

The Round Table Gaming group

"Mess With The Best ... Die Like The Rest"

(Also known as "Legends in our own minds")

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What started as a group of guys hanging out at a junior college cafeteria in Macon, Georgia, evolved into a dreaded force/organization for world conquest and domination (at least our fantasy worlds anyway).

We normally play using the Advanced Dungeons and Dragons[®][™] (and whatever else applies) rules (version 1 - PHB, DMG, MM, DDG, UA, FF, etc...). However, the following are various rules that we have used to augment our version of the AD&D role-playing games as well as a few other systems. Pieces of this have been used in such games as Traveler, Cyberpunk, and our own little version of Hell - Cleveland (again[®][™] (and whatever else applies)). Used through various genres and fantasy worlds, we have found that they have enhanced our play as well as our overall enjoyment of the game. Take these as they come and adapt them to suit your own gaming group, its players and their individual styles of play. I welcome any comments or suggestions.

I have tried wherever possible to recognize some of the Internet sources that I have used to compile this work. I do not want to take any credit for any work that is not my own. See the "bibliography" at the end for a list of credits. If I have not listed you and, by some unfortunate accident, I have not given you credit; please let me know as soon as possible.

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Bones, Castle, Footlight MT Light, Oxford, Palmer, RuneEnglish1, and RuneEnglish2.*

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And thus, it begins...

PREVIOUS EXPERIENCE

All characters have a background and a past. They were born and then raised in a certain way; either by fun loving parents, the local Thieves' Guild, or anything in between. Because characters are people who had lives before adventuring, they also had the opportunity to learn a few basic skills and proficiencies for free. These are independent of what the character learned with their class, although, they can be related. A scribe might become a mage or a hunter might become a ranger. They also had hit points as living people before they began adventuring. This makes a player character above and beyond a normal person. Use the tables found in **Appendix A** to help you "flesh" out your character. These tables will give your character skills and hit points (as well as potential scars and penalties) to represent your time and what you were taught before you decided to become an adventurer. You, as the player, have a choice; either trust the dice and get all that is listed for the background, or you can pick any background but you will only receive 1d3 hit points. The choice must be made before you roll the dice. This is optional as you can create your own previous history; however, it will have to be cleared through the DM.

See Non-Weapon Proficiency below and The Net Book on Proficiencies for more information.

SPELLS

These would be applicable in most instances to all classes with spell ability (Mage, Priest, Bard, Ranger, Paladin, etc.). The only difference is that priest spells would come from Divine Intercession through prayer, while mage spells would come from study and research of magical tomes/grimoires and instruction from higher level mages.

Memorization

I think that it is ludicrous to require a priest or a mage to constantly re-learn spells after they have been cast. In order to use a spell, one must learn a complicated series of formulas/incantations. How could you just "forget" them? To solve this, I propose that, if you have memorized a spell, it will stay memorized. It will not "disappear" from your memory and then require valuable campaign time to replenish or study. Therefore, the only factors that might motivate a wizard or priest to spend time re-memorizing spells are:

- ◆ Memory loss - caused by illness, injury, or magic
- ◆ New spell- to memorize a new known spell
- ◆ Change spells - exchange a memorized spell for an un-memorized (but known) spell because the intelligence ceiling.

This does not mean, however, that I will not require you to actually learn the spell. Mages learn their spells by study and research. Priests gain their spells through prayer and service to their god (they retain their spells through continued good service and following their god's teachings).

Magical Research

The method of spell research for creation of new spells as described in the Dungeon Master Guide and the Wizard's Handbook, is elaborate, but has two distinct disadvantages:

- 1) It takes too much time. The spell caster must refrain from adventuring for months, not only for his research but also for preparation time and the realization of a breakthrough. The research period is longer and costlier when the rules from the WHB are used, because the chance of success drops from about 60 - 90% to 20 - 30 %.
- 2) The costs are too high. The spell caster must invest thousands or sometimes tens of thousands of gold pieces in his research. He is not lightly to have this kind of cash, and his comrades won't always be willing to fund his research while they just hang about in the city doing nothing.

All in all, spell research following these rules has a very bad XP to gold and time ratio.

Before I propose a modification of these rules, let me give you a short summary of them:

- 1) The spell caster must refrain from adventuring during the whole period of research. If the period is interrupted, he must start all over again.
- 2) The base duration of research is 2 weeks per spell level (-1 for specialist) plus a preparation time of spell level +1 weeks. A check ((modified) spell learn or WIS) is made to determine whether the research succeeded. If not, the spell caster must research another week and check again etc.

- 3) The spell caster must have access to a library. The assembly of this library costs 1D6 + 4 weeks per 1000 gp. One book is about 1D10 x 100 gp. This library must be: ➤
- 4) The spell caster must have access to a laboratory or shrine worth 1d6 x 1000 gp. It can be hired for 2D6 x 10 gp.
- 5) The operational cost of research is 2D6 x 100 gp per week, half of which is converted into the personal library.
- 6) The chance of success using DMG is the spell learn chance or a wisdom check, i.e. 60 - 90 %, using the WHB it is 10% + 10% per 1000 gp/week extra spent (base chance, max. 50%) + Intelligence rating (or wisdom for clerics) + level - spell level x2.
- 7) The XP bonus is 500 XP/spell level.

TABLE I - Library Costs

1 st level	2000 gp
2 nd level	4000 gp
3 rd level	8000 gp
4 th level	14000 gp
5 th level	22000 gp

6 th level	32000 gp
7 th level	44000 gp
8 th level	58000 gp
9 th level	74000 gp

AN EXAMPLE:

A third level wizard wants to create a first level spell. He wants to create his own library and uses the laboratory of some magical university.

Base length of research period:

- Preparation time: 2 weeks
- Research time: 2 weeks
- Creation of library: 15 weeks

Total: 19 weeks (about 4½ months)

Research costs:

- Library: 2000 gp
- Lab. rent: 140 gp
- Operational cost: 1400 gp

Total: 3540 gp (7040 if he had made his own lab)

Success chance: 10% + 16 (Int) + 3 (lvl) - 2 = 27%, i.e. he will succeed 1 out of 4 times. This means, he will have to extend his researches one or two times:

Total length research period: 21 weeks (5 months), total costs: 4310 gp (7810 incl. own lab).

PROPOSED MODIFICATIONS:

- 1) The spell caster is able to combine research and adventuring. The research rate while adventuring however drops. His research rate depends on his resources. If he has very limited resources of his own the following modifications are used:
 - ◆ When using a bad laboratory (i.e. a room in a small town or village with pots and pans or a small temple for a priest), research is halved.
 - ◆ While traveling, research is one quarter normal.
- 2) Good resources and professional help increase research rate:
 - ◆ Apprentices and novices (max. 1 per spell level of the spell caster) save 1 day on total base research time.
 - ◆ The participation of spell casters of roughly equal capabilities (lvl - 1 to lvl + 5) save 1 week on total base research time.
 - ◆ Professional guidance (lvl. min. +5) increases research rate by a factor two.
 - ◆ An extensive library and laboratory (which can both be moved in a large cart) increase research with 1% per 1000 gp (max. 50%).
 - ◆ The research period never is shorter than spell lvl weeks.
- 3) The operational costs are variable, but less than the before stated. They consist of the renting of a lab or the purchasing of lab materials. I would suggest 100 gp per spell level per week base duration.
- 4) His chance of success is: lvl x 2 + Int x 2 (or Wis x 2) + apprentices + companion x 2 + teacher x 3 + 10 if specialization or sphere with major access + (lab + library worth)/1000 - spell lvl x 5

Let us now take the same example. Our spell caster now spends a week in town to buy books and minimal lab equipment at a cost of 2000 gp. After this, he follows the group on an adventure, which leads him through grasslands littered with small villages, and, during the second half, through rough hills. He receives help from a first level apprentice.

The base duration of his research is 14 days. His apprentice's help reduces this to 13 days.

The first part is conducted using bad laboratory circumstances, taking 2 x 6½ = 13 days.

The second part is done under traveling circumstances, taking 4 x 6½ = 26 days.

His small outfit would reduce this by 2%, which is now not significant.

In total, he has now taken 26 days of research and 7 days of preparation, totaling in 33 days, or about a month.

The costs are: 2000 gp investment + 200 gp operational costs = 2,200 gp.

His chance of success is: $6 + 32 + 1 + 0 + 0 + 0 + 2 - 5 = 36\%$, or roughly 1/3, which means he probably must research another week or has to look up an essential part in a library in a big city, is one component short or something of the like - DM's option. This will leave plenty of role-playing opportunity.

Using this set of rules, our spell caster is able to participate in adventuring (i.e. make money and XP), has to spend less money ($7810 - 2200 = 5610$ gp less) and it takes him less time (one in stead of five months). This all combines into making the research of new spells more interesting, not only for the wizard himself, but more so for his fellow adventurers who don't have to finance him and don't have to wait for him.

A traveling lab/shrine and a small library can be built before he can research spells of a certain level. One could use the library costs, which are stated in the WHB rules as a guideline.

Acquire/Learn New Spells

Mage

In order to learn a new magic spell correctly, one will have to be taught by a mage at least 2 levels higher than you and he has to be able to cast the spell in question. This procedure allows for the safe learning environment needed to harness the forces of magic and constrain them into the effect desired. However, a mage may attempt to learn a spell on his own, as long as that spell is at least 2 spell levels lower than the level of spell he can currently cast.

This may lead one to the question, "What about us lowly 1st or 2nd level mages?" Well, at that level, you are not experienced enough in manipulating the "Mana," so to speak. A spell user may not learn spells on his own until reaching a least 3rd level. At that time, your experience in dealing with the mana will be enough to prevent (mostly) any backfire or misfire of spell energy. This helps protect both you and those around you.

However, there is a possibility of an accident. There is a base chance for spell failure when a spell is learned on your own. It is modified by the class level of the character, his Intelligence, Wisdom and his Constitution.

$$\text{Formula: } \% = \{[(\text{Int} + \text{Wis}) \times \frac{1}{4}] + \text{Constitution}\} \times \text{Caster Level}$$

Example: Drindle is a 3rd level mage with a 14 Intelligence, a 12 Wisdom and a 13 Constitution. This would allow Drindle to attempt a spell on his own with a 59% chance of success ($58.5 \sim$ round up). Keeping his same ability scores, Drindle would need to be at least 5th level (with a 97.5) to get a 98% chance to succeed. The highest success chance that anyone can have for magic spells is 99%. This would allow for a 1% failure for anyone learning magic on their own, no matter what their level.

Priest

Unlike the mage, the priest needs no spell book. His spells are granted through divine providence and remain in his mind, available to cast at any time. To obtain spells, a priest must first be faithful to his god and then he must pray to his god for a particular spell. The initial prayer gets the priest the spell, up to his maximum number of spell slots. Once the maximum number of spell slots are used, he must pray for another spell and have it replace one already in memory (player's choice). This also mirrors the wisdom attribute. The wiser a character is, the more able he would be to know what spells he would need in advance. There is no possibility for failure to learn a spell, as the spell is granted directly from his god. Use the following chart for prayer times:

TABLE II - Prayer Time per Level

<u>Level</u>	<u>Time needed in prayer</u>
1st	10 min
2nd	30 min
3rd	1 hr
4th	2 hrs
5th	4 hrs
6th	8 hrs
7th	16 hrs

Note: 6th and 7th level spells must have a specific reason to be requested and must be explained to his deity when requesting a spell of that magnitude.

A priest must always be faithful to the particular ethos of his deity. Examples of a priest's faith are gaining converts, promoting the sphere of his deity (love/marriage for god of love), etc.

Spell Books

Cantrips must be recorded in a spell book just like any other spell. They take up a full page in any spell book, as it is unwise to allow two spells to occupy the same page and chance an intermingling of magic to occur. The standard capacities are as follows: for spell books - 100 spells; scrolls - 25 spells; and traveling spell books - 50 spells. Players are highly encouraged to have a traveling spell book to supplement their main spell book. Traveling spell books act as a back up to the main spell book.

Spells may be directly cast from a traveling spell book and cost 0 spell points, as the actual energy required for the spell is stored on the page of the spell book at the time the spell is written down. However, a spell cast from a spell book erases the written spell (as it expends the spell points on the page) and must be magically replaced. If there is not another copy of the spell, the character must again search for the spell.

Cantrips

For mages, cantrips would be considered a 0 level spell studied by the apprentice to start their mastery of “taught” magic as well as to help make the drudgery of apprenticeship easier. They may only create minor magical effects and have a duration of 1 round per level of master in the magical arts. The effects of a cantrip are so small that they cannot (magically) cause a loss of hit points or (magically) effect the concentration of a spell caster’s mind. They cannot alter area or affects more than 10 cubic feet, and cannot create abundant amounts of any material (more than 1 pound of anything).

As in higher forms of magic, cantrips can be cast more than once per day and are not removed from the user’s memory upon completion of the casting. Unlike higher magics, cantrips do not cost spell point to use, but may only be cast once per turn (once every 10 minutes).

I do not like using up a 1st level spell slot to be able to cast cantrips. These are minor spells available using the following chart: ➤
➤ ➤ ➤ ➤

As you can see, the addition of cantrips to the memorization capabilities of a mage do not overtly change the power level of playability to a high level character. They do aid in allowing mages to obtain minor magical effects without expending the energies of a full 1st level spell. Please note that specialist mages obtain a bonus memorization slot for cantrips but the spell memorized must be entirely of that schools discipline (i.e., it must not be a combination of two disciplines, no matter how close the schools interact).

Cantrip memorization (once the mage has reached mastery of first level spells) is treated exactly like any other spell memorization. This includes normal riding, sitting, sleeping, or other restful activities but does not include heated arguing, walking, hard riding, or any sort of exerting physical activities (including spell casting). After resting, a mage may memorize cantrips at a rate of one every five minutes.

TABLE III - Adjusted Mage Spell Table:

Level	Spell Level									
	0	1	2	3	4	5	6	7	8	9
1	4	1	-	-	-	-	-	-	-	-
2	5	2	-	-	-	-	-	-	-	-
3	5	2	1	-	-	-	-	-	-	-
4	6	3	2	-	-	-	-	-	-	-
5	7	4	2	1	-	-	-	-	-	-
6	7	4	2	2	-	-	-	-	-	-
7	7	4	3	2	1	-	-	-	-	-
8	7	4	3	3	2	-	-	-	-	-
9	7	4	3	3	2	1	-	-	-	-
10	7	4	4	3	2	2	-	-	-	-
11	7	4	4	4	3	3	-	-	-	-
12	7	4	4	4	4	4	1	-	-	-
13	8	5	5	5	4	4	2	-	-	-
	e	t	c							

Upon reaching first level of mastery, a mage may cast memorize four cantrips as though they were normal spells. So, a first level mage is able to memorize four 0-level cantrips and one 1st level spell. Specialists are also granted a bonus of being able to memorize five 0-level cantrips at the first level of mastery (or a bonus of +1 to the 0-level spell memorization table).

Progression on the ‘Wizard Spell Progression’ table will be the same as 1st level spell progression. So, at second level, a mage will be able to cast two first level spells and five 0-level cantrips, at fourth level of mastery a mage will be able to cast two 2nd level spells, three 1st level spells, and six 0-level cantrips.

Spell Points

In order to facilitate an easier system of casting spells, we will use a spell point system. Spell points are determined using a combination of the following:

Formula: Mages: 1st Level ➤ $SP = \{(2 \times [Int + Con]) - 30\} / 4$
 ≥ 2nd Level ➤ $SP = \{(2 \times [Int + Con]) - 30\} / 7$

Priests: 1st Level ➤ $SP = \{(2 \times [Wis + Cha]) - 30\} / 3$
 ≥ 2nd Level ➤ $SP = \{(2 \times [Wis + Cha]) - 30\} / 6$

Point bonuses are determined from the prime requisite for the class. Mage (Intelligence = language bonus)
 Priest (Wisdom = Magical Attk adj bonus)

As you can see, priests are more favored for spell points as they are acting to channel their god's power to support and promote his deity's teachings.

Example: Drindle, 3rd level mage has 14 Intelligence and a 13 Constitution. He has 16 spell points (6+3+3+4)

Spell points are cumulative, except for prime requisite bonus, per level. Spell point costs for each spell is determined by multiplying the level of the spell by 2. This system will make low level spell casters more powerful and even out the high-level spell casters.

