

The Greyhawke Campaign Player's Manual

or My World, and Welcome to It

Welcome to Greyhawke, or as most natives call it, *Thindacairull*. I do hope you enjoy your stay here, and to ease your way I have prepared this little guide.

Basic information

First, the dry facts, *Thindacairull* is the fourth planet out from a sun not of our universe. It has two moons, the greater called *Hanbrath* of "Big Brother" has an orbit of 28 days, the lesser called *Leiancbrath* or "Little Brother" has an orbit of 7 days. The year is 336 days long. Most natives divide it into 12 months of 28 days each.

Each season is named for one of the elements, each having three months or moons. The seasons are Earth or spring, Fire or summer, Air or the harvest, and Water called the rains. In most cultures the year starts with spring, or the season of Earth. The day has 24 hours. The climate is semitropical over most of the planet, with small temperate and arctic zones at the poles. Temperatures range from the high 90s in the season of Fire to the low 40s during the Rains. Each season's weather is well described by its name. Earth is the time of planting. The ground is wet from the rains. People begin journeys, repair damage to the land and buildings. Fire is the time of greatest heat, and the least rain. It is also the season of war, for those states without a standing army. Air is the mild season, the harvest comes in and many festivals occur in this season. People finish their travels and seek cover for the rains to come. The Rains are just that, near on to three months of fog, drizzle, monsoon, and cold. No one travels that can avoid it, and the end of the season is also a time of festival.

Technology runs from early renaissance in the more civilized areas to late iron age in the sticks. There are some anomalies to this pattern, but finding them is part of the fun. Magic is very strong, often replacing technology; for example, artificial light is common in the great cities, but of magical origin rather than electrical. There are many centers of culture. The arts being well cared for in most large cities. Medicine, printing, and scientific farming are some of the arts practiced in the great centers. This is not to say all the world is entirely safe. For every mighty city there are five pockets of dark superstition and three or four decadent decaying empires, all for your enjoyment.

The World abounds with sentient life. Race refers to your species, not the color of your skin. Humans, Elves, Dwarves, Hobbits, Avians, Centaurs and more rub shoulders in the towns and cities, more or less at peace. This is not to say the bigots do not exist, but they are not common. A good rule is; the larger the town, the more cosmopolitan. The number of different cultures is vast. Almost any character idea can be accommodated.

Final Notes

Please remember that I am human and I do make mistakes. I do my best to keep consistent in my judgments, but I can, and have, reversed myself. If this happens, let me know. I will correct myself. I don't believe in the DM vs. the player. I want all of us to have fun. That is the only reason I play this game.

I am not a miser with information that your character should have but you do not. Feel free to ask questions. I in turn will try to keep you informed of what you should know. I will do my best not to let your unfamiliarity with my way of doing things hurt your character.

One more thing, in spite of its permanent appearance, this is a work in progress. If you find something you think should be included please note it and give it to me. Also changes will be made from time to time. So refer to this book occasionally.

Game Mechanics:

In writing this guide I am assuming that the players have some familiarity with role-playing and the AD&D system.

Character abilities are rolled with 4d6, dropping the lowest die. You may place the ability scores in any order that suits you. All 18s rolled allow a percentile roll for ability scores up to 22. I also allow the use of the following method, originally in the *Unearthed Arcana* manual from 1st edition if you have a class in mind, and wish to bias your rolls if favor of it. You may dump any character with three or more ability scores below 9 without comment. Use the contents of my books in preference to any material published by TSR. Any conflict in rules is decided in favor of the listed house rules.

I advise starting players to play a human fighter of their own sex as their first character, unless you are familiar with the mechanics of the game. Sit back and watch. Involve yourself as you feel comfortable doing so. We are all here for a good time, relax and enjoy the game.

Ability Scores

The character ability scores are the primary means of defining the character in the game system. These scores are used to determine the character's suitability for a race or class, and for success at an ability related task.

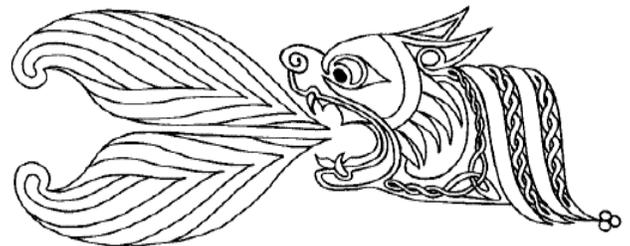
Rolling the Ability Scores

I have two primary methods of rolling a character, one with, and one without dice. The latter can only be used with my help. Any dice-rolled character with three or more ability scores at nine or under can be discarded without comment.

