

**DR. SKULL'S  
RAMPAGE AMID THE RUINS  
2<sup>nd</sup> Edition**

**BOOK 2: CATALOGUE OF SPELLS, SKILLS  
AND FIGHTER TRAININGS**

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# INTRODUCTION: SPELLS, TRAINING AND SKILLS

## 0.1 Interpreting Spell Descriptions:

### Stun Blasphemer (CL-1)

Casting Time : 1 action

Type: Curse

Save: Yes

Range: 50

Target/AOE: 1 Target

Duration: 1d4 rounds

One target of a different alignment than the cleric must save or be stunned for 1d4 rounds. While stunned, the victim may only make move actions, and even then only move ½ its normal allowance.

Each spell is described in the format shown on the example above.

Name Line: contains name of the spell with whether it is a Cleric (CL) or Magic-User (MU) spell and the spell level. Stun Blasphemer is a 1<sup>st</sup> level Cleric spell.

Power Drain: If the code PD appears on the overview list and the words Power Drain appears after the description title,, that means that the spell creates a Power Drain, preventing the caster from casting other spells for 3d6 days.

Casting Time: most spells are 1 action in casting time, meaning that the caster uses his attack for the round to cast the spell, some, however, are longer rituals or incantations.

Realm or Type: each magic-user spell has a Realm, which governs what specialist can cast what spell and also can involve immunity and vulnerability (e.g. Fire realm spells might not affect a Fire Elemental). Cleric Spells have a Type, but all clerics have access to all types, except Law Type is restricted to Lawful Clerics, Neutral type to Neutral Clerics and Chaos types to Chaotic clerics. If the letter P is added after the Realm/Type, then the spell can be made into a Potion by the appropriate potion-making spell.

Save: does the target get a saving throw to avoid the effects of the spell. "Yes" means if he rolls a save he avoids the negative effects of the spell. "No" or "None" means he cannot even roll a save. "Yes, half" means if he succeeds a saving throw he takes half the indicated damage, but never falls to less than 1 hit point as a result.

Range: the distance from the caster at which the spell can still reach, it is measured in feet. Touch means the caster must touch the object. 0 means it affects the caster or an area centered on the caster.

Target/AoE: the targets the spell can affect or the area in which the spell affects everyone or everything or designated types.

Duration: the length of time that the spell lasts. If it says Rounds or Combat Rounds that means the 6-second period in a standard combat. If it says Turns, it means 10-minutes exploration turns. If it says Immediate, it means that the event is accomplished the moment the spell is cast and cannot be dispelled (e.g. inflicting damage is immediate, a dispel magic won't remove the damage). Permanent means the spell lasts forever unless it is dispelled somehow (by a dispel magic usually, but perhaps also by a remove curse or special condition described by the spell).

## 0.2 CLERICAL SPELL CASTING

The cleric prepares his spells ahead of time, praying to his god for the spells he thinks he will need for the coming day. He can have as many prepared as the cleric spell chart (militant or spiritual as appropriate) allows, plus 1 additional spell (Not per spell level, just 1) each day from the spell type of his god and 1 additional spell per day (not per spell level) from his alignment spell type. As each spell is cast it is removed from his prepared number of spells until he prays the next morning. When the sun rises, all his unused spells are lost. To prepare his spells, he must spend one hour in the morning in prayer and ritual, unlike magic-users, he does not particularly need a good night's rest first.

Notice that Clerics-Militant do not begin casting spells until they reach 2<sup>nd</sup> level, even if they get a bonus spell from WIS, they can't cast it until 2<sup>nd</sup> level.

Some spells are marked "PD" on the list, and Power Drain on their book 2 descriptions.. When a cleric casts one of these spells, he can cast no more spells for 3d6 days. Spells marked with just a "P" are able to be made into potions

### **0.3 MAGIC-USER SPELL CASTING**

The magic-users spells have been organized into a recognized canon of spells. These spells are not all the ones that exist or can exist; yet are the ones that are taught by guilds and most mentors. They are also the ones most likely to be found on scrolls and in spell books discovered on adventures.

#### **Spell Books and Acquiring Spells:**

Each magic-user (including specialist mages, but not Natural Talents, Witches or Bards) has in his possession a Spell Book in which he writes all the formulae necessary to prepare spells to be cast. Such a book is a magical device, prepared by his mentor, that will always have enough pages in it for the magician to use for however many spells he needs. The maximum number of spells he can have in his book per spell level is equal to the magic-user's INT ability score.

Each magic-user begins with the Magic Art Spells *Read Magic* and *Circle of Protection* in his book. The *Read Magic* spell is crucial to the magician's art and he cannot make or read scrolls or read or write spells in spell books without it. *Circle of Protection* is the second spell taught to apprentices, being highly useful in defending against evil spirits and the like. The player then chooses 4 other first level spells that he desires and adds them to his book (he doesn't need to make any rolls at this point, he gets these automatically).

When a magic-user gains an experience level, he gets 1 spell of his choice from any spell level he can cast added to his book. He is assumed to have worked this out on his own during his magical preparations and down time. If he is a specialist mage, he must choose a spell of his specialty realm if any are available. Also, when he gains a new spell level (e.g. when he reaches level 5 and can cast 3<sup>rd</sup> level spells for the first time) he automatically gains any Magic Art spells of that level.

Any additional spells he must find either in the captured spell books of enemy magic-users or from scroll spells. If a magic-user wants to add a spell to his book from these sources, he must cast a *Read Magic* spell, then physically copy the spell into his book with ink. By doing so, he destroys the scroll or the spell-page from the spell book he copies from. He must also roll 1d20 and get a result equal to or lesser than his INT ability score, or he fails to understand the spell and cannot try to add it to his book again until he gains an experience level. In order for a magic-user to share a spell with another, he must make a copy onto a scroll (100gp and 1 week per spell level) and hand over the scroll, or teach the spell orally (1 month per spell level).

If his spell book is lost or destroyed, he can purchase another for 2000gp. This book will have the *Read Magic* and *Circle of Protection* spells already within it, but any other spells must be copied into it by the magic-user from scrolls or a captured book. The magic-user user can roll 1d100 for each of his lost spells and for each one that he rolls his INT score or less, he remembers the formula precisely enough to add it to his new spell book.

Natural talents, bards and witches do not use spell books, and do not automatically gain Read Magic or the other Magical Arts spells, but may choose them.

#### **Magical Research:**

Magic-users and Specialist Mages can do research to create new spells, discover how to cast canon spells they haven't come across and to find formulae to special potions. The rules are in Book 3. They will require either access to a magic guild library through monthly dues, or to have collected such a library themselves (Book 4 has the prices for these).

### **The Spell Realms:**

Each spell belongs to one of the Spell Realms, each of which also has an opposite. Outside of the 12 realms are the Grip Spells and the Magical Art spells which are not opposite to anything. There is 1 spell per spell level from each realm in the Wizard's Canon, although more from each realm exist outside the canon. A specialist mage picks 1 realm to specialize in, and must choose a spell from that realm whenever possible when he advances. The advantage of being a specialist mage is that one gets to prepare 1 additional spell per day per spell level, but that extra spell must be from his specialization. A specialist mage cannot put a spell from the Opposite Realm, or the Second Realm from which he is forbidden (see Magic-Users in part 1) to his specialty into his spell book or cast it from a scroll at all, ever.

### **THE REALMS**

**Structure** (opposite Knowledge): The Structure Realm deals with the physical arrangement of matter, dimensions and ultimately, soul. Structure spells are often useful, practical spells in dungeon exploration.

**Protection** (opposite Summoning): The Protection Realm deals with magic that helps keep the caster safe from harm.

**Perception** (opposite Illusion): The Perception Realm deals with allowing the caster to sense things beyond normal sight or hearing.

**Knowledge** (opposite Structure): The Knowledge Realm deals with the caster learning information beyond the normal means.

**Earth** (opposite Air): the Earth Realm deals with manipulating the basic element Earth.

**Air** (opposite Earth): the Air Realm deals with manipulating the basic element Air.

**Fire** (opposite Water): the Fire Realm deals with manipulating the basic element Fire.

**Water** (opposite Fire): the Water Realm deals with manipulating the basic element Water.

**Enchantment** (opposite Necromancy): Enchantment Realm deals with the interference with the spirit and mind of the target.

**Summoning** (opposite Protection) The Summoning Realm deals with the bringing of creatures or objects to the presence of the caster and the control of them.

**Illusion** (opposite Perception): The Illusion Realm deals with the deception of the senses of the targets.

**Necromancy** (opposite Enchantment): the Necromancy Realm deals with Death, manipulation of flesh and the interaction of soul and body.

**Magical Art:** these spells lie outside of the Spell Realms and are automatically learned by all magic-users and specialist mages of sufficient level. They are the cornerstones of magic and keys to its understanding and practice. Natural talents, bards and witches do not automatically gain these spells, but may select them.

**Grip Spells:** while all other spells operate at a distance and cannot be cast by a magic-user who has been engaged in combat, the grip spells require that the caster touch his target and so can be cast during melee combat. As one cannot use a scroll when engaged in melee, Grip spells are infrequently found on scrolls.

## 0.4 INTREPRETING FIGHTER COMBAT TRAINING

While Clerics and Magic-Users depend on spells, and Jacks rely on a series of skills, Fighters rely on their weaponry and Combat Trainings that they choose as they advance in level. All Fighters begin with 3 Trainings of their choice at level 1 and then add one more per level up to level 10. Past 10<sup>th</sup> level they gain a skill only every second level. Fighters with a STR of 15+ gain a bonus training at first level. At first level human Fighters gain one bonus training or 1 Jack skill. Many trainings do not require a specific roll to take effect, however, some may require ability checks or saving throws in some situations. In the descriptions of Combat Trainings, the term Trained Fighter means a fighter-class character who has chosen this training and has the correct equipment. Items in boldface on the summary list later in the book have a prerequisite.

### FORMAT:

**STUNNING BLOW** (Prerequisite: Brawler)

Use Time: None

Equipment: Fist, Lt. Hammer, Baton, Club, Mace, Staff

Roll: STR d20

Save: Yes

A trained fighter who makes a STR check, while using one of the lighter blunt weapons, in addition to normal damage can Stun a mortal or animal victim, who fails his save, for 1d3 rounds.

**Title Line:** The Training is called “Stunning Blow”, since it has a prerequisite, this is listed in parantheses

**Use: time:** how long does it take to use this effect. “None” means it is part of an attack or move, or is a static bonus and spends no additional time. When it costs an attack or move action, it will be indicated so, if it takes BOTH it will say “1 Round”. If it says “Extra Attack” it means the training grants an additional attack attempt to the fighter. Longer times like 1 turn or 1 week etc., indicates it must be done outside of combat for that long.

**Equipment:** what specific gear must be used with this effect. Stunning Blow can only be done with the listed weapons. If it says “Melee Weaponry” it means any weapon (including fists and kicks) that might inflict damage in hand-to-hand combat. “Missile Weaponry” means any weapon that might inflict damage at a distance (bows, slings, crossbows, rocks, hurled weapons, flasks) but NOT siege engines. “Any weapon” includes missile and melee weapons, but not siege engines. “No heavy armor” means that the character cannot be wearing chain, scale, brigandine or plate when attempting this.

**Roll:** if the training requires a roll to achieve it will be listed here. “No” means it just happens or is a static bonus; “STR d20” or any other ability score means that the fighter must roll an ability check to have it happen. Regular “To Hit” means that the training works when the fighter hits his enemy’s normal AC and “To Hit AC 15” means that the fighter must hit AC 15, regardless of the target’s actual AC. NPC fighters who don’t have Ability Scores assigned are assumed to have an 11 in DEX, CHA, INT, and WIS, and a STR and CON based on Size: T=8, S=10, M=13, L=16, G=19 for purposes of stat checks for Fighter Trainings.

**Save:** “Yes” means that the target may roll a Saving Throw to avoid the effect. “No” means that the target may not roll a saving throw. “Yes, fighter himself” means that there is a chance that the fighter will suffer some consequence from failing the attempt but may roll a Save to avoid it.

## 0.5 INTERPRETING JACK SKILLS

While Clerics and Magic-Users depend on spells, and Fighters rely on their weaponry and Combat Training, Jacks rely on a series of Skills that they choose as they advance in level. All Jacks begin with 5 skills of their choice at level 1 and then add one more per level up to level 10. Past 10<sup>th</sup> level they gain a skill only every second level. At first level human Jacks gain one bonus skill or a Fighter Combat Training. Jacks with a DEX 15+ gain 1 bonus skill. To use a skill, the Jack rolls the Die Number indicated on the Skill Check column of the Progression Table in the Jack Class description in Part One of this book. If he rolls a 3+, he is successful, if he rolls a 1-2, he fails. N.B. The term “Skilled Jack” in the descriptions below means “A Jack who has possess this skill and has made a skill check.” If a character gets a Jack Skill from their species description (like Halflings get Hide in Forest) their Skill attempt die will always be a 1d6 (unless they are members of the Jack class, in which case they use their Jack level die). All boldface skills on the list later in the book have prerequisites.

## FORMAT

### Buckler Master

Use Time: None

Prerequisites: Buckler Expert

Equipment: Buckler

Skill Check: Yes

When using a buckler, the skilled Jack gains an additional +1 to AC. Also, if he makes a skill check (and is not using his shield hand for anything else) he can make an extra melee attack with his buckler for 1d4 damage.

**Title Line:** the name of the skill

**Use: time:** how long does it take to use this effect. "None" means it is part of an attack or move, or is a static bonus and spends no additional time. When it costs an attack or move action, it will be indicated so, if it takes BOTH it will say "1 Round". If it says "Extra Attack" it means the training grants an additional attack attempt to the Jack. Longer times like 1 turn or 1 week etc., indicates it must be done outside of combat for that long.

**Equipment:** what specific gear must be used with this effect. For example, Buckler Master requires the Jack to be wielding a buckler to gain any advantage.

**Prerequisites:** What other Skills must be taken before this one can be.

**Skill Check:** "Yes" means that the Jack must make his level-based skill roll in order for the skill to work. "No" indicates that the Jack need not make a roll.

**Save:** "Yes" means that the target may roll a Saving Throw to avoid the effect. "No" means that the target may not roll a saving throw. "Yes, Jack himself" means that there is a chance that the Jack will suffer some consequence from failing the attempt but may roll a Save to avoid it.

# CHAPTER ONE: CLERIC SPELLS

## 1.0—Overview List

### Level 1

- 1--Law: Detect Chaos
- 1--Chaos: Detect Law
- 1--Neutral: Detect Illusion
- 2—Healing: Heal Wounded--P
- 3—Blessing: Bless Food and Water
- 4—Cursing: Stun Blasphemer
- 5—Protection: Divine Circle
- 6—Will: Detect Magic--P
- 7—Practical: Light/Darkness
- 8—Combat: Encourage
- 9—Special: Scripture
- 10—Special: Sanctify Potion

### Level 2

- 1--Law: Protection from Chaos--P
- 1--Chaos: Protection from Law--P
- 1--Neutral: Speak with Animals--P
- 2—Healing: Neutralize Poison--P
- 3—Blessing: Chant
- 4—Cursing: Accursed Ranting
- 5—Protection: Sanctuary
- 6—Will: Augury
- 7—Practical: Find Traps
- 8—Combat: Hold Person

### Level 3

- 1--Law: Stand the Fallen
- 1--Chaos: Slay the Fallen
- 1--Neutral: Personal Ward
- 2—Healing: Cure Disease--P
- 3—Blessing: Blessed Weapon
- 4—Cursing: Example
- 5—Protection: Remove Curse
- 6—Will: Locate Object--P
- 7—Practical: Continual Light/Eternal Darkness
- 8—Combat: Dispel Magic

### Level 4

- 1--Law: Protection from Chaos 10' radius
- 1--Chaos: Protection from Law 10' radius
- 1--Neutral: Animal Friendship
- 2—Healing: Heal the Wounded 10' radius
- 3—Blessing: Heroic Anointment
- 4—Cursing: Damnation
- 5—Protection: Glyph of Warding
- 6—Will: Speak with Dead
- 7—Practical: Create Food
- 8—Combat: Hold Monster
- 9—Special: Sanctify Talisman

### Level 5

- 1--Law: Exorcism
- 1--Chaos: Finger of Death
- 1--Neutral: Dispel Elemental
- 2—Healing: Raise Dead--PD
- 3—Blessing: Blessed Immunity
- 4—Cursing: Quest
- 5—Protection: Divine Armor
- 6—Will: Commune
- 7—Practical: Hero's Feast
- 8—Combat: Flame Strike

### Level 6

- 1--Law: Summon Faithful
- 1--Chaos: Animate Dead
- 1--Neutral: Summon Animal
- 2—Healing: Regeneration --PD
- 3—Blessing: Great Feat--PD
- 4—Cursing: Boils
- 5—Protection: Word of Recall
- 6—Will: True Seeing
- 7—Practical: Part or Lower Water
- 8—Combat: Blade Barrier
- 9—Special: Sanctify Permanent Magic Item

### Level 7

- 1--Law: Holy Word
- 1--Chaos: Unholy Word
- 1--Neutral: Control Weather
- 2—Healing: Restoration—PD
- 3—Blessing: Mighty Blessing—PD
- 4—Cursing: Curse of Transformation—PD
- 5—Protection: Symbol
- 6—Will: Gate
- 7—Practical: Wind Walk
- 8—Combat: Earthquake
- 9—Special: Permanent



## 1.1 FIRST LEVEL CLERIC SPELLS

### **Bless Food and Water (CL-1)**

Casting Time: 1 action  
Save: No  
Target/AOE: 12 portions of food

Type: Blessing  
Range: 10  
Duration: 1 hour

The blessing removes any poison or disease-causing corruption in the food and water for up to 12 people at a single meal. If the food is eaten within the hour, the blessed food will also heal 1d4 hit points of damage for those who consume it, but this benefit can only be used once per day. Cast on a potion, it will neutralize it if it were poison.

