BASIC ROLEPLAYING

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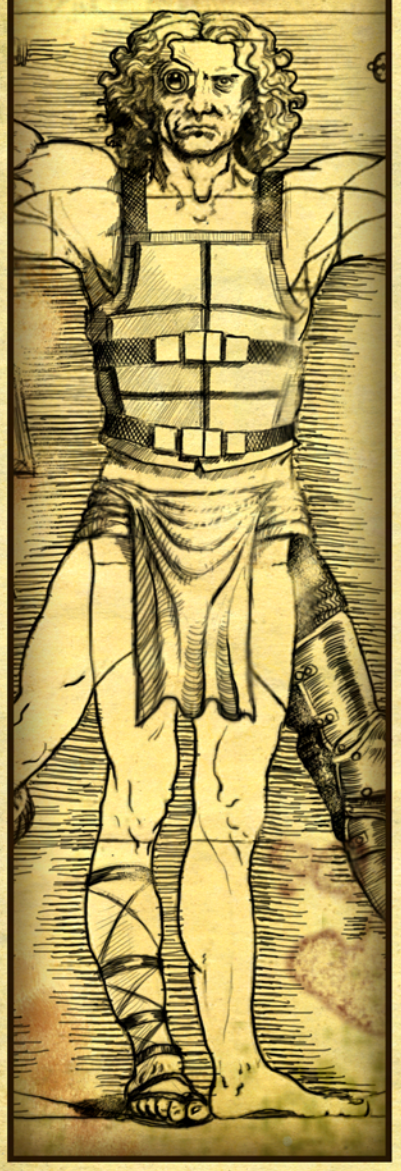

Classic Fantasy

A Return to the Dawn of Roleplaying

Basic Roleplaying monographs are works in which the author has performed most editorial and layout functions. The guardians have deemed that this work offers significant value and entertainment to our patrons.

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CHAOSIUM INC.

Classic Fantasy

Volume I: Adventurers

By Rodney V. Leary Jr.

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Dedication

Classic Fantasy is dedicated to Sam Bernier, my best friend since high school, whose talk all those years ago of killing goblins and rescuing princesses, finally prompted me to ask "what the hell are you talking about?" From that moment on, I was hooked..

Special thanks go out to…

Byron Alexander, who granted me the use of his rules for potions and their manufacture from *BRP Witchcraft*, Nick Middleton, who allowed me to use his awesome Load and Fatigue rules, and Sverre Larne for allowing me to have a playtest forum on *BRP Central*, as well as the rest of the *BRP Central* community, your enthusiasm for this project kept me going when I otherwise may have given up long ago.

Lead playtester and typo finder extraordinaire: Greg Wood, who went over and above the call of duty, staying with this project right up until the end. Any typos or grammar issues that remain are my fault not his, one man can only do so ~~muck~~ much (good catch Greg).

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INTRODUCTION

What is Classic Fantasy?

Classic Fantasy is a return to the dawn of roleplaying, when you would gather with your friends in your parent's basement, bashing down doors, slaying hordes of orcs and goblins, and throwing yet another +1 sword in your bag of holding. In these early days of roleplaying, what eight giants are doing in a 10'x10' room was less important than what their treasure rating was, and rescuing the beautiful princess isn't something you did because it was morally right, but because of the 1000 gold piece reward. And finally, the adventures that didn't have to be anymore detailed then "some giants are raiding the border settlements let's kill em", are the adventures you and your group still talk about to this day.

So, rip open the Cheetos and pass out the Mountain Dew. It's time to play some *Classic Fantasy*.

Nothing in this work can truly be claimed to be original, nor would I ever profess this to be the case. *Classic Fantasy* is truly walking in the footsteps of many great games and their designers that have formed the inspiration of that which follows. This is an homage to the classic dungeon delve and the following games were inspirational in its design, Advanced Dungeons & Dragons 1st edition, The Fantasy Trip, Tunnels & Trolls, and of course, RuneQuest 1st and 2nd edition. The following authors helped to define the way I have spent my weekends for over thirty years, Bob Bledsaw, Warren James, Steve Jackson, Steve Perrin, Ken St. Andre, Ray Turney, and of course Gary Gygax and Dave Arneson. Without these games and their creators having come before, *Classic Fantasy* would be but a shadow of the game I hope it has become.

Classic Fantasy Vol. I: An Overview

Introduction: You're reading this now.

* Chapter 1: Characters: In this chapter you'll find everything you need to create a player character, including race, alignment and character class.
* Chapter 2: Skills: *Classic Fantasy* makes some fundamental changes to existing *Basic Roleplaying* skills while adding a few new ones.
* Chapter 3: Spells: Here you will find new 'magic' spells for *Basic Roleplaying*, as well as a variant of the 'magic' powers to represent clerics.
* Chapter 4: Equipment: Weapons and equipment of a mundane nature will be found in this chapter.
* Chapter 5: Spot Rules: Several new Spot Rules have been added to capture the *Classic Fantasy* feel, including marching order, setting watch, and SOP (Standard Operating Procedure), just to name a few.
* *Classic Fantasy Vol. II: Game Mastery* contains information on running *Classic Fantasy* adventures, including new spot rules, new monsters, treasure and magic items, several adventures, and *The Realm*, the bare bones of a default world for those with no established setting.

Some Useful Information

This section is for those new to *Basic Roleplaying* and experiencing it for the first time, and those familiar with *Basic Roleplaying*, that may want to have an idea what the deal is with some of the changes in terminology.

From the beginning, this product was imagined as a nostalgic return (for this writer anyway) to what used to make getting together with you friends on a Saturday night and sitting around a table for eight to ten hours, fun.

So if you're a long time player of *Basic Roleplaying*, I hope you'll understand some of the liberties I've taken with your game, and if you're new to *Basic Roleplaying*, I hope you'll find things new and exciting, but still familiar enough to feel like home.

The Realm: *Classic Fantasy* assumes you are using your own setting or an established setting produced by some other company. There are many fantastic settings out there, and the makers of *Classic Fantasy* would never expect you to leave the worlds you are already familiar with and have grown to love. With this in mind, will refer to the game world in the generic form of, *The Realm*. However, for those GMs who may not have an established setting, *Classic Fantasy Vol. II: Game Mastery* briefly describes *The Realm* as a default setting.

Charisma: In a standard *Basic Roleplaying* campaign, the attribute that reflects your attitude, demeanor, and appearance is appropriately called Appearance. Years ago, Chaosium called this characteristic Charisma, as did other games of the time, and many do to this day. In an attempt to capture that nostalgic feel of the earlier days of roleplaying, *Classic Fantasy* will replace Appearance with Charisma. Because the characteristic roll for Appearance is currently called Charisma, to avoid confusion, this is now, Reaction (CHA x5). When converting anything from another *Basic Roleplaying* product, simply replace Appearance with Charisma.

Alignment: *Basic Roleplaying* uses an innovative and unique system for handling a character's moral stance called an Allegiance system, and in *Classic Fantasy* all characters are allied to a set of moral values. Other games have used a similar system to represent this called an Alignment system. This system was and is very rigid and defined how you were supposed to roleplay you character. The difference is that in *Basic Roleplaying*, how you roleplay your character determines your allegiance, not the other way around. *Classic Fantasy* will use the more intuitive and flexible allegiance system, but in the interest of nostalgia, will refer to it as Alignment.

Character Class: Under normal circumstances, *Basic Roleplaying* does not use a character class to define a character's role, instead using professions. The designers of *Classic Fantasy* have instead chosen to utilize the more nostalgic term for two reasons. First, as previously mentioned, character class is a more fitting term for a game designed to pay homage to the classic dungeon delve, second all character classes in *Classic Fantasy* possess special abilities. So rather than change the established format and give professions unique abilities within a *Classic Fantasy* campaign, we thought it would be better to create a new term that can be used right alongside normal professions. On a final note, some players may be concerned that the term character class will mean they have lost the freedom to have their characters advance as they wish; rest assured that a character class has all the freedom of advancement given a profession, just with cool new abilities.

Levels: Some games have used a level system to track character progress. This is a very inflexible and restrictive system that *Classic Fantasy* is not attempting to recapture. Rather than having your thief get together with his buddies and then going out and hacking through a lair of goblins so that he can get better at climbing walls, *Basic Roleplaying* uses a system where if you want your thief to get better at climbing walls… go climb some walls. In *Basic Roleplaying*, if you want to improve a skill, use a skill.

I hope you enjoy your stay in *The Realm*.

CHAPTER ONE: CHARACTERS

Introduction

To play *Classic Fantasy*, you first need a character. What follows are the options chosen from *Basic Roleplaying* to best fit the feel of a *Classic Fantasy* campaign and you are advised to refer to that book for additional information.

A character sheet can be found on page 189, utilizing all the optional rules used for a *Classic Fantasy* campaign.

Character Creation Steps for Classic Fantasy

The following steps are in the same order as those found in *Basic Roleplaying*, however, several changes have been incorporated to better reflect the genre.

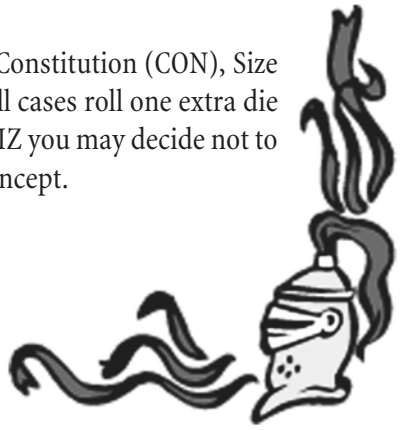
Step One

Write your character's name at the top of the page. This should be appropriate to the *Classic Fantasy* genre and your Game Master's campaign. If no idea suggests itself yet, wait until after Step 10, and name your character then.

Choose your race. In *Classic Fantasy* allowable player character races are human, dwarf, elf, gnome, half-elf, half-orc, and halfling. The complete write-up for these races can be found starting on page 16.

Determine starting Characteristics

Roll the dice noted in the racial stat blocks for the characteristics of Strength (STR), Constitution (CON), Size (SIZ), Intelligence (INT), Power (POW), Dexterity (DEX), and Charisma (CHA). In all cases roll one extra die of the appropriate type for each characteristic and drop the lowest. When rolling for SIZ you may decide not to roll an extra die, or choose to drop the lowest or highest, as best fits your character concept.



Optional Characteristic Rule – The Point Buy Method

If you choose to let your players use this method have each player note the low average for each characteristic. For instance, a human is listed as having a STR of 3D6 with an average of 10-11. In this case the player would write STR 10 on a piece of scratch paper. This is done for all seven characteristics.

Then the player gets 24 points to spend on his characteristics in any way he wants with the exception being that no characteristic can begin greater or lesser than what could have been rolled naturally. For example, a human would roll 3D6 for STR; this means that the player couldn't use the Point Buy method to begin with a STR greater than 18.

The cost of each characteristic varies by how useful it is in game. STR, CON, SIZ, and CHA each cost 1 point per increase. INT, POW, and DEX each cost 3 points per increase. In no way does this imply that the character cannot start below average in a characteristic, and in this case the player would be refunded the points and be able to apply them elsewhere.

The cost to play a demi-human is based on the average member of the particular race as compared to an average human. The cost to play this race must be paid out of the 24 points each player has to spend.

Race	Point Cost
Human	0
Dwarf	0
Elf	12
Gnome	0
Half-Elf	4
Half-Orc	3
Halfling	8

As you can see, after paying the points to play some of the demi-human races, you have fewer points left to put elsewhere. This is because the average member of some species can be much better than the average human as far as characteristics are concerned.

In Basic Roleplaying this corresponds to the heroic level of 36 points and the above table reflects the points that would be left after purchasing the characteristics at average level.

Enter the results in the appropriate place on your character sheet.

These numbers provide the bare bones of your character, determining what characteristics the character is strong or weak in. When you roll up your characteristics, pay close attention to the Characteristic Minimums of the various character classes, as these are the lowest that a characteristic can be, and still qualify for a particular class. If you wish, you can redistribute up to 3 points between your characteristics. No characteristic can begin higher or lower than what could have been rolled normally. For example, a characteristic based on 3D6, or 2D6+6, would have a maximum of an 18, while a 1D4+4 could not be increased beyond an 8.

Step Two

Each race in *Classic Fantasy* has access to various racial abilities. These are listed in the stat block for each race, note the relevant ones on the place provided on your character sheet.

Step Three

Determine your characters starting age according to race as seen on the following chart.

Race	Starting Age
Human	15 +1D4
Dwarf	40 +5D6
Elf	100 +5D6
Gnome	60 +3D12
Half-Elf	15 +1D6
Half-Orc	14 +1D4
Halfling	20 +3D4

Step Four

Now determine your characteristic rolls according to *Basic Roleplaying* page 20.

Step Five

Here we figure your character's derived characteristics, particularly skill category bonuses, damage bonus, hit points, magic points, load and fatigue levels, and experience bonus.

* Skill Category Bonuses: *Classic Fantasy* uses the simple skill category bonus option from *Basic Roleplaying*, page 31. Each skill category has a defining characteristic, and that characteristic is divided by 2 and applied to all skills in that category. Because the starting skill maximum has been reduced from 75% as it is in *Basic Roleplaying*, these bonuses CAN be used to increase the skill above the new starting maximum. When rolling for skill improvement, instead of adding a bonus to the roll equal to the characters INT/2, each player should add the character's skill category modifier specific to the skill in question. This will result in slightly more realistic skill increases with DEX increasing the chance of raising physical skills and INT raising mental skills. There is no Magic skill category bonus, however when checking for skill increase the player may add his or her Mental bonus to the roll. These category bonuses are noted below.

Skill Category Modifiers

Category	Bonus
Combat	DEX/2
Communication	INT/2
Magic	N/A
Manipulation	DEX/2
Mental	INT/2
Perception	INT/2
Physical	DEX/2

Note: Skills that already have a Base derived from one or more characteristics are not further modified by the category modifier. For example, Dodge has a skill base defined as DEX x2. As this skill is already being modified by DEX, you would not add the Physical skill category modifier, which is itself based on DEX.

* Damage Bonus: Add STR + SIZ together and find the damage bonus corresponding to your character's total on the 'Damage Bonus Table' on page 29 of *Basic Roleplaying*. Pencil in the damage bonus provided.

* Total Hit Points: *Classic Fantasy* assumes you are using the optional rule for Total Hit Points for the creation of player characters and important NPCs. Add CON + SIZ. Circle the corresponding number in the hit point box on the character sheet. The circled number is your character's maximum hit points (HP).

* Hit Points per Location: This game assumes you are using the optional hit location system (see page 190 of *Basic Roleplaying*) in addition to Total Hit Points above. Determine the number of hit points for each of your characters hit locations by taking the character's Total Hit Points and multiplying it by the multiplier found below. Note each result on your character sheet.

Load and Fatigue (Optional)

This is a third encumbrance option from the two listed in *Basic Roleplaying* that falls someplace between the others in complexity. These rules were designed by Nick Middleton and are used with permission. They have been edited by this author to better represent the environment of *Classic Fantasy*, such as changes to terminology, the addition of injury related fatigue loss, and magical recovery.

Characters can carry up to their STR in Encumbrance, also referred to as ENC, and expect to operate "normally" (walk for 8 hours at a sensible pace, with reasonable breaks), but any load significantly impairs the characters' capacity for exertion, and no character can cope for long with an excessive load. Hence, there is a notional operating maximum of STR x 3 to ENC, although most characters can directly lift (and possibly even stagger short distances with) heavier loads. To emphasize, this "Maximum Encumbrance" limit does not represent what characters can bench press but what they can carry and still attempt to move or fight. At Heavy Load and below, a character suffers a penalty to MOV score as well. Aids (wheel barrows, hand carts, stretchers, and so on) obviously significantly impact the amount a character can carry. As always, GMs should apply common sense.

Levels of Encumbrance can be defined as follows:

* **Unloaded** (up to 0.5 x STR in ENC). Stamina Rolls only required for typical (or greater) exertion at GM discretion, and even then such rolls are *Easy*.
* **Light Load** (up to 1.0 x STR). *Easy* Stamina Rolls only required for typical (or greater) exertion.
* **Moderate Load** (up to 1.5 x STR) Normal Stamina Rolls required for typical (or greater) exertion.
* **Heavy Load** (up to 2.0 x STR). *Easy* stamina rolls required for casual exertion. *Difficult* Stamina Rolls required for Typical (or greater) exertion. -2 MOV score.
* **Extreme Load** (up to 2.5 x STR). Normal Stamina rolls required for casual exertion. Typical exertion automatically fatigues the character one level. Exceptional exertion only allowed at GM's discretion, and costs multiple fatigue levels. -4 MOV score.
* **Maximum Load** (up to 3 x STR). *Difficult* Stamina rolls required for casual exertion. Typical exertion automatically fatigues the character one level. Exceptional exertion only allowed at GM's discretion, and costs multiple fatigue levels. -8 MOV score.

All characters have a Fatigue Level, as defined below:

* **Fresh** - no penalty (a rested character's normal Fatigue Level)
* **Winded** - all skill and characteristic rolls are at –5%
* **Tired** - all skill and characteristic rolls are at –10%
* **Weary** - all skill and characteristic rolls are at –20%
* **Exhausted** - all skill and characteristic rolls are *Difficult* before applying other modifiers
* **Collapsed** - all skill and characteristic rolls are Impossible before applying other modifiers
* **Unconscious** - no actions possible

Fatigue level changes are determined by the GM, usually when the characters are exerting themselves or exposing themselves to environmental factors that will tire them. The GM uses Stamina Rolls (CON x 5) to determine when or if Characters lose fatigue levels. Changes in fatigue level can result in skill penalties and will gradually reduce the character's movement rate.

* Casual Exertion is equivalent to strolling 100m.
* Typical Exertion can be described as jogging 100m.
* Exceptional Exertion compares to sprinting 100m. Exceptional Exertion always expends at least one Fatigue Level, and loading adds cumulative fatigue; thus, strolling 100m carrying 2.5 x STR in Encumbrance is another example of Exceptional Exertion. GMs might also be willing to consider allowing PCs to enhance their performance by deliberately expending an additional fatigue level— sticking with the hundred meters, finishing the race Tired rather than Winded.

The aim with these rules is to set reasonable common sense limits that are easy for players to grasp and easy for GMs to administer.

While load can seriously impact a character's state of fatigue, so can environment (even Unloaded characters may find themselves Winded or even Tired for the first few days in a tropical environment as they adapt to the heat and humidity). Fatigue levels worse than Fresh impose a penalty on the target for all D100% rolls (so also reducing, but not necessarily eliminating, the possibilities of specials and criticals, and increasing the chance of fumbles), to represent the drop in facility that occurs as a result of fatigue. Again, the intent is to provide a simple set of common sense limits, easy for Players and GMs to follow and administer. GM's should only assess changes in Fatigue level when they become immediately relevant—don't keep fiddling with character fatigue levels whilst they are crossing the desert (albeit use of Stamina rolls to drive the tension and drama of the situation would seem in order). But when the characters are ambushed by a Displacer Cat, consider if anyone has clearly coped poorly (and drop them a fatigue level immediately), and then have everyone roll a suitable Stamina check (determined by how prepared they were for the trek, how cautious they've been etc.) to avoid losing another Fatigue Level.

Consider further Fatigue drops for extended combats or in the immediate aftermath of intense fights (adrenaline often carries one through much of a fight, but when the threat is gone, fatigue can hit like a hammer blow) or other substantive physical (and in some cases, mental) efforts. Suffering injury while in combat is another way to rack up fatigue, and can be assumed to represent physical impairment from the injury as well as exhaustion. Whenever a combatant is reduced to below ½ his or her total hit points, the character will suffer the loss of a fatigue level, as well as when dropping to 3 or fewer total hit points. Finally, dropping to 0 or less hit points in a hit location will also cause the loss of a fatigue level, cumulative with the fatigue from normal hit point loss noted above. Fatigue Levels can be recovered quite rapidly. In general don't try to represent pervasive environmental factors by splitting fatigue in to "long term" and "short term." Rather, simply impose caps to recovery (for example, until adapted to the high altitude and thin air high in the mountains, all PC's default Fatigue Level is Winded, not Fresh). In general, one can regain one level of fatigue in the immediate aftermath of having lost a Fatigue Level by spending a few turns (5–15 minutes) "catching one's breath"—think of athletes after a sprint, or warriors after a combat. Several hours rest will recover two fatigue levels, as will rough sleeping (camping), while a decent night's sleep will recover three or possibly four levels. GM's may also allow a bonus level for suitable medicinal supervision/practice such as massage, a decent hot bath, Restore Fatigue spells, restorative potions etc.

Hit Location Multipliers

Location	Multiplier
Head	.33
Arm	.25
Chest	.40
Abdomen	.33
Leg	.33

* Major Wound Level (Optional): If the GM decides against the use of Hit Locations for his or her campaign, determine the characters Major Wound Level by dividing Total Hit Points by 2.

* Magic Points: Circle the number in the Magic Point box equal to POW and write the total on the MP line. The circled number is your character's maximum magic points. In *Basic Roleplaying* these are normally called Power Points but they have been renamed in *Classic Fantasy* to better fit the setting. Primarily these fuel magic spells, but some special abilities require them and some monsters will attack these directly, so even non-spell casters will have need of them.

In *Classic Fantasy*, magic points only recover while sleeping at a rate of 25% of your total magic points per two hours, round down. For example, a character with 12 magic points will recover 3 magic points after sleeping for two hours, 6 after four hours, 8 after six hours, and 12 after a full eight hours of sleep.

* **Fate Points** (Optional): Ask your GM if he or she is going to allow the use of Fate Points, if so your character has a number equal to his or her POW. One change from *Basic Roleplaying* is that these points, while equal to POW, are kept track of separately from Magic Points. More information on Fate Points can be found in *Basic Roleplaying* page 176.

* **Load and Fatigue** (Optional): Either of the two encumbrance systems detailed in *Basic Roleplaying* may be used with *Classic Fantasy*, however, a third option that falls between the other two in complexity is included as well. This system is detailed on page 08.

* **Height and Weight**: Determine Height and Weight based on your character's SIZ as determined on the SIZ table in *Basic Roleplaying* on page 26.

Step Six

Step Six is not used in *Classic Fantasy*.

Step Seven

Choose a Character Class for your character.

Once a class has been chosen, players should allot 240 professional, or class skill points, among their class skills. No skill should begin higher than 55%, including the skill base. After all points have been allotted, the player may add the skill category bonuses and class abilities; these bonuses may allow the skill to exceed 55%. These skill points represent what your character has learned in that class, whether through training or on–the–job experience.

If the skill's base would be over 55% without adding any points to it, like Language with a base of INT x5 for instance, then it may exceed 55% naturally, but no points may be added to it.

If the optional rules for multi-classing are being used, divide the 240 skill points by the number of character classes. For example, a fighter/magic-user would have 120 skill points to spend on each character class, while a fighter/magic-user/thief would have 80 skill points for each.

Once all class skill points have been allocated, multiply your character's INT x 10 to create your character's personal skill point pool. Spend these skill points on any skills you like, with your GM's approval. Add points spent on a skill to its base chance, however

there is a cap of 40% on personal skills, and if the skill is already at or over 40% it may not be increased. However as above, skill category bonuses and class abilities can allow you to exceed this.

Step Eight

Alignment (Allegiance, *Basic Roleplaying* pg 315)

With a class chosen, it's now time to choose your alignment. In *Classic Fantasy* all characters are allied to a set of moral values, good, neutral, or evil. This is the character's alignment and may restrict the choice of some character classes. Turning back to your chosen character class, read the section on alignment. Follow the instructions to determine your character's alignment and note the points in the appropriate space on your character sheet. as pictured here.

Opposed and Non-Opposed Alignments: Good and evil are extremes, and generally those of good alignment are adverse to those of an evil alignment and vise versa; these are called opposed alignments. Neutral alignment on the other hand represents either, a selfish individual, an individual who just doesn't get involved, or one who believes in a cosmic balance. Generally those of a neutral alignment are neither firmly opposed to either good or evil, nor is good or evil firmly opposed to an individual of a neutral alignment, in this case the alignment is non-opposed. This concept is very important to some character classes and forms a set of values that must be followed or the character risks the loss of special abilities and/or favors.

The Alignments

Following is an overview of just what each alignment means.

Good: You believe the feelings and welfare of others is paramount. You will go out of your way to help the less fortunate and those of an evil bent are to be thwarted or destroyed at every turn. You believe in structure, that laws are not to be broken and your word is binding. Good deeds almost always promote another's happiness or wellbeing over oneself. Some examples of good deeds that would warrant an experience check and example increases are…

* Giving your time to help the less fortunate while expecting nothing in return (1-2)
* Donating 10% or more of your wealth to a worthy cause or institution (1 for 10%, 2 for 50%, and 3 for 75% or more)
* Overlooking a minor wrong if it will benefit the greater good (1)
* Protecting the innocent (1-3)
* Becoming an obstacle to evil or destroying an evil being (1-3)
* Disregarding orders that are obviously evil (1-3)
* Following the law as long as that law does not infringe upon the welfare of others (1-2)
* Keeping your word or adhering to a vow when to do otherwise would be inconvenient or dangerous (1-3)
* Maintaining order (1)
* Judging those who have displayed dishonor or criminal activity (1-2)
* Adhering to structure and maintaining discipline (1-2)
* Being respectful to authority (1)

Neutral: You believe laws are fine if they don't impinge upon personal freedoms. There is nothing wrong with a victimless lie. Your word is more important when given to a friend or loved one; to a stranger it can be easily broken. A truly neutral character believes that the fight between good and evil is something to stay out of the middle of, unless you can gain some benefit from it, but when push comes

to shove, good is safer. Neutral can sometimes be thought of as selfish as it tends to promote oneself over another. If a deed is neither good (helping another, righting a wrong, etc) or evil (hurting another, committing a violent crime, etc), it's most likely neutral. However to let an evil act go unopposed is itself not neutral but evil, while not going out of one's way to go good deeds is truly a neutral act.

Some examples of neutral deeds that would warrant an experience check and example increases are…

* Looking for the way you can best benefit in a given situation even if that situation can be inconvenient though not life threatening to others (1-2)
* Watching out only for yourself and your closest of friends and allies (1-2)
* Helping others only when there is little inconvenience to yourself (1)
* Not getting involved in the bigger picture, good vs. evil (1-3)
* Using an acceptable level of psychological coercion on an individual to gain needed information. (1-2)
* Stealing from one who has plenty or would not miss the loss (1-2)
* Greedily holding on to excess wealth (1)
* Maintaining the balance between good and evil when doing so will not promote one over the other or will return the balance if one gains ground (1-2)
* Lying to cover a minor misdeed by you or an ally if it will cause little additional harm (1)
* Knowingly breaking the law while not causing harm to an individual (1-3)
* Purposely misleading someone through trickery or the playing of practical jokes (1-2)
* Disregarding orders that do not go against your alignment (1-2)
* Disrespecting authority (1)

Evil: You believe the feelings and welfare of others are insignificant. The less fortunate are your stepping stones to potential greatness and those of a good nature are to be thwarted or destroyed at every turn. Evil deeds almost always cause severe emotional or physical injury to an innocent. Some examples of evil deeds that would warrant an experience check and example increases are…

* Causing or letting harm come to an innocent, or knowingly placing an innocent in harm's way (1-2)
* Looking the other way while an evil act is being committed (1 less than that of the act, min. 1)
* Stealing from one who has little (1-2)
* Murdering someone in cold blood (3)
* Using people indiscriminately (1)
* Using mental or physical torture on a prisoner, beyond what would be deemed necessary (1-3)
* Greedily holding on to excess wealth when said wealth could help someone else (1)
* Oppressing those weaker than yourself for personal gain or even pleasure (1-3)
* Becoming an obstacle to good or destroying a good being (1-3)
* Disregarding orders that are obviously good (1-3)

As players roleplay their characters the GM will occasionally allow them to check the box next an alignment for possible improvement and this alignment can even be one not currently possessed.

Example: Player characters will do good and bad deeds, knowingly or unknowingly over the course of their lives. When this happens, the GM should ask the player to place a check in the box next to one or two alignments, in the alignment section of the character sheet. If the alignment 'improvement' roll succeeds then the character should increase it by 1-3 points with most falling into the 1-2 point range as determined by the GM based upon how significant the deed.

Example: Sir Drake, while passing through a small village while on his way to meet with the head of the church, sees a young woman trying to fix the roof of her decrepit porch, barely able to lift the support beams by herself. Knowing it will make him late for the meeting, he decides to stop anyway and spends the better part of the morning moving the heavy supports and wedging them into place. Later after being thanked with a hearty lunch consisting of stew and freshly baked bread, Drake sets out again to resume his journey. The GM advises the player to check the 'good' alignment box as it was a sign of chivalry to help someone in need, expecting no reward in return. The GM determines that this will be worth 1 point when its time for experience checks if Drake's player succeeds at an experience check. If Drake continues doing good deeds before the time for skill improvement, the GM can increase the reward to 2 or even 3 points.

Example: Entering the castle gates in a torrential downpour, Sir Drake makes his way toward the towering cathedral in the distance. He spots off to his left, a small poorly dressed child taking an apple from the table of a distracted vender, and then running into a side alley. Knowing that theft is wrong, but letting a small child go hungry is worse, he pushes on his way. The GM asks the player to place a check in the box next to neutral (for allowing the theft to go unpunished) and good (for not taking food from a starving child). During skill improvement, after succeeding at both increases, the GM tells the player to add 1 point to neutral (for the theft was minor) and 2 points to good (for not taking food from a starving child).

Sometimes a deed may seem straightforward to the player, but the game master may interpret the character's deed differently than what the player intended, in this case the player is encouraged to tell the game master why he or she did what was done, and what he or she thinks the alignment check should be. The game master should be willing to give the player the benefit of the doubt unless he or she is obviously just trying to play the system, and if so the game master should feel obliged to instead offer an appropriate penalty.

Example: Lilly Tanglefoot, the halfling thief has just stolen a coin pouch from a wealthy merchant. The game master tells her player to check off neutral. Lilly's player tells the game master that the merchant was corrupt and the money is going to help a poor family that he swindled, minus a 'finder's fee'. The GM tells Lilly's player to check off neutral and good. If Lilly doesn't follow through with her intended plans, the GM can always have her check off neutral later, but decrease it from 2 to 1 point for lying to the game master.

Depending upon your character's choice of class, gaining alignment may have several different advantages, from determining which magic items are useable by your character, to determining when special class related abilities are acquired. Alignment is more important to some character classes than others.

See *Basic Roleplaying* page 315 for more information on Allegiance, the true *Basic Roleplaying* term for alignment.

Distinctive Features

The last part of this step is primarily cosmetic, and is not entirely necessary. With a CHA of 10+, distinctive features are positive; a CHA of 9- represents negative features. Information on Distinctive Features can be

found on page 34-35 of *Basic Roleplaying*. Note the features in the spot provided on the character sheet.

Step Nine

Determine your starting gold pieces based on character class if you haven't done so already, this money may be spent to outfit you're character as you see fit. See Chapter 4: Equipment, page 161.

Step Ten

This is the final determination of various aspects of your character. If you couldn't think of a name beforehand in Step One, now is the time to name your character. It is also a good time to fill in all of the blank spaces that describe your character, mentally and physically, and come up with some ideas about their background.

Player Character Races

The normally allowed player character races are detailed below. The GM may allow experienced players to choose races from outside the suggested norm using those found in *Classic Fantasy Vol. 2: Game Mastery*, or other *Basic Roleplaying* sources, however allowing too many players to choose unusual races will quickly destroy the proper feel of *Classic Fantasy*. Included in each write-up is a stat block detailing the race, its characteristics, and its special abilities in game terms.

Human

Humans are the dominant race of *The Realm*. They can be found inhabiting just about any location on the planet. This has brought them into contact with every species at one point or another and while some races look upon them as the staunchest of allies, many others look on them as the most vindictive of enemies. Humans can reach ages close to 100 years, and sometimes even more. They are fast learners and more adaptive to change than any of the other races. Each race has a different view of humanity. The dwarves think humans are nothing more than children who can't take care of themselves, construct items of shoddy workmanship and are seriously in need of guidance. The halflings view humans as big brothers and sisters, and think nothing of hiding behind them when they get into trouble, and they get into trouble a lot. Finally, while allied, the elves still think of humans as clumsy, wasteful and destructive, attributing the receding woodlands to the human's utter disregard for nature, a view that is not entirely without merit.

Characteristic	Roll	Average
STR	3D6	10-11
CON	3D6	10-11
SIZ	2D6+6	13
INT	2D6+6	13
POW	3D6	10-11
DEX	3D6	10-11
CHA	3D6	10-11

Alignment: Any
Treasure Factor: By class
Move: 10
Hit Points: 12 (Player Character: 23-24)
Damage Bonus: None
Armor: By class
Attacks: By weapon
Skills: Language (Common) INT x5%, other skills according to class

* Humans are commonly found in any of the character classes.
* Humans may not multi-class at character creation, but later in play may learn any additional class.
* Due to their wide spread diversity, humans may choose any additional languages when assigning skill points with GM approval.

* Humans are very fast learners, quickly picking up new skills and abilities. They receive a bonus to experience checks equal to twice the skill category bonus instead of the normal bonus as determined in Step 5 of character creation.

Dwarf

Most of the other races view dwarves as greedy, miserly, and bad-tempered, when in all truthfulness, this ancient race's attitudes run the same extremes as that of human beings, though they can be a little gruff. They make their homes deep inside mountain strongholds, where kilometers of tunnels burrow deep into the earth. The average dwarf is strong, tough, and untiring in battle and likes a good fight almost as much as he or she likes a good drink. This has given rise to the misconception that dwarves found away from their strongholds are usually found in taverns, and those found away from a tavern are usually traveling to or from one. By nature, many dwarves are excellent crafters; their goods are highly sought after in all parts of *The Realm*. They are short of stature and relatively stocky. Hair colors are generally black, grey or dark brown but some dwarves may have reddish hair. Their skin is ruddy or earth colored. All male dwarves sport long beards, often spiked, braided or forked. Contrary to some stories, dwarven women do NOT have beards and if they find the gnome that started such a tale, there will be a reckoning. Dwarves get along best with gnomes, of whom the share a distant kinship, even with their annoying sense of humor and penchant for practical jokes. On average they are suspicious of surface dwellers but do get along with humans. They have a low tolerance of elves, which they think are a little light in the loafers, and of halflings, whose carefree lifestyle clashes with the dwarves' gruff, stern nature. Their hatred for orcs is legendary. Dwarves are long-lived and can reach ages of up to 350 years. In *The Realm*, dwarves suffer an aversion to magic and find themselves naturally resistant to spells, yet cleric spells affect them normally. Because of this, dwarf magic-users are unheard of. This can be disregarded if your GM's setting of choice has magic using dwarves.

Characteristic	Roll	Average
STR	4D6	14
CON	1D6+14	17-18
SIZ	1d4+4	6-7
INT	2D6+6	13
POW	3D6	10-11
DEX	3D6	10-11
CHA	2D6+1	8

Alignment: Any, commonly good
Treasure Factor: By class
Move: 6
Hit Points: 12 (Player Character: 24)
Damage Bonus: None
Armor: By class
Attacks: By weapon
Skills: Language (Common) INT x5%, other skills according to class

* Dwarves are restricted to the character classes; fighter, cleric or thief.
* When multi-classing (optional), dwarves may choose fighter/thief or fighter/cleric.
* When assigning skill points to languages, dwarves may choose from the following; ancestral (dwarven), dark, and underdeep.
* Due to their low center of gravity and high stamina, dwarves are able to carry much more than their small size would indicate. When using the Load and Fatigue rules dwarves add half their CON to their STR to determine fatigue levels. If using fatigue points ignore this rule as that system already takes into account their higher than normal CON.
* Dwarves are highly resistant to magic and add a +1 bonus to POW for each 5 points of CON (round up) when rolling to resist magic on the Resistance Table. This does not apply to cleric spells however, and due to this

resistance to magic, dwarves cannot learn to cast spells other than cleric spells.

* When using any magic item except armor, weapons, shields, or those that are class specific, dwarves suffer an increased fumble range of 80-00%. If the item does not normally get a roll, a roll is still made when the item is first put on or used. A fumble of a cursed item will inform the dwarf of the item's cursed nature.

* Due to a long standing racial enmity, dwarves receive an automatic +10% bonus on melee attack rolls against orcs, half-orcs, goblins, and hobgoblins.

* Dwarves possess the following cultural skills; Appraise (35), and Craft (Metal) (30), and Craft (Stone) (30). These cultural skills replace the skill's normal base chance.

* Dwarven infravision enables them to see up to 20 meters in darkness.

* Due to their subterranean nature, dwarves gain the ability to detect certain underground phenomena by standing still for one round and studying their surroundings, and then succeeding at an *Easy* Spot roll. This roll may be used to detect stonework pits, deadfalls and traps, a slope or grade, detect approximate depth underground, new tunnel or passage construction, and shifting or sliding walls or rooms. These items may not be detected beyond 3 meters of the dwarf.

Elf

Elves are a little shorter than humans, possessing graceful and slender builds, an attractive appearance and pointed ears. Very few elves actually leave their woodland realm and take up the adventuring life, instead preferring a peaceful woodland existence. Those that do are a mystery to even their own kind. Though they get along reasonably well with halflings and gnomes, the average elf thinks the

typical dwarf is nothing more than a greedy, miserly, bad-tempered drunk, and even humans are viewed with suspicion, generally blamed for the decline of the woodlands. A blame that is not entirely unwarranted as humans push their empires deeper into the wilder areas of *The Realm*. Of all the races, orcs and goblins are despised above all, due to longstanding animosity which came about from endless wars and petty skirmishes. Like dwarves, elves are very long-lived, but even more so, reaching ages well into 1,200 years or more but long before this, they often feel the need to depart the realms of men. To where they go is a mystery to all but themselves.

Characteristic	Roll	Average
STR	2D6+2	9
CON	3D6	10-11
SIZ	2D4+4	9
INT	2D6+6	13
POW	2D6+6	13
DEX	3D6+2	12-13
CHA	3D6+2	12-13

Alignment: Any, commonly good
Treasure Factor: By class
Move: 11
Hit Points: 9-10 (Player Character: 19-20)
Damage Bonus: None

Armor: By class
Attacks: By weapon
Skills: Language (Common) INT x5%, other skills according to class

* Elves are restricted to the character classes; cleric, fighter, magic-user, thief, or ranger.
* When multi-classing (optional), elves may choose fighter/magic-user, fighter/thief, magic-user/thief or fighter/magic-user/thief.
* When assigning skill points to languages, elves may choose from the following; ancestral (elvish), draconic, sylvan, and dark.
* Elves are naturally more adept at casting spells while wearing armor and only suffer half the fumble penalty as detailed under Magic-Users on page 41.
* Elves, being highly resistant to sleep and charm spells, add a +1 bonus to POW for each 5 points of CON (round up) when resisting magic of that type on the Resistance Table.
* Elves possess the following cultural skills; Bow (20), 1H Sword (25), Stealth (30), and Spot (45). These cultural skills replace the skill's normal base chance.
* Due to their acute senses, elves receive an automatic POW x 1% chance to notice a concealed door when merely passing within 3 meters of it. However, an elf actively searching makes Spot rolls as normal.
* Elven infravision enables them to see up to 20 meters in darkness.

Gnome

Gnomes are even smaller than their dwarf kin. Possessing brown or dark skin, white hair, and considerably larger noses, they are however less rotund overall. With an almost uncontrollable tendency for practical jokes and possessing a sense of humor that could get them killed in the shadier parts of *The Realm*, gnomes balance this trait with a love of nature almost equaling that of the elves. They particularly love gems and jewelry, and many are master of the gem-cutting craft. They dwell in mines and burrows found in areas of rolling hills and woodlands secluded from humans. They are suspicious of races much larger than themselves, so with the exception of dwarves and halflings that's pretty much everyone. They tend to gauge a person's true intention with a test of their sense of humor, not the wisest of methods surely, but it seems to work for them. Of all the races, they get along best with dwarves but are more willing to accept others then their distant dwarven kin, and in a shorter period of time. Typically, gnomes live to 350 years.

Characteristic	Roll	Average
STR	2D6+1	8
CON	2D6+6	13
SIZ	1D3+3	5
INT	2D6+8	15
POW	3D6	10-11
DEX	3D6	10-11
CHA	3D6	10-11

Alignment: Any, commonly neutral
Treasure Factor: By class
Move: 6
Hit Points: 10 (Player Character: 20)
Damage Bonus: -1D6 to -1D4
Armor: By class
Attacks: By weapon
Skills: Language (Common) INT x5%, other skills according to class

* Gnomes are restricted to the character classes; cleric, fighter, thief, or illusionist.

* When multi-classing (optional), gnomes may choose fighter/cleric, fighter/illusionist, fighter/thief, cleric/illusionist, cleric/thief, or illusionist/thief.

* When assigning skill points to languages, gnomes may choose from the following; ancestral (gnomish), draconic, dark, and the speech of burrowing animals (moles, badgers, weasels, shrews, ground squirrels, etc.).

* Gnomes are highly resistant to magic and add a +1 bonus to POW for each 5 points of CON (round up) when rolling to resist magic on the Resistance Table. This does not apply to cleric spells however, and due to this resistance to magic, gnomes cannot learn to cast spells other than cleric and illusionist spells.

* When using any magic item except armor, weapons, shields, items that enhance thievery if the character is a thief, or items of illusion and trickery, gnomes suffer an increased fumble range of 80-00%. If the item does not normally get a roll, a roll is still made when the item is first put on or used. A fumble of a cursed item will inform the gnome of the items cursed nature.

* Due to a long standing racial enmity, gnomes receive an automatic +5% bonus on melee attack rolls against kobolds and goblins.

* Gnomes possess the following cultural skills; Appraise (35), Craft (Gems) (30), and Craft (Jewelry) (30). These cultural skills replace the skill's normal base chance.

* Gnomes possess infravision that enables them to see up to 20 meters in darkness.

* Due to their subterranean nature, gnomes gain the ability to detect certain underground phenomena within 3 meters by standing still for one round studying their surroundings, and then succeeding at an *Easy* Spot roll. This roll may be used to detect unsafe passages, a slope or grade, detect approximate depth underground, and detect approximate direction underground.

Half-Elf

Half-elves are the offspring of an elf and a human, the results of which being a mixture of the traits of both parents. Their appearance is closer to their elven heritage, possessing attractive features and a height slightly taller than an elf, yet shorter than a human. They lose some of the abilities of elvenkind and do not have the same adaptive nature and fast learning ability of humanity, instead, falling somewhere in-between. They possess their human parent's wanderlust and the love of nature of their elven parent and can reach ages close to 160 years and some times older. In the uncivilized nations of *The Realm*, half-elves are regarded with suspicion, but are generally accepted everywhere elves and humans are, though they tend to receive the greatest amount of bigotry from their own elven ancestry. They have no communities of their own but can be found living wherever humans and elves tend to dwell.

Characteristic	Roll	Average
STR	2D6+3	10
CON	3D6	10-11
SIZ	2D6+4	11
INT	3D6+3	3-14
POW	3D6	10-11
DEX	3D6+2	12-13
CHA	3D6	10-11

Alignment: Any, commonly good
Treasure Factor: By class
Move: 10
Hit Points: 11 (Player Character: 21-22)
Damage Bonus: None
Armor: By class
Attacks: By weapon
Skills: Language (Common) INT x5%, other skills according to class

* Half-elves are restricted to the character classes; cleric, druid, fighter, ranger, magic-user, thief, or bard.
* When multi-classing (optional), half-elves may choose fighter/cleric (or druid), fighter/thief, fighter/magic-user, cleric (or druid)/ranger, cleric (or druid)/magic-user, magic-user/thief, fighter/magic-user/cleric (or druid), or fighter/magic-user/thief.
* When assigning skill points to languages, half-elves may choose from the following; ancestral (human), ancestral (elvish), draconic, and dark.
* Half-elves due to their elven ancestry are highly resistant to sleep and charm spells, add a +1 bonus to POW for each 5 points of CON (round up) when resisting magic of that type on the Resistance Table.
* Half-elven infravision enables them to see up to 20 meters in darkness.
* Half-elves possess the following cultural skills; Stealth (30), and Spot (45). These cultural skills replace the skill's normal base chance.
* Due to their acute senses, half-elves receive an automatic POW x 1% chance to notice a concealed door when merely passing within 3 meters of it. A half-elf actively searching makes Spot rolls as normal.

Half-Orc

Originating in the wilder frontiers of *The Realm*, where orcs and humans come into conflict, half-orcs are the result of the unlikely union between these two races. Standing a full head taller than a human, they possess large prominent teeth, an extended lower jaw, and greenish skin covered with coarse dark hair. They are warlike by nature and have no interest in the more refined of pursuits. They are on poor terms with the other races due to their orcish blood, and the enmity with elf and dwarf is greatest, but given time a trust can develop even with these unlikely races. Of all the races the half-elves tend to be the most sympathetic, knowing the life of the outcast all too well. Strangely enough, gnomes and halflings tend to be generally accepting of half-orcs, the former because half-orcs tend to be able to take a joke, and the latter due to their curious and accepting natures. Like half-elves, they have no native lands, most often living among the orc tribes. Those not living among other orcs, tend toward human lands. Because they are frequently not accepted by society, they are usually drawn toward violent careers befitting their great strength and temperament, usually finding companionship among adventurers, many of whom are fellow wanderers and outsiders.

Characteristic	Roll	Average
STR	3D6+3	13-14
CON	3D6+2	12-13
SIZ	2D6+8	15
INT	2D6+5	12
POW	2D6+3	10
DEX	3D6	10-11
CHA	2D6+2	9

Alignment: Any*
*Half-orcs have no clear preference towards good, neutral, or evil, however those living among their orc ancestry are more likely to be of evil alignment.
Treasure Factor: By class
Move: 10
Hit Points: 14 (Player Character: 27-28)
Damage Bonus: +1D4
Armor: By class
Attacks: By weapon
Skills: Language (Common) INT x5%, other skills according to class

* Half-orcs are restricted to the character classes; cleric, fighter, or thief (though most tend to concentrate more on murder then thievery).

* When multi-classing (optional), half-orcs may choose fighter/cleric, cleric/thief, or fighter/thief.
* When assigning skill points to languages, half-orcs may choose from the following; ancestral (dark), ancestral (human), draconic, and dark.
* Half-orcs possess infravision that enables them to see up to 20 meters in darkness.

Halfling

Halflings live in small communities called shires and these are scattered throughout the civilized portions of *The Realm*, never far from human lands. Like elves, most halflings will never leave their communities, instead preferring to stay home, eating their twelve meals a day, smoking pipe weed, and drinking while socializing with friends and loved ones, but every once in awhile, a halfling comes along that gets the urge for adventure. Halflings always go barefoot and their feet are unbothered by the natural extremes of heat or cold. At first glance, a halfling can appear to be a human child, but on closer inspection one can see the differences. They have pointed ears and hairy feet, with skin, hair and eye colors that run the normal range. To most other races, halfings are short hairy-footed kleptomaniacs, a not entirely unfounded description, as most that take up a life of adventure can easily incorporate a little stealth and subterfuge, due to their small size and quick fingers, but other classes can and do exist. There is an old dwarf saying which goes, "if there is a halfling in your party check your money pouch, if it's missing check his". They are highly accepting of most other races and have a playful and naive view of the world, which can get them into trouble at times as they 'frolic' barefoot through *The Realm*. A halfling can reach 150 years of age and those that take up a life of adventure tend to retire at about half that, having long ago come to their senses.

Characteristic	Roll	Average
STR	2D6	7
CON	3D6+4	14-15
SIZ	1D3+3	5
INT	2D6+6	13
POW	2D6+3	10
DEX	3D6+4	14-15
CHA	3D6	10-11

Alignment: Any, commonly neutral
Treasure Factor: By class
Move: 6
Hit Points: 10 (Player Character: 19-20)
Damage Bonus: -1D6
Armor: By class
Attacks: By weapon
Skills: Language (Common) INT x5%, other skills according to class

* Halfling classes are restricted to cleric, fighter, or thief.
* When multi-classing (optional), halflings may choose to be fighter/thieves only.
* When assigning skill points to languages, halflings may choose from the following; ancestral (Halfling), sylvan, and dark.
* Halflings possess the following cultural skills; Sling (25), Stealth (40), and Hide (40). These cultural skills replace the skill's normal base chance. In addition, they may disregard a negative damage bonus with a sling due to their natural precision with the weapon.
* Finally, halflings possess infravision that enables them to see up to 20 meters in darkness.

CHARACTER CLASSES

In *Classic Fantasy*, there are eleven classes for players to choose from. These are the Barbarian, Bard, Cleric, Druid, Fighter, Illusionist, Magic-User, Monk, Paladin, Ranger, and Thief. Classes differ from the Professions found within the *Basic Roleplaying* core book in that they offer special abilities in addition to a skill list and are only available to player characters and important NPCs. Many of the Professions found in *Basic Roleplaying* still exist in *The Realm*, but only for non-player characters.

Character Class Restrictions: The character class restrictions in the racial write-ups serve to guide the players as to what classes are common to a specific race. These may be ignored only if the player can give the GM a compelling reason as to why his or her character should be able to take the class. And even with a compelling argument, the GM still needs to watch out for extreme cases of min-maxing.

Example: Carmen sits down and starts creating her character when the GM notices that she is creating a half-elf barbarian. He explains to her that in The Realm, only humans may be barbarians unless she can come up with a compelling reason to allow it. After thinking about it for a bit, she tells the GM that many years ago, after a severe storm, a ship was destroyed on the jagged rocks off the coast of a small settlement of the northern tribes. The next morning, one survivor was found washed up on shore, a beautiful elven maiden. She was accepted into the tribe, fell in love with a young barbarian warrior and together they conceived a half-elven child. Liking the character background, and knowing that a short half-elven barbarian isn't going to unbalance his game, the GM allows the character, and Lorissa of Stormholm, half-elven barbarian is born.

Each Character Class is made up of the following characteristics:

Characteristic Minimums: This represents the minimum requirements to qualify for a specific class. Once play has begun, it is possible to have a characteristic below this number due to injury, POW sacrifice or some other effect, and retain your class abilities.

Alignment: This will list any alignment requirements that your character must adhere to, if any. Unlike characteristic minimums above, some character classes require a strict adherence to a particular alignment and loss of abilities can result if this adherence is broken, while others are much less strict or have no alignment requirements at all.

Restrictions: This will list any disadvantages this class possesses, such as weapon and armor restrictions, illiteracy, etc.

Special Abilities: All character classes possess unique special abilities and these will be detailed here. Many classes allow a set of skills to use 1D8 for improvement instead of the normal 1D6, the player should mark these skills on the character sheet with a highlighter or asterisk (*) etc. as a reminder.

Class Skills: This lists the class skills for the character. Unless noted elsewhere, these skills cannot be raised above 55% at character creation. However, character class modifiers and skill category bonuses to specific skills can exceed this limit.

Status: This lists the beginning Status of an average character of the class. Status is treated as a class skill for all character classes with regards to skill points, and unless stated otherwise, the player may raise this as high as 40% (if lower) with personal skill points and 55% with class skill points, or lower it to as low as 15% to gain additional skill points to spend elsewhere. These may come from either professional skill points or general, and follow the normal strictures as to skill maximums at character creation.

Starting Wealth: This is simply the dice that are rolled to determine the characters starting gold at character creation.

Becoming a (class): This lists the method required once a campaign is underway, for any character, human or otherwise, to add another character class. A character with multiple classes is appropriately enough known as a multi-class character. Racial restrictions still apply unless the player can give the GM a compelling reason.

Option: Multi-Class Characters

In a normal game of *Classic Fantasy*, once a campaign is underway there is no real restriction on how you choose to advance your character. Want to have your magic-user learn to swing a battle axe, pick one up and start swinging it, want your fighter to learn to cast magic-user spells, take some time off, apprentice under a magic-user for a (long) while and learn the arcane arts. It's this freedom that makes the *Basic Roleplaying* system so unique compared to other games. But, non-humans are long-lived and would have had more time to try out another class or two even before the game begins, so what if you want your gnome fighter to be able to cast magic-user spells right now? What if you want your half-elf magic-user to also be able to cast cleric spells? Well you can, and it's called multi-classing. Humans can multi-class as well, but must do it in play, not during character creation. Not all races can choose all multi-class combinations; see each specific racial write-up.

To create a multi-class character, you simply choose either two or three classes and follow a few simple rules as detailed below.

* Character Race: Only non-human races may multi-class at character creation.
* Character Classes: You may only choose classes and combinations allowed by your race.
* Characteristic Minimums: Your character must meet the prerequisites for each class.
* Alignment: Your character must be able to adhere to all restrictions on alignment.
* Restrictions: Your character will suffer the restrictions noted under each class, but if one class restricts the use of a particular weapon and yet another allows it, your character may ignore the restriction. However armor penalties to magic-user spells only pertain to some races as noted in their write-ups.
* Special Abilities: Your character will benefit from the special abilities for each class.
* Class Skill Points: During character creation, a character with two classes may only spend 120 professional skill points on each class, and a character with three classes may only spend 80. The maximum skill chance is 55% including the skill base; however, skill category and class bonuses do not count against this maximum. In the case of Literacy, and other skills that start at a multiple of a Characteristic, choose the higher of the two. For example, a Fighter has Literacy at INT x 3% and a Cleric at INT x 5%. A Fighter/Cleric would therefore figure literacy at INT x 5%. This step only pertains to when a character is first created.
* Personal Skill Points: These may be spent on any skills as normal and the maximum skill chance is 40% including the skill base, however, skill category and class bonuses do not count against this maximum.
* Slower Advancement: A multi-class character, due to his or her divided attention, suffers a -1 skill increase penalty for each additional character class. For example, a halfling fighter/thief would roll 1D6-1 for skill increases and a half-elf fighter/magic-user/druid would roll 1D6-2, with a minimum increase of 1% in each case. Character classes with enhanced dice for experience increases, like the fighter's 1D8 instead of 1D6, retain their new die type while still suffering the multi-class penalty. Actual skill training is unchanged.

Important Note: In *The Realm*, humans having just started out in their careers cannot multi-class. If they wish to learn an additional class, it will have to be in play. See the rules for learning a class in play, in the write-ups of each character class if your human or non-human character wishes to learn another class once the game is under way. All of the above apply with regards to character advancement.

Barbarian

The frozen north, a land with towering glaciers, barren tundra, sudden blizzards and long dark winters, this land is home to the hardiest inhabitants of *The Realm*, the land of the barbarians. This land has produced some of the fiercest and most reckless of warriors and is a world shunned by the more civilized of peoples.

When driven to anger, a feat that is not that difficult, a barbarian can go into an almost inhuman rage. While in this state, self-preservation becomes of secondary importance. The barbarian is instead driven toward the elimination of that which he scorns. During this time, the safest thing to do is to give this berserker a wide berth. In addition, barbarians have a deep-rooted suspicion of magic and have a difficult time accepting those who embrace such pursuits.

Characteristic Minimums: STR 13, CON 13, DEX 9

Alignment: You may choose to be of any alignment and there is no penalty for not adhering to it once play begins. Choose any alignment and add 5 points.

Restrictions:

Armor: Barbarians train to fight lightly armored, with complete freedom of movement, and lose the benefits provided by the Quick Reflexes and Fast special abilities if encumbered at a level greater than Unloaded (STR x .5 ENC).

Fear of Magic: Barbarians are very superstitious when it comes to the casting of spells or use of magic that they deem as not being divine in origin. Because of this, when they are within 3 meters of the casting of a magic-user or illusionist spell or an existing magical effect, the chance of automatic failure of any skill roll becomes 91-00 and the Fumble chance is doubled throughout the duration. This applies to any magic items used by either the barbarian or his or her allies. Cleric and druid spells and items have no negative effect. This effect is caused by the barbarians irrational fear of magic, a fear that is ingrained in their primitive nature and cannot be easily dismissed. *For example, Lorissa the barbarian is about to hurl a throwing axe at the evil magic-user when he begins to cast a spell, normally her skill level of 65% doubled to 130% for point blank range, means that she would only miss on a roll of 96-00 and fumble on a roll of 99-00, however due to her superstitious fear, she will now miss on a 91-00 and fumble of a 97-00.*

Special Abilities:

Weapon Proficiency: Like fighters, barbarians are naturals with every class of weapon, possessing an intuitive understanding of their use. They gain a +10% Attack bonus with all attacks, natural or otherwise. In addition, Weapon skills improve at a rate of 1D8 points per skill increase instead of the normal 1D6.

Quick Reflexes: Barbarians, when encumbered at a level no greater than Unloaded (STR x .5 ENC), receive a +10% bonus to Dodge skill as well as two extra Defense rolls before suffering a multiple defense roll penalty. In addition Dodge skill improves at a rate of 1D8 points per skill increase instead of the normal 1D6. However, see Armor under Restrictions above.

Example: Lorissa the barbarian, STR 15, Dodge 55%, is carrying 7 ENC of equipment. Because she is Unloaded, Lorissa may add a +10% bonus to her defense rolls, bringing her Dodge to 65%. In addition, because Lorissa is so lightly encumbered, she may make a total of three Defense rolls before suffering the cumulative -30% penalty.

Fast: When lightly encumbered as above, barbarians may add a +2 bonus to their MOV score.

Back Protection: A barbarian that succeeds at a Listen or Sense roll may make a normal Dodge or Parry attempt verses an attack from behind. Under normal circumstances, either roll would be *Difficult.*

Detect Magic and Illusions: A barbarian that suspects that an item or object is of a magical nature may spend one round concentrating upon it, and if

successful at a POW x 3 roll, will know if the item is magical, though not any abilities it may possess. If attempting to disbelieve an illusion he or she may add a +1 bonus to POW for the purposes of the resistance roll for every 10 points of CON possessed (rounded up). See Illusion on page 98 of *Basic Roleplaying* for further information on disbelieving and page 121 of *Classic Fantasy* for information on the Phantasm spell.

Berserk Rage: A barbarian may go into a berserk rage lasting a number of combat rounds equal to his or her CON score and modifies their STR x1.5 and CON x1.5. This will modify the character's derived attributes appropriately and therefore the player should have already worked out the barbarian's enraged damage bonus, total hit points, and hit points per location in a convenient spot on the character sheet or possess a second character sheet for use when the character rages. Any damage suffered before or during rage, is transferred on a point-by-point basis, and a severely injured barbarian may possibly die when the rage effect wears off. Once the rage effect ends, an arm or leg fully negative will now be maimed and will not suddenly fall off, even if the damage was from a cutting of slashing weapon. However, enough damage to double the hit points in a currently berserk barbarian's arm or leg will sever or maim it as normal. A maimed limb does not become usable again if the barbarian rages a second time, though if the location was not maimed, and the damage no longer reduces the location to a negative amount, the barbarian will regain the use of the limb as normal for the duration of the new rage. Unfortunately, for the duration of the rage effect, all defense rolls become *Difficult* as a berserk barbarian tends to ignore personal safety.

For example, Lorissa has gone into a berserk rage and multiplies her CON of 13 by 1.5 (rounded up) bringing her enraged CON to 20. This adds 7 hit points and brings her new hit point total to 30. Prior to going into rage, she had taken an 7 point hit to her 6 hp right arm bringing it down to -1 and making it unusable. As soon as she rages, her arms instead have 8 hit points each, and the 7 points of damage no longer brings the location negative. She therefore regains the use of her arm for the duration of the rage. If she was to take another 7 point hit to the same arm she would now have taken a total of 14 points of damage to that limb and the limb would be at -6 hp, making her unable to use the limb even while enraged. Once the rage wears off however, the 14 points of damage will bring the arm to -8, more than double the location's points. In this case, the limb is now maimed and Lorissa goes into shock. As losing the use of a maimed limb is permanent short of magical healing, she will not be able to use that arm again, even when enraged without healing magic.

Class Skills: Brawl, Climb, Dodge, Grapple, Jump, Melee or Missile Weapon (any), and four other skills from the following list as appropriate to concept: Command, First Aid, Hide, Listen, Knowledge (Wilderness Lore), Melee Weapon (any), Missile Weapon (any), Navigate, Repair (any), Ride, Shield, Spot, Stealth, Swim, Throw, or Track.

Illiterate: Barbarians do not begin with Literacy as a class skill, nor do they begin literate in their own language. They must purchase it with general skill points or develop it after play begins and are

therefore limited to 40%, plus skill category bonuses, in any particular language during character creation.

Status: Barbarians begin with a Status of 30 (Lower Middle Class), but may purchase up to Status 55 (Upper Middle Class) with class skill points at character creation. If a barbarian so chooses, this may be lowered to as much as a 15, to reflect being down on his or her luck, with the points being able to be used elsewhere.

Starting Wealth: 5D4 x10 gp

Becoming a Barbarian: A character that does not begin play as a barbarian and wishes to become one, may do so by spending a number of months living and training among members of a barbarian tribe. This apprenticeship will require an amount of time equal to 30 minus the average of your character's STR+CON+DEX in months of training. This training time may be broken up into separate intervals of no less than one month at a time and will typically cost the character 100 gp per month in gifts, payment and living expenses. During the last month of training, the barbarian's teacher will unlock the secrets of the barbarian's special abilities, and he or she will receive a bonus equal to INT x1% in any four skills on the barbarian skill list. Only after spending the required time among the tribes is the character truly accepted as a barbarian warrior. A character that becomes a barbarian in play retains all of the skills and special abilities of any other character class but must abide by the restrictions of either when utilizing specific special abilities. For example, a barbarian/fighter must be encumbered at no greater than Unloaded encumbrance level to utilize the Agile Warriors special ability. A character that becomes a barbarian in play may retain his or her prior Status level.

Bard

Bards are the musicians, storytellers, and poets of *The Realm*; they are masters of persuasion, using charisma and a quick wit to make their way in the world. Proficient with both sword and song, bards can fight as well as they perform. Able to rally friends and allies in times of peril through the use of songs, stories, and poetry, the bard raises morale with but the spoken word, and can protect those close to him from similar harmful effects. Finally, bards know the spells of the magic-user, though not with the same level of mastery, for the bard is truly the jack of all trades, master of none.

Characteristic Minimums: INT 14, DEX 13, CHA 13

Alignment: You may choose to be of any alignment, but most bards are typically good or neutral, and there is no penalty for not adhering to it once play begins. Choose any alignment and add 5 points.

Restrictions:

Armor: Bards may wear any armor without penalty; however armor can negate the bonus provided by the Quick Reflexes special ability if the bard is encumbered at a level greater than Unloaded (STR x .5 ENC) and has negative effects on the casting of magic-user spells.

Special Abilities:

Quick Reflexes: Bards, when encumbered at a level no greater than Unloaded (STR x .5 ENC), receive a +10% bonus to the Dodge skill, as well as two extra Defense rolls before suffering the multiple Defense roll penalty. In addition the bard's Dodge skill improves at a rate of 1D8 points per skill increase instead of the normal 1D6.

Communication Proficiency: Bards are naturally adept at skills dealing with Communication; because of this, each Communication skill is granted a bonus of +10% and every time the player rolls for a skill increase, instead of rolling 1D6 for improvement, he or she rolls 1D8. This is applied to all Communication skills including, Bargain, Command, Disguise, Etiquette, Fast Talk, Language, Perform, Persuade, Status, and Teach. Note: Status already includes the initial +10% bonus, and is usually awarded by the GM and not typically rolled; in this case, the GM should award you one extra point if an increase is warranted.

Legend and Lore Proficiency: Bards have picked up numerous bits of information in their travels; because of this they receive a +10% bonus to all Knowledge (Lore) skills except Spell Lore. In addition, every time the player rolls for an increase of the noted skills, instead of rolling 1D6 for improvement, he or she rolls 1D8.

Charm: A bard has a chance of charming those listening to his or her music, singing, or poetry, and just about any Perform skill may be used as long as it possesses an audible component. If the bard succeeds at a *Difficult* Perform (any) skill roll and a successful POW vs. POW roll on the Resistance Table, the subject is charmed as per the spell of the same name for 24 hours at the cost of 3 magic points. A single performance can charm one subject for every 10 points the bard has in his or her chosen alignment, however each will require the expenditure of 3 magic points as normal. The duration may be extended daily with the use of additional magic points and no roll for success is necessary, however the bard is still assumed to perform for his subjects at some point every day to maintain the effects of the charm.

