Secondary Attributes

LIFE POINTS (LP)

Life Points indicate how much damage a creature can withstand. A creature's starting life point total is equal to its END multiplied by 2, and creatures gain additional life points for each level (including level zero) that they attain in character professions. If a creature is damaged, it can remain conscious until it reaches 1.5 \* (10 - WIL) LP. This value does not change with experience. Thus, for example, if Wally the Wizard had a 4 END and a 26 WIL, he would start have a starting total of 8 LP and would be able to fight until he is down to -24 LP.

A creature below -10 LP is technically dead, but some creatures (i.e., those with a high WIL attribute) may be able to circumvent this undesirable situation. If a creature is able to remain conscious below -10 LP, it can continue fighting for a while, and can conceivably cure itself before it actually dies. Essentially, such creatures are surviving by force of will alone. After each second that a creature is conscious below -10 LP, it adds a number of "death points" equal to half the number of points below -10 LP its LP total is (round up). When the death point count exceeds the creature's WIL, the creature dies immediately. A creature's death count is reset to zero whenever its LP are above zero at the end of a second.

Let's bring back our Wally the Wizard example. As you recall, he can remain conscious until he reaches -24 LP. Let's say that he is brutally struck by an ogre and is unfortunate enough to reach -14 LP. One second after the time that he became "dead," Wally would move his death count from zero to two (half the difference between -10 LP for and Wally’s current -14 LP), and he would add two more to his death count every second thereafter until his LP rise above -10. Assuming nothing happens to change Wally’s situation, twelve seconds after the ogre's attack, Wally's death count would be at 12, which equals (but does not exceed) his WIL, so he would still be conscious. At this point, there are several possible outcomes for Wally: (1) if he is healed above 0 LP during the next second, his death count resets entirely; (2) if he is healed to a value from 0 to -10 LP during the next second, his death count stops advancing but doesn’t reset (and further damage could kill him relatively quickly); or (3) if he is not healed to -10 LP or better during the next second, Wally’s death count will exceed his WIL and he will die.

ALERTNESS (AL)

Alertness indicates a creature's ability to notice things, such as invisible creatures and ambushes. Alertness has a starting value equal to the average of the creature's WIL and INT attributes (round up). Some form of alertness check should be made any time a creature has an opportunity to notice something. Some examples are provided below:

**Event** **Type of AL check**

Pickpocket attempt against target Percentile roll vs. 2\*AL

Pickpocket attempt against other creature nearby Percentile roll vs. AL

Invisible creature in normal sight range Percentile roll vs. (AL + 2\*level)

Note that in each of these examples, a successful AL check indicates that the event would be detected by the creature. In the case of the invisible creature, however, the invisible being would be detected but not actually seen, so any attacks against the invisible creature would still be at -25 to hit.

STEALTH (ST)

Stealth indicates how well one creature can sneak up on another one. It is equal to the sum of INT, AGI and DEX. One important application of ST is in possible surprise situations. In these cases, one creature's base chance to surprise another is (the surpriser's ST - the surprisee's AL), as a percentage. Note that the GM may impose situational modifiers on the base surprise chance (see Surprise).

MOVEMENT VALUE (MV)

A creature's MV is the number of meters it can move at normal walking pace in 10 seconds (1 turn) on land. MV is the average of (WIL, AGI, and END), multiplied by the creature's movement factor. Movement factors are provided in the descriptions of each creature type (see Character Races and Monsters).

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Character Races

NOTE: For primary attributes, the range of values indicates the range available for selection when starting a PC of that race. The single value in parentheses indicates the attribute value for an average NPC of that race.

DWARVES

Dwarves are short but highly muscular humanoids who usually live in mountainous regions. They are usually gruff and cautious individuals, but their love of gold, gems, and strong drink sometimes causes them to get out of hand. However, their mining and metalworking skills combined with their toughness and quiet stoicism make a dwarf a useful addition to any party.

Dwarves have great respect, though they frequently do not show it, for strong warrior types, but most of them dislike and distrust wizards. Dwarves greatly admire a beautifully cut jewel or a finely wrought suit of armor, but strong magic generally makes them nervous, excepting the few who are intrigued by it. This apprehension has caused dwarves to become somewhat magic resistant over the centuries.

Dwarves begin the game with the following abilities:

(1) They start out with 10,000 DP as a Warrior, in addition to the 10,000 DP normally allocated to starting characters.

