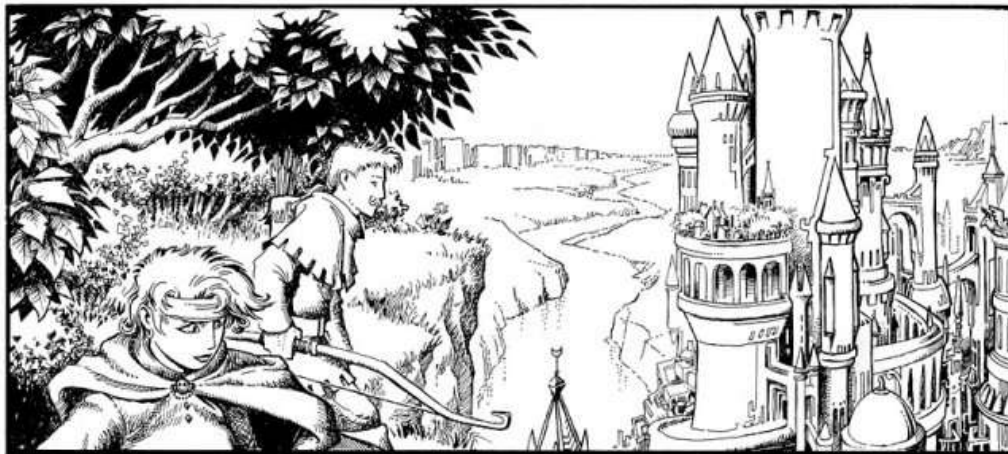


Project 74

Fantasy Roleplaying Game

Copyright © 2003-2005 Chris Gonnerman



Revision 2005.5

Distributed under the Open Content License version 1.0; see following page for details.

Artwork (other than the "eye" logo) by Håkan Ackegård, used with permission. Artwork in this document is not Open Content. Visit <http://ackegard.com/> for more of his work.

D&D™ and AD&D™ are trademarks of Wizards of the Coast, Inc., and are used without permission.



Rules by Solomoriah

OpenContent License (OPL)

Version 1.0, July 14, 1998.

This document outlines the principles underlying the OpenContent (OC) movement and may be redistributed provided it remains unaltered. For legal purposes, this document is the license under which OpenContent is made available for use.

The original version of this document may be found at <http://opencontent.org/opl.shtml>

LICENSE

Terms and Conditions for Copying, Distributing, and Modifying

Items other than copying, distributing, and modifying the Content with which this license was distributed (such as using, etc.) are outside the scope of this license.

1. You may copy and distribute exact replicas of the OpenContent (OC) as you receive it, in any medium, provided that you conspicuously and appropriately publish on each copy an appropriate copyright notice and disclaimer of warranty; keep intact all the notices that refer to this License and to the absence of any warranty; and give any other recipients of the OC a copy of this License along with the OC. You may at your option charge a fee for the media and/or handling involved in creating a unique copy of the OC for use offline, you may at your option offer instructional support for the OC in exchange for a fee, or you may at your option offer warranty in exchange for a fee. You may not charge a fee for the OC itself. You may not charge a fee for the sole service of providing access to and/or use of the OC via a network (e.g. the Internet), whether it be via the world wide web, FTP, or any other method.

2. You may modify your copy or copies of the OpenContent or any portion of it, thus forming works based on the Content, and distribute such modifications or work under the terms of Section 1 above, provided that you also meet all of these conditions:

a) You must cause the modified content to carry prominent notices stating that you changed it, the exact nature and content of the changes, and the date of any change.

b) You must cause any work that you distribute or publish, that in whole or in part contains or is derived from the OC or any part thereof, to be licensed as a whole at no charge to all third parties under the terms of this License, unless otherwise permitted under applicable Fair Use law.

These requirements apply to the modified work as a whole. If identifiable sections of that work are not derived from the OC, and can be reasonably considered independent and separate works in themselves, then this License, and its terms, do not apply to those sections when you distribute them as separate works. But when you distribute the same sections as part of a whole which is a work based on the OC, the distribution of the whole must be on the terms of this License, whose permissions for other licensees extend to the entire whole, and thus to each and every part regardless of who wrote it. Exceptions are made to this requirement to release modified works free of charge under this license only in compliance with Fair Use law where applicable.

3. You are not required to accept this License, since you have not signed it. However, nothing else grants you permission to copy, distribute or modify the OC. These actions are prohibited by law if you do not accept this License. Therefore, by distributing or translating the OC, or by deriving works herefrom, you indicate your acceptance of this License to do so, and all its terms and conditions for copying, distributing or translating the OC.

NO WARRANTY

4. BECAUSE THE OPENCONTENT (OC) IS LICENSED FREE OF CHARGE, THERE IS NO WARRANTY FOR THE OC, TO THE EXTENT PERMITTED BY APPLICABLE LAW. EXCEPT WHEN OTHERWISE STATED IN WRITING THE COPYRIGHT HOLDERS AND/OR OTHER PARTIES PROVIDE THE OC "AS IS" WITHOUT WARRANTY OF ANY KIND, EITHER EXPRESSED OR IMPLIED, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE. THE ENTIRE RISK OF USE OF THE OC IS WITH YOU. SHOULD THE OC PROVE FAULTY, INACCURATE, OR OTHERWISE UNACCEPTABLE YOU ASSUME THE COST OF ALL NECESSARY REPAIR OR CORRECTION.

5. IN NO EVENT UNLESS REQUIRED BY APPLICABLE LAW OR AGREED TO IN WRITING WILL ANY COPYRIGHT HOLDER, OR ANY OTHER PARTY WHO MAY MIRROR AND/OR REDISTRIBUTE THE OC AS PERMITTED ABOVE, BE LIABLE TO YOU FOR DAMAGES, INCLUDING ANY GENERAL, SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES ARISING OUT OF THE USE OR INABILITY TO USE THE OC, EVEN IF SUCH HOLDER OR OTHER PARTY HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES.

Table of Contents

What Is This Stuff?	1
Using These Rules	1
The Ability Scores	2
Generic Ability Bonuses	2
STRENGTH Table	2
INTELLIGENCE Table	2
CHARISMA Table	3
Bonus Spell Table	3
Favored vs. Non-Favored Ability Scores	3
Ability Advancement	3
Races	4
Dwarves	4
Elves	4
Gnomes	4
Half-Elves	5
Halflings	5
Half-Ogres	5
Half-Orcs	5
Humans	5
Handedness	6
Alignment	6
Character Age	6
Light and Vision	6
Classes	7
Hit Points	7
Clerics	8
Clerical Subclasses	9
Fighters	10
Magic-Users	11
Specialist Magic-Users	11
Thieves	12
Skills and Proficiencies	13
Using Skills	13
Skill List	14
Non-Proficiency Penalties	16
Ability Rolls	17
Saving Throws	17
Money	18
Equipment	18
Miscellaneous Equipment	18
Transport	18
Miscellaneous Weapons	19
Axes	19
Bows	19
Crossbows	19
Hammers and Maces	19

Polearms	19
Swords	19
Missile Weapon Rate of Fire and Range	20
Armor and Shields	20
Containers	20
Movement	21
Encumbrance	21
Jumping	21
Combat	22
Time and Distance	22
Surprise	22
Round Order and Initiative	22
Attack Rolls	23
Armor Class	24
Holding Back	24
Critical Hits	24
Fumbles	24
Moving Out of Melee	25
Combatant Sizes	25
Weapon Sizes	25
Flat of the Blade	25
Two-Weapon Combat	26
Missile Weapons	26
Grenade-Like Missiles	26
Brawling	27
Defending	27
Disarming	27
Rushing	28
Charging	28
Death and Dying	28
Heroic Acts and Dying Deliveries	28
Healing	29
Rest	29
Effects of Poison	29
Deafness and Blindness	29
Clerical Powers of Influence (Turning)	29
Magic Resistance	30
Energy Drain	30
System Shock and Resurrection Survival	31
Light Sources	31
Opening Doors	31
Finding Secret Doors	31
Falling Damage	31
Basic Game Options	32
Omit Skills	32
Simplify Classes	32
Experience	33

What Is This Stuff?

In this space I used to explain why I started writing these rules. That no longer seems important; this rule system has grown into my "dream" Fantasy RPG system. I hope you find some things to like here too.

Many of the rules here may look familiar. That's not surprising; most modern role-playing games have systems borrowed from each other. Many rules here were inspired by discussions on the Dragonsfoot Forums at:

<http://www.dragonsfoot.org/forums>

and I hereby give thanks to all the members there who helped me design these rules (mostly by disagreeing with me).

Contributions are welcome! Email your comments to:

solomoriah@dragonsfoot.org

Also feel free to visit Alderon's Tower, my website, which is the home of the Project 74 rule system:

<http://tower.newcenturycomputers.net>

Using These Rules

This game is not intended to stand alone; you will need rulebooks for some version of D&D or AD&D (Basic/Expert D&D, i.e. Classic, or 1st or 2nd edition AD&D) to use them.

You should be able to adapt most any module, monster, or other non-rules material from AD&D or Classic D&D rules. It is possible to use these rules with D&D-like games from other vendors... but that's not what I planned when writing this, so you're on your own if you go that way.

The rules herein are short on description, long on rules. For instance, I don't fully describe the common demi-human races; use the descriptions in the core rulebooks, or as appropriate for your campaign world.

You can take most any module, D&D or AD&D, and convert it pretty simply. Subtract the given Armor Class from 20 to get the Project 74 Armor Class. If the monster listings give THAC0 but not Hit Dice, you'll need to look them up in the base rules and note them also, for purposes of Combat Rating. Read the module (you're supposed to anyway) and amend any other discrepancy; there should be few. That's it! You're ready to go.

The Ability Scores

Characters should be rolled using straight 3d6 die rolls. The player should be allowed to put these die rolls in any desired order.

Generic Ability Bonuses

Ability Score	Bonus	Ability Score	Bonus
1	-5	18	+3
2	-4	19	+4
3	-3	20	+5
4-5	-2	21	+6
6-8	-1	22	+7
9-12	0	23	+8
13-15	+1	24	+9
16-17	+2	25	+10

Whenever a rule refers to an "Ability Bonus" (i.e. "Dexterity Bonus," "Strength Bonus," etc.), the bonus listed above is used. Where a rule refers to an "Ability Save Bonus" (i.e. "Dexterity Save Bonus"), the bonus above is added to the relevant saving throw bonus (see **Ability Check Bonuses and Saving Throws**, below).