### **Detect Chaos (CL-1)**

Casting Time: 1 action  
Save: No  
Target/AOE: caster

Type: Law  
Range: 0  
Duration: 10 rounds

The caster gains the ability to perceive whether any person or object that he can see is an initiate of a Chaotic god, or is a supernatural Chaotic being or whether a magic item has a Chaotic alignment.

### **Detect Illusion (CL-1)**

Casting Time: 1 action  
Save: No  
Target/AOE: caster

Type: Neutrality  
Range: 0  
Duration: 10 rounds

The caster gains the ability to perceive whether anything in visual range is masked by an illusion. It will not reveal invisible creatures or objects.

### **Detect Law (CL-1)**

Casting Time: 1 action  
Save: No  
Target/AOE: caster

Type: Chaos  
Range: 0  
Duration: 10 rounds

The caster gains the ability to perceive whether any person or object that he can see is an initiate of a Lawful god, or is a supernatural Lawful being or whether a magic item has Lawful alignment.

### **Detect Magic (CL-1)**

Casting Time: 1 action  
Save: No  
Target/AOE: caster

Type: Divine Will—P  
Range: 0  
Duration: 10 rounds

The caster gains the ability to perceive whether any person or object that he can see is under a magic spell or has magic properties.

### **Divine Circle (CL-1)**

Casting Time: 1 full round (move and attack)  
Save: Yes  
Target/AOE: 10' diameter circle

Type: Protection  
Range: 0  
Duration: until circle is broken

The cleric draws a circle on the ground and inscribes certain divine symbols of power around it. The circle can be used to keep something in or keep something out. In either case, undead, demons, elementals, summoned monsters, spirits or any creature from beyond the physical world, cannot cross the line of the circle without making a Saving Throw. The creature can make an attempt once every 10 minutes. If the caster is present, to cross the circle the creature must make a Saving Throw and the caster must fail a Saving Throw. If the caster is not present, the creature merely needs to make his saving throw. If for any reason, the circle is broken, smudged, erased etc., the spell fails. Creatures may not make any physical attack or hurl fire or the like over the line of the circle, but can attempt charms or other enchantments, telekinesis, illusions, or anything not involving an object crossing the barrier. The allies of the caster can make missile or spell attacks across the barrier, but if they miss or the defending creature makes a saving throw, then the circle is smudged and fails. Any spell resistance that a creature has is not effective against a Divine Circle.

### **Encourage (CL-1)**

Casting Time: 1 action  
Save: No  
Target/AOE: 30'x30'

Type: Combat--P  
Range: 90'  
Duration: 10 minutes

This spell negates a Fear Spell and gives all creatures in the area of effect who are the same alignment as the caster a +4 on saves vs. Fear and +2 on Morale Stat for 10 minutes. Encourage also negates paralysis called by the touch of ghouls (but not other sorts of paralysis).

This spell can be used to make a Courage potion which grants +4 on saves vs. Fear and +2 Morale stat for 1 hour. It requires 1 week and 100gp to prepare.

#### **Heal Wounded**

Casting Time: 1 action  
Save: None  
Target/AOE: 1 living creature

Type: Healing--P  
Range: Touch  
Duration: immediate

This spell immediately either heals all hit points of damage so far lost by a target who currently has 1 or more hit points, or it will bring a critically injured target back to 1 hit point, ending the critical injury and stopping the 1 hit point per round blood loss. Chaotic clerics may only use this spell on those who have been initiated into the cult of their own god. Note, like most spells, this cannot be cast if caster is in melee contact with an enemy.

#### **Light/Darkness (CL-1)**

Casting Time: 1 action  
Save: Yes  
Target/AOE: 40'x40' area

Type: Practical  
Range: 40'  
Duration: 4 hours

The spell creates a 40'x40' area of light or darkness that lasts for 4 hours and is centered on an object that the caster chooses (a movable object will carry the light/dark around with it). If Light is chosen, it gives the illumination of a strong lantern, in the whole area, but not daylight. If darkness is chosen, not even the dark vision can see within its bounds, only the caster himself can see. Light and Darkness spells cancel each other out and both are extinguished if either overlaps with the other. Either spell can be used offensively by casting into the eyes of a target, who gets a saving throw to avoid the effects. The resulting blindness lasts 4 hours or until dispelled by the opposite spell or a dispel magic.

#### **Sanctify Potions (CL-1)**

Casting Time: 1 week per spell level  
Save: No  
Target/AOE: 1 potion

Type: Special  
Range: Touch  
Duration: Permanent

The caster can imbue certain clerical spells he knows into a liquid that can be drunk and utilized by anyone. There is a selection of first to fourth level spells that have the notation "P" after the Type entry which are the ones that can be made into potions. He must spend 100gp per spell level and 1 week per spell level to create the potion and must be in a shrine or temple to his god. Regardless of the target or area of effect of the original spell, the potion will only function on the drinker of the potion, being treated as the "caster" or the "target" as appropriate. This spell is also used to create Holy or Unholy Water, which takes only 1 day, and each dose of which requires a 20gp crystal vial to be kept.

#### **Scripture (CL-1)**

Casting Time: 1 week per spell level  
Save: No  
Target/AOE: 1 scroll or book

Type: Special  
Range: Touch  
Duration: Permanent

The caster can copy texts of his faith for religious use, but also can scribe clerical scrolls as spell-storage devices. He can make a scroll of any spell he can cast, but it takes 1 week per spell level in time and 200gp per spell level in materials.

#### **Stun Blasphemer (CL-1)**

Casting Time: 1 action  
Save: Yes  
Target/AOE: 1 Target

Type: Curse  
Range: 50  
Duration: 1d4 rounds

One target of a different alignment than the cleric must save or be stunned for 1d4 rounds. While stunned, the victim may only make move actions, and even then only move ½ its normal allowance.

### **1.2—SECOND LEVEL CLERIC SPELLS**

#### **Accursed Ranting (CL-2)**

Casting Time: 1 action  
Save: None  
Target/AOE: All enemies within 90'

Type: Cursing  
Range: 0  
Duration: As long as cleric curses

The cleric chants a litany of foul curses against the foes of his gods filling them with divine dread. Any enemy of a different alignment to the cleric suffers -1 to hit, -1 damage, -2 Morale and -1 to saving throws until the cleric decides to stop cursing or suffers damage and is forced to.

**Augury (CL-2)**

Casting Time: 1 action	Type: Divine Will
Save: None	Range: 0
Target/AOE: caster	Duration: 1 round

This spell reveals through consulting runes, lots, chicken entrails, watching flights of birds or other such means, the will of the gods. The caster can ask whether a particular action will likely turn out well or poorly for the caster and his friends within the next hour and the gods will give their opinion.

**Chant (CL-2)**

Casting Time: 1 action	Type: Blessing
Save: None	Range: 0
Target/AOE: All allies within 90'	Duration: As long as cleric chants

The cleric chants the holy, sacred or unholy words of his god filling his comrades with divine inspiration. Any ally of the same alignment as the cleric gains +1 to hit, +1 damage, +2 Morale and +1 to saving throws as long as the cleric maintains the chant. The chant is stopped if the chanter takes damage or decides to stop.

**Find Traps (CL-2)**

Casting Time: 1 action	Type: Practical
Save: No	Range: 0
Target/AOE: 60'x60'	Duration: 3 turns

The caster will perceive the location and general effect of any magical or mechanical trap that comes within a 60'x60' area with his current location as the center point.

**Hold Person (CL-2)**

Casting Time: 1 action	Type: Combat
Save: Yes	Range: 120'
Target/AOE: up to 4 persons in a 20'x20' area	Duration: 10 combat rounds

Up to 4 chosen persons in a 20'x20' area within 120' and in the view of the caster are designated by the caster. Each must make a saving throw or become *held* as if in the grip of a large pair of hands. Held people cannot move, cast spells, or make an attack. The only actions they can take during the 10 rounds that the spell lasts are to make enough defensive motion to maintain their regular Armor Class in defense and to speak. The spell can also be cast to free up to 4 people in a 20'x20' area from another's Hold Person spell.

**Neutralize Poison (CL-2)**

Casting Time: 1 action	Type: Healing—P
Save: None	Range: Touch
Target/AOE: 1 living creature or object	Duration: immediate

This spell immediately stops any poison effect in the targeted creature, and even reverses poison damage or apparent death of a poisoned creature if applied within 1 hour of the poisoning. It will negate paralytic poisons too, but not the paralysis of ghouls. It will also cause a poisoned object to lose its venomous danger. This spell can be made into a potion of Neutralize Poison for 2 weeks' work and 200gp.

**Protection from Chaos (CL-2)**

Casting Time: 1 action	Type: Law-P
Save: No	Range: Touch
Target/AOE: 1 person	Duration: 1 hour

The spell gives the target +2 to his Armor Class and +2 to Saving Throws against attacks that come from creatures with the Chaos alignment. Furthermore, an enchanted/summoned creature of the designated alignment cannot touch the person so protected with its body, but still may hit him with a spell, magic effect or weapon. So, a demon couldn't hit the protected person with its claws, but could throw fire at him or hit him with an axe. This spell can be made into a potion of Protection from Chaos for 2 weeks' work and 200gp.

**Protection from Law (CL-2)**

Casting Time: 1 action	Type: Chaos-P
Save: No	Range: Touch
Target/AOE: 1 person	Duration: 1 hour

The spell gives the target +2 to his Armor Class and +2 to Saving Throws against attacks that come from creatures with the Lawful alignment. Furthermore, an enchanted/summoned creature of the Lawful alignment cannot touch the person so protected with its body, but still may hit him with a spell, magic effect or weapon. So, an angel couldn't hit the protected person with its hands, but could project holy light at him or hit him with flaming sword. This spell can be made into a potion of Protection from Law for 2 weeks' work and 200gp.



**Example (CL-3)**

Casting Time: 1 action  
 Save: Yes  
 Target/AOE: 1 target

Type: Cursing  
 Range: 30' x caster level  
 Duration: 1d6 days

One mortal target must make a save or become transformed into a mockery of some sort, e.g. a donkey-faced boy, or a giant cockroach or a dancing toad-person. The victim will have a 10% chance of failing any action he tries while cursed (attacking, moving, casting a spell, ordering beer), but can still speak (if strangely) and be recognized. Strangers will laugh or scream at seeing the victim. A Remove Curse will remove the effects, but it will also wear off in 1d6 days.

**Locate Object (CL-3)**

Casting Time: 1 action  
 Save: No  
 Target/AOE: 1 object

Type: Divine Will-P  
 Range: 30' x caster level  
 Duration: 30 minutes

The spell reveals to the caster the location of a specific object or one example of a specific type that is within the range of the spell. This can be made into a Locate Object Potion for 3 week's work and 300gp.

**Personal Ward (CL-3)**

Casting Time: 1 action  
 Save: No  
 Target/AOE: caster

Type: Neutrality  
 Range: 0  
 Duration: 30 minutes

The caster gains a +2 to saving throws, +1 to Armor Class and 6 temporary hit points for the duration of the spell.

**Remove Curse (CL-3)**

Casting Time: 1 action  
 Save: No  
 Target/AOE: 1 target or 30' radius

Type: Protection  
 Range: 30'  
 Duration: Immediate

The caster removes some curses, such as lycanthropy, instantly, for other curses, it might just reveal the conditions that the curse can be lifted. Casting it in combat will act like a Dispel Magic against any Cleric Cursing Type of spells in effect within 30' of the caster.

**Slay the Fallen (CL-3)**

Casting Time: 1 action  
 Save: Yes  
 Target/AOE: 30'x30' area

Type: Chaos  
 Range: 0  
 Duration: Immediate

In a 30'x30' area centered on the caster, all creatures that are wounded to 1 hit point or less, or who are in a state of magical sleep or paralysis (but not Hold person or stun) are instantly killed if they fail a saving throw.

**Stand the Fallen (CL-3)**

Casting Time: 1 action  
 Save: No  
 Target/AOE: 30'x30' area

Type: Law  
 Range: 0  
 Duration: Immediate

In a 30'x30' area centered on the caster, all creatures that are wounded to 1 hit point or less, or who are in a state of magical sleep or paralysis (but not hold or stun) are healed to the point where they have 5 hit points, are no longer critically injured and are released from the sleep or paralysis.

**1.4—FOURTH LEVEL CLERIC SPELLS****Animal Friendship (CL-4)**

Casting Time: 1 action  
 Save: None  
 Target/AOE: 1 HD of animal/level

Type: Neutrality  
 Range: 90'  
 Duration: Permanent

1 HD of animal per level of the caster will become the caster's friend and will do is best to help him and his cause. A cleric can have only 1 animal friend at a time, and he must dismiss one before befriending another.

**Create Food (CL-4)**

Casting Time: 1 action  
 Save: None  
 Target/AOE: Food for 100

Type: Practical  
 Range: 10'  
 Duration: Immediate

The gods provide enough food and water to feed 100 people for 1 day.

**Damnation (CL-4)**

Casting Time: 1 action	Type: Cursing
Save: Yes	Range: 90'
Target/AOE: 1 target	Duration: 1d4 Rounds

The cleric utters a powerful damning curse against a single foe of a different alignment than himself. If the target fails his save, demonic or skeletal arms will reach up from the ground and begin to drag him down. Unless a Remove Curse is cast or the caster is killed within 1d4 rounds, the victim will be dragged down screaming to hell.

**Glyph of Warding (CL-4)**

Casting Time: 1 action	Type: Protection
Save: Yes (half)	Range: 10'
Target/AOE: 25 square feet per caster level	Duration: Permanent until triggered

The caster traces a series of divine glyphs to protect a desired area. Any creature that crosses or touches the glyphs and is of a different alignment than the caster, or doesn't have the password, will suffer 2 points of damage per level of the caster. The caster chooses the damage type ahead of time (fire, cold, electricity, acid etc.). A jack can detect the glyphs, but cannot deactivate them.

**Heal the Wounded 10' radius (CL-4)**

Casting Time: 1 action	Type: Healing
Save: None	Range: 0
Target/AOE: 10' radius of caster	Duration: immediate

This spell immediately heals all hit points of damage so far lost by all allies within 10' of the caster. Critically Injured allies are no longer critically injured, but they are restored only to 1 hit point. Chaotic clerics may only use this spell on those who have been initiated into the cult of their own god.

**Heroic Anointment (CL-4)**

Casting Time: 1 action	Type: Blessing
Save: None	Range: 15'
Target/AOE: Up to 6 mortals	Duration: 10 Combat Rounds

Up to 6 mortal first level characters who are of the caster's alignment and within 15' are filled with the power of the gods and will act in all ways as a 4<sup>th</sup> level fighter for the duration of the spell. The targets will have 20 hit points, attack as a level 4 fighter (+4 attack), get +1 to damage rolls, and be able to use fighter rampage. At the end of the spell duration, any of the targets who engaged in actual dangerous combat has a 1% chance of retaining his 4<sup>th</sup> level fighter status.

