First Five Fantasy Roleplaying Player's Guide

CREDITS

Inspired by the work of Timothy B. Brown and Troy Denning.
First Five Fantasy Roleplaying by Andrew Marrington, based on the text of *B/X Essentials* by Gavin Norman and *Labyrinth Lord™* by Daniel Proctor.
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INTRODUCTION

First Five Fantasy Roleplaying (*F5FR*) is a roleplaying game. Specifically, it is intended to be a restatement of the "black box" version of the world's oldest roleplaying game. This version of the game, produced by Troy Denning and Timothy B. Brown, was my introduction to a hobby which I've enjoyed for over two and a half decades. *First Five Fantasy Roleplaying* is a simulacrum of that version of the game, which I created to help pass my love of this hobby onto my own children. I hope that it proves to be a doorway to a world of imagination, fun, and friendship for them, as the original was for me.

PLAYERS

First Five Fantasy Roleplaying requires 2 or more people to play - one *referee* and one or more players. The players play the roles of adventurers, exploring deep and dark dungeons in search of treasure. The characters they play are called *player characters* (PCs), and are created using the rules in Part 1. There is no upper limit to the number of players except the tastes of the group and the size of the table. The referee describes the world, controls all the *non-player characters* (NPCs) and monsters, interprets the rules, and gives rulings to adjudicate the actions of player characters. The referee will also require a copy of the full *First Five Fantasy Roleplaying* book, which includes everything in this book and full rules for magic and treasure, rather than this book. Alternatively, the referee can use the popular rules encyclopedia for their reference during play - this Player's Guide is completely compatible with that version of the game.

ABOUT THIS BOOK

This book is the *Player's Guide* for *First Five Fantasy Roleplaying*. It includes all the rules required to create, equip, and play a *First Five Fantasy Roleplaying* player character from levels 1 to 5. It is intended to be a table reference for players to use in play. Note that this book is called a player's *guide*. The final authority about the *First Five Fantasy Roleplaying* game is not a book, but the referee.

HOW TO PLAY

To play *First Five Fantasy Roleplaying*, you and the other players need to create player characters (rules for this are found in Part 1). Together, all the player characters are called "the party". The referee will tell the players where the party starts, and perhaps give you an initial quest or mission, and from there, you will venture down into the dungeon! As a player, you need to decide what your player character will do in response to the situation the referee describes to you, and tell the referee. The referee will decide what happens and tell you. In effect, the referee is the party's eyes and ears in the game world. It is a good idea to keep a map of the areas the referee describes to you, and notes about details which sound important. In effect the game is played as a conversation between the players and the referee about the party and the fantasy world of the game, with occasional use of dice as required.

DICE

Beyond a group of a few friends, some pencils and paper, you need special roleplaying game dice to play this game. By convention, roleplaying game dice are referred to with a

leading number indicating how many dice to roll, the letter d, then the number of sides of the dice to roll. For example, "roll 3d6" means that you are to roll three six-sided dice. You need at least 1d4, 1d6, 1d8, 1d10, 1d12 and 1d20 to play, and having several for each player is even better.

In addition, there are a few other dice you can simulate with these:

- 1d2, by flipping a coin, or by rolling any other dice with odd = 1, and even = 2.
- 1d100 or d%, by rolling 1d10 twice, the first roll for the "tens" column and the second for the "ones" column.
- 1d3, by rolling 1d6, with 1 or 2 = 1, 3 or 4 = 2, 5 or 6 = 3.

PART 1: CHARACTERS

In *First Five Fantasy Roleplaying* players take the role of adventurers exploring the depths of the underworld, braving terrible monsters and traps in the hope of escaping with treasure. These adventurers are the player characters (PCs). The rules given here are intended primarily for creating player characters, but can be equally used by the referee to create non-player characters as well. The most important information about a player character is recorded on a *character sheet*. The basic process for creating a character is as follows:

1. Roll ability scores
2. Choose character class (see Part 2)
3. Adjust ability scores
4. Roll hit points
5. Choose alignment
6. Choose known languages
7. Buy starting equipment
8. Complete biographical details

Table 1: Prime Requisite Modification to Experience

Score	Modifier to Experience Points Earned
3-5	-20% from experience points earned
6-8	-10% from experience points earned
9-12	No modification to experience points earned
13-15	+5% to experience points earned
16-18	+10% to experience points earned

ABILITY SCORES

There are six abilities, with scores ranging from 3 to 18 (higher is better):

- Strength
- Dexterity
- Constitution
- Intelligence
- Wisdom
- Charisma

Roll 3d6 for each ability score in order and note the score on your character sheet. If you roll a character with very poor ability scores, the referee may allow you to discard the ability scores you've rolled and roll all six again.