Spell points are recovered either by sleep or study (meditation/prayer in the case of priests). Study can not be attempted if distracted or fatigued. Basically, a person is fatigued if he has gone without sleep or rest for an extended period.

Fraction Recovered	Sleep	Study/Prayer Meditation
0/4	<5 hrs	< 90 min
1/4	5 - 5.9 hrs	90 - 119 min
1/2	6 - 6.9 hrs	2 - 2 1/2 hrs
3/4	7 - 7.9 hrs	2 1/2 - 3 hrs
4/4	8+ hrs	3+ hrs

Thus, if a mage sleeps for only 4 hours, he would reap no benefit; but the same mage would get back 1/2 of his total spell points if he slept for 6.5 hours. In each case, the fractions do not refer to the number of spell points that the spell user is down, but to the total number of spell points that the caster has when at full power.

Casting

In order to cast a spell, the priest or wizard must successfully roll a modified 20 or better on one throw of a d20. This roll is modified by environmental variables, proficiencies, ability scores, skill level, the spell itself, and variations introduced by the caster. If the roll is greater than or equal to 20, the spell is cast normally (or better). If the roll fails, however, the caster has lost control of the powers he sought to command, and the spell will function unpredictably if at all.

Specifically, the casting success roll is structured as follows:

Caster Level + Ability Modifier + Spell Level + Special Modifier + 1d20

Caster Level: This modifier is just exactly the level of experience of the spell caster, added to the die roll. Thus, a 5th level mage would add +5.

Ability Modifier: This simulates the bonus (or penalty) a mage or priest would get to cast a spell due to unusually high (or low) ability scores. Of course, wizards use intelligence and priests use wisdom.

TABLE V - Ability Scores

Ability Scores:	Ability Modifiers:
1	-8
2	-6
3	-3
4	-2
5-7	-1

Ability Scores:	Ability Modifiers:
8-13	0
14-15	+1
16-17	+2
18	+3
19+	+4

Spell Level: Higher level spells call upon magical energies of much greater power than lower level ones. It is only reasonable, therefore, for these spells to be more difficult to cast. The following chart holds for both priests and wizards:

TABLE VI - Spell Level Modifier

Spell Level:	Spell Modifier:
1	+4
2	+2
3	0
4	-2
5	-4

Spell Level:	Spell Modifier:
6	-7
7	-9
8	-11
9	-13

Special Modifiers: These include all of the various adjustments to spell casting that are applied only under certain circumstances or in specific campaign situations.

TABLE VII - Special Modifiers:

Racial Background of Caster

Highly magically deficient (githzerai) :	-2
Magically limited (dwarf, gnome):	-1
Average (human, halfling):	0
Magically apt (elf, svirfneblin):	+1
Very magically apt (faerie, drow, dragon):	+2
[other creatures may exist that range from	-5 to +5]

Injury (not cumulative)

Caster has lost 50% starting hit points:	-1
Caster has lost 75% starting hit points:	-2

Magical Fatigue (not cumulative)

Caster cast spells for 3 consecutive rounds:	-2
Caster cast spells for 5 consecutive rounds:	-5
Caster cast spells for 7 consecutive rounds:	-9
Caster cast spells for 10+ consecutive rnds:	-15

Improvisation

Attempting minor variation of known spell: (e.g. "firebird" based on fireball)	-1
Attempting major variation of known spell: (e.g. "frostball" based on fireball)	-2
Attempting spell not known:	-3
Attempting a purely creative effect: (This means trying a spell effect not listed as a spell in any official or accepted source for spells)	-3

Magical Areas

Caster present in magical area: (faerie ring, stonehenge, etc.)	+1 to +5
--	----------

Personal Sacrifice

Per two hit points lost during casting: (they are healed normally)	+1
Per attribute point lost during casting: (STR, DEX, etc.; they are recovered slowly -- days, weeks, or years may be required)	+3

Magical Items/Things

Special staves, amulets, ioun stones, etc.:	+1 to +5
Cursed items:	-1 to -5
Familiars: (bonuses from special familiars only)	+0 to +1

After all of the modifiers are totaled, the player should roll a 20-sided die, add the modifiers, and determine whether or not he is successful. The table below shows all of the possible outcomes:

TABLE VIII - The Big Magical Aftermath Table

Supercharged Spell: If the spell caster gets higher than 33 on his roll, the spell is doubled in effect for every statistic except damage done. Thus, duration, area of effect, number of creatures affected, range, and so on are each doubled.

Modified Roll:	Result: (see below)
34+	Supercharged spell.
25-33	Spell works, caster free to act again.
16-24	Spell works, no more actions that round for the caster.
14-15	Spell partly works
13	Failure. Smoke, sparks, smell of brimstone.
10-12	Failure. No effect whatsoever.
7-9	Minor accident.
4-6	Major accident.
2-3	Catastrophe.
≤ 1	Magical apocalypse.

Spell works, caster free to act again: The cast spell functions perfectly; and with the amount of time left in the round, the caster may move, ready components, or defend himself.

Spell works, no more actions that round: The cast spell functions perfectly, but the caster must spend the remainder of that round catching his breath and regaining his wits.

Spell partially works: Every statistic of the spell, including damage done (if applicable), is halved. Furthermore, the caster found it so difficult to cast the spell that he is worn out & unable to do anything except move normally and defend.

Minor accident: This means that some part of the spell energy backfires upon the caster. Many different things might happen, but they last for only two turns per level of the botched spell. After this time, the caster recovers totally. Examples of minor accidents follow in the "Accident" table.

Major accident: This effect is only possible when a caster of at least fifth level fails while casting a spell of at least third level. Otherwise, consider the result to be a minor accident. These nasty consequences tend to last for about a day, as they signify a pretty large mistake by the caster. The "Accident" table lists some specifics.

Catastrophe: This can only happen if the caster is at least level 12 and the spell he is casting is at least level 6. They tend to last a number of years equal to the level of the spell, as they are caused by a gross internalization of the chaotic magical energies. Refer to the "Accident" table.

Magical apocalypse: This can only be caused by casters of at least 18th level upon the failure of a spell of 9th level (optionally, level 7 for priests). It is caused by an uncontrolled rift forming between the plane of the caster and wherever the energies of chaos come from. These effects can last for any amount of time, but generally endure for decades. See the "Accidents" table for more information.

TABLE IX - MINOR ACCIDENTS:

- 01-09 Caster ages 1d10 years.
- 10-19 Caster's face distorts into that of a monster.
- 20-34 Caster's body goes numb; -1d6 to DEX for 1d6 turns.
- 35-44 Caster's body falls into convulsions for 1d6 rounds.
- 45-54 Caster is blinded or stricken deaf for 1d6 rounds.
- 55-69 Caster screams uncontrollably for 1d6 rounds.
- 70-79 Caster "blinks" out of reality and returns to the same space in 2d6 turns.
- 80-96 Foul smoke fills the area.
- 97-98 Spell backfires on caster.
- 99 Spell works, but to an opponent's benefit.
- 00 Spell works, but so slowly that the effect could be negligible.

TABLE X - MAJOR ACCIDENTS:

- 01-30 Caster is battered about by unseen forces; 1d4 points of damage per level of spell attempted.
- 31-40 Caster polymorphs into an animal.
- 41-50 Caster's hands and/or feet are broken; nothing can be held easily, walking is difficult; magic cannot heal the breaks.
- 51-55 Caster goes mildly insane.
- 56-65 The caster notices everything 1 minute after it happens, as if reality were "running late." Lasts for 1d6 weeks.
- 66-70 Caster falls into a coma. Lasts 1d6 weeks. May "get out early" with system shock roll.
- 71-75 Caster deformed; charisma drops by 1-6 points.
- 76-90 Animals no longer trust the caster; they will either flee or attack
- 91-95 Hordes of some type of vermin (ants, rats, etc.) swarm into the area and attack everything in sight.
- 96-00 Caster is pained by contact with some pure element (e.g. air, fire, water, earth).

TABLE XI - CATASTROPHE:

- 01-20 Caster's body bursts into flames, doing 2d4 points of damage per round until extinguished.
- 21 Caster displaced to the ethereal or astral plane.
- 22 Caster goes very insane.
- 23 The caster's body becomes anti-gravitational and "falls" upwards immediately.
- 24 Caster cursed to painfully polymorph into a new form every day at dawn/dusk/midnight, or monthly according to lunar cycles.
- 25-40 A powerful extra-planar being notices the caster and decides to make his life difficult.
- 40-99 Amazingly powerful storm springs up in the vicinity of the caster, damaging structures and hindering movement & combat.
- 00 An elemental, demon, devil, daemon, or demodand with hit dice equal to the caster's level appears & attacks.

TABLE XII - MAGICAL APOCALYPSE:

- 01-15 Caster ceases to exist on any & all planes of existence.
- 16-90 Gate opened to another plane of existence; the caster is sucked through (no save) and the gate remains open behind him (not necessarily to the same part of the plane).
- 91-99 All members of the caster's family for the next two generations must save vs. spells at the age of 17 or go insane.
- 00 The lands within a one-mile radius of the caster become infertile -- all plants begin to die immediately.



Unsuccessful spell caster.
This could be you ...

Innate Spells***READ MAGIC***

Most magical writings would follow a standard language, as information is the boon of a spell user. The "enlightened" times of the Forgotten Realms © setting that we live in benefit mostly from the ability to share information among the more privileged classes. As most magic users and almost all of the clergy/priest, are considered part of this "upper crust," why should they not have the ability to have their own language to pass information among themselves. Obviously, there would be one type of language for clerical and magical spell use. This language would require using one of Player Character's language slots and would be learned during their apprentice/novice training.

I feel that each mage/priest should be able to read magic as a non-weapon proficiency. This doesn't mean that a mage/priest would be able to read every scroll or spell/prayer book that he/she found. I would allow for a percentage chance based upon a combination of Intelligence, Wisdom, level of the spell user, and a modifier based upon the combination of the additional language bonus and the Magical Attack Adjustment bonus

Formula: $\% = (\text{Int} + \text{Wis}) + 4(\text{Spell user level}) + \text{language bonus} + \text{Magical Attk Adj bonus}$

Example: Drindle, a 3rd level magic user has found a scroll and it appears to be magical. He has a 14 Intelligence and a 12 Wisdom. He has a language bonus of 4 and a Magical Attack Adjustment bonus of 0. His total percentage chance of correctly reading the scroll is 42%. The roll would be made by the player since, if it did not work, all that the player would see is mystical symbols that he has not progressed far enough in level to be able to read. Notice that even as a 10th level mage, Drindle would only have a 60% chance. The same formula would be used for priests and scrolls.

This ensures that the proficiency always has room to be improved upon and that a mage would not be an all-powerful "copying machine" for scrolls and spell/prayer books. Also, it continues to show that there is always someone else out there that has a deeper understanding of the mystical arts.

On the other hand, priests are a little different, as their spells come from Divine Providence and depend upon their service to their god and their ability to follow their god's "catechism." Their ability to read scrolls and prayer books would be limited to the "generic" priest spells and the spells that would reside in their god's sphere of influence. Prohibited spells would be those that are contrary to their god's sphere (i.e. Hate for a priest of love and beauty, etc.). Otherwise, the DM would decide upon generic spells on a case by case basis.

DETECT MAGIC

Every mage will have a percentage chance based upon class level and Intelligence. Expending a spell slot for the Detect Magic Spell would guarantee success, however, this system allows for the higher level you are (thus more experience in dealing with magic and magical items) to provide a better base chance of success. Using the following formula:

Formula: $\% = \{\text{Int} \times \text{Level}\} / 2$

Example: Drindle, 3rd level mage with 14 Intelligence, would have a 21% chance of success.

WRITE

As magically copying spells into your spell book is the only way of reproducing the complicated formula to store the essence of the spell, all spell users would have the innate ability to use Write. However, the copied spell must be of the same or lower level spell that you can already cast. This would prevent a 1st level mage from copying a 9th level spell from his masters spell book on the sly.

COMBAT

Specialization

We tend to use the information from *Unearthed Arcana*®.

Subduing

There are many times when you may want to, or have to fight somebody without killing them:

- ◆ A Charmed friend
 - ◆ Possible witness to a crime
 - ◆ Criminal with a bounty
 - ◆ Interrogation
 - ◆ Take hostage/prisoner
 - ◆ Too many witnesses
 - ◆ A rampant "Peck"
- You can't very well question a dead prisoner. Doesn't it suck when you find out that the guy you just killed had vital information? Or had a bounty for being returned alive to stand trial? Maybe he was a famous thief, and never told where the stash from his biggest job was hidden? Perhaps you can ransom the person off? Slave traders won't buy dead slaves...
- For whatever reason, sometimes you don't, and shouldn't, want to kill. Now Punching and Wrestling are great. As is the Lasso and Net.... but sometimes you don't have the time to wrestle him to the ground, or it is too dangerous to delay... and you just want to knock the damned creature out! Perhaps there are a BUNCH of opponents and you don't want to kill them (such as in a bar fight) but don't have time to be nice? KO'em!!

OK from the Complete Fighters Handbook a called shot to the head (which IS where you have to hit somebody to KO them) is an additional -4 to hit and +1 to initiative. There is a maneuver called 'sap' that the Sap was designed to perform. The maneuver gives a 5% chance per point of damage up to 40% max. This gives the Sap a 10% max

chance? I disagree. The Sap is a time-honored weapon, that when wielded by someone of skill, can knockout even the biggest foe... in a couple of whacks...

MY Method:

There are certain weapons that I give an inherent 'Base Chance' or 'Knockout Bonus' to KO if used by a SKILLED person. Note: Non-proficient wielders do NOT get this benefit.

Many blunt weapons, because of their weight distribution, or design, or even by tradition (such as pottery or beer steins) are actually BETTER at KO'ing a person, the damage is rolled, and 25% is real, the rest is concussion. To make this shot, you are at -8 to hit, and +2 to initiative, but if you hit, the normal 5% chance to KO per point of damage is added to the weapon's base chance:

TABLE XIII - Subdue Weapons

WEAPON	KO Bonus	DAMAGE
Sap	15%	1d4/1d2
Club	10%	1d6/1d3
Chain	5%	1d4+1/1d4
Belaying Pin	8%	1d3/1d3
Mace (Horseman's)	15%	1d6/1d4
Stave (Staff)	10%	1d6/1d6
Dagger (hilt)	4%	1d3/1d2
Long Sword (hilt)	6%	1d4/1d3
Fencing Blades (basket hilt)	7%	1d4/1d2
Bottles	8%	1d4/1d2
Mug (or Beer Stein)	12%	1d4/1d3
Chairs	10%	1d6/1d3
Pottery	12%	1d6/1d2

These Knockout Bonuses are only good for called shots to the head. Obviously you wouldn't be able to knock somebody out by hitting them in the shoulder with a beer stein.

The wearing of headgear can help minimize the risk of head trauma (or KO). There are several different types of headwear, and they each provide a degree of protection:

TABLE XIV - Headgear Modifier Against Subdual

Type of Headgear	MODIFICATIONS				Wgt
	Visibility	Hearing	KO Protection		
None	0	0	0		0
Leather Skull Cap	0	0	-2%		0
Boiled Leather Cap	0	0	-4%		.5
Studded Leather Cap	0	0	-5%		1
Studded Leather Helm	-1	-1	-7%		1.5
Iron Cap	0	-1	-9%		2
Chain Coif	0	-1	-8%		2
Open Faced Helm	-1	-2	-10%		5
Closed Faced Helm	-2	-3	-10%		5
Great Helm	-3	-4	-15%		10

SUBDUAL STYLE FIGHTING:

Any PC may specialize in 'subdue'. Yet, there must be a REASON for it, not just "I want it". Why did your character learn this skill? Subdue, works like any other fighting style. Anybody can know it, and you can specialize in it for 1 weapon slot. It gives you +1 to hit, a +1 to damage (that is added to the actual or concussion damage at the PCs discretion) and a +5% to KO. Fighters and Thieves may specialize in this skill for 1 extra level giving them +0 to hit +1 (discretionary) to damage, and +0% to KO, with the added bonus of -1 to initiative. The total bonuses of a double specialized Subdue are: +1 to hit, +2 (discretionary) to damage, +5% to KO, and -1 initiative modifier.