**Hold Monster (CL-4)**

Casting Time: 1 action	Realm: Enchantment
Save: Yes	Range: 120'
Target/AOE: up to 4 creatures in a 20'x20' area	Duration: 10 combat rounds

Up to 4 chosen monsters (excluding Undead and Constructs) in a 20'x20' area within 120' and in the view of the caster are designated by the caster. Each must make a saving throw or become *held*. Held monsters cannot move, cast spells or make an attack. The only actions they can take during the 10 rounds that the spell lasts are to make enough defensive motion to maintain their regular Armor Class in defense, or to speak. This spell can also be used to free up to 4 creatures from any Hold spell.

**Protection from Chaos 10' radius (CL-4)**

Casting Time: 1 action	Type: Law
Save: No	Range: 0
Target/AOE: 10' radius of caster	Duration: 1 hour

The spell gives any ally of the caster who stays within 10' of him +4 to his Armor Class and +4 to Saving Throws against attacks that come from creatures with the Chaos alignment. Furthermore, an enchanted/summoned creature of the designated alignment cannot touch the person so protected with its body, but still may hit him with a spell, magic effect or weapon. So, a demon couldn't hit the protected person with its claws but could throw fire at him or hit him with an axe.

**Protection from Law 10' radius (CL-4)**

Casting Time: 1 action	Type: Chaos
Save: No	Range: 0
Target/AOE: 10' radius of caster	Duration: 1 hour

The spell gives any ally of the caster who stays within 10' of him +4 to his Armor Class and +4 to Saving Throws against attacks that come from creatures with the Lawful alignment. Furthermore, an enchanted/summoned creature of the Lawful alignment cannot touch the person so protected with its body, but still may hit him with a spell, magic effect or weapon. So, an angel couldn't hit the protected person with its hands but could project holy light at him or hit him with flaming sword.

### **Sanctify Talisman (CL-4)**

Casting Time: 1 month per spell level, plus charges    Type: Special  
Save: No    Range: Touch  
Target/AOE: 1 talisman    Duration: Permanent

Spending 1 month and 1000gp per level of the spell (maximum of 5<sup>th</sup> level spells), the cleric can sanctify a talisman in the form of his god's divine symbol that contains multiple charges of that spell. When the initial preparation is complete, there is, however a chance the creation will fail. The caster must roll his WIS ability score, minus the level of the spell, or less on a 20 to succeed, or his time and money are wasted. Once the initial preparation has succeeded, he has a window to add charges to the talisman. He can add charges for a number of days equal to his WIS score. Each day he can add a number of charges equal to the number of times he can prepare the level of spell contained in the talisman. At the end of the charging window the talisman is completed and no more charges can be added. When all the charges in a talisman are used up, the talisman becomes an ordinary divine symbol, but can be re-sanctified by the same process, at a 10% discount in time and money.

For example, if Bishop Walter a 9<sup>th</sup> level cleric with WIS of 16, wants to create a Talisman of Cure Wounded (level 1), he spends 1 month and 1000gp to prepare the talisman. Then, he must roll 16 (WIS) minus 1 (1<sup>st</sup> level spell) =15 or less on 1d20 to have successfully sanctified the talisman. Assuming he succeeds, he then can add 4 charges per day (number of first level spells he can prepare per day) for 16 days (WIS), at the end of which time he has a talisman with 64 charges.

### **Speak with Dead (CL-4)**

Casting Time: 1 action    Type: Divine Will  
Save: None    Range: Touch  
Target/AOE: 1 corpse    Duration: 3 questions within 1 hour

The caster can ask 3 questions of the summoned spirit of a corpse. The spirit will answer as best and as truthfully as it can but might not know the answers. A level 6-9 cleric can question a corpse dead up to 7 days. A level 10-13 cleric can question a corpse dead up to 7 weeks. A level 14-16 cleric can question a corpse dead up to 7 months, a level 17-19 cleric can question a corpse dead up to 7 years, and a level 20 cleric can question a corpse dead for any length of time.

## **1.5—FIFTH LEVEL CLERIC SPELLS**

### **Blessed Immunity (CL-5)**

Casting Time: 1 action    Type: Blessing  
Save: None    Range: touch  
Target/AOE: 1 Target    Duration: 1 day

One chosen target becomes immune to one specific attack form. It can be 1 of the Clerical Spell Types, or 1 of the Magic-User Spell Realms, or Energy Drain, Poison or Petrification, or even non-magical weapons. Almost anything can be chosen subject to Judge final approval. Whatever the immunity, the target may also not use the attack form during that period.

### **Commune (CL-5)**

Casting Time: 1 action    Type: Divine Will  
Save: None    Range:0  
Target/AOE: caster    Duration: 3 questions

The caster may ask 3 questions of the gods, who will answer truthfully. It can be cast once per week at most. During 1 Holy Week a year, the number of questions may be increased to 6. This spell is also how clerics can identify the functions and powers of magic items (each item is 1 question).

### **Exorcism (CL-5)**

Casting Time: 1 action    Type: Law  
Save: Yes (-4)    Range: 90'  
Target/AOE: 1 Demon    Duration: Immediate

Any demon or demonic being or Neutral Spirit (see Book 6, Extra Wordly Beings) targeted must make a Save at -4 (Spell Resistance does not apply) or be cast back into the Abyss for at least 1 year and a day.

### **Dispel Elementals (CL-5)**

Casting Time: 1 action    Type: Neutrality  
Save: None    Range: 90'  
Target/AOE: 30'x30' area    Duration: 2 turns

Any elemental or creature of the elemental nature, such as Xorn and Water Weirds are instantly returned to their elements when they are in the area of effect of this spell.

#### **Divine Armor (CL-5)**

Casting Time: 1 action  
Save: None  
Target/AOE: 1 suit of armor

Type: Protection  
Range: 90'  
Duration: 6 turns

One suit of armor is imbued with divine power. If a combatant with the same alignment as the caster wears that armor, each die of damage rolled against him reduced by 1 point for the duration of the spell and he may re-roll each failed save (1 time each) for the duration.

#### **Flame Strike (CL-5)**

Casting Time: 1 action  
Save: Yes (half)  
Target/AOE: 10'x10' area

Type: Combat  
Range: 30'  
Duration: 1 round per level

A column of fire comes down from the heavens or up from hell and stands in a 10x10' area for 1 round per caster level. Any creature in the area takes 6d8 points of damage each round, but may make a save for half damage, indicating a jump out of the flames. Wooden buildings suffer 1d6 Siege Points per round from the strike

#### **Finger of Death (CL-5)**

Casting Time: 1 action  
Save: Yes  
Target/AOE: 1 living creature

Type: Chaos  
Range: 120'  
Duration: Immediate

One targeted living creature must make a saving throw or be instantly killed. Lawful clerics suffer a -2 on their saving throw.

#### **Hero's Feast (CL-5)**

Casting Time: 1 hour  
Save: No  
Target/AOE: 24 allies

Type: Practical  
Range: 20'  
Duration: Permanent

The spell conjures up a feast for 24 people, allies of the caster. The caster hosts the meal which takes an hour to eat. Food is sufficient for the entire day's requirement and the next day too, it heals each person 10 hit points of damage and cures any disease they are afflicted with.

#### **Quest (CL-5)**

Casting Time: 1 action  
Save: Yes  
Target/AOE: 1 creature

Type: Cursing  
Range: 100'  
Duration: Permanent

The spell compels the target to complete a stated task or refrain from taking a stated action. Each day he does not make progress toward the goal he falls under the effects equal to a Damnation spell. If someone attempts to remove the Quest using a dispel magic or remove curse, the original caster may make a saving throw to prevent it.

#### **Raise Dead (CL-5) [Power Drain]**

Casting Time: 10 minutes  
Save: No  
Target/AOE: 1 creature

Type: Healing  
Range: Touch  
Duration: Immediate

The spell restores a dead creature to life. The caster must touch the remains of the creature to be raised and the creature may not have been dead for more than 1 day per level of the caster. Mortals raised from the dead lose 1 point of CON and are weak and helpless for a period of time equal to the length of time the caster suffers power drain. Chaotic clerics may only use this spell on initiates of their own god.

### **1.6—SIXTH LEVEL CLERIC SPELLS**

#### **Animate Dead (CL-6)**

Casting Time: 1 action  
Save: No  
Target/AOE: 1 corpse per exp. level

Type: Chaos  
Range: 60'  
Duration: Immediate

The caster causes 1 corpse per his experience level that is within 60' of the casting to become animated as a Skeleton or Zombie (see Book 6, Undead. If there If the corpse is just bones, it's a skeleton, if it has intact flesh, it's a zombie. If there are corpses of Size S creatures, the caster can make twice as many Small Skeletons or Zombies instead. If there is just a pile of assorted bones, he can make twice his level in Flying Skulls or Crawling Arms instead. The animated corpse is completely under the caster's control and will carry out any commands given. If the master is absent, the undead will attack any living creature in sight (unless the master had left them with specific





### **Summon Animals (CL-6)**

Casting Time : 1 turn  
Save: No  
Target/AOE: 75 HD of animals

Type: Neutrality  
Range: 5 miles  
Duration: 1 day

The spell calls up to 75-HD of normal animals from the land 5 miles around the caster. The animals travel to the caster, arriving in about an hour. The animals will do their best to help the caster and will stay for an entire day. If the spell is re-cast before they have departed, the hour travel time can be eliminated.

### **True Seeing (CL-6)**

Casting Time: 1 action  
Save: No  
Target/AOE: Caster

Type: Divine Will  
Range: 60'  
Duration 1 hour

The spell gives the caster the ability to see all invisible objects or creatures, phantoms and ethereal beings, all hidden doors and traps, and see the true nature of all things masked by illusions or common disguises for as long as the spell lasts.

### **Word of Recall (CL-6)**

Casting Time: 1 action  
Save: No  
Target/AOE: Caster

Type: Protection  
Range: Unlimited  
Duration Immediate

The caster is immediately returned to his home temple or personal stronghold. If there is no such place, he is transported to the nearest active temple of his god.

## **1.7—SEVENTH LEVEL CLERIC SPELLS**

### **Control Weather (CL-7)**

Casting Time: 1 action  
Save: No  
Target/AOE: 10 miles x 10 miles

Type: Neutrality  
Range: 0  
Duration: Immediate

The spell transforms local weather conditions instantly to whatever he desires, change a tornado to a nice day, a hailstorm to a thick fog etc. The caster has no control of the conditions once they are transformed.

### **Curse of Transformation (CL-7) [Power Drain]**

Casting Time: 1 action  
Save: No  
Target/AOE: 1 person or object

Type: Cursing  
Range: 240'  
Duration permanent

1 person targeted is immediately transformed into either a twisted, maimed, unrecognizable version of himself or into a lowly vermin (bug, rat, etc) at the caster's choice. The victim cannot speak or write or draw and causes anyone looking at him to Save or turn away in revulsion. Cast on an object, it will cause the object appear to be broken, ugly and useless, radiating fear and revulsion (Save or move away from its presence). Anyone not of the caster's alignment will take 3d6 points of damage if he touches the object. A dispel magic will not lift the curse. A remove curse will only reveal the means of lifting the curse. A limited wish will only lift the curse if cast within 24 hours of casting the curse. A wish spell will lift the curse. Each curse will have a way of lifting it, set by the caster, that should be very difficult but not impossible.

### **Earthquake (CL-7)**

Casting Time: 1 action  
Save: No  
Target/AOE: 60'x60' area

Type: Combat  
Range: caster level x100'  
Duration 10 combat rounds

In the area of effect, the shock of the quake collapses all buildings and opens cracks in the earth. Each creature in the area will fall into a crack to its death on a "1" rolled on 1d6 any round it is still in the area of effect.

### **Gate (CL-7)**

Casting Time: 1 action  
Save: No  
Target/AOE: 1 extra-dimensional being

Type: Divine Will  
Range: 0  
Duration: As long as being wants it

The caster names a particular powerful extra-dimensional being, e.g. Zeus, or a type of lesser such beings (e.g. a Deceiver Demon) and casts the spell. This brings the named being directly to the caster's presence. The caster has no control over the being and it will react in anyway it might seem best. Roll 1d20: 1=being departs immediately, 2-19: being will listen to caster and decide what to do, 20=some other completely different being appears.



**Unholy Word (CL-7)**

Casting Time: 1 action

Type: Chaos

Save: No

Range: 0

Target/AOE: 80x80' around caster

Duration: Immediate

In a 80'x80' area, with the caster at its center, all Lawful aligned creatures are affected as the chart below indicates, without saving throw. All non-chaotic summoned creatures are immediately returned to whence they came.

0 to 5 HD: instantly killed

6-8 HD: stunned for 2d6 Turns (see Power Word Stun)

9-11 HD: deafened for 1d6 turns

12+ HD: no effect

**Wind Walk (CL-7)**

Casting Time: 1 action

Type: Practical

Save: No

Range: Touch

Target/AOE: caster and 1 person

Duration 24 hours

The caster and one other touched creature are transformed into a vapor-like substance and can travel at immense speeds (480' per round) for as long as the caster desires, up to a maximum of 24 hours. At any point, the caster can return himself and his comrade (if he brought one) to normal, ending the spell.

# CHAPTER TWO: MAGIC-USER SPELLS

## 2.0: MAGIC-USER SPELL LIST: THE WIZARD'S CANON

### Level 1

Magic Art: Read Magic; Circle of Protection  
Grip Spell: Shocking Grip  
1-Structure: Hold Portal  
2-Protection: Protection from Chaos/Law—P  
3-Perception: Detect Magic—P  
4-Knowledge: Read Languages  
5-Earth: Stone Missile  
6-Air: Air Shield  
7-Fire: Flames  
8-Water: Concealing Fog  
9-Enchantment: Sleep  
10-Summoning: Invisible Chuggins  
11-Illusion: Disguise—P  
12-Necromancy: Fear

### Level 3

Magical Art: Dispel Magic, Prepare Spell Book  
Grip Spell: Grip of Pain  
1-Structure: Wizard Lock  
2-Protection: Protection from Law/Chaos 10'  
3-Perception: See in Darkness—P  
4-Knowledge: Scry  
5-Earth: Earth Shift  
6-Air: Lightning Bolt  
7-Fire: Fireball  
8-Water: Water Breathing—P  
9-Enchantment: Hold Person  
10-Summoning: Summon Monster I  
11-Illusion: Invisibility 10'  
12-Necromancy: Slow/Haste—P

### Level 5

Magical Art: Create Permanent Magic Items  
Grip Spell: Grip of Power  
1-Structure: Pass-Wall  
2-Protection: Spell Shield  
3-Perception: Reveal Lies  
4-Knowledge: Contact Higher Plane  
5-Earth: Rock to Mud/Mud to Rock  
6-Air: Cloud Kill  
7-Fire: Fire Shield  
8-Water: Ice Storm  
9-Enchantment: Hold Monster  
10-Summoning: Conjure Elemental  
11-Illusion: Phantom Killer  
12-Necromancy: Animate Dead

### Level 2

Magical Art: Mind Reading—P, Brew Potions  
Grip Spell: Grip of Fear  
1-Structure: Knock  
2-Protection: Protection from Normal Missiles-- P  
3-Perception: Detect Invisible—P  
4-Knowledge: Locate Object—P  
5-Earth: Dirt Pile  
6-Air: Levitate—P  
7-Fire: Continual Light  
8-Water: Ice Bolt  
9-Enchantment: Charm Person  
10-Summoning: Summon Spirits  
11-Illusion: Invisibility—P  
12-Necromancy: Paralysis

### Level 4

Magical Art: Remove Curse, Create Wands  
Grip Spell: Grip of Submission  
1-Structure: Dimension Door  
2-Protection: Polymorph Self—P  
3-Perception: Wizard Eye  
4-Knowledge: Confusion  
5-Earth: Boulders  
6-Air: Fly—P  
7-Fire: Wall of Fire  
8-Water: Wall of Ice  
9-Enchantment: Hypnotic Pattern  
10-Summoning: Summon Monster II  
11-Illusion: Hallucinatory Terrain  
12-Necromancy: Polymorph Other

### Level 6

Magical Art: Reincarnation—PD  
Grip Spell: Grip of Death  
1-Structure: Stone to Flesh/Flesh to Stone  
2-Protection: Anti-magic Shell  
3-Perception: True Seeing  
4-Knowledge: Legend Lore  
5-Earth: Move Earth  
6-Air: Control Weather  
7-Fire: Disintegrate  
8-Water: Part/Lower Water  
9-Enchantment: Geas  
10-Summoning: Invisible Stalker  
11-Illusion: Projected Image  
12-Necromancy: Death Spell

**Level 7**

Magical Art: Power Word Stun  
Grip Spell: Grip of Transformation  
1-Structure: Phase Door  
2-Protection: Banishment  
3-Perception: Grand Locator  
4-Knowledge: Limited Wish--PD  
5-Earth: Avalanche  
6-Air: Whirlwind  
7-Fire: Delayed Blast Fireball  
8-Water: Inundation  
9-Enchantment: Mass Charm  
10-Summoning: Summon Demon  
11-Illusion: Mass Invisibility  
12-Necromancy: Control Undead

**Level 9**

Magical Art: Power Word Kill, Symbol  
Grip Spell: Grip of Destruction  
1-Structure: Imprisonment  
2-Protection: Immunity  
3-Perception: Astral Projection  
4-Knowledge: Wish--PD  
5-Earth: Crushing Boulders  
6-Air: Vacuum  
7-Fire: Meteor Swarm  
8-Water: Refreshment  
9-Enchantment: Domination  
10-Summoning: Gate  
11-Illusion: Glamorous Surroundings  
12-Necromancy: Army of the Dead

**Level 8**

Magical Art: Power Word Blind, Permanent  
Grip Spell: Grip of Domination  
1-Structure: Deep Shelter  
2-Protection: Spell Immunity  
3-Perception: Vision  
4-Knowledge: Scry Shield  
5-Earth: Earth Trap  
6-Air: Hurricane  
7-Fire: Incendiary Cloud  
8-Water: Ice Fortress  
9-Enchantment: Mass Hold  
10-Summoning: Greater Monster Summoning  
11-Illusion: Phantom Prison  
12-Necromancy: Undeath











### **Protection from Normal Missiles (MU-2)**

Casting Time: 1 action

Save: No

Target/AOE: Caster

Realm: Protection-P

Range: 0

Duration: 2 hours

The spell causes any non-magical arrow, bolt, thrown weapon, sling stone/bullet, hurled rock or boulder to miss if it is aimed at the caster.

