

Silver Blade Adventures

*An Advanced Swords & Sorcery
Campaign Companion for use with OSRIC*

By Matthew James Stanham

Foreword

The *World of Silver Blade* originated with my initial venture into "advanced swords & sorcery" adventure gaming as the setting for our first campaign. I was probably around twelve or thirteen years old at the time and had arrived by way of *Hero Quest*, *Advanced Hero Quest*, *War Hammer Fantasy* and the basic red box set edited by Frank Mentzer. A local games club that my friends and I had joined lent me a second edition *Player's Handbook* for a week and, being rather enthralled by it, I shortly afterwards managed to obtain my own copy. In retrospect it seems likely that I only read the sections that struck me as especially interesting and used them to augment our already existing understanding of the game. My expectations were largely informed by the fantasy novels and artwork associated with the company at the time, which is to say authors and artists such as Margaret Weis, Tracy Hickman, Larry Elmore and Jeff Easley. Whilst these are now often disparaged for various reasons, it was in large part the frivolity of their work that attracted me as an antidote to the grim humour and dark fantasy of *Games Workshop*, which had up until that point been my primary experience of adventure games and war games alike.

As might be imagined, that first campaign was a fairly straightforward retread of popular fantasy themes, with demons in the role of draconians as an invading "other", a literally half-demon sorceress as the "dark lord" (borrowed from an episode of the cartoon series), and a ragtag band of unlikely heroes thrown into the fray under circumstances beyond their control. We used little in the way of optional rules, for example none of the subclasses or proficiency system, and largely made up our own spells, though in any case fighters and thieves were noticeably more popular player character choices than magicians and clerics. It was a lot of fun, and four more campaigns in the same world followed, though with increasingly complicated levels of rules fidelity, being eventually capped off with an attempt at high level domain development before the *World of Silver Blade* was put aside. Looking back, there were a lot of things about the game system we glossed over or did not really understand the whys and wherefores of. For example, I remember distinctly being confused as to why there was no easy mechanism by which a character might become a paladin upon joining an order of holy knights, which is of course still a conceptual problem for many modern players.

When I decided in my early twenties to resurrect the old campaign for a new group of players at university, I read the rule books from beginning to end, perhaps for the first time, but it seemed to my eye that there were still many issues that needed addressing. At first things were simple enough, as we only had the basic rules available in the form of an introductory set, but our collection of available rule books and supplements soon significantly expanded, including the full run of first edition hardbacks, which served to clarify some rather vexing problems with second edition and fill several lacunae. Many things were added and changed, to the point where, for instance, we had introduced a *Rune Quest* type skill or proficiency list for each character and an allotment of "character points" to spend at every level in order to improve them. The game remained fun, especially because it was being played within the context of our on-going campaign, but it was getting needlessly complicated. Eventually life intervened, necessitating the end of regular campaign play and the beginning of irregular episodic games, including brief dalliances with the D20 System as well as *Castles & Crusades* before discovering the *Old School Reference & Index Compilation*.

It was certainly OSRIC that crystallised things for me with regard to what I wanted out of swords & sorcery adventure games, though until it ended prematurely the *Castle Zagyg* project kept me at least abreast of the *Castles & Crusades* system. None of the other simulacrum games or their adjuncts have held any real appeal for me by comparison, and this is no reflection on their quality, but just the fact that none is closer to what I actually play. That is not to say that we play with no house rules, of course, far from it and that is what the latter sections of this supplement present as optional rules; additions and alterations that have accrued during campaign play in the *World of Silver Blade* and episodic games elsewhere. However, the quirks and system variations, minor or major, are incidental to the purpose of this volume, which is to share the *World of Silver Blade* as it currently exists with anyone who happens to have an interest. Given that it is the default setting that informs anything I write for OSRIC, it seems after all only a pleasant necessity to make the information available in this form. So, read on, and it is to be hoped that some of the ideas and concepts herein found are useful or inspirational for your own campaigns!

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Introduction

The *World of Silver Blade* is an advanced swords & sorcery campaign setting designed and developed for use with the *Old School Reference & Index Compilation*. In fact, though, it predates that work insofar as it has been the home campaign milieu of this author for around twenty years, having been originally created for use with the game that OSRIC simulates. Unsurprisingly, this supplement presents not only a description of the game world, but also a number of alternative and additional rules that have been developed for the setting during the course of play. Such options have been included with some hesitation, and are not being advocated as superior to the rules they replace or modify; rather they represent the alterations preferentially used in the current campaign, and felt to best reflect the idiosyncrasies of the setting. Lest this sound over-defensive, it should be noted that some players feel they are not getting the "true" experience of a given milieu without all of the rules recommended by the author. Given that house rules are almost always in a state of flux, and that every campaign to date has proceeded under a slightly different iteration than the one before, however, these modifications should be understood to be transitory.

Regardless, *Silver Blade Adventures* is a combined setting and rules supplement intended for the use of other game masters, though it can hardly be taken amiss if nothing herein is found to be pertinent to a particular campaign or group with dissimilar preferences. This book is not a collection of optional rules in the sense of presenting multiple alternative ideas, but rather a cohesive and complementary whole. Naturally, some rules rely on others to a greater or lesser extent in order to fully meet their objectives, but even so they may well be modified to fit a different paradigm or serve as inspiration in some way. By the same token, the material developed for the *World of Silver Blade* campaign can be broken up, borrowed and used in part or whole, but the same can be said of virtually any adventure game supplement. How a work is used by those that read it is after all largely out of the hands of the author, whatever pains are taken to ensure clarity of intent and spirit. What this supplement therefore seeks to do is to describe the *World of Silver Blade* in its current form, presenting it as an example of an advanced swords & sorcery campaign setting, along with the deviations it has taken from the standard OSRIC rules.

the bulk of its content takes the form of a gazetteer of the setting
With a view towards ease of use this work follows a typical and familiar organisational structure, starting at character creation, moving onto the rules of play, then advanced rules

Gazetteer

The *World of Silver Blade* is a work in progress. It has been developed only insofar as has been necessary for play and undergone changes between campaigns, both major and minor. Consequently, the material as it appears here

Overview

The *World of Silver Blade* is a pseudo-medieval fantasy pastiche, which is to say it takes its inspiration from various literary and historical sources with a view towards creating a suitably interesting setting for playing games of swords & sorcery adventure. In some respects, therefore, it cannot help but be cliché, but in others it has the chance to be unique, both by way of content and in mode of expression. Since standard historical and fantastical tropes support familiar expectations of pseudo-medieval swords & sorcery, they can be used to good effect in orientating the imagination. Deviations from the expected, both minor and major, have the potential to entice as well as to alienate the audience, whereas slavishly retreading well-worn roads leads to nowhere new. Perhaps, then, it should come as no surprise that the most successful campaign worlds are an unequal combination of the familiar and the unfamiliar.

Men of Calthornia

Men of Altak

Men of Talisia

Men of Rania (Barbarian Plains)

Men of the Dust Plains

Men of the Great Forest

Men of Avardunia (Ice Wastes)

Timeline

Diplomacy

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Basic Rules

Attributes

Definition

In the *World of Silver Blade*, the vast majority of non-player character humans, semi-humans and demi-humans have attribute scores in the range of six to fifteen. By contrast, the attribute scores of the player characters have the potential to start as high as eighteen.

Every player character, and many non-player characters, are largely defined by six discreet attributes; strength, dexterity, constitution, intelligence, wisdom, and charisma. Each attribute has an initial numeric rating between three and eighteen, and the potential to fall as low as one, or rise as high as twenty-five, typically through magical means. The higher the attribute the more benefits generally accrue, with certain attributes being more or less beneficial to different types of character. That is to say, a high intelligence is more useful to a magician than it is to a fighter. The six attributes shape the basic physical and psychological characteristics of each individual as they are defined in game terms.

The vast majority of humans have attributes in the range of six to fifteen, the average being nine to twelve. Adventurers are assumed to be exceptional in various ways, and may have attribute scores outside of these ranges, both for good and ill. However, no basic classes allow for characters with any initial attribute lower than six, and it is recommended that they have a score of at least thirteen in the primary attribute of their class. The game master can always allow for lower or higher starting attribute scores as he sees fit, or if the player wishes strongly to play a character of a certain class with lower than the minimum scores normally permitted or expected. This may be problematic for such concepts as magicians with lower than nine intelligence.

Generation

Attributes can be generated in a number of ways. The most straightforward is to roll three six-sided dice for each attribute and record the scores, rerolling or raising totals lower than six. There is an outlying possibility that such a character may not qualify for any class, in which case the game master may allow for one attribute to be rerolled or raised to the minimum necessary. If more powerful characters are desired on average, and they often are, then it may be preferred to roll four six-sided dice for each attribute, dropping the lowest scoring die in each case before totalling the result. Should a degree of customisation be favoured, then attribute scores may be swapped, strength for intelligence, for instance.

There are numerous possibilities for attribute generation that depend only on what seems best to a given group; if a spread of seven to eighteen was desired, then it would be reasonable to roll two six-sided dice and add six to generate each score. It is also possible to trade points from each attribute on a one-to-one or two-to-one basis, as well as using a point system or simply assigning scores as seems appropriate to the character. The game master is free to allow any of the above or some other method of his own devising for the generation of the attributes of player characters, and whatever method he prefers for the generation of the attributes of non-player characters.

