

HOUSE RULES

The rules described here are derived from a number of sources or are of my own invention. Except for rules details hereafter, the standard rules for the first edition of AD&D, also including the Unearthed Arcana tome, are used for play.

Character classes & races

The following ten classes are available to players:

- Fighter
- Paladin
- Ranger
- Cleric
- Druid
- Thief
- Magic-user
- Illusionist
- Monk
- Bard

The following six races are available to players:

- Human
- Elf (sindarin)
- Half-elf
- Dwarf (khuzdul)
- Halfling
- Gnome

Halflings and gnomes are not native of Hârn, but are from the Shorkine. Halflings are rare since they are not travelers or adventurers by nature, so they are seldom seen outside their birth place. Gnomes are rare because they come from the Karejian region which is far from Hârn.

Dwarf on Hârn are usually from the kingdom of the Kusdul on the eastern side of Hârn. Some dwarves may come from the mainland.

Sindarins all com from the Euael forest. There are other breeds of elves that originates from the mainland, but none of them become adventurers.

Half-elves, known as Elondarin among the elves, are outcasts among the sindarins.

MOVEMENT & ENCUMBRANCE

A character's movement rate depends first on her race, but also on how much equipment she's carrying and what type of armor she's wearing.

Weight carried

Everything a character carries adds to encumbrance, except for regular clothes. Players should keep a total of the weight carried. Encumbrance of items is expressed in 'gp' which represents 1/10th of a pound, but may also represent the bulk of an item instead of actual weight (hence the use of 'gp' instead of lbs). The maximum weight [MW] a character can carry is equal to her weight (expressed in gp) plus her weight allowance bonus for Strength. Multiply the MW by the factor given above to determine the maximum weight allowed for a corresponding movement rate.

Example: a high elf weights 100 lbs. and has a strength of 17 which means a weight allowance bonus of '+500'. This elf has a MW of 1500 gp (weight of 1000 gp plus 500 weight allowance) and could carry a maximum of 600 gp (40% of 1500 = 600) and still move at 11, but with 601 gp carried he would move at 10.

Effect on AC

The column 'effect on AC' describes the additional impact of increased encumbrance (besides movement rate). '-1 DB' means "minus one on Dexterity Bonuses to AC, if any." If no Dexterity bonus applies, then there is no effect. '-1 AC' means a penalty of 1 to AC (in addition to no Dexterity bonuses).

Encumbrance Table

	0	1	2	3	4	
% MW	Drow	Elf	Human ½-Orc ½-Elf	Halfling	Gnome Dwarf	Effect on AC
20%	15	14	12	10	8	-
27%	14	13	11	9	7	-
34%	13	12	10	8	6	-
40%	12	11	9	7,5	5,5	-1 DB
47%	11	10	8	6,5	5	-2 DB
54%	10	9	7	6	4,5	-3 DB
60%	9	8	6	5	3	-1 AC
67%	8	6	5	4	2,5	-1 AC
74%	7	5	4	3	2	-2 AC
80%	6	4	3	2	1,5	-2 AC
87%	5	3	2,5	1,5	1	-3 AC
94%	3	2	1,5	1	0,5	-3 AC
100%	2	1	1	0,5	0,5	-4 AC

Monk encumbrance table

Level	1	3	5	7	9	10	12	13	14	15	16
20%	15	16	17	18	19	20	21	22	23	24	25
27%	14	15	16	17	18	19	20	21	22	23	24
34%	13	14	15	16	17	18	19	20	21	22	23
40%	12	13	14	15	16	17	18	19	20	21	22
47%	11	12	13	14	15	16	17	18	19	20	21
54%	10	11	12	13	14	15	16	17	18	19	20
60%	9	10	11	12	13	14	15	16	17	18	19
67%	8	9	10	11	12	13	14	15	16	17	18
74%	7	8	9	10	11	12	13	14	15	16	17
80%	6	7	8	9	10	11	12	13	14	15	16
87%	5	6	7	8	9	10	11	12	13	14	15
94%	3	4	5	6	7	8	9	10	11	12	13
100%	2	2	3	4	4	5	5	6	7	7	8

Effect of armor

Armor worn also affects movement rate. Armors are rated as non-bulky, fairly-bulky or bulky (cf. DMG page 239 or better yet, p. 75 of the Unearthed Arcana). Non-bulky armor has no effect on movement rate. A character wearing a fairly-bulky armor uses the column one step to the right of his race, while a character wearing a bulky armor uses the column two steps to the right. A human character wearing chain mail (a fairly-bulky armor) for instance, would use the 3rd column (Halfling) and would move at 10 if unencumbered. The same human wearing plate (a bulky armor) would move at 8 (Gnome/Dwarf). This means that demi-humans are less affected by armor. Gnomes and dwarves for example, are not affected at all by the armor they wear. This is because the weight-height ratio is different and smaller races are less affected in their movement by what restrict taller races when wearing armor.

Example: the elf carrying 600 gp of equipment in the example above would move at 11 if wearing non-bulky armor, at 9 if wearing fairly-bulky armor and 7.5 if wearing bulky armor.

Magical armor

Magical armor weights half as much as normal armor and is one step less bulky, i.e., *bulky* becomes *fairly-bulky* and *fairly-bulky* becomes *non-bulky*. Elfin chain is non-bulky.

Movement

The movement rate determines the number of feet a character can move in a segment. It also represents the number of leagues a character can travel in one day under normal conditions. Other movement rates interpretations are given in the tables below:

Combat round movement

Movement type	Distance
Walk	MR feet per segment
Charge	MR x 2 feet per segment
Half-move	5 x MR feet in a round
Full move	10 x MR feet in a round
'a step'	1/2 MR in feet

Travel movement

Distance	Time travelled
MR x 1.5 leagues	1 day
(MR ÷ 7.3) leagues	1 hour
MR x 300 feet	1 turn
MR miles	2.9 hours
MR km	1.8 hours

Travel times assume optimum conditions (terrain, weather, encumbrance, etc.). A day's travel assumes roughly 11 hours of travel time plus rest/eating periods. 1 league is 2.5 miles or 4 km. 1 mile is 5280 feet or 1.61 km. Regional map hexes are 5 leagues. A MR of 12" = 4.1 miles per hour (12 x 10 yards per round = 360 feet per round; 360 feet x 60 rounds = 21600 feet/hour = (21600÷5280) miles/hour = 4.1 miles/hour. At a MR of 12 a group can travel 18 leagues per day.

ENGAGEMENT ZONES

Creatures have an engagement zone consisting of the space they occupy and an area extending 5' in all directions (a circular area 10' in diameter). Larger creatures, and character equipped with a polearm, have larger engagement zones. A character equipped with a polearm for instance has an engagement zone extending to 10'.

