

NATIONALITY AND CLASS BACKGROUND

1D100	Nationality	Attribute effects	1D100	Class background
01-02	Melnibone	INT+1D10 POW+2D6 SIZ+3	All Warrior-Nobles*	
03-05	Pan Tang	INT+1D8 POW+1D8 SIZ+1	01-20 21-00	Warrior-Noble** Warrior**
06-08	Myrrhyn	INT+1D6 POW+1D6 CHA+1D6 (females)	01-20 21-30 31-45 46-60 61-65 66-70 71-75 76-90 91-00	Warrior Merchant† Warrior Hunter Farmer Priest* Noble† Warrior Craftsman
09-12	Dharijor	CON+1D4	Use normal table	
13-16	Jharkor	DEX+1D4 CHA-1D4††	Use normal table	
17-24	Shazaar	CON+1D6	Use normal table	
25-29	Tarkesh	CON+1D4 SIZ-1††	01-20 21-30 31-65 66-70 71-75 76-85 86-90 91-00	Warrior Merchant† Sailor Priest* Noble† Thief Beggar Craftsman
30-37	Vilmir	None	Use normal table	
38-44	Ilmiora	CHA+1D4	Use normal table	
45-49	Nadsokor	CON-1D6†† CHA-1D6††	All Beggars	
50-56	Weeping Waste	STR+1D6 CON+1D6 SIZ-1†† DEX+1D4 CHA-1D4††	All Hunter-Warriors	
57-60	Eshmir	SIZ-2†† INT+1D4 POW+1D6	Use normal table except INT+POW of 32+ means automatic priest and sorcerer. Priest with STR of 13+ is also a Warrior.	
61-67	Island of Purple Towns	STR+1D4 CON+1D6	01-20 21-30 31-60 61-65 66-70 71-75 76-85 86-90 91-00	Warrior Merchant† Sailor Farmer Priest* Noble† Thief Beggar Craftsman
68-74	Argimiliar	None	Use normal table	
75-81	Pikarayd	STR+2D4 SIZ+1	Use normal table	
82-88	Lormyr	INT-1D4†† SIZ+2	Use normal table	
89-95	Filkhar	DEX+1D4	Use normal table	

96-97	Oin	CON+1D6 INT-1D6†† POW-1D6†† DEX-1D6††	01-20 21-30 31-45 46-60 61-70 71-75 76-85 86-90 91-00	Warrior Merchant† Farmer Hunter Farmer Noble† Thief Beggar Craftsman
98-99	Yu	STR+1D6 CON+1D6 INT-1D6†† POW-1D6†† CHA-1D6††	01-20 21-60 61-65 66-70 71-75 76-85 86-90 91-00	Warrior Hunter Farmer Hunter Noble† Thief Beggar Craftsman
00	Org	STR+1D4 CON+1D8 SIZ-2†† INT-1D6†† POW-2D4†† DEX-1D6†† CHA-2D4††	01-05 06-00	Noble† Hunter

* Character with INT of 16 and INT+POW of 32+ may become sorcerer.
 ** Character with INT of 16 and INT+POW of 32+ becomes Priest instead of Warrior.
 † Character with INT of 16 and INT+POW of 32+ has 50% chance of also being sorcerer.
 †† Do not subtract if attribute is already 9 or less.