Inspiration: The bard may, through the use of word or song, inspire his companions to great deeds, granting them a bonus to all skill and resistance rolls. This may be done before combat to boost courage and morale, after combat to bolster the efforts of the healers and ease the suffering of those that cannot be helped, or even in the midst of combat to inspire greater effort and confidence. The bard must perform for two consecutive combat rounds and then make a Perform roll, with the one stipulation that the skill in question must be able to be heard by his or her audience, and can therefore take the form of a tale of heroism, a tragic poem, a fiery speech, or a haunting tune played on a harp, mandolin, or lute. The effects of the inspiration grant a +1% bonus to all skill rolls for every two points in the bards chosen alignment. In addition, the subject's characteristics are increased by +1 for the purposes of resistance rolls, for every 10 points the bard possesses in his or her chosen alignment. These effects last for 15 minutes.

Counter Song: A bard may counter the magical effects of an opponent's songs or poetry, such as that of an evil bard or a supernatural effect such as a siren's song, or a harpy's scream. This requires a successful Perform (any audible performance) roll, and those within 3 meters may add +1 to POW for each 10 points the bard possesses in his or her chosen alignment for the purposes of resisting the effects. If the attacking song is a background effect, then any successful roll will suffice, and even getting within the same range noted above of a shrieking mushroom will counter its shrill cry.

Cast Magic-User Spells: Bards cast magic-user spells and may spend skill points on any two Common spells at character creation. He or she is limited to ¼ INT as far as memorization goes and additional magic-user spells must be written in a spell book as normal. Regardless of skill level with Knowledge (Spell Lore), a bard may not learn to cast Rare spells.

Cantrip: Bards learn to cast cantrips early in their apprenticeship, producing minor spell-like effects through the use of insignificant manipulations of arcane energy. While technically a spell, these are completely unable to cause even a point of damage, any amount of distraction, or mimic any other existing spell. However, these spells are a great form of entertainment among the common folk, downtrodden, and especially children. Some effects commonly created with cantrips include puffs of wind to flicker candles, pulling a silver piece from behind a child's ear, causing a flower to quickly bloom, creating eerie ethereal music that issues from nowhere, and creating tiny whirlwinds that blow dust under rugs. The energy required to cast this spell is so insignificant that it costs 0 magic points and can be maintained indefinitely, as long as the bard maintains concentration.

Read Magic: This ability allows the bard to read magical script on scrolls, books, weapons, etc which under normal circumstances is indecipherable. This does not allow the casting of any spell found upon the object or item in question. However, the reading of a cursed scroll will invoke the magic contained within. It costs 1 magic point to read a scroll or 1 magic point per spell to read a spell book.

Spell Book: The character possesses a spell book to store his or her spells.

Class Skills: Dodge, Knowledge (any two Lore skills, usually Academic and Folklore), Perform (Acting, Play Instrument, Sing, or Orate), Persuade, and three other skills from the following list as appropriate to concept: Appraise, Bargain, Brawl, Climb, Disguise, Fast Talk, First Aid, Grapple, Hide, Insight, Knowledge (Spell Lore)*, Knowledge (any), Language (any), Listen, Literacy (any), Melee Weapon (any one-handed), Missile Weapon (any), Perform (any), Research, or Scribe Magic. Finally, the bard must choose two Common magic-user spells as detailed above. These spells begin at INT x1% and may be improved with skill points as well as later through experience.

*This important skill determines when the bard gains the ability to cast more powerful spells, so it is a good skill to increase during character creation. However, regardless of skill level, a bard may not learn to cast rare spells.

Literate: Bards begin with the skill Literacy (Common) at INT x5% without having to spend any skill points.

Status: Bards begin with a Status of 40 (Middle Class), but may purchase up to Status 55 (Upper Middle Class) with class skill points. This already includes the +10% bonus from Communication Proficiency. If a bard so chooses, this may be lowered to as much as a 15, to reflect a less than successful beginning career, with the points being able to be used elsewhere.

Starting Wealth: 2D6 x10 gp

Becoming a Bard: A character that does not begin play as a bard and wishes to become one, may do so by spending a number of months training under the tutelage of a master bard. This apprenticeship will require an amount of time equal to 30 minus the average of your character's INT+DEX+CHA in months of training. This training time may be broken up into separate intervals of no less than one month at a time and will typically cost the character 100 gp per month. During the last month of training, the teacher will unlock the secrets of the bard's special abilities and he or she will receive a bonus equal to INT x1%in any four skills on the bard skill list, one of which must be Perform (any), and may include one spell if desired. Only after spending the required training time is the character truly considered a bard. A character that becomes a bard in play retains all of the skills and special abilities of any other character class but must abide by the restrictions of either when utilizing specific special abilities. For example, a fighter/bard must still abide by any spell casting penalties while wearing armor. A character that becomes a bard in play may retain his or her prior Status level, or raise it to 40 if lower at no cost in skill points.

Cleric

Clerics are the militant arm of a religious order, and are skilled in protecting the church and its followers in times of war or during a pilgrimage. During times of relative peace, clerics travel *The Realm* spreading the word of their deity and seeking converts. They are skilled in everything from philosophy, religion, and persuasion, to maces, war hammers, and morningstars, willing to use either to further their cause.

Clerics have been blessed with the ability to cast spells by their deity and are also masters of combat against the undead, demons and devils. They possess the ability to turn them with but a spoken prayer.

Characteristic Minimums: POW 9

Alignment: You must choose a deity and note the approved alignment on your character sheet, adding 5 points. Gaining points in a non-opposed alignment which exceed your required alignment causes your deity to become displeased and the character will lose all powers and spell casting abilities. To be redeemed, you must raise the required alignment 5 points higher than the other alignment and sacrifice 1 point of POW after 24 hours of strict

meditation. Only then do you repent of your sins and regain your abilities. However, if the offending alignment is in opposition to your deity, exceeding your deity's alignment will anger him or her to the point that no redemption is possible.

Restrictions:

Blood-Letting Weapons: Clerics are limited to weapons with the Crushing special success type. From the earliest of religious texts, church doctrine has taught that the soul resides within the body and this was originally interpreted as to forbid the use of weapons that cut through the flesh of an opponent. Because of this clerics only trained in certain blunted weapons and were forbidden the use of those which cut too deeply or impaled the body, for to strike in such a way was to risk the opponent's soul, and only the gods may judge a person's soul. To risk damaging the soul was to defy the gods. This was an irrational belief from an earlier age and over time this has been mistaken to mean a ban on the use of blood-letting weapons altogether. This is a widely spread misconception as all weapons of war draw blood. Because of this, modern clerics, even those of an evil or chaotic bent, follow this code out of tradition more than moral principal. However, some deities favor a different class of weapon and in these cases only; if the cleric possesses a Status of 75% or greater, he or she may utilize the deity's favored weapon as shown on the Deities and Demi-Gods of *The Realm* Table on page 50.

Special Abilities:

Cast Cleric Spells: This character casts cleric spells and begins with two Common spells of his or her choice from those detailed in Chapter 3: Spells. These have a 100% chance of success and require no expenditure of skill points, nor may they be improved in play. The POW sacrifice is assumed to have already been made earlier in the cleric's career and is not necessary now. If the cleric chooses, up to two additional spells can be selected as per 'Gaining New Cleric Spells'. Clerics, unlike magic-users, are limited to a number of memorized spells equal to their full current POW instead of ½ INT. While magic-users are able to cast non-memorized spells from a spell book, clerics have the capability to have more spells in memory then magic-users do.

Turn Undead, Demons and Devils: Clerics can turn undead, demons and devils, driving them away by means of faith alone. All undead, demons and devils within a number of meters equal to ¼ the clerics POW are affected (rounded up). This attempt may be made only once per encounter by the same cleric, however, additional clerics may all try. The cleric compares ½ his or her points in good (round up) to the POW characteristic of the supernatural threat with the least POW. Overcoming the monster's POW on the Resistance Table causes it to flee from the cleric, using the most rapid means it has at its disposal, and it will avoid the cleric for an hour. If the resistance roll falls into the automatic success range, mindless undead such as skeletons and zombies are utterly destroyed and blasted into little more than dust or simply collapse in a lifeless heap, while demons, devils, and intelligent undead are automatically turned. If the turn attempt is successful on the first creature, the cleric may attempt then it on the one with the next highest POW, etc. When multiple creatures possess the same POW, the closest is affected first. If at any point the attempt fails, it does not have any further effect on any remaining monsters.

Clerics of evil alignment have the additional ability to control undead, demons, and devils with a Special success on the resistance roll. In this case, they are comparing ½ their points in evil instead of good. Supernatural creatures controlled by an evil cleric are subject to this control for 24 hours.

Making a turn attempt counts as the cleric's action for the round.

Skills: First Aid, Insight, Knowledge (Academic Lore), Knowledge (Religious Lore), Knowledge (Spell Lore)*, Melee Weapon (any non-restricted), Perform (Rituals), Persuade, Shield, and one of the following as appropriate to concept: Etiquette (Religious or Holy Order), Fast Talk, Knowledge (group, usually a religious order), Knowledge (Blasphemous Lore), Knowledge (any), Language (any), Literacy

(any), Medicine, Perform (Orate), Repair (any), Research, Scribe Magic, or Teach.

**This important skill determines when the cleric gains the ability to cast more powerful spells, so it is a good skill to increase during character creation.*

Literate: Clerics begin with the skill Literacy (Common) at INT x5% without having to spend any skill points.

Status: Clerics begin with a Status of 40 (Middle Class), but may purchase up to Status 50 (Upper Middle Class) with class skill points (class or general). If a cleric so chooses, this may be lowered to as much as a 15, to reflect a life of poverty, with the points being able to be used elsewhere.

Starting Wealth: 3D6 x10 gp Note: Only two or three gold pieces may be retained after purchasing all equipment and goods, as all possessions are granted to the cleric by the church or religious order. No money may be lent to other characters during this time.

Becoming a Cleric: A character that does not begin play as a cleric and wishes to become one, may do so by spending a number of months training under the tutelage of a church or religious order. This apprenticeship will require an amount of time equal to 30 minus your character's POW in months of training. This training time may be broken up into separate intervals of no less than one month at a time and will typically cost the character 100 gp per month in upkeep and donations to the church. During the last month of training, the character will sacrifice a point of POW, forming a link to the deity in question, and in return, the patron deity will unlock the secrets of the cleric's special abilities. At this point, the character will also receive a bonus equal to INT x1% in any four skills on the cleric skill list, of which two must be Perform (Ritual) and Knowledge (Religious Lore) and may choose a single clerical spell from the list noted above at no additional sacrifice of POW. Only after spending the required training time is the character truly considered a cleric, prior to this the character will be known as an initiate of the order, but will have no special abilities. A character that becomes a cleric in play retains all of the skills and special abilities of any other character class, but must abide by the restrictions of both at all times. For example, a fighter/cleric must abide by any weapon restrictions of the clerical order, even when not casting cleric spells or performing cleric abilities. A character that becomes a cleric in play may retain his or her prior Status level, or raise it to 40 if lower.

Druid

Druids are a sub-class of the cleric, protectors of nature and worshipers of forest deities. They hold the sun, the moon, and the trees (particularly oak and ash) as sacred representatives of the divine. They are the caretakers of plants and animals, and while they

condone the hunting of woodland creatures and the cutting of trees as necessary for the survival of the civilized races, they are intolerant of wasteful exploitation. In these cases, druids can be patiently devious in their revenge on those who would profit at the expense of nature. Mistletoe is the holy symbol of the druid. Druids are uneasy in civilized areas and prefer the solitude of their small log and stone cottages and sacred groves deep within the wilder regions of *The Realm.*

Characteristic Minimums: POW 13

Alignment: You must choose to worship a neutral nature deity and follow that deity's alignment.

Restrictions:

Armor: Because of their religious beliefs, druids only wear armor of natural construction, mainly leather armors, furs or skins. If they wear any other armor, while it is not evil in the eyes of the druid's deity, it will result in the loss of 1 point of neutral alignment per day the druid spends wearing the impure armor, even if it is only for a short while. This cannot reduce the druid's alignment below zero.

Weapons: Because of religious beliefs, druids may only use the following weapons; club, sickle, dart, spear, dagger, scimitar, sling, and staff. A druid may use a shield of wooden manufacture if he or she so desires. To use any other weapons, while it is not evil in the eyes of the druid's deity, it will result in the loss of 1 point of neutral alignment per day the druid spends using the impure weapon, if it is used for more than a couple of combat rounds.

Special Abilities:

Many of these abilities are modified by the druid's alignment towards neutral.

Cast Druid Spells: This character casts druid spells and begins with two Common spells of his or her choice from those detailed in Chapter 3: Spells. These have a 100% chance of success and require no expenditure of skill points, nor may they be improved in play. The POW sacrifice is assumed to have already been made earlier in the druid's career and is not necessary now. If the druid chooses, up to two additional spells can be selected as per 'Gaining New Druid Spells'. Druids, unlike magic-users, are limited to a number of memorized spells equal to their full current POW instead of ½ INT. While magic-users are able to cast non-memorized spells from a spell book, druids have the capability to have more spells in memory then magic-users do.

Cleric Magic Items: Druids being related to clerics may use any magic items noted as cleric only, except books and scrolls.

Acquired Abilities

A druid has access to the following acquired abilities dependent upon his or her alignment level towards neutral. He or she must maintain the noted level or risk losing abilities until such a time that they can regain a high enough level to reacquire them.

First Circle: When the druid attains a neutral alignment 20 points higher than any other alignment, he or she has reached the first circle. A druid of the first circle receives the following abilities.

Identify Plants, Animals and Pure Water: The druid may identify plants, animals and pure water with 100% chance of success.

Pass without a Trace: The druid may move through overgrown wooded areas at a normal movement rate without leaving a discernable trail.

Second Circle: When the druid attains a neutral alignment 50 points higher than any other alignment, he or she has reached the second circle. A druid of the second circle receives the following abilities.

Immunity to Charm Spells: The druid becomes immune to charm spells and effects cast by woodland creatures such as dryads, nymphs, nixies etc.

Shape Change: The druid gains the ability to shape change into a reptile, bird or mammal at no cost in magic points. Each animal form (reptile, bird or mammal) may only be used once per day. The druid may choose any natural animal up to two times his or her SIZ. Upon changing form, the druid instantly heals 1D6 x10% of any hit point damage he has taken and hit locations heal evenly. A maximum of 5 ENC

of equipment will transform with the druid, anything extra is dropped to the ground to be retrieved later.

Class Skills: First Aid, Insight, Knowledge (Spell Lore)*, Knowledge (Wilderness Lore), Perform (Rituals), and five of the following as appropriate to concept: Climb, Craft (usually leatherworking), Dodge, Etiquette (Druidic Order), Hide, Jump, Knowledge (Animal Training), Knowledge (Religious Lore), Knowledge (any), Language (Secret)**, Language (Sylvan or Draconic), Listen, Melee Weapon (any non-restricted), Missile Weapon (any non-restricted), Navigate, Repair (Wood or Leather), Shield, Spot, Stealth, Swim, Teach, Throw, or Track.

**This important skill determines when the druid gains the ability to cast more powerful spells, so it is a good skill to increase during character creation.*

***Language (Secret) (INT x5): All druids know a secret form of communication limited to only dealing with nature and other natural events. It cannot be used to convey more detailed information about other subjects. This jealously guarded language is never taught to outsiders.*

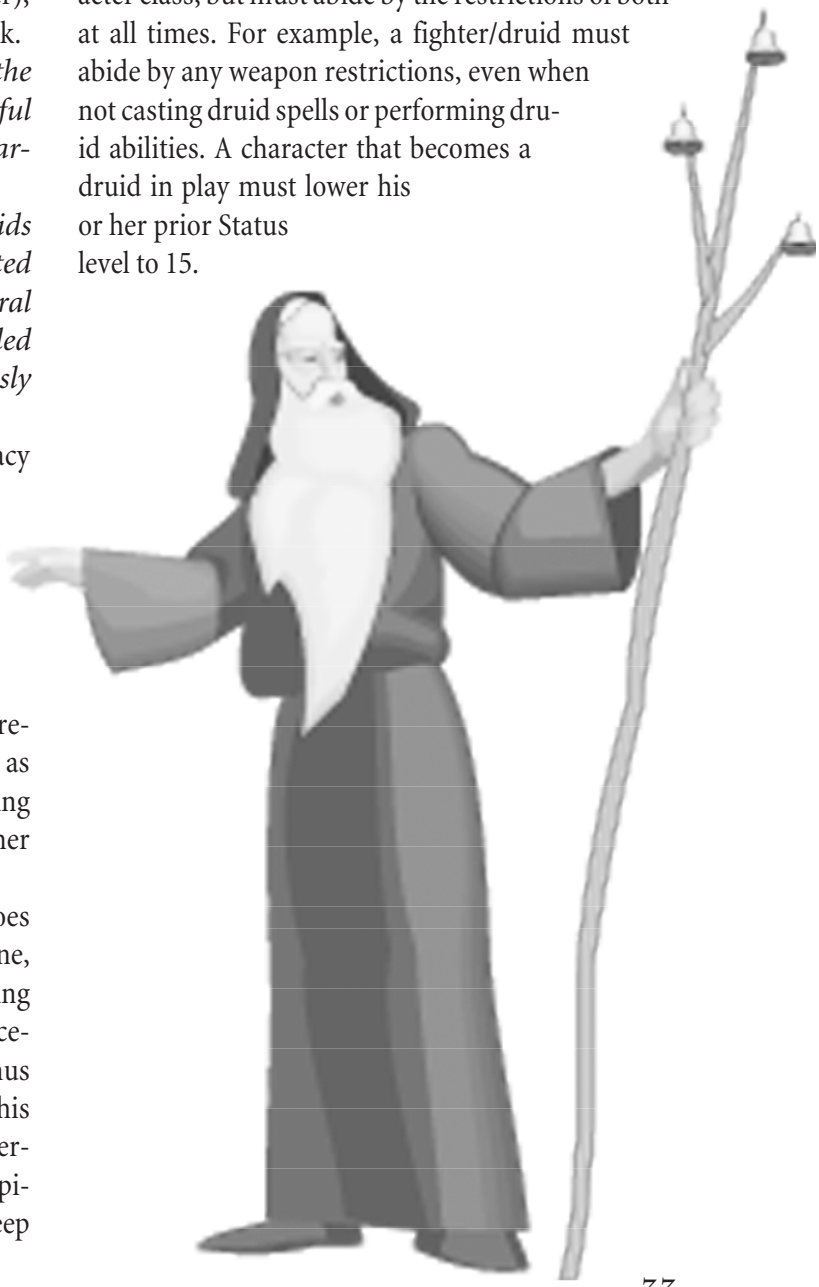
Literate: Druids begin with the skill Literacy (Common) at INT x5% without having to spend any skill points.

Status: Druids begin with a Status of 15 (Lower Class), but may purchase up to Status 50 (Upper Middle Class) class skill points.

Starting Wealth: 3D6 x10 gp

Note: Only two or three gold pieces may be retained after purchasing all equipment and goods, as monetary wealth has little meaning at the beginning of the druid's career. No money may be lent to other characters during this time.

Becoming a Druid: A character that does not begin play as a druid and wishes to become one, may do so by spending a number of months training under the tutelage of another druid. This apprenticeship will require an amount of time equal to 30 minus your character's POW in months of training. This training time may be broken up into separate intervals of no less than one month at a time and will typically cost the character 100 gp per month in upkeep and sacrifice of materials and/or wealth. During the last month of training, the character will sacrifice a point of POW, forming a link with nature. In return, the spirits of the woodlands will unlock the secrets of the druid's special abilities. At this point, the character will also receive a bonus equal to INT x1% in any four skills on the druid skill list, two of which must be Knowledge (Wilderness Lore) and Knowledge (Religious Lore). Only after spending the required training time is the character truly considered a druid. A character that becomes a druid in play retains all of the skills and special abilities of any other character class, but must abide by the restrictions of both at all times. For example, a fighter/druid must abide by any weapon restrictions, even when not casting druid spells or performing druid abilities. A character that becomes a druid in play must lower his or her prior Status level to 15.



Optional: Druid Hierarchy

There are only a limited number of druids in the upper echelons of their organization. This is represented by the Status skill. Once a druid obtains a Status level of 80% he or she is granted the official title of "druid" within the ranks of druid society. Before this they are officially known as "initiates", though to those outside of the druid culture, they always carry the title of "druid". There are only nine druids of Status 80% or greater within any one geographical region. A region may consist of a mountain range, inland sea, large forested tract of wilderness etc., and an individual continent may possess three or four such regions. A character's Status level is maxed out at 79% until a position opens among the Nine. At this point a new druid is appointed from the pool of likeliest candidates. If a declined candidate wishes to contest the appointment, or if there are no openings and an initiate of Status 79% wishes to challenge one of the Circle of Nine to step down, the initiate may challenge one of the Nine to a magical duel. Magical duels are detailed in Chapter 4: Spells. If the challenger wins the duel, the loser must step down allowing the winner to take their place as one of the Circle of Nine. This grants the challenger a 1-point bonus to POW and a 1D3 point bonus to Status, bringing his or her Status to the required 80% or greater, this is in addition to any skill checks as normal. Regardless of the outcome, neither druid may challenge the other again for the purpose of advancement for at least year and a day.

When becoming one of the Nine, the druid will be served by three initiates, which are always beginning characters, as created in this chapter. These initiates would never 'adventure' with the druid character, instead staying behind and overseeing more mundane affairs and running errands for the druid in their absence.

Within a geographical region, there will only be three archdruids of Status level 90% or better. To become an archdruid requires that there be a vacant position, or a druid of 89% to challenge a current member to a magical duel as noted above. As above, a winning challenger receives a 1-point bonus to POW and a 1D3 point bonus to Status, in addition to any skill checks as normal. The title of archdruid grants no additional initiates, though among those of this rank, only three in all of *The Realm* are chosen to serve the Grand Druid.

A geographical region will have only one great druid of Status level 100% and this position must be vacant or won through a magical duel as well, with a winning challenger receiving the rewards noted previously. The ascendance of a new great druid is a time of chaos as this creates a highly contested opening in the ranks of the archdruids.

Finally, there is the Grand Druid, the highest ranking of the hierarchy with a Status of 101%+, and while there is one great druid per region, there is only ever a single Grand Druid in all of *The Realm*. The position of Grand Druid is not won in combat, but instead appointed by the current Grand Druid to be his or her successor. The Grand Druid is served by nine other druids subject to him or her alone and stands outside the hierarchy of the different regions. These nine serve as his messengers and agents, wandering *The Realm*. The position of Grand Druid is unsuitable for a player character in a current campaign unless that character is retired from adventuring.

Rewards of Hierarchy

Upon crossing each threshold into the next rank of the hierarchy, a druid is granted one or more spells of his or her choosing without the need to sacrifice POW. The spells are chosen from the list based upon rarity, and the rarity is based upon the newly acquired rank as follows.

Druid (Status 80%), 1 common druid spell

Archdruid (Status 90%), 1 uncommon druid spell

Great Druid (Status 100%), 1 rare druid spell

Grand Druid (Status 101%+), 2 rare druid spells

In the case of there being no spell available of a certain rarity that the druid does not already possess, he or she may choose two from the next lower rarity. In the case of there being no spells of any lower rarity, ask for a round of applause from the other players and be happy.

Fighter

Fighters are the most plentiful of adventurers in *The Realm*. Whether breaking down doors, wielding swords and axes with both skill and finesse, or interposing themselves between the party's less martial members and the opposition. Wherever you find adventure, you'll find the fighter.

Some fighters concentrate on ranged combat and master weapons to remove a threat from afar. These are archers and crossbowmen. Others master melee combat and like to get in nice and close. These are swordsmen and men-at-arms. Regardless of what the rest of the world calls them, in *Classic Fantasy*, they are Fighters, and they are the most versatile of warriors in the entirety of *The Realm*.

Characteristic Minimums: STR 9

Alignment: You may choose to be of any alignment and there is no penalty for not adhering to it once play begins. Choose any alignment and add 5 points.

Restrictions: None

Special Abilities:

Armor Proficiency: Fighters typically conduct combat in heavy armor and have gotten used to its weight and therefore learned to compensate for it. Because of this, they may divide all ENC from armor by two when figuring for Load and Fatigue. In addition, they may ignore any physical skill penalty due to armor except to the skills Stealth and Swim. They do however still suffer the Perception penalty from the wearing of a helm.

Weapon Proficiency: Fighters are naturals with every class of weapon, possessing an intuitive understanding of their use. They gain a +10% Attack bonus with all attacks, natural or otherwise. In addition, Weapon skills improve at a rate of 1D8 points per skill increase instead of the normal 1D6.

Weapon Mastery: In addition to the bonus provided from weapon proficiency, a beginning fighter gets to add a +10% bonus to any one Weapon Skill of his or her choosing. As above, this bonus is to the actual skill, not the skill base and will allow the skill be as high as 75% at character creation. This one weapon skill will improve at a rate of 1D10 points per skill increase instead of the 1D8 for weapon proficiency.

Class Skills: Brawl, Grapple, Melee or Missile Weapon (any), and seven other skills from the following list as appropriate to concept: Artillery, Command, Dodge, First Aid, Knowledge (Group, usually a militant order), Melee Weapon (any), Missile Weapon (any), Repair (any), Ride, Shield, or Throw.

Literate: Fighters begin with the skill Literacy (Common) at INT x3% without having to spend any skill points.

Status: Fighters begin with a Status of 40 (Middle Class), but may purchase up to Status 50 (Upper Middle Class) with class skill points. If a fighter so chooses, this may be lowered to as much as a 15, to reflect being down on his or her luck, with the points being able to be used elsewhere.

Starting Wealth: 5D4 x10 gp

Becoming a Fighter: A character that does not begin play as a fighter and wishes to become one, may do so by either spending a number of months in training under the tutelage of another fighter, or by joining a fighter academy or guild. This apprenticeship will require an amount of time equal to 30 minus your character's STR in months of training. This training time may be broken up into separate intervals of no less than one month at a time and will typically cost the character 100 gp per month in upkeep, training cost and or guild dues. During the last month of training, the teacher will unlock the secrets of the fighter's special abilities. At this point, the character will also receive a bonus equal to INT x1% in any four skills on the fighter skill list. Only after spending the required training time is the character truly considered a fighter. A character that becomes a fighter in play retains all of the skills and special abilities of any other character class, but must abide by the restrictions of both at all times. For example, a fighter/magic-user must still abide by any armor restrictions when casting magic-user spells. A character that becomes a fighter in play may retain his or her prior Status level, or raise it to 45 if lower.

Illusionist

Illusionists are a sub-class of the magic-user specializing in spells of confusion and deception. They bend reality at will, and cloak entire parties from prying eyes. Illusionists can fool the senses of an adversary into believing almost anything, and when they have gained in skill and ability, can cast shadow versions of various magic-user spells such as fire ball and magic missile. They can conjure phantasmal creatures, monsters that can interact with their surroundings, to defend them from harm. Powerful illusionists can reach into the very psyche of an opponent and bring forth the most terrible monsters from the deepest recesses of their subconscious. Being closely related to magic-users allows illusionists to use any magic items usable only by the other.

Characteristic Minimums: INT 14, DEX 12.

Alignment: You may choose to be of any alignment and there is no penalty for not adhering to it once play begins. Choose any alignment and add 5 points.

Restrictions:

Armor: As per magic-user.

Weapons: As per magic-user.

Special Abilities:

Lore Proficiency: As per magic-user.

Cantrip: As per magic-user.

Read Magic: As per magic-user.

Cast Illusionist Spells: Illusionists may spend skill points on any four Common illusionist spells at character creation, as detailed in Chapter 3: Spells.

Spell Book: The character starts with a spell book to store his or her spells.

Class Skills and Spells: Knowledge (Academic Lore), Knowledge (Spell Lore)*, any two Knowledge (any), Research, Scribe Magic, and 4 Common illusionist spells. These spells have a base of INT x1%.

**This important skill determines when the illusionist gains the ability to cast more powerful spells, so is a good skill to increase during character creation.*

Personal Skills Note: Typically, illusionists will spend at least a portion of their personal skill points on additional Knowledge, Language, or Literacy skills and maybe a Weapon skill. Additional spells may not be chosen; however existing spells may be increased up to 40% as normal if needed.

Literate: Illusionists begin with the skill Literacy (Common) at INT x5% without having to spend any skill points.

Status: Illusionists begin with a Status of 40 (Middle Class), but may purchase up to Status 50 (Upper Middle Class) with class skill points. If an illusionist so chooses, this may be lowered to as much as a 30, to reflect having just recently finished apprenticeship, with the points being able to be used elsewhere.

Starting Wealth: 1D4+1 x10 gp

Becoming an Illusionist: A character that does not begin play as an illusionist and wishes to become one, may do so by spending a number of months in apprenticeship under the tutelage of another illusionist, or by joining an illusionist's guild. This apprenticeship will require an amount of time equal to 30 minus your character's INT in months of training. This training time may be broken up into separate intervals of no less than one month at a time and will typically cost the character 100 gp per month in upkeep and training cost. During the last month of training, the teacher will unlock the secrets of the illusionist's special abilities. At this point, the character will also receive a bonus equal to INT x1% in any four skills on the illusionist skill list. Only after spending the required training time is the character truly considered an illusionist. A character that becomes an illusionist in play retains all of the skills and special abilities of any other character class, but must abide by the restrictions of both at all times. For example, a fighter/illusionist must still abide by any armor restrictions when casting illusionist spells. A character that becomes an illusionist in play may retain his or her prior Status level, or raise it to 40 if lower.

Magic-User

Magic-users study the arcane, digging through old musty tombs for new and elusive spells to add to their spell books. They spend much of their free time studying these spells and learning to master the powers found within them. Physically weaker than the other classes due to the time spent trapped in musty libraries, adventuring is the last thing you would expect to find these practitioners of magic doing. But within dungeons and long forgotten ruins, lie lost and forgotten spells, and for this reason alone they find it worth the risk. Magic-users have the potential to become the most powerful of the classes, if their party can keep them alive long enough for them to reach that potential. A magic-user must rely on the party's protection during his or her early adventuring years, for when they reach their full potential, the party knows that protection will be repaid tenfold.

Characteristic Minimums: INT 13

Alignment: You may choose to be of any alignment and there is no penalty for not adhering to it once play begins. Choose any alignment and add 5 points.

Restrictions:

Armor: While a magic-user may wear any armor they choose, its restrictiveness increases the chance of fumbling the casting of a spell considerably. Casting spells while wearing armor increases the chance of a fumble by an amount equal to the skill penalty of the armor worn, or +10% in the case of armor with no penalty; while helms and the like cause a penalty equal to the perception modifier. In the case of multiple armor types worn on different hit locations, only figure the piece with the largest penalty. Therefore, most magic-users will avoid armor on all but the most hazardous of adventures, and usually even on those. Elves are naturally more adapt at casting spells while wearing armor and only suffer half the fumble penalty. Elven chain only increases the fumble range by ½ the skill penalty for anyone wearing it, and negates it completely when it is worn by elves. See the Magic Spell Success Levels on page 93 of *Basic Roleplaying*.

For example, Rengarth the magic-user is wearing soft leather armor on his chest and abdomen -0% physical penalty); any spell he casts has its fumble range increased by 10% due to the minimum penalty. If Ren was wearing a chain shirt on his chest and abdomen (-20% physical penalty), soft leather on both arms and both legs (-0% physical penalty), and a light helmet (-15% perception penalty), Rengarth

would cast spells with the fumble range increased by 20%, based on the chain shirt, as it has the largest penalty, the others are ignored.

Weapons: At character creation, a magic-user is limited in the weapons he or she may train with. Usually simple weapons found around their master's residence. This includes daggers, staves, slings and darts. This can also include the Throw skill for such things as rocks, flaming oil, holy water, etc. Once the campaign is underway a magic-user may train in the use of additional weapons, but due to his or her more mystical pursuits and the limits of their time, this is seldom done.

Special Abilities:

Lore Proficiency: Before magic-users even learn to cast their first spell, they must study numerous mundane texts about the world around them; because of this they receive a +10% bonus to all knowledge lore skills. This includes Academic Lore, Blasphemous Lore, Earth Lore, Folklore, Poison Lore, Religious Lore, Spell Lore, and Wilderness Lore. These skills may all exceed the starting skill maximum. In addition, lore skills improve at a rate of 1D8 points per skill increase instead of the normal 1D6. .

Cantrip: Magic-users learn to cast cantrips early in their apprenticeship, producing minor spell-like effects through the use of insignificant manipulations of arcane energy. While technically a spell, they are completely unable to cause even a point of damage, any amount of distraction, or mimic any other existing spell. These spells are a great form of entertainment among the common folk, downtrodden, and especially children. Some effects commonly created with cantrips include puffs of wind to flicker candles, pulling a silver piece from behind a child's ear, causing a flower to quickly bloom, creating eerie ethereal music that issues from nowhere, and creating tiny whirlwinds that blow dust under rugs. The energy required to cast this spell is so insignificant that it costs 0 magic points and can be maintained indefinitely, as long as the magic-user is able to maintain concentration.

Read Magic: This allows the caster to read magical script on scrolls, books, weapons, etc which under normal circumstances is indecipherable. This does not allow the casting of any spell found upon the object or item in question. However, the reading of a cursed scroll will invoke the magic contained within. It costs 1 magic point to read a scroll or 1 magic point per spell to read from an unknown spell book. The magic-user's own spell book may be read without the use of this ability.

Cast Magic-User Spells: Magic-users may spend skill points on any four Common magic-user spells at character creation, as detailed in Chapter 3: Spells.

Spell Book: The character starts with a spell book to store his or her spells.

Bind Familiar: The character knows the procedure to bind a familiar and if the GM allows it, the character may begin with a familiar by following the procedure found in *Basic Roleplaying* page 90.

Class Skills and Spells: Knowledge (Academic Lore), Knowledge (Spell Lore)*, any two Knowledge (any) or Language (any), Research, Scribe Magic, and 4 Common magic-user spells. These spells have a base of INT x1%.

**This important skill determines when the magic-user gains the ability to cast more powerful spells, so is a good skill to increase during character creation.*

Personal Skills Note: Typically, magic-users will spend at least a portion of their personal skill points on additional Knowledge, Language, or Literacy skills and maybe a Weapon skill. Additional spells may not be chosen; however existing spells may be increased up to 40% as normal if needed.

Literate: Magic-users begin with the skill Literacy (Common) at INT x5% without having to spend any skill points.

Status: Magic-users begin with a Status of 40 (Middle Class), but may purchase up to Status 50 (Upper Middle Class) with class skill points. If a magic-user so chooses, this may be lowered to as much as a 30, to reflect having just recently finished apprenticeship, with the points being able to be used elsewhere.

Starting Wealth: 1D4+1 x10 gp

Becoming a Magic-user: A character that does not begin play as a magic-user and wishes to become one, may do so by spending a number of months in apprenticeship under the tutelage of another magic-user, or by joining a mages guild. This apprenticeship will require an amount of time equal to 30 minus your character's INT in months of training. This training time may be broken up into separate intervals of no less than one month at a time and will typically cost the character 100 gp per month in upkeep and training cost. During the last month of training, the teacher will unlock the secrets of the magic-user's special abilities. At this point, the character will also receive a bonus equal to INT x1% in any four skills on the magic-user skill list. Only after spending the required training time is the character truly considered a magic-user. A character that becomes a magic-user in play retains all of the skills and special abilities of any other character class, but must abide by the restrictions of both at all times. For example, a fighter/magic-user must still abide by any armor restrictions when casting magic-user spells. A character that becomes a magic-user in play may retain his or her prior Status level, or raise it to 40 if lower.

Monk

In an attempt to achieve enlightenment, the monk dedicates his or her life to rigorous mental and physical training through meditation, seclusion, and denial. They live in monastic, cloistered communities in remote and sheltered regions of *The Realm*. At some point early in their training, the monk leaves the protection of the monastery and travels *The Realm* in an attempt to learn life's lessons while gaining spiritual growth. A monk's word is his bond and to break that bond is to stain his soul.

Monks wear distinctive robes and other unusual garb that differs from the commonly worn style of *The Realm*, a style that may be more common in the eastern territories where the 'way of the monk' originates. Their greeting is also distinct and descriptive of their life style, as upon meeting up with another being of unknown, but not outwardly hostile intentions, the monk raises a fist and covers it with the other hand, while bowing slightly. This is represents greetings (the bow), readiness to fight if need be (the fist), but peaceful intentions (the covered fist).

Characteristic Minimums: STR 13, POW 13, DEX 13

Alignment: Monks must choose a monastic order and then follow the alignment of that order. There are good, neutral and evil orders throughout the eastern territories of *The Realm*. You must add 5 points to the alignment represented by that of the order, and if you ever gain alignment points in any another alignment that exceeds your order's alignment, you have disgraced yourself with a lack of self discipline, as well as the order, and lose all granted powers and abilities. To be redeemed you must raise your order's alignment 5 points higher than the others, and then sacrifice 1 point of POW after 24 hours of strict meditation. Only then do you cleanse your soul and regain your abilities.

Restrictions:

Armor: Monks train to fight unarmored, with complete freedom of movement, and to restrict one's range of motion to such a degree is a foreign concept to them. They lose the benefits provided by the Lightning Reflexes special ability and suffer a penalty to Martial Arts equal to 2 times any carried ENC if they are encumbered at a level greater than Unloaded (STR x .5 ENC). If this drops Martial Arts below a level required for an attained special ability, the ability is lost or reduced until such as a time as Martial Arts is no longer penalized.

Weapons: A monk is limited to the weapons common to his or her culture and training. This includes the dagger, short staff, quarterstaff, club, crossbow, hand axe, naginata, katana and javelin. This can also include the Throw skill for such things as rocks, flaming oil, holy water, etc.

Vow of Poverty: At character creation, monks may put no points into Status. Monks, regardless of Status level, live in poverty by choice. They will give away any money in excess of their modest

needs, keeping no more than they would need for their weekly upkeep (Lower Class). This money will be given to a worthy cause or institution (not a player character).

Magic Items: Monks are restricted in the number of magic items that they may own, and may not exceed two magic weapons, and any three other magic items. They may only use magic weapons, rings, and any miscellaneous magic items defined as 'thief' only. They may however wear magic bracers.

Special Abilities:

Lightning Reflexes: Monks receive a +20% bonus to Dodge skill and two extra defense rolls before suffering a multiple defense roll penalty. In addition, Defense rolls against fast projectiles like arrows and bolts are normal, instead of *Difficult*, while Defense rolls against thrown weapons and area effect attacks are *Easy*. These ranged attacks may be dodged or parried. However, see Armor under Restrictions above.

Martial Arts: Monks are the only character class in *The Realm* that can have the Martial Arts skill and in *Classic Fantasy*, it is a combination of the *Basic Roleplaying* skill Martial Arts and the Super Power Unarmed Combat. While theoretically, this skill could be taught to a non-monk, this would not be done without the student first being willing to dedicate the next several months of his or her life to rigorous mental and physical training through meditation, seclusion, and denial and taking up the class of the Monk. In *Classic Fantasy*, martial arts is 'open hand' only and while monks can and do train with weapons, only their bare handed attacks benefit from Martial Arts bonus damage. Martial Arts in *Classic Fantasy* works as in *Basic Roleplaying* page 68, with the exception that, as a monk advances in his or her Martial Arts skill; several combat related special abilities are acquired at certain skill levels.

* 01-75%
  * Add 2 points of damage to any successful Brawl or Grapple attack.
  * A successful unarmed Parry acts as 2 points of armor to your character's limbs when parrying melee, missile, or unarmed attacks while unarmed. This armor value is only applied if the parry is successful and damage is being applied to your character. The 2 points are also subtracted from damage when determining a knockback or weapon breakage.
  * Subtract 5% from a single attacker's chance to hit your character in a combat round. You pick who gets this penalty, and it can vary from round to round. This may be done at any point during the round.
* 76-100%
  * Add 4 points of damage to any successful Brawl or Grapple attack.
  * A successful unarmed Parry acts as 4 points of armor to your character's limbs when parrying melee, missile, or unarmed attacks while unarmed. This armor value is only applied if the parry is successful and damage is being applied to your character. The 4 points are also subtracted from damage when determining a knockback or weapon breakage.
  * Subtract 10% from a single attacker's chance to hit your character in a combat round. You pick who gets this penalty, and it can vary from round to round. Alternately, this penalty can be divided among multiple opponents in 5% increments, at your discretion. This may be done at any point during the round.
* 101-125%
  * Add 6 points of damage to any successful Brawl or Grapple attack.
  * A successful unarmed Parry acts as 6 points of armor to your character's limbs when parrying melee, missile, or unarmed

attacks while unarmed. This armor value is only applied if the parry is successful and damage is being applied to your character. The 6 points are also subtracted from damage when determining a knockback or weapon breakage.

* Subtract 15% from a single attacker's chance to hit your character in a combat round. You pick who gets this penalty, and it can vary from round to round. Alternately, this penalty can be divided among multiple opponents in 5% increments, at your discretion. This may be done at any point during the round.

Etc.

Slowfall: A monk that drops or falls within reaching distance of a wall, cliff face, tree trunk etc., can slow his descent as long as he or she can make periodic contact. This requires a Jump roll, and if successful the monk can ignore the first 6 meters fallen with respect to damage taken. The GM may decide that a special success results in ignoring the first 12 meters and a critical success results in ignoring the first 24 meters. A fumble in this case would result in the character taking an extra 1D6 damage from the fall.

Acquired Abilities

A monk has access to the following acquired abilities dependent upon his or her monastic order's alignment level. He or she must maintain the noted level or risk losing abilities until such a time as he or she can regain a high enough level to reacquire them.

Tier One: When the monk attains an alignment 20 points higher than any other alignment, he or she has reached the first tier. A monk of the first tier receives the following abilities.

Speak with Animals: The monk may speak with animals as per the druid spell Speak with Plants and Animals, and must spend the magic points as if he or she had cast the spell; however, plants may not be spoken with at this tier. No skill roll is necessary.

Mindblock: For every 5 points in the specific alignment, the monk may add 1 to his or her POW for the purposes of resisting mind reading attempts.

Purity of the Body: The monk is immune to all forms of diseases and is unaffected by the spells Haste and Slow.

Tier Two: When the monk attains an alignment 40 points higher than any other alignment, he or she has reached the second tier. A monk of the second tier receives the following abilities.

Appear Dead: The monk may slow his or her heart rate, lower their body temperature, and breathe so shallow that not even a critical success on a First Aid roll will reveal that the subject is actually alive. This effect lasts for a number of 5 minute turns equal to the monk's CON.

Heal the Body: Once per day the monk may heal themselves 1 hit point for every 5 points in the specific alignment of his or her order (rounded up). No skill roll is necessary.

Speak With Plants: The monk may speak with plants as per the druid spell Speak with Plants and Animals, and must spend the magic points as if he or she had cast the spell. No skill roll is necessary.

Tier Three: When the monk attains an alignment 60 points higher than any other alignment, he or she has reached the third tier. A monk of the third tier receives the following abilities.

Purity of Mind: For every 10 points in the specific alignment, the monk may add 1 to his or her POW for the purposes of resisting mind control spells and attempts such as Control, Command, and Suggestion.

Mindshield: For every 10 points in the specific alignment, the monk may add 1 to his or her POW for the purposes of resisting any type of mental attack designed to do actual damage.

Tier Four: When the monk attains an alignment 80 points higher than any other alignment, he or she has reached the fourth tier. A monk of the fourth tier receives the following abilities.

Purity of the Blood: The monk is immune to all forms of poison.

Purity of the Soul: The monk is unaffected by the Geas spell.

Tier Five: When the monk attains an alignment 100 points higher than any other alignment, he or she has reached the fifth tier. A monk of the fifth and final tier receives the following ability.

Quivering Palm: This is by far the most terrifying power the monk can acquire, for he or she has gained the quivering palm. Quivering palm sets up vibrations in a victim's body, which the monk can control so as to cause death to occur at a time of his or her choosing. To perform this attack the monk sets up vibrations in his or her own hand, and must simply touch the victim; in combat this would require a Brawling attack that must also be a successful Martial Arts roll, and this attack need not do any damage or even get through armor. There are a number of details about this power that follow.

* Once the monk initiates the quivering palm, he need only touch a victim within three melee rounds. Quivering palm may not be attempted again for a week, regardless as to whether it was successfully used or not.

* Quivering palm has no effects on undead or creatures only affected by magic weapons.

* Once the monk has decided to stop the vibration and therefore kill the victim, he simply makes a POW vs. POW roll and if successful must sacrifice a permanent point of POW, at which point the victim collapses, with death taking him or her instantly.

* The monk has 1 day per 10 points in the specific alignment to end the vibrations and cause the victims death or the vibrations simply end on their own causing no harm. If the monk is unable or unwilling to end the vibrations of his or her own accord, then the victim has escaped their fate.

Class Skills: Brawl, Dodge, Hide, Insight, Martial Arts, Stealth, and four other skills from the following list as appropriate to concept: Climb, Disguise, Etiquette (Monastic Order), Grapple, Jump, Knowledge (Academic Lore), Knowledge (any), Language (any), Listen, Literacy (any), Melee Weapon (any non-restricted), Missile Weapon (Thrown Dagger, Javelin, or Hand Crossbow), Persuade, Pick Locks, Research, Repair (any), Ride, Swim, Spot, Throw, or Traps.

Literate: Monks begin with the skill Literacy (Common) at INT x5% without having to spend any skill points.

Status: Monks begin with a Status of 15 (Lower Class) and at character creation, may put no points into it, as they have chosen a life of poverty. Once the campaign has begun they may increase Status as normal for it represents their place in the monk hierarchy, but they still practice poverty.

Starting Wealth: 5D4 gp

Becoming a Monk: A character that does not begin play as a monk and wishes to become one, may do so by spending a number of months in training at a cloistered monastery under the tutelage of another monk. This apprenticeship will require an amount of time equal to 30 minus the average of your character's STR+POW+DEX in months of training. This training time may be broken up into separate intervals of no less than one month at a time and will typically require the character to give ALL excess wealth and worldly goods to a worthy cause or institution as part of the monk's vow of poverty. During the last month of training, the teacher will unlock the secrets of the monk's special abilities. At this point, the character will also receive a bonus equal to INT x1% in any four skills, one of which must be Martial Arts, on the monk skill list. Only after spending the required training time is the character truly considered a monk. A character that becomes a monk in play retains all of the skills and special abilities of any other character class, but must abide by the restrictions of both at all times. For example, a fighter/monk must still abide by the monk's armor restrictions or suffer the penalty to martial arts. A character that becomes a monk in play must lower his or her prior Status level to 15.

Option: Monk Hierarchy

There are only a limited number of monks in the upper echelons of their organization. This is represented by the Status skill. All monks live their lives in poverty, so in this case, the Status skill for them, only represents their rank within the hierarchy. There are a limited number of monks above Master, Status level 70%, and for the monk to continue advancing in Status he or she must defeat them in personal combat. The monk may not make the challenge until reaching a Status of 69%; at that point he or she may challenge the first tier. These are the Master Dragons at Status 70%, of which there are three, the White, the Green and the Red. Before advancing to Status level 70% one of these Dragons will need to be tracked down and defeated in personal combat, without weapons or magic items. Successfully defeating a Master Dragon allows the monk a 1-point increase in POW and a skill increase of 1D6 in Martial Arts, and 1D3 in Status, in addition to any potential skill checks as normal. If the monk is unsuccessful in his or her challenge, a year and a day must pass before another challenge may be made. Above Status 80% there is but one monk of each level and the same will need to be done at Status Level 80%; Master of the Winds, Status 90%; Master of Seasons, and Status 100%; Grand Master of Flowers. Each success allows a 1-point increase in POW and increases Martial Arts by 1D6 and Status by 1D3 as noted above.

Paladin

This holy warrior is the living embodiment of his deity and you'll find no more noble or heroic a combatant in the entirety of *The Realm*. Granted divine abilities to help him or her stand against the tide of evil that threatens of spread its shadow over the land, the sight of a paladin on the battlefield can send a wave of fear through the enemies of that which is good.

The high ideals which a paladin must maintain at all times make this warrior a rare but welcomed sight in battle for he or she brings forth the power to lay on hands, remove disease, radiate a protective circle, detect evil, turn undead, demons and devils, and later in their career, if they stay on the true and righteous, path call forth a warhorse that will serve until death, and finally when he or she has truly proven their piety to the fullest they are granted the power to cast cleric spells of a limited nature.

Characteristic Minimums: STR 13, CON 13, CHA 13

Alignment: You must add 5 points to good and choose to worship a good deity. See Cleric on page 29 for details on maintaining your alignment. Paladins that have lost their standing lose all paladin abilities and may learn a new class or attempt redemption unless their status has been lost permanently. However those losing standing due to evil deeds have the option to switch their worship to that of an evil deity, becoming an anti-paladin. Anti-paladins are NPCs and the player should create a new character unless the GM is planning on running an evil campaign.

Restrictions:

Code of Honor: Paladins possess a code of honor and to go against that code is to risk loss of all di-

vinely granted powers and abilities. This code is as follows; laws are not to be broken if they have been implemented for the welfare of others. If the laws do not take into account the welfare of the local populace then they are unjust and appropriate action should be taken. A paladin will go out of his or her way to help the less fortunate and is firmly against lying. Once given a paladin's 'word' is as stone. Paladins refuse the use of any type of ranged weapon as it goes against their code of honor to attack a creature, no matter how foul or evil, from a position of safety. The GM will penalize the paladin for any indiscretion in the form of applying points of neutral and/or evil, or decreasing the paladin's points in good, according to the extent of the failure on the part of the paladin to follow the code.

Donations: Paladins must tithe 10% of all wealth to the church or a great cause and no; this cause cannot be another member of the party. Failure to tithe 10% of any gained wealth at the first opportunity will result in the paladin gaining a point in neutral.

Non Excess: Paladins are restricted in the number of magic items they may own, and may not exceed one magic suit of armor, one shield, four weapons and any other four magic items. Refusing to maintain this level of non excess will gain the paladin a point in neutral assuming he or she has had an opportunity to discard, donate or redistribute items.

Special Abilities:

Many of these abilities are modified by the paladin's alignment points towards good.

Armor Proficiency: Paladins typically conduct combat in heavy armor and have gotten used to its weight and therefore learned to compensate for it. Because of this, they may divide all ENC from armor by two when figuring for Load and Fatigue. In addition, they may ignore any physical skill penalty due to armor except to the skills Dodge, Stealth and Swim. They do however still suffer the Perception penalty from the wearing of a helm.

Weapon Proficiency: Paladins are naturals with every class of weapon, possessing an intuitive understanding of their use. They gain a +10% Attack bonus with all attacks, natural or otherwise. In addition, combat skills improve at a rate of 1D8 points per skill increase instead of the normal 1D6.

Lay on Hands: Once per day, the paladin may lay hands upon a wounded individual and heal 1 hit point for every 2 points towards good.

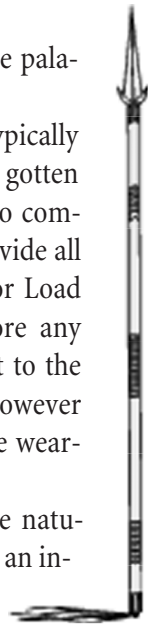
Immunity to Disease: A paladin is immune to 'natural' diseases, but not supernatural ones like lycanthropy or vampirism.

Cure Disease: Once per week for every 10 points (or fraction thereof) the paladin possesses towards good, he or she may remove any one disease from a sick individual.

Protection from Evil; 3m Radius: The paladin and all allies within 3 meters of him or her receive a Defense Bonus verses any summoned or evil creatures equal to 1% for every 5 points the paladin has towards good.

Detect Evil: By concentrating for a single melee round, the paladin can detect any evil beings up to 20 meters away in one 90 degree arc. This effect can be swept across another 90 degree arc each round as long as the paladin maintains concentration. This ability will only detect evil creatures of a supernatural nature like demons and vampires, or mundane beings with 20 or more points in evil.

Holy Weapons: A paladin using a holy weapon of any type creates a circle of power 3 meters in diameter when it is held. This causes all hostile magic within the area of effect to be subject to Dispel at a level equal to half the paladin's points in good. These effects are continuous at no expenditure of magic points.



Acquired Abilities

A paladin has access to the following acquired abilities dependent upon his alignment level towards good. He or she must maintain the noted level or risk losing abilities until such a time that he or she can regain a high enough level to reacquire them.

Paladin of the First Order: When the paladin attains a good alignment 20 points higher than any other alignment, he or she has become a paladin of the first order. A paladin of the first order receives

the following ability.

Turn Undead, Demons, and Devils: The paladin can turn undead, demons, and devils as a cleric. The numbers of times per day, range, etc. are determined by ¼ the paladin's points in good (rounded up). Therefore, a paladin with 22 points in good is able to turn undead, demons, and devils in a 3 meter radius comparing 6 (¼ his points in good), to the monsters POW on the resistance table.

Paladin of the Second Order: When the paladin attains a good alignment 30 points higher than any other alignment, he or she has become a paladin of the second order. A paladin of the second order receives the following ability.

Call War Horse: The paladin may call his or her warhorse which will magically appear at the location of the paladin. If the warhorse was to be killed, a period of 10 years must pass before the paladin may call another. A paladin's warhorse is a prime specimen and as such, when rolling characteristics, re-roll any below average results. In addition, the mount possesses an INT of 7 and its hit points are equal to CON + SIZ just like a player character.

Paladin of the Third Order: When the paladin attains a good alignment 60 points higher than any other, he or she has become a paladin of the third order. A paladin of the third order receives the following ability.

Cast Cleric Spells: The paladin can cast cleric spells and the acquiring of this ability grants the paladin his or her first spell choice for free. Additional spells must then be acquired in the usual way, although no matter how high their Knowledge (Spell Lore), paladins may never learn Rare cleric spells. He or she may know any number of spells but is limited to ½ POW as far as memorization goes. See Chapter 4: Spells.

Class Skills: Brawl, Command, Grapple, Melee Weapon (any), Melee Weapon (Lance), Persuade, Ride, Shield, and two other skill from the following list as appropriate to concept: Etiquette (Religious or Holy Order), First Aid, Knowledge (Academic Lore), Knowledge (Religious Lore or Holy Order), Knowledge (Occult), Language (any), Literacy (any), Melee Weapon (any), Perform (Orate), Perform (Ritual), Repair (any), Spot, Swim.

Literate: Paladins begin with Literacy (Common) at INT x5% without having to spend any skill points.

Status: Paladins begin with a Status of 50 (Upper Middle Class), but may purchase up to Status 60 (Upper Class) with class skill points. They may not lower their Status.

Starting Wealth: 5D4 x10 gp

Becoming a Paladin: A character that does not begin play as a paladin and wishes to become one, may do so by spending a number of months in training under the tutelage of another paladin or religious order. This apprenticeship will require an amount of time equal to 30 minus the average of your character's STR+CON+CHA in months of training. This training time may be broken up into separate intervals of no less than one month at a time at a cost of 100 gp per month. In addition, at the start of training the character will be required to tithe 10% of ALL wealth to a worthy cause or institution as part of the paladin's code. During the last month of training, the teacher will unlock the secrets of the paladin's special abilities. At this point, the character will also receive a bonus equal to INT x1% in any four skills on the paladin skill list. Only after spending the required training time is the character truly considered a paladin. A character that becomes a paladin in play retains all of the skills and special abilities of any other character class, but must abide by the restrictions of both at all times. For example, a fighter/paladin must still abide by the paladin's restrictions on maximum number of magic items owned. A character that becomes a paladin in play may retain his or her prior Status level, or raise it to 50 if lower.

Ranger

The ranger is the master of the woods, striking from stealth with blade or bow, often before the enemy even knows he is in danger. These woodland warriors are both hunter and woodsman, living off the land, and using that which nature provides. They are

charged with keeping dangerous beasts and monsters of the wilder areas of *The Realm* away from civilization and operate alone or in small groups.

Rangers, like the paladin, are a religious class, choosing to follow a nature deity of good alignment. Rangers are granted special abilities and powers as a reward for their piety.

Characteristic Minimums: STR 13, CON 13, POW 9

Alignment: You must add 5 points to good. Like the druid, the ranger must be a worshiper of a wilderness deity. Rangers that have lost their standing lose all ranger abilities and may learn a new class or attempt redemption unless their status has been lost permanently.

Restrictions:

Non Excess: Rangers may never own more than they can carry on their person or their mount, anything more than this must be donated to a worthy institution or cause, not another player character.

Special Abilities:

Many of these abilities are modified by the ranger's alignment points towards good.

Woodland Proficiency: Rangers are masters of woodland survival, gaining a onetime +10% bonus to the following skills, Hide, Knowledge (Wilderness Lore), Navigate, Stealth, Swim, and Track. In addition, the noted skills advance at a rate of 1D8 points per skill increase instead of the normal 1D6.

Weapon Proficiency: Rangers are naturals with every class of weapon, possessing an intuitive understanding of their use. They gain a +10% Attack bonus with all attacks, natural or otherwise. In addition, combat skills improve at a rate of 1D8 points per skill increase instead of the normal 1D6.

Giant Slayers: All rangers are masters of fighting the giant races and their kin. Whenever scoring a hit against such a creature in melee or ranged combat, they may increase their damage bonus by one category. This bonus applies to bugbears, ettins, giants, gnolls, goblins, hobgoblins, kobolds, ogres, ogre magi, orcs, and trolls.

Acquired Abilities

A ranger has access to the following acquired abilities dependent upon his or her alignment level towards good. The ranger must maintain the noted level or risk losing abilities until such a time that he or she can regain a high enough level to reacquire them.

Ranger of the First Circle: When the ranger attains a good alignment 40 points higher than any other alignment, he or she has become a ranger of the first circle. A ranger of the first circle receives the following ability.

Cast Druid Spells: The ranger can cast druid spells and the acquiring of this ability grants the ranger his or her first spell choice for free. Additional spells must then be acquired in the usual way, although no matter how high their Knowledge (Spell Lore), rangers may never learn Rare druid spells. He or she may know any number of spells but is limited to ½ POW as far as memorization goes.

Ranger of the Second Circle: When the ranger attains a good alignment 60 points higher than any other alignment, he or she has become a ranger of the second circle. A ranger of the second circle receives the following ability.

Cast Magic-User Spells: The ranger can cast magic-user spells and the acquiring of this ability grants the ranger his or her first spell choice for free. No matter how high their Knowledge (Spell Lore), rangers may never learn Uncommon or Rare magic-user spells. He or she is limited to ¼ INT as far as memorization goes and additional magic-user spells must be written in spell books as normal. However, rangers cannot read magic and therefore cannot learn new spells from scrolls nor another's spell book; they may only gain new magic-user spells through studying magic principles as per page 92 of *Basic Roleplaying*, Gaining New Spells.

Ranger of the Third Circle: When the ranger attains a good alignment 80 points higher than any other alignment, he or she has become a ranger of the third circle. A ranger of the third circle receives the following ability.

Magic Items: The ranger can now utilize all magic items of a non-written nature that pertain to ESP, telepathy, clairaudience, and clairvoyance.

Class Skills: Dodge, Knowledge (Wilderness Lore), Melee or Missile Weapon (any), Navigate, Stealth, Track, and four other skills from the following list as appropriate to concept: Brawl, Climb, Command, Craft (Any, usually leatherworking or fletching), Drive, First Aid, Grapple, Hide, Listen, Jump, Knowledge (Religious Lore), Knowledge (any), Language (any), Literacy (any), Melee Weapon (any), Missile Weapon (any), Perform (Ritual), Repair (any), Ride, Spot, Swim, and Throw.

Literate: Rangers begin with the skill Literacy (Common) at INT x5% without having to spend any skill points.

Status: Rangers begin with a Status of 40 (Middle Class), but may purchase up to Status 50 (Upper Middle Class) with class skill points. If a ranger so chooses, this may be lowered to as much as a 15, to reflect being down on his or her luck, with the points being able to be used elsewhere.

Starting Wealth: 5D4 x10 gp.

Becoming a Ranger: A character that does not begin play as a ranger and wishes to become one, may do so by spending a number of months in training under the tutelage of another ranger. This apprenticeship will require an amount of time equal to 30 minus the average of your character's STR+CON+POW in months of training. This training time may be broken up into separate intervals of no less than one month at a time at a cost of 100 gp per month. During the last month of training, the teacher will unlock the secrets of the ranger's special abilities. At this point, the character will also receive a bonus equal to INT x1% in any four skills on the ranger skill list, one of which must be Knowledge (Wilderness Lore). Only after spending the required training time is the character truly considered a ranger. A character that becomes a ranger in play retains all of the skills and special abilities of any other character class, but must abide by the restrictions of both at all times. For example, a fighter/ranger may still not own more than his or her mount can carry. A character that becomes a ranger in play may retain his or her prior Status level, or raise it to 40 if lower.

Thief

Thieves are the masters of subterfuge, specializing in stealth, traps, lockpicking and other skills of ill repute, but not all thieves are bad, and some actually use their skills to help the less fortunate or will only steal from corrupt individuals within *The Realm*, something there seems to be little shortage of.

Thieves of all types populate *The Realm*, from the lowly street urchin to the deadly assassin. In between lay everyone else, spies, rogues, slavers, bandits, and brigands just to name a few. Regardless what they may call themselves, in *Classic Fantasy* they are thieves.

Some thieves are members of the thieves' guild which can be found in most cities, some go it alone. Both have their advantages and disadvantages. Guild members for instance have access to guild fences and sometimes the town guard is on the guild payroll. Guild dues can range from 100 to 1000gp yearly or 25% or more of the take, depending upon guild size and location. Thieves going freelance on the other hand, don't have to share their take with anyone, but can have a hard time finding fences and can find themselves on the bad side of a thieves' guild if a solo is found operating in their territory.

Thieves often find themselves surviving on their wits. Society looks down upon them and some have made attempts to change their ways, using their skills of infiltration and stealth for the greater good. But the greater good can depend on which side of the diamond your standing.

Whatever you call yourself, scout, rogue, 'professional treasure hunter' or spy, your life is one of nonstop danger.

Characteristic Minimum: DEX 9

Alignment: You may choose to be of any alignment and there is no penalty for not adhering to it once play begins. Choose any alignment and add 5 points.

Restrictions:

Armor: Thieves may wear any armor without penalty; however armor can negate the bonus provided by the Quick Reflexes special ability if the thief is encumbered at a level greater than Unloaded (STR x .5 ENC).

Special Abilities:

Quick Reflexes: Thieves, when encumbered at a level no greater than Unloaded (STR x .5 ENC), receive a +10% bonus to Dodge skill as well as two extra Defense rolls before suffering the multiple Defense roll penalty. In addition Dodge skill improves at a rate of 1D8 points per skill increase instead of the normal 1D6.

Backstab: Thieves have a unique skill called backstab which is taught in thieves' guilds and passed from thief to thief. While theoretically, this skill could be taught to a non-thief, no thief in his right mind would ever give up his or her main advantage in combat, and this would be the fastest way to get on the bad side of the guild.

Subterfuge Proficiency: Thieves are naturally adept at skills of subterfuge, gaining a onetime +10% bonus to the following skills; Backstab, Hide, Stealth, Climb, Jump, Listen, Pick Locks, Pick Pockets, Spot, and Traps. This may allow the skill to exceed the starting maximum to as much as 65%. In addition, the noted skills increase at a rate of 1D8 points per skill increase instead of the normal 1D6.

Read Languages: This unique ability can sometimes allow a thief to read a language he or she doesn't even know, picking up a word here or a phrase there that he or she may have come across in his or her travels. This requires a *Difficult* Idea roll and the GM will roll this skill check for the player, keeping the results secret, as the player shouldn't know if he or she succeeded, or fumbled and just thinks they did. A success will reveal a number of useful pieces of information equal to the thieves INT/2, while on a fumble the thief will only believe he or she knows the subject matter correctly and the GM will feed the player false information. Finally, a failure reveals no information whatsoever.

Use Scrolls: Thieves have a small chance to decipher and cast any magic scroll (except cleric and druid) equal to ½ their Read Language skill pertaining to the language the scroll is written in. Nothing happens on a failed roll and it may be attempted again next round, but a fumble reverses the effects of the spell, or sets it off centered on the thief, whichever is most detrimental as determined at the whim of the GM.

Class Skills: Appraise, Backstab, Dodge, Fast Talk, Hide, Stealth, Spot, and three other skills from the following list as appropriate to concept: Bargain, Brawl, Climb, Disguise, Etiquette (Thieves' Guild), Grapple, Insight, Jump, Knowledge (Streetwise), Knowledge (Poison Lore), Knowledge (any), Language (any), Language (Thieves' Cant)*, Listen, Literacy (any), Mapping, Melee Weapon (any one-handed), Missile Weapon (thrown dagger, sling, hand crossbow or short bow), Persuade, Pick Locks, Pick Pockets, Repair (any), Research, Ride, Swim, Spot, Throw, Track, or Traps.

