat.

SONGBIRD

A songbird is any species of small bird with a pleasant song. Songbirds are often caged and kept as pets.

SWAN

A swan is a large, graceful water fowl that is common on lakes and ponds.

BARDING, CHAIN

This barding is mail armor designed for a mount. It gives the mount an Armor Class of 4. The weight of barding also reduces the speed and maneuverability of the mount in combat.

BARDING, FULL PLATE

This barding is full-body plate armor designed for a mount. It gives an Armor Class of 2. The weight of the barding also reduces the speed and maneuverability of the mount in combat.

BARDING, FULL SCALE

This barding is full-body scale armor designed for a mount. It gives an Armor Class of 5. The weight of the barding also reduces the speed and maneuverability of the mount in combat.

BARDING, HALF BRIGANDINE

This barding is brigandine armor designed for a mount. It covers only the front and forward sides of the mount (not the rear or rear flanks). It gives an Armor Class of 5 to the front and forward sides. The weight of the barding also reduces the speed and maneuverability of the mount in combat.

BARDING, HALF PADDED

This barding is padded armor designed for a mount. It covers only the front and forward sides of the mount (not the rear or rear flanks). It gives an Armor Class of 6 to the front and forward sides. The weight of the barding also reduces the speed and maneuverability of the mount in combat.

BARDING, HALF SCALE

This barding is scale armor designed for a mount. It covers only the front and forward sides of the mount (not the rear or rear flanks). It gives an Armor Class of 5 to the front and forward sides. The weight of the barding also reduces the speed and maneuverability of the mount in combat.

BARDING, LEATHER

This barding is leather armor designed for amount. It gives an Armor Class of 6. The weight of the barding also reduces the speed and maneuverability of the mount in combat.

BIT AND BRIDLE

A bit is a metal bar that fits into a horse's mouth. The bridle holds the bit in place. By attaching reins, a rider can control and direct the mount.

CART HARNESS

A cart harness is a series of leather straps and metal buckles that serve to hitch a draft animal to a cart. A good harness is designed to distribute the weight of the cart across the shoulders and back of the animal.

HALTER

A halter is a leather strap or rope used to lead or secure an animal.

HORSESHOES AND SHOEING

Horseshoes prevent damage to a horse's hooves. They made of metal forged into a "U" shape. Horseshoes also help the animal maintain traction on rough or slick surfaces.

SADDLE, PACK

A pack saddle is designed to secure a heavy load onto a draft animal and distribute its weight evenly across the animal's back. Besides allowing a heavier or bulkier load to be carried, this also improves the animal's balance so it doesn't fall over.

SADDLE, RIDING

A saddle is a leather seat that straps onto the back of a horse or other riding animal. It improves the rider's comfort and stability, especially at higher speeds.

SADDLE BAGS, LARGE

Saddle bags are large, leather satchels (usually a pair) that drape over the neck or haunches of a horse or other riding animal and secure to the saddle. The rider can carry additional equipment in the saddle bags without encumbering his hands or himself. The bags can carry up to 30 lbs. in weight and 18" x 12" x 6" in volume.

SADDLE BAGS, SMALL

Saddle bags are small, leather satchels (usually a pair) that drape over the neck or haunches of a horse or other riding animal and secure to the saddle. The rider can carry additional equipment in the saddle bags without encumbering his hands or himself. These bags can carry up to 20 lbs. in weight and 12" x 12" x 6" in volume.

SADDLE BLANKET

A saddle blanket is a large blanket that is put underneath a saddle to prevent it from chafing the mount's skin.

YOKE, HORSE

A horse yoke is a harness, usually made of wood and leather, that secures a horse to a plow or wagon to help pull it along. The yoke has reins so the driver can steer the animal in a field or along a road.

YOKE, OX

An ox yoke is a harness, usually made of wood and leather, that secures an ox to a plow or large wagon to help pull it along. The yoke has reins so the driver can steer the animal in a field or along a road.

ALE (PER GALLON)

Ale is an alcoholic drink similar to beer, but thicker. The listed price is per gallon.

BANQUET (PER PERSON)

A banquet is a sumptuous meal for a large number of people, typically at a party or festival. The price is for an "average" banquet; a royal or noble banquet would cost more, while a simple wedding banquet could cost less.

BREAD

Bread is a staple food made from flour leavened with yeast and baked. It is a very important part of most people's diet almost everywhere.

CHEESE

Cheese is fermented milk curds, but it comes in a huge variety, depending on the type of milk and the manufacturing process. Because it can be stored safely for a long time, it is an important food item in many places.

CITY ROOMS (PER MONTH), COMMON

This is the price of one month's rent for an average room in a city. Such a room would be simply furnished with a bed, a chest, one or two stools, and a small fireplace or stove for heating, if needed. The price is per room, and is the same for any number of occupants. Rooms for rent are usually above or adjoining someone's home.

CITY ROOMS (PER MONTH), POOR

This is the price of one month's rent for a room in a run-down section of a city. Such a room, if it is furnished at all, would have a straw mattress on the floor and one or two stools. The only heat would come from rooms below or from a chimney extending through the room. The price is per room, and is the same for any number of occupants. Rooms for rent are usually above or adjoining someone's home.

COMMON WINE (PITCHER)

Common wine is any variety of locally produced, recent vintage wine that is sold in taverns and inns. These wines are never very expensive, and are usually served in pitchers rather than bottles.

EGG OR FRESH VEGETABLES

Eggs or fresh vegetables represent the average cost of decent vegetables or eggs. Note that eggs can come from any of a wide variety of animals.

GRAIN AND STABLING FOR HORSE (DAILY)

This is the average price to put up a horse for one day at a stable or inn.

HONEY

Honey is a sweet, sticky food substance that comes from the honeycomb of bees. Honey is very tasty and is typically used as a sweetener in baking, in hot drinks, or other bland foods.

INN LODGING (PER DAY), COMMON

This is the price that a person must pay to stay at a common inn per day. The room is small but comfortable and reasonably secure. Besides sleeping rooms, inns frequently have common rooms where they serve food and drink (at additional cost) and stables for travelers' animals.

INN LODGING (PER DAY), POOR

This is the price that a person must pay to stay at a poor inn per day. The room is small and drafty without locks, or perhaps it is only a cot or mattress in a large room that is shared by many travelers. Besides sleeping rooms, inns frequently have common rooms where they serve food and drink (at additional cost) and stables for travelers' animals.

INN LODGING (PER WEEK), COMMON

This is the price that a person must pay to stay at a common inn for a week, if arranged in advance. The room is small but comfortable and reasonably secure. Besides sleeping rooms, inns frequently have common rooms where they serve food and drink (at additional cost) and stables for travelers' animals.

INN LODGING (PER WEK), POOR

This is the price that a person must pay to stay at a poor inn for a week, if paid in advance. The room is small and drafty without locks, or perhaps it is only a cot or mattress in a large room that is shared by many travelers. Besides sleeping rooms, inns frequently have common rooms where they serve food and drink (at additional cost) and stables for travelers' animals.

MEAT FOR ONE MEAL

This is any variety of meat (steak, pork, ham, or something more exotic) that is sufficient for one meal—about one-half pound.

MEALS (PER DAY), GOOD

This is the average price for an appetizing, healthy meal bought at an expensive inn.
is any type of well-done, healthy meal that can be bought at a inn, and its average price.

MEALS (PER DAY), COMMON

This is the average price for a plain but filling meal bought at a common inn.

MEALS (PER DAY), POOR

This is the average price for a meal of questionable quality or age bought at a run-down inn or from a street vendor.

SEPARATE LATRINE FOR ROOMS (PER MONTH)

This is the average price for a room at an inn with a separate latrine. Most inns have only communal toilets and washrooms. This is available only with common rooms (and elevates them to good).

SMALL BEER (PER GALLON)

This is the price for a gallon of small (cheap, low-alcohol) beer.

SOUP

This is the average price for a bowl of soup such as is commonly served at inns.

BATH

This is the price of a bath at a communal bathhouse, where many people come to bathe. Arranging for a private bath in a room at an inn costs about twice as much (servants must haul in the tub and carry hot water).

CLERK (PER LETTER)

A clerk is someone with reading/writing proficiency, who writes (and reads!) letters or other documents for people who can't. This is the average price for such services.

DOCTOR, LEECH, OR BLEEDING

This service can be used by a person who is suffering from any of a wide variety of minor (or serious, depending on your desperation) ailments. This is the average cost for one treatment.

GUIDE, IN CITY (PER DAY)

Cities tend to be sprawling, mazelike, and very confusing to outsiders. A guide is invaluable, not only for getting from place to place but to point out where various services, information, or people can be found. This is the daily rate for typical service; expect to pay more if the job involves danger.

LANTERN OR TORCH BEARER (PER NIGHT)

This is a good service to pay for when it's necessary to travel in a city at night. The lantern bearer follows (or leads) the person to his destination, and then leaves. He prevents the traveler from getting lost, from stumbling in the dark, and may also deter thieves and other thugs.

LAUNDRY (BY LOAD)

Nearly every town or village has a person who does laundry. The listed price is per load.

MESSANGER, IN CITY (PER MESSAGE)

A messenger will carry a written or verbal message to its intended receiver, or walk the streets shouting it aloud like a town crier.

MINSTREL (PER PERFORMANCE)

A minstrel or bard will perform at any event—singing songs, telling tales—for approximately this amount.

MOURNER (PER FUNERAL)

The more people mourn at someone's funeral, the greater that person must have been. Funeral directors can arrange to have as many mourners at a funeral as are wanted, and they will shriek and tear their hair convincingly. Each mourner must be paid 2 silver pieces.

TEAMSTER W/WAGON

A teamster with a wagon will haul people or cargo from one place to another for 1 silver piece per mile.

BARREL OF PICKLED FISH

Any kind of edible fish can be preserved against spoilage by being pickled. This is a small (7-gallon) barrel.

BUTTER (PER LB.)

Butter is a dairy product that is used to enhance the flavor of foods, and is also used in baking. This is the average cost of a pound of butter.

COARSE, SUGAR (PER LB.)

Coarse sugar is a rough chunky, semi-granulated sugar sold by the pound. It is used for all kinds of cooking and flavoring.

DRY RATIONS (PER WEEK)

Dry rations consist of dried fruit, nuts, hard bread, cheese, and different types of smoked meat or meat jerky. These foods are all preserved so they won't spoil on the trail. A dry ration pack contains enough food for one person for one week. Dry rations will keep for at least two to three weeks, often much longer.

EGGS (PER 100)

These are 100 normal chicken eggs, for a truly large omelette.

EGGS (PER TWO DOZEN)

These are 24 normal chicken eggs, enough for several days at an inn or household.

FIGS (PER LB.)

Figs are sweet, sticky fruit that is native to tropical climates. This is the price for a pound of figs.

FIREWOOD (PER DAY)

Firewood can't be found lying about on city streets, but must be bought from vendors. This is the cost for one day's supply.

HERBS (PER LB.)

One pound of assorted herbs and common spices, useful for flavoring foods or concealing foul odors, can be bought for this price.

NUTS (PER LB.)

This can be an assortment of any nuts (cashews, peanuts, almonds, etc.) weighing one pound.

RAISINS (PER LB)

Raisins are dried grapes. They are used as accents in foods, and also serve as a good trail food. This is the price for one pound.

RATIONS, STANDARD (1 WEEK)

Standard rations are unpreserved foods, such as soft breads, fruits, vegetables, and fresh meat, in sufficient quantity to feed one person for one week.

RATIONS, IRON (1 WEEK)

Iron rations are preserved foods such as slaked meat, hard bread, hardy vegetables (like potatoes), and some cheeses. They will last for a very long time, and are sold in a quantity sufficient to feed one person for one week.

RICE (PER LB.)

This is a grain with a hard, white kernel. It becomes soft and fluffy when cooked. A pound will provide about eight (small) meals for one person, depending on appetite.

SALT (PER LB.)

Salt is used as a spice in many foods, and as a preservative. This is the price of a pound.

SALTED HERRING (PER 100)

Herrings are small fish that can be easily and quickly preserved. They are usually sold by the hundred, for inns and households. This is the average price for 100.

SPICE (PER LB.), EXOTIC

These spices are imported from faraway lands at high prices. They are used for adding exotic flavor to foods or for the manufacture of perfumes. This is the price for a pound.

SPICE (PER LB.), RARE

These valuable spices are imported from distant lands at great cost. They are used for adding flavor to foods or for the manufacture of perfumes. This is the price for a pound.

SPICE (PER LB.), UNCOMMON

These spices are sometimes imported, sometimes grown locally with special effort. They are used for adding flavor to foods or for the manufacture of perfumes. This is the price for a pound.

TUN OF CIDER (250 GAL.)

Cider is a sweet, fermented drink made from fruit, usually apples. A tun is a 250-gallon barrel (which weighs close to a ton).

TUN OF GOOD WINE (250 GAL.)

This is any type of well-made wine, sold by the tun (250 gallons, weighing approximately one ton).

BACKPACK

Can carry up to 50 lbs. in weight and 3'x2'x1' in volume.

BARREL, SMALL

This small basket can carry up to 10 lbs. in weight, 1'x1'x1' in volume.

BASKET, LARGE

Can carry up to 20 lbs. in weight and 2'x2'x2' in volume.

BASKET, SMALL

Can carry up to 10 lbs. in weight and 1'x1'x1' in volume.

BELL

Any kind of copper or brass bell can be used to make a ringing noise when it is struck with a hammer or swung back and forth.

BELT POUCH, LARGE

A roomy pouch that straps around the waist, and can also be slung over one shoulder. It can carry up to 8 lbs. of weight and 8"x10"x4" in volume.

BELT POUCH, SMALL

This pouch is about the size of a roomy pocket. It can carry up to 5 lbs. of weight and 4"x6"x2" in volume.

BLOCK AND TACKLE

A set of ropes and pulleys that makes it easier to lift heavy objects. The block must be securely suspended above the object to be lifted, and the rope needs to be two to four times as long as the distance between the block and the object.

BOLT CASE

This is a carrying case for crossbow bolts (suitable for any style of crossbow). Up to 20 bolts will fit in the case, which can be hung from a belt or slung over a shoulder.

BUCKET

This pail holds up to 5 gallons of any liquid (except acid). Buckets are commonly made of wood, but metal, leather, and even stone buckets are known.

CHAIN (PER FT.), HEAVY

This is a very heavy chain such as might be used to anchor a ship or raise and lower a drawbridge.

CHAIN (PER FT.), LIGHT

This is a light, common chain that is sufficiently strong to hang heavy tapestries or chandeliers.

CHEST, LARGE

A large chest is approximately 3' x 2' x 2' in size and can be used to carry up to a hundred pounds of weight.

CHEST, SMALL

A small chest is approximately 2' x 1' x 1' in size and can be used to carry up to 40 lbs. in weight.

CLOTH (PER 10 SQ. YDS.), COMMON

This is any of a variety of cloths (wool, cotton, hemp) for making simple, everyday clothing or bedding.

CLOTH (PER 10 SQ. YDS.), FINE

This is any of a variety of finely produced cloth (adorned cotton, lace, linen, and specially made wools) for making elaborate and expensive clothing and cloth goods.

CLOTH (PER 10 SQ. YDS.), RICH

This is any of a variety of rich cloth, (velvet or silk, for example) for making rich and extravagant clothing, beautiful tapestries, expensive furniture covers, and other luxury items typically worn or owned by the rich and noble.

CANDLE

Candles are made from tallow or beeswax, and are used as simple, if dim, light sources.

CANVAS (PER SQ. YARD)

Canvas is a heavy, durable cloth used for making sails, tarps, and tents. It is often oiled to make it water repellent.

CHALK

Chalk is a grainy, white mineral that can be used as a simple writing tool. It works best on flat (but not entirely smooth), dark surfaces.

CRAMPONS

Crampons are attached to hard boots with several leather straps. The metal crampons are spiked, gnarled bands of steel that increase the traction of smooth-soled boots, especially when climbing rocky cliffs or crossing icy plains on foot. When worn, crampons increase Climbing ability by 15% or Mountaineering Proficiency by +1.

FISHHOOK

This is a small, barbed, curved metal hook that is used to catch fish in rivers, lakes, or oceans.

FISHING NET, 10 FT. SQ

A fishing net is made of heavy rope and it is weighted on one side to allow it to be dragged vertically beneath the surface of the water to catch large amounts of fish.

FLINT AND STEEL

The equipment is carried in a small leather pouch, often waterproofed, and includes a large piece of flint, several coarse steel bars, tinder, and scraps of charred cloth. With such tools, a character can start a small smoldering flame in 1d6 rounds (longer in windy conditions or if the kindling is wet).

GLASS BOTTLE

This can be any variety of small to medium-sized clear (or colored) containers. Glass bottles are especially useful for storing alchemical liquids and powders.

GRAPPLING HOOK

A grappling hook is used to secure a rope for climbing. It is normally made of two, three, or even four cast iron bars bent into shallow U shapes and welded together. The rope is passed through an eye in the hook, which can then be thrown easily to catch a tree limb, roof ledge, or rocky crevice. To determine whether a grappling hook catches the target object, a normal attack roll is made vs. AC 10.

HOLY ITEM (SYMBOL, WATER, ETC.)

Holy items are small representations of all those things revered by religions--stars, crosses, hammers, rosaries, anointed oils, blessed wine, sacred teachings, and more. Just what constitutes a holy item depends on the campaign your character is in. All good holy items have similar effects on undead and other evil creatures, provided they are wielded by a follower of a belief associated with these items. Thus, rules that refer to holy symbols and holy water apply to all similar items, provided these items are specially prepared by the cleric's order.

Because of their special nature, holy items cannot normally be purchased. Different sects tend to protect the symbols of their faith to prevent their misuse or corruption. Therefore such items must be obtained through the auspices of a local congregation. This is not difficult for sincere followers of that faith, although requests for rare or unusual items must always be justified. Nonbelievers are given holy items only if there is a clear and present danger to the faith.

HOURGLASS

An hourglass is a time-keeping device that measures time by means of sand trickling from one chamber to another. It usually measures one hour, and must be flipped over at the end of each hour to prepare it to measure the passage of the next hour.

IRON POT

This is a cast-iron pot used to boil liquids over a fire.

LADDER, 10 FT.

A ladder is two 10-foot poles that are joined together by 10 or more narrow, evenly-spaced wooden slats. A person can climb up or down the ladder like a steep set of stairs..

LANTERN, BEACON

The *beacon lantern* (240-foot radius of light) is a very large device which must be mounted on the prow of a ship, the bed of a wagon, or some other large structure; it cannot be handheld. It operates like the bullseye lantern but illuminates to a greater distance. The beacon goes through oil quickly, burning a flask every two hours.

LANTERN, BULLSEYE

A *bullseye lantern* (60-foot radius of light) has only a single shutter, the other sides being highly polished to reflect the light in a single direction. It can be carried easily in one hand. A single flask of oil (one pint) burns for six hours in a bullseye lantern.

LANTERN HOODED

A *hooded lantern* (30-foot radius of light) is a standard lantern with shuttered or hinged sides. It is not directional; its light is cast equally in all directions. It can be carried easily in one hand. A single flask of oil (one pint) burns for six hours in a hooded lantern.

LOCK, GOOD

This is any small lock that is made exceptionally well, and is therefore harder than usual to pick. The DM may assign a penalty to the thief who is trying to pick one of these locks.

LOCK, POOR

This can be any small, poorly made lock that is easier than usual to pick. The DM may assign a bonus to a thief who is trying to pick one of these locks.

MAGNIFYING GLASS

This simple lens is more an oddity than a useful tool. It does not greatly enhance viewing, especially since many are unevenly ground, creating distortion. It is useful as a substitute for tinder and steel when starting fires.

MAP OR SCROLL CASE

A map or scroll case is a narrow, hollow tube made of metal, wood, or bone. Several scrolls can be stored in a scroll or map case. If it is stoppered correctly, a case may be made waterproof.

MERCHANT'S SCALE

This is a small balance and pans along with a suitable assortment of weights. Its main use is to weigh coins--a common method of settling a transaction. Merchants are well aware that coins can be undersized, shaved, or plated. The only sound protection is to check the coins against a set of established weights. It is also needed when using foreign coins to make a purchase or exchange. Of course, merchants are no more noble than anyone else and may use sets of false weights--one set heavier than normal for selling an item (causing the customer to pay more) and another set lighter than usual for buying items (letting the merchant pay less). In well-regulated areas, officials verify the accuracy of weights and measures, but this in itself is no protection. Players may wish to have a scale and weights for their own protection.

MIRROR, SMALL METAL

This is a small, metal, hand-held mirror. It is easily stored and used for grooming, signaling, or attempting to reflect gaze attacks.

MUSICAL INSTRUMENT

This can be any type of musical instrument (lute, cittern, mandolin, trumpet, etc.) that the character wishes to have. The cost and weight of the instrument is up to the DM.

OIL (PER FLASK), GREEK FIRE

Greek fire is a general name given to all highly flammable oils used in combat. (Historically, Greek fire was a special combination of oil and chemicals that was sticky and difficult to extinguish.) These oils are highly flammable and a little dangerous to carry.

OIL (PER FLASK), LAMP

Lamp oil is used for lamps and lanterns. It is not particularly explosive although it can be used to feed an existing blaze.

PAPER (PER SHEET)

Paper is a thin, flat, white sheet that is used to write on. It is made from the pulp of trees, and is expensive to make.

PAPYRUS (PER SHEET)

Papyrus is a rushlike plant that grows near rivers. It can be made into a type of rough paper more easily than many other materials.

PERFUME (PER VIAL)

Perfume can be any kind of sweet-scented, bottled liquid used to enhance or mask odors. It is often worn as a cosmetic by the upper classes. The nature and quality of the scent are up to the DM.

PITON

This is a metal spike with a loop in the end, that is used by rock climbers. By hammering a piton into the rock surface and threading a rope through it, the climber can prevent a dangerous fall.

QUIVER

A quiver is a leather arrow case that is worn on one's belt or slung over the back. A quiver can store up to 24 arrows.

ROPE (PER 50 FT.), HEMP

A hemp rope is rugged and durable, but very bulky and heavy. It can about 2 ½ times as much weight as a silk rope (up to 500 pounds, depending on the rope diameter) .

ROPE (PER 50 FT.), SILK

Rope made of silk is lighter and easier to work with than hemp, but it cannot support as much weight as hemp. Usually no more than 200 pounds can be held by a single line at one time.

SACK, LARGE

Can carry up to 30 lbs. in weight and 2'x2'x1' in volume.

SACK, SMALL

Can carry up to 15 lbs. in weight and 1'x1'x8" in volume.

SEALING/CANDLE WAX (PER LB.)

Sealing/candle wax is bulk wax that can be made into candles or melted and used to seal an envelope or, when impressed with a special stamp, to verify that a document is official or that it was sent by a particular person.

SEWING NEEDLE

Sewing needles are usually made of metal, but can also be made of bone or wood. They come in various sizes, for sewing anything from fine clothing to ship's sails. The Seamstress/Tailor secondary skill or nonweapon proficiency is useful when trying to sew.

SIGNAL WHISTLE

This is a small metal, wooden, or bone whistle that when blown emits a loud, high-pitched sound. This sound can carry over a long distance and is useful in alerting friends (and foes!) of the owner's whereabouts or sounding an alarm.

SIGNET RING OR PERSONAL SEAL

This is often a ring or carved stamp with the owner's personal symbol etched into it. It is used in conjunction with sealing wax (or a candle) to seal documents. The seal is both a signature and a verification of authenticity, so the receiver will know who a document is from or that it is official.

SOAP (PER LB.)

Many types of soap are available, for washing skin, hair, clothing, leather, even animals.

SPYGLASS

Like the magnifying glass, the spyglass is more of an oddity than a useful item. Objects viewed through it are a little closer, although not much. For better results, magical items are preferred. The spyglass doubles or triples the image size.

TENT, SMALL

A small tent is a portable shelter typically made of waterproofed canvas, and large enough for one or two people to sleep inside.

THIEVES' PICKS

This is a small collection of tools useful to burglars. The kit includes one or more skeleton keys, long metal picks, a long-nosed clamp, a small hand saw, and a small wedge and hammer. These combined with some common tools (such as a crowbar) make up most of the special equipment a thief needs to perform his trade.

TORCH

A torch is a flammable piece of wood, from 1 to 3 feet long. It is usually topped with oil-soaked wrappings or a large, pitchy, wooden knob. When lit a torch provides illumination in about a 15-foot radius, and lasts for about 30 minutes before burning out.

WATER CLOCK

This bulky item is good for giving the time accurate to a half-hour. Activated by a regulated flow of drops, the water clock is not something you carry in your pocket. For it to work at all, it must have a source of water and be left undisturbed. A very uncommon item, it is primarily an amusement for the wealthy and a tool for the student of arcane lore. The vast majority of society is not concerned with exact time.

WHETSTONE

A whetstone is a small piece of rough stone that can be used to hone edge on a bladed weapon. Scraping the sides of the blade smoothly across the stone will resharpen the blade.

WINESKIN

Can hold up two quarts of water or wine. The most common type is the kidney-shaped goatskin base with a metal cap on the narrow end. Often have a strap which permits them to be slung over a shoulder/across the body.

WINTER BLANKET

A winter blanket is a large, square piece of heavy, thick cloth that is made to keep a person warm in quite cold temperatures.

WRITING INK (PER VIAL)

This is a small vial of black ink, suitable for writing on paper, papyrus, or parchment.

TENT, LARGE

A large tent is a portable shelter, usually made of waterproofed canvas. Up to four people can sleep inside.

TENT, PAVILION

A pavilion tent is a semi-portable shelter that is usually made from waterproofed canvas, and also possibly decorated. A pavilion tent is typically too heavy and bulky for one person to carry easily. Such tents are most often used by the nobility and military officers while on campaign. They are large enough for up to six people to sleep inside, though usually there are fewer than that (the nobility prize their privacy).

PARCHMENT (PER SHEET)

Parchment is stiff-backed writing material made from the skin of sheep or cattle. It is more durable than papyrus and cheaper and more common than paper, because it is easier to make.

Human Fighter

Prime requisite is strength (minimum 9. Strength of 16 or more provides a 10% bonus to experience point awards). May use weapon specialization. Receives additional hit die bonus for Constitution of 17 (+3) or 18 (+4). May have exceptional strength (18/01 - 18/00).

Fighters roll 1d10 for hit points through level 9.

No limit to level advancement.

Fighters may use all weapons and armor. They have the most advantages in melee and missile combat. Reference [HUMANS](#) and [FIGHTER](#) Key Topics in the Books on Line.

Human Paladin

Ability requirements are strength (minimum 12), constitution (minimum 9), wisdom (minimum 13), and charisma (minimum 17). If strength is 16 or higher, the paladin will receive a 10% bonus to experience point awards. Paladins must be of LAWFUL GOOD alignment. They will not abide the company of those who commit evil or unrighteous acts. Receives additional hit die bonus for Constitution of 17 (+3) or 18 (+4). May have exceptional strength (18/01 - 18/100).

Paladins: can detect the presence of evil intent up to 60 feet away; receive a +2 bonus to all saving throws; are immune to disease; heal by laying on hands; cure disease; are surrounded by an aura of protection (10' radius); turn undead and fiends (at 3rd level); and cast priest spells (at 9th level).

Paladins roll 1d10 for hit points through level 9.

No limit to level advancement.

There are no weapon or armor restrictions. Reference [HUMANS](#) and [PALADIN](#) Key Topics in Books on Line.

Human Ranger

Ability requirements are strength (minimum 13), dexterity (minimum 13), constitution (minimum 14), and wisdom (minimum 14). If strength, dexterity, and wisdom scores are all 16 or above, the ranger will receive a 10% bonus to experience point awards. Rangers must be of GOOD alignment. Receives additional hit die bonus for Constitution of 17 (+3) or 18 (+4). May have exceptional strength (18/01 - 18/100).

When wearing studded leather or lighter armor, the ranger can fight two handed with no penalty to attack rolls, move silently, and hide in shadows. All rangers have tracking proficiency. Beginning with the 8th level, rangers can learn some priest spells. Beginning at level 2, Rangers are +4 to hit their declared enemy species.

Rangers roll 1d10 for hit points through level 9.

No limit to level advancement.

There are no weapon or armor restrictions. Reference [HUMANS](#) and [RANGER](#) Key Topics in Books on Line.

Human Cleric

Prime requisite is wisdom (minimum 9. Wisdom of 16 or more provides a 10% bonus to experience point awards). May turn or destroy undead. May cast priest spells.

Clerics roll 1d8 for hit points through level 9.

No limit to level advancement.

Clerics may use only bludgeoning weapons (no piercing or slashing). They may use any armor. Reference [HUMANS](#) and [CLERIC](#) Key Topics in Books on Line.

Human Druid

Prime requisites are wisdom (minimum 12) and charisma (minimum 15). If both wisdom and charisma are 16 or higher, the druid receives a 10% bonus to experience point awards. Druids have major access to the following priest spell spheres: all, animal, elemental, healing, plant, and weather. They have minor (1st, 2nd, and 3rd level spells only) access to: divination. Druids get a +2 to saving throws vs. fire or electrical attacks. All druids know the secret druid language. At higher levels, druids can identify plants, animals, and pure water; pass through overgrown areas, learn the languages of woodland creatures, are immune to charm spells cast by woodland creatures, and may shapechange.

Druids roll 1d8 for hit points through level 9.

No limit to level advancement.

Druids may only use 'natural' armors -- padded, hide or leather armor and wooden shields. Weapons are limited to club, sickle, dart, spear, scimitar, sling, and staff. Reference [HUMANS](#) and [DRUID](#) Key Topics in Books on Line.

Human Thief

Prime requisite is dexterity (minimum 9). If dexterity is 16 or higher, the thief receives a 10% bonus to experience point awards. Thieves can: pick pockets, open locks, find/remove traps, move silently, hide in shadows, detect noise, climb walls, and read languages. They can 'backstab' for additional damage.

Thieves roll 1d6 for hit points through level 10.

No limit to level advancement.

Thieves may only wear padded, hide, leather, studded leather, or elven chain mail (while using thieving abilities excluding read languages). Thieves may only use club, dagger, dart, hand crossbow, knife, lasso, short bow, sling, broad sword, long sword, short sword, and staff as weapons. Reference [HUMANS](#) and [THIEF](#) Key Topics in Books on Line.

Human Bard

Ability requirements are dexterity (minimum 12), intelligence (minimum 13), and charisma (minimum 15). If dexterity and charisma are both 16 or higher, the bard receives a 10% bonus to experience point awards. Bards can: climb walls, detect noise, pick pockets, and read languages. Bards are musicians, poets and story tellers and they can influence the reaction and morale of groups and individuals. They can counter the effects of songs and poetry used as magic attacks. Beginning at level 2, bards have limited spell casting abilities.

Bards roll 1d6 for hit points through level 10.

No limit to level advancement.

Bards may wear any armor, but may not use thief abilities if wearing other than padded, hide, leather, studded leather, or chain. Bards may use any weapon. Reference [HUMANS](#) and [BARD](#) Key Topics in Books on Line.

Human Mage

Prime requisite is intelligence (minimum 9). If intelligence is 16 or higher, mage receives a 10% bonus to experience points awards. Mages can cast wizard spells.

Mages roll 1d4 for hit points through level 10.

No limit to level advancement. Casting spells above spell level 4 requires higher intelligence (Reference [INTELLIGENCE](#) Key Topic in Books on Line).

Mages may neither use shields nor wear any armor while casting spells. Mage weapon use is restricted to: dagger, staff, dart, knife, and sling. Mages have the most disadvantages in missile and melee combat. Reference [HUMANS](#) and [MAGE](#) Key Topics in Books on Line.

Human Wizard Specialist: Abjurer

Ability requirements are intelligence (minimum 9) and wisdom (minimum 15). Abjurers with intelligence of 16 or above receive a 10% bonus to experience point awards. Abjurers specialize in the magic school of Abjuration. They receive one 'free' spell from this school per level (does not count against maximum number of spells and does not require passing an intelligence chance to learn spell check). Abjurers get a +1 bonus to their saving throws vs. Abjuration spells. Targets of an Abjurer casting an Abjuration spell get a -1 penalty to their saving throws vs. the spell. Abjurers receive a 15% bonus to their chance to learn a new spell for Abjuration spells.

Abjurers may not learn any spells from the Alteration or Illusion schools of magic. They have a -15% penalty applied to their chance to learn any spell outside the Abjuration school.

Abjurers roll 1d4 for hit points through level 10.

No limit to level advancement. Casting spells above spell level 4 requires higher intelligence (Reference [INTELLIGENCE](#) Key Topic in Books on Line).

Abjurers may neither use shields nor wear any armor while casting spells. Abjurer weapon use is restricted to: dagger, staff, dart, knife, and sling. Abjurers have the most disadvantages in missile and melee combat. Reference [HUMANS](#) and [SPECIALIST WIZARD](#) Key Topics in Books on Line.

Human Wizard Specialist: Conjurer

Ability requirements are intelligence (minimum 9) and constitution (minimum 15). Conjurers with intelligence of 16 or above receive a 10% bonus to experience point awards. Conjurers specialize in the magic school of Conjuration/Summoning. They receive one 'free' spell from this school per level (does not count against maximum number of spells and does not require passing an intelligence chance to learn spell check). Conjurers get a +1 bonus to their saving throws vs. Conjuration/Summoning spells. Targets of a Conjurer casting a Conjuration/Summoning spell get a -1 penalty to their saving throws vs. the spell. Conjurers receive a 15% bonus to their chance to learn a new spell for Conjuration/Summoning spells.

Conjurers may not learn any spells from the Greater Divination or Invocation/Evocation schools of magic. They have a -15% penalty applied to their chance to learn any spell outside the Conjuration/Summoning school.

Conjurers roll 1d4 for hit points through level 10.

No limit to level advancement. Casting spells above spell level 4 requires higher intelligence (Reference [INTELLIGENCE](#) Key Topic in Books on Line).

Conjurers may neither use shields nor wear any armor while casting spells. Conjurer weapon use is restricted to: dagger, staff, dart, knife, and sling. Conjurers have the most disadvantages in missile and melee combat. Reference [HUMANS](#) and [SPECIALIST WIZARD](#) Key Topics in Books on Line.

Human Wizard Specialist: Diviner

Ability requirements are intelligence (minimum 9) and wisdom (minimum 16). Diviners with intelligence of 16 or above receive a 10% bonus to experience point awards. Diviners specialize in the magic school of Greater Divination. They receive one 'free' spell from this school per level (does not count against maximum number of spells and does not require passing an intelligence chance to learn spell check). Diviners get a +1 bonus to their saving throws vs. Greater Divination spells. Targets of a Diviner casting a Greater Divination spell get a -1 penalty to their saving throws vs. the spell. Diviners receive a 15% bonus to their chance to learn a new spell for Greater Divination spells.

Diviners may not learn any spells from the Conjuration/Summoning school of magic. They have a -15% penalty applied to their chance to learn any spell outside the Greater Divination school.

Diviners roll 1d4 for hit points through level 10.

No limit to level advancement. Casting spells above spell level 4 requires higher intelligence (Reference [INTELLIGENCE](#) Key Topic in Books on Line).

Diviners may neither use shields nor wear any armor while casting spells. Diviner weapon use is restricted to: dagger, staff, dart, knife, and sling. Diviners have the most disadvantages in missile and melee combat. Reference [HUMANS](#) and [SPECIALIST WIZARD](#) Key Topics in Books on Line.

Human Wizard Specialist: Enchanter

Ability requirements are intelligence (minimum 9) and charisma (minimum 16). Enchanters with intelligence of 16 or above receive a 10% bonus to experience point awards. Enchanters specialize in the magic school of Enchantment/Charm. They receive one 'free' spell from this school per level (does not count against maximum number of spells and does not require passing an intelligence chance to learn spell check). Enchanters get a +1 bonus to their saving throws vs. Enchantment/Charm spells. Targets of an Enchanter casting an Enchantment/Charm spell get a -1 penalty to their saving throws vs. the spell. Enchanters receive a 15% bonus to their chance to learn a new spell for Enchantment/Charm spells.

Enchanters may not learn any spells from the Invocation/Evocation or Necromancy schools of magic. They have a -15% penalty applied to their chance to learn any spell outside the Enchantment/Charm school.

Enchanters roll 1d4 for hit points through level 10.

No limit to level advancement. Casting spells above spell level 4 requires higher intelligence (Reference [INTELLIGENCE](#) Key Topic in Books on Line).

Enchanters may neither use shields nor wear any armor while casting spells. Enchanter weapon use is restricted to: dagger, staff, dart, knife, and sling. Enchanters have the most disadvantages in missile and melee combat. Reference [HUMANS](#) and [SPECIALIST WIZARD](#) Key Topics in Books on Line.

Human Wizard Specialist: Illusionist

Ability requirements are intelligence (minimum 9) and dexterity (minimum 16). Illusionists with intelligence of 16 or above receive a 10% bonus to experience point awards. Illusionists specialize in the magic school of Illusion. They receive one 'free' spell from this school per level (does not count against maximum number of spells and does not require passing an intelligence chance to learn spell check). Illusionists get a +1 bonus to their saving throws vs. Illusion spells. Targets of an Illusionist casting an Illusion spell get a -1 penalty to their saving throws vs. the spell. Illusionists receive a 15% bonus to their chance to learn a new spell for Illusion spells.

Illusionists may not learn any spells from the Necromancy, Invocation/Evocation, or Abjuration schools of magic. They have a -15% penalty applied to their chance to learn any spell outside the Illusion school.

Illusionists roll 1d4 for hit points through level 10.

No limit to level advancement. Casting spells above spell level 4 requires higher intelligence (Reference [INTELLIGENCE](#) Key Topic in Books on Line).

Illusionists may neither use shields nor wear any armor while casting spells. Illusionist weapon use is restricted to: dagger, staff, dart, knife, and sling. Illusionists have the most disadvantages in missile and melee combat. Reference [HUMANS](#) and [ILLUSIONIST](#) Key Topics in Books on Line.

Human Wizard Specialist: Invoker

Ability requirements are intelligence (minimum 9) and constitution (minimum 16). Invokers with intelligence of 16 or above receive a 10% bonus to experience point awards. Invokers specialize in the magic school of Invocation/Evocation. They receive one 'free' spell from this school per level (does not count against maximum number of spells and does not require passing an intelligence chance to learn spell check). Invokers get a +1 bonus to their saving throws vs. Invocation/Evocation spells. Targets of an Invoker casting an Invocation/Evocation spell get a -1 penalty to their saving throws vs. the spell. Invokers receive a 15% bonus to their chance to learn a new spell for Invocation/Evocation spells.

Invokers may not learn any spells from the Enchantment/Charm or Conjuraction/Summoning schools of magic. They have a -15% penalty applied to their chance to learn any spell outside the Invocation/Evocation school.

Invokers roll 1d4 for hit points through level 10.

No limit to level advancement. Casting spells above spell level 4 requires higher intelligence (Reference [INTELLIGENCE](#) Key Topic in Books on Line).

Invokers may neither use shields nor wear any armor while casting spells. Invoker weapon use is restricted to: dagger, staff, dart, knife, and sling. Invokers have the most disadvantages in missile and melee combat. Reference [HUMANS](#) and [SPECIALIST WIZARD](#) Key Topics in Books on Line.

Human Wizard Specialist: Necromancer

Ability requirements are intelligence (minimum 9) and wisdom (minimum 16). Necromancers with intelligence of 16 or above receive a 10% bonus to experience point awards. Necromancers specialize in the magic school of Necromancy. They receive one 'free' spell from this school per level (does not count against maximum number of spells and does not require passing an intelligence chance to learn spell check). Necromancers get a +1 bonus to their saving throws vs. Necromancy spells. Targets of a Necromancer casting a Necromancy spell get a -1 penalty to their saving throws vs. the spell. Necromancers receive a 15% bonus to their chance to learn a new spell for Necromancy spells.

Necromancers may not learn any spells from the Illusion or Enchantment/Charm schools of magic. They have a -15% penalty applied to their chance to learn any spell outside the Necromancy school.

Necromancers roll 1d4 for hit points through level 10.

No limit to level advancement. Casting spells above spell level 4 requires higher intelligence (Reference [INTELLIGENCE](#) Key Topic in Books on Line).

Necromancers may neither use shields nor wear any armor while casting spells. Necromancer weapon use is restricted to: dagger, staff, dart, knife, and sling. Necromancers have the most disadvantages in missile and melee combat. Reference [HUMANS](#) and [SPECIALIST WIZARD](#) Key Topics in Books on Line.

Human Wizard Specialist: Transmuter

Ability requirements are intelligence (minimum 9) and dexterity (minimum 15). Transmuters with intelligence of 16 or above receive a 10% bonus to experience point awards. Transmuters specialize in the magic school of Alteration. They receive one 'free' spell from this school per level (does not count against maximum number of spells and does not require passing an intelligence chance to learn spell check). Transmuters get a +1 bonus to their saving throws vs. Alteration spells. Targets of a Transmuter casting a Alteration spell get a -1 penalty to their saving throws vs. the spell. Transmuters receive a 15% bonus to their chance to learn a new spell for Alteration spells.

Transmuters may not learn any spells from the Abjuration or Necromancy schools of magic. They have a -15% penalty applied to their chance to learn any spell outside the Alteration school.

Transmuters roll 1d4 for hit points through level 10.

No limit to level advancement. Casting spells above spell level 4 requires higher intelligence (Reference [INTELLIGENCE](#) Key Topic in Books on Line).

Transmuters may neither use shields nor wear any armor while casting spells. Transmuter weapon use is restricted to: dagger, staff, dart, knife, and sling. Transmuters have the most disadvantages in missile and melee combat. Reference [HUMANS](#) and [SPECIALIST WIZARD](#) Key Topics in Books on Line.

Half-elf Fighter

Prime requisite is strength (minimum 9. Strength of 16 or more provides a 10% bonus to experience point awards). May use weapon specialization. Receives additional hit die bonus for Constitution of 17 (+3) or 18 (+4). May have exceptional strength (18/01 - 18/00).

Fighters roll 1d10 for hit points through level 9.

Half-elf fighters may not advance above level 14 unless the optional Exceeding Level Limits rule is utilized. In this case, half-elf fighters with high strength could reach higher levels as follows: strength 14 or 15, level 15; strength 16 or 17, level 16; strength 18, level 17; and strength 19, level 18.

Fighters may use all weapons and armor. They have the most advantages in melee and missile combat. Reference [HALF-ELF](#) and [FIGHTER](#) Key Topics in the Books on Line.

Half-elf Ranger

Ability requirements are strength (minimum 13), dexterity (minimum 13), constitution (minimum 14), and wisdom (minimum 14). If strength, dexterity, and wisdom scores are all 16 or above, the ranger will receive a 10% bonus to experience point awards. Rangers must be of GOOD alignment. Receives additional hit die bonus for Constitution of 17 (+3) or 18 (+4). May have exceptional strength (18/01 - 18/100).

When wearing studded leather or lighter armor, the ranger can fight two handed with no penalty to attack rolls, move silently, and hide in shadows. All rangers have tracking proficiency. Beginning with the 8th level, rangers can learn some priest spells. Beginning at level 2, Rangers are +4 to hit their declared enemy species.

Rangers roll 1d10 for hit points through level 9.

Half-elf rangers may not advance beyond level 16 unless the optional Exceeding Level Limits rule is utilized. In this case, half-elves whose strength, dexterity, and wisdom are all 14 or 15 may advance to level 17. Half-elves whose strength, dexterity, and wisdom are all 16 or 17 may advance to level 18. Half-elves whose strength, dexterity, and wisdom are all 18 or 19 may advance to level 19. Half-elves whose strength, dexterity, and wisdom are all 19 may advance to level 20.