Certain ability scores are also used in other ways, as shown below:

STRENGTH Table

Ability Score	Weight	Max. Press	Ability Score	Weight	Max. Press
1	1	3	18	285	430
2	1	5	19	385	540
3	5	15	20	485	680
4-5	10	28	21	635	825
6-8	25	65	22	785	1020
9-12	50	100	23	935	1125
13-15	75	140	24	1,235	1,480
16-17	155	255	25	1,535	1,840

- Open Doors rolls are Moderate (16+)
- Bend Bars/Lift Gates rolls are Hard (21+)
- Strength Bonus is used as Damage Adjustment (for those weapons where this applies)

INTELLIGENCE Table

Ability Score	Spells per Level	Ability Score	Spells per Level
9	6	14	10
10	7	15	11
11	7	16	12
12	8	17	14
13	9	18	18
		19+	all

- A mage must roll an Intelligence roll on 1d6 to learn a new spell.
- The maximum level of spell a mage may learn is 6 + INT bonus (7 at 13+, 8 at 16+, 9 at 18+).

CHARISMA Table

Ability Score	Max. Henchmen	Ability Score	Max. Henchmen
1	0	18	9
2	1	19	11
3	1	20	15
4-5	2	21	20
6-8	3	22	30
9-12	4	23	40
13-15	5	24	50
16-17	7	25	60

- Use general Charisma bonus for Reaction and Loyalty rolls.

Bonus Spell Table

Cleric-class characters use their Wisdom score to figure out how many bonus spells they qualify for; Magic-users use Intelligence. The character must be able to cast the given level before the bonus applies. Bonuses are cumulative, i.e. INT 15 gives two additional 1st Level Magic-user spells and one additional 2nd Level Magic-user spell.

Ability Score	Bonus Spells	Ability Score	Bonus Spells
1-12		19	1 st , 4 th
13	1 st	20	2 nd , 4 th
14	1 st	21	3 rd , 5 th
15	2 nd	22	4 th , 5 th
16	2 nd	23	5 th , 5 th
17	3 rd	24	6 th , 6 th
18	4 th	25	6 th , 7 th

Favored vs. Non-Favored Ability Scores

Characters always favor their Prime Requisites. Additionally, any character having just one or two classes may choose one additional ability to favor; this is noted at character generation and may not be changed later. Favored ability scores may be improved (see below) and also improve saving throws based on them; see the Saving Throws section later for details on this.

Ability Advancement

Each time the character gains a Character Level, he or she may spend 3 Skill Points to increase one ability score. Favored abilities (see Saving Throws, below) may be increased by one point over the original score. Nonfavored abilities may not be increased above the original score; however, any ability reduced permanently (by undead attack, for instance) may be increased by this method until the original score (or original score +1 for favored abilities) has been reached.

To increase an ability score, the player must roll **higher** than the current Ability Score number on 1d20 to gain the increase. No abilities may be increased above racial maximum by this method. *This sort of ability increase is not allowed for beginning characters, i.e. during character generation.*

If the roll fails, the character has not spent the Skill Points, so he or she may use them as normal. This may be tried just once per level gain; that is, if an attempt to increase one ability score fails, the player may not immediately try another.

Races

Below are listed the statistics and notes for common player character races. Given are the size and hit dice of each race, the minimum and maximum scores for each ability score, and any bonus or penalty to be applied. These adjustments may **not** raise or lower the character's abilities outside the allowed range as given; however the minimum scores must be met after the adjustments have been applied. Humans, of course, have no adjustments.

Dwarves

Size	Medium (M)	Hit Dice	d8	Classes Allowed
Ability	Min/Max (Adj)	Ability	Min/Max (Adj)	Cleric
STR	8 / 18	INT	3 / 18	Fighter
DEX	3 / 18	WIS	3 / 18	Thief
CON	11 / 19 (+1)	CHA	3 / 17 (-1)	

Dwarves may be of any class except magic-users; their inherent non-magical nature prevents this. In compensation, they receive a bonus of +4 on saves vs. magical attacks. Dwarves also receive a bonus of +4 on saves vs. poison. They are particularly competent at fighting any kind of giant, giving them an Armor Class bonus of +2 when fighting them. When fighting their hereditary enemies, being kobolds, orcs, and goblinoids, Dwarves receive a bonus of +2 on their attack rolls.

They have Darkvision, and can detect new construction, shifting walls or floors, and slanting passages (including traps employing these features) in underground areas with a Wisdom roll on 1d6. Starting age for dwarven characters is 55 years.

Elves

Size	Medium (M)	Hit Dice	d6	Classes Allowed
Ability	Min/Max (Adj)	Ability	Min/Max (Adj)	Cleric
STR	3 / 18	INT	8 / 18	Fighter
DEX	6 / 19 (+1)	WIS	3 / 18	Magic-User
CON	7 / 18 (-1)	CHA	8 / 18	Thief

Elves resist Sleep and Charm spells such that they receive a +5 bonus to saving throws against those effects. They roll 1d6 rather than 1d10 when detecting secret doors (see below), and in fact may check for secret doors at a glance on 1d10. Elves have Nightvision. Starting age for elven characters is 100, and all class additions are doubled (see below).

Gnomes

Size	Small (S)	Hit Dice	d6	Classes Allowed
Ability	Min/Max (Adj)	Ability	Min/Max (Adj)	Cleric
STR	6 / 17	INT	6 / 18 (+1)	Fighter
DEX	3 / 18	WIS	3 / 18 (-1)	Magic-User
CON	8 / 18	CHA	3 / 18	Thief

Gnomes receive a bonus of +4 on saves vs. poison. They may be of any class or combination, but tend to prefer Illusionist among magical specialties. They have Nightvision. As they tend to live above ground much more than Dwarves, they do not have the special abilities regarding detection of new construction, etc. underground. Starting age for gnomes is 45.

Half-Elves

Size	Medium (M)	Hit Dice	d8	Classes Allowed
Ability	Min/Max (Adj)	Ability	Min/Max (Adj)	Cleric
STR	3 / 18	INT	4 / 18	Fighter
DEX	6 / 18	WIS	3 / 18	Magic-User
CON	6 / 18	CHA	3 / 18	Thief

Half-Elves gain +2 on saves vs. Sleep and Charm. They have Nightvision. Half-Elves roll 1d8 when detecting secret doors (see below). Starting age for half-elves is 20.

Halflings

Size	Small (S)	Hit Dice	d6	Classes Allowed
Ability	Min/Max (Adj)	Ability	Min/Max (Adj)	Cleric
STR	3 / 17 (-1)	INT	6 / 18	Fighter
DEX	7 / 19 (+1)	WIS	3 / 17	Thief
CON	10 / 18	CHA	3 / 18	

Halflings receive a bonus of +4 on saves vs. poison and magical attacks. They are not able to become magic-users, but all other classes are allowed. They gain a +1 to hit with all missile weapons. Starting age for halfling characters is 25 years old.

Half-Ogres

Size	Large (L)	Hit Dice	d10	Classes Allowed
Ability	Min/Max (Adj)	Ability	Min/Max (Adj)	Cleric
STR	10 / 19 (+1)	INT	3 / 15 (-1)	Fighter
DEX	3 / 18	WIS	3 / 17	
CON	8 / 18 (+1)	CHA	3 / 16 (-1)	

These dim-witted but massive half-human, half-ogre crossbreeds are not common. Only those who are in fact half Ogre Magi are able to become Magic-Users; this combination may be disallowed by the GM. Only 10% of Half-Ogres have Nightvision. Starting age for Half-Ogre characters is 12 years old.

Half-Orcs

Size	Medium (M)	Hit Dice	d8	Classes Allowed
Ability	Min/Max (Adj)	Ability	Min/Max (Adj)	Cleric
STR	6 / 18	INT	3 / 17	Fighter
DEX	3 / 18	WIS	3 / 17	Thief
CON	6 / 18 (+1)	CHA	3 / 16 (-1)	

Half-Orcs are usually more like their human parent (if they are lucky). 90% have Nightvision. Starting age for Half-Orc characters is 13 years old.

Humans

Size	Medium (M)	Hit Dice	d8	Classes Allowed
Ability	Min/Max (Adj)	Ability	Min/Max (Adj)	Cleric
STR	3 / 18	INT	3 / 18	Fighter
DEX	3 / 18	WIS	3 / 18	Magic-User
CON	3 / 18	CHA	3 / 18	Thief

Humans have no special abilities or attributes. The starting age for Human characters is 15 years old.

Handedness

During character creation the player should declare what handedness the character displays; though left handedness is less common, there is no particular gain or loss from being a lefty, so the player may choose at will.

Those wishing to be ambidextrous may roll 1d20; on a 20, the character is ambidextrous, otherwise the player must choose as above.

Alignment

Characters may be good, evil, or neutral; the law/chaos axis of other rule systems is not used here (as it is not really important to most games, and often misunderstood). Only clerics must declare their alignment (since it must match the deity worshiped), and only clerics suffer rules-driven penalties for acting outside their alignment. Other characters will be judged by their actions alone.

Character Age

Initial character ages are modified by the number of years required for initial training in his or her classes. Add the following figures to the starting age given for the character's race:

Class	Initial Training Time
Cleric	1-6 years
Fighter	1-4 years
Mage	2-8 years
Thief	1-4 years

Note that these figures are cumulative, i.e. a multiclassed fighter/thief would start at the base age plus 2d4 years. At the GM's option, the player may choose to be older than the result of the die roll.

Light and Vision

There are four different natural light levels, as given below:

Light Level	Penalty	Sighting Range
Daylight	N/A	Unlimited
Dusk	N/A	120'
Moonlight	-2	30'
Dark	-4	Not Possible

Humans, Halflings, and other creatures with a daylight activity cycle must apply the penalties given above to attack and relevant saving throw rolls (as determined by the GM), and the GM will use the sighting ranges given for relevant encounters. Nocturnal creatures will have enhanced visual abilities, as detailed below:

Elves, Orcs, and other creatures with a mixed activity cycle normally have **Nightvision**. This capability allows the creature to see as well in moonlight as normal creatures do at dusk, and to treat dusk as if it were daylight. Nightvision grants no benefit in dark conditions.

Fully nocturnal or subterranean creatures such as Goblins have **Darkvision**. This ability grants the same benefits as Nightvision, but in addition dark conditions are treated as is moonlit, and daylight is treated as dusk (as the nocturnal creature's eyes are too sensitive for full daylight).

Classes

In this system, there are four classes: Cleric, Fighter, Mage, Thief. A character may always be a member of one class; he or she must meet the minimum Prime Requisite score (which is 9) for the chosen class, as follows: Cleric – Wisdom, Fighter – Strength, Mage – Intelligence, Thief – Dexterity. Characters who do not meet any of the minimum Prime Requisites above must be Fighters, even though they will suffer penalties for being so; it is hoped that this will be rare (as in, the GM will allow the player to re-roll the character).

Any character, of any race, may be multiclassed if he or she has a 15 or higher score in the Prime Requisites of all desired classes. With this requirement, randomly generated characters have a 9% chance of qualifying for two classes, a 1% chance of qualifying for three, and a 0.1% chance to qualify for all four.

