

Appendix of Tables

Table 1.0

Race / Caste Possibilities (Part I)

			Shadow	Half		
Half						
Caste						
Human	Elf	Elf	Elf	Orc	Orc	
Dwarf						
Gnome	Furfoot	Goblin				
Fighter	•					

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Monk

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Crusader

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Archer

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Rogue

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Sorcerer

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Priest

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Enchanter

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Evoker •

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Cardinal •

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Cabalist •

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Berzerker •

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Bard

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Fencer

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Marksman

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Assassin

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- Dabbler

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- Battle Mage

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Warlock

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Table 1.0.1

Race / Caste Possibilities (Part II)

Lepre-

Hob

Lizard

Caste

Goblin Kobold Vampire Man Brownie Pixie
chaun Demon Cathoon

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Monk

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Crusader

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Archer

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Rogue

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Sorcerer

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Priest

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- Enchanter

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- Evoker

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- Cardinal

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Cabalist

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Berzerker •

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Bard

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- Fencer

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- Marksman

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Assassin

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Dabbler

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Battle Mage

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Warlock

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Table 1.1 Attribute Minimum / Maximum by Caste

Caste

Brawn

Knowledge

Judgment

Agility

Vitality_

Luck
Fighter

8/25

4/19

4/20

5/25

6/25 3/25
Monk

14/22

5/20

14/23

14/25

10/25 3/25
Crusader

11/23

8/22

12/25

5/23

8/25 3/25
Archer

12/22

6/22

7/22

14/25

8/25 3/25
Rogue

5/20

5/23

4/20

12/25

5/23 8/25
Sorcerer

4/10

8/25

5/25

5/24

5/20 3/25
Priest

5/23

5/23

8/25

4/22

5/24 3/25
Enchanter

4/19

8/25

5/25

5/25

5/19 3/25
Evoker 4/18

12/23

6/25

8/23

5/20 3/25
Cardinal 5/19

7/25

14/25

4/20

5/22 3/25
Cabalist 4/20

13/25

6/24

5/21

5/22 3/25
Berzerker 11/24

4/18

4/18

7/23

9/23 3/25
Bard

7/22

8/23

8/23

9/25

5/21 8/25
Fencer

12/23

5/21

6/21

16/25

8/23 3/25
Marksman

11/23

6/22

7/22

12/25

13/23 3/25
Assassin
5/23

9/20

14/22

16/25

5/23 3/25
Dabbler

10/23

11/23

13/23

7/21

8/24 3/25
Battle Mage 12/23

12/23

14/23

9/23

10/23 3/25
Warlock

4/18

15/25

9/24

8/20

5/20 3/25

Table 1.2 Attribute Minimum / Maximum by Race

Race	Brawn	Knowledge	Judgment	Agility	Vitality	Luck
Human						
	5/25					
	4/25					
	4/25					
	4/25					
	4/25					
	3/25					
Shadow Elf						
	4/22					
	7/25					
	4/25					

6/25

4/22

3/22

Elf

6/22

7/25

4/25

6/25

4/22

3/22

Orc

8/25

4/22

4/20

4/23

14/25

3/15

Furfoot

5/20

5/23

4/23

7/25

9/22

3/25

Gnome

5/23

11/25

4/25

3/22

7/25

3/22

Dwarf

8/25

4/24

4/25

4/22

11/25

3/25

Half Elf

4/24

3/25

4/25

4/25

4/23

3/18

Half Orc 5/25

4/22

4/23

4/24

12/24

3/18

Goblin 8/22

4/17

4/16

4/24

14/25

3/19

Hobgoblin 8/25

4/15

4/12

4/23

14/23

3/12

Kobold 5/21

5/14

4/17

11/25

13/25

3/25

Vampire 10/22

12/23

10/23

14/22

11/20

3/14

Lizard Man 11/25

4/18

4/16

4/22

14/23

3/14

Brownie

5/18

5/25

4/20

7/25

9/20

3/25

Pixie
3/15

6/25

6/25

14/25

4/14

7/25

Leprechaun 5/21

5/23

4/23

7/25

15/25

14/25

Demon

4/23

7/23

3/23

9/21

8/24

3/11

Cathoon
6/22

9/22

4/17

15/25

14/25

16/25

Table 1.3

Gender Adjustments

Sex

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

Table 1.4

Caste Stamina Table

Caste

Per Level	•Max Bonus		
Fighter	1 - 15	1 - 10	Unlimited
Crusader	1 - 15	1 - 10	Unlimited
Archer	1 - 12	1 - 10	Unlimited
Monk	1 - 12	1 - 8	Unlimited
Rogue	1 - 10	1 - 8	Unlimited
Sorcerer			