A moving character must halt upon entering an enemy engagement zone, and may only move in 'steps' while within such zones (except for Thief characters that make a successful Sneak Attack roll). Note that further movement is in 'steps' as defined in *Movement* above, and such movement occurs in following rounds of combat. Entering the engagement zone of an enemy armed with a melee weapon grants a TA unless you are also equipped with a melee weapon (except for Monk characters who don't grant a TA even when barehanded).

Any character within an enemy engagement zone is engaged with that enemy. A character may attack in melee those that are in his own engagement zone. It is possible for a medium-sized creature to be engaged with up to 6 enemies at a time, Engagement zones of friendly characters have no effect.

Example: a pikeman is guarding a hall and a swordsman comes to attack him. The pikeman has a 10' engagement zone while the swordsman has a 5' engagement zone. The swordsman must stop immediately when he enters the pikeman's engagement zone, 10 feet in front of him. At that point the pikeman can make a melee attack on the swordsman but the swordsman cannot return the favor. The next round the swordsman can take a step (6 feet for an unencumbered human) which brings the pikeman into his engagement zone and then swinging his sword. Alternately the swordsman could have chosen to charge the pikeman in the first round and would have been able to attack him in the first round. See Main Phase Actions below.

Notes:

- Engagement zones do not extend into spaces blocked by terrain features such as high walls or closed doors or by magical barriers, or into spaces where visibility is impossible, e.g. *darkness* spell (in the case of *darkness*, attacks are still possible if within range, but stopping upon entering the engagement zone isn't required).
- The engagement zone of a conscious, prone character is only the space it occupies (5' diameter for a M or S creature). This means that a standing character is not engaged by an adjacent prone enemy, although the prone character is engaged by the standing character. Similarly, two adjacent prone characters do not engage each other.
- Unconscious characters have no engagement zones (even the space they occupy), but may constitute obstacles.
- A character equipped with a polearm in a 10' wide corridor must chose a facing and has his engagement zone extending to 10' in front of him but has a regular 5' engagement zone behind him.
- Some character classes have abilities that let them ignore engagement zones, e.g. the thief's sneak attack.
- Undetected opponents, like an invisible character for instance, are not forced to stop upon entering an engagement zone.
- Monks are always considered as having a melee weapon for the purpose of granting TA when entering an engagement zone.

TACTICAL ADVANTAGES [TA]

A Tactical Advantage represents a flurry of activity which happens within a segment. Characters gaining a TA may attempt a bonus action immediately. TA occur when specified under the *Initiative* rules or when an opponent fails a Fumble, Stumble, or Weapon Damage roll. TA are resolved immediately as they are granted during the segment.

The bonus action granted by the TA can be any action that could normally be completed within a single *segment* under normal circumstances. This means that an engaged character can make a melee attack (including taking a 'step'), or a character could shoot a ready missile, but a character could not disengage or charge, etc. See allowed actions under *Surprise* which are the same as those allowed with a TA.

Note that no more than one TA may be earned per segment by a character.

INITIATIVE

Initiative is determined by rolling a d6 and adding a modifier (which can be either positive or negative). In all cases, the minimum initiative is 1 and the maximum is 6, i.e. rolling 5 on 1d6 and adding a modifier of +2 means that the initiative is 6, not 7. Lower initiative is better: those with initiative of '1' act before those of initiative of '2' and so on.

The combat round is divided in 10 segments. Initiative determines the

segment in which the character can take an action like striking an opponent. The first 6 segments of the round make up what is called the Main Phase [MP] while the 4 remaining segments make up the End Phase [EP]. Most of the actions in a combat round takes place in the Main Phase (hence the name). The End Phase is used for secondary attacks and actions taking many segments to complete (like spell casting). Characters can generally make a half-move and still make a melee attack.

It is generally **possible to move before your initiative**, but each segment in which your characer moves adds one to his initiative. **It is not permitted to move after your initiative**, except in some circumstances during the End Phase (see End Phase move, page 4). For example Amandine's initiative is 3 but she wants to move 2 segments to be in short range with her sling. She can move in segments 2 and 3 (for example) and her initiative is now 5. If she had moved in segments 2, 3, and 4 her initiative would be 6. Note that the maximum initiative is still 6 in all cases, and if the character moves in segment 6 then she is effectively making a full-move and forfeits her attack this round.

Main Phase						End Phase			
1	2	3	4	5	6	7	8	9	10
Half-move						Full-move			

Initiative Modifiers

Modifiers generally range from a bonus of -2 to penalty of +2, with the majority being 0. For melee weapons, the modifier is based on the speed factor of the weapon used. For missiles and hurled weapons the modifier is based on the Dexterity of the character. For spells it is based on Intelligence for mages and Wisdom for clerics. For items, and all other actions there are no modifiers.

Melee weapons		Missiles & Hurled weapons		Spells	
SF	Mod	DEX	Mod	INT/WIS	Mod
1	-2	18+	-2	18+	-2
2-3	-1	16-17	-1	16-17	-1
4-6	0	6-15	0	6-15	0
7-8	1	4-5	1	4-5	1
9+	2	3	2	3	2

Magical weapons improve initiative modifiers. The weapon's bonus to hit modifies the left-handed column in the above tables. For instance a normal longsword has a speed factor of 5 and would have an initiative modifier of '0', while a longsword +2 would have a speed factor of 3 and an initiative modifier of '-1.' A character with a dexterity of 17 using a sling +1 would have an initiative modifier of '-2.'

Action options

At the beginning of each round of combat each player must chose one action option and then roll initiative, adding the appropriate modifier for the action. If the mage casts a spell his modifier is based on his Intelligence, but if he attacks with his dagger then it is based on the dagger's speed factor. The choice must be made prior to the initiative roll. It is not necessary to specify which opponent is to be targetted by an attack at the beginning of the round.

Main Phase actions

Melee attack

[engaged]

Engaged characters can take a *step* and attack any opponent they can

(then) reach. It is not permitted to move after the strike except perhaps as an end-phase action in some circumstances. A character attacking with two weapons, or a creature attacking with two claws, make both attacks simultaneously.

Grapple attack

[engaged]

Characters may attempt to grapple, overbear, or pummel an engaged opponent. Attempting a grapple attack on an armed opponent grants a TA (except when a Monks character grapples).