Each character class has a *prime requisite* (or two prime requisites in the case of halflings and elves). The higher your prime requisite is, the faster your character will gain experience (see Table 1), and the better they will be at their chosen character class. It therefore makes sense to pick a character class based on the ability scores you rolled. The prime requisite for each class is listed below:

Class	Prime Requisite/s
Cleric	Wisdom
Dwarf	Strength
Elf	Strength and Intelligence
Fighter	Strength
Halfling	Strength and Dexterity
Magic-User	Intelligence
Thief	Dexterity

Table 1 shows how prime requisite scores influence the experience points earned by the character. The higher their prime requisite, the faster the character will gain experience. Character classes with two prime requisites have slightly different modifications for experience, as explained in their class description.

Once you have selected a character class, you can raise your prime requisite by lowering other ability scores. For every two points by which an ability score is reduced, one point may be added to your prime requisite. The following restrictions apply:

- Only Intelligence, Strength, and Wisdom may be lowered in this way.
- No score may be lowered below 9.

Once you have noted your final ability scores on your character sheet, you can also note the modifiers to various other rolls as noted in the explanation for each ability which follows.

STRENGTH

Strength (STR) rates a character's brawn, muscle, and physical power. This ability is especially important for characters who focus on melee combat.

STR	Modifier
3	-3
4-5	-2
6-8	-1
9-12	None
13-15	+1
16-17	+2
18	+3

The character's Strength modifier applies to attack and damage rolls with melee weapons and to attempts to force open a stuck door.

DEXTERITY

Dexterity (DEX) measures hand-eye coordination, agility, reflexes, and balance. This ability is important for combat-oriented classes, as it affects Armour Class, and for characters who focus on missile combat.

DEX	Modifier
3	-3 (increase AC by 3)
4-5	-2 (increase AC by 2)
6-8	-1 (increase AC by 1)
9-12	None
13-15	+1 (reduce AC by 1)
16-17	+2 (reduce AC by 2)
18	+3 (reduce AC by 3)

The character's Dexterity modifier is applied to attack rolls (but not damage rolls) made with a ranged weapon and modifies the character's Armour Class (a bonus lowers AC, a penalty raises it).

CONSTITUTION

Constitution (CON) represents a character's health and stamina. A Constitution bonus increases a character's hit points, making this ability important for all classes.

CON	Modifier
3	-3
4-5	-2
6-8	-1
9-12	None
13-15	+1
16-17	+2
18	+3

The character's Constitution modifier applies when rolling a character's hit points (i.e. at 1st level and every time a level is gained thereafter). A character always gains at least 1 hit point per Hit Die, regardless of CON modifier.

INTELLIGENCE

Intelligence (INT) determines how well a character learns, remembers, and reasons. Intelligence also affects literacy and bonus languages known at character generation.

INT	Literacy	Bonus
3	Unable to read or write, broken speech	0
4-5	Unable to read or write	0
6-8	Can write simple words	0
9-12	Can read and write native languages	0
13-15	Can read and write native languages	1
16-17	Can read and write native languages	2
18	Can read and write native languages	3

If a character has bonus languages, they can be chosen from the list on p.5 and/or any campaign-specific language list the referee provides.

WISDOM

Wisdom (WIS) encompasses a character's willpower, common sense, perception, and intuition. Wisdom represents being aware of one's surroundings and understanding the wider world.

WIS	Modifier
3	-3 on magic-based saving throws
4-5	-2 on magic-based saving throws
6-8	-1 on magic-based saving throws
9-12	No modifier to saving throws
13-15	+1 on magic-based saving throws
16-17	+2 on magic-based saving throws
18	+3 on magic-based saving throws

The character's Wisdom modifier applies to saving throws versus magical effects. This normally does not include saves against Breath, but may apply to any other saving throw category.

CHARISMA

Charisma (CHA) measures a character's force of personality, persuasiveness, personal magnetism, physical attractiveness, and ability to lead.

CHA	Reaction Modifier	Retainer Morale
3	-3	4
4-5	-2	5
6-8	-1	6
9-12	None	7
13-15	+1	8
16-17	+2	9
18	+3	10

The reaction modifier applies to rolls the referee makes when NPCs or monsters are encountered. The retainer morale is rolled against by the referee on 2d6 when retainers must make a morale check.