***Language (Thieves' Cant) (INT x5):** Thieves learn a special form of communication called thieves' cant. This 'language' skill consists of slang and implied meanings and is used between thieves as a way to discuss pursuits of an illicit nature in public, without giving away information to other interested parties. This communication is limited to discussions about breaking and entering, con games, mugging, and other illegal behavior and cannot be used to discuss items of a more mundane nature. This is actually a skill, but is detailed here for completeness.

Literate: Thieves begin with the skill Literacy (Common) at INT x3% without having to spend any skill points.

Status: Thieves begin with a Status of 30 (Lower Middle Class), but may purchase up to Status 50 (Upper Middle Class) with class skill points. If a thief so

chooses, this may be lowered to as much as a 15, to reflect being down on his or her luck, with the points being able to be used elsewhere.

Starting Wealth: 2D6 x10 gp

Becoming a Thief: A character that does not begin play as a thief and wishes to become one, may do so by spending a number of months in training under the tutelage of another thief, or by joining a thieves' guild. This apprenticeship will require an amount of time equal to 30 minus your character's DEX in months of training. This training time may be broken up into separate intervals of no less than one month at a time at a cost of 100 gp per month. During the last month of training, the teacher will unlock the secrets of the thief's special abilities. At this point, the character will also receive a bonus equal to INT x1% in any four skills on the thief skill list. Only after spending the required training time is the character truly considered a thief. A character that becomes a thief in play retains all of the skills and special abilities of any other character class, but must abide by the restrictions of both at all times. For example, a fighter/thief may still tend to wear lighter armor to avoid any ENC penalty. A character that becomes a thief in play must retain his or her prior Status level.

"Character Classes are too Old School"

Some players and game masters may find the character classes and their special abilities to drastic a change from a normal *Basic Roleplaying* campaign, and instead choose to use the character professions from the core book. Sure, I worked on them for months and months, but whatever. This section details the steps necessary to utilize the new rules found within this book with the *Basic Roleplaying* rulebook if character classes are to be ignored.

Step 1: Name and Characteristics: As per *Basic Roleplaying* and/or *Classic Fantasy*. *Classic Fantasy* assumes heroic level Characteristics. If the GM is allowing the use of races other than human, he or she is encouraged to use those found in this chapter. The GM may also allow the use of more exotic races from *Classic Fantasy Vol. II: Gamemastery* as well as those from other *Basic Roleplaying* products.

Step 2: Powers: *Classic Fantasy* uses Magic from page 88 of *Basic Roleplaying* as well as a plethora of new spells introduced in Chapter 4 of this volume.

Step 3: Age: As per *Basic Roleplaying*.

Step 4: Characteristic Rolls: As per *Basic Roleplaying*.

Step 5: Derived Characteristics: As per *Basic Roleplaying* and/or *Classic Fantasy*.

Step 6: Personality: As per *Basic Roleplaying*.

Step 7: Skills: As per *Basic Roleplaying*. Unlike Characteristics, *Classic Fantasy* only assumes an average level for skills. This represents the standard of the genre, where characters are typically far better than the norm physically and mentally, yet only slightly better skilled. Skills instead should be developed in play. Therefore players should allot 250 skill points to their profession skills with a 75% maximum. Personal Skill points are limited to INT x10% and a 50% maximum, but may be applied to any skill with GM approval.

Step 8: Distinctive Features: As per *Basic Roleplaying*.

Step 9: Professions: As per *Basic Roleplaying*. The following professions are suitable for a *Classic Fantasy* campaign.

Assassin	Explorer	Merchant	Scholar	Spy
Craftsman	Farmer	Noble	Servant	Thief
Doctor	Gambler	Occultist	Shaman (druid spells)	Tribesman
Engineer	Hunter	Priest (cleric spells)	Slave	Warrior
Entertainer	Lawman	Sailor	Soldier	Wizard (magic-user or illusionist spells)

Other professions from *Basic Roleplaying* may be used with the permission of the game master, however high tech professions like technician or computer tech have no place in *Classic Fantasy*.

Step 10: Name and Finish: As per *Basic Roleplaying*.

Deities and Demigods of The Realm

Deities and pantheons from any setting or reality may be worshipped within *The Realm*, for pantheons from across the sea of time and space exist there. What follows are the better known representatives, and in *The Realm* it is not unusual to find deities being worshiped independently of the rest of their pantheon. For example, in the small town of Dunfel there exists a small shrine dedicated to both the goddesses Aphrodite and Isis, and the Free Port of Kordane has a temple devoted to Manannan Mac Lir, Poseidon, and Njord, the three Gods of the Sea. In some cases an individual deity will be included out of fear of angering it. However, some regions of *The Realm* practice the worship of entire pantheons, such as the Pantheon of Asgard as followed by the northern barbarians and the Pharaonic Pantheon of those living among the pyramids in the Land of the Pharaohs. Finally, while beyond the scope of these rules, the GM is encouraged to allow the use of some spells restricted to other classes if they would fit the deity in question. For example, Aphrodite would have no qualms with granting the spell Love, which is a magic-user/illusionist spell, and Loki would be very inclined to grant a follower any one of several illusionists spells. The GM has the final say on just what spells a given deity will grant on any single occasion.

Name: The name of the deity as it is known within *The Realm.* A small number of deities go by other names in other worlds.

Deity Type: The deity's role in the cosmic scheme of things.

Alignment: The dominant alignment of the deity and by default that of a typical follower.

Symbol: An image, statue, or symbol that denotes the deity; typically found on holy symbols and alters.

Favored Weapon: Upon attaining a Status of 75%, clerics that worship the noted deity may begin training in the referenced weapon if of a type not normally allowed.

Typical Followers: This details common followers of the specific deity.

Plane of Origin: The plane of existence where the deity resides. This commonly reflects the afterlife that awaits a loyal follower of that deity. For example, those that worship Thor of Asgard, who fall honorably in battle, can expect to spend eternity in Valhalla, the Asgard afterlife.

Name	Deity Type	Alignment	Symbol	Favored Weapon	Typical Followers	Plane of Origin
Anubis	God of death	Neutral	A black jackal	Mace	Clerics, guardians, embalmers, necromancers, and monks	The Offering Fields
Aphrodite	Goddess of love and desire	Good	A seashell	Dagger	Clerics, artists, lovers, bards, and elves	Olympus
Apollo	God of music, light, and healing	Good	Lyre	Long Bow	Clerics, bards, magic-users, healers, sages, and elves,	Olympus
Arawn	God of the Underworld and the dead	Neutral	A skull wearing a helm	Long Spear	Typically only clerics, necromancers fear Arawn and will not be followers	Tir Nan Og

Name	Deity Type	Alignment	Symbol	Favored Weapon	Typical Followers	Plane of Origin
Ares	God of war	Evil	Spear	Short Spear	Clerics, fighters, barbarians, orcs, and half-orcs	Olympus
Arianrod	Moon Goddess of romantic love	Neutral	A spiral inside a silver wheel	Dagger	Females only; druids, magic-users, lovers, elves and witches	Tir Nan Og
Artemis	Goddess of the hunt	Neutral	Bow and arrow against a moon	Bow	Females only; clerics, rangers, druids, elves, halflings, and hunters	Olympus
Asmodeus	Arch Devil	Evil	A clawed fist gripping a skull and a ruby-tipped rod	Heavy Mace	Clerics, cultists, evil magic-users, anti-paladins, and some evil humanoids and monsters.	The Nine Hells
Athena	Goddess of noble combat	Good	An owl	Short Spear	Clerics, paladins, fighters, and monks	Olympus
Bahamut	God of all good dragons	Good	A bright star above a nebula	Claw	Good dragons, clerics, paladins, and those wishing protection from evil dragons	Celestia
Balder	God of music	Neutral	A gem encrusted silver chalice	Great Sword	Clerics, bards and gnomes	Asgard
Bast	Goddess of cats and pleasure	Neutral	A cat	Claws	Clerics, cats and thieves	The Offering Fields
Belenos	God of the sun	Neutral	A solar disk	-	Druids, and any who stand within the light, by the warmth of the fire, or fear the darkness	Tir Nan Og
Brighit	Goddess of healing, poetry, rivers, and smiths	Neutral	A blue triskel (3-connected spirals in a triangle)	-	Druids, artisans, farmers, midwives, elves, and women	Tir Nan Og
Cairbre	God of bards and entertainers	Good	A harp	-	Druids, bards, musicians, other entertainers, halflings, and elves	Tir Nan Og
Cthulhu	Great Old One	Evil	Various octopus-like symbols	-	Clerics, cultists and seamen	R'lyeh
Dagdha	God of abundance and celebration	Neutral	A cauldron	A Large Club	Druids, farmers, rangers, and halflings	Tir-Nan-Og
Demeter	Goddess of agriculture and fertility	Good	A mare's head	Short Spear	Clerics and farmers	Olympus

Name	Deity Type	Alignment	Symbol	Favored Weapon	Typical Followers	Plane of Origin
Diancecht	God of healing	Neutral	A leaf	Short Sword	Druids, the sick and infirm	Tir Nan Og
Dionysus	God of wine, mirth, and madness	Neutral	A pinecone tipped staff	Quarterstaff	Clerics, thieves, fauns, satyrs, and revelers	Olympus
Epona	Goddess of horses	Neutral	A horse	-	Druids, horsemen, charioteers, wanderers, and centaurs	Tir Nan Og
Frey	God of agriculture	Neutral	An ice blue great sword	Great Sword	Clerics, druids, rangers, farmers, husbands, wives, gnomes, and half-elves	Asgard
Freya	Goddess of erotic and sensual love, fertility, vanity, and magic	Good	A falcon	Long Sword	Clerics, bards, magic-users, lovers, husbands and wives, elves, gnomes, and half-elves	Asgard
Frigga	Queen of the pantheon of Asgard	Neutral	Large cat	Claw	Clerics, druids, lovers, diviners, husbands, wives, and halflings	Asgard
Glasia	Devil, princess of Hell	Evil	A copper tipped cat-o-nine tails	Whip	Clerics, assassins, evil magic-users, and anti-paladins	The Nine Hells
Goibhniu	God of smiths	Good	A hammer and anvil	War Hammer	Clerics, fighters, barbarians, smiths, and dwarves	Tir Nan Og
Hades	God of death	Evil	A black ram	Long Sword	Clerics, necromancers, assassins, thieves, murderers	Olympus
Hathor	Goddess of music, dance, art, and inspiration	Good	A horned cow head in front of a full moon	Long Sword	Clerics, bards, artists, musicians, mothers, and lovers	The Offering Fields
Hecate	Goddess of the night	Evil	Setting moon	Dagger	Clerics, magic-users, thieves, and assassins	Olympus
Hel	Goddess of death and the Underworld	Evil	Her face, lovely on one side, dead and decaying on the other	Long Sword	Clerics, necromancers, anti-paladins, and those who fear death	Niflheim
Hera	Queen of the Olympian pantheon	Good	Fan of peacock feathers	Light Mace	Clerics, women, wives, spies, and planners	Olympus
Hercules	God of strength	Good	A lion's head	Great Club (treat as a War Maul)	Clerics, barbarians, fighters, and athletes	Olympus
Isis	Queen of the Pharaonic pantheon, Goddess of marriage, magic, and motherhood	Good	An ankh and star	Quarterstaff	Clerics, magic-users, bards, wives and mothers	The Offering Fields

Name	Deity Type	Alignment	Symbol	Favored Weapon	Typical Followers	Plane of Origin
Loki	God of trickery and murder	Evil	A flame	Dagger	Clerics, thieves, assassins, and murderers	Asgard
Loth	Demon queen of dark elves	Evil	A black Spider with a female Dark Elven face	Whip	Clerics nd dark elves	The Abyss
Loviatar	Goddess of hurt, maiden of pain	Evil	A nine-stranded barbed whip	Whip	Clerics, assassins, torturers, evil magic-users and monks	Gehenna
Lugh	Ruler of the Tuatha Dé Danann pantheon	Good	A spear with a golden point	Long Spear	Any	Tir Nan Og
Manannan Mac Lir	God of the sea and trickery	Neutral	A dolphin	-	Druids, fisherman, and other mariners	Tir Nan Og
Math-Mathonwy	God of magic	Neutral	A magic staff*	Staff	Druids, magic-users and witches**	Tir Nan Og
Midir	God of the otherworld	Neutral	A silvery swan	-	Non-human only; druids, elves, half-elves, halflings and fairy folk	Tir Nan Og
Morrigann	Goddess of war, destruction, lust, envy and hatred	Evil	Raven	Long Sword	Clerics, and evil warriors	Tir Nan Og
Nimue	The Lady of the Lake	Good	A sword being lifted from the water, or a grail/chalice	Broad Sword	Clerics, paladins and knights	Avalon
Njord	God of the sea	Good	A gold coin	Long Spear	Clerics, sailors, fishermen, and those who depend upon the sea for a living	Asgard
Nuada	God of warriors, bravery, and honorable combat	Good	A Silver Hand	Long Sword	Clerics, rangers, fighters, and giant slayers	Tir Nan Og
Odin	Ruler of the pantheon of Asgard	Good	A watching blue eye	Short Spear	Clerics, bards, fighters, magic-users, philosophers, sages, nobility, and gnomes	Asgard
Oghma	God of strength, eloquence, and speech	Good	A golden chain	Great Club (treat as a War Maul)	Clerics, poets, and leaders of battle	Tir Nan Og
Orcus	Demon prince of the undead	Evil	Skull mace	Heavy Mace	Clerics, necromancers and anti-paladins	The Abyss

Name	Deity Type	Alignment	Symbol	Favored Weapon	Typical Followers	Plane of Origin
Osiris	God of life and death	Neutral	A crook and flail	Flail (any)	Clerics, rangers, monks, and farmers	The Offering Fields
Poseidon	God of the sea	Neutral	A trident	Trident	Clerics, sailors, fisherman, coast dwellers	Olympus
Set	God of darkness and chaos	Evil	A coiled cobra	Short Spear	Clerics, evil creatures, assassins, and anti-paladins	The twelve hours of night
Sif	Goddess of excellence and skill in battle	Good	Upraised sword	Broad Sword	Clerics, barbarians, fighters, paladins, rangers, and combat instructors	Asgard
Thor	God of strength	Good	Hammer	War Hammer	Clerics, barbarians, fighters, paladins, dwarves, half-orcs, farmers and other commoners.	Asgard
Tiamat	Goddess of all evil dragons	Evil	A 5-headed dragon	Claw	Evil dragons, clerics, anti-paladins, and conquerors	The Nine Hells
Tyr	God of courage and strategy	Good	Sword	Broad Sword	Clerics, fighters, monks, paladins, rangers, sages, and dwarves	Asgard
Uller	God of hunting, archery, and winter	Neutral	A long bow	Long Bow	Clerics, barbarians, druids, rangers, archers, elves, halflings, half-elves, and half-orcs	Asgard
Zeus	Ruler of the Olympian pantheon	Good	Fist holding three bolts of lightning	Short Spear	Any	Olympus

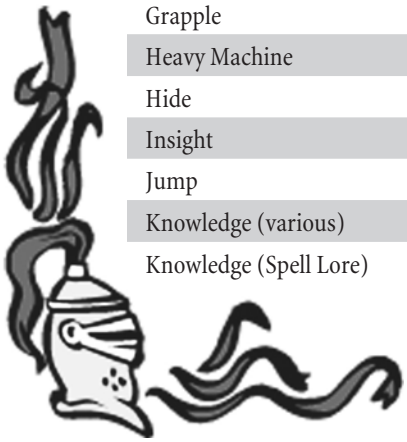
*Druids of Math-Mathonwy must possess an actual magical staff as a holy symbol, not an image or replica.

**Typically druids of Math-Mathonwy can multi-class as druid/magic-users, and humans may do so at character creation without restriction.

CHAPTER TWO: SKILLS

For ease of reference, an alphabetized list of all skills appropriate to *Classic Fantasy* follows. Each entry lists the category of the skill and its base chance, as well as a brief note detailing whether it is an existing skill found in *Basic Roleplaying*, or a new/changed skill to be detailed in this chapter. Page references are given, with *BRP* signifying the skill is found within Basic Roleplaying. Two numbers represent that relevent information may be found in both books.

Skill	Category	Base %	Notes	Page
Appraise	Mental	15%		BRP 50
Art (various)	Manipulation	05%	Changed	57/BRP 50
Artillery (various)	Combat	As per weapon specialty	Changed	57/BRP 52
Backstab(Thief Only)*	Combat	01%	New	61
Bargain	Communication	05%		BRP 52
Brawl	Combat	25%		BRP 52
Climb	Physical	40%		BRP 52
Command	Communication	05%		BRP 53
Craft (various)	Manipulation	05%		BRP 54
Craft Potion	Manipulation	00%	New	61
Disguise	Communication	01%		BRP 55
Dodge	Physical	DEX x 2		BRP 55
Drive (various)	Physical	20% Common, 01% Uncommon	Changed	57/BRP 55
Etiquette (various)	Communication	05%	Changed	58/BRP 56
Fast Talk	Communication	05%		BRP 57
First Aid	Mental	INT x 1		BRP 58
Fly	Physical	½ DEX or DEX x 4	Changed	58/BRP 59
Gaming	Mental	INT + POW		BRP 60
Grapple	Combat	25%		BRP 60
Heavy Machine	Manipulation	01%	Changed	58/BRP 62
Hide	Physical	10%		BRP 62
Insight	Perception	05%		BRP 63
Jump	Physical	25%		BRP 63
Knowledge (various)	Mental	01% or 00%	Changed	58/BRP 64
Knowledge (Spell Lore)	Mental	00%	New	73



Skill	Category	Base %	Notes	Page
Language (specific)	Communication	Own INT x 5, Other 00%	Changed	**59/BRP 66**
Listen	Perception	25%		**BRP 66**
Literacy	Mental	Varies by class		**BRP 67**
Mapping	Mental	25%	New	**74**
Martial Arts (Monk Only)	Combat	01%	Changed	**60/BRP 68**
Melee Weapon (various)	Combat	As per weapon specialty		**BRP 69**
Missile Weapon (various)	Combat	As per weapon specialty		**BRP 70**
Navigate	Perception	10%		**BRP 70**
Perform (various)	Communication	05%		**BRP 71**
Persuade	Communication	15%		**BRP 71**
Pick Locks	Manipulation	05%	Redesigned	**75**
Pick Pockets	Manipulation	05%	Redesigned	**75**
Pilot (various)	Physical	01%		**BRP 72**
Repair (various)	Manipulation	15%	Changed	**60/BRP 73**
Research	Perception	25%		**BRP 74**
Ride (various)	Physical	05%		**BRP 75**
Scribe Magic	Mental	00%	New	**76**
Sense	Perception	10%		**BRP 77**
Shield	Combat	As per shield		**BRP 78**
Spot	Perception	25%		**BRP 78**
Status	Communication	15% or as per character class	Changed	**60/BRP 79**
Stealth	Physical	10%		**BRP 80**
Strategy	Mental	01%		**BRP 80**
Swim	Physical	25%		**BRP 81**
Teach	Communication	10%		**BRP 82**
Throw	Physical	25%		**BRP 83**
Track	Perception	10%		**BRP 83**
Traps	Manipulation	15%	Redesigned	**77**

Changes to Existing Skills

The following *Basic Roleplaying* skills are slightly changed in *Classic Fantasy*.

Art (various): This skill covers Calligraphy, Cartography, Drawing, Painting, Sculpture, and Writing only.

Artillery (Specific Siege Engine) (various): This skill covers all siege engines, including the Ballista, Catapult, Trebuchet, and Springal.

Drive (various) (20 or 01): Specialties would be Carriage or Cart (20), Chariot (20), Dog Sled (01), and Sleigh (20) as appropriate to region.

Etiquette (various) (05): Specialties appropriate to *The Realm* setting would be Fighters' Guild, Thieves' Guild, Magic-Users' Guild, Illusionists' Guild, Monastic Order, Religious or Holy Order, Druidic Order, and Nobility.

Fly (½ DEX): As there are no 'naturally' flying player characters in *The Realm*, the base skill chance is ½ DEX. This will cover using the Fly spell, Potions, Boots of Flying etc.

Heavy Machine (01): This skill does not use specialties in *The Realm* as the only heavy machines found are variations of the same design. It would cover the use of large hoists, cranes and other similar pieces of equipment.

Knowledge (01 or 00 as per specialty): The specialties for this skill have been changed considerably to better correspond to *The Realm* setting.

* **Academic Lore (01):** In *The Realm*, when the whole of knowledge can be contained in a single library, this skill represents how 'learned' your character is. Use it like a Knowledge roll (see *Basic Roleplaying* pages 64-65), applied to nearly any area of expertise. This skill replaces several other *Basic Roleplaying* Knowledge skills such as; Archeology, Anthropology, Art History, Business, Group, History, Law, Linguistics, Literature, Philosophy, and Region.

* **Animal Training (01):** This skill is used to train an animal; for example teaching a dog to sit, fetch, stay, or heel; horses may be broken to a rider or taught simple tricks etc. It generally requires one Animal Training roll per day while teaching a trick, and the time required is typically 10 days minus the animal's INT. An extra trick may be tought for each point below 0. A special success can reduce the training time by 1 day while a critical reduces it by 2. If the creature cannot normally be trained, (because it is wild, like a wolf, or is a cat or reptile, for example) the roll becomes *Difficult*. Most animals may learn two "tricks" for each point of INT they possess.

* **Blasphemous Lore (00):** The study of horrific occult secrets and ancient evils.

* **Earth Lore (01):** Use this skill to identify types of rock strata, predict if valuable compounds might be found in a given area, or try to predict the chance of potential catastrophe, like earthquakes or volcanoes.

* **Folklore (01):** Knowledge of the customs, stories, lyrics, tall tales, and legends of a particular people or region. Your character can use this skill to identify or remember elements of a story, which might come in handy when trying to impress rural folk or dealing with the supernatural.

* **Poison Lore (01):** With this lore, the character has knowledge of poisons and their antidotes. A successful skill roll can: reveal the use of a poison; identify the type; and suggest a method of treatment or an antidote. Using plants, herbs, animal organs and the venom of beasts, the character can brew ingestible poisons or blade venoms. A single dose of POT 6 poison, (enough to contaminate a single meal or envenom one weapon) takes one hour to brew with an onset time of 3 combat rounds. The ingredients for a single dose possess the same cost and availability as a Common potion ingredients.

* **Politics (01):** The study and knowledge of political systems or other means of governance imposed upon or elected by the citizenry. Your character could use this skill to understand the major power blocs in an area, how to influence the political structure, and how citizens will react to political change or influence.

* **Religious Lore (01):** Details of the mythos, liturgy, and practices of all religions within *The Realm.* Your character can use this skill to avoid violating taboos, recall the laws and obligations of a faith, successfully debate points of theology, identify regalia or religious texts, sort orthodoxy from heresy, or properly lead a religious ceremony.
* **Streetwise (01):** Knowledge of the shadier elements of a society, from the protocols of the poor, to the ways of the criminal underworld. Your character can use this skill to find a safe house, identify a fence for stolen goods, or know who to ask for other semi–legal or illegal favors.
* **Wilderness Lore (01):** The study of plant and animal life in its natural environment, and the basis for wilderness survival. Your character could use this skill to identify a species by tracks, spoor, habits, and appearance, predict which fruits and berries are safe to eat, or avoid predators in the wild by knowing their habits.

Language (specific) (00, or INT x 5 for Common): Humans, dwarves, elves, gnomes, halflings, half-elves and half-orcs all speak the common tongue, with their starting skill level at INT x5%. Other languages, including a character's ancestral language as determined by race, may be learned and improved through the normal methods. This skill does not grant any ability to read or write any known languages, which is covered under Literacy and is a separate skill.

Languages in The Realm

In the not so distant past, all races spoke their own specific languages, but over time, as the various races came into contact with each other, numerous common tongues arose to help to facilitate communication, and slowly their ancestral languages went into decline. For example, where before, pixies, nixies, nymphs, and dryads all spoke their own languages, slowly a new language developed, sylvan. This is true of all the races, and the following details the various common tongues of *The Realm.*

Common Language Table

Language	Spoken by…
Common	All typically friendly social beings; humans, dwarves, halflings, elves, gnomes, etc.
Sylvan	All reclusive woodland beings; sprites, pixies, nymph, fauns, trents, etc.
Dark	All evil humanoid creatures; orcs, giants, ogres, goblins, lizard men, kobolds, gnolls, etc
Draconic	All dragons and their kin.
Underdeep	All those native to the Underdeep, dark elves, deep dwarves, mind slayers, etc.
Aquatic	All those intelligent beings that reside beneath the waves.
Elemental	All intelligent beings of the elemental planes.
Infernal	All devils, demons and other evil residence of the outer planes.
Celestial	All angels and other good and pure beings from the outer planes.
Divine	All Gods, which may speak all languages at their INT x5% in addition to Divine.

Finally, while not a common tongue, each character has the option to learn specific ancestral languages, elvish, dwarven, pixie, human, etc. This would be written out as Language (Orcish) for example. Many ancient magic items and inscriptions in forgotten dungeons will use or depict the ancestral writings of one or more of the various races.

Literacy (00, or by class): In *The Realm*, all player character classes except the barbarian can read and write any languages they can speak, and the base skill chance in these languages begins at the base detailed in the character class description. The barbarian class must learn to read and write any languages

from scratch, including his or her racial language. It should also be noted that the vast majority of civilization, with the exception of those of a studious nature, are illiterate, and in this case the character classes are the exception.

Martial Arts (restricted) (01): In *The Realm*, only monks possess this skill and it is not taught to outsiders.

Perform (05): In *Classic Fantasy*, Perform (Orate) would be used by clerics and paladins and other forms of public speakers to sway crowds. A new specialty is Perform (Ritual), and it is used by many character classes.

Repair (various) (15): In *Classic Fantasy*, the only form of repair is structural, and because of this, the specialty, structural, is further broken down to include the following specialties; metal, leather, wood, and stone. A fighter's sword would require Repair (Metal), while a ranger's bow and leather armor would require Repair (Wood) and Repair (Leather) respectively. The GM may require several different Repair rolls to repair some items. For example a metal breastplate may require Repair (Metal) to fix a puncture and knockout the dents, while Repair (Leather) may be required to fix a broken shoulder strap. Buildings, bridges and other structures could require any and all of the noted repair rolls. The GM may allow you to use 1/5 of your Craft skill as a skill bonus if you have a related specialty.

Status (varies): In *Classic Fantasy*, Status is a general skill and does not use specialties. Each specific character class as detailed in Chapter 1, notes the character's starting Status level. Your status is also the base for determining your character's level of upkeep. This is generally is only taken into account while in the more civilized regions, for while on adventures characters will rely on trail rations and their own ability to live off the land. The table below notes the amount a character is expected to pay on a weekly basis to maintain that level of Status. In the case of characters where Status does not represent wealth level, such as monks and druids for example, the characters may still maintain their current level of Status as long as they are donating the required amount of wealth as per character class. A separate upkeep roll should be made each week that a character remains in civilization.

If a player wishes for his or her character to 'slum it' and live at a lower wealth level than his or her Status would imply, the player simply chooses a lower level and rolls the indicated up-keep. However, doing so grants the character a temporary Status equal to the highest Status within that level to any who do not know of his or her deeds. This lasts until the next up-keep roll.

Status	Social Rank	Wealth Rating	Upkeep	Notes
1–25	Lower Class	Destitute	1D4 cp/week	Homeless, beggar, squatter, typical druid or monk
26–35	Lower Middle Class	Poor	1D6 sp/week	Farm hand, common laborer, soldier, apprentice, typical barbarian or thief
36–45	Middle Class	Average	2D6 gp/week	Free farmer, clerk, skilled artisan, military officer, typical bard, cleric, fighter, magic-user, illusionist or ranger
46–55	Upper Middle Class	Average	3D6 gp/week	Store proprietor, high ranking military officer
56–75	Upper Class	Affluent	3D6x2 +50 gp/week	Estate farmer, lawyer, merchant, master artisan, congregational priest, typical paladin
76–95	Nobility	Affluent	3D6x10 +100 gp/week	Wealthy merchant, minor noble
96–00	Monarchy	Wealthy	3D6x10 +200 gp/week	Merchant prince or powerful noble

New and or Renamed Skills

Backstab

Base Chance: 01%
Category: Combat
Description: This skill is restricted to thieves only, and is not taught to outsiders. When a character with the Backstab skill attacks an opponent from behind with a melee weapon, and the skill roll is equal to or under the Backstab skill, he has successfully "backstabbed" his opponent. Backstab is itself never rolled. This is essentially the skill Martial Arts, however may only be performed from behind, or on an otherwise unaware opponent while using a melee weapon.

Effects: Following are the results for different degrees of success:

* **Fumble**: Use the fumble result for the appropriate combat skill rating (see the appropriate attack and fumble tables).
* **Failure**: If the rolled result is above the Backstab skill rating but still below the combat skill rating, the attack hits normally. Attacks rolled above the combat skill rating miss, regardless of the Backstab skill rating.
* **Success**: If the rolled result is less than the skill rating in both Backstab and the appropriate combat skill, roll the weapons base damage twice and total the result. Your character's damage bonus is never doubled.
* **Special**: As above plus the effects of a special as per the specific weapon.
* **Critical**: As above, however the attacker may instead choose to ignore the targets armor instead of applying the effects of a special result.

System Notes: Backstab may only be performed from behind an opponent, while using a 1-handed club, dagger or sword of no greater than medium length. A successful backstab allows the skill box to be checked as if it had been rolled normally.

Craft (Potion)

Base Chance: 00%
Category: Manipulation
Description: The following skill is from *BRP Witchcraft* by Byron Alexander and is used with permission. It has been modified slightly to better fit *Classic Fantasy*, but the reader is encouraged to check out that book for many additional useful spells, ideas and a terrific new NPC antagonist, the witch. This author has greatly expanded the list of potions which can be found below.

In *The Realm*, those that create potions are known as Alchemists, and alchemy is the stuff of legends in any setting. Love potions that cause chaos in mannered courts, healing potions that bring dying warriors back from the brink and sleeping potions that cause princesses to be frozen in time, are all possible through alchemy. Potions are part herbalism and part magic, the ingredients have to be right but without magic all they would be is a strange-tasting (and sometimes poisonous) liquid. For this reason the creation of potions costs magic points just as spells do.

In addition to allowing the manufacture of potions, this skill also allows a character to identify, by sight and smell, a magic potion someone else has brewed (which is an *Easy* Craft (Potion) roll). See Knowledge (Spell Lore) for the various degrees of success.

The number of potions an alchemist knows how to make at character creation depends on the level of their Craft (Potion) skill. For every 10% in Craft (Potion) the alchemist knows how to make one potion (round down, so an alchemist with 11% Craft (Potion) knows how to make one). However, once play has begun, there are two options available to learn new potion recipes, purchase them at alchemy shops, or experimentation, both detailed below.

Like scrolls, the manufacture of potions is typically done by NPCs or player characters only during the downtime between adventures, as their manufacture requires specific facilities and equipment that

would be difficult to transport. It takes one full day to brew a single vial of a common potion, two days for an uncommon potion, and four days for a rare potion.

Effects: Following are the results for different degrees of success:

* **Fumble**: Your character has spoiled the potion entirely and whether or not they notice is entirely at the GM's discretion. Potions spoiled in this way are likely to be a poison with a POT equal to the number of magic points spent in their creation. The magic points and ingredients your character intended to use are all still used.

* **Failure**: Your character has spoiled the potion and knows it. Only one magic point is used no matter how many were going to be invested in the potion, however all ingredients are still lost. The potion might be poisonous (10% chance of POT equal to half the magic points that were to be invested), but is most likely just an odd tasting herbal concoction.

* **Success**: Your character has successfully brewed a vial (or more, if they spent more time) of their chosen potion. If it must overcome the POW of the drinker to be effective, then it has the equivalent of POW 10 for that purpose only. The entirety of the potion need not be drunk for it to be effective but it will only be effective once. The imbiber need only take a gulp to enjoy/suffer the potion's effects, but once they do the potion loses all of its magical power and it becomes nothing but tepid water (a person with Craft (Potion) can identify a spent potion as such via sight and smell but not what it once did).

* **Special**: Your character has brewed an especially potent elixir. If it must overcome the POW of the drinker to be effective, then it has the equivalent of POW 15. The potion has effectively two doses; although if someone gulps the whole thing down it won't double the effect, it just wastes the second dose. Once the effects have been felt twice it becomes tepid water.

* **Critical**: Your character has made a potion of incredible strength. If it must overcome the POW of the drinker to be effective, then it has the equivalent of POW 20. The potion has four doses, although if a person drinks too much in one go, extra doses might be wasted. Once the effects have been felt four times what little is left becomes tepid water.

A List of Potions

Every one of the potions listed below is listed with a magic point cost and the rarity of its ingredients. What exactly the ingredients are is left to the GM and in *Classic Fantasy* this is typically not important. However, some rare potions may detail some of the specific ingredients. In this case, if a specific ingredient has been noted, the character is required to have it on hand. For example, all potions of giant strength are rare and therefore would cost the same amount in the price of their ingredients. However, a specific ingredient required for the manufacture of a potion of giant strength is a drop of blood, no more than one week old, from the specific giant whose strength is to be emulated. This means that in addition to the purchasable ingredients the blood will have to be acquired as well, and under normal circumstances specific ingredients are not for sale due to their limited availability, danger in their acquisition, or very short shelf life. All ingredients are used up on a failed *Craft (Potion)* roll.

Common

Common ingredients are only common in so much as how they compare to ingredients for other potions, this is not to say that they are easily or inexpensively attained. They still are rare by normal everyday standards, especially as to the quantity required to

manufacture a single potion. It takes one day to brew a common potion.

Uncommon

Uncommon ingredients may be difficult to find (such as a rare but relatively inexpensive gemstone) or relatively difficult to harvest (the classic, eye of newt). It takes two days to brew an uncommon potion.

Rare

Rare ingredients are almost impossible to find for sale. Rare ingredients might be dragon's scales or a diamond of at least 20 carats. Characters might be able to buy a rare ingredient but it is possible that they are so priceless, that it makes it difficult to find an owner willing to sell. It takes four days to brew a rare potion.

Potion Characteristics

Duration: The base duration of the effect of an imbibed potion

Ingredients: As noted above, the rarity of a potion's ingredients for an alchemist to make the potion

Magic Point Cost per level: The cost in magic points for the alchemist to make the potion

Note: Potions possess a Potion Level, this functions in all ways as an Enchantment Level of a magic item or a Spell Level of a spell. All potions are magic and will detect as such if a Perception spell is cast to find such phenomena.

Animal Control Potion

Duration: 15 minutes

Ingredients: Common

Magic Point Cost per level: 1

When this potion is swallowed, the imbiber may attempt to control a number of mundane or giant animals or insects, but not fantastical ones. This allows the imbiber to affect up to twenty animals of SIZ 3 or less, ten of up to SIZ 6, five of up to SIZ 9, three of up to SIZ 12, two of up to SIZ 15, or one of up to any SIZ. Each animal may attempt to resist by comparing its POW vs. the potion's POW on the Resistance Table. Those that fail are under the user's control for 15 minutes per potion level. When the duration ends, the animals will be skittish and try to leave by the fastest route. A naturally aggressive animal may try to attack the imbiber if it succeeds on the resistance roll. Swarms of insects and rat packs may be controlled as well, with each D6 damage of a swarm, or each pack of rats, counting as 3 SIZ. See *Basic Roleplaying* pages 336 and 337 for more information on insect swarms and rat packs respectively.

Anti-Poison Potion

Duration: Instantaneous

Ingredients: Common

Magic Point Cost per level: 1

When sprinkled on poisoned food or poured into a poisoned drink, this potion instantly neutralizes any and all poisons present as long as the poison's POT is equal to or below the level of the potion. If ingested it will instantly stop the effects of any poison the imbiber is suffering from (as long as the poison's POT

Purchasing Recipes, Potions and Ingredients

Much to the dismay of the magic-users' guild, the alchemist guild not only allows the manufacture and sale of potions, they encourage it. Every city, as well as most large towns, will have at least one shop dedicated to their sale. If specific ingredients are unavailable, they may be checked for again in one week. Alchemy shops will purchase ingredients and potions at 25% of their retail value. The availability of a specific recipe is half that of the potion in question; and its cost is equal to five times the potion's cost. For example, in a small town, there would only be a 50% chance that the recipe for a common healing potion would be available for purchase, and if so, the cost would be 2,500 gold.

Understanding the tables

Community: This is a descriptive name for the community.
Population: The number of individuals common to a community of that size.
Number of Alchemy Shops: The percentage chance of finding the noted number of shops
Common/Uncommon/Rare Potions or Ingredients: The percentage chance of any particular shop having the requested potion/ingredient and the quantity available. The number after the slash notes the average gold piece value of the potion/ingredient in a community of that size. In the case of communities with several shops, if the desired potion or ingredient isn't found at one, another may be checked. Potion cost is **per** spell level.

Availability of Alchemy Shops

Community	Population	Number of Alchemy Shops
Hamlet	Up to 49	10% chance of 1
Village	50-999	25% chance of 1
Small Town	1,000-4,999	50% chance of 1
Large Town	5,000-14,999	75% chance of 1
City	15,000+	100% chance of 1, 25% chance of 2

Availability of Potions

Community	Common Potions	Uncommon Potions	Rare Potions
Hamlet	50% chance of 1D2 /600 gp	-	-
Village	75% chance of 1D3 /550 gp	10% chance of 1D2 /1,100 gp	-
Small Town	100% chance of 1D4 /500 gp	30% chance of 1D3/1,000 gp	5% chance of 1 /2,000 gp
Large Town	100% chance of 1D6 /450 gp	50% chance of 1D4 /900 gp	10% chance of 1 /1,800 gp
City	100% chance of 2D6 /400 gp	70% chance of 2D4 /800 gp	20% chance of 1D2 /1,600 gp

Availability of Ingredients

Community	Common Ingredients	Uncommon Ingredients	Rare Ingrdients
Hamlet	100% chance of 1D4/300 gp	-	-
Village	100% chance of 1D6/275 gp	20% chance of 1D3/550 gp	-
Small Town	100% chance of 1D8/250 gp	40% chance of 1D4/500 gp	10% chance of 1/1,000 gp
Large Town	100% chance of 1D10/225 gp	70% chance of 1D6/450 gp	20% chance of 1D2/900 gp
City	100% chance of 1D12/200 gp	90% chance of 1D8/400 gp	30% chance of 1D3/800 gp

Example: Rengarth wishes to purchase a couple potions of invisibility. After stopping off at the small town of Dunfel, he decides to wander around in search of an alchemy shop. The GM checks the Alchemy Shops Availability Table and sees that Dunfel, being a small town has a 50% chance of having one. After a successful roll, Ren finds himself wandering into the Dunfel Shop of Exotic Concoctions. Ren decides to ask the alchemist if a couple potions of invisibility may be on hand. The GM checks the Availability of Potions Table and determines there is only a 30% chance of a shop in a small town having a specific uncommon potion. After a failed roll, Ren decides to check the availability of the ingredients in the hope that, during a period of down time, he can make them himself. Looking at the Availability of Ingredients Table, Ren sees that there is a 40% chance of the specific ingredients for a potion of invisibility being on hand. A successful roll determines there are enough ingredients to make 1D4 potions at 500 gold pieces each. The GM rolls and lets Ren's player know there is only enough to make 2 potions of invisibility. Ren returns to the Dunfel Inn to meet up with the rest of the party with the ingredients for two potions of invisibility and 1,000 gold pieces poorer.

Experimentation

Alchemists may also learn new potion recipes through simple, however dangerous, experimentation. This requires a fully stocked laboratory costing at least 1,000 gold pieces for all the equipment. In addition to the cost of equipment, it requires a month's worth of ingredients for each attempt at experimentation. These ingredients cost 5,000 gold pieces and there is no certainty of which potion will be discovered, so there is quite a degree of risk involved. The process requires one uninterrupted game month mixing various concoctions and noting the effects. At the end of this month, the alchemist makes a Craft (Potion) roll and compares the degree of success on the table below.

Effects: Following are the results for different degrees of success:

Fumble: Lab explosion results in total destruction of all equipment as well as those within 3 meters taking 1D6 points of damage to each of 1D4 hit locations.

Failure: The alchemist has failed to learn a new recipe, however there is a 10% chance the experiment has resulted in poison as detailed in the potion's descriptions.

Success: The alchemist has created a common level 1D6 potion as well as learned the recipe. Determine the specific potion randomly, however if this results in a potion that the alchemist already knows he or she may instead choose any common potion.

Special: The alchemist has created an uncommon level 1D6 potion as well as learned the recipe. Determine the specific potion randomly, however if this results in a potion that the alchemist already knows he or she may instead choose any uncommon potion.

Critical: The alchemist has created a rare level 1D6 potion as well as learned the recipe. Determine the specific potion randomly, however if this results in a potion that the alchemist already knows he or she may instead choose any rare potion.

is not in excess of the potion's level), but will not heal any damage already done. This potion will remove alcohol from ale etc. and remove both the positive and negative effects of most drugs but does nothing to alleviate an allergic reaction to something that is not commonly poisonous.

Note that this only works on non-magical poisons and will not neutralize the effects of potions or similar items.

Change Potion

Duration: 15 minutes

Ingredients: Uncommon

Magic Point Cost per level: 1

This potion will change the imbiber into whatever form he or she chooses for 15 minutes per potion level. He or she will gain any of the natural abilities but none of a magical nature possessed by the new form. The form taken may not be more than 2 times, or less than ¼, his or her SIZ characteristic, however, a smaller (or larger) than the average member of a species could always be chosen. This potion will not change the imbiber into a specific individual; this would require a doppelganger potion.

Comprehend Language Potion

Duration: 15 minutes

Ingredients: Common

Magic Point Cost per level: 1

This potion allows the imbiber to understand and read almost any non-magical language. The range is 100 meters for spoken languages and 3 meters for written. The effects last for 15 minutes per potion level.

Curative Potion

Duration: Varies (ends when the imbiber recovers or dies)

Ingredients: Common

Magic Point Cost per level: 1

This potion is similar though not as effective as the spell Purify, as it does not heal characteristic damage or have any effect on contaminated food or drink. Like the Purify spell it removes 3 POT of poison or disease per potion level for the purposes of fighting off the affliction the imbiber is suffering from until he or she recovers.

Defensive Potion

Duration: 15 minutes

Ingredients: Uncommon

Magic Point Cost per level: 1

This potion, when swallowed grants the imbiber a Defensive Bonus of 5% per potion level.

Delusion Potion

Duration: 15 minutes

Ingredients: Common

Magic Point Cost per level: 1

This potion makes the imbiber falsely believe it is another potion altogether. The GM should allow the user a chance to figure this out by comparing his or her POW with the POW of the potion on the Resistance Table and, if the roll fails, he or she will have no idea, believing to be invisible, completely healed or even able to fly. The GM should make the roll secretly to keep the player in the dark and should randomly determine another potion as the false one.

Diminution Potion

Duration: 15 minutes
Ingredients: Uncommon
Magic Point Cost per level: 1

This potion allows the imbiber and all his or her equipment to shrink to SIZ 1 (15cm/6") for 15 min-

utes per potion level. All other characteristics remain unchanged; however MOV becomes 3, and hit points and damage bonus will have to be recalculated. In addition to being harder to hit because of being tiny, all Hide and Sneak rolls become *Easy*, while an opponent's Listen and Spot rolls become *Difficult*. See page 215 of *Basic Roleplaying*, Big and Little Targets, for additional information on combat between vastly different sizes.

Doppelganger Potion

Duration: 24 hours
Ingredients: Rare
Magic Point Cost per level: 1

This potion, when swallowed allows the imbiber to take on the appearance of any one subject, regardless of species, that he or she concentrates on for at least 10 combat rounds. This potion will not grant any of the mannerisms, knowledge, nor skills possessed by the original; however the voice will be changed perfectly. This potion is therefore most effective when the subject has been studied for a period of time. The duration of the change is 24 hours per potion level. There cannot be a greater difference than 2 SIZ between the imbiber and his or her subject.

Dragon Control Potion

Duration: 15 minutes
Ingredients: Rare
Magic Point Cost per level: 1

This potion is effective against all dragons, be they white, green, blue, red, or gold. When it is swallowed, the imbiber attempts to overcome the dragon's POW with that of the potion on the Resistance Table. If the imbiber succeeds, the dragon is under his or her control for 15 minutes per potion level; however, if the dragon succeeds it will be very angry, very, very angry, as it will also be when the control potion wears off.

Enhancement Potion

Duration: 15 minutes
Ingredients: Common
Magic Point Cost per level: 1

This potion is very similar to the spell of the same name and there is a different potion for each characteristic, STR, CON, SIZ, or DEX. Each potion level will increase the specified characteristic by 1 point, and temporally affects all other attributes derived from it. If found on an adventure, randomly determine the characteristic affected by this potion below.

D100 Roll	Characteristic
01-25	STR
26-50	CON
51-75	SIZ
76-00	DEX

Ethereality Potion

Duration: 1 hour
Ingredients: Uncommon
Magic Point Cost per level: 1

This uncommon potion allows the imbiber to become ethereal, (spirit-like), for 1 hour per potion level. An ethereal character is not invisible and can be seen by any as a wispy humanoid form. The imbiber actually enters the ethereal plane and while un-

der the effects of the potion perceives the real world as fog and shadow, unable to affect it in any way. The imbiber is able to walk through walls at will and is incapable of being interacted with by any not on the ethereal plane that cannot affect ethereal beings.

Flying Potion

Duration: 15 minutes
Ingredients: Uncommon
Magic Point Cost per level: 1

This potion allows the imbiber to fly through the air with a MOV of 12 if moving horizontally or descending, however the subject may move at only half this speed while climbing. Fly requires a constant forward momentum of at least 3 meters per combat round and each meter less than this moved will result in the loss of 1 meter of altitude. For example, moving 2 meters forward will result in losing 1 meter of altitude, while moving 1 meter forward will result in the loss of 2 meters. Finally, zero forward momentum will result in the subject descending at a rate of 3 meters per combat round. Acrobatic maneuvers and aerial combat would require the use of the Fly skill as detailed on page 59 of *Basic Roleplaying*. The duration is 15 minutes per level of the potion.

Gaseous Form Potion

Duration: 15 minutes
Ingredients: Uncommon
Magic Point Cost per level: 1

When the user imbibes this potion, his or her body becomes a wispy cloud of gas similar to a vampire's Mist Form ability. Each potion level allows the imbiber to stay in this form for 15 minutes and during this time he or she is unaffected by non-magical physical attacks, however spells will affect the user normally. While in gaseous form, the imbiber may pass through the tiniest of cracks and smallest of holes and has a MOV of 5. All of the user's equipment transforms right along with him or her.

Giant Control

Duration: 15 minutes
Ingredients: Rare
Magic Point Cost per level: 1

This potion is affective against all giants, be they hill, stone, fire, frost, cloud, or storm. When it is swallowed, the imbiber attempts to overcome the giant's POW with that of the potion on the Resistance Table. If the imbiber succeeds, the giant is under his or her control for 15 minutes per potion level; however, if the giant succeeds it will react normally to this outrage, as it also will when the potion's effects wear off.

Giant Strength

Duration: 1 combat round
Ingredients: Rare, plus see text
Magic Point Cost per level: 1

This rare potion will actually grant the imbiber the physical strength of a giant. There is a separate potion for each type of giant and one of the rare ingredients to make this potion, in addition to any others of a generic nature, is a drop of blood from the type of giant in question, and cannot more than one week old. The effects of this potion last 1 combat round per potion level and grant the imbiber a strength based on the actual giant. This strength is not a bonus added to the character's strength but instead replaces it. If discovered as treasure, roll on the table for Girdle of Giant Strength in *Classic Fantasy Vol. II: Gamemastery* to determine the type found and its effects. Recalculate the damage bonus accordingly; however the potion, unlike the girdle, will cause no injury in and of itself on a fumbled roll outside of that of a normal fumble. This is because the potion tends to infuse the whole body equally and therefore strengthens muscle and bone alike.

Growth Potion

Duration: 15 minutes
Ingredients: Uncommon

Magic Point Cost per level: 1

When this potion is swallowed, the imbiber grows to double his or her SIZ for 15 minutes per potion level. All other characteristics remain unchanged; however MOV receives a + 2 bonus due to a longer stride, and hit points and damage bonus will have to be recalculated. See page 215 of *Basic Roleplaying*, Big and Little Targets, for additional information on combat between vastly different sizes.

Haste Potion

Duration: 15 minutes
Ingredients: Common
Magic Point Cost per level: 1

This potion is very similar to the spell of the same name and when swallowed by the imbiber will both increase his or her MOV by 2 points, and grant a +5 Initiative bonus per potion level. Additionally, every full 3 potion levels grant the user another attack as well. The down side of this potion is the strain it places on the metabolism. Every time a potion of haste is used, it ages the imbiber 4 months per potion level. Therefore, a potion of haste level 3 will add 6 points to MOV, +15 to Initiative, and grant a second attack, but will age the recipient one year.

Human Control Potion

Duration: 15 minutes
Ingredients: Uncommon
Magic Point Cost per level: 1

When this potion is swallowed the imbiber attempts to overcome the subject's POW with that of the potion on the Resistance Table. If the imbiber succeeds, the target is under his or her control for 15 minutes per potion level; however, if the target succeeds he or she will react normally to the situation, as they also will when the potion's effects wear off. For example, a non-combatant would attempt to flee, while a warrior would either retreat or attack depending on the situation.

Healing Potion

Duration: Instant
Ingredients: Common
Magic Point Cost per level: 1

This potion instantly heals 1D6 damage per potion level. It will not cure disease or neutralize poison. Forcing the potion down the throat of an unconcious person will allow healing. Limbs severed are not regrown by this potion but the hit points lost due to the damage are restored.

Insect Repellent Potion

Duration: 15 minutes
Ingredients: Common
Magic Point Cost per level: 1

This foul smelling concoction will keep all insects at least 3 meters away from anyone that smears the contents on their body and/or equipment. This will last for 15 minutes per potion level.

Invisibility Potion

Duration: 15 minutes
Ingredients: Uncommon
Magic Point Cost per level: 1

This potion turns the imbiber, and any gear physically carried, totally invisible for the potion's duration (15 minutes per potion level). It will not affect a second character, even if that character is being carried by the imbiber. Any attack by an invisible character will cause him or her to become visible once again. However, he or she may will themselves invisible again at a later point and may continue to do so throughout the potion's duration. Once invisibility has been dropped, it takes 1 full combat round to will yourself invisible again, after which your character may take no action for the rest of the round except move.

Levitation Potion

Duration: 15 minutes
Ingredients: Common
Magic Point Cost per level: 1

This potion, when consumed, allows the imbiber to float, changing his or her vertical altitude at will. He or she has complete control over the rate of ascent/descent, up to 1 meter per potion level per round. The user cannot move side-to-side, only in the vertical; however it would be possible to pull oneself along a wall or the ceiling.

Longevity Potion

Duration: Permanent
Ingredients: Rare
Magic Point Cost per level: 1

Each level of this potion will cause the imbiber to become 1 year younger, the effects of which are permanent and cannot be dispelled. If for some reason a creature wishes to try to fight off the effects, it is allowed a resistance roll, comparing its POW to that of the potion. No creature can have its age lowered below the minimum that could be rolled at character creation.

Love Potion

Duration: 24 hours
Ingredients: Uncommon
Magic Point Cost per level: 1

Love potions are a staple of many a romantic or comedic tale. Though they are rarer than their proliferation in such tales would suggest, they do exist and some alchemists earn good money from love-struck young noblemen trying to ensnare the heart of another.

After drinking this potion the imbiber falls head-over-heels in love with the first person they see (it is the GM's decision as to whether this includes gender(s) and/or other humanoid species that the imbiber is not normally attracted to, depending on how much comic potential they want this potion to really have). Although the duration is 24 hours per potion level, that is only as long as the supernatural compulsion lasts. Once that effect fades the imbiber remembers how they felt and has no idea that it was due to a magical effect, therefore if the object of their affections is not normally repulsive to them, or out of the question for some other reason, they would likely assume the feelings were real until proven otherwise, particularly if the other person involved reciprocates. It is, therefore, possible for genuine love to develop out of a use of this potion. It is also possible to make a person absolutely disgusted with themselves, so is not to be used lightly.

The effects of love should be roleplayed through and not dictated by rules, so there is no direct mechanical benefit to having someone love your character or having your character in love.

Luck Potion

Duration: 15 minutes
Ingredients: Uncommon
Magic Point Cost per level: 1

A lot of people consider the idea of 'luck potions' for gullible fools and, indeed, many alchemists may sell bogus luck potions, but they do have access to the real thing. After drinking this potion the imbiber may choose to switch around the tens and units of any percentile roll made for a better result (i.e. making a 91% roll a 19% roll). This lasts for 15 minutes per level of the potion.

Perception Potion

Duration: 5 minute
Ingredients: Common
Magic Point Cost per level: 1

When the user swallows this potion the next thing he or she concentrates on will be detected, if it is within 10 meters, and he or she will be coaxed in that direction until it is discovered. Unlike the spell of the same name, the effects last 5 minutes per potion level, and it has a much smaller area of effect, therefore the imbiber may have to wander around a bit just to pick up the trail.

Poison

Duration: Instant
Ingredients: Common
Magic Point Cost per level: 1

Sometimes these are simply a potion gone wrong, at other times the alchemist was deliberate in his or her attempt to create a deadly concoction. Either way, this nasty potion has a poison POT equal to 6 times its potion level.

Protection Potion

Duration: 15 minutes
Ingredients: Common
Magic Point Cost per level: 1

This potion makes the imbiber much harder to hurt, granting one armor point to all locations per potion level.

Regeneration Potion

Duration: Instant
Ingredients: Uncommon
Magic Point Cost per level: 1

When this potion is swallowed the subject begins to regenerate 1 hit point per combat round, and this effect remains even if the subject is fully healed until its duration ends. Each point of damage regenerated is applied to the subject's total hit points as well as each hit location equally. The subject will continue to regenerate for 10 combat rounds and each potion level will add another 10 combat rounds to the duration. This potion will also regenerate lost limbs, but only when the damage to the limb is fully healed is the limb deemed usable.

Resistance Potion

Duration: 15 minutes
Ingredients: Uncommon
Magic Point Cost per level: 1

This potion makes the imbiber much more resistant to the extremes of heat or cold, natural or otherwise. Each potion level will reduce 1 point of fire or cold damage from each separate source.

Restoration Potion

Duration: Instant
Ingredients: Uncommon
Magic Point Cost per level: 1

This is a less potent version of the *BRP Witchcraft* potion of the same name. When this potion is swallowed, any characteristic such as STR, CON, INT, etc., is restored 1 point per potion level (the exception being POW sacrificed to gain spells or abilities, create magic items, and bind familiars as that POW is not technically lost but invested elsewhere). The potion must be consumed within one day of the subject being drained. The imbiber has no control over the characteristic to be restored and the potion will automatically restore points to them evenly. For example, if the imbiber has lost 2 points of CON and 4 points of DEX, and a potion of level 4 is swallowed, each will be restored of 2 points, restoring CON and leaving DEX still reduced by 2 points.

Restore Fatigue Potion

Duration: Instant
Ingredients: Common
Magic Point Cost per level: 1

When this potion is swallowed, the character immediately becomes less fatigued. If using the Load and

Fatigue rules the character moves one fatigue level up the chart towards Fresh per level of the potion. If using the Fatigue Point rules found on page 32 of *Basic Roleplaying*, the character instantly regains 1D10 lost fatigue points per potion level, and if using the simple fatigue system from *Basic Roleplaying*, page 32, each potion level will eliminate 10% from any penalties due to exhaustion and/or fatigue.

Resurrection Potion

Duration: Instant
Ingredients: Rare
Magic Point Cost per level: 1

This potion will raise from the dead, whole and perfectly healthy, anyone, as long as it passes through their lips (or where their lips used to be in the cases of skeletons), the only restriction being that they cannot have been dead for longer than 1 day per level of the potion. It has no effect on those that have reached the end of their natural life and died of old age.

Skill Mastery Potion

Duration: 15 minutes
Ingredients: Uncommon
Magic Point Cost per level: 1

When swallowed, this potion provides a +5% bonus per potion level to the next skill attempted by the imbiber. The user must be careful to avoid using a skill by accident before the skill of choice, or he or she risks giving the bonus to the wrong one. The modified skill will continue to receive the bonus throughout the potion's 15 minute duration.

Sleeping Potion

Duration: 15 minutes or 1 year (see below)
Ingredients: Common or Rare (see below)
Magic Point Cost per level: 1

Alchemists are famous for creating concoctions that put people into an enchanted sleep, either for a short time to cause mischief or for a long time in revenge for some slight, and this potion is the reason why. This potion comes in two varieties, one that uses commonly found ingredients and puts the imbiber to sleep for 15 minutes per potion level and one that uses rare ingredients and puts the imbiber to sleep for 1 year per potion level. Either way the potion has to beat the imbiber's POW with its own in order to be effective.

During the time the imbiber sleeps they do not age. This is true of both versions of this potion, although for the more common version it hardly matters (it takes a lot of power just to make one that lasts a day, and even that would hardly be a noticeable gap in a person's aging).

Speak to Mind Potion

Duration: 1 minute
Ingredients: Common
Magic Point Cost per level: 1

This is essentially a potion version of the spell of the same name. This potion allows the imbiber to speak to another mind regardless of its level of intelligence for 1 minute per potion level. Only surface communication or feelings can be transmitted; one cannot use this potion to dig for information. It would require an Idea roll to understand a non-intelligent being.

True Sight Potion

Duration: 1 minute
Ingredients: Uncommon
Magic Point Cost per level: 1

When this potion is swallowed, secret doors become visible, invisible or ethereal attackers can be seen without problem, illusions and phantasms become faintly transparent, and finally creatures such as doppelgangers and those under the effects of a Change spell are revealed for what they truly are; these effects last 1 minute per potion level.

Truth Potion

Duration: 5 minutes
Ingredients: Common
Magic Point Cost per level: 1

This potion is poured directly down the throat of an adversary, or indirectly into a glass of liquid in an attempt to get the subject to swallow some of the contents. Once swallowed the subject gets to attempt to resist by comparing his or her POW against that of the potion on the Resistance Table. If the roll fails, he or she is forced to speak the truth throughout the duration of 5 minutes per potion level.

Undead Control Potion

Duration: 15 minutes
Ingredients: Uncommon
Magic Point Cost per level: 1

This potion is affective against all forms of undead within 10 meters, and when swallowed, the imbiber attempts to overcome the undead with the greatest POW with that of the potion on the Resistance Table. If the imbiber succeeds, all undead within 10 meters at that time are under his or her control for 15 minutes per potion level; however, if the undead succeeds they will attack the one attempting to control them, as thet will when the potion's effects wear off. Intelligent undead may instead choose to flee if the outlook looks doubtful.

Water Breathing Potion

Duration: 15 minutes
Ingredients: Common
Magic Point Cost per level: 1

This potion allows the subject to breath underwater for 15 minutes per potion level, and if poured into the mouth of a water-dwelling being, it will allow it to be able to breathe air for the same duration.

Knowledge (Spell Lore)

Base Chance: 00%
Category: Mental
Description: This Knowledge skill is used to identify spells and spell-like effects as well as to gauge a spell caster's overall aptitude with the magical arts. Spells are categorized according to rarity with the rarer spells reflecting those with more complex formulas and therefore spells that a beginning spell caster is not yet be able to manipulate. The following table depicts at what skill level a caster has progressed enough to be able to cast a spell of a particular rarity level, as well as the maximum number of spells that may be memorized and any magic point reduction due to spell casting technique. In the cases of magic-users and illusionists, spells may not be scribed into spell books unless the caster first possesses a high enough skill level to actually cast the specific rarity of the spell to be scribed.

Skill Level	Spell Rarity	Max Spells Memorized (Magic-User /Illusionist)	Magic Point Reduction
01-99	Common	INT/2	-
100-109	Uncommon	INT/2 +2	-1
110-119	Uncommon	INT/2 +4	-2
120-129	Uncommon	INT/2 +6	-3
130-139	Uncommon	INT/2 +8	-4
140-149	Uncommon	INT/2 +10	-5
150-159	Rare	INT/2 +12	-6
160-169	Rare	INT/2 +14	-7
170-179	Rare	INT/2 +16	-8
180-189	Rare	INT/2 +18	-9
190-199	Rare	INT/2 +20	-10
Etc.	Etc.	Etc.	Etc.

Skill Level: Your skill level with Spell Lore determines at what point spell memorization increases and magic point cost is reduced.

Spell Rarity: The maximum rarity of a spell that may be memorized. Only by raising this skill is the caster able to learn the more powerful spells.

Max Spells Memorized: As magic-users and illusionists improve Spell Lore, they may increase the number of spells they may have memorized at any one time. Clerics and druids instead increase the number of spells memorized by raising POW.

Magic Point Reduction: This reduces the final cost in magic points to cast a spell, to a minimum of 1 magic point. It has no effect on spells that require a sacrifice of POW.

This skill can also be used as another spell is being cast to attempt to determine which spell or spell-like effect it is, to identify a glyph or other magic symbol, and to identify magic potions (however, an *Easy* Craft (Potion) roll may be made instead if the character has that skill). These require 5 DEX Ranks to perform, 1 DEX rank for a *Difficult* roll, and do not count as the user's action for the round. This skill cannot be used to identify a magic item.

Effects: Following are the results for different degrees of success:

* **Fumble:** You really screwed this up and totally misinterpreted the spell, effect, glyph, or potion. The GM will feed you misleading information. Enjoy.
* **Failure:** You're not sure, you can try again next action with a +10% bonus if you're still alive.
* **Success:** You succeed in identifying the spell, effect, glyph, or potion.
* **Special:** You not only identify the spell, effect, glyph, or potion, you know its spell level.
* **Critical:** You identify the spell, effect, glyph, or potion; know what level it is, and any other rare details as determined by the GM.

System Notes: Whenever a spell is cast by the character, the skill roll is compared to Spell Lore as well. If the roll falls under his or her level in Spell Lore, this skill may be checked for improvement as if it had been rolled normally. When attempting to identify an unknown spell being cast by another, this skill should be rolled by the GM in secret and the results given to the player based on what his or her character would know.

Mapping

Base Chance: 25%
Category: Mental
Description: This is the ability to transcribe a rough map onto paper, (or other medium), without actually measuring or surveying the area. That would be Art (Cartography) and is a more detailed skill. This is "cartography shorthand" and there isn't anything pretty about the maps created with it.

Effects: Following are the results for different degrees of success:

* **Fumble**: At an appropriate time during the next hour (12 turns) of mapping the GM can abruptly change the direction of the players map. For example at a four way intersection when the players say they are continuing north, the GM can start mapping out the east passage as if it was the north. During the 5 minutes that the players spent searching and mapping this section of hallway, they simply got turned around. Optionally, the GM may provide some misleading piece of information on the player's map, like a room that seems just 1 meter too short when compared to the adjoining room. "Must be a secret room; let's spend the next half hour trying to find it, anyone got a pickaxe?"
* **Failure**: At an appropriate time during the next hour (12 turns) of mapping the GM can change the size of a room or length of a hallway, by plus or minus a realistic number of meters. For example, the characters wouldn't mistake a 5m x 5m room for a 20m x 20m room, but a 60m length of hallway could easily be mistaken for only 50m.

* **Success**: The GM must map out everything accurately for the next hour (12 turns).
* **Special**: As above except the GM can provide one bonus piece of information about the area mapped if they may be missing it on their map. "There seems to be enough space between these two rooms for a small secret chamber." Or the GM may give a +10% bonus to the next Mapping roll.
* **Critical**: As above except three bonus pieces of information are gained or one important one. "Wow, on paper this last room forms a perfect shape of the Wand of Orcus. Hey, and look, this could be his arm; I wonder what's in the chamber that looks like its head?" Finally, if the GM chooses, he or she may instead give a +25% bonus to the next Mapping roll.