Disengage

[engaged]

At his initiative an engaged character can move at his normal movement rate away from his opponent for one segment and then, *if now unengaged*, can move up to a half-move (in subsequent segments up to segment 5). If the character fails to leave the engagement zone in the first segment the *Disengage* fails and the character cannot continue to move. Disengaging from an opponent that is not otherwise engaged by another character grants a TA. The move terminates immediately if another engagement zone is entered, but no melee or missile attack is allowed by the disengaging character. Note that the TA granted by this action could be used to effectively foil the disengage attempt if it is used to follow the the disengaging character. Since the retreating character would not be disengaged after his initial 1-segment move, he would not be permitted to pursue his flight. The TA could also be used to strike the fleeing character, be he would then have a better chance at escaping (if he survives). A TA used to *strike* happens *before* the escaping character moves, while a TA used to *follow* happens *after* the escaping character moves (so that the following character knows where the escaping character is going).

Rest/pass

[unengaged/engaged]

Unengaged characters may rest, and engaged characters may pass. Resting/passing characters do nothing except observe the combat but may defend normally. A unengaged character can decide to move but is limited to a half-move and cannot engage or attack.

Missile attack

[unengaged/engaged (TA)]

A character equipped with a ready missile weapon can make a half-move and then attack. The number of segments that the character moves is added to the initiative of the character. The maximum number of segments that a character can move is 5 (half-move), so that his (first) attack can be made in the Main Phase. Other missile attacks, if any, are conducted in the End-Phase. The character can take a step without a penalty. Note that if the character enters an enemy engagement zone while moving without having an equipped *melee* weapon he grants a TA upon entering the zone. Making a missile attack while engaged also grants a TA. An unready missile weapon (unstrung bow, etc.) must be readied with a *grope* action.

Spells, psionics (or special abilities)

[unengaged/engaged (TA)]

A character can cast a spell or use a psionic ability (as appropriate). A character can make a half-move before casting/concentrating, but each segment moved adds to the character's initiative. If the spell/ability requires material components that were not readied, then 2 segments must be spent preparing them (minimum initiative of 3). These two segments can be spent prior to the rolled initiative as long as the character does not move. They don't have to be consecutive segments. The initiative determines when the casting starts. For example, a mage with an initiative of 3 casts a spell with a casting time of 5 segments. The spell requires material components, but since the initiative is 3 and the character did not move, he prepared the components in segment 1 and 2. During segments 3 to 7 the character is casting and the spell fires in segment 8 (in segment: Init + CT). If the casting time extends into another round the character cannot conduct another action during that

following round except perhaps a move as an End-Phase action. Casting or using psionics while engaged grants a TA.

Magical items **[unengaged/engaged (TA)]**

A character can use a wand, drink a potion, activate a magical item, etc. The character can make a half-move before activating the item, but each segment moved adds to the initiative. If the item is not readied then 2 segments must be spent preparing it (finding the potion, etc.). These two segments can be spent prior to the rolled initiative as long as the character does not move. The initiative determines when the item is activated (the command word uttered, the potion drunk, etc.). The effect then takes the usual time to take effect.

Rise **[unengaged/engaged (TA)]**

A prone character must use a rise option to get up. The action is always successful unless the character is forcibly held down, engaged, stunned or otherwise incapacitated. A character may be required to take a Dexterity or Strength check to resolve these situations. If successful the character is standing at the end of the segment of his initiative and can then move for the rest of the main phase if unengaged, but may not attack. He grants a TA if he enters an enemy engagement zone. Alternately a character may chose not to move after rising to be able to move as an End Phase action.

Grope **[unengaged/engaged (TA)]**

Any action which requires manual dexterity but is not an attack, like an attempt to draw or change a weapon, string a bow, dispatch an unconscious person, retrieve an item from the ground, close a door, etc. A grope is automatically successful unless the character is stunned, held, or currently engaged. A character may be required to take a Dexterity or Strength check to resolve these situations.

Full Move **[unengaged]**

An unengaged character can move her full movement rate in a round if she does not engage an opponent. A character moves a number of feet equal to her movement rate [MR] each segment as the initiative progress, up to the 10th segment. If the character does enter an enemy engagement zone for some reason, then she must stop and she grants a TA even is holding a melee weapon (even a monk in this case) and she can't attack herself.

Engage **[unengaged]**

An unengaged character can make a half-move to engage an opponent and then make an attack. If the character cannot reach his opponent with a half-move (within the 5 first segments of the round) he cannot attack in that round, but he can still engage his opponent.

Charge
[unengaged]

An unengaged character may run (double movement rate) in a straight line to engage an opponent and then conduct a single melee attack (a single attack in any case, even when the character has multiple attacks normally). The character must reach the opponent within the Main Phase to be able to attack. The charging character makes the attack roll at his initiative, which is modified by the number of segments moved as usual (except of course the distance covered is twice as long in this case). The bonuses of the charge include a +2 bonus to hit, and increased damage with some weapons, and the ability to breach extended engagement

Surprise base chance	
Human	33%
Dwarf	30%
Half-elf	33%
Halfling	20%
Elf	30%
Half-orc	30%
Gnome	25%

zones. Penalties include a -2 penalty to AC and no Dexterity bonuses to AC. The bonuses to hit and damage apply only to the attack conducted at the end of the charge but the penalties last until the end the following round. Opponents equipped with a polearm, or any weapon that can be set against a charge, get a TA against the charging character when he enters their engagement zone, but the charging character can move within striking distance and does not stop immediately upon entering the (larger) engagement zone of the opponent as he would with an engage action (see *Engagement Zones* and *Engage* action option). Charging enables to 'get through' the extended engagement zone to be able to strike immediately.

End phase actions

Multiple attacks **[engaged]**

A character that has multiple attacks, except for two-weapon fighting (or a monster's claws attack), has his second and subsequent attacks in the end phase. In the case of a character with a total of two attacks, the second attack will occur in the 10th segment. If the character has a total of 3 attacks, the second will occur in the 8th segment, and the last attack in the 10th. In the case of 4 attacks, the 2nd, 3rd, and 4th will occur in the 8th, 9th and 10th segment, respectively, etc.

Full move **[unengaged]**

A character that chose a Full move action in the Main Phase can continue to move into the End Phase normally.

Spells/abilities **[as Main Phase]**

Many spells will take effect during the end phase due to the casting time. These effects occur at the segment in which the casting time determines it. If the casting time exceeds the 10th segment in a round, the character continues to cast into the next round and cannot use a Main Phase action in that round.

End Phase move **[unengaged]**

Characters that (i) are not engaged at the beginning of the End Phase, (ii) that do not conduct further missile attacks or actions in the End Phase, and (iii) that have not moved during the Main Phase (except for taking a step where permitted) can move up to four segments in the End Phase. If they enter an opponent's engagement zone they must stop immediately and grant a TA. They cannot attack opponents that they engage.