HIT POINTS

Determine your character's hit points by rolling the die type given in the class description. Modifiers for high or low Constitution apply. Your character always starts with at least 1 hit point, regardless of CON modifier.

SAVING THROWS

There are five types of saving throws which must be rolled whenever a character is targeted by certain special attacks, spells, or other effects:

- *Death* - rolled against poisons, death rays, and similar attacks.
- *Wands* - rolled against magic wands and similar attacks.
- *Paralysis* - rolled against paralyzation, petrification, and similar attacks.
- *Breath* - rolled against dragon breath and similar attacks.
- *Spells* - rolled against magic spells, rods, and staves.

To make a saving throw, roll 1d20 and compare it to the number given for that save for the character's class and level in Part 2. Saving throws versus spells are modified by a character's WIS modifier. If the roll is equal to or greater than the number given for the save by the character's class and level, then the character passes their saving throw. If not, they fail, and may suffer ill-effects, depending on the situation.

ALIGNMENT

All beings, whether player characters, NPCs, or monsters, adhere to one of three philosophies or spheres of behaviour, known as alignments. These spheres are Law, Neutrality, and Chaos. A player must choose one of these paths when his or her character is created.

- **Law:** Lawful beings believe in truth and justice. To this end, they will follow laws and believe all things must adhere to order. Lawful beings also believe in sacrifice to a greater good and will choose the good of a larger group over the good of an individual.
- **Neutrality:** Neutral beings believe in a balance between the ideas of Law and Chaos and, in their actions, they tend to do what will serve themselves. They might commit good or evil acts in order to further their own ends and generally will not put others' needs ahead of their own.
- **Chaos:** Chaotic beings are in direct opposition to Law. These beings should seldom be trusted, for they tend to act in "evil" ways and will be much more selfish than a neutral being. Chaotic characters believe in chance and that there is no innate order to life.

The player must inform the referee of their character's alignment, but does not have to tell other players. When determining the character's actions, players should do their best to adhere to their chosen alignment. The referee will take note when behaviour deviates too much and may assign a new alignment more appropriate to actual character actions. Deviation from alignment may also be penalised, as the referee sees fit.

LANGUAGES

All PCs know the common tongue and their alignment language. Some classes grant further languages, as noted in the class descriptions, and characters with high Intelligence receive bonus languages, chosen at the referee's discretion. The following list of languages may be used:

1. Bugbear
2. Doppelgänger
3. Dwarvish
4. Dragon
5. Elvish
6. Gargoyle
7. Giant
8. Gnoll
9. Gnome
10. Goblin
11. Halfling
12. Harpy
13. Hobgoblin
14. Kobold
15. Lizard man
16. Medusa
17. Minotaur
18. Ogre
19. Orcish
20. Human dialect

ALIGNMENT LANGUAGES

All intelligent beings know a secret, unwritten language of gestures, signs, and code words associated with their alignment. This secret language allows beings of the same alignment to communicate. Beings of another alignment will recognise when an alignment language other than their own is being used, but will not understand. It is impossible to learn the alignment language of another alignment. If a character (or intelligent monster) changes their alignment, they will forget the alignment language of their old alignment, and immediately learn the alignment language of their new alignment.

STARTING EQUIPMENT

Your character starts play with 3d6 × 10 gold pieces. You may spend as much of this money as you wish to equip your character for adventure. See Part 3 starting on p.13 for the list of equipment and prices. Remember that your character class may restrict your character's use of some equipment (e.g. weapons and armour).

Be sure to note the equipment you purchase on your character sheet. The equipment you select will also help you to determine your character's Armour Class, which should also be noted on your character sheet.

BIOGRAPHICAL DETAILS

You need to decide on some basic biographical details for your character. In some campaigns, there may be setting-specific guidance for determining social background, family details, and so on. Consult your referee to be sure. These details probably don't have an effect in game mechanic terms but can make a very big difference to your character's place in the world of the game!

You should decide on the character's gender and name. Neither has any impact in game mechanic terms but can influence social interactions with your character. There is no advantage or disadvantage in game mechanics to playing as any gender, for example, but some societies in the game world may have strong conventions about gender roles. Give your character a name which is appropriate for the campaign setting and the character's culture - although it has no impact in game mechanic terms, a "silly" name will surely colour your character's social interactions.