(2) They can perform the following functions at the listed percentages in underground settings:

Determine bearings 60%

Recognize slanting passage 85%

Recognize recent architecture 80%

Recognize moving corridors/chambers 70%

Estimate depth below surface level 60%

Determine stability 70%

This allows the dwarf to identify how much weight can be supported within 10%

(3) Dark Vision, 30 meter range

(4) Magic Resistance: 15% + 1% per Character Level (CL).

(5) 10% bonus DP as a Warrior. Example: If a Dwarf gains a level in a class that is 60% Warrior/40% Wizard, he will gain 6600 DP per level as a Warrior (6000 + 10%) and 4000 DP per level as a Wizard.

(6) -5 ST, +5 LP

(7) MV factor: 0.9

Dwarves start the game with attributes within the following ranges:

STR: 6-22 (11) INT: 3-18 (9) WIL: 5-21 (10) END: 8-25 (13)

DEX: 3-20 (9) AGI: 3-18 (8) APP: 3-18 (9)

Dwarves average about 1.2 meters in height, and weigh an average of approximately 65 kg. They generally have dark, ruddy complexions and brown eyes. They are also quite hairy, with long, full, wiry beards. The fact that even dwarven females often grow thick beards might explain, in part, why many male dwarves choose to remain bachelors.

METAMORPHIC DWARVES

Forced deep into the earth by the dwarves many years ago, this renegade group of dwarves was lured to the stronghold of the Earth King, rumored to be at the center of the earth. There they were taught the ways of magic and then sent back to the surface to increase the power and influence of the Earth King. The metamorphic dwarves' prolonged exposure to powerful magic changed them in mind as well as in appearance, and now the metamorphic dwarves wield their strange new powers with glee and pernicious delight as they spread the EarthKing's influence throughout the world.

Metamorphic dwarves begin the game with the following abilities:

(1) They are able to cause their skin to appear to move and change hue. This strange ability has a hypnotic effect, and all enemies engaged in melee with the metamorphic dwarf (particularly those who are attacking her) must make a saving roll vs. WIL or stand transfixed (Stunned). This effect lasts for 10 seconds, and Recurs every 10 seconds until the creature succeeds on the WIL save, the metamorphic dwarf chooses to terminate the effect, or the metamorphic dwarf is forced to terminate the effect (e.g., by being somehow incapacitated). To produce this effect, the metamorphic dwarf must Concentrate for (8 \* ,93^CL) seconds, with a minimum time of one second. This ability does not count as a spell in terms of requiring a recovery period, but Magic Resistance does apply against the effect.

(2) They can perform the following functions at the listed percentages in underground settings:

Determine bearings 60%

Recognize slanting passage 85%

Recognize recent architecture 80%

Recognize moving corridors/chambers 70%

Estimate depth below surface level 60%

Determine stability 70%

This allows the metamorphic dwarf to identify how much weight can be supported within

10%

(3) Dark Vision, 30 meter range

(4) Magic Resistance: 20% + 1% per level.

(5) MV factor: 1.0

Metamorphic dwarves start the game with attributes within the following ranges:

STR: 6-22 (11) INT: 5-20 (10) WIL: 5-21 (10) END: 7-23 (12)

DEX: 4-20 (9) AGI: 4-19 (9) APP: 4-19 (9)

MV factor: 1.0

Metamorphic dwarves are taller and slimmer than regular dwarves, averaging about 1.5 meters in height and approximately 75 kg in weight. They invariably have golden skin, with sparkling flecks in their eyes and hair.

Elves

Elves are human-like creatures who inhabit nearly every type of terrain. Their tremendously long lifespans have given them a much different outlook on life than that of humans, however. Elves tend to be looked on as flighty and frivolous by some other races, because elves are frequently seen running and singing merrily in meadows and dells. In fact, this behavior makes life more enjoyable for them. Merriment and seemingly carefree abandon are merely a few of the ways that elves occupy their fifteen hundred year lifespans.

Elves are very self-willed, and they value their privacy highly. This individualistic attitude, however, becomes tempered with wisdom as the centuries pass. Their longevity allows for much study and experience; thus, elves can become highly proficient in several professions. Their great skill with the bow is well known, and this, when combined with their phenomenal coordination and fascination with magic, makes elves renowned warriors, wizards, and thieves.