PER	Surprise mod
3	8%
4-5	6%
6-7	4%
8-9	2%
10-11	0
12-13	-2%
14-15	-4%
16-17	-6%
18+	-8%

End Phase Grope **[unengaged]**

A unengaged character can draw or change weapon, prepare spell components, string a bow, dispatch an unconscious person, retrieve an item from the ground, ready a magical item, close a door, etc. Only unengaged characters that are doing nothing else in the end-phase can chose a *end phase grope* action. For example a spell caster could cast spells in the main phase and prepare material components for his next spell with an end phase grope action, assuming that spell casting is completed before the end-phase.

SURPRISE

When circumstances warrant it characters and monsters may be called to determine if they are surprised. This generally happens when two groups

first come into contact. Depending on circumstances, one or both parties may have to roll for surprise. Surprise is rolled on 1d100, and each individual rolls separately.

If someone is surprised there is a *surprise phase*. The surprise phase occurs in a single segment prior to regular combat. After the surprise phase, regular rounds of combat begin normally. A character that is *not surprised* may act during the surprise phase, while one that is *surprised* will do nothing. Surprised characters do not benefit from dexterity bonuses to AC (but penalties still apply).

Actions in the surprise phase generally occur simultaneously, except that characters who rolled a critical success (their d100 result ended with a '5' or '0' digit) will win contested actions over opponents who only achieved marginal success (as in the case of closing the door before the opponent can swing an axe for example).

A character with a critical failure result will have a penalty of +1 to her initiative on the following round.

Characters that may act in the surprise phase can do actions that can be done entirely in one segment. This means that the following actions can be taken during the surprise phase:

Move

Characters can move their normal movement rate (MR feet). If this brings them into the engagement zone of a non-surprised opponent, this grants a TA unless the moving character has a readied melee weapon. Characters making a move action cannot attack in the surprise segment.

Melee attack

Characters may take a *step* and swing a readied melee weapon if they are (then) engaged with an opponent. It is not possible to draw a weapon and swing in the same segment.

Missile attack

A character may take a step and fire a readied missile weapon. Alternately a character can ready a missile weapon with a *grope* action.

Grope

Any action which requires manual dexterity but is not an attack, but only actions that can be accomplished in a segment can be attempted. Some action are automatic while other may require an ability check. A spellcaster could spend the segment preparing spell components and would then only have to spend another segment during the following round to be ready to cast his spell.

Spells/psionics

Only a spell/ability with a casting time of one segment or less may be casted successfully in a surprise segment (e.g. feather fall which has a

casting time of 1/10th of a segment). Of course if material components are required, they must be have been readied prior to the surprise phase.

Abilities/items

Abilities that can be activated in a segment or activation of readied magical items, etc. can be attempted as long as they can be fully completed within a segment and do not require the continued participation of the character. So a character could activate his winged boots for instance, but could not fire a wand.

Example of combat

Amandine, Boute and Calamity are walking north in a corridor and come to a door. Boute opens the door with Amandine and Calamity standing next to him, Amandine readying her sling. The room beyond is 30' deep and 40' wide to the east of Boute with a 20'x10' alcove on the far east side. In this alcove is another door. There are two orcs sitting at a table in line with the door Boute opened, while another orc with a spear is standing at the ready in front of the eastern door.

Everyone rolls for surprise. Of the party, only Calamity is surprised. Of the orcs, one at the table is surprised. The surprise segment is played with one of the orcs at the table getting up and drawing a club, and the standing one setting his spear for a charge. Boute being in front moves 10 feet into the room which is his movement rate. Amandine, having a readied missile weapon, takes 5-foot step (her movement rate is 10) into the room and fires a bullet at the surprised orc, killing him on the spot.

The surprise segment being over everyone rolls initiative. Amandine rolls 4, minus 1 for her dexterity of 17 for an initiative of 3. Boute rolls 5 and has a modifier of 0 with his longsword. Calamity rolls 4 and has a modifier of -2 to cast spells because of his 18 Intelligence for an initiative of 2. The Orc-with-club rolls 1 with no modifiers and the Orc-with-spear rolls 3, plus 1 for a spear for an initiative of 4. So initiatives are Orc-with-club 1, Calamity 2, Amandine 3, Orc-with-spear 4, and Boute 5. In the first segment Boute announce he is charging Orc-with-spear, so he moves 20' towards him which brings him into the orc's engagement zone (MR of 10' times 2). Since the orc has a polearm set against charge, this grants him a TA which he uses to attack Boute. Boute has no dexterity bonuses and a penalty of -2 to AC. The Orc hits for 4 points of damage. At the same time Orc-with-club was moving to engage Boute but since he is running, he choses to engage Amandine

instead so he moves 12 feet towards her which is still outside her engagement zone. Calamity and Amandine don't move this segment. Next the GM calls segment 2. Boute continues to move towards Orc-with-spear because he is charging, otherwise he would have stopped his progress 10' away from him. So now he moves next to the orc and since he moved 2 segments his initiative is now 6 (5 + 2, but maximum of 6). Calamity has his initiative and takes a 7-foot step (his movement rate is 14), moving into the room behind Amandine and he starts casting a spell. The Orc-with-club moves to engage Amandine. Since he moved 2 segments his initiative is now 3. At the start of segment 3 the spell of Calamity, Magic Missiles, fires at the Orc-with-club killing him on the spot. Now it's Amandine's initiative

Last digit	Talent	Category
1	A	Spell-like ability
2	B1	Psychometry
3	C1	Claireuoyance
4	D	Psychic Healing
5	E1	Hypnosis
6	F	Psionic Invisibility
7	G1	Suspended Animation
8	H	Teleportation
9	I	Mind Block
0	J1	ESP

Saving-throw bonus			
AUR	vs psionics	vs magic	PSI
3	0	4	18
4-5	0	3	16-17
6-7	0	2	14-15
8-9	0	1	12-13
10-11	0	0	10-11
12-13	1	0	8-9
14-15	2	0	6-7
16-17	3	0	4-5
18	4	0	3

Sense magic/psionics			
AUR	psionics	magic	PSI
3	20%	-	18
4-5	15%	-	16-17
6-7	10%	-	14-15
8-9	5%	-	12-13
10-11	-	-	10-11
12-13	-	5%	8-9
14-15	-	10%	6-7
16-17	-	15%	4-5
18	-	20%	3

and she takes a 5-foot step to get a better angle on Orc-with-spear and fires at him but misses.

Now we're at segment 4 which is Orc-with-spear's initiative. He attacks Boute which still has AC penalties and does another 4 points of damage. Nothing happens in segment 5 and in segment 6 Boute attacks the Orc-with-spear and hits for 7 points of damage, killing him.