Nevertheless, the method recommended here for player characters is for players to six times roll four six-sided dice, dropping the lowest scoring die in each case, and assign the scores to their attributes as they desire; exchanges of points may be made on a two-to-one basis, but no attribute score may be raised above sixteen or lowered below nine. That is to say, a player character can lower his intelligence by two from eleven to nine to raise his strength by one point from fifteen to sixteen. Once the process is complete, attributes may no longer be modified in this way. If the game master determines that a given set of attributes is too low or too high, he may raise or lower them to the maximum or minimum he permits.

For the random generation of typical non-player characters it is recommended that the game master rolls three six-sided dice for each attribute, treating ones as twos and sixes as fives. Higher averages, which may be desired for non-human characters, can be generated by rolling one six-sided die and adding nine for each attribute. A mixture of methods might be used if lower and higher averages are wanted for individual attributes, such as a high strength and low dexterity. Of course, the game master should feel free to simply assign attributes if that seems better to him, especially in the case of already conceived non-player characters, such as an exceedingly strong gladiator or the like.

Application

There are few set ways to use attributes in the game, as their impact will vary by task and the importance that the game master ascribes to them in the resolution of a given event. They may be tested in various ways, such as by trying to roll under intelligence on a twenty-sided die to recall a fact unknown to the player, or on three six-sided dice or four six-sided dice, and so on. It may require a certain minimum score to even attempt a task, such as a strength of fifteen to move a heavy object, or perhaps to have a chance of doing so. Alternatively, a combined score from several characters may be allowed, or several attributes. Moreover an attribute score may be directly added as a modifier to a percentage chance of a given task succeeding.

However, there are some definite ways in which attributes affect things, mainly with regard to combat and magic, which are the most structured elements of the game system, and also the most directly related to class abilities. The six attributes and each of their discrete effects are described below.

Strength

The strength attribute is an indication of the raw physical power of a character, a composite of musculature, size, endurance, and stamina. A high or low score may modify the chance of hitting in combat and the amount of damage inflicted as a result, as well as determining how much weight can be carried before the character is negatively affected. Tests of strength may be called for in order to break down a door, hold up a portcullis, bend the bars of a cell, climb a sheer cliff face, swim through stormy water, sprint speedily over open ground, leap across a wide ditch, and so on.

Attribute Score	Fighting Ability Adjustment	Damage Roll Modifier	Weight Allowance
1	-5	-5	10
2	-4	-4	20
3	-3	-3	30
4-5	-2	-2	40
6-8	-1	-1	50
9-12	±0	±0	60
13-15	+1	+1	70
16-17	+2	+2	80
18	+3	+3	90
19	+4	+4	100
20	+5	+5	110
21	+6	+6	120
22	+7	+7	130
23	+8	+8	140
24	+9	+9	150
25	+10	+10	160

Fighting Ability Adjustment: This is a modifier to hit rolls applied when making melee or missile attacks with suitable weapons, often expressed as effective fighting ability in the form FA 4(5), which would indicate +1. Some weapons, such as guns and crossbows do not benefit from this, having their own strength rating, whilst a given bow can only accommodate the degree of strength it was made for.

Damage Roll Modifier: This is a modifier to damage rolls when making melee or missile attacks with suitable weapons. As with fighting ability adjustments, some weapons are not affected and others have a limitation on the degree to which they can benefit.

Weight Allowance: This is the amount of weight in pounds that a character can carry without suffering excessive fatigue from the exertion of so doing..

Strength

Attribute Score	Fighting Ability Adjustment	Damage Roll Modifier	Weight Allowance
1	-5	-5	5
2	-4	-4	10
3	-3	-3	15
4	-3	-3	20
5	-2	-2	25
6	-1	-1	30
7	-1	-1	35
8	-1	-1	40
9	-	-	45
10	-	-	50
11	-	-	55
12	-	-	60
13	+1	+1	70
14	+1	+1	80
15	+1	+1	90
16	+2	+2	110
17	+2	+2	130
18	+3	+3	160
19	+4	+4	200
20	+5	+5	250
21	+6	+6	310
22	+7	+7	380
23	+8	+8	460
24	+9	+9	550
25	+10	+10	650

Fighting Ability Adjustment: This is a modifier to hit rolls applied when making melee or missile attacks with suitable weapons, often expressed as effective fighting ability in the form FA 4(5), which would indicate +1. Some weapons, such as guns and crossbows do not benefit from this, having their own strength rating, whilst a given bow can only accommodate the degree of strength it was made for.

Damage Roll Modifier: This is a modifier to damage rolls when making melee or missile attacks with suitable weapons. As with fighting ability adjustments, some weapons are not affected and others have a limitation on the degree to which they can benefit.

Weight Allowance: This is the amount of weight in pounds that a character can carry without suffering excessive fatigue from the exertion.

Dexterity

The dexterity attribute is a measure

Attribute Score	Fighting Ability Adjustment	Armour Class Adjustment	Saving Throw Modifier	Initiative Delimitations
1	-5	+5	-2	5
2	-4	+4	-2	4
3	-3	+3	-1	3
4	-3	+3	-1	2
5	-2	+2	-1	2
6	-1	+1	+0	-
7	-1	+1	+0	-
8	-1	+1	+0	-
9	-	-	+0	-
10	-	-	+0	-
11	-	-	+0	-
12	-	-	+0	-
13	+1	-1	+0	-
14	+1	-1	+0	-
15	+1	-1	+0	-
16	+2	-2	+1	9
17	+2	-2	+1	9
18	+3	-3	+1	8
19	+4	-4	+2	7
20	+5	-5	+2	6
21	+6	-6	+3	5
22	+7	-7	+3	4
23	+8	-8	+4	3
24	+9	-9	+4	2
25	+10	-10	+5	1

Fighting Ability Adjustment: This is a modifier to hit rolls that may be applied when making missile attacks of all sorts. If both strength and dexterity would add a bonus or penalty, use only the most significant; if one would add a penalty and the other a bonus, combine them together. This adjustment may sometimes be used for melee attacks in place of strength, as indicated elsewhere, and in that case follows the same rules as when used for missile attacks.

Armour Class Adjustment: This is a modifier to the effective armour class of the character, usually expressed in the form AC 5(4), indicating a -1 to enemy hit rolls against the character. A character who is not defending himself is treated as though he has an effective dexterity of 1 for the purposes of this modifier.

Saving Throw Modifier: This is a modifier to the saving throw roll of the character whenever agility or speed of action would be of significance.

Initiative Delimitations: The lower half of the table shows the worst initiative result that a character with a high dexterity score can roll assuming all else is equal, whilst the upper half of the table shows the best initiative result that a character with a low dexterity can get under the same conditions. Where movement or spell casting delimitations apply, use the least favourable to the character.

Dexterity

Attribute Score	Fighting Ability Adjustment	Armour Class Adjustment	Saving Throw Modifier	Initiative Delimitations
1	-5	+5	-2	5
2	-4	+4	-2	4
3	-3	+3	-1	3
4	-3	+3	-1	2
5	-2	+2	-1	2
6	-1	+1	+0	-
7	-1	+1	+0	-
8	-1	+1	+0	-
9	-	-	+0	-
10	-	-	+0	-
11	-	-	+0	-
12	-	-	+0	-
13	+1	-1	+0	-
14	+1	-1	+0	-
15	+1	-1	+0	-
16	+2	-2	+1	9
17	+2	-2	+1	9
18	+3	-3	+1	8
19	+4	-4	+2	7
20	+5	-5	+2	6
21	+6	-6	+3	5
22	+7	-7	+3	4
23	+8	-8	+4	3
24	+9	-9	+4	2
25	+10	-10	+5	1

Fighting Ability Adjustment: This is a modifier to hit rolls that may applied when making missile attacks of all sorts. If both strength and dexterity would add a bonus or penalty, use only the most significant; if one would add a penalty and the other a bonus, combine them together. This adjustment may sometimes be used for melee attacks in place of strength, as indicated elsewhere, and in that case follows the same rules as when used for missile attacks.

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Saving Throw Modifier: This is a modifier to the saving throw roll of the character whenever agility or speed of action would be of significance.

Initiative Delimitations: The lower half of the table shows the worst initiative result that a character with a high dexterity score can roll assuming all else is equal, whilst the upper half of the table shows the best initiative result that a character with a low dexterity can get under the same conditions. Where movement or spell casting delimitations apply, use the least favourable to the character.

Constitution

The constitution attribute is a measure

Attribute Score	Hit Point Adjustment	Transformation Survival	Saving Throw Modifier
1	-5	5	-2
2	-4	10	-2
3	-3	15	-1
4	-2	20	-1
5	-2	25	-1
6	-1	30	+0
7	-1	35	+0
8	-1	40	+0
9	-	45	+0
10	-	50	+0
11	-	55	+0
12	-	60	+0
13	+1	65	+0
14	+1	70	+0
15	+1	75	+0
16	+2	80	+1
17	+2	85	+1
18	+3	90	+1
19	+4	95	+2
20	+5	100	+2
21	+6	105	+3
22	+7	110	+3
23	+8	115	+4
24	+9	120	+4
25	+10	125	+5

Hit Point Adjustment: This is a modifier applied to each hit die rolled to determine the hit points of the character.