1 - 8	1 - 6	3	
Priest	1 - 12	1 - 8	3
Enchanter	1 - 8	1 - 6	3
Evoker	1 - 8	1 - 4	

2			
Cardinal	1 - 10	1 - 6	2
Cabalist	1 - 8	1 - 4	2
Berzerker	1 - 20	1 - 8	Unlimited
Bard			
1 - 18	1 - 6	3	
Fencer			
1 - 15	1 - 8	3	
Marksman			
1 - 18	1 - 8	4	
Assassin			
1 - 10	1 - 5	2	
Dabbler			
1 - 12	1 - 8	4	
Battle Mage			
1 - 12	1 - 8	3	
Warlock			
1 - 8	1 - 4	1	

•Characters receive one point of stamina each level for each point of Vitality over 15. This is held to a maximum as dictated by "Max Bonus" above.

Example: Characters with a 16 Vitality receive +1 stamina per skill level.
 Characters with a 17 Vitality receive +2 stamina per skill level etc.

Table 2.0

Base / Levelup Special Action Values for Caste in %

	Sneak	Force	Acrobatic	Major	Detect	Detect	Disarm
Pick							
Caste							
	Attack	Lock	Act		Wound	Secret	Trap
Trap	Lock						
Fighter	0/0	12/3	2/0	5/1	1/0	1/0	0/0
Monk	0/0	8/2	8/4	2/1	5/0	10/0	5/0
Crusader	0/0	10/2	5/1	3/0	1/0	1/0	0/0
Archer	0/0	8/1	4/0	3/0	1/0	1/0	0/0
Rogue	2/1	0/0	6/3	0/0	15/3	8/2	5/3
Sorcerer	0/0	0/0	2/0	0/0	5/2	5/0	5/0
Priest	0/0	10/1	2/0	0/0	5/2	5/0	2/0
Enchanter	0/0	0/0	2/0	0/0	5/2	5/0	5/0
Evoker	0/0	0/0	2/0	0/0	10/1	5/0	5/0
Cardinal	0/0	0/0	2/0	0/0	10/1	5/0	3/0
Cabalist	0/0	0/0	2/0	0/0	10/1	5/0	5/0
Berzerker	0/0	15/2	6/2	8/1	1/0	1/0	0/0
Bard							
	10/0	0/0	10/2	0/0	25/1	20/1	15/1
Fencer							
	0/0	5/1	6/1	3/2	1/0	1/0	0/0
Marksman							
	0/0	0/0	3/1	4/0	1/0	1/0	0/0
Assassin							
	5/1	0/0	8/2	0/0	13/2	15/1	10/2
Dabbling							
	0/0	5/1	5/1	3/0	3/1	2/0	2/0
Battle Mage							
	0/0	5/1	5/1	3/0	3/1	2/0	5/0
Warlock							
	0/0	0/0	2/0	0/0	1/2	8/0	10/0

Special Action Modifiers

Table 2.1

•Brawn Modifier

Action	3	4	5	6	7
17 18 19 20 21 22 23 24 25					
Sneak Attack	-5	-4	-3	-2	-1
1 1 1 2 2 2 3 3 3					
Force Lock	-75	-60	-45	-30	-15
5 10 15 20 25					
30 35 40 45					
Acrobatic Act	-75	-60	-45	-30	-15
5 10 15 20 25					
30 35 40 45					
Major Wound	-5	-4	-3	-2	-1
1 2 3 4 5 6 7 8 9					
Disarm Trap	-10	-8	-6	-4	-2
2 4 6 8 10 12 14 16 18					

Table 2.2

•Agility Modifier

Action	3	4	5	6	7
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	17	18	19	20	21	22	23	24	25						
Sneak Attack		-5	-4	-3	-2	-1	1	1	2	2	3	3	4	4	4
Acrobatic Act		-20	-15	-10	-5	-2	5	8	11	15	20	25			
	30	35	40												
Disarm Trap		-25	-20	-15	-10	-5									
	5	10	15	20	25										
	30	35	40	45											
Pick Lock		-25	-20	-15	-10	-5	5	10	15	20	25				
	30	35	40	45											

•These adjustments apply only to initial attribute scores. Magically altered attributes will not award additional bonuses or penalties. All additions to these skill are awarded when a character gains a new skill level.