Weapon Damage

One of the problems with TSR's AD&D game (all editions) has been the unrealistic representation of weapon damage based on an opponents size. The problem stems from the fact that, in general, weapons cause more damage to larger than man-sized opponents than to man-sized or smaller opponents. But when you think about it realistically, this is reversed from what should be. For example, a two-handed sword, as presented in the PHB, will cause 1-10 points of damage to anyone roughly 7' tall or smaller and 3-18 points to anyone over 7'.

Now consider the following realistic description: A two-handed sword has a blade length of about 4 feet. Now, said blade being swung at a human (approx. 6 feet tall) has a good chance of cutting said human in two at the waist, while the same blade swung at a stone giant (approx. 18 feet tall) will, at most, have enough power behind it to sever a limb. Now, it is quite obvious that the damage done by that blade to a human is going to be more significant than the damage done to the stone giant, but in TSR's system, it's the other way around.

In order to address this problem, here is a simple rule: In all cases of weapon damage, the smaller of the two damage codes listed is assigned to the "Large" category while the larger damage code is assigned to the "Small/Man-sized" category. In cases where a weapon does the same damage to either category, the "Large" damage code has a -2 to the die roll, with the minimum damage from a successful attack being 1 (thus a javelin thrown at a human will do the listed damage of 1d6 while the same javelin thrown at the above mentioned stone giant will do 1d6-2).

This system has two main benefits:

- ◆ It introduces a greater level of realism to the game with a minimum of fuss.
- ◆ It makes larger creatures more intimidating and challenging.

Critical Hits/Fumbles

Use charts located in **Appendix B**.

Maneuvers

Attack: Pretty straightforward. Roll the die & add your bonuses. If your total is higher than the defense roll, you hit.

Going berserk: This is the all-out crazy tactic. When a character does this, he loses ALL defense rolls, but is able to make extra attacks equal to her total parries. However, there is a penalty. A character takes a minus 6 to all attack rolls for each extra attack made, cumulative.

Feint: An attempt to fool the opponent. This expends an attack. The attacker makes an attack roll. If the total is higher than her opponent's defense roll, she gets to add the difference to her next attack roll.

Parry/Block: These are synonyms for the same maneuver. A character must have some sort of weapon or hard arm protection to use this maneuver against a weapon. Only melee and thrown weapons may be parried (thrown weapons parried at -1). Shields give a bonus to parrying (see "Equipment" below). Roll a d20 and add the pertinent bonuses. If the roll equals or exceeds the attack roll, the attack has been foiled.

Dodge: Any sort of weapon attack can be dodged. However, fired missile weapons are dodged at a -3 to the total--they move darn fast. A character that dodges may not attack after she dodges in that round. (For those of you who debate the usefulness of this maneuver; it is designed to give characters a chance against bows, and to give Rogues a real flavor in combat. It's just very much in genre for a thief to be in a face-to-face fight, never getting tagged, but never able to get in a telling blow--that's what back stabbing is for.)

NOTE THAT CHARACTERS DO NOT GET AN UNLIMITED SUPPLY OF DEFENSIVE MANEUVERS. A Warrior may defend twice as many times as she can attack. Priests may defend once at L1 to L6, twice at L9+. Rogues may Parry/Block once per round but Dodge as Warriors. Wizards may defend once per round. In no situation may a character attempt to defend twice against the same attack unless she is taking the "Turtle" maneuver. (See below.)

Turtling up: Sometimes you just don't care if you ever get a swat in--all you want to do is not get hit. That's what this maneuver's for. A player MUST declare this maneuver before making any defense or attack rolls that round. When taking this maneuver a character may make two (and no more) defense rolls against an incoming attack. However, these must be rolled simultaneously (two d20 rolls, thrown at once.) The character may not attack, but may use her attacks as extra defense rolls. If the character wishes to Parry/Block twice, she must have a weapon in each hand. If the character is also using a medium or larger shield, she may roll a third die if she so wishes and has defense rolls available, but utilizing the shield in this manner negates any and all bonuses gained that round from wielding the shield- -the character isn't parrying with it, just flailing madly, hoping to block something.

Armor

SIZE

There are many different kinds of armor listed in the main AD&D rules. When we have found armor in the past, the size of that armor had never been discussed. Any character, regardless of height or weight, could put on any suit of armor and it was assumed to fit perfectly. For a more realistic system we can give a range between which a character can actually wear another person's armor. We cannot define this range by race and sub-race because not every human and demi-human is the same size compared to another of their race. We could, however, compare the height and weight. If a character's given height and weight fall between that range then they can wear the armor.

If the new owners height and weight fall between both ranges of the armor then that character can wear the armor, otherwise they cannot. If a character insists on trying to wear ill-fitting armor, the following penalties are incurred:

- ◆ -1 to hit
- ◆ +1 on AC
- ◆ Move at $\frac{3}{4}$ movement rate

This will cut down on magical armor floating around everywhere including Elfin Chain Mail. No Elf in his right mind will make a suit of Elfin Chain so that it will fit a human of normal stature. Whenever armor can be found just list beside it two numbers in parentheses beside the armor for easy use. EX. Chain Mail (67,165) +1: This would show that the chain mail armor can be worn by anyone from 64-69 inches tall and 150-173 in weight, and it is -1 to normal chain mail AC.

TABLE XV - Armor Sizing

	Height		Weight	
	<u>Under</u>	<u>Over</u>	<u>Under</u>	<u>Over</u>
Banded Mail	2	2	12	8
Brigandine	3	2	15	8
Bronze Plate	2	2	12	8
Chain Mail	3	2	15	8
Field Plate	1	1	10	5
Full Plate	1	1	10	5
Hide	3	3	15	10
Leather	4	3	17	10
Padded	5	3	20	10
Plate Mail	2	1	12	5
Ring Mail	4	3	17	10
Scale mail	3	3	15	10
Splint	3	2	15	8
Studded Leather	4	3	17	10
Shields (any)	3	3	25	25

SHIELDS

Shields are henceforth and forevermore weapons. A character must expend a weapon proficiency to use a shield to full effect (or suffer non-proficiency penalties while attacking and/or parrying with it). However, since they are designed for parrying, they tend to aid in it.

TABLE XVI - Shield Attributes

Shield Size	Parry	Damage
Buckler	1	d2
Small	2	d3
Medium	3	d4
Large	3*	d6

*May use bonus while Dodging missile weapons

RESISTANCE

Every time a hit is achieved, roll the damage resistance of the armor, and subtract it from the damage done by the weapon, after modifications for strength, magic, specialization, etc. The plusses of magical armor add to this, but bonuses from rings, cloaks, etc. do not. Standard dexterity, magical and other bonuses to AC apply.

TABLE XVII - Armor Resistance

<u>Armor</u>	<u>Damage</u>
leather	d4
scale	d5
chain	d6
plate	d8

SHIELD USE:

A character using a shield has a chance to turn a hit into a miss (though the shield takes the damage). This is determined before effects of armor are taken into account. The character must roll his dex/2 or less on a d20, with the following modifiers:

TABLE XVIII - Shield Modifiers

- +1 per shield proficiency slot gained after 1st level
- +2 for a buckler
- +1 for a small shield
- +0 for a medium shield
- 1 for a large shield
- +x, where 'x' is the magical '+' of the shield
- 5 if not normally allowed to use a shield

A shield can only absorb so much damage in a single blow:

TABLE IXX - Damage Absorption

buckler	4
small shield	6
medium shield	7
large shield	8

If a shield takes this much damage in one hit, it is destroyed, but the character takes no damage. The character suffers any excess. The above values assume the shields are wooden with metal reinforcements. If all wood, reduce the values by 1. If all metal, increase by 1. If the shield is magical, increase by 1 per +1.

The total cumulative damage a shield can take equals the value above times 5. The total for a suit of armor equals the maximum damage it can resist times 25. If the armor stops all the damage from an attack, then the armor takes half the damage. If the damage penetrates the armor, the armor takes full damage. For every 25 points of damage the armor takes, reduce its maximum protection by one point.

LEVEL ADVANCEMENT

General

A character should only have to train for a new level when he gains something tangible from doing so. An additional hit die, or improvement on an attack or saving throw table, is not something for which training should be required. Such benefits should be attributed to the experience that a character has to obtain to gain the level in the first place. There are, however, some things for which training is definitely required. It wouldn't make sense for a character to learn to use a new weapon just by adventuring. This would be something, which would need to be learned through some form of training.

To solve this, the need for training is not based on the level of a character, but rather on the abilities, which the character gains upon going up a level. Improvement in a character's existing statistics is achieved without the need for training. However, such things as gaining a new weapon proficiency, a new spell level, or a special ability would require training. The cost of this training depends on what ability is being learned.

Many of the benefits that are gained upon going up a level are granted without needing to train for them. This is based upon my theory that much of what a character gains can be attributed to actually using and practicing his abilities in the world at large. After surviving a few sword fights, it is reasonable to assume that a character has become a better fighter, so his ability to hit an opponent should also improve. Likewise, after picking a few pockets, it is reasonable to assume that a thief's chance of doing so should also improve.

When a character is eligible to gain a level, I will rate the character's performance for the level on a scale of 1 to 4. If the character has played at his current level for a number of game weeks greater than or equal to his experience rating, then he may gain the "automatic" benefits of the additional hit dice, new attack numbers and so forth. However, if this is not the case, then none of these benefits are gained until such a period has passed. This prevents jumping levels. Note that this time does not include any time spent in training and should be spent in pursuit of worthwhile adventure. Unworthy pursuits, such as sitting in an inn for two weeks, are not the stuff of which heroic tales are made! Once a character has gone up a level, he may then train, if need be, for any new abilities. See **Appendix D** for a detailed outline of training costs per level.

Training Guidelines

In order for a character to train for any new ability, it is necessary to find a teacher who can already perform the ability to be gained. The costs listed in the following tables can be broken down into two parts, each representing half. The first half represents the fee required by the teacher. The second half represents the costs of materials needed. If one is to self-train for an ability, then the training will only be half the usual cost, since there is not teacher who has to be paid. Further, depending on the circumstances surrounding the training, a teacher may decide to waive it altogether. Keep in mind that if an ability is self-taught; it takes twice as long to learn.

New Weapon Proficiency

Again, a teacher must be found. This teacher must be someone who is already proficient in the weapon that is to be learned and whose base "to hit" number (not including magic, strength, dexterity or other modifiers) is equal to or less than the student's. As an example, a 7th level fighter who is proficient in long sword may instruct another recently elevated 7th level fighter. However, if this same fighter is taught by a thief, the thief would have to be at least 13th level.

<u>Weapon</u>	<u>Cost/Week</u>
Initial Weapon(s) each	500 gp
1st additional weapon	500 gp
Second	1,000 gp
Third	2,000 gp
Fourth	4,000 gp
Fifth	8,000 gp
Sixth	15,000 gp
Seventh	30,000 gp
Eighth or more	50,000 gp

Since a character normally starts out his career as an adventurer who is proficient in one or more weapons, it is not necessary to pay the 500 gp per week initial weapon cost. This value is listed for those characters that decide to study for an additional class later on in their career.

If a character neglects to learn a new weapon once he is able to do so, it will have no effect on further play. He can wait any length of time before training for the missed proficiency. And additional proficiencies and levels may be gained at no penalty (other than having to play at that level for the number of weeks {1 - 4} need to "qualify" for that level before moving on to the next).

Double Weapon Specialization

Fighters and rangers can elect to double specialize in a weapon that they have already chosen to specialize in. This double specialization can be learned from another fighter or ranger who is at least three levels higher than the student and has weapon specialization in the weapon that is to be learned.

The cost for such training is twice what the normal cost would be for learning a weapon proficiency at that same level. For example, if a 4th level fighter chooses to double specialize in the long sword, which he chose under weapon specialization at 1st level, then this could be learned from another fighter or ranger who is at least 7th level. The teacher would need to have weapon specialization in the weapon concerned, and would charge 1,000 gp per week.

New Spell Level

The teacher must be someone who can cast spells of the same class and level that are to be gained. Clerics must receive their training from clerics of the same deity. The weekly cost of such training is given in the New Spell Level Table below:

The cost for learning 1st level spells is not used unless, as previously, the character learns to cast spells later on in his adventuring career. If a character neglects to learn a new spell level, he cannot gain any more experience levels until the new level is learned.

<u>Spells</u>	<u>Cost/Week</u>
1st	500 gp
2nd	500 gp
3rd	1,000 gp
4th	2,000 gp
5th	4,000 gp
6th	8,000 gp
7th	15,000 gp
8th	30,000 gp
9th	50,000 gp

Special Abilities

As some classes progress in levels, they gain certain special abilities. For example, a druid's abilities to change shape at 7th level, and a thief's ability to read languages at 4th level. The training costs for special abilities approximate those listed for weapon proficiencies and spell levels. The most inexpensive training costs 500 gp/week and the most expensive costs 30,000 gp per week. The cost assigned to such training is dependent on how powerful the special ability is and who (i.e. what level) has to teach it.

If a character neglects to train for a special ability once he is able to, it will have no effect on further play. He can wait any length of time before training for the missed special ability. Additional special abilities may not be learned until that ability is learned (must be learned like a pre-requisite).

Self Training

Paladin	9
Fighter	13
Ranger	13
Barbarian	9
Cleric	9
Druid	9
Magic-user	9
Illusionist	10

After a character has reached a certain level, he may be able to train himself at half the usual cost and without a time penalty. Only weapon proficiencies, double weapon specialization, and newly gained spell levels can be self-trained. Paladins, fighters, rangers, and barbarians can self-train for a weapon proficiency (and double weapon specialization for fighters and rangers) after they have learned four additional weapons. Clerics, druids, magic-users, and illusionists can self-train for a new spell level after learning how to cast 5th level spells. Thieves, bards, and assassins can never train themselves. A

character cannot self-train in order to gain special abilities.

Magic users and illusionists who train themselves do not automatically gain a spell of the new level. In order to train for the new spell level, at least one spell of that level must be available to study from, be it on a scroll or other medium.

PROFICIENCIES

This system is based on Call of Chtulhu's system. In a few words, this system gives to all characters some chances to succeed in (almost) any proficiency.

How to start ?

For each NWP in the domain allowed by the character's class, the minimum percentage of success is the characteristic + modifier, but this value is never less than 5%.

Ex: Lilandra is a wizard. She wants to know her % of success for Animal Handling (1 slot, wisdom -1). Her wisdom is 15, so she has 14% to succeed. $15 + (-1)$.

For all the NWP in the non-allowed domains, the percentage is 5%.

How to continue ?

At first level, each player has 300 points to distribute between the NWP's in the allowed domain only!
To increase a NWP of 1% you must allow the number of slot in points.

Ex: Lilandra wants to increase her knowledge in Mining (2 slots). She must allocate 50 points to increase the percentage by 25%.

How to learn more ?

Every time a player wants to use a NWP, he must roll a d100 UNDER or EQUAL to his NWP%. If he succeeds, he will make a cross close to the NWP used. At the end of the adventure, for every NWP crossed, the player rolls a d100. If the roll is superior to his NWP%, he is allowed to increase the NWP% by $1d10 - \#$ slots, if the NWP is in the allowed domains and by $1d6 - \#$ slots if the NWP is in the non-allowed domains. This number cannot be less than to 0. These rules are effective until the NWP% is = to 5 times (the characteristic + modifier) involved. At this time the % of increasing is divided by 2. In all cases, the minimum a NWP can be increased is 1%.

Ex: Lilandra can increase Animal handling by $1d10 - 1\%$ until the NWP% reach 70% ($5 \times (15 - 1)$). After this point, the increase will be $(1d10 - 1\%) / 2$

When a player reach 90% in a NWP he is considered as a master and he will become a great master at 95%.

Critical success and fumble

If a player rolls a NWP check and made a result of 5% or less AND the difference between this roll and the NWP% is greater than 5 times the main characteristic, the check is a critical one.

If the check is 96 or more, it's a critical miss, this is always a miss even if the character' NWP% is 100 or more.

Note that, in some occasions, the DM can give a bonus or a penalty for an NWP check. That's why % under 100 can append.

Culturally linked NWP

Some NWPs are specially linked to a world (like Wind Wagon Driving is linked to DarkSun) or a race (like underground navigation is linked to the dwarf). If a character strange to this culture is confronted with these NWPs, the chances of success are only 1% even if these NWPs are in an allowed domain. If the character is helped by a book or by advises given by a member of this culture, his % chance of success can be upgraded to 10% (DM choice).

And the N/A ?