Elves begin the game with the following abilities:

(1) They start out with 10,000 DP. These DP can be divided among (1) any spellcasting profession; and/or (2) missile weapon skill within the Warrior profession (thrown or fired). Thus, for example, an elf might start out with 6000 Wizard DP and 4000 Warrior DP with the Warrior DP pent on heavy crossbow. These points are in addition to the 10000 DP that starting adventurers normally get.

(2) They gain 10% bonus experience, divided between any type of spellcasting experience and missile weapons. Thus, for example, an elf might choose to gain 2% additional Wizard experience and 8% additional missile weapon experience. These numbers can never be changed once they are set for a given character.

(3) +10 ST, +10 AL

(4) Dark Vision, 15 meter range

(5) Magic Resistance: 10% + 1% per level.

(6) MV factor: 1.1

Elves start the game with attributes within the following ranges:

STR: 3-18 (9) INT: 5-21 (11) WIL: 5-21 (10) END: 3-16 (8)

DEX: 6-22 (12) AGI: 5-21 (11) APP: 5-21 (10)

Elves average approximately 1.9 meters height, and they are usually very slight of build. Most elves have blond hair and blue eyes, and a pale complexion; however, many elves have brown hair and a medium complexion.

Dark Elves

Dark elves are distant cousins of the elves who were driven down into the earth centuries ago by the elves. There is some hostility between the Dark Elf and Elf races which might cause friction in groups of PCs where the two races are mixed.

Deep in the subterranean passages, the dark elves studied arcane arts as they awaited the time when they could exact their revenge upon the bright elvenfolk in the forests above. As the fateful time approached, the dark elves realized that they no longer wished to live in the green land under the sun and stars. But they have not forgotten, and woe be to any elf foolish enough to descend into the dark caverns alone.

Dark elves begin the game with the following abilities:

(1) They start out with 10,000 DP in any spellcasting profession. These DP are in addition to the 10000 DP that starting adventurers normally get.

(2) 10% bonus to any experience points applied to spellcasting.

(3) +10 AL, +5 ST

(4) Dark Vision, 25 meter range

(5) Magic Resistance: 25% + 1% per level.

(6) MV factor: 1.1

Dark elves start the game with attributes within the following ranges:

STR: 3-18 (9) INT: 7-23 (12) WIL: 6-22 (11) END: 3-16 (8)

DEX: 5-20 (10) AGI: 5-20 (10) APP: 5-20 (10)

MV factor: 1.1

Gnomes

Gnomes are small but rugged individuals who inhabit rocky hills and dense forests. They are generally good-natured creatures who enjoy good food, strong drink, and, most of all, practical jokes. Although gnomes are usually quiet, when aroused, the gnomish sense of humor has been known to run roughshod over meek, and sometimes not so meek, beings of all types. Gnomes are also skillful miners and their abilities and remarkable cunning make them a valuable addition to wilderness and underground companies alike.

Gnomes begin the game with the following abilities:

(1) They can perform the following functions at the listed percentages in underground settings:

Determine bearings 60%

Recognize slanting passage 85%

Recognize recent architecture 80%

Recognize moving corridors/chambers 70%

Estimate depth below surface level 60%

Determine stability 70%

This allows the gnome to identify how much weight canbe supported within 10%

(2) They start out with 10000 DP applied to general skills (i.e., as a Thief). These DP are in addition to the 10000 DP starting adventurers normally get.

(3) 10% bonus to experience points applied to acquisition of general skills.

(4) +10 ST

(5) Dark Vision, 25 meter range

(6) Magic Resistance: 10% + 1% per level

(7) MV factor: 0.9

Gnomes start the game with attributes within the following ranges:

STR: 3-19 (9) INT: 5-20 (10) WIL: 5-20 (10) END: 5-21 (10)

DEX: 5-21 (11) AGI: 5-21 (11) APP: 3-19 (9)

Gnomes are normally about 1.1 meters tall, and approximately 35 kg in weight. They look much like slender dwarves with slightly wrinkled faces. Gnomes have light brown or grey hair, and light brown, hazel, or, rarely, blue eyes.

Halflings

Halflings are the smallest of all the character races, seldom being over 1.1 meters in height. They tend to be somewhat shy and apprehensive when around the larger, clumsier races, such as half-elves and humans, who they refer to as "big people."

The majority of halfling characters are thieves, due to their size and dexterity, but most halflings would rather sit home near a nice, warm fire than go out adventuring all over the countryside. Halflings are particularly fond of creature comforts, and some are curious about magic, though it frightens many of them. Though they are considered slightly boring by some, halflings have been known to shine when placed in pressure situations.