Transformation Survival: This is the percentage chance that a character survives being subjected to hostile transformative magic that alters his body or the condition of his spirit relative to it.

Saving Throw Modifier: This is a modifier to the saving throw roll of the character whenever hardness of physical well being would be of significance.

Constitution

Attribute Score	Hit Point Adjustment	Transformation Survival	Saving Throw Modifier
1	-5	5	-2
2	-4	10	-2
3	-3	15	-1
4	-3	20	-1
5	-2	25	-1
6	-1	30	+0
7	-1	35	+0
8	-1	40	+0
9	-	45	+0
10	-	50	+0
11	-	55	+0
12	-	60	+0
13	+1	65	+0
14	+1	70	+0
15	+1	75	+0
16	+2	80	+1
17	+2	85	+1
18	+3	90	+1
19	+4	95	+2
20	+5	100	+2
21	+6	105	+3
22	+7	110	+3
23	+8	115	+4
24	+9	120	+4
25	+10	125	+5

Hit Point Adjustment: This is a modifier applied to each hit die rolled to determine the hit points of the character.

Transformation Survival: This is the percentage chance that a character survives being subjected to hostile transformative magic that alters his body or the condition of his spirit relative to it.

Saving Throw Modifier: This is a modifier to the saving throw roll of the character whenever hardness of physical well being would be of significance.

Intelligence

The intelligence attribute is a measure

Attribute Score	Maximum Spell Level	Additional Spell Slots
1	–	–
2	–	–
3	–	–
4	–	–
5	–	–
6	–	–
7	–	–
8	–	–
9	3	0
10	3	0
11	3	0
12	3	0
13	4	1
14	4	1
15	4	1
16	5	2
17	5	2
18	6	3
19	7	4
20	8	5
21	9	6
22	10	7
23	11	8
24	12	9
25	U	10

Maximum Spell Level: This is the maximum level of spells that a magician character is capable of acquiring or casting; the letter U indicates “unlimited” advancement.

Additional Spell Slots: These are bonus spell slots available to a magician character; they may be used to memorize additional spells of a level within his ability. Only a single slot is required for a first level spell, whilst two slots are required for a second level spell, and so on.

Intelligence

Attribute Score	Maximum Spell Level	Additional Spell Slots
1	–	–
2	–	–
3	–	–
4	–	–
5	–	–
6	–	–
7	–	–
8	–	–
9	3	0
10	3	0
11	3	0
12	3	0
13	4	1
14	4	1
15	4	1
16	5	2

17	5	2
18	6	3
19	7	4
20	8	5
21	9	6
22	10	7
23	11	8
24	12	9
25	U	10

Maximum Spell Level: This is the maximum level of spells that a magician character is capable of acquiring or casting; the letter U indicates “unlimited” advancement.

Additional Spell Slots: These are bonus spell slots available to a magician character; they may be used to memorize additional spells of a level within his ability. Only a single slot is required for a first level spell, whilst two slots are required for a second level spell, and so on.

Wisdom

The wisdom attribute is a measure

Attribute Score	Maximum Spell Level	Additional Spell Slots	Saving Throw Modifier
1	–	–	–2
2	–	–	–2
3	–	–	–1
4	–	–	–1
5	–	–	–1
6	–	–	+0
7	–	–	+0
8	–	–	+0
9	3	0	+0
10	3	0	+0
11	3	0	+0
12	3	0	+0
13	4	1	+0
14	4	1	+0
15	4	1	+0
16	5	2	+1
17	5	2	+1
18	6	3	+1
19	7	4	+2
20	8	5	+2
21	9	6	+3
22	10	7	+3
23	11	8	+4
24	12	9	+4
25	U	10	+5

Maximum Spell Level: This is the maximum level of spells that a cleric character is capable of acquiring or casting; the letter U indicates “unlimited” advancement.

Additional Spell Slots: These are bonus spell slots available to a cleric character; they may be used to memorize additional spells of a level within his ability. Only a single slot is required for a first level spell, whilst two slots are required for a second level spell, and so on.

Saving Throw Modifier: This is a modifier to the saving throw roll of the character whenever strength of will or mental forbearance would be of significance.

Wisdom

Attribute Score	Maximum Spell Level	Additional Spell Slots	Saving Throw Modifier
1	–	–	–2
2	–	–	–2
3	–	–	–1
4	–	–	–1
5	–	–	–1
6	–	–	+0
7	–	–	+0
8	–	–	+0
9	3	0	+0
10	3	0	+0
11	3	0	+0
12	3	0	+0
13	4	1	+0
14	4	1	+0

15	4	1	+0
16	5	2	+1
17	5	2	+1
18	6	3	+1
19	7	4	+2
20	8	5	+2
21	9	6	+3
22	10	7	+3
23	11	8	+4
24	12	9	+4
25	U	10	+5

Maximum Spell Level: This is the maximum level of spells that a cleric character is capable of acquiring or casting; the letter U indicates “unlimited” advancement.

Additional Spell Slots: These are bonus spell slots available to a cleric character; they may be used to memorize additional spells of a level within his ability. Only a single slot is required for a first level spell, whilst two slots are required for a second level spell, and so on.

Saving Throw Modifier: This is a modifier to the saving throw roll of the character whenever strength of will or mental forbearance would be of significance.

Charisma

The charisma attribute is a measure

Attribute Score	Maximum Henchmen	Loyalty Adjustment	Reaction Adjustment
1	0	-25	-2
2	1	-20	-2
3	2	-15	-1
4	3	-10	-1
5	3	-10	-1
6	4	-5	+0
7	4	-5	+0
8	4	-5	+0
9	5	-	+0
10	5	-	+0
11	5	-	+0
12	5	-	+0
13	6	+5	+0
14	6	+5	+0
15	6	+5	+0
16	7	+10	+1
17	7	+10	+1
18	8	+15	+1
19	9	+20	+2
20	10	+25	+2
21	11	+30	+3
22	12	+35	+3
23	13	+40	+4
24	14	+45	+4
25	15	+50	+5

Maximum Henchmen: This is the maximum number of henchmen that the character is able to have in his employ at any one time.

Loyalty Adjustment: Whenever the loyalty of a henchman, hireling, or other non-player associate of the character is tested, this modifier is applied.

Saving Throw Modifier: This is a modifier applied to the reaction roll whenever the character presents himself as the leader of the party or is otherwise at the forefront of negotiations.

Charisma

Attribute Score	Maximum Henchmen	Loyalty Adjustment	Reaction Adjustment
1	1	-25	-2
2	1	-20	-2
3	1	-15	-1
4	2	-10	-1
5	2	-10	-1
6	4	-5	+0
7	4	-5	+0
8	4	-5	+0
9	6	-	+0
10	6	-	+0
11	6	-	+0
12	6	-	+0
13	8	+5	+0
14	8	+5	+0
15	8	+5	+0
16	10	+10	+1

17	10	+10	+1
18	12	+15	+1
19	15	+20	+2
20	19	+25	+2
21	24	+30	+3
22	30	+35	+3
23	36	+40	+4
24	42	+45	+4
25	50	+50	+5

Maximum Henchmen: This is the maximum number of henchmen that the character is able to have in his employ at any one time.

Loyalty Adjustment: Whenever the loyalty of a henchman, hireling, or other non-player associate of the character is tested, this modifier is applied.

Saving Throw Modifier: This is a modifier applied to the reaction roll whenever the character presents himself as the leader of the party or is otherwise at the forefront of negotiations.

Races

Human

Men of Calthornia

Men of Altak

Men of Talisia

Men of Rania (Barbarian Plains)

Men of the Dust Plains

Men of the Great Forest

Men of Avardunia (Ice Wastes)

Half-Elf

Half-Orc

Elves

Alignment: Any

Movement: 9

Size: Medium (c. 5½ feet tall and 150 pounds)

Attributes:

Strength	9/18
Dexterity	9/18
Constitution	9/18
Intelligence	9/18
Wisdom	9/18
Charisma	9/18

Add 1 to dexterity in return for reducing any other attribute by 1.

Class Level Limits

Fighter	6
Magician	9
Cleric	6
Thief	9

Multi-Classes: Fighter/Magician, Fighter/Thief, Magician/Thief, Fighter/Magician/Thief

Abilities

Listening: Improved hearing, 1-in-6 becomes 2-in-6

Magic Resistance: +4 on saving throws versus magic or poison

Fighting Ability: +1 to hit

Stealth: Can move silently and hide in shadows when wearing light armour

Dwarves

Being short, stocky and invariably bearded, dwarves are perhaps the most easily identifiable of the demi-human races. They dwell mainly in the mountains, into and beneath which they have cut great halls of stone and mighty fortresses atop deeply delved mines. Dwarves pursue the riches of the earth, using them to craft beautiful and wondrous works with virtually unsurpassed skill. What they lack in magical ability they make up for in their strength, wisdom and tenacity, whilst in war craft and as fighters dwarves have a formidable and well deserved reputation. It is thought that orcs were made in mockery of them, and in the dark places beneath the world the dwarves slay these hated enemies wherever they find them.