NEW CHARACTER ATTRIBUTES

**AURA/PSIONICS
PSI]**

[AUR/

Aura represents the affinity of the character with the magic forces in the world and how open he is to psionics. The Aura and Psionics attributes are tied together. Characters roll for Aura, and then Psionics is determined by the following formula:

$$PSI = 21 - AUR$$

Magic and psionics work very differently. This doesn't mean that someone cannot use both magic and psionics, but it does mean that someone cannot be gifted for both. A high AUR means that the character is sensitive to magical energies and less 'open' to psionics. Higher AUR for a magic using character means that magical energies are easier to handle and detect. It also means the character is more resistant to psionics.

Lower AUR means the character is capable of handling psionics disciplines better, and can detect psionics effects more easily. It also means the character is more resistant to magic.

Aura has an effect on bonus spells for magic-users (see Schools of Magic), and on availability of psionics (see below).

Availability of natural psionics talent

The probability of a character having a natural psionics talent is his PSI rating in %. For example a character with a PSI of 15 would have 15% chance of having a talent. If a character has a natural psionic talent see the Psionics rules to determine which talent.

$$\text{Chance of having a talent} = \text{PSI} \%$$

If a character's roll indicates that he has a talent, he rolls a second time with the same probability. A second success means that a second talent will manifest itself at second level. Each successive successful roll grants another talent roll, but this stops when a roll is missed. Each subsequent talent appears a class-level later.

Note that some character classes may have psionic abilities that have nothing to do with natural talents. The availability described here only affect natural talents. Characters that have a class with psionic abilities roll for natural talents like everyone else.

Natural psionic talents

Psionic talents use Psionic Points (PP) to function. A character has as many PP as his PSI score. Ranks in a talent reduce the PP cost, but the minimum is always 1 PP. Spent PP are generally recovered completely by a night's sleep, and other means of recovering PP may be found.

A character gains a talent at rank 1 and each level that the character gains in his class adds one rank to all existing talents. Some talents have grades and characters must achieve a minimum number of ranks in the first grade before gaining the second grade at rank 1. For example Clairvoyance is a graded talent.

A 1st level thief gains Clairvoyance I at rank 1. When the thief gains a level he also gains a rank. At level 6 he will be at rank 6 in Clairvoyance I and he gains Clairvoyance II at rank 1. At level 11 he will be at rank 11 in

Telekinesis		
Factor	Distance	Weight
1	0 – 10'	< 5 lbs
2	11' – 20'	5 – 10 lbs
3	21' – 30'	11 – 20 lbs
4	31' – 40'	21 – 30 lbs
5	41' – 50'	31 – 40 lbs
6	51' – 60'	41 – 50 lbs
7	61' – 70'	51 – 60 lbs
8	71' – 80'	61 – 75 lbs
9	81' – 90'	76 – 90 lbs
10	91' – 100'	91 – 100 lbs

Clairvoyance I, rank 6 in Clairvoyance II and gain rank 1 in Clairvoyance III.

Saving-throws, when available, are modified by the character PSI rating. This means that character with low PSI have bonuses to their saving-throws.

Random determination table

Psionic talent is determined by rolling 1d100. The last digit of the roll determines the talent that the character possess:

If a character with multiple talent rolls the same talent twice, simply

re-roll (or use the '10s' digit instead).

Talents

[A] Spell like ability

PP: lvl x 3 – rank

Roll 1d6 and appropriate dice on the magic-user spell table. The number of PP to use is 3 times the level of the spell, subject to DM's evaluation (the DM could increase or decrease this cost depending on the spell).

Clairvoyance			
RC	Distance	5	6" – 8"
0	0 – 1"	6	8" – 100"
1	1" – 2"	7	100" – 120"
2	2" – 3"	8	120" – 140"
3	3" – 4"	9	140" – 170"
4	4" – 6"	10	170" – 200"

[B1] Psychometry

PP: 11 – rank

With this talent a character can learn past history of an object or person that he is touching. The object/person has a saving-throw vs Petrification. Even if the saving-throw is successful, some information will be gained. If the saving-throw fails, more information, or

older information is gained. The character has visions of places the object/person has been, people who possessed the item or met the person. These visions can indicate something significant about a person or item, like a person's profession or an item's power. Roll 1d100 vs (rank x PSI) to determine success level.

At rank 4 the character gains Telekinesis at rank 1.

[B2] Telekinesis

PP: (11 – rank) + {(weight factor + distance factor)/round}

The character can move objects with his mind. PP cost and speed depend on range and weight of the object.

The PP cost is (11 – rank) plus the sum of the weight and distance factor for each round. Example: at rank 6, moving a 10 lbs object at 15' will cost 9 PP the first round, and 4 PP each following round. The cost of the first round include the rank dependant initial cost (11 – 6 ranks = 5) plus the per round cost (weight factor for 10 lbs is 2 and distance factor for 15' is also 2 for a total of 4). Once this cost has been paid the following round only incur the maintain cost. Note that distance refers to the distance between the character using Telekinesis and the object prior to the use of telekinesis. After the initial cost is paid, the cost remains the same even if the object moves further away or close.

Objects move at a speed of (11 minus the weight factor), so the fastest is a MR of 10 for an item of less than 5 lbs, down to a MR of 1 for an object of 91-100 lbs. Objects of 0.5 lbs or less can be moved at missile velocities, so telekinesis can be used to effectively attack by controlling a missile weapon of 0.5 lbs or less.

Sentient objects, objects held by characters, and unwilling creatures are all granted a saving-throw versus Petrification to resist the effect.

[C1] Clairvoyance I (Vision)

PP: 11 – rank

The character can see somewhere his regular vision could not reach, like beyond a closed door, the other side of a wall, etc. In the beginning the visions are blurred. The character also has little control over the exact point of reference. As proficiency increases, the visions becomes clearer and the point of perception is more easily controlled. Range is also a factor, with longer ranges decreasing overall quality. All these parameters are at DM's discretion, but the following procedure is followed to determine guidelines: the character rolls

$$1d100 \text{ us } \{PSI \times (\text{rank} - RC)\}$$

where RC is the range category as defined below, and success level is determined accordingly (as with any roll, minimum is 05 and maximum is 95).

Success levels from CF to CS give increasing precision, with CS giving clear and precise information.

Duration last for as long as the character concentrates, but local perceptions are limited as concentration is focused elsewhere, so surprise is automatic for the character. At rank 6 the character gains Clairvoyance II at rank 1.

[C2] Clairvoyance II (Perception)

PP: 13 – rank

Same general guidelines and procedure as Clairvoyance I (same ranges, duration, etc.) except that the point of reference is always right and vision is always clear. Success level determine if other perceptions are added, like hearing, smell or possibly infravision (but not touch or taste).

The character can also decide to try to see through a darkness but must make a separate roll with a penalty of 5 to RC. Only MS, and possibly even a CS at DM's discretion, means that the darkness has been broken. The character must know there is a darkness at the location, so this may involve a second use of the talent (with a second PP cost), unless the darkness is detected by another means.