All characters have a Character Level (CL) which is, in effect, the total of all class levels the character has gained. Experience points needed to advance in Character Levels is given in the Experience section, below. Beginning characters are CL 1, and, if multiclassed, must choose one of their classes to apply the character level to. For instance, a character with 15 or better in Strength and Dexterity can multiclass as a Fighter/Thief; when starting out, he or she must choose which class is at Level 1.

Level 0 Fighters gain no particular bonuses. Level 0 Thieves may apply half their Level 1 thief ability bonuses, getting the other half upon reaching Level 1. Level 0 Mages may cast up to three cantrips per day, if such are available in your base rules. Level 0 Clerics may acquire and cast one first-level spell per day (with no bonus for Wisdom applying).

When a character receives enough experience points to advance to the next CL, the player adds 1 to one of the character's classes. This could be used to raise a Level 0 class to first level, if the character has any Level 0 classes. Note that Mages who have just advanced to Level 1 know no first-level spells, and must acquire such knowledge from spell books, scrolls, or tutoring by a higher-level mage. For Clerics, some sort of initiation or ordination must often be performed before the new class abilities become available (even though an earlier initiation was performed before the Cleric attained Level 0). Thieves and Fighters may usually begin using their new class abilities immediately upon attaining Level 1; for this reason, it is likely that beginning multiclass characters will choose to be Level 1 in Cleric or Mage classes (if applicable) over Fighter or Thief.

Multiclass characters may freely intermix their class abilities, with the following exceptions:

- Use of Magic-User spells is prohibited for those wearing iron, steel, or other iron alloy armor. Note that Elven chainmail is a mithril alloy containing no iron.
- Any character who is an ordained Cleric must abide by the weapon restrictions of his or her order at all times. For "generic" Clerics, this means no edged or pointed weapons; the GM may create other religious orders with different requirements.

Characters may choose not to attain Level 0 in a class, even if qualified by reason of exceptional Prime Requisite scores; if the character does so, and later decides to join the omitted class, he or she must spend the time listed above in training before doing so. It is expected that this will not be a common choice.

Hit Points

The standard, or "Base," size of a character's Hit Die is as given in the racial description, above. Characters receive Hit Dice as shown on the table below:

Base Hit Die	d6	d8	d10	d12
Fighter	d6	d8	d10	d12
Cleric, Thief, Multiclass	d4	d6	d8	d10
Magic-User	d4	d4	d6	d8

Each time a character level is gained (up to and including character level 7), the player rolls the indicated Hit Die, adds any bonus or penalty for Constitution, and adds the total to his or her Hit Points. If level 0 characters are involved in the game, they begin with 1 Hit Die as above, and do not roll at character level 1. After character level 7, each additional level adds 1 Hit Point, with no further Constitution bonus or penalty applied. Unless noted otherwise, monsters have d8 Hit Dice. Humanoid monsters (Goblins, etc.) may be generated as NPC's, in which case the table above applies to them also.

Clerics

Clerics gain spells through meditation and prayer. Generally the cleric may only regain spells once per day "in the field;" if this is not done in the morning (as is usual) it may be done later in the day, provided that the character can spend at least three Turns (half an hour of game time) in meditation and prayer. When in a temple, church, etc. devoted to the cleric's deity, he or she can regain spells one extra time per day. Small shrines, minor holy sites, etc. do not grant this option.

Spells which can be acquired per day are as follows. Note that Wisdom gives a bonus to these spells (see under Ability Scores, above).

Level	1	2	3	4	5	6	7
1	1						
2	2						
3	2	1					
4	3	2					
5	3	2	1				
6	3	2	2				
7	3	2	2	1			
8	3	3	2	2			
9	4	3	2	2	1		
10	4	3	3	2	2		
11	4	3	3	2	2	1	
12	4	3	3	3	2	2	
13	4	4	3	3	2	2	1
14	4	4	4	3	2	2	2
15	5	4	4	3	3	2	2
16	5	5	4	3	3	3	2
17	5	5	4	4	3	3	2
18	5	5	4	4	4	3	3
19	6	5	5	4	4	3	3
20	6	5	5	5	4	4	3

Clerics can **divert** any previously memorized spell for the ability to heal 1d6 Hit Points of damage per spell level. Use the description of the spell Cure Light Wounds for details of this ability. This ability is optional, and may be omitted if desired by the GM.

There are several possible subclasses of cleric, as shown on the following page.

Clerical Subclasses

There are three primary subclasses of cleric available to players; they are as follows:

Priests are "standard" clerics. Though a priest will usually claim to belong to the Order of a specific god, they in fact know the rituals of all the good-aligned gods and pray to whichever god is appropriate to the situation.

Priests have major access to the following Spheres: Charm, Combat, Creation, Divination, Guardian, Healing, Protection, Summoning, Sun; and minor access to all four Elemental Spheres. They have the power to Turn/Destroy Undead. Priests may wear any armor but must use only blunt weapons; weapons that pierce or cut are not allowed.

Crusaders are warrior-priests, and like regular priests they will generally belong to an Order. Not all orders will necessarily support Crusaders, however. Note that, despite the description above, Crusaders are not fighters (unless the individual character is multiclassed as a fighter), and the only combat advantage they gain over regular priests is their choice of weapons.

Crusaders have more limited spell access, having major access to the Spheres of Combat, Divination, Guardian, and Protection, and minor access to Creation, Healing, and Sun. Note that minor access to the Healing sphere limits the amount of damage a Crusader may heal to no more than 3d6 regardless of spell level. They may use any sort of weapon and wear any armor desired. Crusaders can Turn/Destroy Undead.

Druids are nature priests, revering the gods of the natural world. They use mistletoe as a holy symbol; in regions where mistletoe is not available, they may use some other appropriate plant as defined by their order.

Druids have major access to the Spheres of Animal, Elemental (all), Plant, Summoning, Sun, and Weather, and minor access to Divination and Healing. Despite the limited access to the Healing sphere, Druids are not limited in the number of dice of healing that can be provided (unlike Crusaders). They have the ability to Turn/Befriend Animals (natural or giant-sized). They may use any one-handed melee weapon, as well as staff, sling and shortbow. They may not wear metal armor of any type, but may wear leather armor.

Other Types of Cleric

There may well be other clerical classes, but they are not available to players and are not detailed here. This includes the classes devoted to the various evil gods; the powers and limitations of these classes are left to the GM to determine, though a corrupt form of any of the above is quite reasonable as a base.

The religion or order to which the Cleric belongs may determine the spheres of spells available to him or her. All Clerics have access to the sphere of All; individual orders will specify access to 6 to 12 of the 15 other spheres. Spheres are not of equal power, however, so the GM must choose carefully. If the GM is not using a spell list including Spheres, he or she will have to create spell lists for the specialist clerics.

The cleric's deity will often grant additional powers, such as the power to influence certain types of monsters. The most recognized version of this clerical Power of Influence is the power to Turn Undead, but other such powers are possible, as detailed in the Combat section.

Weapon restrictions will usually apply to clerics. GM's may choose to use the weapons listed in the base rules, or apply his or her own preferences on a per-deity/order basis. The weapon restrictions should be **restrictions**, particularly for those clerics having the broadest range of spheres and/or powers available.

Fighters

Fighters are allowed to spend Skill Points to improve an existing weapon proficiency, becoming **specialized** in the chosen weapon. Each point spent to specialize in a proficiency raises the specialization level of the proficiency, as follows:

Level	Combat Bonuses (To Hit / Damage)	Melee Attacks per Round	Missile Rate of Fire
1	+1 / +0	1 / 1	+0
2	+1 / +1	1 / 1	+0
3	+2 / +1	3 / 2	+1
4	+2 / +2	3 / 2	+1
5	+3 / +2	2 / 1	+2
6	+3 / +3	2 / 1	+2

No Fighter may have more total levels of specialization than 1/3 of his or her level (rounded up); so a 4th level Fighter would be allowed to have one 2nd level (+1/+1) specialization, or two 1st level (+1/+0) specializations. Zero-level Fighters are not allowed to specialize.

Magic-Users

Spells are pre-cast (prepared) in advance, leaving only a word or two unsaid in most cases; the speaking of the missing word(s) and perhaps some somatic gestures are all that is needed to release a prepared spell. Some spells, like Clone, are cast "longhand" since they are not used in combat and are more properly rituals, taking at least one minute per spell level to cast (or more as specified in the spell description).

Any time a magic-user has slots available and has either (a) just awoken from a full night's sleep, or (b) has more than ½ his or her hit points **and** has rested at least an hour, he or she may spend 1 minute per spell level preparing new spells up to the limits given below.

Magic-users cannot prepare or release spells while wearing iron, steel, or other iron alloy armor, even if such armor is magical. Generally only leather armor or elven chainmail (which is composed of a secret mithril-based alloy) can be worn while performing magic. This restriction does not apply to clerical magic.

If a mage wishes to reuse a spell slot, he or she may always harmlessly dismiss the spell therein. Note that material components consumed in advance are not returned.

The number of spells which can be prepared at any given time is as follows. Note that mages are allowed additional spells based on exceptional Intelligence as given under Ability Scores, above.

Level	1	2	3	4	5	6	7	8	9
1	1								
2	2								
3	2	1							
4	2	2							
5	3	2	1						
6	3	2	2						
7	3	3	2	1					
8	4	3	2	2					
9	4	4	3	2	1				
10	4	4	3	3	2				
11	5	4	4	3	2	1			
12	5	4	4	3	3	2			
13	5	5	4	4	3	2	1		
14	5	5	4	4	3	3	2		
15	5	5	5	4	3	3	2	1	
16	5	5	5	4	3	3	3	2	
17	5	5	5	4	4	3	3	2	1
18	5	5	5	5	4	4	3	2	2
19	5	5	5	5	5	4	4	3	2
20	5	5	5	5	5	4	4	4	3

Specialist Magic-Users

Magic-users, or Mages, as given above, are generalists, conforming to the specifications of the standard magic-user in the core rules. In addition to these generalists, there are two common sorts of specialist magic-users:

Illusionists are magic-users who focus on the creation and manipulation of illusions, and at higher levels the quasi-real stuff of the Shadow Plane. Though generalist mages can create illusions, those created by a real illusionist are superior in quality and realism. Illusionists always gain an additional +2 on saves vs. any sort of illusion or phantasm.

Necromancers are magic-users specializing in the creation and control of undead monsters, and also sometimes with the summoning and binding of demons or other evil extraplanar creatures. Necromancers always gain a +2 on saves vs. attacks by undead, such as ghoul paralysis, level drain, vampiric charms, etc.

Each of these specialist classes has its own spell list; spells available per day are just as given above. In all other respects, specialist magic-users may be considered identical to the more common variety.