Some NWPs don't need a check, like blind fighting, for example. Those knowledge are like the cultural ones. The player can choose them only when he first creates the character and must allocate 20 points per slot in these NWPs.

Ex: Blind-fighting needs 40 points to be known by the player.

Listing of Proficiencies

See Net Book of Proficiencies and the attached Non-Weapon Proficiency Table.

CRIME AND PUNSHMENT

See **Appendix C** for tables.

DEATH AND HIT POINTS

"Less deaths, more permanent damage"

When a character reaches 0 hit points, he becomes unconscious. This unconscious state is accompanied by shallow breathing, faint heart beat, etc. A character has a death point that is equal to the negative of his Constitution. Thus a character with a 11 Constitution would have a death point of -11. If for any reason a character's hit points goes below his death point, the character dies

When a character has negative hit points (i.e. below 0), then he must make a system shock each round until he dies or his hit points are restored to 0 or above. If the system shock is successful, then the character still has a chance for survival. If the system shock is failed, then the character's Constitution is permanently lowered by 1. Because his Constitution is lowered by one, the character's death point is raised by 1. Thus the character with 11 Constitution who failed his system shock now has a 10 Constitution and a death point of -10.

If a character's hit points goes below his death point because of the loss of Constitution, then he is dead. Also, if a character's Constitution becomes 0, then the character dies as well. Such loss and death are caused from bleeding, shock, convulsions, non-respiration, and similar causes.

The only way to prevent loss and death is to raise the character's hit points to 0 or higher through aid. Aid consists of binding the wounds (healing proficiency), administering a draught (spirits, healing potion, etc.), magical spells (cure light wounds, etc.), or otherwise doing whatever is necessary to restore life. This initial healing will restore any hit points and can very well restore hit points above 0.

COMING BACK FROM THE DEATH EXPERIENCE

When a character recovers from having under 0 hit points, certain abilities are temporarily lowered for a number of days equal to the lowest number of hit points he had. Thus, a character that had hit points of -6 before being healed would now suffer the lower ability scores for 6 days.

Strength is temporarily lowered for a number of days equal to the lowest number of hit points he had. Thus a character that had hit points of -6 before being healed would now suffer a -6 to his Strength.

Dexterity is temporarily lowered for a number of days equal to the lowest number of hit points he had divided by 2. Thus a character that had hit points of -6 before being healed would now suffer a -3 to his Dexterity.

Note that no ability can be lowered less than 1. Also, all memorized spells are lost. Finally, all saving throws are made at -1. Other than these effects that weaken the character, the character can continue on as usual.

PERMANENT DAMAGE

If a character's Constitution is lowered by a fourth of the original Constitution, then scarring could result (Table XVIII). If a creature's Constitution is lowered by half of the original Constitution, then the loss of a body part could result (Table IXX).

TABLE XXIII - SCARRING

<u>ROLL</u>	<u>AREA OF EFFECT</u>
01-39	Torso
40-49	Head
50-59	Arm, left
60-69	Arm, right
70-79	Leg, left
80-89	Leg, right
90-00	No scar

TABLE XXIV - LOSS OF BODY PART (Dependent upon any critical hit or fumble roll)

<u>ROLL</u>	<u>AREA OF EFFECT</u>
01-04	Arm, left
05-09	Arm, right
10-14	Leg, left
15-19	Leg, right
20-29	Foot, left
30-39	Foot, right
40-49	Hand, left
50-59	Hand, right
60-64	Eye, left
65-69	Eye, right
70-74	Ear, left
75-79	Ear, right
80-89	Roll on Table 1
90-00	No loss of body part

NATURAL HEALING

Characters heal naturally at a rate of 1 hit point per day of rest. Rest is defined as low activity-nothing more strenuous than riding a horse or traveling from one place to another. Fighting, running in fear, lifting a heavy boulder, or any other physical activity, prevents resting, since it strains old wounds and may reopen them.

If a character has complete bed-rest (doing nothing an entire day), he can regain 3 hit points for the day. For each complete week of bed rest, the character can add any Constitution hit point bonus he might have to the base of 21 points (3 points per day) he regained during the week.

In both cases above, the character is assumed to be getting adequate food, water, and sleep. If these are lacking, the character does not regain any hit points that day.

ROLE-PLAYING IN THE HERE-AFTER

Many sects in my campaign stress that after death the soul must undertake a perilous journey or quest to reach it's final resting-place or paradise. The soul usually undertakes this journey either with or without possessions. Possessions are normally those grave goods buried with the deceased, e.g. weapons, food, wine, money, etc. Those buried without grave goods or those who were not given a proper burial rite would have to undertake this journey naked and unarmed, but would be able to improvise such items as needed upon the way. The journey could be a way of testing the soul for virtue, bravery, kindness, honesty, etc. Many grave goods, especially those of the nobility, included effigies or statues to serve the dead on their journey.

Other sects preach that upon death each soul was placed on trial and had to prove itself innocent of crimes such as greed, cowardice, dishonesty, etc. If the soul proved itself innocent, it was allowed either access to paradise or reincarnation, depending on the religion. Guilty souls are either condemned to everlasting hell or are completely destroyed. Some sects believe that the souls of the evil did not depart the world of the living until they had righted their wrongs.

Appendix A

The Fantasy Role-playing

APPENDIX A - PREVIOUS HISTORY SYSTEM

by Paul Jaquays with appreciation to Dr. Dennis Garn and Merle Davenport

Most of the published previous history systems either make a character too skilled and rich or provide too sketchy a background to motivate character actions. Hopefully, the following system will alleviate that. "Aiiieee!" you scream when you scan the 31 odd charts involved. "What have I got myself into?" fear not faithful one. Unlike other systems, this one is organized. The number/letter system I have used, when combined with the following directions should de-confuse thing a bit.

Begin by taking an already rolled character (or you can roll one later) and starting at Chart 1: Birth Order. Then go onto chart 1A and then go onto Chart 2. Various reasons and procedures will be explained and revealed to you as you go. Certain areas have been left vague and are up to the individual referee to fill in, as he deems necessary. Things such as birth locations, are particulars on religions, kings, wizards, and countries are all individual to each campaign.

When you have finished rolling, you will have a skeletal outline of a character's possibly jaded past. Put the outline in chronological order and play coincidence to the hilt (it's more fun that way!) You would be amazed as to how seemingly unrelated incidents can be made to interlock.

As to whether experience should be awarded to a character for this prior experience, I would say no. This is not designed to advance characters without playing, but to give them colorful (or not so colorful) past lives. Again, though, the decision is up to the individual DM.

Go immediately to:

Chart 1: Birth Order

Chart 2: Occupation Chart

Chart 3: Occupation Performance

Chart 4: Significant events of childhood

Chart 5: Post-childhood significant event

Chart 1: Birth Order Roll once on a d10 (determine sex and number of siblings below).

1. First born
2. Second child
3. Second child
4. Third child
5. Third child
6. Fourth child
7. Fourth child
8. Fifth child
9. Sixth child
10. Seventh child

Chart 1a: Determination Of Sex And Number Of Siblings

Number: Roll on a D10. Will not be less than character's birth rank.

Sex: For each sibling roll once on a D20. Hi roll: Male, Low Roll: Female.

(Go to chart 2 next)

Appendix A

Chart 2: Father's Occupation (Also: Occupation Chart) Roll once on a D100 on the following.

Roll	Type	Proficiency	Hit Die
01-03	Apothecary	Alchemy, brewing, herbalism	1d4
04-07	Physician	Botany, herbalism, fungi recognition	1d4
08-11	Fortuneteller	Fast-talking, fortune telling	1d3
12-17	Gambler	Gaming, fast-talking	1d3
18-21	Hunter/trapper	Hunting, animal handling, trail signs	1d8
22-25	Herbalist	Foraging, herbalism	1d3
26-30	Navigator	Astronomy, navigate, seamanship, r/w (1)	1d3
31-33	Animal Trainer	Animal handling, veterinary healing	1d6
34-36	Vagabond / Beggar	Begging, underclass	1d4
37-42	Farmer	Agriculture, Farming	1d8
43-47	Tinker	Metalworking, smelting	1d6
48-50	Miner	Engineering, mining	1d6
51-53	Woodsman/Forester	Survival, trail marking, trail signs	1d8
54-57	Sailor	Rope use, seamanship, swimming	1d8
58-61	Soldier	Endurance, foraging, gaming	1d8
62-65	Fisherman	Boating, fishing, swimming	1d6
66-69	Craftsman - roll once on Chart 2A:Crafts.		
70-72	Slave	Torture resistance	1d4
73-75	Government official - roll once on Chart 2B		
76-78	Scribe	Heraldry, scribe, read/write (2 lang.)	1d3
79-82	Slaver/bodyguard	Bribery, disguise	1d8
83-85	Adventurer - roll once on chart 2C. If rolling for a character re-roll and ignore any 14.		
86-89	Actor / Prostitute	Acting, persuasion, seduction	1d3
90-94	Merchant - Roll once on Chart 2D for type. Also, re-roll one additional occupation, ignoring 18*.		
95-99	Gentleman - Re-roll two additional occupations, ignoring 19*.		
00	Nobleman - Re-roll three additional occupations, ignore 20. Plus, roll once on chart 2E for title*.		

* Take the better of the hit die, not both

Chart 2a: Crafts Roll once on d20.

	Type	Proficiency	Hit Die
1.	Tailor	Seamstress/tailor, weaving	1d4
2.	Bower/Fletcher	Bower/fletcher	1d6
3.	Horseman	Animal training, caravaneer	1d8
4.	Carpenter	Carpentry, engineering	1d6
5.	Glassblower	Glazier, fire building	1d6
6.	Cartographer	Cartography, read/write (1 lang.)	1d3
7.	Smith	Fire building, weaponsmithing	1d6
8.	Cobbler	Leatherworking	1d6
9.	Weaver	Artistic ability, weaving	1d4
10.	Armorer	Armorer, fire building	1d6
11.	Brewer	Brewing, herbalism	1d4
12.	Mason	Stonemasonry	1d8
13.	Potter	Artistic ability, pottery	1d4
14.	Miller	Miller	1d4
15.	Dyer	Herbalism	1d3
16.	Shipwright	Shipwright, carpentry, seamanship	1d6
17.	Jeweler	Appraising, gem cutter	1d3
18.	Artist / sculptor	Appraising, artistic ability	1d6
19.	Musician	Dancing, musical instrument, singing	1d4
20.	Banker	Accounting, stewardship	1d3

Appendix A

Chart 2b: Government Officials

Roll once on d10

Type	Proficiency	Hit Die
1. Tax collector	Accounting, appraising, bribery	1d4
2. Sheriff	Information gathering,	1d6
3. Guardsman	Display wpons prowess, gaming	1d6
4. Magistrate	Bureaucracy, languages (mod/ancient)	1d3
5. Governor	Bureaucracy,	1d3
6. Friend of government official	(re-roll government official)	
7. Advisor to Mayor/Governor/King	City lore 1/2/3, ancient history	1d4
8. Mayor	City lore 1/2, Bureaucracy	1d3
9. Prime Minister	Bureaucracy, ancient history, heraldry	1d4
10. Clerk	Scribe, accounting	1d3

Chart 2c: Adventurers

Roll once on d10

1. Fighter
2. Magic - user
3. Cleric
4. Thief
5. Bard
6. Druid
7. Ranger
8. Illusionist
9. Martial Arts Monk
10. Non-Human Elf/Dwarf/Halfling (re-roll class)

Chart 2d: Merchant Types

Roll once on d6

1. Shopkeeper- foodstuffs
2. Shopkeeper- dry goods
3. Innkeeper
4. Shopkeeper- exotic goods.
5. Local Trader
6. Long-distance / oversees trader

Chart 2e: Title Of Nobility

Roll once on d20

- 1-10 Knight
- 11-15 Baron
- 16-17 Count (Earl)
- 18 Marquis
- 19 Duke
- 20 Royalty - re roll title and add 5 to roll. Also roll relation to king Chart 2F.

Chart 2f: Relation To King

Roll once on d20

- 1-16 Distant
- 17 Third Cousin
- 18 Second Cousin
- 19 First Cousin
- 20 Immediate family - roll position in Royal Family on 2G.

Chart 2g: Position In Royal Family

Roll once on d20. Roll only if position not already known.

- 1-10 6-10th child*
- 11-15 5th child*
- 16-17 4th child*
- 18 3rd child*
- 19 2nd child*
- 20 Heir Apparent / King (or Queen)

* A roll of 7-10 on d10 indicates an unrecognized bastard child.

Appendix A

Chart 3: Occupation Performance Roll 1-4 times on d20. This chart is an indication of how a character, player or non-player, performed his job. If rolls are directly conflicting, like generous and stingy; re-roll second roll until conflict is removed. Re-roll a number indicates doubling of characteristic, such as a very generous or extremely talented, etc.

1. Overbearing
2. Well-Liked
3. Impatient
4. Others jealous of him
5. Underhanded.
6. Talented
7. Generous
8. Inspired loyalty
9. Stingy
10. Held position of authority
11. Hard worker
12. Lazy
13. Ambitious
14. Power - hungry
15. Fair
16. Rose to high position (Master)
17. Kept from advancement
18. Organized / disorganized
19. Never rose beyond apprentice
20. Yes-man

Chart 4: Significant Events Of Childhood Roll 1-4 times on d20. This chart indicates several of the important events and happenings of a character's childhood from ages 1-12. Roll the age that each specific event on a d12. A (*) indicates no age roll.

1. Loved by parents (guardian if indicated) (*).
2. Unloved and unwanted by parents or guardian (roll age if 1 is also rolled)
3. Orphan: lived by wits/brought up by guardian-roll once on Chart 4A.
4. Sold into slavery-go to Chart 4B
5. Family all killed by Other (Chart 4D)/relative (Chart 4 E)/Disease. A high roll on a D20 indicates that 1-4 family members survive. Determine which members on Chart 4E.
6. Caused death of Relative (Chart 4E)/Other (Chart 4D) - also roll once on chart 4F for death situation.
7. Only legitimate child in family (*).
8. Bastard-raised by mother/raised by father's family / guardian (Chart 4A) (*).
9. Learned father's occupation.
10. Apprenticed to mentor to learn occupation-roll on Chart 2 for mentor's occupation.
11. Father killed by relative (Chart 4E)/Other
12. (Chart 4D).
13. Father/Mother/both outlawed criminals-roll crime on chart 4G and then roll for a 100-1000 gold piece reward on a d10.
14. Child Thief
15. Had a religious experience-go to Chart 4H.
16. Jealous of siblings (*).
17. Lived nomadic life.
18. Lived in city/countryside
19. Ran away from home (or church, or mentor, or guardian, etc.).
20. Learned weapon usage.

* Learned to respect / disrespect authority. Roll on charts 4A-4H as indicated.

Appendix A

Chart 4a: Guardians Roll once on d20

1. Evil stepmother
2. Raised by Magic User
3. Monastery / Nunnery
4. Craftsman - roll on chart 2A
5. Relative - roll on Chart 4E
6. Apprenticed - roll on chart 2.
7. Sold into slavery at birth.
8. Raised by orcs / goblins / hobgoblins.
9. Raised by wolves.
10. Raised by an adventurer - roll on Chart 2C
11. Raised by dwarves / elves.
12. Raised by halflings / gnomes.
13. Raised by random monster (within reason), roll on monster tables.
14. Raised by army.
15. Raised by brigands / bandits or pirates / buccaneers.
16. Raised by gypsies.
17. Raised by thieves.
18. Adopted by nobleman (Chart 2E) / Other (Chart 4D).
19. Lived by wits ...no guardian.
20. Raised by outcasts, i.e. Beggars, prostitutes, etc.

Chart 4b: Slavery Roll duration on a D12 for 1 to 12 years of captivity. Roll for the occurrence of 1-4 significant events on a D2. If applicable, roll age for each event. To determine age; choose a die that most accurately represents the duration enslaved and add the resulting score to the age at which character was enslaved. (*) indicates no age roll. Roll the sex of each individual owner on a d20. High roll indicates a male owner, low a female owner.