Table 3.0 Caste Spell Casting Ability

Spell Can Use Caste	Begins At Level	Maximum Spell Level	Maximum Spells Castable/Round	Maximum Spells Scrollcase
Class Fighter				

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Monk

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Crusader
Priest

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•

7

4

Archer
Sorcerer

1

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15

2

Rogue

1

Sorcerer

•

15

3

Sorcerer 1 Sorcerer Sorcerer

1

7

Priest 2 Sorcerer
Priest

1

7

Enchanter 2 Priest
Enchanter

1

7

Evoker 2 Enchanter
Enchanter

1

7

Cardinal 3 Enchanter
Priest

1

7

Cabalist 3 Sorcerer Priest

1

7

3 Sorcerer

Berzerker

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Bard

Sorcerer

20

3

1

Sorcerer

Fencer

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Marksman

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Assassin • Sorcerer •

15

3

Dabbling 1 Sorcerer
Enchanter

5

5

Battle Mage 1 Sorcerer •

5

5

1

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Warlock
Enchanter

1

7

3

Enchanter

Table 5.0 Spell Selection Points Required to Learn Spells

Spell Level	Points Required Per Spell Learned
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1

1
2

3
3

6
4

10
5

18
6

28
7

40

Figure 5.1

Determining Spell Selection Points

Characters that are capable of casting spell starting at higher skill levels will not begin to accumulate spell selection points until they reach the necessary level required to cast spells. Example: Crusaders can not caste priest spells until they reach level 7. Once they reach level 7 they will begin to accumulate spell selection points as shown below.

Crusader Example: For each skill level over the 6th Skill Level they receive 2 points plus 1 point for each point of Judgment over 15 plus 1 point for each skill level over the 7th.

Example: A Skill Level 10 Crusader with a Judgment of 16 will have:

7th: $2 + 1$

8th: $2 + 1 + 1$

9th: $2 + 1 + 2$

10th: $2 + 1 + 3$

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

Priest Castes: Receive 3 points plus 1 point for each point of Judgment over 15 plus 1 point for each skill level past the 1st.

Example: A Skill Level 4 Priest with a Judgment of 17 will have:

1st: $3 + 2$

2nd: $3 + 2 + 1$

3rd: $3 + 2 + 2$

4th: $3 + 2 + 3$

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

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

Example: A Skill Level 4 Sorcerer or Enchanter with a Knowledge of 16 will have:

1st: $3 + 1$

2nd: $3 + 1 + 1$

3rd: $3 + 1 + 2$

4th: 3 + 1 + 3
 Total = 12 + 4 + 6 = 22 Spell Selection Points

Table 6.0

Brawn Modification Table

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

19 +10%

+3
20 +15%

+3
21 +15%

+4
22 +20%

+4
23 +20%

+5
24 +25%

+5
25 +25%

+6

*Each caste begins to gain a strength bonus at a specific level to that caste and has a maximum bonus they can attain. In general, the more Warrior-like the cast is, the earlier they will get a strength bonus and the higher that bonus can go. Non warrior castes such as Warlocks may get only a limited bonus for strength.

Table 7.0

Armor Rating Adjustments for Base Armor Types

Armor

Rating

Permitted
Armor Type

Adjustment

Caste / Race
Robe

+3
Padded

All

+6

Varies by Caste & Race
Leather

+9

Varies by Caste & Race
Chain

+15

Varies by Caste & Race
Banded

+21

Varies by Caste & Race
Plate

+27

Varies by Caste & Race
Gloves, Soft

+1

Varies by Caste & Race
Gloves, Hard

+2

Varies by Caste & Race

Helm, Steel

+3

Varies by Caste & Race
Helm, Leather

+2

Varies by Caste & Race
Cap

+1
Shield

All

+6

Varies by Caste & Race
Cloak

+2
Gauntlets

All

+2

Varies by Caste & Race
Boots, Soft

+1 All
Boots, Hard

+2

Varies by Caste & Race

Table 7.1

Armor Rating Adjustments for Agility

Agility	Armor Rating Adjustment
15	
+2	
16	
+4	
17	
+6	
18	
+8	
19	
+10	
20	
+12	
21	
+14	
22	
+16	
23	
+18	
24	
+20	
25	
+22	

Table 8.0

Attacks Per Round By Caste

(Still subject to race limitations)

These castes gain 1/2 attack per round at the specified levels. Maximum attacks are limited by race and caste so if your race has a maximum attacks of 4 they can never have more than 4 attacks per round. Excess 1/2 attacks are carried over to the next round where they become a full attack every other round.

The maximum attacks per round may be higher than is actually gained by any particular caste as they may gain extra attacks due to the race they are.