Method 1: Roll four six-sided dice (4d6). Discard the lowest die and total the remaining three. Repeat this five more times, then assign the six numbers to the character's abilities however you want. This is a fast method that gives you a good character, but you can still get low scores (after all, you could roll 1s on all four dice!).

When rolling your character's stats any score of a natural 18 can be rolled on percentile dice for a superior score.

Method 2: This is the diceless system. There are no fixed rolls, or dice pools or anything like that. You come to me with a character concept, and justify every ability score. Trying to tell me your "concept" will not work unless all your stats are 17 or better will get you handed the dice. I am looking for truly interesting concepts that are a balance of strengths and weaknesses, not super characters.



Ability Score Descriptions

The six character abilities are described below. Each description gives an idea of what that ability encompasses. Specific game effects are also given. At the end of the ability descriptions are the tables giving all modifiers and game information for each ability score. Ability scores above 22 or under 3 can be obtained only by extraordinary means, whether it is by good fortune (finding a magical book that raises a score) or ill fortune (an attack by a creature that lowers a score).

Strength: Table A1 & A2

Strength (Str) measures a character's muscle, endurance, and stamina. The Strength score is not a fixed number. There are no limits in strength for sex or race. Your body mass determines how much you can lift and carry. A hobbit with an 14 strength is not as strong as a human with an 14 strength. The character's physical build is important. A table of heights and weights for each of the character races is in the book.

Furthermore, any character with a Strength score of 18 is entitled to roll percentile dice to determine exceptional Strength. Exceptional Strength improves the character's chance to hit an enemy, increases the damage he causes with each hit, increases the weight the character is able to carry without a penalty for encumbrance (see below), and increases the character's ability to force open doors and similar portals.

The rest of this section on Strength consists of explanations of the columns in Table A1. Refer to the table as you read.

Hit Probability adjustments are added to or subtracted from the attack roll rolled on 1d20 (one 20-sided die) during combat. A bonus (positive number) makes the opponent easier to hit; a penalty (negative number) makes him harder to hit.

The character's build and weight also play a part in Hit Probability. Refer to Table A2 for adjustments to Hit Probability due to height and weight

Damage Adjustment also applies to combat. The listed number is added to or subtracted from the dice rolled to determine the damage caused by an attack (regardless of subtractions a successful attack roll can never cause less than 1 point of damage). For example, a short sword normally causes 1d6 points of damage. An attacker with Strength 17 causes one extra point of damage, for a range of 2 to 7 points of damage. The damage adjustment also applies to missile weapons, although bows must be specially made to gain the bonus; crossbows never benefit from the user's Strength.

The character's height and weight also play a part in Damage Adjustment. Refer to Table A2 for adjustments to Damage Adjustment due to height and weight

Weight Allowance is the weight (in pounds) a character can carry without being encumbered. These weights are expressed as a percentage of the character's weight that they can carry without becoming encumbered. To find your character's encumbrance multiple your character's weight by the "Weight Allowance". This will give the "encumbrance weight". A character carrying up to the listed weight can move his full movement rate.

Maximum Press is the heaviest weight a character can pick up and lift over his head. A character cannot walk more than a few steps this way. No human or humanoid creature without exceptional Strength can lift more than twice his body weight over his head. Maximum Press is figured based on the character's weight. Multiply the character's weight by the figure under maximum press. The resulting figure is your characters maximum press.

Open Doors indicates the character's chance to force open a heavy or stuck door. When a character tries to force a door open, roll

1d20. If the result is equal to or less than the listed number, the door opens. A character can keep trying to open a door until it finally opens, but each attempt takes time (exactly how much is up to the DM) and makes a lot of noise.

Numbers in parentheses are the chances (on 1d20) to open a locked, barred, or magically held door, but only one attempt per door can ever be made. If it fails, no further attempts by that character can succeed.

Bend Bars/Lift Gates states the character's percentage chance (rolled on percentile dice) to bend normal, soft iron bars, lift a vertical gate (portcullis), or perform a similar feat of enormous strength. When the character makes the attempt, roll percentile dice. If the number rolled is equal to or less than the number listed on Table 1, the character bends the bar or lifts the gate. If the attempt fails, the character can never succeed at that task. A character can however, try to bend the bars on a gate that he couldn't lift, and vice versa.

