

Quick Sheets: Racial Statistics

Dwarves

ST 50+4d10	Elemental Meld: (Cleric) 30% + 1% / 10 years (50% max), 1 min + 1 min / 10 years, only earth or stone and only the individual and possessions	Height: 3 ft - 3 ft 9 in Weight: 65 - 130 lbs Life Exp: 150 - 300 years Ground Speed: 90 ft/CC Nightvision: 60 ft (Grey) 90 ft (High)
CN 60+4d10		
DX 20+4d10		
IN 30+4d10		
WI 30+5d10		
CO 20+5d10	Enhance Item: (Mage) 30% + 1% / 10 years (80% max), 2 min + 1 sec / 1 year, +5% to PCA / 10 years, armour and weapons only	

Elves

ST 30+4d10	Aura Illumination: (Cleric) 30% + 1% / 10 years (no max), 10 sec + 5 sec / 10 years, 5 foot radius + 1 foot / 10 years	Height: 4 ft 6 in - 6 ft Weight: 100 - 180 lbs Life Exp: 200 - 350 years Ground Speed: 140 feet/CC
CN 30+3d10		
DX 50+4d10		
IN 50+5d10		
WI 20+4d10		
CO 50+5d10	Speak with Dead: (Cleric) 30% + 1% / 10 years (50% max), 1 question + 1 / 10 years, dead creature must be at least partial elven blood	
Darkling Elves	Sphere of Darkness: (Mage) 30% + 5% / 10 years (no max), 1 min + 1 min / 10 years, 5 foot radius + 1 foot / 10 years	Nightvision: 120 ft
High Elves	Undetectable Deception: (Cleric) 30% + 5% / 10 years (no max), 1 min + 5 sec / 10 years, the individual character only	Nightvision: 90 ft
Wood Elves	Animal Messenger: (Cleric) 30% + 1% / 10 years (no max), 1 hour + 5 min / 1 year, only woodland creatures	Nightvision: 60 ft

Gnomes

ST 20+2d10	Heal: (Cleric) 40% + 1% / 10 years (no max), 10d10 damage tolerance + 1 DT / 10 years	Height: 2 ft - 3 ft Weight: 30 - 70 lbs Life Exp: 100 - 200 years Ground Speed: 70 ft/CC Nightvision: 60 ft (High) 90 ft (Wood)
CN 40+3d10		
DX 40+4d10		
IN 60+4d10		
WI 30+3d10		
CO 40+3d10	Speak with Animals: (Cleric) 30% + 1% / 10 years (no max), 1 min + 30 sec / 10 years, animal must be from the open woods and undomesticated	
	Summon Animal: (Cleric) 30% + 1% / 10 years (50% max), 1 creature + 1 / 10 years, must be outside in wooded area, 1 mile radius	

Quick Sheets: Racial Statistics

Half-Elves

ST 30+4d10	Aura Illumination: (Cleric) 30% + 1% / 2 years (no max), 10 sec + 5 sec / 2 years, 5 foot radius + 1 foot / 2 years Friend: (Mage) 30% + 1% / 2 years (no max), 1 creature	Height: 5 - 6 ft
CN 30+4d10		Weight: 120 - 180 lbs
DX 40+4d10		Life Exp: 90 - 120 years
IN 50+4d10		Ground Speed: 120 ft/CC
WI 40+4d10		Nightvision: 60 ft
CO 50+4d10		

Half-Orcs

ST 40+5d10	Pet: (Cleric) 30% + 1% / 1 year (no max), until animal dies Animate Dead: (Cleric) 10% + 1% / year (no max), maximum number of creatures = age+5	Height: 5 ft 9 in - 7 ft 6 in
CN 50+4d10		Weight: 150 - 300 lbs
DX 20+6d10		Life Exp: 45- 60 years
IN 30+4d10		Ground Speed: 160 ft/CC
WI 60+4d10		Nightvision: 90 ft
CO 10+4d10		