System Notes: It's unrealistic for the GM to draw the map of the dungeon onto a battle-grid or sheet of graph paper as precisely as what he or she has behind the GM screen, because the players aren't surveying the area with measuring tapes and precise instruments. Every hour of travel ask the players "who is mapping?", and make a Mapping roll for that character without revealing the result. The character doing the mapping must have both hands free while mapping, (this includes not using a shield), and the character must also possess the correct equipment for mapping, such as sheets of paper and a writing instrument. If none of the characters are mapping, the players will just have to work from memory. At any point, a player may state he or she wishes to remap an area already mapped. Multiple players may map the same area and compare notes. It generally takes one turn (5 minutes) to map your immediate area sufficiently enough to note important details and to have a chance of spotting anomalies, such as potentially hidden rooms, oddly shaped hallways, or possibly connecting chambers. Your "immediate area" represents what you can see to the extent of your line of sight, indoors or out. While traveling overland, one Mapping roll may be made each day and will allow you to detail the overland hexes you travel through, as well as any adjacent hexes you have line of sight into.

Pick Locks (was Fine Manipulation)

Base Chance: 05%
Category: Manipulation
Description: A measure of steadiness and hand–eye coordination, this skill covers any careful use of the hands and fingers while picking locks.

Effects: Following are the results for different degrees of success:

* **Fumble:** Your character bungles the attempt, making things worse. For example, your lock pick has broken off inside and permanently jammed the lock.
* **Failure:** Clumsiness or distraction prevents the desired result. Try again.
* **Success:** Your character's deft hands have picked the lock.
* **Special:** Your character picks the lock in half the normal time.
* **Critical:** Your character picks the lock in half the normal time. In addition, for the next month you receive a +10% bonus to attempts to pick locks of similar manufacture.

System Notes: It takes a full combat round to pick a lock. Using this skill with improvised lock picks as opposed to real ones is a *Difficult* action.

Pick Pockets (was Slight of Hand)

Base Chance: 05%
Category: Manipulation
Description: In addition to the obvious use of picking someone's pocket, your character can use this skill to cut a money pouch from someone's belt, take a knife off a table without being noticed, palm an item, or even run a shell game. Once an object has been palmed or taken, use the *Hide* skill to hide

it from a thorough search.

Effects: Following are the results for different degrees of success:

* **Fumble**: Clumsy fingers or bad luck ruin the attempt and the would-be thief is caught in the act.
* **Failure**: The attempted theft is a failure. An unsuspecting target succeeding in an Idea roll realizes that he or she was about to be robbed or tricked.
* **Success**: The theft succeeds. The target is unaware of any trickery unless they can make a *Difficult* Spot roll.
* **Special**: The theft succeeds. The target is unaware of any trickery unless they can make a special success on a Spot roll.
* Critical: The theft succeeds. The target is unaware of any trickery unless they can make a critical success on a Spot roll.

Scribe Magic

Base Chance: 00%
Category: Mental
Description: There are two primary uses for the *Scribe Magic* skill and both are detailed below.

Add to a Spell Book: The first and most important use of Scribe Magic for a magic-user or illusionist is when it is used to scribe a new spell into his or her spell book, however the scriber must first possess a high enough skill level in *Knowledge (Spell Lore)* to be able to cast spells of the desired rarity. When used for this purpose, the magic-user or illusionist must spend a number of hours based on the rarity of the spell, for the less common spells also tend to be the more complex to detail in writing. It takes four hours to scribe a common spell, eight hours to scribe an uncommon spell, and twelve hours to scribe a rare spell. This time requirement does not have to be continuous and may be broken up if need be. The real expense in scribing a spell into a spell book comes from the ink which is made up of special rare and exotic ingredients specific to the spell being scribed. The individual magic-user or illusionist will mix the ingredients from a secret recipe passed down during apprenticeship, and it will requires one hour to prepare a single vial of ink. This is a simple step-by-step procedure requiring no skill roll. One vial is required to scribe a single spell regardless of rarity. The rarity of the ingredients and the specific chance of discovering those ingredients for sale is the same as potion ingredients.

Effects: Following are the results for different degrees of success:

* **Fumble**: Not only did your character not scribe the spell successfully, he or she damages the spell book (spilt a bottle of ink, knocked over a candle, etc.). Make a Luck roll, on a successful roll, the ruined pages are blank, the spell book will now hold one less spell, while a failed roll means the ruined pages contained a previously scribed spell. Randomly determine which spell is ruined.
* **Failure**: Your character fails to scribe the spell properly (skipped a sentence, reversed two words, etc.), this page is ruined and the spell book will now hold one less spell.
* **Success**: Your character has successfully scribed the spell into his or her spell book.
* **Special**: Your character has successfully scribed the spell into his or her spell book. In addition, you gained greater insight into the casting of this spell; the skill base is equal to INT x2% instead of the normal INT x1%.
* **Critical**: Your character has successfully scribed the spell into his or her spell book. In addition, you gained greater insight into the casting of this spell; the skill base is INT x3% instead of the normal INT x1%.
* **System Notes**: The number of hours spent scribing a spell count as training in Scribe Magic.

Create a Spell Scroll: The second use of Scribe Magic is when this skill is used to scribe a spell onto a scroll. The spell caster first determines at what spell level it will be scribed at. This takes 1 hour per level of the spell for common spells, 2 hours per spell level for uncommon spells, and 4 hours per spell level for rare spells. Scrolls are extremely expensive to create, requiring expensive ink and special parchment that can only be found at select magic-user guilds, illusionist guilds, temples or rare shops. The time required does not have to be continuous and the caster could scribe a level 3 uncommon spell, requiring six hours, for five hours on one day and then finish it a week later after spending one more hour scribing. At the end of the scribing process the caster is required to make a *Scribe Magic* skill roll and if successful expend the number of magic points required to cast the spell to bind it to the scroll. The parchment required to create a spell scroll costs 2 gold pieces per sheet. However the real expense in scribing a spell scroll comes from the ink which is made up of special rare and exotic ingredients specific to the spell being scribed. It is not possible to use ink mixed for magic missile scrolls for an invisibility scroll for example. One vial of ink is enough to scribe a spell scroll regardless of rarity. See Adding a Spell to a Spell Book above for additional information on mixing the ink and purchasing ingredients.

Example: Rengarth the magic-user decides to create a scroll with the Fireball spell that will allow the reader to do 2D6 points of damage. This is a 2nd level uncommon spell, so will take 4-hours of scribing to complete, and if successful will require 6 magic points to bind the spell to the scroll. This will cost Ren 2 gold pieces for the parchment and, assuming he is in a large town with an alchemy shop, there will be a 70% chance of finding the ingredients necessary to mix the ink, the cost of which is 450 gold pieces, for enough to make a single scroll.

Effects: Following are the results for different degrees of success:

* **Fumble**: While expending the magic points to bind the spell to the scroll your character accidently activates its magic. Suffer the effects for better or worse.
* **Failure**: Your character fails to scribe the spell properly (skipped a sentence, reversed two words, etc.), the current scroll is useless. Start again with a new piece of parchment and another vial of ink.
* **Success**: Your character has successfully scribed the scroll.
* **Special**: You got more out of the spell than expected. This spell will be cast at one level higher than planned at no additional cost in magic points. Determine in what way the spell has been enhanced as per the individual spell's description.
* **Critical**: You got more out of the spell than expected. This spell will be cast two levels higher than planned at no additional cost in magic points. Determine in what way the spell has been enhanced as per the individual spells description.

System Notes: The number of hours spent scribing a spell scroll count as training in Scribe Magic.

Traps (was Technical (Traps))

Base Chance: 15%
Category: Manipulation
Description: This skill covers the safe use and removal of raps.

Effects: Following are the results for different degrees of success:

* **Fumble**: The trap is set off and injures the character and possibly others if it has a large radius effect.
* **Failure**: Your attempts are clumsy and ineffective. A successful Luck roll will prevent the trap from going off.

* **Success**: Your character either disables or sets the trap successfully.
* **Special**: Your character learns the intricacies of the trap and may disable it or choose to improve the function of the device. For instance, the trap could now be set to go off when a specific SIZ opponent steps on the trip lever, or the damage may be increased by a die type, from 1D6 to 1D8 for example. In either case, your character receives a +10% bonus toward these types of traps for the next week.
* **Critical**: Your character successfully sets or deactivates the trap and may extend its capabilities as above, but by adding two abilities, or possibly increasing its damage by two die types, 1D6 to 1D10 for example. In addition, your character receives a +25% bonus toward these types of traps for the next week and finishes the task in half the usual time.

  System Notes: This skill requires a complete combat round to perform.

CHAPTER THREE: SPELLS

Classic Fantasy uses the default Magic system found within *Basic Roleplaying* as the basis for its magic system, and any reference to a magician within that text, refers to a magic-user in *Classic Fantasy*. Any additional changes to the Magic system will be noted in their relevant sections below. In *Classic Fantasy*, some spells are only usable by magic-users, some only by clerics, and some only by druids. This chapter therefore goes into detail, separating the different forms of spell casting. The final part of this chapter contains more than 150 new Magic spells.

The *Basic Roleplaying* Magic system has been broken down into three separate sub-systems based on the class of spell caster as follows.

* **Magic-User**: This is the default Magic system defined in *Basic Roleplaying* and uses the least modification. Magic-users are the primary practitioners of this form of magic, though bards and rangers have been known to dabble. Magic-user spells are acquired and learned through arduous study, over the passage of time.

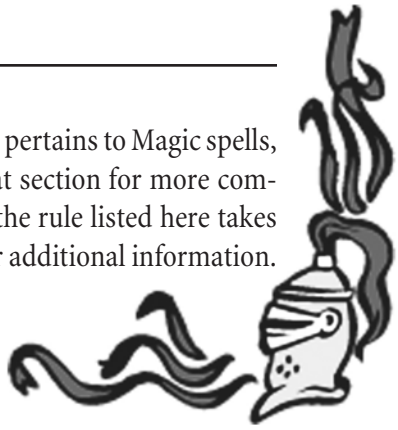
* **Illusionist**: This is a sub-class of the magic-user. Illusionists follow the same rules as the magic-user except where noted and possess their own spell list. Illusionists are primarily a human only character class, with the exception of the gnome.

* **Cleric**: This variant of the Magic system is most commonly used by clerics, though when a paladin has proven worthy, his or her deity will grant the use of limited clerical magic. Cleric spells are granted to the followers of a particular deity through prayer and sacrifice.

* **Druid**: This is a sub-class of the cleric. Druids follows the same rules as the cleric except where noted and possess their own spell list. The ranger, after proving him or herself worthy, will be granted the use of limited druidic magic. Druids are primarily a human only character class, with the exception of the half-elf.

Within this text, Power Points are referred to as Magic Points, as more befitting of the genre.

Magic Summary



For simplicity's sake; the information from *Basic Roleplaying* Chapter 4: Powers, as it pertains to Magic spells, has been reprinted here in a summarized format. You are encouraged to refer to that section for more complete and detailed information. Where a rule differs from that of the core rulebook, the rule listed here takes precedence for a "standard" *Classic Fantasy* campaign. Page references are given for additional information.

In all cases, the term caster pertains to those that use magic-user, illusionist, cleric, and druid spells.

* **How Magic-User and Illusionist Spells Work**: Each magic-user spell is treated as a skill with a base chance of INT x1%. These spells are treated as skills with regards to improvement through training and experience. See *Basic Roleplaying* page 88 for additional information.

* **How Cleric and Druid Spells Work**: Each cleric or druid spell has a fixed 100% chance of success (though a 96-00 always fails as usual, sometimes your deity just says no). These skills may not be improved in play.

* **Costs of Magic**: Each time a spell is cast the caster must expend 1 magic point per spell level to power the spell. Some spells require more magic points per level, or even a sacrifice of permanent POW. A failed roll to cast the spell still results in the loss of 1 magic point, with a fumble costing the same as a success. However, a failure or fumble never requires the expenditure of POW. See *Basic Roleplaying* page 89 for additional information.

The Wizard's Staff

In *Basic Roleplaying*, the cost of the Wizard's Staff is described as "prohibitively expensive for all but the most experienced and successful of magic-users and the GM should set the physical price accordingly in his or her setting." In *Classic Fantasy*, the Wizard's Staff is treated as any other magic item, in that it generally isn't purchased or created and instead must be discovered in some dusty vault someplace or removed from the body of a powerful wizard. As one of the most powerful magic items in *The Realm*, the Wizard's Staff is still viewed as a symbol of renown by those that understand its power.

* **Casting Time**: Spells in memory require a single DEX rank to cast per spell level. A spell taking multiple DEX ranks may be interrupted before it can be cast if an opponent gets a chance to act during the casting process (See Interrupting a Spell Caster below). Magic-user and illusionist spells that have not been memorized in advance may still be cast from the casters own spell book at a rate of 1 spell level per combat round, while a cleric or druid may not cast a non-memorized spell. See *Basic Roleplaying* page 89 for additional information. *Classic Fantasy* has introduced scrolls as third method of spell casting. Casting a spell from a scroll is not as fast as from memory, but is faster than casting a non-memorized spell, requiring 5 DEX ranks per spell level.

* **Spell Level:** A magic spell can be made even more powerful by adding additional magic points to it. The effect of each additional spell level is provided in the spell's description. The limit to how many levels you can add is equal to ½ your character's INT (rounded up). Each additional spell level adds 1 DEX rank to the casting time of a spell. If the additional time to cast takes more DEX ranks then your character has, then the spell can be continued next round. See *Basic Roleplaying* page 89 for additional information.

* **Overcoming POW**: Any time a spell affects the mental state of a living target, or attempts to exert control over that target in some way, your character must overcome the target's POW or magic points with a resistance roll. This is not required if the target of the spell is willing to accept the spell's effects. An unconscious or otherwise debilitated target automatically fails a resistance roll utilizing POW or magic points. See *Basic Roleplaying* page 89 for additional information.

* **Combining Spells**: Two low–level spells of the same type cannot be combined to make a higher level spell. For example, you cannot combine two Protection 2 spells to make a Protection 4 spell. If two spells of unequal levels are applied to the same person, place, or thing at the same time, then only the higher level spell will take effect, though the magic points spent for the lower level spell are lost. See *Basic Roleplaying* page 89 for additional information.

* **Memorization of Magic-User and Illusionist Spells**: A magic-user or illusionist may only memorize a number of spells equal to ½ INT (round up). In addition, as the caster improves Knowledge (Spell Lore), he or she may learn how to memorize additional spells as well. It will take 1 hour for a magic-user or illusionist to memorize a spell from his or her spell book, and if his or her INT is already full, one or more spells currently memorized must be forgotten. This also takes 1 hour. See *Basic Roleplaying* page 91 for additional information.

Spell Books: A magic-user or illusionist's spell book is used to store all of their arcane knowledge, and they scribe newly acquired spells into their spell books, always eager to expand their knowledge base. A magic-user or illusionist may cast a spell directly from his or her spell book if he or she does not have the spell memorized, and it is very useful for spells that do not have to be used in combat to be cast in this way, as they won't take up space that is better used for combat related spells. To cast a non-memorized spell directly from a spell book will take 1 complete combat round per spell level. A magic-user can use another caster's spell book, if he or she can read it (with a successful use of Read Magic), and can make a successful roll of INT x1% for every spell he or she attempts to cast or transfer to his or her spell book.

In the case of a spell book with a duplicate of a spell the magic-user or illusionist already knows, he or she may attempt to study the other caster's technique. To do this, he or she must make an INT x 1% roll as above, and if successful, must then make an Idea roll. If both rolls succeed the caster gains 1D6 points in the spell being studied as he or she gains deeper insight from a different caster's perspective. This takes 1 hour for common spells, 2 hours for uncommon, and 4 hours for rare.

Spell books typically come in two sizes, large spell books capable of containing 30 spells, and small spell books capable of containing no more than 10. Small spell books are sometimes known as travelling spell books, as many casters will use them to have access to their more commonly used (but not memorized) spells while on an adventure.

See Grimoires in *Basic Roleplaying*, page 92 for additional information.

* **Memorization of Cleric and Druid Spells**: Clerics and druids do not utilize spell books and may only cast those spells that have been memorized; they may memorize any spells they have previously acquired through sacrifice of POW as detailed under Gaining New Spells below. The process of memorizing cleric and druid spells is similar to that of the magic-user and illusionist; however it is done through prayer and meditation and like the magic-user, it takes 1 hour per spell. Clerics and druids are able to memorize a number of spells equal to POW. This is full POW not half. Clerics and druids do not benefit from Knowledge (Spell Lore) as far as being able to memorize additional spells. If POW is already full, one or more spells must be forgotten. However a dismissed spell is not permanently lost and the cleric or druid may choose to memorize it again at a later date. Dismissing a spell also takes 1 hour.

* **Gaining POW**: Any time a caster overcomes the magical resistance of a target of equal or greater POW; his or her POW has been exercised successfully and may in-

crease. This also includes situations where a character's defensive (passive) POW overcomes an attacker's (active) POW in a resistance roll, but only if that active POW was higher than his or her POW. Overcoming a target of lower POW does not provide a chance for improvement.

* **Gaining New Magic-User and Illusionist Spells**: Magic-users and illusionists can get new spells by seeking them out, discovering them, and otherwise attaining physical copies of spell books and magic-user scrolls, then transferring the spell into their own spell book using the Scribe Spell skill. Alternately, they can take one uninterrupted game month per spell to study the principles of the spell desired. At the end of this month, a successful roll of INT + POW as a percentage chance means that the caster has learned the spell and it is now present in his or her spell book. The magic-user will know this spell at INT x1% as a starting skill rating. Finally, spell scrolls may be purchased from a magic-user or illusionist guild with the same availability as per Potions; however, a spell scroll cost 5 times the price of a potion of the same rarity. See *Basic Roleplaying* page 92 for additional information.

* **Gaining New Cleric Spells**: For a cleric to increase the number of spells known, he or she must meditate and pray for the desired spell while on holy ground devoted to his or her deity. After a period of prayer and devotion equal to 1 hour, the cleric finishes by making a Perform (Ritual) roll, modified by +10% per 500 gp donation to the order since the last successful attempt, and comparing the results on the Perform (Ritual) results table.

* **Gaining New Druid Spells**: For a druid to learn more spells he or she must commune with nature within a forest glade or an ancient stone circle, while concentrating on the desired spell. After a period of prayer and meditation equal to 1 hour, the druid finishes by making a Perform (Ritual) roll, modified as follows. Each point of neutral alignment in excess of all other alignments grants a +1% bonus, and praying within an ancient stone circle grants a +25% bonus. Compare the results on the Perform (Ritual) results table (see inset).

* **Use of Spells by non-spell casters**: This is not possible in a *Classic Fantasy* campaign.

Classic Fantasy has added a few new rules to the general spell casting rules of all classes.

* **Verbal and Somatic Components**: All spells must both be spoken aloud and have gestures performed throughout the casting process. Deprive the caster of either of these things and it is not possible for him or her to cast spells.

* **Spells and Multi-Class Characters:** Multi-class characters average the number of spells able to be memorized between all character classes taken. Therefore the number of spells they are normally able to memorize (based on INT and POW) is divided by the number of spell casting character classes. Again, this only applies for taking more than one spell casting class. A fighter/magic-user would be able to memorize the normal ½ INT number of spells.

Example: A cleric/magic-user possesses an INT of 13 and POW of 16. The INT of 13 would let a single classed magic-user memorize 7 magic-user spells, while a single classed cleric with a POW of 16 could memorize a full 16 cleric spells. However, as a multi-class character, these two results are further divided by the number of character classes, in this case two, granting the example character the ability to memorize a total of 4 magic-user spells, and 8 cleric spells, as always, round in the player's favor.

* **Interrupting a Spell Caster**: A spell that can be interrupted before the casting pro-

Perform (Ritual)

Following are the results for different degrees of success and this roll may not be modified by the use of Fate Points. The cleric or druid must declare the desired spell before making the skill roll.

* **Fumble**: The ritual goes horribly awry and your deity was not pleased. You suffer a –10% penalty to all Perform (Ritual) rolls to gain new spells for the next 1D6 months and your deity won't grant another attempt for the rest of the day.
* **Failure**: The ritual is flawed, and will not garner you the desired spell. If you want to devote another hour to the attempt, you may try again.
* **Success**: The ritual is pleasing to your deity and the desired spell will be granted during the next 1D4 days. 1 point of permanent POW must be sacrificed to your deity for a common spell, 2 for an uncommon spell, and 4 for a rare spell.
* **Special**: The ritual is very pleasing to your deity and the desired spell will be granted during the next 1D12 hours. 1 point of permanent POW needs to be sacrificed for an uncommon spell and 2 for a rare spell; however a common spell will be granted for free.
* **Critical**: The ritual is considered extraordinarily pleasing to your deity. In addition, you feel a closer bond developing and gain a bonus equal to your POW on all Perform (Ritual) rolls with the specific deity for the next 1D6 months. This bonus does not stack if further critical results are rolled, though it can extend the duration of the bonus by a number of months rolled minus the remaining months of the previous critical, with any results of less than 0 treated as 0. A point of permanent POW needs to be sacrificed for a rare spell; however a common or uncommon spell will be granted for free.

The Bless spell can be used on an area to create holy ground, so a cleric far from civilization may still pray for spells. Druids still require a forest glade or stone circle however.

cess can be completed may fail outright or even fumble disastrously. Any amount of distraction has a chance of interrupting the caster, from being forced to Dodge or Parry, to causing physical injury which gets through armor, the former of which would require an Idea roll and the latter an Effort roll to successfully complete the spell. A successfully interrupted spell requires the caster to make a Luck roll or suffer the effects of a fumbled spell, see *Basic Roleplaying* page 93.

* **Maintaining a Spell**: Spells with a duration that is based upon spell level do not need to have the duration declared when the spell is cast; instead they may maintain the spell at any time by spending the magic points to extend the duration when needed. This does not require the caster to make another roll to cast the spell.
* **Scrolls**: There are cleric scrolls, magic-user scrolls, druid scrolls, and illusionist scrolls, and each may only be cast by the appropriate class of user. Scrolls may only contain a single spell, which may be cast at a rate of 5 DEX ranks per spell level, so are more viable in combat than casting from a spell book. The spell contained within a scroll still requires an expenditure of magic points as normal. When a spell is cast from a scroll the magic binding it is lost, causing it to crumple to dust. Casters may use scrolls to cast spells even if they would not have a high enough level of Knowledge (Spell Lore) to cast the spell normally, as long as the spell is of their class. Magic-users and illusionists may transfer the spell contained within a scroll into their spell books as per the skill Scribe Magic..
* **Spells vs. Armor**: A spell that does not state that it ignores armor is only affected by half the target's armor points (rounded

up). Therefore a character wearing 8-point full plate will only stop 4 points of damage from a Fireball spell. However, any bonus armor points granted by magic armor or the Protection spell are not reduced.

* **Casting Spells While Wearing Armor**: Armor effects spell casting differently dependent upon the type of magic being cast. Magic-users and illusionists are hindered by the restrictive nature of armor and have a greater chance of fumbling the casting of a spell, the more restrictive the armor worn. Clerics on the other hand may cast divine spells without penalty regardless of armor. Finally, druids can only cast their spells if wearing armor of natural construction, such as leathers, furs, or skins. Elves are more adept at casting magic-user spells while armored and have only half the noted chance to fumble the casting. See the various character class descriptions in Chapter 1: Characters for further information.

* **Additional Concentration:** This is spell caster equivalent of aiming, every 5 DEX ranks spent in concentration before beginning to cast a spell, increases the chance to cast the spell by a percent equal to the caster's INT. The spell doesn't actually begin to be cast until after the concentration is complete and no more than one round may be spent in concentration, in which case the spell will begin in the following round. This is only useful for illusionists and magic-users, as clerics and druids already have a 100% chance to cast their spells.

* **Spells that Cost POW**: Some powerful spells cost one or more points of POW instead of, or in addition to magic points as normal. In this case, a failed spell casting roll does not cost a point of POW. However the caster still loses one magic point if the spell casting attempt fails or in the case of a fumble, the amount that would have been used in the case of a success

Magical Duels

When two rival spell casters meet conflict can and usually does result, but can be a non-lethal form of combat called a magical duel. Magical duels are usually used to settle disputes when the importance of the duel is more of a show of strength than a duel to the death, and for the druid magical duels are necessary to move through the ranks. To say that magical duels are non-lethal is not to say that damage, while rare, doesn't result; when that much magical energy gets thrown around, windows can shatter, debris can be picked up and tossed around, and combatants can be knocked to the ground from the force of each others magical strikes. Magical duels use the following rules.

A magical duel consists of a Magic Point vs. Magic Point resistance roll and will manifest visually as anything from a brilliant burst of light and color, illusionary flame, gale force winds, tall grasses reaching up and entangling the target, phantom creatures battling between the opponents, and a myriad assortment of other effects as desired by the casters to represent their chosen style of spell casting. When one caster overcomes the other, the loser suffers the loss of 1D3 magic points, and the target must succeed at an Effort roll to remain standing. A failed Effort roll results in the target being knocked back one meter per magic point lost and he or she takes a single point of damage to a random hit location from the impact, armor doesn't protect against this damage. This battle continues each combat round until either one of the combatants is unconscious, or one side has ceded victory to the other. A caster reduced to zero magic points or less has fallen unconscious as normal. A magical duel requires two willing spell casters and is impossible to initiate otherwise.

Spells by Character Class and Rarity

Cleric Spells

Common	Uncommon	Rare
Augury	Animate Dead	Control Weather
Chant	Animate Object	Commune
Command	Blade Barrier	Conjure Aerial Servant
Comprehend Languages	Continual Dark	Earthquake
Dark	Continual Light	Gate
Find Traps	Countermagic	Plane Shift
Heal	Create Food and Water	Raise Dead
Hold Person	Cure	Ward
Know Alignment	Detect Lie	
Lesser Blessing	Dispel	
Lesser Curse	Dull	
Light	Feign Death	
Magic Weapon	Fire	
Perception	Greater Blessing	
Protection From Evil	Greater Curse	
Purify Food and Water	Neutralize Poison	
Remove Fear	Part Water	
Resistance	Poison	
Restore Fatigue	Regenerate	
Sanctuary	Remove Curse/ Blessing	
Silence	Restoration	
Speak with Plants and Animals	Summon Swarm	
Spiritual Hammer	True Seeing	
Wounding		

Druid Spells

Common	Uncommon	Rare
Animal Friendship	Animate Object	Control Weather
Bark Skin	Commune with Nature	Earthquake
Charm	Conjure Elemental	Finger of Death
Create Spring	Control	Reincarnation
Entangle	Cure	
Faerie Fire	Dispel	
Heal	Enhance	
Heat Metal	Hold Animal	
Invisibility to Animals	Lightning	
Pass Without Trace	Metal to Wood	
Perception	Resistance	
Predict Weather	Rock to Mud	
Purify Food and Water	Summon Animal	
Restore Fatigue	Summon Swarm	
Shillelagh	Tree	
Speak to Plants and Animals	Wall	
Warp Wood	Wall of Thorns	
Wounding	Water Breathing	

Illusionist Spells

Common	Uncommon	Rare
Blindness/ Deafness	Confusion	Alter Reality
Blur	Conjure Shadow	Illusion, Permanent
Change Self	Continual Dark	Illusion, Programmed
Color Spray	Continual Light	Insanity
Dancing Lights	Dispel Illusion	Prismatic Spray
Dark	Dispel Injury and Fatigue	Prismatic Wall

Continued on next page

Common	Uncommon	Rare
Fog	Fear	Veil
Gaze Reflection	Hate	
Hopelessness	Improved Invisibility	
Hypnotic Pattern	Love	
Hypnotism	Non-Detection	
Illusion	Phantasm	
Invisibility	Phantasmal Killer	
Light	Rage	
Magic Mouth	Shadow Door	
Mirror Image	Shadow Magic	
Perception	Suggestion	
Ventriloquism	True Sight	
Write		

Magic User Spells

Common	Uncommon	Rare
Burning Hands	Acid Fog	Disintegrate
Charm	Animate Dead	Flesh to Stone
Comprehend Languages	Animate Object	Gate
Conjure Unseen Servant	Blast	Geas
Dancing Lights	Blink	Insanity
Dark	Change	Permanency
Diminish	Cone of Cold	Power Word
Discord	Confusion	Prismatic Sphere
Enhance	Dull	Reincarnation
Erase	Conjure Elemental	Symbol
Feather Fall	Conjure Invisible Stalker	Vision
Floating Disk	Continual Dark	Ward
Fool's Gold	Continual Light	Wish
Forget	Control	
Hopelessness	Dimension Door	
Identify	Dispel	
Invisibility	Fear	
Jump	Feign Death	
Knock	Fireball	
Lift	Fist	
Light	Fly	
Magic Aura	Frost	
Magic Missile	Gust of Wind	
Magic Mouth	Haste	
Mending	Hold Person	
Mirror Image	Lightning	
Perception	Infravision	
Protection	Love	
Protection From Evil	Magic Weapon	
Push	Part Water	
Seal	Passwall	
Shatter	Poison Cloud	
Shield	Remove Curse/ Blessing	
Shocking Grasp	Rock to Mud	
Sleep	Slow	
Speak to Mind	Summon Monster	
Spider Climb	Suggestion	
Stinking Cloud	Teleport	
Stone Skin	Wall	
Unseal	Wall of (Fire, Frost,	
Electricity)		
Ventriloquism	Water Breathing	
Web	Wizard Eye	
Write		

New Spells

The following spells are presented in the same format as that of *Basic Roleplaying*. In addition to the usual spell format, Class and Rarity have been noted as well. All spells from *Basic Roleplaying* are included in an abbreviated format in an attempt to reduce page flipping, and any changes from the spell as described in *Basic Roleplaying* are noted as well. GM's using this book for campaigns other than *Classic Fantasy* may instead treat these spells as a large addition to those found in *Basic Roleplaying* and every attempt has been made to balance these spells with the ones found in the core book.

…But Where is [insert spell name here]?

Many classic spells from other game systems are just more powerful versions of lower "level" spells in *Basic Roleplaying*. Because *Basic Roleplaying* allows the casting of more powerful versions of a spell with the expenditure of extra magic points, and doesn't use a level based spell system, many of the classic spells have been superseded by one *BRP* spell. For example, the spell Heal can be used to cure light wounds, serious wounds, or even critical wounds, dependent on just how many magic points are spent to cast it, and the spell Power Word may be used to blind, stun or kill, dependent upon just how powerful the caster chooses to make it. If you cannot find the classic spell you have been looking for, look for another *BRP* spell that approximates the same effect, it may be in there.

Alphabetical List of Spells

The following spells use the format detailed in *Basic Roleplaying*. However two new terms are added to *Classic Fantasy*, Class and Rarity. Class determines which character classes may cast the noted spell, while Rarity determines how common the spell is, and by default whether the caster is capable of learning it, as determined by the skill Knowledge (Spell Lore). Both of these rules may be ignored by the GM and his or her players if these spells are being used for other *Basic Roleplaying* campaigns.

Illusionist Notes: *Upon reaching 100% in Knowledge (Spell Lore) an illusionist may learn the following common magic-user spells; Burning Hands, Charm, Comprehend Languages, Conjure Unseen Servant, Feather Fall, Floating Disk, Identify, Lift, Magic Missile, Protection, Protection from Evil, Seal, Shield, Shocking Grasp, Sleep, and Spider Climb.*

While all illusionist spells are variations of illusions and/or phantasms, only those that specifically state that they are subject to disbelief have any chance of being disbelieved by those witnessing the effects.

Acid Fog

Class: Magic-user
Rarity: Uncommon
Range: 12 meters
Duration: 10 combat rounds
Magic Point Cost per level: 3

When the magic-user casts this spell, a circle of dense acidic fog 1-meter in diameter and 1.5 meters high, forms anywhere within range. Each additional spell level will create another 1-meter diameter circle of fog or extend the duration another 10 combat rounds. Additional spell levels may be used to link the fog into any shape the magic-user wishes, from a long straight line, to a large cloud enveloping his opponents. This spell will burn those within it for 1d4 damage to each hit location as well as total hit points each round, however armor protects for a limited time. The acid will continue to burn with the same 1D4 damage per round for 3 rounds after leaving the area of effect, so casting this spell directly on a target will have consequences even if that target immediately tries to move to safety. See Spot Rules on page 211 of *Basic Roleplaying* for rules on Acid exposure, and its effects on armor. While Protection is effective against Acid, Countermagic is of no use, and Resistance is useless because the spell's effects are not

based on an extreme of heat or cold. In addition to the acid, this thick dense fog obscures all vision beyond a half meter, even infravision. All melee attacks within the cloud are *Difficult*, while ranged attacks through or within the swirling vapors count as intense darkness. See Darkness on page 220 of *Basic Roleplaying* for further information on intense darkness. This fog is subject to weather conditions such as wind and air currents. The 10 combat round duration represents the spell being cast in optimum conditions. Figure that moderate air currents will dissipate the cloud in half the time, while wind will cause it to dissipate in only 1D4 rounds.

Alter Reality

Class: Illusionist
Rarity: Rare
Range: Unlimited
Duration: 1 hour (except when simulating another spell)
Magic Point Cost per level: 5

This spell allows the illusionist to alter reality in some minor way for a limited time. To cast this spell, the illusionist must spend 5 magic points on one of the desired effects noted below, and each additional spell level will increase the effect as detailed. Finally, each successive casting of Alter Reality in a one month span doubles the cost to cast. Countermagic offers no protection against this spell. The GM can use the following as examples if he or she allows the players to use Alter Reality in other creative ways.

* Temporarily raise or lower one Characteristic by 1 (or 3 points) for 1 hour per level. STR, CON, SIZ, and CHA can all be raised by 3 points, while INT, POW, and DEX by 1 per spell level.
* Temporarily raise or lower one skill by 5% for 1 hour per level
* Appear to kill an individual while actually putting him or her in an undetectable death-like state for 1 hour per level
* Simulate the effects of up to 10 spell levels of another spell while following the other spell's rules for range, duration, etc.
* Acquire up to 10,000 gp, or an equivalent amount in goods or property, that will disappear after 1 hour per level.

Animal Friendship

Class: Druid
Rarity: Common
Range: 100 meters
Duration: Permanent
Magic Point Cost per level: 1

When this spell is cast one animal of SIZ 3 or less, or one pack of animals like bats or rats, that possesses at least INT 2 or greater will know that the caster intends no harm for the duration of the encounter. In addition, if the caster overcomes the animal in a POW vs. POW resistance roll the animal has been befriended. A befriended animal may be trained using Knowledge (Animal Training) as normal. A befriended animal under the effects of this spell left alone for three or more days will revert back to its natural state. Each additional spell level will befriend another animal of up to 3 SIZ or less, affect an animal 3 SIZ points larger, or befriend another pack; however the druid is limited to a total SIZ in animals befriended at one time equal to his or her POW. At any time any number may be released from the effects of this spell and if so the animals will calmly leave the area.

Animate Dead

Class: Cleric, Magic-user
Rarity: Uncommon
Range: 3 meters
Duration: Permanent
Magic Point Cost per level: 1 or 3

No one knows why this spell is permanent when Animate Object has a limited duration, but as any

adventurer will tell you, skeletons and zombies roaming lost and forgotten tombs are a common occurrence. One possible explanation proposed by the various religious orders, is that it furthers the agenda of one of the Death Gods, and he therefore allows it. The caster may use this spell to animate the weakest of the undead; skeletons and zombies. More powerful undead may be animated by spending additional magic points. This spell requires dead bodies of the appropriate type be present and within the range of the spell. The casting of this spell will animate up to 3 SIZ points and grant 1 point of INT, with fresh or partially decayed corpses creating zombies and fully decayed corpses creating skeletons. Each additional magic point will animate another 3 SIZ points or add another point of INT. In an average dungeon environment, zombies will continue to decay for a number of weeks equal to their SIZ, after which they are treated as skeletons. However, in suitably dry environments, zombies will not decay to this point, instead gaining an extra armor point due to their leathery skin after the same span of time.

The caster may give the corpse a single sentence of instruction for every point of INT granted by the spell. Animating the dead is considered an evil act as far as alignment is concerned. Unlike the other animation spells that follow, Animate Dead has a permanent duration, however, these creations, if destroyed by normal means will stay "dead". Although that is not to say that they could not be reanimated at a later time.

Skeletons and zombies are detailed in Basic Role Playing on pages 346 and 350 respectively. More powerful undead like mummies can also be created by this spell but in this case the cost to cast is 3 magic points per spell level. Mummies are detailed on page 345 of Basic Role Playing. If the GM's campaign utilizes Sanity, those witnessing the walking dead suffer a 1/1d8 SAN loss.

Animate Object

Class: Cleric, Druid, Magic-User

Rarity: Uncommon
Range: 10 meters
Duration: 15 Minutes
Magic Point Cost per level: 1

This spell allows the caster to animate a single non-sentient object; however the druid may only animate rock and vegetation. An object may only be animated if it already possesses a form that would promote locomotion, such as a chair with its four legs, a humanoid statue, or a rope that slithers across the ground like a snake. This spell may not be used to animate the dead. Each level animates up to 3 SIZ points, and grants the target STR and armor points based on the type of material being animated. An object's hit points are equal to its STR. Each additional spell level can animate another 3 SIZ points, gift the object with 1 point of INT, or add another 3 STR. The maximum STR an object may possess is based on its material construction as follows.

Stone/Solid Metal: STR 1.5 x SIZ, max. SIZ x8, Stone: 8-10 armor points, Metal 10-12 armor points

Wood/Thin Metal: STR equal to SIZ, max. SIZ x6, Wood: 4 armor points, Metal 6-8 armor points

Fibrous Material or Soft Vegetation: STR equal to SIZ, max. SIZ x4, 2-4 armor points

An animated object can be willed to perform a single task, such as move or strike at a nearby creature. Its base chance to hit equals the magic-user's DEX x3%, DEX x2% for Stone/Solid Metal, and does 1d3 +db damage with a successful hit. Non-intelligent objects will perform the task once, and then stand idle until commanded again. If the object is granted INT, the caster may give it a single sentence of instruction for every point of INT granted by the spell. Animated objects have a MOV based upon SIZ as follows.

SIZ	Stone or Solid Steel	Wood or Thin Metal	Fibrous or Soft Vegetable
SIZ 1-3	MOV 10	MOV 12	MOV 14
SIZ 4-12	MOV 8	MOV 10	MOV 12
SIZ 13-24	MOV 6	MOV 8	MOV 10
SIZ 25+	MOV 4	MOV 6	MOV 8

Augury

Class: Cleric
Rarity: Common
Range: Special
Duration: Instantaneous
Magic Point Cost per level: 1

This spell allows the caster to determine if a specific action about to be taken will be beneficial or detrimental to the individual and/or party's well-being. This spell will only look a half hour at most into the future, and as future events are always in flux, will only divine the most likely outcome. The chance to successfully interpret the divination is 20% per spell level. This roll should be rolled in secret by the GM as the caster should never know beyond a shadow of a doubt, whether he or she interpreted the results correctly. If the divination roll succeeds it will grant one of the following results.

Yes	The action will be beneficial
No	The action will be harmful
Yes and No	The action will be both beneficial and harmful
Nothing	The action will be neither beneficial nor harmful

A failed attempt to interpret the divination will result in a Nothing result, and as usual, even in the case of casting a 5th level Augury, a roll of 96-100% is always a failure.

Bark Skin

Class: Druid
Rarity: Common
Range: Touch
Duration: 10 combat rounds
Magic Point Cost per level: 1

This spell will cause the target's skin to harden into a rough wood-like surface, granting 2 armor points while reducing MOV by an equal number. Carried equipment is unaffected by this spell. Each additional spell level will add another 2 points of armor and reduce MOV by another 2 points, or add another 10 combat rounds to the duration. While enchanted with Bark Skin, the subject is as susceptible to fire as any other wooden object.

Blade Barrier

Class: Cleric
Rarity: Uncommon
Range: 30 meters
Duration: 10 combat rounds
Magic Point Cost per level: 1

This spell can be cast to cause a barrier of whirling razor-sharp blades to whip and flash around some fixed point up to 1 meter in diameter. Any who pass through the barrier take 1D8 points of damage to a random hit location. Each additional spell level will either strike another hit location for 1D8 points of damage, increase the diameter by another meter, or increase the duration by another 10 combat rounds, in whatever combination the cleric chooses. Like all damage spells, normal armor only offers half it's normal protection against Blade Barrier. A 1-meter diameter area is sufficient to encircle a normal human sized target, in which case he or she will not take damage unless attempting to pass through the barrier. While Protection is fully effective against Blade Barrier, Countermagic and Resistance are not.

Blast

Class: Magic-user
Rarity: Uncommon
Range: 100 meters
Duration: Instantaneous
Magic Point Cost per level: 3

Ranged, does 1D6 points of magical damage per level, *Basic Roleplaying* page 94. ***Classic Fantasy Changes:*** *Blast is the only spell that can be used to affect a being on the ethereal plane while the caster is still on the material.*

Blindness/Deafness

Class: Illusionist
Rarity: Common
Range: 20 meters
Duration: Special
Magic Point Cost per level: 3

This spell allows the caster to either blind or deafen a single target if he or she can first overcome the victim's POW with his or her own on the Resistance Table. Other than the illusionist choosing to end the effects voluntarily, the only way to end the duration is with the casting of Cure, as not even Dispel will have any effect. Each additional spell level will affect an additional target, or increase the range another 20 meters. In addition, casting 2 levels of this spell could be used to both blind and deafen the victim with a single casting.

Blink

Class: Magic-user
Rarity: Uncommon
Range: Touch
Duration: 10 rounds
Magic Point Cost per level: 1

This spell allows the subject a 5% chance to teleport a short distance from one location to another, as an attempt to avoid damage from an attack. Each additional spell level increases the chance by another 5%. If successful, the magic-user blinks out of existence momentarily, and reappears 1-3 meters from where he was at the time of the attack. Determine the direction of the Blink as well as direction of facing randomly using a die type most appropriate to the situation. For example, the GM could roll 1D12 to determine 'clock-face' direction, 1D8 for direction on a square grid, or 1D6 for direction on a hex grid. A magic-user can also attempt to blink through objects, such as doors, or even people. In this case, the caster must first make the roll to see if he or she has successfully blinked. If successful he or she has managed to blink in the chosen direction to any distance of up to 3 meters, a failed roll results in the caster still blinking, however he or she must roll randomly for direction and facing as detailed above.

If the triggering attack is an area effect spell or breath weapon etc. and the caster doesn't blink completely out of the area, he or she only takes half damage. The caster cannot blink into a solid object, and if the area blinked into is occupied by a movable object, it is shoved aside if equal to the casters SIZ or less. If the object is unmovable or simply too large, the caster will instead blink to another location. A caster that cannot blink to any safe location is trapped on the ethereal plane.

The act of blinking is rather disorientating. After a blink, the magic-user makes an Idea roll. If successful, he or she is aware of their new position, and the character may defend normally, otherwise the magic-user is confused for 1 round and opponents have an *Easy* chance to hit the character.

Blur

Class: Illusionist
Rarity: Common
Range: Self
Duration: 10 combat rounds
Magic Point Cost per level: 1

Upon casting this spell, the illusionist's physical form blurs and distorts making it more difficult to determine his or her exact location. For the duration of the spell, the caster receives a 5% defensive bonus, therefore applying a -5% penalty to all attacks against him or her for the spell's duration. Each additional spell level will increase the defense bonus by another 5% or increase the duration another 10 combat rounds.

Burning Hands

Class: Magic-user
Rarity: Common
Range: 1 meter
Duration: Instantaneous

Magic Point Cost per level: 1

When this spell is cast, sheets of flame fan out from the caster's outstretched hands causing 1D6 points of fire damage to all targets within a 120 degree arc. Each additional spell level will add another 1D6 damage. Targets caught within this spell's area of effect have any damage applied to each hit location equally, while total hit points are affected by that which gets through the location with the least armor. This damage may be reduced with a successful Dodge or Agility roll as per Area Attacks in *Basic Roleplaying* page 213 and while both Protection and Resistance are useful in protecting against this spell, Countermagic is not. Finally Burning Hands cannot distinguish between friend and foe, and should therefore be used with caution.

Change (Polymorph)

Class: Magic-user
Rarity: Uncommon
Range: 30 meters
Duration: 15 minutes
Magic Point Cost per level: 1

Transforms 3 SIZ points of an item or being per level, *Basic Roleplaying* page 94.

Change Self

Class: Illusionist
Rarity: Common
Range: Self
Duration: 5 minutes
Magic Point Cost per level: 1 or 3

This spell allows the illusionist to alter his or her physical appearance to within + or – 5 SIZ points, including changing clothing and equipment. Even the illusionist's race and/or sex can be changed, however the results are limited to that of a normal bipedal humanoid shape. The cost to change into a generic being is 1 magic point per level; however for 3 magic points per level the illusionist may adopt the appearance of a specific individual, as long as the subject is present and/or known personally. This spell will not change the caster's voice nor will it grant any knowledge possessed by the subject. Each additional spell level will increase the duration another 5 minutes. This spell is subject to disbelief.

Charm

Class: Druid, Magic-user
Rarity: Common
Range: 100 meters
Duration: 24 hours
Magic Point Cost per level: 3

This spell causes the subject to feel a deep and meaningful friendship with a being of the caster's choosing. The affected being will cease all hostilities against the individual and his allies, and go out of his or her way to offer help and protection. An affected being never obeys suicidal or obviously harmful actions, but might be convinced that something very dangerous is worth doing. Any hostile act against the subject of this spell by his new friend or allies breaks the enchantment. Each additional spell level can be used to affect one other individual or increase the duration another 24 hours. The caster must maintain the spell by spending magic points daily, or the spell's effects end. If the caster is rendered unconscious or killed, the spell's effects end immediately; however merely sleeping has no negative effect. The caster must still overcome the target's POW with his or her own on the Resistance Table for the spell to take effect. If the subject is asked to do anything contrary to its nature, it is allowed an Idea roll to overcome the effect. Countermagic is useful in resisting this spell, and Dispel will end the duration immediately.

Note: *The Druid version of this spell will only affect humans, demi-humans, and animals, while the magic-user version only affects humans, demi-humans, and monster races such as orcs, goblins, gnolls, etc. In both cases, creatures SIZ 25 or larger are unaffected.*

Chant

Class: Cleric
Rarity: Common
Range: 3 meters
Duration: Special
Magic Point Cost per level: 3

When this spell is cast the cleric begins chanting and as long as the chanting is maintained all those within 3 meters gain a +10% bonus to all Attack and Defense rolls (including Agility rolls used for defense), a +2 damage bonus, and a +2 bonus to POW for the purposes of resistance rolls only. Each additional spell level will extend the area of effect another 3 meters. Enemies within the same area are penalized by an amount equal to the bonus. Countermagic is effective against preventing the penalties imposed by this spell; however the casting of Dispel has no effect on the ongoing effects as the chanting itself isn't magical. Any hindrance caused to the caster, such as damage getting through armor or physically grappling him or her, will interrupt the chanting and end its effects, as will the casting of the Silence spell. The effects of this spell stack with those of both blessings and curses.

Color Spray

Class: Illusionist
Rarity: Common
Range: 30m
Duration: 10 combat rounds
Magic Point Cost per level: 1

When this spell is cast, a burst of illusionary color and light overwhelms the senses of the target. The illusionist must overcome the target's POW with his or her own on the Resistance Table and if successful, the target is dazed suffering a penalty of -5% to all actions and skill rolls for the duration of the spell. A special success results in the target being stunned and unable to take any action for 1D4 rounds and then being dazed as above. While a critical success results in the target being struck unconscious for a number of rounds equal to the duration of the spell. Both a failure and fumble result in no effect. Each additional spell level will increase the penalty another -5% or extend the duration another 10 combat rounds. Even though this spell is illusionary it cannot be disbelieved; its lingering effects however are subject to Dispel.

Command

Class: Cleric
Rarity: Common
Range: 10 meters
Duration: 1 combat round
Magic Point Cost per level: 1

When this spell is cast, the cleric may utter a single word command to one creature and this command will be followed to the letter. The command itself cannot cause any actual injury to the target; however injury may come as a secondary effect of the command. For example, a command to die would result in the victim collapsing in a death-like state for 1 combat round causing no actual injury; however a command to fall given to a creature climbing a 100 foot high cliff face would be more than deadly. The subject of the command must be able to understand the language of the caster and is allowed a POW vs. POW resistance roll. Each additional spell level will affect another target of the caster's choosing or extend the duration another combat round.

Some example commands:

Crawl	The subject drops prone and begins to crawl
Die	The subject falls prone entering a comatose death-like state
Fall	The subject falls prone
Fumble	The subject fumbles a physical action about to be taken
Sleep	The subject nods off
Flee	The subject turns and flees the caster
Fly	The subject begins to flap his arms and run in circles
Go	The subject starts walking in the direction he or she was facing

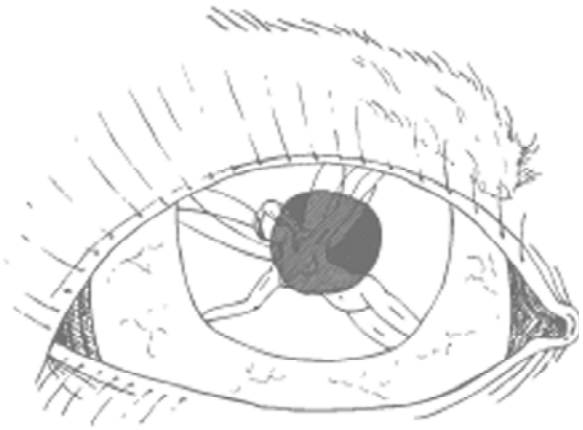
Halt	The subject stops in his or her tracks
Leave	The subject turns and leaves by the way he or she entered
Rest	The subject drops to a sitting position and catches his or her breath
Run	The subject begins to run
Scream	The subject yells
Sink	The subject stops swimming
Surrender	The subject drops his or her weapons and ceases hostilities

Commune

Class: Cleric
Rarity: Rare
Range: Self
Duration: Enough time to ask one or more questions
Magic Point Cost per level: 3

This spell allows the cleric enter a meditative trance-like state and contact his or her deity, or its representatives, and ask a single yes or no question. This cannot be used to divine a future event, only something that has transpired in the past or the present. Because the gods value their time and tend to dislike needless interruption, this only has a POW x5% chance of getting the god's attention, and each additional attempt within the same week reduces the chance by another multiple. For example the second attempt would be at POW x4%, the third attempt at POW x3% etc. Each additional spell level allows another yes or no question to be asked.

In addition to communing with their deity, a cleric may also use this spell to contact the dead. The subject must either be someone the cleric knew personally, have someone present that the subject knew personally, or have the corpse of the subject present. There is no POW roll required to see if the spirit is available for contact. It works in all other ways as detailed above.



Commune with Nature

Class: Druid
Rarity: Uncommon
Range: 1,000 meters
Duration: Enough time to ask one or more questions
Magic Point Cost per level: 3

This spell allows the druid to enter a trance-like state, becoming one with nature, listening to the trees and the insects, the animals and the whistling of the wind, etc. This allows him or her to know one fact about the surrounding area in a circle 1,000 meters diameter. This spell may only be used outdoors. The player must specify one question about the terrain that the GM must answer. What is the terrain ahead? How many people passed this way? Where is the goblin camp? Etc. Only one answer is provided to any question. For example, the druid may find that the goblin camp is to the north but not how far. Each additional spell level allows the druid to ask another question or extend the diameter another 1,000 meters.

Comprehend Languages

Class: Cleric, Magic-user
Rarity: Common
Range: 3 meters for written, or 100 meters for spoken
Duration: 5 combat rounds
Magic Point Cost per Level: 1

This spell allows the caster to understand and read almost any non-magical language. The range is 100 meters for spoken languages and 3 meters for writsten. Generally, one page of writing may be quickly scanned for information per round. Each additional level of this spell extends the duration another 5 rounds. This spell is similar to Speak to Mind, however that spell has a longer range and allows communication via thought, while this spell allows communication of two differing languages by all within the radius of the spell, but has a much shorter range.

Cone of Cold

Class: Magic-user
Rarity: Uncommon
Range: 9 meters
Duration: Instant
Magic Point Cost per level: 3

When this variant of the Frost spell is cast a wave of frost and cold bursts from the caster's outstretched hand and continues to widen as its range increases forming a cone 9 meters long. See the *area of effect* diagram on page 184. Targets caught within this spell's area of effect take 1D6 points of cold damage to each hit location equally, while total hit points are affected by that which gets through the location with the least armor. Each additional spell level will add another 1D6 damage. This damage may be reduced with a successful Dodge or Agility roll as per Area Attacks on *Basic Roleplaying* page 213 and while both Protection and Resistance are useful in protecting against this spell, Countermagic is not. Finally Cone of Cold cannot distinguish between friend and foe, and should therefore be used with caution.

Confusion

Class: Illusionist, Magic-user
Rarity: Uncommon
Range: 100 meters
Duration: 10 combat rounds
Magic Point Cost per Level: 3

When this spell is cast a wave of confusion washes over the victim unless he or she succeeds at a POW vs. POW Resistance Roll against the caster. Those under the effects of a Confusion spell must roll on the following table each combat round for possible actions. Each additional spell level can be used to affect another being, or increase the duration of the confused state by another 10 combat rounds. Countermagic is effective against Confusion. Unlike the Control spell, Confusion will affect even non-intelligent creatures. Each combat round the GM should consult the following table for actions taken by those affected.

D100	Affect
01-10	Wander around in a random direction, unable to defend oneself.
11-60	Stand confused unable to attack and all Defense rolls become *Difficult*.
61-80	Attack nearest random enemy
81-00	Attack nearest random ally

Conjure Aerial Servant

Class: Cleric
Rarity: Rare
Range: 3 meters
Duration: 24 hours
Magic Point Cost per level: 1

This spell summons an invisible aerial servant, a relative of the air elemental. The entity appears anywhere within 3 meters of the cleric, and may be sent any distance to retrieve an item or creature as detailed by the summoner, and is limited by the spell's duration. The object or creature to be retrieved must be capable of being physically manipulated by the aerial servant, which will continue to follow the cleric's instructions as detailed when first given its mission throughout the spell's 24 hour duration, until dispelled, or until the cleric is killed. The aerial servant possesses no clairvoyant ability and the cleric must provide information as to the physical location of the item or creature to be retrieved. An aerial servant will immediately attack the cleric when summoned un-

less he or she is in a protective circle, under the effects of Protection From Evil, or presents his or her holy symbol to the creature and succeeds at a POW vs. POW resistance roll. Each additional spell level will increase the duration by another 24 hours, however, unlike other spells; the duration must be set at the time the spell is cast. Aerial Servants are detailed in *Classic Fantasy Vol. II, Gamemastery*.

Conjure Elemental

Class: Druid, Magic-user
Rarity: Uncommon
Range: 12 meters
Duration: 10 combat rounds
Magic Point Cost per level: 1

Summons or dismisses an elemental of a specific type, *Basic Roleplaying* page 94.

Note: *The method of conjuring an elemental was inadvertently left out of Basic Roleplaying as it pertains to what each spell level actually accomplishes. For the purposes of Classic Fantasy, each spell level will conjure 3 SIZ points, or extend the duration another 10 combat rounds.*

Conjure Invisible Stalker

Class: Magic-user
Rarity: Uncommon
Range: 3 meters
Duration: special
Magic Point Cost per level: 3

This spell summons an invisible stalker, a being from the elemental plane of air. The entity appears anywhere within 3 meters of the magic-user, and may be given a one sentence task as detailed by the summoner, and is limited by the spell's duration, which it will follow to the letter. Invisible stalkers are proficient killers and assassination is their primary function. Only the finishing of its assigned mission or the death of the caster will end its servitude. The longer it takes for an invisible stalker to complete its goal the more frustrated it will become, and there is a 1% chance per day of it "perverting" the intent of its given instructions in such a way as to be free of servitude sooner rather than later. Sometimes this is done in such a way as to inconvenience the magic-user as much as possible. An invisible stalker will immediately attack the magic-user when summoned unless he or she is in a protective circle, under the effects of Protection From Evil, or succeeds at a POW vs. POW resistance roll. Each additional spell level will allow its instructions to be further increased by another sentence and additional instructions may be added later regardless of distance through the further expenditure of magic points. This counts as maintaining the spell and no further skill roll is required. Invisible Stalkers are detailed in *Classic Fantasy Vol. II, Gamemastery*.

Conjure Shadow

Class: Illusionist
Rarity: Uncommon
Range: 3 meters
Duration: 10 combat rounds
Magic Point Cost per level: 3

This spell summons a shadow, a wispy smoky entity, that appears anywhere within 3 meters of the illusionist and will attack his or her enemies upon command. The shadow will remain until the spell's duration expires, it is killed, or the caster dismisses it. Shadows may also be turned by a cleric and are subject to dispel as normal. Each additional spell level will summon another shadow or extend the duration another 10 combat rounds. Shadows are detailed in *Classic Fantasy Vol. II, Gamemastery*.

Conjure Unseen Servant

Class: Magic-user
Rarity: Common
Range: 3 meters
Duration: 1 hour
Magic Point Cost per level: 1

This spell summons an unseen servant, an entity from the elemental plane of air. It appears anywhere

within 3 meters of the magic-user, and functions in all ways as his or her personal valet, opening or closing doors, holding chairs, cleaning and folding clothes, blowing dust under the rug, etc. An unseen servant may manipulate no more than 1 ENC and has only MOV 3; it may not fight nor be killed as it is a tiny force of nature rather than a living creature, however it is subject to dispel as normal.

Continual Dark

Class: Cleric, Illusionist, Magic-user
Rarity: Uncommon
Range: 100 meters
Duration: Permanent
Magic Point Cost per level: 3

This spell functions in all ways as the spell Dark from *Basic Roleplaying* page 96. However, the spell's duration is permanent unless subjected to Dispel, or nullified with a casting of Continual Light. As per Dark, normal light sources will be dampened within the spell's radius; however, a higher level Light spell will temporally cancel Continual Dark for the spell's duration. The casting of a higher level Continual Light will permanently end the effects of Continual Dark, leaving the Continual Light spell.

Continual Light

Class: Cleric, Illusionist, Magic-user
Rarity: Uncommon
Range: 100 meters
Duration: Permanent
Magic Point Cost per level: 3

This spell functions in all ways as the spell Light from *Basic Roleplaying* page 99. However, the spell's duration is permanent unless subjected to Dispel, or nullified with a casting of Continual Dark. As per Light, normal darkness will be negated within the spell's radius; however, a higher level Dark spell will temporally cancel Continual Light for the spell's duration. The casting of a higher level Continual Dark will permanently end the effects of Continual Light, leaving the Continual Dark spell.

Control

Class: Druid, Magic-user
Rarity: Uncommon
Range: 100 meters
Duration: 10 combat rounds
Magic Point Cost per level: 3

Allows control over a target's mind, requires a resistance roll, *Basic Roleplaying* page 95.

Classic Fantasy Changes: *The druid version of Control only affects animals, and then only those with a fixed INT of 7 or less.*

Control Weather

Class: Cleric, Druid, Magic-user
Rarity: Uncommon (Magic-user), Rare (Cleric and Druid)
Range: 10 kilometers
Duration: 1 day
Magic Point Cost per level: 3

This spell changes the weather conditions in a large area centered upon the caster. Unlike the other spells detailed in this chapter, Weather Control requires 5 minutes to cast regardless of spell level, and the weather changes one "step" every 5 minutes per spell level thereafter. For example, a caster wishing to lower the temperature by 30 degrees spends 5 minutes casting the spell. This 3rd level spell would require 9 magic points to cast and 5-minutes later, the temperature would begin dropping 10 degrees every 5 minutes to a maximum of 30 degrees after 15 minutes, 20 minutes after the spell had been completed. The caster may choose from the following effects.

* Increase the ambient temperature by 10 degrees Fahrenheit per spell level to a maximum of 110 degrees, or increase the current temperature by 10 degrees; whichever is higher.

* Decrease the ambient temperature by 10 degrees Fahrenheit per spell level to a maximum of -20 degrees, or reduce the current temperature by 10 degrees; whichever is lower.
* Increase or decrease the ambient Wind level by one "step" per spell level.
* Increase or decrease the ambient Cloud Cover by one "step" per spell level. This generates the default percentage chance of rain as per Cloud Cover on page 236 of *Basic Roleplaying.*
* Increase the percentage chance of rain according to Cloud Cover by another 25% "step" per spell level.

When dealing with precipitation, temperatures above 32 degrees Fahrenheit will produce rain (or possibly hail at the GM's discretion), while temperatures at or below 32 degrees will produce snow or sleet. For further information on possible weather related conditions see *Basic Roleplaying* for the following; Cold, Exposure, Hunger, and Thirst (for the effects of extremely low temperatures), page 219; Fire and Heat (for the effects of extremely high temperatures), page 223; Knockback (for one of the possible effects of high winds), page 225; Slippery or Unstable Surfaces (as a possible side-effect of snow or ice), page 231; Stunning or Subduing (for the possible effects of a hailstorm or thunderclap), page 232; Weather Conditions (also includes the effects of fog), page 235; and the Weather Control Super Power, page 168.

Countermagic

Class: Cleric
Rarity: Uncommon
Range: 100 meters
Duration: 5 minutes
Magic Point Cost per level: 1

Resists spells cast upon the subject, *Basic Roleplaying* page 96.

Classic Fantasy Changes: *This spell operates in all ways as detailed in Basic Roleplaying with the one exception that the affected spell does not rebound back upon the original caster.*

Create Food & Water

Class: Cleric
Rarity: Uncommon
Range: 3 meters
Duration: Permanent, though food is subject to normal decay
Magic Point Cost per level: 1

When this spell is cast, enough food and water is created to feed three people or a single horse for one day. Each additional spell level allows the cleric to feed an additional three people or another horse.

Create Spring

Class: Druid
Rarity: Common
Range: Touch
Duration: The spring lasts for 1 day; however the water created is permanent
Magic Point Cost per level: 1

When this spell is cast while touching the ground, a spring of pure sparkling water bursts forth creating enough to nourish as many as 24 people for one day. A horse drinks as much as 3 people for these purposes. The spring will dry up after 1 day, but the water created is permanent short of natural evaporation. Each additional spell level will create enough water to nourish another 24 people or allow the spring to last another day.

Cure

Class: Cleric, Druid
Rarity: Uncommon
Range: Touch
Duration: Instantaneous
Magic Point Cost per level: 1 or 3

This spell may be cast to cure a victim of any one of several physical ailments and each effect is detailed below.

Blindness: When the cleric or druid casts this spell and lays hands upon a victim of blindness, the victim regains his or her sight. This requires 1 magic point for temporary blindness, while permanent blindness requires 3 magic points. This spell will not be of use to a victim that has actually lost the eye(s). For that see the spell Regeneration.

Deafness: As per Blindness above.

Disease: When the cleric or druid casts this spell and lays hands upon a victim of disease, the victim has the disease cleansed from his or her body. This costs 1 magic point per spell level and requires 1 spell level, +1 spell level for each time the victim has failed the CON roll for the severity of the disease. See the Illness Severity Table on page 221 of *Basic Roleplaying*. For example, the subject of the spell has contracted the chills, and after failing his CON roll three times, the disease has become a severe illness. The caster will need 4 spell levels of Cure Disease to remove the effects of the disease, 1 for the base level of the spell, and 3 for each time the victim has failed his CON roll. This will not restore any lost characteristic points, that requires the casting of the spell Restoration.

Paralysis: When the cleric or druid casts this spell and lays hands upon a victim of paralysis, the victim regains full control of his or her body. This requires 1 magic point for temporary paralysis, while permanent paralysis requires 1 magic point per 3 SIZ of the target.

Dancing Lights

Class: Illusionist, Magic-user
Rarity: Common
Range: 30m
Duration: 15 minutes
Magic Point Cost per level: 1

When this spell is cast the magic-user or illusionist has the option of creating 3 flickering points of light that resemble lanterns or torches and give off a similar amount of illumination, three glowing spheres of light similar to will-o-wisps, or one vaguely humanoid shape of flickering light similar to that of a fire elemental. The illusions may be directed by the caster with no need of concentration and move any speed desired within the 30 meters. Each spell level may be used to either extend the range another 30 meters or increase the duration by another 15 minutes. If the lights move out of range of the caster, or the duration expires, they wink out of existence. Dancing Lights is subject to Dispel and being an illusion may be disbelieved as per page 98 of *Basic Roleplaying*.

Dark

Class: Cleric, Illusionist, Magic-user
Rarity: Common
Range: 100 meters
Duration: 15 minutes
Magic Point Cost per level: 1

Fills an area with darkness, *Basic Roleplaying* page 96.

Detect Lie

Class: Cleric
Rarity: Uncommon
Range: 30 meters
Duration: 5 minutes
Magic Point Cost per level: 1

When this spell is cast on a subject, the cleric will know if he or she speaks the truth when providing information. This spell will not force the target to speak truthfully; only reveal if he or she is lying. The cleric must overcome the target's POW with his or her own on the Resistance Table or the subject resists the spell and Countermagic aids in resisting as usual. This spell cost 1 magic point to cast, and has a duration of 5 minutes. Each additional spell level may increase the duration by another 5 minutes.