Dexterity: Table A3

Dexterity (Dex) encompasses several physical attributes including hand-eye coordination, agility, reaction speed, reflexes, and balance. Dexterity affects a character's reaction to a threat or surprise, his accuracy with thrown weapons and bows, and his ability to dodge an enemy's blows.

Reaction Adjustment modifies the die roll to see if a character is surprised when he unexpectedly encounters NPCs. The more positive the modifier, the less likely the character is to be surprised.

Missile Attack Adjustment is used to modify a character's die roll whenever he uses a missile weapon (a bow or a thrown weapon). A positive number makes it easier for the character to hit with a missile, while a negative number makes it harder.

Defensive Adjustment applies to a character's saving throws against attacks that can be dodged--lightning bolts, boulders, etc. It also modifies the character's Armor Class, representing his ability to dodge normal missiles and parry weapon thrusts. (In some situations, beneficial Dexterity modifiers to Armor Class do not apply. Usually this occurs when a character is attacked from behind or when his movement is restricted--attacked while prone, tied up, on a ledge, climbing a rope, etc.)

Constitution: Table A4

A character's Constitution (Con) score encompasses his physique, fitness, health, and physical resistance to hardship, injury, and disease. Since this ability affects the character's hit points and chances of surviving such tremendous shocks as being physically reshaped by magic or resurrected from death, it is vitally important to all classes. Some classes have minimum allowable Constitution scores.

A character's initial Constitution score is the absolute limit to the number of times the character can be raised or resurrected from death. Each such revival reduces the character's Constitution score by one. Magic can restore a reduced Constitution score to its original value or even higher, but this has no effect on the number of times a character can be revived from death. Once the character has exhausted his original Constitution, nothing short of divine intervention can bring him back.

Hit Point Adjustment is added to or subtracted from each Hit Die rolled for the character. However, no Hit Die ever yields less than 1 hit point, regardless of modifications. If an adjustment would lower the number rolled to 0 or less, consider the final result to be 1. Always use the character's current Constitution to determine hit point bonuses and penalties.

The Constitution bonus ends when a character reaches 10th level (9th for warriors and priests)--neither the Constitution bonus nor Hit Dice are added to a character's hit points after he has passed this level (see the character class descriptions).

If a character's Constitution changes during the course of adventuring, his hit points may be adjusted up or down to reflect the change. The difference between the character's current hit point bonus (if any) and the new bonus is multiplied by the character's level (up to 10) and added to or subtracted from the character's total.

System Shock states the percentage chance a character has to survive magical effects that reshape or age his body: petrification (and reversing petrification), polymorph, magical aging, etc. It can also be used to see if the character retains consciousness in particularly difficult situations. For example, an evil wizard polymorphs his dimwitted hireling into a crow. The hireling, whose Constitution score is 13, has an 85% chance to survive the change. Assuming he survives, he must successfully roll for system shock again when he is changed back to his original form or else he will die.

Resurrection Survival lists a character's percentage chance to be successfully resurrected or raised from death by magic. The player must roll the listed number or less on percentile dice for the character to be revived. If the dice roll fails, the character is dead, regardless of how many times he has previously been revived. Only divine intervention can bring such a character back again.

Poison Resistance is in addition to the normal saving throw vs. Poison. This resistance is rolled before the saving throw and success negates the need for a saving throw in regard to that poisoning.

Regeneration enables those with especially endowed Constitutions to heal at an advanced rate, regenerating damage taken. The character heals 1 point of damage after the passage of the listed number of turns. However, fire and acid damage (which are more extensive than normal wounds) cannot be regenerated in this manner. These injuries must heal normally or be dealt with by magical means.

Intelligence: Table A8

Intelligence (Int) represents a character's memory, reasoning, and learning ability, including areas outside those measured by the written word. Intelligence adds to the number of proficiencies a character can learn. The wizard's Intelligence dictates which spells he can learn and the number of spells he can memorize at one time. Only those of the highest Intelligence can comprehend the higher levels of magic.