There are no weapon or armor restrictions. Reference [HALF-ELF](#) and [RANGER](#) Key Topics in Books on Line.

Half-elf Cleric

Prime requisite is wisdom (minimum 9. Wisdom of 16 or more provides a 10% bonus to experience point awards). May turn or destroy undead. May cast priest spells.

Clerics roll 1d8 for hit points through level 9.

Half-elf clerics may not advance above level 14 unless the optional Exceeding Level Limits rule is utilized. In this case, half-elf clerics with high wisdom could reach higher levels as follows: wisdom 14 or 15, level 15; wisdom 16 or 17, level 16; wisdom 18, level 17; and wisdom 19, level 18.

Clerics may use only bludgeoning weapons (no piercing or slashing). They may use any armor. Reference [HALF-ELF](#) and [CLERIC](#) Key Topics in Books on Line.

Half-elf Druid

Prime requisites are wisdom (minimum 12) and charisma (minimum 15). If both wisdom and charisma are 16 or higher, the druid receives a 10% bonus to experience point awards. Druids have major access to the following priest spell spheres: all, animal, elemental, healing, plant, and weather. They have minor (1st, 2nd, and 3rd level spells only) access to: divination. Druids get a +2 to saving throws vs. fire or electrical attacks. All druids know the secret druid language. At higher levels, druids can identify plants, animals, and pure water; pass through overgrown areas, learn the languages of woodland creatures, are immune to charm spells cast by woodland creatures, and may shapechange.

Druids roll 1d8 for hit points through level 9.

Half-elf druids may not advance past level 9 unless the optional Exceeding Level Limits rule is utilized. In this case, half-elf druids whose wisdom is 14 or 15 can advance to level 10. If both wisdom and charisma are 16 or 17, half-elf druids may advance to level 11. If both wisdom and charisma are 18 or 19, half-elf druids may advance to level 12. If wisdom and charisma are both 19, half-elf druids may advance to level 13.

Druids may only use 'natural' armors -- padded, hide or leather armor and wooden shields. Weapons are limited to club, sickle, dart, spear, scimitar, sling, and staff. Reference [HALF-ELF](#) and [DRUID](#) Key Topics in Books on Line.

Half-elf Thief

Prime requisite is dexterity (minimum 9). If dexterity is 16 or higher, the thief receives a 10% bonus to experience point awards. Thieves can: pick pockets, open locks, find/remove traps, move silently, hide in shadows, detect noise, climb walls, and read languages. They can 'backstab' for additional damage.

Thieves roll 1d6 for hit points through level 10.

Half-elf thieves may not advance beyond level 12 unless the optional Exceeding Level Limits rule is utilized. In this case, half-elves with high dexterity may advance further as follows: dexterity of 14 or 15, level 13; dexterity of 16 or 17, level 14; dexterity of 18, level 15; and dexterity of 19, level 16.

Half-elf thieves receive a 10% bonus to the pick pockets skill and a 5% bonus to the hide in shadows skill.

Thieves may only wear padded, hide, leather, studded leather, or elven chain mail (while using thieving abilities excluding read languages). Thieves may only use club, dagger, dart, hand crossbow, knife, lasso, short bow, sling, broad sword, long sword, short sword, and staff as weapons. Reference [HALF-ELF](#) and [THIEF](#) Key Topics in Books on Line.

Half-elf Bard

Ability requirements are dexterity (minimum 12), intelligence (minimum 13), and charisma (minimum 15). If dexterity and charisma are both 16 or higher, the bard receives a 10% bonus to experience point awards. Bards can: climb walls, detect noise, pick pockets, and read languages. Bards are musicians, poets and story tellers and they can influence the reaction and morale of groups and individuals. They can counter the effects of songs and poetry used as magic attacks. Beginning at level 2, bards have limited spell casting abilities.

Bards roll 1d6 for hit points through level 10.

No limit to level advancement.

Half-elf bards receive a 10% bonus to the pick pockets skill.

Bards may wear any armor, but may not use thief abilities if wearing other than padded, hide, leather, studded leather, or chain. Bards may use any weapon. Reference [HALF-ELF](#) and [BARD](#) Key Topics in Books on Line.

Half-elf Mage

Prime requisite is intelligence (minimum 9). If intelligence is 16 or higher, mage receives a 10% bonus to experience points awards. Mages can cast wizard spells.

Mages roll 1d4 for hit points through level 10.

Casting spells above spell level 4 requires higher intelligence (Reference [INTELLIGENCE](#) Key Topic in Books on Line).

Half-elf mages may not advance beyond level 12 unless the optional Exceeding Level Limits rule is utilized. In this case, half-elves with a high intelligence may advance as follows: intelligence of 14 or 15, level 13; intelligence of 16 or 17, level 14; intelligence of 18, level 15; and intelligence of 19, level 16.

Mages may neither use shields nor wear any armor while casting spells. Mage weapon use is restricted to: dagger, staff, dart, knife, and sling. Mages have the most disadvantages in missile and melee combat. Reference [HALF-ELF](#) and [MAGE](#) Key Topics in Books on Line.

Half-elf Conjurer

Ability requirements are intelligence (minimum 9) and constitution (minimum 15). Conjurers with intelligence of 16 or above receive a 10% bonus to experience point awards. Conjurers specialize in the magic school of Conjuration/Summoning. They receive one 'free' spell from this school per level (does not count against maximum number of spells and does not require passing an intelligence chance to learn spell check). Conjurers get a +1 bonus to their saving throws vs. Conjuration/Summoning spells. Targets of a Conjurer casting a Conjuration/Summoning spell get a -1 penalty to their saving throws vs. the spell. Conjurers receive a 15% bonus to their chance to learn a new spell for Conjuration/Summoning spells.

Conjurers may not learn any spells from the Greater Divination or Invocation/Evocation schools of magic. They have a -15% penalty applied to their chance to learn any spell outside the Conjuration/Summoning school.

Casting spells above spell level 4 requires higher intelligence (Reference [INTELLIGENCE](#) Key Topic in Books on Line).

Conjurers roll 1d4 for hit points through level 10.

Half-elf conjurers may not advance beyond level 12 unless the optional Exceeding Level Limits rule is utilized. In this case, if intelligence is 14 or 15, the conjurer may advance to level 13. If both intelligence and constitution are 16 or 17, the conjurer may advance to level 14. If both intelligence and constitution are 18 or 19, the conjurer may advance to level 15 and if both intelligence and constitution are 19, the conjurer may advance to level 16.

Conjurers may neither use shields nor wear any armor while casting spells. Conjurer weapon use is restricted to: dagger, staff, dart, knife, and sling. Conjurers have the most disadvantages in missile and melee combat. Reference [HALF-ELF](#) and [SPECIALIST WIZARD](#) Key Topics in Books on Line.

Half-elf Diviner

Ability requirements are intelligence (minimum 9) and wisdom (minimum 16). Diviners with intelligence of 16 or above receive a 10% bonus to experience point awards. Diviners specialize in the magic school of Greater Divination. They receive one 'free' spell from this school per level (does not count against maximum number of spells and does not require passing an intelligence chance to learn spell check). Diviners get a +1 bonus to their saving throws vs. Greater Divination spells. Targets of a Diviner casting a Greater Divination spell get a -1 penalty to their saving throws vs. the spell. Diviners receive a 15% bonus to their chance to learn a new spell for Greater Divination spells.

Diviners may not learn any spells from the Conjuration/Summoning school of magic. They have a -15% penalty applied to their chance to learn any spell outside the Greater Divination school.

Casting spells above spell level 4 requires higher intelligence (Reference [INTELLIGENCE](#) Key Topic in Books on Line).

Diviners roll 1d4 for hit points through level 10.

Half-elf diviners may not advance beyond level 12 unless the optional Exceeding Level Limits rule is utilized. In this case, if intelligence is 14 or 15, the diviner may advance to level 13. If both intelligence and wisdom are 16 or 17, the diviner may advance to level 14. If both intelligence and wisdom are 18 or 19, the diviner may advance to level 15, and if both intelligence and wisdom are 19, the diviner may advance to level 16.

Diviners may neither use shields nor wear any armor while casting spells. Diviner weapon use is restricted to: dagger, staff, dart, knife, and sling. Diviners have the most disadvantages in missile and melee combat. Reference [HALF-ELF](#) and [SPECIALIST WIZARD](#) Key Topics in Books on Line.

Half-elf Enchanter

Ability requirements are intelligence (minimum 9) and charisma (minimum 16). Enchanters with intelligence of 16 or above receive a 10% bonus to experience point awards. Enchanters specialize in the magic school of Enchantment/Charm. They receive one 'free' spell from this school per level (does not count against maximum number of spells and does not require passing an intelligence chance to learn spell check). Enchanters get a +1 bonus to their saving throws vs. Enchantment/Charm spells. Targets of an Enchanter casting an Enchantment/Charm spell get a -1 penalty to their saving throws vs. the spell. Enchanters receive a 15% bonus to their chance to learn a new spell for Enchantment/Charm spells.

Enchanters may not learn any spells from the Invocation/Evocation or Necromancy schools of magic. They have a -15% penalty applied to their chance to learn any spell outside the Enchantment/Charm school.

Casting spells above spell level 4 requires higher intelligence (Reference [INTELLIGENCE](#) Key Topic in Books on Line).

Enchanters roll 1d4 for hit points through level 10.

Half-elf enchanters may not advance past level 12 unless the optional Exceeding Level Limits rule is utilized. In this case, if intelligence is 14 or 15, the enchanter may advance to level 13. If both intelligence and charisma are 16 or 17, the enchanter may advance to level 14. If both intelligence and charisma are 18 or 19, the enchanter may advance to level 15, and if both intelligence and charisma are 19, the enchanter may advance to level 16.

Enchanters may neither use shields nor wear any armor while casting spells. Enchanter weapon use is restricted to: dagger, staff, dart, knife, and sling. Enchanters have the most disadvantages in missile and melee combat. Reference [HALF-ELF](#) and [SPECIALIST WIZARD](#) Key Topics in Books on Line.

Half-elf Transmuter

Ability requirements are intelligence (minimum 9) and dexterity (minimum 15). Transmuters with intelligence of 16 or above receive a 10% bonus to experience point awards. Transmuters specialize in the magic school of Alteration. They receive one 'free' spell from this school per level (does not count against maximum number of spells and does not require passing an intelligence chance to learn spell check). Transmuters get a +1 bonus to their saving throws vs. Alteration spells. Targets of a Transmuter casting a Alteration spell get a -1 penalty to their saving throws vs. the spell. Transmuters receive a 15% bonus to their chance to learn a new spell for Alteration spells.

Transmuters may not learn any spells from the Abjuration or Necromancy schools of magic. They have a -15% penalty applied to their chance to learn any spell outside the Alteration school.

Casting spells above spell level 4 requires higher intelligence (Reference [INTELLIGENCE](#) Key Topic in Books on Line).

Transmuters roll 1d4 for hit points through level 10.

Half-elf Transmuters may not advance past level 12 unless the optional Exceeding Level Limits rule is utilized. In this case, if intelligence is 14 or 15, the transmuter may advance to level 13. If both intelligence and dexterity are 16 or 17, the transmuter may advance to level 14. If both intelligence and dexterity are 18 or 19, the transmuter may advance to level 15, and if both intelligence and dexterity are 19, the transmuter may advance to level 16.

Transmuters may neither use shields nor wear any armor while casting spells. Transmuter weapon use is restricted to: dagger, staff, dart, knife, and sling. Transmuters have the most disadvantages in missile and melee combat. Reference [HALF-ELF](#) and [SPECIALIST WIZARD](#) Key Topics in Books on Line.

Half-elf Fighter/Cleric

A fighter/cleric is a multi-class character. His experience is equally divided between each class (which means he will advance levels at different rates in each class). His hit points are the average of his different classes. With a few exceptions, the character gets the advantages of each class (warrior THACO, priest saving throw, wizard non-weapon proficiency slots, etc.). Reference [MULTI-CLASS CHARACTERS](#) Key Topic in Books on Line.

Prime requisite for fighter is strength and for cleric is wisdom (both minimum 9). Prime requisite of 16 or more provides a 10% bonus to experience point awards. Receives additional hit die bonus for Constitution of 17 (+3) or 18 (+4). May have exceptional strength (18/01 - 18/00). May turn or destroy undead. May cast priest spells.

Fighters roll 1d10 for hit points through level 9. Clerics roll 1d8 for hit points through level 9.

Half-elf fighters may not advance above level 14 unless the optional Exceeding Level Limits rule is utilized. In this case, half-elf fighters with high strength could reach higher levels as follows: strength 14 or 15, level 15; strength 16 or 17, level 16; strength 18, level 17; and strength 19, level 18.

Half-elf clerics may not advance above level 14 unless the optional Exceeding Level Limits rule is utilized. In this case, half-elf clerics with high wisdom could reach higher levels as follows: wisdom 14 or 15, level 15; wisdom 16 or 17, level 16; wisdom 18, level 17; and wisdom 19, level 18.

Fighter/Clerics may use only bludgeoning weapons (no piercing or slashing). They may use any armor. Reference [HALF-ELF](#), [CLERIC](#) and [FIGHTER](#) Key Topics in the Books on Line.

Half-elf Fighter/Druid

A fighter/druid is a multi-class character. His experience is equally divided between each class (which means he will advance levels at different rates in each class). His hit points are the average of his different classes. With a few exceptions, the character gets the advantages of each class (warrior THACO, priest saving throw, wizard non-weapon proficiency slots, etc.). Reference [MULTI-CLASS CHARACTERS](#) Key Topic in Books on Line.

Prime requirements for a druid are wisdom (minimum 12) and charisma (minimum 15). Prime requisite for fighter is strength (minimum 9). Prime requisites of 16 or more provide a 10% bonus to experience point awards. Receives additional hit die bonus for Constitution of 17 (+3) or 18 (+4). May have exceptional strength (18/01 - 18/00). Druids have major access to the following priest spell spheres: all, animal, elemental, healing, plant, and weather. They have minor (1st, 2nd, and 3rd level spells only) access to: divination. Druids get a +2 to saving throws vs. fire or electrical attacks. All druids know the secret druid language. At higher levels, druids can identify plants, animals, and pure water; pass through overgrown areas, learn the languages of woodland creatures, are immune to charm spells cast by woodland creatures, and may shape change.

Fighters roll 1d10 for hit points through level 9. Druids roll 1d8 for hit points through level 9.

Half-elf fighters may not advance above level 14 unless the optional Exceeding Level Limits rule is utilized. In this case, half-elf fighters with high strength could reach higher levels as follows: strength 14 or 15, level 15; strength 16 or 17, level 16; strength 18, level 17; and strength 19, level 18.

Half-elf druids may not advance past level 9 unless the optional Exceeding Level Limits rule is utilized. In this case, half-elf druids whose wisdom is 14 or 15 can advance to level 10. If both wisdom and charisma are 16 or 17, half-elf druids may advance to level 11. If both wisdom and charisma are 18 or 19, half-elf druids may advance to level 12. If wisdom and charisma are both 19, half-elf druids may advance to level 13.

Fighter/Druids may only use 'natural' armors -- padded, hide, or leather armor and wooden shields. Weapons are limited to club, sickle, dart, spear, scimitar, sling, and staff. Reference [HALF-ELF](#), [DRUID](#) and [FIGHTER](#) Key Topics in the Books on Line.

Half-elf Fighter/Thief

A fighter/thief is a multi-class character. His experience is equally divided between each class (which means he will advance levels at different rates in each class). His hit points are the average of his different classes. With a few exceptions, the character gets the advantages of each class (warrior THAC0, priest saving throw, wizard non-weapon proficiency slots, etc.). Reference [MULTI-CLASS CHARACTERS](#) Key Topic in Books on Line.

Prime requisite for fighter is strength and for thief is dexterity (both minimum 9). Prime requisites of 16 or more provide a 10% bonus to experience point awards. Receives additional hit die bonus for Constitution of 17 (+3) or 18 (+4). May have exceptional strength (18/01 - 18/00). Can: pick pockets, open locks, find/remove traps, move silently, hide in shadows, detect noise, climb walls, and read languages. Can 'backstab' for additional damage.

Fighters roll 1d10 for hit points through level 9. Thieves roll 1d6 for hit points through level 10.

Half-elf fighters may not advance above level 14 unless the optional Exceeding Level Limits rule is utilized. In this case, half-elf fighters with high strength could reach higher levels as follows: strength 14 or 15, level 15; strength 16 or 17, level 16; strength 18, level 17; and strength 19, level 18.

Half-elf thieves may not advance beyond level 12 unless the optional Exceeding Level Limits rule is utilized. In this case, half-elves with high dexterity may advance further as follows: dexterity of 14 or 15, level 13; dexterity of 16 or 17, level 14; dexterity of 18, level 15; and dexterity of 19, level 16.

Half-elf thieves receive a 10% bonus to the pick pockets skill and a 5% bonus to the hide in shadows skill.

Fighter/Thief characters may use all weapons and armor but may only wear padded, hide, leather, studded leather, or elven chain mail (while using thieving abilities excluding read languages). Reference [HALF-ELF](#), [FIGHTER](#) and [THIEF](#) Key Topics in Books on Line.

Half-elf Fighter/Mage

A fighter/mage is a multi-class character. His experience is equally divided between each class (which means he will advance levels at different rates in each class). His hit points are the average of his different classes. With a few exceptions, the character gets the advantages of each class (warrior THACO, priest saving throw, wizard non-weapon proficiency slots, etc.). Reference [MULTI-CLASS CHARACTERS](#) Key Topic in Books on Line.

Prime requisite for a mage is intelligence and for a fighter is strength (both minimum 9). If prime requisite is 16 or higher, character receives a 10% bonus to experience points awards. Can cast wizard spells. Receives additional hit die bonus for Constitution of 17 (+3) or 18 (+4). May have exceptional strength (18/01 - 18/00).

Fighters roll 1d10 for hit points through level 9. Mages roll 1d4 for hit points through level 10.

Half-elf fighters may not advance above level 14 unless the optional Exceeding Level Limits rule is utilized. In this case, half-elf fighters with high strength could reach higher levels as follows: strength 14 or 15, level 15; strength 16 or 17, level 16; strength 18, level 17; and strength 19, level 18.

Casting spells above spell level 4 requires higher intelligence (Reference [INTELLIGENCE](#) Key Topic in Books on Line).

Half-elf mages may not advance beyond level 12 unless the optional Exceeding Level Limits rule is utilized. In this case, half-elves with a high intelligence may advance as follows: intelligence of 14 or 15, level 13; intelligence of 16 or 17, level 14; intelligence of 18, level 15; and intelligence of 19, level 16.

Fighter/Mage may use any weapon, but may not wear any armor while casting spells. [HALF-ELF, FIGHTER](#) and [MAGE](#) Key Topics in Books on Line.

Half-elf Cleric/Ranger

A cleric/ranger is a multi-class character. His experience is equally divided between each class (which means he will advance levels at different rates in each class). His hit points are the average of his different classes. With a few exceptions, the character gets the advantages of each class (warrior THACO, priest saving throw, wizard non-weapon proficiency slots, etc.). Reference [MULTI-CLASS CHARACTERS](#) Key Topic in Books on Line.

Ability requirements are strength (minimum 13), dexterity (minimum 13), constitution (minimum 14), and wisdom (minimum 14). If strength, dexterity, and wisdom scores are all 16 or above, the cleric/ranger will receive a 10% bonus to experience point awards. Rangers must be of GOOD alignment. Receives additional hit die bonus for Constitution of 17 (+3) or 18 (+4). May have exceptional strength (18/01 - 18/100). May turn or destroy undead. May cast priest spells.

When wearing studded leather or lighter armor, can fight two handed with no penalty to attack rolls, move silently, and hide in shadows. Tracking proficiency. Beginning at level 2, Rangers are +4 to hit their declared enemy species.

Rangers roll 1d10 for hit points through level 9. Clerics roll 1d8 for hit points through level 9.

Half-elf rangers may not advance beyond level 16 unless the optional Exceeding Level Limits rule is utilized. In this case, half-elves whose strength, dexterity, and wisdom are all 14 or 15 may advance to level 17. Half-elves whose strength, dexterity, and wisdom are all 16 or 17 may advance to level 18. Half-elves whose strength, dexterity, and wisdom are all 18 or 19 may advance to level 19. Half-elves whose strength, dexterity, and wisdom are all 19 may advance to level 20.

Half-elf clerics may not advance above level 14 unless the optional Exceeding Level Limits rule is utilized. In this case, half-elf clerics with high wisdom could reach higher levels as follows: wisdom 14 or 15, level 15; wisdom 16 or 17, level 16; wisdom 18, level 17; and wisdom 19, level 18.

Cleric/Ranger may use only bludgeoning weapons (no piercing or slashing). May use any armor. Reference [HALF-ELF](#), [CLERIC](#) and [RANGER](#) Key Topics in Books on Line.

Half-elf Cleric/Mage

A cleric/mage is a multi-class character. His experience is equally divided between each class (which means he will advance levels at different rates in each class). His hit points are the average of his different classes. With a few exceptions, the character gets the advantages of each class (warrior THACO, priest saving throw, wizard non-weapon proficiency slots, etc.). Reference [MULTI-CLASS CHARACTERS](#) Key Topic in Books on Line.

Prime requisite for cleric is wisdom and for mage is intelligence (minimum 9). Prime requisites of 16 or more provide a 10% bonus to experience point awards). May turn or destroy undead. May cast priest and wizard spells.

Clerics roll 1d8 for hit points through level 9. Mages roll 1d4 for hit points through level 10.

Half-elf clerics may not advance above level 14 unless the optional Exceeding Level Limits rule is utilized. In this case, half-elf clerics with high wisdom could reach higher levels as follows: wisdom 14 or 15, level 15; wisdom 16 or 17, level 16; wisdom 18, level 17; and wisdom 19, level 18.

Casting wizard spells above spell level 4 requires higher intelligence (Reference [INTELLIGENCE](#) Key Topic in Books on Line).

Half-elf mages may not advance beyond level 12 unless the optional Exceeding Level Limits rule is utilized. In this case, half-elves with a high intelligence may advance as follows: intelligence of 14 or 15, level 13; intelligence of 16 or 17, level 14; intelligence of 18, level 15; and intelligence of 19, level 16.

May use only bludgeoning weapons (no piercing or slashing). May neither use shields nor wear any armor while casting wizard spells. Reference [HALF-ELF](#), [MAGE](#) and [CLERIC](#) Key Topics in Books on Line.

Half-elf Druid/Mage

A druid/mage is a multi-class character. His experience is equally divided between each class (which means he will advance levels at different rates in each class). His hit points are the average of his different classes. With a few exceptions, the character gets the advantages of each class (warrior THACO, priest saving throw, wizard non-weapon proficiency slots, etc.). Reference [MULTI-CLASS CHARACTERS](#) Key Topic in Books on Line.

Prime requisites are wisdom (minimum 12), charisma (minimum 15) and intelligence (minimum 9). If all prime requisites are 16 or higher, the druid/mage receives a 10% bonus to experience point awards. Druids/Mages have major access to the following priest spell spheres: all, animal, elemental, healing, plant, and weather. They have minor (1st, 2nd, and 3rd level spells only) access to divination, get a +2 to saving throws vs. fire or electrical attacks, know the secret druid language, and can cast wizard spells. At higher levels, druids can identify plants, animals, and pure water; pass through overgrown areas, learn the languages of woodland creatures, are immune to charm spells cast by woodland creatures, and may shapechange.

Druids roll 1d8 for hit points through level 9. Mages roll 1d4 for hit points through level 10.

Half-elf druids may not advance past level 9 unless the optional Exceeding Level Limits rule is utilized. In this case, half-elf druids whose wisdom is 14 or 15 can advance to level 10. If both wisdom and charisma are 16 or 17, half-elf druids may advance to level 11. If both wisdom and charisma are 18 or 19, half-elf druids may advance to level 12. If wisdom and charisma are both 19, half-elf druids may advance to level 13.

Prime requisite is intelligence (minimum 9). If intelligence is 16 or higher, mage receives a 10% bonus to experience points awards. Mages can cast magic spells.

Casting wizard spells above spell level 4 requires higher intelligence (Reference [INTELLIGENCE](#) Key Topic in Books on Line).

Half-elf mages may not advance beyond level 12 unless the optional Exceeding Level Limits rule is utilized. In this case, half-elves with a high intelligence may advance as follows: intelligence of 14 or 15, level 13; intelligence of 16 or 17, level 14; intelligence of 18, level 15; and intelligence of 19, level 16.

Druids/Mages may only use 'natural' armors -- padded, hide or leather armor and wooden shields, but may not be wearing any shield or armor when casting wizard spells. Weapons are limited to club, sickle, dart, spear, scimitar, sling, and staff. Reference [HALF-ELF](#), [DRUID](#) and [MAGE](#) Key Topics in Books on Line.

Half-elf Mage/Thief

A mage/thief is a multi-class character. His experience is equally divided between each class (which means he will advance levels at different rates in each class). His hit points are the average of his different classes. With a few exceptions, the character gets the advantages of each class (warrior THACO, priest saving throw, wizard non-weapon proficiency slots, etc.). Reference [MULTI-CLASS CHARACTERS](#) Key Topic in Books on Line.

Prime requisites are intelligence and dexterity (both minimum 9). If prime requisites are 16 or higher, mage/thief receives a 10% bonus to experience points awards. Can cast wizard spells. Can: pick pockets, open locks, find/remove traps, move silently, hide in shadows, detect noise, climb walls, and read languages. They can 'backstab' for additional damage.

Mages roll 1d4 for hit points through level 10. Thieves roll 1d6 for hit points through level 10.

Casting wizard spells above spell level 4 requires higher intelligence (Reference [INTELLIGENCE](#) Key Topic in Books on Line).

Half-elf mages may not advance beyond level 12 unless the optional Exceeding Level Limits rule is utilized. In this case, half-elves with a high intelligence may advance as follows: intelligence of 14 or 15, level 13; intelligence of 16 or 17, level 14; intelligence of 18, level 15; and intelligence of 19, level 16.

Half-elf thieves may not advance beyond level 12 unless the optional Exceeding Level Limits rule is utilized. In this case, half-elves with high dexterity may advance further as follows: dexterity of 14 or 15, level 13; dexterity of 16 or 17, level 14; dexterity of 18, level 15; and dexterity of 19, level 16.

Half-elf thieves receive a 10% bonus to the pick pockets skill and a 5% bonus to the hide in shadows skill.

Mage/Thief may wear only padded, hide, leather, studded leather, or elven chain mail (while using thieving abilities excluding read languages) and may not wear any armor while casting spells. Weapon use is restricted to: club, dagger, dart, hand crossbow, knife, lasso, short bow, sling, broad sword, long sword, short sword, and staff. [HALF-ELF](#), [MAGE](#) and [THIEF](#) Key Topics in Books on Line.

Half-elf Fighter/Mage/Cleric

A fighter/mage/cleric is a multi-class character. His experience is equally divided between each class (which means he will advance levels at different rates in each class). His hit points are the average of his different classes. With a few exceptions, the character gets the advantages of each class (warrior THAC0, priest saving throw, wizard non-weapon proficiency slots, etc.). Reference [MULTI-CLASS CHARACTERS](#) Key Topic in Books on Line.

Prime requisites are intelligence, strength and wisdom (all minimum 9). If prime requisites are all 16 or higher, fighter/mage/cleric receives a 10% bonus to experience points awards. Can cast wizard spells. Can turn or destroy undead and cast priest spells. Receives additional hit die bonus for Constitution of 17 (+3) or 18 (+4). May have exceptional strength (18/01 - 18/00).

Mages roll 1d4 for hit points through level 10. Clerics roll 1d8 for hit points through level 10. Fighters roll 1d10 for hit points through level 9.

Casting wizard spells above spell level 4 requires higher intelligence (Reference [INTELLIGENCE](#) Key Topic in Books on Line).

Half-elf fighters may not advance above level 14 unless the optional Exceeding Level Limits rule is utilized. In this case, half-elf fighters with high strength could reach higher levels as follows: strength 14 or 15, level 15; strength 16 or 17, level 16; strength 18, level 17; and strength 19, level 18.

Half-elf mages may not advance beyond level 12 unless the optional Exceeding Level Limits rule is utilized. In this case, half-elves with a high intelligence may advance as follows: intelligence of 14 or 15, level 13; intelligence of 16 or 17, level 14; intelligence of 18, level 15; and intelligence of 19, level 16.

Half-elf clerics may not advance above level 14 unless the optional Exceeding Level Limits rule is utilized. In this case, half-elf clerics with high wisdom could reach higher levels as follows: wisdom 14 or 15, level 15; wisdom 16 or 17, level 16; wisdom 18, level 17; and wisdom 19, level 18.

Fighter/Mage/Cleric may neither use shields nor wear any armor while casting wizard spells, otherwise there are no armor restrictions. Only bludgeoning (no piercing or slashing) weapons may be used. [HALF-ELF](#), [FIGHTER](#), [MAGE](#), and [CLERIC](#) Key Topics in Books on Line.

Half-elf Fighter/Mage/Druid

A fighter/mage/druid is a multi-class character. His experience is equally divided between each class (which means he will advance levels at different rates in each class). His hit points are the average of his different classes. With a few exceptions, the character gets the advantages of each class (warrior THAC0, priest saving throw, wizard non-weapon proficiency slots, etc.). Reference [MULTI-CLASS CHARACTERS](#) Key Topic in Books on Line.

Prime requisites are intelligence and strength (both minimum 9), wisdom (minimum 12), and charisma (minimum 15). If prime requisites are all 16 or higher, fighter/mage/druid receives a 10% bonus to experience points awards. Can cast wizard spells. Receives additional hit die bonus for Constitution of 17 (+3) or 18 (+4). May have exceptional strength (18/01 - 18/00). Have major access to the following priest spell spheres: all, animal, elemental, healing, plant, and weather. They have minor (1st, 2nd, and 3rd level spells only) access to divination, get a +2 to saving throws vs. fire or electrical attacks, know the secret druid language, and can cast wizard spells. At higher levels, druids can identify plants, animals, and pure water; pass through overgrown areas, learn the languages of woodland creatures, are immune to charm spells cast by woodland creatures, and may shapechange.

Mages roll 1d4 for hit points through level 10. Druids roll 1d8 for hit points through level 10. Fighters roll 1d10 for hit points through level 9.

Casting wizard spells above spell level 4 requires higher intelligence (Reference [INTELLIGENCE](#) Key Topic in Books on Line).

Half-elf fighters may not advance above level 14 unless the optional Exceeding Level Limits rule is utilized. In this case, half-elf fighters with high strength could reach higher levels as follows: strength 14 or 15, level 15; strength 16 or 17, level 16; strength 18, level 17; and strength 19, level 18.

Half-elf mages may not advance beyond level 12 unless the optional Exceeding Level Limits rule is utilized. In this case, half-elves with a high intelligence may advance as follows: intelligence of 14 or 15, level 13; intelligence of 16 or 17, level 14; intelligence of 18, level 15; and intelligence of 19, level 16.

Half-elf druids may not advance past level 9 unless the optional Exceeding Level Limits rule is utilized. In this case, half-elf druids whose wisdom is 14 or 15 can advance to level 10. If both wisdom and charisma are 16 or 17, half-elf druids may advance to level 11. If both wisdom and charisma are 18 or 19, half-elf druids may advance to level 12. If wisdom and charisma are both 19, half-elf druids may advance to level 13.

Fighter/Mage/Druid may only use 'natural' armors -- padded, hide or leather armor and wooden shields, but may not be wearing any shield or armor when casting wizard spells. Weapons are limited to club, sickle, dart, spear, scimitar, sling, and staff. Reference [HALF-ELF](#), [FIGHTER](#), [MAGE](#), and [DRUID](#) Key Topics in Books on Line.

Half-elf Fighter/Mage/Thief

A fighter/mage/thief is a multi-class character. His experience is equally divided between each class (which means he will advance levels at different rates in each class). His hit points are the average of his different classes. With a few exceptions, the character gets the advantages of each class (warrior THACO, priest saving throw, wizard non-weapon proficiency slots, etc.). Reference [MULTI-CLASS CHARACTERS](#) Key Topic in Books on Line.

Prime requisites are intelligence, dexterity and strength (all minimum 9). If prime requisites are all 16 or higher, character receives a 10% bonus to experience points awards. Can cast wizard spells. Receives additional hit die bonus for Constitution of 17 (+3) or 18 (+4). May have exceptional strength (18/01 - 18/00). Can: pick pockets, open locks, find/remove traps, move silently, hide in shadows, detect noise, climb walls, and read languages. They can 'backstab' for additional damage.

Fighters roll 1d10 for hit points through level 9. Mages roll 1d4 for hit points through level 10. Thieves roll 1d6 for hit points through level 10.

Half-elf fighters may not advance above level 14 unless the optional Exceeding Level Limits rule is utilized. In this case, half-elf fighters with high strength could reach higher levels as follows: strength 14 or 15, level 15; strength 16 or 17, level 16; strength 18, level 17; and strength 19, level 18.

Casting spells above spell level 4 requires higher intelligence (Reference [INTELLIGENCE](#) Key Topic in Books on Line).

Half-elf mages may not advance beyond level 12 unless the optional Exceeding Level Limits rule is utilized. In this case, half-elves with a high intelligence may advance as follows: intelligence of 14 or 15, level 13; intelligence of 16 or 17, level 14; intelligence of 18, level 15; and intelligence of 19, level 16.

Half-elf thieves may not advance beyond level 12 unless the optional Exceeding Level Limits rule is utilized. In this case, half-elves with high dexterity may advance further as follows: dexterity of 14 or 15, level 13; dexterity of 16 or 17, level 14; dexterity of 18, level 15; and dexterity of 19, level 16.

Half-elf thieves receive a 10% bonus to the pick pockets skill and a 5% bonus to the hide in shadows skill.

Fighter/Mage/Thief may use any weapon, but may only wear padded, hide, leather, studded leather, or elven chain mail (while using thieving abilities excluding read languages) and may not wear any armor while casting spells. [HALF-ELF](#), [FIGHTER](#), [MAGE](#) and [THIEF](#) Key Topics in Books on Line.

Gnome Fighter

Prime requisite is strength (minimum 9. Strength of 16 or more provides a 10% bonus to experience point awards). May use weapon specialization. Receives additional hit die bonus for Constitution of 17 (+3) or 18 (+4). May have exceptional strength (18/01 - 18/00).

Fighters roll 1d10 for hit points through level 9.

Gnome fighters may not advance above level 11 unless the optional Exceeding Level Limits rule is utilized. In this case, gnome fighters with high strength could reach higher levels as follows: strength 14 or 15, level 12; strength 16 or 17, level 13; strength 18, level 14; and strength 19, level 15.

Fighters may use all weapons and armor. They have the most advantages in melee and missile combat. Reference [GNOME](#) and [FIGHTER](#) Key Topics in the Books on Line.

Gnome Cleric

Prime requisite is wisdom (minimum 9. Wisdom of 16 or more provides a 10% bonus to experience point awards). May turn or destroy undead. May cast priest spells.

Clerics roll 1d8 for hit points through level 9.

Gnome clerics may not advance above level 9 unless the optional Exceeding Level Limits rule is utilized. In this case, gnome clerics with high wisdom could reach higher levels as follows: wisdom 14 or 15, level 10; wisdom 16 or 17, level 11; wisdom 18, level 12; and wisdom 19, level 13.

Clerics may use only bludgeoning weapons (no piercing or slashing). They may use any armor. Reference [GNOME](#) and [CLERIC](#) Key Topics in Books on Line.

Gnome Thief

Prime requisite is dexterity (minimum 9). If dexterity is 16 or higher, the thief receives a 10% bonus to experience point awards. Thieves can: pick pockets, open locks, find/remove traps, move silently, hide in shadows, detect noise, climb walls, and read languages. They can 'backstab' for additional damage.

Thieves roll 1d6 for hit points through level 10.

Gnome thieves may not advance beyond level 13 unless the optional Exceeding Level Limits rule is utilized. In this case, gnomes with high dexterity may advance further as follows: dexterity of 14 or 15, level 14; dexterity of 16 or 17, level 15; dexterity of 18, level 16; and dexterity of 19, level 17.

Gnome thieves receive a 10% bonus to the Find/Remove Traps and Detect Noise skills and a 5% bonus to the open locks, move silently, and hide in shadows skills. Gnome thieves receive a 15% penalty (-15%) to the climb walls skill.

Thieves may only wear padded, hide, leather, studded leather, or elven chain mail (while using thieving abilities excluding read languages). Thieves may only use club, dagger, dart, hand crossbow, knife, lasso, short bow, sling, broad sword, long sword, short sword, and staff as weapons. Reference [GNOME](#) and [THIEF](#) Key Topics in Books on Line.

Gnome Illusionist

Ability requirements are intelligence (minimum 9) and dexterity (minimum 16). Illusionists with intelligence of 16 or above receive a 10% bonus to experience point awards. Illusionists specialize in the magic school of Illusion. They receive one 'free' spell from this school per level (does not count against maximum number of spells and does not require passing an intelligence chance to learn spell check). Illusionists get a +1 bonus to their saving throws vs. Illusion spells. Targets of an Illusionist casting an Illusion spell get a -1 penalty to their saving throws vs. the spell. Illusionists receive a 15% bonus to their chance to learn a new spell for Illusion spells.

Illusionists may not learn any spells from the Necromancy, Invocation/Evocation, or Abjuration schools of magic. They have a -15% penalty applied to their chance to learn any spell outside the Illusion school.

Illusionists roll 1d4 for hit points through level 10.

Casting spells above spell level 4 requires higher intelligence (Reference [INTELLIGENCE](#) Key Topic in Books on Line).

Gnome illusionists may not advance beyond level 15 unless the optional Exceeding Level Limits rule is utilized. In this case, gnomes with high intelligence and dexterity may advance further as follows: intelligence of 14 or 15, level 16; intelligence and dexterity of 16 or 17, level 17; intelligence and dexterity of 18, level 18; and intelligence and dexterity of 19, level 18.

Illusionists may neither use shields nor wear any armor while casting spells. Illusionist weapon use is restricted to: dagger, staff, dart, knife, and sling. Illusionists have the most disadvantages in missile and melee combat. Reference [GNOME](#) and [ILLUSIONIST](#) Key Topics in Books on Line.

Gnome Fighter/Cleric

A fighter/cleric is a multi-class character. His experience is equally divided between each class (which means he will advance levels at different rates in each class). His hit points are the average of his different classes. With a few exceptions, the character gets the advantages of each class (warrior THACO, priest saving throw, wizard non-weapon proficiency slots, etc.). Reference [MULTI-CLASS CHARACTERS](#) Key Topic in Books on Line.

Prime requisite for fighter is strength and for cleric is wisdom (both minimum 9). Prime requisite of 16 or more provides a 10% bonus to experience point awards. Receives additional hit die bonus for Constitution of 17 (+3) or 18 (+4). May have exceptional strength (18/01 - 18/00). May turn or destroy undead. May cast priest spells.

Fighters roll 1d10 for hit points through level 9. Clerics roll 1d8 for hit points through level 9.

Gnome fighters may not advance above level 11 unless the optional Exceeding Level Limits rule is utilized. In this case, gnome fighters with high strength could reach higher levels as follows: strength 14 or 15, level 12; strength 16 or 17, level 13; strength 18, level 14; and strength 19, level 15.

Gnome clerics may not advance above level 9 unless the optional Exceeding Level Limits rule is utilized. In this case, gnome clerics with high wisdom could reach higher levels as follows: wisdom 14 or 15, level 10; wisdom 16 or 17, level 11; wisdom 18, level 12; and wisdom 19, level 13.

Fighter/Clerics may use only bludgeoning weapons (no piercing or slashing). They may use any armor. Reference [GNOME](#), [CLERIC](#) and [FIGHTER](#) Key Topics in the Books on Line.

Gnome Fighter/Thief

A fighter/thief is a multi-class character. His experience is equally divided between each class (which means he will advance levels at different rates in each class). His hit points are the average of his different classes. With a few exceptions, the character gets the advantages of each class (warrior THACO, priest saving throw, wizard non-weapon proficiency slots, etc.). Reference [MULTI-CLASS CHARACTERS](#) Key Topic in Books on Line.

Prime requisite for fighter is strength and for thief is dexterity (both minimum 9). Prime requisites of 16 or more provide a 10% bonus to experience point awards. Receives additional hit die bonus for Constitution of 17 (+3) or 18 (+4). May have exceptional strength (18/01 - 18/00). Can: pick pockets, open locks, find/remove traps, move silently, hide in shadows, detect noise, climb walls, and read languages. Can 'backstab' for additional damage.

Fighters roll 1d10 for hit points through level 9. Thieves roll 1d6 for hit points through level 10.

Gnome fighters may not advance above level 11 unless the optional Exceeding Level Limits rule is utilized. In this case, gnome fighters with high strength could reach higher levels as follows: strength 14 or 15, level 12; strength 16 or 17, level 13; strength 18, level 14; and strength 19, level 15.

Gnome thieves may not advance beyond level 13 unless the optional Exceeding Level Limits rule is utilized. In this case, gnomes with high dexterity may advance further as follows: dexterity of 14 or 15, level 14; dexterity of 16 or 17, level 15; dexterity of 18, level 16; and dexterity of 19, level 17.

Gnome thieves receive a 10% bonus to the Find/Remove Traps and Detect Noise skills and a 5% bonus to the open locks, move silently, and hide in shadows skills. Gnome thieves receive a 15% penalty (-15%) to the climb walls skill.

Fighter/Thief characters may use all weapons and armor but may only wear padded, hide, leather, studded leather, or elven chain mail (while using thieving abilities excluding read languages). Reference [GNOME](#), [FIGHTER](#) and [THIEF](#) Key Topics in Books on Line.

Gnome Fighter/Illusionist

A fighter/illusionist is a multi-class character. His experience is equally divided between each class (which means he will advance levels at different rates in each class). His hit points are the average of his different classes. With a few exceptions, the character gets the advantages of each class (warrior THAC0, priest saving throw, wizard non-weapon proficiency slots, etc.). Reference [MULTI-CLASS CHARACTERS](#) Key Topic in Books on Line.

Prime requisites for an illusionist are intelligence (minimum 9) and dexterity (minimum 16) and for a fighter is strength (minimum 9). If prime requisite is 16 or higher, character receives a 10% bonus to experience points awards. Can cast magic spells. Receives additional hit die bonus for Constitution of 17 (+3) or 18 (+4). May have exceptional strength (18/01 - 18/00).

Fighters roll 1d10 for hit points through level 9. Illusionists roll 1d4 for hit points through level 10.

Gnome fighters may not advance above level 11 unless the optional Exceeding Level Limits rule is utilized. In this case, gnome fighters with high strength could reach higher levels as follows: strength 14 or 15, level 12; strength 16 or 17, level 13; strength 18, level 14; and strength 19, level 15.

Illusionists specialize in the magic school of Illusion. They receive one 'free' spell from this school per level (does not count against maximum number of spells and does not require passing an intelligence chance to learn spell check). Illusionists get a +1 bonus to their saving throws vs. Illusion spells. Targets of an Illusionist casting an Illusion spell get a -1 penalty to their saving throws vs. the spell. Illusionists receive a 15% bonus to their chance to learn a new spell for Illusion spells.

Illusionists may not learn any spells from the Necromancy, Invocation/Evocation, or Abjuration schools of magic. They have a -15% penalty applied to their chance to learn any spell outside the Illusion school.

Casting spells above spell level 4 requires higher intelligence (Reference [INTELLIGENCE](#) Key Topic in Books on Line).

Gnome illusionists may not advance beyond level 15 unless the optional Exceeding Level Limits rule is utilized. In this case, gnomes with high intelligence and dexterity may advance further as follows: intelligence of 14 or 15, level 16; intelligence and dexterity of 16 or 17, level 17; intelligence and dexterity of 18, level 18; and intelligence and dexterity of 19, level 18.