ATTRIBUTE BONUSES					Knowledge	INT	-2%	—	+2%																		
Skill	Attribute	Per point			Communication	INT	-1%	—	+1%																		
		Below 9	9-12	Over 12																							
Attack	STR	-1%	—	+1%	INT	-1%	—	+1%																			
	INT	-1%	—	+1%																							
	POW	-1%	—	+1%																							
	DEX	-1%	—	+1%																							
Parry	STR	-1%	—	+1%	POW	-1%	—	+1%																			
	SIZ	-1%	—	-1%																							
	POW	-1%	—	+1%																							
	DEX	+1%	—	+1%																							
Damage — See separate table.																											
Agility	STR	-1%	—	+1%	CHA	-1%	—	+1%																			
	SIZ	+1%	—	-1%																							
	POW	-1%	—	+1%																							
	DEX	-1%	—	+1%																							
Manipulation	STR	-1%	—	+1%	<div style="border: 1px solid black; padding: 10px;"> <h3>[2.5.3] DAMAGE ABILITY</h3> <p>The bigger and stronger a character is, the harder he can hit. Total the STR and SIZ ratings, then consult the table below.</p> <table border="1"> <thead> <tr> <th>STR+SIZ</th> <th>Additional Damage by Weapon Type Melee*</th> <th>Missile/Thrownt</th> </tr> </thead> <tbody> <tr> <td>02-16</td> <td>-1D6</td> <td>-1D4</td> </tr> <tr> <td>17-24</td> <td>no effect</td> <td>no effect</td> </tr> <tr> <td>25-40</td> <td>+1D6</td> <td>+1D4</td> </tr> <tr> <td>41-50</td> <td>+2D6</td> <td>+2D4</td> </tr> <tr> <td>51+</td> <td>+3D6</td> <td>+3D4</td> </tr> </tbody> </table> <p>* This damage should be added to the damage rating of any melee weapon, including hands and feet, the character fights with. † This damage is added to the damage rating of any thrown or missile weapon the character uses. This is based on the assumption that a stronger, bigger character draws a stronger bow, as well as throws an object harder.</p> </div>					STR+SIZ	Additional Damage by Weapon Type Melee*	Missile/Thrownt	02-16	-1D6	-1D4	17-24	no effect	no effect	25-40	+1D6	+1D4	41-50	+2D6	+2D4	51+	+3D6	+3D4
	STR+SIZ	Additional Damage by Weapon Type Melee*	Missile/Thrownt																								
	02-16	-1D6	-1D4																								
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INT	-1%	—	+1%																								
POW	-1%	—	+1%																								
DEX	-1%	—	+1%																								
Perception	INT	-1%	—	+1%																							
	POW	-1%	—	+1%																							
Stealth	SIZ	-1%	—	-1%																							
	INT	-1%	—	+1%																							
	DEX	+1%	—	+1%																							

[4.11] SKILLS LIST

Type	Skill	Beginning %	Experience?	Pre-requisite
Stealth	Move Quietly	10% +	Yes	
	Hide	10% +	Yes	
	Ambush	Bonus	Yes	
	Conceal	Bonus	Yes	
	Cut Purse	Bonus	Yes	
Agility	Ride	Bonus	Yes	
	Swim	Bonus	Yes	
	Climb	10% +	Yes	
	Jump	10% +	Yes	
	Tumble	Bonus	Yes	
Manipulation	Dodge	Bonus	Yes	
	Tie/Untie Knot	Bonus	Yes	
	Set/Disarm Trap	Bonus	Yes	
	Sleight of Hand	Bonus	Yes	DEX of 15+
	Juggle	Bonus	Yes	DEX of 13+
Perception	Pick Lock	Bonus	Yes	
	See	10% +	Yes	
	Listen	10% +	Yes	
	Scent	Bonus	Yes	
	Taste	Bonus	Yes	
Knowledge	Balance	10% +	Yes	
	Search	Bonus	Yes	
	Track	Bonus	Yes	
	Read/Write Common Tongue	0%	Yes	
	Read/Write Low Melnibonean	0%	Yes	
	Read/Write High Melnibonean	0%	Yes	INT of 16+
	Read/Write/Speak Other Languages	0%	Yes	
	Evaluate Treasure	Bonus	Yes	
	Navigate	Bonus	Yes	
	Craft	Bonus	Yes	
	First Aid	Bonus	Yes	
Make Map	Bonus	Yes		
Memorize	Bonus	Yes		
Poison Lore	0%	No	Training only	
Plant Lore	0%	No	Training only	
Music Lore	0%	No	Training only	
Communication	Persuade	10% +	Yes	
	Credit	Bonus	Yes	
	Orate	Bonus	Yes	
	Sing	Bonus	Yes	