### **Summon Spirits (MU-2)**

Casting Time: 1 action

Save: Yes

Target/AOE: Spirits

Realm: Summoning

Range: 60'

Duration: 10 minutes

The caster summons up 2d4 spirits of his own alignment. The spirits (as a group) get a saving throw; if they succeed, roll a reaction check to see how they view the summoner. If they fail, they must obey the caster's commands for 10 minutes before departing. They aren't great fighters (see Book 2). However, they can fly and pass through walls and communicate with their summoner. They are unable penetrate a circle of protection or divine circle under any circumstances.

## **2.3—THIRD LEVEL MAGIC-USER SPELLS**

### **Dispel Magic (MU-3)**

Casting Time: 1 action

Save: Special

Target/AOE: 20'x20' area

Realm: Magic Art

Range: 120'

Duration: Immediate

The spell dissipates any magical effect in force within the area of effect. For example, person who has been charmed by a spell would be freed from the charm, a mage protected by Air Shield would see that shield removed, a slowed or hasted person would return to normal speed. The spell has no effect on permanent magic items, like magic swords. The spell always works on magic cast by someone of lower level than the one casting the dispel magic. If the original caster of the spell to be dispelled is from an equal or up to twice the level of the caster, roll 1d6 and the dispel fails on a 1-2. If the original caster of the spell to be dispelled is more than twice the caster's level, roll 1d6 and the dispel fails on a 1-4.

### **Earth Shift (MU-3)**

Casting Time : 1 action

Save: Yes

Target/AOE: 1 person

Realm: Earth

Range: 30'

Duration: Immediate

The caster targets 1 creature (or himself) within 30' who, if he is unwilling to be shifted, can make a Saving Throw to avoid the effect. The creature is immediately swallowed up into the earth and rapidly transported to any spot within 100' of where it started, to immediately return to the surface. The designated destination must be a point touching the earth, connected to the origin spot, with enough clear above-ground space to accommodate the creature, or the spell will fail.

### **Fireball (MU-3)**

Casting Time : 1 action

Save: Yes--half

Target/AOE: 30'x30' area

Realm: Fire

Range: 240'

Duration: Immediate

A fiery ball shoots forth from the caster's hand to a point within 240' in line of sight. At that point the ball explodes in a 30'x30' area doing 1d6 points of damage for each experience level of the caster. Anyone within the blast radius may make a saving throw to take only ½ the rolled damage (never falling to less than 1hp). The fireball also inflicts 1 siege point of damage to any wooden building per level of the caster.

### **Grip of Pain (MU-3)**

Casting Time : 1 action

Save: Yes

Target/AOE: 1 adjacent target

Realm: Grip Spell

Range: touch

Duration: 1-round plus 1 round per caster level

The caster must be in melee contact with an enemy, he casts the spell, and then must grab the target. The caster does not need to make an attack roll, but the target does get a Saving Throw to avoid the attack. If the save fails, the target takes 1 point of damage and is completely incapacitated by pain each round that the spell lasts. The incapacitated victim cannot move or make any attack actions (including casting spells or using magic items) and any attack made against him is made with a +4 to hit.



**See in the Darkness (MU-3)**

Casting Time: 1 action

Realm: Perception-P

Save: No

Range: Touch

Target/AOE: 1 person

Duration: 24 hours

This spell allows the target to see perfectly even in total darkness, just as if it were daylight, even under the effects of magical darkness such as a Light/Darkness spell.

**Slow/Haste (MU-3)**

Casting Time: 1 action

Realm: Necromancy-P

Save: No

Range: 240'

Target/AOE: 60'x60'

Duration: 3 turns

The caster uses this spell to either slow down or speed up the targets. He must decide which version he is casting and all targets will do one or the other, i.e., you can't use 1 casting of the spell to speed up some people and slow down others. Those who are "slowed" may make a move or an attack each round, but not both. Those who are "hastened" may make either 1 additional move action or 1 additional attack action each round.

**Summon Monster I (MU-3)**

Casting Time: 1 action

Realm: Summoning

Save: No

Range: 10'

Target/AOE: 1d6 creatures

Duration: 1 hour

When the spell is cast, 1d6 1-HD creatures appear instantly within 10' of the caster. The caster may choose the type (orcs, skeletons, hobgoblins, wolves, berserkers, etc), as long as they do not require magic weapons to hit them or have other significant magical powers. The Judge has final approval. Unless they are creatures that the caster can communicate with, they will automatically fiercely attack the caster's enemies, fighting until slain or the time expires. If he can communicate with them, they will do any command asked of them.

**Water Breathing (MU-3)**

Casting Time: 1 action

Realm: Water-P

Save: No

Range: 30'

Target/AOE: up to 10 creatures in range

Duration: 2 hours

Any targeted creature will be able to breath normally while under water for 2 hours.

**Wizard Lock (MU-3)**

Casting Time: 1 action

Realm: Structure

Save: No

Range: Touch

Target/AOE: 1 door, lid, or drawer

Duration: Permanent

One door, gate, lid, drawer etc., that can normally be locked or unlocked will become permanently locked closed. The caster can still open and close the door freely as can a magic-user 3 or more levels higher than he. A knock spell will also temporarily open the door. In any case, when the door is re-closed it re-locks. Jacks are unable to open a wizard-lock. A dispel magic can remove the wizard lock (see the spell for chance of success). The item can, of course, be broken apart to defeat the lock, but that is often, lengthy, noisy and might destroy content



**Hallucinatory Terrain (MU-4)**

Casting Time: 1 action

Realm: Illusion

Save: Yes

Range: 0

Target/AOE: 240' radius from caster

Duration: Until Broken

The landscape in a 240' radius from the caster is masked by an illusion to appear as anything the caster desires, e.g. a castle becomes a desert, a forest becomes a lake. The illusion is maintained until an intelligent creature, who is not an ally of the caster, touches the illusion and makes a Saving Throw.

**Hypnotic Pattern (MU-4)**

Casting Time: 1 action

Realm: Enchantment

Save: Yes

Range: 60'

Target/AOE: All in range

Duration: As long as the caster maintains it

The caster creates a swirling, mesmerizing visual effect in the air that causes all living creatures who can see it (friend and foe alike) to make a saving throw or stand motionless staring at it for as long as the magic-user maintains it. He can move, but cannot cast a spell, attack, use a magic item or any other attack action, and cannot take damage if he wants to maintain the spell. Any creature that takes damage while mesmerized is awakened from the spell.

**Polymorph Other (MU-4)**

Casting Time: 1 action

Realm: Necromancy

Save: Yes

Range: 60'

Target/AOE: 1 creature

Duration: Permanent

1 creature targeted by the spell must make a save or become transformed into any living creature that the caster desires. The creature retains its previous hit points and mentality (including spell powers if it still has hands and a mouth), but gains all of the special powers of the creature it has become (movement rate, AC, attacks, dragon breath, flight etc). The spell lasts until another Polymorph Other is cast on the creature or a dispel magic removes the spell.

**Polymorph Self (MU-4)**

Casting Time: 1 action

Realm: Protection—P

Save: No

Range: 0

Target/AOE: caster

Duration: 6 turns plus 1 turn per level

The caster can transform himself into the shape of any creature he desires. He gains the movement (e.g. fast speed, flight, swimming) and environmental abilities (e.g. water-breathing, fire resistance) of the creature, but not the combat abilities (e.g. no fire breath, AC or troll regeneration).

**Remove Curse (MU-4)**

Casting Time: 1 action

Realm: Magic Art

Save: No

Range: 20'

Target/AOE: 1 target

Duration: Immediate

The caster removes some curses, such as lycanthropy, instantly; for other curses, it might just reveal the conditions that the curse can be lifted. Casting it in combat will act like a Dispel Magic against any Cleric Cursing Type of spells in effect within 30' of the caster.

**Summon Monster II (MU-4)**

Casting Time: 1 action

Realm: Summoning

Save: No

Range: 10'

Target/AOE: 1d6 creatures

Duration: 1 hour

When the spell is cast, 1d6 2-3-HD creatures appear instantly within 10' of the caster. The caster may choose the type (gnolls, bugbears, horses, etc), as long as they do not require magic weapons to hit them or have other significant magical powers. The Judge has final approval. Unless they are creatures that the caster can communicate with, they will automatically fiercely attack the caster's enemies, fighting until slain or the time expires. If he can communicate with them, they will do any command asked of them. Lawful casters can substitute a single Soldier of the Heavenly Host, Chaotics a single Demonic Warrior, and Neutrals a single Berserker of Valhalla for the summoning.

**Wall of Fire (MU-4)**

Casting Time: 1 action

Realm: Fire

Save: No

Range: 60'

Target/AOE: wall 120' long

Duration: 10 combat rounds

The caster creates an opaque wall of fire, 120' long, 10' thick and 20' high, which lasts for 10 combat rounds. The wall can be of any shape desired. Creatures of less than 4 HD will not be able to get through the wall but those 4 HD or above, who make a morale check, can get through but will take 3d6 damage, but undead or fire vulnerable creatures will take 4d6.

**Wall of Ice (MU-4)**

Casting Time: 1 action	Realm: Water
Save: Yes	Range: 120'
Target/AOE: wall 120' long	Duration: 1 hour

The caster creates transparent wall of ice 120' long, 10' thick and 20' high, which lasts for 10 combat rounds. The wall can be of any shape desired. The wall stops all fire-related attacks. Creatures are not able to penetrate with wall without magic means. Jacks with Climb Walls and some monsters can climb over it.

**Wizard Eye (MU-4)**

Casting Time: 1 action	Realm: Perception
Save: No	Range: 120'
Target/AOE: 1 movable spot	Duration: 1 hour

The caster creates mobile, invisible sensor that can travel 120' per round letting the caster see whatever it "sees" or "hears" as it goes. This is improved over "scry—level 3" in that the viewpoint can be moved.

**2.5—FIFTH LEVEL MAGIC-USER SPELLS****Animate Dead (MU-5)**

Casting Time: 1 action	Realm: Necromancy
Save: No	Range: 60'
Target/AOE: 1 corpse per exp. level	Duration: Permanent

The caster causes 1 corpse per his experience level that is within 60' of the casting to become animated as a Skeleton or Zombie. If there If the corpse is just bones, it's a skeleton, if it has intact flesh, it's a zombie. If there are corpses of Size S creatures, the caster can make twice as many Small Skeletons or Zombies instead. If there is just a pile of assorted bones, he can make twice his level in Flying Skulls or Crawling Arms instead. The animated corpse is completely under the caster's control and will carry out any commands given. If the master is absent, the undead will attack any living creature in sight (unless the master had left them with specific instructions like "don't kill anyone who speaks the password "Krangor", or don't kill any goblins). The control is permanent until the monsters are destroyed, although the control can be interfered with by clerical turning/control. Dispel magic has no effect on these creatures once created. See Book 6 for stats for all the undead monsters listed above.

**Cloud Kill (MU-5)**

Casting Time: 1 action	Realm: Air
Save: No	Range: 120'
Target/AOE: 40x40' cloud	Duration: 6 turns

The spell collects all the noxious vapors in the air all around and concentrates them into a deadly cloud of gas. The cloud moves 30' per round away from the caster, unless caught by wind, in which it follows the wind. A strong wind or thick vegetation disperses the cloud. Any creature with 4-HD or fewer caught in the cloud dies with no saving throw, those with 5+ hit dice or levels are unaffected.

**Conjure Elemental (MU-5)**

Casting Time: 1 action	Realm: Summoning
Save: No	Range: 60'
Target/AOE: 1 Large Elemental	Duration: 10 combat rounds

The spell summons 1 Large-Sized elemental of any of the 4 types. It will violently attack the caster's enemies and if there are none, will follow along with the caster until enemies appear or the spell duration expires. Circles of Protection and Divine Circles are effective against the creatures. Protection from Law/Chaos might be, depending on the alignment of the summoner.

**Contact Higher Plane (MU-5)**

Casting Time: 1 hour	Realm: Knowledge
Save: Yes	Range: 0
Target/AOE: Caster	Duration: up to 7 questions

The caster projects his consciousness into the presence of some other-worldly being, such as a god, demon-lord or long-dead master wizard. He spends 1 hour in mental contact with the being, in which time the caster is completely helpless in this world. During this time, he can ask from 1 to 7 yes or no questions. For each question, the caster must make a saving throw or be driven mad for 1d6 days.

**Create Permanent Magic Items (MU-5)**

Casting Time: Special	Realm: Magic Art
Save: No	Range: 0
Target/AOE: 1 item	Duration: Permanent









**Stone to Flesh/Flesh to Stone (MU-6)**

Casting Time: 1 action	Realm: Structure
Save: Yes	Range: 240'
Target/AOE: 10'x10'x10' or 1 creature	Duration Immediate

The spell causes a 10'x10'x10' volume of stone to turn into a like volume of flesh (enough to feed a rather large number of people) or to turn one creature that has been turned into stone by a medusa, basilisk or cockatrice (or the like) to return to normal. It can also be used to turn 1 targeted creature (with a flesh body, of course) into a statue of stone, but in this case the target gets a saving throw.

**True Seeing (MU-6)**

Casting Time: 1 action	Realm: Perception
Save: No	Range: 60'
Target/AOE: Caster	Duration 1 hour

The spell gives the caster the ability to see all invisible objects or creatures, phantoms and ethereal beings, all hidden doors and traps, and see the true nature of all things masked by illusions or common disguises for as long as the spell lasts.

**2.7—SEVENTH LEVEL MAGIC-USER SPELLS****Avalanche (MU-7)**

Casting Time: 1 action	Realm: Earth
Save: No	Range: 120'
Target/AOE: 60'x60'	Duration: 10 combat rounds

The spell gathers a moving rolling patch of destructive rocks, soil and boulders 60' wide, 60' long and 10' deep that begins at any points within 120' chosen by the caster and moves in a direction the caster desires 60' per round for 10 rounds. Any creature of 1-HD or less caught in the avalanche is killed and any creature greater than 1-HD takes 2d6 damage and is swept along with the rocks, taking 1d4 additional damage each round for as long as the spell lasts. Any buildings struck by the avalanche suffer 6d6 points of siege damage

**Banishment (MU-7)**

Casting Time: 1 action	Realm: Protection
Save: Yes	Range: 0
Target/AOE: 30' radius around caster	Duration: Immediate

All summoned creatures within the radius must immediately make a saving throw or be sent back whence they came. Any creature so banished cannot return to this plane for 10 years at least. The save is penalized by -2 for each object that the creature hates or fears present at the banishment.