At rank 6 the character gains Clairvoyance III at rank 1.

[C3] Clairvoyance III (Projection)

PP: 17 – rank

Same as with Clairvoyance II except that the character is able to move the point of reference at a MR of 5. The point of reference is limited in movement by physical barriers, e.g. it is blocked by closed doors. This version of the talent is easier to detect if the point of reference moves.

[D] Psychic Healing

PP: 2PP/rank hp

The character is able to heal himself or someone else he is touching. For each 2 PP spent, the character heals a number of hp equal to his rank. For example a character with rank 4 in Psychic Healing could heal 12 hp by spending 6 PP. This type of healing takes 1d4 segments to complete (touch must be maintained during that time if healing someone else).

The character can also try to cure diseases or even poisons. In this case the PP cost is 6+1d6 for a mild disease/poison, and 12 + 2d6 for a serious one. The DM makes the PP cost roll secretly and the character then rolls 1d100 that the DM compares secretly us {PSI x (PP cost – rank)} to determine success. This type of healing takes 1d10 rounds to complete. If the PP cost exceeds the character's PSI rating then all PP are spent and the character makes a shock roll or falls uncounscious for 1d6 rounds. Unspent PP give a negative modifier to the success roll but it's still possible to succeed.

Suspended animation	
Time	PP cost
Instant	20 – rank
1 segment	17 – rank
1 round	13 – rank
1 turn	7 – rank

[E1] Hypnosis

PP: 11 – rank

Puts the victim in a trance where he is subject to a suggestion made by the character. The victim has a saving-throw us Petrification to negate the effect. The suggestion cannot in any case be something that would injure the victim. Suggestions to force him to give up a cherished/important item or fail in his duties, will also fail without a "reasonable" justification. The way the suggestion is presented is very important. If the victim is injured the effect is instantly broken.

At rank 6 the character gains Persuasion at rank 1.

[E2] Persuasion

PP: 13 – rank

Same as Hypnosis but applicable at one additional target per rank. So at rank 1 two victims can be affected. The suggestion must be the same for all victims and only one saving-throw is made (the best probability for the group of victim is used).

At rank 6 the character gains Mind Control at rank 1.

[E3] Mind Control

PP: 17 – rank

The character take control of the mind of its victim for one round per rank. The victim has a save us Petrification. The character controls the physical actions of the victim, but cannot read his mind. The victim can be made to move, attack, lie down, etc. Instructions need not be spoken verbally but ambiguous orders will generally be interpreted in an unfavorable way by the victim. The victim is not under a charm or a suggestion, and is conscious of the control, but cannot communicate this, nor take initiative, without the orders of the character. Each time the character gives instructions that would put the victim in direct danger (at DM's discretion), the victim can make another saving-throw, with a bonus of +1 for each such saves. Note that the victim will usually try to eliminate the character after the control is released, depending on alignment.

Teleportation			
TD	Distance	TD	Distance
1	4 yd	6	1 league
2	½ mile	7	2 leagues
3	1 mile	8	3 leagues
4	1.5 mile	9	4 leagues
5	2 miles	10	5 leagues

[F] Psionic Invisibility

PP: 10 – rank + 1/round

The character can become invisible to a number of level or HD. This number of level increase geometrically with rank: 1 at first rank, 1 + 2 = 3 at second rank, 1 + 2 + 3 = 6 at 3rd rank, etc. Psionic invisibility cannot be detected by any form of magic but those with a strong PSI rating can sense the psionic activity in their vicinity, and some Mind Block can prevent it. Psionic invisibility affects the mind and not light or physical manifestations.

[G1] Suspended animation

PP: variable

The character falls into a comatose trance and can survive without food or water up to (1d8 + rank) days. The character can even survive without

Mind Block	
Rank	Protection against
1	ESP talent
2	Hypnosis talent
3	ESP spells/Psionic invisibility
4	Charm spells
5	Telepathy talent
6	Persuasion talent
7	Minor illusions spells
8	Command spells
9	Mind Blast talent
10	Mind Control talent

breathing, or in very cold weather, for (1d8 + rank) rounds. The character is vaguely aware of what goes on around him, and can decide to come out of his trance at any time, but his perception of time is affected so he may have the impression of having spent more or less time in suspended animation than he actually has.

The PP cost depends on how long the character chose to spend to get into the state of suspended animation, as shown on the following table.

The DM determine randomly the time distortion between what the character perceives and what actually occurs. If for example the character want to spend 20 rounds into suspended animation, the DM could roll (d10 – rank) plus or minus on the desired time. If the character is 5th rank and the d10 is 8, then rolling 1d2 to see if it's more or less, the DM determines the character would come out of trance after 23 rounds.

At rank 4 the character gains Body Control at rank 1.

[G2] Body Control

PP: 16 – rank + #pts

The character can increase one of his physical attribute (strength, dexterity, constitution or perception) by up to rank points. A character with rank 4 in Body Control could increase his dexterity by up to 4 points for a cost of 16 PP. Only one attribute can be increased at any time. This can raise an attribute above 18 or over racial maximums. In the case of exceptional strength each unit increase is by 10%. Duration is (20 + rank) rounds.

[H] Teleportation

PP: 16 – (rank – TD)

The character can instantly move to another location on the same plane. The distance affects the cost in PP. The character doesn't have to know the destination, but if he would appear in a solid object, he will be expulse to the Astral plane. This is only true of solid matter, there is no

Spot hidden base chance	
Human	10%
Dwarf	15%
Half-elf	33%
Halfling	15%
Elf	33%
Half-orc	10%
Gnome	25%

Find Traps base chance	
Human	20%
Dwarf	35%
Half-elf	20%
Halfling	25%
Elf	20%
Half-orc	25%
Gnome	30%

Hear noise base chance	
Human	10%
Dwarf	10%
Half-elf	10%
Halfling	15%
Elf	15%
Half-orc	15%
Gnome	20%

[I] Mind Block

PP: 5 + rank

Mind block offers protection versus various psionic talents and also against some mind-affecting spells. Mind Block offers protection versus all listed abilities up to the rank of the character. It is possible to use the talent at a rank lower than that of the character, offering less protection but for a lower cost. The duration is (10 + rank) rounds, which is always the maximum rank of the character even if a lower rank version is used.

[J1] ESP

PP: 11 – rank

The character is able to read the surface thoughts of a target within 60'. Only one creature may be targeted each round, but a different creature can be targeted from round to round. It takes 5 segments to 'read' someone. The target has no saving-throw but spells/abilities may block this talent (e.g. Mind Block). The target has a chance to notice the probe equal to her sense psionic percentage.

At rank 6 the character gains Telepathy at rank 1.