Fighter/Illusionist may use any weapon, but may not wear any armor while casting spells. Reference [GNOME](#), [FIGHTER](#) and [ILLUSIONIST](#) Key Topics in Books on Line.

Gnome Cleric/Thief

A cleric/thief is a multi-class character. His experience is equally divided between each class (which means he will advance levels at different rates in each class). His hit points are the average of his different classes. With a few exceptions, the character gets the advantages of each class (warrior THACO, priest saving throw, wizard non-weapon proficiency slots, etc.). Reference [MULTI-CLASS CHARACTERS](#) Key Topic in Books on Line.

Prime requisites are wisdom for cleric and dexterity for thief (both minimum 9). Prime Requisite of 16 or more provides a 10% bonus to experience point awards. May turn or destroy undead. May cast priest spells, pick pockets, open locks, find/remove traps, move silently, hide in shadows, detect noise, climb walls, and read languages. Can 'backstab' for additional damage.

Clerics roll 1d8 for hit points through level 9. Thieves roll 1d6 for hit points through level 10.

Gnome clerics may not advance above level 9 unless the optional Exceeding Level Limits rule is utilized. In this case, gnome clerics with high wisdom could reach higher levels as follows: wisdom 14 or 15, level 10; wisdom 16 or 17, level 11; wisdom 18, level 12; and wisdom 19, level 13.

Gnome thieves may not advance beyond level 13 unless the optional Exceeding Level Limits rule is utilized. In this case, gnomes with high dexterity may advance further as follows: dexterity of 14 or 15, level 14; dexterity of 16 or 17, level 15; dexterity of 18, level 16; and dexterity of 19, level 17.

Gnome thieves receive a 10% bonus to the Find/Remove Traps and Detect Noise skills and a 5% bonus to the open locks, move silently, and hide in shadows skills. Gnome thieves receive a 15% penalty (-15%) to the climb walls skill.

Cleric/thief may use only bludgeoning weapons (no piercing or slashing). They may only wear padded, hide, leather, studded leather, or elven chain mail (while using thieving abilities excluding read languages). Reference [GNOME](#), [CLERIC](#) and [THIEF](#) Key Topics in Books on Line.

Gnome Cleric/Illusionist

A cleric/illusionist is a multi-class character. His experience is equally divided between each class (which means he will advance levels at different rates in each class). His hit points are the average of his different classes. With a few exceptions, the character gets the advantages of each class (warrior THACO, priest saving throw, wizard non-weapon proficiency slots, etc.). Reference [MULTI-CLASS CHARACTERS](#) Key Topic in Books on Line.

Prime requisites are wisdom (minimum 9) for cleric and intelligence (minimum 9) and dexterity (minimum 16) for illusionist. Prime requisites of 16 or more provide a 10% bonus to experience point awards. May turn or destroy undead. May cast wizard spells.

Clerics roll 1d8 for hit points through level 9. Illusionists roll 1d4 for hit points through level 10.

Gnome clerics may not advance above level 9 unless the optional Exceeding Level Limits rule is utilized. In this case, gnome clerics with high wisdom could reach higher levels as follows: wisdom 14 or 15, level 10; wisdom 16 or 17, level 11; wisdom 18, level 12; and wisdom 19, level 13.

Illusionists specialize in the magic school of Illusion. They receive one 'free' spell from this school per level (does not count against maximum number of spells and does not require passing an intelligence chance to learn spell check). Illusionists get a +1 bonus to their saving throws vs. Illusion spells. Targets of an Illusionist casting an Illusion spell get a -1 penalty to their saving throws vs. the spell. Illusionists receive a 15% bonus to their chance to learn a new spell for Illusion spells.

Illusionists may not learn any spells from the Necromancy, Invocation/Evocation, or Abjuration schools of magic. They have a -15% penalty applied to their chance to learn any spell outside the Illusion school.

Casting spells above spell level 4 requires higher intelligence (Reference [INTELLIGENCE](#) Key Topic in Books on Line).

Gnome illusionists may not advance beyond level 15 unless the optional Exceeding Level Limits rule is utilized. In this case, gnomes with high intelligence and dexterity may advance further as follows: intelligence of 14 or 15, level 16; intelligence and dexterity of 16 or 17, level 17; intelligence and dexterity of 18, level 18; and intelligence and dexterity of 19, level 18.

Cleric/illusionist may use only bludgeoning weapons (no piercing or slashing). May wear any armor except: may use neither shields nor wear any armor while casting wizard spells. Reference [GNOME, CLERIC](#) and [ILLUSIONIST](#) Key Topics in Books on Line.

Gnome Illusionist/Thief

A illusionist/thief is a multi-class character. His experience is equally divided between each class (which means he will advance levels at different rates in each class). His hit points are the average of his different classes. With a few exceptions, the character gets the advantages of each class (warrior THACO, priest saving throw, wizard non-weapon proficiency slots, etc.). Reference [MULTI-CLASS CHARACTERS](#) Key Topic in Books on Line.

Prime requisites are dexterity (minimum 9) for thief and intelligence (minimum 9) and dexterity (minimum 16) for illusionist. Prime Requisites of 16 or more provide a 10% bonus to experience point awards. May cast wizard spells, pick pockets, open locks, find/remove traps, move silently, hide in shadows, detect noise, climb walls, and read languages. Can 'backstab' for additional damage.

Thieves roll 1d6 for hit points through level 10. Illusionists roll 1d4 for hit points through level 10.

Illusionists specialize in the magic school of Illusion. They receive one 'free' spell from this school per level (does not count against maximum number of spells and does not require passing an intelligence chance to learn spell check). Illusionists get a +1 bonus to their saving throws vs. Illusion spells. Targets of an Illusionist casting an Illusion spell get a -1 penalty to their saving throws vs. the spell. Illusionists receive a 15% bonus to their chance to learn a new spell for Illusion spells.

Illusionists may not learn any spells from the Necromancy, Invocation/Evocation, or Abjuration schools of magic. They have a -15% penalty applied to their chance to learn any spell outside the Illusion school.

Casting spells above spell level 4 requires higher intelligence (Reference [INTELLIGENCE](#) Key Topic in Books on Line).

Gnome illusionists may not advance beyond level 15 unless the optional Exceeding Level Limits rule is utilized. In this case, gnomes with high intelligence and dexterity may advance further as follows: intelligence of 14 or 15, level 16; intelligence and dexterity of 16 or 17, level 17; intelligence and dexterity of 18, level 18; and intelligence and dexterity of 19, level 18.

Gnome thieves may not advance beyond level 13 unless the optional Exceeding Level Limits rule is utilized. In this case, gnomes with high dexterity may advance further as follows: dexterity of 14 or 15, level 14; dexterity of 16 or 17, level 15; dexterity of 18, level 16; and dexterity of 19, level 17.

Gnome thieves receive a 10% bonus to the Find/Remove Traps and Detect Noise skills and a 5% bonus to the open locks, move silently, and hide in shadows skills. Gnome thieves receive a 15% penalty (-15%) to the climb walls skill.

Illusionist/thief may only wear padded, hide, leather, studded leather, or elven chain mail (while using thieving abilities excluding read languages) except: may not wear armor or shield while casting a spell. May only use club, dagger, dart, hand crossbow, knife, lasso, short bow, sling, broad sword, long sword, short sword, and staff as weapons. Reference [GNOME](#), [ILLUSIONIST](#), and [THIEF](#) Key Topics in Books on Line.

Halfling Fighter

Prime requisite is strength (minimum 9. Strength of 16 or more provides a 10% bonus to experience point awards). May use weapon specialization. Receives additional hit die bonus for Constitution of 17 (+3) or 18 (+4).

Fighters roll 1d10 for hit points through level 9.

Halfling fighters may not advance above level 9 unless the optional Exceeding Level Limits rule is utilized. In this case, halfling fighters with high strength could reach higher levels as follows: strength 14 or 15, level 10; strength 16 or 17, level 11; strength 18, level 12; and strength 19, level 13.

Fighters may use all weapons and armor. They have the most advantages in melee and missile combat. Reference [HALFLING](#) and [FIGHTER](#) Key Topics in the Books on Line.

Halfling Thief

Prime requisite is dexterity (minimum 9). If dexterity is 16 or higher, the thief receives a 10% bonus to experience point awards. Thieves can: pick pockets, open locks, find/remove traps, move silently, hide in shadows, detect noise, climb walls, and read languages. They can 'backstab' for additional damage.

Thieves roll 1d6 for hit points through level 10.

Halfling thieves may not advance beyond level 15 unless the optional Exceeding Level Limits rule is utilized. In this case, gnomes with high dexterity may advance further as follows: dexterity of 14 or 15, level 16; dexterity of 16 or 17, level 17; dexterity of 18, level 18; and dexterity of 19, level 19.

Halfling thieves receive a 10% bonus to the move silently and hide in shadows skills and a 5% bonus to the pick pockets, open locks, find/remove traps, and hide in shadows skills. Halfling thieves receive a 15% penalty (-15%) to the climb walls skill. They receive a 5% penalty (-5%) to the read languages skill.

Thieves may only wear padded, hide, leather, studded leather, or elven chain mail (while using thieving abilities excluding read languages). Thieves may only use club, dagger, dart, hand crossbow, knife, lasso, short bow, sling, broad sword, long sword, short sword, and staff as weapons. Reference [HALFLING](#) and [THIEF](#) Key Topics in Books on Line.

Halfling Fighter/Thief

A Fighter/thief is a multi-class character. His experience is equally divided between each class (which means he will advance levels at different rates in each class). His hit points are the average of his different classes. With a few exceptions, the character gets the advantages of each class (warrior THACO, priest saving throw, wizard non-weapon proficiency slots, etc.). Reference [MULTI-CLASS CHARACTERS](#) Key Topic in Books on Line.

Prime requisite for fighter is strength and for thief is dexterity (both minimum 9). Prime requisites of 16 or more provide a 10% bonus to experience point awards. Receives additional hit die bonus for Constitution of 17 (+3) or 18 (+4). Can: pick pockets, open locks, find/remove traps, move silently, hide in shadows, detect noise, climb walls, and read languages. Can 'backstab' for additional damage.

Fighters roll 1d10 for hit points through level 9. Thieves roll 1d6 for hit points through level 10.

Halfling fighters may not advance above level 9 unless the optional Exceeding Level Limits rule is utilized. In this case, halfling fighters with high strength could reach higher levels as follows: strength 14 or 15, level 10; strength 16 or 17, level 11; strength 18, level 12; and strength 19, level 13.

Halfling thieves may not advance beyond level 15 unless the optional Exceeding Level Limits rule is utilized. In this case, gnomes with high dexterity may advance further as follows: dexterity of 14 or 15, level 16; dexterity of 16 or 17, level 17; dexterity of 18, level 18; and dexterity of 19, level 19.

Halfling thieves receive a 10% bonus to the move silently and hide in shadows skills and a 5% bonus to the pick pockets, open locks, find/remove traps, and hide in shadows skills. Halfling thieves receive a 15% penalty (-15%) to the climb walls skill. They receive a 5% penalty (-5%) to the read languages skill.

Fighter/thief may use all weapons and armor but may only wear padded, hide, leather, studded leather, or elven chain mail while using thieving abilities (excluding read languages). Reference [HALFLING FIGHTER](#) and [THIEF](#) Key Topics in Books on Line.

Elf Fighter

Prime requisite is strength (minimum 9. Strength of 16 or more provides a 10% bonus to experience point awards). May use weapon specialization. Receives additional hit die bonus for Constitution of 17 (+3) or 18 (+4). May have exceptional strength (18/01 - 18/00).

Fighters roll 1d10 for hit points through level 9.

Elf fighters may not advance above level 12 unless the optional Exceeding Level Limits rule is utilized. In this case, elf fighters with high strength could reach higher levels as follows: strength 14 or 15, level 13; strength 16 or 17, level 14; strength 18, level 15; and strength 19, level 16.

Fighters may use all weapons and armor. They have the most advantages in melee and missile combat. Reference [ELF](#) and [FIGHTER](#) Key Topics in the Books on Line.

Elf Ranger

Ability requirements are strength (minimum 13), dexterity (minimum 13), constitution (minimum 14), and wisdom (minimum 14). If strength, dexterity, and wisdom scores are all 16 or above, the ranger will receive a 10% bonus to experience point awards. Rangers must be of GOOD alignment. Receives additional hit die bonus for Constitution of 17 (+3) or 18 (+4). May have exceptional strength (18/01 - 18/100).

When wearing studded leather or lighter armor, the ranger can fight two handed with no penalty to attack rolls, move silently, and hide in shadows. All rangers have tracking proficiency. Beginning with the 8th level, rangers can learn some priest spells. Beginning at level 2, Rangers are +4 to hit their declared enemy species.

Rangers roll 1d10 for hit points through level 9.

Elf rangers may not advance beyond level 15 unless the optional Exceeding Level Limits rule is utilized. In this case, elves whose strength, dexterity, and wisdom are all 14 or 15 may advance to level 16. Half-elves whose strength, dexterity, and wisdom are all 16 or 17 may advance to level 17. Elves whose strength, dexterity, and wisdom are all 18 or 19 may advance to level 18. Elves whose strength, dexterity, and wisdom are all 19 may advance to level 19.

There are no weapon or armor restrictions. Reference [ELF](#) and [RANGER](#) Key Topics in Books on Line.

Elf Cleric

Prime requisite is wisdom (minimum 9. Wisdom of 16 or more provides a 10% bonus to experience point awards). May turn or destroy undead. May cast priest spells.

Clerics roll 1d8 for hit points through level 9.

Elf clerics may not advance above level 12 unless the optional Exceeding Level Limits rule is utilized. In this case, elf clerics with high wisdom could reach higher levels as follows: wisdom 14 or 15, level 13; wisdom 16 or 17, level 14; wisdom 18, level 15; and wisdom 19, level 16.

Clerics may use only bludgeoning weapons (no piercing or slashing). They may use any armor. Reference [ELF](#) and [CLERIC](#) Key Topics in Books on Line.

Elf thief

Prime requisite is dexterity (minimum 9). If dexterity is 16 or higher, the thief receives a 10% bonus to experience point awards. Thieves can: pick pockets, open locks, find/remove traps, move silently, hide in shadows, detect noise, climb walls, and read languages. They can 'backstab' for additional damage.

Thieves roll 1d6 for hit points through level 10.

Elf thieves may not advance beyond level 12 unless the optional Exceeding Level Limits rule is utilized. In this case, elves with high dexterity may advance further as follows: dexterity of 14 or 15, level 13; dexterity of 16 or 17, level 14; dexterity of 18, level 15; and dexterity of 19, level 16.

Elf thieves receive a 10% bonus to the hide in shadows skill and a 5% bonus to the pick pockets, move silently, and detect noise skills. Elves suffer a 5% penalty (-5%) to the open locks skill.

Thieves may only wear padded, hide, leather, studded leather, or elven chain mail (while using thieving abilities excluding read languages). Thieves may only use club, dagger, dart, hand crossbow, knife, lasso, short bow, sling, broad sword, long sword, short sword, and staff as weapons. Reference [ELF](#) and [THIEF](#) Key Topics in Books on Line.

Elf Mage

Prime requisite is intelligence (minimum 9). If intelligence is 16 or higher, mage receives a 10% bonus to experience points awards. Mages can cast wizard spells.

Mages roll 1d4 for hit points through level 10.

Casting spells above spell level 4 requires higher intelligence (Reference [INTELLIGENCE](#) Key Topic in Books on Line).

Elf mages may not advance beyond level 15 unless the optional Exceeding Level Limits rule is utilized. In this case, elves with a high intelligence may advance as follows: intelligence of 14 or 15, level 16; intelligence of 16 or 17, level 17; intelligence of 18, level 18; and intelligence of 19, level 19.

Mages may neither use shields nor wear any armor while casting spells. Mage weapon use is restricted to: dagger, staff, dart, knife, and sling. Mages have the most disadvantages in missile and melee combat. Reference [ELF](#) and [MAGE](#) Key Topics in Books on Line.

Elf Diviner

Ability requirements are intelligence (minimum 9) and wisdom (minimum 16). Diviners with intelligence of 16 or above receive a 10% bonus to experience point awards. Diviners specialize in the magic school of Greater Divination. They receive one 'free' spell from this school per level (does not count against maximum number of spells and does not require passing an intelligence chance to learn spell check). Diviners get a +1 bonus to their saving throws vs. Greater Divination spells. Targets of a Diviner casting a Greater Divination spell get a -1 penalty to their saving throws vs. the spell. Diviners receive a 15% bonus to their chance to learn a new spell for Greater Divination spells.

Diviners may not learn any spells from the Conjunction/Summoning school of magic. They have a -15% penalty applied to their chance to learn any spell outside the Greater Divination school.

Casting spells above spell level 4 requires higher intelligence (Reference [INTELLIGENCE](#) Key Topic in Books on Line).

Diviners roll 1d4 for hit points through level 10.

Elf diviners may not advance beyond level 15 unless the optional Exceeding Level Limits rule is utilized. In this case, if intelligence is 14 or 15, the diviner may advance to level 16. If both intelligence and wisdom are 16 or 17, the diviner may advance to level 17. If both intelligence and wisdom are 18 or 19, the diviner may advance to level 18, and if both intelligence and wisdom are 19, the diviner may advance to level 19.

Diviners may neither use shields nor wear any armor while casting spells. Diviner weapon use is restricted to: dagger, staff, dart, knife, and sling. Diviners have the most disadvantages in missile and melee combat. Reference [ELF](#) and [SPECIALIST WIZARD](#) Key Topics in Books on Line.

Elf Enchanter

Ability requirements are intelligence (minimum 9) and charisma (minimum 16). Enchanters with intelligence of 16 or above receive a 10% bonus to experience point awards. Enchanters specialize in the magic school of Enchantment/Charm. They receive one 'free' spell from this school per level (does not count against maximum number of spells and does not require passing an intelligence chance to learn spell check). Enchanters get a +1 bonus to their saving throws vs. Enchantment/Charm spells. Targets of an Enchanter casting an Enchantment/Charm spell get a -1 penalty to their saving throws vs. the spell. Enchanters receive a 15% bonus to their chance to learn a new spell for Enchantment/Charm spells.

Enchanters may not learn any spells from the Invocation/Evocation or Necromancy schools of magic. They have a -15% penalty applied to their chance to learn any spell outside the Enchantment/Charm school.

Casting spells above spell level 4 requires higher intelligence (Reference [INTELLIGENCE](#) Key Topic in Books on Line).

Enchanters roll 1d4 for hit points through level 10.

Elf enchanters may not advance past level 15 unless the optional Exceeding Level Limits rule is utilized. In this case, if intelligence is 14 or 15, the enchanter may advance to level 16. If both intelligence and charisma are 16 or 17, the enchanter may advance to level 17. If both intelligence and charisma are 18 or 19, the enchanter may advance to level 18, and if both intelligence and charisma are 19, the enchanter may advance to level 19.

Enchanters may neither use shields nor wear any armor while casting spells. Enchanter weapon use is restricted to: dagger, staff, dart, knife, and sling. Enchanters have the most disadvantages in missile and melee combat. Reference [ELF](#) and [SPECIALIST WIZARD](#) Key Topics in Books on Line.

Elf Fighter/Mage

A fighter/mage is a multi-class character. His experience is equally divided between each class (which means he will advance levels at different rates in each class). His hit points are the average of his different classes. With a few exceptions, the character gets the advantages of each class (warrior THACO, priest saving throw, wizard non-weapon proficiency slots, etc.). Reference [MULTI-CLASS CHARACTERS](#) Key Topic in Books on Line.

Prime requisite for a mage is intelligence and for a fighter is strength (both minimum 9). If prime requisite is 16 or higher, character receives a 10% bonus to experience points awards. Can cast wizard spells. Receives additional hit die bonus for Constitution of 17 (+3) or 18 (+4). May have exceptional strength (18/01 - 18/00).

Fighters roll 1d10 for hit points through level 9. Mages roll 1d4 for hit points through level 10.

Elf fighters may not advance above level 12 unless the optional Exceeding Level Limits rule is utilized. In this case, elf fighters with high strength could reach higher levels as follows: strength 14 or 15, level 13; strength 16 or 17, level 14; strength 18, level 15; and strength 19, level 16.

Casting spells above spell level 4 requires higher intelligence (Reference [INTELLIGENCE](#) Key Topic in Books on Line).

Elf mages may not advance beyond level 15 unless the optional Exceeding Level Limits rule is utilized. In this case, elves with a high intelligence may advance as follows: intelligence of 14 or 15, level 16; intelligence of 16 or 17, level 17; intelligence of 18, level 18; and intelligence of 19, level 19.

Fighter/Mage may use any weapon, but may not wear any armor while casting spells. Reference [ELF](#), [FIGHTER](#) and [MAGE](#) Key Topics in Books on Line.

Elf Fighter/Thief

A fighter/thief is a multi-class character. His experience is equally divided between each class (which means he will advance levels at different rates in each class). His hit points are the average of his different classes. With a few exceptions, the character gets the advantages of each class (warrior THACO, priest saving throw, wizard non-weapon proficiency slots, etc.). Reference [MULTI-CLASS CHARACTERS](#) Key Topic in Books on Line.

Prime requisite for fighter is strength and for thief is dexterity (both minimum 9). Prime requisites of 16 or more provide a 10% bonus to experience point awards. Receives additional hit die bonus for Constitution of 17 (+3) or 18 (+4). May have exceptional strength (18/01 - 18/00). Can: pick pockets, open locks, find/remove traps, move silently, hide in shadows, detect noise, climb walls, and read languages. Can 'backstab' for additional damage.

Fighters roll 1d10 for hit points through level 9. Thieves roll 1d6 for hit points through level 10.

Elf fighters may not advance above level 12 unless the optional Exceeding Level Limits rule is utilized. In this case, gnome fighters with high strength could reach higher levels as follows: strength 14 or 15, level 13; strength 16 or 17, level 14; strength 18, level 15; and strength 19, level 16.

Elf thieves may not advance beyond level 12 unless the optional Exceeding Level Limits rule is utilized. In this case, elves with high dexterity may advance further as follows: dexterity of 14 or 15, level 13; dexterity of 16 or 17, level 14; dexterity of 18, level 15; and dexterity of 19, level 16.

Elf thieves receive a 10% bonus to the hide in shadows skill and a 5% bonus to the pick pockets, move silently, and detect noise skills. Elves suffer a 5% penalty (-5%) to the open locks skill.

Fighter/thief characters may use all weapons and armor but may only wear padded, hide, leather, studded leather, or elven chain mail (while using thieving abilities excluding read languages). Reference [ELF](#), [FIGHTER](#) and [THIEF](#) Key Topics in Books on Line.

Elf Mage/Thief

A mage/thief is a multi-class character. His experience is equally divided between each class (which means he will advance levels at different rates in each class). His hit points are the average of his different classes. With a few exceptions, the character gets the advantages of each class (warrior THACO, priest saving throw, wizard non-weapon proficiency slots, etc.). Reference [MULTI-CLASS CHARACTERS](#) Key Topic in Books on Line.

Prime requisites are intelligence and dexterity (both minimum 9). If prime requisites are 16 or higher, mage/thief receives a 10% bonus to experience points awards. Can cast wizard spells. Can: pick pockets, open locks, find/remove traps, move silently, hide in shadows, detect noise, climb walls, and read languages. They can 'backstab' for additional damage.

Mages roll 1d4 for hit points through level 10. Thieves roll 1d6 for hit points through level 10.

Casting wizard spells above spell level 4 requires higher intelligence (Reference [INTELLIGENCE](#) Key Topic in Books on Line).

Elf mages may not advance beyond level 15 unless the optional Exceeding Level Limits rule is utilized. In this case, elves with a high intelligence may advance as follows: intelligence of 14 or 15, level 16; intelligence of 16 or 17, level 17; intelligence of 18, level 18; and intelligence of 19, level 19.

Elf thieves may not advance beyond level 12 unless the optional Exceeding Level Limits rule is utilized. In this case, elves with high dexterity may advance further as follows: dexterity of 14 or 15, level 13; dexterity of 16 or 17, level 14; dexterity of 18, level 15; and dexterity of 19, level 16.

Elf thieves receive a 10% bonus to the hide in shadows skill and a 5% bonus to the pick pockets, move silently, and detect noise skills. Elves suffer a 5% penalty (-5%) to the open locks skill.

Mage/thief may wear only padded, hide, leather, studded leather, or elven chain mail (while using thieving abilities excluding read languages) and may not wear any armor while casting spells. Weapon use is restricted to: club, dagger, dart, hand crossbow, knife, lasso, short bow, sling, broad sword, long sword, short sword, and staff. Reference [ELF](#), [MAGE](#) and [THIEF](#) Key Topics in Books on Line.

Elf Fighter/Mage/Thief

A fighter/mage/thief is a multi-class character. His experience is equally divided between each class (which means he will advance levels at different rates in each class). His hit points are the average of his different classes. With a few exceptions, the character gets the advantages of each class (warrior THAC0, priest saving throw, wizard non-weapon proficiency slots, etc.). Reference [MULTI-CLASS CHARACTERS](#) Key Topic in Books on Line.

Prime requisites are intelligence, dexterity and strength (all minimum 9). If prime requisites are all 16 or higher, character receives a 10% bonus to experience points awards. Can cast wizard spells. Receives additional hit die bonus for Constitution of 17 (+3) or 18 (+4). May have exceptional strength (18/01 - 18/00). Can: pick pockets, open locks, find/remove traps, move silently, hide in shadows, detect noise, climb walls, and read languages. They can 'backstab' for additional damage.

Fighters roll 1d10 for hit points through level 9. Mages roll 1d4 for hit points through level 10. Thieves roll 1d6 for hit points through level 10.

Elf fighters may not advance above level 12 unless the optional Exceeding Level Limits rule is utilized. In this case, elf fighters with high strength could reach higher levels as follows: strength 14 or 15, level 13; strength 16 or 17, level 14; strength 18, level 15; and strength 19, level 16.

Casting spells above spell level 4 requires higher intelligence (Reference [INTELLIGENCE](#) Key Topic in Books on Line).

Elf mages may not advance beyond level 15 unless the optional Exceeding Level Limits rule is utilized. In this case, elves with a high intelligence may advance as follows: intelligence of 14 or 15, level 16; intelligence of 16 or 17, level 17; intelligence of 18, level 18; and intelligence of 19, level 19.

Elf thieves may not advance beyond level 12 unless the optional Exceeding Level Limits rule is utilized. In this case, elves with high dexterity may advance further as follows: dexterity of 14 or 15, level 13; dexterity of 16 or 17, level 14; dexterity of 18, level 15; and dexterity of 19, level 16.

Elf thieves receive a 10% bonus to the hide in shadows skill and a 5% bonus to the pick pockets, move silently, and detect noise skills. Elves suffer a 5% penalty (-5%) to the open locks skill.

Fighter/mage/thief may use any weapon, but may only wear padded, hide, leather, studded leather, or elven chain mail (while using thieving abilities excluding read languages) and may not wear any armor while casting spells. Reference [ELF](#), [FIGHTER](#), [MAGE](#) and [THIEF](#) Key Topics in Books on Line.

Dwarf Fighter

Prime requisite is strength (minimum 9. Strength of 16 or more provides a 10% bonus to experience point awards). May use weapon specialization. Receives additional hit die bonus for Constitution of 17 (+3) or 18 (+4). May have exceptional strength (18/01 - 18/00).

Fighters roll 1d10 for hit points through level 9.

Dwarf fighters may not advance above level 15 unless the optional Exceeding Level Limits rule is utilized. In this case, dwarf fighters with high strength could reach higher levels as follows: strength 14 or 15, level 16; strength 16 or 17, level 17; strength 18, level 18; and strength 19, level 19.

Fighters may use all weapons and armor. They have the most advantages in melee and missile combat. Reference [DWARF](#) and [FIGHTER](#) Key Topics in the Books on Line.

Dwarf Cleric

Prime requisite is wisdom (minimum 9. Wisdom of 16 or more provides a 10% bonus to experience point awards). May turn or destroy undead. May cast priest spells.

Clerics roll 1d8 for hit points through level 9.

Dwarf clerics may not advance above level 10 unless the optional Exceeding Level Limits rule is utilized. In this case, dwarf clerics with high wisdom could reach higher levels as follows: wisdom 14 or 15, level 11; wisdom 16 or 17, level 12; wisdom 18, level 13; and wisdom 19, level 14.

Clerics may use only bludgeoning weapons (no piercing or slashing). They may use any armor. Reference [DWARF](#) and [CLERIC](#) Key Topics in Books on Line.

Dwarf Thief

Prime requisite is dexterity (minimum 9). If dexterity is 16 or higher, the thief receives a 10% bonus to experience point awards. Thieves can: pick pockets, open locks, find/remove traps, move silently, hide in shadows, detect noise, climb walls, and read languages. They can 'backstab' for additional damage.

Thieves roll 1d6 for hit points through level 10.

Dwarf thieves may not advance beyond level 12 unless the optional Exceeding Level Limits rule is utilized. In this case, dwarves with high dexterity may advance further as follows: dexterity of 14 or 15, level 13; dexterity of 16 or 17, level 14; dexterity of 18, level 15; and dexterity of 19, level 16.

Dwarf thieves receive a 10% bonus to the open locks skill and a 15% bonus to the find/remove traps skill. Dwarves suffer a 5% penalty (-5%) to the read languages skill and a 10% penalty (-10%) to the climb walls skill.

Thieves may only wear padded, hide, leather, studded leather, or elven chain mail (while using thieving abilities excluding read languages). Thieves may only use club, dagger, dart, hand crossbow, knife, lasso, short bow, sling, broad sword, long sword, short sword, and staff as weapons. Reference [DWARF](#) and [THIEF](#) Key Topics in Books on Line.

Dwarf Fighter/Cleric

A fighter/cleric is a multi-class character. His experience is equally divided between each class (which means he will advance levels at different rates in each class). His hit points are the average of his different classes. With a few exceptions, the character gets the advantages of each class (warrior THACO, priest saving throw, wizard non-weapon proficiency slots, etc.). Reference [MULTI-CLASS CHARACTERS](#) Key Topic in Books on Line.

Prime requisite for fighter is strength and for cleric is wisdom (both minimum 9). Prime requisite of 16 or more provide a 10% bonus to experience point awards. Receives additional hit die bonus for Constitution of 17 (+3) or 18 (+4). May have exceptional strength (18/01 - 18/00). May turn or destroy undead. May cast priest spells.

Fighters roll 1d10 for hit points through level 9. Clerics roll 1d8 for hit points through level 9.

Dwarf fighters may not advance above level 15 unless the optional Exceeding Level Limits rule is utilized. In this case, dwarf fighters with high strength could reach higher levels as follows: strength 14 or 15, level 16; strength 16 or 17, level 17; strength 18, level 18; and strength 19, level 19.

Dwarf clerics may not advance above level 10 unless the optional Exceeding Level Limits rule is utilized. In this case, dwarf clerics with high wisdom could reach higher levels as follows: wisdom 14 or 15, level 11; wisdom 16 or 17, level 12; wisdom 18, level 13; and wisdom 19, level 14.

Fighter/Clerics may use only bludgeoning weapons (no piercing or slashing). They may use any armor. Reference [DWARF](#), [CLERIC](#) and [FIGHTER](#) Key Topics in the Books on Line.

Dwarf Fighter/Thief

A fighter/thief is a multi-class character. His experience is equally divided between each class (which means he will advance levels at different rates in each class). His hit points are the average of his different classes. With a few exceptions, the character gets the advantages of each class (warrior THACO, priest saving throw, wizard non-weapon proficiency slots, etc.). Reference [MULTI-CLASS CHARACTERS](#) Key Topic in Books on Line.

Prime requisite for fighter is strength and for thief is dexterity (both minimum 9). Prime requisites of 16 or more provide a 10% bonus to experience point awards. Receives additional hit die bonus for Constitution of 17 (+3) or 18 (+4). May have exceptional strength (18/01 - 18/00). Can: pick pockets, open locks, find/remove traps, move silently, hide in shadows, detect noise, climb walls, and read languages. Can 'backstab' for additional damage.

Fighters roll 1d10 for hit points through level 9. Thieves roll 1d6 for hit points through level 10.

Dwarf fighters may not advance above level 15 unless the optional Exceeding Level Limits rule is utilized. In this case, dwarf fighters with high strength could reach higher levels as follows: strength 14 or 15, level 16; strength 16 or 17, level 17; strength 18, level 18; and strength 19, level 19.

Dwarf thieves may not advance beyond level 12 unless the optional Exceeding Level Limits rule is utilized. In this case, dwarves with high dexterity may advance further as follows: dexterity of 14 or 15, level 13; dexterity of 16 or 17, level 14; dexterity of 18, level 15; and dexterity of 19, level 16.

Dwarf thieves receive a 10% bonus to the open locks skill and a 15% bonus to the find/remove traps skill. Dwarves suffer a 5% penalty (-5%) to the read languages skill and a 10% penalty (-10%) to the climb walls skill.

Fighter/thief characters may use all weapons and armor but may only wear padded, hide, leather, studded leather, or elven chain mail (while using thieving abilities excluding read languages). Reference [DWARF](#), [FIGHTER](#) and [THIEF](#) Key Topics in Books on Line.

Hit Points

The amount of damage points the character can absorb before dying. When current hit points reach 0, the character is dead. Hit points are usually abbreviate as HP.

Help for Slots

Beginning characters are given a number of 'slots' which may be used to purchase weapon and non-weapon proficiencies. These are: Warriors, 4 weapon and 3 non-weapon slots; Wizards, 1 weapon and 4 non-weapon slots; Priest, 2 weapon and 4 non-weapon slots, and Rogues, 2 weapon and 3 non-weapon slots.

Multi-class characters (example: fighter/mage) use the most advantageous slot allotment. For example, a fighter/mage would receive 4 weapon slots, because he is a warrior, and 4 non-weapon slots, because he is a wizard.

It costs one weapon slot to acquire a weapon proficiency. Single class fighters only can specialize in weapons in which they are proficient. It costs one additional slot to specialize in a non-bow weapon. It costs two additional slots to specialize in a bow weapon.

Weapon Proficiencies

Acquired Proficiencies is the list of weapons with which your character is proficient. Possible Proficiencies is the list of weapons with which your character may become proficient.

As long as you have at least one Slot left, you may choose one or more weapon proficiency from the Possible Proficiencies box. To do this, double left-click on the desired Possible Proficiency. To get rid of an acquired proficiency (and get a Slot back), double left-click the desired proficiency.

Your character will receive a To Hit penalty when using a weapon with which he is not proficient as follows: Warrior, -2; Wizards, -5; Priests, -3; and Rogues, -3.

Possible Proficiencies

This is the list of weapons with which your character may become proficient. It costs one slot cost to become proficient with a weapon.

Acquired Proficiencies

This is the list of weapons with which your character is proficient. If your character is a single class fighter, he may specialize in one of these weapons.

Possible Weapon Specialization

These are the weapons that you may choose to be proficient in, in which a single class fighter may choose to specialize. To do this costs an extra proficiency slot.

Acquired Weapon Specialization

These are the weapon specializations that you have chosen for you character.

Reset Weapons

Selecting this button causes the program to rechoose weapon proficiencies for your character.

Possible Non-weapon Proficiencies

This is the list of nonweapon proficiencies with which your character may become proficient. A nonweapon proficiency may cost from 1 to 3 slots, depending on the proficiency, the category that it is in, and the class of your character.

Acquired Non-weapon Proficiencies

This is the list of nonweapon proficiencies in which your character is proficient.

Nonweapon Proficiencies

Allows you to choose nonweapon proficiencies for your character.

Proficiencies may be utilized for a number of purposes. A Dungeon Master may use them to determine if your character can do something or has a chance of doing something.

Nonweapon proficiencies are not used if Secondary Skills are used.

Secondary Skills

This is a list of the non-weapon skills which your character may acquire. There are no slot costs for these skills. The number of skills your character may have (0 - 2) is determined randomly. Most characters have one secondary skill.

You may select the Roll Skills button to randomly change the skills your character has (and determine their number). To select a skill, double left click on that skill in the Possible Skills box. You may only add a skill if the Acquired Skills box does not already contain the maximum allowed number of skills. To deselect an acquired skill (and make room for a different skill), double left click the skill in the Acquired Skills box.

When secondary skills are used, the character must separately select the languages he knows from the provided list. The number of languages he may know (in addition to his native racial or regional language) is determined by his intelligence (Reference [INTELLIGENCE](#) in Key Topics of Books on Line). To add a language, double left click on that language in the Possible Languages box. You may continue to add languages until the maximum number of Additional Languages Spoken is reached.

To 'put back' a language, double left click on it. Languages may also be moved between the two boxes by first selecting a language and then selecting the arrow which points to the other box.

Character Age

This is the current age of your character. When the character reaches his maximum age, he dies of old age (or migrates to a mysterious land if he is an elf).

As characters reach middle age and beyond, their intelligence and wisdom scores increase and strength, dexterity, and constitution scores decrease. Refer to Table 12: Aging Affects in the Player's Handbook section of Books on Line.

Alignment

This indicates the character's attitude regarding Law (order) and Chaos (no rules) and Good and Evil. Certain classes have alignment restrictions, for example: Paladins must be Lawful Good, Rangers must be some Good alignment, Druids must be of Neutral alignment. Reference [ALIGNMENT](#) in Key Topics of Books on Line.

Base Move

This is the distance an unencumbered character can move in a round. The base is either 12 (humans, elves, and half-elves) or 6 (dwarves, gnomes, and halflings).

Encumbrance is determined by the character's strength and what he is carrying.

Base Armor Class

This is always 10. It shows the character's armor class assuming he is wearing no armor (or other protection) and without dexterity or other modifiers counted in.

THAC0

THAC0 stands for To Hit Armor Class 0. This is the unmodified number the character will need to successfully hit a target with an Armor Class of 0 in combat. The THAC0 for level 1 characters is always 20. THAC0 increases as characters go up levels. For Warriors, THAC0 improves by one for each level increase. For Priests, THAC0 improves by two for each three levels of increase. For Rogues, THAC0 improves by one for each two levels of increase. For Wizards, THAC0 improves by one for each three levels of increase.

Strength Damage Bonus

This is the additional damage that occurs when the character hits a target with a melee or non-bow or non-crossbow missile attack. It reflects the fact that very strong characters hit harder than weaker characters. In some instances, bows are constructed to allow strong characters to inflict additional damage. If the character has such a bow, this damage adjustment applies to hits with that special bow.

Breath Weapon Saving Throw

If the character is attacked with a breath weapon, he must roll this number or higher on a 20-sided die to avoid taking full damage from the attack. The benefits derived from making a successful saving throw depend on the type of attack and the Dungeon Master.

Charisma

This is the ability number which reflects how likable/persuasive the character is. Paladins require a charisma of at least 17. Reference [CHARISMA](#) in Key Topics of Books on Line.

Class

This is the character's profession or career -- what he has worked or trained to do. Reference [CHARACTER CLASSES](#) in Key Topics of Books on Line.

Combat Adjustment

This section shows the character's base and modified Armor Class and To Hit numbers. These are key numbers in determining if your character hits his opponent and if his opponent hits him in melee or missile combat. The modified numbers take into account the character's strength and dexterity.

Unusually high or low dexterity will modify a character's armor class and To Hit number in missile combat.

Unusually high strength will add to a character's To Hit number in melee combat and in missile combat when using hurled (spear or axe) weapons. It also provides a damage bonus to hits done in melee combat or in missile combat when using non-bow or non-crossbow weapons. Unusually low strength will reduce the To Hit and damage numbers in melee combat. In missile combat, low strength penalizes the To Hit and damage numbers of non-crossbow weapons.

Constitution

Ability score which generally indicates health. Unusually high or low constitution can impact hit points, rate of healing, resistance to poison, etc. Reference [CONSTITUTION](#) in Key Topics of Books on Line.

Dexterity

Ability score which generally indicates a character's agility and coordination. Unusually high or low dexterity impacts armor class, attacks with missiles, etc. Prime requisite for thief. Reference [DEXTERITY](#) in Key Topics of Books on Line.

Gender

Characters are either male or female.

Beginning Gold Pieces

The amount of money your character starts with. This generally determines what equipment your character can begin adventuring with.

Character Height

Shows how tall the character is. Refer to Table 10: Average Height and Weight in Player's Handbook section of Books on Line.

Intelligence

Indicates how smart the character is. Prime requisite for mages. Determines number of languages/non-weapon proficiency slots. Indicates how many spells a wizard can learn, chance to learn a wizard spell, resistance to illusions, etc. Reference [INTELLIGENCE](#) in Key Topics of Books on Line.

Current Character Level

Level indicates how experienced/powerful the character is. The higher the level, the more formidable the character. THAC0, Hit Points, Saving Throws, spells known, thieving skills, and many other important factors increase with level. Beginning characters start at level 1.

Ability Modified Missile THAC0

Number required for character to hit a target with armor class 0. Bonuses included for high dexterity. Penalties included for low dexterity or low strength.

Dexterity Modified AC

Character's base armor class (10) modified by dexterity. Bonuses are given for high dexterity and penalties are given for low dexterity. Final AC will be a number from 10 to -10. If all modifications place an AC above 10, actual AC is 10. If all modifications place AC below -10, final AC is -10. The Dexterity Modified AC is used in calculations. It may not be the character's final AC. It does not include armor or other protective devices for example.

Strength Modified Melee THAC0

Number To Hit Armor Class 0 as modified by strength. High strength provides bonuses. Low strength means penalties.

Name

This is your character's name. If your character does not have a name, please enter one. To enter a name, left click in the box to the right of ENTER CHARACTER NAME, type the desired name, and press the Enter/Return key.

Experience Points

These indicate how much experience your character has. They determine the character's level. All beginning characters start with 0 experience points. Experience points are often abbreviated as XP. The Dungeon Master will award your character XP as appropriate. Refer to the appropriate experience level tables for your character in Chapter 3 of the Player's Handbook in Books on Line. Reference [EXPERIENCE](#) Key Topic in Books on Line.

Petrification or Polymorph Saving Throw

Character must roll this number or higher on a 20-sided die (d20) to avoid or lessen the effects of a Petrification or polymorph attack. Actual affect depends on the Dungeon Master.

Paralyzation, Poison or Death Magic Saving Throw

Character must roll this number or higher on a 20-sided die (d20) to avoid or lessen the effects of a paralyzation, poison or death magic attack. Actual affect depends on the Dungeon Master.

Race

The character's race -- either human, half-elf, elf, dwarf, gnome, or halfling. Reference [RACE](#) Key Topic in Books on Line.

Rod, Staff or Wand saving throw

Character must roll this number or higher on a 20-sided die (d20) to avoid or lessen the effects of a rod, staff, or wand attack. Actual affect depends on the Dungeon Master.

Ability Scores Label

These are the character's ability scores. Reference [ABILITIES](#) Key Topic in Books on Line.

Spell saving throw

Character must roll this number or higher on a 20-sided die (d20) to avoid or lessen the effects of a spell attack. Actual affect depends on the Dungeon Master.

Strength

Prime requisite for a fighter. Can affect combat To Hit and damage numbers. Affects encumbrance, forcing door, lifting things, etc. Reference [STRENGTH](#) Key Topic in Books on Line.

Saving Throws

These numbers or higher must be rolled on a 20-sided dice (d20) to save Vs the indicated attacks.
Reference [SAVING THROWS](#) Key Topic in Books on Line.

Character weight in pounds

How heavy the character is. Refer to Table 10: Average Height and Weight in Chapter 2 of the Player's Handbook in Books on Line.