[4.8.8.2.1] CLASSIFICATION OF POISONS

Skill %	Poison Class
01-20	1. Causes limited damage immediately: roll 1D100 01-15 1D20 damage 16-30 1D10 damage 31-50 1D8 damage 51-80 1D6 damage 81-00 1D4 damage
21-40	2. Causes slow death: roll 1D100 01-10 In 1D4 x 10 minutes 11-30 In 1D6 hours 31-60 In 2D10 hours 61-00 In 1D6+1 days
41-60	3. Causes temporary paralysis or unconsciousness (pick one) for 1D100 hours.
61-80	4. Causes symptoms like illness. Victim must successfully roll CON x 5% once a day for 2D10 days or suffer the loss of 1D6 CON points permanently from the "disease" for that day. Rolls must be made every day of the effect until the character is dead, the 2D10 days are up, or the antidote is taken (normal healing plants will not work).
81-00	5. Causes instant or rapid death: roll 1D100 01-10 Instant 11-50 In 1D6 melee rounds 51-00 In 1D10 minutes

SEQUENCE OF PLAY: 1. Declaration of Intent.
2. Resolution of Melee/Missile Fire.
3. Movement/Summonings

PROCEDURE

Highest DEX always strikes first.

A character may Parry as many times in a round as he needs to, but always at 20% less than his previous attempt.

A character may Dodge instead of Attack and Parry in a round.

A character drawing a weapon subtracts 5 from his DEX to determine when he strikes.

CRITICAL HITS

Any successful Attack which is 10% or less of the needed percentage (i.e., a needed percentage of 33% means that 3% or less is a critical hit), is a critical hit.

A critical hit does twice the normal rolled damage and ignores all armor or other protection.

A critical hit may be Parried, but the Parrying object will be broken unless it is a demon weapon, at which point the demon weapon must make CON x 1% or break.

A critical hit may only be Dodged by a critical Dodge.

CRITICAL PARRIES

A critical Parry has the same chance as a critical hit.

A critical Parry will break a normal successful Attack from a normal weapon, and break a demon weapon unless it makes CON x 1%.

A critical Parry of a critical hit will break both weapons, even if both are demon weapons. If one's normal, the demon weapon gets a saving roll of CON x 1%.

[3.3.6.1] FUMBLES IN COMBAT

1D100 Result for regular weapons

01-50 Drop weapon at feet.

51-85 Weapon slips and flies 1D6 yards (meters) away.

86-00 Weapon strikes the nearest hard substance awkwardly and breaks (demon weapon gets saving roll of CON x 5%). If no hard substance like walls, floors, or armor are available, the fumbler has wounded himself. Make Damage roll and divide by 2.

1D100 Result for missile weapons

01-50 Drop weapon.

51-85 Weapon breaks.

86-00 Hit a friend or shoot self in the foot (take half Damage roll as a wound).

1D100 Result for natural weapons (fist, claw, etc.)

01-50 Trip and fall, must fight from ground unless opponent lets character up. Attacks from ground at half normal percentage, though Parry is the same.

51-85 Strain something, next 1D6 Attacks at half chance.

86-00 Hurt self, do full rolled Damage to self.

WOUNDS

MINOR — Any wound doing less than half the original Hit Points of the target. Every 4 Hit Points lost in this manner cost the character 1 point of DEX until healed.

MAJOR — Any wound doing half or more of the original Hit Points of the target. Target instantly loses half his

DEX until healed, and may fight on for a number of melee rounds equal to his remaining Hit Points, then drops. The target also receives a long-term injury shown on the Major Wounds table.

FATALITIES — Any time the target receives more Hit Points damage than he has Hit Points, it is dead.

[3.9.2.2] MAJOR WOUNDS

1D100 Effects

01-50 You will have a really impressive scar, but no ill effects.

51 Lose left eye. Lose 2 points CHA and 2 points DEX.

52 Lose right eye. Lose 2 points CHA and 2 points DEX.

53 Lose nose. Lose 4 points CHA and 3% from Perception bonus.

54 Lose left ear, impair hearing. Lose 1 point CHA and 5% from Perception bonus.

55 Lose right ear, impair hearing. Lose 1 point CHA and 5% from Perception bonus.

56-57 Broken jaw, loss of several teeth. Lose 2 points CHA and 1 point CON.

58 Severe injury to vertebra in back. Ability to move rapidly and handle heavy weights severely impaired. Reduce STR and DEX ratings by half.

59 Severe concussion and head injury. Lose 3 points INT and 3 points CHA. Reduction of all bonuses partly depending on INT rating.

60-62 Mild concussion and head injury. Lose 1 point INT and 1 point CHA. Reduction of all bonuses depending partially on INT rating.