Alignment: Any

Movement: 9

Size: Medium (c. 5 feet tall and 150 pounds)

Attributes:

Strength	9/18
Dexterity	6/18
Constitution	12/18
Intelligence	6/18
Wisdom	6/18
Charisma	6/18

Add 1 to constitution in return for reducing any other attribute by 1.

Class Level Limits:

Fighter	9
Magician	N
Cleric	9
Thief	12

Multi-Classes: Fighter/Thief, Fighter/Cleric, Fighter/Cleric/Thief

Abilities:

Listening: Improved hearing, 1-in-6 becomes 2-in-6

Magic Resistance: +4 on saving throws versus magic or poison

Fighting Ability: +1 to hit

Underground: 4-in-6 chance of determining depth and detecting new stonework, doors, traps, slopes or other anomalies.

Gnomes

Most gnomes appear akin to dwarves or halflings, and sometimes they are mistaken for them, as they are similar in stature and may go bearded or unbearded. They are an elusive but cunning folk, typically dwelling deep in the forested hills and valleys of the world, burrowing into hidden places. Whilst they have no great magical ability and do not often make for powerful fighters, they are formidable enough. All gnomes are skilled trackers and are said to be on good terms with many animals; they have knowledge of underground places and a great affinity for gems. It is said that goblins were made in mockery of them, and for this reason take evil animals into their service.

Alignment: Any

Movement: 9

Size: Small (c. 4½ feet tall and 120 pounds)

Attributes:

Strength	6/17
Dexterity	9/18
Constitution	9/18
Intelligence	9/18
Wisdom	6/18
Charisma	6/18

+1 to intelligence in return for a -1 to any other attribute.

Class Level Limits

Fighter	6
Magician	6
Cleric	6
Thief	12

Multi-Classes: Fighter/Thief, Fighter/Magician, Magician/Thief, Fighter/Magician/Thief

Abilities:

Listening: Improved hearing, 1-in-6 becomes 2-in-6

Magic Resistance: +4 on saving throws versus magic or poison

Stealth: Can move silently and hide in shadows when wearing light armour

Tracking: As ranger

Underground: Knowledge as dwarves

Halflings

As with all demi-humans, halflings are a fey race; not strictly mortal they are nevertheless unlike immortal beings, such as dryads and nymphs. Some say they are descended from these, others that they are even their children in mortal guise, but the heritage of the small folk is clouded. Certainly they resemble elf children even when fully grown, rarely much exceeding four feet in height, though they have little in the way of magical ability and rarely make for powerful fighters. Halflings are not a numerous folk and their settlements are well hidden, perhaps not even exactly concurrent with the prime material plane. It is said that kobolds were made in mockery of them, and against these they are ever on their guard.

Alignment: Any

Movement: 9

Size: Small (c. 4' 120 pounds)

Attributes:

Strength	6/16
Dexterity	9/18
Constitution	9/18
Intelligence	6/18
Wisdom	6/18
Charisma	6/18

+1 to dexterity in return for a -1 to any other attribute.

Class Level Limits

Fighter	6
Magician	N
Cleric	6
Thief	18

Multi-Classes: Fighter/Thief

Abilities:

Listening: Improved hearing, 1-in-6 becomes 2-in-6

Magic Resistance: +4 on saving throws versus magic or poison

Missile Weapons: +1 to hit

Initiative: Halflings are surprisingly quick and so treat initiative 1 as 2

Stealth: Can move silently and hide in shadows when wearing light armour

Classes

Fighter

Attribute Requirements:

Strength	9	Intelligence	6
Dexterity	6	Wisdom	6
Constitution	6	Charisma	6

Level	Experience Points	Hit Dice	Attack Rate	Fighting Ability
1	0	1d10	1	1
2	2,000	2d10	1	2
3	4,000	3d10	1	3
4	8,000	4d10	1	4
5	16,000	5d10	1	5
6	32,000	6d10	1	6
7	64,000	6d10+3	1½	7
8	128,000	6d10+6	1½	8
9	250,000	6d10+9	1½	9
10	500,000	6d10+12	1½	10
11	750,000	6d10+15	1½	11
12	1,000,000	6d10+18	1½	12

Abilities

Magician

Attribute Requirements:

Strength	6	Intelligence	9
Dexterity	6	Wisdom	6
Constitution	6	Charisma	6

Level	Experience Points	Hit Dice	Attack Rate	Fighting Ability	Magical Ability	Spells					
						1	2	3	4	5	6
1	0	1d4	1	1	1	1	-	-	-	-	-
2	2,500	2d4	1	1	2	2	-	-	-	-	-
3	5,000	3d4	1	1	3	2	1	-	-	-	-
4	10,000	4d4	1	1	4	3	2	-	-	-	-
5	20,000	5d4	1	2	5	3	2	1	-	-	-
6	40,000	6d4	1	2	6	3	3	2	-	-	-
7	80,000	6d4+1	1	2	7	4	3	2	1	-	-
8	160,000	6d4+2	1	2	8	4	3	3	2	-	-
9	300,000	6d4+3	1	3	9	4	4	3	2	1	-
10	600,000	6d4+4	1	3	10	4	4	3	3	2	-
11	900,000	6d4+5	1	3	11	5	4	4	3	2	1
12	1,200,000	6d4+6	1	3	12	5	4	4	3	3	2

Abilities

Cleric

Attribute Requirements:

Strength	6	Intelligence	6
Dexterity	6	Wisdom	9
Constitution	6	Charisma	6

Level	Experience Points	Hit Dice	Attack Rate	Fighting Ability	Clerical Ability	Spells					
						1	2	3	4	5	6
1	0	1d8	1	1	1	1	-	-	-	-	-
2	2,000	2d8	1	1	2	2	-	-	-	-	-
3	4,000	3d8	1	2	3	2	1	-	-	-	-
4	8,000	4d8	1	2	4	3	2	-	-	-	-
5	16,000	5d8	1	3	5	3	2	1	-	-	-
6	32,000	6d8	1	3	6	3	3	2	-	-	-
7	64,000	6d8+2	1	4	7	4	3	2	1	-	-
8	128,000	6d8+4	1	4	8	4	3	3	2	-	-
9	250,000	6d8+6	1	5	9	4	4	3	2	1	-
10	500,000	6d8+8	1	5	10	4	4	3	3	2	-
11	750,000	6d8+10	1	6	11	5	4	4	3	2	1
12	1,000,000	6d8+12	1	6	12	5	4	4	3	3	2

Abilities

Thief

Attribute Requirements

Strength	6	Intelligence	6
Dexterity	9	Wisdom	6
Constitution	6	Charisma	6

Level	Experience Points	Hit Dice	Attack Rate	Fighting Ability	Thieving Ability
1	0	1d6	1	1	1
2	1,500	2d6	1	1	2
3	3,000	3d6	1	2	3
4	6,000	4d6	1	2	4
5	12,000	5d6	1	3	5
6	24,000	6d6	1	3	6
7	48,000	6d6+2	1	4	7
8	96,000	6d6+4	1	4	8
9	200,000	6d6+6	1	5	9
10	400,000	6d6+8	1	5	10
11	600,000	6d6+10	1	6	11
12	800,000	6d6+12	1	6	12

Abilities

Equipment

Money

Weapons

Melee Weapons

Type	Class	Cost	Weight	Length	Space	Speed	Parry	Range	Damage One-Handed	Damage Two-Handed
No Weapon	1	0	0 lbs.	0 ft.	0	1	0	n/a	0	0
Dagger	2	100	1 lbs.	1 ft.	0	1	1	30/60/90	1d4	1d6
Short Hafted	3	100	2 lbs.	2 ft.	1	2	1	30/60/90	1d6	1d8
Short Bladed	3	200	2 lbs.	2 ft.	1	2	2	n/a	1d6	1d8
Long Hafted	4	200	3 lbs.	3 ft.	2	3	2	n/a	1d8	1d10
Long Bladed	4	300	3 lbs.	3 ft.	2	3	3	n/a	1d8	1d10
Short Pole-Axe	5	300	4 lbs.	5 ft.	3	4	3	n/a	1d10	1d12+1
Two-Handed Blade	5	400	4 lbs.	5 ft.	3	4	3	n/a	1d10	1d12+1
Short Spear	6	100	3 lbs.	6 ft.	1	2	2	30/60/90	1d6	1d8
Long Pole-Axe	7	350	5 lbs.	9 ft.	3	4	1	n/a	1d8	1d10+1
Long Spear	8	150	4 lbs.	9 ft.	1	3	1	n/a	1d6	1d8
Two-Handed Spear	9	200	5 lbs.	12 ft.	1	4	1	n/a	1d6	1d8+1
Pike	10	300	7 lbs.	18 ft.	1	5	0	n/a	1d6	1d8

Notes

Type: Weapon nomenclature is an imprecise and unsteady field, so the method here has been to assemble a list of broad weapon types and treat all those within a certain class as more or less equivalent for the basic purposes of the game. For example, the “short hafted” designation encompasses axes, maces, picks, flails, hammers, and any other impact weapons mounted on a relatively short haft, often somewhat questionably referred to as “horseman’s such-and-such” in swords & sorcery adventure games, whilst “short bladed” refers to swords of all types with a blade length in the range of around twelve to twenty-four inches or so. The pole-axe category entails the halberd, bec-de-corbin, bill, lucern hammer, and so on, whilst spear refers equally to the javelin, lance, partisan, spetum, ranseur, *etcetera*. Of course, players and game masters are still encouraged to write down the precise weapon wielded by a given character, the above provides only their basic statistics in the game.