[J2] Telepathy

PP: 13 – rank + 1/round

The character can project his thoughts into another's mind. This enables two-way communication, assuming both the target and the character share a common language. An unwilling target can save versus Petrification to resist the link. If the saving-throw fails, the target isn't forced to communicate but the character can try to find some information in the victim's mind. Each fact or question requires a new saving-throw to be made by the victim with a +1 bonus per question after the first. Only one fact/question per round can be searched in this manner, and once a saving-throw is successful the link is broken.

The range is equal to the rank in leagues in the case of someone known to the character and receptive (i.e. willing to link with the character). In the case of a resisting target, it must be in sight of the character.

At rank 6 the character gains Mind Blast at rank 1.

[J3] Mind Blast

PP: 11 – rank + 1d4

The character can send a mental shock wave that causes damage to the target. Damage is 1d4 + rank hit points. There is no saving-throw for the physical damage, but if the damage is greater than the level/HD of the victim, he must save versus Petrification or fall unconscious for 1d4 rounds. Some spells and abilities can prevent this talent (e.g. Mind Block).

INT/AUR	Spell bonus
13	one 1st level
14	one 1st level
15	one 2nd level
16	one 2nd level
17	one 3rd level
18	one 4th level
19	one 1st and one 4th level

PER	Spot Hidden mod
4-5	-10%
6-7	-5%
8-9	-2%
10-11	0
12-13	2%
14-15	5%
16-17	10%
18+	15%

PER	Find Traps mod
4-5	-10%
6-7	-5%
8-9	-2%
10-11	0
12-13	2%
14-15	5%
16-17	10%
18+	15%

PER	Hear noise mod
4-5	-8%
6-7	-5%
8-9	-2%
10-11	0
12-13	2%
14-15	5%
16-17	8%
18+	10%

Search type	Time	Chance
Perfunctory	x1	x1
Detailed	x4	x1.5

Time required	Perfunctory	Detailed
10'x10' wall section	3r	10r
Drawer in desk	1r	4r
Small chest	1r	4r
Large chest	2r	8r
Entire desk	3r	10r
Door	1r	4r

chance of appearing into another sentient being, or being trapped because of it, the character simply appears beside the creature (random location). Only the character and his possessions are transported (except perhaps for a familiar which has a mind link with the character).

PERCEPTION [PER]

Perception is a measure of a character's senses of smell, hearing, touch, sight and taste. It represents the ability of the character to perceive the world around her. It helps her hear the thief sneaking behind her or feel the

slight line in the stones that tells of a secret passage.

Perception affects a number of skills and abilities. For instance PER affects the chance of a character to spot something that is hidden, such as a secret door. PER also affects the chances of a character being surprised, finding a trap or of hearing someone speaking on the other side of a door.

Spot Hidden Rules

A character can either make a perfunctory or a detailed search.

A character can make only one perfunctory search on a given area, but can make as many detailed search as wanted.

Sneak attack Rules

Thieves can attempt to sneak upon an enemy and attack them in a weak spot. To be able to attempt a sneak attack the thief must be unengaged and undetected, or at least out of direct line of sight of the target. The thief must engage the victim without being detected. If undetected, the thief can proceed to make the sneak attack normally (rolling 1d20 for a backstab for instance). The thief is not restricted by engagement zones if he is undetected.

There are various ways to remain undetected of course. A thief can move silently, coming from behind his victim, or he could use invisibility, etc. The situation dictates the requirements. For example a single guard in a quiet corridor and a leader commanding troops in melee have different requirements.

MAGIC (Pvaric energy)

Magic-users and illusionists

There are two classes of pvaric spell casters : magic-users and illusionists. Both use the same kind of pvaric energy but their methods of manipulating that energy differ. For that reason even if the same spell exists for both classes, there is a different version for each class. An illusionist's spell book or scroll will contain the version that only illusionists can learn or use. A magic-user that knows his own version of the same spell will recognize it, eventhough he can't use it (in the case of a scroll).

The following rules apply to pvaric spell-casters:

- A spell caster has a number of spells he can cast each day as determined by the table on page 26 of the player's handbook.
- Each morning a spell-caster must study his spells to refresh his memory of them. In doing so the spell-caster must determine which spells in his spell book he will memorize for the day.
- At second level a spell-caster can reserve one spell slot of his choice and keep that slot open for a spell of that level. For each two levels thereafter the spell-caster can keep another spell slot open. These 'open' slots can then be used to cast any of the spells in his spell book that are of specific level. For exemple a magic-user of level 7 could keep up to 3 spell slots open. He could chose to keep two level one spell slots and one level four spell slot open, or one level two, one level three and one level four spell slot open.

Number of spells per level

Magic-user gain added spells per level depending on their Intelligence or Aura, whichever is *lower*. Spell bonuses follow the same progression as for clerics:

SKILLS

The following list gives all the available skills with relevant data. Some skills are automatic skills, meaning that all characters have some proficiency in those skills. Some class have more proficiency in automatic skills than others. Skills in *italic* are opened *automatically* the first time the character uses it (e.g. the first time a character falls in the water he opens swimming). The skill's base attribute (BA) is added to the zodiac sign modifier to make the skill base (SB). Zodiac abbreviations and the corresponding birthdate for each are listed after the skills. The skill base represents a character's affinity with a skill and is used to determine the opening mastery level (OML) of the skill and is also used when improving skills. For most skills OML is determined by multiplying the SB by the number listed in the following table under OML, unless 'spc' is indicated, in which case there is another method for determining OML. For exemple a character with a Dexterity of 15 born under Hirin would have a SB of 16 in *acrobatics* (DEX of 15 + 1 for Hirin) and an opening ML of 32% (OML = 2 x SB or 2 x 16).