Humans

ST 30+5d10	Psionics: roll percentile and subtract IN Adjust, 1 - 2 Major Psi (35 psi points): 5 - 1st level spells, 4 - 2nd, 3 - 3rd, 2- 4th, 1 - 5th 3 - 6 Minor Psi (16 psi points): 4 - 1st level spells, 3 - 2nd, 2 - 3rd 7 - 10 Marginal (4 psi points): 4 - 1st level spells 11 - 25 Occasional: None apparent but abilities may appear randomly at gamemaster's discretion	Height: 4 ft 6 in - 6 ft 6 in
CN 30+5d10		Weight: 69 - 250 lbs
DX 30+5d10		Life Exp: 65 - 85 years
IN 40+4d10		Ground Speed: 100 ft/CC
WI 40+4d10		Nightvision: None
CO 40+5d10		

Kaynyn

ST 60+4d10	Hasten: (Mage) 30% + 1% / 5 years (no max), 1 min + 1 min / 5 years Speak with Animals: (Cleric) 30% + 1% / 1 year (no max), 1 min + 1 min / 5 years, animal must be from the open woods and undomesticated Summon Animal: (Cleric) 30% + 1% / 1 year (50% max), 1 creature + 1 / 10 years, 1 mile radius	Height: 7 ft 6 in - 8 ft 6 in
CN 50+4d10		Weight: 180 - 300 lbs
DX 20+4d10		Life Exp: 50 - 60 years
IN 30+3d10		Ground Speed: 180 ft/CC
WI 30+4d10		Nightvision: 90 ft
CO 10+5d10		

Quick Sheets: Racial Statistics

Pheelynes

ST 30+4d10	Create Glyphs and Wards: (Mage) 100% - 5% / life, used only for death ceremony	Height: 5 ft 8 in - 6 ft 6 in	
CN 40+4d10			
DX 60+4d10			Float: (Mage) 30% + 10% / life (no max), 30 sec + 10 sec / life, 10 ft radius
IN 20+3d10			
WI 20+2d10			Speak with Animals: (Cleric) 30% + 1% / 1 year (no max), 1 min + 30 sec / 1 year, animal must be either feline or domesticated
CO 60+4d10			
	Weight: 80 - 110 lbs		
	Life Exp: 90 years		
	Ground Speed: 200 ft/CC		
	Nightvision: 150 ft		

Shireling

ST 20+2d10	Animal Messenger: (Cleric) 30% + 1% / 1 year (no max), 1 hour + 1 hour / 2 years	Height: 3 ft 6 in - 4 ft	
CN 40+4d10			
DX 50+4d10			Speak with Animals: (Cleric) 50% + 1% / 1 year (no max), 1 min + 30 sec / 5 years
IN 40+4d10			
WI 40+4d10			Sphere of Light: (Mage) 30% + 2% / 1 year (no max), 1 min + 1 min / 2 years, 5 feet + 1 foot / 5 years
CO 50+3d10			
	Weight: 45 - 70 lbs		
	Life Exp: 85 - 110 years		
	Ground Speed: 60 ft/CC		
	Nightvision: 60 ft		

Xenomorphs

ST 30+4d10	Friend: (Mage) 30% + 1% / 1 year (50% max), 1 creature + ((CH + CO) ÷ 5)	Height: Special	
CN 20+3d10			
DX 40+3d10			Aura Illumination: (Cleric) 30% + 2% / 1 year (80% max), 10 sec + 5 sec / 1 year 5 foot radius + 1 foot / 1 year
IN 40+4d10			
WI 40+3d10			Interpret Language: (Mage) 50% + 1% / 1 year (no max), native language of the creature polymorphed into, with only knowledge of oral language, lasts as long as the Xenomorph maintains that form
CO Special			
	Weight: 100 - 210 lbs		
	Life Exp: 30 - 35 years		
	Ground Speed: Special		
	Nightvision: 60 ft		

Quick Sheets: Weapons, Armour & Equipment

Weapon Type

	Description	Multiple Attacks	Max	Damage
Pole Arms	7 ft + pole with head	Never	1/CC	6d10
Long Weapons	5 ft - 7 ft or heavy headed	7 levels	2/CC	5d10
Medium Weapons	3.5 ft - 5 ft or medium head	5 levels	3/CC	4d10
Short Weapons	1 ft - 3.5 ft or lightweight	4 levels	4/CC	3d10
Hand Weapons	handheld (thrown 15 ft)	3 levels	5/CC	2d10
Open Hand	hand, fist, or feet	2 levels	5/CC	1d10
Short Distance	30 yard range	3 levels	4/CC	2d10
Medium Distance	60 yard range	4 levels	3/CC	3d10
Long Distance	90+ yard range	5 levels	2/CC	4d10
Natural Weapons	claws, teeth, etc.	varies	5/CC	2d10