Thieves

Thief characters have the following abilities:

Skill	Base Bonus	Ability Modifier
Pick Pockets	+3	Dexterity
Open Locks	+2	Dexterity
Find/Remove Traps	+1	Dexterity
Hide in Shadows	+1	Dexterity
Read Languages	+0	Intelligence
Move Silently *	+2	Dexterity
Detect Noise *	+3	Wisdom
Climb Walls *	+5	Dexterity

All thief abilities listed above work as described in your base ruleset, except that the roll is made as a Hard (21+) d20 roll. Apply the generic ability bonus to the die roll. If the GM wishes to apply the racial bonus/penalty and/or armor penalty tables given in your base ruleset, convert each +5% into a +1 bonus (or each -5% into a -1 penalty). Alternately, use of these skills may be disallowed when the character is wearing heavier than leather armor.

Level 1 thieves receive a bonus of +8 to divide among these abilities, with no more than +4 being applied to any one. If the thief starts the game at Level 0, apply half these points at that level and the other half upon reaching Level 1, as stated previously; the maximum per ability is then +2. Upon each thief level increase thereafter, the player may distribute an additional +4 bonus, with no more than +2 applied to any one ability. The maximum bonus allowed is +15 (counting racial bonuses, but not armor penalties or Dexterity bonus). Note that the Skill Points gained at each level can also be applied here (see below), but the limit of no more than +2 per ability per level still applies.

Non-thief characters begin the game with the abilities noted with an asterisk (*) beside them, at the given bonus and with all racial bonuses or penalties just as if the character were a thief. Non-thieves may only increase these abilities by the application of Skill Points. Thief abilities don't count toward the maximum number of Skills the character is allowed.

Thieves may also Backstab, attacking from behind with surprise for greater than normal damage. The thief must be using a one-handed melee weapon. At Level 0 the thief can apply a +4 bonus to hit from behind, twice the normal bonus. Starting at thief Level 1, the character gets bonus damage as well, as given below:

Level	Multiplier
1-4	x2
5-8	x3
9+	x4

At 10th level, thieves gain the ability to Read Magic-User Scrolls, as a Hard (21+) roll. The base for this new ability is +3, and it may be increased using the thief's skill bonus points assigned at each level increase just as the normal thief's skills are. This ability is modified by Intelligence.

Skills and Proficiencies

Much of what a character can do in these rules is defined by his or her Skills and Proficiencies. Skills indicate the ability to perform some activity; Proficiencies are specific Skills applying to weapon use. Each starting character may spend 1 Skill Point per point of Intelligence on learning and/or improving Skills and Proficiencies. Each CL gained after the first adds 3 Skill Points.

Weapon Proficiencies cost 3 Skill Points each; additional Skill Points may not be applied to existing weapon proficiencies (except by Fighters, and then only under the explicit rules for Specialization).

Other Skill costs are given in the next section. The initial purchase grants the base chance of success (in other words, +0 on the roll). Each additional Skill Point added grants a +1 bonus. Thieves' abilities, especially including those which all characters can use, can be increased this way also. No Skill may receive more than +2 in bonus points per level. A character may retain at most 3 unspent Skill Points at one time.

A player wishing to purchase a new Skill or Proficiency for his or her character (after first level) must first give the GM a rationale for learning it. This is easy, if the Skill to be learned is known by another party member, but otherwise some training time must be set aside, and possibly an NPC paid for it. Then, when the required Skill Points are gained, the new Skill may be added.

Learning to speak a language costs 2 Skill Points (except the character's native language, which is free). Learning to Read/Write a language costs 2 Skill Points. There is no bonus or "plus" value associated with Language or Read/Write skills. Optionally, Read/Write might apply to all languages known by the character which use the same character set (as in English and Spanish in the real world).

The total number of Skills and Proficiencies allowed for any character is equal to the character's Intelligence. If the character loses INT points after amassing the maximum number of Skills, he or she does not lose already-learned Skills. However, loss of ability points can result in a lower chance of success, as detailed below.

Thieves abilities (including those which all classes are allowed) do not count toward the maximum number of proficiencies allowed.

Using Skills

When the player declares intent to use a skill, the GM replies with the roll required, as follows:

Difficulty	Roll Needed
Easy	11+
Moderate	16+
Hard	21+
Very Hard	26+

Skill rolls are usually Easy or Moderate. Roll 1d20 and add the relevant generic ability bonus, as well as any bonus points purchased. If the target number is equalled or exceeded, the roll succeeds.

Thieves abilities are always Hard. Optionally, the GM may allow thieves to roll equal to or less than the "bonus" figure for thief abilities as this is slightly easier.

Some actions take time to complete; the GM is advised to make the player wait until the time has elapsed before allowing the roll for results. In some cases, a failure can be retried with the same time required, while in others the character may have to spend extra time (2 or more times normal at the GM's option) or may not be allowed to retry until a level is gained, etc.

It is also possible to break complex or long-term actions into segments, requiring a roll for each segment. For instance, research of some sort might require five successful days applying a Skill; for each day the roll is failed, the character makes no progress.

Skill List

Below are listed the available Skills. The cost (in Skill Points) and applicable ability score for each NWP is listed after the name.

Animal Riding (WIS, 2 points)

The character can ride one specific type of animal (horse, camel, elephant, etc.) The type of animal must be specified when the skill is taken.

Animal Training (WIS, 3 points)

An Animal Trainer can teach an animal to do tricks. The trainer must spend substantial time with the animal, and the number and complexity of tricks which may be taught depends on the animal's intelligence and temperament, and must be judged by the GM.

Appraisal (WIS, 2 points)

This skill permits the user to identify valuable items (but not magical items) and to figure out the approximate sale value of such items. Appraising an item generally takes only a minute or so.

Cryptology (INT, 5 points)

A cryptologist can create or crack codes. Individual code methods have various levels of difficulty to crack; the GameMaster will determine this. Cracking a coded message takes at least one hour, and sometimes much more than that.

Direction Sense (WIS, 3 points)

Characters with Direction Sense have an uncanny ability to determine which way is north (and therefore east, west, and south). The GM must make this roll as the player should not always know if it was successful; in particular, an adjusted roll of 1-5 (or a natural 1) means the character has a wildly inaccurate idea of which way is north.

Disguise (CHA, 3 points)

This skill permits the character to attempt to disguise himself or herself. The GameMaster will determine the exact difficulty of the roll. In general, an Easy roll will be required for the character to conceal his or her identity. Moderate is needed for an apparent gender or race change. Changing both gender and race is Hard. Duplication of another character or creature is Very Hard. Some disguises may be impossible (for example, a human impersonating an Ogre).

Endurance (CON, 4 points)

Characters with this skill can perform amazing feats of endurance. With a Moderate (16+) roll, the duration of a specific strenuous activity (running, holding breath, etc.) can be increased 25%. If the roll is Hard (21+), the duration is increased 50%, and if Very Hard (26+) the duration is doubled. Endurance can be used at most once per hour, and no more than CON bonus + 2 times per day.

Engineering (INT, 3 points)

An engineer can design devices and/or buildings. An engineer usually cannot design items above the current technical level without the assistance of an appropriate sage (of course, he or she may actually **be** such a character).

First Aid (WIS, 2 points)

This skill allows the character to treat wounds (from attack or accident). If binding the wounds of a character who has zero or fewer hit points, the victim's roll for stabilization gains the medics proficiency bonus +1. In addition, once per character per battle (in which the character is injured), 1 point of damage may be restored with a Moderate roll. One turn is required for this use of First Aid per character.

Forgery (INT, 3 points)

Given a sample to study, the character may forge documents. When the document is forged, the forger rolls a quality level. To detect a forgery, the character inspecting the forged document must make an Intelligence roll of against the quality level of the document, adding his or her forgery proficiency (if any).

Herbalism (INT, 4 points)

A Herbalist knows which plants can be used for a variety of medicinal purposes. If combined with First Aid (and required plant material is available) 1d4 points of damage may be healed once per day per character or creature (replacing the normal 1 point given under First Aid).

Law (INT, 5 points)

The character has detailed knowledge of the laws of his or her native country, or of international law. Like languages, Law must be taken once for each country it is to apply to (international law being treated as a separate country). To be an effective trial lawyer, other skills (such as Fast Talk/Oratory) may be needed as well.

Navigation (INT, 3 points)

The character may attempt to determine his or her location by celestial navigation. The stars must be visible, and a sextant is normally used. The roll is Moderate if a sextant is used, Hard if not.

Rope Use (INT, 2 points)

The character is expert at tying or untying knots.

Sage (INT, 6 points)

The character has extensive knowledge of one field of research. The player must choose the field when the skill is selected. Given the reference books and laboratory equipment (as required for the field), the character may conduct research, possibly including inventing new devices. An Engineer, Smith, and/or Tinker may be required to assist in the creation of new devices. (The Sage can, of course, take these other proficiencies himself).

Sailing (DEX, 1 point)

Allows the character to sail and/or command any type of ship or sailboat. Large ships may require a crew, but crew members do not have to have Sailing skill so long as the captain does. Unskilled crew members may slow the ship, however.

Skiing (DEX, 1 point)

The character knows how to ski, both downhill and cross-country.

Smith (INT, 3 points)

The character knows how to make or repair metal items, given a properly equipped blacksmith's shop. Making or repairing weapons and/or armor requires an advanced skill level.

Surveying (INT, 3 points)

This skill is used when the character wishes to locate a specific geographic location. A map, transit, and directions are required. This skill is also used when laying out building sites.

Survival (WIS, 3 points)

The character knows how to live off the land, surviving with minimal supplies in hostile terrain. Survival rolls must be made daily; failure indicates the character has failed to find food and/or water for that day. A successful Moderate roll provides two man-days of food and water. The roll may be Hard or Very Hard in unfamiliar or barren terrain, at the GM's option.

Swimming (DEX, 1 point)

The character knows how to swim. Proficiency rolls are required to swim in difficult situations, and Constitution saves may also be required for long periods swimming.

Tightrope Walking (DEX, 3 points)

The character can walk tightropes. This skill works similar to the thieves' ability Climbing, in that long distances may be broken up into shorter walks of 50' or less. Difficulty is Easy for wooden beams, Moderate for thick ropes, and Hard for wires or thin lines.

Tinker (INT, 3 points)

This skill involves combining and/or modifying existing parts and materials to create new items of equipment. If the Tinker also has other crafting skills, he or she may make items of lasting value; if not, items created are usually very temporary in nature. Tinkers may attempt to create simple traps as allowed by the GM.

Tracking (WIS, 4 points)

The character may track normal creatures (corporeal ground-travelers). The base roll is Moderate (16+) with the modifiers below. If the tracked party attempts to cover its tracks, apply a penalty of -1, and additionally subtract the highest total tracking bonus in the tracked party (if any). Make one tracking roll per hour, unless the terrain modifier changes.