This ability gives only a general indication of a character's mental acuity. A semi-intelligent character (Int 3 or 4) can speak (with difficulty) and is apt to react instinctively and impulsively. He is not hopeless as a player character, but playing such a character correctly is not easy. A character with low Intelligence (Int 5-7) could also be called dull-witted or slow. A very intelligent person (Int 11 or 12) picks up new ideas quickly and learns easily. A highly intelligent character (Int 13 or 14) is one who can solve most problems without even trying very hard. One with exceptional intelligence (Int 15 or 16) is noticeably above the norm. A genius character is brilliant (Int 17 or 18). A character beyond genius is potentially more clever and more brilliant than can possibly be imagined.

However, the true capabilities of a mind lie not in numbers--IQ, Intelligence score, or whatever. Many intelligent, even brilliant, people in the real world fail to apply their minds creatively and usefully, thus falling far below their own potential. Don't rely too

heavily on your character's Intelligence score; you must provide your character with the creativity and energy he supposedly possesses!

Number of Additional Proficiencies lists the number of additional Proficiencies above the class limits the character can acquire when created. Proficiencies can be anything from Languages spoken to trades and skills learned. A negative number removes skill slots. A character must have at least a 2 Intelligence to speak a language, and must have at least a 5 to be literate.

Minimum number of spells known per level applies only to those classes that use spells not granted by a divine power.

Maximum number of spells known per level again applies only to spell casters.

Spell Bonus for Intelligence is the number of additional spells per day that certain classes can cast because of high Intelligence. Magicians, Illusionists, Healers, and Craft receive these bonuses.

Wisdom: Table A5

Wisdom (Wis) describes a composite of the character's enlightenment, judgment, guile, willpower, common sense, and intuition. It can affect the character's resistance to magical attack.

Clerics with Wisdom scores of 13 or higher gain bonus spells over and above the number they are normally allowed to use.

Magical Defense Adjustment listed on Table 5 applies to saving throws against magical spells that attack the mind: *beguiling, charm, fear, hypnosis, illusions, possession, suggestion*, etc. These bonuses and penalties are applied automatically, without any conscious effort from the character.

Bonus Spells indicates the number of additional spells a priest is entitled to because of his extreme Wisdom. Note that these spells are available only when the priest is entitled to spells of the appropriate level.

Chance of Spell Failure states the percentage chance that any particular spell fails when cast. Priests with low Wisdom scores run the risk of having their spells fizzle. Roll percentile dice every time the priest casts a spell; if the number rolled is less than or equal to the listed chance for spell failure, the spell is expended with absolutely no effect whatsoever. Note that priests with Wisdom scores of 13 or higher don't need to worry about their spells failing.

Spell Immunity gives those extremely wise characters complete protection from certain spells, spell-like abilities, and magical items as listed. These immunities are cumulative, so that a character with a Wisdom of 23 is immune to all listed spells up to and including those listed on the 23 Wisdom row.

Charisma: Tables A6 & A7

The Charisma (Cha) score measures a character's physical attractiveness. Although attractiveness certainly plays a role in encounters personality is much more important once the first impression has been made. Since some things require a measure that is unmeasurable, they are attached to charisma for convenience.

It should be noted that beauty is in the eye of the beholder. What one race or culture regards as beautiful, another will not. There are modifiers and racial adjustments for the differing beauty standards.

Maximum Number of Henchmen states the number of non-player characters who will serve as permanent retainers of the player character. It does not affect the number of mercenary soldiers, men-at-arms, servitors, or other persons in the pay of the character. A character no matter how ugly can usually find someone to follow him.

Loyalty Base shows the subtraction from or addition to the henchmen's and other servitors' loyalty scores (in the DMG). This is

crucial during battles, when morale becomes important.

Reaction Adjustment indicates the penalty or bonus due to the character because of Charisma when dealing with non-player characters and intelligent creatures. This bonus or penalty is only applied to first reactions. A sad but true fact is people do make judgements based on appearance.

Fascination Chance is the result of beauty beyond the norm. People that fall for a beauty based on the beauty alone can be anything from dangerous rivals or stalkers, to helpful servants, lovers and those willing to worship the character as a god. You also get well meaning goofballs that simply get under foot.

Psionics:

Every character has a psionic strength rating whether they possess ability or not. See "Chapter 8: Psionics" for more details.