Wisdom

Prime requisite for a cleric. Affects number of bonus clerical spells, chance of spell failure, and spell immunity and defense. Reference [WISDOM](#) Key Topic in Books on Line.

Choose character generation method

To select a roll method, left click on a blue gem next to one of the seven gems. The first six create a random character. The final method allows you to select the character race and class you want. The program then generates a character to fit.

After you have selected a method, select the Next button at the bottom of the screen to proceed.

Method I

The program simulates rolling three six-sided dice (3d6); the total is your character's Strength ability score. It repeats this for Dexterity, Constitution, Intelligence, Wisdom, and Charisma, in that order. This method gives a range of scores from 3 to 18, with most results in the 9 to 12 range. Only a few characters have high scores (15 and above), so you should treasure these characters.

After you have selected a method (by clicking on the blue gem next to it), select the Next button at the bottom of the screen to proceed.

Method II

The program simulates rolling 3d6 twice, noting the total of each roll. Use whichever result you prefer for your character's Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma score. This allows you to pick the best score from each pair, generally ensuring that your character does not have any really low ability scores (but low ability scores are not all that bad any way!).

After you have selected a method (by clicking on the blue gem next to it), select the Next button at the bottom of the screen to proceed.

Method III

The program simulates rolling 3d6 six times and shows the total for each roll. You assign the scores to your character's six abilities however you want. This gives you the chance to custom-tailor your character, although you are not guaranteed high scores.

After you have selected a method (by clicking on the blue gem next to it), select the Next button at the bottom of the screen to proceed.

Method IV

The program simulates rolling 3d6 twelve times and shows all twelve totals. You choose six of these rolls (generally the six best rolls) and assign them to your character's abilities however you want. This combines the best of methods II and III, but takes somewhat longer.

After you have selected a method (by clicking on the blue gem next to it), select the Next button at the bottom of the screen to proceed.

Method V

The program simulates rolling four six-sided dice (4d6). It discards the lowest die and totals the remaining three. It repeats this five more times, allowing you to assign the six numbers to the character's abilities however you want. This is a fast method that gives you a good character, but you can still get low scores (after all, you could roll 1s on all four dice!).

After you have selected a method (by clicking on the blue gem next to it), select the Next button at the bottom of the screen to proceed.

Method VI

This method can be used if you want to create a specific type of character. It does not guarantee that you will get the character you want, but it will improve your chances.

Each ability starts with a score of 8. The program then simulates rolling seven dice. These dice can be added to your character's abilities as you wish. All the points on a die must be added to the same ability score. For example, if a 6 is rolled on one die, all 6 points must be assigned to one ability. You can add as many dice as you want to any ability, but no ability score can exceed 18 points. If you cannot make an 18 by exact count on the dice, you cannot have an 18 score.

After you have selected a method (by clicking on the blue gem next to it), select the Next button at the bottom of the screen to proceed.

New Alternative Character Generation Method

Selecting this method will permit you to specify the race (human, half-elf, elf, dwarf, gnome, or halfling) and the class you want your character to be. The program will then generate ability scores appropriate for the character.

After you have selected a method (by clicking on the blue gem next to it), select the Next button at the bottom of the screen to proceed.

Player Character

Use the buttons in this section to create a new character, to update or edit a character in the database, or to enter an existing player character into the database. Through View Character Sheet, your character records may be printed out.

Books on Line

The buttons in this section allow you to view, edit, print, and copy the material in the indicated, published AD&D 2nd edition books. Key information from all the indicated books has been organized and compiled in the Key Topics section. Select the Key Topics button for compiled, cross publication information.

DM Tool Kit

These special utilities are designed to help the DM create, organize, run, manage, and expand a campaign.

Generate New Character Button

Selecting this button will walk you through an automated character creation process, place the new character in the database and provide a complete character record.

Update or View Existing Character Button

To edit or update an existing character (one already in the database), select this button. The program will automatically calculate changes to character status based on what you enter. For example, if a change in experience points indicates the character has increased a level, the program will roll new hit points, change THACO and Saving Throws as appropriate, provide any new abilities, and prompt you to acquire new spells or modify thieving skills as appropriate, etc.

Key Topics Button

Selecting this button will bring up information on important topics. The information is a compilation of data taken from all the publications provided in Books on Line. This is the first place you should look for information.

Player's Handbook Button

Selecting this button will allow you to choose between files containing all the text from the *Player's Handbook*. The hypertext format allows you to “jump” to specific topics in the book. The RTF file is for use in a word processor. This text may be edited, copied, printed, etc.

DUNGEON MASTER Guide Button

Selecting this button will allow you to choose between files containing all the text from the *DUNGEON MASTER Guide*. The hypertext format allows you to “jump” to specific topics in the book. The RTF file is for use in a word processor. This text may be edited, copied, printed, etc.

Monstrous Manual Button

Selecting this button will allow you to choose between files containing all the text from the *Monstrous Manual*. The hypertext format allows you to “jump” to specific topics in the book. The RTF file is for use in a word processor. This text may be edited, copied, printed, etc.

Treasure Generator Button

Selecting this button allows you to generate treasure. Items and treasures from the *Player's Handbook* and *DUNGEON MASTER Guide* are provided.

Monster Generator Button

Selecting this button allows you to create original monsters. The program will prompt you for the needed information and recommend the experience points which should be awarded for defeating an original monster. Monsters you create may be saved into the database.

Encounter Generator Button

Selecting this button allows you to create encounters using the provided material (all items and treasures from the *Player's Handbook*, *DUNGEON MASTER Guide*, and *Arms and Equipment Guide*, plus all monsters from the *Monstrous Manual*) and the original monsters, NPCs, items, treasures, etc. you have added. You may create custom treasure bundles and place them in the encounters.

Map Maker Button

Selecting this button allows you to create, edit, and print out maps. You may also place the encounters you have created with the encounter generator on the maps you create with the map generator.

Cancel Button

Selecting this button returns the program to the Main Menu.

The program will do the equivalent of rolling 3d6 (three six sided dice) six times -- once for each ability score. You then assign the rolled number to the desired ability by left clicking in the desired box on the left and dragging (holding the left mouse button down while moving the indicator) into the desired ability score box on the right. When the indicator is over the box, the number will reappear and the left mouse button should be released to place that number in the box.

Assign rolls to the abilities by left clicking in the desired box on the left and dragging (holding the left mouse button down while moving the indicator) into the desired ability score box on the right. When the indicator is over the box, the number will reappear and the left mouse button should be released to place that number in the box.

This section contains the dice rolls information. The program does the equivalent of rolling three six sided dice (3d6) six times. For each of these six rolls, the total is shown in a box to the right of the dice.

The boxes under this label contain the total for the individual dice shown to the left.

These are the ability scores to which the dice roll numbers are assigned. To assign a number: left click in the desired Total box and drag (hold the left mouse button down until you have moved) the indicator into the desired Ability Scores box. When the indicator is over the box, the number will reappear and the left mouse button should be released to place that number in the box.

The program will do the equivalent of rolling three six sided dice (3d6) twice for each ability. It will then assign each ability the higher of the two numbers generated. You may change the selection by clicking on the light gem (next to the lower number).

The program has assigned the higher of the two rolls to the ability. You may select the lower roll by left clicking on the light blue gem next to it.

This is your character's strength ability. Strength is a prime requisite of warriors (fighters, paladins, and rangers). It affects combat and movement. Reference [STRENGTH](#) in Key Topics of Books on Line.

This is your character's dexterity ability. Dexterity is a prime requisite of rogues (thieves and bards), rangers, and illusionists. Dexterity affects the character's ability to hit with a bow and to dodge attacks directed at him. Reference [DEXTERITY](#) in Key Topics of Books on Line.

This is your character's constitution ability. Constitution is a prime requisite of rangers, conjurers, and invokers. Constitution affects the character's hit points. Reference [CONSTITUTION](#) in Key Topics of Books on Line.

This is your character's intelligence ability. Intelligence is a prime requisite for wizards (mages and specialists). Intelligence affects the number of non-weapon proficiencies or languages a character can learn and the number and difficulty level of wizard spells he can command. Reference [INTELLIGENCE](#) in Key Topics of Books on Line.

This is your character's wisdom ability. Wisdom is a prime requisite for priests (clerics and druids), rangers, abjurers, diviners, and necromancers. Wisdom affects resistance and immunity to certain magic, the number of bonus priest spells and the chance a priest spell will fail when cast. Reference [WISDOM](#) in Key Topics of Books on Line.

This is your character's charisma ability. Charisma is a prime requisite of paladins, druids, and bards. Charisma affects the initial reaction of strangers to the character and the character's ability to persuade others. Reference [CHARISMA](#) in Key Topics of Books on Line.

Strength. The number appearing to the right is the character's strength ability score.

Dexterity. The number appearing to the right is the character's dexterity ability score.

Constitution. The number appearing to the right is the character's constitution ability score.

Intelligence. The number appearing to the right is the character's intelligence ability score.

Wisdom. The number appearing to the right is the character's wisdom ability score.

Charisma. The number appearing to the right is the character's charisma ability score.

Select this button to delete numbers from the Ability Scores boxes and restore numbers to the Totals boxes.

Method I

This page allows you to roll the dice by left clicking on the green button above. When you receive the roll that you wish for your character, you may select a race and class for your character.

Method VII

This page allows to pick the race and class of your character. After clicking on the blue button that is your chosen class, left clicking on the green button above will roll the dice for the character selected. The dice rolls will always be within the allowable range for your character's race/class combination.

Program simulates rolling three six sided dice (3d6) 12 times. Assign six of these roll totals to the six Ability Scores boxes on right of screen.

Program simulates rolling four six sided dice (4d6) six times and totals the three highest dice for each roll. Assign these totals to the Ability Scores boxes on the right.

Assign dice rolls to each Ability by left clicking in the desired box on the left and dragging (holding the left mouse button down while moving the indicator) to the desired ability score box on the right. When the indicator is over the box, the number will reappear and the left mouse button should be released to place that number in the box.

Add the numbers from the Dice Roll boxes on the left to the ability Totals boxes on the right. To add the numbers, left click in the desired Dice Roll box and drag (hold the left mouse button down while moving the indicator) into the desired ability Totals box on the right. When the indicator is over the box, the number will reappear and the left mouse button should be released to place that number in the box. You may add more than one number to a box, but the total may not exceed 18.

The number in the box is the ability score. It may be increased up to 18 (if you have the correct combination of numbers) or decreased down to 8. The numbers to the right of the Ability boxes show the numbers which have been added. You may move these numbers from one Ability box to another by using the same 'click and drag' procedure you used to first move them to an Ability box.

Selecting this button causes the program equivalent of rerolling all the dice.

Selecting this button permits you to edit information on the indicated character. Ability scores, character class, and other information may be edited.

Character History

By left clicking on this green button, you will move to a text screen that allows you to type out any information that you think is important to the character. This may be history, quirks, role-playing hints, etc... Whatever you decide to type in will be saved with the character in the database and printed out as the last sheet of the player character record.

These are the character's nonweapon proficiency options -- non-weapon skills with which your character may become proficient.

The cost for each proficiency appears on the left of the Cost/Proficiencies box. Some of these costs will vary with the class of the character. Proficiencies which you may choose appear in the Cost/Proficiencies box. Proficiencies with which your character is already proficient (chosen either by you or the program) appear in the Acquired Proficiencies box.

To 'put back' a proficiency, double left-click on the desired proficiency. This will return its slot cost to the Slots Available box. To 'buy' a proficiency, double left click on that proficiency in the Possible Proficiencies box. You will only be able to acquire a proficiency if you have the available slots to cover its cost.

Proficiencies may be utilized for a number of purposes. A Dungeon Master may use them to determine if your character can do something or has a chance of doing something.

The number indicates the slots available for purchasing nonweapon proficiencies. The cost for nonweapon proficiencies varies. The cost for each proficiency appears to the left of the proficiency. Some character classes receive certain proficiencies automatically-- the cost in these instances is 0.

Selecting this button replaces the acquired proficiencies with ones selected by the program.

The type and number of secondary skills the character gets is randomly determined by a simulated dice roll. To re-roll, select this button.

This is the list from which you may choose skills for your character. Your character may have 0, 1, or 2 skills as is randomly determined. If your character already has his maximum allowed skills, you must remove a skill from the Acquired Skills box before your character can acquire a different skill.

To remove a skill from the Acquired Skills box, double left-click on the skill you wish to remove.

To add a skill to the Acquired Skills box (assuming your character does not already have the maximum number of skills allowed), double left-click on the desired skill in the Possible Skills box.

This is the list of skills your character has. The number of skills is randomly determined. If your character already has his maximum allowed skills, you must remove a skill from the Acquired Skills box before your character can acquire a different skill.

To remove a skill from the Acquired Skills box, double left-click on the skill you wish to remove.

To add a skill to the Acquired Skills box (assuming you character does not already have the maximum number of skills allowed), double left-click on the desired skill in the Possible Skills box.

This is the number of languages the character can speak in addition to his regional (if human or half-elf) or racial (if dwarf, elf, gnome, or halfling) language. This number is determined by the character's intelligence.

The number of languages in the box on the right cannot exceed this number. If you wish to give your character an additional language and the number of languages in the box on the right is equal to the Additional Languages Spoken number, you must get rid of a language before you can add a different one. To do this, double left-click the language you wish to remove.

To add a language (if your character can speak an additional language), double left-click on the desired language in the Possible Languages box.

Selecting this button replaces the languages in the box on the bottom right with the languages selected by the program. The number of languages is determined randomly and may be one, two, or none.

This is the list of languages your character can learn. Note that the number of languages the character can learn is determined by his intelligence. Characters always know their native language (regional if human or half-elf or racial if dwarf, elf, gnome, or halfling).

If you wish to give your character an additional language and the number of languages in the box on the right is equal to the Additional Languages Spoken number, you must get rid of a language before you can add a different one. To do this, double left-click the language you want to remove.

To add a language (if your character can speak an additional language), double left-click on the desired language in the Possible Languages box.

This is the list of languages your character can currently speak. Characters always know their native language (regional if human or half-elf or racial if dwarf, elf, gnome, or halfling) and this language does not count against the Additional Languages Spoken number.

If you wish to give your character an additional language and the number of languages in the box on the right is equal to the Additional Languages Spoken number, you must get rid of a language before you can add a different one. To do this, double left-click the language you want to remove.

To add a language (if your character can speak an additional language), double left-click on the desired language in the Possible Languages box.

Human

Humans can be of any character class and rise to any level in any class. Other PC races have limited choices in these areas. Humans receive no modifiers due to their race. This is because humans are the standard on which the tables are based. Reference [HUMANS](#) Key Topics in Books on Line.

Half-Elves

A half-elf can choose to be a cleric, druid, fighter, ranger, mage, specialist wizard, thief, or bard. In addition, a half-elf can choose from the following multi-class combinations: cleric (or druid)/fighter, cleric (or druid)/fighter/mage, cleric (or druid)/ranger, cleric (or druid)/mage, fighter/mage, fighter/thief, fighter/mage/thief, and mage/thief. The half-elf must abide by the rules for multi-class characters.

Half-elves do not have a language of their own. Their extensive contact with other races enables them to choose any of the following languages (plus any other allowed by the DM): common, elf, gnome, halfling, goblin, hobgoblin, orc, and gnomish. The actual number of languages the character knows is limited by his Intelligence (see Table 4) or by the number of proficiency slots he allots to languages (if that optional system is used).

Half-elven characters have a 30% resistance to sleep and all charm-related spells. Half-elven infravision enables them to see up to 60 feet in darkness.

Secret or concealed doors are difficult to hide from half-elves, just as they are from elves. Merely passing within 10 feet of a concealed door (one hidden by obstructing curtains, etc.) gives the half-elven character a one-in-six chance (roll a 1 on 1d6) of spotting it. If the character is actively seeking to discover hidden doors, he has a one-in-three chance (roll a 1 or 2 on 1d6) of spotting a secret door (one constructed to be undetectable) and a one-in-two chance (roll a 1, 2, or 3 on 1d6) of locating a concealed door.

Reference [HALF-ELVES](#) Key Topics in Books on Line.

Gnomes

A gnome character can elect to be a fighter, a thief, a cleric, or an illusionist. A gnome can have two classes, but not three: fighter/thief, illusionist/thief, etc.

A beginning gnome character can choose to know the following languages, in addition to any others allowed by the DM: common, dwarf, gnome, halfling, goblin, kobold, and the simple common speech of burrowing mammals (moles, badgers, weasels, shrews, ground squirrels, etc.).

Gnomes are highly magic resistant. A gnome player character gains a bonus of +1 for every 3½ points of Constitution score, just as dwarves do. This bonus applies to saving throws against magical wands, staves, rods, and spells.

Constitution Score	Saving Throw Bonus
4-6	+1
7-10	+2
11-13	+3
14-17	+4
18-19	+5

Gnomes also suffer a 20% chance for failure every time they use any magical item except weapons, armor, shields, illusionist items, and (if the character is a thief) items that duplicate thieving abilities. This check is made each time the gnome attempts to use the device, or, in the case of continuous-use devices, each time the device is activated. Like dwarves, gnomes can sense a cursed item if the device fails to function.

In melee, gnome characters add 1 to their attack rolls to hit kobolds or goblins. When gnolls, bugbears, ogres, trolls, ogre magi, giants, or titans attack gnomes, these monsters must subtract 4 from their attack rolls because of the gnomes' small size and their combat skills against these much larger creatures.

Gnomish infravision enables them to see up to 60 feet in the dark.

Gnomes are able to detect the following within 10 feet (exception: They can determine their approximate depth or direction underground at any time.). They must stop and concentrate for one round to use any of these abilities.

Detect grade or slope in passage	1-5 on 1d6
Detect unsafe walls, ceiling, and floors	1-7 on 1d10
Determine approximate depth underground	1-4 on 1d6
Determine approximate direction underground	1-3 on 1d6

Gnome characters gain a +1 bonus to their Intelligence scores, to reflect their highly inquisitive natures. They suffer a -1 penalty to Wisdom because their curiosity often leads them unknowingly into danger.

Reference [GNOMES](#) Key Topics in Books on Line.

Halflings

There are three types of halflings: Hairfeets, Tallfellows, and Stouts. Hairfeets are the most common type, but for player characters, any of the three is acceptable.

A halfling character can choose to be a cleric, fighter, thief, or a multi-class fighter/thief. The halfling must use the rules provided for multi-class characters.

Halfling characters are allowed to choose initial languages from common, halfling, dwarf, elf, gnome, goblin, and orc, in addition to any other languages the DM allows.

All halfling characters have a high resistance to magical spells, so for every 3-½ points of Constitution score, the character gains a +1 bonus on saving throws vs. wands, staves, rods, and spells.

Constitution Score	Saving Throw Bonus
4-6	+1
7-10	+2
11-13	+3
14-17	+4
18-19	+5

Halflings have a similar resistance to poisons of all sorts, so they gain a Constitution bonus identical to that for saving throws vs. magical attacks when they make saving throws vs. poison (i.e., +1 to +5, depending on Constitution score).

Halflings have a natural talent with slings and thrown weapons. All halflings gain a +1 bonus to their attack rolls when using thrown weapons and slings.

A halfling can gain a bonus to surprise opponents, but only if the halfling is not in metal armor. Even then, the halfling must either be alone, or with a party comprised only of halflings or elves, or 90 feet or more away from his party to gain this bonus. If he fulfills any of these conditions, he causes a -4 penalty to opponents' surprise rolls. If a door or other screen must be opened, this penalty is reduced to -2.

Any halfling character has a 15% chance to have normal infravision (this means he is pure Stout), out to 60 feet; failing that chance, there is a 25% chance that he has limited infravision (mixed Stout/Tallfellow or Stout/Hairfeets lineage), effective out to 30 feet.

Similarly, halflings with any Stoutish blood can note if a passage is an up or down grade with 75% accuracy (roll a 1, 2, or 3 on 1d4). They can determine direction half the time (roll a 1, 2, or 3 on 1d6). These abilities function only when the character is concentrating on the desired information to the exclusion of all else, and only if the character is pure or partially Stout.

Halfling characters have a penalty of -1 to their initially generated Strength scores, and they gain a bonus of +1 to Dexterity.

Reference [HALFLINGS](#) Key Topics in Books on Line.

Elf

A player character elf can be a cleric, fighter, wizard, thief, or ranger. In addition, an elf can choose to be a multi-class fighter/mage, fighter/thief, or ranger. In addition, an elf can choose to be a multi-class fighter/mage, fighter/thief, fighter/mage/thief, or mage/thief.

As initial languages, an elf can choose common, elf, gnome, halfling, goblin, hobgoblin, orc, and gnoll.

Elven characters have 90% resistance to sleep and all charm-related spells. This is in addition to the normal saving throw allowed against a charm spell.

When employing a bow of any sort other than a crossbow, or when using a short or long sword, elves gain a bonus of +1 to their attack rolls.

An elf can gain a bonus to surprise opponents, but only if the elf is not in metal armor. Even then, the elf must either be alone, or with a party comprised only of elves or halflings (also not in metal armor), or 90 feet or more away from his party (the group of characters he is with) to gain this bonus. If he fulfills these conditions, he moves so silently that opponents suffer a -4 penalty to their surprise die rolls. If the elf must open a door or screen to attack, this penalty is reduced to -2.

Elven infravision enables them to see up to 60 feet in darkness.

Secret doors (those constructed so as to be hard to notice) and concealed doors (those hidden from sight by screens, curtains, or the like) are difficult to hide from elves. Merely passing within 10 feet of a concealed door gives an elven character a one-in-six chance (roll a 1 on 1d6) to notice it. If actively searching for such doors, elven characters have a one-in-three chance (roll a 1 or 2 on 1d6) to find a secret door and a one-in-two chance (roll a 1, 2, or 3 on 1d6) to discover a concealed portal.

Elven characters add 1 to their initial Dexterity scores. Likewise, as elves are not as sturdy as humans, they deduct 1 from their initial Constitution scores.

Reference [ELVES](#) Key Topics in Books on Line.

Dwarves

A character of the dwarven race can be a cleric, a fighter, or a thief. He can also choose to be a fighter/cleric or fighter/thief.

The initial languages a dwarf can learn are common, dwarf, gnome, goblin, kobold, orc, and any others your DM allows

Dwarves receive a bonus to saving throws against attacks from magical wands, staves, rods, and spells. This bonus is +1 for every 3 - ½ points of Constitution score.

Constitution Score	Saving Throw Bonus
4-6	+1
7-10	+2
11-13	+3
14-17	+4
18-19	+5

Similarly, dwarves have exceptional resistance to toxic substances. All dwarven characters make saving throws against poison with the same bonuses that they get against magical attacks .

All magical items that are not specifically suited to the character's class have a 20% chance to malfunction when used by a dwarf. This check is made each time a dwarf uses a magical item. A malfunction affects only the current use; the item may work properly next time. For devices that are continually in operation, the check is made the first time the device is used during an encounter. If the check is passed, the device functions normally until it is turned off. If a cursed item malfunctions, the character recognizes its cursed nature and can dispose of the item. Malfunction applies to rods, staves, wands, rings, amulets, potions, horns, jewels, and all other magical items except weapons, shields, armor, gauntlets, and girdles. This penalty does not apply to dwarven clerics using priest items.

In melee, dwarves add 1 to their dice rolls to hit orcs, half-orcs, goblins, and hobgoblins. When ogres, trolls, ogre magi, giants, or titans attack dwarves, these monsters must subtract 4 from their attack rolls because of the dwarves' small size and combat ability against these much bigger creatures.

Dwarven infravision enables them to see up to 60 feet in the dark.

While underground, dwarves can detect the following information when within 10 feet of the particular phenomenon (but they can determine their approximate depth below the surface at any time).

Detect grade or slope in passage	1-5 on 1d6
Detect new tunnel/passage construction	1-5 on 1d6
Detect sliding/shifting walls or rooms	1-4 on 1d6
Detect stonework traps, pits, and deadfalls	1-3 on 1d6
Determine approximate depth underground	1-3 on 1d6

Note that the dwarf must deliberately try to make these determinations.

Dwarves add 1 to their initial Constitution scores. They subtract 1 from their initial Charisma scores.

Reference [DWARVES](#) Key Topics in Books on Line.

AGRICULTURE

The character has a knowledge of the basics of farming. This includes planting, harvesting, storing crops, tending animals, butchering, and other typical farming chores.

ANCIENT HISTORY

The character has learned the legends, lore, and history of some ancient time and place. The knowledge must be specific, just as a historian would specialize today in the English Middle Ages, the Italian Renaissance, or the Roman Republic before Caesar. (The DM either can have ancient periods in mind for his game or can allow the players to name and designate them.) Thus, a player character could know details about the Age of Thorac Dragonking or the Time of the Sea-Raiders or whatever else was available.

The knowledge acquired gives the character familiarity with the principal legends, historical events, characters, locations, battles, breakthroughs (scientific, cultural, and magical), unsolved mysteries, crafts, and oddities of the time. The character must roll a proficiency check to identify places or things he encounters from that age. For example, Rath knows quite a bit about the Coming of the Trolls, a particularly dark period of dwarven history. Moving through some deep caverns, he and his companions stumble across an ancient portal, sealed for untold ages. Studying the handiwork, he realizes (rolls a successful proficiency check) that it bears several seals similar to those he has seen on 'banned' portals from the time of Angnar, doorways to the legendary realm of Trolhel.

ANIMAL HANDLING

Proficiency in this area enables a character to exercise a greater-than-normal degree of control over pack animals and beasts of burden. A successful proficiency check indicates that the character has succeeded in calming an excited or agitated animal; in contrast, a character without this proficiency has only a 20% chance of succeeding in the attempt.

ANIMAL LORE

This proficiency enables a character to observe the actions or habitat of an animal and interpret what is going on. Actions can show how dangerous the creature is, whether it is hungry, protecting its young, or defending a nearby den. Furthermore, careful observation of signs and behaviors can even indicate the location of a water hole, animal herd, predator, or impending danger, such as a forest fire. The DM will secretly roll a proficiency check. A successful check means the character understood the basic actions of the creature. If the check fails by 4 or less, no information is gained. If the check fails by 5 or more, the character misinterprets the actions of the animal.

A character may also imitate the calls and cries of animals that he is reasonably familiar with, based on his background. This ability is limited by volume. The roar of a tyrannosaurus rex would be beyond the abilities of a normal character. A successful proficiency check means that only magical means can distinguish the character's call from that of the true animal. The cry is sufficient to fool animals, perhaps frightening them away or luring them closer. A failed check means the sound is incorrect in some slight way. A failed call may still fool some listeners, but creatures very familiar with the cry automatically detect a false call. All other creatures and characters are allowed a Wisdom check to detect the fake.

Finally, animal lore increases the chance of successfully setting snares and traps (for hunting) since the character knows the general habits of the creature hunted.

ANIMAL TRAINING

Characters with this proficiency can train one type of creature (declared when the proficiency is chosen) to obey simple commands and perform tricks. A character can spend additional proficiencies to train other types of creatures or can improve his skill with an already chosen type. Creatures typically trained are dogs, horses, falcons, pigeons, elephants, ferrets, and parrots. A character can choose even more exotic creatures and monsters with animal intelligence (although these are difficult to control).

A trainer can work with up to three creatures at one time. The trainer may choose to teach general tasks or specific tricks. A general task gives the creature the ability to react to a number of nonspecific commands to do its job. Examples of tasks include guard and attack, carry a rider, perform heavy labor, hunt, track, or fight alongside soldiers (such as a war horse or elephant). A specific trick teaches the trained creature to do one specific action. A horse may rear on command, a falcon may pluck a designated object, a dog may attack a specific person, or a rat may run through a particular maze. With enough time, a creature can be trained to do both general tasks and specific tricks.

Training for a general task requires three months of uninterrupted work. Training for a specific trick requires 2d6 weeks. At the end of the training time, a proficiency check is made. If successful, the animal is trained. If the die roll fails, the beast is untrainable. An animal can be trained in 2d4 general tasks or specific tricks, or any combination of the two.

An animal trainer can also try to tame wild animals (preparing them for training later on). Wild animals can be tamed only when they are very young. The taming requires one month of uninterrupted work with the creature. At the end of the month, a proficiency check is made. If successful, the beast is suitable for training. If the check fails, the creature retains enough of its wild behavior to make it untrainable. It can be kept, though it must be leashed or caged.

APPRAISING

This proficiency is highly useful for thieves, as it allows characters to estimate the value and authenticity of antiques, art objects, jewelry, cut gemstones, or other crafted items they find (although the DM can exclude those items too exotic or rare to be well known). The character must have the item in hand to examine. A successful proficiency check (rolled by the DM) enables the character to estimate the value of the item to the nearest 100 or 1,000 gp and to identify fakes. On a failed check, the character cannot estimate a price at all. On a roll of 20, the character wildly misreads the value of the item, always to the detriment of the character.

ARTISTIC ABILITY

Player characters with artistic ability are naturally accomplished in various forms of the arts. They have an inherent understanding of color, form, space, flow, tone, pitch, and rhythm. Characters with artistic ability must select one art form (painting, sculpture, composition, etc.) to be proficient in. Thereafter they can attempt to create art works or musical compositions in their given field. Although it is not necessary to make a proficiency check, one can be made to determine the quality of the work. If a 1 is rolled on the check, the artist has created a work with some truly lasting value. If the check fails, the artist has created something aesthetically unpleasing or just plain bad.

Artistic ability also confers a +1 bonus to all proficiency checks requiring artistic skill--music or dance—and on attempts to appraise objects of art.

ASTROLOGY

This proficiency gives the character some understanding of the supposed influences of the stars. Knowing the birth date and time of any person, the astrologer can study the stars and celestial events and then prepare a forecast of the future for that person. The astrologer's insight into the future is limited to the next 30 days, and his knowledge is vague at best. If a successful proficiency check is made, the astrologer can foresee some general event--a great battle, a friend lost, a new friendship made, etc. The DM decides the exact prediction (based on his intentions for the next few gaming sessions). Note that the prediction does not guarantee the result--it only indicates the potential result. If the proficiency check is failed, no information is gained unless a 20 is rolled, in which case the prediction is wildly inaccurate.

Clearly this proficiency requires preparation and advance knowledge on the part of the DM. Because of this, it is permissible for the DM to avoid the question, although this shouldn't be done all the time. Players who want to make their DM's life easier (always a good idea) should consider using this proficiency at the end of a gaming session, giving the DM until the next session to come up with an answer. The DM can use this proficiency as a catalyst and guide for his adventures--something that will prompt the player characters to go to certain places or to try new things.

Characters with the astrology proficiency gain a +1 bonus to all navigation proficiency checks, provided the stars can be seen.

BLACKSMITHING

A character with blacksmithing proficiency is capable of making tools and implements from iron. Use of the proficiency requires a forge with a coal-fed fire and bellows, as well as a hammer and anvil. The character cannot make armor or most weapons, but can craft crowbars, grappling hooks, horseshoes, nails, hinges, plows, and most other iron objects.

BLIND-FIGHTING

A character with blind-fighting is skilled at fighting in conditions of poor or no light (but this proficiency does not allow spell use). In total darkness, the character suffers only a -2 penalty to his attack roll (as compared to a -4 penalty without this proficiency). Under starlight or moonlight, the character incurs only a -1 penalty. The character suffers no penalties to his AC because of darkness.

Furthermore, the character retains special abilities that would normally be lost in darkness, although the effectiveness of these are reduced by one-half (proficiency checks are made at half the normal score, etc.). This proficiency is effective only against opponents or threats within melee distance of the character. Blind-fighting does not grant any special protection from missile fire or anything outside the immediate range of the character's melee weapon. Thus, AC penalties remain for missile fire. (By the time the character hears the whoosh of the arrow, for example, it is too late for him to react.)

While moving in darkness, the character suffers only half the normal movement penalty of those without this proficiency.

Furthermore, this skill aids the character when dealing with invisible creatures, reducing the attack penalty to -2. However, it does not enable the character to discover invisible creatures; he has only a general idea of their location and cannot target them exactly.

BOWYER/FLETCHER

This character can make bows and arrows of the types given in Table 44 (phb).

A weaponsmith is required to fashion arrowheads, but the bowyer/fletcher can perform all other necessary functions. The construction time for a long or short bow is one week, while composite bows require two weeks, and 1d6 arrows can be made in one day.

When the construction time for the weapon is completed, the player makes a proficiency check. If the check is successful, the weapon is of fine quality and will last for many years of normal use without breaking. If the check fails, the weapon is still usable, but has a limited life span: An arrow breaks on the first shot; a bow breaks if the character using it rolls an unmodified 1 on his 1d20 attack roll.

Option: If a character wishes to create a weapon of truly fine quality and the DM allows it, the player can opt to use the following alternative procedure for determining the success of his attempt. When the proficiency check is made, any failure means that the weapon is useless. However, a successful check means that the weapon enables the character to add Strength bonuses to attack and damage rolls. Additionally, if the proficiency check is a natural 1, the range of the bow is increased 10 yards for all range classes or is of such fine work that it is suitable for enchantment.

BREWING

The character is trained in the art of brewing beers and other strong drinks. The character can prepare brewing formulas, select quality ingredients, set up and manage a brewery, control fermentation, and age the finished product.

CARPENTRY

The carpentry proficiency enables the character to do woodworking jobs: building houses, cabinetry, joinery, etc. Tools and materials must be available. The character can build basic items from experience, without the need for plans. Unusual and more complicated items (a catapult, for example) require plans prepared by an engineer. Truly unusual or highly complex items (wooden clockwork mechanisms, for example) require a proficiency check.

CHARIOTEERING

A character with proficiency in this skill is able to safely guide a chariot, over any type of terrain that can normally be negotiated, at a rate $\frac{1}{3}$ faster than the normal movement rate for a chariot driven by a character without this proficiency. Note that this proficiency does not impart the ability to move a chariot over terrain that it cannot traverse; even the best charioteer in the world cannot take such a vehicle into the mountains.

COBBLING

The character can fashion and repair shoes, boots, and sandals.

COOKING

Although all characters have rudimentary cooking skills, the character with this proficiency is an accomplished cook. A proficiency check is required only when attempting to prepare a truly magnificent meal worthy of a master chef.

DANCING

The character knows many styles and varieties of dance, from folk dances to formal court balls.

DIRECTION SENSE

A character with this proficiency has an innate sense of direction. By concentrating for 1d6 rounds, the character can try to determine the direction the party is headed. If the check fails but is less than 20, the character errs by 90 degrees. If a 20 is rolled, the direction chosen is exactly opposite the true heading. (The DM rolls the check.)

Furthermore, when traveling in the wilderness, a character with direction sense has the chance of becoming lost reduced by 5%.

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 successful proficiency check indicates that the disguise is successful, while a failed roll means the attempt was too obvious in some way.

The character can also disguise himself as a member of another race or sex. In this case, a -7 penalty is applied to the proficiency check. The character may also attempt to disguise himself as a specific person, with a -10 penalty to the proficiency check. These modifiers are cumulative, thus, it is extremely difficult for a character to disguise himself as a specific person of another race or sex (a -17 penalty to the check).

ENDURANCE

A character with endurance proficiency is able to perform continual strenuous physical activity for twice as long as a normal character before becoming subject to the effects of fatigue and exhaustion. In those cases where extreme endurance is required, a successful proficiency check must be made. Note that this proficiency does not enable a character to extend the length of time that he can remain unaffected by a lack of food or water.

ENGINEERING

The character is trained as a builder of both great and small things. Engineers can prepare plans for everything from simple machines (catapults, river locks, grist mills) to large buildings (fortresses, dams). A proficiency check is required only when designing something particularly complicated or unusual. An engineer must still find talented workmen to carry out his plan, but he is trained to supervise and manage their work.

An engineer is also familiar with the principles of siege craft and can detect flaws in the defenses of a castle or similar construction. He knows how to construct and use siege weapons and machines, such as catapults, rams, and screws.

ETIQUETTE

This proficiency gives the character a basic understanding of the proper forms of behavior and address required in many different situations, especially those involving nobility and persons of rank. Thus, the character will know the correct title to use when addressing a duke, the proper steps of ceremony to greet visiting diplomats, gestures to avoid in the presence of dwarves, etc. For extremely unusual occurrences, a proficiency check must be made for the character to know the proper etiquette for the situation (an imperial visit, for example, is a sufficiently rare event).

However, having the character know what is correct and actually do what is correct are two different matters. The encounters must still be role-played by the character. Knowledge of etiquette does not give the character protection from a gaffe or faux pas; many people who know the correct thing still manage to do the exact opposite.

FIRE-BUILDING

A character with fire-building proficiency does not normally need a tinderbox to start a fire. Given some dry wood and small pieces of tinder, he can start a fire in 2d20 minutes. Flint and steel are not required. Wet wood, high winds, or other adverse conditions increase the time to 3d20, and a successful proficiency check must be rolled to start a fire.

FISHING

The character is skilled in the art of fishing, be it with hook and line, net, or spear. Each hour the character spends fishing, roll a proficiency check. If the roll is failed, no fish are caught that hour. Otherwise, a hook and line or a spear will land fish equal to the difference between the die roll and the character's Wisdom score. A net will catch three times this amount.

Of course, no fish can be caught where no fish are found. On the other hand, some areas teem with fish, such as a river or pool during spawning season. The DM may modify the results according to the situation.

FORGERY

This proficiency enables the character to create duplicates of documents and handwriting and to detect such forgeries created by others. To forge a document (military orders, local decrees, etc.) where the handwriting is not specific to a person, the character needs only to have seen a similar document before. To forge a name, an autograph of that person is needed, and a proficiency check with a -2 penalty must be successfully rolled. To forge a longer document written in the hand of some particular person, a large sample of his handwriting is needed, with a -3 penalty to the check.

It is important to note that the forger always *thinks* he has been successful; the DM rolls the character's proficiency check in secret and the forger does not learn of a failure until it is too late.

If the check succeeds, the work will pass examination by all except those intimately familiar with that handwriting or by those with the forgery proficiency who examine the document carefully. If the check is failed, the forgery is detectable to anyone familiar with the type of document or handwriting--if he examines the document closely. If the die roll is a 20, the forgery is immediately detectable to anyone who normally handles such documents without close examination. The forger will not realize this until too late.

Furthermore, those with forgery proficiency may examine a document to learn if it is a forgery. On a successful proficiency roll, the authenticity of any document can be ascertained. If the die roll is failed but a 20 is not rolled, the answer is unknown. If a 20 is rolled, the character reaches the incorrect conclusion.

GAMING

The character knows most common games of chance and skill, including cards, dice, bones, draughts, and chess. When playing a game, the character may either play out the actual game (which may take too much time for some) or make a proficiency check, with success indicating victory. If two proficient characters play each other, the one with the highest successful die roll wins. A character with gaming proficiency can also attempt to cheat, thus gaining a +1 bonus to his ability score. If the proficiency check for the game is 17 to 20, however, the character has been caught cheating (even if he won the game).

GEM CUTTING

A character with this proficiency can finish the rough gems that are discovered through mining at a rate of 1d10 stones per day. A gem cutter derives no benefit from the assistance of nonproficient characters. A gem cutter must work with a good light source and must have an assortment of chisels, small hammers, and specially hardened blades.

Uncut gems, while still of value, are not nearly as valuable as the finished product. If the cutting is successful (as determined by a proficiency check), the gem cutter increases the value of a given stone to the range appropriate for its type. If a 1 is rolled, the work is exceptionally brilliant and the value of the gem falls into the range for the next most valuable gem (the DM has the relevant tables).

HEALING

A character proficient in healing knows how to use natural medicines and basic principles of first aid and doctoring. If the character tends another within one round of wounding (and makes a successful proficiency check), his ministrations restore 1d3 hit points (but no more hit points can be restored than were lost in the previous round). Only one healing attempt can be made on a character per day.

If a wounded character remains under the care of someone with healing proficiency, that character can recover lost hit points at the rate of 1 per day even when traveling or engaging in nonstrenuous activity. If the wounded character gets complete rest, he can recover 2 hit points per day while under such care. Only characters with both healing and herbalism proficiencies can help others recover at the rate of 3 hit points per day of rest. This care does not require a proficiency check, only the regular attention of the proficient character. Up to six patients can be cared for at any time.

A character with healing proficiency can also attempt to aid a poisoned individual, provided the poison entered through a wound. If the poisoned character can be tended to immediately (the round after the character is poisoned) and the care continues for the next five rounds, the victim gains a +2 bonus to his saving throw (delay his saving throw until the last round of tending). No proficiency check is required, but the poisoned character must be tended to immediately (normally by sacrificing any other action by the proficient character) and cannot do anything himself. If the care and rest are interrupted, the poisoned character must immediately roll a normal saving throw for the poison. This result is unalterable by normal means (i.e., more healing doesn't help). Only characters with both healing and herbalism proficiencies can attempt the same treatment for poisons the victim has swallowed or touched (the character uses his healing to diagnose the poison and his herbalist knowledge to prepare a purgative).

A character with healing proficiency can also attempt to diagnose and treat diseases. When dealing with normal diseases, a successful proficiency check automatically reduces the disease to its mildest form and shortest duration. Those who also have herbalism knowledge gain an additional +2 bonus to this check. A proficient character can also attempt to deal with magical diseases, whether caused by spells or creatures. In this case, a successful proficiency check diagnoses the cause of the disease. However, since the disease is magical in nature, it can be treated only by magical means.

HERALDRY

The knowledge of heraldry enables the character to identify the different crests and symbols that denote different persons and groups. Heraldry comes in many forms and is used for many different purposes. It can be used to identify noblemen, families, guilds, sects, legions, political factions, and castes. The symbols may appear on flags, shields, helmets, badges, embroidery, standards, clothing, coins, and more. The symbols used may include geometric patterns, calligraphed lines of script, fantastic beasts, religious symbols, and magical seals (made for the express purpose of identification). Heraldry can vary from the highly formalized rules and regulations of late medieval Europe to the knowledge of different shield patterns and shapes used by African tribesmen.

The character automatically knows the different heraldic symbols of his homeland and whom they are associated with. In addition, if the character makes a successful proficiency check, he can correctly identify the signs and symbols of other lands, provided he has at least a passing knowledge of the inhabitants of that land. His heraldry skill is of little use upon first entering a foreign land.

HERBALISM

Those with herbalist knowledge can identify plants and fungus and prepare nonmagical potions, poultices, powders, balms, salves, ointments, infusions, and plasters for medical and pseudo-medical purposes. They can also prepare natural plant poisons and purgatives. The DM must decide the exact strength of such poisons based on the poison rules in the DMG. A character with both herbalism and healing proficiencies gains bonuses when using his healing talent (see the Healing proficiency).

HUNTING

When in wilderness settings, the character can attempt to stalk and bring down game. A proficiency check must be made with a -1 penalty to the ability score for every nonproficient hunter in the party. If the die roll is successful, the hunter (and those with him) have come within 101 to 200 yards ($100+1d100$) of an animal. The group can attempt to close the range, but a proficiency check must be made for each 20 yards closed. If the stalking is successful, the hunter automatically surprises the game. The type of animal stalked depends on the nature of the terrain and the whim of the DM.

JUGGLING

The character can juggle, a talent useful for entertainments, diversions, and certain rare emergencies. When juggling normally (to entertain or distract), no proficiency check is required. A check is made when trying spectacular tricks ('Watch me eat this apple in mid-air!'). However, juggling also enables the character to attempt desperate moves. On a successful attack roll vs. AC 0 (not a proficiency check), the character can catch small items thrown to harm him (as opposed to items thrown for him to catch). Thus, the character could catch a dagger or a dart before it hits. If this attack roll fails, however, the character automatically suffers damage (sticking your hand in the path of a dagger is likely to hurt).