Condition	Mod.
Muddy, dusty, snowy, or vegetation-covered terrain	+3
Rocky, barren terrain	-2
Stream or other open water	-5
Per additional creature in party being tracked	+1
Per each additional 12 hours after tracked creatures have passed	-1
Per hour of rain, snow, high winds, or sleet	-5

Non-Proficiency Penalties

When a character uses a weapon with which he or she is not proficient, a penalty is applied to the "to hit" roll, as follows:

Class	Non-Proficiency Penalty
Cleric	-4
Fighter	-2
Magic-User	-5
Thief	-3

It is possible for a character to use a Skill with which he or she is not actually proficient. (The GM is urged to limit this as much as possible.) If this is allowed, a penalty of -5 is applied to the die roll.

Ability Rolls

When a character must perform some action where an ability score is being tested directly, an ability roll is made. The following table shows the numbers that will allow the character to succeed:

Score	Target Numbers
3-8	1*
9-12	1
13-15	1-2
16-17	1-3
18	1-4
19+	1-5

Next, the GM determines the die to roll, as follows:

Difficulty	Die to Roll	Typical Example
Very Easy	1d4	
Easy	1d6	Opening a Stuck Door
Moderate	1d8	Forcing a Locked Door
Hard	1d10	Lift a Gate
Very Hard	1d12	Bend Bars

The player then rolls the indicated die, and if the number falls in the given range, he or she succeeds. Otherwise the roll is a failure. If the character's target number is "1*" (in other words, if his or her ability score is less than 9), increase the difficulty by one die-size.

Opening Doors

If the character forcing the door is Small, increase the difficulty above by one die-size; if the character is Large, reduce the difficulty by one die-size. So, a Human with 15 Strength can force a stuck door on a 1-2 on 1d6, while a Half-Ogre with the same Strength would need 1-2 on 1d4. Some doors will be harder to force (imposing a penalty of one or more die-sizes) at the GM's option; also, some doors (vault doors for instance) will be effectively impossible to force open.

Finding Secret Doors

Under normal conditions, searching for secret doors takes one turn per 10' of wall searched. An Intelligence roll is used for this. Normal characters make this roll on 1d10, but this may vary for certain races. The GM may create more difficult (or easier) secret doors at his or her option.

Multiple characters searching for secret doors ensures that any such will eventually be found; however, if the first and second searchers fail, the next searcher must take a two turns to search, and all subsequent searches of the area require an hour.

Note that finding a secret door does not grant understanding of how it works. The GM may require additional saving throws or skill checks for this.

Saving Throws

The standard saving throws are based on two things: Character Level and Ability Score. The standard saving-throw categories are as follows:

Save	Ability
Paralyzation	STrength
Avoidance (Dodging)	DEXterity
Will (Charm, Petrification, Polymorph)	WISdom
Fortitude (Poison or Death Magic)	CONstitution
Magic (Spells)	INTelligence

A saving throw is successful on an adjusted roll of the target number (below) or better on 1d20. Add the given ability score bonus and any bonus for magic etc. to the d20 roll. Note that a natural 1 is always a failure.

Level	Favored Ability	Non-Favored Ability	Level	Favored Ability	Non-Favored Ability
1	15	16	11	8	12
2	14	15	12	7	12
3	13	15	13	7	12
4	13	15	14	6	11
5	12	14	15	5	11
6	11	14	16	5	11
7	11	14	17	4	10
8	10	13	18	3	10
9	9	13	19	3	10
10	9	13	20	2	9

When choosing the saving throw for a particular attack, the GM is recommended to select the most specific from the list above; so a save vs. Magic will be used only if some other save category does not specifically apply. Simply start from the top of the list, and use the first saving throw that logically applies.

Money

Standard rules usually state that 1 GP (gold piece) weighs 1/10th of a pound. In actual fact, a coin about the size of an old American double-eagle, made of pure gold, would weigh about 1/20th of a pound; it happens that a nearly pure platinum coin can be made about the same size and weight. Copper and silver coins the same size would be close to 1/40th of a pound; this would make an electrum coin (if such are used in the campaign) 3/80th (about 1/27th) of a pound, although the GM may prefer 1/30th as being easier to calculate.

These coins have a volume of .065 cubic inches each; however, since they will rarely be neatly stacked, assume that 10 coins will "fit" in a cubic inch.

Exchange rates are usually as follows (unless changed by the GM):

1 pp = 5 gp
1 gp = 10 sp
1 ep = 5 sp
1 sp = 10 cp

Starting money for all characters is 2d8 x 10 gp (unless given otherwise by the GM).

Equipment

Miscellaneous Equipment

Item	Cost	Wt. #
Bell, small	1 gp	*
Chain (per ft.), Heavy	4 gp	3
Chain (per ft.), Light	3 gp	1
Candle	1 cp	*
Chalk, one piece	1 cp	*
Clothing, common outfit	4 gp	1
Flint and steel	5 sp	*
Glass bottle or vial	1 gp	*
Grappling hook	8 sp	4
Holy Symbol	25 gp	*
Holy Water, per vial	10 gp	*
Ladder, 10 ft.	5 cp	20
Lantern, Hooded	7 gp	2
Magnifying glass	100 gp	*
Map or scroll case	8 sp	½
Mirror, small metal	10 gp	*
Oil (per flask)	6 cp	1

* These items weigh little individually. Ten of these items weigh one pound.

** These items have no appreciable weight and should not be considered for encumbrance unless hundreds are carried.

Item	Cost	Wt. #
Paper (per sheet)	1 gp	**
Iron Spike	1 sp	½
Quiver or Bolt case	1 gp	1
Rations, Dry, one week	10 gp	20
Rope, Hemp (per 50 ft.)	1 gp	20
Rope, Silk (per 50 ft.)	10 gp	8
Scale and weights	2 gp	2
Soap (per lb.)	5 sp	1
Tent, Large (ten men)	25 gp	20
Tent, Small (one man)	5 gp	10
Thieves' picks and tools	30 gp	1
Torch	1 sp	1
Wax, common (per lb.)	1 gp	1
Whetstone	2 cp	1
Wineskin/Waterskin	8 sp	1
Winter blanket	5 sp	3
Writing ink (per vial)	8 gp	*

Transport

Item	Cost
Horse, Draft	200 gp
Horse, Heavy war	350 gp
Horse, Light war	200 gp
Horse, Riding	75 gp
Pony	30 gp
Pony, War	80 gp

Item	Cost	Wt. #
Bit and bridle	15 sp	3 lbs.
Horseshoes & shoeing	1 gp	10 lbs.
Saddle, Pack	5 gp	15 lbs.
Saddle, Riding	10 gp	35 lbs.
Saddle blanket	3 sp	4 lbs.

Miscellaneous Weapons

Weapon	Cost	Weight	Size	Damage
Dagger	2 gp	1	T	1d4
Club/Cudgel*	1 cp	1	S	1d4
Quarterstaff*	2 sp	4	L	1d8
Walking Staff (Mage Staff)*	1 sp	2	M	1d6
Dart	5 sp	0.5	T	1d3
Sling	5 cp	0.1	T	
Bullet	1 cp	0.1		1d6
Stone		0.1		1d4

Axes

Weapon	Cost	Weight	Size	Damage
Hand Axe	1 gp	5	S	1d6
Battle Axe	5 gp	7	M	1d8
Great Axe	12 gp	17	L	1d10

Bows

Weapon	Cost	Weight	Size	Damage
Shortbow	30 gp	2	M	1d6
Shortbow Arrow	2 cp	0.1	T	
Longbow	75 gp	3	L	1d8
Longbow Arrow	4 cp	0.1	T	

Crossbows

Weapon	Cost	Weight	Size	Damage
Light Crossbow	35 gp	7	M	1d4
Light Quarrel	1 sp	0.1	T	
Heavy Crossbow	50 gp	14	M	1d6
Heavy Quarrel	2 sp	0.1	T	

Hammers and Maces

Weapon	Cost	Weight	Size	Damage
Hammer	4 gp	6	M	1d6
Mace	8 gp	10	M	1d8
Maul (Great Hammer)	10 gp	16	L	1d10

Polearms

Weapon	Cost	Weight	Size	Damage
Spear	8 sp	5	M	1d6
Pike or Longspear	5 gp	12	L	1d8
Halberd	10 gp	15	L	1d10

Swords

Weapon	Cost	Weight	Size	Damage
Shortsword	10 gp	3	S	1d6
Longsword/Scimitar	15 gp	4	M	1d8
Greatsword	50 gp	15	L	1d10

Missile Weapon Rate of Fire and Range

Weapon	Rate of Fire	Short	Medium	Long
		(+0)	(-2)	(-5)
Longbow	2	70	140	210
Shortbow	2	50	100	150
Heavy Crossbow	1/2	80	160	240
Light Crossbow	1	60	120	180
Dagger	2	10	20	30
Dart	3	10	20	30
Hammer	1	10	20	30
Hand Axe	1	10	20	30
Sling Bullet	1	30	60	90
Sling Stone	1	30	60	90
Spear	1	10	20	30

Armor and Shields

Armor Type	Cost *	AC	Weight
Unarmored	0 gp	11	0
Leather Armor	20 gp	13	15
Chain Mail	60 gp	15	40
Plate Mail	300 gp	17	50
Full Plate Armor	3,000 gp	19	70
Tiny Shield (Buckler)	2 gp	+1	3
Small Shield	4 gp	+1	5
Medium Shield	7 gp	+1	10
Large Shield (Kite)	15 gp	+1	15
Giant Shield	N/A	+1	30

* Armor for Large size characters is at least 2 times the given price (and weight).

Containers

Container	Cost	Weight (pounds)	Volume Held	Weight Held
			(cu. ft.)	(pounds)
Belt pouch	1 gp	1/2	1/4	2
Large Pouch or Purse	2 gp	1	1/2	5
Backpack, Small	2 gp	2	1	10
Backpack, Large	4 gp	8	4	40
Sack, Small	5 cp	1/2	2	20
Sack, Large	2 sp	*	4	40
Saddle bags, Small	3 gp	5	3	30
Saddle bags, Large	4 gp	8	5	50
Barrel	2 gp	30	10	100
Chest, Small	1 gp	10	2	20
Chest, Large	2 gp	25	25	250

* This item weighs little individually; 10 such count for 1 pound.

Movement and Encumbrance

Normal player character races can move 120' per round maximum, i.e. when Running. A normal Walk move is 1/3 of the Running move; this is normally 40'. (Note: Characters with a Constitution of 7 or less may not Run.) These figures will be adjusted by Encumbrance (see below) as follows:

Adjustment	Running	Walking
Full	120	40
$\frac{3}{4}$	90	30
$\frac{1}{2}$	60	20
$\frac{1}{4}$	30	10

Encumbrance affects character movement as follows. First, armor deducts from movement by quarters, as a reflection of the bulk and restrictiveness of the suit:

Armor Type	Movement Penalty
No Armor	No Penalty
Leather Armor	- $\frac{1}{4}$ Normal Movement
Metal Armor	- $\frac{1}{2}$ Normal Movement

Magic armor improves this by one category, so magical leather is no penalty, and magic metal armor is $-\frac{1}{4}$ movement. Elven chainmail is equivalent to leather armor if not enchanted, or no armor if enchanted.