1. Escaped, wanted by owner. 100-1000 gp. Reward.
2. Freed by owner.
3. Owner died. A high roll on a d20 indicates that character was resold. A low roll indicates character freed and 1-6 years subtracted from term of slavery.
4. Traveled widely with owner.
5. Learned more than one occupation. Roll on Chart 2.
6. Sexually abused by owner.
7. Led/participated in slave revolt. (High roll: successful. Low roll: unsuccessful. If successful, assume that owner was killed or wounded and that there is a reward of 200-2000 gp for your capture.. If you led the revolt, double the reward. If the revolt was not a success, assume that you were tortured or mutilated. (Mutilation - go to Chart 4C)
8. Held position of authority in occupation.
9. Favorite by owner.
10. Bought for breeding purposes. 1-4 children as per Chart 1A.
11. Bought own freedom
12. Master of different race - elf/dwarf/halfling/ orc/ random monster
13. Resold several times 1-4 times.
14. Freed by Church / Law
15. Beaten by owner.
16. Temple slave.
17. Suffered torture / mutilation - go to chart 4C.
18. Branded while slave.
19. Hated Master (*).
20. Devoted to master (*).

* Note: All slaves learn at least one occupation while enslaved if they don't already know one.

Appendix A

Chart 4c: Wounds And/Or Mutilations

Roll once on a d10

1. Loss of hand. High roll: right. Low: left
2. Loss of eye. As above.
3. Loss of leg. As above. (peg leg at knee)
4. Many scars
5. Loss of tongue (mute)
6. Loss of ear. As per 1 above.
7. Loss of 1-5 fingers - roll hand.
8. Loss of nose.
9. Scars on face.
10. Loss of genitals.

CHART 4D: OTHERS Roll once on a d20.

1. Government Official. Roll on chart 2B
2. Friend
3. Thieves
4. Magic User
5. Mentor
6. Nobleman - roll title on Chart 2E
7. Invader
8. non-human invader
9. Monster - Roll on random monster tables.
10. neighbor
11. lover
12. Tradesman- roll occupation on Chart 2.
13. Non- human - elf / dwarf / halfling.
14. Highwayman.
15. Adventurer - roll class on Chart 2C.
16. Comrade
17. Guardian - if not already indicated, roll on Chart 4A.
18. Army officer - roll rank on Chart 5B.
19. Wild animal.
20. More than one of above working together. 2-5 re-roll.

Chart 4e: Relatives Roll once on a d10. To determine whether the relative is on the maternal or paternal side of the family, roll a d20. A high roll indicates father's side, a low roll, mother's side. * Roll sex as per Chart 1A for these relations.

1. Wife/husband
2. Son
3. Daughter
4. Brother
5. Sister
6. 1st cousin
7. Distant cousin
8. Uncle / Aunt
9. Parent-Mother/Father
10. Grandparent - Mother/Father

Appendix A

Chart 4f: Death Situations Roll once on d20. *=roll an additional d20. A roll of 1-8 indicates that the victim deserved to die and that you are held blameless in the eyes of the law. This does not, however, vindicate your character in the eyes of the victim's family or friends. They may still be out after your hide. A high roll on another d20 indicates that there is a private reward out for your death.

1. Work accident
2. Hunting accident
3. Premeditated murder
4. Fit of blind rage
5. Assassination
6. Negligence
7. Personal duel
8. Gang fight
9. Self defense
10. Disease carrier
11. Poisoning: accidental / purposeful
12. Turned over to government authorities
13. Sold into slavery and died
14. Driven to suicide
15. Starvation
16. Went insane and died
17. Thrown into prison and died
18. Killed during commission of a crime - go to 4G
19. Drunken brawl
20. To save someone else: relative (chart 4F) / other (chart 4D)

Chart 4g: Crimes Roll once on d20

1. Robbery
2. Pick pocketing
3. Heresy
4. Murder - go to chart 4F
5. Adultery
6. Insulting one of higher social standing
7. Trespassing
8. No crime at all
9. Witness
10. Treason
11. Failure to pay taxes / debts
12. Wrong place at wrong time
13. Losing side of political argument
14. Sacrilege
15. Unlawful sorcery (witchcraft)
16. Violation of curfew
17. Messenger of bad news
18. Stole food
19. Highwayman (brigand / bandit) / (pirate / buccaneer)
20. Harboring criminals.

Appendix A

Chart 4h: Religious Experience Roll 1-4 times on a d20. Assume that if more than one number comes up, the events happen within a 1-2 year period after initial experience. Events occur in the order they are rolled.

1. Join church
2. Hate the church
3. Vision of local god.
4. Vision of powerful god.
5. Vision of demon.
6. Become devoted follower of a god.
7. believe self to be reincarnated saint / hero / villain
8. Make pilgrimage to holy shrine.
9. Excommunicated for crime - go to 4G
10. Persecute the religious
11. Involved in Holy War - go to chart 5A
12. Religious, but not hypocritical
13. Desecrate some temple
14. Become a fanatic
15. Persecuted for faith
16. Lose faith (roll age)
17. Make prophetic statements.
18. Become novitiate for priesthood.
19. Religion is discredited
20. Started own cult.

Chart 5: Postchildhood Significant Event Roll 1-4 events on a d20. These are events that occur usually between the ages of 13-18 simultaneously with either prison, slavery or military service. Roll age for each event except where indicated by (*). For every 2 years the post-childhood period exceeds 18 years of age, roll a d20. A high roll indicates that an additional event occurred during that period. Any term of slavery, imprisonment, or military service will cut short any other of the three at the age indicated for it to begin. Roll a d6 and add 12 to find age event begins. Unless otherwise indicated, a player will end the use of these charts at age 18. If not indicated in regular rolling, a character will have a chance for love affairs during these years. A high roll on a d20 indicates 1-2 love affairs during the 13-18 year-old period. For every 5-6 year period after 18, roll again for an additional 1-2 love affairs. Roll on charts 5A - 5I only if indicated.

1. Religious experience - use chart 4H
2. Responsible for death of relative (4E) / other (4D), roll death situation on 4F
3. Apprenticed to mentor - roll mentor occupation on chart 2
4. Drafted / volunteered for military service - use 5A
5. Have love affair - use 5F
6. Learn occupation - use chart 2
7. Travel widely
8. Survive deadly disease
9. Live in city / countryside
10. Sold into slavery - use 4B
11. Caught and convicted of crime - roll crime on 4G and punishment on 5E.
12. Outlawed - roll on 4G
13. Entire home village wiped out by disease / fire / invaders / other - use 4D
14. Came into contact with non-human monster - roll a random monster
15. Take up good habits (5G) / bad habits (5H) (*)
16. Become friendly with race of elf / halfling / dwarf / orc
17. Serve wealthy patron - roll on chart 5I.
18. Become adventurer at early age 10-15.
19. Save life of relative (4E) / other (4D).
20. Become famous for some deed you have done - number significant events and choose dice size that most accurately represents that number and then randomize until event is chosen.

Appendix A

Chart 5a: Military Service Roll 1-4 times on a d20. Roll a term of 1-4 years. Every time that 1 comes up it indicates a promotion. Re-roll rank on 5B. Minimum promotion is 1 rank. Ranks of Commander of the Army, Commander in Chief of the Armed Forces, King and King of 2+ countries are available only through 1-step promotions. Reenlistment means rolling a new term of service which is an extension of the previous one. All earned rank is retained. If more than 1 term of military service is rolled on chart 5 then the second term will begin with the character a 1 -2 ranks lower than he finished the previous term. Roll age except where indicated by (*). Roll for in whose service the character fought on 5D.

1. Become officer - roll 5B
2. Demoted 1-4 ranks during service.
3. Lone survivor of massacre of entire army
4. Captured by enemy and tortured
5. Deserted / traitor - price on head of 100-1000 gp
6. Served as mercenary
7. Personally responsible for the deaths of many comrades-in-arms.
8. Best friend killed at side.
9. Prevented destruction of innocent villagers.
10. Spent most of the term in non-combat services
11. Was coward in battle
12. Decorated for heroism: if in the service of a King or Queen, character will be knighted. A roll of 8-10 on a d10 will indicate that a higher title has been given. Receiving character, though, must have attained rank of Lieutenant or better prior to this.
13. Learned use of exotic weaponry
14. Imprisoned for crime during service - use 4G and 5E.
15. Lead / part of successful mutiny - reward for you of 100-1000 gp (double if you led).
16. One of few survivors of disease decimated army
17. Badly wounded / mutilated in battle - use 4C
18. Reenlist in army - roll for second term
19. Learn occupation - roll on chart 2
20. In non - infantry branch of service - use 5C

Chart 5b: Officer's Rank Roll once on a d20 for each time indicated.

- 1-5 Decurion: Commander of 10 men.
- 6-9 Sergeant: Commander of 50 men
- 10-13 Centurion: Commander of 100 men
- 14-16 Lieutenant: Commander of 500 men
- 17-18 Captain: Commander of 1000 men
- 19 Colonel: Commander of 2000 men
- 20 General: Commander of 4000+ men
- Commander of the Army / Navy
- Commander of the Armed Forces
- King
- King of 2+ countries

Appendix A

Chart 5c: Special Services Roll once for each term of service on a d20.

1. Palace guard
2. Overseas service
3. City guard
4. Temple guard
5. Prison Guard
6. Reserves
7. Private bodyguard of employer
8. Engineer corps
9. Scouts
10. Cavalry
11. Navy
12. Marines
13. Special combat forces
14. War Machines
15. Archers
16. Messengers
17. Attached to diplomatic missions
18. Caravan guard
19. Border Guard
20. Gatekeeper

Chart 5d: In The Service Of... Role once for each term of service on a d8

Nobleman - use 2E

1. King
2. Queen
3. Defense of town or province
4. Wizard
5. Temple
6. Foreign power
7. Merchant Prince

Chart 5e: Punishment For Crimes Roll 1-4 significant events for an imprisonment period of 1-10 years on a d20, Roll age as per slavery. See 4B

1. Innocent of crime - unjustly convicted
2. Led / part of unsuccessful uprising +5 years in prison
3. Served term in galleys
4. Served term in mines
5. Escaped- 100-1000gp reward for capture
6. Religious experience in prison - use 4H
7. Learn occupation - use chart 2
8. Serve duration of sentence in military - go to 5A
9. Sentence commuted to half time
10. King frees all in prison - sentence at half time
11. Tortured
12. Led escape- 200-2000gp reward for your capture
13. Mutilated- use 4C
14. Escaped and caught +5 years to sentence
15. Whipped regularly
16. Survived disease
17. Learned thievery
18. Learned to disrespect authority
19. Picked up good habits (5G) / bad habits (5H)
20. Sold into slavery for term of prison sentence - 4B

Appendix A

Chart 5f: Love Affairs Roll 1-4 times on a d20 for each separate love affair. If not indicated, a character has a 25% chance of having a child from the affair. Norm is 1-3 children.

1. Unrequited love
2. Lover already married
3. Marry lover
4. Lover killed by relative (4E)/other (4D)
5. Lover a member of race: elf / dwarf / halfling
6. Broke up, went different ways
7. Lover was exceptionally good looking
8. Lover carried off
9. Lover unfaithful
10. Lover of higher social status
11. Lover of lower social status / slave
12. Lover much older / younger
13. Lover sold into slavery
14. Lover ugly
15. Lover died of disease / accident
16. Married 1-6 years and divorced lover
17. Have 1-4 children by lover
18. Separated forcibly from lover
19. Responsible for death of lover - use chart 4F
20. Lover joins celibate in church

Chart 5g: Good Habits Roll 1-4 times on d20.

1. Cleanliness
2. Benefactor to poor
3. Gentleman
4. Friend
5. Teetotaler
6. Religious
7. Sincere
8. Quiet
9. Honest in all things
10. Smiling
11. Defender of weak
12. Loving
13. Respect for all religions
14. Self confidence
15. Industrious
16. Humility
17. Negotiator
18. Minds own business
19. Punctual
20. Tender

Appendix A

Chart 5h: Bad Habits

Roll 1-4 times on d20.

1. Heavy drinker
2. Gambling
3. Randomness
4. Curses
5. Badmouthing
6. Distrust of others
7. Solitariness
8. Pushy
9. Loud
10. Poor hygiene
11. Picks fights (bully)
12. Selfish
13. Braggart
14. Laziness
15. Sadistic
16. Greed
17. Bigotry
18. Robbing helpless
19. Disrespect of other religions
20. Loss of self-confidence

Chart 5i: Service Of Patron

Roll for 1-10 years of service that may coincide with military, slavery, and imprisonment. If service begins during slavery assume that character has become a favorite of his / her master. If patron service continues beyond the normal termination of post-childhood experience (age 18) then consider your character to still be in the patron's service. Patrons are usually good for a loan of 100gp times the number of years served. Roll 1-4 significant events on a d10.

1. Learn occupation other than patron's - chart 2
2. Travel widely with patron
3. Relocate in new city
4. Patron driven from home city by competitors
5. Patron is of opposite sex
6. As 5 but roll love affair with patron - chart 5F
7. Patron dies while in service
8. Patron negates any military service rolls while in his service.
9. Patron educates you - roll additional occupation on chart 2
10. Rival of patron (roll chart 4D) is after your life. While in the service of patron any rolls for enslavement will be negated. Rolls requiring imprisonment will have the sentence reduced by half due to patron's influence on courts. Patron will, also, influence promotions and decorations while in military. Add +1 to roll for promotion and +2 for bestowing of title on character for bravery in battle. The character will also automatically serve in a non-infantry service (chart 5C).

Appendix B

APPENDIX B - CRITICAL HITS

SLASHING (scimitar, bastard sword, broad sword, long sword, great sword, axes)

- 01-09 Hit vulnerable area, damage X2
- 10-12 Strike vital area, damage X3
- 13-20 Destroy 1d4 items, 1/2 damage
- 21-22 Slit throat; 20+1d10 damage plus 1d8 for next 5 rounds until binding
- 23-55 Limb damaged: see limb damage chart
- 56-60 Hit face; scar, -1 charisma
- 61-63 Scalped, damage X2, -3 charisma, no hair will grow
- 64-65 Removed nose, -10 to charisma
- 66 Removed left ear, -20% chance of hearing, -2 charisma
- 67 Removed right ear, -20% chance of hearing, -2 charisma
- 68-70 Blind in one eye, 1/2 damage, -2 to hit, -4 with missiles, Lose DEX bonus on AC
- 71-72 Blind in both eyes, 1/2 damage, -6 to hit, -10 with missiles, lose DEX bonus on AC
- 73-77 Gut wound, 1/2 damage, takes 2 rounds to bind, see STOMACH WOUNDS
- 78-79 Sever spinal cord, save vs. paralyze or legs paralyzed. +10 damage
- 80-88 Organ hit, see ORGAN chart
- 89-95 Removed weapon. No damage unless monster (claws or teeth removed)
- 96-98 Limb, major tendon severed, roll on LIMB chart
- 99 Limb, major nerve severed, no sense of touch, roll on LIMB chart
- 00 DEATH

THRUSTING (Short Sword, Dagger)

- 01-09 Hit vulnerable area, damage X2
- 10-12 Strike vital area, damage X3
- 13-15 Puncture throat, damage +10, 1d8 for 4 rounds or until bound
- 16-30 Limb struck: uses LIMB chart, roll 1d4 for EXTENT
- 31-36 Blind in 1 eye, +50% damage, see SLASHING for results
- 37 Blind in both eyes, +75% damage, see SLASHING for results
- 38-44 Organ hit, see ORGAN chart
- 45-47 Blade stuck in bone, max weapon damage every round until removed
- 48-51 Limb: tendon severed, 1 limb useless- see LIMB chart
- 52-62 Lodged in vital area, take damage again when removed
- 63-69 Destroyed 1 item, damage -d4
- 70-78 Solar plexus hit, damage X2.5
- 79-90 Gut wound, effects as stomach wound use ORGAN chart
- 91-99 Exceptional blow- blade passes through body, damage X3
- 00 Strike perfect blow- instant death

CRUSHING (Bo-stick, Club, Hammer, Mace, Morning Star, Jo-stick, Quarterstaff, Flail)