JUMPING

The character can attempt exceptional leaps both vertically and horizontally. If the character has at least a 20-foot running start, he can leap (broad jump) $2d6 + \text{his level}$ in feet. No character can broad jump more than six times his height, however. With the same start, he can leap vertically (high jump) $1d3 + \text{half his level}$ in feet. No character can high jump more than $1\frac{1}{2}$ times his own height.

From a standing start, a character with this proficiency can broad jump $1d6 + \text{half his level}$ in feet and high jump only three feet.

The character can also attempt vaults using a pole. A vault requires at least a 30-foot running start. If a pole is used, it must be four to 10 feet longer than the character's height. The vault spans a distance equal to $1\frac{1}{2}$ times the length of the pole. The character can clear heights equal to the height of the pole. He can also choose to land on his feet if the vault carries him over an obstacle no higher than $\frac{1}{2}$ the height of his pole. Thus, using a 12-foot pole, the character could either vault through a window 12 feet off the ground (tumbling into the room beyond), land on his feet in an opening six feet off the ground, or vault across a moat 18 feet wide. In all cases, the pole is dropped at the end of the vault.

LANGUAGES, ANCIENT

The character has mastered a difficult and obscure tongue, now primarily found in the writings of pedantic sages and sorcerers. 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 (his choice).

LANGUAGES, MODERN

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 hireling, or simply a local townsman.

LEATHERWORKING

This proficiency enables a character to tan and treat leather and to make clothing and other leather objects. The character can make leather armor, as well as backpacks, saddlebags, saddles, and all sorts of harnesses.

LOCAL HISTORY

The character is a storehouse of facts about the history of a region the size of a large county or a small province. The character knows when the ruined tower on the hill was built and who built it (and what happened to him), what great heroes and villains fought and fell at the old battlefield, what great treasure is supposed to be kept in a local temple, how the mayor of the next town miraculously grew hair on his balding pate, and more.

The DM will provide information about local sites and events as the character needs to know them. Furthermore, the character can try to retell these events as entertaining stories. Once the subject is chosen, he can either make a proficiency check and, if successful, add that tale to his repertoire, or actually tell the story to other characters. If the character succeeds in entertaining them, the player need not make a proficiency roll for the character, since he has succeeded. The character can tell these stories to entertain others, granting him a +2 bonus to his Charisma for the encounter. But telling stories to hostile beings is probably not going to do any good.

MINING

A character with mining proficiency is needed to site and supervise the operations of any mine. First, the character can attempt to determine what types of ores or gems can be found in a given area. To do this, he must spend at least a week searching a four-square-mile area. The DM may rule that more area must be searched to find anything of value and may thus increase the amount of time required. At the end of the search, the character can say what is likely to be found in this area. After this, the character can site the mine. On a successful proficiency check (made secretly by the DM), the character has found a good site to begin mining for any minerals that may be in the area. The check does not guarantee a successful mine, only that a particular site is the best choice in a given area. The DM must determine what minerals, if any, are to be found in the region of the mine. On a failed check, the character only thinks he has found a good site. Much effort is spent before the character is proved wrong, of course.

Once the mine is in operation, a character with mining proficiency must remain on site to supervise all work. Although this is a steady job, most player characters will find it better to hire an NPC for this purpose.

MOUNTAINEERING

A character with this proficiency can make difficult and dangerous climbs up steep slopes and cliffs with the aid of spikes, ropes, etc. If a character with mountaineering proficiency leads a party, placing the pitons (spikes) and guiding the others, all in the party can gain the benefit of his knowledge. A mountaineer can guide a party up a cliff face it could not otherwise climb. A character with this proficiency gains a 10% bonus per proficiency slot spent to his chance to climb any surface. Note that mountaineering is not the same as the thief's climbing ability, since the latter does not require aids of any sort.

MUSICAL INSTRUMENT

The character can play a specific musical instrument. An additional instrument can be added for every extra slot devoted to this proficiency. The character plays quite well, and no proficiency check is normally required. The DM may direct the character to make a proficiency check in what he feels are extraordinary circumstances.

NAVIGATION

The character has learned the arts of navigating by the stars, studying currents, and watching for telltale signs of land, reefs, and hidden danger. This is not particularly useful on land. At sea, a successful proficiency check by the navigator reduces the chance of getting lost by 20 percent.

POTTERY

A character with this proficiency can create any type of clay vessel or container commonly used in the campaign world. The character requires a wheel and a kiln, as well as a supply of clay and glaze. The character can generally create two small- or medium-sized items or one large-sized item per day. The pieces of pottery must then be fired in the kiln for an additional day.

The raw materials involved cost 3 cp to make a small item, 5 cp to make a medium-sized item, and 1 sp to make a large item.

READING LIPS

The character can understand the speech of those he can see but not hear. When this proficiency is chosen, the player must specify what language the character can lip read (it must be a language the character can already speak). To use the proficiency, the character must be within 30 feet of the speaker and be able to see him speak. A proficiency check is made. If the check fails, nothing is learned. If the check is successful, 70% of the conversation is understood. Since certain sounds are impossible to differentiate, the understanding of a lip-read conversation is never better than this.

READING/WRITING

The character can read and write a modern language he can speak, provided there is someone available to teach the character (another PC, a hireling, or an NPC). This proficiency does not enable the character to learn ancient languages (see Languages, Ancient).

RELIGION

Characters with religion proficiency know the common beliefs and cults of their homeland and the major faiths of neighboring regions. Ordinary information (type of religious symbol used, basic attitude of the faith, etc.) of any religion is automatically known by the character. Special information, such as how the clergy is organized or the significance of particular holy days, requires a proficiency check.

Additional proficiencies spent on religion enable the character either to expand his general knowledge into more distant regions (using the guidelines above) or to gain precise information about a single faith. If the latter is chosen, the character is no longer required to make a proficiency check when answering questions about that religion. Such expert knowledge is highly useful to priest characters when dealing with their own and rival faiths.

RIDING, AIRBORNE

The character is trained in handling a flying mount. The particular creature must be chosen when the proficiency is chosen. Additional proficiency slots can be used to learn how to handle other types of mounts. Unlike land-based riding, a character must have this proficiency (or ride with someone who does) to handle a flying mount. In addition, a proficient character can do the following:

Leap onto the saddle of the creature (when it is standing on the ground) and spur it airborne as a single action. This requires no proficiency check.

Leap from the back of the mount and drop 10 feet to the ground or onto the back of another mount (land-based or flying). Those with only light encumbrance can drop to the ground without a proficiency check. In all other situations, a proficiency check is required. A failed roll means the character takes normal falling damage (for falling flat on his face) or misses his target (perhaps taking large amounts of damage as a result). A character who is dropping to the ground can attempt an immediate melee attack, if his proficiency check is made with a -4 penalty to the ability roll. Failure has the consequences given above.

Spur his mount to greater speeds on a successful check, adding 1d4 to the movement rate of the mount. This speed can be maintained for four consecutive rounds. If the check fails, an attempt can be made again the next round. If two checks fail, no attempt can be made for a full turn. After the rounds of increased speed, its movement drops to 2/3 its normal rate and its Maneuverability Class (see Glossary) becomes one class worse. These conditions last until the mount lands and is allowed to rest for at least one hour.

The rider can guide the mount with his knees and feet, keeping his hands free. A proficiency check is made only after the character suffers damage. If the check is failed, the character is knocked from the saddle. A second check is allowed to see if the character manages to catch himself (thus hanging from the side by one hand or in some equally perilous position). If this fails, the rider falls. Of course a rider can strap himself into the saddle, although this could be a disadvantage if his mount is slain and plummets toward the ground.

RIDING, LAND-BASED

Those skilled in land riding are proficient in the art of riding and handling horses or other types of ground mounts. When the proficiency slot is filled, the character must declare which type of mount he is proficient in. Possibilities include griffons, unicorns, dire wolves, and virtually any creatures used as mounts by humans, demihumans, or humanoids.

A character with riding proficiency can perform all of the following feats. Some of them are automatic, while others require a proficiency check for success.

The character can vault onto a saddle whenever the horse or other mount is standing still, even when the character is wearing armor. This does not require a proficiency check. The character must make a check, however, if he wishes to get the mount moving during the same round in which he lands in its saddle. He must also make a proficiency check if he attempts to vault onto the saddle of a moving mount. Failure indicates that the character falls to the ground--presumably quite embarrassed.

The character can urge the mount to jump tall obstacles or leap across gaps. No check is required if the obstacle is less than three feet tall or the gap is less than 12 feet wide. If the character wants to roll a proficiency check, the mount can be urged to leap obstacles up to seven feet high, or jump across gaps up to 30 feet wide. Success means that the mount has made the jump. Failure indicates that it balks, and the character must make another proficiency check to see whether he retains his seat or falls to the ground.

The character can spur his steed on to great speeds, adding 6 feet per round to the animal's movement rate for up to four turns. This requires a proficiency check each turn to see if the mount can be pushed this hard. If the initial check fails, no further attempts may be made, but the mount can move normally. If the second or subsequent check fails, the mount immediately slows to a walk, and the character must dismount and lead the animal for a turn. In any event, after four turns of racing, the steed must be walked by its dismounted rider for one turn.

The character can guide his mount with his knees, enabling him to use weapons that require two hands (such as bows and two-handed swords) while mounted. This feat does not require a proficiency check unless the character takes damage while so riding. In this case, a check is required and failure means that the character falls to the ground and sustains an additional 1d6 points of damage.

The character can drop down and hang alongside the steed, using it as a shield against attack. The character cannot make an attack or wear armor while performing this feat. The character's Armor Class is lowered by 6 while this maneuver is performed. Any attacks that would have struck the character's normal Armor Class are considered to have struck the mount instead. No proficiency check is required.

The character can leap from the back of his steed to the ground and make a melee attack against any character or creature within 10 feet. The player must roll a successful proficiency check with a -4 penalty to succeed. On a failed roll, the character fails to land on his feet, falls clumsily to the ground, and suffers 1d3 points of damage.

ROPE USE

This proficiency enables a character to accomplish amazing feats with rope. A character with rope use proficiency is familiar with all sorts of knots and can tie knots that slip, hold tightly, slide slowly, or loosen with a quick tug. If the character's hands are bound and held with a knot, he can roll a proficiency check (with a -6 penalty) to escape the bonds.

This character gains a +2 bonus to all attacks made with a lasso. The character also receives a +10% bonus to all climbing checks made while he is using a rope, including attempts to belay (secure the end of a climbing rope) companions.

RUNNING

The character can move at twice his normal movement rate for a day. At the end of the day he must sleep for eight hours. After the first day's movement, the character must roll a proficiency check for success. If the die roll succeeds, the character can continue his running movement the next day. If the die roll fails, the character cannot use his running ability the next day. If involved in a battle during a day he spent running, he suffers a -1 penalty to his attack rolls.

SEAMANSHIP

The character is familiar with boats and ships. He is qualified to work as a crewman, although he cannot actually navigate. Crews of trained seamen are necessary to manage any ship, and they improve the movement rates of inland boats by 50 percent.

SEAMSTRESS/TAILOR

The character can sew and design clothing. He can also do all kinds of embroidery and ornamental work. Although no proficiency check is required, the character must have at least needle and thread to work.

SET SNARES

The character can make simple snares and traps, primarily to catch small game. These can include rope snares and spring traps. A proficiency check must be rolled when the snare is first constructed and every time the snare is set. A failed proficiency check means the trap does not work for some reason. It may be that the workmanship was bad, the character left too much scent in the area, or he poorly concealed the finished work. The exact nature of the problem does not need to be known. The character can also attempt to set traps and snares for larger creatures: tiger pits and net snares, for example. A proficiency check must be rolled, this time with a -4 penalty to the ability score. In both cases, setting a successful snare does not ensure that it catches anything, only that the snare works if triggered. The DM must decide if the trap is triggered.

Thief characters (and only thieves) with this proficiency can also attempt to rig man-traps. These can involve such things as crossbows, deadfalls, spiked springboards, etc. The procedure is the same as that for setting a large snare. The DM must determine the amount of damage caused by a man-trap.

Setting a small snare or trap takes one hour of work. Setting a larger trap requires two to three people (only one need have the proficiency) and 2d4 hours of work. Setting a man-trap requires one or more people (depending on its nature) and 1d8 hours of work. To prepare any trap, the character must have appropriate materials on hand.

Characters with animal lore proficiency gain a +2 bonus to their ability score when attempting to set a snare for the purposes of catching game. Their knowledge of animals and the woods serves them well for this purpose. They gain no benefit when attempting to trap monsters or intelligent beings.

SINGING

The character is an accomplished singer and can use this ability to entertain others and perhaps earn a small living (note that bards can do this automatically). No proficiency check is required to sing. The character can also create choral works on a successful proficiency check.

SPELLCRAFT

Although this proficiency does not grant the character any spellcasting powers, it does give him familiarity with the different forms and rites of spellcasting. If he observes and overhears someone who is casting a spell, or if he examines the material components used, he can attempt to identify the spell being cast. A proficiency check must be rolled to make a correct identification. Wizard specialists gain a +3 bonus to the check when attempting to identify magic of their own school. Note that since the spellcaster must be observed until the very instant of casting, the spellcraft proficiency does not grant an advantage against combat spells. The proficiency is quite useful, however, for identifying spells that would otherwise have no visible effect.

Those talented in this proficiency also have a chance (equal to $\frac{1}{2}$ of their normal proficiency check) of recognizing magical or magically endowed constructs for what they are.

STONEMASONRY

A stonemason is able to build structures from stone so that they last many years. He can do simple stone carvings, such as lettering, columns, and flourishes. The stone can be mortared, carefully fitted without mortar, or loosely fitted and chinked with rocks and earth. A stonemason equipped with his tools (hammers, chisels, wedges, block and tackle) can build a plain section of wall one foot thick, ten feet long, and five feet high in one day, provided the stone has already been cut. A stonemason can also supervise the work of unskilled laborers to quarry stone; one stonemason is needed for every five laborers. Dwarves are among the most accomplished stonemasons in the world; they receive a +2 bonus when using this skill.

SURVIVAL

This proficiency must be applied to a specific environment--i.e., a specific type of terrain and weather factors. Typical environments include arctic, woodland, desert, steppe, mountain, or tropical. The character has basic survival knowledge for that terrain type. Additional proficiency slots can be used to add more types of terrain.

A character skilled in survival has a basic knowledge of the hazards he might face in that land. He understands the effects of the weather and knows the proper steps to lessen the risk of exposure. He knows the methods to locate or gather drinkable water. He knows how to find basic, not necessarily appetizing, food where none is apparent, thus staving off starvation. Furthermore, a character with survival skill can instruct and aid others in the same situation. When using the proficiency to find food or water, the character must roll a proficiency check. If the check is failed, no more attempts can be made that day.

The survival skill in no way releases the player characters from the hardships and horrors of being lost in the wilderness. At best it alleviates a small portion of the suffering. The food found is barely adequate, and water is discovered in minuscule amounts. It is still quite possible for a character with survival knowledge to die in the wilderness. Indeed, the little knowledge the character has may lead to overconfidence and doom!

SWIMMING

A character with swimming proficiency knows how to swim and can move according to the rules given in the Swimming section (Chapter 14: Time and Movement). Those without this proficiency cannot swim. They can hold their breath and float, but they cannot move themselves about in the water.

TIGHTROPE WALKING

The character can attempt to walk narrow ropes or beams with greater than normal chances of success. He can negotiate any narrow surface not angled up or down greater than 45 degrees. Each round the character can walk 60 feet. One proficiency check is made every 60 feet (or part thereof), with failure indicating a fall. The check is made with a -10 penalty to the ability score if the surface is one inch or less in width (a rope), a -5 penalty if two inches to six inches wide, and unmodified if seven inches to 12 inches wide. Wider than one foot requires no check for proficient characters under normal circumstances. Every additional proficiency spent on tightrope walking reduces these penalties by 1. Use of a balancing rod reduces the penalties by 2. Winds or vibrations in the line increases the penalties by 2 to 6.

The character can attempt to fight while on a tightrope, but he suffers a -5 penalty to his attack roll and must roll a successful proficiency check at the beginning of each round to avoid falling off. Since the character cannot maneuver, he gains no adjustments to his Armor Class for Dexterity. If he is struck while on the rope, he must roll an immediate proficiency check to retain his balance.

TRACKING

Characters with tracking proficiency are able to follow the trail of creatures and characters across most types of terrain. Characters who are not rangers roll a proficiency check with a -6 penalty to their ability scores; rangers have no penalty to their ability scores. In addition, other modifiers are also applied to the attempt, according to Table 39.

Table 39:
Tracking Modifiers

Terrain	Modifier	
Soft or muddy ground	+4	
Thick brush, vines, or reeds	+3	
Occasional signs of passage, dust		+2
Normal ground, wood floor	0	
Rocky ground or shallow water	-10	
Every two creatures in the group	+1	
Every 12 hours since trail was made	-1	
Every hour of rain, snow, or sleet		-5
Poor lighting (moon or starlight)	-6	
Tracked party attempts to hide trail		-5

The modifiers in Table 39 are cumulative--total the modifiers for all conditions that apply and combine that with the tracker's Wisdom score to get the modified chance to track.

For example, if Thule's Wisdom score is 16 and he is trying to track through mud (+4), at night (-6), during a sleet storm (-5), his chance to track is 9 (16+4-6-5). (Thule is a ranger so he does not suffer the -6 penalty for non-rangers tracking.)

For tracking to succeed, the creature tracked must leave some type of trail. Thus, it is virtually impossible to track flying or noncorporeal creatures. The DM may allow this in rare instances, but he should also assign substantial penalties to the attempt.

To track a creature, the character must first find the trail. Indoors, the tracker must have seen the creature in the last 30 minutes and must begin tracking from the place last seen. Outdoors, the tracker must either have seen the creature, have eyewitness reports of its recent movement ('Yup, we saw them orcs just high-tail it up that trail there not but yesterday. '), or must have obvious evidence that the creature is in the area (such as a well-used game trail). If these conditions are met, a proficiency check is rolled. Success means a trail has been found. Failure means no trail has been found. Another attempt cannot be made until the above conditions are met again under different circumstances.

Once the trail is found, additional proficiency checks are rolled for the following situations:

The chance to track decreases (terrain, rain, creatures leaving the group, darkness, etc.).

A second track crosses the first.

The party resumes tracking after a halt (to rest, eat, fight, etc.).

Once the tracker fails a proficiency check, another check can be rolled after spending at least one hour searching the area for new signs. If this check is failed, no further attempts can be made. If several trackers are following a trail, a +1 bonus is added to the ability score of the most adept tracker. Once he loses the trail, it is lost to all.

If the modifiers lower the chance to track below 0 (for example, the modifiers are -11 and the character's Wisdom is 10), the trail is totally lost to that character and further tracking is impossible (even if the chance later improves). Other characters may be able to continue tracking, but that character cannot.

A tracking character can also attempt to identify the type of creatures being followed and the approximate

number by rolling a proficiency check. All the normal tracking modifiers apply. One identifying check can be rolled each time a check is rolled to follow the trail. A successful check identifies the creatures (provided the character has some knowledge of that type of creature) and gives a rough estimate of their numbers. Just how accurate this estimate is depends on the DM.

When following a trail, the character (and those with him) must slow down, the speed depending on the character's modified chance to track as found from Table 39.

Table 40:

Movement While Tracking

Chance to Track	Movement Rate
1-6	$\frac{1}{4}$ normal
7-14	$\frac{1}{4}$ normal
14 or greater	$\frac{3}{4}$ normal

In the earlier example, Thule has a modified tracking chance of 9, so he moves at $\frac{1}{2}$ his normal movement rate.

TUMBLING

The character is practiced in all manner of acrobatics--dives, rolls, somersaults, handstands, flips, etc. Tumbling can only be performed while burdened with light encumbrance or less. Aside from entertaining, the character with tumbling proficiency can improve his Armor Class by 4 against attacks directed solely at him in any round of combat, provided he has the initiative and foregoes all attacks that round. When in unarmed combat he can improve his attack roll by 2.

On a successful proficiency check, he suffers only one-half the normal damage from falls of 60 feet or less and none from falls of 10 feet or less. Falls from greater heights result in normal damage.

VENTRILLOQUISM

The character has learned the secrets of ‘throwing his voice.’ Although not actually making sound come from somewhere else (like the spell), the character can deceive others into believing this to be so. When using ventriloquism, the supposed source of the sound must be relatively close to the character. The nature of the speaking object and the intelligence of those watching can modify the character's chance of success. If the character makes an obviously inanimate object talk (a book, mug, etc.), a -5 penalty is applied to his ability score. If a believable source (a PC or NPC) is made to appear to speak, a +2 bonus is added to his ability score. The observer's intelligence modifies this as follows:

Intelligence	Modifier	
less than 3	+6	
3-5		+4
6-8		+2
9-14	0	
15-16	-1	
17-18	-2	
19+	-4	

A successful proficiency check means the character has successfully deceived his audience. One check must be made for every sentence or response. The character is limited to sounds he could normally make (thus, the roar of a lion is somewhat beyond him).

Since ventriloquism relies on deception, people's knowledge of speech, and assumptions about what should and shouldn't talk, it is effective only on intelligent creatures. Thus, it has no effect on animals and the like. Furthermore, the audience must be watching the character since part of the deception is visual (‘Hey, his lips don't move!’). Using ventriloquism to get someone to look behind him does not work, since the voice is not actually behind him (this requires the *ventriloquism* spell). All but those with the gullibility of children realize what is truly happening. They may be amused--or they may not be.

WEAPONSMITHING

This highly specialized proficiency enables a character to perform the difficult and highly exacting work involved in making metal weapons, particularly those with blades. The character blends some of the skill of the blacksmith with an ability to create blades of strength and sharpness. A fully equipped smithy is necessary to use this proficiency.

The time and cost to make various types of weapons are listed on Table 41.

Table 41:
Weapon Construction

Weapon	Construction Time	Material Cost
Arrowhead	10/day	1 cp
Battle Axe	10 days	10 sp
Hand Axe	5 days	5 sp
Dagger	5 days	2 sp
H. Crossbow	20 days	10 sp
L. Crossbow	15 days	5 sp
Fork, Trident	20 days	10 sp
Spear, Lance	4 days	4 sp
Short Sword	20 days	5 sp
Long Sword	30 days	10 sp
2-hd Sword	45 days	2 gp

WEATHER SENSE

This proficiency enables the character to make intelligent guesses about upcoming weather conditions. A successful proficiency check means the character has correctly guessed the general weather conditions in the next six hours. A failed check means the character read the signs wrong and forecast the weather incorrectly. The DM should roll the check secretly. A proficiency check can be made once every six hours. However, for every six hours of observation, the character gains a +1 bonus to his ability score (as he watches the weather change, the character gets a better sense of what is coming). This modifier is cumulative, although sleep or other activity that occupies the attention of the character for a long period negates any accumulated bonus.

Sometimes impending weather conditions are so obvious that no proficiency check is required. It is difficult not to notice the tornado funnel tearing across the plain or the mass of dark clouds on the horizon obviously headed the character's way. In these cases, the player should be able to deduce what is about to happen to his character anyway.

WEAVING

A character with weaving proficiency is able to create garments, tapestries, and draperies from wool or cotton. The character requires a spinning apparatus and a loom. A weaver can create two square yards of material per day.

ARMORER

This character can make all of the types of armor listed in the *Player's Handbook*, given the proper materials and facilities. When making armor, the proficiency check is rolled at the end of the normal construction time.

The time required to make armor is equal to two weeks per level of AC below 10. For example, a shield would require two weeks of work, whereas a suit of full plate armor would require 18 weeks of work.

If the proficiency check indicates failure but is within 4 of the amount needed for success, the armorer has created usable, but flawed, armor. Such armor functions as 1 AC worse than usual, although it looks like the armor it was intended to be. Only a character with armorer proficiency can detect the flaws, and this requires careful and detailed inspection.

If the flawed armor is struck in melee combat with a natural die roll of 19 or 20, it breaks. The character's AC immediately worsens by 4 additional classes (although never above 10), and the broken armor hampers the character's movement. Until the character can remove the broken armor (a process requiring 1d4 rounds), the character moves at $\frac{1}{2}$ of his normal rate and suffers a -4 penalty to all of his attack rolls.

If an armorer is creating a suit of field plate or full plate armor, the character who will use the armor must be present at least once a week during the creation of the armor, since such types of armor require very exact fitting.

ARQUEBUS

This weapon may be disallowed by your DM and you must check with him before you purchase it. An arquebus is an early form of the musket, almost as dangerous to its user as it is to the target. To use an arquebus, you must have a supply of powder and shot and a piece of slow-burning match or cord (one charge costs 5 SP). These items may or may not be commonly available. (Powder is treated as a magical item in these rules.) The weapon can be fired only once every three rounds, and then only if the character is not attacked while loading. When firing an arquebus, all penalties for range are doubled.

If the attack roll for the arquebus is a 1 or 2, the weapon backfires, causing 1d6 points of damage to the firer. It is also fouled and cannot be used again until it has been cleaned, which takes about 30 minutes. When a arquebus scores a hit, it normally does 1 to 9 points of damage on 1d10. When a 10 is rolled, the die is rolled again and this amount is added to 10. Each time a 10 is rolled, the die is rolled again and added to the previous total. Thus, in a rare instance, a single shot could inflict 37 points, for example, if three consecutive 10s were rolled, followed by a 7. The damage caused by an arquebus is never modified for a high Strength score.

This is a piercing weapon: +1 Vs brigandine, +1 Vs field plate, +3 Vs full plate, -2 Vs leather, padded, and hide armor, +1 Vs ring mail, +1 Vs scale mail, +1 Vs splint mail, and +1 Vs studded leather. There are no modifiers Vs other armor types. Note: these are THAC0 modifiers so plusses ('+') are bad (less likely to hit) and minuses ('-') are good (more likely to hit).

Item	Cost	Weight			Speed Factor	Damage	
		(lbs)	Size	Type		S-M	L
Arquebus***	500 gp	10	M	P	15	1d10	1d10

*** This weapon available only if allowed by the DM.

BATTLE AXE

The battle axe is a footman's weapon, giving these soldiers a longer reach and a fighting chance against mounted opponents.

Its long handle allows the wielder to put considerable force into his swings. Despite the shaft length, a battle axe is a one-handed weapon.

Two-handed battle axes have the same statistics as the bardiche. They are called 'great axes.'

This is a slashing weapon: +2 Vs banded mail, +1 Vs brigandine, +2 Vs chain mail, +3 Vs field plate, +4 Vs full plate, +3 Vs plate mail, +1 Vs ring mail, and +2 Vs studded leather. There are no modifiers Vs other armor types. Note: these are THAC0 modifiers so plusses ('+') are bad (less likely to hit) and minuses ('-') are good (more likely to hit).

Item	Cost	Weight		Type	Speed Factor	Damage	
		(lbs)	Size			S-M	L
Battle Axe	5 gp	7	M	S	7	1d8	1d8

BLOWGUN

Blowguns are long, hollow tubes composed of wood or metal, ranging from four to seven feet in length. They are used to fire darts, needles, and pellets.

Item	Cost	Weight		Type	Speed Factor	Damage	
		(lbs)	Size			S-M	L
Blowgun	5 gp	2	L	--	5	--	

BARBED DART

The blowgun dart is a small arrow with a wad of cotton or other plant fibers instead of fletching. The fibers make a better seal in the tube, allowing more force to gather behind it. A blowgun dart is not the same as a regular dart and the latter cannot be shot out of a blowgun.

This is a piercing missile: +1 Vs brigandine, +1 Vs field plate, +3 Vs full plate, -2 Vs leather, padded, and hide armor, +1 Vs ring mail, +1 Vs scale mail, +1 Vs splint mail, and +1 Vs studded leather. There are no modifiers Vs other armor types. Note: these are THACO modifiers so plusses ('+') are bad (less likely to hit) and minuses ('-') are good (more likely to hit).

Item	Cost	Weight		Type	Speed Factor	Damage	
		(lbs)	Size			S-M	L
Barbed Dart	1 sp	*	S	P	--	1d3	1d2

* These items weigh little individually. Ten of these weigh one pound.

NEEDLE

Needles are sometimes used to deliver a poison, often a paralytic poison such as curare. Needles do less damage than other blowgun missiles, but this is not a disadvantage, since their function is to carry the poison to the target, not to cause damage.

This is a piercing missile: +1 Vs brigandine, +1 Vs field plate, +3 Vs full plate, -2 Vs leather, padded, and hide armor, +1 Vs ring mail, +1 Vs scale mail, +1 Vs splint mail, and +1 Vs studded leather. There are no modifiers Vs other armor types. Note: these are THACO modifiers so plusses ('+') are bad (less likely to hit) and minuses ('-') are good (more likely to hit).

Item	Cost	Weight		Type	Speed Factor	Damage	
		(lbs)	Size			S-M	L
Needle	2 cp	*	S	P	--	1	1

* These items weigh little individually. Ten of these weigh one pound.

SHORT BOW

Short bow staves are about 5½ feet long on the average. Short bows can only fire flight arrows.

Item	Cost	Weight		Type	Speed Factor	Damage	
		(lbs)	Size			S-M	L
Short bow	30 gp	2	M	--	7	--	--

LONG BOW

The staff is about as high as the archer. Long bows have better range than short bows and can fire both flight and sheaf arrows.

Item	Cost	Weight		Type	Speed Factor	Damage	
		(lbs)	Size			S-M	L
Long bow	75 gp	3	L	--	8	--	--

COMPOSITE SHORT BOW

Short bow staves are about 5½ feet long on the average. Composite short bow staves are made up of more than one type of material (wood, horn, and sinew for example). Short bows can only fire flight arrows.

Item	Cost	Weight		Type	Speed Factor	Damage	
		(lbs)	Size			S-M	L
Composite short bow	75 gp	2	M	--	6	--	--

COMPOSITE LONG BOW

The staff is about as high as the archer. Composite long bow staves are made up of more than one type of material (wood, horn, and sinew for example). Long bows have better range than short bows and can fire both flight and sheaf arrows.

Item	Cost	Weight		Type	Speed Factor	Damage	
		(lbs)	Size			S-M	L
Composite long bow	100 gp	3	L	--	7	--	--

FLIGHT ARROWS

The flight arrow is built for distance. These are lightweight arrows often used for hunting.

This is a piercing missile: +1 Vs brigandine, +1 Vs field plate, +3 Vs full plate, -2 Vs leather, padded, and hide armor, +1 Vs ring mail, +1 Vs scale mail, +1 Vs splint mail, and +1 Vs studded leather. There are no modifiers Vs other armor types. Note: these are THAC0 modifiers so plusses ('+') are bad (less likely to hit) and minuses ('-') are good (more likely to hit).

Item	Cost	Weight		Type	Speed Factor	Damage	
		(lbs)	Size			S-M	L
Flight arrow	3 sp/12	*	M	P	--	1d6	1d6

*These items weigh little individually. Ten of these weigh one pound.

SHEAF ARROWS

Sheaf arrows, also known as war arrows, are heavier arrows with less range than flight arrows, but cause more damage. The arrowheads are steel and quite sharp. Sheaf arrows are used in warfare and can only be fired by longbows.

This is a piercing missile: +1 Vs brigandine, +1 Vs field plate, +3 Vs full plate, -2 Vs leather, padded, and hide armor, +1 Vs ring mail, +1 Vs scale mail, +1 Vs splint mail, and +1 Vs studded leather. There are no modifiers Vs other armor types. Note: these are THAC0 modifiers so plusses ('+') are bad (less likely to hit) and minuses ('-') are good (more likely to hit).

Item	Cost	Weight		Type	Speed Factor	Damage	
		(lbs)	Size			S-M	L
Sheaf arrow	3 sp/6	*	M	P	--	1d8	1d8

* These items weigh little individually. Ten of these weigh one pound.

CLUB

Most clubs are stout, hardwood sticks, narrow at the grip and wider at the end.

This is a bludgeoning weapon: +1 Vs banded mail, -2 Vs chain mail, and +2 Vs splint mail. There are no modifiers Vs other armor types. Note: these are THAC0 modifiers so plusses ('+') are bad (less likely to hit) and minuses ('-') are good (more likely to hit).

Item	Cost	Weight		Type	Speed Factor	Damage	
		(lbs)	Size			S-M	L
Club	--	3	M	B	4	1d6	1d3

HAND CROSSBOW

Strength bonuses or penalties do not apply to crossbows, since these are purely mechanical devices. The hand crossbow is easily held in one hand and cocked with the other. All crossbows fire quarrels or bolts and the correct size must be used with each weapon.

Item	Cost	Weight		Type	Speed Factor	Damage	
		(lbs)	Size			S-M	L
Hand crossbow	300 gp	3	S	--	5	--	--
Hand quarrel	1 gp	*	S	P	--	1d3	1d2

* These items weigh little individually. Ten of these weigh one pound.

HAND QUARREL

The ammunition fired by hand crossbows. Quarrels are shaped like arrows, but the shafts are shorter and thicker. The quarrel heads used for warfare are conical or pyramid-shaped iron heads.

This is a piercing missile: +1 Vs brigandine, +1 Vs field plate, +3 Vs full plate, -2 Vs leather, padded, and hide armor, +1 Vs ring mail, +1 Vs scale mail, +1 Vs splint mail, and +1 Vs studded leather. There are no modifiers Vs other armor types. Note: these are THAC0 modifiers so plusses ('+') are bad (less likely to hit) and minuses ('-') are good (more likely to hit).

Item	Cost	Weight		Type	Speed Factor	Damage	
		(lbs)	Size			S-M	L
Hand quarrel	1 gp	*	S	P	--	1d3	1d2

* These items weigh little individually. Ten of these weigh one pound.

LIGHT CROSSBOW

Strength bonuses or penalties do not apply to crossbows, since these are purely mechanical devices. The light crossbow, also called latches, must be braced against an object to be cocked with a lever mounted on the stock. All crossbows fire quarrels or bolts and the correct size must be used with each weapon.

Item	Cost	Weight		Type	Speed Factor	Damage	
		(lbs)	Size			S-M	L
Light crossbow	35 gp	7	S	--	7	--	--
Light quarrel	1 sp	*	M	P	--	1d4	1d4

* These items weigh little individually. Ten of these weigh one pound.

LIGHT QUARREL

The ammunition fired by light crossbows. Quarrels are shaped like arrows, but the shafts are shorter and thicker. The quarrel heads used for warfare are conical or pyramid-shaped iron heads.

This is a piercing missile: +1 Vs brigandine, +1 Vs field plate, +3 Vs full plate, -2 Vs leather, padded, and hide armor, +1 Vs ring mail, +1 Vs scale mail, +1 Vs splint mail, and +1 Vs studded leather. There are no modifiers Vs other armor types. Note: these are THAC0 modifiers so plusses ('+') are bad (less likely to hit) and minuses ('-') are good (more likely to hit).

Item	Cost	Weight		Type	Speed Factor	Damage	
		(lbs)	Size			S-M	L
Light quarrel	1 sp	*	M	P	--	1d4	1d4

* These items weigh little individually. Ten of these weigh one pound.

HEAVY CROSSBOW

Strength bonuses or penalties do not apply to crossbows, since these are purely mechanical devices. The heavy crossbow, also called arbalest, has a powerful pull and must be cocked with a cranequin (a simple winch or lever) that comes with the weapon. One foot is placed in a stirrup at the end of the crossbow while the cranequin is worked. All crossbows fire quarrels or bolts and the correct size must be used with each weapon.

Item	Cost	Weight		Type	Speed Factor	Damage		
		(lbs)	Size			S-M	L	
Heavy crossbow		50 gp	14	M	--	10	--	--
Heavy quarrel		2 sp	*	S	P	--	1d4+1	1d6+1

* These items weigh little individually. Ten of these weigh one pound.

HEAVY QUARREL

The ammunition fired by heavy crossbows. Quarrels are shaped like arrows, but the shafts are shorter and thicker. The quarrel heads used for warfare are conical or pyramid-shaped iron heads.

This is a piercing missile: +1 Vs brigandine, +1 Vs field plate, +3 Vs full plate, -2 Vs leather, padded, and hide armor, +1 Vs ring mail, +1 Vs scale mail, +1 Vs splint mail, and +1 Vs studded leather. There are no modifiers Vs other armor types. Note: these are THAC0 modifiers so plusses ('+') are bad (less likely to hit) and minuses ('-') are good (more likely to hit).

Item	Cost	Weight		Type	Speed	Damage	
		(lbs)	Size		Factor	S-M	L
Heavy quarrel		2 sp	*	S	P	--	1d4+1 1d6+1

* These items weigh little individually. Ten of these weigh one pound.

DAGGER OR DIRK

The typical dagger has a pointed, usually double-edged blade, as opposed to a knife, which has a single edge and is a bit shorter than the dagger.

A dirk has qualities of both the dagger and the knife. The dirk has two round, symmetrical globes at the base of the handle, where the handle meets the blade. The grip itself emerges from between the globes and is flared on top. The dirk is a single-edged grooved weapon with a back edge near the point.

This is a piercing weapon: +1 Vs brigandine, +1 Vs field plate, +3 Vs full plate, -2 Vs leather, padded, and hide armor, +1 Vs ring mail, +1 Vs scale mail, +1 Vs splint mail, and +1 Vs studded leather. There are no modifiers Vs other armor types. Note: these are THAC0 modifiers so plusses ('+') are bad (less likely to hit) and minuses ('-') are good (more likely to hit).

Item	Cost	Weight		Type	Speed Factor	Damage	
		(lbs)	Size			S-M	L
Dagger or dirk	2 gp	1	S	P	2	1d4	1d3
Bone dagger	1 sp	1	S	P	2	1d2	1d2
Parrying dagger	5 gp	1	S	P	2	1d3	1d3
Stone dagger	2 sp	1	S	P	2	1d3	1d2
Stiletto	5 sp	1/2	S	P	2	1d3	1d2

DART

The dart is a small, easily concealable missile weapon that is thrown rather than fired from a bow or other launcher.

This is a piercing missile: +1 Vs brigandine, +1 Vs field plate, +3 Vs full plate, -2 Vs leather, padded, and hide armor, +1 Vs ring mail, +1 Vs scale mail, +1 Vs splint mail, and +1 Vs studded leather. There are no modifiers Vs other armor types. Note: these are THAC0 modifiers so plusses ('+') are bad (less likely to hit) and minuses ('-') are good (more likely to hit).

Item	Cost	Weight		Type	Speed	Damage	
		(lbs)	Size		Factor	S-M	L
Dart	5 sp	1/2	S	P	2	1d3	1d2

FOOTMAN'S FLAIL

The flail is a sturdy wooden handle attached to an iron rod, a wooden rod with spikes, or a spike iron ball. Between the handle and its implement is either a hinge or a chain link. The weapon was originally used for threshing grain.

The footman's flail has a handle approximately four feet in length.

This is a bludgeoning weapon: +1 Vs banded mail, -2 Vs chain mail, and +2 Vs splint mail. There are no modifiers Vs other armor types. Note: these are THAC0 modifiers so plusses ('+') are bad (less likely to hit) and minuses ('-') are good (more likely to hit).

Item	Cost	Weight		Type	Speed Factor	Damage	
		(lbs)	Size			S-M	L
Flail, Footman's	15 gp	15	M	B	7	1d6+1	2d4

FOOTMAN'S MACE

A wooden club with a stone or iron head mounted on one end.

Footman's maces originated as heavy wooden truncheons, about two and a half feet in length and covered with iron studs. As time went by, flanged heads similar to the horseman's mace were used instead. This mace is a two-handed weapon.

This is a bludgeoning weapon: +1 Vs banded mail, -2 Vs chain mail, and +2 Vs splint mail. There are no modifiers Vs other armor types. Note: these are THAC0 modifiers so plusses ('+') are bad (less likely to hit) and minuses ('-') are good (more likely to hit).

Item	Cost	Weight		Type	Speed	Damage		
		(lbs)	Size		Factor	S-M	L	
Footman's mace		8 gp	10	M	B	7	1d6+1	1d6

FOOTMAN'S PICK

The military pick generally consists of a heavy piercing fluke mounted on a haft. The weapon might have either one or two flukes, and the haft might be spiked. It is designed to penetrate the heavier armor types, from chain mail up through full plate armor.

The footman's version of this weapon has a haft up to five feet long, enabling it to be wielded with two hands. The weapon weighs about six pounds and can be swung with great penetrating force.

This is a piercing weapon: +1 Vs brigandine, +1 Vs field plate, +3 Vs full plate, -2 Vs leather, padded, and hide armor, +1 Vs ring mail, +1 Vs scale mail, +1 Vs splint mail, and +1 Vs studded leather. There are no modifiers Vs other armor types. Note: these are THACO modifiers so plusses ('+') are bad (less likely to hit) and minuses ('-') are good (more likely to hit).

Item	Cost	Weight		Type	Speed Factor	Damage	
		(lbs)	Size			S-M	L
Footman's pick	8 gp	6	M	P	7	1d6+1	2d4

HAND OR THROWING AXE

The hand axe or throwing axe is also known as a hatchet. The axe blade has a sharp steel tip, counterbalanced by a pointed fluke. The short handle has a point on the bottom and the head may have a spike on top.

This is a slashing weapon: +2 Vs banded mail, +1 Vs brigandine, +2 Vs chain mail, +3 Vs field plate, +4 Vs full plate, +3 Vs plate mail, +1 Vs ring mail, and +2 Vs studded leather. There are no modifiers Vs other armor types. Note: these are THAC0 modifiers so plusses ('+') are bad (less likely to hit) and minuses ('-') are good (more likely to hit).

Item	Cost	Weight		Type	Speed Factor	Damage	
		(lbs)	Size			S-M	L
Hand/Throwing axe	1 gp	5	M	S	4	1d6	1d4

HARPOON

The harpoon is a hunting weapon, which, in times of duress, may be used for defense. Harpoons may be used one- or two-handed, and there is no change in speed factor for using it one way or the other. The harpoon has a poor throwing range and damage potential is less when it is used one-handed, much like a bastard sword.

This is a piercing weapon: +1 Vs brigandine, +1 Vs field plate, +3 Vs full plate, -2 Vs leather, padded, and hide armor, +1 Vs ring mail, +1 Vs scale mail, +1 Vs splint mail, and +1 Vs studded leather. There are no modifiers Vs other armor types. Note: these are THAC0 modifiers so plusses ('+') are bad (less likely to hit) and minuses ('-') are good (more likely to hit).

Item	Cost	Weight		Type	Speed Factor	Damage	
		(lbs)	Size			S-M	L
Harpoon	--	--	--	--	--	--	--
One-handed	20 gp	6	L	P	7	1d4+1	1d6+1
Two-handed	20 gp	6	L	P	7	2d4	2d6

HORSEMAN'S FLAIL

The flail is a sturdy wooden handle attached to an iron rod, a wooden rod with spikes, or a spike iron ball. Between the handle and its implement is either a hinge or a chain link. The weapon was originally used for threshing grain.

The horseman's version of the flail has a two-foot-long handle. This is a one-handed weapon.

This is a bludgeoning weapon: +1 Vs banded mail, -2 Vs chain mail, and +2 Vs splint mail. There are no modifiers Vs other armor types. Note: these are THAC0 modifiers so plusses ('+') are bad (less likely to hit) and minuses ('-') are good (more likely to hit).

Item	Cost	Weight		Type	Speed	Damage		
		(lbs)	Size		Factor	S-M	L	
Flail, Horseman's		8 gp	5	M	B	6	1d4+1	1d4+1

HORSEMAN'S MACE

A wooden club with a stone or iron head mounted on one end.

Horseman's maces have a wooden handle about 18 inches long with a leather wrist strap at the bottom of the handle and a metal head. Knights usually keep a mace slung over a hook on the saddlebow. An alternate name for the horseman's mace is the knight's mace. This type of mace is a one-handed weapon.