Table 2: Random Starting Ages

Race	Years
Human	14+1d6
Dwarf	35+1d20
Elf	75+1d100
Halfling	22+1d12

Table 3: Random Height and Weight

Race, Gender	Base Height	Height Mod.	Base Weight	Weight Mod.
Human, male	4′8″	+2d10	1000	×2d4 × 10
Human, female	4′5″	+2d10	850	×2d3 × 10
Dwarf, male	3′8″	+2d4	1300	×2d4 × 10
Dwarf, female	3′6″	+2d4	1170	×2d3 × 10
Elf, male	4′8″	+2d6	920	×2d3 × 10
Elf, female	4′6″	+2d6	680	×1d6 × 10
Halfling, any	2′8″	+2d3	580	×10

You should decide on your character's physical description, and even draw a portrait of them if you have the talent and inclination. When doing this, remember that a character's Charisma ability describes a combination of personal, emotional, and physical qualities. A character may be physically unattractive but still have a high Charisma score due to their personality and evident leadership qualities. Likewise, a physically attractive character with little emotional presence could have a mediocre Charisma score.

You should also decide on your character's height, weight, and age. Optionally, you may use Table 2 to determine your character's starting age and Table 3 to determine the character's physical dimension. Using Table 3, roll the dice indicated in the "Height Mod." column. This indicates how many inches to add to the base height to determine your character's height. The same value rolled should then be multiplied by the dice indicated in the "Weight Mod." column to determine the number to be added to the base weight to determine the character's base weight. Note that weights given in Table 3 are in coins - there are 10 coins in one pound.

LEVELS

Unless otherwise directed by the referee, all new player characters start play at level 1. As you read the class descriptions in Part 2, you will note that the term level is used to describe two different things:

- Character level, which describes the power level of the character. Characters advance character levels by gaining experience points (see "Experience Points" on p.15).
- Spell level, which describes the power level of the spell. As magic-users, elves, and clerics gain levels, they gain the ability to cast spells of higher spell levels.

Referees will also note that the term level is also used for dungeon level and monster level, which describes how dangerous the dungeon/monster is. In the case of multi-level dungeons, deeper levels are generally of a higher dungeon level and will therefore be more dangerous.

PART 2: CLASS DESCRIPTIONS

CLERIC

Clerics are humans who have sworn to serve a deity. They conduct their lives in a way to further the will of their deity and channel the power of their deity. Clerics are trained for combat; they should be thought of as fighting holy crusaders, not as passive priests.

Prime Requisite: Wisdom
Hit Dice: 1d6

RESTRICTIONS

Clerics can wear any armour and use shields. Due to their religious beliefs, clerics can only use blunt weapons, e.g. clubs, maces, hammers, slings, etc.

ADVANCEMENT

Clerics advance quickly compared to most classes - only the thief advances more quickly.

Level	XP	Hit Dice	Lvl 1 spells/day	Lvl 2 spells/day
1	0	1d6	-	-
2	1,500	2d6	1	-
3	3,000	3d6	2	-
4	6,000	4d6	2	1
5	12,000	5d6	2	2

SAVING THROWS

Note your saving throws on your character sheet as per your character level:

Save	Level 1-4	Level 5
Death	11	9
Wands	12	10
Paralysis	14	12
Breath	16	14
Spells	15	13

ATTACK TABLE

Note what your character needs to roll on 1d20 to hit each Armour Class on your character sheet. This roll is modified by Strength for melee attacks and Dexterity for ranged attacks.

Level	9	8	7	6	5	4	3	2	1	0	-1	-2	-3
1-4	10	11	12	13	14	15	16	17	18	19	20	20	20
5	8	9	10	11	12	13	14	15	16	17	18	19	20

SPECIAL ABILITIES

In order to use their class special abilities, a cleric must carry a holy symbol of their deity.

Cleric Spells: Clerics gain the ability to cast a limited number of spells per day when they reach level 2 as shown in their advancement table. See Part 8 for spell descriptions. The cleric's spell list is as follows (spells marked with an asterisk can be reversed to have the opposite effect as explained in Part 8):

1st Level Spells	2nd Level Spells
Cure Light Wounds*	Bless*
Detect Evil	Find Traps
Detect Magic	Hold Person*
Light*	Know Alignment*
Protection from Evil	Resist Fire
Purify Food and Water	Silence 15′ Radius
Remove Fear*	Snake Charm
Resist Cold	Speak With Animals

Turn Undead: Clerics are able to call upon the name and power of their deity to repel or even destroy undead. This ability is known as *turning the undead*. Table 4 lists a dash, a "T", a "D", or a number corresponding to the Hit Dice of an undead creature and the level of the cleric:

- A dash means an automatic failure.
- A number indicates that the player must roll that number or higher on 2d6 in order to successfully turn the undead.
- A "T" means that the turning automatically succeeds for this type of undead.
- A "D" means that the turning automatically succeeds for this type of undead and that the monsters are destroyed, not simply caused to flee.