- 01-03 Crush neck- damage =20+ 1d10, save vs. paralysis or paralyzed from neck down until cured for 2x damage taken
- 04 Crush throat, damage +50% and can't breath; unconscious in CON/6 rnds, suffocate to death 10 rnds later.
- 05-21 Limb cracked, roll on LIMB chart to see which one. Useless for 2 months, -2 days per CON
- 22-27 Crak skull, damage =10 + 1d10, save vs. death or lose 1 -2 points of WIS and INT
- 28-29 Spine cracked, see SLASHING for effects
- 30-36 Rib cracked, damage +20%, -1 to hit
- 37-42 If wearing plate, crunched inside +10 damage and 50% chance of not being able to breathe until removed; if not removed, treat as crushed throat, -1 AC worse for armor.
- 43-46 If wearing chain, horrible imprint left, +25% damage and 25% chance of scar
- 47-50 Organ ruptured; see ORGAN chart
- 51-57 Stunned for 1d10 segments, cant fight or defend for 1d6 rnds
- 58-63 Hit face, -1 charisma, damage +25%
- 64-65 Helm destroyed (only magic helms get saving throw) save vs. CON or knocked out 1d4 rnds
- 66-73 Shield destroyed (only magic shields get saving throw)
- 74-77 Destroy 1d4 items, damage -25%
- 78-83 Hit tip of sternum, damage x2, -2 to hit
- 84-85 Crush pelvis, damage +50% and 1 HP/rnd until magically cured for 10 HP
- 86-90 Crack jawbone, +10% damage and can't talk or eat for 1d12 days
- 91-94 Glancing blow to face, 1/2 damage, 1d8 teeth knocked out, -2 Charisma
- 95-99 Shoulder crushed and arm useless
- 00 Head crushed in- dead

Appendix B

SHARP PROJECTILE (Arrow, Dart, Thrown Dagger, Crossbow Bolt)

- 01-09 Hit vulnerable area, damage X2
- 10-12 Strike vital area, damage X3
- 13-23 Blind in one eye, X3 damage, -2 to hit, -4 with missiles, lose DEX bonus on AC
- 24-30 Stick in bone, take damage again to remove
- 31-36 Pierce hand, useless for one week or until 2X damage cured
- 37-40 Pierced neck, 1d10 damage, + 1d4 damage for next three rounds from bleeding
- 41-45 Limb hit at joint (use LIMB chart), limb useless until projectile removed, then -1 to hit with that limb until healed
- 46-50 Remove finger, see LIMB chart
- 51-59 Pass entirely through body, X2 damage
- 50-68 Pin arm to chest, chance to remove-chance to open doors +10%
- 69-77 Hit weapon hand, see LIMB chart for ARM damage
- 78-84 Organ hit, see ORGAN chart
- 85-93 Projectile sinks all the way in, unpleasant damage X2
- 94-98 Projectile lodged in bone, max weapon damage until removed
- 99 Limb, stuck in major tendon, making that limb useless, us LIMB table for location
- 00 Perfect shot- DEATH

POLE ARM (Bardiche, bec de corbin, bill-guisarme, fauchard, fauchard-fork glaive, par ransuer, spetum, voulge)

- 01-09 Hit vulnerable area, damage X2
- 10-12 Strike vital area, damage X4
- 13-18 Mutilate chest, damage X2
- 19-24 Horrible gash, damage X2, infection in 1d6 days
- 25-40 Limb struck, see LIMB chart
- 41-43 Grazed face, damage +1/2, -1 on charisma until X3 damage cured
- 44-47 Destroyed armor if chain mail or weaker
- 48-51 Blind in one eye, damage X2, see SLASHING
- 52-54 Blind in both eyes, damage X2, see SLASHING
- 55-62 Rip shield from grasp, 1/2 damage (if no shield, MAX damage)
- 63-71 Organ hit, see ORGAN chart
- 72-78 Stuck in ribs, take damage every round until removed
- 79-80 Blade goes entirely through, take X3 MAX damage
- 81-88 Polearm disarms opponent, no damage unless opponent has teeth or claws
- 89-94 Destroy 1d4 items, 1/2 damage
- 95-99 Hack out chunk of flesh, X3 MAX damage, -4 to charisma, will leave bad scar
- 00 Blade cleaves skull, save vs. death at -5. If saved then instant death, if failed, character loses 1d4 on constitution permanently and dies very horribly

SPEAR-LIKE (Spear, Javelin, Trident, Lance, Fork, Pick, Pike)

- 01-09 Hit vulnerable area, damage X2
- 10-12 Strike vital area, damage MAX X2
- 13-20 Impaled, MAX damage and takes 1d6 rounds to remove
- 21-29 Victim pinned to ground for 1d4 rounds
- 30-36 Neck punctured, see THRUSTING
- 37-41 Arm pinned to body, MAX damage
- 42-46 Hit shoulder, arm useless, -4 to hit due to pain
- 47-48 Impaled and lifted off ground, X3 damage
- 49-55 Sticks in shield, makes both shield and spear useless, 10% chance of hitting arm 1/2 damage if this occurs
- 56-60 Hit ribs and break several X2 damage -2 to hit
- 61-70 Blind in one eye, X2 damage, see SLASHING
- 71-79 Roll on THRUSTING table
- 80-83 Destroyed 1-2 items, 1/2 damage
- 84-87 Hit face, X2 damage, 25% chance of scar, -1 charisma until cured for 2x damage
- 88-94 Hit in gut, see SLASHING
- 95-99 Goes clear through body, MAX X2 damage
- 00 Pierces heart, save vs. death at -5 or dead, if saved HP reduced to 0

SPIKED (Some maces, Morning-stars, Flails, Clubs)

- 01-50 Roll on crushing table, with +1d4 damage
- 51-57 destroyed chain mail or weaker armor
- 58-67 Removed finger, see LIMB chart for effects
- 68-73 Stuck in bone, take damage every round until removed (removal takes damage)
- 74-77 Punctured one eye, damage X2, see SLASHING
- 78-83 Punctured both eyes, damage MAX X2, see SLASHING
- 84-88 Many spikes hit, MAX X2 damage
- 89-94 Deep puncture wound, damage X2, will infect in 1d6 days
- 95-99 Organ hit, see ORGAN chart
- 00 Crushed skull, dead

Appendix B

THROWN STONES (Sling stones, Sling bullets)

- 01-30 Stunned for 1d10 segments, can't fight or move for 1d4 rounds
- 31-50 Blind in one eye, X2 damage, see SLASHING
- 51-70 Limb cracked, X2 damage (25% chance of being useless), see LIMB chart
- 71-80 Limb broken, MAX X2 damage, (75% chance of being useless), see LIMB chart
- 81-99 Vital area, MAX X2 damage
- 00 Shattered skull, save vs. death at -10 or dead. If saved, INT -1d4 and WIS -1d4, HP=0

BITES AND CLAWS (Monsters, unarmed humanoids)

- 01-09 Hit vulnerable area, MAX damage
- 10-12 Hit vital area, MAX X2 damage
- 13-31 Limb hit, see LIMB chart
- 32-35 Break ribs, damage X2, -4 to hit due to pain
- 36-38 Organ gouged, see ORGAN chart
- 39-51 Knocked down (if possible), MAX damage, monster gets +2 to hit on next attack, save vs. paralysis or lose next attack
- 52-54 Blind in one eye, damage X2, see SLASHING
- 55-57 Blind in both eyes, damage X2 see SLASHING
- 58-65 Severed major tendon, see SLASHING
- 66-75 Roll on SPIKED table
- 76-79 Unpleasant things done to face, X2 damage, -2 charisma, 5% each major feature being made useless. Cure for 5x damage to heal.
- 80-99 Deep gouge, MAX X2 damage, weird scar and will be infected if possible
- 00 Removed throat, save vs. death at -10 or dead. If saved, reduced to 0 HP and charisma -6 due to huge scar on neck.

LIMB DAMAGE

AREA (WITH SHIELD 1D6, W/O SHIELD 1D4) Reverse all L & R for left-handers
die roll

- 1 R. Leg
- 2,5 L. Leg
- 3,6 R. Arm
- 4 L. Arm

LOCATION (d10) X5 damage

- 1 Fingers (toes)
- 2-3 Wrist (ankle)
- 4-5 Mid-forearm (mid-calf)
- 6-8 Elbow (knee)
- 9-10 Shoulder (hip)

EXTENT (D6)

- 1 Temporarily damaged
- 2 Badly hacked
- 3-4 Crippled severely
- 5-6 Completely severed

ARM

- Temporarily damaged -4 to hit, -4 to damage
- Badly hacked -6 to hit, -6 to damage
- Crippled severely -8 to hit, -8 to damage
- Fingers Remove 1-2 fingers, lose 1 hp each, 25% chance thumb. If thumb or 3+ fingers lost, save vs. paralysis each blow or drop weapon
- Completely severed -10 to hit, -10 damage

LEG

- Toes -10% movement
- Temporarily damaged -10% movement
- Badly hacked -25% movement
- Crippled severely -50% movement
- Completely severed -90% movement

Appendix B

ORGAN DAMAGE

Location (d6)

- 1 Lung- Damage X2, save vs. poison or lung collapses: unconscious for 10-20rnds then half move until healed
- 2 Heart- (nicked): Damage MAX X2
- 3 Kidney- Damage +2, blood poisoning, death in 4d12+CON hours; neutralize poison will add 10 hours
- 4 Liver- Damage +3, bleed for 1d4 hp for 5 rounds
- 5 Spleen- Damage +3, bleed for 1d6 hp for 5 rounds
- 6 Stomach- Damage X2, take full damage again daily from digestive fluids. Will become terminally infected in one day. This will weaken the victim at 1 Strength and 1 Constitution point / day. The victim dies when Strength, Constitution, or HP goes below zero. A cure disease is required to stop infection; thereafter, the character will regain Strength and Constitution at the rate of 1 point per day.

Critical wounds by failed saving throw against magical attacks, cold, acid electricity, or poison; there is a chance that a critical wound will result. (Saving throw needed - saving throw rolled) *2% Roll this percentage to see if a critical occurs.

FIRE

- 01-09 Hit exposed area, MAX X2 damage
- 10-40 All oil, alcohol, or other flammables explode for 1/2 damage each
- 41-45 If holding metal item, it melts onto hand permanently (only if fire is strong enough)
- 46-50 Destroy 1d4 items, take full damage
- 51-54 One eye is burned, X2 damage, see SLASHING
- 55-60 Both eyes are burned, X2 damage, see SLASHING
- 61-66 Blinded for 1d6 rounds
- 67-74 Smoke inhalation, out of action for 1d4 rounds
- 75-80 Flame gets under clothes or armor, X2 damage
- 81-99 Burned face and skin, causing scars and -3 charisma, must cure for 5x damage to regain charisma.
- 00 Inhaled flame, save vs. death at -10 or lungs burned out and death. If saved, MAX damage X2

COLD

- 01-40 Limb frozen, cure within 10 rnds or lose it (roll on LIMB table)
- 41-50 1d6 non-magical glass and metal items turn brittle; save at -5 if struck
- 51-60 Severely frozen, Strength and Dexterity -2 for 2d6 rounds
- 61-70 Go into shock from cold (same effects as being unconscious) Roll less than CON on d20 every round to come out the next round unharmed
- 71-75 Body completely numbed all surface nerves paralyzed for 1d4 hours: will not know damage taken per each blow, must roll under DEX on d20 for each attack or will drop weapon
- 76-88 Severe frostbite- lose toes, nose, etc. (see Druid's Chill Metal Spell)
- 89-99 Flesh frozen and gangrene will set in, X2 damage
- 00 Blood crystallized, save vs. death at -10 or die. If saved HP reduced to 0

ELECTRICITY

- 01-20 Hits unprotected area, X2 damage
- 21-40 Goes into convulsions for 1d4 rnds, X2 damage
- 41-46 All potions carried make saving throw or are changed: 1-50 useless, 51-90 changed, 91-00 poison
- 47-52 If wearing metal armor, welded inside; MAX damage
- 53-65 Severe burns at entry and exit points, X2 damage
- 66-70 One limb burned off (roll on LIMB table) MAX X2 damage
- 71-80 Nervous system damaged: lose 1d4 of dexterity (regained if healed magically for 5X damage)
- 81-85 Nervous system damaged: lose 1d4 of wisdom (regained if healed magically for 5x damage)
- 86-90 Nervous system damaged: lose 1d4 of intelligence (regained if healed magically for 5x damage)
- 91-93 Temporary amnesia lasts (9+d20) days. Save vs. paralyze or also lose all 1 level (including experience and spells memorized).
- 94 Permanent amnesia, save vs. paralyze or lose all experience (back to 1st level)
- 95-98 Temporary insanity 1d8 days
- 99 Permanent insanity
- 00 Strikes heart, death

POISON

- 01-40 Temporary insanity, lasts for 3d6 days
- 41-49 Permanent insanity
- 50-59 Lingering results- poison won't leave system for 1d4+2 days and there will be "flashbacks" which do 10-80% of poison damage
- 60-79 Unusually high dosage, effects (damage) +MAX
- 80-97 One score lowered 1-2 must neutralize poison and heal 5x damage to regain
- 98-99 Save vs. poison or enters major artery, damage MAX X3
- 00 Poison has unique effect on this individual; save vs. death at -5 (or at +5 for non-damaging poisons) or fatal

Appendix B

ACID, dissolving

- 01-40 Limb struck, use LIMB chart or DM's choice
- 41-60 Hits exposed area, X2 damage
- 61-70 All items close to area hit save at- 3 or destroyed
- 71-77 Acid gets into potion flask, water skin, etc.
- 78-82 One eye blinded, damage X2, see SLASHING
- 83-90 Both eyes blinded, damage X2, see SLASHING
- 91 Hair burned off, -3 damage
- 92-00 Severe facial damage, -3 charisma, heal damage X6 to regain

Fumbles

Slashing

- 01-30 Roll Dexterity or drop/throw weapon 4d6 feet away
- 31-60 Weapon sticks in surrounding item (i.e. floor, wall, pillar). Roll bend bars to free. Weapon saves vs. crushing blow
- 61-70 Hit someone else within 5' radius of intended target
- 71-80 Hit friend
- 81-90 Critical friend
- 91-95 Hit self
- 96-98 Critical self
- 99 Critical friend, weapon breaks (-5, save vs. crushing blow)
- 00 Freak swing, weapon embedded in wielder's skull, instant death

Piercing/Thrusting

- 01-30 Roll Dexterity or slip and be stunned 1d4 rounds
- 31-60 Weapon sticks in surrounding item (i.e. floor, wall, pillar). Roll bend bars to free. Weapon saves vs. crushing blow
- 61-70 Opponent gets automatic initiative next round
- 71-80 Hit friend
- 81-90 Critical friend
- 96-98 Critical self
- 99 Critical self, weapon breaks (-5, save vs. crushing blow)
- 00 Freak attack, impale self, instant death

Blunt/Crushing

- 01-30 Roll dexterity or drop weapon
- 31-60 Weapon hits surrounding item (i.e. floor, wall, pillar) Save vs. crushing blow for weapon and item hit
- 61-70 Dropped weapon on foot causing movement to drop to 1/2 rate
- 71-80 Hit self
- 81-90 Hit friend
- 91-95 Critical friend
- 96-98 Critical self
- 99 Weapon breaks (-5, save vs. crushing blow)
- 00 Freak attack, hit self in head (roll d100 - 01-50 lose 1d4 Intelligence; 51-00 crush skull, instant death)

Missile

- 01-30 Roll Dexterity or drop weapon
- 31-60 For bow weapons, weapon entangled in object/clothing. Missile does x2 damage to self
For thrown weapons, weapon bounces off of intervening object and has 20% chance of hitting self
- 61-80 Hit nearest being to the intended target
- 81-90 Hit friend
- 91-95 Weapon breaks (string snaps, sling breaks, dagger shatters, etc.) Save -5 vs. crushing blow
- 96-98 Critical friend
- 99 Weapon breaks, no save
- 00 Freak accident, weapon rebounds and hits self in head causing instant death

Appendix C

APPENDIX C - CRIME AND PUNSHMENT

Charges

Crime	Modifier
Desertion, expectorate on gentleman, trip soldier, foul road	0
Probation violation, slap, bothering a lady, public drunkenness	-1
Escapee, property damage, vagrancy, trespassing, disorderly conduct	-2
Fugitive from justice, theft, arson, manslaughter, bandit	-3
Rape, assault and battery, kidnapping, extortion	-4
Outlaw, murder, treason, tax evasion, expectorate on nobleman, climb city walls	-5

Modifying Circumstance	Modifier
Use of illegal magic	-2
Fair fight	+2
Resisting arrest	-2
Insolence	-1

Magistrate's Disposition	1d8 Roll	Modifier
Angry	1	-4
Distracted	2	-3
Irritated	3	-2
Hung over	4	-1
Bored	5	0
Interested	6	+1
Sympathetic	7	+2
Amiable	8	+3

Weather	1d8 Roll	Modifier
Raining (downpour)	1	-3
Raining (drizzle)	2	-2
Foggy	3	-1
Cloudy	4	+1
Clear	5	+2
Sunny	6	+3
Holiday *	7	+1
Unseasonably cold *	8	-1

* if this result is gained, note it, and re-roll (ignoring any result of 7 or higher)

Solicitor's Disposition	1d8 Roll	Modifier
Didn't show up	1	-3
Hates client	2	-4
Dislikes client	3	-2
Concerned	4	0
Deeply concerned	5	+1
Lucid	6	+2
Eloquent	7	+3
Inspired	8	+4

Charisma / Donation	10 - 99 gp	100 - 999 gp	1,000 + gp
3 - 8	+1	+2	+3
9 - 12	+2	+3	+4
13 - 18	+3	+4	+5
19 +	+4	+5	+6

Appendix C

Roll 1d20, and add the sum modifier to the die roll.