**Control Undead (MU-7)**

Casting Time: 1 action	Realm: Necromancy
Save: No	Range: 240'
Target/AOE: 30'x30' area	Duration: 4 hours

All undead creatures in the area of effect, up to 2-HD per level of the caster, come under the absolute mental control of the caster for 4 hours with no saving throw. When the time expires, intelligent undead will remember and hold a grudge.

**Delayed Blast Fireball (MU-7)**

Casting Time: 1 action	Realm: Fire
Save: Yes--half	Range: 240'
Target/AOE: 30'x30' area	Duration: Immediate to 10 rounds

A fiery ball shoots forth from the caster's hand to a point within 240' in line of sight. At that point the ball explodes in a 30'x30' area doing 1d6 points of damage for each experience level of the caster. Anyone within the blast radius may make a saving throw to take only ½ the rolled damage. The caster can decide when the fireball will detonate, anytime up to 10 rounds after casting (this must be set at the time of the casting).

**Grand Locator (MU-7)**

Casting Time: 1 action	Realm: Perception
Save: No	Range: 50 miles
Target/AOE: 1 creature or object	Duration: 1 day per level

The caster suddenly can look around him and physically see 1 object or person named at the casting of the spell up to 50 miles away, whether it is hidden in a stone fortress or deep underground or atop a mountain. The sight lasts for 1 day per level.





The caster must choose whether to summon a horde of 100 1-HD orcs, dwarves or humans (all will have AC 15 and be carrying spears and hand axes) or 2d6 5-HD Hell Hounds or 1 single creature with HD equal to or less than the caster's level. If he summons the horde or hounds, they get no saving throw, but if he summons a creature with 11 or more HD, or one with significant special powers (dragons, vampires, etc), it will be allowed a saving throw to resist. The Judge as final approval. Unless they are creatures that the caster can communicate with, they will automatically fiercely attack the caster's enemies, fighting until slain or the time expires. If he can communicate with them, they will do any command asked of them.

#### **Grip of Domination (MU-8)**

Casting Time: 1 action  
Save: Yes  
Target/AOE: 1 adjacent creature

Realm: Grip Spell  
Range: touch  
Duration: Permanent

The caster must be in melee contact with a living being, he casts the spell, and then must grab the target. The caster does not need to make an attack roll, but the target does get a Saving Throw to avoid the attack. If the target fails the saving throw, it becomes the permanent slave or the caster, unless the spell is dispelled or caster killed. If the enslaved creature is commanded to kill itself, it may attempt a second saving throw before doing so, otherwise it obeys all commands.

#### **Hurricane (MU-8)**

Casting Time: 1 action  
Save: No  
Target/AOE: 1 mile radius

Realm: Air  
Range: 0  
Duration: 4 hours

The spell conjures up a terrible hurricane that strikes a 1-mile radius around the caster's location and lasts for 4 hours. Each turn a person spends out of doors will inflict 1 hit point of damage on him and make it impossible to cast spells or use a scroll. Each wooden building in the radius will be destroyed on a 3+ on 1d6. Each stone building in the radius will be destroyed in a 6+ on 1d6/

#### **Ice Fortress (MU-8)**

Casting Time: 10 minutes  
Save: No  
Target/AOE: 120'x120'

Realm: Water  
Range: 120'  
Duration: 10 days

The spell creates a castle of ice with a footprint of 120' by 120', walls that are 20' high, 4 corner towers that are 30' high, a gate house and keep-building. It has workable drawbridge and internal doors. It will stand for 10 days then vanish.

#### **Incendiary Cloud (MU-8)**

Casting Time: 1 action  
Save: No  
Target/AOE: 40'x40' cloud

Realm: Fire  
Range: 120'  
Duration: 20 combat rounds

The spell creates a 10' high 40'x40' cloud at a point within 120' chosen by the caster. It moves in a pre-selected direction at 40' per round. Each target caught in the cloud has 1 round to escape or it will take 4d6 points of damage. Any wooden buildings or other flammable objects crossed by the cloud will catch fire and be consumed in 1d4 rounds.

#### **Mass Hold (MU-8)**

Casting Time: 1 action  
Save: No  
Target/AOE: all persons in a 30'x30' area

Realm: Enchantment  
Range: 120'  
Duration: 10 combat rounds

All persons in a 30'x30' area within 120' and in the view of the caster must make a saving throw or become *held*. Held people cannot move, cast spells or make an attack. The only actions they can take during the 10 rounds that the spell lasts are to make enough defensive movement to maintain their regular Armor Class in defense, or speak.

#### **Permanent (MU-8)**

Casting Time: 1 hour  
Save: See below  
Target/AOE: 1 spell

Realm: Magic Art  
Range: 120'  
Duration: Permanent

This hour-long ritual will make whatever spell that the caster next casts have a permanent duration. For example, a Charm Person would keep the victim charmed forever, unless dispelled, or a Wall of Fire would stay in place forever. The duration of the spell made permanent cannot be "Immediate." This spell is not necessary to make permanent magic items. A scroll, however, can be made "permanent" allowing it to be used 1 time each day. Putting a Permanent spell on a Gate spell opens a permanent portal to some extra-worldly place allowing beings to pass through it at will. Casting permanent spell has a price, first it requires 1000gp worth of powdered diamonds which are expended by the spell, second, the caster must make a saving throw or he will lose 1 point from a random ability score (permanently).









**Wish (MU-9) [Power Drain]**

Casting Time: 1 action

Save: No

Target/AOE: special

Realm: Knowledge

Range: special

Duration: Varies

This spell can change an event from the last year, e.g., cause a failed saving throw to pass or a passed saving throw to fail, or in the next year (e.g. arriving at the palace before the assassins do). It also can duplicate the effects of any spell (magic-user or cleric) of levels 1-6. The wish can also be used to create or summon any object worth 1500gp or less (includes most potions and scrolls). Any sort of other things might be wished for, but the Demon of Wishes does not like greed or grand ambitions, so the bigger the wish, the more likely that the wish's wording will be interpreted in a hyper-literal and inconvenient fashion. The caster must say "I wish..." when casting the spell, and there is no backsies, retconning or mind-changing, the first phrase uttered by the PLAYER is the wish.

# CHAPTER THREE: FIGHTER COMBAT TRAININGS

## 3.0 Fighter Combat Trainings Overview List

Aim	Hide in the Forest	Scooper
Alert Reaction	<b>Horse Archer</b>	Shield Sacrifice
<b>Ambush 3</b>	Horseman	Shield Wall
Berserk Rage	Kick 'Em When they're Down	Siege Engineer
Brawler	<b>Lancer</b>	Skirmisher
Buckler Expert	Mighty Blow	Smash 'Em Down
Buster	Mighty War Cry	Spear-Fighting
Captain	Move Silently	Split-Fire
Crack the Shell	Not So Fast	Split/Hook Shield
Defensive Fighter	Observer	Stand and Fight
Disarm	On Guard	<b>Storm of Arrows</b>
Fast Weapon Fighter	<b>Over watch</b>	<b>Stunning Blow</b>
First Aid	Quick Draw	<b>Sweep Low</b>
Forager	Rally the Troops	Tactical Reposition
Flurry of Blows	Rampage	Too Stubborn to Die
Hack on the Run	<b>Rapid Chucker</b>	Unarmored Fighting
	<b>Reach for It</b>	<b>Unhorse</b>
	Recruitment	

## 3.1 Fighter Trainings A-G

### Aim

Use Time: 1 round

Equipment: Missile Weapon

Roll: No

Save: No

A trained Fighter who takes a round without other action to take careful aim gains a +2 to hit on his next missile shot.

### Alert Reaction

Use Time: None

Equipment: None

Roll: WIS d20

Save: No

A trained Fighter can move or raise an alarm (but not attack) during a surprise round when he is the one surprised. Also, if he makes a WIS check, he is not subject to a surprise attack; such attacks are treated as normal attacks.

### Ambush 3 (Prerequisite: level 4+)

Use Time: None

Equipment: Any Weapon

Roll: No

Save: No

A trained Fighter increases the surprise attack advantage to +3 to hit and 3 times total. Missile weapons used in an ambush must be shot from 60' or less.

### Berserk Rage

Use Time: 1 round or None

Equipment: None

Roll: No

Save: Yes, fighter himself to resist rage

A trained fighter may take 1 combat round to prepare and then will go into a mad battle-rage, gaining +2 on his damage rolls, does not need to make Morale Checks, and gets +6 to saves vs Fear spells or effects. If he is hit for damage by any source, he will be forced into the same rage, unless he makes a save. The Fighter +2 class bonus does apply to this save. Once in a rage, he must continue attacking all around him, his friends even, if he should run out of enemies, until he makes a Saving Throw to come out of the rage.. Badgermon get this training for free.

### Brawler

Use Time: None

Equipment: None

Roll: Normal to hit

Save: No

A trained Fighter does 1d4 damage with kicks and punches instead of 1 point for fists or 1-2 for kicks.

### Buckler Expert

Use Time: None

Equipment: Buckler

Roll: No

Save: No

A trained Fighter can gain the +1 AC for using a buckler, but still hold something in his shield hand, even use a 2-handed weapon while gaining the buckler AC bonus. Also, a single buckler does not count as an "item" for encumbrance.

#### **Buster**

Use Time: 1 round or 1 turn  
Roll: STR d20

Equipment: Axe or Pry bar  
Save: No

A trained Fighter can open a chest, door or other container in a single attempt (see Breaking Things rules), it's quicker and more likely to succeed having this training, but just as likely to attract wandering monsters for the one attempt. Ogres and Half-Ogres get this training for free.

#### **Captain**

Use Time: 1 month or None  
Roll: No

Equipment: soldiers  
Save: No

A trained fighter can command up to 10 soldiers per experience level, instead of the usual 1 per CHA point. Also, the trained fighter can use the "Raise Troops" process during downtime (see Book 4)

#### **Crack the Shell**

Use Time: None  
Roll: No

Equipment: weapon rated AM or AP  
Save: No

A trained Fighter using a weapon that has the AM code (anti-mail) gains a +1 to hit against targets wearing scale, lamellar or chain mail armors (or reptilian monsters or animals with scaly hides). If the weapon has the AP code (anti-plate) he gains a +2 to hit targets in brigandine or plate armor (or bugs, turtles or crab like monsters or rock-like or metallic monsters).

#### **Defensive Fighter**

Use Time: 1 round  
Roll: No

Equipment: Melee Weapon  
Save: No

A trained fighter can double his Parry AC bonus, from the regular +3 to a +6 if he gives up all his attacks and Extra attacks for the round (Maximum AC of 23 still applies). Parrying cannot be done if surprised.

#### **Disarm**

Use Time: Attack action  
Roll: hit AC 15

Equipment: Weapon rated DA  
Save: Yes

If a trained Fighter is using a weapon with the code DA against an enemy who is using a weapon of an equal or smaller size code, he can attempt to knock the enemy's weapon out of his hand. The fighter must make a "to hit" roll against AC 15, and then the target must make a saving throw or see his weapon fly off onto the ground.

#### **Fast Weapon Fighter**

Use Time: extra attack  
Roll: regular to hit

Equipment: Size S weapon  
Save: None

A trained fighter using any size S melee weapon gets an extra attack each round when fighting an enemy who either is Size L or G, or is using a Size L or G weapon.

#### **First Aid**

Use time 1 round (blood loss) or 1 turn (hp)  
Roll: INT d20

Equipment: Healer's Bag  
Save: No

A trained Fighter can patch up wounded after a battle by making an INT d20 check, healing 1d4 hit points. 1 attempt per person per battle and it must be attempted within 1 hour of the damage being taken. It takes 1 turn to attempt, so at most 6 healing attempts can be made by the Fighter after any battle. Unskilled characters can make an attempt by rolling INT on less on a d100. First Aid can also be used to stop the 1 hp/round blood loss of a critically injured character in a single round (but not to restore one to consciousness). Requires a Healer's Bag.

#### **Flurry of Blows**

Use Time: Attack action  
Roll: Regular to hit

Equipment: Melee Weaponry  
Save: No

A trained Fighter can declare a Flurry of Blows for his attack action, gaining a number of wildly aimed extra attacks at the cost of losing hit points from the exertion. He picks a number of blows from 2 to 5 and attacks. The first blow is -1 to hit and the fighter takes 1 hp of damage. The second blow is -2 to hit and the fighter takes 2 more hit points of damage. The third blow is -3 to hit and the fighter takes 3 more points of damage. The fourth blow is -4 to hit and the fighter takes 4 more points of damage. The fifth blow is -5 to hit and the fighter takes 5 more points of damage. The fighter may not cancel his Flurry unless it is impossible to reach an active target. Any round when a fighter declares a Flurry of Blows, he cannot gain Rampage Attacks.

#### **Forager**

Use Time: 1 day as travels  
Roll: WIS d20

Equipment: None  
Save: No

A trained Fighter can find enough food and water for 1d4 people per day of normal travel (except in desert, high mountain or arctic conditions) by making a WIS d20 check. He can double that amount if he does no traveling. Any day that his roll fails means that the area is "played out" for at least a week (Judge's ruling for time).

### 3.2: Fighter Combat Trainings H-N

#### **Hack on the Run**

Use Time: None

Equipment: Weaponry

Roll: STR d20

Save: None

A trained fighter can interlace his movement with his melee attacks in any proportion. So he could move a portion of his movement, make a melee attack and then complete his movement. For example, Thorvald who has a move of 25', he moves 5' then kills an orc, but since he has "Rampage" he's eligible for another attack, he moves 10 more feet and hacks down a second and then 10' more and then hacks a third. Most other characters can only move before they make attacks or after their attacks are finished. Any training that grants additional melee attacks can be used with Hack on the Run except Stand and Fight or Kick 'em When they're Down. A fighter on horseback can use Hack on the Run, provided he has the Horseman training. Hack on the Run does not exempt one from the Extra Attacks that are provoked by leaving melee combat.

#### **Hide in the Forest**

Use Time: Move Action

Equipment: None

Roll: WIS d20

Save: None

A trained Fighter can find a tree or bush in which to hide, motionless until an enemy passes by or turns his back by rolling a WIS d20 check, other characters have to rely on the surprise roll. This skill works day or night, provided there are ample trees, bushes or undergrowth in which to hide.

#### **Horse Archer** (Prerequisite: Horseman Training)

Use Time: None

Equipment: Bow and Horse

Roll: No

Save No:

A trained Fighter, who has also taken the Horseman training, can shoot a missile from horseback without the -4 to hit penalty.

#### **Horseman:**

Use Time: None

Equipment: Horse

Roll: DEX d20 to quick mount

Save: No

A trained fighter ignores the -1 to hit penalty with melee weapons while fighting from horseback. He can also leap on or off his horse with a DEX d20 check, without using an attack or move, unless he fails the check, which means loses both. He also gains +1 AC to himself and his horse when attacked by enemies who are not mounted. Only trained fighters can have their warhorses attack enemies while someone is mounted on them (the horse must be a warhorse and still may not both move and attack if mounted). This training is required to take Lancer or Horse Archer trainings.

#### **Kick 'Em When They're Down**

Use Time: Extra Attack

Equipment: None

Roll: No

Save: No

A trained Fighter gains an Extra Melee Attack against any opponent in melee contact who is knocked prone that round, either by his own action or by any other source. The melee attack should get the regular +3 to hit for attacking a prone enemy.

#### **Lancer:** (Prerequisite: Horseman)

Use Time: None

Equipment: Warhorse, Lance

Roll: Regular to hit

Save: None

A trained Fighter, who has also chosen the Horseman training, using any sort of Lance and riding on a Warhorse (or warlike fantasy mount) will gain a +2 to hit and doubles his entire damage total against the first target he attacks in a round provided he has made a charge.

#### **Mighty Blow**

Use Time: 1 round

Equipment: melee weapon in 2-hands

Roll: Regular to hit, -4

Save: On miss, Fighter save or break weapon

A trained Fighter can once per turn (10 minutes) elect to strike a Mighty Blow. He may not move during the round, must be using a weapon in 2 hands, and suffers a -4 to hit. However, he adds his entire STR ability score to his damage total (NPC's without a STR rating get 3d6 extra damage points). He may take this training multiple times, each choice allows him an additional great blow per 10 minutes. If the fighter misses the attack, he must make a saving throw or he has shattered his weapon in a fearsome crash into the ground, if the weapon is magical, it is merely shaken out of his hands by the impact. Extra attacks that happen the same round as the Mighty Blow are NOT Mighty Blows.