This is a bludgeoning weapon: +1 Vs banded mail, -2 Vs chain mail, and +2 Vs splint mail. There are no modifiers Vs other armor types. Note: these are THAC0 modifiers so plusses ('+') are bad (less likely to hit) and minuses ('-') are good (more likely to hit).

Item	Cost	Weight		Type	Speed Factor	Damage		
		(lbs)	Size			S-M	L	
Horseman's mace		5 gp	6	M	B	6	1d6	1d4

HORSEMAN'S PICK

The military pick generally consists of a heavy piercing fluke mounted on a haft. The weapon might have either one or two flukes, and the haft might be spiked. It is designed to penetrate the heavier armor types, from chain mail up through full plate armor.

The horseman's pick weighs about four pounds and has a haft about two feet long. It is commonly used by knights and heavy mercenary horseman, who face more heavily armored opponents.

This is a piercing weapon: +1 Vs brigandine, +1 Vs field plate, +3 Vs full plate, -2 Vs leather, padded, and hide armor, +1 Vs ring mail, +1 Vs scale mail, +1 Vs splint mail, and +1 Vs studded leather. There are no modifiers Vs other armor types. Note: these are THACO modifiers so plusses ('+') are bad (less likely to hit) and minuses ('-') are good (more likely to hit).

Item	Cost	Weight		Type	Speed Factor	Damage		
		(lbs)	Size			S-M	L	
Horseman's pick		7 gp	4	M	P	5	1d4+1	1d4

JAVELIN

Javelins are classified as light spears, suitable for melees or missile combat, usable either on horseback or on foot. The javelin head is not very large, and is usually leaf-or lancet-shaped. Javelin heads may have barbs.

Javelins may be used either one- or two-handed, and like the harpoon, there is no difference in speed factor between the two styles. The javelin has a respectable throwing range, certainly better than that of a spear, with damage potential comparable to the spear. Like the harpoon, the javelin gives the adventurer the advantage of a weapon that may be used effectively either as a melee weapon or as a missile weapon.

This is a piercing weapon: +1 Vs brigandine, +1 Vs field plate, +3 Vs full plate, -2 Vs leather, padded, and hide armor, +1 Vs ring mail, +1 Vs scale mail, +1 Vs splint mail, and +1 Vs studded leather. There are no modifiers Vs other armor types. Note: these are THAC0 modifiers so plusses ('+') are bad (less likely to hit) and minuses ('-') are good (more likely to hit).

Item	Cost	Weight		Type	Speed Factor	Damage	
		(lbs)	Size			S-M	L
Javelin	--	--	--	--	--	--	--
One-handed	5 sp	2	L	P	4	1d4	1d4
Two-handed	5 sp	2	L	P	4	1d6	1d6
Javelin, Stone	--	--	--	--	--	--	--
One-handed	5 cp	2	M	P	4	1d4	1d4
Two-handed	5 cp	2	M	P	4	1d4+1	1d6

KNIFE

A knife consists of a single-edged, pointed blade a handle mounted asymmetrically.

This is both a slashing and a piercing weapon: +1 Vs brigandine, +1 Vs field plate, +3 Vs full plate, -2 Vs leather, padded,

and hide armor, +1 Vs ring mail, and +1 Vs studded leather. There are no modifiers Vs other armor types.

Note: these are

THACO modifiers so plusses ('+') are bad (less likely to hit) and minuses ('-') are good (more likely to hit).

Item	Cost	Weight			Speed	Damage	
		(lbs)	Size	Type	Factor	S-M	L
Knife	5 sp	1/2	S	P/S	2	1d3	1d2
Bone knife	3 cp	1/2	S	P/S	2	1d2	1d2
Stone knife	5 cp	1/2	S	P/S	2	1d2	1d2

HEAVY HORSE LANCE

A long shaft of tough wood with an iron head in the shape of a laurel or willow leaf, with cutting edges and a sharp point meant to penetrate armor. Approximately 14 feet long. Only usable by rider on a heavy warhorse

Requires that the rider is firmly in a saddle and using stirrups.

This is a piercing weapon: +1 Vs brigandine, +1 Vs field plate, +3 Vs full plate, -2 Vs leather, padded, and hide armor, +1 Vs ring mail, +1 Vs scale mail, +1 Vs splint mail, and +1 Vs studded leather. There are no modifiers Vs other armor types. Note: these are THACO modifiers so plusses ('+') are bad (less likely to hit) and minuses ('-') are good (more likely to hit).

Item	Cost	Weight		Type	Speed Factor	Damage	
		(lbs)	Size			S-M	L
Lance @	--	--	--	--	--	--	--
Heavy horse lance	15 gp	15	L	P	8	1d8+1	3d6

@ This weapon inflicts double damage when used from the back of a charging mount

LIGHT HORSE LANCE

A long shaft of tough wood with an iron head in the shape of a laurel or willow leaf, with cutting edges and a sharp point meant to penetrate armor. Approximately 10 feet long. Usable by rider on a light, medium, or heavy warhorse.

This is a piercing weapon: +1 Vs brigandine, +1 Vs field plate, +3 Vs full plate, -2 Vs leather, padded, and hide armor, +1 Vs ring mail, +1 Vs scale mail, +1 Vs splint mail, and +1 Vs studded leather. There are no modifiers Vs other armor types. Note: these are THAC0 modifiers so plusses ('+') are bad (less likely to hit) and minuses ('-') are good (more likely to hit).

Item	Cost	Weight		Type	Speed	Damage	
		(lbs)	Size		Factor	S-M	L
Lance @	--	--	--	--	--	--	--
Light horse lance	6 gp	5	L	P	6	1d6	1d8

@ This weapon inflicts double damage when used from the back of a charging mount.

JOUSTING LANCE

Requires that the rider is firmly in a saddle and using stirrups. The jousting lance is a heavy horse lance modified for use in tournaments, in which the desire is not to kill the opponent. The end of the lance is fitted with a special blunted tip intended to lessen the chance of wounds. Of course, good intentions often go awry, so there is still a chance of injury during a joust.

This is a piercing weapon: +1 Vs brigandine, +1 Vs field plate, +3 Vs full plate, -2 Vs leather, padded, and hide armor, +1 Vs ring mail, +1 Vs scale mail, +1 Vs splint mail, and +1 Vs studded leather. There are no modifiers Vs other armor types. Note: these are THAC0 modifiers so plusses ('+') are bad (less likely to hit) and minuses ('-') are good (more likely to hit).

Item	Cost	Weight		Type	Speed Factor	Damage	
		(lbs)	Size			S-M	L
Lance @	--	--	--	--	--	--	--
Jousting lance		20 gp	20	L	P	10	1d3-1 1d2-1

@ This weapon inflicts double damage when used from the back of a charging mount.

MEDIUM HORSE LANCE

A long shaft of tough wood with an iron head in the shape of a laurel or willow leaf, with cutting edges and a sharp point meant to penetrate armor. Approximately 12 feet long. Only usable by a rider on a medium or heavy warhorse.

This is a piercing weapon: +1 Vs brigandine, +1 Vs field plate, +3 Vs full plate, -2 Vs leather, padded, and hide armor, +1 Vs ring mail, +1 Vs scale mail, +1 Vs splint mail, and +1 Vs studded leather. There are no modifiers Vs other armor types. Note: these are THACO modifiers so plusses ('+') are bad (less likely to hit) and minuses ('-') are good (more likely to hit).

Item	Cost	Weight		Type	Speed	Damage	
		(lbs)	Size		Factor	S-M	L
Lance @	--	--	--	--	--	--	--
Medium horse lance	10 gp	10	L	P	7	1d6+1	2d6

@ This weapon inflicts double damage when used from the back of a charging mount.

MANCATCHER

This item is a highly specialized type of polearm designed to capture without killing a victim. It consists of a long pole with a spring-loaded set of sharpened jaws at the end. The victim is caught between the arms, which then snap shut. The mancatcher is effective only on man-sized creatures. The target is always treated as AC 10, modified for Dexterity. If a hit is scored, the character is caught. The caught victim loses all shield and Dexterity bonuses and can be pushed and pulled about. This causes an automatic 1d2 points of damage per round and gives a 25% chance of pulling the victim to the ground. The victim can escape on a successful bend bars/lift gates roll, although this results in 1d2 points more damage. A common tactic is to use the weapon to pull horsemen off their mounts, then pin them to the ground.

Item	Cost	Weight		Type	Speed Factor	Damage	
		(lbs)	Size			S-M	L
Mancatcher **	30 gp	8	L	--	7	--	--

** This weapon can dismount a rider on a successful hit.

MORNING STAR

The morning star is a wooden shaft topped with a metal head made up of a spiked iron sheath. Morning stars have an overall length of about four feet. Some such weapons have a round, oval, or cylindrical shaped head studded with spikes. Extending from most morning star heads, regardless of design, is a long point for thrusting.

Long -handed morning stars are used by foot soldiers, while the short-handled versions are used by horsemen.

This is both a piercing and a bashing weapon: -2 Vs chain mail, -2 Vs leather, padded, and hide armor, and +1 Vs splint.

There are no modifiers Vs other armor types. Note: these are THAC0 modifiers so plusses ('+') are bad (less likely to hit) and minuses ('-') are good (more likely to hit).

Item	Cost	Weight		Type	Speed Factor	Damage	
		(lbs)	Size			S-M	L
Morning star	10 gp	12	M	P/B	7	2d4	1d6+1

AWL PIKE

Essentially this is a long spear 12 to 20 feet long ending in a spike point of tapered spear head. It was a popular weapon during the Renaissance. Since the pike stuck out in front, men could be packed side-by-side in dense formations, and several rows of men could fight. Large blocks of pikemen made formidable troops. However, once the pikemen engaged in close combat, they normally dropped their clumsy awl pikes and fought hand-to-hand with short swords.

Because of their length, all polearms are infantry weapons and require two hands to use.

This is a piercing weapon: +1 Vs brigandine, +1 Vs field plate, +3 Vs full plate, -2 Vs leather, padded, and hide armor, +1 Vs ring mail, +1 Vs scale mail, +1 Vs splint mail, and +1 Vs studded leather. There are no modifiers Vs other armor types. Note: these are THACO modifiers so plusses ('+') are bad (less likely to hit) and minuses ('-') are good (more likely to hit).

Item	Cost	Weight		Type	Speed	Damage	
		(lbs)	Size		Factor	S-M	L
Awl pike #	5 gp	12	L	P	13	1d6	1d12

This weapon inflicts double damage when firmly set to receive a charge.

BARDICHE

One of the simplest of polearms, the bardiche is an elongated battle axe. A large curving axe-head is mounted on the end of a shaft 5 to 8 feet long. It probably grew out of common peasant tools and was popular with them. One relative disadvantage is that the bardiche required more space to wield than a pike or a spear.

Because of their length, all polearms are infantry weapons and require two hands to use.

This is a slashing weapon: +2 Vs banded mail, +1 Vs brigandine, +2 Vs chain mail, +3 Vs field plate, +4 Vs full plate, +3 Vs plate mail, +1 Vs ring mail, and +2 Vs studded leather. There are no modifiers Vs other armor types. Note: these are THAC0 modifiers so plusses ('+') are bad (less likely to hit) and minuses ('-') are good (more likely to hit).

Item	Cost	Weight		Type	Speed Factor	Damage	
		(lbs)	Size			S-M	L
Bardiche	7 gp	12	L	S	9	2d4	2d6

BEC-DE-CORBIN

This was a highly specialized weapon of the upper classes during the Late Middle Ages and the early Renaissance. It is an early can-opener designed specifically to deal with plate armor. The pick or beak is made to punch through plate, while the hammer side can be used to give a stiff blow. The end is fitted with a short blade for dealing with unarmored or helpless foes. The weapon is about eight feet long. Since the weapon relies on impact, a great deal of swinging space is needed.

Because of their length, all polearms are infantry weapons and require two hands to use.

This is both a piercing and a bashing weapon: -2 Vs chain mail, -2 Vs leather, padded, and hide armor, and +1 Vs splint.

There are no modifiers Vs other armor types. Note: these are THAC0 modifiers so plusses ('+') are bad (less likely to hit) and minuses ('-') are good (more likely to hit).

Item	Cost	Weight		Type	Speed Factor	Damage	
		(lbs)	Size			S-M	L
Bec de corbin	8 gp	10	L	P/B	9	1d8	1d6

BILL-GUISAMRE

A particularly bizarre-looking combination weapon, the bill-guisarme is an outgrowth of the common bill hook. Mounted on a seven- to eight-foot-long pole, it has a combination of a heavy cleaver blade, a jutting back spike, and a hook or spike on the end. Thus, it can be used in several different ways. Like most polearms, it requires lots of room to use.

Because of their length, all polearms are infantry weapons and require two hands to use.

This is both a slashing and a piercing weapon: +1 Vs brigandine, +1 Vs field plate, +3 Vs full plate, -2 Vs leather, padded, and hide armor, +1 Vs ring mail, and +1 Vs studded leather. There are no modifiers Vs other armor types. Note: these are

THACO modifiers so plusses ('+') are bad (less likely to hit) and minuses ('-') are good (more likely to hit).

Item	Cost	Weight		Type	Speed Factor	Damage	
		(lbs)	Size			S-M	L
Bill-guisarme	7 gp	15	L	P/S	10	2d4	1d10

FAUCHARD

An outgrowth of the sickle and scythe, the fauchard is a long, inward curving blade mounted on a shaft six to eight feet long.

It can slash or thrust, although the inward curving point makes thrusting rather ineffective. Its advantage is that a peasant can easily convert his common scythe into this weapon of war.

Because of their length, all polearms are infantry weapons and require two hands to use.

This is both a slashing and a piercing weapon: +1 Vs brigandine, +1 Vs field plate, +3 Vs full plate, -2 Vs leather, padded,

and hide armor, +1 Vs ring mail, and +1 Vs studded leather. There are no modifiers Vs other armor types.

Note: these are

THACO modifiers so plusses ('+') are bad (less likely to hit) and minuses ('-') are good (more likely to hit).

Item	Cost	Weight		Type	Speed Factor	Damage	
		(lbs)	Size			S-M	L
Fauchard	5 gp	7	L	P/S	8	1d6	1d8

FAUCHARD-FORK

This is an attempted improvement on the fauchard, adding a long spike or fork to the back of the blade. Supposedly this improves the thrusting ability of the weapon. It is still an inefficient weapon.

Because of their length, all polearms are infantry weapons and require two hands to use.

This is both a slashing and a piercing weapon: +1 Vs brigandine, +1 Vs field plate, +3 Vs full plate, -2 Vs leather, padded, and hide armor, +1 Vs ring mail, and +1 Vs studded leather. There are no modifiers Vs other armor types. Note: these are THACO modifiers so plusses ('+') are bad (less likely to hit) and minuses ('-') are good (more likely to hit).

Item	Cost	Weight		Type	Speed Factor	Damage	
		(lbs)	Size			S-M	L
Fauchard-fork	8 gp	9	L	P/S	8	1d8	1d10

GLAIVE

One of the most basic polearms, the glaive is a single-edged blade mounted on an eight- to ten-foot-long shaft. While not the most efficient weapon, it is relatively easy to make and use. Normally the blade turns outward to increase the cutting area until it almost resembles a cleaver or axe.

Because of their length, all polearms are infantry weapons and require two hands to use.

This is a slashing weapon: +2 Vs banded mail, +1 Vs brigandine, +2 Vs chain mail, +3 Vs field plate, +4 Vs full plate, +3 Vs

plate mail, +1 Vs ring mail, And +2 Vs studded leather. There are no modifiers Vs other armor types.

Note: these are THAC0

modifiers so plusses ('+') are bad (less likely to hit) and minuses ('-') are good (more likely to hit).

Item	Cost	Weight		Type	Speed Factor	Damage	
		(lbs)	Size			S-M	L
Glaive *	6 gp	8	L	S	8	1d6	1d10

* This weapon inflicts double damage against charging creatures of L or greater size.

GLAIVE-GUISARME

Another combination weapon, this one takes the basic glaive and adds a spike or hook to the back of the blade. In theory, this increases the usefulness of the weapon although its actual application is somewhat questionable.

Because of their length, all polearms are infantry weapons and require two hands to use.

This is both a slashing and a piercing weapon: +1 Vs brigandine, +1 Vs field plate, +3 Vs full plate, -2 Vs leather, padded, and hide armor, +1 Vs ring mail, and +1 Vs studded leather. There are no modifiers Vs other armor types. Note: these are

THACO modifiers so plusses ('+') are bad (less likely to hit) and minuses ('-') are good (more likely to hit).

Item	Cost	Weight		Type	Speed	Damage	
		(lbs)	Size		Factor	S-M	L
Glaive-guisarme*	10 gp	10	L	P/S	9	2d4	2d6

* This weapon inflicts double damage against charging creatures of L or greater size.

GUISARME

Thought to have derived from a pruning hook, this is an elaborately curved heavy blade. While convenient and handy, it is not very effective.

Because of their length, all polearms are infantry weapons and require two hands to use.

This is a slashing weapon: +2 Vs banded mail, +1 Vs brigandine, +2 Vs chain mail, +3 Vs field plate, +4 Vs full plate, +3 Vs

plate mail, +1 Vs ring mail, And +2 Vs studded leather. There are no modifiers Vs other armor types.

Note: these are THAC0

modifiers so plusses ('+') are bad (less likely to hit) and minuses ('-') are good (more likely to hit).

Item	Cost	Weight		Type	Speed Factor	Damage	
		(lbs)	Size			S-M	L
Guisarme	5 gp	8	L	S	8	2d4	1d8

GUISARME-VOULGE

This weapon has a modified axe blade mounted on an eight-foot-long shaft. The end of the blade tapers to a point for thrusting and a back spike is fitted for punching through armor. Sometimes this spike is replaced by a sharpened hook for dismounting riders.

Because of their length, all polearms are infantry weapons and require two hands to use.

This is both a slashing and a piercing weapon: +1 Vs brigandine, +1 Vs field plate, +3 Vs full plate, -2 Vs leather, padded, and hide armor, +1 Vs ring mail, and +1 Vs studded leather. There are no modifiers Vs other armor types. Note: these are

THACO modifiers so plusses ('+') are bad (less likely to hit) and minuses ('-') are good (more likely to hit).

Item	Cost	Weight		Type	Speed Factor	Damage	
		(lbs)	Size			S-M	L
Guisarme-voulge		8 gp	15	L	P/S	10	2d4 2d4

HALBERD

After the awl pike and the bill, this was one of the most popular weapons of the Middle Ages. Fixed on a shaft five to eight feet long is a large axe blade, angled for maximum impact. The end of the blade tapers to a long spear point or awl pike. On the back is a hook for attacking armor or dismounting riders. Originally intended to defeat cavalry, it is not tremendously successful in that role since it lacks the reach of the pike and needs considerable room to swing. It found new life against blocks of pikemen. Should the advance of the main attack stall, halberdiers issue out of the formation and attack the flanks of the enemy. The pikemen with their overlong weapons are nearly defenseless in such close combat.

Because of their length, all polearms are infantry weapons and require two hands to use.

This is both a slashing and a piercing weapon: +1 Vs brigandine, +1 Vs field plate, +3 Vs full plate, -2 Vs leather, padded, and hide armor, +1 Vs ring mail, and +1 Vs studded leather. There are no modifiers Vs other armor types. Note: these are THACO modifiers so plusses ('+') are bad (less likely to hit) and minuses ('-') are good (more likely to hit).

Item	Cost	Weight		Type	Speed Factor	Damage	
		(lbs)	Size			S-M	L
Halberd	10 gp	15	L	P/S	9	1d10	2d6

HOOK FAUCHARD

This combination weapon is another attempted improvement to the fauchard. A back hook is fitted to the back of the blade, supposedly to dismount horsemen. Like the fauchard, this is not a tremendously successful weapon.

Because of their length, all polearms are infantry weapons and require two hands to use.

This is both a slashing and a piercing weapon: +1 Vs brigandine, +1 Vs field plate, +3 Vs full plate, -2 Vs leather, padded, and hide armor, +1 Vs ring mail, and +1 Vs studded leather. There are no modifiers Vs other armor types. Note: these are

THACO modifiers so plusses ('+') are bad (less likely to hit) and minuses ('-') are good (more likely to hit).

Item	Cost	Weight		Type	Speed Factor	Damage	
		(lbs)	Size			S-M	L
Hook fauchard	10 gp	8	L	P/S	9	1d4	1d4

LUCERN HAMMER

This weapon is similar to the bec de corbin. Fitted with a shaft up to ten feet long, it is usually found in the hands of the common soldier. Like the bec de corbin, its main purpose is to punch through armor. The end is fitted with the long point of an awl pike to hold off enemy cavalry.

Because of their length, all polearms are infantry weapons and require two hands to use.

This is both a piercing and a bashing weapon: -2 Vs chain mail, -2 Vs leather, padded, and hide armor, and +1 Vs splint.

There are no modifiers Vs other armor types. Note: these are THAC0 modifiers so plusses ('+') are bad (less likely to hit) and minuses ('-') are good (more likely to hit).

Item	Cost	Weight		Type	Speed	Damage	
		(lbs)	Size		Factor	S-M	L
Lucern hammer #	7 gp	15	L	P/B	9	2d4	1d6

This weapon inflicts double damage when firmly set to receive a charge.

MILITARY FORK

This is one of the simplest modifications of a peasant's tool since it is little more than a pitchfork fixed to a longer shaft. With tines strengthened and straightened, the military fork serves well. The need for cutting and cleaving eventually often results in combining the fork with other weapons.

Because of their length, all polearms are infantry weapons and require two hands to use.

This is a piercing weapon: +1 Vs brigandine, +1 Vs field plate, +3 Vs full plate, -2 Vs leather, padded, and hide armor, +1 Vs ring mail, +1 Vs scale mail, +1 Vs splint mail, and +1 Vs studded leather. There are no modifiers Vs other armor types. Note: these are THAC0 modifiers so plusses ('+') are bad (less likely to hit) and minuses ('-') are good (more likely to hit).

Item	Cost	Weight		Type	Speed Factor	Damage	
		(lbs)	Size			S-M	L
Military fork *	5 gp	7	L	P	7	1d8	2d4

* This weapon inflicts double damage against charging creatures of L or greater size.

PARTISAN

Shorter than the awl pike but longer than the spear, the partisan is a broad spear-head mounted on an eight-foot-long shaft.

Two smaller blades project out from the base of the main blade, just to increase damage and trap weapons. Since it is a thrusting weapon, it can be used in closely packed formations.

Because of their length, all polearms are infantry weapons and require two hands to use.

This is a piercing weapon: +1 Vs brigandine, +1 Vs field plate, +3 Vs full plate, -2 Vs leather, padded, and hide armor, +1 Vs

ring mail, +1 Vs scale mail, +1 Vs splint mail, and +1 Vs studded leather. There are no modifiers Vs other armor types. Note:

these are THACO modifiers so plusses ('+') are bad (less likely to hit) and minuses ('-') are good (more likely to hit).

Item	Cost	Weight		Type	Speed Factor	Damage	
		(lbs)	Size			S-M	L
Partisan #	10 gp	8	L	P	9	1d6	1d6+1

This weapon inflicts double damage when firmly set to receive a charge.

RANSEUR

Very much like the partisan, the ranseur differs in that the main blade is thinner and the projecting blades extended more like tines of a fork. These can trap a weapon and sometimes punch through armor.

Because of their length, all polearms are infantry weapons and require two hands to use.

This is a piercing weapon: +1 Vs brigandine, +1 Vs field plate, +3 Vs full plate, -2 Vs leather, padded, and hide armor, +1 Vs ring mail, +1 Vs scale mail, +1 Vs splint mail, and +1 Vs studded leather. There are no modifiers Vs other armor types. Note: these are THAC0 modifiers so plusses ('+') are bad (less likely to hit) and minuses ('-') are good (more likely to hit).

Item	Cost	Weight		Type	Factor	Speed		Damage	
		(lbs)	Size			S-M	L		
Ranseur #	6 gp	7	L	P	8	2d4		2d4	

This weapon inflicts double damage when firmly set to receive a charge.

SPETUM

The spetum is a modification of the normal spear. The shaft increases to eight to ten feet and side blades are added. Some have blades that angle back, increasing the damage when pulling the weapon out of a wound. These blades can also trap and block weapons or catch and hold an opponent.

Because of their length, all polearms are infantry weapons and require two hands to use.

This is a piercing weapon: +1 Vs brigandine, +1 Vs field plate, +3 Vs full plate, -2 Vs leather, padded, and hide armor, +1 Vs ring mail, +1 Vs scale mail, +1 Vs splint mail, and +1 Vs studded leather. There are no modifiers Vs other armor types. Note: these are THACO modifiers so plusses ('+') are bad (less likely to hit) and minuses ('-') are good (more likely to hit).

Item	Cost	Weight		Type	Speed Factor	Damage	
		(lbs)	Size			S-M	L
Spetum #	5 gp	7	L	P	8	1d6+1	2d6

This weapon inflicts double damage when firmly set to receive a charge.

VOULGE

The voulge, like the bardiche is a variation on the axe and the cleaver. The voulge is little more than a cleaver on the end of a long (seven- to eight-foot) pole. It is a popular weapon, easy to make and simple to learn. It is also called the Lochaber axe.

Because of their length, all polearms are infantry weapons and require two hands to use.

This is a slashing weapon: +2 Vs banded mail, +1 Vs brigandine, +2 Vs chain mail, +3 Vs field plate, +4 Vs full plate, +3 Vs

plate mail, +1 Vs ring mail, And +2 Vs studded leather. There are no modifiers Vs other armor types.

Note: these are THAC0

modifiers so plusses ('+') are bad (less likely to hit) and minuses ('-') are good (more likely to hit).

Item	Cost	Weight		Type	Speed	Damage	
		(lbs)	Size		Factor	S-M	L
Voulge #	5 gp	12	L	S	10	2d4	2d4

This weapon inflicts double damage when firmly set to receive a charge.

QUARTERSTAFF

The simplest and humblest of staff weapons, the quarterstaff is a length of wood ranging six to nine feet in length. High quality quarterstaves are made of stout oak and shod with metal at both ends. The quarterstaff must be wielded with both hands.

This is a bludgeoning weapon: +1 Vs banded mail, -2 Vs chain mail, and +2 Vs splint mail. There are no modifiers Vs other armor types. Note: these are THAC0 modifiers so plusses ('+') are bad (less likely to hit) and minuses ('-') are good (more likely to hit).

Item	Cost	Weight		Type	Speed Factor	Damage	
		(lbs)	Size			S-M	L
Quarterstaff	--	4	L	B	4	1d6	1d6

SCOURGE

This wicked weapon is a short whip with several thongs or tails. Each thong is studded with metal barbs, resulting in a terrible lash. It is sometimes used as an instrument of execution.

Item	Cost	Weight		Type	Factor	Speed		Damage	
		(lbs)	Size			S-M	L		
Scourge	1 gp	2	S	--	5	1d4		1d2	

SICKLE

The sickle is a farming implement consisting of a crescent-shaped blade mounted on a short handle. Druids favor the sickle due to its strong association with agriculture. As a weapon, the sickle is as effective as a dagger, but is slower overall.

This is a slashing weapon: +2 Vs banded mail, +1 Vs brigandine, +2 Vs chain mail, +3 Vs field plate, +4 Vs full plate, +3 Vs plate mail, +1 Vs ring mail, And +2 Vs studded leather. There are no modifiers Vs other armor types. Note: these are THAC0 modifiers so plusses ('+') are bad (less likely to hit) and minuses ('-') are good (more likely to hit).

Item	Cost	Weight		Type	Speed Factor	Damage	
		(lbs)	Size			S-M	L
Sickle	6 sp	3	S	S	4	1d4+1	1d4

SLING

The basic sling consists of a leather or fabric strap with a pouch for holding the missile. The weapon is held by both ends of the strap and twirled around the wielder's head. When top speed is attained, the missile is launched by releasing one of the strap's ends.

This is a bludgeoning missile: +1 Vs banded mail, -2 Vs chain mail, and +2 Vs splint mail. There are no modifiers Vs other armor types. Note: these are THAC0 modifiers so plusses ('+') are bad (less likely to hit) and minuses ('-') are good (more likely to hit).

Item	Cost	Weight		Type	Speed Factor	Damage	
		(lbs)	Size			S-M	L
Sling	5 cp	*	S	--	6	--	--
Sling bullet	1 cp	1/2	S	B	--	1d4+1	1d6+1
Sling stone	--	1/2	S	B	--	1d4	1d4

* These items weigh little individually. Ten of these weigh one pound.

SLING BULLETS

A ball of lead of a size and shape suitable for use in a sling. It flies further and does more damage than a sling stone.

This is a bludgeoning missile: +1 Vs banded mail, -2 Vs chain mail, and +2 Vs splint mail. There are no modifiers Vs other armor types. Note: these are THAC0 modifiers so plusses ('+') are bad (less likely to hit) and minuses ('-') are good (more likely to hit).

SLING BULLET

A ball of lead of a size and shape suitable for use in a sling. It flies further and does more damage than a sling stone.

This is a bludgeoning missile: +1 Vs banded mail, -2 Vs chain mail, and +2 Vs splint mail. There are no modifiers Vs other armor types. Note: these are THAC0 modifiers so plusses ('+') are bad (less likely to hit) and minuses ('-') are good (more likely to hit).

SLING STONE

A smooth, rounded stone of a size and shape suitable for use in a sling.

This is a bludgeoning missile: +1 Vs banded mail, -2 Vs chain mail, and +2 Vs splint mail. There are no modifiers Vs other armor types. Note: these are THAC0 modifiers so plusses ('+') are bad (less likely to hit) and minuses ('-') are good (more likely to hit).

SPEAR

Wooden shafts five to eleven feet in length fitted with metal, pointed heads on one end. In melee, spears may be used either one or two handed, with more damage inflicted if used in the latter mode. Spears 10 feet or longer cannot be wielded with one hand. Spears may also be thrown.

This is a piercing weapon: +1 Vs brigandine, +1 Vs field plate, +3 Vs full plate, -2 Vs leather, padded, and hide armor, +1 Vs ring mail, +1 Vs scale mail, +1 Vs splint mail, and +1 Vs studded leather. There are no modifiers Vs other armor types. Note: these are THAC0 modifiers so plusses ('+') are bad (less likely to hit) and minuses ('-') are good (more likely to hit).

Item	Cost	Weight		Type	Speed Factor	Damage	
		(lbs)	Size			S-M	L
Spear	--	--	--	--	--	--	--
One-handed	8 sp	5	M	P	6	1d6	1d8
Two-handed	8 sp	5	M	P	6	1d8+1	2d6
Spear, long	--	--	--	--	--	--	--
One-handed	5 gp	8	L	P	8	1d8	1d8+1
Two-handed #		5 gp	8	L	P	8	2d6 3d6
Spear, stone	--	--	--	--	--	--	--
One-handed	8 cp	5	M	P	6	1d4	1d6
Two-handed	8 cp	5	M	P	6	1d6	2d4

This weapon inflicts double damage when firmly set to receive a charge.

STAFF SLING

Also called the fustibalus, the staff-sling consists of a wooden rod, three to four feet in length, with a sling attached to one

end. The rod is used to increase the range that a heavy object can be thrown by enabling the slinger to twirl the sling harder.

It is not meant to increase the distance of the average sling bullet. In fact, it has poorer range for stones or bullets.

Due to the trajectory that a staff-sling gives a missile, it cannot fire at short-range targets. It has less range than a sling and is a slower weapon, but the staff-sling can hurl a heavier object.

This is a bludgeoning missile: +1 Vs banded mail, -2 Vs chain mail, and +2 Vs splint mail. There are no modifiers Vs other armor types. Note: these are THAC0 modifiers so plusses ('+') are bad (less likely to hit) and minuses ('-') are good (more likely to hit).

Item	Cost	Weight		Type	Speed Factor	Damage	
		(lbs)	Size			S-M	L
Staff sling	2 sp	2	M	--	11	--	--
Sling bullet	1 cp	1/2	S	B	--	1d4+1	1d6+1
Sling stone	--	1/2	S	B	--	1d4	1d4
Stinkpot	1 sp	2	S	B	--	1d3	1d3

BASTARD SWORD

This sword is similar to a long sword in size and weight, but has a longer hilt. It can be used one- or two-handed. Use the speed factor and damage appropriate to the grip. If it is used two-handed, your character cannot employ a shield.

This is a slashing weapon: +2 Vs banded mail, +1 Vs brigandine, +2 Vs chain mail, +3 Vs field plate, +4 Vs full plate, +3 Vs plate mail, +1 Vs ring mail, And +2 Vs studded leather. There are no modifiers Vs other armor types. Note: these are THAC0 modifiers so plusses ('+') are bad (less likely to hit) and minuses ('-') are good (more likely to hit).

Item	Cost	Weight			Speed Factor	Damage	
		(lbs)	Size	Type		S-M	L
Bastard sword	--	--	--	--	--	--	--
One-handed	25 gp	10	M	S	6	1d8	1d12
Two-handed	25 gp	10	M	S	8	2d4	2d8

BROAD SWORD

A heavy military sword with a double-edged blade. Overall sword length is about three and one-half feet, and the sword is designed mostly for cutting.

This is a slashing weapon: +2 Vs banded mail, +1 Vs brigandine, +2 Vs chain mail, +3 Vs field plate, +4 Vs full plate, +3 Vs plate mail, +1 Vs ring mail, And +2 Vs studded leather. There are no modifiers Vs other armor types. Note: these are THAC0 modifiers so plusses ('+') are bad (less likely to hit) and minuses ('-') are good (more likely to hit).

Item	Cost	Weight		Type	Speed Factor	Damage	
		(lbs)	Size			S-M	L
Broad sword	10 gp	4	M	S	5	2d4	1d6+1

KHOPESH

This is an Egyptian weapon. A khopesh has about six inches of handle and quillons. Its blade is then straight from the quillons for about two feet. The blade becomes sickle-shaped at this point, being about two additional feet long but effectively extending the overall length of the sword by only 1-½ feet. This makes the khopesh both heavy and unwieldy, difficult to employ properly, and slow to recover, particularly after a badly missed blow. Its sickle-like portion can snag an opponent or an opposing weapon.

This is a slashing weapon: +2 Vs banded mail, +1 Vs brigandine, +2 Vs chain mail, +3 Vs field plate, +4 Vs full plate, +3 Vs plate mail, +1 Vs ring mail, And +2 Vs studded leather. There are no modifiers Vs other armor types. Note: these are THAC0 modifiers so plusses ('+') are bad (less likely to hit) and minuses ('-') are good (more likely to hit).

Item	Cost	Weight		Type	Speed Factor	Damage	
		(lbs)	Size			S-M	L
Khopesh	10 gp	7	M	S	9	2d4	1d6

LONG SWORD

These swords are usually referred to as double-edged swords, war swords, or military swords. In many cases, the long sword has a single-edged blade. Among the most common characteristics of all long swords is their length, which ranges from 35 inches to 47 inches. In the latter case, the blade is known to take up 40 inches of the total length.

Most long swords have a double-edged blade and a sharp point at the tip. Despite the tip, the long sword is designed for slashing, not thrusting.

The handles of all long swords fit only one human-sized hand.

This is a slashing weapon: +2 Vs banded mail, +1 Vs brigandine, +2 Vs chain mail, +3 Vs field plate, +4 Vs full plate, +3 Vs plate mail, +1 Vs ring mail, And +2 Vs studded leather. There are no modifiers Vs other armor types. Note: these are THACO modifiers so pluses ('+') are bad (less likely to hit) and minuses ('-') are good (more likely to hit).

Item	Cost	Weight		Type	Speed Factor	Damage	
		(lbs)	Size			S-M	L
Long sword	15 gp	4	M	S	5	1d8	1d12

SCIMITAR

A long, curved, single-edged blade intended mostly for horsemen.

This is a slashing weapon: +2 Vs banded mail, +1 Vs brigandine, +2 Vs chain mail, +3 Vs field plate, +4 Vs full plate, +3 Vs

plate mail, +1 Vs ring mail, And +2 Vs studded leather. There are no modifiers Vs other armor types.

Note: these are THAC0

modifiers so plusses ('+') are bad (less likely to hit) and minuses ('-') are good (more likely to hit).

Item	Cost	Weight		Type	Speed Factor	Damage	
		(lbs)	Size			S-M	L
Scimitar	15 gp	4	M	S	5	1d8	1d8

SHORT SWORD

The short sword is the first type of sword to come into existence. In the simplest of terms, a short sword can be considered a dagger with a blade so long that it can no longer be called a dagger. The term short sword does not exist in sword classifications. However, it has come to be used to describe a double-edged blade about two feet in length. The sword tip is usually pointed, ideal for thrusting.

Short swords are fitted with a handle that can accommodate only one hand.

This is a piercing weapon: +1 Vs brigandine, +1 Vs field plate, +3 Vs full plate, -2 Vs leather, padded, and hide armor, +1 Vs ring mail, +1 Vs scale mail, +1 Vs splint mail, and +1 Vs studded leather. There are no modifiers Vs other armor types. Note: these are THAC0 modifiers so plusses ('+') are bad (less likely to hit) and minuses ('-') are good (more likely to hit).

Item	Cost	Weight		Type	Speed Factor	Damage	
		(lbs)	Size			S-M	L
Short sword	10 gp	3	M	P	3	1d6	1d8

TWO-HANDED SWORD

The two-handed sword is a derivative of the long sword. The primary function of two-handed swords is cleaving mounted knights and breaking up pike formations.

The blade on the two-handed sword is a long, double-edged blade. The blade point may be sharp or rounded. The sword is a two-handed weapon and cannot be used in one hand, even if the wielder has high Strength. The weapon and its hilt are balanced for two-handed use. An adventurer wielding a two-handed sword cannot use a shield.

An average two-handed sword measures five to six feet in length.

This is a slashing weapon: +2 Vs banded mail, +1 Vs brigandine, +2 Vs chain mail, +3 Vs field plate, +4 Vs full plate, +3 Vs plate mail, +1 Vs ring mail, And +2 Vs studded leather. There are no modifiers Vs other armor types. Note: these are THACO modifiers so pluses ('+') are bad (less likely to hit) and minuses ('-') are good (more likely to hit).

Item	Cost	Weight		Type	Speed Factor	Damage	
		(lbs)	Size			S-M	L
Two-handed sword	50 gp	15	L	S	10	1d10	3d6

TRIDENT

A trident is a long pole measuring four to eight feet with a metal, triple-blade fork on one end. It is a two-handed weapon.

This is a piercing weapon: +1 Vs brigandine, +1 Vs field plate, +3 Vs full plate, -2 Vs leather, padded, and hide armor, +1 Vs ring mail, +1 Vs scale mail, +1 Vs splint mail, and +1 Vs studded leather. There are no modifiers Vs other armor types. Note: these are THAC0 modifiers so plusses ('+') are bad (less likely to hit) and minuses ('-') are good (more likely to hit).

Item	Cost	Weight		Type	Speed Factor	Damage	
		(lbs)	Size			S-M	L
Trident	--	--	--	--	--	--	--
One-handed	15 gp	5	L	P	7	1d6+1	3d4
Two-handed	15 gp	5	L	P	7	1d8+1	3d4

WARHAMMER

A short-hafted weapon with a heavy, hammer-type head. Some warhammers are fitted with a spike at the top.

This is a bludgeoning weapon: +1 Vs banded mail, -2 Vs chain mail, and +2 Vs splint mail. There are no modifiers Vs other armor types. Note: these are THAC0 modifiers so plusses ('+') are bad (less likely to hit) and minuses ('-') are good (more likely to hit).

Item	Cost	Weight		Type	Speed Factor	Damage	
		(lbs)	Size			S-M	L
War hammer	2 gp	6	M	B	4	1d4+1	1d4

WHIP

The whip or bull whip is a long, heavy, plaited lash usually made of leather or rawhide (untanned hide). The braided leather is thicker toward the handle, narrowing to a slender cord at the end. The whip's length varies from 15 to 25 feet. A whip is carried coiled and attached to the user's belt.

Item	Cost	Weight		Type	Speed Factor	Damage	
		(lbs)	Size			S-M	L
Whip	1 sp	2	M	--	8	1d2	1

Enter Existing Character Button

Selecting this button will allow you to enter a character which was not generated by the program into the program's database.

Village Tour

Press this button to view a mini animated adventure.

Arms & Equipment Guide Button

Selecting this button will bring up a word processor file containing all the text from the *Arms & Equipment Guide*. This text may be edited, copied, printed, etc.

Tome of Magic Button

Selecting this button will bring up a word processor file containing all the text from the *Tome of Magic*. This text may be edited, copied, printed, etc.

NPC Generator Button

Selecting this button will allow you to create a Non-Player Character based on the race, class, and level you specify. The program will prompt you to supply needed information and will do calculations and provide a character sheet in a manner similar to the one used to create Player Characters. This material may be edited. The program will also provide condensed character records suited for use in encounters. NPCs you create may be saved into the database.

Dice Rolls Button

Selecting this button will allow you to simulate dice rolls according to the number and type of dice you specify. You will also be able to add or subtract numbers from the simulated totals.

Table Rolls Button

Selecting this button will allow you to generate results from selected tables from *the DUNGEON MASTER Guide* and the *Player's Handbook*.

Wizard Button

Selecting the Wizard Button will summon an animated Wizard to the screen. The Wizard will give a general explanation of the screen. For more specific information, right click on the topic text (as you did to have this message appear).

Handout Generator Button

Selecting this button calls up the Handouts utility which allows you to place text over a bit mapped background. While in the generator, you may select a background by left clicking on the Border Button which is located to the far right of the Format Bar (it is the square button with the empty center). To view the background, Select the Print Preview option from the File Menu at the top left of the screen. You may use the Format Bar to select font type (drop down menu on far left of bar), select font size (drop down menu to right of font menu), select font color (button with an artist's palette), make the text bold, italicized, or underlined, or left or right justified or centered. The handout will print out in black and white or in color, if you have a color printer. You may also use bitmaps you create or otherwise acquire for borders or backgrounds.

Reset Button

Left clicking on this button places the dice total numbers back in their original boxes (where they were before you dragged them to their current boxes).

Reset Proficiency

Left clicking on this button causes new proficiencies or, if you are using secondary skills, new languages to be selected.

Halfling Cleric

Prime requisite is wisdom (minimum 9. Wisdom of 16 or more provides a 10% bonus to experience point awards). May turn or destroy undead. May cast priest spells.

Clerics roll 1d8 for hit points through level 9.

Halfling clerics may not advance above level 8 unless the optional Exceeding Level Limits rule is utilized. In this case, halfling clerics with high wisdom could reach higher levels as follows: wisdom 14 or 15, level 9; wisdom 16 or 17, level 10; wisdom 18, level 11; and wisdom 19, level 12.

Clerics may use only bludgeoning weapons (no piercing or slashing). They may use any armor. Reference [HALFLING](#) and [CLERIC](#) Key Topics in Books on Line.

Exit Core Rules Button

Left clicking on this button exits the program.

Finish Button

Left clicking on the Finish button causes your character to be saved to a file. The Finish button is not available until you have displayed all the character pages.

Back Button

Left clicking on the Back button will take you to the previous page. The Back button is not available on the Select a Roll Method screen.

Next Button

Left clicking on the Next button will take you to the next page. If the Next button is disabled, you need to complete a selection on the current page before you will be able to proceed to the next page.

Lasso

A lasso is a length of rope with a loop at one end, tied with a knot that enables the loop to be tightened.

The

wielder twirls the lasso and throws the loop at the intended target. If it hits, the lasso has encircled the target, enabling the attacker to dismount the victim, make him fall, pin him, strangle him, etc. The wielder must specify exactly what he wants the lasso to accomplish before making his attack roll.

A successful hit does not cause damage to the target, but incidental damage can occur from the results of certain actions performed with the lasso, such as making someone fall or strangling a victim.