63-64 Damage to internal organs. Lose 1D6+2 points CON. Possible delayed fatality. Loss of Hit Points equal to loss of CON points. Reduction of bonuses dependent on CON rating.

65-68 Broken ribs. Lose 1D4 points CON. Loss of Hit Points equal to loss of CON points.

69-72 Broken left arm never heals properly. Lose 2 points DEX.

73-76 Broken right arm never heals properly. Lose 2 points of DEX.

77-79 Amputate left hand and part of arm. Lose 4 points of DEX.

80-82 Amputate right hand and part of arm. Lose 4 points DEX.

83-86 Broken left leg never heals properly. Lose 2 points DEX.

87-90 Broken right leg never heals properly. Lose 2 points DEX.

91-92 Hamstring left leg, becomes totally useless. Lose 4 points DEX.

93-94 Hamstring right leg, becomes totally useless. Lose 4 points DEX.

95-97 Amputate part of left leg. Lose 3 points DEX.

98-00 Amputate part of right leg. Lose 3 points DEX.

[3.5.2] YOUNG KINGDOMS WEAPONS

Hand weapons	STR required	DEX	Damage	Length in feet (cm)	Price in LB
Battle ax	9	9	1D8+2	2½ (75)	200
Broadsword	9	7	1D8+1	3½ (105)	250
Butt	—	—	1D4	Head	—
Cudgel	7	7	1D6	2-4 (60-120)	0-5
Dagger	—	3	1D4+2	½-1½ (15-45)	100
Falchion	8	8	1D6+2	3 (90)	225
Filkharian pike (2-handed)	11	7	2D6+1	9-10 (270-300)	150
Greatsword (2-handed)	11	13	2D8	5-6 (150-180)	750
Hatchet (small ax)	7	9	1D6+1	1½ (45)	125
Heavy mace (2-handed)	13	7	1D8+2	2½-3 (75-90)	200
Javelin	—	10	1D6	2-3 (60-90)	175
Kick (with foot)	—	—	1D6	Foot	—
Light mace	7	7	1D6+2	2 (60)	75
Long spear (2-handed)	11	9	1D10+1	7-8 (210-240)	100
Lormyrian ax (2-handed)	13	11	3D6	5½ (165)	400
Punch (with fist)	—	—	1D3	Hand	—
Quarterstaff (2-handed)	9	9	1D8	6-7 (180-210)	50
Scimitar	9	9	1D8+1	2½-3½ (75-105)	210
Sea ax (2-handed)	11	9	2D6+2	4 (120)	250
Shields					
Buckler	—	12	1D4	1 diameter (30)	50
Target	8	7	1D6	3 diameter (90)	75
Heater (kite-shaped)	8	9	1D6	3 (90)	100
Tower (kite-shaped)	12	6	1D6+2	5 (150)	125
Shortsword	7	7	1D6+1	2½ (75)	125
Spear (1-handed)	9	7	1D6+1	4-5 (120-150)	50
Projectile weapons					
Buckler	6	12	1D6	30 (9)	50
Dagger	—	6	1D4+2	50 (15)	100
Desert Bow	13	11	1D10+2	450 (135)	600
Javelin	7	10	1D8+2	100 (30)	75
Melnibonean bone bow	11	13	2D6+1	450 (135)	750
Rock	—	5	2D4	100 (30)	—
Self bow	9	9	1D8+1	300 (90)	250
Sling	—	11	1D6+1	300 (90)	25
Spear	9	10	2D6	50 (15)	50
Target	16	7	2D4	20 (6)	75
Throwing ax	9	12	1D8+2	50 (15)	150

ARMOR

Type	Protection	Price
Leather	1D6-1	100
Barbarian	1D8-1	400
Half plate	1D8-1	400
Plate without helmet	1D10-1	1000
Plate with helmet*	1D10+2	1000

* Characters wearing helmets cannot use any Perception skills at more than 25%.

[3.9.4.3] FALLING DAMAGE

Distance fallen or thrown in feet (meters)	Damage to Hit Points
0- 5 (0-1.5)	1D4-2*
6-10 (1.6-3)	1D6
11-20 (3.1-6)	2D6
21-30 (6.1-9)	3D6
31-40 (9.1-12)	4D6
etc.	etc.