Armour Type DAP

	Basic	Shireling	Dwarven	Elven	Darkling
Shield	5	6	7		
Leather	15	16			
Studded Leather	20	21			
Chainmail	30		31	32	33
Platemail	40		42	41	

Standard Adventurer's Backpack (SAB)

Description	Cost
25ft of 300 lb test rope	3 gp
100ft of 15 lb test string	1 sp
Coal (5 lumps)	1 cp
Limestone (chalk)	1 cp
Candle (2 hrs)	1 sp
1 weeks dry rations	5 sp
2 small torches (2 hrs.)	4 sp
Tinderbox (flint/steel)	3 gp
Small sack (2 in × 5 in)	1 sp
Water skin (1/2 gal.)	2 gp
4 Iron spikes	2 gp
2 Wooden wedges	2 sp
Backpack (Leather)	15 gp
Cost if purchased separately:	26 gp 42 cp
Sale price as a single unit:	20 gp

Other Items

Description	Cost
50 ft of 300 lb test rope	5 gp
25 ft of 500 lb test rope	5 gp
50 ft of 1000 lb test rope	20 gp
8 oz. metal flask	5 sp
12 oz. metal flask	1 gp
Iron box (6 in × 3 in × 2 in)	8 gp
Iron box (12 in × 6 in × 4 in)	15 gp
Sack (8 in × 10 in × 4 in)	3 sp
Sack (8 in × 15 in × 6 in)	8 sp
Sack (12 in × 20 in × 10 in)	1 gp
Metal mirror (4 in × 4 in)	5 gp
Metal mirror (9 in × 6 in)	15 gp
Silvered mirror (5 in × 5 in)	10 gp
Backpack (high quality)	25 gp
Leather Quiver	5 gp
Equestrian Tack	50 gp
Equestrian Saddle	150 gp

Armour and Weapons

Description	Cost
Shield	50 gp
Helm	50 gp
Leather Armour	300 gp
Studded Leather Armour	500 gp
Chainmail	1500 gp
Breast Plate	500 gp
Field Plate	1500 gp
Pole Arm (Lance)	50 gp
Pole Arm (Spear)	15 gp
Long Weapon	300 gp
Medium Weapon	100 gp
Short Weapon	60 gp
Hand Weapon	10 gp
Short Distance Weapon	10 gp
Medium Distance Weapon	50 gp
Long Distance Weapon	60 gp
20 (score) Arrows	2 gp
20 (score) Crossbow Bolts	5 gp

Quick Sheets: Skills & Adjustments

Skill	Other Adjust	Bonuses	Skill	Other Adjust	Bonuses
Acrobatics	DX Adj	+5% to Parry	Disguise		
Acting			Simple Body		
Improvisation	WI Adj	+5% to Deception +10% to Storytelling	Simple Facial		
Memorization		+5% to Deception	Vocal Impersonation		
Alchemy			Diplomacy		
Anatomy			Dousing	WI Adj	
Animal			Etiquette		+10% to Diplomacy
Humanoid		+5 to Damage against Humanoid opponents	Farming	WI Adj	
Animal Husbandry	WI Adj		Fine Arts	DX Adj	+10% to Cartography +20% to Handicraft +20% to Tattooing
Animal Training	WI Adj		Forgery	DX Adj	
Animal Trapping		+5% to Set Traps	Gambling		
Architecture		+15% to Locate Secret Doors	Gemology		
Astrology			Handicraft	DX Adj	
Astronomy		+10% to all Navigation	Herbology		+5% to Medicinal
Bartending			History		+10% to Global Religions +15% to Storytelling
Blind Fighting			Hunting	ST Adj	
Body Modification			Identify		
Implantation			Plants and Herbs		+5% to Medicinal
Piercing			Poisons		
Prosthesis			Tracks		
Tattooing			Juggling	DX Adj	
Bowyer/Fletcher	DX Adj		Klepto-Concealment	DX Adj	
Boxing	ST Adj		Locate Secret Doors		
Brewing/Distilling Beverages			Logistics		
Camouflage			Large Groups		
Objects	WI Adj		Small Groups		
Personal	DX Adj	+10% to Prowl	Map Reading		
Carpentry	DX Adj		Masonry	ST Adj	
Cartography	DX Adj		Mathematics		+10% to Gambling
Climbing	DX Adj		Medical	WI Adj	
Cooking			Medicinal	WI Adj	+10% to Identify Poisons
Cosmetology			Mesmerism	CO Adj	
Dancing	DX Adj		Mineralogy		+10% to Smelting