If the turning attempt succeeds, the player rolls 2d6 to determine the number of Hit Dice of undead affected (either turned or destroyed). No matter what the dice roll result, at least one undead creature will always be turned or destroyed, as appropriate, on a successful turning. Turned

Table 4: Turning Undead Table

Level	1 HD	2 HD	2+ HD	3 HD	4 HD	5 HD	6 HD
1	7	9	11	-	-	-	-
2	T	7	9	11	-	-	-
3	T	T	7	9	11	-	-
4	D	T	T	7	9	11	-
5	D	D	T	T	7	9	11

undead will leave the area, if possible, and will not harm or make contact with the cleric. If turn undead is used against a mixed group of undead monsters of different types, those with the lowest HD are affected first.

A cleric can do nothing else in the same round when they attempt to turn undead. If a cleric fails to turn undead during a particular battle, then they cannot successfully turn undead again through the course of that battle. So long as they are successful with their turning rolls, however, a cleric may attempt to turn undead every round until they fail or until the battle is over.

FIGHTER

Fighters are humans who dedicate themselves to mastering the arts of combat and war. In a group of adventurers, fighters are often particularly burdened because they are tougher and must take the lead to defend other characters.

Prime Requisite: Strength
Hit Dice: 1d8

RESTRICTIONS

There are no restrictions on the weapons and armour a fighter can use.

ADVANCEMENT

Fighters advance at a moderate pace.

Level	XP	Hit Dice
1	0	1d8
2	2,000	2d8
3	4,000	3d8
4	8,000	4d8
5	16,000	5d8

SAVING THROWS

Note your saving throws on your character sheet as per your character level:

Save	Level 1-3	Level 4-5
Death	12	10
Wands	13	11
Paralysis	14	12
Breath	15	13
Spells	16	14

ATTACK TABLE

Note what your character needs to roll on 1d20 to hit each Armour Class on your character sheet. This roll is modified by Strength for melee attacks and Dexterity for ranged attacks.

Level	9	8	7	6	5	4	3	2	1	0	-1	-2	-3
1-3	10	11	12	13	14	15	16	17	18	19	20	20	20
4-5	8	9	10	11	12	13	14	15	16	17	18	19	20

MAGIC-USER

Sometimes called wizards, warlocks, or witches, magic-users are humans who study arcane secrets and cast spells. Magic-users are able to cast a greater number of increasingly powerful spells as they advance in level.

Prime Requisite: Intelligence
Hit Dice: 1d4

RESTRICTIONS

Magic-Users can only use daggers as weapons. They cannot wear armour or use shields.

ADVANCEMENT

Magic-Users advance slowly compared to most classes - only the elf advances more slowly.

Level	XP	Hit Dice	Lvl 1 spells/day	Lvl 2 spells/day	Lvl 3 spells/day
1	0	1d4	1	-	-
2	2,500	2d4	2	-	-
3	5,000	3d4	2	1	-
4	10,000	4d4	2	2	-
5	20,000	5d4	2	2	1

SAVING THROWS

Note your saving throws on your character sheet as per your character level:

Save	Level 1-5
Death	13
Wands	14
Paralysis	13
Breath	16
Spells	15

ATTACK TABLE

Note what your character needs to roll on 1d20 to hit each Armour Class on your character sheet. This roll is modified by Strength for melee attacks and Dexterity for ranged attacks.

Level	9	8	7	6	5	4	3	2	1	0	-1	-2	-3
1-5	10	11	12	13	14	15	16	17	18	19	20	20	20

SPECIAL ABILITIES

Magic-users carry spell books that hold the written formulae for magical spells. A magic-user can only memorize a certain number of spells at any given time, as per the advancement table. Thus, a 1st level magic-user has one spell in their spell book, selected by the referee (who may allow the player to choose). The rules for magical spell casting and spell books are described in Part 7. The description of spells available to magic-users is provided in Part 8. The list of spells available to magic-users is as follows (spells marked with an asterisk can be reversed):

1st Level Spells	2nd Level Spells	3rd Level Spells
Charm Person	Continual Light*	Clairvoyance
Detect Magic	Detect Evil	Dispel Magic
Floating Disc	Detect Invisible	Fire Ball
Hold Portal	ESP*	Fly
Light*	Invisibility	Haste*
Magic Missile	Knock	Hold Person*
Protection from Evil	Levitate	Infravision
Read Languages	Locate Object	Invisibility 10′ Radius
Read Magic	Mirror Image	Lightning Bold
Shield	Phantasmal Force	Protection from Evil 10′ Radius
Sleep	Web	Protection from Normal Missiles
Ventriloquism	Wizard Lock	Water Breathing

A magic-user of any level may spend time and money to research new spells to add to their spell book.

