

quick REFERENCE CHARTS
SORCERY

PHYLUM	LEVEL OF SPELL AND WHETHER PSYCHIC ("P") OR RITUAL ("R")					
	1-3	4-6	7-9	10-12	13-15	16-UP
	P/R	P/R	P/R	P/R	P/R	P/R
U1	30/25	20/15	10/5	5/3	3/2	2/1
U2	40/35	30/25	20/15	10/5	5/3	3/2
U3	50/45	40/35	30/25	20/15	10/5	5/3
U4	60/55	50/45	40/35	30/25	20/15	10/5
U5	70/65	60/55	50/45	40/35	30/25	20/15
U6	90/80	70/65	60/55	50/45	40/35	30/25
U7	110/100	90/80	70/65	60/55	50/45	40/35
U8	130/120	110/100	90/80	70/65	60/55	50/45
U9	150/140	130/120	110/100	90/80	70/65	60/55
U10	170/160	150/140	130/120	110/100	90/80	70/65
G1	40/35	30/25	20/15	10/5	5/3	3/2
G2	50/45	40/35	30/25	20/15	10/5	5/3
G3	60/55	50/45	40/35	30/25	20/15	10/5
G4	70/65	60/55	50/45	40/35	30/25	20/15
G5	80/75	70/65	60/55	50/45	40/35	30/25
G6	100/90	80/75	70/65	60/55	50/45	40/35
G7	120/110	100/90	80/75	70/65	60/55	50/45
G8	140/130	120/115	100/90	80/75	70/65	60/55
G9	160/150	140/135	120/115	100/90	80/75	70/65
G10	180/170	160/155	140/135	120/115	100/90	80/75
T1	Non-applicable: mages of Levels 1 through 9 cannot have or cast Temple spells. A referee may grant a low-level sorcerer a Temple spell as a "game special" as part of the story line. In such a case, the Spell Casting Costs listed in the G10 row above are employed but a D100 is rolled to determine the number of extra points added to the spell-casting cost. This addition is permanent for that character until he attains Level 10 or higher.			30/25	20/15	10/5
T2				40/35	30/25	20/15
T3				50/45	40/35	30/25
T4				60/55	50/45	40/35
T5				70/65	60/55	50/45
T6				80/75	70/65	60/55
T7				90/85	80/75	70/65
T8				100/95	90/85	80/75
T9				120/110	100/95	90/85
T10				140/130	120/110	100/95

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	CASTER'S LEVEL AND MAXIMUM D100 SCORE TO CAST A SUCCESSFUL SPELL										
	1-3	4-6	7-9	10-12	13-15	16-18	19-21	22-24	25-27	28-35	36-UP
UNOPPOSED SPELL	50	60	70	75	80	83	85	88	90	93	95
COMBAT SPELL	35	40	45	60	65	70	75	80	85	90	95

TARGET'S MRF	TARGET'S SAVING THROW TO RESIST ("30" = 1 TO 30)										
0. VERY SMALL ANIMAL, CHILD				30	28	25	23	20	18	15	13
1. ANIMAL, HUMAN.				35	33	30	28	25	23	20	18
2. LARGE AND STRONG ANIMAL, MAGE LEVEL 1-3				45	38	35	33	30	28	25	23
3. VERY LARGE ANIMAL, MAGE LEVEL 4-6				55	45	40	38	35	33	30	28
4. GIGANTIC ANIMAL, MONSTER, MAGE LEVEL 7-9				60	55	50	43	40	38	35	33
5. LARGE MONSTER, MAGE LEVEL 10-12				65	63	60	50	45	43	40	38
6. VERY LARGE MONSTER, MAGE LEVEL 13-15				70	68	65	60	55	48	45	43
7. GIGANTIC MONSTER, MAGE LEVEL 16-18				75	73	70	68	65	55	50	48
8. UNDEAD AND OTHER MAGICAL BEINGS, MAGE LEVEL 19-21				80	78	75	73	70	65	60	53
9. RU'UN (ROBOT), MAGE LEVEL 22-24				85	83	80	78	75	73	70	60
10. MAGE LEVEL 25-27				90	88	85	83	80	78	75	70
11. MAGE LEVEL 28-35				95	93	90	88	85	83	80	78
12. MAGE LEVEL 36 AND UP				99	98	95	93	90	88	85	83

TARGET'S SPEED: VERY QUICK -10 QUICK -5
MAGE'S WOUNDS: SERIOUS -10 MINOR -5
Note: A critically wounded mage cannot cast any spell.

MAGE'S ACTIONS					
IN MELEE: PSYCHIC SPELLS ONLY; RITUAL SPELLS CANNOT BE CAST IN MELEE					-5
PREPARES SPELL FOR 1 EXTRA COMBAT ROUND					+5*
MAGE ENCUMBERED					-5*
TOTAL DARKNESS OR BLIND					-25**
CASTING FROM THE SECOND RANK/OR PAST EACH INTERVENING TARGET					-5**
CASTING AT TARGET(S) IN MELEE AND TRYING TO AVOID A FRIENDLY TARGET					-10**
* PER ROUND (MAXIMUM OF +10)					
** IF OUTSIDE OF TOUCH RANGE					
SPELL TYPE:	UNIVERSAL SPELL	0	GENERIC SPELL	-5	AREA (DIAMETRE)
	TEMPLE SPELL	-10			INDIVIDUALS TARGETED
				1 FT	1
				5 FT	1-2
TARGET CARRIES AN ENCHANTED SHIELD			+5	10 FT	1-6
TARGET WEARS ENCHANTED ARMOUR. THIS IS A SEPARATE MODIFIER FROM THE ABOVE; TOGETHER THE TARGET CAN HAVE A MAXIMUM OF +10.			+5	20 FT	2-12
FOR EVERY 40 SUBSKILL LEVELS THE TARGET HAS IN THE SKILL OF PRIEST (MAXIMUM +10)			+5	30 FT	4-24

REGENERATION OF PSYCHIC POWER POINTS					
ORIGINAL PSYCHIC POWER POINTS	D100 SCORE RANGES				
	01-10	11-20	21-50	51-80	81-100
175-200	150	100	80	50	30
201-250	200	150	100	60	40
251-275	250	200	150	70	50
276-UP	ALL	250	200	80	60