Dimension Door

Class: Magic-user
Rarity: Uncommon
Range: 10 meters
Duration: Instantaneous
Magic Point Cost per Level: 1

When this short-ranged teleport is cast, the magic-user instantly jumps from one point to another within the range of the spell. Line of sight is unnecessary and in an emergency the magic-user may just state 6 meters straight ahead and 2 meters down, etc. If the spot desired is occupied by a solid object the magic-user remains trapped in the astral plane, stunned and unable to cast spells until a friendly creature comes along and agrees to cast Dispel, sending the caster home. Each additional level of this spell will allow the caster to teleport another 10 meters.

Diminish

Class: Magic-user
Rarity: Common
Range: 100 meters
Duration: 15 minutes
Magic Point Cost per level: 1

Reduces one of the target's characteristics by 1 per level, *Basic Roleplaying* page 96.

Discord

Class: Magic-user
Rarity: Common
Range: 100 meters
Duration: 15 minutes.
Magic Point Cost per level: 3

This spell will cause two targeted individuals to argue and bicker with each other. Both may continue to perform actions against their opponents as normal, however, the distraction caused by the bickering makes all actions *Difficult* for both. Furthermore, if of different alignments, each must make a Reaction roll every turn or the bickering will become hostile, with one attacking the other. If one succeeds and the other fails, the one that succeeded may attempt to render the other incapable of combat without killing him or her if possible, but the other will fight to kill. Each additional spell level can be used to affect one other individual or increase the duration another 15 minutes. Rendering the caster unconscious, or killing him or her, will end the spell's duration immediately. The noise from the bickering will be loud enough to draw the attention of any nearby opponents. The caster must overcome the POW of both targets, and this may be done with a single roll on the Resistance Table comparing the result against the POW of both individuals. Countermagic is useful in resisting this spell.

Note: *The GM is encouraged to allow player characters to make their own resistance rolls and this is an exception to the aforementioned statement.*

Disintegrate

Class: Magic-user
Rarity: Rare
Range: 20 meters
Duration: Instantaneous
Magic Point Cost per Level: 5, plus 1 point of permanent POW.

When this spell is cast, a thin green ray shoots from the tip of the magic-user's finger. This relatively slow-moving beam may be defended against with a Dodge roll and if successful, the target has avoided the beam, while a successful Shield Parry will instead disintegrate the shield. Anything of SIZ 25 or less touched by this ray glows and is instantly vaporized, and if a living target, the magic-user must succeed at a POW vs. POW Resistance Roll or the spell has been resisted. A target that resists the spell still suffers the loss of 1D3 points of damage to each hit location, all carried items and total hit points; however the caster need not sacrifice the point of POW. This damage is rolled once and applied equally. Nothing more than a fine dust is left of a disintegrated victim. Each ad-

ditional spell level cost another 5 magic points and 1 additional point of POW, allowing the spell to affect another 25 SIZ points of a single creature. Failing to cast this spell still only cost the caster a single magic point while a fumble requires the expenditure of all magic points that were to be spent, however no expenditure of POW is necessary in the case of a failure or a fumble. A Disintegrate of insufficient strength to affect the SIZ of the target still does 1D6 points of damage to all hit locations and equipment as detailed above, as long as the caster succeeds in the POW vs. POW roll, but no damage on a failure. If the target is disintegrated, all items carried are disintegrated right along with it, with the exception of any handheld items or shields; there is a 50% chance that either of these will be dropped as the target disintegrates. This spell can also be used to disintegrate all non-living matter in a circle 1 meter in diameter. Protection and Resistance spells offer no defense against this spell, but Countermagic has its full effect. Nothing short of a Wish can bring back a disintegrated victim.

Dispel

Class: Cleric, Druid, Magic-user
Rarity: Uncommon
Range: 100 meters
Duration: Instantaneous
Magic Point Cost per level: 1

Eliminates existing spell effects, may banish supernatural beings, *Basic Roleplaying* page 96.

Classic Fantasy Changes: *Only the Cleric version of Dispel can be used to banish or destroy supernatural creatures. Also, Dispel has no effect on an ongoing greater blessing or curse, for that see Remove Curse/Blessing below.*

Dispel Illusion

Class: Illusionist
Rarity: Uncommon
Range: 100 meters
Duration: Instantaneous
Magic Point Cost per level: 1

This functions as per Dispel except that each spell level generates 3 points toward dispelling illusions on the resistance table instead of 1. Dispel Illusion can be used to banish creatures conjured by an illusionist and the process functions as detailed per the last paragraph under Dispel in *Basic Roleplaying*, page 96.

Dispel Injury and Fatigue

Class: Illusionist
Rarity: Uncommon
Range: Touch
Duration: 15 minutes
Magic Point Cost per level: 3

This spell allows the illusionist to touch a wounded and/or fatigued individual, and appear to have healed him or her of all damage and fatigue for the duration of the spell. This will not affect a limb that has gone completely negative, nor will it have any effect on an unconscious individual. For the duration of the spell, the subject will function as if at full hit points and Fresh fatigue level (total fatigue points if that optional rule is in use). This could be dangerous in some instances for this will only appear to stop a wound from bleeding. At the end of the spell's duration, the subject returns to his or her normal level of injury, however, each additional spell level will extend the duration another 15 minutes. This spell is subject to both disbelief and Dispel as normal.

Dull

Class: Cleric, Magic-user
Rarity: Common
Range: 100 meters
Duration: Instantaneous
Magic Point Cost per level: 1

Reduces a weapon's Attack by -5% and damage by -1 per level, *Basic Roleplaying* page 97.

Earthquake

Class: Cleric, Druid

Rarity: Rare
Range: 100 meters
Duration: 1 combat round
Magic Point Cost per level: 1

This spell can be cast to cause a localized tremor of significant strength to shake the earth in a circle 3 meters in diameter. The quake begins on the DEX rank that the spell goes off and continues up until the same DEX rank on the following round. All skill rolls within the diameter are *Difficult* and creatures must make Agility rolls or fall down, unable to stand or move for the duration. In addition, there is a chance of a creature being hit by collapsing debris or falling into an open fissure and taking 1D6 points of damage. The GM should determine, based on location, how likely the chance of a creature taking damage from environmental effects caused by the earthquake spell. However, in a subterranean dungeon-type environment, this should be automatic and the chance of avoiding damage would be based on a successful Dodge or Agility roll as per Area Attacks in *Basic Roleplaying* page 213. Each additional spell level will increase the diameter by another 3 meters, add another 1D6 damage, or add a cumulative -5% penalty to all actions, including MOV. Damage is applied to a separate random hit location in 1D6 damage increments. For example, a level three Earthquake spell will cause 1D6 damage to three randomly determined hit locations. Structures within the area will take damage as per Roleplaying page 276: Damage to Inanimate Objects.

Some Typical Dungeon SIZ Examples

Object	Full SIZ	Segment SIZ
Dungeon wall	30-50	20
Dungeon ceiling*	30-50	20
Cliff**	20-30	5-15
Fountain	10-15	10-15
Stone bridge	30-40	20
Stalactite/Stalagmite	5-20	5-20
Stone column, natural	10-30	5-15
Stone column, artificial	10-20	5-10

**Enough damage to equal the full SIZ will cause the entire ceiling within the area of effect to come crashing down. Any creature in the area that fails a Luck roll will take another 1D6 damage per spell level in addition to the normal damage detailed above.*

*** Enough damage to equal the full SIZ will cause the entire cliff within the area of effect to collapse. Any creatures unlucky enough to be on it at the time, may make a Luck roll to determine if they are close enough to grab a ledge. If so, a successful Agility roll means they have grabbed it in time while a successful STR roll is required to pull them to safety. Those that fail take falling damage as detailed in Basic Roleplaying page 223, Falling.*

Enhance

Class: Druid, Magic-user
Rarity: Uncommon (Druid), Common (Magic-user)
Range: Touch
Duration: 15 minutes
Magic Point Cost per level: 1

Increase one of the targets characteristics by 1 pt per level, *Basic Roleplaying* page 97.

Classic Fantasy Changes: *The druid version of this spell may only be used to enhance the characteristics of animals; however the range becomes 10 meters.*

Entangle

Class: Druid
Rarity: Common
Range: 100 meters
Duration: 15 minutes
Magic Point Cost per level: 1

When this spell is cast all vegetation within a circle 12 meters in diameter, grasses, weeds, vines, bushes, etc. will entwine and entangle any caught within or later entering the area of effect. The entangling vegetation possesses STR 3 and those so entangled must

make a STR vs. STR roll on the Resistance Table. A success will allow the victim to move at ½ MOV while a failed roll will halt all movement. However if the Resistance Table shows an automatic success, then the victim is unhindered by the entanglement and no reduction to MOV is suffered. This roll must be made each round while in the area of effect. Each additional spell level will increase the entangle STR by another 3 points, or increase the duration another 15 minutes. Entangle requires the presence of vegetation in the area to be effective and neither Countermagic nor Resistance offers any protection vs. this spell.

Erase

Class: Magic-user
Rarity: Common
Range: 3 meters
Duration: Permanent
Magic Point Cost per level: 1

This spell will erase all writings from a sheet of paper or parchment, scroll (magic or otherwise), or one spell from an open spell book. Up to one square meter of a larger surface, like that of a tapestry or wall map may also be erased. Erase will have no effect on the Symbol spell. Each additional spell level will increase the range another 3 meters or the area of a larger surface by another square meter.

Faerie Fire

Class: Druid
Rarity: Common
Range: 30 meters
Duration: 10 combat rounds
Magic Point Cost per level: 1

When this spell is cast, up to 15 SIZ points of creature(s) are outlined with a faint green glow. This could cause one SIZ 13 human to be effected or two SIZ 6 kobolds for example, however any leftover points are lost, and you cannot cause a creature to only partially glow using insufficient points. Each additional spell level will affect another 15 points of SIZ or increase the duration by another 10 combat rounds. You do not have to see the target to cast this spell upon it, you just have to know it's there and it has to be within the range of the spell. Those under the effects of faerie fire are able to be seen even in complete darkness or if invisible, removing all penalties caused by either of these conditions. Countermagic is useful in resisting this spell.

Fear

Class: Illusionist, Magic-user
Rarity: Uncommon
Range: 6 meters
Duration: 10 combat rounds
Magic Point Cost per level: 3

This spell causes a terrible fear to well up within those in the caster's field of vision out to a range of 12 meters. The caster must first overcome the POW of those within the area of effect with his or her own on the Resistance Table. Those that fail will go out of their way to avoid the caster, attempting to leave the area if at all possible for the 10 round duration of the spell. A Luck roll is required for those affected to even continue to hold on to unsecured items or they will be dropped in the haste to get away. Each additional spell level will increase the range another 6 meters or add another 10 combat rounds to the spells duration. This spell may affect both friend and foe alike so should be used with caution.

Sanity: *If the GM's campaign utilizes Sanity as detailed on page 318 of Basic Roleplaying, instead of making a POW vs. POW roll, have all opponents make a normal Sanity roll. On a failure, the victims lose 1 sanity point per spell level in addition to fleeing the area as detailed above.*

Feather Fall

Class: Magic-user
Rarity: Common
Range: 100 meters
Duration: 1 combat round
Magic Point Cost per level: 1

This spell is an emergency version of the spell Lift and will not replace the usefulness of that spell. Where this spell comes in handy is that it takes effectively zero time and requires no DEX ranks to cast, as long the spell is memorized and the caster succeeds at an Agility roll it may be cast but with a gesture. So this spell could be cast after the magic-user or an ally has fallen into a 3 meter deep pit, but before he or she actually hits bottom, and will affect a subject of 3 SIZ or less. Someone under the effects of Feather Fall will descend at a rate of 10 meters per combat round. Each additional spell level will increase the SIZ affected by another 3 points or extend the duration another combat round. Extra spell levels do not increase the length of time required to cast the spell. Feather Fall may be used on additional subjects as long as sufficient magic points are expended to affect them all.

Feign Death

Class: Cleric, Magic-user
Rarity: Uncommon
Range: Touch
Duration: 15 minutes
Magic Point Cost per level: 1

Anyone touched by the caster of this spell enters a catatonic death-like state indistinguishable from actual death, and if used on an unwilling recipient, the caster must first overcome the subject's POW with his or her own on the Resistance Table. Those under the effects of Feign Death are completely aware of the world around them but unable to interact with it in any way. They feel no pain and are unaffected by poison gasses, paralysis, and energy draining attacks, however normal physical attacks will still cause half damage and poison introduced into the body will be effective when the spell's duration expires. Each additional spell level will extend the duration by another 15 minutes; however, the caster may choose to end the spell's effects at anytime.

Find Traps

Class: Cleric
Rarity: Common
Range: Self
Duration: 15 minutes
Magic Point Cost per level: 1

This spell allows all concealed traps within the cleric's field of vision to be revealed throughout the spell's 15 minute duration. Each additional spell level will extend the duration another 15 minutes.

Finger of Death

Class: Druid
Rarity: Rare
Range: 60 meters
Duration: Instantaneous
Magic Point Cost per level: 5, plus a one time sacrifice of 1 point of permanent POW.

The casting of this spell causes the target to be killed, if the druid can overcome the target's POW with his or her own on the Resistance Table. Those in the affected area make a Resistance Roll, comparing their POW vs. the spell's level, and those that fail this roll will Each additional spell level costs another 5 magic points and reduces the target's POW by 1 for the purposes of resisting the spell. Additional spell levels do not cost the druid additional points of POW. Overcoming the target's POW causes its heart to stop resulting in instant death. If the subject succeeds at the POW vs. POW roll, only the 5 magic points are spent, not the POW sacrifice. Countermagic may be useful in resisting this spell.

Fire

Class: Cleric
Rarity: Uncommon
Range: 100 meters
Duration: Instantaneous
Magic Point Cost per level: 3

Ranged, does 1D6 points of fire damage per level, *Basic Roleplaying* page 97.

Classic Fantasy Changes: *This cleric spell causes a pillar of flame 1 meter in diameter to decend from the sky striking an opponent. Underground, this fire will pass harmlessly through the dungeon ceiling to strike the cleric's chosen target. It functions in all other ways the same as the Fire spell.*

Fireball

Class: Magic-user
Rarity: Uncommon
Range: 60 meters
Duration: Instantaneous
Magic Point Cost per level: 3

This spell forms in the caster's hand as a ball of flame and is released with a throwing motion at the target, or even a non-descript point on the ground. However like all spells no roll to hit is necessary, as it will automatically hit the target if there is line of sight and the spell casting roll is a success. However, this spell may even be thrown indirectly, such as over a wall or other obscuring terrain, in this case because the target is not able to be seen, the ball of fire is literally thrown with the Throw skill as per *Basic Roleplaying* page 83. Once the spell impacts the selected target or location, it explodes doing 1D6 fire damage to all in a circle 3 meters in diameter. Each additional spell level will increase the damage by another 1D6. Targets caught within this spell's area of effect have any damage applied to all hit locations equally, while total hit points are affected by that which gets through the location with the least armor. This damage may be reduced with a successful Dodge or Agility roll as per Area Attacks in *Basic Roleplaying* page 213 and while both Protection and Resistance are useful in protecting against this spell, Countermagic is not. Finally Fireball cannot distinguish between friend and foe, and should therefore be used with caution.

Fist

Class: Magic-user
Rarity: Uncommon
Range: 3 meters
Duration: 10 rounds
Magic Point Cost per level: 1, plus an additional 1 per combat round for some actions

This spell calls into being a spectral force that resembles a ghostly disembodied fist. Each level of the spell grants 3 STR, 3 SIZ, and 3 CON. It possesses a number of Hit Points equal to half its SIZ + CON.

While the spell remains in effect, the magic-user can command the hand to perform any action desired, some of which cost additional magic points. Issuing commands to the hand does not take any DEX ranks on the part of the caster. In addition to mundane tasks, the fist has the following offensive capabilities. The magic fist may also be commanded to carry items or could even be used to excavate an area.

* **Attack**: The Fist can make a devastating attack that causes 1d3 + db damage. This costs an additional magic point each combat round that the fist is used to attack.

* **Block**: The magic-user designates a single target. The fist will unfurl, and position itself between the target and the magic-user, blocking any successful attack, and absorbing the damage at the expense of its own Hit Points. Once commanded to block, the fist will continue to perform this action round after round, until given another command or is reduced to zero Hit Points and is dispelled. This costs no additional magic points.

* **Push**: The hand possesses a MOV of 10. It hurtles toward the target, matching its STR against the target's SIZ. Success indicates the target is moved backwards a number of meters equal to the remainder of the hand's move. This costs no additional magic points.

* **Grapple**: The hand grasps the designated target, and holds it firm. The hand matches its STR vs. the STR of the target. Success indicates the target is held firm. Opponents may continue to make STR checks to break the hold. While immobilized, the caster may order the hand to move about, carrying the target with it. This costs an additional magic point each combat round that the fist is used to grapple.

Protection is useful in defending against any damage caused by these effects, however Countermagic is useless because the spell is not being cast upon the target, and Resistance won't offer any help because the damage is not an extreme of heat or cold.

Flesh to Stone

Class: Magic-user
Rarity: Rare
Range: 10 meters
Duration: Permanent
Magic Point Cost per level: 1, plus a onetime sacrifice of 1 point of permanent POW.

Each level of this spell will actually cause up to 3 SIZ points of living tissue to transform into stone. Enough spell levels must be used to cover the SIZ of the target. The target gets to make a POW vs. POW resistance roll and if successful has resisted the transformation, while a failed roll results in the target and all carried equipment turning to stone. Countermagic effects as normal. This spell may also be used to turn solid stone into flesh, and if the target of this spell was once a living creature, and enough levels of the spell used to cover its SIZ, then it and any gear are restored to normal. However due to shock to the system, the target must make an immediate Stamina roll to survive the transformation with a failure signifying death of the target. He could however still be brought back with a successful casting of Raise Dead. Dispel has no effect on a target that has been turned to stone. For all intents and purposes, time has stopped for a character turned to stone and if restored even decades later, he or she will not have aged a day. Alternately, each level of this spell may turn 1 meter of solid stone into an equal amount of flesh, this flesh possesses 2 armor points and 20 hit points per meter. This flesh is freshly dead, and will begin to decay at a rate of 1 hit point per day, and dry environments may actually cause the flesh to mummify instead. In this case, mummified flesh possesses 4 armor points and 16 hit points per meter. If the GM's campaign utilizes Sanity, creatures restored with this spell suffer 0/1d8 SAN loss.

Floating Disk

Class: Magic-user
Rarity: Common
Range: 6 meters
Duration: 1 hour
Magic Point Cost per level: 1

The magic-user may cast this spell to create a shimmering disk of force concentrated into a circle 1 meter in diameter and use it to carry loose, miscellaneous items. This floating disk will remain 1 meter above the ground at all times and can carry any number of goods as long as it doesn't exceed 9 SIZ/ENC per spell level and can fit upon the disk. The concave nature of the disk will generally keep items from rolling off. If left unbidden, the disk will stay within 2 meters of the caster, following with a MOV 5. However, the disk may be maneuvered to any point within the 6 meter radius of the spell if the magic-user concentrates, even being willed to remain at a certain location. However, if the magic-user allows the disk to move beyond 6 meters, the disk will wink out of existence, dropping all carried items to the ground.

Fly

Class: Magic-user
Rarity: Uncommon
Range: Touch
Duration: 1 Hour
Magic Point Cost per level: 1

The casting of this spell allows a subject of up to 3 SIZ to fly through the air with a MOV of 12 if climbing and/or moving horizontally, however the subject may move at twice this speed while descending or diving. Fly requires a constant forward momentum of at least 3 meters per combat round and each meter less than this moved will result in the loss of 1 meter of altitude. For example, moving 2 meters forward will result in losing 1 meter of altitude, while moving 1 meter forward will result in the loss of 2 meters. Finally, zero forward momentum will result in the subject descending at a rate of 3 meters per combat round. For this reason, Fly is not a substitute for the spell Lift for while it does allow faster speeds and longer durations, it does not allow for simple levitation. Each additional spell level will increase the SIZ affected by another 3 points, MOV another 6 points, or the duration another hour. Acrobatic maneuvers and aerial combat would require the use of the Fly skill as detailed on page 59 of *Basic Roleplaying*.

Fog

Class: Illusionist
Rarity: Common
Range: 12 meters
Duration: 15 minutes
Magic Point Cost per level: 1

When the illusionist casts this spell, a circle of dense fog 1-meter in diameter and 1.5-meters high forms anywhere within range. Each additional spell level will create another 1 meter circle of fog, increase the diameter of the original circle by another meter, or extend the duration another 15 minutes. Additional spell levels may be used to link the fog into any shape the illusionist wishes, from a long straight line, to a large circular wall around the party. This is a real fog and is subject to weather conditions such as wind and air currents. The 15 minute duration represents the spell being cast in optimum conditions. Figure that slight air currents will dissipate the spell in half the time, while wind will cause it to dissipate in only one minute. This thick dense fog obscures all vision beyond a half meter, even infravision. All melee attacks within the cloud are *Difficult*, while ranged attacks through or within the swirling vapors count as intense darkness. See Darkness on page 220 of *Basic Roleplaying* for further information on intense darkness.

Fool's Gold

Class: Magic-user
Rarity: Common
Range: 3 meters
Duration: 1 hour
Magic Point Cost per level: 1

This spell will temporarily transform up to 1000 copper pieces into gold pieces, and those looking at them must succeed at an Appraise roll (-10% penalty per spell level) to recognize it for what it is. Each additional spell level will transform another 1000 copper or extend the duration another hour. Striking Fool's Gold firmly against a piece of wrought iron has a 100% (-10% per spell level) chance to cause it to revert back to copper, and many merchants in areas where this practice is a common occurrence will have a piece of iron on their counter for just this purpose.

Forget

Class: Magic-user
Rarity: Common
Range: 20 meters
Duration: Permanent
Magic Point Cost per level: 1

When the magic-user casts this spell, one target within 20 meters, that fails a POW vs. POW resistance roll, forgets any events that transpired over the past five minutes. Each additional spell can affect another target, or add another five minutes to the length of time forgotten.

Frost

Class: Magic-user
Rarity: Uncommon

Range: 100 meters
Duration: Instantaneous
Magic Point Cost per level: 3

Ranged, does 1D6 points of frost damage per level, *Basic Roleplaying* page 97.

Gaze Reflection

Class: Illusionist
Rarity: Common
Range: 12 meters
Duration: 1 combat round
Magic Point Cost per level: 1

When the illusionist casts this spell a faint shimmering reflective field materializes before him or herself. This field reflects gaze attacks of up to 3 POW back upon the attacker. The illusionist is still subject to the remainder of the effect, while the attacker is subject to the portion reflected back upon it. Each additional spell level will increase the amount reflected back by another 3 POW or increase the duration another combat round. If enough spell levels are used to equal or exceed the attacker's full POW, the illusionist is safe from the effects, while the attacker suffers the full effects of its own gaze attack. The shimmering effects of this spell can only be noticed with a *Difficult* Spot roll, and then only by a creature with a normal INT like a medusa, not a fixed INT such as a basilisk. Like all duration spells, the duration does not have to be declared when this spell is cast and instead the spell may be automatically maintained each round by spending another magic point, as desired by the caster.

For example: *Seeing a large basilisk turning in his direction, Rueben the Illusionist cast three levels of Gaze Reflection upon himself for 3 magic points. The basilisk, unaware of Reuben's protective spell, will therefore have 9 POW of its own attack reflected back upon itself. As the basilisk has a 14 POW, Reuben only has to contend with a 5 POW petrifaction attack. If the basilisk does not succumb to its own gaze this round, Reuben can choose next round to maintain the spell for only 1 additional magic point. However, he could choose to cast the spell again, instead casting it at level 5 and the entire attack would be reflected back upon the foul creature.*

Gate

Class: Cleric, Magic-user
Rarity: Rare
Range: 100 meters
Duration: 10 combat rounds or longer if the being so desires.
Magic Point Cost per level: 1

This spell summons one or more angelic or demonic entities from one of the outer planes of existence. The being appears anywhere within range and free from the caster's control, however, spells of Control or Charm may be used to change its attitude towards the caster. The spell will summon a being of up to 3 POW and will prevent the being from leaving this realm for 10 combat rounds; however, if it is so inclined, it may continue to stay beyond this time. Each additional spell level will increase the POW of the being summoned by another 3 points or add another 10 combat rounds to the duration. Additional spell levels may also be used to bring forth additional beings as long as the magic points are paid for all of them. It should be noted that most angels possess incredibly high POW, compared to the relatively average POW of most demons. While this means that it is typically easier to summon a demon as opposed to an angel, it must be taken into account than the average demon is more likely to rend the caster limb from limb for being disturbed and will therefore require the casting of additional spells such as control or charm. At the GM's discretion, even gods may be gated if sufficient magic points are spent to cover their vast POW. The being will react toward to the summoner according to alignment, disposition, and the whim of the GM, however it should be noted that the more powerful the entity, the less it will enjoy being summoned for frivolous reasons. See Summoned Creatures on page 351 of *Basic Roleplaying* for the characteristics of Angels and Demons. Elementals are instead sum-

moned with the spell Conjure Elemental. See *Classic Fantasy Vol. II: Gamemastery* for some additional demons, devils, and angels.

Geas

Class: Magic-user
Rarity: Rare
Range: 10 meters
Duration: Special
Magic Point Cost per level: 1 point of permanent POW

This spell places a command upon a subject to carry out some service or refrain from some activity as chosen by the magic-user at the time of casting. Only intelligent beings are affected by this spell and any action, short of certain death, must be followed until completed. This does not remove free will from the subject, and the victim is still able to ignore taking on the course of action, but at great risk to his or her health and well being. Each day that the action is ignored, the subject loses 1 point of STR and CON, becoming weaker and weaker as time passes, eventually succumbing to death when either characteristic reaches 0. These points slowly return at a rate of 1 STR and CON per week once the required actions are being followed again or the Geas has ended. Countermagic may be useful in resisting the casting of this spell, however nothing short of Wish will remove the effects of Geas after it has been cast, not even Dispel will have any effect. Other than Wish, only by completing the requirements set forth by the caster will the effects of the Geas end, freeing the subject.

Greater Blessing

Class: Cleric
Rarity: Uncommon
Range: 30 meters
Duration: 1 hour
Magic Point Cost per level: 3

When this spell is cast the cleric chooses one beneficial effect from the list below to bless the target. Each additional spell level will allow the caster to choose another effect, or extend the duration another hour. Countermagic is effective against preventing the casting of Greater Blessing on a subject, however Dispel has no effect. Only the casting of Greater Curse at an equal or greater level, or the casting of Wish will end the duration early. The possible effects follow.

* +10% bonus to all Attack and Defense rolls (including Agility rolls used for defense), +2 damage with all weapons, and a +2 bonus to POW for the purposes of resistance rolls only. This does not make the weapon *magical* as far as monsters that can only be harmed my magic weapons are concerned.

* +10% to a specific skill category, for example, all Manipulation skills, all Communication skills, etc.

* 20% defensive bonus decreasing an opponent's Attack rolls by -20%.

* Bless a circle 1 meter in diameter. Evil summoned beings must avoid a blessed area if possible; however they will suffer no harmful effects if forced into one other than a feeling of discomfort. Characters of evil alignment will sense a blessed area on a successful roll of their points in evil x5%. If successful, they feel discomfort and unease. A good or neutral cleric may bless an area to gain new cleric spells while away from a church or temple.

* Bless 1 vial of pure spring water for the purpose of creating holy water. Holy water does 1D4 points of burn damage for 1D4+1 consecutive rounds and affects only undead creatures' such as vampires or liches, or summoned evil entities like demons and devils. It has no effect on evil creatures of a mundane nature. Each additional spell level will bless another vial. A vial of holy water may be thrown with enough force to hopefully shatter the glass against the target. This utilizes the Throw skill and the vial is considered balanced with a SIZ/ENC of 1 for the

purposes of determining range. Getting hit by a vial causes 1D3 points of damage + ½ damage bonus and at least 2 points of damage is required to shatter the vial and spill the contents. The user may also choose to uncork the vial and throw the contents at a target within 1 meter. This will strike 1D3 hit locations and is an *Easy* Throw roll.

Greater Curse

Class: Cleric
Rarity: Uncommon
Range: 30 meters
Duration: 1 hour
Magic Point Cost per level: 3

When this spell is cast the cleric chooses one harmful effect from the list below with which to curse the target. Each additional spell level will allow the caster to enhance the effect further, choose another effect, or extend the duration another hour. Countermagic is effective against preventing the casting of Greater Curse on a subject, however Dispel has no effect. Only the casting of Greater Blessing at an equal or greater level, or the casting Remove Curse or Wish will end the duration early. The possible effects follow.

* -10% penalty to all Attack and Defense rolls (including Agility rolls used for defense), -2 damage with all weapons, and a -2 penalty to POW for the purposes of resistance rolls only
* -10% to a specific skill category, for example, all Manipulation skills, all Communication skills, etc.
* 20% defensive penalty increasing an opponent's Attack rolls by +20%.
* Curse a 1 meter area radius. Good summoned beings must avoid a cursed area if possible; however they will suffer no harmful effects if forced into one other than a feeling of discomfort. Characters of good alignment will sense a cursed area on a successful roll of their points in good x5%. If successful, they feel discomfort and unease. An evil cleric may curse an area with an unholy aura to gain new cleric spells while away from a church or temple.
* Curse 1 vial of pure spring water for the purpose of creating unholy water. Unholy water does 1D4 points of burn damage for 1D3+1 consecutive rounds and effects only intelligent good supernatural creatures such as unicorns or pegusi, or summoned good entities like angels. It has no effect on good creatures of a mundane nature. Each additional spell level will curse another vial. See Bless above, for the rules required to throw a vial of unholy water at a target.

Gust of Wind

Class: Magic-user
Rarity: Uncommon
Range: 20 meters
Duration: Instantaneous
Magic Point Cost per level: 1

When the magic-user casts this spell, a strong (STR 3) wind gust billows out from the direction he or she is facing and each additional spell level increases the STR of the wind another 3 points. Those in the path of the wind must compare their SIZ vs. the STR of the wind on the Resistance Table or be blown over and knocked prone. Flying creatures are blown back 1 meter per spell level on a failed roll. Even those that succeed at the resistance roll must make an Effort roll (with a modifier of -5% per spell level) if attempting to advance into the wind. If unsuccessful they are held from moving forward. Finally, open flame will be extinguished with the casting of this spell dependent upon the size of the flame and the level of the spell as follows.

Spell Level	Effects on Flame
1	Candles are extinguished, torch flame blows back 1 meter away from the caster, possible into the face of the wielder
2	Torches are extinguished, lanterns flicker with a Luck roll on the part of the owner to avoid going out
3	Lanterns are blown out, hooded lanterns flicker with a Luck roll on the part of the owner to avoid going out. The flames of camp fires are blown back 3 meters away from the caster possibly starting larger fires
4	Hooded Lanterns and small camp fires are extinguished, the flames of large fires and structure fires are blown back 4 meters away from the caster
5 or more	Large camp fires and small structure fires are fanned 1 meter away from the caster for every spell level invested

Haste

Class: Magic-user
Rarity: Uncommon
Range: 10 meters
Duration: 10 combat rounds
Magic Point Cost per level: 3

The casting of this spell modifies the target's MOV x2 and number of Attacks x2. In addition, the target doubles DEX for the purposes of determining initiative. Each additional spell level will affect another target or increase the duration by another 10 combat rounds. The down side of this spell is the strain it places on the metabolism. Every time Haste is used, it ages the recipient one year.

Hate

Class: Illusionist
Rarity: Uncommon
Range: 100 meters
Duration: 10 combat rounds
Magic Point Cost per level: 1

The casting of this spell will cause the recipient to hate his or her opponents to such a degree that they receive a +5% Attack bonus for the spell's duration. Each additional spell level will increase the Attack bonus by another +5%, affect another ally, or increase the duration another 10 combat rounds. Optionally, this spell may also be used to duplicate the effects of the spell magic-user spell Discord, in all ways if the caster so chooses.

Heal

Class: Cleric, Druid
Rarity: Common
Range: Touch
Duration: Instantaneous
Magic Point Cost per level: 3

Heals 1D6 points per level, *Basic Roleplaying* page 98.

Classic Fantasy Changes: *The druid version of this spell is limited to 3 spell levels. The cleric version however is subject to no such restriction, and in addition may be used to reattach a severed limb by first bringing a character to a positive hit point total, assuming the limb is available and is also healed to at least a positive total. For this to be successful the Heal spell must be cast within 15 game minutes. Each additional spell level will add another 15 minutes that the limb can have remained severed. Finally, Heal cannot be used to restore life by either class, for that, see the spell Raise Dead below.*

Heat Metal

Class: Druid
Rarity: Common
Range: 12 meters
Duration: 1 combat round
Magic Point Cost per level: 3

This spell causes a targeted item made of ferrous metals, such as iron, iron alloys, or steel, to begin to heat up on the DEX rank that the spell is cast. This

causes no damage right away, however the target does realize something is happening. After a number of DEX ranks equal to the SIZ/ENC of the targeted item (minimum of 1), it becomes so hot that it begins causing blistering and burns. If the target has not discarded the item by this time, he or she will take 1 point of burn damage every combat round for a number of DEX ranks equal to spell level. This damage is applied to each hit location in contact with the item in question, as well as total hit points as usual. It's difficult to hold onto a piece of metal as it heats up, and even more so once you begin to take damage from it. The target must succeed at a Stamina roll to avoid discarding a metal item as it heats up and a *Difficult* Stamina roll once damage is being dealt. This roll is made every DEX rank. Metal armor offers no protection against this damage as the heat is just transferred through it. Leather armor, though it will smolder, will protect for a number of combat rounds equal to its armor points, as will each level of the Protection spell. Countermagic may be useful in resisting the casting all together and Resistance is also of use because the damage is an extreme of heat. Each additional spell level will cause another round of burn damage, or can heat another metal item. Armor may be heated piece by piece, or the entire suit can be heated at once figuring for the SIZ/ENC appropriately.

Hold Animal

Class: Druid
Rarity: Uncommon
Range: 60 meters
Duration: 10 combat rounds
Magic Point Cost per level: 1

This spell functions in all ways as Hold Person, detailed below, however it will only hold natural or giant animals. It will not be effective on humans and humanoids, nor creatures such as centaurs, harpies, or unicorns for while they may be natural residents of *The Realm*, they are not mundane creatures. The limit of SIZ 24 still applies.

Hold Person

Class: Cleric, Magic-user
Rarity: Common (Cleric), Uncommon (Magic-user)
Range: 60 meters
Duration: 10 combat rounds
Magic Point Cost per level: 1

This spell will immobilize one victim of up to 3 SIZ within range, as chosen by the caster unless the subject succeeds at a POW vs. POW resistance roll. A held subject is frozen in place, completely aware of the world around him or her, but unable to interact with it in any way. Each additional spell level will increase the SIZ held by another 3 points, hold another creature of SIZ 3, or extend the duration by another 10 combat rounds. The maximum that may be held regardless of spell level is SIZ 24. This spell will only affect the humanoid races such as humans, dwarves, lizard men, goblins, etc.

Hopelessness

Class: Illusionist, Magic-user
Rarity: Common
Range: 100 meters
Duration: 1 hour
Magic Point Cost per level: 3

This spell causes an uncontrollable feeling of dejection to well up in the subject. Those affected will feel that to continue on the present course of action is hopeless and doomed to certain failure. Any skill rolls by the subject that further the mission are therefore *Difficult* due to his or her half-hearted attempt. This includes combat skills, with the exception of defense rolls. Those under the effects of this spell are also likely to submit to any demands to leave or surrender due to the overwhelming feeling of hopelessness (POW x1% chance to resist). Each additional spell level can be used to affect one other individual or increase the duration another hour. Rendering the caster unconscious, or killing him or her, will end the spell's duration immediately; however merely

sleeping has no negative effect. The caster must still overcome the target's POW with his or her own on the Resistance Table for the spell to take effect. Countermagic is useful in resisting this spell.

Hypnotic Pattern

Class: Illusionist
Rarity: Common
Range: None
Duration: 1 combat round
Magic Point Cost per level: 1

When the illusionist casts this spell, a pattern of shifting colors twists and weaves over his or her head. Any within 10 meters looking toward the illusionist must make POW vs. POW resistance rolls or stand looking at it in utter fascination, unable to take any action while the spell is maintained. Even those that succeed at the first resistance roll will have to make another if still within the area of effect, and looking toward the caster in later rounds. Those that fail any resistance roll remain mesmerized until the spell ends with no additional rolls necessary. This spell does not differentiate between friends and enemies, therefore allies will want to keep their backs to the caster until the spell ends. The illusionist may take no other actions and as soon as he or she ceases concentration the spell ends. Each additional spell level extends the duration another combat round, and as is the case with any duration spells, the duration need not be declared when the spell is first cast.

Hypnotism

Class: Illusionist
Rarity: Common
Range: 20 meters
Duration: 10 combat rounds
Magic Point Cost per level: 1

When the illusionist casts this spell, his or her subject finds the movement of the caster's hands and sound of his or her voice mesmerizing. With a successful POW vs. POW roll on the part of the illusionist, the intended victim finds itself subject to a short duration Suggestion spell. This spell is audible and therefore the illusionist must be able to speak a language that the target can understand. It will need to be no more than a sentence or two suggesting a course of action desirable to the caster. The action will not be followed if it would bring obvious harm to the individual. If the task suggested by the caster is not finished at the end of the spell's duration, the duration simply ends. Each spell level may affect another target or extend the duration another 10 combat rounds.

Identify

Class: Magic-user
Rarity: Common
Range: Self
Duration: 1 round
Magic Point Cost per Level: 1

Each level of this spell will determine one magical property of a single magic item, including how to activate that function (if appropriate), or how many charges are left (if any). If the item is non-magical, this spell will determine that fact. Cursed items will not reveal themselves as such from the casting of this spell. A -2 cursed short sword will identify as a +2 magic short sword. This is not the same as the Vision spell which will show the caster the item being used in the past and while it may reveal an item's magical nature, such as watching an individual slip on a ring and subsequently vanish, it will not give the specifics. Identify does not function if used on an artifact.

Illusion

Class: Illusionist
Rarity: Common
Range: 30m
Duration: 15 minutes
Magic Point Cost per level: 1

As per *Basic Roleplaying*, page 98.

Classic Fantasy Changes and Notes: *Killing or rendering the illusionist unconscious im-*

mediately ends the durations of any ongoing illusions.

Illusion, Permanent

Class: Illusionist
Rarity: Rare
Range: 30m
Duration: Permanent
Magic Point Cost per level: 3

This spell functions in all ways as per Illusion, *Basic Roleplaying* page 98, with the exception being that it will not end short of a casting of Dispel and requires no concentration on the part of the caster. Even successfully disbelieving has no effect on a Permanent Illusion spell.

Illusion, Programmed

Class: Illusionist
Rarity: Rare
Range: 30m
Duration: Special
Magic Point Cost per level: 1, plus 3 magic points to program the spell

When the illusionist casts this spell, he or she sets into motion an illusion that will trigger when commanded to do so by the caster, or when a predetermined event occurs. The magic powering the illusion will last indefinitely while dormant, however once activated it has its normal 15 minute duration. See *Basic Roleplaying* page 98 for additional information on the Illusion spell.

Improved Invisibility

Class: Illusionist
Rarity: Uncommon
Range: Touch
Duration: 15 minutes
Magic Point Cost per level: 1

This spell functions in all ways as Invisibility detailed below, however, the spell effects are only ended per the will of the illusionist or subject, normal duration, or through the use of Dispel. Performing any action that would normally end the effects of invisibility instead causes the subject to become slightly more noticeable for a combat round. Determine the penalty to hit the invisible opponent normally, but attackers gain a +20% bonus for that round only.

Infravision

Class: Magic-user
Rarity: Uncommon
Range: Touch
Duration: 1 hour
Magic Point Cost per level: 1

When the magic-user casts this spell, the subject is granted infravision, gaining the ability to see in complete darkness out to a range of 20 meters, through varying degrees of temperature. Each additional spell level increases the duration another hour.

Insanity

Class: Illusionist, Magic-user
Rarity: Rare
Range: 100 meters
Duration: Indefinite
Magic Point Cost per level: 1

If the caster of this spell overcomes the victim's POW with his or her own on the Resistance Table, the subject is rendered indefinitely insane. See Indefinite Insanity on page 232 of *Basic Roleplaying* to determine the lasting effects of this spell. These effects manifest themselves immediately, as opposed to within 24 hours, and the disorder should be granted 3 POW per spell level for the purposes of resisting the effects of the disorder at a later point.

For example: *The victim is struck with a level 5 Insanity spell and failing the resistance roll, the GM determines that he or she has gained the disorder Catatonia. As this was a level 5 spell,*

the player notes the POW of the disorder as a 15. From this point onward, whenever confronted with a dangerous situation, the character must compare his or her POW vs. Catatonia POW 15 and if a failure results, will be able to do nothing except assume a fetal position until the event concludes.

This spell's duration is indefinite as per the rules of Indefinite Insanity in *Basic Roleplaying*. However, in addition to the methods of curing oneself of the disorder detailed in those rules, the casting of Restoration or Wish will end the effects early.

Sanity: *If the GM's campaign utilizes the optional Sanity rules the subject suffers the loss of 3 Sanity points per spell level in addition to the effects noted above.*

Invisibility

Class: Illusionist, Magic-user
Rarity: Common
Range: Touch
Duration: 15 minutes
Magic Point Cost per level: 1

Each level makes 3 SIZ points of an item or being invisible, *Basic Roleplaying* page 98.

Classic Fantasy Changes and Notes: *The final paragraph detailing Invisibility in Basic Roleplaying should be ignored as it appears to contradict the previous paragraph. Also, while attacking from invisibility will cancel the spell, a melee attack is considered Easy. All other effects are as detailed in Basic Roleplaying.*

Invisibility to Animals

Class: Druid
Rarity: Uncommon
Range: Touch
Duration: 15 minutes
Magic Point Cost per level: 1

This spell makes 3 SIZ points of a being completely undetectable to normal animals. This includes all animals and insects with a fixed INT of 7 or less that have no powers or magical abilities, however giant varieties are affected by this spell as usual. Any attack will void the spell causing the subject to become noticeable again. Unlike invisibility, this spell will completely mask any noise or scent given off by the subject, including normal conversation. Each spell level will allow another 3 SIZ points to be affected, or the duration to be extended another 15 minutes.

Jump

Class: Magic-user
Rarity: Common
Range: Touch
Duration: Special
Magic Point Cost per level: 1

The casting of this spell allows a subject to be able to make leaps of up to 10 meters horizontally or 3 meters vertically. Each additional spell level will allow for another leap and all must be made within a 15 minute span of time.

Knock

Class: Magic-user
Rarity: Common
Range: 3 meters
Duration: Instantaneous
Magic Point Cost per level: 1

This spell will release any mundane lock with a single spell level, while something held with the Seal spell must have a number of spell levels of Knock cast equal to or greater than that of the Seal to break it. The number of spell levels required can first be determined with a casting of the Identify spell. Stuck doors may also be opened with the casting of Knock; in this case, each spell level creates 3 points of STR for the purposes of forcing the door.

Know Alignment

Class: Cleric

Rarity: Common
Range: 30 meters
Duration: instant
Magic Point Cost per level: 1

When this spell is cast on a subject, the cleric will know that target's true alignment. This spell costs 1 magic point and has an instant duration. Each additional spell level will reveal another target's alignment within range. The cleric must overcome the target's POW with his or her own on the Resistance Table or the subject resists the spell. Countermagic aids in resisting as usual.

Lesser Blessing

Class: Cleric
Rarity: Common
Range: 20 meters
Duration: 10 combat rounds
Magic Point Cost per level: 1

When this spell is cast the subject is blessed with courage and faith, gaining a +10% bonus to all Attack and Defense rolls (including Agility rolls used for defense) and a +2 bonus to POW for the purposes of resistance rolls only. Each additional spell level will extend the duration another 10 combat rounds. Countermagic is effective against preventing Lesser Blessing, and the casting of Dispel or Lesser Curse at an equal or greater level, or the casting of Remove Curse/Blessing will end the duration early. This does not make the attack *magical* as far as monsters that can only be harmed my magic weapons are concerned.

Lesser Curse

Class: Cleric
Rarity: Common
Range: 20 meters
Duration: 10 combat rounds
Magic Point Cost per level: 1

When this spell is cast the victim is cursed with doubt, uncertainty, and fear, suffering a -10% penalty to all Attack and Defense rolls (including Agility rolls used for defense) and a -2 penalty to POW for the purposes of resistance rolls only. This costs one magic point per spell level and each additional spell level will extend the duration another 10 combat rounds. Countermagic is effective against preventing Lesser Curse, and the casting of Dispel or Lesser Blessing at an equal or greater level, or the casting of Remove Curse/Blessing will end the duration early.

Lift

Class: Magic-user
Rarity: Common
Range: 100 meters
Duration: 15 minutes
Magic Point Cost per level: 1

Lift 3 SIZ points of an object or person per level, *Basic Roleplaying* page 99.

Light

Class: Cleric, Illusionist, Magic-user
Rarity: Common
Range: 100 meters
Duration: 15 minutes
Magic Point Cost per level: 1

Fills a 3 meter per level area with light, *Basic Roleplaying* page 99.

Lightning

Class: Druid, Magic-user
Rarity: Uncommon
Range: 100 meters
Duration: Instantaneous
Magic Point Cost per level: 3

Ranged, does 1D6 points of electrical damage per level, *Basic Roleplaying* page 97.

Classic Fantasy Changes: *The magic-user version of this spell causes a bolt of lightning to arc from the caster's pointing index finger striking one target. Instead of causing additional damage, the caster may instead choose to arc the bolt at one other target per spell level. Casting into a melee will strike all targets involved, as will striking a target carrying another. The druid version is only usable outdoors, and in the vicinity of anything from rain, hot and cloudy conditions, a thunderstorm, hurricane, clouds and wind, or a tornado. The druid may use the spell Control Weather to first create suitable conditions if none exist. The bolt arcs from the sky striking its target operating in every way as the Lightning spell. It may not be arced at several individuals, but will strike those in melee or being carried as noted above.*

Love

Class: Illusionist, Magic-user
Rarity: Uncommon
Range: 100 meters
Duration: 24 hours
Magic Point Cost per level: 3

This spell causes the subject will fall in love with the caster or another individual chosen at the time of casting. This spell would not change the subject's sexual orientation nor make him or her fall in love with a species that wouldn't be perceived as sexually attractive in his or her eyes. If so, the spell automatically fails. Each additional spell level can be used to affect one other individual or increase the duration another 24 hours. If the caster is rendered unconscious, or he or she is killed, the spell's effects end immediately; however merely sleeping has no negative effect. The caster must still overcome the target's POW with his or her own on the Resistance Table for the spell to take effect. If the subject is asked to do anything contrary to its nature, it is allowed an Idea roll and if successful has overcome the spell. Countermagic is useful in resisting this spell.

Magic Aura

Class: Magic-user
Rarity: Common
Range: Touch
Duration: 24 hours
Magic Point Cost per level: 1

When this spell is cast, one object touched by the magic-user will detect as magic if Perception is ever cast upon it. Only through the casting of Identify will it be revealed that the item possesses no other enchantment. Each additional spell level will increase the duration another 24 hours.

Magic Missile

Class: Magic-user
Rarity: Common
Range: 60 meters
Duration: Instantaneous
Magic Point Cost per Level: 3

When this spell is cast a missile of magical energy darts forth from the magic-user's fingertip and strikes its target, dealing 1d4+1 points of damage and ignoring armor. Inanimate objects are not damaged by this spell. Once the spell has been successfully cast it will strike unerringly even if the target is in melee combat or has partial cover, and this spell may not be dodged or parried. However a target with total cover cannot be targeted with this spell. Each additional spell level will create another missile and up to five missiles may be created. If you shoot multiple missiles, you can have them strike a single creature, or several creatures if they all are in your field of vision. Each missile will strike a random hit location and specific hit locations may not be targeted. You must designate individual targets of each missile before you roll for damage. Magic Missile is fully affected by Countermagic and Protection. The Shield spell will automatically deflect Magic Missiles assuming the target is aware and/or facing the caster.

Magic Mouth

Class: Illusionist, Magic-user
Rarity: Common
Range: 12 meters
Duration: Special
Magic Point Cost per Level: 1

This spell empowers an item or object with an illusionary mouth which magically appears when triggered by a specific event or at a time appointed by the magic-user or illusionist when the spell is first cast. This mouth will then speak whatever predefined phrase the caster chose at the time of the casting, consisting of no more than 12 words, at a rate of roughly 1 word per second. Therefore, twelve words would require a full combat round to be spoken. Each additional spell level will increase the phrase length by up to 12 more words. This spell may be cast upon any normally inanimate object but is particularly effective when cast on a statue as the statue itself would look as if actually speaking. When casting this spell, the magic-user or illusionist determines the situation that will activate the enchantment. It could be as general as "when the next person enters this room", to as specific as, "when a female paladin of Athena comes within 3 meters of the statue at the end of the hall". This spell's duration is permanent until the enchantment is activated and then the spell ends. This spell being an illusion is subject to disbelief as normal.

Magic Weapon

Class: Cleric, Magic-user
Rarity: Common (Cleric), Uncommon (Magic-user)
Range: Touch
Duration: 15 minutes
Magic Point Cost per level: 1

This spell temporally enchants one weapon, touched by the caster, with a bonus of +5% Attack and +1 damage per spell level, to a maximum of 3 spell levels, or +15% Attack and +3 damage. These bonuses do not stack with those of a normally magic weapon.

This spell will allow a normally non-magic weapon to strike a creature only able to be hit by magic weapons, if cast at a sufficient level. This spell replaces the spell Sharpen, as detailed on page 100 of *Basic Roleplaying*.

Metal to Wood

Class: Druid
Rarity: Uncommon
Range: 60 meters
Duration: Permanent
Magic Point Cost per level: 3

This spell allows the druid to transmute 1 SIZ/ENC of solid metal into wood. These items have their armor points and hit points reduced by 75% (rounded up). For example, a metal great sword with 18 hit points would become a wooden great sword with only 4.5, or 5 hit points. A chain shirt with 7 armor points would become a wooden chain shirt with only 1.75 or 2 armor points. Magic items are very resistant to this spell, having a resistance equal to 10 + any magic bonus or the spell level of any magical effect possessed. Each additional level adds another 1 SIZ/ENC affected, or adds another spell level for the purposes of exceeding the item's resistance. Countermagic is useful in resisting this spell.

Mending

Class: Magic-user
Rarity: Common
Range: Touch
Duration: Permanent
Magic Point Cost per level: 1

This spell will make repairs to a broken item of any construction up to 1 ENC/SIZ per spell level. Magic-items are very resistant to having spells cast upon them, treat them as having 10 levels of Countermagic, +2 for every +1 bonus the item possesses.

Mirror Image

Class: Illusionist, Magic-user
Rarity: Common
Range: Self
Duration: 5 combat rounds
Magic Point Cost per level: 1

When this spell is cast the magic-user or illusionist creates a mirror image, identical to him or herself, who appears occupying the same space with either/ all steping aside to confuse opponents. As long as the image stays within 3 meters of the caster it will mimic the caster's actions each round with no concentration necessary. Each additional spell level will create another identical image or extend the duration another 5 combat rounds. Unlike a normal illusion, striking one of the images will cause it to vanish, however all others are unaffected. The GM should randomly determine when an image is struck, as to whether it was truly the caster or one of the images. The defender should roll a die of a type closest to the number of images plus the caster, with a roll of a 1 indicating the caster has been struck. For example, roll 1D2 (1d4/2) for one image, 1D3 (1D6/2), for two, 1D4 for three, 1D5 (1D10/2) for four, 1D6 for five, etc. Area effect attacks will strike the caster as normal as well as cause all images to wink out of existence. A successful roll to disbelieve as per page 98 of *Basic Roleplaying* will cause all images to vanish, as will the casting of Dispel against the total spell level as normal.

Neutralize Poison

Class: Cleric
Rarity: Uncommon
Range: Touch
Duration: 6 turns
Magic Point Cost per level: 1

The cleric casts this spell while laying hands upon the subject to negate 3 POT of poison from affecting the subject for the next 6-turns (30 minutes). This spell may also be cast after a victim has been poisoned, but before sustaining damage to reduce or negate the effects as well. Each additional spell level will increase the POT negated by another 3 points, or increase the duration another 6 turns. Neutralize Poison may be cast on a poisoned object to reduce or negate the poison's POT as above, or a poisonous creature if the caster first hits the creature with a brawling attack and then succeeds at a POW vs. POW roll against the creature on the Resistance Table. In this case, creatures that generate poison naturally will not be permanently affected, and in a number of hours equal to 30 minus the creature's CON, it will have regenerated fresh poison.

Non-Detection

Class: Illusionist
Rarity: Uncommon
Range: Self
Duration: 15 minutes
Magic Point Cost per level: 1

When this spell is cast, the illusionist becomes undetectable by any form of detection magic such as scrying, crystal balls, and even a Wish spell. Each additional spell level will allow the duration to be extended another 15 minutes.

Part Water

Class: Cleric, Magic-user
Rarity: Uncommon
Range: 12 meters
Duration: 15 minutes
Magic Point Cost per level: 3

The spell caster causes water or any like liquid to part, allowing unhindered passage in an area 3 meters wide, 2 meters deep, and 12 meters long. Each additional spell level adds another 2 meters to the depth and 12 meters to the length of the area affected, or another 15 minutes to the spell's duration.

Passwall

Class: Magic-user
Rarity: Uncommon
Range: 20 meters
Duration: 1 hour
Magic Point Cost per level: 1

The magic-user may cast this spell to open a horizontal passage through any wall of stone, wood, or plaster construction. The passage is up to 3 meters long, 1.5 meter wide and 1.5 meters high. Each additional spell level will extend the passage another 3 meters in length.

Pass Without Trace

Class: Druid
Rarity: Common
Range: Touch
Duration: 15 minutes
Magic Point Cost per level: 1

When the druid casts this spell while laying hands upon the subject, the spell allows him or her to move through overgrown wooded areas at normal movement rate, without leaving a discernable trail. Each additional spell level will extend the duration another 15 minutes.

Perception

Class: Cleric, Druid, Illusionist, Magic-user
Rarity: Common
Range: 60 meters
Duration: Instantaneous
Magic Point Cost per level: 1

Allows the caster to detect one thing within range, *Basic Roleplaying* page 99.

Classic Fantasy Notes: *Each class has a specialized version of this spell which determines what effects or situations the caster can detect. Magic-users can detect magic, invisibility, and evil; clerics can detect magic, evil, and those under the effects of Charm; druids can detect magic, animals, and woodland traps (pits, snares, etc.); and finally, Illusionists can detect illusions, invisibility and magic. Like normal, the desired effect to be perceived must be declared at the time the spell is cast. Invisibility, Illusion, or Phantasm will not detect as magic, therefore, only casters with the specialized form of Perception may detect such phenomena.*

Permanency

Class: Magic-user
Rarity: Rare
Range: Special
Duration: Permanent
Magic Point Cost per level: 1 POW per spell level

The caster may cast this spell to make a previously cast spell's duration permanent. The magic-user must first cast the spell to be made permanent at the desired spell level, then cast Permanency at a spell level equivalent to that of the previously cast spell. Each level of Permanency requires the sacrifice of a permanent point of POW. Spells with a normal duration of instant may not be made permanent, nor may spells be made permanent on an unwilling subject. Therefore a target could not be put into a permanent sleep. Finally, spells that directly cause damage to a target cannot be made permanent, even if the spells damage is spread over several rounds. However, spells with a duration that effects an area, like Poison Cloud, or Acid Fog for example may be made permanent, and if a spell with variable effects based on spell level, the effects must be declared when the spell is cast and become permanent as well. The casting of Dispel works as described in *Basic Roleplaying* when cast on something, or someone, under the effects of Permanency. However, the effects of Dispel are merely temporary. The permanent spell will return in a number of hours equal to 30 minus the subject's POW characteristic in the case of a living being, or after 24 hours in the case of an item or object.

Phantasm

Class: Illusionist
Rarity: Uncommon
Range: 10 meters
Duration: 15 minutes
Magic Point Cost per level: 3

Phantasms, also called complex illusions, follow all the rules for illusions with the one major difference being that they can interact with the real world. They can speak, move, and fight at the command of their caster, actually causing physical damage to those that believe in it. They do not disappear if touched, however they are subject to Dispel and may be disbelieved in the same way as their illusionary counterparts. Protection will stop damage from a phantasm as it would a real attacker, and Resistance will protect against a phantasm causing damage of extreme of heat or cold. Countermagic is useless however because the spell is not being cast on anyone.

Each spell level achieves one of the following effects, and no more than one effect may be chosen at the time the spell is cast. Additional spell levels will boost the effects of the spell appropriately, or extend the duration another 15 minutes.

* Create a 3 SIZ phantasm of a single creature possessing the same characteristics as a typical member of its species. This phantasm will possess all the physical abilities the normal creature possesses and fight as the normal creature would fight. It will not possess any magical or supernatural abilities; however these may be simulated with additional castings of illusion or phantasm and any phantasm can "pretend" to cast a spell. It will take damage just as the real version would and can even be killed as normal, at which point it vanishes. If the phantasm is that of an intelligent being that would normally use weapons and armor, he may be conjured with any normal equipment of the illusionist's choosing. Weapons may be made to seem magical but would still function as normal.
* Alter a 1 meter area of existing terrain with phantasmal terrain or hazard. This could turn a road into an impassible swamp, create a 1 meter deep spike filled pit, create a bridge over a wide gorge, or a tunnel through solid rock. This terrain would be real for all intents and purposes. Due to the fact that phantasms affect the real world in a real way, the GM will need to determine the effects on those within phantasmal terrain when the spell's duration ends. For example, being knee deep in phantasmal swamp will leave the victim knee deep in whatever normal terrain was present before the spell was cast, while being 3 meters deep in a phantasmal pit will leave the victim 3 meters underground. The GM should allow player characters a Luck roll to not allow these results to be instantly fatal. The character buried 3 meters below ground could be in an air pocket for example.
* Disguise a character of up to 15 SIZ as a piece of terrain appropriate to the surroundings. Trees in a forested setting, rocks or stalagmites in a cavern, pillars in a dungeon, etc. These disguises offer physical protection as appropriate to the material of the disguise; bark would offer 6 points of armor, while stone would offer 10.

Phantasms that cause damage, such as falling into a pit or being attacked by a phantasmal assailant, do damage as per the normal attack, creature or hazard. For example being bitten by a phantasmal bear will do the bear's normal bite damage, plus damage bonus. Falling into a phantasmal 3 meter deep pit will do the damage that one would take when falling into a 3 meter pit. Armor and magic block this damage as appropriate – armor protects against a phantasmal sword hit but not a phantasmal gas of choking poison. A character that is "killed" by a phantasm makes an Endurance roll, the effects of which are as follows.

* **Fumble**: The character dies from the phantasmal trauma

* **Failure**: The character awakens unharmed after 1D6 hours
* **Success**: The character awakens unharmed in 1D6 minutes
* **Special**: The character awakens unharmed in 1D6 rounds
* **Critical**: The character resists losing consciousness and may attempt to disbelieve

Sanity: *If the GM's campaign utilizes Sanity, creatures "killed" by a phantasm suffer 1/1d8 SAN loss.*

Phantasmal Killer

Class: Illusionist
Rarity: Uncommon
Range: 10 meters
Duration: 5 combat rounds
Magic Point Cost per level: 3

When this spell is cast, the illusionist reaches deep into the psyche of an opponent and conjures forth the most terrifying horror lurking within. This beast only exists to the caster and its victim, and even spells such as True Seeing or the ability to detect invisibility are useless when attempting to aid the subject of this spell. Only a successful attempt to disbelieve by the victim, rendering unconscious or killing the illusionist will unravel the killer and return it to the subject's subconscious. A phantasmal killer is so rooted the subconscious of the victim that only a single attempt to disbelieve is may be attempted. It possesses an Attack skill equal to the victims POW x 3% and a successful attack causes 1D6 (bleeding) damage to the target. The only defensive action that may be taken by the subject other than attempting to disbelieve, is a *Difficult* Dodge or Parry. It is impossible to cause any damage to a Phantasmal Killer as any attacks performed by the target appear to pass harmlessly through its body, however, the damage dealt to the victim is real and manifests itself as large bloody gashes and wounds. Unlike a normal phantasm, a victim reduced to 0 hit points has suffered actual death. Each additional spell level can increase the duration another 5 combat rounds.

Sanity: *If the GMs campaign is using the optional Sanity rules detailed on page 318 of Basic Roleplaying, merely seeing a spectral killer will force a sanity check, with a failed roll resulting in*

Disbelieving a Phantasm

Players may state that they want their characters to attempt to disbelieve whenever they think they're being confronted with a phantasm just as with an illusion (see *Basic Roleplaying* page 98). However, as phantasms may make sound and physically interact with the world around them, they are less likely to give off clues as to their true nature. If even a single character succeeds at disbelieving the phantasm, the magic holding it together unwinds and it reverts to a simple illusion. Any damage it may have done vanishes as well, but any effects determined upon a characters "death" continue to apply as rolled. Only sentient creatures, those without a fixed INT, may attempt to disbelieve. Phantasms, like illusions may also be destroyed with the casting of Dispel.

the loss of 2D4 sanity points, while a success still results in the loss of 1.

Plane Shift

Class: Cleric
Rarity: Rare
Range: Touch
Duration: Permanent
Magic Point Cost per level: 1

This spell can be cast to move the cleric or some other creature to some other plane of existence. Once in the new plane, the subject will remain there until another Plane Shift or some other action sends the individual back. Each spell level will transport 3 SIZ points and if enough magic points are spent numerous individuals may be transported together, assuming they are all holding hands in a circle. An unwilling subject may be transported but first receives a Dodge roll to avoid being touched, and then gets to attempt to resist the cleric's POW with his or her own on the Resistance Table. Countermagic will help to resist the spell as normal. The GM will determine what different planes exist within his or her campaign; however, some examples are noted in *Classic Fantasy Vol. II: Gamemastery*.

Poison

Class: Cleric
Rarity: Uncommon
Range: Touch
Duration: Instantaneous
Magic Point Cost per level: 1

The cleric casts this spell while touching a subject to cause 3 POT of poison to manifest itself in the victim's bloodstream. Each additional spell level will increase the POT by another 3 points. The poison has an onset time of 3 combat rounds, and neither natural armor nor Protection is of use when resisting this spell; however Countermagic offers its full protection.

Poison Cloud

Class: Magic-user
Rarity: Uncommon
Range: 100 meters
Duration: 10 Rounds
Magic Point Cost per level: 1

This spell fills a circle 1 meter in diameter with a fast acting POT 3 poison cloud. Each additional level increases the POT by 3, creates another 1 meter poison cloud, or adds another 1 meter to the diameter of the cloud. Characters must make a Resistance Roll each round they are exposed to the cloud. The reaction time for the poison is 3 rounds and a failed Resistance Roll results in any targets taking damage equal to the POT of the cloud, while a successful Resistance Roll reduces this damage to half. This damage ignores armor, Countermagic, Protection, and Resistance spells. A natural breeze or wind will cause the cloud to alter course appropriately, but will not push it back at the caster. As the cloud is heavier than air, it will sink to the lowest point of the terrain, even seeping into cracks, and holes, and because of this it is the perfect spell for pest control.

Power Word

Class: Magic-user
Rarity: Rare
Range: 20 meters
Duration: Varies
Magic Point Cost per level: Varies

The casting of this spell allows the magic-user to utter magical words of power. The caster can choose any single living creature that is in his or her field of vision, and within the range of the spell; however the creature must be able to hear the caster's voice. These spells are difficult and extremely expensive to cast, but the target has no chance to resist, for if within 20 meters and able to hear the magic-user, he or she will be affected. Countermagic, Protection and Resistance offer no protection against these effects.

* **Stun**: The casting of this Power Word causes the target to be stunned. A stunned being must make an immediate Agility roll, or drop anything being held, and all actions become *Difficult* for the duration of the spell. Power Word Stun costs 3 magic points to cast, and has a duration of 10 combat rounds. Each additional spell level may affect another creature, or add another 10 combat rounds to the duration.