Table A2 -- Combat Adjustments for Height and Weight

Height Adjustment			Weight Adjustment		
Height	Hit Prob	Damage Adj	Weight	Hit Prob	Damage Adj
to-3'5"	-2	-3	60% under	-2	-3
3'6"-3'11"	-2	-2	40% under	-1	-2
4'0"-4'5"	-1	-2	20% under	0	-1
4'6"-4'11"	-1	-1	WT. Normal	0	0
5'0"-5'5"	0	-1	20% above	0	+1
5'6"-6'6"	0	0	40% above	+1	+2
6'7"-7'0"	0	+1	60% above	+2	+3
7'1"-7'6"	+1	+1	20% over	-1	0
7'7"-8'0"	+1	+2	40% over	-2	-1
8'1"-8'6"	+2	+2	60% over	-3	-2
8'7"-up	+2	+3			

Under= Underweight, character is under listed weight for height
 Above= Aboveweight, character's healthy weight is over listed weight for height

Table A1 -- Strength

Ability Score	Hit Prob	Damage Adj	Weight Allow ^A	Max Press ^A	Open Doors	Bend Bars Lift Gate	Notes
1	-5	-4	.15	.1	1	0%	
2	-3	-2	.20	.2	1	0%	
3	-3	-1	.25	.3	2	0%	
4-5	-2	-1	.30	.4-5	3	0%	
6-7	-1	0	.35	.6-7	4	0%	
8-9	0	0	.40	.8-9	5	1%	
10-11	0	0	.45	1.0-1.1	6	2%	
12-13	0	0	.50	1.2-1.3	7	4%	
14-15	0	+1	.55	1.4-1.5	8	7%	
16	+1	+1	.60	1.6	9	10%	
17	+1	+2	.65	1.7	10	13%	
01-50 18	+1	+3	.70	1.8	11	16%	
51-75 19	+2	+3	.75	1.9	12	20%	
76-90 20	+2	+4	.80	2.0	13	25%	
91-99 21	+2	+5	.85	2.1	14	30%	
00 22	+3	+6	.90	2.2	15/3	35%	
23	+3	+7	1.0	2.3	16/6	40%	Hill ^B
24	+3	+8	1.1	2.4	16/8	45%	Stone
25	+4	+9	1.2	2.5	17/10	50%	Frost
26	+4	+10	1.3	2.6	17/12	55%	Fire
27	+4	+11	1.4	2.7	18/14	60%	Cloud
28	+5	+12	1.5	2.8	18/16	70%	Storm
29	+6	+13	1.6	2.9	19/17	80%	
30	+7	+14	1.7	3.0	19/18	90%	

- A) Multiply by character's weight for factor in pounds.
- B) Strength rating for **Belts of Giant Strength**



Table A3 -- Dexterity

Ability Score	Reaction Adj.	Missile Adj.	Defensive Adj.
1	-5	-5	+6
2	-4	-4	+5
3	-3	-3	+4
4	-2	-2	+3
5	-1	-1	+2
6	-1	-1	+1
7-14	0	0	0
15	0	0	-1
16	+1	+1	-2
17	+2	+2	-3
01-50 18	+2	+2	-4
51-75 19	+3	+3	-4
76-90 20	+3	+3	-4
91-99 21	+4	+4	-5
00 22	+4	+4	-5
23	+4	+4	-5
24	+5	+5	-6
25	+5	+5	-6
26	+5	+5	-6
27	+6	+6	-7
28	+6	+6	-7
29	+6	+6	-7
30	+7	+7	-8

+1 defensive adjustment for bulky armor (chain mail, studded leather)
 +2 defensive adjustment for very bulky armor (plate, full plate)

Table A4 -- Constitution

Ability Score	Hit Point Adj	System Shock Survival	Resurrection Survival	Poison Res	Regeneration
1	-3 ^A	25%	30%	--	--
2	-2	30%	35%	--	--
3	-2	35%	40%	--	--
4	-1	40%	45%	--	--
5	-1	45%	50%	--	--
6	-1	50%	55%	--	--
7	0	55%	60%	--	--
8	0	60%	65%	--	--
9	0	65%	70%	--	--
10	0	70%	75%	--	--
11	0	75%	80%	--	--
12	0	80%	85%	--	--
13	0	85%	90%	--	--
14	+1	88%	92%	--	--
15	+1	91%	94%	--	--
16	+2	95%	96%	--	--
17	+3	97%	98%	05%	--
01-50 18	+3	99%	100%	05%	--
51-75 19	+4 no 1s	101%	102%	10%	--
76-90 20	+4	103%	104%	10%	1hp/6t ^C
91-99 21	+4	105%	106%	15%	1hp/5t
00 22	+5 no 2s	107%	108%	15%	1hp/4t
23	+5	109%	110%	20%	1hp/3t
24	+5	111%	112%	20%	1hp/2t
25	+6 no 3s	113%	114%	25%	1hp/1t
26	+6	115%	116%	25%	2hp/3t
27	+6	117%	118%	30%	2hp/1t
28	+7 no 4s ^B	119%	120%	30%	3hp/1t
29	+7	121%	122%	35%	4hp/1t
30	+7	123%	124%	35%	5hp/1t