As spell casters, magic-users are able to use magic scrolls of spells on their spell list. There are also items (e.g. magic wands) that may only be used by magic-users or elves.

THIEF

Thieves are humans who live by their wits and skills of deception and intrigue. Their range of unique skills makes them very handy companions in adventures. However, thieves are not always to be trusted.

Prime Requisite: Dexterity
Hit Dice: 1d4

RESTRICTIONS

A thief can use any one-handed melee weapon. They need to keep one hand free thus cannot use shields. They can use any missile weapon. They can only wear leather armour.

ADVANCEMENT

Thieves advance the most rapidly of all character classes.

Level	XP	Hit Dice
1	0	1d4
2	1,200	2d4
3	2,400	3d4
4	4,800	4d4
5	9,600	5d4

SAVING THROWS

Note your saving throws on your character sheet as per your character level:

Save	Level 1-4	Level 5
Death	13	11
Wands	14	12
Paralysis	13	11
Breath	16	14
Spells	15	13

ATTACK TABLE

Note what your character needs to roll on 1d20 to hit each Armour Class on your character sheet. This roll is modified by Strength for melee attacks and Dexterity for ranged attacks.

Level	9	8	7	6	5	4	3	2	1	0	-1	-2	-3
1-4	10	11	12	13	14	15	16	17	18	19	20	20	20
5	8	9	10	11	12	13	14	15	16	17	18	19	20

SPECIAL ABILITIES

Thieves can *backstab* their opponents. When attacking an unaware opponent from behind, a thief receives a +4 bonus to hit and doubles any damage dealt. The referee may require the thief to make a Move Silently or Hide in Shadows roll to achieve this.

Thieves also have a number of skills, expressed as a percentage chance of success (see Table 5). Note that dice rolls for these abilities are usually made by the referee, because a thief is not always aware that they have failed!

Climb Sheer Surfaces: Thieves are adept at scaling sheer surfaces, including walls or steep cliffs. A skill roll is required for each 100 feet to be climbed. If the roll fails, the thief falls a distance equal to half the attempted distance, taking 1d6 points of damage per 10 feet.

Find or Remove Traps: A thief may only try one time to find or remove a trap in an area. Note that these are separate skills, for a thief must find a trap before they can remove it!

Hear Noise: Thieves can attempt to listen for noises in a cave or hallway, at a door, or in other locations, but the thief must be quiet and in a quiet environment.

Hide in Shadows: A thief will always think they are successful using this skill and will not know otherwise until others react to their presence. A thief must remain motionless when hiding.

Move Silently: When successful, others will not hear the movements of a thief. However, the thief always thinks they are moving silently and will only know otherwise by the reaction of others.

Pick Locks: A thief is skilled in picking locks, but needs thieves' tools to do so (see Part 3). They can only try to pick a lock one time and, if the roll fails, they may not try the same lock again before gaining an experience level.

Pick Pockets: This skill is the bread and butter of non-adventuring thieves; it is a quick (if perilous) source of income. Failure indicates that the thief could not grab what they were trying to pick-pocket. A roll of more than twice the percentage required for success means the intended target notices the thieving attempt!

Table 5: Thief Skills

Level	Climb	Find/Remove Traps	Hear Noise	Hide in Shadows	Move Silently	Pick Locks	Pick Pockets
1	87	10	30	10	20	15	20
2	88	15	35	15	25	20	25
3	89	20	40	20	30	25	30
4	90	25	45	24	35	30	35
5	91	30	50	28	40	35	40

DWARF

Dwarves are stout, bearded demi-humans who average a height of approximately 4 feet and weigh about 150 pounds. Dwarves live underground and value precious metals, fine craftsmanship, and stones. Perhaps not surprisingly, they have skin, hair, and eye colours in earth tones. Dwarves have a reputation for having surly attitudes and are particularly gruff with elves. Dwarves are particularly hardy people and have a strong resistance to magic, as reflected in their saving throws.