Class: This is a number classifying the weapon for the purposes of the game; generally speaking, the higher the classification the larger the weapon.

Cost: This is the common value of the weapon in silver coins. They are somewhat generalised and their relative cost is more a reflection of game conceits than a realistic. Obviously, these prices are not fixed, they are only intended to be guidelines.

Weight: This is the common weight of weapon in pounds. Many examples of extant historical weapons can no doubt be found that are significantly heavier or somewhat lighter, but each is a reasonable estimate.

Length: This is the common length of the weapon in feet. In the case of the shorter weapons the variance is less than that of the larger weapons, which is to say a long sword is probably going to be somewhere between thirty and forty-two inches in total length, whilst a pike might get as long as twenty-four feet. However, there is unlikely to be any overlap between classes.

Space: This is a relative indication of the space required to wield a weapon effectively, though the minimum space a man-sized combatant requires is three, some weapons require more space when paired with a shield or second weapon.

Speed: This is a relative indication of the speed of the weapon, with lower being faster; it may affect initiative at the discretion of the game master.

Parry: This number suggests the relative speed and effectiveness with which a parry may be attempted with a given weapon, the value is usually increased by one when wielded in two hands.

Range: These are the effective range categories in feet of the weapon when thrown; longer ranges are possible, but the attack would be very indirect and extremely difficult to successfully aim at man-sized targets.

Damage: This is the damage die used when a hit is successfully scored with a given weapon. Weapons of classes 5, 7, and 9 are particularly deadly when wielded two-handed.

Missile Weapons

Type	Class	Cost	Weight	Range	Shooting Rate	Damage
Rock	1	0	½ lbs.	30/60/90	2/1	0
Dart	2	100	1 lbs.	30/60/90	2/1	1d4
Sling	3	50	½ lbs.	60/120/180	1/1	1d6
Short Bow	4	200	2 lbs.	60/120/180	2/1	1d6
Light Crossbow	5	200	4 lbs.	70/140/210	1/1	1d6+1
Long Bow	6	300	3 lbs.	70/140/210	2/1	1d6+1
Heavy Crossbow	7	300	5 lbs.	80/160/240	1/2	1d6+2
Great Bow	8	400	4 lbs.	80/160/240	2/1	1d6+2
Great Crossbow	9	400	6 lbs.	90/180/270	1/3	1d6+3

Additional Notes

Shooting Rate: This is the maximum rate at which a weapon may be shot under normal conditions; however, in order to shoot faster than 1/1 a character must have the capacity to make multiple attacks.

Damage: In the case of bows other than crossbows the bonus damage beyond the die applies only if the character has sufficient strength bonus damage. Such characters may also apply their strength bonus to hit up to that number instead of using their dexterity bonus, though penalties are always applied. In the case of thrown weapons, the same applies, but without upper limit. At the discretion of the game master bows suitable for higher strength ratings may be available. Characters employing crossbows may use the damage bonus as a to hit modifier in lieu of their dexterity bonus.

Weapon Quality

Very High: A very high quality weapon costs at least ten times the listed price and is extremely difficult to find. However, it is so well balanced and finely made that it has a +8 bonus to saving throws and when wielded it grants the user a +1 bonus to hit and damage.

High: A high quality weapon costs about twice the listed price and is difficult to find. Quality shows through, though, as such a weapon is so well made that it has a +4 bonus to saving throws and when wielded it grants the user a +1 bonus to damage.

Average: An average quality weapon costs the listed price and is reasonably easily available. It has no saving throw bonus and grants no bonus to hit or damage.

Low: Adventurers must beware of low quality weapons that are sold by unscrupulous merchants as though they are not. Such weapons may be purchased openly for half the listed price, have a -4 penalty to saving throws and when wielded cause the user to suffer a -1 penalty to damage.

Very Low: Whether through ages of neglect or incompetent craftsmanship, very low quality weapons are shunned by all but the most desperate individuals. Such weapons are rarely purchased openly and almost never for more than one tenth of the listed price; they have a -8 penalty to saving throws and when wielded they cause the user to suffer a -1 penalty to hit and damage.

Shields

Type	Cost	Weight	Parry	Block	Defence Modifier
Small	10	5 lbs.	1	1	1
Large	15	10 lbs.	1	2	1
Great	20	20 lbs.	2	3	2

Shield Type: These descriptors assume small shields to be approximately 1-2' in diameter and large shields to be 2-3'. The Viking round shield, Norman kite shield, Roman *scutum*, and Greek *aspis* would be appropriate to the latter category, whilst the heater, targe, and buckler would be appropriate to the former. Unlike the small and large shields, the great shield is a two handed affair and equates to something like a pavis. Large creatures are able to use the great shield with one hand, but for most purposes treat it as though a large shield. Similarly, they treat large shields as though small, whilst small shields are of no use to them.

Parry: Shields can be used to parry blows in melee; whilst the large shield covers more of the user than the small shield, it is less wieldy and so has the same parry value. This is the number added to the parry defence of a character when using the optional parry rule and the indicated shield.

Block: Unlike other weapons, shields can be used to block missile attacks. On account of its size, the large shield is better suited to this than the small shield, which is reflected in the value given. The number is added to the block defence of a character when using the optional block rule and the indicated shield.

Defence Modifier: As with parrying, the advantage that the large shield enjoys from its size is offset in melee by its unwieldiness compared to the small shield. Consequently, they have the same defence value in melee. However, versus missile attacks the game master may allow the value of large and great shields to be treated as one higher. In any case, this number is deducted from attack rolls made against the character or rolled into his *de facto* armour class.

Armour

Type	Cost	Weight	Movement	Class	Damage Reduction
No Armour	0	0 lbs.	120	10	0
1	5	5 lbs.	120	9	0
2	10	10 lbs.	120	8	0
3	25	15 lbs.	120	7	0
4	50	25 lbs.	90	6	1
5	100	30 lbs.	90	5	1
6	200	35 lbs.	90	4	1
7	400	45 lbs.	60	3	2
8	800	50 lbs.	60	2	2
9	1,600	55 lbs.	60	1	2

Armour Type: This more or less assumes the traditional paradigm, with mail armour being type 5, padded armour type 2 and plate armour type 7. However, by removing explicit armour nomenclature the game master has greater freedom to decide what each armour class signifies. A corroded mail hauberk may be treated as type 4, whilst something more exotic like crocodile hide armour might be treated as type 3. A typical advanced swords & sorcery progression would be: padded jack (type 1), padded armour (type 2), ring armour (type 3), mail haubergeon (type 4), mail hauberk (type 5), double mail (type 6), and plate coat over mail (type 7), whilst a basic swords & sorcery progression would conflate no armour and padded jack together as type 1. In each case, suitable limb protection and head gear is presumed to be included.

Cost: This is the value of the armour or shield in gold coins for a typical swords & sorcery environment. Obviously, these prices are not fixed, they are only intended to be relative value guidelines.

Weight: For the most part, these values tend towards the heaviest historical values available for extant armours that are intended to correspond to the typology listed. A reasonable degree of variation is assumed, whether on account of size, material, skill, or some other factor, and the game master is encouraged to modify this value as seems appropriate.

Movement: This is the maximum modified movement speed a character may normally attain when wearing each type of armour; some specific armours may allow greater or lower speeds as the game master prefers and in accordance with his milieu.

Class: This is the degree of protection afforded by the armour type. In games that use an ascending armour class, the degree of protection directly corresponds to the type [i.e. type 1 armour is class 9, which is equivalent to a +1 armour bonus]. In games that use more traditional advanced swords & sorcery rules, this number can be added to the attack roll to determine whether a hit has been scored, so a low value is desirable. Modifiers from dexterity, abilities or magic do not affect the actual class of the armour, but are usually factored into the attack roll. A modified armour class may be expressed in the form 6(3), the bracketed number indicating the *de facto* armour class.

Damage Reduction: This is the number subtracted from any relevant damage rolls made against a character wearing the corresponding armour type. This can reduce the damage to 0, but negative values are treated as 0. The game master must use his discretion in determining what sort of damage can be reduced in this way.

Miscellaneous

Animals

Advanced Rules

Multi-Classes

Multi-Classes

Fighter/Thief (Scout)

Those who traverse the unknown wildernesses of the world or descend into its unexplored deeps know the value of a skilled scout and the difficulties of travelling without one. Scouts have usually seen some form of military service, whether with a feudal lord, city state or mercenary group and are thus familiar with the practice of warfare, arms and armour.