The many tricks which can be performed with a lasso are outlined in the Equipment Chapter of *The Complete Fighter's Handbook*.

A lasso may be severed by 2 hit points of cutting damage. A victim's Strength can break a lasso, using the character's Bend Bars/Lift Gates roll. Only one attempt can be made on any one lasso.

Lassos are also called lariats. Characters can take lasso as a weapon proficiency, but they should remember

that the Rope Use nonweapon proficiency gives a +2 bonus to hit with a lasso.

Item	Cost	Weight		Speed Type	Damage Factor		
		(lbs)	Size		S-M	L	
Lasso	5 sp	3	L	--	10	--	--

Farmer

Basic agriculture.

Forester

Basic wood lore, lumbering.

Gambler

Knowledge of gambling games.

Groom

Animal handling.

Limner/Painter

Map making, appraisal of art objects.

Scribe

Reading, writing, basic math.

Shipwright

Sailing, carpentry.

Teamster/Freighter

Animal handling, wagon repair.

Trader/Barter

Appraisal of common goods.

Trapper/Furrier

Basic wood lore, skinning.

Speak Common

The ability to speak common.

Speak Dwarf

The ability to speak the language of dwarves. The native language of dwarves.

Speak Elf

The ability to speak the language of elves. The native language of elves.

Speak Gnome

The ability to speak the language of gnomes. The native language of gnomes.

Speak Groll

The ability to speak the language of gnolls.

Speak Goblin

The ability to speak the language of goblins.

Speak Halfling

The ability to speak the language of halflings. The native language for halflings.

Speak Hobgoblin

The ability to speak the language of hobgoblins.

Speak Kobold

The ability to speak the language of kobolds.

Speak Orc

The ability to speak the language of orcs.

Speak Regional

The ability to speak the language common to a particular region. For human and half-elf characters, their native language is the language spoken in their native region.

Ranger Move Silently Percentage

The ranger's percentage chance to successfully move silently when in a natural (not city or similarly constructed) environment and while wearing studded leather or lighter (padded, hide, or leather) armor. This number or lower must be rolled on the percentile (one hundred sided-- 1d100 -- die or two ten sided -- 2d10 -- dice where one die represents 10s and the other represents 1s) dice.

Ranger Hide in Shadows Percentage

The ranger's percentage chance to successfully hide in shadows when in a natural (not city or similarly constructed) environment and while wearing studded leather or lighter (padded, hide, or leather) armor. This number or lower must be rolled on the percentile (one hundred sided -- d100 -- die or two ten sided -- d10 -- dice where one die represents 10s and the other represents 1s) dice.

Ranger Label for move silently & hide in shadows (modified ranger abilities)

Rangers base move silently and hide in shadows skills as modified by his dexterity and race.

Rogue Skills Label

This section shows the character's rogue skills before and after extra training points have been invested.

Initial Pick Pockets Percentage

This is your character's pick pocket percentage modified for race and dexterity. Points have not yet been invested for extra training.

Initial Open Locks Percentage

This is your character's open locks percentage modified for race and dexterity. Points have not yet been invested for extra training.

Initial Find/Remove Traps Percentage

This is your character's find/remove traps percentage modified for race and dexterity. Points have not yet been invested for extra training.

Initial Move Silently Percentage

This is your character's move silently percentage modified for race and dexterity. Points have not yet been invested for extra training.

Initial Hide in Shadows Percentage

This is your character's hide in shadows percentage modified for race and dexterity. Points have not yet been invested for extra training.

Initial Detect Noise Percentage

This is your character's detect noise percentage modified for race and dexterity. Points have not yet been invested for extra training.

Initial Climb Walls Percentage

This is your character's climb walls percentage modified for race and dexterity. Points have not yet been invested for extra training.

Initial Read Languages Percentage

This is your character's read languages percentage modified for race and dexterity. Points have not yet been invested for extra training.

Point Adjusted Pick Pockets Percentage

This is your character's adjusted pick pocket percentage after extra training points have been invested. The percentage shown is for no armor worn.

Point Adjusted Open Locks Percentage

This is your character's adjusted open locks percentage after extra training points have been invested. The percentage shown is for no armor worn.

Point Adjusted Find/Remove Traps Percentage

This is your character's adjusted find/remove traps percentage after extra training points have been invested. The percentage shown is for no armor worn.

Point Adjusted Move Silently Percentage

This is your character's adjusted move silently percentage after extra training points have been invested. The percentage shown is for no armor worn.

Point Adjusted Hide in Shadows Percentage

This is your character's adjusted hide in shadows percentage after extra training points have been invested. The percentage shown is for no armor worn.

Point Adjusted Detect Noise Percentage

This is your character's adjusted detect noise percentage after extra training points have been invested. The percentage shown is for no armor worn.

Point Adjusted Climb Walls Percentage

This is your character's adjusted climb walls percentage after extra training points have been invested. The percentage shown is for no armor worn.

Point Adjusted Read Languages Percentage

This is your character's adjusted pick pocket percentage after extra training points have been invested. The percentage shown is for no armor worn.

Initial Thieving Skills Label

This section provides your character's initial thieving skills modified only for race and dexterity.

Adjusted Thieving Skills Label

This section provides your character's thieving skills as modified for race and dexterity and adjusted for extra training points.

Extra training points Label (Points used to adjust initial skills)

These points are available to be invested into the character's thieving skills. You may increase or decrease the points allotted to a skill by left clicking on the spin buttons next to that skill. The discretionary percentage points which appear in this box will change as you adjust the numbers. Beginning thieves start with 60 discretionary points. Beginning bards start with 20 discretionary points.

Specialist percentage chance to learn spells from his school. There is a 15% bonus to learn these spells.

This is the percentage chance your character will succeed in learning a selected spell from his school of magic.

Specialist percentage chance to learn spells from other schools

This is the percentage chance your character will succeed in learning a selected spell that is not from his school of magic. Note that specialist wizards have a 15% penalty applied to their chance to learn spells when attempting to learn a spell from outside their school of magic.

Maximum Number of spells specialist mage can know, includes free spell from school

This number is determined by the wizard's intelligence. Specialist wizards get one additional spell above the normal "maximum number of spells per level" number if that spell comes from their school of magic.

Explains first choice is not subject to percentage check and specialist will get this spell

Specialist wizards learn the first spell they choose from their skill of magic automatically. There is not "chance to learn spell" check for the first spell from the school.

Spells marked with * are reversible

The wizard may learn the reversed spell. In this case, the spell does the opposite of what the unreversed spell does.

List of spells specialist can memorize and cast (spell book)

These are the spells which the wizard has learned and may memorize and cast. These are the spells which go in his spell book.

Specialist school for which he gets benefits. Spells under this heading are from his school.

These are the spells from the specialist's school of magic. These are the spells to which the specialist advantages apply.

One spell per level is free-- does not count against maximum number of spells-- if the spell comes from the wizard's specialist school of magic.

Secondary Spells : These spells are neither from a wizard's specialist school nor from their opposition schools. There is a 15% penalty to learn these spells.

This button resets to default spells (chosen by program)

This button clears all spells from the spell book enabling the character to start with a clean slate.

This is your character's percent chance to learn a new spell. The percentage is determined by his intelligence.

This is the maximum number of spells your character can have in his spell book. It is determined by his intelligence.

This is the list of spells your character has learned and may memorize. To eliminate spells from this list, left click on the Clear Button. To replace these spells with ones the program selects, select the Reset Spells button.

DUAL-CLASS OPTIONS

If your character is human, and above 1st level in any class, he may choose to become another class. By choosing this class, the character loses all benefits that his original class gave him, until his new class exceeds the level of his original class. Then, the character has the full use of all the benefits and hindrances of his previous class. For example, a 2nd level mage that becomes a fighter may not use any spells until he gains 3rd level in fighter. When that happens he may cast spells as a 2nd level mage, but while doing so, he may not wear armor or hold a weapon that is restricted by the mage class. It should also be noted that the character may now only gain experience in the newly adopted class.

GOLD

The number of gold pieces your character has to spend.

PLATINUM

The number of platinum pieces your character has to spend.

ELECTRUM

The number of electrum pieces your character has to spend.

SILVER

The number of silver pieces your character has to spend.

COPPER

The number of copper pieces your character has to spend.

ARMOR PURCHASED

The box below shows the armor, helmets, and shields your character has purchased.

COUNT

The numbers below show the amount of each armor, helmet, or shield type your character has purchased.

ARMOR DIRECTIONS

To purchase armor, helmets, or shields, move the mouse pointer over the desired item and double left click. The item will only be purchased if the character's Remaining Money total is greater than or equal to the item's cost (your character must have enough money to buy the item). When an item is purchased, it is added to the character's inventory. The character's money and Encumbrance Weight will change as a result of the transaction. The character's Modified Movement Rate may change as well.

SALE

To purchase an item listed below, move the mouse pointer to the desired item and double left click. When purchased, the item will be added to your character's inventory provided your character has sufficient funds for the purchase. Compare the item's cost with your character's Remaining money.

COST

The amounts shown below are the costs of the respective items. In order to purchase an item (add it to your inventory), your character must have sufficient funds. When you purchase an item, its cost is deducted from your character's Remaining money total.

WEIGHT

Each item's weight is shown below. When your character purchases an item, its weight is added to your character's Encumbrance Weight (see box in Optional Encumbrance Information). As the weight your character carries increases, his movement rate may decrease. Reference the Movement Rates and Weight Carried information in the Optional Encumbrance Information below to determine the weight/movement rate break points for your character.

AC

The numbers below show the AC (Armor Class) rating for each armor and shield item. The rating shows what your character's AC will be (without modifying for dexterity) if that armor or shield item is the only armor or shield item he has readied. For example, a character who is wearing only leather armor will have an AC of 8 (without dexterity modifiers). A character who is only carrying a buckler (shield) will have an AC of 9 (without dexterity modifiers). Be aware that the more expensive shields offer protection against more attacks and attacks from more directions.

ENCUMBRANCE

This optional rule reflects the fact that the more a character carries, the slower he moves. The box below shows the items in the character's inventory and if those items are carried. Encumbrance Weight shows the total weight of all items carried. Modified Movement Rate shows the character's maximum movement rate with the currently carried items. The Movement Rates line near the bottom of this section has numbers (either 1 through 6 or 1 through 12 depending on the character's race) which show the possible movement rates. The line below this, Weight Carried, shows the maximum weight the character can carry and still qualify for the corresponding movement rate. These weight/movement break points are determined by the character's strength. The Modified Movement Rate is the number on the Movement Rates line that is found directly above the number closest to but not less than the character's Encumbrance Weight on the Weight Carried line.

MOVEMENT

Your character's movement rate is based on the race of your character. It is 12 for Humans, Elves and Half-elves, and 6 for Gnomes, Dwarves, Halflings. The number is the amount of tens of yards the character can cover in one round outside at a brisk pace. When indoors, this number is considered to be in tens of feet. This chart, used with the weight column below it, is intended as a guide to planning your character's loads.

WEIGHT CARRIED

This chart gives the amount of weight that your character may carry and the corresponding movement rate for that load is shown above. This is intended as a guide to help plan the character's loads. The number is in pounds carried.

ALL

The box below shows all items the character has purchased, how many of each there are, and if they are carried.

ALL PURCHASES COUNT

This number shows how many of each item the character currently has.

CARRIED

If an item is carried, a Yes appears. If an item is not carried, a No appears.

ENCUMBRANCE WEIGHT

This is the total weight of everything the character is carrying. The character's Weight Carried is the smallest number on the Weight Carried line that is not larger than the Encumbrance Weight. The character's movement rate is the corresponding number on the Movement Rates line.

MODIFIED MOVEMENT RATE

This is the character's current or modified movement rate. It is determined by the character's race, strength, and encumbrance weight. The Modified Movement Rate is the number on the Movement Rates line that is found directly above the number closest to but not less than the character's Encumbrance Weight on the Weight Carried line.

REMAINING MONEY

This is how much money, in gold, silver, and copper coins, the character has available to spend. This amount changes as the character makes purchases and sells back items. Remember that coins have weight and can affect movement rates. In some instances, the coins will weigh more than the item they purchase.

MAGIC

The item's magical plusses (+) or minuses (-) are shown below.

MAGIC ADJUSTMENT

Use the spin buttons to increase or decrease the item's magical plusses or minuses. The range of magical plusses or minuses which may be awarded is +5 through -5.

WEAPONS PURCHASED

The box below shows all the weapons your character has purchased.

WEAPON COUNT

The numbers below show how many of each weapon your character has purchased.

WEAPON DIRECTIONS

To purchase a weapon, move the mouse pointer over the desired item and double left click. The item will only be purchased if the amount available in the character's Remaining Money is greater than or equal to the item's cost (your character must have enough money to buy the item). When an item is purchased, it is added to the character's inventory. The character's money and Encumbrance Weight will change as a result of the transaction. The character's Modified Movement Rate may change as well.

AVAILABLE ITEMS

To acquire an item listed below, double left click on it. When acquired, the item will be added to your character's inventory.

COUNT

The number below shows how many of a selected weapon will be purchased at one time. Most weapons are purchased one-at-a-time. Some, such as arrows, are purchased in greater quantities.

WEAPON COST

The number below gives the cost of each weapon. In some instances, such as for arrows, the cost is for the group (more than one) of weapons as indicated under the Count column.

WEAPON WEIGHT

The numbers below show the total weight of each weapon (or weapons if Count is greater than one). This is the weight that will be added to the character's Encumbrance Weight if the weapon is carried.

WEAPON SIZE

Weapons are classified according to size. Small (S) weapons are approximately two feet or less in size. Medium (M) weapons are two to five feet long. Large (L) weapons are generally six feet or greater in length.

WEAPON TYPE

Weapons are classified according to types -- bludgeoning (B), piercing (P), and slashing (S). These types are used to determine armor type modifiers (if they are used).

WEAPON SPEED FACTOR

Weapon speed is a relative measure of the clumsiness of the weapon. The lower the number, the quicker and easier the weapon is to use.

WEAPON DAMAGE

All weapons are rated for the amount of damage they can cause small and medium-sized creatures (S-M) and larger-than-man-sized creatures (L).

EQUIPMENT PURCHASED

Listed in the box below is all the equipment the character has purchased.

EQUIPMENT COUNT

The numbers below show how many of each equipment piece the character has purchased.

EQUIPMENT DIRECTIONS

To purchase equipment from the list below, move the mouse pointer to the desired item and double left click. When purchased, the item will be added to your character's inventory provided your character has sufficient funds for the purchase. Compare the item's cost with your character's Remaining money.

ANIMALS

These are the animals your character may purchase. The cost for each animal is shown to the right.

CLOTHING

This is the clothing your character may purchase. The cost of the clothing is shown to the right. Note that your character begins the game fully-clothed, and there is not necessarily a need to purchase additional clothing. You may wish to purchase certain clothing items (knife and sword scabbards) as containers for weapons.

TRANSPORT

These are the different means of transport your character may purchase. The cost of these items is listed to the right.

TACK AND HARNESS

This is the equipment that your character may purchase for his animals. Barding is armor for animals. The cost of each piece of equipment is listed on the right. For more information on barding, refer to the *Arms and Equipment Guide*.

DAILY FOOD AND LODGING

This lists the normal room and board services that are usually found in towns. Their costs are shown to the right.

HOUSEHOLD PROVISIONS

This lists a number of standard household items and shows their costs to the right. Note that rations are not normally consumed as household provisions. Rather, they are purchased by people who will be away from normal sources of supply (such as your character) for use on a journey or an adventure.

SERVICES

This lists a number of services which may be available in a town. Their costs are shown to the right.

MISCELLANEOUS EQUIPMENT

This is where miscellaneous equipment may be purchased. The prices are shown to the right. After armor and weapons, the items in this list are the most important to your character. While there is a large amount of variance due to the DM and to the adventure, items such as Flint and Steel, Wineskin, Rope, Torch, and Sack are often purchased by characters. Thieves should purchase Thief's picks and priests should purchase Holy items.

STORED INVENTORY

These are the items the character owns but is not currently carrying. The weight of these items does not count against the character's encumbrance rate, but these items are generally not readily available to the character.

To move an item from Stored Inventory into Items Carried by Character, left click on the item and drag it to Items Carried.

INVENTORY MANAGEMENT

The items your character owns are his inventory. Each item must be placed under one of the categories found on this screen. To move items between categories, highlight the item (left click on it once) and then drag it to the category you desire. However, not all items may be moved to all categories.

Carried items may be Worn, Readied (includes certain magical items), placed in Containers (such as backpacks, pouches, and saddle bags), or just Carried. For armor to provide protection, it must be worn. Weapons (excluding certain missiles such as arrows) and some magical items must be readied to be used. The amount of items which most containers can carry is determined by their weight. Certain containers, such as bolt cases or quivers, will only carry certain types of items (crossbow quarrels or arrows). Other containers, such as knife or sword scabbards will only carry a single item of the correct type.

The character's movement rate, weight carried, armor class accounting for armor worn and dexterity adjustments, readied weapons, adjusted THACO scores, and adjusted damage scores are shown at the right of the screen.

When there is more than one item in a group to be moved (coins for example), the program will ask how many you want to move. Selecting OK will move all the items. To move any other number, left click just to the right of the number shown and backspace to erase. Enter the number to be moved and select OK.

RESET BUTTON THIEVING SKILLS

By left clicking on this button, the extra training points that have been assigned to the thieving abilities will be removed, and only the initial scores will remain. The removed points will return to the extra training points heading where you will now be able to invest them as you desire.

Instructions Button

Left click on this button for written instructions regarding the use of the program. Read this document if you encounter any problems accessing parts of the program.

CHARACTER RECORDS

These are the character record files that have been saved on the system. To select an option, left click on the character you will be working with. Then, left click on the green button preceding the option you prefer.

VIEW CHARACTER

Press this button to view and print the selected character's record.

DESTROY CHARACTER

Press this button to remove the selected character record from the system. This will permanently delete the character from the system. Before destroying your character, you may Export the character to a separate file on your hard disk or diskette. The character may be Imported (re-loaded) at a later time.

UPDATE CHARACTER

Press this button to update the selected character's record.

IMPORT FROM DISK

Press this button to read a previously Exported character file from the disk.

EXPORT TO DISK

Press this button to save the selected character file to disk. This can be used to save a character record to the hard drive or diskette for later retrieval.

CLOSE BUTTON

Press this button to return to the Main Menu.

NEW NPC BUTTON

Press this button to have the system generate a new Non-Player Character.

PRINT NPC REPORT

Press this button to print the NPC report. More than one NPC file may be selected before this button is pressed. All the highlighted NPC records will be printed on the same report.

WIZARD

Press this button to activate the Wizard. The Wizard will help you use the functions on this window.

BELAYING PIN

Not intended as an actual weapon, the belaying pin is a wooden or metal rod that is inserted in holes bored through a ship's rail. Ship's ropes are secured to these belaying pins. The pins are usually found in rows, bringing a series of ropes together to one location. The pins may be pulled out and used as a melee weapon, more often than not during boarding actions at sea when no other weapons are in reach.

The pin is a one-handed weapon. If hurled in combat, it is treated as a club.

Item	Cost	Weight		Type	Speed Factor	Damage	
		(lbs)	Size			S-M	L
Belaying pin	2 cp	2	S	B	4	1d3	1d3

BOLAS

The main function of the bola is to provide a hunter with a good missile weapon that will catch the prey off guard and entangle it so as to make escape impossible.

The bola is basically a leather strap or straps with weights fastened to the ends. The bola may have four, six, or ten weights made of walrus ivory or bone. Arctic Bolas are generally used for hunting birds. All of the straps or cords join together to make a sort of handle. The thrower grasps the handle, jerks back the strand to straighten them, whirls the bolas over his head, and releases them. Each bola strand is about 28 inches long and each weight is about two inches in diameter.

Temperate plains bolas are usually twice as large. Often a second cord is fastened in the center of the first cord, with a small weight attached at the end. This weight is held by the thrower. This version of the bola can bring down a man-sized target.

If an attacker makes a Called Shot to the target's legs and succeeds, the bolas wrap themselves tightly around the victim's legs and prevent further movement. The target must make a Dexterity check in order not to fall down, incurring a -3 penalty if the victim was moving when the bolas hit.

If the attacker succeeds in a Called Shot to the victim's arms, the bolas wrap themselves tightly around the torso, preventing the victim from using a weapon or employing the protection of his shield until he frees himself. Strength checks are made at -2 penalty due to lack of leverage.

A successful Called Shot to the victim's head wraps the bolas around his neck, strangling him. The bolas cause normal damage on the round in which they hit, then an additional 1d3 hit points of strangulation damage every round the bolas are still in place.

Item	Cost	Weight		Type	Speed Factor	Damage	
		(lbs)	Size			S-M	L
Bolas	5 sp	2	M	B	8	1d3	1d2

STONE ARROW

Stone arrows are considered flight arrows for game purposes, except that the stone arrowheads cause less damage and have a tendency to shatter if they impact armor or similarly hard surfaces. If a stone arrow hits any object made of metal, stone, or a harder substance, it has a 20% chance of surviving the hit without damage to the arrow. If a die roll does not indicate success, the arrow is still allowed a saving throw vs. crushing blow with a +4 bonus using the figures for Rock Crystal. Failure indicates that the arrow shatters.

Stone arrowheads are almond shaped or rhomboid and are usually made from stone splinters of flint or obsidian.

Item	Cost	Weight		Type	Speed Factor	Damage	
		(lbs)	Size			S-M	L
Stone arrow, flight	3 cp/12	1/10	M	P	--	1d4	1d4

CALTROP

A caltrop is a metal ball bristling with metal spikes or prongs. When a caltrop is left on the ground, there is always at least one spike standing more or less upright, ready to pierce the foot of the unwary.

In order to be effective, at least 10 caltrops must be dropped in an area of 25 square feet (a 5'x5' square). Each character entering the area must make a saving throw vs. paralyzation. Failure means that the pursuer has stepped on a caltrop, suffering 1d4 hit points of damage. The character will be able to move at only one-half his normal rate until the caltrop is dislodged from his foot. The victim must also make a second saving throw vs. paralyzation, with failure indicating that the character is lame for 24 hours (unless magically healed), and can move at only one-third his normal movement rate. In any case, the victim must spend one round removing the caltrop from his foot.

If half the number of caltrops are dropped in an area (five in a 25 square foot area), the first save is made with a +4 bonus. For every five *extra* caltrops over the required 10 dropped in a 25 square foot area, the saving throw is made at a -2, up to a maximum penalty of -6. A new saving throw must be made for each five-foot section entered in which caltrops have been dropped.

Characters moving at less than one-third their normal movement rate through an area of caltrops need not make a saving throw. They are moving slowly enough to avoid the caltrops (although they must be able to see the terrain in order to do so).

Item	Cost	Weight		Type	Speed Factor	Damage	
		(lbs)	Size			S-M	L
Caltrop	2 sp	2/10	S	P	n/a	1	1d2

CESTUS

The cestus is a leather glove that has spikes and razor edges on the back and across the knuckles. Other forms of cesti are loaded with lead or other heavy filler in order to give a punch more force. The weapon is mainly used as a gladiator weapon in the arenas of sport.

The damage caused by the cestus (1d4 vs. small and medium creatures; 1d3 to large) replaces the damage caused by a punch. Although this may seem to be a disadvantage, remember that punching damage is temporary while damage from the cestus is permanent until healed. There is no proficiency in the cestus, though a warrior can spend a proficiency slot and specialize in it.

Item	Cost	Weight		Type	Speed Factor	Damage	
		(lbs)	Size			S-M	L
Cestus	1 gp	2	S	S	2	1d4	1d3

BONE DAGGERS

Bone daggers are made from the bones of large animals such as reindeer and bison, with one end sharpened and the handle carved to resemble the animal from which the bones came. Such daggers are relatively fragile, and stone replaced bone when early man discovered how to work with stone.

Item	Cost	Weight		Type	Speed	Damage	
		(lbs)	Size		Factor	S-M	L
Bone dagger	1 sp	1	S	P	2	1d2	1d2

PARRYING DAGGERS

This specialized type of dagger is used in conjunction with a sword. It is used to catch or break an opponent's sword. Some versions of this dagger are equipped with spring blades that split into three blades at the push of a button. When such a dagger is employed in this fashion, it cannot be thrown successfully.

Most parrying daggers have long, straight or curved quillons, and a tough side ring that extends perpendicular to the blade in order to protect the user's fingers.

Unlike the main-gauche, the parrying dagger is made for a specific purpose, to deflect or break an opponent's weapon. The main-gauche, while also good for parrying, is less of a weapon-breaker.

Item	Cost	Weight		Type	Speed Factor	Damage	
		(lbs)	Size			S-M	L
Parrying dagger	5 gp	1	S	P	2	1d3	1d3

STONE DAGGERS

Stone daggers are more difficult to make due to the composition of stone. Most stone daggers are made of flint, a hard stone that can be worked easily. The flint is chipped until the proper shape is achieved, usually that of a broad leaf, then it is sometimes lashed to a wooden handle. This sort of stone dagger has a major weak point: the place where the blade is attached to the handle. Primitive tribes know that the best stone dagger is made from a single piece of stone with the dagger's handle consisting of a straight section of stone. The handle is then wrapped in hide for a good grip. The average stone dagger measures 12 inches long.

Item	Cost	Weight		Type	Speed Factor	Damage	
		(lbs)	Size			S-M	L
Stone dagger	2 sp	1	S	P	2	1d3	1d2

GAFF/HOOK, ATTACHED

The gaff or hook is actually a tool used to hook and land fish. It is commonly found where fishing boats are encountered, and the hooks are in plentiful supply, affording the disarmed adventurer a weapon of last resort.

Some sailors who have lost a hand have a cup with a gaff hook attached to the stump, guaranteeing that they are never without a weapon.

Item	Cost	Weight		Type	Speed Factor	Damage	
		(lbs)	Size			S-M	L
Gaff/Hook	--	--	--	--	--	--	--
Attached	2 gp	2	S	P	2	1d4	1d3

KNIFE

A knife consists of a single-edged, pointed blade a handle mounted asymmetrically.

This is both a slashing and a piercing weapon: +1 Vs brigandine, +1 Vs field plate, +3 Vs full plate, -2 Vs leather, padded,

and hide armor, +1 Vs ring mail, and +1 Vs studded leather. There are no modifiers Vs other armor types.

Note: these are

THACO modifiers so plusses ('+') are bad (less likely to hit) and minuses ('-') are good (more likely to hit).

Item	Cost	Weight			Speed	Damage	
		(lbs)	Size	Type	Factor	S-M	L
Knife	5 sp	1/2	S	P/S	2	1d3	1d2
Bone knife	3 cp	1/2	S	P/S	2	1d2	1d2
Stone knife	5 cp	1/2	S	P/S	2	1d2	1d2

LASSO

A lasso is a length of rope with a loop at one end, tied with a knot that enables the loop to be tightened. The wielder twirls the lasso and throws the loop at the intended target. If it hits, the lasso has encircled the target, enabling the attacker to dismount the victim, make him fall, pin him, strangle him, etc. The wielder must specify exactly what he wants the lasso to accomplish before making his attack roll.

A successful hit does not cause damage to the target, but incidental damage can occur from the results of certain actions performed with the lasso, such as making someone fall or strangling a victim.

The many tricks which can be performed with a lasso are outlined in the Equipment Chapter of *The Complete Fighter's Handbook*.

A lasso may be severed by 2 hit points of cutting damage. A victim's Strength can break a lasso, using the character's Bend Bars/Lift Gates roll. Only one attempt can be made on any one lasso.

Lassos are also called lariats. Characters can take lasso as a weapon proficiency, but they should remember that the Rope Use nonweapon proficiency gives a +2 bonus to hit with a lasso.

Item	Cost	Weight		Type	Speed Factor	Damage	
		(lbs)	Size			S-M	L
Lasso	5 sp	3	L	--	10	--	--

MAIN-GAUCHE

The main-gauche (French for "left hand") is a large dagger with a basket hilt. Since most swordsmen use their right hand to wield a sword, this dagger is meant for the left hand, wielded as a defensive weapon when a warrior is using the two-handed fighting technique. The main-gauche is also called a "left-hand dagger."

The heavy basket of the main-gauche is the equivalent of an iron gauntlet for the purposes of hand-to-hand combat.

Fighters proficient with main-gauche gain a +1 bonus to hit with Disarm and Parry maneuvers. More information on fighting styles and maneuvers can be found in *The Complete Fighter's Handbook* in the Combat chapter.

Item	Cost	Weight		Type	Speed	Damage	
		(lbs)	Size		Factor	S-M	L
Main-Gauche	3 gp	2	S	P/S	2	1d4	1d3

NET

The net is a tool that has been used as a weapon since the days when emerging civilizations held gladiatorial arena combat. This version of the net is an eight- to twelve-foot diameter circular net with weights around the edges and a trailing rope used to guide the net and pull it away. It is usually folded in such a way that it twirls open when thrown. It is tossed with one hand, with the attacker holding onto the guide rope with the other hand.

A successful hit with this weapon means that the victim is netted and must try to break free by making a Strength check once per round until successful. The netted victim cannot make any sort of attack until the net has been shaken off.

On the round after the victim is netted, the attacker has several options for his next action, including using another weapon to strike the entangled victim. The victim loses his Dexterity and shield bonuses to armor class until he is freed.

The attacker may improve his grip on the victim by looping the trailing rope around the netted character. This requires a normal attack roll for success, and the victim loses 4 points of effective Strength (for determining success of freeing oneself from the net) per successful round of attack. If the victim's Strength is reduced to zero, he is hopelessly tangled and cannot escape unless helped by someone outside the net.

If a warrior throws a net and misses, it is open and unfolded. It may still be thrown, but it is no longer folded correctly and is consequently an unwieldy weapon. Attackers suffer a -3 penalty to hit when throwing an unfolded net.

A properly folded net allows the attacker to perform Disarm, Parry, and Pin maneuvers. Such attacks are at a -3 to hit if the net is unfolded.

Certain underwater races, such as nixies and sahuagin, use nets not only for fishing, but also as a combat weapon, usually when they wish to take a victim alive.

Item	Cost	Weight		Type	Speed Factor	Damage	
		(lbs)	Size			S-M	L
Net	5 gp	10	M	--	10	--	--

SAP

Alternatively called a blackjack, the sap is a small leather bag filled with sand, lead shot, coins, or other weighted materials. It is used to quietly knock out a victim by administering a blow to the head or back of the neck. Thus, the sap has no effect on helmeted targets. If the sap strikes any other part of the body, the damage is halved and there is no other effect.

Of the damage caused by the sap attack, 25% is actual physical damage, and the other 75% is temporary damage that wears off in 1d6 turns.

In order to effectively use the sap, the attacking character makes a Called Shot at -8 to hit. If a hit is scored, damage is determined normally. The attacker then has a 5% chance per hit point of damage to knock out the victim, up to a maximum of 40%. This maneuver works only against targets that are man-sized or smaller.

When a sapping maneuver is performed on a sleeping or magically held victim, the maneuver automatically hits, but the chance of knockout increases to 10% per hit point of damage, to a maximum of 80%.

Item	Cost	Weight		Type	Speed Factor	Damage	
		(lbs)	Size			S-M	L
Sap	1 gp	1/10	S	B	2	1d2	1d2

LONG SPEAR

A long spear is like a normal spear, except that its shaft ranges 12 to 13 feet in length and cannot be thrown.

Orcs and ogres use spears often in battle. They are simple weapons for simple-minded creatures.

Item	Cost	Weight		Type	Speed	Damage		
		(lbs)	Size		Factor	S-M	L	
Spear, long	--	--	--	--	--	--	--	
One-handed	5 gp	8	L	P	8	1d8	1d8+1	
Two-handed #		5 gp	8	L	P	8	2d6	3d6

STINKPOT

An optional form of ammunition is the stinkpot, a clay vessel filled with burning sulfur or quicklime. This is considered a grenade-like weapon and is subject to the combat rules found in Chapter Nine of *The Player's Handbook*. For range, the stinkpot has a short range of 20 feet, medium range of 40 feet, and long range of 60 feet.

When the stinkpot breaks, everyone in a 20-foot diameter circle who does not leave the area within one round must save vs. poison or be unable to attack or move at greater than half their movement rate. Those who save successfully attack at a -2 penalty due to nausea and watering eyes. The effects last as long as the subject remains in the area and for 1d4 rounds thereafter.

The stink cloud lasts for 1d3+1 rounds, then dissipates. Optionally, stinkpots in underground settings may give off clouds that last 1d6+1 rounds due to lack of open air.

Item	Cost	Weight		Type	Speed Factor	Damage	
		(lbs)	Size			S-M	L
Stinkpot	1 sp	2	S	B	--	1d3	1d3

STILETTO

Also known as a stylet, the stiletto is a short dagger with a strong, triangular or square-sectioned blade that tapers to a sharp point at the tip. The stiletto is designed for thrusting, in particular to pierce armor such as leather or mail. Therefore, the stiletto gives the wielder a +2 bonus to attacks against plate mail, ring mail, chain mail, and all forms of leather armor. Most stilettoes are made completely of steel.

Most cities, except those involved in a war, prohibit the carrying of a stiletto since it is an easily concealed weapon.

Stilettoes are narrow enough to be concealed in sword canes or even in the handle of a large sword, such as the long, bastard, or two-handed swords.

Item	Cost	Weight		Type	Speed Factor	Damage	
		(lbs)	Size			S-M	L
Stiletto	5 sp	1/2	S	P	2	1d3	1d2

CLAYMORE

The claymore is a large, cross-hilted sword consisting of a straight, broad, double-edged blade and long quillons angling toward the blade. The grip is leather-covered and topped with a wheel-shaped pommel. The sword is slightly shorter than the two-handed sword.

Claymores are treated as bastard swords in terms of damage, weight, and weapon speed.

Claymores are greatswords of Scottish origin, used by Highlanders and Scottish mercenaries in Ireland. The sword was popular from the end of the 15th century to the early 17th century. The term *claymore* is from the Gaelic *claidheamhormor*, meaning *great sword*.

Item	Cost	Weight		Type	Speed Factor	Damage	
		(lbs)	Size			S-M	L
Claymore	25 gp	10	M	S	8	2d4	2d8

CUTLASS

The cutlass is a sword with a single-edged, curved, broad blade attached to a basket hilt. The blade is short and heavy. The sword is favored among pirate crews and is easily found in port communities, but is rare inland. Cutlass users enjoy the same advantages in Parrying as broad sword users.

Item	Cost	Weight		Type	Speed Factor	Damage	
		(lbs)	Size			S-M	L
Cutlass	12 gp	4	M	S	5	1d6	1d8

DRUSUS

A drusus is a gladius of exceptional quality, and consequently has a series of special things associated with its care in order to maintain a sharp edge. The restrictions are listed in *The Complete Fighter's Handbook* (Equipment Chapter).

Item	Cost	Weight		Type	Speed Factor	Damage	
		(lbs)	Size			S-M	L
Drusus	50 gp	3	M	S	3	1d6+1	1d8+1

FALCHION

The falchion is a sword with a single-edged, heavy blade. The blade's back is usually straight, while the edge has a curve. The blade also broadens close to the tip, which gives the blade a cleaver-like appearance and increases the damage inflicted. The sword is heavy, which also contributes to a fearsome cutting blow.

Item	Cost	Weight		Type	Speed Factor	Damage	
		(lbs)	Size			S-M	L
Falchion	17 gp	8	M	S	5	1d6+1	2d4

RAPIER

The rapier is a light weapon with a straight, double-edged, pointed blade. It is designed to be a light, thrusting sword. The term *rapier* is often used to describe a civilian weapon, as opposed to the heavier and deadlier swords of soldiers and mercenaries. Rapiers are fashionable among nobles and gentlemen.

As a new art of fighting evolved with emphasis on thrusting with the blade as opposed to slashing, a new weapon was required. This art is known as fencing, and it requires a rapier. As the sport grew in popularity, the rapier was required to be narrower and lighter. It became not a slashing weapon at all, but a weapon purely for thrusting.

The early rapier handles have straight quillons (cross guards), side guards, and knuckle bows. The later versions have shell guards, similar to the basket hilts of the broad sword and cutlass. As a result, the rapier wielder enjoys the same Parry and punching bonuses outlined earlier.

Item	Cost	Weight		Type	Speed Factor	Damage	
		(lbs)	Size			S-M	L
Rapier	15 gp	4	M	P	4	1d6+1	1d8+1

SABRE

Alternatively spelled *saber*, this sword is a long, curved, single-edged blade intended mostly for horsemen. It is a popular weapon for light cavalry. The sabre's hilt grants the user the Parry and punching bonuses of the rapier.

Item	Cost	Weight		Type	Speed Factor	Damage	
		(lbs)	Size			S-M	L
Sabre	17 gp	5	M	S	4	1d6+1	1d8+1

BAG

Bags are made from a variety of fabrics including leather, silk, wool, or linen and come in a variety of sizes.

They are usually attached at the belt or girdle. The bag might be in plain sight, or, often in populated areas, it might be belted to the undertunic so the wandering eyes of thieves wouldn't see it.

POUCH

Pouches are made from a variety of fabrics including leather, silk, wool, or linen and come in a variety of sizes.

They are usually attached at the belt or girdle. The pouch might be in plain sight, or, often in populated areas, it might be belted to the undertunic so the wandering eyes of thieves wouldn't see it.

ALMONER

A special type of pouch is called the almoner. It is worn by members of the upper class and is used especially for holding money to be given as alms, hence the name.

Almoners are usually attached at the belt or girdle. The pouch might be in plain sight, or, often in populated areas, it might be belted to the undertunic so the wandering eyes of thieves wouldn't see it.

GIPSER

Gipsers are made from a variety of fabrics including leather, silk, wool, or linen and come in a variety of sizes.

They are usually attached at the belt or girdle. The gipser might be in plain sight, or, often in populated areas, it might be belted to the undertunic so the wandering eyes of thieves wouldn't see it.

APRON, CLOTH

Aprons are worn to protect clothing and the wearer of the apron. A simple cloth apron is worn while preparing a meal

APRON, LEATHER

Aprons are worn to protect clothing and the wearer of the apron. Leather aprons are worn by blacksmiths. Such aprons are made of thick leather and are intended to protect the wearer from flying sparks and chips of metal.

BALADRANA

This is a full, wide cloak with a hood used by travelers to protect against the rain.

BALDRIC, CLOTH

This article of clothing is slung around the body from one shoulder to the opposite hip and is used to carry a dagger, pouch, bugle, or sword. Some baldrics are decorated with bells or tassels along the bottom edge. Silk baldrics are used for decoration by the lords and ladies of the aristocracy. Women of the upper class may wear silk baldrics with gold bells for ornamentation.

Decorative baldrics always have tassels, bells, or other adornments and are made of fashionable materials such as silk or brocade.

BALDRIC, LEATHER

Usually made of leather, this article of clothing is slung around the body from one shoulder to the opposite hip and is used to carry a dagger, pouch, bugle, or sword. Some baldrics are decorated with bells or tassels along the bottom edge. Leather baldrics are used for practical purposes by adventurers and government officials.

Functional baldrics are composed only of leather and a buckle, for ease of use and practicality.

BAND

Bands are variations of collars that include the ruff that is favored by royalty. Some bands simply fold over the outer shirt and are called a falling band, while others are designed to stand up, and are appropriately called a standing band. The ruff is reserved for formal occasions, while a falling band might be used for daily wear by an official. Most peasants and adventurers believe the wearing of these bands to be snobbish and a blatant attempt to emulate the aristocracy.

BOOTS

Boots are an important part of the wardrobe for traveling and outdoor work and adventuring. They are vital for protection against cold and wet conditions as well as hot and rocky terrains. Many peasants need to wear boots indoors as well, as their living conditions preclude much comfort or heat.

Boots may be found in many stages of design. One of the most popular is the pointed toe variety. The extended toe is especially popular among performers and jugglers, although thieves would do well to avoid them. The pointed toe tends to get in the way while climbing and running.

Another common and functional boot is the leather, mid-calf boot with roll-tops, laced up the side. A variation on the mid-calfboot is the knee-high boots, worn by peasants and called cockers.

Elegant designs reign at court. Such boots might be made of soft leather and even silk, embroidered or inlaid with gems. These are more for show than any practical purpose. See Shoes for more information about footwear.

BOOT HOSE

These hose are cloth stockings worn inside the boot to protect the silk stocking underneath. They are not visible outside the boot and are generally used only by the upper class.

BRAIES

Braies are shapeless trousers held up by a drawstring at the waist, worn by men. They are usually kneelength or longer, with the bottoms either being tucked into stockings or bound with leg wrappings. Braies form the basic daily legwear for the commoner.

BUCKLE

A seemingly inconspicuous piece of a person's clothing, buckles actually hold great significance. The buckle is one of the items that denotes wealth and status within society. Materials used to create buckles include silver, gold, iron, steel, copper, and even ceramic. Along with the basic form of the buckle, these items might be engraved, inset with jewels, or otherwise adorned.

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CANNONS

Cannons are tube-like breeches that fit snugly over a man's thighs, down to his knees. This article of clothing is usually embroidered in colored silk, gold, or silver thread. Cannons are worn chiefly by the upper classes.

CASSOCK

A cassock is a long coat or cloak worn outdoors. It is used chiefly by soldiers and hunters. It is worn unbelted, and buttons down the front. This garment is used, especially by hunters, for extra warmth while out in the cold. The soldier's version also serves as an identifying uniform.

CAUL

These are netted caps worn by women, made of silk and wool with various designs. For practicality, a caul is used by women to keep long hair out of the way. For decoration, a more elaborate caul is used during formal functions and gatherings.

CHAINSE, CHEMISE

This is a white linen undertunic worn under the bilaud, the overtunic. The sleeves of the chainse are fitted at the wrists and are visible beneath the overtunic. The neckline is a simple roundcut with a short slit. This is the most common garment for the peasant. Men of higher classes wear other outer coverings over the chemise.

DOUBLET

This is a shirt, usually fastened up the front with buttons, and sometimes having a short, skirt-like section or peplum. There are many style variations of doublets.

DRAWERS

Drawers are an undergarment for the body and legs, usually made of white linen. Drawers are worn under other trousers to provide additional warmth.

FERRONNIERE

This item of jewelry is a thin chain worn around the forehead with a small jewel set in the center. The ferroniere is worn exclusively by ladies of the upper class. The wearing of a ferroniere is considered to be an elegant touch within the aristocracy. An adventurer hoping to impress someone of high station might benefit from wearing a tasteful ferroniere.

GAMASH

These long leggings are worn outside other leg garments to protect the wearer from cold and wet weather. They are made of cloth and are buttoned down the outside of the leg.

GARNACHE

This outer garment covers the wearer from the neck down to the ankles. It has wide, elbow-length sleeves cut as part of the garment, like a cape. This allows the wearer to hide bulky items, such as weapons or pouches, under the garnache without attracting attention.

Thieves and fighters especially favor this garment for its excellent ability to conceal objects and allow the wearer full, unhindered movement.

GORGET

The gorget is a collarlike article of clothing for the neck, full and broad in front. This originally referred to a piece of armor that protected the neck, but it also applies to the article of clothing men and women of the upper class wear around the neck.

HOODS

Hoods are used to keep the head dry and warm in inclement weather. Hoods were originally a simple head covering, but evolved into more elaborate designs such as a hood with a small cape attached. See liripipe for a specific version of a popular hood.

LIRIPIPE

This is a hood with a long peak that can reach a length of 2 to 6 feet. The length of the peak varies with the fashion of the day. Jokers, jugglers and other performers especially favor the liripipe.

PANTALOONS

These are various forms of loose coverings for the legs, reaching from the waist to the calves. Pantaloons are tight fitting at the waist and calves, emphasizing the owner's stockings and footwear. They are worn primarily by the upper class while indoors, such as in court.