Second, any character carrying more than $\frac{1}{2}$ his or her maximum carrying capacity (as given on the Strength table, above) cannot run. The weight of armor worn should be considered here also (even for magical armor). Armor counts here for weight, and above for bulk and restrictiveness, so counting it twice is not a mistake.

For normal characters the following table can be used:

Armor Type	Lightly Loaded	Heavily Loaded
No Armor or Magic Leather	120'	90'
Leather Armor or Magic Metal	90'	60'
Metal Armor	60'	30'

Jumping

Humanoid creatures can perform a running broad jump equal to 1/10 of their full movement. For instance, a normal player character with 120' (40') movement can broad jump 12 feet. The character must be able to run at least two times the intended broad jump distance in order to do this. To this distance add the character's Strength bonus as feet, so an unencumbered character with 18 Strength can jump 15 feet. Small size characters are not penalized under this rule as they have a higher power-to-mass ratio which makes up for their shorter legs.

Standing broad jumps may be made up to 1/3 the running broad jump distance (4' for the first character above, 5' for the character with 18 strength). Round fractions to the nearest full foot. Standing high jumps may be made up to half the distance given for the standing broad jump.

If there is an important negative effect (such as falling into a pit) which may occur should the jump fail, the character must make an Avoidance save to complete the jump safely. If this roll is failed, the GM may (at his option) allow a second save to catch the side of the pit or otherwise avoid the negative effect. In this case, making the roll should still generally result in around 1d6 stunning damage. If a character can almost make a jump normally, and for some reason decides to try, the GM may allow an Avoidance save to "catch the side" as given above, with similar consequences.

Combat

Time and Distance

Each round of game time is equal to 10 seconds. Thus, there are 60 per game turn (10 minutes). Distance is measured in feet, with the same scale used indoors and outdoors. Convert scale inches given in your base rules into 10' units.

Surprise

When surprise is possible, roll 1d6 for each character who might be surprised; most normal characters are surprised on a roll of 1-2. Surprised characters are unable to act for one round. Characters or creatures which are well hidden and prepared to perform an ambush surprise on a roll of 1-4 on 1d6.

Some characters are less likely to be surprised, while some monsters are more likely to get surprise. Use the following table to determine the actual odds of surprise:

Surprised On	Surprises On			
	1-2	1-3	1-4	1-5
Penalty -->	+0	-1	-2	-3
1	1	1-2	1-3	1-4
1-2	1-2	1-3	1-4	1-5

Round Order and Initiative

Each round, 1d10 is rolled for initiative for each character or monster. This roll is adjusted by the standard Dexterity bonus (except that natural 1 is always exactly 1, no adjustment positive or negative). High numbers act first. Any characters/monsters with equal numbers act simultaneously. The GM may roll for groups of identical monsters at his option.

A character or monster may perform one of the following action combinations each round:

- Any sort of movement
- A Walking move (1/3 maximum) followed by all normal attacks allowed
- A Running move followed by a single melee attack (see **Charging**, below).
- Any other activity allowed by the GM

As the GM counts down the initiative numbers, each character or monster may act on his or her number. If desired, a combatant can choose to wait until a later number to act. If a player states that he or she is waiting for another character or monster to act, then the player character's action takes place on the same initiative number as the creature he or she is waiting for. In this case, the player character's action is simultaneous with the creature waited for, just as if they had rolled the same number. A character using a weapon with a long reach (long spears, for instance) may choose to attack on an earlier number (i.e. when the approaching enemy is in range) and thus attack before the closing enemy.

Monsters may usually perform all attacks allowed by their attack routines on their initiative; characters making multiple attacks (such as specialized or higher-level fighters, characters under the effect of a Haste spell, etc.) make only their first attack on their initiative number. After the initiative countdown is completed, if any second attacks are due then the GM counts down over again, and those characters allowed second attacks may make them. In the rare cases when three or more attacks are possible (high level fighters with Haste spells, for instance), the count may be performed as many times as needed to finish the round. Note that additional movement may not be taken on second and subsequent countdowns.

Various activities take different amounts of time. Some activities, such as movement and spellcasting, delay the character's Initiative, deducting points from the rolled value. Other activities take time equal to an attack, or require a full round to perform. Consult the following table for examples:

Activity	Time Cost
Draw a weapon	1 Attack
Picking up a weapon (1)	1 Attack
Movement at 60' (20) or less (2)	1 Init / 1 sq.
Movement at 180' (60) or less (2)	1 Init / 2 sq.
Movement faster than 180' (60') or more (2)	1 Init / 3 sq.
Open an unstuck door	1 Init
Pass through an open door or window	1 Init
Releasing a prepared spell (3)	1 Init / Level

(1) Picking up a dropped weapon gives all opponents within reach of the weapon a bonus of +2 to hit, lasting from the initiative number of the character retrieving the weapon until he or she can next act or until the end of the round, whichever comes first.

(2) Movement is figured in 5' squares. Round fractional costs down; so a character with movement of 120' (40') can move one square at no Initiative cost.

(3) The caster begins his or her casting on the rolled number (unless he or she chooses to delay as above) and completes it on that number minus the spell level; if the caster takes any damage from any attack on the count he or she begins casting, or any count after that until the count the spell is released, the spell is ruined and lost. Damage taken on the count when the spell is released does not spoil the spell, as the attacker and the caster are simultaneous.

Attack Rolls

The Combat Rating (CR) of each character is based on the following table, adjusted by the character's Dexterity bonus.

Level	Fighter	Cleric/Thief	Magic-user
1	1	0	0
2	2	1	0
3	2	1	1
4	3	2	1
5	4	2	1
6	4	3	1
7	5	3	1
8	6	4	2
9	6	4	2
10	7	5	2
11	8	5	2
12	8	6	2
13	9	6	3
14	10	7	3
15	10	7	3
16	11	8	3
17	12	8	3
18	12	9	4
19	13	9	4
20	14	10	4

Combat Rating represents the characters "basic" combat ability. For each weapon or attack form, add the CR, specialization bonus to hit, magical bonuses (if any), and any other bonus (or penalty) to hit which may apply, to get the Offensive Combat Rating (OCR). Obviously a character may have several different OCR values, for different weapons or attack forms.

To roll "to hit," the attacker rolls 1d20 and adds the appropriate OCR. If the total is equal to or greater than the opponent's current Armor Class, the attack hits and damage is rolled. A natural "1" on the die roll is always a failure. A natural "20" is always a hit, if the opponent can be hit at all, and may be a Critical Hit (see below).

A monster's CR is equal to its Hit Dice (with "plus" or "minus" figures ignored). Any creature with less than 1 Hit Die has a base CR of 0. Some monsters may have a higher (or lower) CR than given here at the GM's option. Note that humanoid monsters may be generated as NPC's and use the table above for CR.

Armor Class

Characters using a shield add +1 to their Armor Class. Using a shield one size larger than the character's size is still just +1 vs. melee attacks, but provides 50% cover vs. missile attacks (adding +4 to the bearer's Armor Class instead of +1). Using a shield one size smaller than the character's size adds +1 to Armor Class against melee weapons only, while using a shield two sizes smaller adds +1 to Armor Class vs. a single melee attacker per round (and still no bonus vs. missile weapons).

Normal characters will have several different Armor Class (AC) values, depending on how the character may be attacked. For instance, when attacked by a "touch" spell or attack, the normal AC including armor is not used; instead, start from unarmored (AC 11) and add only the

Dexterity and shield bonus. If attacked with complete surprise, a character may not use his or her Dexterity bonus, while being attacked from behind prevents the use of a shield.

Holding Back

A character or creature may **hold back**, not using full OCR, at the player's or GM's discretion. This can be used to throw off an opponent, making him, her, or it overconfident. The player or GM may change the OCR value only at the beginning of the round.

Critical Hits

A natural 20 on the "to hit" die roll usually results in a Threat. Roll again -- if the player hits on the second roll (a normal hit, not another natural 20), a Critical Hit is scored and double damage is done. However, if the only way the character can hit is to roll a natural 20, critical hits are not scored.

Fumbles

A natural 1 on the "to hit" die roll may result in a fumble. The player must roll a save vs. Dexterity to avoid this; if the save is failed roll 1d6 on the table below:

1d6 Roll	Result
1	Hit Self: Roll base weapon damage plus magical bonuses.
2	Hit Friend: Roll base weapon damage plus magical bonuses.
3	Off Balance: Take no action next round (no penalty to Armor Class but may not actively Defend, Attack, cast spells, get items from backpack, or any other such action).
4	Stumble: Character has fallen. Getting up is equivalent to a walking move (so the character may still attack after getting up) but the fumbler may not make any other movement that round. Attacks against the fallen character are at +4 until he or she gets up.
5	Lose Grip: Drop weapon near fumbler.
6	Throw Weapon: Roll on the Grenade-like Missiles table. Weapon is undamaged (unless it falls in fire, acid, etc.) and does not hit any opponents in flight. If it passes by or lands in the same square where an ally of the fumbler is, roll a natural 1d20; if this roll would hit the ally, roll natural weapon damage plus magic bonuses (if any) and apply it to the ally.

Moving Out of Melee

Any time a character turns his or her back on an adjacent opponent (who has a ready weapon) and begins movement, that opponent is allowed a "parting shot" attack at +2 to hit, even if that opponent has already made all attacks for the round. Opponents with attack routines must choose one attack mode; for instance, a tiger with a claw/claw/bite routine could only claw once or bite once.

Alternately, the character may begin backing away (at up to ½ normal walking movement) while continuing to fight (if the opponent remains within reach, i.e. follows the retreating character). This is termed a **fighting withdrawal**.

Combatant Sizes

The physical size of characters and monsters affects combat. Creatures may be of the following sizes:

Tiny (T)	2' or less tall or long
Small (S)	4' or less tall or long
Medium (M)	4½' to 7½' tall or long
Large (L)	8' or more tall or 12' or more long
Giant (G)	20' or more tall or 30' or more long

When attacking an opponent two or more size-steps larger (T vs. M or higher, S vs. L or G, M vs. G), the attacker gains a +2 bonus to hit. Conversely, when attacking an opponent two or more size-steps smaller, the attacker has -2 penalty to hit.

Note in the second case, if the defender is immobilized the attacker does not suffer this penalty; further, immobilized opponents may not use any Dexterity bonus to AC. Therefore, a Stirge (size T) attacking a Human (size M) is +2 to hit, and the Human is -2 to hit the Stirge. After a successful hit the Stirge is embedded in the Human and thereby immobilized, and so becomes easier to hit... luckily for the Human, since if he misses he surely hits himself.