#### **Mighty War Cry**

Use Time: full round

Equipment: Voice or Horn

Roll: STR d20

Save: MOR check

A trained Fighter can make a mighty shout or blast on a war horn to intimidate enemies. Spending both a move and an action, up to once per 10 minutes, enemies with 4 HD or less within 60' must make a morale check or retreat.

### **Move Silently**

Use Time: None

Equipment: No heavy armor

Roll: DEX d20

Save: No

A trained Fighter can sneak away or up behind someone who is looking the other way by making a DEX d20 check. Other characters must rely on the surprise roll. A character or group of characters (at least 60' away from allies without the skill) all of whom make their Move Silently will get a round of surprise on enemies, in addition to any surprise rolled. In a combat, characters who begin as hidden or otherwise unseen and who make a skill check can sneak up behind an enemy not looking in their direction, to get an ambush attack attempt. Fighters may not wear scale, chain, brigandine or plate armor when moving silently.

### **Not So Fast**

Use Time: Extra Attacks

Equipment: Melee Weaponry

Roll: No

Save: No

A trained Fighter gains an Extra attack against 2 opponents who move out of melee contact in a round (not making a Fighting Withdrawal) instead of the usual 1. At 5<sup>th</sup> level, that increases to 3 opponents, at 10<sup>th</sup> level to 4 opponents.

## **3.3 Fighter Combat Trainings O-S**

### **Observer**

Use Time: None or 1 action

Equipment: None

Roll: WIS d20 or WIS and INT d20

Save: No

A trained Fighter can, with a WIS d20 check, spot the general location of an invisible combatant that he knows is present, allowing him and his allies to make an attack, with a -4 penalty still, against it (no action spent to spot, but must declare the attempt). He can also use a move or attack to scan for those Hiding in Shadows or Hiding in the Forest, needing to pass both a WIS d20 and INT d20 to spot them in hiding.

### **On Guard**

Use Time: 1 full round

Equipment: Melee Weapon

Roll: No

Save: No

A trained Fighter with a melee weapon can give up his move and attack and keep his weapon aimed at a particular target or spot. If the target moves, the fighter can instantly hack, before the target can otherwise act. If a spot is chosen, the fighter can hack the first enemy who crosses or enters the spot instantly, regardless of whose round it is as an extra attack. A character with a R1 weapon can make that spot 5' away from contact, a character with a R2 weapon can make that spot or target.

### **Over Watch** (Prerequisite: Aim)

Use Time: 1 full round

Equipment: Missile Weapon

Roll: No

Save: No

A trained Fighter with a missile weapon can give up his move and attack and keep his weapon aimed at a particular target or spot. If the target moves, the fighter can instantly shoot as an extra attack, before the target can otherwise act. If a spot is chosen, the fighter can shoot the first enemy who crosses or enters the spot instantly as an extra attack regardless of whose round it is.

### **Pimp Slap**

Use Time: attack action

Equipment: None

Roll: Regular to hit

Save: MOR

A trained Fighter can slap a mortal who has fewer Hit Dice than his own (or the same number if the target is of a smaller size code) before active hostilities have begun. The slap is humiliating, and the target must make a MOR check or cower/give way/give in to the Jack (within Judge's ruling). If the target is the leader of a group, the entire group must make a MOR check if the target fails his.

### **Quick Draw**

Use Time: None

Equipment: Any

Roll: No

Save: No

A trained Fighter may switch weapons during a round (for example, put away bow, get out sword and shield) without using his attack or move or without dropping an item onto the ground.

### **Rally the Troops**

Use Time: attack action

Equipment: None

Roll: No

Save: No

A trained Fighter may use his attack action to make a heroic exhortation to any soldiery under his authority within 60' which will rally those with broken morale and make them immune to morale checks for the next 1d4 rounds. No CHA check is needed for success.

### **Rampage**

Use Time: Extra Attack

Equipment: Melee Weaponry

Roll: Normal "To Hit"

Save: No

Any time a trained Fighter drops an enemy to 0 hit points or below in hand-to-hand combat (not missile fire), he may make an Extra Attack against any opponent in reach. He may repeat this each time he drops an enemy to a maximum of 1 Extra Attack per experience level or 8, whichever is lower, in any given round. The Judge may grant this power to monsters (e.g. Trolls, Dragons or Giants) at his discretion.

#### **Rapid Chucker** (Prerequisite: Quick Draw)

Use Time: Move Action

Equipment: Hurling Weapon

Roll: Normal "To Hit"

Save: No

Any time a trained Fighter who does not move in a round may throw an additional hurled weapon, provided that the weapon is in a bandoleer (knife or dagger) or quiver (dart or javelin) or in his belt (hatchet, hand axe, It, hammer, but maximum of 1 can so be stored).

#### **Reach for It** (Prerequisite: Spear Fighting)

Use Time: Extra Attack

Equipment: Longer weapon than enemy

Roll: Normal To Hit

Save: No

if a trained Fighter has a weapon that is longer than his opponent's on the round that the two first come into melee contact (when neither was currently in contact with anyone) then the Fighter gains an extra attack, before the opponent may attack. This extra attack does not stack with the extra attack for *On Guard*. Weapons rated from longest to shortest as follows: Those with R2 code are longest, then R1, then size code L, then code M, then code S, then fists. If the opponent is an animal or monster that does not typically use weapons, then count their length as 1 less than their sized code. So a size L bull would count as a code M weapon.

#### **Recruitment**

Use Time: 1 week or 1 turn

Equipment: Common Language

Roll: CHA d20

Save: No

A trained Fighter can replace a general search for henchmen or hirelings with a specific one by making a CHA d20 check. It still takes a week but costs no money and results with the fighter being able to look through the henchman or mercenary deck and picking the card he desires. A CHA d20 roll can also be used in a dungeon to get a band of mortals who have agreed to negotiate to join forces with the party (terms and conditions apply—if it is a band of 1-HD orcs, bandits, dwarves, for example, they'll want about 10gp each). You need to be able to communicate in a common language for this to work. Finally, the fighter can perform the "Create a Henchman" process (see book 4).

#### **Scooper**

Use Time: Extra Action

Equipment: Any

Roll: No

Save: No

A trained Fighter can pick up an item from the ground without spending either a move or attack.

#### **Shield Sacrifice**

Use Time: None

Equipment: Shield (not buckler)

Roll: No

Save: No

A trained Fighter who is using a shield can declare a shield sacrifice when hit in combat. His shield is then destroyed by the blow in question, but he suffers no damage from that attack. A Sturdy Shield (masterwork) can be used twice before being destroyed. Magic shields have no special exemption and are also destroyed if sacrificed.

#### **Shield Wall**

Use Time: none

Equipment: Shield and 2 friends with shields

Roll: No

Save: No

If three or more trained Fighters who each has a shield or sturdy shield (not a buckler) stand side-by-side double the protective value of their shields to their front (+4 instead of +2). However, they may only move at half normal rate.

#### **Siege Engineer**

Use Time: Special

Equipment: Special

Roll: To Hit (shooting) INT d20 (build)

Save: No

The trained fighter may build and use siege engines of various kinds. Building them takes 1 day per 10gp of retail cost, 1/3 of the retail cost spent on materials, and an INT d20 check. At least 1 person with siege engineer training must make up the crew of each engine. See book 4 for details.

#### **Skirmisher**

Use Time: None

Equipment: no heavy armor nor shield

Roll: DEX d20

Save: None

A trained Fighter who has lost initiative and who is wearing clothes, leather, gambeson, hides or lamellar for body armor and who has no shield or only a buckler, may make his move before an enemy who has won initiative and who attempts to close to melee contact with the fighter.

#### **Smash 'Em Down**

Use Time: None

Equipment: Size L or G weapon

Roll: normal To Hit

Save: Yes

if a trained Fighter is using a Size L or G weapon and hits a Size M or smaller target, the target must make a save or be knocked prone. This does not need to be declared nor is it in place of regular damage.



**Spear-Fighting:**

Use Time: Attack action

Equipment: Spear, Bill, Halberd, Pike or Lance

Roll: Normal Attack Roll

Save: No

A trained Fighter who is using a Spear, Bill, Halberd, Pike or Lance can get several benefits:

1. He may make a melee attack when not in melee contact, up to 5' away (10' for pikes).
2. He may make a melee attack when in the 2<sup>nd</sup> row of a formation (and 3<sup>rd</sup> for pikes) against those in contact with the first row.
3. If he makes a melee hit (with a Spear or Pike only) he will score double total damage scored if the target had charged during that round.
4. He ignores the -2 attacking height disadvantage when attacking an enemy mounted on a horse or similar mount.

**Split-Fire**

Use Time: None

Equipment: Missile Weapon

Roll: No

Save: No

A trained Fighter may move part of his movement allowance, shoot any missile weapon, and then move the rest of his movement. Normally, shooting ends movement.

**Split or Hook Shield:**

Use Time: Attack Action

Equipment: Weapon Rated SS

Roll: To hit AC 15

Save: Yes

A Fighter using a weapon with the SS code (mostly axes) can declare he is attempting to Split or Hook an enemy's shield. He rolls to hit vs AC 15, but instead of doing damage on a hit, the defender must make a Saving Throw or else, at the attacker's choice, have his shield split into pieces, destroyed, or it will be hooked and yanked out of his hands onto the ground. Magic shields and Sturdy Shields (see book 4) are always hooked, not destroyed.

**Stand and Fight**

Use Time: Move Action

Equipment: Melee Weapon

Roll: STR d20

Save: No

A trained fighter who makes a STR check, can use his Move Action to make a melee attack. In other words, if he does not move, he may make 2 regular attacks with a hand-to-hand (melee) weapon. This might give him an extra opportunity to make a Rampage extra attack, but does not double the number of Rampage attacks he can make per round. If he fails the STR check, he loses his move.

**Storm of Arrows** (Prerequisites: Aim and Split-Fire)

Use Time: Full Round Action

Equipment: Bow (not crossbow, sling or hurled)

Roll: Regular to Hit, -2,-4,-6

Save: No

A trained fighter who has a bow (shortbow, long bow, horse bow or composite bow) and who does not move during a round, may get extra shots during a round. If he hits with either of his normal 2 shots, he can make a third shot at -2 and if he hits may make a fourth shot at -4 and if he hits may make a 5<sup>th</sup> shot at -6 to hit.

**Stunning Blow** (Prerequisite: Brawler)

Use Time: None

Equipment: Fist, Lt. Hammer, Baton, Club, Mace, Staff

Roll: STR d20

Save: Yes

A trained fighter who makes a STR check, while using one of the lighter blunt weapons, in addition to normal damage can Stun a mortal or animal victim, who fails his save, for 1d3 rounds.

**Sweep Low:** (Prerequisite: Brawler)

Use Time: Attack Action

Equipment: leg, spear, bill, staff, halberd, great axe, or maul

Roll: To hit AC 15

Save: Yes

A trained fighter can use his leg or a weapon with a long haft to try to sweep the legs out from under an opponent. He must hit AC 15, and the target then makes a saving throw or is knocked prone. If the target passes his save and the attacker was using his leg, then the attacker must save or fall prone.

**3.4 Fighter Combat Trainings T-Z****Tactical Reposition**

Use Time: None

Equipment: None

Roll: DEX d20

Save: No

A trained Fighter can safely move away from 1 foe in melee contact, without provoking an Extra Attack, and without spending his attack or move (other than for actually moving) per round.

**Too Stubborn to Die**

Use Time: None

Equipment: None

Roll: Saving throw

Save: Yes (fighter himself)

A trained Fighter brought to 0 hit points or fewer, he can remain conscious and keep fighting if he makes a saving throw. He may still be losing 1 hit point per round due to blood loss. He can keep fighting until hit again, at which he must make a saving throw or fall unconscious. When he reaches a negative number of hit points greater than his CON, he will automatically die. When all enemies are dead or out of sight, he will collapse into critically injured unconsciousness.

**Unarmored Fighting**

Use Time: None

Equipment: No armor or shield or buckler

Roll: No

Save: No

A trained Fighter adds +1 to his AC when wearing no body armor nor using a shield or buckler. He may take this training up to 8 times and the AC bonus stacks. The AC does not count against a surprise attack.

**Unhorse** (Prerequisite: Spear Fighting)

Use Time: attack action

Equipment: Weapon rated UH

Roll: To hit AC 15

Save: Yes

When a trained Fighter uses a weapon with the "UH" code against a target mounted on a horse (or similar mount) he can declare he intends to unhorse the target. If he scores a hit vs AC 15, the target suffers no damage, but must make a Saving Throw, or he will be knocked prone to the ground, off his horse. He must make a second save or he will be stunned, for his next round, and suffer 1d4 damage.

# CHAPTER FOUR: JACK SKILLS

## 4.0 Jack Skill Overview List

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- Secret Door Expert
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- Sling Stun
- Split-Fire
- Stab and Run
- Stab them when they're down**
- Stonework
- Supernatural Lore
- Swapper
- Target Guidance
- Terrible Song
- Tracking
- Trap work**
- Treat Critical Injury**
- Use Wand**
- Walking Stick

## 4.1 Jack Skills A-G

### Abject Flight

Use Time: None

Prerequisites: None

Equipment: None

Skill Check: Yes

A skilled Jack can escape from all melee contacts without enemy extra attacks, but can only make a double move. If the skill check fails, the enemy gets their extra attacks, but they don't count as surprise attacks.

### Alchemy, Basic

Use Time: 1 turn

Prerequisites: None

Equipment: Alchemy Kit

Skill Check: Yes

A skilled Jack can use a Alchemy Kit to identify any alchemical product he discovers on adventure. It also allows the character to identify a potion without tasting it. A character with this skill can carry 20 alchemical items in a kit and it counts as 1 item. These attempts require the Jack to have an Alchemy Kit.

### Alchemy, Advanced

Use Time: 1 week

Prerequisites: Alchemy, basic

Equipment: Alchemy Laboratory

Skill Check: Yes

If a skilled Jack has his own Alchemy Laboratory, he can produce Alchemical Products for 1/3 the full price, at a speed of He can make 1 dose per day plus 1 dose for each even number level he reaches (1 dose at level 1, 2 at levels 2-3, 3 at level 4-5).

**Alert Reaction**

Use Time: None

Prerequisites: None

Equipment: None

Skill Check: Yes

A skilled Jack can move or raise an alarm (but not attack) during a surprise round when he is the one surprised. Also, he is not subject to a surprise attack; such attacks are treated as normal attacks.

**Ambush 3**

Use Time: None

Prerequisites: level 2+

Equipment: None

Skill Check: No

A skilled Jack increases his bonus for all surprise attacks he makes to +3 to hit, and triple damage. He does not need to make a skill check.

**Ambush 4**

Use Time: None

Prerequisites: Ambush 3; level 6+

Equipment: None

Skill Check: No

A skilled Jack increases his bonus for all surprise attacks he makes to +4 to hit, and four times the damage. He does not need to make a skill check.

**Ambush 5**

Use Time: None

Prerequisites: Ambush 4; level 12+

Equipment: None

Skill Check: No

A skilled Jack increases his bonus for all surprise attacks he makes to +5 to hit, and five times the damage. He does not need to make a skill check.

**Arrow Master**

Use Time: None

Prerequisites: Careful Aim; level 8+

Equipment: None

Skill Check: No

If a skilled Jack does not move, and uses short bow, longbow, horse bow, composite bow or heavy war bow, he increases his ROF to 3.

**Battle Medic**

Use Time: none

Prerequisites: Treat Critical Injury, Alchemy-Basic, level 3+

Equipment: Healer's Bag, Krangor

Skill Check: Yes

A skilled Jack makes his First Aid skill checks at one higher die type than his level indicates. If he reaches d20 roll normally, then he never fails. Also, he can use a dose of Essence of Krangor to heal 1d4 hp of damage from First Aid or return a critically injured mortal to 1 hit point and full consciousness in 1 round instead of 1 turn. However, Krangor is tricky; if the Jack fails his skill check, the patient takes 1d3 damage as per the bad side of Krangor.

**Battle Trained**

Use Time: None

Prerequisites: Militia Trained, level 8+

Equipment: None

Skill Check: No

a Jack who chooses this skill can add Brigandine armor to his list of permitted armor, and 2 additional non-Jack weapons to his permitted weapons. Additionally, he can choose one of the following Fighter Training items: Fast Weapon Fighting, Spear-Fighting, Crack the Shell, Split/Hook Shield, Knock 'Em Down, Horseman or Over Watch.