* **Blind**: The casting of this Power Word causes the target to be blinded. While blind, successful weapon use is a matter of deduction or luck. Due to the difficulty of this spell the caster suffers a penalty of -20% to his or her chance to cast it. For a blinded attacker to detect an opponent, the attacker must make a successful *Difficult* Idea or Luck roll (whichever is higher), or suffer a POW x 1% skill rating threshold. If successful, the skills are only *Difficult*. However, if the target is giving off some sensory clue, such as a strong odor or sound, the attacker can substitute his or her Sense or Listen skill, as appropriate, for the same benefit. Power Word Blind costs 6 magic points to cast, and has a duration of 15 minutes. Each additional spell level may affect another creature, or add another 15 minutes to the duration.

* **Kill**: The casting of this Power Word causes the target to be killed. Due to the difficulty of this deadly spell, the caster suffers a penalty of -50% to his chance to cast it. Power Word: Kill costs 10 magic points to cast and the magic-user must sacrifice 1 point of permanent POW to activate the effects of the spell. Each additional spell level cost another 10 magic points, another point of POW, and may affect another target. Failing to cast this spell does not result in the loss of POW, however, 1 or more magic points are lost as per the degree of failure.

Predict Weather

Class: Druid
Rarity: Common
Range: 10 kilometers
Duration: 2 hours
Magic Point Cost per level: 1

When this spell is cast, the druid knows with absolute certainty the weather situation within a circle 10 kilometers in diameter over the next 12 hours. Each additional spell level will increase the advance warning by another 12 hours.

Prismatic Sphere

Class: Magic-user
Rarity: Rare
Range: None
Duration: 15 minute
Magic Point Cost per level: 3

When this spell is cast, a globe of scintillating prismatic color 3 meters in diameter appears centered on the caster. Half the globe is submerged beneath the ground leaving a 3 meter dome towering over the head of the magic-user and any within its radius. Each additional spell level will extend the duration of the sphere another 15 minutes. The sphere flashes all the colors of the visible spectrum over the course of a few seconds, and merely looking at it will result in temporary blindness for 4D6 five-minute turns (20 – 120 minutes) on a failed Stamina roll. Those within the sphere are not subject to the blinding effect, however it is impossible to see out of the dome while within. Only the magic-user may pass freely through and back without being subject to its damaging effects. Each color will negate one class of damage as well as possess a negative effect for any attempting to pass through the sphere. The colors flash in the specific order detailed below and possesses the following traits.

Red: Stops all non-magical missiles from passing through the sphere and anyone touching it suffers 5 points of magical damage directly to total hit

points. This color is negated by striking the sphere with a Cone of Cold spell.

Orange: Stops all magical missiles from passing through the sphere and anyone touching it suffers 10 points of magical damage directly to total hit points. This color is negated by striking the sphere with a Gust of Wind spell.

Yellow: This color prevents the passage of gasses, poisons, and petrifaction effects and anyone touching it suffers 20 points of magical damage directly to total hit points. This color is negated by striking the sphere with a Disintegrate spell.

Green: This color prevents the passage of all breath weapons such as dragon breath and anyone touching it must compare their POW vs. the POW of the caster on the Resistance Table ordie. This color is negated by striking the sphere with a Passwall spell.

Blue: This color prevents the passage of location and detection magics and all psionic abilities. Anyone touching it must compare their POW vs. the POW of the caster on the Resistance Table or turn to stone as per the Flesh to Stone spell. This color is negated by striking the sphere with a Magic Missile spell.

Indigo: This color prevents the passage all magic spells, and anyone touching it must compare their POW vs. the POW of the caster on the Resistance Table or be rendered insane*. This color is negated by striking the sphere with a Continual Light spell.

Violet: This color prevents the passage of ethereal or insubstantial beings, and anyone touching it must compare their POW vs. the POW of the caster on the Resistance Table or be sent to another plane of existence (GM choice). This color is negated by the casting of Dispel.

Any item touching the sphere will be destroyed on contact; the exception being a Wand of Cancellation, this magical item will cancel a Prismatic Sphere instantly. To strip each color from the sphere using the casting of spells requires them to be cast in the specific order noted above. For example, until red is removed with a Cone of Cold, the casting of Gust of Wind will have no effect. Finally, a creature, living or otherwise, that attempts to pass through the sphere is subject to all the effects simultaneously. For example, 35 points of magical damage directly to total hit points plus resistance rolls to avoid death, insanity, petrifaction, and being sent to another plane of existence

**The effects of the insanity are represented by the GM rolling on the Longer Temporary Insanity Table on page 322 of Basic Roleplaying. If the GMs campaign is using the optional Sanity rules, this should instead be a normal Sanity roll resulting in the loss of 1/1D6+2 sanity points.*

Prismatic Spray

Class: Illusionist
Rarity: Rare
Range: 20 meters
Duration: Instantaneous
Magic Point Cost per level: 3

When this spell is cast, a two-dimensional plane of prismatic color fans horizontally outward from the caster's hand, widening to 3 meters at its furthest end. Targets within the area of effect will get hit by a random spray of color suffering the effects noted below. The GM should roll 1D8 on the following table to determine which color has struck the target. In all cases, armor offers no protection against any damage noted. If even briefly touched by one of the rays the target suffers the full effects noted below, however a *Difficult* Dodge roll allows the victim to leap out of the area and avoid the effects entirely. In all other ways this spell functions as the magic-user spell Prismatic Sphere detailed above.

1. **Red**: Causes 5 points of magical damage directly to total hit points
2. **Orange**: Causes 10 points of magical damage directly to total hit points
3. **Yellow**: Causes 20 points of magical damage directly to total hit points
4. **Green**: POW vs. POW or die
5. **Blue**: POW vs. POW or turn to stone
6. **Indigo**: POW vs. POW or go insane
7. **Violet**: POW vs. POW or be sent to another plane of existence.

8. Hit by two rays, roll twice on this table ignoring additional rolls of 8.

Prismatic Wall

Class: Illusionist
Rarity: Rare
Range: 12 meters
Duration: 15 minutes
Magic Point Cost per level: 3

When this spell is cast, a curtain of scintillating prismatic color 1.5 meters tall and 1 meter wide appears right before the illusionist, or if chosen, anywhere within range. Each additional spell level will allow the caster to add another meter to the length of the wall or another 1.5 meters to its height, taking any shape of his or her choosing. In all other ways this spell functions as the magic-user spell Prismatic Sphere detailed above.

Protection

Class: Magic-user
Rarity: Common
Range: 60 meters
Duration: Instantaneous
Magic Point Cost per level: 1

Adds 1 point of armor value per level against physical attacks, *Basic Roleplaying* page 99.

Protection from Evil

Class: Cleric, Magic-user
Rarity: Common
Range: Self
Duration: 1 hour
Magic Point Cost per Level: 3

This spell protects the caster from attacks made by evil and or summoned evil creatures, including attempts of mental control. The magic barrier offers protection out to a distance of 30cm. This barrier moves with the caster and possesses the following effects.

* Any attacks made against the caster are subject to a -10% penalty and the caster receives a +2 POW bonus to resist spiritual or supernatural attacks. These effects only apply to attackers of evil alignment. Each additional spell level grants another -10% penalty and another +2 POW bonus.

* No bodily contact can be made by evil summoned creatures. This causes natural attacks by such creatures to fail automatically and the creature to recoil from the caster. If the caster makes a melee attack against the creature the spell is ended automatically.

* Attempts to exercise mental control over the caster, including possession, will automatically fail for the duration of the spell. If the duration of the attacking spell is greater than the duration of Protection from Evil, the attacking spells effects will take effect after the caster's spell ends.

There is a different version of this spell, Protection from Good, which is typically used by those of evil alignment. The effects as noted above apply in all respects. However, only beings of good alignment are affected. This spell is unaffected by Countermagic.

Purify Food and Water

Class: Cleric, Druid
Rarity: Common
Range: 3 meters
Duration: Permanent
Magic Point Cost per Level: 1

This spell can be used to purify food that may have gone bad or stagnant or poisoned water, making it suitable for consumption. Each spell level will purify enough food to feed a half-dozen people or purify 6 water skins worth of water per spell level.

Push

Class: Magic-user
Rarity: Common
Range: 10 meters
Duration: Instantaneous
Magic Point Cost per level: 1

This spell creates an invisible force which strikes any target of choice within the magic-user's field of vision. The caster must compare his or her POW with the SIZ of the target on the Resistance Table, a success causes the target to be pushed back 1 meter for each 5 points of the casters POW (or fraction thereof). In addition the target must succeed at an Agility roll to remain standing or be knocked prone. Being knocked into a wall or other object should be treated as a fall of the same distance. See Falling on page 223 of *Basic Roleplaying*. Each additional spell level may be used to affect another target.

Rage

Class: Illusionist
Rarity: Uncommon
Range: 100 meters
Duration: 10 combat rounds
Magic Point Cost per level: 1

The casting of this spell will cause the subject to enter a berserk rage as per the barbarian special ability. Each additional spell level will affect another ally, or increase the duration of the rage another 10 combat rounds

Raise Dead

Class: Cleric
Rarity: Rare
Range: Touch
Duration: Permanent
Magic Point Cost per level: 3, plus a one time sacrifice of 1 point of permanent POW

This spell restores life to a corpse that has been dead for no longer than a day. It cannot bring to life a being who has reached the natural end of their lifespan. Each level of the spell extends the length of which the corpse can have lain dead by another day. If the departed's alignment was anything other than evil, the cleric must beat the POW of the deceased character on the Resistance Table, and if successful, expend a permanent point of POW in addition to the 3 magic points required to cast the spell to anchor the spirit to the host. The Resistance Roll is made even for willing characters, since the soul or spirit of the deceased is rarely willing to enter the body once it is severed from this mortal coil. However, the GM may decide to waive the roll if the recipient has yet to fulfill their destiny, cannot be separated by their true love, or has some other heroic reason to live. In the case of evil souls, who would gladly return instead of suffering eternal damnation, it isn't the deceased's POW that's resisting, but that of its tormentor. In this case, the caster has to overcome the departed's POW +2, to represent that the stronger the soul's will, the more powerful the being placed in charge of his or her damnation.

Regenerate

Class: Cleric
Rarity: Uncommon
Range: Touch
Duration: 10 combat rounds
Magic Point Cost per level: 3

When this spell is cast the subject begins to regenerate 1 hit point per combat round. This spell remains in effect even if the subject is fully healed until its duration ends. Each point of damage regenerated is applied to the subject's total hit points as well as each hit location equally. Each additional spell level will add another 1 hit point to the amount regenerated, or another 10 combat rounds to the duration. This spell will also regenerate lost limbs, and only when the damage to the limb is fully healed is the limb deemed usable.

Reincarnation

Class: Druid, Magic-user
Rarity: Rare
Range: Touch
Duration: Permanent
Magic Point Cost per level: 3, plus a one time sacrifice of 1 point of permanent POW

This spell is cast while touching the corpse of a being dead less than one day (one week for the druid version), however, it will not affect a creature who has reached the natural end of its lifespan. Each additional spell level will extend the period in which the deceased can have lain dead by another day (or week in the case of a druid). If the departed's alignment was anything other than evil, the caster must beat the POW of the deceased character on the Resistance Table, and if successful, expend a permanent point of POW, in addition to the 3 magic points required to perform the spell, to anchor the spirit to the host. The Resistance Roll is made even for willing characters, since the soul or spirit of the deceased is rarely willing to enter a new body once it has reached its eternal reward. However, the GM may decide to waive the roll if the recipient has yet to fulfill their destiny, cannot be separated by their true love, or has some other heroic reason to live. In the case of evil souls, who would gladly return instead of suffering eternal damnation, it isn't the deceased's POW that's resisting, but that of its tormentor. In this case, the caster has to overcome the departed's POW +2, to represent that the stronger the soul's will, the more powerful the being placed in charge of his or her damnation. If successful, in 1D6 turns (5-30 minutes); a fully formed body will appear containing the consciousness of the departed. The caster has no control on the form or sex in which the soul returns to this realm; however its former character class will be retained.

The reincarnated individual will remember most of their former life, though the GM may require an Idea roll to remember significant facts for the first week, in addition he or she will possess the same INT and POW as before. All other characteristics are determined randomly as per the characteristics of the new form. All Combat, Physical and Manipulation skills are reduced by 2D6 points, randomly determine each separately, while Mental, Communication, and Spell skills are unaffected. If the new form is unsuited to the old character class, the only option is to deal with it, or learn a new class.

Both magic-users and druids have their own reincarnation tables, and the GM should roll to determine the species that the subject has come back as, however those of good or evil alignment cannot come back as something of an opposing alignment. In this case reroll until a suitable creature is determined.

Magic-user Reincarnation Table

D100	Incarnation
01-05	Bugbear
06-11	Dwarf
12-18	Elf
19-23	Gnoll
24-28	Gnome
29-33	Goblin
34-40	Half-elf
41-47	Halfling
48-54	Half-orc
55-59	Hobgoblin
60-73	Human
74-79	Kobold
80-85	Orc
86-90	Ogre
91-95	Ogre Mage
96-00	Troll

Druid Reincarnation Table

D100	Incarnation
01-50	Mundane Animal (Bear, Hawk, Wolf, etc. as chosen by the GM)
51-53	Centaur
54-57	Dryad
58-60	Elf

61-63	Faun
64-66	Gnome
76-81	Human
82-85	Pixie
86-00	Use magic-user table

Remove Curse/Blessing

Class: Magic-user, Cleric
Rarity: Uncommon
Range: Touch
Duration: Instantaneous
Magic Point Cost per level: 1

The caster can use this spell to rid him or herself (or another target) of an ongoing negative effect, or curse. Like Countermagic, it must overcome the level of the curse on the resistance table. Remove Curse must be directed at a particular curse in effect on the target character. If the target is protected by Countermagic, it must get through the Countermagic as usual to have an effect on the target as intended. This spell may also be used to remove a blessing from a target as long as the target can be touched while this spell is cast. Each level of Greater Curse or Greater Blessing counts as 3 spell levels for the purposes of resisting this spell.

Remove Fear

Class: Cleric
Rarity: Common
Range: Touch
Duration: 15 minutes
Magic Point Cost per level: 1

The caster can use this spell to remove or prevent fear in a subject. For the 15 minute duration of the spell, all resistance rolls to resist fear are made at +3 POW, while a subject already suffering the effects of fear is granted a second roll to resist. Each additional spell level increases the resistance roll by another +3 to POW.

Sanity: *If the GM's campaign is using the optional Sanity rules from page 318 of Basic Roleplaying, this spell will not restore lost sanity points, for that see Restoration below.*

Resistance

Class: Cleric, Druid
Rarity: Common (Cleric), Uncommon (Druid)
Range: Touch
Duration: 15 minutes
Magic Point Cost per level: 1

Reduces damage of heat and/or cold by 1 point per level, *Basic Roleplaying* page 100.

Restoration

Class: Cleric
Rarity: Uncommon
Range: Touch
Duration: Permanent
Magic Point Cost per level: 3

When this spell is cast, any characteristic such as STR, CON, INT, etc., is restored by 1 point (the exception being POW sacrificed to gain spells or abilities, create magic items, and bind familiars as that POW is not technically lost but invested elsewhere). The spell must be cast within one day of the subject being drained. Each additional spell level will restore an additional characteristic point, or increase the time that can have passed by another day, however, the caster has no control over the characteristic to be restored and the spell will automatically restore points to lost characteristics evenly. For example, if the subject has lost 2 points of CON and 4 points of DEX, and Restoration level 4 is cast, each will be restored of 2 points, restoring CON and leaving DEX still reduced by 2 points. This spell can be cast to negate or lessen the effects of Diminish, if for some reason the subject cannot wait for the duration to expire. Finally, the casting of Restoration can be used to remove the effects of insanity, either indefinite or otherwise. A single spell level will eliminate the effects of one disorder

brought on by temporary insanity, while the POW of a disorder brought on by indefinite insanity may be lowered by one point per spell level.

Sanity: *If the GM's campaign is using the optional Sanity rules detailed on page 318 of Basic Roleplaying, the casting of Restoration may be used to restore 1D6 sanity points per spell level, up to the character's normal POW x5.*

Restore Fatigue

Class: Cleric, Druid
Rarity: Common
Range: Touch
Duration: Permanent
Magic Point Cost per level: 1

When this spell is cast, the subject immediately becomes less fatigued. If using the Load and Fatigue rules, the character moves one fatigue level up the chart towards Fresh per spell level. If using the Fatigue Point rules found on page 32 of *Basic Roleplaying*, the character instantly regains 1D10 lost fatigue points per spell level, and if using the simple fatigue system from *Basic Roleplaying*, page 32, each spell level will eliminate 10% from any penalties due to exhaustion and/or fatigue. A single level of this spell may allow an unconscious individual to regain consciousness.

Rock to Mud

Class: Magic-user, Druid
Rarity: Uncommon
Range: 60 meters
Duration: Permanent
Magic Point Cost per level: 1

This spell will transform all stone in a circle 1 meter in diameter and up to 1 meter deep into soft mud, with each additional spell level affecting another 1 meter diameter area or increasing the original area by another meter. A transformed stone floor will become hazardous to travel while a stone wall becomes easier to dig through. A really nasty spell caster could cast this right after casting Flesh to Stone, just to make a point. See the Spot Rules for Tunneling and Sinking for additional information on dealing with these hazards.

Sanctuary

Class: Cleric
Rarity: Common
Range: Touch
Duration: 10 combat rounds
Magic Point Cost per level: 1

When this spell is cast, an opponent must first succeed at a POW vs. POW resistance roll to be able to strike the subject. If the resistance roll fails, the attacker is oblivious to the subject's presence for the duration of the spell, while a successful resistance roll allows the opponent to attack the subject normally. This spell offers no protection in the case of area of effect attacks or spells. While under the effects of Sanctuary, attacking or casting a spell on an enemy will immediately end its duration. However, the subject may perform first aid, pick a lock or cast spells such as Heal, Bless, Light, etc., specifically any spell that does not affect an enemy, without negating the effects of Sanctuary. Each additional spell level will extend the duration another 10 combat rounds.

Seal

Class: Magic-user
Rarity: Common
Range: Touch
Duration: 15 minutes
Magic Point Cost per level: 1

Joins two inanimate objects together, 20 hp or 15 minutes per level, *Basic Roleplaying* page 100.

Shadow Door

Class: Illusionist
Rarity: Uncommon
Range: 3 meters

Duration: 10 combat rounds
Magic Point Cost per level: 1

When this spell is cast the illusionist creates an apparent door with a 3 meter square room beyond. He or she can choose to be seen stepping into and/or closing the door behind him or herself, when in actuality, the illusionist has become invisible as per the spell and may leave the area or stay and observe. Those that enter the room, after apparently opening the door if necessary, believe themselves to be standing in this obviously empty room, as do any outside observers. Only a spell such as True Seeing or a similar magic item will reveal the situation for what it truly is. Each additional spell level will extend the duration another 10 combat rounds.

Shadow Magic

Class: Illusionist
Rarity: Uncommon
Range: Special
Duration: Instant
Magic Point Cost per level: 1

This spell allows the illusionist to cast a quasi-real version of one of four magic-user spells as chosen at the time of casting. Cone of Cold, Fireball, Lightning, and Magic Missile may all be simulated with this spell, each functioning as detailed in their respective spell descriptions. However, if the target of this spell suspects this to be anything other than a real attack, he or she may attempt to disbelieve as per the rules under Illusion on page 98 of *Basic Roleplaying*, but if successful still takes 1 point of damage per spell level to total hit points due to the spell's quasi-real state.

Shatter

Class: Magic-user
Rarity: Common
Range: 20 meters
Duration: Instantaneous
Magic Point Cost per level: 1

When a magic-user casts this spell, one object of glass, crystal, or ceramic construction within range is struck for 1D6 points of damage. This spell will knock out windows, shatter potion vials, explode vases, etc. Each additional spell level will do 1D6 damage, or affect another object. Some example items that may be affected by this spell, and their hit points follow .

Item	AP	HP
Potion Vial	1	1
Window	1	3
Large Window	1	8
Small Glass Vase	2	2
Large Glass Vase	2	4
Small Ceramic Vase	3	2
Large Ceramic Vase	3	4

All hit point damage shows up as cracks and missing pieces in the above items, only when all hit points are gone is the object considered completely destroyed.

Shield

Class: Magic-user
Rarity: Common
Range: Self
Duration: 10 combat rounds
Magic Point Cost per Level: 3

This spell creates an invisible mobile disk of force that hovers in front of the magic-user providing a 10% defensive bonus (granting an opponent's Attack rolls a -10% penalty), against all attacks, including those of an incorporeal nature, that strike from that direction. Each additional spell level will either increase the defense bonus by another 10%, or increase the duration another 10 combat rounds. All Magic Missile attacks from the front are negated automatically.

Shillelagh

Class: Druid
Rarity: Common
Range: Touch

Duration: 15 minutes
Magic Point Cost per Level: 1

When this spell is cast, it causes the druid's own oaken cudgel (light club) to transform into a magical shillelagh that's +5% to hit and +1 to damage for the duration of the spell. Each additional spell level will add another +5% to hit and +1 to damage. The maximum bonus is +30% to hit and +6 to damage.

Shocking Grasp

Class: Magic-user
Rarity: Common
Range: Touch
Duration: 10 combat rounds or until an opponent is touched
Magic Point Cost per level: 1

When this spell is cast, the magic-user generates a powerful electrical charge in his or her hands that will electrocute the next being touched for 1D6 points of damage. Once an opponent is successfully touched, requiring a successful Brawl roll, the charge is expended, otherwise the charge will last 10 combat rounds and if not expended in that time it's lost. Each additional spell level will increase the damage by another 1D6 points to a maximum of 3D6 damage.

Silence

Class: Cleric
Rarity: Common
Range: 30 meters
Duration: 10 combat rounds
Magic Point Cost per level: 1

This spell can be cast to cause a circle 1 meter in diameter to be shrouded in complete silence. No sound will be able to issue forth from the area affected, eliminating any chance of spell casting or even simple verbal communication. This spell may instead be cast on an individual and in this case will travel with him or her for the duration. If cast upon an unwilling individual, the subject may resist the spell by comparing his POW with that of the cleric on the Resistance Table, and if successful is unaffected by the spell. Silence cast on an area cannot be resisted, in this case leave the area. Each additional spell level will add another 1 meter to the diameter of the spell, or increase its duration by another 10 combat rounds. Countermagic offers its full affect against this spell if cast on an individual.

Sleep

Class: Magic-user
Rarity: Common
Range: 60 meters
Duration: 15 minutes
Magic Point Cost per Level: 1 or 3

This spell may target a single individual of up to SIZ 20, or all creatures of up to SIZ 20 in an area 3 meters in diameter. Those affected must succeed at a POW vs. POW resistance roll or fall into a magical slumber. The cost to cast the spell is 1 magic point for one target, or 3 magic points for all within a 3 meter area. Each additional spell level can be used to increase the SIZ of the creatures affected by another 5 points or add another 15 minutes to the duration. Any caught in the radius of this spell, both friend and foe, are affected, however only living creatures can be put to sleep. If those targeted by this spell are in a heightened state of alertness, such as in combat, they get a +5 bonus to POW with regards to the resistance roll. In addition, Countermagic offers its full affect. While sleeping, affected creatures are helpless. Normal noise will not faze them but they can be shaken or slapped awake. Any attack, assuming it isn't fatal, will also cause them to awaken. Attempting to awaken a creature takes one combat round.

Slow

Class: Magic-user
Rarity: Uncommon
Range: 30 meters
Duration: 10 combat rounds
Magic Point Cost per level: 3

The casting of this spell reduces the target to ½ MOV and ½ number of Attacks (round up). In addition, the target suffers ½ DEX for the purposes of determining initiative. Each additional spell level will affect another target or increase the duration by another 10 combat rounds. Countermagic offers its full affect at resisting this spell.

Speak to Mind

Class: Magic-user
Rarity: Common
Range: 100 meters
Duration: 10 combat rounds
Magic Point Cost per level: 1

Allows mental communication between caster and 1 mind per level, *Basic Roleplaying* page 100.

Speak to Plants and Animals

Class: Druid, Cleric
Rarity: Common
Range: 100 meters
Duration: 5 minutes
Magic Point Cost per Level: 1

This spell allows the druid to understand, and be understood by, one natural animal or plant within 3 meters. The chosen creature or plant is required to answer the proposed questions, and even a hostile subject will cooperate freely for the duration. This spell may only be used to comprehend languages of those with a fixed INT of 7 or less. Each additional spell level will allow the caster to affect another plant or animal.

Spider Climb

Class: Magic-user
Rarity: Common
Range: Touch
Duration: 5 minutes
Magic Point Cost per level: 1

This spell will affect 6 SIZ points, with each additional spell level affecting another 6 SIZ points or adding another 5 minutes to the duration. With the casting of this spell, tiny hook like filaments grow from the hands and feet of the recipient, allowing him or her to move along vertical surfaces and even ceilings at a rate equal to half his MOV score, even hanging upside down if necessary. The recipient must remove all hand and footwear and handling objects of SIZ 2 or less is tricky due to the filaments, causing all skill rolls involving them become *Difficult*.

Spiritual Hammer

Class: Cleric
Rarity: Common
Range: 10 meters
Duration: 10 combat rounds
Magic Point Cost per level: 1

This spell can be cast to call a hammer-like force of spiritual energy into being. This hammer will attack every combat round as directed by the cleric, provided concentration is maintained at all times. However the cleric may defend without losing concentration. The weapon causes 1D6+2 points of crushing damage and has a chance to hit equal to the cleric's POW x5% skill, however if the cleric succeeds in striking with it he or she cannot gain an experience check. The spiritual hammer may hit targets only effected by +1 magic weapons and may be directed to any point within range and into the most advantageous position, for instance, the cleric may use it to strike opponents from behind negating their chance to defend themselves to the best of their ability. Each additional spell level will increase the range by another 10 meters, duration by another 10 combat rounds or the bonus to hit creatures affected only by magic by another +1. However, this bonus doesn't grant additional damage, only the chance to hit additional creatures.

Stone Skin

Class: Magic-user

Rarity: Uncommon
Range: Touch
Duration: 10 combat rounds
Magic Point Cost per level: 1

This spell will cause the target's skin to harden into a stone-like surface, granting 4 armor points while reducing DEX and MOV by 2 points and all Physical skills by -5%. Carried equipment is unaffected by this spell. Each additional spell level will add another 4 points of armor, reducing DEX and MOV by another 2 points and reducing all physical actions by another -5%, or add another 10 combat rounds to the duration. For the purposes of this spell, spell casting is a physical skill.

Stinking Cloud

Class: Magic-user
Rarity: Common
Range: 12 meters
Duration: 10 combat rounds
Magic Point Cost per level: 1

When the magic-user casts this spell, a wispy cloud of noxious fumes 1-meter in diameter and 1.5 meters high forms anywhere within range. Each additional spell level will create another 1-meter patch of cloud or extend the duration another 10 combat rounds. Patches may linked together to form the cloud into any shape the magic-user wishes, from a long straight line, to a large cloud enveloping his or her opponents. This spell will cause all within it to experience severe nausea. Those within the cloud must succeed at a resistance roll, comparing their CON vs. the POW of the spell caster and if unsuccessful, may do nothing except try to leave the area as soon as possible due to uncontrollable retching. This condition continues every round while in the cloud and for the entire combat round after leaving its area of effect.

Suggestion

Class: Magic-user, Illusionist
Rarity: Uncommon
Range: 100 meters
Duration: 1 hour
Magic Point Cost per level: 3

This spell is used to influence the actions of a single individual for up one hour with a successful POW vs. POW roll. This suggestion is audible and therefore the magic-user or illusionist must be able to speak a language that the target can understand. It will need to be no more than a sentence or two suggesting a course of action desirable to the caster. The suggestion will not be followed if it would bring obvious harm to the individual, though suggesting that a stagnant pool of poisonous water were really a crystal clear spring and that the target was extremely thirsty would work. The suggestion must be specified at the time the spell is cast and if considered very reasonable will become *Difficult* to resist, at the GM's discretion. If the task suggested by the caster is not finished at the end of the spell's duration, the duration simply ends. Each spell level may affect another target or extend the duration another hour.

Summon Animal

Class: Druid
Rarity: Uncommon
Range: 100 meters
Duration: Permanent
Magic Point Cost per level: 1

This spell will summon a natural animal which will appear anywhere the caster chooses within range. This animal is under the caster's control and assuming he or she can communicate with the animal, it will assist in whatever way it is capable, however even a non-intelligent animal will defend the caster to the best of its ability. A natural animal is defined as any animal without powers or magical abilities, however giant animals are allowed. The spell will summon a creature of up to 3 SIZ with each additional spell level adding another 3 points of SIZ or being used to summon another animal. Packs of small animals like rats, bats, etc. can be summoned as well, and require 1 spell level for each individual pack. Treat each as

per Rat Pack from *Basic Roleplaying* page 337. This spell will not conjure an animal into an environment unsuitable to its existence, nor will it summon a creature not native to *The Realm* or an extinct representative of a species. While the duration of the spell is permanent, the animal will typically only remain in the area for several rounds (about one combat), however, Animal Friendship or the druid version of Charm may be used on a summoned animal to change this, as can the skill Knowledge (Animal Training) with a normally friendly animal.

Summon Monster

Class: Magic-user
Rarity: Uncommon
Range: 100 meters
Duration: Permanent
Magic Point Cost per level: 1

This spell will summon a monster which will appear anywhere the caster chooses within range. This monster is under the caster's control and assuming he or she can communicate with the monster, it will assist in whatever way it is capable, however even a non-intelligent monster will defend the magic-user to the best of its ability. A monster is defined as anything other than a normal animal, however giant animals and insects are allowed, as is any creature with powers or magical abilities. This spell will also summon intelligent monster species like orcs, trolls and giants. Supernatural monsters like elementals or beings native to the outer planes like demons and devils cannot be summoned with this spell, for that see the spells Conjure Elemental and Gate respectively. The spell will summon a creature of up to 3 SIZ with each additional spell level adding another 3 points of SIZ or being used to summon another monster. This spell will not summon a monster into an environment unsuitable to its existence, nor will it summon a creature not native to *The Realm*. However, as long as physical evidence exists of a creature, even long dead, extinct representatives like dinosaurs or mammoths may be summoned. The magic-user version of the Charm spell may be used on a summoned monster to change its attitude toward the caster.

Summon Swarm

Class: Cleric, Druid
Rarity: Uncommon
Range: 100 meters
Duration: Permanent
Magic Point Cost per level: 1

This spell will summon a swarm of insects equal to a very small hive, 1D6 stings and a venom factor of 10, which will appear anywhere the caster chooses within range. This swarm is under the caster's control and will defend him or her to the best of its ability. Each additional spell level will increase the size of the hive by another 1D6 stings or the venom factor another 5 points (to a maximum of 25). See *Basic Roleplaying* pages 336 for more information on insect swarms. This spell will not conjure a swarm into an environment unsuitable to its existence. The cleric version of this spell is limited to 5 spell levels.

Symbol

Class: Magic-user

Rarity: Rare

Range: Touch

Duration: Varies by effect

Magic Point Cost per level: 1, plus the sacrifice of a permanent point of POW in the case of Death.

This spell traps a room, section of passage, door, book, chest, etc. with magical runes that trigger some negative effect when activated, and simply viewing the runes is enough to trigger the spell. These runes are scribed onto the item or area in question when the magic-user casts this spell, choosing at that point one of the following effects.

* **Death**: Anyone triggering this nasty symbol causes all within a circle 3 meters in diameter to have to make a resistance roll, comparing their POW vs. the spell's level. Those that fail this roll drop dead instantly, while those that succeed suffer no ill effects. In addition to the magic point cost of this spell, the caster must sacrifice of a point of permanent POW to create enough energy to fuel the deadly runes.

* **Discord**: This symbol, when triggered, causes all those within a circle 3 meters in diameter to make a resistance roll, comparing their POW vs. the spell's level with those that fail this roll arguing and bickering amongst themselves. Those subject to the spell's effects find all actions *Difficult* for the duration and those of differing alignments must make a Reaction roll (CHA x5%) each round, or begin physically fighting each other, turning to out and out violence. Those physically fighting each other ignore the distraction penalty. This spell has a duration of 10 combat rounds.

* **Fear**: This symbol causes a terrible fear to well up in all those within a circle 3 meters in diameter. Those in the affected area make a resistance roll, comparing their POW vs. the spell's level and those that fail this roll immediately break and run from the area of effect. Those affected will remain oblivious to their surroundings, possibly even running into traps or right through enemies with no regard to their own safety. The fear has a duration of 10 combat rounds.

Sanity: *If the GM's campaign utilizes Sanity, substitute a sanity roll for the resistance roll and on a failure the victim loses 1 sanity point per 2 spell levels in addition to fleeing the area as detailed above.*

* **Hopelessness**: This symbol causes an uncontrollable feeling of dejection to well up in all those within a circle 3 meters in diameter. Those in the affected area make a resistance roll, comparing their POW vs. the spell's level, and those that fail this roll will feel that to continue on the present course is hopeless and subject to certain failure. Those affected will submit to any demands to leave or surrender. The hopelessness has a duration of 15 minutes.

* **Insanity**: This symbol causes all those within a circle 3 meters in diameter to possibly become insane. Those in the affected area make a resistance roll, comparing their POW vs. the spell's level, and those that fail this roll will suffer the effects of insanity are represented by the GM rolling on the Longer Temporary Insanity Table on page 322 of *Basic Roleplaying.*

Sanity: *If the GM's campaign utilizes Sanity, substitute a sanity roll for the resistance roll and on a failure the victim loses 1 sanity point per spell level. This is in addition to any effects of insanity based on that sanity loss, as detailed in Insanity, Basic Roleplaying page 321.*

* **Pain**: This symbol causes all those within a circle 3 meters in diameter to be struck with intense pain that shoots throughout their bodies. Those in the affected area make a resistance roll, comparing their POW vs. the spell's level, and those that fail this roll suffer such distraction as to make all actions *Difficult* and the reduction of DEX by 5 points for

the purposes of determining initiative. The pain has a duration of 10 combat rounds.

* **Sleep**: This symbol causes all those within a circle 3 meters in diameter to be subject to the Sleep spell. Those beings of SIZ 25 or less in the affected area make a resistance roll, comparing their POW vs. the spell's level. Those that fail this roll fall into a magical slumber. Only living creatures are affected by this symbol. While sleeping, affected creatures are helpless and normal noise will not faze them but they can be shaken or slapped awake. Any attack, assuming it isn't fatal, will also cause them to awaken. Attempting to awaken a creature takes one combat round. Those affected will sleep soundly for 1D8 hours.

* **Stun**: This symbol causes all those within a circle 3 meters in diameter to be stunned. Those in the affected area make a resistance roll; comparing their POW vs. the spell's level, and those that fail this roll will be stunned, unable to take action for 10 combat rounds. A stunned being must make an immediate Agility roll, or drop anything being held, and all actions become *Difficult* for the duration of the spell.

The Symbol spell will detect as magic with the casting of Perception and can be removed with a casting of Dispel as normal. However, as merely viewing the runes is enough to trigger them, it is impossible to discern the type of symbol by reading it. The symbol's duration is permanent until it has been triggered. Countermagic is effective against all of the above effects.

Teleport

Class: Magic-user
Rarity: Uncommon
Range: 1,000 meters
Duration: Instant
Magic Point Cost per level: 1

Teleport 3 SIZ the distance of 1000m per level, *Basic Roleplaying* page 100.

Tree

Class: Druid
Rarity: Uncommon
Range: Self
Duration: 15 minutes
Magic Point Cost per level: 1

When the druid casts this spell, he or she, along with all carried possessions, transforms into a small tree, large dead tree trunk, or a large shrub. Each spell level will transform 3 SIZ points of the druid and he or she must use enough levels to transform his or her whole body. The druid is completely aware of all activity in the surrounding area, and he or she can even drop the enchantment at any time as a free action. As a tree, the druid has 4 points or armor, and hit points equal to his or her own. However the druid is as susceptible to fire as any other tree.

True Seeing

Class: Cleric, Illusionist
Rarity: Uncommon
Range: 30 meters
Duration: 10 combat rounds
Magic Point Cost per level: 3

A cleric or illusionist may cast this spell to reveal any secrets that may be concealed within 30 meters of him or her, secret doors become visible, invisible or ethereal attackers can be seen, illusions and phantasms become faintly transparent, and finally creatures such as doppelgangers and those under the effects of a Change spell are revealed for what they truly are. This spell will also negate such spells as Blur and Mirror Image. If using this spell on a being or creature, the caster must overcome the target's POW with his or her own on the Resistance Table or the subject resists the spell; Countermagic aids in resisting as usual. This spell cost 3 magic points per level and has a duration 10 combat rounds, each additional spell

level increases the duration by another 10 rounds. In addition, the cleric version of this spell will reveal a creature's true alignment if the caster desires this information.

Unseal

Class: Magic-user
Rarity: Common
Range: 1,000 meters
Duration: Instant
Magic Point Cost per level: 1

Separates two objects bound with the seal spell, *Basic Roleplaying* page 101.

Veil

Class: Illusionist
Rarity: Rare
Range: 100 meters
Duration: 1 hour
Magic Point Cost per level: 3

Upon casting this spell, the illusionist alters the world around him or herself in a circle 100 meters in area and/or the entire party with phantasmal magic, able to stand up to the utmost scrutiny. Only spells and magic items designed to see through such deception, such as True Seeing, will reveal the enchantment for what it truly is. This spell could make a rundown shack appear as if solid new construction, or a beautiful forest glade overgrown and twisted. This spell will not create something out of nothing but will alter that which is already there. As a phantasm, not even touch will dispel the enchantment; however it is subject to disbelief as normal. Each additional spell level will extend the area affected another 100 meters, or the duration another hour.

Ventriloquism

Class: Illusionist, Magic-user
Rarity: Common
Range: 100 meters
Duration: 10 combat rounds
Magic Point Cost per level: 1

When this spell is cast, the magic-user or illusionist may create voices or sounds equivalent to no more than four man-sized beings, which may originate from as many separate locations within the 100 meter range. Each additional spell level will manifest as four additional beings, or extend the durations by another 10 combat rounds. This may manifest as talking, shouting, singing, running etc. However, non-human sounds may also be created as well. The squealing of a pack of rats could be created with a single spell level while 2 spell levels would be sufficient to create the roar of a hungry lion. The bellow of an angry dragon would require at least 3 spell levels. The magic-user may also use this spell to "throw" his voice and make it appear to issue elsewhere.

Vision

Class: Magic-user
Rarity: Rare
Range: 100/10 meters
Duration: 10 combat rounds
Magic Point Cost per level: 1

Allows caster to see what is happening elsewhere or in the past, *Basic Roleplaying* page 101.

Wall

Class: Magic-user, Druid
Rarity: Uncommon
Range: 12 meters
Duration: 15 minutes
Magic Point Cost per level: 1

Creates a 1 meter long physical barrier per level, *Basic Roleplaying* page 101.

Wall of (Fire, Frost,

or Electricity)

Class: Magic-user
Rarity: Uncommon
Range: 12 meters
Duration: 15 minutes
Magic Point Cost per level: 1

Each of the noted elements is a separate spell and the specific version is chosen by the magic-user when the spell is gained or by the GM when first discovered. When this spell is cast a 1 meter long, 1 meter wide wall of the element forms within 12 meters of the caster. The wall may be formed in any shape the caster wishes, from a long straight line to a circle around the caster and his party. Any beings, either friend or foe, not immune or somehow protected from the type of energy represented, take 1D6 of the appropriate damage type each round while exposed to the spell and simply running through the wall will cause half damage to all hit locations equally with damage to total hit points equaling that which gets through the location with the least armor. Each additional spell level will add 1D6 damage, another meter to the length of the wall, or extend the duration another 15 minutes. Ranged attacks through the wall, from either side, are *Difficult* due to the obscuring energy, and any projectiles attempting to pass through must first survive taking half damage from the energy before traveling on to their targets.

Wall of Thorns

Class: Druid
Rarity: Uncommon
Range: 12 meters
Duration: 15 minutes
Magic Point Cost per level: 1

When this spell is cast a 1 meter long, 1 meter wide wall of thorns 1.5 meters tall forms within 12 meters of the druid. Each additional spell level will add another meter to the length of the wall or extend the duration another 15 minutes. The wall, bristling with thorns as long as an index finger may be formed in any shape the druid wishes, from a long straight line to a circle around the druid and his party. Any beings attempting to pass through the wall take 1D3 damage to 1D3 hit locations each round and must succeed at a *Difficult* Effort roll or become caught in the extensive tangle of vegetation. Bladed weapons may be used to hack through the wall requiring 20 points of damage to open a one meter section; however the tough nature of the vegetation provides 3 armor points. Other weapons are useless when attempting to penetrate a wall of thorns. Normal fire will not harm the wall; however magical flame will cause damage as normal. Ranged attacks through the wall, from either side, are *Difficult* due to the obscuring nature of the vegetation.

Ward

Class: Magic-user, Cleric
Rarity: Rare
Range: Touch
Duration: Permanent
Magic Point Cost per level: 3

Defines an area to be protected by Blast and Countermagic, *Basic Roleplaying* page 101.

Warp Wood

Class: Druid
Rarity: Common
Range: 10 meters
Duration: Permanent
Magic Point Cost per level: 1

The casting of this spell will cause one or more items made completely or partially of wood, and totaling up to SIZ 3, to warp and bend, becoming weakened and unusable. Each additional spell level will affect another 3 points of SIZ. This could cause the handle of a battle axe to become unusable, an entire quiver of arrows to warp and distort, a dungeon door to bend and twist itself off its hinges, or any other effect desired assuming the magic points are paid to affect the item. The entirety of an item needn't be affected

to be useful, for example warping one wooden plank below the waterline of a ship. Magic items are very resistant to this spell, having a resistance equal to 10 + any bonus or spell level of any magical effect possessed. Countermagic is useful in defending against this spell.

Water Breathing

Class: Magic-user, Druid
Rarity: Uncommon
Range: 10 meters
Duration: 15 minutes
Magic Point Cost per level: 1

The casting of this spell allows the subject to breath underwater for 15 minutes, and each additional spell level allows an additional subject to receive the effects of this spell or the duration to be extended by another 15 minutes. This spell may also be reversed to allow a water dwelling being to be able to breathe air for the same duration.

Web

Class: Magic-user
Rarity: Common
Range: 12 meters
Duration: 15 minutes
Magic Point Cost per level: 1

This spell causes long strands of sticky webbing to shoot from the caster's hand. This webbing may be anchored to the floor and ceiling to block passage or impede progress, or sprayed directly onto opponents to entangle them. Each spell level will create 1 meter of webbing which may be used to entangle any in its area of effect or be stretched across an equal area of terrain. For example, 3 spell levels could be used to entangle all opponents in a row 3 meters long or used to block a 3 meter wide tunnel. The webbing has a STR equal to the POW of the magic-user at the time of casting. Fighting while entangled is *Difficult* with melee and thrown weapons, and not possible with missile weapons other than hand crossbows. Countermagic is useful in defending against a web being cast on an individual, however not an area.

Wish

Class: Magic-user
Rarity: Rare
Range: Any
Duration: Permanent
Magic Point Cost per level: 10 magic points and 1 or more points of permanent POW

This spell may be cast to alter reality in some minor or significant way, and the magic-user may wish for anything at the time of casting. To cast this spell, the magic-user must spend 10 magic points and 1 or more points of POW. However, if the Wish could already be represented by an existing spell, the caster may be better served to use that method instead. Multiple levels of Wish may be cast to achieve more powerful effects by spending additional POW. Finally, each successive casting of Wish in a one month span adds one point of POW to the cost to cast. Some examples of the various levels of Wish, and their POW requirements follow. Countermagic offers no protection against a Wish.

Bring a dead individual back to life with no Resistance Roll necessary	2 POW
Permanently raise or lower one Characteristic by 1 or 3 points *	1 POW
Permanently raise or lower one skill by 10%	1 POW
Transport a party to any another location regardless of range	1 POW
Transport a party into another reality	2 POW
Kill an individual	2 POW
Simulate the effects of up to 20 spell levels of another spell	1 POW
Acquire 10,000 gp, or an equivalent amount in goods or property	1 POW

In the case of Characteristics, STR, CON, SIZ, and CHA can all be raised by 3 points, while INT, POW, and DEX by 1 per point of POW sacrificed.

Wizard Eye

Class: Magic-user
Rarity: Uncommon
Range: 1 meter
Duration: 1 minute
Magic Point Cost per level: 1

This spell creates a small invisible "eye" that the magic-user may see through for the duration of the spell. This eye may be moved ahead of the party or sent to look around corners and into rooms having a MOV score of 5. Each additional spell level will increase the spell's duration by another minute. The eye is corporeal, being unable to pass through solid matter, and possesses infravision out to 3 meters. For the purposes of fitting through small openings, it has a SIZ of 1.

Wounding

Class: Cleric, Druid
Rarity: Common
Range: Touch
Duration: Instantaneous
Magic Point Cost per level: 3

Causes 1D6 points of damage per level, *Basic Roleplaying* page 101.

Write

Class: Illusionist, Magic-user
Rarity: Common
Range: Touch
Duration: Special
Magic Point Cost per level: 3

A magic-user or illusionist may cast this to attempt to scribe an Uncommon spell into his or her spell book that under normal circumstances would be incomprehensible due to insufficient skill level in Knowledge (Spell Lore). A Rare spell requires 5 spell levels to attempt to scribe. As a magic-user or illusionist begins to scribe the spell he or she enters a trance-like state totally oblivious to the outside world. This effect lasts for a period of time equal to twice the time it would require to scribe the spell normally. During this period, nothing will break the caster out of the trance early. At the end of the required time, the caster makes a Scribe Spell roll and compares the degree of success on the Scribe Spell table as normal, however a failed roll results in the scriber taking 1D6 points of damage directly to total hit points for an Uncommon spell, 3D6 for a Rare spell. A fumble results in the above, as well as the normal noted fumble results. In addition, the caster is rendered unconscious for a period of time equal to 30 minus CON hours. Nothing short of Restore Fatigue will allow the caster to regain consciousness early.

Master Spell List

The following list briefly describes all spells from *Basic Roleplaying* and those introduced in *Classic Fantasy*.

Spell	Class	Rarity	Info
Acid Fog	M-U	U	Ranged, does 1D4 points of acid damage in one 1-meter area per level
Alter Reality	Il	R	Temporally alter reality for 1 hour per spell level
Animal Friendship	Dr	C	Befriend an animal up to 3 SIZ per level
Animate Dead	Cl, M-U	U	This spell will animate 3 SIZ points per spell level of a skeleton, zombie, or mummy
Animate Object	Cl, Dr, M-U	U	This spell will animate 3 SIZ points per spell level of a normally inanimate object
Augury	Cl	C	Divine the outcome of a future event
Bark Skin	Dr	C	Gain 2 points of armor while losing 2 points of MOV per level
Blade Barrier	Cl	U	Create a magical barrier of whirling blades causing damage to all that pass
Blast	M-U	U	Ranged, does 1D6 points of magical damage per level
Blindness/Deafness	Il	C	Strike one target blind or deaf per spell level
Blink	M-U	U	5% chance per level to teleport a short distance away to avoid damage
Blur	Il	C	Caster makes him or herself 5% harder to hit per spell level
Burning Hands	M-U	C	Short-ranged, 1D6 points of fire damage per level
Change	M-U	U	Transforms 3 SIZ points of an item or being per level
Change Self	Il	C	Caster alters appearance for 5 minutes per spell level
Chant	Cl	C	The caster's allies receive bonuses to attack, defense, damage and resistance rolls, while enemies receive penalties to the same
Charm	Dr, M-U	C	Alter a person's emotional state causing feelings of friendship towards another
Color Spray	Il	C	Overwhelm the targets senses with a burst of color, -5% to all skill rolls per spell level
Command	Cl	C	Utter a word of command to a single target per spell level
Commune	Cl	R	Speak with a deity or his or her representatives, or commune with the dead, asking one question per spell level
Commune with Nature	Dr	U	Become one with nature to learn about the surrounding territory
Comprehend Languages	Cl, M-U	C	This spell allows any spoken and written languages to be understood

Spell	Class	Rarity	Info
Cone of Cold	M-U	U	Ranged, 1D6 points of cold damage per level, area of effect
Confusion	Il, M-U	U	Cause a wave of confusion to wash over the target
Conjure Aerial Servant	Cl	R	Summon an aerial servant to retrieve an item or creature as chosen by the cleric
Conjure Elemental	Dr, M-U	U	Summon an elemental of 3 SIZ per level
Conjure Invisible Stalker	M-U	U	Summon an invisible stalker to carry out some deed as chosen by the magic-user
Conjure Shadow	Il	U	Summon 1 shadow per spell level
Conjure Unseen Servant	M-U	C	Summon an unseen servant to do minor chores for the caster
Continual Dark	Cl, Il, M-U	U	Fill an area with continuing darkness
Continual Light	Cl, Il, M-U	U	Fill an area with continuing light
Control	Dr, M-U	U	Allows control over a target's mind, requires a resistance roll
Control Weather	Cl, Dr	R	Alter the weather in a 1 kilometer area per spell level; requires 5 min. to cast
Countermagic	Cl	U	Counter 1 spell level per level
Create Food and Water	Cl	U	Create enough food and water to feed 3 people per day per spell level
Create Spring	Dr	C	Create a spring with enough water to nourish 24 people per day per level
Cure	Cl, Dr	U	Free a target from the ongoing effects of one physical ailment
Dancing Lights	Il, M-U	C	Create multiple floating orbs of light
Dark	Cl, Il, M-U	C	Fill an area with darkness
Detect Lie	Cl	U	Know if a subject is telling the truth
Dimension Door	M-U	U	Teleport 12 meters per level
Diminish	M-U	C	Reduce 1 characteristic 1 point per level
Discord	M-U	C	Alter a person's emotional state causing feelings of discord towards an ally
Disintegrate	M-U	R	Reduce up to 25 SIZ to a pile of ash
Dispel	Cl, Dr, M-U	U	Dispel one or more spells
Dispel Illusion	Il	U	A more potent Dispel specializing in the removal of illusions
Dispel Injury and Fatigue	Il	U	Temporarily heal an ally through the use of illusion
Dull	Cl, M-U	C	Decreases a weapon's Attack by -5% and damage by -1 per level
Earthquake	Cl, Dr	R	Create an earthquake affecting a circle 3 meters in diameter per level
Enhance	Dr, M-U	U/C	Increase 1 characteristic 1 pt per level
Entangle	Dr	C	Cause all vegetation in a 12 meter area to entangle victims

Spell	Class	Rarity	Info
Erase	M-U	C	Erase all writings from a piece of paper, scroll, or a spell from a spell book.
Faerie Fire	Dr	C	Cause up to 15 SIZ points of creature(s) to glow with a faint green light
Fear	Il, M-U	U	Alter a person's emotional state causing feelings of fear and terror
Feather Fall	M-U	C	A reaction spell taking effectively zero time to cast that will allow a subject to slowly float to the ground
Feign Death	Cl, M-U	U	Put a subject into a death-like state for 15 minutes per spell level
Find Traps	Cl	C	Reveal all concealed traps for 15 minutes per spell level
Finger of Death	Dr	R	Ranged, Stop the target's heart, causing instant death
Fire	Cl	U	Ranged, 1D6 points of fire damage per level, pillar 1 meter in area
Fireball	M-U	U	Ranged, 1D6 points of fire damage per level, large area of effect
Fist	M-U	U	Creates a fist-like spectral force that can injure, grasp, or impede movement
Flesh to Stone	M-U	R	Turn 3 SIZ points of flesh into stone per level
Floating Disk	M-U	C	Create a disk of force to carry 9 SIZ/ENC per spell level
Fly	M-U	U	Move 3 SIZ through the air at rapid speeds
Fog	Il	C	Fill 1 meter with a thick dense fog per spell level
Fool's Gold	M-U	C	Transform 1,000 copper pieces into gold per level
Forget	M-U	C	Cause a target to forget 5 minutes per spell level
Frost	M-U	U	Ranged, 1D6 points of frost damage per level, 1 meter area
Gate	Cl, M-U	R	Summon 3 POW of an angelic or demonic entity
Gaze Reflection	Il	C	Reflect 3 POW of a gaze attack back upon the attacker
Geas	M-U	R	Send a target on a long quest at a cost of 1 point of POW
Greater Blessing	Cl	U	Grant one of several beneficial effects to the target
Greater Curse	Cl	U	Cause one of several nasty effects to the target
Gust of Wind	M-U	U	Create a gust of wind to spread/extinguish flame and hinder opponents
Haste	M-U	U	Doubles the MOV and Attacks of one individual
Hate	Il	U	Grant an ally a +5% Attack bonus per spell level
Heal	Cl, Dr	C	Heal 1D6 points per level
Heat Metal	Dr	C	Heat a metal object to cause 1 point of burn damage for every DEX rank held per level
Hold Animal	Dr	U	Hold one animal of up to SIZ 3 per spell level
Hold Person	Cl, M-U	C	Hold one human, demi-human, or humanoid of up to SIZ 3 per spell level

Spell	Class	Rarity	Info
Hopelessness	Il, M-U	C	Alter a person's emotional state causing feelings of hopelessness and failure
Hypnotic Pattern	Il	C	Mesmerize a group of onlookers within 10 meters for 1 round per level
Hypnotism	Il	C	Hypnotize a single victim per spell level into taking a suggested action
Identify	M-U	C	Reveal a single enchantment upon a magic item per level
Illusion	Il	C	Create 3 SIZ points of an illusion per level
Illusion, Permanent	Il	R	Create a lasting illusion
Illusion, Programmed	Il	R	Create a triggered pre-programmed illusion
Improved Invisibility	Il	U	Render 3 SIZ points per level invisible
Infravision	M-U	U	See in complete darkness for 1 hour per level
Insanity	Il, M-U	R	Render the victim indefinitely insane
Invisibility	Il, M-U	C	Render 3 SIZ points per level invisible
Invisibility to Animals	Dr	C	Make 3 SIZ points per level become undetectable to normal animals
Jump	M-U	C	Make one jump per spell level of up to 10 meters
Knock	M-U	C	Unlock mundane and magical locks, stuck or sealed doors
Know Alignment	Cl	C	Know the true alignment of 1 target per level
Lesser Blessing	Cl	C	Gain a +5% Attack bonus and a +1 bonus to POW for resistance rolls per spell level
Lesser Curse	Cl	C	Cause a -5% Attack penalty and a -1 penalty to POW for resistance rolls per spell level
Lift	M-U	C	Lift 3 SIZ points per level
Light	Cl, Il, M-U	C	Illuminate 3 meters per level
Lightning	Dr, M-U	U	Ranged, 1D6 points of electrical damage per level
Love	Il, M-U	U	Alter a person's emotional state causing feelings of love towards another
Magic Aura	M-U	C	Cast upon an item to have it detect as magic for 24 hours per level
Magic Missile	M-U	C	Ranged, 1D4+1 damage per missile, 1 missile per level (max 5)
Magic Mouth	Il, M-U	C	Create an animated mouth on some surface to speak up to 12 words per spell level
Magic Weapon	Cl, M-U	C/U	Grant a weapon a +5% Attack bonus and +1 damage per spell level
Mending	M-U	C	Make repairs to small items
Metal to Wood	Dr	U	Transmute 1 SIZ/ENC of metal per level into wood
Mirror Image	Il, M-U	C	Create one exact copy of the caster per spell level to fool attackers
Neutralize Poison	Cl	U	Negate or prevent 3 POT of poison per spell level

Spell	Class	Rarity	Info
Non-Detection	Il	U	Remain undetectable by detection magic for 15 minutes per spell level
Part Water	Cl, M-U	U	Part an area of water 3 meters wide, by 12 meters long per level
Pass Without Trace	Dr	C	Move through overgrown areas without leaving a trail
Passwall	M-U	U	Create a 3 meter long tunnel through stone, wood, or plaster construction
Perception	All	C	Detect 1 of 3 different things specific to class per level
Permanency	M-U	R	Make one previously cast spell permanent with the sacrifice of POW
Phantasm	Il	U	Create 3 SIZ of a phantasm (solid illusion) per level
Phantasmal Killer	Il	U	Summon the most terrible monster from the subconscious of the targets mind
Plane Shift	Cl	R	Move a subject from one plane of existence to another
Poison	Cl	U	Create POT 3 poison in a touched victim
Poison Cloud	M-U	U	Fill 1 meter with POT 3 poison gas per level
Power Word	M-U	R	Utter words of power stunning, blinding or killing your target
Predict Weather	Dr	C	Predict the weather in a circle 10 kilometers in diameter over the next 12 hours per level
Predict Weather	Dr	C	Predict the weather in a 10 kilometer radius over the next 12 hours per level
Prismatic Sphere	M-U	R	Create a scintillating sphere of color to protect the caster and allies
Prismatic Spray	Il	R	Create a spray of prismatic color with deadly variable effects
Prismatic Wall	Il	R	Create a scintillating wall of color to protect the caster and allies
Protection	M-U	C	Adds 1 point of armor value per level against physical attacks
Protection From Evil	Cl, M-U	C	Protects caster from evil or supernatural beings.
Purify Food and Water	Cl, Dr	C	Purify food and drink making it fit for consumption
Push	M-U	C	Push one or more targets back per spell level
Rage	Il	U	Send one ally per spell level into a berserk rage
Raise Dead	Cl	R	Bring one dead subject back to life
Regenerate	Cl	U	Regenerate 1 hit point per level every round. Re-grow lost limbs
Reincarnation	Dr, M-U	R	Brings one dead subject back to life as someone or something else
Remove Curse/Blessing	Cl, M-U	U	Eliminates 1 existing curse or blessing on a subject
Remove Fear	Cl	C	Alter a person's emotional state removing or preventing fear or terror
Resistance	Cl, Dr	C	Reduces damage from heat and/or cold by 1 point per level

Spell	Class	Rarity	Info
Restoration	Cl	U	Restore permanently lost characteristic points or mental stability
Restore Fatigue	Cl, Dr	C	Remove fatigue from an exhausted individual
Rock to Mud	Dr, M-U	U	Change a 1 meter area of stone into soft mud
Sanctuary	Cl	C	Enemy remain oblivious to you while you aiding your allies
Seal	M-U	C	Join two inanimate objects together, 20 hp or 15 minutes per level
Shadow Door	Il	U	The caster appears to step through an illusionary door and into the room beyond while invisibly stalking away
Shadow Magic	Il	U	Cast a shadow magic version of fire ball, magic missile, cone of cold or lightning
Shatter	M-U	C	Ranged, 1D6 damage to glass and ceramic objects
Shield	M-U	C	10% defense bonus against frontal attacks for 10 rounds per level
Shillelagh	Dr	C	Grants the druid's oaken club a bonus of +5% to hit and +1 damage per level
Shocking Grasp	M-U	C	Touch, 1D6 points of electrical damage per level to a maximum of 3D6
Silence	Cl	C	Blanket a 1 meter circle in silence
Sleep	M-U	C	Sleep 1 creature SIZ 25 or less per level
Slow	M-U	U	Halves the MOV and Attacks of one individual
Speak to Mind	M-U	C	Speak to 1 mind per level
Speak to Plants and Animals	Cl, Dr	C	Speak to and be understood by a single animal or plant per level
Spider Climb	M-U	C	Allow a target of up to 6 SIZ per level to climb walls and ceilings
Spiritual Hammer	Cl	C	Conjure a war hammer of magical energy that will fight for the caster
Stinking Cloud	M-U	C	Create one 1-meter cloud of nauseous vapors per spell level
Stone Skin	M-U	C	Gain 4 points of armor while losing 2 points of DEX, MOV and -5% physical skills per level
Suggestion	Il, M-U	U	Make someone an offer they can't refuse
Summon Animal	Dr	U	Summon an animal of 3 SIZ per level
Summon Monster	M-U	U	Summon a monster of 3 SIZ per level
Summon Swarm	Cl, Dr	U	Summon a swarm of insects doing 1D6 stings per level.
Symbol	M-U	R	Trap a room or object with magical runes that hinder or kill
Teleport	M-U	U	Teleport 3 SIZ per level or 1000m per level
Tree	Dr	U	Become a tree or large shrub while still aware of the surrounding area
True Seeing	Cl, Il	U	See a being or object for what it truly is
Unseal	M-U	C	Separates two objects bound with the seal spell

Spell	Class	Rarity	Info
Veil	Il	R	Alter the surrounding environment in a 100m area per spell level
Ventriloquism	Il, M-U	C	Create sounds or voices, throw voice
Vision	M-U	R	Allows caster to see what is happening elsewhere or in the past
Wall	Dr, M-U	U	Create a 1 meter long physical barrier per level
Wall of (Fire, Frost, Electricity)	M-U	U	Create a 1 meter long barrier of elemental energy per level
Wall of Thorns	Dr	U	Create a 1 meter long barrier of thorns per level
Ward	Cl, M-U	R	Defines an area to be protected by Blast and Counter-magic
Warp Wood	Dr	C	Warp, weaken, and destroy 3 SIZ/ENC points of wood per level
Water Breathing	Dr, M-U	U	Breath underwater for 15 minutes per spell level
Web	M-U	C	Cover a 1 meter area, or an individual with sticky web-bing
Wish	M-U	R	Permanently alter reality at the cost of 1 or more points of POW
Wizard Eye	M-U	U	Create a small invisible eye that can be sent ahead to scout
Wounding	Cl, Dr	C	Causes 1D6 points of damage per level
Write	Il, M-U	C	Scribe a spell into your spell book that under normal circumstances is beyond your capabilities

CHAPTER FOUR: EQUIPMENT

This chapter covers the equipment for a *Classic Fantasy* campaign. For the most part, all primitive and historic equipment from *Basic Roleplaying*, Chapter 8 is suitable for a campaign set within *The Realm*. To save on flipping between the various books, all relevant charts and tables have been reproduced here but you are encouraged to see *Basic Roleplaying* for further information and descriptions.

Monetary System of *The Realm*

In *The Realm*, monetary values are usually expressed in gold pieces. In addition to gold coins, there are coins made of silver, and copper. They are valued as follows.

1 gold piece (gp) = 10 silver pieces (sp)

1 silver piece (sp) = 10 copper pieces (cp)

Sometimes coins may be written out in a decimal format, such as 5.2 gp, or 12.52 gp, etc. In this case, the first number is the number of gold pieces, while the number following the decimal point is silver and the second is copper. For example, 12.52 gp would be 12 gold, 5 silver, and 2 copper pieces.

For game purposes, assume that 100 coins of any denomination weigh 1 ENC.

Armor and Shields

While the entire list of primitive and historic armors and shields from *Basic Roleplaying* are suitable for a *Classic Fantasy* campaign, the following table details the most commonly encountered. Because all armor possesses a 'Fits SIZ' that lets you know if it will fit your character or not, it's good to get into the habit of writing down the SIZ of the armor you have purchased. It is obviously equal to your SIZ, but later on, when armor has been looted from fallen enemies, it will be useful to know this information as some found armor may be a little too small or large for your character. Finally, even though *Classic Fantasy* assumes the use of hit locations, the following armors are typically purchased as complete suits. However, if the GM and/or players wish to purchase armor piecemeal, see Special Rules for Armor on page 261 of *Basic Roleplaying* for detailed information.

Armor

Armor Type	AP	Burden	ENC**	Skill Modifier	Fits SIZ	Time	Locations	Gold**
Clothes	0	None	2.5	None	±2	1	All but head	Varies
Padded	1*	None	3	None	±2	1	All but head	4
Leather	1	Light	3.5	None	±2	2	All but head	5
Studded Leather	2	Moderate	5.0	-10% to Physical Skills	±1	2	All but head	15
Ring	5	Light	10.0	-10% to Physical Skills	±1	2	All but head	30
Scale	6	Moderate	20.0	-10% to Physical Skills	+1	2	All but head	45
Splint	6	Moderate	18.0	-15% to Physical Skills	±1	2	All but head	80
Banded	6	Moderate	15.0	-10% to Physical Skills	±1	2	All but head	90
Chain	7	Moderate	20.0	-20% to Physical Skills	-2	3	All but head	75
Plate Mail	7	Moderate	18.0	-20% to Physical Skills	-1	4	All but head	600
Full Plate	8	Cumber-some	25.0	-20% to Physical Skills	-1	5	All but head	2,000
Leather Cap	1	None	0.5	None	±1	5 DEX Ranks	Head	0.5
Studded Leather Cap	2	None	1.0	-10% to Perception Skills	±1	5 DEX Ranks	Head	1.5
Scale Coif	6	None	2.0	-15% to Perception Skills	±1	5 DEX Ranks	Head	4.5
Chain Coif	7	None	2.0	-20% to Perception Skills	±1	5 DEX Ranks	Head	7.5
Helm	8	Light	2.5	-50% to Perception Skills	±0	5 DEX Ranks	Head	100

*1 armor point vs. weapons with the crushing and bleeding special effects, no effect vs. impaling weapons.