A) All characters receive a minimum of 1 hit point per level
 B) Character classes using a d4 for hit points may not exceed 4 hit points per die before adjustments.
 C) hp= hit point(s) t= turn(s)

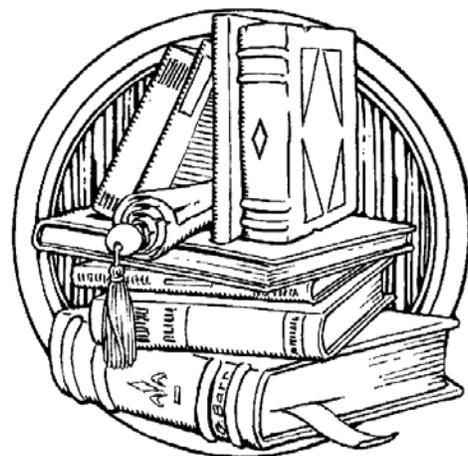


Table A5 -- Wisdom

Ability Score	Magical Defence Adjustment	Chance of spell Failure	Spell bonuses for Wisdom
1	-6	80%	
2	-4	60%	
3	-3	50%	
4	-2	45%	
5	-1	40%	
6	-1	35%	
7	-1	30%	
8	0	25%	
9	0	20%	
10	0	15%	Spell level
11	0	10%	1 2 3 4 5 6 7
12	0	05%	
13	0	0%	1
14	0	0	2
15	+1	0	2 1
16	+1	0	2 2 1
17	+2	0	2 2 2
01-50 18	+2	0	2 2 2 1
51-75 19	+3	0	2 2 2 2
76-90 20	+3	0	3 3 2 2
91-99 21	+3	0	3 3 3 3
00 22	+4	0	3 3 3 3 1
23	+4	0	3 3 3 3 2
24	+4	0	3 3 3 3 2 1
25	+5	0	3 3 3 3 2 2
26	+5	0	3 3 3 3 2 2 1
27	+5	0	3 3 3 3 2 2 2
28	+5	0	4 3 3 3 2 2 2
29	+6	0	4 4 3 3 2 2 2
30	+6	0	4 4 3 3 3 2 2

Wisdom Spell Immunities

- 20 Cause Fear, Charm Person, Command, Friends, Hypnotism
- 22 Forget, Hold Person, Ray of Enfeeblement, Scare
- 24 Charm monster, Confusion, Emotion, Fumble, Suggestion
- 26 Chaos, Feeblemind, Hold Monster, Magic Jar, Quest
- 28 Geas, Mass Suggestion, Rod of Rulership
- 30 Antipathy/sympathy, Death Spell, Mass charm



Table A6 -- Charisma

Ability Score	Max. No. of Henchmen	Loyalty Base	Reaction Adjustment	Fascination Chance
1-4	1	-25%	-20%	--
5	2	-20%	-15%	--
6	2	-15%	-10%	--
7	3	-10%	-05%	--
8	3	-05%	normal	--
9-11	4	normal	normal	--
12-13	5	normal	+05%	--
14	6	+05%	+10%	--
15	7	+10%	+15%	--
16	8	+15%	+20%	--
17	10	+20%	+25%	+05%
01-50 18	12	+28%	+30%	+10%
51-75 19	14	+36%	+35%	+15%
76-90 20	16	+44%	+40%	+20%
91-99 21	18	+52%	+45%	+25%
00 22	20	+60%	+50%	+30%
23	25	+70%	+55%	+35%
24	30	+80%	+60%	+40%
25	35	+90%	+65%	+45%
26	40	+100%	+70%	+50%
27	45	+110%	+75%	+55%
28	50	+120%	+80%	+60%
29	55	+130%	+85%	+65%
30	60	+140%	+90%	+70