Caste	Initial/Max	Levels that gain 1/2 attack per round
Fighter		

1.0 / 6		5, 10, 15, 20, 25, 30, 35, 40
Monk		
1.0 / 6		4, 7, 11, 14, 19, 23, 27, 31
Crusader		
1.0 / 6		6, 12, 18, 24, 30, 36, 42, 48
Archer		
1.0 / 6		5, 11, 17, 23, 29, 35, 41, 47
Rogue		
1.0 / 6		4, 7, 11, 14, 19, 23, 27, 31
Sorcerer	1.0 / 2	15
Priest	1.0 / 3	10, 20
Enchanter	1.0 / 2	20
Evoker	1.5 / 3	17, 25
Cardinal	1.5 / 4	15, 25, 35, 45
Cabalist	1.5 / 3	25, 35
Berzerker	2.0 / 5	4, 8, 12, 16, 20, 24
Bard		
1.5 / 5		4, 7, 10, 13, 16, 19
Fencer		
2.0 / 6		4, 7, 10, 13, 16, 19, 22
Marksman		
1.5 / 6		7, 14, 21, 28, 35, 42, 49, 56
Assassin		
1.5 / 6		4, 7, 11, 14, 19, 23, 27, 31
Dabbler		
1.0 / 4		7, 14, 21, 28, 35, 42
Battle Mage		
2.0 / 3		7, 13, 19, 25, 31
Warlock		
2.0 / 3		15, 25, 35, 45

Table 8.1 Initial / Maximum Attacks Per Round By Race

(Still subject to caste limitations)

Initial Race	Maximum Attacks/Round	Attacks/Round
Human	1	4
Shadow Elf	1	4
Elf	1	4
Orc	1	4
Furfoot	1.5	5
Gnome	1	4
Dwarf	1	4
Half Elf	1	4
Half Orc	1	4
Goblin	1.5	5
Hobgoblin	1.5	5
Kobold	2	6
Vampire	1.5	4
Lizard Man	1	5
Brownie	2	6
Pixie	2	6
Leprechaun	1.5	6
Demon	1.5	4
Cathoon	1.5	5

Table 8.2 Initial Attacks Per Round By Caste
(Still subject to race limitations)

Initial Race	Maximum Attacks/Round	Attacks/Round
Fighter	1	6
Monk	1	6
Crusader	1	6
Archer	1	6
Rogue	1	6
Sorcerer	1	2
Priest	1	3
Enchanter	1	2
Evoker	1.5	3
Cardinal	1.5	4
Cabalist	1.5	3
Berzerker	2	5
Bard	1.5	5
Fencer	2	6
Marksman	1.5	6
Assassin	1.5	6
Dabbler	1	5
Battle Mage	2	4
Warlock	2	3

Table 9.0

Weapon Damage Table

Permitted Melee Weapons	Damage	No. HANDS	Caste/Race
Axe, Battle	1 - 12	2	Varies
Axe, Pike			

1 - 12

2	Varies
Axe, Stone	

1 - 7	1	Varies	
Axe, War		1 - 8	1
Club		1 - 6	1
Dagger		1 - 4	1
Dart		1 - 2	1
			Varies
			Varies
			Varies
			Varies

Flail	1 - 8	1	Varies
Halberd	1 - 14	2	Varies
Hammer, Battle	1 - 8	1	Varies
Hammer, Stone	1 - 7	1	Varies
Hammer, War	1 - 8	1	Varies
Jo Stick	1 - 6	2	Varies
Mace	1 - 6	1	Varies
Morning Star	1 - 8	1	Varies
Nunchaku	1 - 6	1	Varies
Spear	1 - 8	2	Varies
Staff			

	1 - 6	2	Varies
Staff, Quarter	1 - 5	2	Varies
Sword, Broad	1 - 8	1	Varies
Sword, Long	1 - 10	1	Varies
Sword, Scimitar	1 - 8	1	Varies
Sword, Tip	1 - 12	1	Varies
Sword, Two-Handed	1 - 12	2	Varies
Sword, Short	1 - 6	1	Varies

Permitted

Missile Weapons	Damage		
No. HANDS	Caste/Race		
Bow	1 - 6	2	Varies
Cross Bow	1 - 6	2	Varies
Throwing Axe	1 - 6	1	Varies
Throwing Dagger			

1 - 4	1	Varies	
Throwing Hammer	1 - 6	1	Varies
••Throwing Star	1 - 6	1	Varies

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

Table 10.0

Turning Probability

Actually, this is more of a formula than a table. This applies to any creature that is classified as Undead, Demon, Daemon or Devil. This can only be done by castes such as Crusader, Priest or Cardinals. Though not of a priestly nature, warlocks also gain the ability to turn undead at higher levels. If a characters ability to turn is less than 1% then they will not be presented with the option to TURN during combat.

Also, Pixies and Vampires will have a small chance to turn very low level undead. This ability will not grow as they advance in levels.

Chance = Characters Base Chance -5% X Monster Toughness.

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