Weapon Sizes

If the size of a weapon is smaller than the character's size category (a Medium sized character such as a human or elf using a Small weapon such as a dagger, for instance), the weapon is considered **light**. The weapon is **one-handed** if the size categories are equal. If the weapon is one size category larger than the character, the weapon is **two-handed**. Attacking with a two-handed weapon costs the attacker 2 points of Initiative (see above). If the weapon is two or more size categories larger, it's too large for the character to use it.

Weapons which would normally be two-handed for a given character, if throwable, are still thrown one-handed, and in that case no Initiative penalty is applied.

Flat of the Blade

Attacks made with the "flat of the blade" for non-lethal damage are made at -4 to hit and ½ Damage. Most weapons can be used this way; only those with penetration or slashing features on all sides (Morningstars for instance) cannot. Damage done is subduing (stunning) damage; see below for details. Some weapons (such as staves or clubs) normally cause subduing damage, and thus do not suffer these penalties.

Two-Weapon Combat

It is allowed for a character to use a weapon in each hand. The weapon in the primary hand suffers a penalty of -2 to hit, while the weapon in the off-hand is used at a -5 penalty normally. Subtract from this penalty the character's Dexterity bonus, with a minimum penalty of +0 (so a character with 18 Dexterity does **not** get a +1 bonus to hit this way). The primary weapon must be **one-handed** or smaller, and the secondary must be **light**.

Ambidextrous characters (see above) never suffer these penalties, and may declare for each combat which hand is "primary" and which is "secondary" or "off-handed." Ambidexterity does not grant the character the ability to use two **one-handed** weapons (as defined above) or otherwise alter these rules.

The off-handed weapon normally does not get multiple attacks; the only exception is specialized weapons used in the off-hand, which receive 3 attacks per 2 rounds. Like a monster using an attack routine (claw-claw-bite) the off-hand weapon attacks at the same time as the primary weapon.

Off-handed weapon attacks (with no primary hand attack) are at -3 penalty, with the Dexterity bonus subtracted as above. In this instance the weapon may be **one-handed** rather than **light**.

As an option, a character using two-weapon combat may choose to use the off-handed weapon as a defensive item similar to a buckler shield. This must be declared at the start of the round. In this case, no special penalty is applied to the primary weapon, and the off-handed weapon adds +1 to the wielder's AC value against a single melee attacker per round. If the weapon has a magic weapon bonus, it may be applied, but only the base bonus for those weapons with multiple values (just as for the Defending option).

Missile Weapons

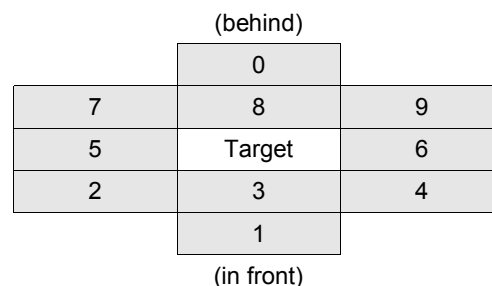
Range penalties and rate of fire for missile weapons are as given in the Equipment section, above. Apply the following additional situational adjustments:

Target is:	Covered	Concealed
25%	-2	-1
50%	-4	-2
75%	-6	-3
90%	-8	-4

Grenade-Like Missiles

When throwing grenade-like missiles (flasks of oil, etc.), a successful "to hit" roll indicates a direct hit. Otherwise, the GM needs to know where the missile landed.

Roll 1d10 and consult the diagram to the right. Treat each number as representing one 5' or 10' square on the map (as decided by the GM).



Brawling

Fighting without weapons is referred to here as Brawling. Barehanded attacks normally count as non-lethal (subduing or stunning) damage (see below). All normal characters are assumed to have basic proficiency in barehanded combat; Fighters and Thieves may purchase an additional proficiency (costing 3 Skill Points) for Fist to gain a higher damage rating, as shown below. This proficiency is either not available to Clerics and Mages, or at the GM's option costs double.

Kicking damage is also normally non-lethal. Characters do not automatically have the proficiency for Kick, and so take a normal non-proficiency penalty when using that attack mode. The proficiency in Kick is available for the usual cost of 3 Skill Points.

Attack Mode	Damage
Fist	1d3
Fist w/Prof.	1d4
Kick	1d6

Note that Strength bonuses to damage apply to Brawling attacks in all cases.

The GM may allow Fighters to pay an additional slot for Specialization in the Fist or Kick modes of attack; this would be the result of martial arts training. The effect of Specialization is to grant a +1 to hit, and the character may choose to do the damage listed above as **lethal** damage (like a normal weapon) or alternately to add +2 to the stunning damage normally rolled. This decision may be made on each attack.

Brawling damage should otherwise be considered non-lethal if attacks are made bare-handed; metal gauntlets do lethal damage.

Fist attacks are eligible for two-weapon combat, as a fist-fist routine, a fist-kick routine, or a weapon-fist or weapon-kick routine. The character must have proficiency in the Fist and/or Kick mode (more than just the basic free proficiency) to attempt this.

Defending

The application of Armor Class assumes that the character tries to avoid each incoming attack, while still making attacks himself. However, there will be occasions when the character just wants to avoid being hit. The player will declare that the character is **defending**. This can be done regardless of initiative, and is therefore a good choice when fighting unarmored and the initiative is lost.

The defending character applies a bonus of +4 to AC. If the character is holding/using a specialized weapon, he or she may add an additional +1 to AC to reflect the additional parrying skill; if double-specialized, an additional +3 is added. Also, magic weapons usually confer their regular combat bonus (but not special bonuses) to the AC of the defending character. For example, a Longsword +1, +3 vs. Undead gives only the +1 to the defending character even if fending off wights or ghouls.

Disarming

To disarm an opponent, a character must first have the initiative. Disarming may only be performed as a first attack (if the character is eligible for multiple attacks per round). The character must give up the initiative, allowing the opponent to strike first; if this strike causes any damage, the character may not attempt to disarm (but may still make a normal attack instead).

Assuming the opponent's attack fails, the disarm attempt proceeds. Both the character and his or her opponent roll 1d20 plus the OCR of the weapons involved (generally the primary weapon for the attacker if he is wielding two weapons; for the defender, the OCR used is that of the targetted weapon). Apply a penalty of -4 to the attacker for each step of size his weapon is smaller than the defender's, or +4 for each step it is larger. Unarmed attacks (i.e. brawling) are counted as size T.

If the attacker equals or exceeds the defender's roll, the defender drops his weapon. If the attacker is brawling (unarmed) he may choose to grab the weapon (no other roll is needed for this); otherwise it falls to the ground in the same space as the defender.

Rushing

The Rush maneuver allows a character or creature to drive an opponent backward. The attacker may be one size-category smaller, the same size, or larger than the defender. A contest is rolled, using the Strength saving-throw bonus for both opponents. The attacker applies a -4 penalty if he is smaller than the defender, or +4 for each size-step he is larger.

On a success, the attacker drives the defender backward 5 feet, plus 5 feet for each 5 points the attacker's roll exceeded the defender's. If the Rush fails, the attacker falls prone in the space in front of the defender.

Charging

A charge is an attack performed at the end of a Running move, that is, any move of more than 1/3 the creatures maximum movement. Only one charging attack may be made in a round, regardless of how many attacks the charging character or creature usually gets per round.

If charging with a spear, lance, or other impaling weapon, double damage dice are rolled (but Strength, magic, specialization, and other bonuses are only added once). Otherwise, damage is as normal.

A charge can be performed on horseback (or possibly while riding other sorts of steeds). The steed may usually not make an attack in this case. The rider must make an Easy (11+) Riding check (apply the usual -5 non-proficiency penalty if the rider does not have this skill). If this roll is a failure, the attack also fails and the rider falls from the steed, taking 1d6 damage. A Dexterity roll may be made on 1d6 to land standing; otherwise he falls prone. The GM will choose where the character falls at his discretion.

Death and Dying

If, after taking damage, a creature or character has zero or fewer Hit Points, then that creature becomes unconscious and is **dying**. A dying creature loses one Hit Point at the end of each subsequent round, until it is tended to or until its Hit Point total reaches -10 or less, at which point it is dead.

The unconsciousness will last 2d4 rounds (assuming the victim does not die first). Note that it is possible for a dying creature to regain consciousness; in this case, the creature will usually be completely **incapacitated**, unable to move, fight, cast spells (having lost all prepared spells from the shock of near-death), or perform any other significant action. The victim may cry weakly for help, pray, scrawl a last message in blood, or perform any other minor action. Such a creature or character might be allowed to crawl as much as 10 feet.

If the victim is tended (wounds bound, etc.) before this point arrives, the Hit Point loss is stopped, and the victim is referred to as **stable**. The victim can move about at no more than 1/4 normal movement; all other penalties given above for being incapacitated apply here. If the victim is a spell caster, he cannot regain spells, nor cast any. These limitations persist until the victim has at least one Hit Point.

So long as the victim has less than one Hit Point, healing is difficult. Magical healing will only restore one point per die of normal healing; so, for instance, a second level *Cure Wounds* spell, which normally heals 2d6 Hit Points, would restore only 2 Hit Points to such a victim. Normal healing works at the usual rate however.

If the attack which reduced the character/monster to zero Hit Points was of the subduing type, excess damage is ignored and the character becomes unconscious unless a Fortitude save can be made. If the save is made, the victim returns to 1 Hit Point, but is unable to act for one round. Otherwise the victim has exactly 0 Hit Points and is considered **stable**. Further subduing damage is then considered killing damage, allowing a victim to be beaten to death.

Heroic Acts and Dying Deliveries

Normally, dying character who regain consciousness can do nothing significant. However, in a few rare cases the victim may be able to perform one last **heroic** action, by making a Constitution roll on 1d8. This would allow the victim walk perhaps 30 feet, or make one last attack against an enemy, or even bind his or her own wounds (but this is not possible while hostile creatures confront the victim). Spell casting is still impossible as given above, but magic items close at hand might be used. Note that the victim is still dying (except if he chooses to tend his own wounds).

Healing

Characters recover 1 current Hit Point of damage every day, provided that normal sleep is possible (see below). Characters who choose full bedrest regain 1d3 Hit Points each day. After awakening from normal sleep, the character immediately regains one point, and then may rest for the remainder of the day and regain 1d3-1 more points.

Rest

Normal characters require 6 hours sleep out of every 24. Subtract from this number of hours the character's Constitution bonus; so a character with 18 CON needs only 3 hours sleep per night (and a character with 3 CON needs 9 hours). Characters who do not get the required minimum sleep make all rolls at -1 after 16 (plus CON bonus) hours of wakefulness, and for each four additional hours the penalty becomes worse by 1 point. Regardless of how long the character has gone without sleep, the normal amount of sleep will remove these penalties.

Note that these figures are minimums; given a choice, most characters would prefer to sleep two or more hours longer.