** The noted Cost represents a suit fitted for an average sized human, for larger or smaller characters and/or races, assume the following multipliers. SIZ 1-5 (Tiny) x0.50, SIZ 6-10 (Small) x0.75, SIZ 11-15 (Medium) x 1.00, SIZ 16-20 (Large) x1.25, SIZ 21-25 (Ogre) x1.50.

Shields

Name	Base	Skill	AP/ HP	Damage	Special	Burden	ENC	Locations	MinSTR/ DEX	Cost (gp)
Buckler	15%	Shield	15	1D2 + db	Knock-back	Light	1.0	Arm	5 / 7	5
Full Shield	15%	Shield	22	1D4 + db	Knock-back	Moderate	5.0	Arm, Chest, Head	11 / 9	15
Half Shield	15%	Shield	15	1D2 + db	Knock-back	Moderate	3.0	Arm, Chest	5 / 7	5
Heater	15%	Shield	20	1D3 + db	Knock-back	Moderate	3.0	Arm, Chest	9 / 9	10
Hoplite	15%	Shield	26	1D4 + db	Knock-back	Cumber-some	7.0	Abdomen, Arm, Chest, Head	12 / 8	20
Kite	15%	Shield	22	1D4 + db	Knock-back	Moderate	5.0	Abdomen, Arm, Chest	11 / 9	15
Large Round	15%	Shield	22	1D4 + db	Knock-back	Moderate	5.0	Abdomen, Arm, Chest	11 / 9	15
Round	15%	Shield	20	1D3 + db	Knock-back	Moderate	4.0	Arm, Chest	9 / 9	10
Spiked	15%	Shield	20	1D3 + db	Impale	Moderate	5.0	Arm, Chest	9 / 9	10
Target	15%	Shield	15	1D2 + db	Knock-back	Light	3.0	Arm, Chest	5 / 7	1

Weapons

Most of the various primitive and historic weapons from *Basic Roleplaying* are suitable for a *Classic Fantasy* campaign, but some, like the katana and the wakizashi, are more appropriate to the monk and not in keeping with the western feel of *The Realm*. However, individual GMs may overlook this if the player can give a compelling reason for his or her character having acquired such a weapon. *Classic Fantasy* assumes the use of

Melee Weapons

Weapon	Skill	Base	Dmg	Attk	Special	Rng*	Hands	HP	Parry	STR/ DEX	Mal	SIZ/ Enc	Cost (gp)
Axe, Battle	1H Axe	15	1D8+2+db	1	Bleed	M	1H	15	Yes	9/9	—	1.0	14.5
Axe, Great	2H Axe	05	2D6+2+db	1	Bleed	M	2H	15	Yes	11/9	—	2.0	17
Axe, Hand	1H Axe	15	1D6+1+db	1	Bleed	S	1H	12	Yes	7/9	—	0.5	8
Blackjack	1H Club	25	1D8+db	1	Crush	S	1H	10	No	7/7	—	0.2	8
Cestus	Brawl	25	1D3+2+db	1	Crush	S	1H	10	Yes	11/7	—	0.1	6.5
Claw	Brawl	25	1D4+1+db	1	Bleed	S	1H	10	Yes	9/9	—	0.1	6.5
Club, Heavy	2H Club	15	1D8+db	1	Crush	M	2H	22	Yes	9/7	—	2.0	—
Club, Light	1H Club	25	1D6+db	1	Crush	M	1H	15	Yes	7/7	—	1.0	—
Dagger	Dagger	25	1D4+2+db	1	Impale	S	1H	8	Yes	4/4	—	0.5	9.5
Fist	Brawl	25	1D3+db	1	Crush	S	1H	—	No	—	—	—	—
Flail	1H Flail*	10	1D6+db	1	Crush	M	1H	7	Yes	7/6	—	2.0	7
Garrote	Garrote	15	Special	1	—	S	2H	1	No	8/12	—	0.1	—
Gauntlet, Armored	Brawl	25	1D3+1+db	1	Crush	S	1H	7	Yes	7/5	—	As per armor	As per Armor
Grapple	Grapple	25	Special	1	Entan-gle	S	2H	—	No	—	—	—	—
Halberd	Polearm	15	3D6+db	1	Bleed	L	2H	25	Yes	13/9	—	3.0	26
Hammer	1H Hammer	25	1D6+db	1	Crush	M	1H	15	Yes	9/7	—	1.5	11
Hammer, Great	2H Hammer	15	1D10+3+db	1	Crush	L	2H	15	Yes	9/9	—	2.5	17
Hammer, War	1H Hammer	25	1D6+2+db	1	Crush	M	1H	20	Yes	11/9	—	2.0	15.5
Head Butt	Brawl	25	1D3+db	1	Crush	S	—	—	No	—	—	—	—
Katana	1H Sword#	15	1D10+1+db@	1	Bleed	M	1H or 2H	15	Yes	11/11	—	1.5	25
Kick	Brawl	25	1D3+db	1	Crush	S	—	—	No	—	—	—	—
Knife	Dagger	25	1D3+1+db	1	Impale	S	1H	15	Yes	4/4	—	0.5	9
Lance, Heavy	Lance	15	1D10+1+db	1	Impale	L	1H	20	Yes	12/10	—	4	25
Lance, Jousting	Lance	15	1D6+1+db	1	Crush	L	1H	8	Yes	6/8	—	3	11
Lance, Light	Lance	15	1D6+1+db	1	Impale	L	1H	10	Yes	6/6	—	3	13
Lance, Medium	Lance	15	1D8+1+db	1	Impale	L	1H	15	Yes	9/8	—	3.5	19

Continued on following page

Weapon	Skill	Base	Dmg	Attk	Special	Rng*	Hands	HP	Parry	STR/ DEX	Mal	SIZ/ Enc	Cost (gp)
Mace, Heavy	2H Mace	15	1D8+2+db	1	Crush	M	2H	20	Yes	14/9	—	2.5	16.5
Mace, Light	1H Mace	25	1D6+2+db	1	Crush	M	1H	20	Yes	7/7	—	1.0	15.5
Maul, War	2H Hammer	15	1D10+2+db	1	Crush	M	2H	20	Yes	13/7	—	2.5	17.5
Morning-star	2H Flail*	05	1D10+1+db	1	Crush	M	2H	12	Yes	11/7	—	2.0	13
Net	Net	05	Special	1	Entan-gle	M	1 or 2 H	6	Yes	9/12	96-00**	3.0	6
Pike	Polearm	15	1d10+2+db	1	Impale	L	2H	15	Yes	11/7	—	3.5	16
Rapier	1H Sword	15	1D6+1+db	1	Impale	M	1H	15	Yes	7/13	—	1.0	13
Saber	1H Sword	15	1D8+1+db	1	Bleed	M	1H	20	Yes	7/11	—	1.5	16
Scimitar	1H Sword	15	1D8+1+db	1	Bleed	M	1H	19	Yes	8/8	—	1.5	15
Scythe	Scythe	05	2D6+1+db	1	Impale	M	2H	20	Yes	12/10	—	2.5	21.5
Sickle	Sickle	10	1D6+1+db	1	Impale	M	1H	12	Yes	7/9	—	0.5	11
Spear, Long	2H Spear	15	1D10+1+db	1	Impale	L	2H	15	Yes	11/9	—	2.0	17.5
Spear, Short	1H Spear	15	1D6+1+db@	1	Impale	M	1H or 2H	15	Yes	7/8		2.0	13
Staff, Quarter-	Quarter Staff	25	1D8+db	1	Crush	All	2H	20	Yes	9/9	—	1.5	—
Staff, Short	1H Club	25	1D6+db	1	Crush	M	1H	15	Yes	7/9	—	0.5	—
Sword, Bastard	1H Sword#	15	1D10+1+db@	1	Bleed	M	1H or 2H	20	Yes	13 or 9/9		1.5	17
Sword, Broad	1H Sword	15	1D8+1+db	1	Bleed	M	1H	20	Yes	9/7	—	1.5	16
Sword, Great	2H Sword	05	2D8+db	1	Bleed	M/L	2H	18	Yes	14/13	—	3.5	21
Sword, Long	1H Sword	15	1D8+db	1	Bleed	M	1H	15	Yes	7/9	—	1.5	12
Sword, Short	1H Sword	15	1D6+1+db	1	Impale	M	1H	10	Yes	5/5	—	1.0	10
Torch	1H Club	25	1D6+flame	1	Crush	M	1H	15	Yes	6/9	96-00***	1.0	0.2—
Trident	1H Spear	15	1D6+2+db@	1	Impale	L	1H or 2H	18	Yes	10/12		2.0	18
Wakizashi	1H Sword	15	1D6+1+db	1	Bleed	M	1H	13	Yes	7/9	—	1.0	12
Whip	Whip*	05	1D3-1	1	Entan-gle	L	1H	4	No	9/10	—	0.5	6

For Range: S = Short, M = Medium, L = Long

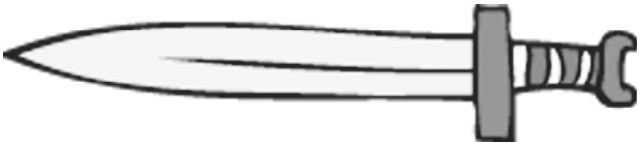
*It is *Difficult* to parry flail type weapons and whips with anything other than a shield as they can wrap around the parrying weapon and still strike the target.

**A net malfunction means it is tangled and will take a full round and a successful *Difficult* Agility roll to untangle.

***A torch malfunction means the torch has gone out.

This weapon uses 1H Sword skill even when used two handed; 2H skill is used for large awquard weapons like great swords.

@ When used two-handed, this weapon does an extra point of damage.



Missile Weapons

Weapon	Skill	Base	Dmg	Attk	Special	Rng	Hands	HP	Parry	STR/ DEX	Mal	SIZ/ Enc*	Cost (gp)*
Arbalest	Crossbow	15	2D6+4	1/3	Impale	90m	2H	14	No	11/9	93-00	10.0 (0.5)	41 (2.0)
Axe, Hand (thrown)	Missile	15	1D6+½db	1	Bleed	20m	1H	12	No	9/11	—	—	—
Blowgun	Blowgun	10	1D3+poison**	1	Impale	30m	2H	4	No	/11	—	0.5(0.0)	5.5 (.01)
Bola (thrown to damage)	Bola	05	1D4+½db	1	Crush	15m	1H	1	No	9/13	—	3.0	6
Bola (thrown to snare)	Bola	05	Special	1	Entangle	15m	1H	1	No	9/13	—	3.0	—
Boomer-ang	Boomer-ang	05	1D4+½db	½	Crush	50m	1H	3	No	9/11	—	0.5	4.5
Bow, Composite	Bow	05	1D8+1+½db	1	Impale	120m	2H	12	No	13/9	—	0.5 (0.5)	14.5
Bow, Long	Bow	05	1D8+1+½db	1	Impale	90m	2H	10	No	11/9	—	0.5 (0.5)	13 (0.1)
Bow, Short	Bow	05	1D6+1+½db	1	Impale	80m	2H	6	No	9/9	—	0.5 (0.5)	9 (0.1)
Club, Light (thrown)	Throw	Throw	1D6+½db	1	Crush	20m	1H	15	No	9/7	—	—	—
Crossbow, Light	Crossbow	25	1D6+2	1/2	Impale	40m	2H	10	No	9/7	96-00	3.5 (0.5)	27 (0.1)
Crossbow, Heavy	Crossbow	25	2D6+2	1/3	Impale	55m	2H	18	No	13/7	97-00	8.0 (0.5)	37 (0.1)
Crossbow, Medium	Crossbow	25	2D4+2	1/2	Impale	50m	2H	14	No	11/7	95-00	5.0 (0.5)	29 (0.1)
Dart	Missile	15	1d6+½db	1	Impale	20m	1H	4	No	~~/9~~	—	0.5	6.5
Javelin	Missile	15	1D6+½db	1	Impale	25m	1H	10	No	9/9	—	1.5	7
Knife, Throwing	Missile	15	1d4+½db	1	Impale	20m	1H	10	No	~~/11~~	—	0.2	8.5
Knife (thrown)	Missile	15	1D4+½db	1	Impale	10m	1H	15	No	7/11	—	—	—
Lasso	Lasso	05	Special	½	Entangle	10m	2H	1	No	9/13	—	1.0	4
Net (thrown)	Net	05	Special	1	Entangle	5m	1H	6	No	9/12	96-00#	—	—
Rock (thrown)	Throw	Throw	1D2+½db	2	Crush	20m	1H	20	No	5/5	—	.05	—
Sling	Sling	05	1D8+½db (or 1D4+½db)***	1	Crush	30m	1H	2/12	No	7/11	—	0.1 (0.1 or .05)	6 (.05)
Spear, Short (thrown)	Missile	15	1D6+1+½db	1	Impale	15m	1H	15	No	12/10	—	—	—
Spear, Long (thrown)	Missile	15	1D10+1+½db	1	Impale	15m	1H	15	No	12/10	—	—	—

*Where SIZ/ENC and Cost is given as ## (#.#), the number in brackets signifies the weight or cost of a single piece of ammunition.

**See page 229 of *Basic Roleplaying* for the effects of poison.. Blowgun darts are purchased unpoisoned.

***The given damage represents that using a lead sling bullet, a sling stone would do 1D4+½db and weigh .05 ENC, but could be gathered for free. Figure 1D6 sling stones can be found per degree of success with a Luck roll in 5 minutes. 1 per degree of success in 5 DEX ranks, however the Luck roll would be *Difficult*. If in combat, the 5 DEX ranks includes picking them up.

#A net malfunction means it is tangled and will take a full round and a successful *Difficult* Agility roll to untangle.

General Equipment

A *Classic Fantasy* campaign includes a large assortment of general equipment. These items, from chalk to torches, and backpacks to lanterns, represent the vast amount of equipment adventurers can find useful on an adventure.

Item	Notes	Cost (gp)	ENC
Axe, Wood	A typical woodsman's axe	0.6	1.5
Backpack	Carries up to 20 ENC in equipment	4.0	2.5
Backpack, Small	Carries up to 10 ENC in equipment, maximum SIZ 7 character	2.0	1.0
Bandolier	May be used to hold up to 8 items of less than 1 ENC each allowing easy access	4.0	1.0
Belt	May be used to hold up to 4 items of less than 2 ENC each allowing easy access	1.0	0.5
Blanket, Winter	A heavy blanket for surviving the elements	1.0	2.0
Candles	Quantity: 10, burn for 1 hour	1.0	0.5
Chalk	Small bag of 5 pieces	2.0	0.5
Clothing, Destitute	Common outfit, Status 1-25	0.05*	2.5*
Clothing, Poor	Common outfit, Status 26-35	0.5*	2.5*
Clothing, Average	Common outfit, Status 36-55	1.0*	2.5*
Clothing, Affluent	Common outfit, Status 56-95	10.0*	2.5*
Clothing, Wealthy	Common outfit, Status 96-00	50.0+*	2.5*
Glass Bottle or Vial	4 oz.	1.0	0.2
Grappling Hook	Used for scaling walls and cliffs	2.0	0.5
Hammer, Small	A small hammer suitable for pounding spikes	0.3	0.5
Holy Symbol	The symbol of one's patron deity	5.0+	0.5
Holy Water	1 vial	10.0	0.2
Ink and Quill	1 vial of ink and 1 writing quill	8.0	0.1
Iron Spikes	Quantity:12	1.0	0.5
Ladder	3 meter	1.0	12.0
Lantern, Hooded	Consumes one flask of oil /4 hrs, lights a circular area 12 meters in diameter	8.0	1.5 (Full)
Map or Scroll Case	Will hold 10 sheets of paper or 3 scrolls	1.0	0.2
Mirror, Small Metal	A small sturdy mirror	7.0	0.5
Oil	1 flask	0.5	0.5
Paper	Per sheet	1.0	.05
Pick, Mining	A typical miner's pick	0.8	2.0
Pole	3 meter, wooden	1.0	2.0
Pouch, Belt	Will hold 1 ENC in equipment or 100 coins	0.1	0.1
Quiver or Bolt Case	Will hold 12 missiles	1.0	1.0
Rations, Dry	One weeks trail rations	10.0	3.5
Rope, Hemp	Cost and ENC is per 3 meter length, will support 40 SIZ/ENC	1.0	1.0
Rope, Silk	Cost and ENC is per 3 meter length, will support 40 SIZ/ENC	10.0	0.1
Sack, Large	Carries up to 20 ENC of equipment	1.0	1.0 (Empty)
Sack, Small	Carries up to 5 ENC of equipment	0.3	0.5 (Empty)
Scroll, Blank	A typical scroll used for scribing purposes. Will hold a single spell.	2.0	0.5
Shovel	A typical laborer's shovel	0.5	2.0
Spell Book, Large	30 spells	200.0	10.0
Spell Book, Small	10 spells	80.0	2.0

Continued on following page

Item	Notes	Cost (gp)	ENC
Tent, Large	Capacity: 12 person (180 SIZ/ENC maximum)	25.0	40.0
Tent, Medium	Capacity: 6 person (90 SIZ/ENC maximum)	15.0	20.0
Tent, Small	Capacity: 2 person (30 SIZ/ENC maximum)	8.0	10.0
Thieves' Picks and Tools	A small set of tools for disarming traps and picking locks	25.0	0.1
Tinderbox, Flint and Steel	Basic fire starting equipment	3.0	0.5
Torch	Burns for about one hour, shedding light over a circular area 6 meters in diameter	0.2	1.0
Waterskin/Wineskin	Capacity: 1 quart	1.0	4.0

*The noted Cost and ENC represents clothing fitted for an average sized human, for larger or smaller characters and/or races, assume the following multipliers. SIZ 1-5 (Tiny) x0.50, SIZ 6-10 (Small) x0.75, SIZ 11-15 (Medium) x 1.00, SIZ 16-20 (Large) x1.25, SIZ 21-25 (Ogre) x1.50

General Equipment Descriptions

Axe, Wood: A typical woodsman's axe, good for felling a tree or chopping wood. This axe can be used as a 2-handed improvised weapon doing 1D8+2+db (bleeding) damage and uses the axe skill.

Backpack: A backpack will hold a maximum of 20 ENC. A small backpack will hold at most 10 ENC and due to its smaller overall size, will only fit a character of SIZ 4-7.

Bandolier: A bandolier is a type of belt worn over the shoulder and across the chest designed to carry small items in an accessable maner. Up to 8 small items of less than 1 ENC each may be carried in this way and each may be accessed using one 5 DEX rank action. Typical items would be scrolls and scroll cases, potions, knives, and pouches.

Belt: A heavy-duty belt desinged to carry up to 4 items of less than 2 ENC each. Typical items would be weapons such as swords and axes, pouches, scroll cases, etc. It functions in all other ways as a bandolier above.

Blanket, Winter: Under normal circumstances, a character may go a number of days in freezing cold equal to ½ his or her CON before suffering penalties due to exposure. This assumes appropriate winter clothing and non-sub-zero temperatures. A winter blanket will extend this to a number of days equal to CON. See Cold, Exposure, Hunger, and Thirst on page 219 of *Basic Roleplaying* for additional information on exposure.

Candle: Candles shed light over a circular area 1 meter in diameter, with dim light extending 2 meters further. A normal candle will burn for about 12 turns (one hour).

Chalk: Chalk is useful for "blazing a trail" through a dungeon or ruin, to ensure that the adventurers can find their way back out again.

Clothing: Clothing is listed according to status level. Generally speaking, with the exception of destitute, an individual would be expected to also own one or two 'dress' outfits of the next higher status level for special occasions. A character that wears an outfit of a different status level will be treated as a member of that status level from those that don't know of him or her.

Glass Bottle or Vial: This is a typical 4 oz. glass container useful for potions, poisons, or holy water.

Grappling Hook: A three or four pronged hook typically tied to a rope and thrown onto the roof of a building or far side of a chasm to secure it for climbing. The cost listed does not include rope, for that, see rope, hemp or rope, silk listed below.

Hammer, Small: A typical small hammer suitable for pounding in iron spikes or wooden stakes. This hammer may be used as a 1-handed improvised weapon doing 1D4+db (crushing) damage.

Holy Symbol: A symbol of a particular deity and used as a show of faith by a follower.

Holy Water, Vial of: Holy water does 1D4 points of burn damage, for 1D3+1 consecutive rounds, and affects only undead creatures such as vampires or liches, or summoned evil entities like demons and devils. It

has no effect on evil creatures of a mundane nature. A vial of holy water may be thrown with enough force to hopefully shatter the glass against the target. This utilizes the Throw skill and the vial is considered balanced with a SIZ/ENC of 1 for the purposes of determining range. Getting hit by a vial causes 1D3 points of damage + ½ damage bonus and at least 2 points of damage are required to shatter the vial and spill the contents. The user may also choose to uncork the vial and throw the contents at a target within 1 meter. This will strike 1D3 hit locations and is an *Easy* Throw roll.

Ink and Quill: This 4oz vial contains enough ink to write enough to fill five sheets of parchment or map the levels of one typical dungeon. This cost includes a basic quill for writing with. Magic spells may not be scribed with this ink, instead requiring a special ink mixed using a secret formula known only to the clerical and druidic orders and magic-users guild.

Iron Spikes: These are useful for spiking doors closed (or spiking them open) and may be used as crude pitons in appropriate situations.

Ladder: This is a typical 3 meter (10 foot) ladder.

Lantern, Hooded: A lantern will provide light covering a 6 meter radius; dim light will extend about 6 meters further. A lantern will consume a flask of oil in 4 hours.

Map or Scroll Case: A map or scroll case is a tubular oiled leather case used to carry maps, scrolls, or other paper and parchment items. The case will have a water-resistant (but not waterproof) cap which slides over the end, and a loop to allow the case to be hung from a belt or bandolier. A standard scroll case can hold up to 10 sheets of paper or 3 scrolls.

Mirror, Small Metal: A mirror is useful in a dungeon environment for many reasons; for instance, it is the only way to look at a Medusa without being turned to stone. Mirrors are also useful for looking around corners, and can be used outdoors to send signals using reflected sunlight.

Oil: A flask of oil useful for lanterns and torches. A flask of oil may be used to set a target alight for 1D6 fire damage per melee round or light a circular area 1-meter in diameter. See *Basic Roleplaying* page 223 for the Spot Rules on Fire and Heat.

Paper: A single large sheet of paper or parchment, good for the taking of notes or mapping.

Pick, Mining: A typical miner's pick suitable for excavating and tunneling. This pick can be used as a 2-handed improvised weapon doing 1D8+2+db (impaling) damage and uses the axe skill.

Pole: This is the proverbial 10' pole, good for poking around the dungeon floor for traps or checking dead bodies from a safe distance. While awkward, the pole may be used as a weapon in an emergency using the Staff skill for 1D6+1+db (crushing) damage, range is medium or long, but requires at least a 3 meter area to swing appropriately. It may also be used to poke for 1D4+1+db, range is long only.

Pouch, Belt: A standard pouch will hold at most 1 ENC, 50 sling bullets or 100 coins.

Quiver or Bolt Case: A quiver is an open container used to hold arrows while a bolt case is a similar sort of container for crossbow bolts. In either case, the standard capacity is 12 missiles. The length of a quiver or bolt case must match the length of the ammunition for it to be useful; therefore, there are longbow and short bow quivers and light and heavy crossbow bolt cases. The price is the same regardless of the type.

Rations, Dry: Dry rations are generally sold in quantities sufficient to feed one character for a week, and are packaged in waxed or oiled cloth to protect them. These may consist of dry bread, hard cheese, dried fruit, nuts, beans, jerky, or any other food which will not "go bad" in less than about a month (if not longer).

Rope, Hemp: Hemp Rope has a breaking strength of 40 SIZ/ENC. Safe working load for a rope is normally 30 SIZ/ENC, each point in excess of this gives a 10% chance per round of breaking the rope. Knotting the rope cuts the safe working load to 25 SIZ/ENC, but increase Climb skill by 20%.

Rope, Silk: Silk rope, like hemp, has a breaking strength 40 SIZ/ENC although it weighs consider-

ably less. The notes regarding rope strength given for hemp rope, above, apply to silk rope also.

Sack, Large: These will hold at most 20 ENC of goods.

Sack, Small: Small sacks will hold at most 5 ENC of goods.

Scroll (Blank): This is generally a long rolled piece of parchment and is used to scribe spells onto.

Shovel: A typical laborer's shovel suitable for digging. This shovel can be used as a 2-handed improvised weapon doing 1D8+db (crushing) damage.

Spell Book, Large: Large spell books are big and bulky; having enough pages to store thirty spells within a single tome. However most magic-users tend to divide their collection of spells into several books based on subject matter.

Spell Book, Small: When on an adventure, magic-users will typically carry a small travelling spell book, this is much smaller than the standard tome and made of considerably lighter material and therefore much easier to transport. However a travelling spell book only has enough room to store 10 spells.

Tent, Large: This large 'twelve person' tent will comfortably house any combination of 180 SIZ and/or ENC.

Tent, Medium: This medium 'six person' tent will comfortably house any combination of 90 SIZ and/or ENC.

Tent, Small: This small 'two person' tent will comfortably house any combination of 30 SIZ and/or ENC.

Thieves' Picks and Tools: These are required for the use of the skills Pick Locks and Traps. These abilities may not be usable without appropriate tools, or may be used at a penalty at the option of the GM.

Tinderbox, Flint and Steel: A tinderbox is generally purchased with a piece of flint and steel; the flint, a piece of hard rock, is struck repeatedly against a piece of high-carbon steel. Given time, hot sparks will fly from the flint and steel into the tinder, usually a dried piece of prepared tinder fungus, hopefully starting a fire. If tinder fungus is unavailable, cloth, hemp rope, or even very dry grass can substitute. Under ideal conditions, starting a fire with a flint, steel and tinder takes about 2 turns (10 minutes).

Torch: A torch is generally a just a short piece of wood with a cloth soaked in oil, pitch or tar wrapped around one end. When lit, a torch sheds light over a 3 meter radius; dim light will extend about 3 meters further, and it burns for about one hour. Of course, a torch is also useful for setting flammable materials (such as cobwebs or oil) alight. One flask of oil will create 4 torches if suitable wood and dry cloth is available, however purchased torches have already been prepared.

Waterskin/Wineskin: A waterskin is a container for drinking water or wine; though generally water is taken into a dungeon or wilderness environment. The standard waterskin holds one quart of liquid, which is the minimum amount required by a normal character in a single day, though in the desert or other hot, dry areas, as much as ten times this amount may be needed.

Whetstone: A whetstone is used to sharpen and maintain edged weapons such as swords, daggers, and axes.

Musical Instruments

Many bards utilize musical instruments to entertain the masses and power their various abilities. These are many and varied, but some of the more common are detailed below.

Instrument	ENC	Cost (gp)	Instrument	ENC	Cost (gp)
Chime	0.2	2 .0	Lute	1.5	25.0
Drum	2.0	4.0	Lyre	1.0	27.0
Flute	0.5	16.0	Mandolin	1.5	28.0
Harp	2.5	50.0	Pipes	0.5	2.0
Horn	0.75	6.0			

Beasts of Burden

By instinct, the animals listed below will flee in the presence of the bodies, blood and screaming common in combat situations, but war-trained mounts will hold their ground if the rider succeeds at a Ride check.

Animal	Notes	Cost (gp)
Horse, Draft	STR 3D6+20, CON 2D6+8, SIZ 4D6+14, INT 4, POW 3D6, DEX 3D6	30.0
Horse, Heavy War	STR 3D6+20, CON 2D6+8, SIZ 4D6+14, INT 4, POW 3D6, DEX 3D6	300.0
Horse, Light War	STR 3D6+18, CON 2D6+6, SIZ 4D6+12, INT 4, POW 3D6, DEX 3D6	150.0
Horse, Riding*	STR 3D6+18, CON 2D6+6, SIZ 4D6+12, INT 4, POW 3D6, DEX 3D6	25.0
Pony**	STR 3D6+12, CON 2D6+6, SIZ 4D6+6, INT 4, POW 3D6, DEX 3D6	15.0
Pony, War**	STR 3D6+12, CON 2D6+6, SIZ 4D6+6, INT 4, POW 3D6, DEX 3D6	60.0
Mule	STR 3D6+18, CON 3D6+3, SIZ 4D6+6, INT 4, POW 3D6, DEX 3D6	20.0

*This represents the horse detailed in *Basic Roleplaying.*
** Characters of SIZ 8 or less will typically ride ponies rather than horses due to their smaller stature or all Ride rolls are *Difficult.*

Barding, Tack and Harness

Following are some animal specific equipment for *Classic Fantasy* such as barding, saddles and saddlebags.

Animal/Item	Notes	ENC*	Cost*
Barding, Leather	2 armor points	6/4.5	100/75
Barding, Studded Leather	3 armor points	12/9	150/100
Barding, Scale	6 armor points	30/22.5	500/250
Barding, Chain	7 armor points	40/30	1000/500
Barding, Plate	8 armor points	45/34	2000/1000
Bit and Bridle	A piece of equipment that goes around the head and in the mouth of a horse to control it via a strap.	2.0	.15
Horseshoes and Shoeing	Additional protection for horses' hooves in the form of metal 'shoes' to protect them from excessive wear.	4.0	1.0
Saddle, Pack	Used to carry any amount of equipment ENC, to the limit of the animals maximum ENC rating.	10.0	5.0
Saddle, Riding	Used to carry a rider.	5.0	10.0
Saddlebags, Large	Two bags, one draped on either side of the mount, each able to carry up to 10 ENC of equipment	6.0	4.0
Saddlebags, Small	Two bags, one draped on either side of the mount, each able to carry up to 5 ENC of equipment	10.0	3.0

*Where two numbers are given for barding, the first is for full barding, covering all hit locations, the second is for half barding, covering the head, fore quarters, and hind quarters. .

CHAPTER FIVE: SPOT RULES

In this section you will find an assortment of rules that don't really fit anyplace else but are useful for a *Classic Fantasy* campaign. This chapter deals specifically with those rules that pertain to playing or running a *Classic Fantasy* campaign. A couple of these spot rules are for the GM's use, but they have been included here for consistency, and there is little here that a player shouldn't see. Many of the following Spot Rules make mention of points of noise. Noise is an optional rule found in *Classic Fantasy Vol. II: Gamemastery* and their mention may be ignored if it is not being used.

Spot Rules in this Section

Armor Damage
Choosing a Leader
Digging and Tunneling
Immediate skill improvement
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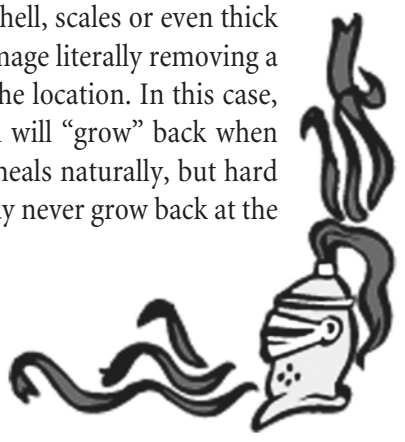
Armor Damage

Anytime a character takes a critical hit there is a percentage chance of the armor losing a point of protection in the location struck, based on the type of damage caused by the weapon. Generally, crushing weapons are better at damaging rigid types of armor and flexible armors like leather are more likely to be damaged by cutting or slashing types of attacks. In either case, impaling weapons are not good at causing damage to either type of armor as the holes they make are rather small, though the GM can rule otherwise for special situations, such as being struck by the bolt from a ballista. The following table further defines the above rules.

Armor Damage Table

Damage	Armor Type	
Type	Flexible Armor	Rigid Armor
Impaling	Nil	Nil
Crushing	Damage x1%	Damage x2%
Cutting	Damage x2%	Damage x1%

At the GM's discretion, this damage may be applied to natural armor like shell, scales or even thick hide, and represents the damage literally removing a portion of the armor from the location. In this case, soft armor like hide or skin will "grow" back when the damage in the location heals naturally, but hard armor like shell or scales may never grow back at the option of the GM.



This can lead to situations where old and powerful creatures like dragons may have locations where their armor points have been weakened through past conflict.

Finally, other types of damage, like acid, fire, etc. will have their own rules for damaging armor, which will be found in the rules describing that form of damage.

See Repairing Weapons and Armor for rules on repairing armor.

Choosing a Leader

This is optional rule and the GM should consult with the players to see if they choose to have a leader. A group with a leader is assumed to be a little more disciplined than one without, and as such will be a little quieter than normal. Enemies suffer a -10% penalty to Listen rolls to hear an advancing party if they have a leader, and if that leader first succeeds at a Command roll, as he is assumed to communicate all actions through hand gestures and the party is less likely to be arguing about the course of action. If the group does have a leader, the GM will communicate directly with him or her with regards to the party's actions, though in conflict situations, when the party has broken into individual combat, it becomes every man or woman for themselves. After a battle has begun, each player should decide his or her actions as normal. Under any circumstances, a player may choose to have their character disobey the leader of a party, and for some, this would be quite in character.

When determining a leader, the players may come up with any method of their choosing. Some will want the one with the highest Command skill, while others the character with the highest Persuade, Status or even the highest INT or Charisma characteristics. The players may even choose the leader based on which character class is the best leader 'type', though this does not mean the character in question is anymore capable to lead than any other. Finally, other groups may want to designate a different leader for different situations. For example, the party may want the fighter to lead when in the dungeon but the bard to lead in social situations.

The main reason to have a leader from a game standpoint is that it tends to speed up play when the group's decision making falls to one individual, but every group is different, and this rule may not be for everyone.

Digging and Tunneling

This is an option used when all other options have failed, for tunneling through solid rock is both slow and noisy, producing 30 points of noise if that optional rule is being used.

A character equipped with mining tools, and possessing the STR and DEX to use them, will cut through 4 cm or rock per hour for every point of STR he or she has. Therefore, a character with a 14 STR will cut through 56 cm of solid stone in one hour's time. A character possessing only an axe or hammer may still cut through rock at half that rate. However, as neither weapon was designed with tunneling in mind, each hour of work will cause 1 hit point of damage to either weapon, and the axe has its damage reduced by 1 point as well. There is 100 cm in one meter of dungeon or cavern wall and a successful Craft (Mining) skill roll will double the above rates of tunneling.

The width of the tunnel is dependent upon the number of characters digging. One character will dig a tunnel 1 meter wide while two characters working side by side would dig a tunnel 2 meters wide, etc.

The above rates assume average density rock, while very hard or very soft rock will modify the rates as determined by the GM. Mud can be tunneled through in only 1/10th the times listed above and produces little actual noise. These rates also assume regular break periods. Double the listed rates if the characters are working without a break, but reduce effective STR by 4 points every hour due to exhaustion.

Digging a downward shaft reduces the rate by half as the debris must be manually lifted from the hole, while digging upwards quarters the rate of advancement due to the awkward digging angle.

A vertical shaft that goes from one level to the next will need to go through at least 150 cm of stone, and then the digging character must still contend with the drop if digging down into the next level.

Certain missile spells may be used to slowly tunnel through stone as well as certain magic items such as a Horn of Blasting. Each level of Acid, Blast, Fire Ball, Lightning, and similar spells, or the blast of a Horn of Blasting will remove 5 cm of stone, while other spells, like Fire or Magic Missile are incapable of damaging stone in any way. The Fist spell will actually tunnel at the same rate as using an excavation tool as noted above. The GM will determine which spells are capable of digging through stone on a case-by-case basis. Splintering stone from the use of missile spells will cause 1 point of damage per spell level, to all within 1 meter for every three levels of the spell.

Immediate Skill Improvement

Classic Fantasy assumes player characters will accumulate skills well over 100%. This is typical of many *Basic Roleplaying* settings, however in *The Realm* it should be even more attainable. One of the ways this is accomplished is through Immediate Skill Improvement. Whenever a character scores a *Critical* success or a *Fumble* in a skill, it immediately increases by 1%. *Fumbles* allow for improvement due to the fact that everyone can learn from their mistakes and *Criticals,* for a greater insight into the workings of the skill. However regardless of the characters Critical chance, only a Critical success that falls within 1-5% will grant an immediate improvement. Just like normal, performing an *Easy* skill offers no chance for improvement. This is in addition to the chance to check off the skill box as normal.

For example, Lily the thief has taken a nasty slash from the city watch after a failed pick pocket attempt and Alexandra the Cleric decides that instead of wasting the magic points, she will tend to the wayward thief using the mundane First Aid skill, with which she has a skill of 106%. This means that she has a 6% chance of a Critical, of which a roll of 1-5% will grant an immediate improvement, as will the 1% chance of a Fumble (00). Alexandra's player rolls the dice and attains a roll of 4%. In addition to checking off the skill box as normal, she may immediately raise it from 106% to 107%. Had the roll been 06, while a Critical success, there would have been no immediate skill improvement.

The only other limitation to this method of skill improvement is that it may only be used once per skill, per encounter. In this case, an "encounter" is anything that the game master has set to challenge the party, from a typical combat with goblins, to a sheer cliff face, from a deadly trap to a simple locked door. This has been implemented to prevent combat skills, which are rolled round after round, from increasing faster than skills that are rolled less frequently, like Traps and First Aid. Outside of the normal "encounter" structure, such as during the downtime between adventures, or when recovering in town before heading back out, the game master may choose to allow for skill increase or not, as determined by the situation.

Locked and Stuck Doors

The most common obstacle to the progress of an adventuring party is the door, and some may be either locked or simply stuck. However, several solutions to bypassing such an obstacle are available to an adventurer, from simply picking the lock to physically removing the offending portal from its hinges. Some of these are detailed below. Note, in most cases, a standard dungeon door is SIZ 6 and made up of hard wood possessing 6 armor points, while a steel reinforced door would be SIZ 8 and possess 8 armor points.

* **Picking the Lock:** This is the standard method of getting through a locked door, of course, a door bolted or barred from the other side has no lock to pick and unless otherwise stated picking a lock requires a normal Pick Locks roll. However, locks that are more intricate could require any penalty

from -10% to *Difficult*. In a non-combat situation, picking a lock requires a full turn (5 minutes) to perform, but within that period, any attempts to Spot and Remove Traps are assumed as well. In a combat situation, or when speed is of importance, picking a lock can be done in a full combat round, though the action becomes *Difficult* and does not include the time required to deal with any traps. In either case, the above difficulties assume special 'thieves tools' are being used and any attempt to pick a lock with improvised tools will become *Difficult* as well, with multiple penalties becoming cumulative. Picking a lock produces 3 points of noise if that optional rule is in use.

* **Crowbars:** In addition to braining an opponent, these may be used to pry open a locked or stuck door with a successful roll of the character's STR vs. the door's SIZ on the Resistance Table. The leverage provided by the crowbar allows the character to effectively increase his STR by +5 while the door receives a bonus to SIZ for the purposes of resisting damage for each of the following, stuck: +0, standard lock: +3, heavy-duty lock: +6, deadbolt: +8, and barred from the other side: + the SIZ of the bar, generally 8-10. It typically takes one combat round per attempt to force a door using a crowbar and each attempt produces 10 points of noise if that optional rule is in use. Up to two characters my work together to crowbar a door, see Cooperative Skill Rolls in *Basic Roleplaying* page 172, for information on working together.

* **Breaking the Lock:** Most dungeon doors use recessed locks, not padlocks; those that do may have the padlock broken with a few well placed hits with a melee weapon depending upon the quality of the lock. A standard padlock possesses 6 armor points and requires 3 points to destroy, while a heavy duty padlock possesses up to 10 armor points and may require up to 6 points to destroy. Depending on the situation, it can sometimes be easier to destroy the door. Each attempt to break a lock produces 12 points of noise if that optional rule is in use per combat round.

* **Bashing the Door Open:** Physical force may be used to bash open a door. Find the STR of the character striking the door and compare it to the door's SIZ + modifiers on the Resistance Table. The door receives a bonus to SIZ for the purposes of resisting damage for each of the following, stuck: +6, padlock: +9, recessed lock: +12, deadbolt: +15, and barred from the other side: +18. Each attempt to bash open a door requires a full combat round and produces 15 points of noise if that optional rule is in use. A fumbled attempt results in the character taking 1D6 points of damage to an arm or leg, dependent upon whether he or she was shouldering or kicking the door. There is generally room for up to two characters to attempt to bash open a door and a single roll should be made combining both STR characteristics. However, having a second character helping the first triples the chance of a Fumble due to the limited amount of space.

* **Battering Rams:** Assuming the characters can find a large enough piece of timber or a wooden beam, they can always use it as a makeshift battering ram. Up to four characters can manipulate a battering ram with a minimum of one individual to either side. A battering ram follows the rules for Bashing the Door Open as noted above, except the total STR of all individuals is added together, plus 5 for the battering ram. A Fumble has no negative effect. Given enough time, a battering ram may be suspended from the ceiling from support beams, if there are any. This will require a full 5-minute turn to rig and at least enough rope to reach up to the ceiling and back twice, supporting the weight of the

beam and increasing the STR bonus of the beam by +10 instead of +5. Each attempt takes 2 combat rounds and produces 20 points of noise if that optional rule is in use. A Stamina roll is required after a number of combat rounds using a battering, equal to the number of individuals manipulating it. A failed roll results in the character gaining a level of Fatigue. For example, two characters will receive a level of fatigue after a full two combat rounds on a failed Stamina roll, while four characters would be able to go four rounds before their first check.

* **Knock Spell:** A successful casting of this spell will automatically open any normal locked or stuck door, and overcome a Hold Portal spell on a successful resistance roll comparing the level of the Knock spell with the level of the Hold Portal. Knock has no effect on the spell Seal and as with any other spell, produces 5 points of noise if that optional rule is in use.

* **Unseal Spell:** A successful casting of this spell will automatically open any unlocked or stuck door and overcome a Seal spell on a successful resistance roll comparing its level with the level of Seal. Unseal has no effect on locked doors or the Hold Portal spell and as with any other spell, produces 5 points of noise if that optional rule is in use.

* **Physically Destroying the Door:** If all else fails, a door can simply be hacked to pieces. Generally, this requires the use of axes, maces and or clubs as other weapons are not suitable to the task. A door barred from the other side is extremely resistant to damage with the door receiving an additional 9 hit points. Each attempt takes one 5-minute turn and produces 20 points of noise if that optional rule is in use. Up to two characters may safely work to destroy a door.

* **Burning Down the Door:** As a final possibility, a wooden door may be set on fire with a torch or fire related spell, though the conditions within the dungeon must be dry. The process will require two full 5-minute turns for a standard door to burn and three for a reinforced door. This time requirement may be reduced by one 5-minute turn if a flask of oil is first used to douse the door. Burning a door only produces 10 points of noise if that optional rule is in use, but the light from the fire will carry for a considerable distance in darkness, extending around up to two bends in a hallway. Standing within 15 meters of a burning door while in the unventilated confines of the standard dungeon, can cause additional unwanted side effects as well; see Choking, Drowning, and Asphyxiation on page 218 of *Basic Roleplaying*.

In all of the above cases, points of noise produced by additional attempts to perform an action are not cumulative.

Marching Order

It's very important when tromping around the dungeon environment for the GM to know precisely where each character is at any given time. In combat this is easily handled with miniatures, counters or some other type of marker, but it is just as important in non-combat situations. If miniatures are not being used or are only being used in combat, then a marching order will be required for the periods of down time, between combat. The simplest method of setting marching order is to have the players place their miniatures in the order they are moving, off to the side of the battle-grid, but this can be handled by the GM writing down the names of the characters in their marching order on a sheet of paper as well. The GM can then assume the characters keep these relative positions until the players tell him or her otherwise. At the same time, the players should let the GM know what weapons they have ready, whether they are holding torches, etc. If a trap is set off and it specifies

that the second person in line is affected, the GM can just check the marching order to see who is struck. If it calls for a random member of the party to be affected, the GM can assign each character a number and roll a die of a type closest to the number in the party, re-rolling any unused number to determine who is affected.

Example: The party is pushing onward through the Caves of Chaos when the module calls for the second character in the marching order to be hit by a falling stone. The GM has noted the positions of the characters on a piece of scrap paper as follows.

Lilly (Looking for traps)
Drake & Lorissa
Alexandra
Rengarth
Sorack

Checking the marching order, the GM sees that actually two characters occupy the second position, Drake and Lorissa, so either could be hit by the falling stone. The GM chooses a six sided die, specifying a roll of 1-3 as Drake and a roll of 4-6 as Lorissa. He rolls and gets a 4, indicating that Lorissa has been hit by the falling stone.

Recovering Spent Ammunition

Archers, crossbowmen, and slingers will want to know how much of their spent ammunition is recoverable. This is as much a factor of luck as it is skill, because even if every shot was right on target, there is a chance of the victim breaking an arrow or bolt when finally felled, or a sling bullet bouncing off a shattered skull, never to be found. After the battle, the original owner of the ammunition makes a Luck roll and the degree of success determines the amount recovered as follows. In all cases, round all fractions in the favor of the player.

* Fumble: All spent ammunition was either lost or destroyed in the battle, none was recovered.
* Failure: Recover 25% of all spent ammunition
* Success: Recover 50% of all spent ammunition
* Special: Recover 75% of all spent ammunition
* Critical: Recover 100% of all spent ammunition

Ammunition not recovered can be assumed to have been lost or broken in the chaos of battle.

Repairing Damaged Weapons and Armor

Successful Repair (Metal, Wood, or Leather) rolls can be made to repair weapons and armor damaged in a battle, generally taking one turn (5 minutes). If successful, a weapon can have a single hit point restored and armor, a single armor point in one location, with each location requiring a separate roll. No more than one point of damage can be repaired per battle with excess representing irreparable damage.

Example: After the battle, Sir Drake looks over the damage to his metal kite shield. It took two hits while attempting to parry the massive club used by the now twitching corpse of the ogre chieftain. At most, he will be able to repair one hit point with a successful Repair (Metal) skill roll, the other point of damage represents permanent weakening of the shield. If the damage had been done one point at a time over the course of two consecutive battles, Drake could have repaired it, as it would have represented less extensive damage.

Rest and Recovery

Your party has exhausted its fate points, your spell casters are dangerously low on magic points, and your fighters are in need of healing. It is time to set camp. As the GM, you have to be careful or this rou-

tine will become so commonplace that your players will be setting camp after every battle. It is better for the campaign that the players not know when their characters will get another chance to rest. This will prevent the magic-users from letting loose with a game-shattering fireball, because they won't know when they will be able to get those magic points back, and it will be more important than ever to hold onto those life saving fate points. While exploring the dungeon, there are several 'safe' times when setting camp is a realistic possibility as follows.

Secret Chambers: If the party has discovered a secret room and there is evidence that it has remained undisturbed, this is an ideal location to set camp, and can possibly be used multiple times as a base of operations within the dungeon. If the characters are careful it can also be used to store any treasure found by the party until they are ready to exit the dungeon. If the party does use this location multiple times and there is evidence that the party has not left the dungeon, have the monster with the best INT, usually the boss of the dungeon; make a *Difficult* Idea roll to see if he starts sending out patrols to search for secret rooms. He may also start having the stealthier of minions start spying on the party. Once they are found out, a sneak attack will not be far behind.

Securing a Room: The party may secure the door to a secluded room using any of the options detailed in Securing a Door. If they do, the GM needs to keep track of any noise produced by the party if that optional rule is in use. If the dungeon inhabitants use regular patrols, it is only a matter of time before they notice the now inaccessible room and get curious. Roll for random encounters outside the room as normal, whenever an intelligent monster is randomly determined, have it make an Idea roll, if successful it realizes something is out of place. The GM can decide whether it quietly heads off the get reinforcements or checks out the room on its own based on its courage and disposition. This option is only feasible if the monsters on the level in question are of the intelligent sort, or the party has remained undetected up until this point, otherwise they will be under constant attack while holed up.

Camping Outside the Dungeon: The party may leave the dungeon, if possible, and camp within sight of it. If they choose this option, they will need to be vigilant for possible wilderness predators as well as those leaving the dungeon to hunt. Generally, dungeons that are inhabited by intelligent adversaries will send out periodic patrols or station guards at the entrance, so it is best for the party to be a good distance away, but still have a fair view of the ruins. This is one of the safer choices, as the party can keep an eye on the entrance to the dungeon and at the same time have a safe escape route if things get dangerous.

Returning to Town: This option gives the party the chance to lug home all their hard won treasure, and possibly re-equipping themselves with better weapons and armor for the return trip. The worst part about this option is the time the party must spend away from the dungeon and the possibility of having to're-explore' areas already cleaned out. This may not be the most feasible choice depending upon the distance the dungeon lies from civilization, but at the same time may be necessary if the party is low on supplies, or in dire need of medical aid.

In all of the above cases, the GM must take into account that in a realistic living and breathing dungeon, monsters will not sit quietly in their rooms waiting to be found and killed by a group of adventurers. For each eight hours that the party spends holed up in a forgotten chamber or away from the dungeon altogether, there is a chance that previously 'cleaned out' rooms will become re-inhabited. For each eight-hour period, roll 1D3-1. This is the number of previously explored rooms that are now re-occupied. The first will always be any guardrooms or sentry posts, but beyond that, the GM may pick, using a method of his choosing. In this case, the GM is encouraged to choose creatures from the particular dungeon's 'wandering monster table' unless he has some time between sessions to add more detail to the new encounters.

Even after a level of a dungeon has been cleared of all monsters, there is a chance for creatures from the lower levels to make there way up to repopulate the now vacant rooms above at a rate of 1D3-1 rooms every twenty-four hours instead of every eight. Even

a completely cleared dungeon will not stay empty for long as new monsters find their way in from the outside world, repopulating rooms at a rate of 1D3-1 per month, unless the characters think of some foolproof way of sealing all entrances. In this case the GM may repopulate the dungeon with completely new creatures and create a completely new wandering monster table. Only by permanently stationing patrols and guards at a dungeon or ruins is it even remotely possible to be sure of keeping out the vermin.

The end result is that the players should see it as a fine balancing act as to how often to set camp, for to do it too often is to risk making no progress and possibly lose ground in the long run.

Scouting Ahead

There are numerous times when a character will want to scout ahead of the party. This is primarily done when a stealthy character wishes to gather information on the way ahead, or when a thief wishes to check the area for traps, without endangering the rest of the group. Sometimes the thief just needs to move into backstab position, without the noisy members of the party alerting the enemy to his or her presence. A good rule of thumb is that any character moving at least 20 meters ahead of the main party, will be far enough away to not be within the radius of any noise produced by the group, assuming they are actively attempting to be silent. At the same time, the scout can still be reached if danger suddenly presents itself.

Secret and Concealed Doors

When exploring the dungeon environment, the characters will be on the lookout for both secret and concealed doors. Secret doors are those that are designed to blend with the surroundings of the dungeon, while a concealed door is typically camouflaged by placing an object of some type, such as a mirror, dresser, or bookcase in front of it, though it is very common to conceal a trapdoor in the floor with a large rug. It is not out of the question to find a secret door behind such camouflage, increasing the odds of it going unnoticed.

Concealed Doors: Concealed doors are generally easier to find than secret doors, assuming the characters think to look for them, though both elves and half-elves possess a POW x 1% chance to notice a concealed door by merely passing within 3 meters of one. In this case, the character's keen senses have noticed an anomaly rather than the actual concealed door, for example, a dresser pulled out just a little too much on one side, a rug flipped up on one corner or a mirror slightly askew. When actively searching for a concealed door the player needs only to tell the GM that he or she is looking behind a particular object to see if there is anything there. This will generally only take 1 combat round for items equal to half the character's STR in SIZ points or less, like a small rug or a mirror. For anything up to twice the character's STR in SIZ points, like a dresser or desk, this will take one minute. Anything larger than this will require an Effort roll and takes one full 5 minute turn. Characters may work together to move large objects following the rules for Cooperative Skill Rolls in *Basic Roleplaying* page 172. Each additional character reduces the time required by one minute to a minimum of one minute. There is no roll required to find a door concealed behind an object unless it is a secret door, in this case follow the rules on secret doors below. If moving an object to gain access to a concealed door, an amount of noise equal to the item's SIZ will be made unless made of a soft material like a rug or blanket, if that optional rule is in use.

Secret Doors: The only chance a character has to spot a secret door is to actively search the area for one, it is impossible to just stumble across it. Therefore, players are required to tell the GM whenever they are searching an area, though they do not have to specify secret doors, as a successful roll will turn up a secret door if one is present, along with anything else a successful spot roll will reveal. This typically requires one minute to totally search a 1-meter square area and if the characters are searching an entire room, the GM should just count the total area in meters to determine how long the search will take and require one roll per character for the

entire area, rather than once per meter. This assumes each character is double checking where the others have already looked increasing the chance of success. If time is of an issue, they may divide the area of the room between them; in this case the GM will ask each player which section of the room their character is searching to determine which character has the chance to find an actual secret door, if any. In either case, the GM should roll these dice for the players behind the GM screen so as to not give away whether there is an actual secret door there or not.

Sometimes finding a secret or concealed door is not as easy as just pulling out a dresser or spotting the secret door as some portals may only be opened if a hidden trigger of some type is first found. This could be anything from a loose brick that, when depressed, causes the bookcase to slide into the wall revealing a hidden chamber, to a torch sconce that, when pulled down, causes a section of the dungeon wall to swing away, revealing a descending stairwell beyond. The GM should use his own judgment in these cases, for example, he or she may rule that finding the correct brick to open the bookcase requires a *Difficult* Spot roll, while finding the torch sconce will require a player specifically telling the GM his or her character is actually pulling on it to see what happens. It is possible to find the lever or button without even finding the secret or concealed door. In this case, the door is automatically found when and if the trigger is activated.

Securing a Door

Sometimes the party wants to get through a door, other times it wants to keep others from doing so, such as an angry basilisk or an irate ogre. There are several methods of keeping a door shut and these are discussed below.

* **Lock the Door**: This is the most obvious method, though without possession of a key can prove difficult. Even so, several solutions still exist. First, if the door possesses a deadbolt, this may be set requiring a single DEX rank, assuming it's on the same side of the door that your character is. A padlock may simply be 'closed' to lock the door, though it will need to be picked later if no key exists. This also takes but a single DEX rank assuming the lock is already in place, 5 DEX ranks otherwise. Without a key, a recessed lock on the other hand may still be locked with the Pick Locks skill in the same way it would be used to open it, with more intricate locks requiring a penalty from -10% to *Difficult*. In a non-combat situation, this requires a full turn (5 minutes) to perform, while in a combat situation, or when speed is of importance, this may be done in a full combat round, though the action becomes *Difficult*. In either case, the difficulties above assume special 'thieves tools' are being used, and any attempt at this with improvised tools will become *Difficult* as well, with multiple penalties becoming cumulative.

For example: Lilly is using her Pick Locks skill to lock a door as an angry troll bears down on her and the rest of the party. As time is an issue, she will attempt to reverse pick the lock in 1-combat round. She reaches for her thieves' tools dangling from her belt and suddenly cringes as she remembers the party's brief encounter with the rust monster earlier today. Lilly has no lock picks. She removes a hair pin and begins working on the lock. Lilly has a skill of 80%, because she is using improvised tools the skill is Difficult bringing it down to 40%. Finally, because she is rushing, also Difficult, her final skill is 20%, good luck Lilly.

Locking a door produces 3 points of noise if that optional rule is in use.

* **Bar the Door**: This is one of the most efficient methods of securing a door as it adds considerable reinforcement to the structure and frame. The average bar is SIZ 8-10 and requires a roll of STR vs. SIZ on the resistance table to get into place. This is not over-

ly difficult, but two characters may work together and combine their STR scores to have a better chance of success if time or failure is an issue. Barring a door takes a full combat round and produces 5 points of noise if that optional rule is in use. See Locked and Stuck Doors above for additional information on the advantages of barring a door, versus the various methods of forcing one.

* **Physically Hold the Door**: Sometimes you have nothing available with which to secure a door and desperation causes you to hold it shut using nothing but raw strength. In this case the action becomes a simple contest of your STR vs. the STR of whatever is on the other side if the door. Typically, there is room in a doorway for up to two characters to physically hold it shut, in this case treat it as cooperating, see Cooperative Skill Rolls in *Basic Roleplaying* page 172, for information on working together. This takes an amount of time equal to that taken by the attackers in their attempts to force the door. Physically holding a door has no effect against weapons other than battering rams. Each attempt generates 1 point of noise if that optional rule is in use.

* **Barricade the Door**: It is possible to place all kinds of junk in front of a door to make it that much more difficult for an opponent to gain entry. A good rule of thumb is to add a further hit point or SIZ point to the door for every 2 points of SIZ possessed by the object. For example, dragging a SIZ 18 dresser in front of a normal dungeon door will add a further 9 points to the SIZ of the door for purposes of the resistance roll, making it effectively SIZ 15. This may be combined with locking, dead bolting or barring for additional effect. The GM will need to determine the time required and noise produced based on the size, construction, and distance of the objects on a case-by-case basis. A good rule of thumb is that in object produces a point of noise for each point of SIZ if that optional rule is in use, unless made of a soft material like a rug or blanket.

* **Spike the Door**: Spikes may be driven into the door with each adding +2 to its effective SIZ for resistance roll purposes. A maximum of 10 spikes may be used and each requires a full combat round and produces 12 points of noise if that optional rule is in use. Once a door has been spiked, it may never be opened again normally and must be broken down or otherwise destroyed to go through it, only at that point can the spikes be retrieved.

* **Wedge the Door**: Wooden wedges or even spikes may be slid under the door in an attempt to increase the difficulty of forcing it open. Each adds +2 to the doors effective SIZ for resistance roll purposes and a maximum of 3 wedges may be used on a single door. It takes a full combat round to securely insert a single wedge. The advantage of wedging a door over spiking it is that the wedges are easily retrievable after, and each only produces 3 points of noise if that optional rule is in use.

* **Spells**: Finally, a successful casting of Hold Portal or Seal will automatically hold a door for the duration. See page 100 in *Basic Roleplaying* for additional information on Seal. The casting of any spell produces 5 points of noise if that optional rule is in use, and requires up to a full combat round.

Sinking (Water, Mud, and Quicksand)

Sometimes it's important to know just how many meters per combat round your plate mail encased paladin will sink after falling overboard, other times you just need to know how long you have before your head sinks below the quicksand that is steadily pulling you under.

Water: Any character will begin to sink at a rate of 1 meter per 10 full points of ENC when in water over his head; this assumes the ENC carried is of a non-buoyant nature (coins, metal weapons and armor, etc). The character is allowed a Swim roll, modified for Fatigue and the skill level modifier of any armor worn as normal, with each degree of success canceling 1 meter sunk. Clothing and leather armor do not count toward the 10 points of ENC and will not increase the rate of sinking, however any negative skill modifier will modify the Swim roll as noted. Generally, held weapons may be dropped, and armor may be shed as per Taking Armor Off on page 261 of *Basic Roleplaying*. Items with buoyant ENC, like wood for example, may be clung to and will offset any non-buoyant ENC possessed by the character. For example, a character may cling to a 12 SIZ/ENC piece of timber, which will negate up to 12 non-buoyant ENC. A character may completely pull his or her body up onto an object and out of the water, if its total buoyant ENC cancels out his or her SIZ plus the total ENC of any equipment in his or her possession. A character that has completely sunk may walk across the bottom at a rate of 1 meter per combat round assuming he or she is holding his or her breath or possesses some other method of survival while under water. See Choking, Drowning, and Asphyxiation on page 218 of *Basic Roleplaying* for further information on drowning.

Deep Mud and Quicksand: A character that has found him or herself in mud or quicksand is in a spot of trouble, for there is little that can be done to free oneself short of a few lucky circumstances. A character that falls into mud or quicksand will immediately sink up to his or her waist, about half the character's SIZ points. At that point the player should make a Luck roll to see just how bad the predicament is. A failed roll means the character is out of reach of anything that can be used to pull oneself out, while a successful roll implies the character fell in close to the edge or within reach of a vine, root, low tree branch, etc. Generally, a character that remains still, will sink at a rate of one point of SIZ per round, while any attempt to struggle, such as an attempt to escape, will cause the character to sink at a rate of 1D3+1 SIZ per round. The deeper a character sinks, the greater difficulty there is in extricating the character, due to the forces of suction working against him or her. A successful roll of STR vs. STR on the Resistance Table is required to escape from quicksand, and this roll may be made by the character in question, assuming he or she was able to get a hold of something or by any number of party members if they can get something for the victim to grab onto. The STR of the mud or quicksand is equal to 10, plus the number of SIZ points by which the victim has already sunk. Once a character has sunk to a point equal to more than his or her total SIZ, the character is deemed to have been pulled beneath. At that point the character still has a very limited chance of survival if outside help can somehow reach him or her before he or she begins to suffocate. See Choking, Drowning, and Asphyxiation on page 218 of *Basic Roleplaying* for further information on asphyxiation.

Standard Operating Procedure

Standard Operating Procedure, or SOP for short, is gamer slang for handling certain procedures in a set format whenever encountered. Some groups follow an SOP whenever coming to a closed door, large empty room, sentry post, troll lair, etc.

For example, the GM's players have developed the following SOP whenever they come to a closed door in a potentially dangerous area, called appropriately enough, the Closed Door SOP.

Closed Door SOP

* *Lilly and Sorack quietly approach the door (Easy Stealth rolls, as the door is closed.)*
* *Both make Listen rolls to see if they hear anyone on the other side (actually the GM makes the rolls)*
* *After making the Listen rolls, Sorack steps back and lets Lilly search the door for traps. Any traps found are then disarmed*

by Lilly. Lilly picks any lock then retreats to the group.

* *Assuming the door is free of traps, both Drake and Lorissa approach the door and when in position, push through, flanking to either side, if any opposition is spotted, they move to engage.*
* *The rest of the group then advance as required by the situation.*

That is just one example of an SOP. It is not necessary to have the players detail an SOP at the beginning of a campaign, as they tend to develop in play.

Tight Spaces

Sometimes you just have to go someplace you're not designed to fit. These places will have a SIZ rating just like a character. If your SIZ+ENC is less than the SIZ of the space, you can enter it with no problem. If your SIZ+ENC is equal to or greater than the SIZ of the space, then you're going to have to squeeze your way in according to the following chart.

* Character's SIZ+ENC is less than Location SIZ: Automatic
* Character's SIZ+ENC is equal to Location SIZ: *Easy* Agility roll
* Character's SIZ+ENC is 1 greater than Location SIZ: Average Agility roll
* Character's SIZ+ENC is 2 greater than Location SIZ: Hard Agility roll
* Character's SIZ+ENC is 3+ greater than Location SIZ: Impossible

Effects: Following are the results for different degrees of success:

* Fumble: You're stuck; you can try to wiggle free by succeeding at the same Agility roll that got you there in the first place, but the only way to go is back.
* Failure: You made no progress, try again.
* Success: You squeezed through with little problem at a speed of ¼ MOV.
* Special: You move through at ½ MOV.
* Critical: You move through at full MOV

Training

Training follows the rules detailed on page 184 of *Basic Roleplaying* and is typically handled between adventures. A character will have 50 hours a week available with which to train and may utilize a teacher as per page 184, or their own research as per page 185. The GM will determine how many weeks of down time the party has between adventures using whatever method he or she finds most convenient, but should typically be no more than a few months. If no method presents itself, the GM can assume 1D4, 1D4+4, or even 2D4+8 weeks. In addition to allowing the combat types to improve skill in a new weapon or two, it will give the magic-users time to learn some of the spells than may have been acquired in the last adventure. The cost to hire a teacher for one week's worth of training (50 hours) is based upon his or her level of competency as well as the student's current level of expertise as follows.

Cost of Training

Teacher's Skill Level	Teach Skill	Cost per Week
Neophyte	06-25% (20%)	5 silver
Amateur	26-50% (40%)	1 gold
Professional	51-75% (65%)	10 gold
Expert	76-90% (85%)	100 gold
Master	91%+ (90 +1D20%)	1000 gold

In the case of Teach skill, the GM is encouraged to use the number in brackets if the teacher's actual skill level is unknown.

The cost per week may be split up between the number of students being trained which is in turn based upon the skill level of the students, for higher

skilled students require more personalized and individual training. Up to 16 students of 0-25% may be trained by a single teacher, 8 students of 26-50%, 4 students of 51-75%, and 2 students of 76-100%.