Table A7 -- Fascination table

% Roll Distaff Gender Results

01-03	Will possess or destroy PC
04-08	Will work to possess PC at any cost to self
09-15	Will sexually seduce PC at any cost to self
16-24	Will court PC and be demanding of time
25-35	Will become a loyal dog
36-65	Will always favor PC
66-76	Will become henchmen
77-85	Will become lover sexual or otherwise
86-92	Will be ever loyal
93-97	Will become worshipper
98-00	Will become willing slave

% Roll Same Gender Results

01-03	Insanely jealous, must ruin & kill PC
04-08	Jealous, attempts to ruin PC totally
09-15	Jealous, attempts to ruin PC's reputation
16-24	Becomes rival on love and other matters
25-35	Will become loyal dog
36-65	Will always favor PC
66-76	Will become henchmen
77-85	Will be ever loyal
86-92	PC gains matchmaker
93-97	Wishes to become lover
98-00	Will become worshipper

Very evil persons roll -20, very good persons roll +20

Table A8 -- Intelligence

Ability Score	Number Add Proficiencies	Minimum No Spells/lvl	Maximum No Spells/lvl	Spell Bonuses for Intelligence
1-2	no skills	n/a	n/a	
3	-3	n/a	n/a	
4	-1	n/a	n/a	
5-7	0	n/a	n/a	
8	1	n/a	n/a	
9	1	4	6	
10	2	5	7	Spell Level
11	2	5	7	1 2 3 4 5 6 7 8 9
12	3	5	7	
13	3	6	9	1
14	4	6	9	2
15	4	7	11	2 1
16	5	7	11	2 2 1
17	5	8	14	2 2 2
10-50 18	6	9	18	2 2 2 1
51-75 19	6	11	all	2 2 2 2
76-90 20	7	12	all	3 3 2 2
91-99 21	7	13	all	3 3 3 3
00 22	8	14	all	3 3 3 3 1
23	9	15	all	3 3 3 3 2
24	10	16	all	3 3 3 3 2 1
25	11	17	all	3 3 3 3 2 2 1
26	12	18	all	3 3 3 3 2 2 2
27	13	19	all	3 3 3 3 3 2 2 1
28	14	20	all	3 3 3 3 3 2 2 2
29	15	21	all	3 3 3 3 3 2 2 2 1
30	16	22	all	3 3 3 3 3 2 2 2 2

Intelligence Notes

- 9 Intelligence need to cast 4th Level spells
- 10 Intelligence need to cast 5th Level spells
- 12 Intelligence need to cast 6th Level spells
- 14 Intelligence need to cast 7th Level spells
- 17 Intelligence need to cast 8th Level spells
- 18 Intelligence need to cast 9th Level spells
- 22 Immune to 1st level Illusion, phantasm spells
- 24 Immune to 2nd level Illusion, phantasm spells
- 26 Immune to 3rd level Illusion, phantasm spells
- 28 Immune to 4th level Illusion, phantasm spells
- 30 Immune to 5th level Illusion, phantasm spells



Table A9 -- Psionic Ability

Non-psionic Characters		Psionic Characters					
		Low Sensitive		High Sensitive		Low Psionic	
%roll	Str/res	%roll	Str/res	%roll	Str/res	%roll	Str/res
01-08	Table 1	01-08	26-104	01-08	41-106	01-08	56-126
09-14	12-141	09-16	27-103	09-16	42-107	09-16	57-127
15-20	13-138	17-24	28-102	17-24	43-108	17-24	58-128
21-27	14-135	25-32	29-101	25-32	44-109	25-32	59-129
28-34	15-132	33-39	30-100	33-39	45-110	33-39	60-130
35-42	16-129	40-46	31-99	40-46	46-111	40-46	61-131
43-50	17-126	47-53	32-98	47-53	47-112	47-53	63-132
51-57	18-123	54-60	33-97	54-60	48-113	54-60	63-133
58-64	19-120	61-66	34-96	61-66	49-114	61-66	64-134
65-70	20-117	67-72	35-95	67-72	50-115	67-72	65-135
71-77	21-114	73-78	36-96	73-78	51-116	73-78	66-136
78-84	22-111	79-84	37-97	79-84	52-117	79-84	67-137
85-90	23-108	85-90	38-98	85-90	53-118	85-90	68-138
91-95	24-105	91-95	39-99	91-95	54-119	91-95	69-139
96-00	25-102	96-00	40-100	96-00	55-120	96-00	70-140

Low Negative

%roll	Str/res
01-33	11-158
34-61	10-162
62-80	9-166
81-90	8-170
91-95	7-174
96-00	table 2