Effects of Poison

Where a "save or die" poison is indicated, the victim must save vs. Poison or suffer 1d6 damage per round for 10 rounds, starting the round following the exposure to the poison; this is an average of 35 points of damage, but even a first level character might survive with a combination of luck and healing magic. The GM may create poisons which vary from these figures, of course.

Characters reduced to zero or fewer Hit Points by poison are not subject to the usual loss of Hit Points rule for dying characters. In other words, if the poison doesn't reduce the victim to -10 or fewer Hit Points, thus killing it, then the victim is considered "stable" as described above.

Deafness and Blindness

A deafened creature can react only to what it can see or feel, is surprised on 1-3, and suffers a -1 penalty to its Initiative rolls. A blinded creature is surprised on 1-3, suffers a -4 penalty to its attack rolls, a -4 penalty to its Armor Class, and a -2 penalty to its Initiative rolls.

These penalties are for characters or creatures recently handicapped. Those who are normally blind or deaf may have reduced penalties at the GM's option.

Clerical Powers of Influence (Turning)

Clerics may receive special powers of influence over certain types of monsters. The "canonical" version is the power to Turn or Destroy the Undead, but other sorts are possible. Generally, a cleric can so affect 2d6 plus his or her clerical level in Hit Dice of monsters. A successful result always affects at least one monster, but if more than one can be affected, the weakest are affected first, and excess result Hit Dice are lost if insufficient to affect another monster.

A cleric may only attempt to use his or her influence powers once per encounter (or per turn at the GM's option).

There are five specific effects possible:

Turning results in the affected monsters immediately moving away from the cleric at full movement rate for 2d6 rounds. If cornered by the cleric (or his/her party) the monster overcomes the Turning and can again attack. Turning requires a Normal result (see below).

Monsters **Rebuked** by a cleric cower in fear, and are unable to attack the cleric nor approach within 10' of the him or her. Those characters within 10' of the cleric are immune to melee

attacks, but if the monster can perform any sort of ranged or magical attack (for instance, magical fear) they may be attacked in that fashion. Rebuking requires a Normal result (see below).

Some monsters may be subject to being **Destroyed** by the cleric. Generally, outright destruction is limited to the mindless sorts of creatures, while any creature of animal or better intelligence suffers 2d6 damage instead. A Special result is required for the Destroy power (see below).

Mindless creatures (of the appropriate sort) may be **Commanded** by a cleric with a Special result (see below). Such creatures will obey him or her for 2d4 hours, and then will wander away without attacking the cleric (although any of his or her party members may be fair game at that point). The cleric controls the monsters by a form of simple telepathy which requires line-of-sight. Complex activities require constant supervision due to the mindless nature of the creature being Commanded.

Free-willed creatures of the correct type may be **Befriended**; they will not attack the cleric or his or her party members for at least 2d4 hours, and will view any request by the cleric favorably (as if charmed). The creature must be of at least animal intelligence for this power to apply. Less intelligent (or weaker) creatures may behave as servants or slaves to the cleric, but more powerful free-willed creatures will seek to achieve dominance, treating the cleric as an ally or even a servant.

The cleric must roll 1d20, adding his or her clerical level and generic Charisma bonus. A Normal result is achieved when the total is equal to or greater than the monster's Hit Dice plus 11; for a Special result, the monster's Hit Dice plus 21 must be rolled. The cleric rolls, and if at least a Normal result is indicated, the number of Hit Dice affected is rolled, and the effects applied to the weakest monsters first. A mixed group of monsters might suffer two different effect levels; for instance, in a group of Undead consisting of Zombies led by a Vampire, the Zombies might suffer the Destroy result while the Vampire is merely turned.

Magic Resistance

Some monsters from AD&D have a percentage of Magic Resistance. Divide the Magic Resistance percentage of the creature by 10, and add this as an extra bonus to any saves vs. magical effects. If a magic-resistant creature saves vs. a magical attack, the attack has no effect (rather than, say, half damage from a Fireball). If the save is failed, the magic has full effect.

Energy Drain

Sometimes characters are exposed to energy drain from undead or evil necromancers. Such energy drain is manifested in the form of "negative levels." For each negative level a victim receives, he or she suffers a semi-permanent loss of 1d6 Hit Points and a penalty of -1 on all attack, skill, and saving throw rolls. The victim may or may not be allowed a saving throw vs. Wisdom to resist the effect (depending on the specific monster type).

If the character's Hit Points are reduced to zero or less by means of energy drain, the victim is immediately slain (rather than at -10 Hit Points as with normal damage). Further, if the energy drain is caused by an undead monster, the victim will generally be transformed into that sort of undead (exact details vary by type of monster).

If he or she survives, the affected character is allowed to attempt to cancel a negative level each week. This is done with a Wisdom roll on 1d6. Negative levels may also be removed by the *Restoration* spell. When a negative level is to be removed, divide the total number of hit points lost by the number of negative levels (rounding normally) to determine how many hit points are restored.

For example, a character suffers three negative levels of energy drain. The hit point losses rolled were 6, 5, and 2, for a total of 13 points lost. The first negative level removed restores $13 / 3 = 4.3333$ hit points (which is rounded to 4 even). Now the character has two negative levels and has lost 9 hit points. The next time a negative level is removed, the character recovers $9 / 2 = 4.5$ hit points, which is rounded to 5 even. Now the character has one negative level and 4 hit points lost. Removal of the last negative level will restore the remaining 4 points.

System Shock and Resurrection Survival

Characters are often required to make System Shock rolls. Use a Fortitude save at +5 for this. Failing a System Shock roll reduces the character immediately to -1 Hit Points, and he or she immediately begins losing Hit Points. Magic or medical attention may be applied as normal to stabilize the victim.

Use the same save for Resurrection Survival rolls.

Light Sources

A torch or lantern will provide light equal to dusk, but with a 30' radius. Normal torches burn for $1d4+4$ turns, while a flask of oil in a common lantern will burn for $18+1d6$ turns.

Falling Damage

Characters suffer $1d6$ damage per 10' fallen, up to a maximum $20d6$. Fractional distances are rounded to the nearest whole number, so that a fall of 1'-4' does no damage, 5'-14' does $1d6$, etc.

Basic Game Options

It may be desirable in some cases to play a simpler, "Basic" game. Several features of the standard rules can be omitted or simplified to support this.

Omit Skills

First, drop the skill system entirely. If this is done, it is advisable to revert to limited weapon lists: Fighters may use any weapon. Thieves may use any weapon save for two-handed melee weapons. Clerics are limited to blunt weapons only, including slings. Magic-users may use only the dagger and walking staff. Use of a non-allowed weapon results in a straight penalty to hit of -5 for non-proficiency.

Characters may speak their native language, and in addition 1 + Intelligence bonus (so one additional language at Intelligence 9-12, two additional at Intelligence 13-15, etc.). Characters with 8 or less Intelligence are limited to their native language only. Literacy is left for the GM to decide; in general, all clerics and magic-users must be able to read and write, while it may be that only exceptional fighters learn (those with 13+ Intelligence), and thieves, with their Read Languages ability, might be expected to read and write normally with average 9+ Intelligence.

Simplify Classes

To start with, omit all the specialist cleric and magic-user classes. There is really no need for them in a basic game. Also, don't allow multiclass characters (at least for players). These two changes together will ensure that all the player characters are easy to understand for beginning players. Later it will be quite possible to add these features to the ongoing game without harm to the existing characters.

Experience

Experience points required to advance in levels are as follows:

Level	Experience	Level	Experience
	1 0		11 290,000
	2 2,000		12 440,000
	3 4,500		13 670,000
	4 9,000		14 1,000,000
	5 16,500		15 1,500,000
	6 29,000		16 2,300,000
	7 48,000		17 3,500,000
	8 77,000		18 5,300,000
	9 120,000		19 7,900,000
	10 190,000		20 11,800,000

Experience points are given for monsters defeated, and for other challenges as the GM sees fit. The following table provides recommended XP values for monsters in these rules. Where a monster has both a character level and hit dice given, use the larger value as the monster's level. Non-combat challenges may be assigned a level, or a flat XP value assigned, as the GM wishes.

Level	XP Value	Special Ability Bonus	Level	XP Value	Special Ability Bonus
½	10	3	10	1300	90
1	25	12	11	1575	95
2	75	25	12	1875	100
3	145	30	13	2175	110
4	240	40	14	2500	115
5	360	45	15	2850	125
6	500	55	16	3250	135
7	670	65	17	3600	145
8	875	70	18	4000	160
9	1075	75	19	4500	175

For monsters with more than 19 hit dice, add 750 XP to the XP Value and 25 XP to the Special Ability Bonus per additional hit die. If asterisks appear after the hit dice listing for a monster, each asterisk adds the special ability bonus once; for example, a creature with a hit dice figure of 2** is worth 125 XP. This assumes that D&D monsters are being used; if using AD&D monsters, the GM must decide how many special ability bonuses to apply.

Project 74 Cheat Sheet

Saving Throws

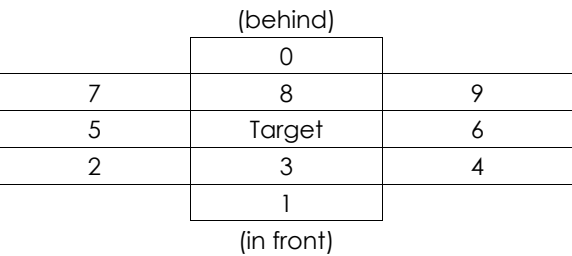
Level	Favored Ability	Non-Favored Ability	Level	Favored Ability	Non-Favored Ability
1	15	16	11	8	12
2	14	15	12	7	12
3	13	15	13	7	12
4	13	15	14	6	11
5	12	14	15	5	11
6	11	14	16	5	11
7	11	14	17	4	10
8	10	13	18	3	10
9	9	13	19	3	10
10	9	13	20	2	9

Save	Ability
Paralyzation	STrength
Avoidance (Dodging)	DEXterity
Will (Charm, Petrification, Polymorph)	WISdom
Fortitude (Poison or Death Magic)	CONstitution
Magic (Spells)	INTelligence

Combat Tables

Level	Fighter	Cleric/Thief	Magic-user
1	1	0	0
2	2	1	0
3	2	1	1
4	3	2	1
5	4	2	1
6	4	3	1
7	5	3	1
8	6	4	2
9	6	4	2
10	7	5	2
11	8	5	2
12	8	6	2
13	9	6	3
14	10	7	3
15	10	7	3
16	11	8	3
17	12	8	3
18	12	9	4
19	13	9	4
20	14	10	4

Grenade-Like Missiles Diagram



Fumble Table

2d6 Roll	Result
2-3	Hit Self
4	Hit Friend
5-6	Off Balance
7-8	Stumble
9	Lose Grip
10-12	Throw Weapon