Requirements: Constitution 9 or higher
Prime Requisite: Strength
Hit Dice: 1d8

RESTRICTIONS

Dwarves can wear any armour and use shields. They can use any small or medium-sized weapons.

ADVANCEMENT

Dwarves advance at a moderate pace.

Level	XP	Hit Dice
1	0	1d8
2	2,200	2d8
3	4,400	3d8
4	8,800	4d8
5	17,000	5d8

SAVING THROWS

Note your saving throws on your character sheet as per your character level:

Save	Level 1-3	Level 4-5
Death	8	6
Wands	9	7
Paralysis	10	8
Breath	13	10
Spells	12	9

ATTACK TABLE

Note what your character needs to roll on 1d20 to hit each Armour Class on your character sheet. This roll is modified by Strength for melee attacks and Dexterity for ranged attacks.

Level	9	8	7	6	5	4	3	2	1	0	-1	-2	-3
1-3	10	11	12	13	14	15	16	17	18	19	20	20	20
4-5	8	9	10	11	12	13	14	15	16	17	18	19	20

SPECIAL ABILITIES

Dwarves have two special abilities which they evolved as a result of living underground for most of their lives.

Detect Traps and Construction Tricks: From their experience underground, dwarves have a 2-in-6 chance of detecting non-magical traps, false walls, hidden construction, or sloping passages. A dwarf must be actively searching for these abilities to function.
Infravision: Due to their habit of living underground in great mines, dwarves have the ability to see in the dark with infravision up to 60′.

NATIVE LANGUAGES

Dwarves speak their alignment language, Common, dwarvish, gnome, goblin, and kobold.

ELF

Elves are slender, fey demi-humans with pointed ears. They are typically slightly built as compared to humans and are are little shorter than humans. Though a peaceful people, elves are very talented fighters and users of magic.

Requirements: Intelligence 9 or higher
Prime Requisite: Strength and Intelligence
Hit Dice: 1d6

Elves get an experience bonus of 5% if both their Strength and Intelligence are over 13. They get an experience bonus of 10% if their Strength is over 13 and their Intelligence is over 16.

RESTRICTIONS

Elves can use any type of armour, shield, or weapon.

ADVANCEMENT

Elves advance the most slowly of all the classes, since they have to improve their skills both as a warrior and as a mage.

Level	XP	Hit Dice	Lvl 1 spells/day	Lvl 2 spells/day	Lvl 3 spells/day
1	0	1d6	1	-	-
2	4,000	2d6	2	-	-
3	8,000	3d6	2	1	-
4	16,000	4d6	2	2	-
5	32,000	5d6	2	2	1

SAVING THROWS

Note your saving throws on your character sheet as per your character level:

Save	Level 1-3	Level 4-5
Death	12	8
Wands	13	10
Paralysis	13	10
Breath	15	11
Spells	15	11

ATTACK TABLE

Note what your character needs to roll on 1d20 to hit each Armour Class on your character sheet. This roll is modified by Strength for melee attacks and Dexterity for ranged attacks.

Level	9	8	7	6	5	4	3	2	1	0	-1	-2	-3
1-3	10	11	12	13	14	15	16	17	18	19	20	20	20
4-5	8	9	10	11	12	13	14	15	16	17	18	19	20

SPECIAL ABILITIES

The elves are a long-lived race steeped in magic, and they have developed a number of special abilities as a result:

Infravision: Elves have the ability to see in the dark up to 60′.
Detect Secret Doors: When actively searching, Elves can detect hidden and secret doors with a 2-in-6 chance.

Immunity to Ghoul Paralysis: Elves are completely unaffected by the paralysis ghouls can inflict.
Spell Casting: Elves carry spell books that hold the written formulae for magical spells. An elf can only memorize a certain number of spells at any given time, as per the advancement table. A 1st level elf has one spell in their spell book, selected by the referee (who may allow the player to choose). An elf of any level may spend time and money to research new spells to add to their spell book. The rules for magical spell casting and spell books are described in Part 7. The description of spells available to elves is provided in Part 8. The list of spells available to elves is as follows (spells marked with an asterisk can be reversed):

1st Level Spells	2nd Level Spells	3rd Level Spells
Charm Person	Continual Light*	Clairvoyance
Detect Magic	Detect Evil	Dispel Magic
Floating Disc	Detect Invisible	Fire Ball
Hold Portal	ESP*	Fly
Light*	Invisibility	Haste*
Magic Missile	Knock	Hold Person*
Protection from Evil	Levitate	Infravision
Read Languages	Locate Object	Invisibility 10′ Radius
Read Magic	Mirror Image	Lightning Bold
Shield	Phantasmal Force	Protection from Evil 10′ Radius
Sleep	Web	Protection from Normal Missiles
Ventriloquism	Wizard Lock	Water Breathing

As spell casters, elves are able to use magic scrolls of spells on their spell list. There are also items (e.g. magic wands) that may only be used by magic-users or elves.