Quick Sheets: Skills & Adjustments

Skill	Other Adjust	Bonuses	Skill	Other Adjust	Bonuses
Navigation - Requires Map Reading			Elven		
Forest			Gnome		
Fresh Water			Kaynyn		
Open Land			Orc		
Open Ocean			Pheelyne		
Nonverbal			Saurian		
Communication	DX Adj		Shireling		
Open Locks			Religion		
Turnkey	DX Adj		Global	WI Adj	
Combination	DX Adj		Local	WI Adj	
Palmistry	WI Adj		Riding		
Persuasion	WI Adj	+10 to Deception +10% to Diplomacy +15% to Protocol	Air	DX Adj	
Pharmacology		+10% to Medicinal	Land	DX Adj	
Pick Pockets (Outside)	DX Adj		Sea	DX Adj	
Play Instrument			Sailing	DX Adj	
Keyed	DX Adj		Sculpting	DX Adj	
Percussion	DX Adj		Singing		
Stringed	DX Adj		Smelting	ST Adj	
Wind	DX Adj		Smithing	ST Adj	
Poetry			Storytelling	WI Adj	
Poisons			Swimming	ST Adj	
Contact	DX Adj		Tailoring	DX Adj	
Gel	DX Adj		Tanning		
Oral	DX Adj		Tracking		
Preserve Food			Traps		
Prestidigitation	DX Adj	+10% to Klepto- Concealment +5% to Pick Pockets	Find	DX Adj	
Protocol			Remove	DX Adj	
Prowl		DX Adj	Set	DX Adj	
Read / Write Language			Unarmed Martial Arts	DX Adj	
Native	Age/2		Ventriloquism	DX Adj	
Common			Weapon- single	ST Adj	
Darkling			Woodworking	DX Adj	
Dwarven			Wrestling	ST Adj	
High Elven					

Quick Sheets: Clerical Spells

	Resist	Duration	Area of Effect	Damage	Effects
Clericy					
1		1 min/SP	10 ft rad/SP		touched object as center for enchanting ritual only
					Enchant Item
		30 sec + 15 sec/PL	10 ft rad + 1 ft/PL		Detect Clerical Magic
		1 min + 1 min/PL	1 item or spell		Dispel Clerical Magic
					Spell of Charging
2			1 item		Identify Clerical Item
		5 sec + 5 sec/PL			Silent Casting
3		as long as caster speaks	15 ft rad + 1 ft/PL		Entrhall
5			touched object		5× or 1/5 normal size
7		30 sec + 15 sec/PL			Animate
		30 min + 5 min/PL			Time Delay
9	negates				Banish Creature
	negates				Summon Creature
10		1 day + 1 hour/5 PL			Divine Agent Aid
U		1 hr/SP	1 creature/SP		Animal Messenger
	negates	5 min/SP	touched creature or object		200 lbs + 10 lbs/PL
	negates	1 min + 30 sec/PL	1 creature/SP		10 ft, line of sight
		10 min/SP	1 mile rad/SP		Locate Object / Creature
		1 min/SP	1 ft rad/SP		Sphere of Darkness
		1 min/SP	1 ft rad/SP		Sphere of Light
			1 meal or 1 gallon/SP		Sustenance
		1 min/SP	touched creature		Undetectable Deception
		1 min/SP	touched creature		Walk on Air
		1 min/SP	touched creature		Walk on Water

Constitution-Based

1	negates	1 hr + 15 min/PL			Numb
3		24 hr + 1 hr/PL			Preserve the Dead
	negates	15 min + 5 min/PL	1 creature, 15 ft line of sight		Befriend
5					Neutralize Poison
7		5 min for total regen.	1 body part		Regeneration
8					Restore
U			touched creature	+1d10/SP	Heal
		30 min/SP	touched creature		Poison Immunity
	negates	1 min	1 creature/SP, line of sight		Slumber