Scouts search out the most expedient paths for adventuring parties, spy out potential enemies, determine their strengths and organise ambushes to exploit their weaknesses. When it comes to combat, they frequently prove skilful warriors, capable of holding their own in close or at range, but they lack the hit points and ability of the Fighter, Paladin or Ranger to make multiple attacks, specialise in a single weapon or capitalise on exceptional strength. Nonetheless, they are able to employ any kind of armour, shield or weapon, though these may adversely affect or hinder their other abilities.

Those scouts who build a reputation and live long enough to enjoy it may expect to one day to be recognised and rewarded or otherwise establish themselves as personages of political consequence. Most seek to acquire a stronghold of some kind, perhaps a border fortress or fortified residence in a prosperous city, and employ a retinue of followers for protection and as an expression of their wealth and power. In many instances, high level scouts are asked to train others, which sometimes results in the creation of a formal association.

A scout of ninth level or higher can choose to build a castle in the same manner as a fighter with all the attendant benefits and consequences.

The Scout Character

Permitted Races: Any

Minimum Scores: Strength 9, Dexterity 9,

Hit Die Type: 1D8 (Maximum 9)

Alignment: Any

Experience: Strength and Dexterity 16+

Armour/Shield: Any

Weapons Permitted: Any

Weapon Proficiencies: 3 +1 every 3 Levels

Penalty to hit for Non Proficiency: -3

Weapon Specialisation: N/A

Scout Class Abilities

Alertness: A party with a scout is less likely to be surprised by an unexpected encounter; the chance of the party being surprised is thus reduced by 1 in 6, so long as the Scout is in a position to fulfil his role.

Stealth: A scout is skilled at approaching the enemy undetected; the chance of him surprising an enemy is therefore increased by 1 in 6, so long as he is alone or in the company of those with similar abilities, such as a silently moving Thief, a lightly armoured Elf, a Ranger or an otherwise magically silenced or invisible companion.

Listen: A scout is capable of listening for and recognising noises that might be indiscernible to others. He may spend a minute or so actively listening for noise or the DM may have cause to check the skill in a reactive manner.

Search: It behoves a scout to be observant and pay careful attention to his whereabouts. This skill represents his ability to recognise tell tale signs of danger or otherwise unusual inconsistencies in his surroundings. It may be used to discover concealed portals, secret doors, traps or otherwise hidden things. The scout must usually spend ten minutes searching the area.

Track: If tracks can be found, a scout can usually interpret and follow them. The DM should modify the chance of success with regard to the number and age of the tracks, prevailing terrain, current weather, type of creature being tracked and whether it is familiar to the scout.

Hide: It is usually necessary for a scout to be skilled at concealing himself from view if he intends to remain unhindered whilst observing and gathering information about an enemy. As long as he is not being watched and there is some means of concealment, a scout can attempt to use this skill to become hidden. The presence of the scout will be revealed if he attacks or otherwise moves out into the open.

Sneak: The ability to move relatively silently is of great importance to a scout. This skill may be used to evade and escape detection by the enemy or to stealthily approach and possibly surprise him. Successful use of this ability increases the surprise chance of the scout beyond that achieved as a result of his conventional stealth, so long as he is alone or in the company of similarly capable fellows.

Level	Experience Required	Hit Dice	Listen	Search	Track	Hide	Sneak
0			20	20	20	20	20
1	0	1D8	25	25	25	25	25
2	2,000	2D8	30	30	30	30	30
3	4,000	3D8	35	35	35	35	35
4	8,000	4D8	40	40	40	40	40
5	16,000	5D8	45	45	45	45	45
6	32,000	6D8	50	50	50	50	50
7	64,000	6D8+2	55	55	55	55	55
8	128,000	6D8+4	60	60	60	60	60
9	250,000	6D8+6	65	65	65	65	65
10	500,000	6D8+8	70	70	70	70	70
11	750,000	6D8+10	75	75	75	75	75
12	1,000,000	6D8+12	80	80	80	80	80
13	1,250,000	6D8+14	85	85	85	85	85
14	1,500,000	6D8+16	90	90	90	90	90
15	1,750,000	6D8+18	95	95	95	95	95
16	2,000,000	6D8+20	100	100	100	100	100
17	2,250,000	6D8+22	105	105	105	105	105
18	2,500,000	6D8+24	110	110	110	110	110
19	2,750,000	6D8+26	115	115	115	115	115
20	3,000,000	6D8+28	120	120	120	120	120
21	3,250,000	6D8+30	125	125	125	125	125
22	3,500,000	6D8+32	130	130	130	130	130
23	3,750,000	6D8+34	135	135	135	135	135
24	4,000,000	6D8+36	140	140	140	140	140

Notes

The chance for a successful use of a skill should always be modified by the DM with regard to the circumstances in which it is used. A Scout wearing a helmet, for instance, should have a reduced chance of successfully using his Listen skill and so on. At the DM's discretion, a skill may be modified by a relevant high or low Attribute score or by Race. An Elf might get a +10% Bonus to Listen or a character with 14 Wisdom might get a +5% Bonus to Track.

There are two methods of interacting scout skills with circumstances. In some instances, a DM may wish to add or deduct a percentage modifier to the base scout skill, whilst in others he may wish to have the scout skill replace or be superseded by a base probability. For example, if a DM determines that there is a five percent base chance of a character hearing a particular noise, he may choose to add that to the scout's Listen

skill probability or he may choose to have the scout's Listen skill replace that percentage. In the case of a first level scout, this would mean a five percent chance becomes either a thirty percent chance or a twenty five percent chance. In the latter case, the DM may decide to check both the five percent probability and the twenty five percent probability separately.

Fighter/Magician (Spell Blade)

The spell blade is a fighter who has some skill and training in the art of sorcery, but whose true vocation is that of the warrior. Such a character might be anything from a failed apprentice fallen into the life of a freebooter, to a member of an elite mystic order sworn to the service of a royal household. Regardless, the martial prowess of the spell blade is well complemented by his knowledge of magic.

The Spell Blade Character

Permitted Races: Elves, Half-elves and Humans.

Minimum Scores: Strength 9, Dexterity 6, Constitution 6, Intelligence 9, Wisdom 6 and Charisma 6.

Hit Die Type: D8.

Alignment: Any.

Experience Bonus: Strength 16+ and Intelligence 16+.

Armour/Shield: Any.

Weapons Permitted: Any.

Weapon Proficiencies: 4 + 1 every four levels.

Penalty to hit for Non Proficiency: -2.

Weapon Specialisation: Optional.

Level Advancement

Level	Experience Required	Hit Dice	Spell Slots		
			1	2	3
1	0	1D8	1	-	-
2	2,500	2D8	1	-	-
3	5,000	3D8	1	1	-
4	10,000	4D8	1	1	-
5	20,000	5D8	1	1	1
6	40,000	6D8	1	1	1
7	80,000	7D8	2	1	1
8	160,000	8D8	2	1	1
9	300,000	9D8	2	2	1
10	600,000	9D8+2	2	2	1
11	900,000	9D8+4	2	2	2
12	1,200,000	9D8+6	2	2	2

Class Abilities

Multiple Attacks: A spell blade makes one melee attack per round up to level six; between levels seven and twelve he makes three attacks every two rounds, the additional attack taking place on odd numbered combat rounds.

Weapon Specialisation: At the discretion of the game master and at the cost of one weapon proficiency, a spell blade may specialise in one weapon. When using this weapon his attack rate is increased so that at levels one to six he makes three attacks every two rounds, and at levels seven to twelve he may make two attacks every round. In addition, and when using the specified weapon he gains a +1 bonus to hit and a +2 bonus to damage.

Use scroll: The chance of success is equal to 90% +1% per experience level.