Halflings begin the game with the following abilities:

(1) They start out with 10000 DP as a Thief. These points are in addition to the 10000 DP that starting adventurers normally get.

(2) +20 ST

(3) 10% bonus to experience points applied to acquisition of general skills.

(4) Dark Vision, 10 meter range

(5) Magic Resistance: 5% + 1/2% per level.

(6) MV factor: 0.8

Halflings start the game with attributes within the following ranges:

STR: 3-17 (8) INT: 5-20 (10) WIL: 5-20 (10) END: 5-20 (10)

DEX: 6-22 (12) AGI: 5-21 (10) APP: 4-20 (10)

Halflings average about 0.9 meters in height, and weigh approximately 25 kg. They usually have light brown hair and brown or hazel eyes.

Demon Halflings

Demon halflings were once ordinary halflings, but all they ever talked about was treasure, magic, and adventuring. This went on for quite some time, until the righteous, upstanding halfling community could stand it no longer. Finally, the normal halflings kicked these troublemakers out of their community, muttering something about "a bad influence."

The outcasts wandered (as halflings are prone to do) for many weeks. At long last, they stumbled into hell. There they met Lucifer and Mephistopheles, two demons of tremendous power. After many generations of servitude, some of the halflings, now called demon halflings, were given their freedom. At once, they journeyed back to their home plane to flaunt their new powers, and to take their revenge.

Demon halflings begin the game with the following abilities:

(1) They are able to transform into any humanoid form (0.6 to 2.3 meters tall, and of approximately human build) at will. This ability does not count as a spell for determining when they can cast another spell, and it does not use spell points.

(2) Dark Vision, 20 meter range

(3) Magic Resistance: 15% + 1% per level.

(4) Immune to normal fires, and take half damage from magical fire spells

(5) +10 ST

(6) MV factor: 0.9 (in natural form); variable when transformed (based on size)

Demon halflings start the game with attributes within the following ranges:

STR: 3-18 (8) INT: 5-21 (10) WIL: 5-21 (10) END: 4-19 (10)

DEX: 5-21 (11) AGI: 5-21 (11) APP: 4-20 (10)

Demon halflings (in natural form) are taller and slimmer than halflings. They average about 1.2 meters in height and 30 kg in weight. They usually have dark brown or black hair and fiery eyes. Because demon halflings are very proud of their straight, ebony whiskers, few are clean shaven.

Humans

Humans are by far the most common race. In fact, some members of the longer-lived races have been known to mutter things about "breeding like rabbits." Humans are also the most warlike race, and many other races regard them as inferior and barbaric. But then again, humans view many of the other races as inferior and barbaric.

Humans begin the game with the following abilities:

(1) +10% to all earned experience;

(2) 5000 DP with the focus (general skills, spellcasting, weapon skills) of the player’s choice.

(3) Magic Resistance: 1/2% per level

(4) MV factor: 1.0

Humans start the game with attributes within the following ranges:

STR: 5-20 (10) INT: 5-20 (10) WIL: 5-20 (10) END: 5-20 (10)

DEX: 5-20 (10) AGI: 5-20 (10) APP: 5-20 (10)

Humans average about 1.7 meters in height, and about 70 kg in weight. Their appearance is the most variable of all the races.

Some variants of humans have slightly different starting attribute ranges. These variants might be available depending on whether the GM determines they fit the campaign. These are listed below:

**Horse Lords**

STR: 4-19 INT: 5-20 WIL: 4-19 END: 5-20

DEX: 5-21 AGI: 5-21 APP: 5-20

**Vikings**

STR: 5-21 INT: 4-19 WIL: 5-20 END: 5-21

DEX: 5-20 AGI: 4-19 APP: 5-20

**Romans**

STR: 5-20 INT: 5-21 WIL: 5-20 END: 4-19

DEX: 5-20 AGI: 5-20 APP: 5-20

Mixed Races

Some characters might choose to be of mixed origin (i.e. half-elvish). When generating characters whose racial background is mixed, the character's primary attributes and magic resistance should be based on an appropriately weighted average of the starting attributes of his ancestors' races. Background abilities can be generated in the same way, or if the player thinks that her character was raised like one of her parents, her background abilities might be based solely (or at least mostly) on those normally received by the race of that parent. If rounding is necessary, it should be done for the character's benefit about the same number of times that it is done to her detriment.