Quick Sheets: Clerical Spells

	Resist	Duration	Area of Effect	Damage	Effects
Defensive					
2		1 hr + 5 min/PL	1 creature		
		5 min + 1 min/PL	1 creature + 1/SP		
3	negates	5 sec + 1 sec/PL	touched creature		
		30 min + 10 min/PL	1 creature + 1/3 PL		
8		1 min + 15 sec/PL	10 ft × 5 ft × 100 ft		
9		15 sec + 5 sec/PL	10 ft rad		
U		1 min/SP	touched creature		+10 DAP/SP
	negates		1 creature + 1/SP, line of sight		
		1 min/SP	touched creature		
		1 hr/SP	1 creature		
		1 hr/SP	1 creature		
		5 sec/SP	caster		
		5 sec/SP	5 ft rad/SP		
Divine Influence					
1		1 min + 1 min/PL			
4					
		30 sec + 5 sec/PL			+5% PCA and DAP
	negates	30 sec + 5 sec/PL			-5% PCA and DAP
		30 sec + 5 sec/PL			
			caster's party		
					1 question + 1/2 PL
5					
	negates	5 min + 1 min/PL	10 ft rad + 1 ft/PL		
		1 min/vial + 15 sec/PL			
6					1 question + 1/5 PL
			10 ft rad		Accuracy = 50% + 5%/PL
			caster only		
10					
U		1 min/SP			+1 / SP (DAP or Damage)
		1 min/SP	touched creature		
		concentration	1 mile rad/SP		

Quick Sheets: Clerical Spells

	Resist	Duration	Area of Effect	Damage	Effects
Naturalist					
1		Pet	6 months		
2		Entangle	$\frac{1}{2}$ speed	30 sec + 10 sec/PL	10 ft rad + 1 ft/PL
3		Speak with Animals		1 min + 15 sec/PL	1 animal
4		Bonfire	negates	5 min	3 ft rad + 1 ft/PL
		Cloudburst		1 min + 15 sec/PL	10 ft rad + 1 ft/PL
		Quench Fire		5 min	3 ft rad + 1 ft/PL
5		Camouflage		30 min + 5 min/PL	1 creature + $\frac{1}{5}$ PL
		Wall of Thorns		1 min + 1 min/PL	1d10/ft of height
6 Summon Weather					
U		Breathe		10 min/SP	touched creature
		Pass Without Trace		10 min/SP	touched creature
		Purify Food or Drink			1 meal or gallon/SP
		Putrefy Food or Drink			1 meal or gallon/SP 50% food poisoning
		Summon Animal			1 mile rad/SP 1 animal/SP
		Thermal Manipulation		10 sec/SP	1 cubic ft/SP +/-100° F

Offensive

U		Call Lightning	$\frac{1}{2}$		1d10/SP	1 bolt/SP (chains)
		Palm Fire		15 min + 2 min/PL	50 ft range	1d10/SP
		Power Blast	$\frac{1}{2}$		line of sight	1d10/SP
		Pulse Wave			1 creature	1d10 & 1 ft/SP 50 ft range
		Seeds of Fire		10 min	1d10/SP	1 seed/SP

Quick Sheets: Mage Spells

	Resist	Duration	Area of Effect	Damage	Effects
Defensive					
1		1 min/PL	1 ft rad/PL		secondary fire damage
2		1 hr + 5 min/PL	1 creature		
		15 sec + 1 sec/PL	10 ft rad + 1 ft/4 PL		
3		5 min + 30 sec/PL	touched creature		
5	negates	5 sec + 5 sec/PL	1 creature, line of sight		
	negates	1 hr + 15 min/2 PL	3 ft rad + 1 ft/PL		
		5 sec + 1 sec/PL			
7	negates	portal open 5 min			
U		1 hr/SP			15 sec of confusion
		1 hr/SP	touched creature		
	negates	5 sec + 1 sec/PL	1 touched creature/SP		
		1 min/SP	touched creature		
		10 sec/SP	5 ft rad/SP		secondary fire damage
		10 min/SP	touched creature		+10 DAP/SP

Elemental

3				1d10, 2d10	1 quart + 1/2 PL
4		2 min + 15 sec/PL	10 cubic ft/min		
		2 hr + 30 min/PL			100 sq ft, 7 ft ceiling
U			touched creature/object		10° F/SP
	¹ / ₂		50 ft range	1d10/SP	
		30 sec/SP	1 touched creature/SP		
		1 min/SP	touched creature		
			touched creature/object		10° F/SP