1d20 Roll	Punishment	Chance of Successful Bribe *	Chance of Successful Escape
1	Drawn and Quartered	1 %	1 %
2	Impaled or Beheaded	1 %	2 %
3	Hanged	2 %	3 %
4	Tortured	2 %	4 %
5	Flayed	3 %	5 %
6	Imprisonment	4 %	6 %
7	Whipped	3 %	7 %
8	Gauntlet	3 %	8 %
9	Enslaved	2 %	9 %
10	Impressed	1 %	10 %
11	Jailed	4 %	11 %
12	Humiliated	2 %	12 %
13	Stocks	1 %	13 %
14	Apprenticed	-	14 %
15	Fined	1 %	15 %
16	Probation	-	16 %
17	Pay Court Cost	-	5 %
18	Case Dismissed	-	-
19	Favorable Judgment	-	-
20	Beneficial Judgment	-	-

* Per 1 gp paid in bribery to the guards

Explanation of Punishments

1. Drawn and Quartered: Death.
2. Impaled or Beheaded: Death.
3. Hanged: The condemned is hanged by the neck until he is dead.
4. Torture:

1d8	Level	Damage	Duration	Bribe*	Reprisal**
1	Quickly	1d6	Instant	Nil	Nil
2	Hot Foot	1d6	10 minute	50	7 %
3	Tickling	1d4/day	3d6 days	70	10 %
4	Stoning	1d100	1d6 rounds	100	14 %
5	Mild	3d6	1d6 rounds	140	20 %
6	Moderate	4d6	1d6 turns	200	28 %
7	Severe	5d6	1d6 hours	280	40 %
8	Extreme	6d6	1d6 + 4 hours	400	60 %

* Amount in gp needed to lower the torture level by one level.

** Each time a bribe is paid, the reprisal chance must be rolled. If a reprisal has been made, it has two effects. First, roll on the **Reprisal** table below. Second, no further attempts can be made to lower the torture level.

1d6	Result
1	Guards want more money (double original bribe), or use result # 4.
2	Guards want more money (five times original bribe), or use result # 5.
3	Guards want more money (ten times original bribe), or use result # 6.
4	Use original level of punishment, bribe returned.
5	Use original level of punishment, bribe kept.
6	Increase original level of punishment by one, and charged with bribery.

Appendix C

5. Flayed: The condemned is tied to a post and flayed by day, and taken down by night. Damage is 1d4 hit points per day.

1d6	Number of Days	Bribe *	Reprisal **
1	1	30	Nil
2	3	45	1 %
3	9	100	3 %
4	13	140	4 %
5	19	160	7 %
6	21	180	9 %

* Amount in gp needed to lower the torture level by one level.

** Each time a bribe is paid, the reprisal chance must be rolled. If a reprisal has been made, it has two effects. First, roll on the **Reprisal** table above. Second, no further attempts can be made to lower the torture level.

6. Imprisoned: Roll 1d10, and consult the following table.

1d10	Duration	1d10	
1	one day	6	six months
2	ten days	7	one year
3	thirty days	8	two years
4	sixty days	9	three years
5	ninety days	10	four years

7. Whipped

1d6	Implement	Bribe *	Reprisal **
1	Silk cord	Nil	Nil
2	Rope	10	2 %
3	Belt	40	4 %
4	Whip	60	6 %
5	Wire	100	8 %
6	Cat o' nine tails	160	10 %
7	Scourge	180	12 %
8	Flail	200	16 %

* Amount in gp needed to lower the torture level by one level.

** Each time a bribe is paid, the reprisal chance must be rolled. If a reprisal has been made, it has two effects. First, roll on the **Reprisal** table above. Second, no further attempts can be made to lower the torture level.

8. Gauntlet

1d8	AC	MV	Distance	Strikers	Stumble	Bribe*	Reprisal**
1	Plate	12'	60'	10-60	10 %	Nil	Nil
2	Chain	18'	60'	10-60	8 %	5	6 %
3	Leather	24'	60'	10-60	6 %	10	10 %
4	No armor	30'	60'	10-60	6 %	15	18 %
5	No armor	30'	80'	10-80	4 %	40	28 %
6	Weighted Boots	10'	80'	10-80	12 %	80	40 %
7	Legs tied	8'	100'	10-100	18 %	120	60 %
8	Ball and chain	6'	100'	10-120	24 %	200	80 %

* Amount in gp needed to lower the torture level by one level.

** Each time a bribe is paid, the reprisal chance must be rolled. If a reprisal has been made, it has two effects. First, roll on the **Reprisal** table above. Second, no further attempts can be made to lower the torture level.

9. Enslaved: Slavery is permanent, unless the slave is allowed to buy his freedom.

1d8	Master	1d8	Master
1	Gladiator	5	Zoo or Stable
2	Quarry or Mines	6	Beggar or Street scooper
3	Merchant or Farmer	7	To Plaintiff
4	Prostitute or Knight	8	Adventurer (1d6+5 Levels)

Appendix C

10. Impressed

1d10	Service	1d10	Service
1	Cavalry	6	Constable
2	Marines	7	Wall repair
3	Militia	8	Road repair
4	Ship's Crew	9	Warehouse
5	Remote Garrison	10	Street scooper

Length of Impression: 1 - 50% 1 year
51 - 100 % Permanent

11. Jailed: Same as prison sentence, only divide time served by ½.

12. Humiliated: Chance to bribe is equal to the victim's Charisma (percentage). Every 10 gp bribe reduces the condemned's humiliation level by one point. If the bribe fails, roll for Reprisal as on previous punishments.

1d8	Punishment
1	Carry 50 lb. candle down main street.
2	Crawl down main street on hands and knees.
3	Expectorate Gauntlet.
4	Dragged down main street by a jackass.
5	Public dunking.
6	Yellow stripe painted down back.
7	Crawl down main street naked.
8	Crawl down main street naked, being ridden by a jester.

13. Stocks: The length of the sentence is 1d10 + 10 days. Each day, there is a chance of taking 1d6 hit points of damage due to stoning. The chance is 30%, minus the condemned's Charisma score.

14. Apprenticed: Length of sentence is the same as for prison sentence. To determine the condemned's new master, roll 1d100%. On a roll of 50 or less, the new master is a merchant, otherwise, he is a guild member.

Merchant: Roll 1d12: 1-8 common, 9-11 rare, 12, extraordinary.

Common

1d8	Stock
1	Food stuffs
2	Wine
3	Beer
4	Clothing
5	Small livestock
6	Rope
7	Tools
8	Feed and Seed

Appendix C

Rare

1d10	Stock
1	Armor
2	Weapons
3	Foundry
4	Horses
5	Cattle
6	Shipyards
7	Leather goods
8	Wagon caravan
9	Hotel owner
10	Spices
11	Rugs and tapestries
12	Building supplies
13	Books or Objects d'art
14	Quarry or mines
15	Precious gems and/or metals
16	Lumber
17	Perfumes and soaps
18	Showman
19	Processed foods
20	Shipping line

Extraordinary

1d8	Stock
1	Magic weapons
2	Magic armor
3	Magic items
4	Magic books and scrolls
5	Magic potions
6	Fantastic creatures
7	Fantastic creature eggs
8	Fantastic creature parts

Guild

1d20	Guild	1d20	Guild
1	Accountant	11	Executioner
2	Alchemist	12	Goldsmith
3	Armorer	13	Jeweler
4	Assassin	14	Solicitor
5	Cleric	15	Miner
6	Ship builder	16	Mage
7	Cobbler	17	Navigator
8	Bricklayer	18	Sage
9	Carpenter	19	Thief
10	Engineer	20	Blacksmith

Appendix C

15. Fined

1d8	Fine	1d8	Fine
1	one cp	5	100 gp
2	one sp	6	1,000 gp
3	one gp	7	5,000 gp
4	ten gp	8	All possessions

16. Probation: Length of sentence is the same as for Jail term. The convicted must report to the Town Hall once per week, or be treated as an Escapee. The convicted may not wear armor, nor may he carry any weapon other than a dagger. Furthermore, the convicted may not get drunk.

If the convicted breaks any of the terms of his parole, there is a chance (assigned by the DM) of an anonymous informer turning him in. Each parole violation for which the convicted is caught adds 1 month to the duration of his probation.

17. Court Costs: 1d100 x 10 gp.

18. Case Dismissed: Accused found not guilty, all charges dropped.

19. Favorable Judgment: Accused found not guilty. Accused is assessed compensation for his time and inconvenience (roll amount on fine chart).

20. Beneficial Judgment: Accused found not guilty. Accused is assessed compensation for his time and inconvenience (roll amount on fine chart, and multiply this amount by the Accused's hit dice).

Appendix D

APPENDIX D - TRAINING COST

Character ability by Character class	WEEKLY TRAINING COSTS							
	500	1,000	2,000	4,000	8,000	15,000	30,000	50,000
Paladin								
Additional weapon	1,3	5	7	9	11	13	15	17+
Turn Undead	3							
New spell level	9,11	13	15					
Fighter								
Additional weapon	1,4	7	10	13	16	19	22	25+
Ranger								
Additional weapon	1,4	7	10	13	16	19	22	25+
New druid spell level	8,12	16						
New M-U spell level	9,13							
Barbarian								
Additional weapon	1,3	5	7	9	11	13	15	17
Cleric								
Additional weapon	1,5	9	13	17	21	25	29	33+
New Spell level	1,3	5	7	9	11	16		
Druid								
Additional weapon	1,6	11	16	21				
New spell level	1,2	3	6	9	11	12		
Identify plants, animals, pure water, & pass without trace	3							
Woodland languages	3+							
Shape change & immune to woodland charm		7						
Hierophant training							17	
Magic-user								
Additional weapon	1,7	13	19	25	31	37	43	49+
New spell level	1,3	5	7	9	12	14	16	18
Create scrolls & potions		7						
Create magic items			12					
Thief								
Additional weapon	1,5	9	13	17	21	25	29	33+
Read languages		4						
Decipher magic scrolls			10					
Bard								
Additional weapon	1,5	9	13	17	21	25	29	33+
New spell level	1,4	7	10	13				
Additional language	4+							

The entries on this table represent the levels at which a character becomes eligible to acquire a skill that can only be learned by training. The column in which a particular number appears indicates the cost, in gold pieces per week of training, for the character to acquire the skill.

Appendix E

APPENDIX E - ATTACK MATRIX

Monster (HD)	1-2	1-4		1	1+1	1+4	2+4	3+4	4+4	6+4	7+4	8+4	9+4
	hp	hp	1-1		1+3	2+3	3+3	4+3	6+3	7+3	8+3	9+3	11+3
Fighter (Level)	0	M@A	1	2	3	4	5	6	7	8	9	10	11
Cleric (Level)			1-2	3	4-5	6	7-8	9	10-11	12	13-14	15	16-17
Thief (Level)		1-2	3-4	5	6-7	8	9-10	11-12	13-14	15-16	17-18	19-20	21+
M-U (Level)	1	2-3	4-5	6-7	8-9	10	11-12	13	14-15	16-17	18-20	21+	
Opponents AC:													
-10	27	26	25	24	23	22	21	20	20	20	20	20	20
-9	26	25	24	23	22	21	20	20	20	20	20	20	19
-8	25	24	23	22	21	20	20	20	20	20	20	20	18
-7	24	23	22	21	20	20	20	20	20	20	19	18	17
-6	23	22	21	20	20	20	20	20	20	19	18	17	16
-5	22	21	20	20	20	20	20	20	19	18	17	16	15
-4	21	20	20	20	20	20	20	19	18	17	16	15	14
-3	20	20	20	20	20	20	19	18	17	16	15	14	13
-2	20	20	20	20	20	19	18	17	16	15	14	13	12
-1	20	20	20	20	19	18	17	16	15	14	13	12	11
0	20	20	20	19	18	17	16	15	14	13	12	11	10
1	20	20	19	18	17	16	15	14	13	12	11	10	9
2	20	19	18	17	16	15	14	13	12	11	10	9	8
3	19	18	17	16	15	14	13	12	11	10	9	8	7
4	18	17	16	15	14	13	12	11	10	9	8	7	6
5	17	16	15	14	13	12	11	10	9	8	7	6	5
6	16	15	14	13	12	11	10	9	8	7	6	5	4
7	15	14	13	12	11	10	9	8	7	6	5	4	3
8	14	13	12	11	10	9	8	7	6	5	4	3	2
9	13	12	11	10	9	8	7	6	5	4	3	2	1
10	12	11	10	9	8	7	6	5	4	3	2	1	0

This expanded chart will give a character a 5% better chance "to hit" in melee on virtually every level promotion, instead of having to wait for some number of levels to gain a 5%, 10%, or even 15% increase.

Appendix E

Armor

AC*

None	10
Padded, Leather	8
Studded Leather, Ring Mail	7
Brigandine, Scale Mail	6
Chain Mail	5
Bronze Plate	4
Banded Mail, Plate Mail	3
Full Plate	2

*with shield subtract 1 from AC

Table XVI - Shield

Attributes

Shield Size	Parry
Damage	
Buckler d2	1
Small d3	2
Medium d4	3
Large d6	3*

*May use bonus while dodging missile weapons

Table XVII - Shield Use

Modifiers

+1 per shield proficiency slot gained after 1st level
+2 for a buckler
+1 for a small shield
+0 for a medium shield
-1 for a large shield
+x, where 'x' is the magical '+' of the shield
-5 if not normally allowed to use a shield

Table IXX - Dam

Absorbed by Shield

buckler	4
small shield	6
medium shield	7
large shield	8

Table XVII - Armor

Resistance

<u>armor</u>	<u>damage</u>
leather	d4
scale	d5
chain	d6
plate	d8

Appendix F

APPENDIX F - SAVING THROW MATRIX

	Level (or Hit Dice) of the character or monster												
	0	1-1	1	2	3	4	5	6	7	8	9	10	11
Paralyzation, poison, or death magic													
<i>Clerics</i>	12	11	10	10	10	9	9	8	8	7	7	6	6
<i>Fighters</i>	16	15	14	14	13	13	12	11	10	10	9	8	7
<i>Magic-users</i>	16	15	14	14	14	14	14	13	13	13	12	12	11
<i>Thieves</i>	15	14	13	13	13	13	12	12	12	12	11	11	11
Petrifaction or polymorph													
<i>Clerics</i>	15	14	13	13	13	12	12	11	11	10	10	9	9
<i>Fighters</i>	17	16	15	15	14	14	13	12	11	11	10	9	8
<i>Magic-users</i>	15	14	13	13	13	12	12	11	11	11	10	10	9
<i>Thieves</i>	14	13	12	12	12	12	11	11	11	11	10	10	10
Rod, staff or wand													
<i>Clerics</i>	16	15	14	14	14	13	13	12	12	11	11	10	10
<i>Fighters</i>	18	17	16	16	15	15	14	13	12	12	11	10	9
<i>Magic-users</i>	13	12	11	11	11	10	10	9	9	9	8	8	7
<i>Thieves</i>	16	15	14	14	14	13	12	12	12	11	10	10	10
Breath weapon													
<i>Clerics</i>	18	17	16	16	16	15	15	14	13	13	13	12	12
<i>Fighters</i>	20	19	17	17	16	15	14	13	12	11	10	9	8
<i>Magic-users</i>	17	16	15	15	15	14	14	13	13	13	12	12	11
<i>Thieves</i>	18	17	16	16	16	16	15	15	15	15	14	14	14
Spells													
<i>Clerics</i>	17	16	15	15	15	14	14	13	12	12	12	11	11
<i>Fighters</i>	19	18	17	17	16	15	14	14	13	12	11	11	10
<i>Magic-users</i>	14	13	12	12	12	11	11	10	10	10	9	9	8
<i>Thieves</i>	17	16	15	15	14	14	13	13	12	12	11	11	10