Example: The GM has determined that the party has three weeks of down time until their next adventure and Sir Drake intends to use this time to gain some skill in Language (Elf) which he currently has at 56%. The skill level of 56% means that Drake will need to study for 56 hours before he can improve the skill. He decides to hire an expert teacher for two weeks, and his skill level signifies that the teacher may have no more than four students due to the more advanced nature of the course. The teacher is to be paid 100 gold per week, but this gold may be divided evenly between each student for a total cost to Drake of 25 gold per week, or 50 gold total. The extra hours gained in the second week may be applied to further training later. At the end of the training time, the teacher may make a Teach roll, with success meaning that each student automatically receives the same skill advancement. In this case, the teacher rolls a Special Success and each student receives 1D6 skill points (the same roll applied to all students).

Important: It needs to be restated that any skill without a check box may only be raised through training, not experience. However, these skills may be raised to 100% or even greater, while skills with check boxes may only be raised to 75% through training.

Two Weapons (Addendum)

The rules for fighting with two weapons are detailed in *Basic Roleplaying* on page 233. However several new rules have been detailed to further define the tactic.

As noted in *Basic Roleplaying*, unless the weapon is a shield, parrying dagger, or some other weapon designed to be used in the off hand, the skill roll is *Difficult*. An offhand weapon may be trained and improved just as any other weapon skill, and uses the rules for Using Weapons of Different Classes from page 258 of *Basic Roleplaying*. In short, your base skill is the weapon's normal base chance and you start training it from that point - however, you can still use half of your normal weapon skill until your offhand skill exceeds half your primary skill.

Not more than once per round per opponent, a Special success on a Parry allows the defender to make a counter-attack with the non-parrying weapon (or shield). The counterattack is a free attack that does not count against the normal maximum number of attacks per round - it occurs on the DEX rank the parry was performed in, right after the successful parry. This extra attack can be parried or dodged, and armor defends normally against it.

If the GM's campaign is utilizing the optional rule for multiple attacks for weapon skills over 100%, these attacks still take place 5 DEX ranks later and may be performed with either weapon assuming both are over 100%. This extra attack may itself be used to counter-attack in the event of a Special success.

The official errata for *Basic Roleplaying*, along with several other *BRP* books, details rules for the Riposte, which is a different form of counterattack. These rules may be used alongside the rules for the riposte as determined by the individual game master.

Vision, Lighting, and Encounter Distance

Dungeons are dark, very dark, and without a source of light, an average adventurer has little to no chance to survive the dangers that lurk deep below the ground. What follows, are some rules covering the effects of different light sources and methods of vision, and their effects on the typical dungeon delver.

Normal Vision: Most dungeons are pitch-black, and normal vision, without a light source carries the same penalties as Darkness, see *Basic Roleplaying* pg 220.

Infravision: Most non-humans; elves, dwarves, halflings, etc. possess infravision. This allows them to see out to 20 meters in darkness. Infravision only discerns varying degrees of heat, or

lack thereof. For example, it will spot an orc running down a dungeon hallway, because of the contrast between the warmth of the orc's body, and the cool walls of the dungeon. Undead on the other hand can go completely unnoticed, as they have long ago succumbed to that bane of infravision, room temperature. Objects at room temperature tend to 'blend' under the effects of infravision, and a Spot roll is required to notice subtle variations. For example, a wooden door will be slightly warmer than the surrounding stone walls of a dungeon, and will show up with a successful Spot roll. Most traps, being at room temperature, and hidden as well, are very difficult to spot using nothing more than infravision. Any Spot roll required of an adventurer using infravision on a hidden object of room temperature, has its difficulty increased by one category. For example, *Easy* becomes *Average*, *Average* becomes *Difficult*, and *Difficult* becomes Impossible.

The final problem with infravision is that of other light sources. Standing within the radius of a light source will totally negate the effects of infravision.

Torches: A torch is just a short piece of wood, usually with a cloth soaked in oil, pitch or tar wrapped around one end. When lit, a torch sheds light over a 3 meter radius; dim light will extend about 3 meters further. A Spot roll is required to see anything moving out beyond 3 meters, to a maximum of about 6 meters. When under the light of another's torch, fighting within 4-6 meters requires *Difficult* Combat rolls, while fighting within 3 meters does not cause a penalty. A torch will burn for about one hour if soaked in oil, pitch or tar, half an hour if only wrapped with a 'dry' cloth around the end, and 15 minutes if only setting fire to a dry piece of wood. Of course, a torch is also useful for setting flammable materials (such as cobwebs or oil) alight. If used as a weapon, a torch is treated as a club doing 1D6 damage, plus 1 point of burn damage. If held against a target for a full combat round, it will do 1D6 points of burn damage. In either case, a character that is clothed, but not wearing armor, must make a Luck roll (*Easy* if only briefly struck), to prevent being set aflame taking 1D6 burn damage per combat round until being extinguished. If dropped, a failed Luck roll means the torch has gone out. A torch that is dropped on a flammable surface or items, and does not go out, may set it or them aflame. See Fire and Heat on page 223 of *Basic Roleplaying* for further information on fire damage. It requires one flask of oil to create 6 torches.

Lanterns: A lantern will provide light covering a 6 meter radius; dim light will extend about 6 meters further. A Spot roll is required to see anything moving out beyond 6 meters, to the maximum 12 meters. When under the light of another's lantern, fighting within 7 to 12 meters requires *Difficult* Combat rolls, while fighting within 1 to 6 meters does not cause a penalty. Due to the unstable nature of a lantern, Combat and Physical skills become *Difficult*. If dropped, a failed Luck roll means the lantern has broken, spilling the oil and setting fire to a 2 meter radius, or a ½ meter radius if only partially full. A thrown lantern will automatically break. An attacker may target a held lantern with an attack, if so the attack becomes *Difficult*, but if it hits, the lantern automatically breaks covering the area and possibly the user with flaming oil. A character within the flames that is clothed, but not wearing armor, must make a Luck roll to prevent being set aflame, taking 1D6+1 burn damage per combat round until extinguished. Up to 1D6 points of armor will protect the character for 1D6 rounds, at which point it will no longer provide protection. See Fire and Heat on page 223 of *Basic Roleplaying* for further information on fire damage. A lantern will consume a flask of oil in 12 hours.

Encounter Distance: When underground, any light source can be seen out to 'line of sight', and light from a torch or lantern can be see around one 'bend' in a tunnel or corridor. Brighter light, like that from an illumined cavern or room can be seen much further. A character in complete darkness, using infravision or otherwise, can see light at an even greater distance and the GM will need to use his or her judgment as to at which distance a given light source may be seen.

CHAPTER SIX: MINIATURES COMBAT

The Miniatures Combat System used for *Classic Fantasy* is loosely based on the standard combat system in *Basic Roleplaying*, with Actions replacing DEX ranks. While some changes have been made to speed up play, it should still feel like *Basic Roleplaying*. The system that follows is very detailed in an attempt to be all encompassing and may not be appropriate for all groups. Use as much or as little of it as makes you comfortable.To avoid having to switch back and forth between two books, the important parts of combat have been reproduced here.

One of the significant changes to the system has been the addition of Actions and Battlemats. All combat takes place on a map marked off with a 1" square grid for the use of miniatures. Each square normally represents an area of about 1.5 meters (5 feet). Characters may perform a number of Actions per combat round based upon their DEX as detailed below.

Actions

During a 12 second combat round, each character, non-player character or monster may perform all of his or her actions in order of Initiative, from highest to lowest before moving on to the next character. After each character has taken his or her actions, Initiative is re-rolled and the next combat round begins. A character possesses 1 action for each 5 points of DEX possessed, round up. Performing a single action is the equivalent to performing an action that takes 1-5 DEX ranks in normal *Basic Roleplaying* combat. In all cases when distances are mentioned, a 'square' is assumed to be 1.5 meters across. Existing maps used by other games usually utilize a scale of 5 feet per square, which converts nicely to 1.5 meters. If your campaign uses these miniatures rules, simply multiply all ranges and movement distance by .66, rounding up, and note the information on the character sheet as squares in place of meters.

Optional Combat Rules Used in the Classic Fantasy Campaign

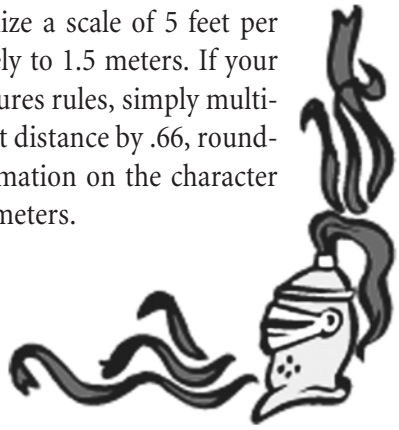
Following are the optional rules from *Basic Roleplaying* that are considered standard for combat in a *Classic Fantasy* campaign.

- NPCs use Average Hit Points (SIZ+CON/2), only PCs and major NPCs get the benefit of Total Hit Points.
- Hit Locations
- Attacks and Parries Over 100%
- Dodging Missile Weapons
- Dying Blows

New Optional Combat Rules

Classic Fantasy adds one additional optional rule to add further detail to the combat system.

Using weapons while grappled: If a grappled target has a free hand and can get hold of a short weapon, or is already using one, he or she can use that weapon to attack his opponent with no penalty. A *Difficult* Attack roll will allow a medium weapon to be used to strike with the pommel for ½ damage. However, due to its awkward nature, a long weapon may not be used at all.



When your turn to act comes in the initiative order, you may use *all* available actions and the following section details what a player may do with an action.

Regardless of the number of actions a character may perform, he or she is still limited to 1 attack (unless skill exceeds 100%), and 1 cast spell.

Additional Concentration (1 action): This is spell caster equivalent of aiming, each action taken for concentration before casting a spell, increases the chance to cast the spell by a percent equal to the caster's INT. You may not concentrate for multiple combat rounds; however you may for the entire round and cast with your first action next round. Taking any action after concentrating other than cast a spell breaks the concentration and the bonus is lost. This is only useful for illusionists and magic-users, as clerics and druids already have a 100% chance to cast their spells.

Aim (1 action): Each action taken to aim with a ranged weapon grants a bonus equal to 10% of your skill, rounded up, on your next ranged attack. If any action other than an attack is taken after aiming, the accumulated bonus is lost. You may not aim for multiple combat rounds, however you may aim for the entire round and attack with your first action next round. Taking any other action after aiming other that an attack disrupts the aim and the bonus is lost. *Example: The ranger Sorack sees a goblin archer in the bushes off to the side of the path. He uses his first action to aim, gaining a +8% bonus to hit with his next attack. As his second action he lets an arrow fly, striking the goblin in his right arm, causing it to drop its weapon and run screaming into the woods. Had he been sure the goblin hadn't seen him, he could have used all three actions of this round aiming, and as the first action of the next round, fired at the goblin with a +24% chance to hit.*

The aim action may be combined with aiming for a specific location. *For example, if Sorack spent two actions aiming at the goblins head (a Difficult shot) his chance to hit would have been Bow 75%, +16% for the aim bonus, divided by 2 for the Difficult attack, for a final 46% chance of hitting the goblin in the head.*

Attack (1 action): This action covers every type of attack from melee and missile to grappling and knockback. You may only make one attack in a combat round unless you qualify for additional attacks as per *Basic Roleplaying*. If additional attacks are allowed, they all require a separate action. Creatures are handled a little differently. When a creature is defined as making one or more attacks on the same DEX rank, these may be made with one action, while attacks that take place later require an additional action. The tiger in *Basic Roleplaying* is defined as making two claw attacks and following up with a bite 5 DEX ranks later. In *Classic Fantasy*, the tiger could use 1 action to claw twice, and a second action to Bite.

For Example: The ranger Sorack is making his way through a wooded area when he is suddenly attacked by a hungry tiger. The game master rolls an extremely high initiative and the tiger will be going first. With a 19 DEX, the tiger has 4 actions per combat round. The tiger's first action is to move to engage Sorack, this brings him into melee range. The game master declares that his second action will be to make two claw attacks. Sorack however wisely chooses to interrupt this action with a Burst of Adrenalin, attacking with his ready sword, he however does very little damage. The tiger then claws at Sorack who manages to dodge both strikes. The game master declares the tiger's third action to be the bite attack. This time Sorack does not choose to interrupt as he only has a single action remaining, his only real option is to disengage from combat, which is easier to do when his opponent is out of attacks. Later in the combat round, when Sorack's chance to act comes up in the initiative, Sorack will still possess one unused action.

Burst of Adrenalin (2 actions): This is an emergency action and is typically only used by player characters and important NPCs. It is useful when the big deadly monster is going to rend your character before you even have a chance to move to safety, or when the powerful magic-user is going to lay waste to the party before you can fire your readied crossbow

at him. With a burst of adrenalin, you can expend 2 actions to take any normal single action before your place in the initiative comes up. In addition to the extra action, this causes the character so suffer a level of fatigue loss (after the action is completed). *Example: The party is startled a magic-user steps out from behind the boulder, electricity arcing dangerously between his fingers. Sorack, knowing that the bad initiative roll means the magic-user will get his spell off before he can let his readied arrow fire, decides to use a burst of adrenalin to interrupt the caster and fire an arrow. The arrow strikes home, doing enough damage to cause the mage to lose concentration and the spell fizzles out. In addition to using 2 actions, Sorack's fatigue drops from fresh to winded.*

Cast a Memorized Spell (1 action per 5 spell levels): This action may be taken multiple times prior to actually casting a spell, but must be taken consecutively and may not be used in the same round as an attack. Each action taken allows up to 5 spell levels of the chosen spell to be cast, and after enough actions are taken to cover the spell, it goes off immediately. While this is technically an attack action, it may be taken consecutive times in a combat round, but only to cast a single spell. If a Cast Spell action is interrupted by an opponent using a Wait action, or consecutive Cast Spell actions are interrupted for any reason and the caster fails to maintain concentration, the spell is disrupted and lost costing the caster 1 magic point. For example, the magic-user Rengarth could decide to use one of his actions to cast a level one to five Sleep spell which would be cast with the one action. He could also use two actions to cast a level six to ten Sleep spell, but in this case the spell will not go off until the end of the second action and could therefore be interrupted.

Cast from Spell Book (1 full round per spell level): As for Cast Spell (Memorized), however, each spell level requires an entire combat round, or all actions.

Cast from Spell Scroll (1 action per spell level): As for Cast Spell above, however, each spell level requires an action.

Charge (1 action): Move at least ½ your MOV and follow up with a melee attack. The attack is at -30% to hit as are any defense rolls until your next action, but if successful the damage bonus die type is increased one category. For example, no bonus would become +1D4, +1D6 would become +2D6 etc.

Climb (1 action): Climb up to 4 meters with a ladder or with a successful Climb roll, up to 2 meters up a wall or cliff assuming sufficient hand holds.

Crawl (1 action): While prone you may move up to ¼ your MOV score (round up) with a single action.

Change Position (Varies):

Dive for Cover/Fall Prone: 0 actions; You may throw yourself prone in an attempt to make yourself harder to hit and a smaller target. This may be done during an opponent's action if within LOS. Ranged attacks beyond 12 meters against a prone target are *Difficult*. The average SIZ 13 human takes up one 1.5 meter square while prone.

Crouch, Kneel or Sit: 0 actions; Ranged attacks using bows or crossbows while kneeling provide a +10% Attack bonus, and ranged attacks against a kneeling target beyond 12 meters are made at -10%.

Stand (from prone/sitting on the ground): 1 action.

Stand (from kneeling/sitting in chair): 0 actions.

Kip up (kick yourself up from prone to crouching): 0 actions with a Martial Arts roll, however a failed roll leaves the charcter prone, and cost an action. In non-*Classic Fantasy* campaigns, the game master may allow this with a *Difficult* Agility roll.

Crouching Move (1 action): Move up to ½your MOV score (round up) while making yourself a slightly smaller target as per Change Position above.

Delay/Interrupt (1 action): The act of delaying immediately uses an action and the initiative moves to the next character. However at any time during the rest of this round, the character may take his or her remaining actions. If unused, the delay/interrupt will carry over into the next round. If you do not use your delayed actions before it's time for your

next round of actions, they're lost; sometimes you wait so long you don't act. *For example, the paladin Sir Drake, after dropping two goblins with his blood soaked long sword last round, looks over the battlefield finding no viable targets presenting themselves. He decides to use one of his three actions to delay/interrupt. Nothing happens during the rest of the current round. At the start of the next round, before he would normally be able to act, several goblin archers take up positions at the tree line as their first action. Because he delayed and has two actions remaining, he chooses to interrupt the goblins as they take their action and move behind cover and out of the line of fire. He still has one action remaining and continues to hold it, and may still take his normal three actions when his normal chance to act comes later in the round.*

Disarm (1 action): This action allows you to make a *Difficult* attack targeting an object held in one of the targets hands in an attempt to make him drop it. If successful, the target must succeed at an Effort roll to maintain his grip.

Disengage from Combat (1 action): If you wish to get away from an enemy you have three options.

1. The first is to succeed in a knockback attack as per *Basic Roleplaying* page 197 and 225, and then make a successful Dodge. This method does not allow for any further attacks on your character, and puts him or her out of close combat. If successful you may move a distance equal to your MOV score in squares away from your assailant.

2. Alternately, you may wait for your opponent to attack and then make a break before he can ready another. You must wait until your opponent performs his actions in the round, if you can successfully Dodge or Parry all of his or her attacks, or your opponent fails to connect at all, you may immediately move a number of squares equal to MOV score.

3. Finally, you may simply turn and run. Unfortunately, this leaves the disengaging character open and defenseless, and in this case, his or her opponent(s) are allowed to make one 'free' attack against the character that cannot be parried or Dodged. If you somehow survive this you can move a number of squares equal to your MOV score.

Drink a Potion (1 action): 1 action, but potion must be readied.

Drop an Object (0 actions): When you don't have the time to put an item away properly you can just drop it as a free action.

Engage in Combat (1 action, non-restricted): You may move up to ½ your MOV score. This action is often used to cover a little ground and still be able to make an attack or cast a spell.

Equipped or Unequipped a Backpack (Varies): It takes 1 action to remove a backpack, letting it fall to the ground and 2 actions to pick one up and put it on.

Fast Draw (0 actions): Any weapon or item with an ENC of less than 2 (not 2 or less), may be readied as a free action with a successful weapon skill roll, or a successful Agility roll for non-weapons. In either case, a failure results in the item being dropped, there is no additional effect of a special, critical, or fumble.

Feint (1 action): You may make an attack at -20% designed to "trick" your opponent into thinking your attacking from one direction only to strike from another. If successful, opponents Dodge or Parry becomes *Difficult*. This Action counts as an attack and is limited to the number of allowed attacks per round.

Fight Defensively (1 action): This option allows your character to forfeit any offensive action during a round for the ability to substitute an Attack action for a Dodge or Parry attempt without incurring the subsequent cumulative –30% penalty for further dodge or parry attempts. Fighting defensively is covered in detail in Basic Role Playing on page 191.

Lock/Unlock a Door with a Key or Deadbolt (1 action)

Make an Aura Attack (Full Round): This consumes all actions (the entire melee round), during which you may only perform the following free actions; Turn in Place and Speak, and then only when your turn to take an action comes up. You may still Parry and Dodge as normal. Any other action disrupts the Aura Attack. The 'attack' takes place just before your first action in the next round. See *Basic*

Roleplaying page 214 for further rules on Aura Attacks.

Move (1 action, combat): You may move a number of squares equal to your MOV score with each action taken. You may not choose Cast a Spell, Aim, Additional Concentration, or Attack in the same round that this action is chosen, for that choose Engage in Combat, or Charge. An average human is assumed to be able to run 30 meters per combat round, this would be 2 consecutive Move actions which are how many actions an average DEX 10 character would have. *Regardless of DEX, a character cannot use more than two Move actions in one combat round.*

Open or Close a Door (1 action)

Parry or Dodge and Attack (0 actions): If your character is armed with a weapon or shield that could parry an attack, he or she may roll against the relevant weapon skill to parry the blow. Some weapons and attacks cannot be parried and must instead be dodged. Dodges can be attempted against all melee attacks or thrown weapons. Dodges against high–speed projectile weapons (arrows, sling stones, etc.) are *Difficult.* This may be done as a reaction to an opponents action, and each successive parry and/or dodge attempt after the first is at a –30% modifier to the skill rating, cumulative.

Pick a Lock (1 full round or 5 Minutes): 1 full combat round with a *Difficult* Pick Locks roll, or 5 minutes.

Pick a Pocket (1 action)

Pick an Object off the Ground (1 action): The object can be assumed to be picked up in a ready position unless the GM deems otherwise.

Put on a Helm/ Equipped a Shield (1 action): This assumes the item is already being held.

Put on a Piece of Armor (Varies): A piece of armor constitutes a shirt, pants, breastplate, etc. Each piece of armor take 1 action per 2 armor points (rounded up). This assumes it is already being held.

Put on a Suit of Armor (as per Armor Table on page 150)

Ready an Item (1 action or varies): 1 action if the object is accessible, on a belt, in a sheath, in a pouch, etc. If it must be dug out of a backpack this takes 1D3+1 actions, after you spend an action removing the pack.

Sneak (1 action): Move up to ½ your MOV and make a Sneak roll to avoid being noticed by an enemy, assuming there are sufficient shadows and/or no line of sight to your character. This action may only be taken once, but does not count as a move, and may be combined with an attack action.

Speak (0 actions): Normal conversation or shouted commands (within reason) do not penalize your character during any action or limit his or her actions in any significant manner. However, stopping to discuss a plan of action takes as long in game time as it takes in real life.

Stand from Prone (1 action): Change from a prone to a standing or crouching position.

Turn in Place (0 actions): You may turn to face any direction before or after completing any other action. This may be done as a reaction to any attacker in your field of vision before his attack, or to an attack from behind after his attack. However, if turning your back on an opponent while in his zone of control, expect a free attack in which you cannot Parry or Dodge.

Surprise

When two parties encounter each other unexpectedly, there is a chance of either or both sides being surprised. If either side is using any type of light source, that side has no chance of surprising the other as their location will have been given up long before coming into sight of the other party, assuming the other side has eyes. Also, some monsters, like undead and constructs, are incapable of being surprised. Any character subject to a surprise check should make a Spot roll, with a Failure representing surprise, however each member of a party that has specified a leader gains a +10% bonus to all surprise checks. A surprised character may only use half DEX when determining number of actions and initiative, and may not add a 1D10 roll to their initiative as normal. Surprise only lasts 1 combat round. In some situations, the GM may modify the surprise check to *Easy* or *Difficult* dependent upon the nature of the

encounter, or require a surprise check based on Listen or Sense rolls dependent upon the specific threat. Finally, when rolling for an enemy party, the GM may roll for each member individually, or make one roll for the entire group basing the roll on average skill.

Initiative

At the start of a combat round, all PCs and NPCs roll a D10 and add their DEX characteristics to the result. The player rolling highest has his or her character take all available actions; the second highest roll takes his or her actions etc. *This does not grant extra actions.* The GM rolls initiative for each NPC involved in the combat. For groups of NPCs, the GM can usually simplify matters by having all NPCs act on the same initiative roll. The GM may wish to break large groups of NPCs into smaller groups and have them use different initiative rolls, or may allow a separate initiative roll for leaders or otherwise exceptional NPCs. Initiative is re-rolled each combat round simulating the chaotic and shifting environment of combat, where opportunity to act can change depending on the actions of the participants.

Magic Use

When casting spells, the caster may invest enough magic points for up to 5 spell levels with a single action. A spell cast with a single action goes off immediately and can only be interrupted by a Delay/Interrupt, or Burst of Adrenalin, though an adjacent opponent may always get a free attack on a spell caster. More powerful spells may require multiple actions to cast.

Your character can only cast one spell per combat round. Casting a spell counts as combat for the round therefore cannot be combined with a weapon attack, but can certainly be performed with any other non-combat action. Spells take effect during the action in which they are cast assuming sufficient magic points are paid to power them. See Magic Spell Success Levels in *Basic Roleplaying*, page 93.

Finally, when spells are described as affecting a "circle 1 meter in diameter" for example, this should be changed to a 1.5 meter square for convenience.

Maps and Miniatures

Ok, now that you understand how Actions work lets put them to use on a tabletop. *Classic Fantasy* assumes the use of miniatures and a map or mat with a 1" square grid superimposed upon it. These mats can be found at any game and hobby store as well as several websites that allow you to printout 8"x11" sheets, customized with whatever size grid you wish.

Movement and Distance

Generally speaking, miniatures suitable to a *Classic Fantasy* campaign are in the 25-30mm scale. This would represent a SIZ 13, average human for instance. These can be anything from plastic and metal figures found at game and hobby stores to cardstock counters available at numerous online game shops. Bingo chips, pennies, and homemade counters, etc. can all serve as markers in a pinch. One square on the battlemat represents a 1.5 meter area and this converts to a roughly 5' by 5' for those using imperial measurements.

Tactical Movement

Each character has a MOV score with the average human having a MOV of 10. Each Move Action allows you to move a number of 1.5 meter squares equal to your MOV. The following chart shows how many 1.5-meter squares each race can move for each Move action. No more than two actions may be used for movement in a single combat round regardless of DEX.

Race	Move Action
Human	10
Human Barbarian	12*
Dwarf	6
Elf	11
Gnome	6
Half-Elf	10
Half-Orc	10
Halfling	6

*Assuming lightly encumbered

Movement Modifiers

Sometimes a character is prevented from moving his whole distance due to intervening terrain,

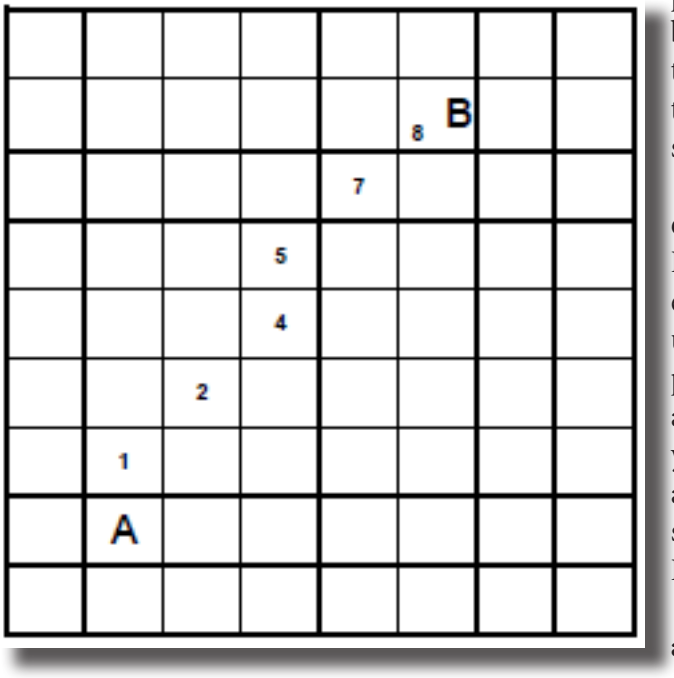
the weight of carried equipment or other factors. Some of these are detailed below.

• Load and Fatigue: A characters current load can modify MOV as per the Load and Fatigue rules introduced on page 10.

• Poor Terrain: Rubble, dead bodies, and vegetation can all work against a character to slow his or her progress on the battlefield. See page 182, Effects of Terrain on Movement and Line of Sight, for further information on the effects of poor terrain.

How to Measure Distance

When measuring distance between two points you count the squares from point 'A' to point 'B', ignoring the square point 'A' occupies but counting the one point 'B' is in. When counting diagonals, they are treated as 1½ squares of distance, but for simplicity sake, count the first diagonal as 1 square, the second counts as 2, the third counts as 1, the fourth counts as 2 etc. If this is broken up with a couple vertical or horizontal squares, remember to continue where you left off if going back to diagonals.



In the diagram above, Sorack the Ranger at 'A', is going to fire an arrow at an orc fighter at 'B'. Counting along the closest path we see that the orc is at a range of 8 squares (12 meters).

Facing

Your character's facing is one of your most important considerations on the battlefield. Leaving your side or back open to attack is the fastest way to get to roll up a new character, but unfortunately, this is sometimes unavoidable. To the right is an example of a facing diagram. At the end of movement, a figure must be facing one of the sides of the square. You may not leave a figure on the battlegrid facing diagonally.

Facings

Front	Front	Front
Side	X	Side
Back	Back	Back

An enemy attacking you from a side square recieves a +20% bonus, while attacking from a rear square is *Easy*. In addition, you recieve several modifiers dependent on what style of combat you are using as detailed below.

• **Fighting with One Weapon or One Weapon and a Shield:** Any attack or parry into one of your Front squares is unmodified. An attack or parry into the same square as your weapon arm can be made at a -20% penalty, while an attack or parry to your opposite side is considered *Difficult*. No attacks or parries are possible into one of your Back squares. See Shields below for their uses in combat.

• **Two-Weapons:** When fighting with a weapon in each hand, any attack or parry into one of your Front squares is unmodified. Attacks or parries into either side suffer a -20% penalty with the weapon used to that side, and attacks or parries with the opposite weapon are *Difficult*. For example, attacking an enemy in your left side square would be -20% with your left weapon, but *Difficult* with your right. No attacks or parries are possible into one of your Back squares. See Two Weapons in the Chapter 5: Spot Rules for additional information.

•**Two-Handed Weapons (Including Bows and Crossbows):** When fighting with a 2-handed weapon, any attack or parry into one of your Front squares is unmodified. Attacks or parries into either side are *Difficult* due to the weapons awkwardness and unbalance. The exception to this is the quarterstaff and spear. These can be used to attack into

either side square at only a -20% penalty, though parries are still *Difficult*. No attacks or parries are possible into one of your Back squares.

• **Dodging:** You may dodge any attack from one of your Front squares at your normal unmodified chance. Dodging an attack from either Side square is done at a -20% penalty. Dodging an attack from one of your Back squares can only be done if you make a successful Listen, or Sense roll first, and then the Dodge is *Difficult*.

• **Shields:** Parrying with a shield gives a different field of protection than with a weapon. A shield can be used to parry or attack into any of your Front squares and to the side of your shield arm at no penalty. But due to its size and location, it cannot be used to attack or parry into any other square, including the opposite square. This is illustrated in the accompanying diagram and displays a right handed combatant, where the shield would be held with his left arm.

Shield	Shield	Shield
Shield	X	

Facing Changes

Normally you may change facing according to the following restrictions.

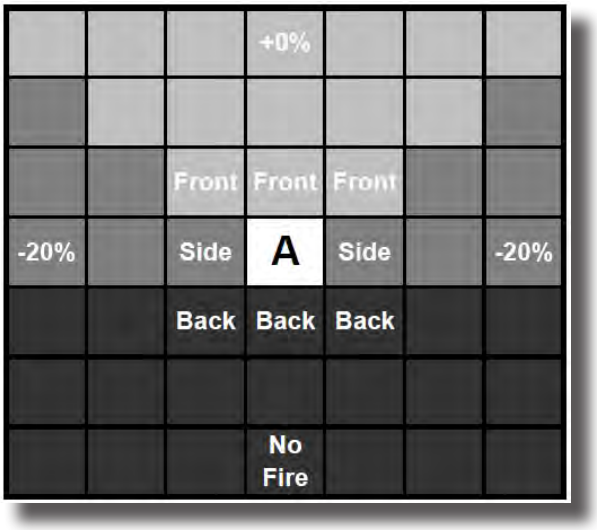
• As a free action, you may turn in place to face any direction. This may be done at anytime, and if in response to an attack, you must first be aware of the danger. Turning your back on an adjacent enemy for any reason will provoke a free attack, though this may be avoided with a *Difficult* Dodge.

• If using a single action to move you are assumed to be walking or moving cautiously and can change facing as often as desired over the course of the move.

• If using multiple actions to move you are assumed to be running or sprinting and cannot change facing during your move, though you may move into any of your front squares and are not restricted to a straight line. At the end of your move, you may turn in place as above. In this case, coming to a point where you must turn 90 degrees essentially ends movement.

Arc of Fire and Field of Vision

When using a ranged weapon, attackers have an Arc of Fire which is simply an expanded Facing Diagram. Attacks into their front arc are at their unmodified Attack skill, while attacks into their side arc are at -20%. This is illustrated in the below diagram. A characters Field of Vision is simply his front arc and both side arcs combined. This represents what he can see and therefore react to.



Missing with a Thrown Weapon

Some weapons and attacks have a radius of effect and can still be effective or dangerous; even if they miss their original target. When making an attack, a successful roll means the attack has landed right on target while a failed roll has missed, but still must land somewhere. The first step when missing with an attack with a thrown weapon is to find out where it has landed. The information on Throwing, found on page 83 of *Basic Roleplaying* under the Throw skill is used with the following minor change to reflect playing on a battlegrid. In the accompanying diagram, X marks the location of the target. Roll 1D8 and find the number rolled to determine the direction in which the hurled object has missed the target.

4	5	6
3	X	7
2	1	8

The object misses based on the range of the initial throw as shown on the following table:

Distance Thrown	Misses By
1 square	0 squares *
2-15 squares	1 square
16-20 squares	1D2 squares
21-25 squares	1D3 squares
26-30 squares	1D3 x2 squares
31-35 squares	1D3 x3 squares
each additional 5 squares	+1 multiple

* A result of 0 squares means the object has missed the target but fallen in his square just the same.

If the thrown weapon lands in an occupied square other than that of the target, it has a chance of accidentally hitting something equal to the creature or objects SIZ x1%. A randomly struck enemy does not allow a skill check.

Remember when counting diagonals, the first square counts as one, the second two, the third one etc.

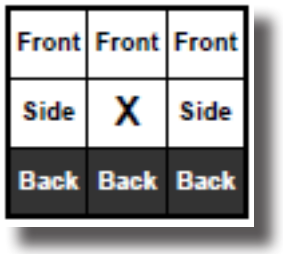
Missing with a Missile Weapon

Just because your arrow misses the goblin you shot at, doesn't mean it vanishes in a puff of smoke. It still has to go somewhere. Draw an imaginary line from the center of your square to the center of the square containing your target. Now imagine that line continues beyond your target to the extent of its range, if it passes through any square occupied by an item, character or creature, there is a chance that it has been hit by the stray shot. This chance is equal to its SIZ x1%.

Objects or creatures in front of the target instead provide it with cover, which is handled in "Effects of Terrain on Movement and Line of Sight" below. If you do hit something randomly you do not get to check off the skill.

Zone of Control (ZoC)

Each character or creature has what is called a Zone of Control or ZoC. For humanoid creatures this is the three squares to his front and the one on either side with the three squares behind the character outside line of sight and not considered within his ZoC.



For this reason it's smart to fight with an ally to your back, or your back to a wall if possible. The diagram to the right shows an example of a Zone of Control. The blacked out 'Back' boxes are outside of your ZoC.

Moving Through a Zone of Control

Sometimes you just have to get through a spot occupied by someone else. There are a few choices available to you, dependent upon just who or what, is in that square.

• **Ally:** Friendly characters do not prevent an ally from moving through their ZoC.

• **Enemy:** As soon as an attacker enters the ZoC of an enemy he is engaged, and therefore must end movement. The attacker is now subject to the rules for disengagement if he wishes to break away. Obviously, helpless enemies do not prevent movement through their ZoC. Entering an enemy ZoC does not provoke a free attack, and several options follow that allow an opponent to pass through an enemy ZoC.

• **Prone:** A character that is now prone whether by choice or circumstance, can not stop an enemy from moving through his ZoC.

• **SIZ:** Small creatures, one half an opponents SIZ or less, cannot prevent a larger opponent from passing through their ZoC. But, this works both ways and with a successful Agility roll, a larger opponent cannot prevent the smaller from passing through his ZoC, as the little guy darts between his legs, under his grasp etc.

• **Slam:** An attacker can attempt to use brute strength to plow his way through the enemy's ZoC. To do this, compare his STR vs. the SIZ of the target on the Resistance Table. A target kneeling or crouching may only resist with half his or her STR. The attacker may add +1 to his effective STR for each 10 squares, or fraction there of, moved through prior to contacting his target (maximum bonus of +5). A successful resistance roll knocks his enemy prone into any of his back squares and if the attacker fails an Agility roll (*Difficult* if crouching or kneeling) he

falls prone as well. If the attacker fails the resistance roll he ends movement in the square in front of the enemy and with a failed Agility roll, he instead falls prone.

• **Dodge:** A character can attempt to dodge through an opponent's ZoC in some acrobatic flashy way. His opponent gets a 'free' attack on him during the attempt while he must succeed at a *Difficult* Dodge roll. If successful he may continue out of his opponent's ZoC, if unsuccessful and still alive, he ends is movement in the first square he attempted to dodge through, and with a failed Agility roll, falls prone.

• In any case you may not end your movement in a square occupied by another character or creature regardless as whether it is a friend or foe unless it is prone or otherwise helpless.

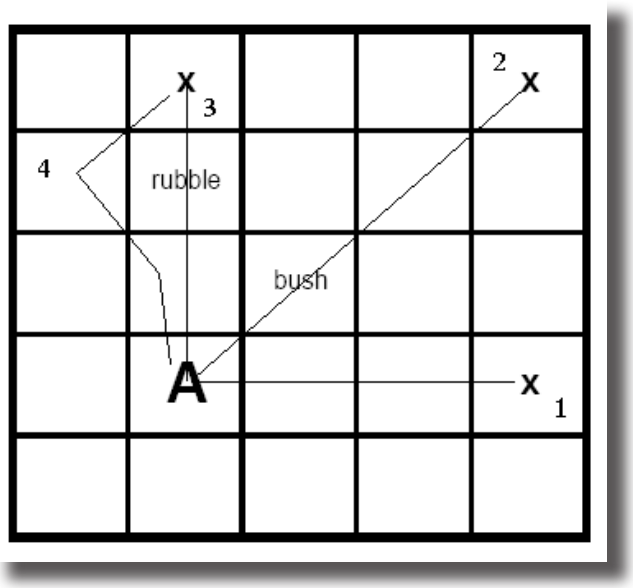
Effects of Terrain on Movement and Line of Sight

Battlefields will usually have terrain of some type hindering movement or blocking line of sight. This section goes into detail on its various effects.

Obstacles: Obstacles block movement and can be anything from trees, walls, fences, doors, pits etc. If an obstacle doesn't completely block a square, like a chair, small tree, or bush, it is treated as difficult terrain below.

Difficult Terrain: When entering a square consisting of difficult terrain, moving vertically or horizontally on the battlemat would cost you 2 points of movement and diagonal movement would cost you 3 points (therefore 6 points to move 2 diagonal squares). Some examples of difficult terrain would be shallow pools of water, rubble, bushes, tall grass or weeds, and dead bodies. Some creatures, like ghosts or those that fly are unaffected by difficult terrain.

The following diagram shows some examples of difficult terrain effecting movement. Rengarth the Magic-User at A, is looking to move to a better vantage point for spell casting. He has three possible choices all marked by x's on the map.



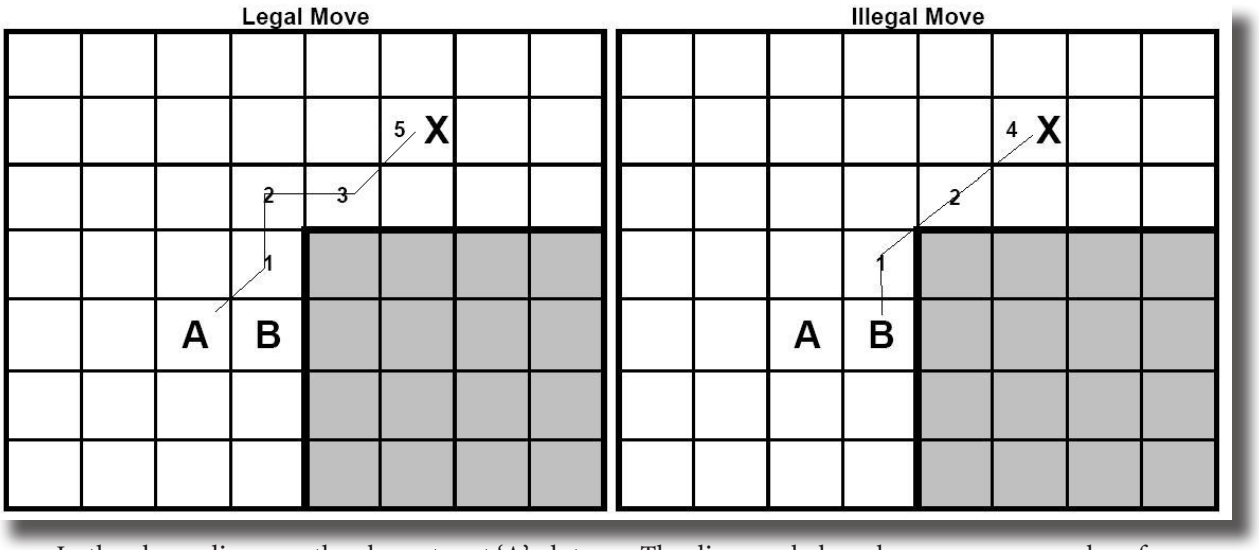
1. If he moves sideways to 1, it would only cost him 3 movement points as there is no intervening terrain.

2. Moving to location 2 would cost 3 movement points to enter the square with the bush, then 2 more to enter the next diagonal square as that is the second square of diagonal movement, and finally, 1 movement point to enter the square at 2 as the third square of diagonal movement costs 1 point. Therefore to move to location 2 would cost a total of 6 movement points.

3. To move to location 3 following the direct path through the rubble would cost 4 movement points, 1 for each empty square and 2 for the rubble filled square.

4. Finally, if Rengarth chooses to bypass the rubble, side-stepping into location 4 then back again into 3 this would cost 4 points as well (but avoiding a possible fall). 1 for the first square of vertical movement, then 1 for the diagonal step. Finally the last diagonal step would cost 2 points as it is the second diagonal move.

Corners: When moving diagonally, figure movement points as above. If you only have one point of movement remaining but the diagonal you are to move into would cost you 2 points you may not make that move. You may not move diagonally past corners of walls, fences, shrubs etc.

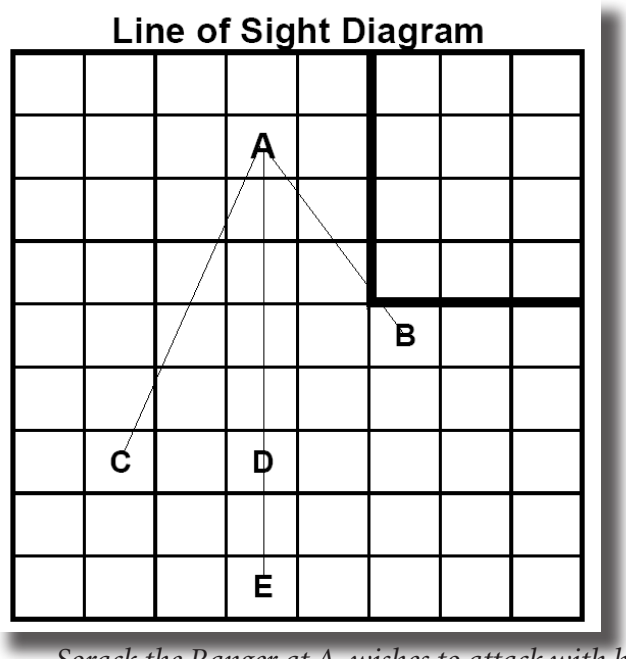


In the above diagram, the character at 'A' plots a path around the corner of the building and then diagonally to the point at 'X', figuring his second diagonal as two squares of movement means he uses 5 points of his MOV score. The character at 'B' may not perform this shorter move, because he may not move diagonally past a corner.

Hazardous Terrain: Treat hazardous terrain just like an obstacle or difficult terrain above, but hazardous terrain can injure or kill an adventurer. Some examples are pits, fire, lava, deep water, areas covered with caltrops or spikes, etc.

Line of Sight (LoS): When attacking with a ranged weapon the first thing that must be determined is whether you have Line of Sight (LoS) to your target. The best way to determine LoS, is to imagine a straight line from the center of your square to the center of your target's square. This can actually be determined on the battlegrid with a piece of string, ruler, tape measure or even a piece of paper if the distance is short enough. If this 'line' does not intersect with any obstacles, you have LoS. Obstacles include other creatures, friendly or otherwise. If only partial LoS is achieved, like your target is blocked partially by tree, stone or even an ally, you may still make the shot as normal, but a hit is treated in the same way as if the target has cover. In other words, the GM determines what hit locations are blocked, and when a hit location roll is made, if one of the blocked locations is hit, then the tree, rock… or ally, takes the hit.

The diagram below shows some examples of Line of Sight



Sorack the Ranger at A, wishes to attack with his long bow. His target choices are the orcs at B and C, or the ogre at E, which is being charged at by Sir Drake the Paladin at D. Line of sight to the orc at B is blocked completely by the corner of the building and therefore is not a possible target while line of sight to the ogre at E is partially blocked by Sir Drake. The orc at C is wide open to attack, so Sorack lets an arrow fly at the ogre (he's impetuous like that). The GM determines that both of the ogre's legs are blocked by Sir Drake so if the hit location rolled is either leg, then Drake takes the hit. Good luck Sir Drake.

Free Attacks

Some actions taken by an enemy can result in a free attack if taken within your Zone of Control. These actions are usually the result of an opponent having to lower their guard in order to perform some desperate action on their part. In all cases, the triggering action is interrupted until the completion of the free attack. Some examples follow.

• Readying an item, drawing/sheathing a weapon, or retrieving an object from the belt or a pack, with the exception of those items successfully fast drawn, as per the action on page 176.

• Drinking a potion.

• Choosing to disengage by turning and running, thus leaving oneself open to attack.

• Using any type of ranged weapon. If the free attack is successful, the ranged attack fails regardless as to whether damage was done due to distraction, unless a Stamina roll to maintain concentration is successful.

• Changing position (from prone to standing and anything in between).

• Turning your back on an adjacent enemy.

• Casting a spell. If the free attack is successful the caster must attempt to maintain concentration.

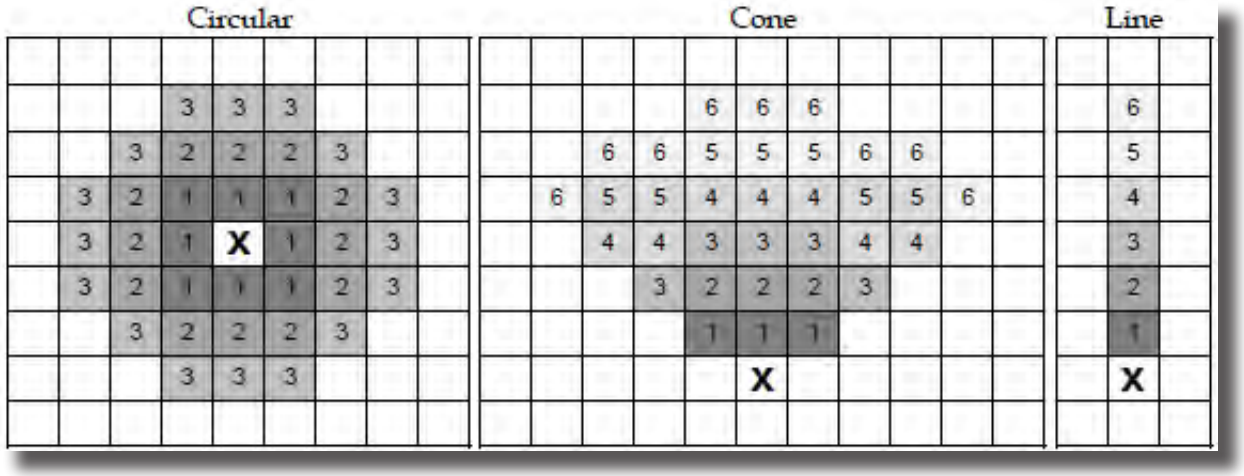
• Attempting to move through an enemy ZoC.

In all cases a free attack is a normal attack not subject to modification by the attacker and can only be performed using a ready weapon against an adjacent opponent.

Spells and Spell-like Effects on the Battlegrid

Some spells and spell-like effects, like a fire ball or a dragons breath weapon, are defined as having an area of effect, either cone-shaped, line, or circular. This area may be variable in size or have a defined space as noted in the spell description. Area of effect spells are very powerful and must be used with caution, for they do not know the difference between friend and foe. The following diagram displays the various areas of affect in *Classic Fantasy*.

As mentioned earlier, many spells in *Basic Roleplaying* are mentioned as affecting a circular area 1 meter in diameter. To remain consistant with the core rules, *Classic Fantasy* has chosen to keep the same area of effect for certain spells. However this does not fit nicely on a grid that assumes 1.5 meter squares. For this reason, when spells are described as affecting a "circle 1 meter in diameter", this should be changed to a 1.5 meter square for convenience. This will have very little actual effect on gameplay.



The numbers within each area of effect diagram show some example areas and are not all inclusive. For example, a sleep spell is defined as having a 3 meter radius and would use the circular area of effect. As each square is 1.5 meters, this would cover 2 squares. All those within a square with a 1 or a 2 would be subject to its effects. The above diagrams reflect the fact that the first diagonal represents 1 square and the second represents 2, the third represents 1, and the fourth represents 2, etc.

Combat Modifiers

The following table covers just some of the various situations that can come up in a round of combat. Theses modify Melee and/or Ranged Attack skill. The GM shouldn't waste too much game time searching this table for a specific modifier if he can't find it, instead using it to find a close approximate.

The Big Table of Combat Modifiers

Situation	Melee	Ranged
Range Modifiers		
Target is within DEX /5 squares (DEX/3 meters), round up (even if prone)	NA	Easy
Target is within the weapons basic range (see the weapons tables)	NA	+0%
Target is at medium range (basic range x2)	NA	Difficult
Target is at long range (basic range x4)	NA	1/4 Skill
Location Modifiers		
Attacker is attacking from a superior position (BRP pg 232)	+10%	+10%
Attacker is attempting missile fire while moving (BRP pg 227)	NA	Varies
Attacker is mounted against a dismounted target (BRP pg 227)	+10%	NA
Attacker is squeezing through a Tight Space (CF pg 169)	Difficult [1]	Difficult [1]
Attacker is striking at an enemy from one of its rear squares (CF pg 179)	Easy [2]	+0% [2]
Attacker is striking at an enemy from one of its side squares (CF pg 179)	+20% [3]	+0% [3]
Attacker is striking from ambush (BRP 213)	Easy [4]	Easy [5]
Target is behind a fortified position (BRP pg 220)	Difficult	Difficult
Target is partially concealed (BRP pg. 220)	+0% [6]	+0% [6]
Target is squeezing through a tight space (CF pg 169)	Easy	+20%
Positional Modifiers		
Attacker is kneeling and using a bow or crossbow (CF pg 175)	NA	+10%
Attacker is prone (BRP pg 229)	Difficult [7]	Varies [8]
Target is kneeling or Sitting (CF pg 175)	+20%	-10% [9]
Target is prone (BRP pg 229)	Easy	Difficult [9]
Situational Modifiers		
Attacker is aiming for a specific hit location or held object (BRP pg 212)	Difficult	Difficult
Attacker is aiming for a better chance to hit (BRP pg 212)	+1/10th Skill	+1/10th Skill
Attacker is entangled (Web or Entangle if used in thickly overgrown area)	Difficult	Impossible [10]
Attacker is fatigued:		
Winded	-5%	-5%
Tired	-10%	-10%
Weary	-20%	-20%
Exhausted	Difficult	Difficult
Collapsed	Impossible	Impossible

The Big Table of Combat Modifiers (Continued)

Situation	Melee	Ranged
Situational Modifiers (Continued)		
Attacker is firing into combat (BRP pg 224)	NA	-20% [11]
Attacker and/or target in the Rain (BRP pg 236)	-10%	-10%
Attacker is shaken / frightened	-10%/-30% [12]	-10%/-30% [12]
Size difference between attacker and target (BRP pg 215):		
Target is twice the SIZ of the attacker or larger	+20%	+20%
Target is half the SIZ of the attacker or smaller	-20%	-20%
Target is moving fast (50 squares (75 meters) per round or greater)	NA	–50%
Target is distracted (confused, cowering, dazed, stunned, etc.)	Easy	+20%
Target is entangled or pinned	Easy	+20%
Target is grappling (but attacker is not)	+20%	-20% [11]
Target is helpless (paralyzed, sleeping, bound, etc.)	Automatic	Easy
Vision Modifiers		
Attacker is blinded (as per Darkness BRP pg 220)	Difficult [13]	Impossible [13]
Attacker is invisible (CF pg 115)	Easy	Normal [14]
Target is in light shadows or other poor lighting (BRP 206)		-10%
Target is in light fog (BRP 206)		-25%
Target is in semi-darkness (BRP pg 220)		Difficult
Target is in total or intense darkness (BRP pg 220)	Varies [13]	Varies [13]
Target is blinded	Easy [15]	Easy [15]
Target is invisible or otherwise concealed (as per Darkness BRP pg 220)	Varies [13]	Varies [13]
Weapon Modifiers		
Weapon on fixed support	NA	+10%
Poor or inadequate weapon (depending on quality)	-5% to -15%	-5% to -15%
Superior weapon (depending on quality)	+5% to +15%	+5% to +15%

Footnotes

1: While in combat, your character needs a radius of at least 1.5 meter of free space to fight comfortably with a melee weapon. If your character has less room than that, any attacks with a melee weapon larger than SIZ 2 are *Difficult*, assuming they can be used at all as decided by the GM. If your character has less than a half meter radius of space, all weapon attacks with melee or ranged weapons of SIZ 1 or 2 are considered *Difficult*, while larger weapons cannot be used at all. If your character is using a SIZ 0 melee or ranged weapon, he or she is never inconvenienced by enclosed spaces, though the effects of a grapple or entangle attack may present similar challenges to his or her ability to attack and act freely.

2: Against a melee attack the target may make a *Difficult* Listen, or Sense roll, and if successful, may make a *Difficult* Dodge or parry attempt, but only if he or she has any remaining opportunities for defense. There is no chance to defend against a ranged attack from behind.

3: The target can make a Dodge or Parry attempt at -20%, and only if he or she has any remaining opportunities for defense.

4: If the attackers are using hand–to–hand weapons and have not made successful Stealth rolls, the targets must make a successful *Easy* Listen, Sense, or Spot roll in order to notice the oncoming attackers. If the target or targets fail to detect the attackers, attacks against the target are considered *Easy* and any parries or dodges the target attempts are *Difficult*. If the attacker is using a hand–to–hand weapon, and the target is aware of him or her prior to the attack through use of a successful Listen, Sense, or Spot roll (player or GM's choice), the intended target of the ambush may act defensively. If the target succeeds in either of these rolls, he or she can parry or Dodge normally, but cannot strike back or move until the next combat round

5: If the attackers are using missile weapons and are not seen, the attackers get a free round of attacks that are considered *Easy*. The target(s) cannot dodge or parry this initial attack. If the attackers are using missile weapons and are seen, the attackers get a free round of attacks that are considered *Easy*. The targets can attempt to parry these attacks using shields or the Dodge skill.

6: Normal chance to hit, but any hit locations obscured by the cover, strike the cover instead.

7: Two handed melee weapons cannot be used while prone.

8: Most ranged weapons cannot be used while prone with the exception of the crossbow which can be used at no penalty. However, bracing the crossbow while prone will increase the chance to hit by +10%, this is a free action. Thrown weapons may be used while prone but the action is *Difficult*.

9: Target is greater than DEX/5 squares (DEX/3 meters)

10: Missile weapons are impossible, however thrown weapons or hand crossbows are only *Difficult*.

11: If the attack misses, but still falls within the 20% range that would have been a hit before modification, then a random combatant is struck. The GM should roll a die to determine who, modifying for vastly different sizes as appropriate.

12: Unless the GM chooses otherwise, this is *NOT* the effects of the Fear spell, instead the natural effect of certain monsters to be detailed in *Classic Fantasy Vol. II Gamemastery*.

13: Attacking with a melee weapon while blind or in total darkness first requires a *Difficult* Listen or Sense roll, if successful the attacker may make a *Difficult* Attack roll. If the attacker has just been hit in the same round, then the Listen or Sense roll is unnecessary. With a ranged weapon, the target must make a Stealth roll, modified by ENC as usual, just to see if he is making any noise. If he is, the Listen roll is unmodified and if successful, a roll of POW x1% is still required to hit the target. If the target succeeds at the Stealth roll, a ranged attack will automatically miss.

14: While there is no bonus to hit a target while invisibile, that attack cannot typically be Dodged or Parried.

15: Target may only attempt a *Difficult* Dodge if he or she first succeeds at a *Difficult* Sense or Listen roll.

Chaosium Inc.

BASIC ROLE PLAYING

CLASSIC FANTASY

Character Record Sheet

ACTIONS

Name _____ Player _____
Race _____ Class _____
Gender _____ Hair _____ Eyes _____
Age _____ Height _____ Weight _____
Destinctive Features _____

Background _____

CHARACTERISTICS & ROLLS

STR		Effort Roll	%
CON		Stamina Roll	%
SIZ		Damage Bonus	
INT		Idea Roll	%
❑ **POW**		Luck Roll	%
DEX		Agility Roll	%
CHA		Reaction Roll	%
MOV		Current MOV	

ALIGNMENT

❑ Good ____
❑ Neutral ____
❑ Evil ____

FATE POINTS

0	1	2	3	4	5
6	7	8	9	10	11
12	13	14	15	16	17
18	19	20	21	22	23
24	25	26	27	28	29

SKILLS

COMMUNICATION 1/2 INT ____
❑ Bargain (05) ____
❑ Command (05) ____
❑ Disguise (01) ____
❑ Etiquette (05) ____
❑ Fast Talk (05) ____
Language, Own (INT x5) ____
❑ _____ ____
Language, Other (00)
❑ _____ ____
❑ _____ ____
❑ _____ ____
❑ _____ ____
Perform (05)
❑ _____ ____
❑ _____ ____
❑ Persuade (15) ____
❑ Status (As per Class) ____
❑ Teach (10) ____

MANIPULATION 1/2 DEX ____
Art (05)
❑ _____ ____
Craft (05)
❑ _____ ____
❑ _____ ____
❑ Fly (1/2 DEX or DEX x4) ____
❑ Heavy Machine (01) ____
❑ Pick Locks (05) ____
❑ Pick Pockets (05) ____
Repair (15)
❑ _____ ____
❑ _____ ____
❑ Traps (15) ____

MENTAL 1/2 INT ____
❑ Appraise (15) ____
❑ First Aid (30) ____
❑ Gaming (INT+POW) ____
❑ Know. (Academic Lore) (01) ____
❑ Know. (Animal Training) (01) ____
❑ Know. (Blasphemous Lore) (00) ____
❑ Know. (Earth Lore) (01) ____
❑ Know. (Folklore) (01) ____
❑ Know. (Poison Lore) (01) ____
❑ Know. (Politics) (01) ____
❑ Know. (Religious Lore) (01) ____
❑ Know. (Spell Lore) (00) ____
❑ Know. (Streetwise) (01) ____
❑ Know. (Wilderness Lore) (01) ____
❑ Literacy (00) ____
❑ _____ ____
❑ _____ ____
❑ _____ ____
❑ _____ ____
❑ _____ ____
❑ Mapping (25) ____
❑ Research (25) ____
❑ Scribe Magic (00) ____
❑ Strategy (01) ____

PERCEPTION 1/2 INT ____
❑ Insight (05) ____
❑ Listen (25) ____
❑ Navigate (10) ____
❑ Research (10) ____
❑ Sense (10) ____
❑ Spot (25) ____
❑ Track (10) ____

PHYSICAL 1/2 DEX ____
❑ Climb (40) ____
❑ Dodge (DEX x2) ____
Drive (20% Common, 01% Uncommon)
❑ _____ ____
❑ _____ ____
❑ Hide (10) ____
❑ Jump (25) ____
Pilot (01)
❑ _____ ____
❑ Ride (Land Animal) (05) ____
❑ Ride (Flyer) (05) ____
❑ Ride (Swimmer) (05) ____
❑ Stealth (10) ____
❑ Swim (25) ____
❑ Throw (25) ____

COMBAT 1/2 DEX ____
❑ Back Stab, Thief only (00) ____
❑ Brawl (25) ____
❑ Grapple (25) ____
❑ Martial Arts, Monk only (00) ____

HIT POINTS

Dead: (- _____) 0 1 2 3 4 5
6 7 8 9 10 11 12 13 14 15 16
17 18 19 20 21 22 23 24 25 26 27
28 29 30 31 32 33 34 35 36 37 38

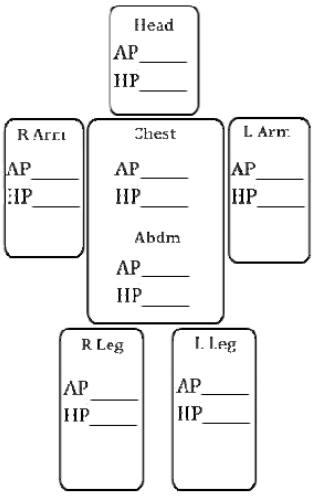
HIT LOCATIONS

Melee

01-04	R Leg
05-08	L Leg
09-11	Abdm
12	Chest
13-15	R Arm
16-18	L Arm
19-20	Head

Missile

01-03	R Leg
04-06	L Leg
07-10	Abdm
11-15	Chest
16-17	R Arm
18-19	L Arm
20	Head



WEAPONS

weapon type	*attack/parry*	*damage*	*range*	*attacks*	*length*	*hand*	*HP*
Brawl (25)		1d3+db (cr.)	touch	1	close	1h	n/a
Grapple (25)		special	touch	1	close	2h	n/a

Chaosium Inc.

BASIC ROLE PLAYING

CLASSIC FANTASY

Character Record Sheet

MAGIC POINTS

Current POW _____ Total MP _____

Unconscious 0 1 2 3 4 5 6 7 8 9 10 11 12 13
14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31

Item of Power _____ Item MP _____

0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15

Item of Power _____ Item MP _____

0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15

MONEY AND TREASURE

money and treasure	*location*	*ENC*
Gold Pieces:		
Silver Pieces:		
Copper Pieces:		

RACIAL ABILITIES

ARMOR

armor type (piece)	*location*	*AP*	*ENC*

CLASS ABILITIES

EQUIPMENT

equipment	*location*	*HP*	*ENC*

LOAD AND FATIGUE

max ENC		*load level*	*MOV*
	STR x 1/2	Unloaded	-0
	STR x 1	Light	-0
	STR x 1 1/2	Moderate	-0
	STR x 2	Heavy	-2
	STR x 2 1/2	Extreme	-4
	STR x 3	Maximum	-8

fatigue level	*penalty*
❑ Fresh	n/a
❑ Winded	-5%
❑ Tired	-10%
❑ Weary	-20%
❑ Exausted	Difficult
❑ Collapsed	Impossible
❑ Unconscious	No Actions

EFFECTS OF LOAD

Unloaded: Stamina rolls not typically required.
Light Load: Easy Stamina roll required for Typical or greater exertion.
Moderate Load: Stamina roll required for Typical or greater exertion.
Heavy Load: Easy Stamina rolls required for casual exertion, Difficult Stamina roll required for Typical or greater exertion.
Extreme Load: Normal Stamina roll required for casual exertion. Typical exertion automatically fatigues the character one step. Exceptional exertion only allowed at GM's discretion, and costs multiple Fatigue levels as determined by the GM.
Maximum Load: Difficult Stamina roll required for casual exertion. Typical exertion automatically fatigues the character one step. Exceptional exertion only allowed at GM's discretion, and costs multiple Fatigue levels as determined by the GM.

SOME EXAMPLES OF EXERTION

Casual: Strolling 100m, Swimming 10m, travelling by mount for a day
Typical: Jogging 100m, travelling by foot for a day
Exceptional: Sprinting 100m, Exceptional always causes the loss of at least one level of Fatigue and is cumulative with Load penalties.
Other Automatic Faitgue Drops: Dropping to 1/2 total hp, and again when dropping to 3 hp or less. Dropping to negitive hp in a limb.

Total ENC _____

MAGIC SPELLS

SPELLS

	spell	skill	description	memorized	range	duration	MP per lvl	damage
❑				❑				

CLASSIC FANTASY

•••

A return to the dawn of roleplaying,
when you would gather with your friends,
bashing down doors, slaying hordes of orcs and goblins,
and throwing yet another +1 sword in your bag of holding.
In those early days, what eight giants were doing in a 10x10' room
was less important than their treasure rating, and rescuing the
beautiful princess wasn't something you did because
it was morally right, but because of the
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