Mid-psionic

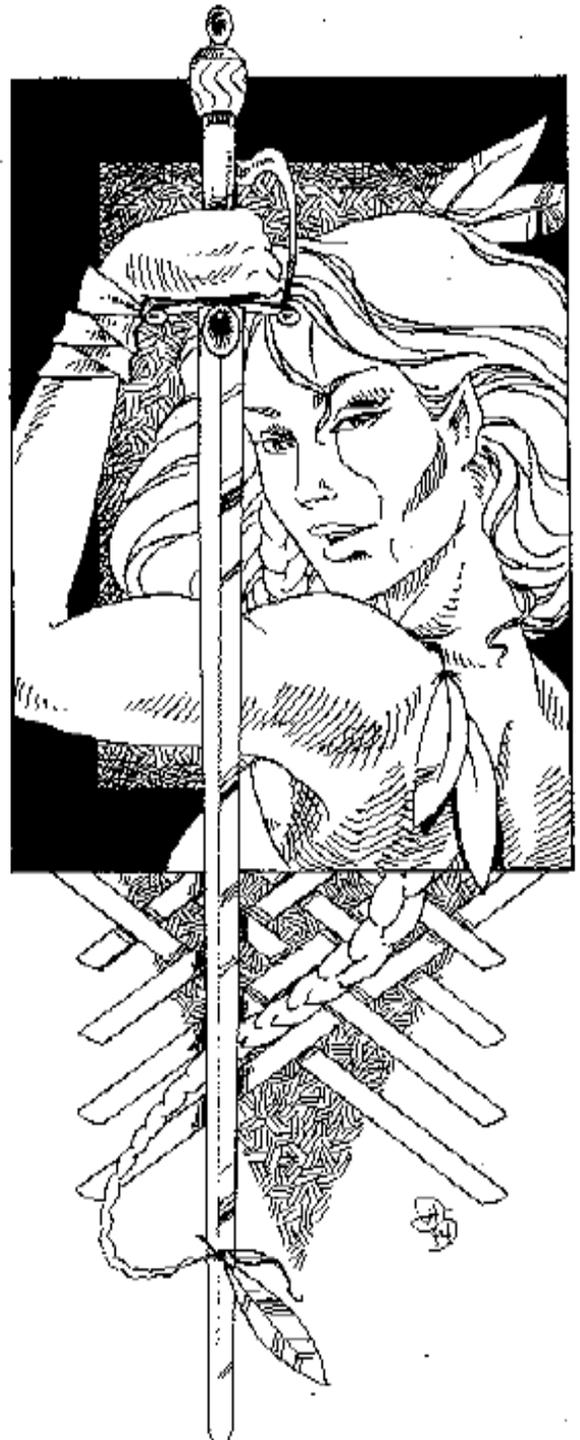
%roll	Str/res
01-08	71-146
09-16	72-147
17-24	73-148
25-32	74-149
33-39	75-150
40-46	76-151
47-53	77-152
54-60	78-153
61-66	79-154
67-72	80-155
73-78	81-156
79-84	82-157
85-90	83-158
91-95	84-159
96-00	85-160

High Psionic

%roll	Str/res
01-20	86-166
21-35	87-167
36-45	88-168
46-54	89-169
55-62	90-170
63-69	91-171
70-75	92-172
76-81	93-173
82-86	94-174
87-91	95-175
92-95	96-176
96-98	97-177
99	98-178
00	99-179

High Negative

%roll	Str/res
01-33	6-183
34-62	5-187
63-84	4-191
85-86	3-195
97-99	2-199
00	1-200



Description of terms:

Characters must roll for their Psionic ability rating. All character have a psionic rating even if they have no ability. Players wishing non-psionic characters roll on the non-psionic table, players wishing characters with psionic abilities roll the appropriate table for the level of power chosen.

Str= Psionic Strength; This is your character's Psionic rating. Every character has a rating whether or not they possess psionic power. This rating also gives you the Psionic Resistance

Res= Psionic Resistance; This is a measure of your character's ability to resist psionic attack. This base score is added to your character's Wisdom score and current level. A third number, if any measures a character's Psionic Power Points. Only characters with Psionic ability will need to have this number. Psionic Ability Score should be written like this: 64/150/56

This would indicate a character with a Psi Strength of 64, who is 4th level and has a Wisdom of 12. They have 56 PP.