Spell List

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
armour	acid arrow	dispel magic	enchanted	avoidance	acid fog
burning hands	enfeebling ray	fireball	weapon	cloud kill	chain lightning
	flaming sphere	flame arrow	Fear	cone of cold	death spell
enlarge	mirror image	lightning bolt	minor globe of invulnerability	hold monster	disintegration
magic missile	strength	protection from evil 10 ft radius		ice storm	interposing hand
protection from evil	web	protection from normal missiles	wall of fire		
read magic				wall of ice	
shield					

To Hit Numbers

		Spell Blade Level												
		1	2	3	4	5	6	7	8	9	10	11	12	
Armour Class	-10	25	24	23	22	21	20	20	20	20	20	20	20	19
	-9	24	23	22	21	20	20	20	20	20	20	19	18	18
	-8	23	22	21	20	20	20	20	20	20	19	18	17	17
	-7	22	21	20	20	20	20	20	20	19	18	17	16	16
	-6	21	20	20	20	20	20	20	19	18	17	16	15	15
	-5	20	20	20	20	20	20	19	18	17	16	15	14	14
	-4	20	20	20	20	20	19	18	17	16	15	14	13	13
	-3	20	20	20	20	19	18	17	16	15	14	13	12	12
	-2	20	20	20	19	18	17	16	15	14	13	12	11	11
	-1	20	20	19	18	17	16	15	14	13	12	11	10	10
	0	20	19	18	17	16	15	14	13	12	11	10	9	9
	1	19	18	17	16	15	14	13	12	11	10	9	8	8
	2	18	17	16	15	14	13	12	11	10	9	8	7	7
	3	17	16	15	14	13	12	11	10	9	8	7	6	6
	4	16	15	14	13	12	11	10	9	8	7	6	5	5
	5	15	14	13	12	11	10	9	8	7	6	5	4	4
	6	14	13	12	11	10	9	8	7	6	5	4	3	3
	7	13	12	11	10	9	8	7	6	5	4	3	2	2
	8	12	11	10	9	8	7	6	5	4	3	2	1	1
9	11	10	9	8	7	6	5	4	3	2	1	0	0	
10	10	9	8	7	6	5	4	3	2	1	0	-1	-1	

Saving Throws

Spell Blade Level	Aimed Devices	Breath Weapons	Death, Paralysis, Poison	Petrification, Polymorph	Unspecified Spells
1-2	11	15	14	13	12
3-4	11	15	13	13	12
5	11	13	11	12	12
6	9	13	11	11	10
7-8	9	12	10	11	10
9-10	9	9	8	9	10
11-12	7	8	7	8	8

Magician/Thief (Spell Thief)

The spell thief is a rogue to be feared. Whether in the service of a powerful wizard, retained by a guild, or a free agent, his sorcery gives him an edge in mundane thievery, as well as in the skulduggery that permeates dealings in the underworld. The most skilful spell thieves are a scourge upon true magicians, as their talents are turned to the plundering of mageholds and the appropriation of spell books.

The Spell Thief Character

Permitted Races: Elves, Half-elves and Humans.

Minimum Scores: Strength 6, Dexterity 9, Constitution 6, Intelligence 9, Wisdom 6 and Charisma 6.

Hit Die Type: D6.

Alignment: Any.

Experience: Dexterity 16+ and Intelligence 16+.

Armour/Shield: Leather and Studded Leather.

Weapons Permitted: Short Bow, Short Sword, Dagger, Staff, Dart, and Sling.

Weapon Proficiencies: 2 + 1 every four levels.

Penalty to hit for Non Proficiency: -3.

Weapon Specialisation: No.

Level Advancement

Level	Experience Required	Hit Dice	Spell Slots		
			1	2	3
1	0	1D6	1	-	-
2	2,000	2D6	1	-	-
3	4,000	3D6	1	1	-
4	8,000	4D6	1	1	-
5	16,000	5D6	1	1	1
6	32,000	6D6	1	1	1
7	64,000	7D6	2	1	1
8	128,000	8D6	2	1	1
9	250,000	9D6	2	2	1
10	500,000	9D6+1	2	2	1
11	750,000	9D6+2	2	2	2
12	1,000,000	9D6+3	2	2	2

Class Abilities

Backstab: If a spell thief can strike from behind undetected he gains a +4 bonus to hit and a +4 bonus to damage, as well as an additional +1 to damage per experience level.

Climb: The ability to climb as though the spell spider climb for one turn.

Detect Noise: The ability to hear sounds that are otherwise almost inaudible.

Find Traps: The ability to detect traps as though the spell with regard to one trap.

Hide in Shadows: The ability to hide in shadows as though invisible whilst relatively motionless.

Move Silently: The ability to move as though inaudible for a short time.

Open Locks: The ability to open a lock as though a knock spell.

Pick Pockets: The art of robbing somebody without arousing suspicion.

Read Languages: The ability to read languages as though the spell for one turn.

Use scroll: The chance of success is equal to 90% +1% per experience level.

Spell List

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
change self	detect illusion	clairvoyance	charm monster	pass wall	guards and wards
charm person	detect invisibility	clairaudience	confusion	project image	
comprehend languages	inaudibility	dispel magic	dimension door	secret chest	legend lore
	invisibility	fly	improved invisibility	stone shape	project image
detect magic	knock	Invisibility 10 ft radius		polymorph self	telekinesis
jump	locate object			teleport	veil
read magic	misdirection	non-detection	wizard eye		
sleep	wizard Lock	suggestion			
spider climb					

To Hit Numbers

		Spell Thief Level					
		1-2	3-4	5-6	7-8	9-10	11-12
Armour Class	-10	25	24	23	22	21	20
	-9	24	23	22	21	20	20
	-8	23	22	21	20	20	20
	-7	22	21	20	20	20	20
	-6	21	20	20	20	20	20
	-5	20	20	20	20	20	20
	-4	20	20	20	20	20	19
	-3	20	20	20	20	19	18
	-2	20	20	20	19	18	17
	-1	20	20	19	18	17	16
	0	20	19	18	17	16	15
	1	19	18	17	16	15	14
	2	18	17	16	15	14	13
	3	17	16	15	14	13	12
	4	16	15	14	13	12	11
	5	15	14	13	12	11	10
	6	14	13	12	11	10	9
	7	13	12	11	10	9	8
	8	12	11	10	9	8	7
9	11	10	9	8	7	6	
10	10	9	8	7	6	5	

Saving Throws

Spell Blade Level	Aimed Devices	Breath Weapons	Death, Paralysis, Poison	Petrification, Polymorph	Unspecified Spells
1-4	11	15	13	12	12
5	11	15	12	11	12
6-8	9	13	12	11	10
9-10	9	13	11	10	10
11-12	7	11	11	9	8

Subclasses

Barbarian

Beyond the borderlands, in the shadows of dense wold and craggy rocks, dwell fierce faced men grown hard and dour in the unforgiving wilds. As reavers they oft venture into richer realms for pillage and slaughter, sheathing bloody blades in the meek and mighty alike, though they also see service as mercenaries when the rewards are right. Their deities are brutal and strange, caring little for modesty or artistry, but valuing chiefly strength and prowess. Whatever else he might profess, a barbarian is a red handed slayer, an indiscriminate bringer of death to whatever monsters or men might oppose him.

The Barbarian Character

Minimum Scores: Strength 15, Dexterity 13, Constitution 14, Intelligence 6, Wisdom 6, Charisma 6

Races Permitted: Humans, Half-Orcs (up to 9th level)

Hit Die Type: 1d12 (max 9 at 9th level)

Initial Hit Die: 1

Alignment: Any non-lawful

Experience bonus: Strength 16+ and Constitution 16+

Armour/Shield Permitted: Any

Weapons Permitted: Any

Weapon Proficiencies: 4 + 1 every 3 levels

Penalty to hit for non-proficiency: -2

Weapon Specialisation: Optional rule — as fighter

Level	Experience Points	Hit Dice	Fighting Ability	THAC0	Attack Rate	Special Abilities	Title
1	0	1d12	1	20	1		
2	2,250	2d12	2	19	1		
3	4,500	3d12	3	18	1		
4	9,000	4d12	4	17	1		
5	18,000	5d12	5	16	1		
6	36,000	6d12	6	15	1		
7	72,000	7d12	7	14	1½	Attack Rate Increase	
8	144,000	8d12	8	13	1½		
9	275,000	9d12	9	12	1½		Chieftain
10	550,000	9d12+3	10	11	1½		
11	825,000	9d12+6	11	10	1½		
12	1,100,000	9d12+9	12	9	1½		
13	1,375,000	9d12+12	13	8	2	Attack Rate Increase	
14	1,650,000	9d12+15	14	7	2		
15	1,925,000	9d12+18	15	6	2		
16	2,200,000	9d12+21	16	5	2		
17	2,475,000	9d12+24	17	4	2		
18	2,750,000	9d12+27	18	3	2		
19	3,025,000	9d12+30	19	2	2½	Attack Rate Increase	
20	3,300,000	9d12+33	20	1	2½		

Abilities

Exceptional Strength: A barbarian character with a starting strength score of eighteen may roll percentage dice to determine an even greater degree of physical power, just as the fighter class.

Superior Constitution: Being already naturally hardier than normal fighting-men, a barbarian character with a truly exceptional constitution score (17+) enjoys the commensurate benefits of the fighter.

Skilful Climber: Raised in the wilderness, the barbarian character thinks little of obstacles that would daunt most civilised men, meaning he climbs as a thief of the same level.

Accomplished Tracker: For those who live beyond the soft comforts and pleasures of civilisation, tracking and hunting are essential skills, whether in pursuit of man, beast or monster. The barbarian character tracks as a ranger of the same level.

Insidious Ambusher: Warfare in the wild places of the world rarely takes the form of open battle, the terrain and mentality of the men who dwell there is better suited to sudden attacks from hidden vantages. As a result, the barbarian character is well versed in both the laying and detection of ambushes, increasing the chance of the party surprising by 1-in-6 and reducing the chance of it being surprised by the same.

Advanced Abilities

Attack Rate Increase: Upon reaching level seven, a barbarian character increases in rate of attack with melee weapons by half, from 1/1 to 3/2; every six levels thereafter his attack rate increases by a further half, which is to say to 2/1 at level thirteen and 5/2 at level nineteen.

Red Handed Slayer: Normal men and similar monsters cannot stand against the wrath of the barbarian, and so he may make as many attacks as he has levels against enemies of less than one level.