Appendix G

APPENDIX G - EXPERIENCE POINT VALUES

Description	Value
GENERAL	
Posted watch	5
Finding hidden/secret item	5
Subduing	20
Making correct connection in plot	20
Making major connection in plot (w/out DMs help)	20 - 100
Good role-playing	20 - 100
Clever idea	50 - 100
Idea that saves party	100 - 500
Encouraging others to participate through role-play	20 - 50
Defeat creature in single combat	x.p. per MM
Defeat creature with help	Spcl
Role-playing racial and regional biases/beliefs	250 per day
Special racial abilities successfully role-played	10 (50 for good usage)
Successfully played alignment	120 (60 ea for each part)
WARRIOR	
Fighter = 10% bonus if Str \geq 16	
Paladin = 10% bonus if Str, Wis \geq 16	
Ranger = 10% bonus if Str, Dex, Wis \geq 16	
Per HD of creature defeated	10 x.p.
Using tactics (i.e. flanking, shield walls, etc.)	1.5 * x.p. of creature
PRIEST	
General = 10% bonus if Wis \geq 16	
Druid = 10% bonus if Cha \geq 16	
Per successful use of granted power	100
Spells cast to further ethos	100 per spl lvl
Make potion/scroll	x.p. value
Make permanent holy/magic item	x.p. value
Make new, unique, permanent holy/magic item	1.5 * item x.p. value
Gaining converts to your religion	500/lvl (50 for 0 lvl NPCs)
Successful casting of spell ins stressful situation	50 per spl lvl
WIZARD	
10% bonus if Int \geq 16	
Spell cast to overcome foe/problem	50 / spl lvl
Spell successfully researched	500 / spl lvl
Make potion/spell	x.p. value
Make permanent magic item	x.p. value
Make new, unique, permanent holy/magic item	1.5 * x.p. value
Researching spells	200 per level
Successful casting of spell ins stressful situation	50 / spl lvl
ROGUE	
Thief = 10% bonus if Dex \geq 16	
Bard = 10% bonus if Dex, Cha \geq 16	
Per successful use of special ability	100
Per gp of treasure "obtained"	2
Per HD of creature defeated (Bard only)	5
Failing ability check but not getting caught/incarcerated w/ role-playing	200

Appendix H

APPENDIX H - ERRATA

One of the old Dragon Magazines -- I forget which issue -- published a list of "Errata" to the DMG1. I dutifully incorporated these in my DMG1 (I believe mine is from the second printing, 1979), and they form part of the rules I play by. I have similar corrections for the PHB1. Since not everybody has these corrections, I'll include them in this file.

DMG1, p. 13.

In the paragraph marked "Middle Aged:" delete the words in parenthesis. The CUMULATIVE aging adjustments are:

Young Adult:	Wis-1, Con+1
Mature:	Str+1, Con+1
Middle Aged:	Int+1, Wis+1
Old:	Str-2, Dex-2, Con-1, Wis+2
Venerable:	Str-3, Dex-3, Con-2, Int+1, Wis+3

DMG1, p. 21.

There's an inserted paragraph about bonus (beyond the table on p. 85) experience point value for assassinating a character. Since only NPC's can be Assassins in my game, and since NPC experience points are really assigned by the DM (me), I'll just summarize: Assassin receives 100 xp per level of deceased +/- 50 xp times (level of Assassin minus level of deceased). These xp are multiplied by some "degree of difficulty of the mission" values: times 0.5 for "simple," times 1 for "difficult," and times 1.5 for "extraordinary" (see SPYING, p.18).

DMG1, p. 39.

After the section on "Acquisition of Magic-User Spells," there's an insertion entitled "Acquisition of Illusionist Spells."

"Illusionists do not need the spell Read Magic or anything like it in pursuit of their profession. All illusionist spell books and scrolls are written in a secret tongue which every apprentice learns from his or her mentor. This arcane and difficult language is common to all phantasmal magics, and is necessary for illusionist conjuring. When an illusionist gains Read Magic at the 14th level (along with several other 1st level magic-user spells), this merely allows him or her to utilize magic-user scrolls that contain spells different from those on the illusionists' list.

"When a 1st level illusionist receives his first level spell book from his master, it contains only three spells (Read Magic being unnecessary). The DM should require the player's character to roll a d12 on the table of 1st level illusionist spells, rolling three times and ignoring any rolls that result in duplication. If a DM feels his or her campaign is unusually difficult, he or she may allow the player to choose one or even two of these initial spells."

DMG1, p. 42.

There's a further explanation of the fourth level Clerical spell, Sticks to Snakes:

Poison:	AC 5, MV 15", HD 1, D: 1+poison
Normal:	AC 5, MV 12", HD 3, D: 2-5"

DMG1, p. 43.

Restoration ages the caster by 2 years. Resurrection ages the caster by 3 years.

DMG1, p. 46.

Reincarnation: Change to "See the DRUIDICAL spell..." (not CLERIC).

DMG1, p. 52.

Change first sentence of paragraph entitled "Fly spell:"

"Utilizing a Fly spell takes as much concentration as walking, so most spells could be cast while Flying, either while hovering or moving slowly (3" or less)."

Appendix H

DMG1, p. 62.

Change table marked "Party's Die"/"Monster's Die" to read:

PARTY'S DIE	MONSTERS' DIE	SURPRISE EFFECT
3 to 6	3 to 6	none
1	1	both surprised
2	2	both surprised
1 or 2	3 to 6	party surprised
3 to 6	1 or 2	monsters surprised
2	1	monsters surprised
1	2	party surprised

DMG1, p. 71.

There are numerous errors in the Example of Melee. For example, Arlanni the Thief is using a sling with bullets (not a bow with arrows -- she's a Thief!). Aggro needs a base 8 to hit Balto, and his adjusted amount is only 6. Later on, Balto uses a staff (he's a Monk!) and gets the -7 AC adjustment for staff vs. plate & shield. When Arkayn chooses to attempt to hit Gutboy, Arkayn needs a base 17 to hit AC 1. When Blastum's Shocking Grasp "kills" Arlanni, and Aggro's axe "kills" Balto, they're really only knocked negative by a few HP (-2 and -3 respectively), and p. 82 ("Zero Hit Points") says they're just unconscious, not dead.

(I find it amusing that the bottom of that same page states that "An experienced DM can do it with only an occasional reference to the tables (though it is not recommended that you try this -- wait until it comes naturally).")

DMG1, p. 73.

There's a change to the "Opponents With Weapons Used Normally" paragraph:

"If the opponent of a grappling, pummeling or overbearing attack has a weapon, the opponent will always strike first unless the attacker has surprise. Any weapon hit does NO damage, but it does indicate that the attacker trying to grapple, pummel or overbear has been fended or driven off, and the attack is unsuccessful. The weapon-wielder then has the opportunity to strike at the weaponless one "for real," if he or she so chooses. Surprised opponents with weapons have no chance for a fending-off strike, unless the attacker must use all surprise segments to close to grapple, pummel or overbear."

DMG1, p. 74.

There's a change to the note under the Fighter's table, "I.B.":

"*Note: Half-elves use the attack matrix as elves do, while non-player character half-orcs use the attack matrix for monsters. Dwarves, elves and gnomes are never lower than 1st level (unlike halflings and humans, which may be 0 level). Bards fight at their highest level of FIGHTER experience."

DMG1, p. 116.

Change the "Poison" paragraph:

"Only assassins of 9th level or higher may concoct "potions" of poison -- or any other sort of poison for that matter. Refer to the section on assassins for details on special forms of poison. No laboratory or alchemist is needed, but cost and time are found as if a normal potion was [sic] being prepared."

DMG1, p. 118.

After "Fabrication Of Magic Items By Charmed Or Enslaved Magic-Users:" paragraph:

"FABRICATION OF MAGIC ITEMS BY ILLUSIONISTS: Though different spells are employed, the process of fabrication of magic items which illusionists use is not really very different from that used by magic-users. It is almost exactly similar [huh?] as regards costs in both time and money. Some processes are also nearly identical, such as the making of scrolls, which may be done at the 7th level and up.

"At the 11th level illusionists may be able to create one-shot or charged magic items, things without a permanent dweomer, such as potions or a Wand of Illusion, for example. Such items are really merely storehouses of magical energy that can be released in various ways. Like any other spell-caster, the illusionist must fashion the item out of rare and expensive materials, but instead of using Enchant an Item to prepare the item to receive its enchantment, the illusionist uses Major Creation to subtly alter its structure in a magical direction so that it can receive and retain the necessary spells. During the next 16 hours after casting the Major Creation, the illusionist instills the primary initial dweomer into the item, and if his concentration is disrupted even once during this period, the item instantly fades and forever disappears, like an illusion that has been dispelled.

"Beginning at 14th level an illusionist may attempt to make items with a truly permanent dweomer, such as a +1 dagger or a Ring of Protection, for example. This entails a similar process to the one described above. The crucial

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difference is that after a Major Creation spell has been used to adjust the material object, an Alter Reality spell must be cast to fix it permanently in place and make it able to contain a permanent magic. Thus, with a great expense in time, money and preparation, Major Creation, Alter Reality, and True Sight spells, and an unflawed gem of not less than 10,000 g.p., an illusionist might be able to create a Gem of Seeing.

"The basic thing to remember if details are in question is that illusionists are a sub-class of magic-users, and except for what has been outlined above, what applies to magic-users applies to illusionists as well."

DMG1, p. 121.

G.P. sale values for Giant Control and Giant Strength potions were reversed; the table should read:

35-36	Giant Control*	400-900	900-1,400
37-39	Giant Strength* (F)	500-750	1,000-6,000

(In my campaign, I also change potion of Polymorph to 500 xp/1500 gp.)

DMG1, p. 123.

Dust of Disappearance	2,000	8,000
Dust of Sneezing and Choking	---	1,000

(In my campaign, I also change Girdle of Giant Strength considerably.)

DMG1, p. 125.

The "drink-half-a-potion" rule: The corrected rule comes after the paragraph which ends:

"might smell, taste, and look differently [sic]."

Corrected rule:

"Unless otherwise stated, the effects of a potion will last for 4 complete turns plus 1-4 additional turns (d4). If half of a potion is quaffed, the effects will last one-half as long in some cases. Potions take effect 2-5 segments AFTER they are imbibed."

DMG1, p. 145.

Change table for Girdle of Giant Strength to be consistent with Potion of Giant Strength:

Type	Weight Allowance	Base Range	Rock Damage	Wt.**	Bend Bars/ Lift Gates
Hill	+4,500	8"	1-6	140	50%
Stone	+5,000	16"	1-12	198	60%
Frost	+6,000	10"	1-8	156	70%
Fire	+7,500	12"	1-8	170	80%
Cloud	+9,000	14"	1-10	184	90%
Storm	+12,000	16"	1-12	212	100%

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DMG1, p. 167.

Replace Table 3.: Sword Primary Abilities:

DIE ROLL	ABILITY
01-11	detects "elevator"/shifting rooms/walls in a 1" radius
12-22	detects sloping passages in a 1" radius
23-33	detects traps of large size in a 1" radius
34-44	detects evil/good in a 1" radius
45-55	detects precious metals, kind, and amount in a 2" radius
56-66	detects gems, kind, and number in a 1/2" radius
67-77	detects magic in a 1" radius
78-82	detects secret doors in a 1/2" radius
83-87	detects invisible objects in a 1" radius
88-92	Locate Object in a 12" radius
93-98	roll twice on this table ignoring scores of 93 to 00
99-00	rolls on the Extraordinary Power Table instead

[Ever notice that most of the munchkin-owned intelligent swords in the world somehow managed to roll 99-00 on this table?]

DMG1, p. 169.

Replace description of Mace of Disruption with:

"Mace of Disruption appears to be a +1 mace, but it has a neutral good alignment, and any evil character touching it will take 5-20 points of damage due to the powerful enchantments laid upon the weapon. If a Mace of Disruption strikes any undead creature or evil creature from one of the lower planes it functions similarly to a cleric turning undead (see ATTACK MATRICES). The Mace causes all such creatures to roll on matrix III., MATRIX FOR CLERICS AFFECTING UNDEAD, as if the wielder were 12th level, and if the creature struck scores equal to or below [they mean "above"] the number shown, it is disrupted and slain. Thus, skeletons, zombies, ghouls, shadows, and wights are instantly blasted out of existence, as are ghastrs and even wraiths; and mummies have only a 20% chance, spectres 35%, vampires 50%, ghosts 65%, liches 80%, and other affected evil creatures 95% chance of saving. Even if these saving throws are effective, the Mace of Disruption scores double damage upon opponents of this sort, i.e., 2x bonus and 2x dice."

DMG1, p. 174.

In paragraph starting "Greater monsters on higher levels..." change "trolls" to "shadows."

DMG1, p. 223.

Add table for Monster Summoning VII (land):

DIE ROLL	MONSTER SUMMONED	DIE ROLL	MONSTER SUMMONED
01-03	Chimera (couatl)	50-52	Intellect Devourer
04-06	Demon, succubus	53-55	Invisible stalker
07-09	Demon, type I	56-58	Lamia
10-12	Demon, type II	59-61	Lizard, fire
13-15	Demon, type III	62-64	Mind flayer
16-18	Devil, barbed	65-67	Mummy
19-21	Devil, bone	68-70	Naga, spirit
22-23	Devil, horned	71-73	Neo-otyugh
24-26	Ettin	74-76	Night hag
27-29	Giant, fire	77-79	Roper (shedu)
30-32	Giant, frost	80-82	Shambling mound
33-35	Giant, hill	83-85	Slug, giant
36-38	Giant, stone	86-88	Spectre
39-41	Gorgon	89-91	Sphinx, hieraco- (and-)
42-43	Groaning spirit	92-94	Umber hulk
44-46	Hydra, 10 heads	95-97	Will-o-wisp
47-49	Hydra, pyro-, 8 heads	98-00	Xorn

Replace Monster Summoning VI water table:

DICE SCORE	MONSTER SUMMONED
------------	------------------

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	FRESH OR SALT
01-33	Octopus, giant
34-00	Snake, sea, giant

Add table for Monster Summoning VII (water):

DICE SCORE	MONSTER SUMMONED
	FRESH
01-20	Morkoth
21-00	Naga, water
	SALT
01-15	Morkoth
16-70	Ray, manta
71-00	Squid, giant

DMG1, end.

Add Appendix O: Encumbrance of Standard Items

PHB1, p. 11.

In the Dexterity table, delete the text next to Dexterity 14. Next to Dexterity 17, add "or half-orc." Next to 18, add "Maximum dexterity for a halfling." Add a new row for a dexterity of 19, with the text "Maximum dexterity for a elf."

PHB1, p. 15.

In Character Race Table III: Ability Score Minimums & Maximums, change the maximum dexterity of a half-orc to 17.

PHB1, p. 20.

After the table "Spells usable by class and level -- Clerics," there's a note:

*** Usable only by clerics of 18 or greater wisdom"

Add the phrase: "who worship greater gods" (per DDG1, p. 9).

PHB1, p. 27.

Under a thief's "Additional abilities" number 2, change the title of a 4th level thief to "Robber."

PHB1, p. 30.

In the right-hand column, fourth paragraph, "With respect to combat, monks attack on the same table as CLERICS" (was THEIVES).

PHB1, p. 46.

Change casting time of Cure Disease from 1 turn to 1 round.

PHB1, p. 58.

Under Snare spell, "The snare is magical, so for 1 hour it is breakable only by CLOUD giant..." (was STORM).

PHB1, p. 73.

Fireball has components VS and M (was just VS).

PHB1, p. 88.

Duration of Reverse Gravity is 1 SECOND (was 1 SEGMENT).

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PHB1, p. 103.

Replace the second table with the following:

PARTY'S DIE	MONSTERS' DIE	SURPRISE EFFECT
3 to 6	3 to 6	none
1	1	both surprised
2	2	both surprised
1 or 2	3 to 6	party surprised
3 to 6	1 or 2	monsters surprised
2	1	monsters surprised
1	2	party surprised

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I have used the following works to compile this work. If I have missed someone in error, please forgive me. Let me know so that I can add your work and name and give proper credit where credit is due:

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