RUFF

This tight, ruffled collar is worn encircling the entire neck. The ruff is highly admired within the upper class and is used almost exclusively by aristocracy. Although held in disdain by the lower class and most adventurers, the ruff is an excellent piece of clothing for a thief to own, especially one who enjoys disguises. Wearing an authentic ruff in conjunction with other appropriate upper class clothing will almost always guarantee entrance to aristocratic functions with little or no fuss over invitations.

SHIRT

Any undergarment covering the top half of the body may be considered a shirt. This is a basic piece of clothing worn next to the skin.

SLOP

This term describes many loose fitting articles of clothing such as cloaks, mantles, gowns, or baggy breeches. The term *slop* indicates a particularly cheap, ready-made garment; therefore the low cost.

CLAWED GLOVES

Similar to crampons, claws give climbers and mountaineers greater ability to cling to handholds and ledges. They are held on with leather straps and add a +5% to Climbing and a +1 to Mountaineering.

CLAWED SHOES

Similar to crampons, claws give climbers and mountaineers greater ability to cling to handholds and ledges. They are held on with leather straps and add a +5% to Climbing and a +1 to Mountaineering.

HEALER'S BAG

This bag may come in any shape or size, but is usually made of leather or heavy canvas. It is used primarily by characters who have the Healing Proficiency. A healer's bag allows such a character a +1 bonus to his chance to successfully heal a victim.

A healer's bag may be purchased new, complete with all supplies, or may be assembled by a healer. A complete bag includes 30 rolled bandages of varying size, 20 feet of rolled gauze, a tiny metal mixing bowl, a ceramic mortar and pestle, and ten jars of various herbs that can be crushed and mixed with water to form a paste to be applied to wounds. The kit also includes three curved needles (often made of gold to prevent rust) and a spool of white or black silk thread (50 feet) to be used to stitch gaping wounds. Some kits may include several ceramic vials to be filled with clean water.

HOUSEBREAKER HARNESS

This leather halter is essential for any thief. The harness, sometimes referred to as a spider, is an assortment of straps that are hooked around the thighs and over the shoulders. A broad leather strap is secured around the waist. Attached to the belts are small hooks, safety clips, and adjustable clamps. From these various clips, the thief can hang small tools or attach ropes or tether lines. Using this harness can prevent a thief from falling, secure him to a wall, or free his hands to use his picks.

One possible drawback to such a harness is the jangling noise it may make. If a thief spends two rounds securing all clips and removing any unused clips, he operates under his normal chance to move silently. If such precautions are not taken, the thief's chance to move silently is penalized 15%.

WEAPONBLACK

This oily substance comes in small vials or jars. Such vials could potentially be mistaken for potions (consumption causes 1d10 points of damage).

Weaponblack is used to smear the surfaces of weapons and metal armor to coat them with a pasty, matte black finish, rendering them nearly invisible in darkness. Thieves who coat their blades gain a +5% bonus to their chances to Hide in Shadows. After a typical melee, the weaponblack will be wiped from most of the blade from its heavy use. The weapon must be blackened again if desired. Armor will need its black coating touched up following a melee.

A jar of weaponblack contains enough material to coat one full set of plate armor, two sets of scale mail, or three sets of chain mail. The same size jar can coat a long sword 10-12 times.

BANDED BARDING

This is similar to chain barding, but is reinforced with horizontal strips of metal. Officers and riders wealthy enough to afford this type of barding are usually the only persons who use it. Only the large war horses can bear its weight. It remains a hybrid form, and the frequency of its appearance depends on the technological level of the campaign. Such armor weighs 85 pounds.

Half Banded: This is banded barding covering the front of the horse. It weighs 60 pounds.

FIELD PLATE BARDING

Field plate barding is the heaviest barding normally used in battle. It is rare even in late period campaigns, and should be restricted to nobles, high officers, and unusual individuals. The construction of field plate barding requires a master armorer. The barding must be constructed and fitted to a particular horse. Field plate barding weighs 90 pounds.

Half Field Plate: This gives the equivalent of field plate protection to the front of the horse only. This configuration is never encountered, except perhaps as ceremonial armor. It weighs 70 pounds.

RING BARDING

This early form of barding is made of metal rings sewn onto a heavy cloth or leather backing. It is heavier than standard scale barding, and in most campaigns will be used only by those who can't get anything better. (In fact, whether a barding like ring barding actually existed is open to question; it may have been too heavy for the horses of the time.) Ring barding weighs 80 pounds.

Half Ring: This is ring barding for the front areas of the horse. It weighs 55 pounds.

SPLINT BARDING

Splint barding is similar to banded barding. The main difference is that the strips of metal are vertical instead of horizontal. The weight and protective value are the same at 85 pounds and AC 3.

Half Splint: This covers only the front half of the horse. Its weight is 60 pounds.

STUDED LEATHER BARDING

This early barding is made of layers of soft leather, reinforced with many small metal studs intended to turn aside slashes. In all important respects, it is equal to ring barding and weighs 80 pounds.

Half Studded Leather: This barding covers the front of the horse. It weighs 50 pounds.

Humanoids tend to use studded leather barding. In some instances, the studs are long and filed to sharp points. The damage-causing ability of these short spikes is questionable, but they certainly add to the ferocious appearance of a mount.

KNIFE

A knife consists of a single-edged, pointed blade a handle mounted asymmetrically.

This is both a slashing and a piercing weapon: +1 Vs brigandine, +1 Vs field plate, +3 Vs full plate, -2 Vs leather, padded, and hide armor, +1 Vs ring mail, and +1 Vs studded leather. There are no modifiers Vs other armor types. Note: these are THACO modifiers so plusses ('+') are bad (less likely to hit) and minuses ('-') are good (more likely to hit).

Item	Cost	Weight		Type	Speed Factor	Damage	
		(lbs)	Size			S-M	L
Knife	5 sp	1/2	S	P/S	2	1d3	1d2
Bone knife	3 cp	1/2	S	P/S	2	1d2	1d2
Stone knife	5 cp	1/2	S	P/S	2	1d2	1d2

JAVELIN

Javelins are classified as light spears, suitable for melees or missile combat, usable either on horseback or on foot. The javelin head is not very large, and is usually leaf-or lancet-shaped. Javelin heads may have barbs.

Javelins may be used either one- or two-handed, and like the harpoon, there is no difference in speed factor between the two styles. The javelin has a respectable throwing range, certainly better than that of a spear, with damage potential comparable to the spear. Like the harpoon, the javelin gives the adventurer the advantage of a weapon that may be used effectively either as a melee weapon or as a missile weapon.

This is a piercing weapon: +1 Vs brigandine, +1 Vs field plate, +3 Vs full plate, -2 Vs leather, padded, and hide armor, +1 Vs ring mail, +1 Vs scale mail, +1 Vs splint mail, and +1 Vs studded leather. There are no modifiers Vs other armor types. Note: these are THAC0 modifiers so plusses ('+') are bad (less likely to hit) and minuses ('-') are good (more likely to hit).

Item	Cost	Weight		Type	Speed Factor	Damage	
		(lbs)	Size			S-M	L
Javelin	--	--	--	--	--	--	--
One-handed	5 sp	2	L	P	4	1d4	1d4
Two-handed	5 sp	2	L	P	4	1d6	1d6
Javelin, Stone	--	--	--	--	--	--	--
One-handed	5 cp	2	M	P	4	1d4	1d4
Two-handed	5 cp	2	M	P	4	1d4+1	1d6

SPEAR

Wooden shafts five to eleven feet in length fitted with metal, pointed heads on one end. In melee, spears may be used either one or two handed, with more damage inflicted if used in the latter mode. Spears 10 feet or longer cannot be wielded with one hand. Spears may also be thrown.

This is a piercing weapon: +1 Vs brigandine, +1 Vs field plate, +3 Vs full plate, -2 Vs leather, padded, and hide armor, +1 Vs ring mail, +1 Vs scale mail, +1 Vs splint mail, and +1 Vs studded leather. There are no modifiers Vs other armor types. Note: these are THAC0 modifiers so plusses ('+') are bad (less likely to hit) and minuses ('-') are good (more likely to hit).

Item	Cost	Weight		Type	Speed Factor	Damage	
		(lbs)	Size			S-M	L
Spear	--	--	--	--	--	--	--
One-handed	8 sp	5	M	P	6	1d6	1d8
Two-handed	8 sp	5	M	P	6	1d8+1	2d6
Spear, long	--	--	--	--	--	--	--
One-handed	5 gp	8	L	P	8	1d8	1d8+1
Two-handed #		5 gp	8	L	P	8	2d6 3d6
Spear, stone	--	--	--	--	--	--	--
One-handed	8 cp	5	M	P	6	1d4	1d6
Two-handed	8 cp	5	M	P	6	1d6	2d4

This weapon inflicts double damage when firmly set to receive a charge.

CHAIN

Item	Cost	Weight		Type	Speed Factor	Damage	
		(lbs)	Size			S-M	L
Chain	5 sp	3	L	B	5	1d4+1	1d4

JEWELER

A character with this proficiency can appraise gems and jewelry.

These are the spells that a mage can attempt to learn and inscribe in his spellbook.

MOVEMENT RATE

This is the character's maximum movement rate with the currently carried items. The number is the amount of tens of yards the character can cover in one round outside at a brisk pace. When indoors, this number is considered to be in tens of feet.

WEIGHT CARRIED

This is the total weight of all the currently carried items. This number affects the movement rate of the character.

ARMOR CLASS

This is the character's armor class adjusted for armor worn, dexterity, and other modifiers.

PRIMARY WEAPON

This weapon may be any weapon that the character chooses to ready. If fighting with two weapons, however, the primary weapon must be a one-handed weapon, and it must be larger than the off-hand weapon (unless both are daggers). See [Attacking with Two Weapons](#).

ADJUSTED MELEE THAC0

This number (or greater) must be rolled on a D20 for the character to hit a target with an armor class of 0 in melee. This number is the character's normal THAC0 adjusted for modifiers which can include weapon specialization and proficiencies, strength, race, magical plusses or minuses, etc.

Melee is any situation in which characters are battling each other hand-to-hand, whether with fists, teeth, claws, or weapons. THAC0 is an acronym for "To Hit Armor Class 0". THAC0 depends on a character's class and level. To calculate the number needed to hit a target whose armor class is not 0, subtract that target's armor class (AC) from the character's THAC0.

ADJUSTED MISSILE THAC0

This number (or greater) must be rolled on a D20 for the character to hit a target with an armor class of 0 in missile combat. This number is the character's normal THAC0 adjusted for modifiers which can include weapon specialization and proficiencies, dexterity, race, magical plusses or minuses, etc.

Missile combat is defined as any time a weapon is shot, thrown, hurled, fired, or otherwise propelled. THAC0 is an acronym for "To Hit Armor Class 0". THAC0 depends on a character's class and level. To calculate the number needed to hit a target whose armor class is not 0, subtract that target's armor class (AC) from the character's THAC0.

ADJUSTED MELEE DAMAGE

The number shown here is the additional hit points which are subtracted from the target when it is hit with the currently readied weapon. The character's strength, weapon specialization, and magical weapon modifiers adjust this number.

ADJUSTED MISSILE DAMAGE

The number shown here is the additional hit points which are subtracted from the target when it is hit with the currently readied weapon. The character's strength and magical weapon modifiers adjust this number.

OFFHAND WEAPON

When using a second weapon in the off-hand, the second weapon must be smaller in size and weight than the character's primary weapon (though a dagger can always be used as a second weapon, even if the primary weapon is also a dagger). Nor can the character use a shield, unless it is kept strapped onto his back (a buckler may be worn, but provides no armor benefits).

When attacking, all characters (except rangers wearing studded leather or lighter armor) suffer penalties to their attack rolls. Attacks made with the main weapon suffer a -2 penalty, and attacks made with the second weapon suffer a -4 penalty. The character's [Reaction Adjustment](#) modifies this penalty. A low Dexterity score will worsen the character's chance to hit with each attack. A high Dexterity can negate this particular penalty, although it cannot result in a positive modifier on the attack rolls for either weapon (i.e., the Reaction Adjustment can, at best, raise the attack roll penalties to 0).

The use of two weapons enables the character to make one additional attack each combat round, with the second weapon. The character gains only one additional attack each round, regardless of the number of attacks he may normally be allowed. Thus, a warrior able to attack 3/2 (once in the first round and twice in the second) can attack 5/2 (twice in the first round and three times in the second).

CHARACTER HISTORY BUTTON

By left clicking on this green button, you will move to a text screen that allows you to enter information about your character. This may be history, quirks, role-playing hints, etc. Whatever you decide to enter will be saved with the character in the database and printed out as the last sheet of the player character record.

DUNGEON MASTER GUIDE TABLE

On this screen, you may simulate dice rolls for different tables. To select a table found in the DUNGEON MASTER Guide, left click on your selection in this box. Then, left click on the Roll button.

PLAYER'S HANDBOOK TABLE

On this screen, you may simulate dice rolls for different tables. To select a table found in the Player's Handbook, left click on your selection in this box. Then, left click on the Roll button.

ROLL BUTTON

To roll for a table, left click on this button.

LEAVE TABLES BUTTON

To return to the Main Menu, left click on this button.

NUMBER OF DICE

The number of dice you wish to simulate rolling for each dice type. To select a number, left click in the appropriate box, and type the desired number.

DICE TYPE

Left click in one or more of these boxes to select what sided dice you will simulate rolling.

ADJUSTMENTS

The numbers you wish to add or subtract from each total. To select these numbers, left click in the appropriate box, and type the desired number.

DICE ROLL TOTALS

The totals of each dice type are automatically accumulated and shown here.

TOTAL OF ALL DICE ROLLS

The totals of all the dice types are automatically accumulated and shown here.

ROLL DICE

Left click on this button to roll the dice selected above.

LEVEL

Level indicates how experienced/powerful this character is. The higher the level, the more formidable the character. THAC0, Hit Points, Saving Throws, spells known, thieving skills, and many other important factors increase with level.

RACE

The non-player character's race-- either human, half-elf, elf, dwarf, gnome, or halfling.

CLASS

This is the non-player character's profession or career-- what he has worked or trained to do.

PLATINUM

The total number of platinum pieces in the treasure.

GOLD

The total number of gold pieces in the treasure.

SILVER

The total number of silver pieces in the treasure.

COPPER

The total number of copper pieces in the treasure.

ART VALUE

The total value of all art items in the treasure given in gold pieces.

GEM VALUE

The total value of all gems in the treasure given in gold pieces.

MAGIC VALUE

The total experience point value of all magic items in the treasure.

ACCUMULATE ROLL

When this box is checked, treasure is accumulated each time an A - Z button is pressed. If this box is not checked, only the treasure for the most recent roll is shown. Note, pressing the Monsters button automatically checks this box. To check or uncheck the box, left click on it.

TOTAL TREASURE

This box shows the number and type(s) of the generated treasure. This box will not show more than a single treasure unless the Accumulate Roll box is checked (or monster treasure is being added).

CLOSE BUTTON

To return to the Main Menu, left click on this button.

PRINT BUTTON

Left clicking on this button will generate a printout of the generated treasure(s).

MONSTER BUTTON

Left clicking on this button will send the program to the Generate Monster screen. While on this screen, you may add a monster's INDIVIDUAL treasure type by left clicking on the Add Treasure button on that screen (Left click on Close to return from the Monster screen). Left clicking on the Monster Button will activate the Accumulate Rolls feature.

RESET BUTTON

Left clicking on this button will remove all treasure which has been generated or added.

TREASURE TYPE

Each button represents a different treasure type as explained in [Table 84](#) of the Dungeon Master Guide. Treasure types A through I are lair treasures. Treasure types J through Z are individual treasure. To generate a treasure, left click on the button for the desired type.

ART

This shows the gold piece value of each individual piece of art in the generated treasure.

GEMS

The gold piece value, type, and color of each gem in the generated treasure.

MAGIC

The experience point value, category and name of each magical item in the generated treasure.

ENCOUNTER GENERATOR LIST

The box below holds the encounters you have created. To create a new encounter, left click on the New button to the right of the box.

2/20 TABLE

The box below holds the encounter tables you have created. To create a new encounter, left click on the New button to the right of the box.

NEW

Left clicking on this button allows you to create and add a new encounter table to the box on the left.

SELECT

Left clicking on this button allows you to edit the encounter table which is selected in the box on the left. To select an encounter table in this box, left click on it.

DELETE

Left clicking on this button allows you to delete the encounter table which is selected in the box on the left. To select an encounter table in this box, left click on it.

PRINT

Left clicking on this button allows you to print out the information for the selected encounter table in the box on the left. To select an encounter table in this box, left click on it.

NEW

Left clicking on this button allows you to create and add a new encounter to the box on the left.

SELECT

Left clicking on this button allows you to edit the encounter which is selected in the box on the left. To select an encounter in this box, left click on it.

DELETE

Left clicking on this button allows you to delete the encounter which is selected in the box on the left. To select an encounter in this box, left click on it.

PRINT

Left clicking on this button allows you to print out the information for the selected encounter in the box on the left. To select an encounter in this box, left click on it.

DUPLICATE

Left clicking on this button allows you to create a new encounter by using the information from the selected encounter in the box on the left as a starting point. To select an encounter in this box, left click on it.

WIZARD

Left clicking on this button brings up the animated wizard. The wizard will provide a general explanation of what to do on this screen.

CLOSE

Left clicking on this button returns you to the Main Menu.

SELECT

Left clicking on this button will allow you to create a custom encounter around the selected monster from the list on the left. This monster should be used as the main monster in the encounter. To select a monster, left click on it.

RANDOM

Left clicking on this button will generate a random encounter with one or more of the monsters from the list on the left.

CANCEL

Left clicking on this button returns you to the Encounter Generator screen.

WIZARD

Left clicking on this button brings up the animated wizard. The wizard will provide a general explanation of what to do on this screen.

FREQUENCIES

The column below shows the frequencies with which the monsters to the right should appear when the table you create is used to generate encounters.

SELECT ONE

Left clicking on one of these boxes places a check in that box and calls up a list of monsters (Monsters Available at this Frequency) appropriate for the frequency and filter criteria you have selected. To place one of these monsters in your encounter table, left click on your selection from the list.

ENCOUNTER TABLE NAME

In the box below, type in the name you want to give the encounter you are creating.

MONSTERS AVAILABLE AT THIS FREQUENCY

When a box in the Select One column is checked, a list of monsters appropriate for the frequency and other filters appears below. To place a monster from this list in the table, left click on your selection from this list.

ROLL A NEW TABLE BELOW AND/OR SELECT A FREQUENCY

Press the Roll a New Table button (below) to have the program randomly create an encounter table for you, or start building your own encounter table by left clicking on one of the white boxes (left).

WIZARD

Left clicking on this button brings up the animated wizard. The wizard will provide a general explanation of what to do on this screen.

HIT DICE FILTER

Left clicking on this button brings up a box which allows you to specify a range of hit die for the monsters in the encounter table. Examples: to have monsters with a hit dice range of three to six, set the left number in the box to 3 and the right number to 6; to have monsters with only one hit die in your table, set both numbers in the box to 1.

TERRAIN FILTER

Left clicking on this button brings up a box that allows you to filter monsters for the encounter table based on climate and terrain.

ACTIVITY CYCLE FILTER

Left clicking on this button brings up a box that allows you to filter monsters for the encounter table depending on when they are active (Any, Day, or Night).

ROLL A NEW TABLE

Left clicking on this button will randomly generate an encounter table for you based on the selected filters.

ROLL ENCOUNTER ITEM

Left clicking on this button causes the program to randomly select a monster from the table. The selected monster's box flashes and a check appears in its Select One box. Note: If you are creating a table, you have to name it before you can generate encounters from it.

GENERATE ENCOUNTER

Left click on this button to generate an encounter for the selected monster from the table. The selected monster has a check in its Select One box. To generate a random encounter, first left click on the Roll Monster button and then left click on the Generate Encounter button.

OK

Left clicking on this button saves the work you have done on this screen and then returns you to the Encounter Generator screen.

CANCEL

Left clicking on this button returns you to the Encounter Generator screen without saving work in progress.

OK

Left clicking on this button saves whatever hit dice range you have chosen for the encounter table and returns you to the 2-20 Monster Encounter Table screen.

CANCEL

Left clicking on this button returns you to the 2-20 Monster Encounter Table screen without modifying the default 1 to 100 hit dice range.

HIT DICE LEVELS

Set the hit dice range for the encounter table. The left box sets the minimum hit dice and the right box sets the maximum hit dice. To increase a number, left click on the up arrow next to it. To decrease a number, left click on the down arrow next to it. To have only one hit dice number for an encounter table (example: to have a table which uses only monsters with 5 hit dice), set both the left and right boxes to the same number (5 for the example).

ANY WATER

Left clicking this button checks all water encounter filter boxes. This makes all monsters who live in aquatic environments available for the encounter table, subject to the other filter settings.

ANY COLD

Left clicking on this button checks all arctic and sub-arctic filter boxes. This makes all monsters who live in cold environments available for the encounter table, subject to the other filter settings.

ANY LAND

Left clicking on this button checks all land filter boxes. This makes all monsters who live on the surface (not caves, not flying) available for the encounter table, subject to the other filter setting.

ANY HOT

Left clicking on this button checks all temperate, sub-tropical and tropical filter boxes. This makes all monster who live in hot environments available for the encounter table, subject to the other filter settings.

ANY

Left clicking this button checks all the filter boxes and makes all monsters available for the encounter table, subject to the other filter setting.

CLEAR ALL

Left clicking this button removes all checks from the filter boxes on this screen.

AERIAL

Left clicking this button makes all flying monsters available for the encounter table, subject to the other filter setting.

OCEAN DEEP

Left clicking this button makes all monsters found in deep ocean waters available for the encounter table, subject to the other filter settings.

OCEAN SHALLOWS

Left clicking on this button makes all monsters found in shallow ocean waters available for the encounter table, subject to the other filter settings.

OK

Left clicking on this button saves the changes you have made to the selections and returns you to the 2-20 Monster Encounter Table screen.

CANCEL

Left clicking on this button returns you to the 2-20 Monster Encounter Table screen without saving the changes you made to the filter selections.

WIZARD

Left clicking on this button brings up the animated wizard. The wizard will provide a general explanation of what to do on this screen.

SHOW MAGICAL ITEMS

Selecting this button will give a list of available magical items in the box below.

SHOW NON-MAGICAL ITEMS

Selecting this button will give a list of available non-magical items in the box below.

CUSTOM ITEMS

Selecting this button will allow you to create a custom item that can be used in this program.

ITEMS SELECTED

Listed in the box below are all of the items on this page that have been added for this character.

SELECT A CYCLE

Left clicking in one of these circles chooses the cycle in which the encounters generated by the program may be active.

OK

Left clicking on this button returns you to the previous screen and saves the cycle you selected.

CANCEL

Left clicking on this button returns you to the previous screen without saving the cycle you selected.

Highlight an encounter from the table below. Then left click on OK to save the encounter to the Encounters List.

Highlight an encounter from the table above. Then left click on OK to save the encounter to the Encounters List.

WIZARD

OK

After highlighting your selection, left click on OK. You will be taken to a screen where you may edit your encounter before saving it to the Encounters List.

CANCEL

Left click on Cancel to return to the first page of the Encounter Generator without saving your encounter to the Encounters List. The encounter table you created will still be saved to the 2~20 Monster Encounter Tables.

ENCOUNTER NAME

The encounter's name is shown here. To change the name, left click in the box, and type a new one.

How many gold pieces the encounter is worth is shown in this box. This number may change as the encounter is edited.

How many experience points the encounter is worth is shown in this box. This number may change as the encounter is edited.

MONSTERS

NUMBER OF MONSTERS

The average encounter size for a wilderness encounter.

TYPE OF MONSTERS

The type of each group of monsters.

WEAPON

The weapons used by each group of monsters.

ATTACKS

The basic number of attacks the monster can make in a melee round, excluding special attacks.

DAMAGE/ATTACK

The amount of damage a given attack causes, expressed as a spread of hit points.

EXPERIENCE POINTS

How many experience points the group of monsters is worth.

TRAPS

The traps selected for use in this encounter.

ITEMS

The items selected for use in this encounter.

ADDITIONAL MONSTERS ENCOUNTERED

NUMBER OF MONSTERS

The average encounter size for a wilderness encounter.

MONSTER TYPE

The type of each group of monsters.

#ATTACKS

The basic number of attacks the monster can make in a melee round, excluding special attacks.

DAMAGE/ATTACK

The amount of damage a given attack causes, expressed as a spread of hit points.

TOTAL XP

The number of experience points awarded for defeating , but not necessarily killing, the monster.

NPCs ASSOCIATED WITH THIS ENCOUNTER

All NonPlayer characters associated with the encounter are shown in the list below.

TERRAIN

On this screen you select the terrain types for the encounter table. The monsters chosen for the table will be those found in at least one of the terrain types you select. To select a specific terrain type left click (check) one of the white terrain boxes. To broadly select a terrain type, left click on one of the green buttons at the top of the screen.

MAGIC ITEMS

Select this (left click on blue gem) to bring up a list of the available magic items. Items appear by category. To change the category, left click on the down arrow to the right of the list box below and then single left click on the listing (category) you want.

GEMS

Select this (left click on blue gem) to bring up a list of the available art objects and magical gems . Items appear by category. To change the category, left click on the down arrow to the right of the list box below and then single left click on the listing (category) you want.

WEIGHT

The number appearing below shows the weight of the selected item in pounds.

EXPERIENCE POINTS

The number appearing below shows the experience point value for the item. This is the amount of experience points normally awarded by the dungeon master when the item is found in a treasure.

PARALIZATION

This shows the saving throw or saving throw modifier versus Paralyzation, Poison, or Death Magic for a character who has this item readied.

ROD, STAFF, OR WAND

This shows the saving throw or saving throw modifier versus Rod, Staff, or Wand for a character who has this item readied.

PETRIFICATION

This shows the saving throw or saving throw modifier versus Petrification or Polymorph for a character who has this item readied.

BREATH WEAPON

This shows the saving throw or saving throw modifier versus Breath Weapon for a character who has this item readied.

SPELL

This shows the saving throw or saving throw modifier versus Spells for a character who has this item readied.

ARMOR CLASS

This shows the Armor Class (AC) or modification to Armor Class for a character who has this item readied.

MAGIC EQUIPMENT

NON MAGIC EQUIPMENT

THACO

Enter the monster's THACO in this box. For a monster to hit a target with an Armor Class (AC) of 0, the monster's attack roll must be this number or higher on a 20-sided dice (d20). THACO stands for To Hit Armor Class 0. Note: an unmodified roll of 20 is always a hit.

ARMOR CLASS

Enter the monster's Armor Class (AC) in this box. This number determines how hard it is for an attacker to successfully hit the monster. This number can range from 10 to -10. To determine if the monster is hit, the attacker's attack roll is made on a 20-sided dice (d20). The monster's AC is added to the number rolled on the d20. If this number is greater than or equal to the attacker's THACO, the monster is hit. Note: an unmodified die roll of 20 is always a hit.

NUMBER APPEARING

The number you enter in this box is the number of these monsters who will appear.

HIT DICE

The box on the left shows the number of hit dice (eight-sided dice or d8) the monster has. The program will “roll” 1d8 this number of times to determine the monster’s unmodified hit points. (actually, it randomly generates a number from 1 to 8 as many times as the number in this box and then adds these numbers together). In addition to providing the basis for hit points, the number of hit dice also determines the monster’s saving throws, resistance to certain magic attacks, etc.

The box on the right shows the modification (if any) to the monster’s hit points. A positive number increases the monster’s hit points. A negative number decreases the monster’s hit points (although each monster will always have at least 1 hit point).

Hit points determine how much damage a monster can take before it is killed. Within the boundaries set in these two boxes, the program randomly generates hit points for each individual monster.

XP

This box shows the number of experience points awarded for defeating , but not necessarily killing, the monster.

HIT POINTS

The number in this box shows each monster's hit points (The amount of damage it can withstand before being killed). Because there are sometimes more than one monster with the same number of hit points, the first number shows the number of monsters with that number of hit points. Examples: 1x6hp means there is one monster with six hit points, 5x33 means there are five monsters with 33 hit points.

SPECIAL ATTACKS

These are the special attacks this monster has. These are either taken from the Monstrous Manual or from information entered for a custom monster.

SPECIAL DEFENSES

These are the special defenses this monster has. These are either taken from the Monstrous Manual or from information entered for a custom monster.

NAME

The list below contains the weapons you may give to this monster. To give a weapon to a monster, left click on that weapon in the list below and its name will appear in the box above.

WEAPON MONSTER WILL BE USING

The weapon appearing in the box below is the weapon assigned to this monster.

OK

Left clicking on this gem will save the monster you have created, add it to the monster list for the encounter, and return you to the encounter screen.

CANCEL

Left clicking on this gem will return you to the encounter screen without saving this monster.

TYPE

The letters below show the type of damage the weapons do: B = bashing, P = Piercing, S = slashing.

DAMAGE S-M

The numbers and letters below show the range of damage this weapon will do to small- and medium-sized creatures. The first number is the number of dice to be rolled for damage, the d and the numbers behind it show the type of dice to be rolled (1d6 means roll one six-sided die, 2d4 means roll two four-sided dice). If the number generated by the dice roll is to be modified, that modifier appears as either a positive (+) or negative (-) number after the dice type. (example: 1d8 -1 means roll one eight-sided dice and subtract one from this number to determine damage. Note: the damage number can never drop below 1).

DAMAGE L

The numbers and letters below show the range of damage this weapon will do to large-sized creatures (includes creatures bigger than Large size). The first number is the number of dice to be rolled for damage, the d and the numbers behind it show the type of dice to be rolled (1d6 means roll one six-sided die, 2d4 means roll two four-sided dice). If the number generated by the dice roll is to be modified, that modifier appears as either a positive (+) or negative (-) number after the dice type. (example: 1d8 -1 means roll one eight-sided dice and subtract one from this number to determine damage. Note: the damage number can never drop below 1).

NAME

In this box is the name of the special monster you are adding to the encounter. The default is the basic monster name. If you want a different name (example: ooze leader, dwarf mage), you may type it into this box. This monster will be identified in this encounter by this name.

SELECT TYPE OF MONSTER

Scroll through the list of monsters below and left click on the one you want to use.

SELECT CATEGORY

Left click on the down arrow next to the box below to bring up a category listing for armor, equipment, spells, and weapons you can assign to this monster. Select a category by left clicking on it and then select the item or spell you want from the list which appears in the scroll box below. As you select these spells or items, they appear in the boxes to the right.

CLASS

Left click on the down arrow next to the box below to bring up a list of character classes which may be assigned to this monster. To assign a class, left click on its name in the list.

NUMBER APPEARING

Enter the number of monsters you want to appear in this encounter.

LEVEL

If you choose a character class for the monster, you must enter its class level in this box.

HIT DICE

In the box on the left, enter the number of hit dice (eight-sided dice or d8) you want the monster to have. The program will “roll” 1d8 this number of times to determine the monster’s unmodified hit points. (actually, it randomly generates a number from 1 to 8 as many times as the number in this box and then adds these numbers together). In addition to providing the basis for hit points, the number of hit dice also determines the monster’s saving throws, resistance to certain magic attacks, etc.

In the box on the right, enter the modification (if any) you want made to the monster’s hit points. A positive number increases the monster’s hit points. A negative number decreases the monster’s hit points (although each monster will always have at least 1 hit point).

Hit points determine how much damage a monster can take before it is killed. Within the boundaries set in these two boxes, the program randomly generates hit points for each individual monster.

WEAPONS

The box below show the weapons which have been given to this monster. Use the down arrow and boxes beneath the Select Category heading to give weapons, spells, and other items to the monster.

ARMOR

The box below show the armor which have been given to this monster. Use the down arrow and boxes beneath the Select Category heading to give weapons, spells, and other items to the monster.

EQUIPMENT

The box below show the equipment which have been given to this monster. Use the down arrow and boxes beneath the Select Category heading to give weapons, spells, and other items to the monster.

SPELLS

The box below show the spells which have been given to this monster. Use the down arrow and boxes beneath the Select Category heading to give weapons, armor, and other items to the monster.

HIT PONTS

The number in this box shows each monster's hit points (The amount of damage it can withstand before being killed). Because there are sometimes more than one monster with the same number of hit points, the first number shows the number of monsters with that number of hit points. Examples: 1x6hp means there is one monster with six hit points, 5x33 means there are five monsters with 33 hit points.

AC

In this box enter the monster's Armor Class (the default is for the monster you selected). The number you enter will be the monster's final Armor Class, after all adjustments.

THACO

Enter the monster's THACO in this box (the default is for the monster you selected). For a monster to hit a target with an Armor Class (AC) of 0, the monster's attack roll must be this number or higher on a 20-sided dice (d20). THACO stands for To Hit Armor Class 0. Note: an unmodified roll of 20 is always a hit.

XP

In this box, enter the Experience Points you want assigned to this monster. This number is one of the numbers which determine the total Experience Points for the encounter. If you want the Experience Point value of treasure you assign under Treasure Description to appear in the encounter, include its Experience Point value in this number.

SPECIAL DEFENSES

These are the special defenses this monster has. These are either taken from the Monstrous Manual or from information entered for a custom monster.

SPECIAL ATTACKS

These are the special attacks this monster has. These are either taken from the Monstrous Manual or from information entered for a custom monster.

TREASURE DESCRIPTION

Use this box to enter any special treasures you want to give this monster. Use the Treasure Gold box and the XP box to assign the gold point value and experience point value for this treasure to the encounter.

TREASURE GOLD

Use this box to provide a gold point value for special items in this encounter such as for a monster whose fur is valuable (if this information comes from the Monstrous Manual, that number is provided as a default). If you want the Gold Point value of treasure you assign under Treasure Description to appear in the encounter, include its Gold Point value in this number.

OK

Left clicking on this gem will save the monster you have created, add it to the monster list for the encounter, and return you to the encounter screen.

CANCEL

Left clicking on this gem will return you to the encounter screen without saving this monster.

ITEM NAME

Enter the name of the item you wanted added to the encounter.

NUMBER APPEARING

Enter the number of these items you want to appear in the encounter.

TOTAL GOLD PIECE VALUE OF EACH ITEM

Enter the gold piece value of one of these items.

OK

Selecting this gems saves the item, adds it to the encounter, and closes the Item Detail box.

CANCEL

Selecting this gem closes the Item Detail box without saving the information you have entered.

TRAPS SELECTED FOR THIS ENCOUNTER

The box below holds the traps you have placed in this encounter.

DELETE

Left clicking on this gem will delete the trap selected in the box to the left from this encounter.

MASTER TRAPS LIST

The box below contains the list of traps which may be placed in the encounter.

NEW

Left clicking on this gem allows you to create a new trap. Once created, the trap will appear in the Master Traps List.

EDIT

Left clicking on this gem allows you to change information for the trap selected in the Master Traps List box.

DELETE

Left clicking on this gem allows you to delete the trap selected in the Master Traps List box.

SELECT

Left clicking on this gem places the trap selected in the Master Traps List box into the encounter (it appears in the Traps Selected for This Encounter box).

CLOSE

Left clicking on this gem closes the Traps List box.

TRAP NAME

Enter the name of the trap in this box.

LOCATION

Enter the location of the trap in this box (floor, ceiling, door, wall, beneath green book in corner of room, etc.).

DAMAGE

Enter the damage the trap does in this box. The DM will use this number to generate hit point damage. For example, if you want the trap to do 2 to 7 points of damage, enter $1d6 + 1$. This means to roll a six-sided die and add one to the number appearing on the die. This is information the Dungeon Master will use.

DETECTION MODIFIER

Enter any trap detection modifiers in this box. For example, if you want to make the trap harder to find, enter a negative number. When a thief is checking for traps, this number is subtracted from his Find/Remove Traps die roll by the DM. If you want to make this trap easy to find, enter a positive number here. This is information the Dungeon Master will use.

NUMBER OF CHARACTERS TRAPPED

Enter who you want to be affected by the trap. This can be a number, a range of numbers, or a description. For example, if you want the trap to affect a single character, enter 1. If you want the trap to affect some number of characters – say 2 to 9, enter 2 to 9 (or $1d8 + 1$), if you want the trap to effect the entire party, enter Entire Party, if you want the trap to affect the magic users in the party, enter Magic Users in Party. This is information the Dungeon Master will use.

SAVINGS THROW TO AVOID THE TRAP

Enter the number (or higher) to be rolled to avoid the trap. If this number is based on an ability (such as Dexterity) enter this as well. For example, if you want a character to roll his Dexterity OR LOWER on a d20, enter Dexterity here. If you want a character to roll a 15 or higher on a d20, enter 15 here. This is information the Dungeon Master will use.

SPECIAL EFFECTS

If the trap does anything special (turns hair green, stunned for three rounds, causes amnesia), enter that information here. This is information the Dungeon Master will use.

MAGIC ITEMS

A list of the magic items which appear in the treasure for this encounter is shown in the box below.

TOTAL MAGIC XP VALUE

The total Experience Point Value for all magic items in the encounter (in box to left) is shown in this box.

ART ITEMS

A list of the art items (or the GP value for each item) which appear in the treasure for this encounter is shown in the box below.

TOTAL ART GP VALUE

The total Gold Point value for the art appearing in the encounter (in box to left) is shown in this box.

GEMS

A list of the gems which appear in the treasure for this encounter is shown in the box below.

TOTAL GEM GP VALUE

The total Gold Point value for the gems appearing in the encounter (in box to left) is shown in this box.

ADDITIONAL TREASURE

Treasure created for special monsters which were placed in the Treasure Description box of the Special Monster screen are shown in the box below.

GOLD PIECES

The total gold piece value for the Additional Treasure is shown here.

CLOSE

Left clicking on this gem returns you to the encounter screen.

PLATINUM

The total number of platinum pieces in the treasure is shown here.

GOLD

The total number of gold pieces in the treasure is shown here.

SILVER

The total number of gold pieces in the treasure is shown here.

COPPER

The total number of copper pieces in the treasure is shown here.

OK

Left clicking on this gem saves the information you have entered and returns you to the Traps List box.

CANCEL

Left clicking on this gem returns you to the Traps List box without saving the information you have entered.

PRIEST SPELLS

The priest spells available to this character appear below. The box immediately below allows you to select a list of spells based on level. To do this, left click on the down arrow and then left click on the spell level you want to see in the large box. To memorize a spell, double left click on that spell in the large box. The number of times your character has memorized each spell appears in front of that spell's name in the large box.

WARRIOR SPELLS

High level paladins and rangers can cast some priest spells. The spells available appear below. The box immediately below allows you to select a list of spells based on level. To do this, left click on the down arrow and then left click on the spell level you want to see in the large box. To memorize a spell, double left click on that spell in the large box. The number of times your character has memorized each spell appears in front of that spell's name in the large box.

PRIEST CAST BUTTON

Left clicking on this gem causes the spell selected in the scroll box above to be “cast”. This allows the character to memorize a different spell in its place.

WARRIOR CAST BUTTON

Left clicking on this gem causes the spell selected in the scroll box above to be “cast”. This allows the character to memorize a different spell in its place.

NUMBER OF SPELLS THAT CAN BE MEMORIZED

This is the number of spells the character can memorize for the indicated spell level.

NUMBER OF SPELLS THAT CAN BE MEMORIZED

This is the number of spells the character can memorize for the indicated spell level.

CAST BUTTON

Left clicking on this button allows you to “unmemorize” a spell by casting it. The program does not determine the effect of casting the spell.

CUSTOM SPELLS BUTTON

Left clicking on this button pops up a window which allows you to create, edit, or delete a custom spell. If you want the spell to count as a spell from your character's specialist school, learn it from the Specialist spell list. Otherwise, learn it from the Secondary Spells list.

SPELL BOOK BUTTON

Left clicking on this button pops up a window which allows you to create a new spell book, delete an existing spell book, or select an existing spell book. To place a spell you have learned into a spell book, select the spell book from the pop up window. This is now the active spell book on this page. You may now click on the spells your characters have already learned and they will be placed in the spell book.

NUMBER OF SPELLS AVAILABLE TO MEMORIZE is how many spells your character may still memorize.

LEVEL

NUMBER OF SECONDARY SPELLS LEFT TO MEMORIZE

This number shows how many more secondary spells the specialist wizard can memorize for the spell level shown at the top left of the screen.

NUMBER OF SPECIALIST SPELLS LEFT OT MEMORIZE

This number shows how many more specialist spells the wizard may memorize for the spell level shown at the top left of the screen.

NUMBER OF MAGE SPELLS LEFT TO MEMORIZE

This number shows how many more spells your wizard may memorize. This number is all spells of all levels if All Available Spells is showing in the box in the top left of the screen. Otherwise this number is just for the spells of the single level showing in the box in the top left of the screen.

MAGIC SPELLS

These are the spells that a mage can attempt to learn and inscribe in his spellbook

There is no additional help for this topic.

CUSTOM MONSTER allows you to create your own monster, using the same format as the MONSTROUS MANUAL.

SPELL BOOK TYPE

You must select what type of spell book you are adding to the character record.

LIST OF SPELL BOOKS

Shows the name(s) of the character's spell book(s). **NEW SPELL BOOK** allows you to select a **NEW** spell book; the program will prompt you as to what type of spell book you wish to add (you must select a type of spell book). **DELETE SPELL BOOK** removes a spell book from the character record. **SELECT SPELL BOOK** highlights the spell book you wish to memorize your spells from.

CUSTOM SPELL DESCRIPTION

This screen tells you what the level and effects of a spell are.

CUSTOM PRIEST SPELL DESCRIPTION

This screen describes the effects of custom priests spells.

LIST OF CUSTOM PRIEST SPELLS

This screen lists all the custom priest spells on your computer.

CUSTOM TREASURE ITEM allows to create your own treasure items. You determine what they are and how much they are worth.

CUSTOM ITEM EDITOR allows you to create and edit your own items. You may make whatever you want.

NEW NAME

CUSTOM SPELLS

This window allows you to create, edit, or delete a custom spell. If you want the spell to count as a spell from your character's specialist school, learn it from the Specialist spell list. Otherwise, learn it from the Secondary Spells list.

SPECIAL ATTACKS detail attack modes such as dragon breath, magic use, etc.

SPECIAL DEFENSES are precisely that, and are detailed in the monster description.

MONSTER TREASURE TYPE

Each button represents a different treasure type as explained in [Table 84](#) of the Dungeon Master Guide. Treasure types A through I are lair treasures. Treasure types J through Z are individual treasure. To generate a treasure, left click on the button for the desired type.

MOVEMENT shows the relative speed rating of the creature. Higher speeds may be possible for short periods. Human, demihuman, and humanoid movement rate is often determined by armor type (unarmored rates are given in parentheses). Movements in different mediums are abbreviated as follows:

Flying creatures also have a Maneuverability Class from A to E. Class A creatures have virtually total command over their movements in the air; they can hover, face any direction in a given round, and attack each round. Class B creatures are very maneuverable; they can hover, turn 180 degrees in a round, and attack in each round. Class C creatures are somewhat agile in the air; they cannot move less than half their movement rate without falling, they can turn up to 90 degrees in a round, and attack aurally once every two rounds. Class D creatures are somewhat slow; they cannot move less than half their movement rate without falling, can turn only 60 degrees in a round, and can make a pass once every three rounds. Class E includes large, clumsy fliers; these cannot move less than half their movement rate without falling, can turn only 30 degrees in a round, and they can make one pass every six rounds. See Chapter 9 of the *DMG* for more information.

LIST OF CUSTOM MONSTERS

Select the NEW button to create a custom monster.
To edit a monster that you have already created, highlight the monster in the list and select EDIT. To view and print out information about a monster select VIEW INFO.