Stronghold

Once the barbarian character reaches level nine and is recognised as a chieftain, he may (if he has not done so already) establish a stronghold and clear the area around it of threats and hazards. He may then levy tribute on any inhabitants in the vicinity, collecting up to 10 SP per month for every adult individual within his sphere of influence.

Followers

An additional benefit of establishing a stronghold as a chieftain is that the fame of the barbarian attracts to him a body of followers. These may be randomly diced for as below or selected by the game master as seems most appropriate in the context of the campaign.

01-40: 80 Heavy Foot (Mail Armour, Short Spear, Large Shield, Sword or Axe)
41-70: +20 Heavy Foot (Mail Armour, Short Bow, Large Shield, Sword or Axe).
71-90: +20 Heavy Foot (Banded Armour, Two-Handed Axe, Large Shield, Sword or Axe).
91-00: +20 Heavy Foot Berserkers (Large Shield, Sword or Axe)

The leader(s) depends on the result rolled above:

01-40: Level 4 Captain (Banded Armour, Short Spear +1, Large Shield +1, Sword or Axe +1)
41-70: Level 5 Captain (Banded Armour +1, Short Bow +1, Large Shield, Sword or Axe +1)
71-90: Level 6 Captain (Banded Armour +1, Two-Handed Axe +2, Sword or Axe +1)
91-00: Level 7 Captain (Large Shield +2, Sword or Axe +2)

01-40: Level 1 Sergeant (Mail Armour, Short Spear, Large Shield, Sword or Axe)
41-70: Level 2 Lieutenant (Mail Armour, Short Spear, Large Shield, Sword or Axe)
71-90: Level 3 Lieutenant (Mail Armour, Short Spear, Large Shield, Sword or Axe)
91-00: Level 4 Lieutenant (Mail Armour, Short Spear, Large Shield, Sword or Axe)

Cavalier

Life on the border marches is fraught with peril, and the hardy folk that dwell there must endure the pitiless raids of their enemies and the looming spectre of invasion. The armoured cavalryman is invaluable in such places, responding swiftly to attack and pursuing raiders deep into their own territory, whether to recover prisoners or to exact a bloody revenge. Whilst upon foot the cavalier is the equal of any fighting-man, upon horse no other can match his prowess. A cavalier is a warrior much in demand, whether serving as a soldier in his homeland, seeking fortune in foreign parts as a mercenary, or battling monsters beneath the earth.

The Cavalier Character

Minimum Scores: Strength 15, Dexterity 14, Constitution 13, Intelligence 6, Wisdom 6, Charisma 6

Races Permitted: Humans, Half-Elves (up to 9th level)

Hit Die Type: 1d10 (max 9 at 9th level)

Initial Hit Die: 1

Alignment: Any non-chaotic

Experience bonus: Strength 16+ and Dexterity 16+

Armour/Shield Permitted: Any

Weapons Permitted: Any

Weapon Proficiencies: 4 + 1 every 3 levels

Penalty to hit for non-proficiency: -2

Weapon Specialisation: Optional rule — as fighter

Level	Experience Points	Hit Dice	Fighting Ability	THAC0	Attack Rate	Special Abilities	Title
1	0	1d10	1	20	1		
2	2,250	2d10	2	19	1		
3	4,500	3d10	3	18	1		
4	9,000	4d10	4	17	1		
5	18,000	5d10	5	16	1		
6	36,000	6d10	6	15	1		
7	72,000	7d10	7	14	1½	Attack Rate Increase	
8	144,000	8d10	8	13	1½		
9	275,000	9d10	9	12	1½		Banneret
10	550,000	9d10+3	10	11	1½		
11	825,000	9d10+6	11	10	1½		
12	1,100,000	9d10+9	12	9	1½		
13	1,375,000	9d10+12	13	8	2	Attack Rate Increase	
14	1,650,000	9d10+15	14	7	2		
15	1,925,000	9d10+18	15	6	2		
16	2,200,000	9d10+21	16	5	2		
17	2,475,000	9d10+24	17	4	2		
18	2,750,000	9d10+27	18	3	2		
19	3,025,000	9d10+30	19	2	2½	Attack Rate Increase	
20	3,300,000	9d10+33	20	1	2½		

Abilities

Exceptional Strength: If the cavalier character has a strength score of eighteen he may roll percentage dice to determine an even greater degree of physical power, just as the fighter class.

Superior Constitution: Raised to life in the saddle, the cavalier is able to endure greater hardships than normal men, and so those with a high constitution (17+) enjoy the normal benefits of the fighter.

Agile Combatant: Considerable adroitness is necessary for the cavalier; continual and rigorous training has enhanced his natural ability so that his dexterity is treated as one grade higher for determining modifiers.

Horse Master: The cavalier has extensive knowledge and skill with horses; furthermore, he may treat one such mount he is familiar with as though it is affected by an animal friendship spell.

Advanced Abilities

Attack Rate Increase: Upon reaching level seven, a cavalier character increases in rate of attack with melee weapons by half, from 1/1 to 3/2; every six levels thereafter his attack rate increases by a further half, which is to say to 2/1 at level thirteen and 5/2 at level nineteen.

One Against Many: Normal men and similar monsters are no match for the cavalier, and so he may make as many attacks as he has levels against enemies of less than one level or hit die.

Ferocious Charge: At level five, damage done by the cavalier with the lance is tripled, rather than doubled, and every four levels thereafter increases one step in potency. That is to say at level nine it is quadrupled, at level thirteen it is quintupled and so on.

Stronghold

Once the cavalier character reaches level nine and is recognised as a banneret, he may (if he has not done so already) establish a stronghold and clear the area around it of threats and hazards. He may then levy taxes on any inhabitants in the vicinity, collecting up to 10 SP per month in return for protection.

Followers

An additional benefit of establishing a stronghold as a banneret is that the fame of the cavalier attracts to him a body of followers. These may be randomly diced for as below or selected by the game master as seems most appropriate in the context of the campaign.

01-40: 20 Light Lancers, 20 Medium Lancers, 20 Heavy Spearmen, 20 Crossbowmen
41-70: +20 Mounted Long Bowmen (Banded Armour, Long Bow, Shield, Sword)
71-90: +20 Heavy Lancers (Plate Armour, Lance, Shield, Sword)
91-00: +20 Armoured Billmen (Plate Armour, Bill, Shield Sword)

The leader(s) depends on the result rolled above:

01-40: Level 4 Captain (Banded Armour, Lance +1, Shield +1, Sword +1, Medium War Horse)
41-70: Level 5 Captain (Banded Armour, Lance +1, Shield +1, Sword +1, Medium War Horse)
71-90: Level 6 Captain (Plate Armour, Lance +1, Shield +1, Sword +2, Medium War Horse)
91-00: Level 7 Captain (Plate Armour, Lance +1, Shield +1, Sword +2, Heavy War Horse)

01-40: Level 1 Sergeant (Mail Armour, Crossbow, Shield, Sword)
41-70: Level 2 Lieutenant (Mail Armour, Long Bow, Shield, Sword, Riding Horse)
71-90: Level 3 Lieutenant (Banded Armour, Lance, Shield, Sword, Medium War Horse)
91-00: Level 4 Lieutenant (Plate Armour, Bill, Shield, Sword)

Master of the Blade

Permitted Races: Humans.

Minimum Scores: Strength 9, Dexterity 17, Constitution 9, Intelligence 6, Wisdom 11, Charisma 6.

Hit Die Type: 1d10.

Alignment: Any.

Experience Bonus: Strength 16+.

Armour/Shield: None.

Weapons Permitted: Any.

Weapon Proficiencies: 4 + 1 every three levels.

Penalty to hit for Non Proficiency: -2.

Weapon Specialisation: Optional.

Level	Experience Points	Hit Dice	Attacks
1	0	1	1/1
2	2,500	2	1/1
3	5,000	3	1/1
4	10,000	4	1/1
5	20,000	5	1/1
6	40,000	6	1/1
7	80,000	7	3/2
8	160,000	8	3/2
9	300,000	9	3/2
10	600,000	9+3	3/2
11	900,000	9+6	3/2
12	1,200,000	9+9	3/2

Abilities

- Has a movement rate of 15", rather than 12".
- May use his dexterity reaction adjustment in place of strength bonus to hit when using his chosen weapon.
- Can negate one attack per round by making a successful save versus paralysis when using his chosen weapon.

Limitations

- If armour is worn, the above abilities may not be used and no experience is gained.
- May own only those goods and treasure which they can carry on their person and/or place upon their mount; all excess must be donated to a worthy community, institution or cause (never to another player character).
- Upon attaining ninth level, a temple or monastic stronghold may be built. No followers are attracted, but the probability of aspiring blade masters being attracted as henchmen is increased.

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Boromir Manoeuvre

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If it is elected to use the above attribute tables in place of the default ones for OSRIC, the following special rules also apply: 1) The optional weapon specialisation rules are not available to fighters, but they always apply +1 to hit and +1 to damage when using weapons with which they are familiar; 2) The armour class of thieves is improved by 1 whenever dexterity would also be a consideration.