Quick Sheets: Mage Spells

	Resist	Duration	Area of Effect	Damage	Effects
Necromancy					
1		5 min + 1 min/PL			1 language
2		1 min + 30 sec/PL	touched creature		
		1 hr + 5 min/PL			
3		30 sec + 5 sec/PL	touched creature		
		30 sec + 5 sec/PL	touched creature		
4		5 sec + 1 sec/PL	creature known to caster		50% + 5%/PL
			5 ft rad + 1 ft/PL		Accuracy = 35% + 5%/PL
		1 min + 10 sec/PL			
5					
6					
		1 hr + 10 min/PL	touched creature		
		15 min + 1 min/PL			
8		5 min + 1 min/PL			
			5 ft rad + 1 ft/PL		Accuracy = 35% + 5%/PL
9			1 creature		
			1 creature		
		1 hr + 10 min/PL	touched creature		
10		1 min + 10 sec/PL			
U		1 min/SP	touched creature		
		1 min + 30 sec/PL	1 creature/SP, line of sight		
		1 sec/SP	10 ft rad		
		1 min/SP	50 ft rad		
		1 min/SP	1 creature/SP, line of sight		
		30 min/SP	1 rider		1 steed
		5 sec/SP	touched creature		
		1 min/SP	1 ft rad/SP		
		1 min/SP	1 ft rad/SP		
		10 DT / SP	touched creature		

Offensive

2			10 ft rad + 1 ft/PL	1/100 shards	10 lbs + 5/PL
U		1 sec/SP		10/sec	
			50 ft range	1d10/SP	forced back 1 ft/SP
			50 ft range, line of sight	1d10/SP	1 stinger/SP

Quick Sheets: Mage Spells

	Resist	Duration	Area of Effect	Damage	Effects
Psycho-Sensory					
1	Distract	negates			
	Masque	1 hr + 10 min/PL	touched creature		
	Shades of Wisp	negates	1 min + 15 sec/PL	20 ft rad + 5 ft/PL	
2	Whisper Wind	10 sec + 1 sec/PL	10 ft rad + 1 ft/PL		
3	Illusion- Single Sense	negates	5 min + 1 min/PL	20 cubic ft + 5 ft/PL	
4	Clairvoyance	30 sec + 1 sec/PL	50 ft rad		
	Detect Illusion	1 min + 5 sec/PL			
6	Phantasmal Double		5 min + 30 sec/PL		
7	Illusion- Three Sense	negates	15 min + 5 min/PL	100 cubic ft/PL	
10	Illusion- Interactive	negates	1 hr + 10 min/PL	100 cubic ft/PL	
U	Invisibility	1 min/SP	1 touched creature/SP		
	Multiple Imaging	negates	1 min/SP		1 image/SP

Sorcery

1	Color	negates	1 hour + 15 min/PL	5 sq ft/PL	
	Enchant Item				for enchanting ritual only
	Detect Magic		30 sec + 10 sec/PL		
	Dispel Mage Magic		1 min/PL for Unalterable Auras		
	Familiar				
	Spell of Charging				
2	Identify Magic Item			1 item	
3	Lock				50% + 1%/PL
	Unlock				50% + 1%/PL
4	Enhance Attribute		1 min + 15 sec/PL	touched creature	+10 to a single attribute
	Enlarge	negates	30 sec + 1 sec/PL	touched creature/object	5× normal size
	Shrink	negates	30 sec + 1 sec/PL	touched creature/object	1/5 normal size
6	Entrhall		as long as caster speaks	25 ft rad + 1 ft/PL	
	Time Delay		30 min + 1 min/PL		
7	Psychometry				inanimate objects only
9	Banish Object			1 item	touched object
	Summon Object			1 item	familiar object
10	Unalterable Aura			1 item	touched object
U	Enhance Item		1 min/SP		+1/SP (PCA or Damage)
	Mend			1 sq inch per sec/SP	1 item
	Silent Casting		10 sec/SP	1 creature	
	Telekinesis	negates	1 min/SP		(ST + IN)÷5 lbs
	Unravel			1 sq foot per sec/SP	1 item