* Results less than zero means no damage.

[5.3.1] SORCEROUS ABILITIES

Rank	INT+POW	Abilities
First	32	Roll 1D4. 1 = Air Elementals, 2 = Water Elementals, 3 = Earth Elementals, 4 = Fire Elementals. The first rank sorcerer may summon the type of elemental rolled with 90% ability.
Second	36	May summon one of the above elementals at 90 + 1D8% and another at 50 + 1D20%. Roll 1D6. Wizard has the ability to summon the form of demon rolled below at 90 + 1D8% and another at 40 + 1D20%. 1 = Demon of Combat, 2 = Demon of Protection, 3 = Demon of Knowledge, 4 = Demon of Transportation, 5 = Demon of Desire, 6 = Demon of Possession.
Third	40	May summon one type of elemental at 90 + 1D8%, another at 70 + 1D10%, and a third at 50 + 1D10%. May summon one of the above forms of demon at 90 + 1D8%, another at 70 + 1D10%, and a third at 50 + 1D10%. May attempt to summon the Elemental Ruler tied to the elemental he is best at summoning if surrounded by the proper element.
Fourth	44	May summon two types of elemental (roll on table for first rank) at 90 + 1D8%, one other at 70 + 1D10%, and the fourth at 50 + 1D10%. May summon two types of demon at 90 + 1D8%, two others at 70 + 1D10%, and the other two at 50 + 1D10%. May summon Rulers of the two elements most competent with if not in hostile environment (see descriptions of the Elemental Rulers). If Melnibonean, may summon Beast Lord (pick one).
Fifth	48	May summon all elementals at 90 + 1D8%. May summon all demons at 90 + 1D8%. May summon any Elemental Ruler. May attempt to summon any one Lord or Law or Chaos if the proper ceremony and sacrifice have been offered. If Melnibonean, may summon three Beast Lords.

[5.3.3.1] STARTING SORCEROUS ABILITIES

Rank	Abilities
First	Summon one elemental (roll on table [5.3.1] Sorcerous Abilities) at 50%.
Second	Summon first elemental at current ability. Summon second elemental at 50%. Summon one demon (trainer's choice) at INT x 4%. Summon another demon (trainer's choice) at INT x 3%.
Third	Summon first two elementals at current ability. Summon third elemental at 50%. Summon first two demons at current ability. Summon demon of choice at INT x 3%. Trained to summon Elemental Ruler of elemental most efficient at summoning.
Fourth	Summon first three elementals at current ability. Summon fourth elemental at 50%. Summon demon types already known at current ability. Summon remaining demon types at INT x 3%. Summon Elemental Rulers of two elementals most efficient at summoning. If Melnibonean, may learn one poetic rune to summon Beast Lord.
Fifth	Summon all elementals at current ability. Summon all demons at current ability. Summon all Elemental Rulers. Summon three Beast Lords, if Melnibonean. Trained to summon one patron Lord of Law or Chaos.

[4.8.9.1] PLANT LORE SKILLS

On this table, each succeeding level includes all the levels above it.

Skill %	Skill Level
01-10	1. Generally recognize plants, would like to learn more about their uses.
11-20	2. Recognizes and can find edible plants in the wild.
21-30	3. Recognizes any poisonous plants in sight. (If the character has no Poison Lore skill, this level of Plant Lore automatically confers a Poison Lore skill of 10%.)
31-40	4. Recognizes and can find plants useful in sorcery and the summoning of demons.
41-50	5. Recognizes and can find plants that make good healing poultices (1D6 regeneration of Hit Points after 1D6 hours on a wound).
51-60	6. Recognize and can find plants that make good healing potions (2D6 regeneration of Hit Points 2D6 hours after drinking — works for wounds, poison, and disease).
61-70	7. Recognize and can find plants that cure infections (complete healing of wounds or disease after 1D6 days).
71-80	8. Recognize and can find plants that are hallucinogens, and other emotion-affecting drugs such as aphrodisiacs, hate-agents, etc.
81-90	9. Recognize and can find plants to make drugs that affect the attributes (such as the drugs which contribute to Elric's strength).
91-00	10. Recognize and can find those rare plants which when combined will make the Potion of Invulnerability.