Skill	BA	OML	Zodiac Modifiers
Automatic skills			
Climbing †	STR	5	
Find traps †	PER	spc	
Hear noise †	PER	spc	
Jumping †	STR	4	Nad/Hir+2
Spot hidden †	PER	spc	
Throwing	STR	4	Hir+2; Tar/Nad+1
Unarmed <i>f</i>	STR	4	
Intrigue	WIS	3	Tai/Tar/Sko+1
Oratory †	INT	2	Tar+1
Rhetoric	WIS	3	Tai/Tar/Sko+1
Singing †	CHR	3	Mas+1
Physical skills			
Acrobatics	DEX	2	Nad+2; Hir+1
Dancing	DEX	2	Tar+2; Hir/Tai+1
Riding	WIS	1	Ula/Ara+1
Swimming	CON	1	Sko+1; Mas/Lad+3
Communication skills			
Acting	CHR	2	Tar/Tai+1
Decipher †	INT		
Musician	PER	1	Mas/Ang+1
Language	INT	spc	Tai+1
Script	INT	70+SB	Tar/Tai+1
Ritual skills			
Agrik †	STR	1	Nad+2; Ang/Ahn+1
Halea †	CHR	1	Tar+2; Hir/Mas+1
Iluir †	PSI	1	Sko+2; Tai/Ula+1
Laran †i	WIS	1	Ang+2; Ahn/Fen+1
Morgath †	AUR	1	Lad+2; Ahn/Mas+1
Nahev †	WIS	1	Mas+2; Sko/Tar+1
Peoni †	DEX	1	Ara+2; Ang/Ula+1
Sarajin †	STR	1	Fen+2; Ara/Lad+1
Saue-K'nor †	INT	1	Tai+2; Sko/Tar+1
Siem †	AUR	1	Hir+2; Fen/Ula+1
Craft & Lore			
Agriculture	CON	2	Ula/Ara+2
Alchemy	AUR	1	Sko+3; Tai/Mas+2
Animalcraft	WIS	1	Ula/Ara+1
Astrology	INT	1	Tar+1
Brewing	PER	2	Sko+3; Tai/Mas+2
Ceramics	DEX	2	Ula/Ara+2
Cookery	PER	3	Sko+1
Drawing	DEX	3	Sko/Tai+1
Embalming	DEX	1	Sko/Ula+1
Engineering	INT	1	Ula/Ara+2; Fen+1
Fishing	DEX	3	Mas/Lad+2
Fletching	DEX	1	Hir+2; Tar/Nad+1
Folklore	INT	3	Tai+2

Foraging	PER	3	Ula/Ara+2
Glasswork	DEX	1	Fen+2
Heraldry	INT	1	Sko/Tai+1
Herblore	PER	1	Ula+3; Ara+2
Hidework	DEX	2	Ula/Ara+1
Jewelcraft	DEX	1	Fen+3; Tar/Ara+1
Law	WIS	1	Tar/Tai+1
Lockcraft	DEX	1	Fen+1
Masonry	STR	1	Ula/Ara+2
Mathematics	INT	1	Tai+3; Tar/Sko+1
Metalcraft	STR	1	Fen+3; Ahn/Ang+1
Milling	DEX	2	Ula+1
Mining	STR	1	Ula/Ara+2; Fen+1
Perfumery	PER	1	Hir/Sko/Tar+1
Physician	WIS	1	Mas+2; Sko/Tai+1
Piloting	INT	1	Lad+3; Mas+1
Puaric Lore	INT	1	Sko/Tar+2; Tai+1
Runecraft	AUR	1	Tai+2; Sko+1
Seamanship	DEX	2	Lad+3; Mas/Sko+1
Shipwright	STR	1	Lad+3; Mas+1
Survival	STR	3	Ula/Ara+1
Tarotry	AUR	1	Tar/Tai+2; Sko/Hir+1
Textilecraft	DEX	2	Ula/Ara+1
Timbercraft	STR	2	Ula+3; Ara+1
Weaponcraft	STR	1	Fen+3; Ahn/Ang+1
Weatherlore	INT	3	Hir/Tar/Mas/Lad+1
Woodcraft	DEX	2	Ula+2; Ara/Lad+1
Thieves' skills (exclusive)			
Disarm traps	DEX	spc	
Hide in shadows	DEX	spc	
Legerdemain	DEX	spc	
Lockpicking	DEX	spc	
Move Silently	DEX	spc	

Zodiac signs abbreviations are as follow:

Abr	Sign	Dates
Ahn	Ahnu	
Ang	Angberelius	
Ara	Aralius	
Fen	Feneri	
Hir	Hirin	
Lad	Lado	
Mas	Masara	
Nad	Nadai	
Sko	Skorus	
Tai	Tai	
Tar	Tarael	
Ula	Ulandus	

Notes:

- † indicates that thieves have higher OML in that skill.
- f indicates that fighters have higher OML in that skill.
- ‡ indicated that clerics have higher OML in that skill.

Each character will start the game with a set of skills. These skills come from three sources: character's background, character's class, and optional skills chosen by the player (with an option points system).

These skills can be improved upon in the course of play, and new skills can be learned, although this involved some game time.

Languages

OML for languages depends on three factors :

1. If it is a native tongue then the OML depends on social class as follow

- 50 + SB Serf/Slace/Urban poor
- 60 + SB Guildman/Military
- 70 + SB Cleric/Nobility
- 80 + SB Scholar

2. A second language of the same family is opened at SBx2

3. A second language from an different family is opened at SBx1

On Hârn most humans have Hârníc as a native tongue, although this will not be true in some cases if born in Orbaal. The languages known by elves, half-elves, dwarves, gnomes and halfling are known at 50 + SB except for their native tongue which will be known as per their social class on the table above. They will know a human tongue at one step below their social class. For elves it will be Hârníc, for Khuzdul it has 75% chance of being Hârníc, and 25% chance of being Orbaalese. For halfling it will be Shorka. For gnomes it will be Karejian.

Jarind family

- ☼ Altish
- ☼ Emela
- ☼ Hârníc (common language)
- ☼ Jarinese
- ☼ Orbaaleese (mix of Hârníc and Ivinian, dialect)
- ☼ Yarli

Pharic family

- ☼ Harbaalese
- ☼ Ivinian
- ☼ Orbaalese
- ☼ Palithanian
- ☼ Quarph
- ☼ Shorka
- ☼ Trierzi

Azeri family

- ☼ Byrian
- ☼ High Azeryani
- ☼ Low Azeryani
- ☼ Karejian
- ☼ Umech

Scripts

OML for scripts are 70 + SB.

- ☼ Lakise (most common human script, also used by halflings)
- ☼ Runic (dwarven script also used by gnomes)
- ☼ Selenian (used by elves)
- ☼ Draconic (used by most humanoid races)

Thieves

Thieves have a set of skills, some of which are exclusive to them. All the skills of the AD&D first edition are available to thieves in this setting, although some of them have been renamed or have been split into two sub-skills. There are also a few new skills.

In this setting thieves is the generic name for a class that could represent the regular rogue, but also a spy or an assassin, since that class isn't available to player characters.

Of the skills that changed names, the most notable is Legerdemain,

which used to be called Pick Pocket. The change come from the fact that the skill can be used for more than just lifting a purse, but for anything that requires sleight of hand, like switching a vial on a table, pocketting a card or switching to loaded dice without being noticed.

The skill that has been split is Find\Remove traps, which is now Find Traps, and Disarm Traps. The main reason is that all characters can have access to find traps, although thieves are significantly more proficient at it. Thieves are the only one that can attempt to disarm a trap. Disarm Trap EML is always equal to the thief's Find Traps ML minus 10%.

Thieves also have a higher OML in Spot Hidden skill and also have the Jumping and Acrobatics skills.