**Bibliophile**

Use Time: 1 turn

Prerequisites: None

Equipment: None

Skill Check: Yes

A skilled Jack can detect book worms in "wormy" books and the presence of magical or mundane traps on books or scrolls (but not cursed scrolls). A skilled Jack can appraise the fair resale value of non-magic books found on adventure. The herb vermifuge is the only treatment for book worms.

**Blackjack**

Use Time: Attack Action

Prerequisites: none

Equipment: blackjack

Skill Check: Yes (save too)

A skilled Jack can use a sack full of rocks or metal bits to knock out enemies. On a surprise attack, if the skilled Jack hits with blackjack, it acts as 1d4 weapon. If the Jack makes a skill check, the victim is stunned for one round (can only half move and defend himself) and must make a save or be knocked unconscious for 1 hour or until magically healed or patched up with Treat Critical Injury skill.

**Brew Master of the Mysteries**

Use Time: 1 day

Prerequisites: None

Equipment: Kitchen and Market

Skill Check: Yes

Each time the Jack takes this skill, he gains the knowledge of how to prepare 1 of the Special Beverages from book 3 (Owlbear Punch, etc.). He can make 1 serving per day plus 1 serving for each even number level he reaches (1 serving at level 1, 2 at levels 2-3, 3 at level 4-5). Must have access to a kitchen and a market.

#### **Buckler Expert**

Use Time: None  
Equipment: None

Prerequisites: None  
Skill Check: No

A skilled Jack can gain the +1 AC for using a buckler, but still hold something in his shield hand, even use a 2-handed weapon while gaining the buckler AC bonus. Also, a single buckler does not count as an "item" for encumbrance.

#### **Buckler Master**

Use Time: None  
Equipment: Buckler

Prerequisites: Buckler Expert  
Skill Check: Yes

When using a buckler, the skilled Jack gains an additional +1 to AC. Also, if he makes a skill check (and is not using his shield hand for anything else) he can make an extra melee attack with his buckler for 1d4 damage.

#### **Bushwhacker**

Use Time: None  
Equipment: Missile Weapon

Prerequisites: Hide in Shadows or Hide in Forest  
Skill Check: Yes

When attacking from Hiding, a skilled Jack makes a skill check to re-roll if he misses with his first missile shot in the round.

#### **Buster**

Use Time: 1 action (but only 1/turn)  
Equipment: Pry Bar or Axe

Prerequisites: None  
Skill Check: Yes

A skilled Jack can open a chest, door or other container in a single attempt (see Breaking Things rules), it's quicker and more likely to succeed having this skill, but just as likely to attract wandering monsters for the one attempt. Ogres and Half-Ogres get this skill for free.

#### **Cache**

Use Time: 1 action or turn  
Equipment: None

Prerequisites: None  
Skill Check: Yes

A skilled Jack can hide an object on his person (size permitting) or in the general environment where normies can't find it. The Jack does not roll his skill check until the first normie tries to find his cached item. Jacks skilled in Searcher can attempt to discover the cached item. Caching a small object on one's person takes an action, a larger item in the environment can take a turn (Judge's ruling).

#### **Camp Master**

Use Time: 1 round/1d4 turns  
Equipment: Flint and Steel

Prerequisites: None  
Skill Check: Yes

A skilled Jack can light a fire with flint and steel in a single round, rather than in a turn, can set up a camp to keep food safe from scavengers and finster weevils, and can choose shelter that will mitigate adverse weather effects.

#### **Careful Aim**

Use Time: 1 round  
Equipment: Bow or Crossbow

Prerequisites: None  
Skill Check: No

A skilled Jack who takes a round without any action to take careful aim gains a +2 to hit on his next shot with a bow or crossbow with which he is proficient.

#### **Chef of the Mysteries**

Use Time: 1 day  
Equipment: Kitchen and Market

Prerequisites: None  
Skill Check: Yes

Each time the Jack takes this skill, he gains the knowledge of how to prepare 1 of the Special Foods from book 4 (Awesome Pie, etc.). He can make 1 serving per day plus 1 serving for each even number level he reaches (1 serving at level 1, 2 at levels 2-3, 3 at level 4). Must have access to a kitchen and a market.

#### **Climb Walls**

Use Time: Move Action  
Equipment: No heavy armor

Prerequisites: None  
Skill Check: Yes

While anyone can climb a tree or rough cliff-side with a STR check, a skilled Jack can climb virtually any surface. Skill check is used when the surface is too smooth for most people to even to attempt. Such climbing cannot be attempted in chain, scale, brigandine or plate armor. The Jack climbs at half his regular movement rate per round.

#### **Cloaked Obscurement**

Use Time: Move action  
Equipment: Cloak

Prerequisites: Cloak Trick  
Skill Check: Yes

A skilled Jack with a dark, hooded cloak can use it to aid in his Hiding. If sets himself up with the cloak ahead of time using a move action, and fails a Hide in Shadows or Hide in Forest check, on a C.O. skill check, he may re-roll the hide.

#### **Cloak in Your Face**

Use Time: attack action

Prerequisites: Cloak Trick

Equipment: Cloak

Skill Check: Yes; save after first round

A skilled Jack can pull his cloak over the head of an opponent in melee contact, obstructing his vision and range of motion. The target will be at -4 on his "to hit" rolls and cannot cast spells, shoot missiles, use a scroll or throw anything for the first round. Subsequent rounds, the Jack may try to maintain the cloak in place, which takes his attack action, requires a skill check and allows a saving throw.

#### **Cloak Trick**

Use Time: move or attack action

Prerequisites: Hide in Shadows

Equipment: Cloak, No heavy armor

Skill Check: Yes

Once per combat, a skilled Jack whirls a cloak around, hiding his precise location. For the round he does so, which takes either his move or attack action, his choice, all missile weapons targeted at him are at -4 to hit.

#### **Dagger Danger**

Use Time: Extra Attack

Prerequisites: Double Dagger

Equipment: Dagger

Skill Check: Yes

A skilled Jack can hold a dagger in his off-hand (but not with a buckler, even if he has Buckler Expert) and he can decide each round whether to use it to parry giving him a +1 AC that round (but not against missiles) or to risk a skill roll to try to make an extra attack with dagger. He needn't be holding a dagger in his primary hand.

#### **Dagger Master**

Use Time: None

Prerequisites: Dag. Danger, Dag. Surprise, Double Dag., lvl 8+

Equipment 1-2 daggers

Skill Check: No

A skilled Jack does not need to make a skill check to use the Dagger Danger, Dagger Surprise or Double Dagger effects in combat.

#### **Dagger Surprise**

Use Time: Attack Action

Prerequisite: Cache, Swapper

Equipment: Dagger or Blackjack

Skill Check: Yes

A skilled Jack can hide a dagger on his body, up his sleeve etc, and on a skill roll can whip it out and make a surprise attack on an enemy either in melee contact or at short dagger throwing range. A Jack with Blackjack skill can also use this skill to attempt a blackjack surprise attack.

#### **Dancing Machine**

Use Time: full round

Prerequisite: Razzle-Dazzle

Equipment: None

Skill Check: Yes

A skilled Jack can begin a spectacular dance routine any round when he is not in melee contact. If he passes the skill check, every mortal in visual range will pay at least some attention to him, allowing any of his allies to re-roll any missed Hide in Shadows, Hide in Forest or Move Silently roll they may miss during the round.

#### **Detect and Treat Disease**

Use Time: 2d4 hours

Prerequisites: First Aid

Equipment: Healer's Bag

Skill Check: Yes

A skilled Jack can diagnose a disease contracted by a patient. After a course of treatment taking 2d4 hours, the Jack can attempt to treat the disease with a skill check. If the treatment works, the patient gets a new saving throw attempt to recover from the disease. The Jack can only make one attempt per patient per disease.

#### **Detect and Treat Poison**

Use Time: 1 action

Prerequisites: First Aid

Equipment: Healer's Bag

Skill Check: Yes

A skilled Jack can detect the presence and type of poison on a trap, blade, dish of food etc. It will even detect whether a potion is indeed poison. The skill also allows limited poison treatment, if a poisoned person is treated by a skilled Jack while the poison is still active or within 10 minutes of infliction, allow a second saving throw.

#### **Disguise**

Use Time: 1 turn

Prerequisites: None

Equipment: Disguise Kit

Skill Check: Yes, Sometimes a Save

A skilled Jack can disguise himself as a different person of roughly the same size as himself. To take on a generic appearance, like "some farmer" requires a simple skill check. To try to mimic a specific person gives all who interact with the Jack a saving throw. Judge many impose additional checks or saves if the disguised Jack tries to do things that are increasingly out of character, risky or demanding.

**Distracting Banter**

Use Time: 1 action

Prerequisites: None

Equipment: None

Skill Check: Yes—also Save

A skilled Jack can use clever conversation to distract another person. In combat the Jack must win initiative the round he attempts the banter (which counts as either his attack or move as he wishes), and if his skill succeeds, the target (1 only) makes a save or loses his attack for the round. Out of combat, a simple skill check will be enough to distract a target for a round.

**Double Dagger**

Use Time: Extra Attack

Prerequisites: Swapper

Equipment: 2 Daggers

Skill Check: Yes

A skilled Jack can hold a dagger in each hand, and if he makes a skill check can use the second dagger to make a melee or hurled attack.

**Enchanting Music**

Use Time: 1 action

Prerequisites: None

Equipment: Musical Instrument

Skill Check: Yes

A skilled Jack can play music that will allow his side to re-roll a Reaction check during failed negotiation, re-roll a Charisma check to convince an NPC to make an agreement or even have a unit of friendlies re-roll a failed morale check (if within 25').

**Enchanting Song**

Use Time: 1 action

Prerequisites: level 3+

Equipment: Voice

Skill Check: Yes, and save

A skilled Jack can cause 1 target per level within 50' to make a save or lose its next attack action being mesmerized by the sound of the song (no common language needed)

**Escape Artist**

Use Time: 1 action or 1 turn

Prerequisite Open Locks and Knot Expert.

Equipment: None

Skill Check: Yes

A skilled jack can escape from any non-magical chains, locks, ropes or shackles in either a round or a turn (depending on the Judge's ruling) on a single roll. A skill check even allows a second save against Hold Person, Hold Monster or Dirt Pile spells.

**First Aid**

Use Time: 1 turn (hp) or 1 action (blood loss)

Prerequisites: None

Equipment: Healer's Bag

Skill Check: Yes

A skilled Jack can patch up a wounded person after a battle, healing 1d4 hit points. Only 1 attempt per person per battle is allowed, and it must be attempted within 1 hour of the damage being taken. It takes 1 turn to attempt, so at most 6 healing attempts can be made by the Jack after any battle. Unskilled characters can make an attempt by rolling INT on less on a d100. First Aid can also be used to stop the 1 hp/round blood loss of a critically injured character (but not to restore one to consciousness) this takes only 1 action.

**Forager**

Use Time: As travels

Prerequisites: None

Equipment: None

Skill Check: Yes

A skilled Jack can find enough food and water for 1d4 people per day of normal travel (except in desert, high mountain or arctic conditions). He can double that amount if he does no traveling. Any day that his roll fails means that the area is "played out" for at least a week (Judge's ruling for time). Throughout day.

**Game Hunter**

Use Time: 1d6+1 hours

Prerequisites: Tracking

Equipment: None

Skill Check: Yes

A skilled Jack, after searching 1d6+1 hours in a terrain where a particular normal animal is wont to live, can find animals of that type. Other characters just have to stumble around waiting for a random encounter roll. .

**Glorious Song**

Use Time: 1 action

Prerequisites: None

Equipment: Voice

Skill Check: Yes

A skilled Jack can sing a song that will allow a friendly a second saving throw against any enchantment realm spell he's failed (within 2 rounds of the casting) or similar monster's charm effect. He can also sing to inspire friendly combatants to gain an additional +1 to hit if they charge.

**Grenadier**

Use Time: Extra Attack

Prerequisites: Swapper, (Alchemy, Basic)

Equipment: Flasks and Bandoleer

Skill Check: Yes

A skilled Jack can become a skilled thrower of flask weapons. First, he gains the ability to use 2 bandoleers to carry 5 items each and only count as 1 item per bandoleer. Second, if he has thrown a flask weapon including holy/unholy water or oil, he can make a skill check and throw a second flask as an extra attack. If he has the Alchemy, Basic skill, he can also attempt to do this with alchemical thrown items, like acid, cling fire, tangles, blinding powder.

## 4.2 Jack Skills H-N

### Healing Master

Use Time: none

Equipment: Healer's Bag

Prerequisites: D/T Disease+Poison, T Critical Injury, level 5+

Skill Check: No

A skilled Jack makes his First Aid, Treat Critical Injury, Detect/Treat Disease and Detect/Treat Poison skill checks at one higher die type than his level indicates. If he reaches d20 roll normally, then he never fails.

### Hear Noise

Use Time: 1 turn or 1 action

Equipment: None

Prerequisites: None

Skill Check: Yes

When listening at a door to hear monsters on the other side, or to detect enemies creeping up, most characters need to roll 6 on 1d6. Skilled Jacks roll their standard roll. Listening at a dungeon door takes a turn, listening for more direct noises can take as little as 1 action.

### Herbalism

Use Time: 1 turn or 1 day

Equipment: Herbalist's Bag

Prerequisites: None

Skill Check: Yes

A skilled Jack can identify herbs or herbal products found on adventure or to find 1d6 doses of a random herb after a day searching. Requires an Herbalist's Bag. 1 turn/1 day. He can also carry 20 herbals in an Herbalist Bag and have them count as 1 item, while other characters can only carry 10.

### Hide in the Forest

Use Time: 1 action

Equipment: None

Prerequisites: None

Skill Check: Yes

A skilled Jack can find a tree or bush in which to hide, motionless until an enemy passes-by or turns his back by rolling this skill, other characters have to rely on the surprise roll. This skill works day or night, provided there are ample trees, bushes or undergrowth in which to hide.

### Hide in Shadows

Use Time: 1 action

Equipment: No heavy armor

Prerequisites: None

Skill Check: Yes

A Jack can find a dark corner to hide, motionless until an enemy passes-by or turns his back by rolling this skill, other characters have to rely on the surprise roll. This skill only works under dark, cluttered conditions, such as in dungeons or in a city or castle at night-time.

### Holy Barrier

Use Time: 1 action

Equipment: Holy Water

Prerequisites: None

Skill Check: Yes

A skilled Jack can use a vial of Holy Water to trace a line 10' long on the ground. With a successful skill check, the barrier will prevent undead or demons from crossing the line. The barrier lasts for 1d4 combat rounds. Uses 1 vial of Holy Water per use.

### Hunt Master

Use Time: None

Equipment: Rope

Prerequisites: Path find, Track, Game+Monst Hunter, level 8+

Skill Check: No

A skilled Jack makes his Path Finder, Tracking, Game Hunter and Monster Hunter skill checks at one higher die type than his level indicates. If he reaches d20 roll normally, then he never fails.

### Jockey

Use Time: 1 action

Equipment: Horse

Prerequisites: None

Skill Check: Yes

A skilled Jack can get a horse he's riding to move an additional 10' per round, checking each round. He can also substitute his skill check for the regular DEX check for fancy horsemanship.

### Knot Expert

Use Time: 1 action

Equipment: Rope

Prerequisites: None

Skill Check: Yes



A skilled Jack can untie any knot on a skill check, and can tie up an incapacitated enemy in a single round with very difficult knots (only a Jack with Escape Artist can escape from it and only a knife or another Knot Expert can open them).

#### **Lock Master**

Use Time: 1 action

Prerequisites: Open Locks, Trap work, level 8+

Equipment: Burglary Tools

Skill Check: No

A skilled Jack makes his Open Locks and Trap Work skill checks at one die type better than his level would indicate. If he already has a d20 check level, he never fails.

#### **Make Poison**

Use Time: 1+ days

Prerequisites: Detect and Treat Poison

Equipment: Poisoner's Kit

Skill Check: Yes

A skilled Jack can make a dose of any of the poisons from book 4 at ½ the retail price, in 1 day per every 10gp of the full retail price, but with no need to find a source or risk arrest in doing so.

#### **Master Craftsman**

Use Time: Special

Prerequisites: Occupation (Armorer)

Equipment: Craftsman's Workshop

Skill Check: Yes

A skilled Jack can make Masterwork armor and weapons. It requires a craftsman's workshop and 25% of the retail price in raw materials to complete. It takes a number of days equal to the retail cost divided by twice the Jack's level to complete the work. A failed skill check at the end means that the work was wasted.

#### **Master Creator**

Use Time: Special

Prerequisite: Herbalism, Potion Maker, level 9+

Equipment: Alchemical Laboratory

Skill Check: No

A skilled Jack makes his Alchemy, Herbalism, and Potion Maker (and Make Poison, Chef of the Mysteries and Brew Master of the Mysteries if he happens to have them) skill checks at one higher die type than his level indicates. If he reaches d20 roll normally, then he never fails.

#### **Mesmerizing Song**

Use Time: 1+ round

Prerequisite: Enchanting Song, level 7+

Equipment: Voice and Instrument

Skill Check: Yes and Save too

A skilled Jack can sing an amazing song that causes 1 target (mortal or normal animal) per level within 50' to make a save or become ensnared and mesmerized by the music. As long as the Jack keeps singing, the targets will not make any attack or move actions, unless someone attempts to attack them in any way.

#### **Militia Trained**

Use Time: None

Prerequisites: None

Equipment: None

Skill Check: No

A Jack who chooses this skill can use scale armor, chain mail, and shields in addition to their normally allowed armor. The Jack also chooses 2 weapons that are not on the normal Jack list which he can then use without penalty. No skill rolls required for these uses.

#### **Monster Hunter**

Use Time: 1d4+1 days

Prerequisites: Tracking

Equipment: None

Skill Check: Yes

A skilled Jack, after searching 1d4+1 days in a terrain where a particular monster is wont to live, can find a monster lair of that type on a successful skill roll. Other characters just have to stumble around waiting for a random encounter roll.

#### **Monster Lore**

Use Time: 1 action

Prerequisites: None

Equipment: None

Skill Check: Yes

A skilled Jack can identify the species and major powers of a given monster (does not apply to extra-worldly creatures such as Demons, nor the Undead, nor does it allow identifying class or level of mortals).

#### **Mortal Lore**

Use Time: 1 action

Prerequisites: None

Equipment: None

Skill Check: Yes

A skilled Jack can recognize items, people and locations relating to a chosen mortal species. For example if a Jack were skilled in Elf Lore, he could recognize that an elven portrait was of Prince Doomoz the Magnificent, or the tower was built by the guild of elvish necromancers. A Jack can choose this skill many times, focusing on a different species each time.

#### **Move Silently**

Use Time: part of move action

Prerequisites: none

Equipment: No heavy armor

Skill Check: Yes

A skilled Jack can sneak away or up behind someone who is looking the other way using this skill. Other characters must rely on the surprise roll. A character or group of characters (at least 60' away from allies without the skill) all of whom make their skill rolls will get a round of surprise on enemies, in addition to any surprise rolled. In a combat, characters who begin as hidden or otherwise unseen and who make a skill check can sneak up behind an enemy not looking in their direction, to get a surprise attack attempt. Move Silently cannot be done while wearing scale, chain, brigandine or plate armor. Bugbears and Wood Elves get this skill for free.

#### **Mummery**

Use Time: 1 action

Prerequisites: none

Equipment: None

Skill Check: Yes

A skilled Jack can mimic clerics of his own alignment well enough to use clerical scrolls or talisman, made by those of his own alignment. Failing the skill check will ruin the scroll or expend a charge from the talisman. If clerical scrolls and talisman are found as treasure, and their alignment is not known, roll 1d6; 1-2=Lawful, 3-4=Neutral, 5-6=Chaotic.

#### **Music Master**

Use Time: none Prerequisites; Mesmerizing Song, Enchanting Music, Terrible Song, Glorious Song, level 10+

Equipment: None

Skill Check: No

A skilled Jack makes his Enchanting Music, Enchanting Song, Mesmerizing Song, Terrible Song, and Glorious Song skill checks at one higher die type than his level indicates. If he reaches d20 roll normally, then he never fails.

#### **New Language**

Use Time: none

Prerequisites: None

Equipment: None

Skill Check: No

A Jack who chooses this skill adds one more language to the number he speaks and reads, regardless of his INT maximum.

### **4.3 Jack Skills O-S**

#### **Observer**

Use Time: 1 action

Prerequisites: None

Equipment: None

Skill Check: Yes (sometimes 2)

A skilled Jack can spot the general location of an invisible combatant that he knows is present, allowing him or his allies to make an attack, with a -4 penalty still, against it. He can also use a move or attack to scan for those Hiding in Shadows or Hiding in the Forest, but must make 2 skill rolls to do so. High Elves and Half-Elves get this skill for free,

#### **Occupation or Trade**

Use Time: Special

Prerequisites: None

Equipment: Sometimes

Skill Check: Sometimes

A skilled Jack can do tasks and earn his daily maintenance by performing a chosen occupation. Each time he takes a this skill he chooses another occupation. Example: a Jack who chooses "armorer" could make armor and weapons if he has the tools and raw materials, or take a job as an armorer to cover his daily upkeep for a period of time. Sample occupations include: farmer, sailor, tailor, smith, accountant, scribe, map-maker, merchant, teamster, juggler. I'd think that this skill is mostly for NPC losers.

#### **Open Lock**

Use Time: 1 turn

Prerequisites: None

Equipment: Burglary Tools

Skill Check: Yes

A skilled Jack can open a locked door or chest with this skill. Each attempt takes 1 turn, but does not increase the chance of wandering monsters like smashing the chest in. Other characters can try acid, which makes things worse if you fail, or smashing which is noisy and destructive, see Book 4 for details.

#### **Pack Hauler**

Use Time: None

Prerequisites: None

Equipment: Pack

Skill Check: No

A skilled Jack can carry 5 extra items at each level of encumbrance beyond a non-skilled person.

#### **Path Finder**

Use Time: As one travels

Prerequisites: Tracking

Equipment: None

Skill Check: Yes

A skilled Jack can find the fastest trail, determine the cardinal directions and avoid getting lost.

### **Pick Pocket**

Use Time: 1 action

Prerequisites: None

Equipment: None

Skill Check: Yes

A skilled Jack can make a skill check to lift a coin purse or other item from a target. Other characters have no chance at this.

### **Piercing Arrow**

Use Time: Full Round

Prerequisites: Careful Aim, level 8+

Equipment: Bow or Crossbow

Skill Check: Yes

A skilled Jack who has spent a round preparing a careful aim can shoot a bow or crossbow shot that will do an extra 4 points of damage. Moreover, if the arrow drops the target to 0 hit points, it will travel through the target and inflict any remaining points on a target standing behind the first (10' back or less).

### **Pimp Slap**

Use Time: attack action

Prerequisites: None

Equipment: hand

Skill Check: Yes plus MOR

A skilled Jack can slap a mortal who has fewer Hit Dice than his own (or the same number if the target is of a smaller size code) before active hostilities have begun. The slap is humiliating, and the target must make a MOR check or cower/give way/give in to the Jack (within Judge's ruling). If the target is the leader of a group, the entire group must make a MOR check if the target fails his.

### **Pit Master**

Use Time: none

Prerequisites: Secret Door Ex, Stonework, Searcher, level 8+

Equipment: None

Skill Check: No

A skilled Jack makes his Stonework, Secret Door Expert and Searcher skill checks at one higher die type than his level indicates. If he reaches d20 roll normally, then he never fails.

### **Potion Maker**

Use Time: 1 week+

Prerequisites: Alchemy, Advanced

Equipment: Alchemist Laboratory

Skill Check: Yes

A skilled Jack who has an Alchemist Laboratory can create potions, just like a magic-user using the Brew Potions spell (replacing INT check with Skill Roll). The Jack must have a formula, which he must either find or create by analyzing an example of that potion (destroying the example in the process), requiring a skill check or the sample is ruined.

### **Razzle Dazzle**

Use Time: 1 action

Prerequisites: Distracting Banter

Equipment: None

Skill Check: Yes

A skilled Jack can use sleight of hand, grandiose gestures and charlatan's patter to confuse his enemies. If his side has lost initiative, he may give up either his move or his attack and make a skill roll, if he succeeds, he will be able to take his remaining either move or action before the enemies' actions.

### **Read Languages**

Use Time: 1 turn

Prerequisites: Bibliophile

Equipment: None

Skill Check: Yes

A skilled Jack can make 1 attempt per document or inscription in a language he doesn't know to attempt to decipher it. Other characters must hire interpreters or use magic.

### **Read Scroll**

Use Time: 1 action

Prerequisites: Read Languages

Equipment: Magic Scroll

Skill Check: Yes

A skilled Jack can make 1 attempt to cast a spell off of any magic-user (not cleric) spell scroll, if he fails his skill check, the scroll is ruined and the spell does not go off. See Scrolls for further information. Jacks can be wearing any armor allowed to their class to try this.

### **Recruitment**

Use Time: 1 week or 1 turn

Prerequisites: None

Equipment: None

Skill Check: Yes

A skilled Jack can replace a general search for henchmen or hirelings with a specific one by making a skill check. It still takes a week but costs no money and results with the Jack being able to look through the henchman or mercenary deck and picking the card he desires. A skill check can also be used in a dungeon to get a band of mortals who have agreed to negotiate to join forces with the party (terms and conditions apply—if it is a band of 1-HD orcs, bandits, dwarves, for example, they'll want about 10gp each). You need to be able to communicate in a common language for this to work. Finally, the Jack can perform the "Create a Henchman" process (see book 4).

### **Repairman**

Use Time: 1 turn

Prerequisites: None

Equipment: Tool Kit

Skill Check: Yes

If a skilled Jack has proper tools, or close substitutes as the Judge permits, make a skill roll to repair any broken piece of equipment or non-magical device.

### **Rope Thrower**

Use Time: 1 action

Prerequisites: None

Equipment: Rope and/or grappling hook

Skill Check: Yes, sometimes Save

A skilled Jack can throw a looped rope or grappling hook over a handy obstruction to allow folk to climb up (rope maximum of 30', grappling hook maximum of 50'). He can also use a lassoed rope to snare a mortal or a 4-footed herd beast and attempt to trip it, roll skill check to lasso, the next round roll skill check to trip and force target prone (target gets a save).

### **Salt in the Eyes**

Use Time: attack action

Prerequisites: None

Equipment: Salt or sand

Skill Check: Yes and Save

While alchemical blinding powder can blind an enemy for 10 minutes to an hour. A Skilled Jack can blind a target more economically for 1d3 combat rounds by throwing sand or salt into its eyes. He must make a skill check and the target gets a save. He must be less than 10' away from the target.

### **Searcher**

Use Time: 1 turn

Prerequisites: None

Equipment: None

Skill Check: Yes

A skilled Jack can detect monsters, vermin, poison, disease or treasure in piles of dungeon garbage while avoiding bites or other nasty surprises. It also allows examination of sacks before opening to avoid nasty side effects. A skilled Jack can also find items *cached* by other Jacks. Orcs get this skill for free.

### **Secret Door Expert**

Use Time: 1 turn

Prerequisites: None

Equipment: None

Skill Check: Yes

A skilled Jack can find secret doors or hidden compartments, (standard is a 6+ on 1d6 for careful searching). a skilled Jack with a dark, hooded cloak can use it to aid in his Hiding. If sets himself up with the cloak ahead of time using a move action, and fails a Hide in Shadows or Hide in Forest check, on a C.O. skill check, he may re-roll the hide check. Move action.

### **Shadow Master**

Use Time: none

Prerequisites: Hide in Shadows, Hide in Forest, level 8+

Equipment: None

Skill Check: No

A skilled Jack makes his Hide in Shadows and Hide in Forest and Move Silently skill checks at one higher die type than his level indicates. If he reaches d20 roll normally, then he never fails.

### **Sling Stun**

Use Time: Attack action

Prerequisite: None

Equipment: sling

Skill Check: Yes, and save

A skilled Jack who hits with a sling causes a mortal or animal (not bugs though) to make a save or be stunned for 1d3 rounds.

### **Split-Fire**

Use Time: None

Prerequisites: None

Equipment: Missile Weapon

Save: No

A skilled Jack may move part of his movement allowance, shoot any missile weapon, and then move the rest of his movement. Normally, shooting ends movement.

### **Stab and Run**

Use Time: None

Prerequisites: None

Equipment: None

Skill Check: Yes

A skilled Jack can withdraw from melee contact after making an attack without incurring extra attacks from the enemy he attacked. This does not count as an action, but is part of his move. If he has surprise, he can even make part of his movement, then surprise attack, then use the rest of his movement allowance. If he fails the check roll, it is his choice whether to cancel the movement or to continue with it and suffer the Extra attacks, which however don't count as surprise attacks against him.

### **Stab Them When They're Down**

Use Time: Extra attack

Prerequisite: Walking Stick, level 3+

Equipment: melee weapon

Skill Check: Yes

A skilled Jack can make an extra attack against any opponent in melee contact who is currently prone, whether the target was just knocked prone that round by the Jack himself or some other cause, or if it had previously been prone. The Jack gains the +3 to attack prone targets bonus, but it is not a surprise attack *per se*.

#### **Stonework**

Use Time: 1 turn

Prerequisites: None

Equipment: None

Skill Check: Yes

A skilled Jack can detect pit traps, any other traps built into the masonry, sliding passages, slopes and notable stonework. Dwarves and Gnomes have this for free. Unskilled characters can try to detect such things on an WIS check on 1d100.

#### **Supernatural Lore**

Use Time: 1 action

Prerequisites: None

Equipment: None

Skill Check: Yes

A skilled Jack can identify the species and major powers of a given supernatural monster, including the undead, other-worldly beings like demons, angels, elementals etc..

#### **Swapper**

Use Time: 1 action

Prerequisites: None

Equipment: None

Skill Check: Yes

A skilled Jack, as either a move or an attack, take an item from his own hands or belt and exchange it with an adjacent ally without having the ally use an action to make the change. Alternately, he can retrieve an item from his own pack or saddle bag without spending an action or exchange the weapons/gear in his hands with others from his person..

### **4.4 Jack Skills T-Z**

#### **Target Guidance**

Use Time: 1 action

Prerequisites: None

Equipment: None

Skill Check: Yes

A skilled Jack can influence an attacker to change his intended target for a round's attack. By giving up either his move or attack and making a skill check, he can make an attacker in melee contact either change his target from himself to another target or from another target to himself.

#### **Terrible Song**

Use Time: 1 action

Prerequisites: None

Equipment: Bagpipes, Horn or Kettle Drum

Skill Check: Yes

A skilled Jack can cause an enemy group to check morale, if he is playing this song when his friends charge and make contact with the enemy (and score at least 1 hit on the charge). Requires bagpipes, horn or kettle drums.

#### **Trap Work**

Use Time: 1 turn

Prerequisites: Open Lock

Equipment: Burglary Kit

Skill Check: Yes

A skilled Jack can use this skill to find mechanical traps on chests and doors with one roll and remove them safely with a second roll. Unskilled characters can find a trap on a d100 roll against INT. Only skilled Jacks can remove such traps. Other characters must work out detailed precaution with the Judge. The skill can also be used to set mechanical traps.

#### **Tracking**

Use Time: As part of exploration turn

Prerequisites: None

Equipment: None

Skill Check: Yes

A skilled Jack can track the route taken by others in wilderness or dungeon. Various dog-like creatures can achieve this skill by means of scent alone. Doggers and Badgermon get this skill (by scent) for free.

#### **Treat Critical Injury**

Use Time: 1 turn (revive) or attack action (blood loss) Prerequisites: First Aid

Equipment: Healer's Bag

Skill Check: Yes

A skilled Jack can bring 1 character who has 0 or fewer hit points remaining, but has not yet died, reviving them back to 1 hit point. The treatment takes 1 turn and must be begun within 1 hour of the wounding. The skill can also be used to stop immediate blood loss, which takes only 1 attack action.

#### **Use Wand**

Use Time: 1 action

Prerequisites: Read Scroll

Equipment: Wand

Skill Check: Yes

A skilled Jack can activate any magic-user wand by using this skill, provided he knows the command word. Failure of the skill check means the wand did not activate and no charge is used. The Jack may be wearing any armor allowed his class to try this. This skill does not allow Jacks to use clerical talisman.

### **Walking Stick**

Use Time: attack action

Prerequisites: None

Equipment: Staff, Rake, Shovel etc.

Skill Check: Yes, target also gets a saving throw.

A skilled Jack with a staff, shovel, rake, hoe, stout walking stick, or even a particularly hefty broom can use it to either Trip or Disarm an enemy. He must make a skill check (but does not need a "to hit" roll) and the target gets a saving throw to avoid the effect. The target must be of equal or smaller size code than the Jack to be tripped (knocked prone) or must be holding a size M or S weapon to be disarmed.