LANGUAGES

Elves speak their alignment language, Common, elvish, gnoll, hobgoblin, and orcish.

HALFLING

Halflings are small, rotund demi-humans with furry feet and curly hair. They weigh about 60 pounds and only attain a height of around 3 feet. They are as diverse in appearance as humans. Halflings are gentle-natured and value relaxation, good food, and good drink. They love comfort and will spend their riches on the most extravagant items.

Requirements:	Dexterity and Constitution 9 or higher
Prime Requisite:	Strength and Dexterity
Hit Dice:	1d6

If the halfling has either Strength or Dexterity of 13 or greater, they will gain a 5% bonus to experience gained. If they have both Strength and Dexterity of 13 or greater, they will gain a 10% bonus to experience gained.

RESTRICTIONS

Halflings can only used small-sized weapons, like daggers, short swords, short bows, and so on. Halflings can wear any type of armour and use a shield, but these must be specially manufactured for halflings in order to fit them.

ADVANCEMENT

Halflings advance at a moderate pace.

Level	XP	Hit Dice
1	0	1d6
2	2,000	2d6
3	4,000	3d6
4	8,000	4d6
5	16,000	5d6

SAVING THROWS

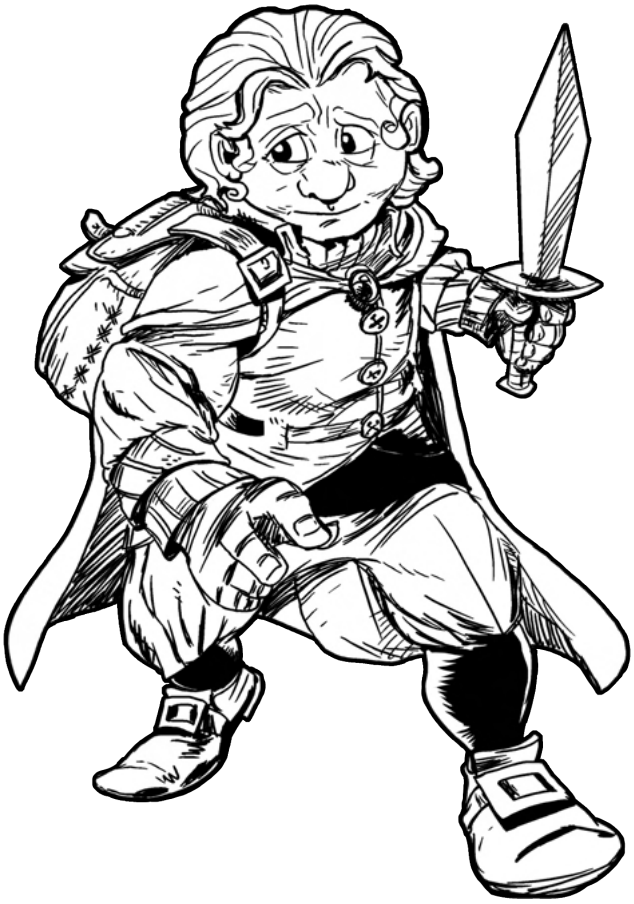
Note your saving throws on your character sheet as per your character level:

Save	Level 1-3	Level 4-5
Death	8	5
Wands	9	6
Paralysis	10	7
Breath	13	9
Spells	12	8

ATTACK TABLE

Note what your character needs to roll on 1d20 to hit each Armour Class on your character sheet. This roll is modified by Strength for melee attacks and Dexterity for ranged attacks.

Level	9	8	7	6	5	4	3	2	1	0	-1	-2	-3
1-4	10	11	12	13	14	15	16	17	18	19	20	20	20
5	8	9	10	11	12	13	14	15	16	17	18	19	20



SPECIAL ABILITIES

As a result of their size and their upbringing in halfling communities, halflings have a number of special abilities:

Defensive Bonus: Because they are so small, halflings have a lower Armour Class (-2 bonus) when attacked by creatures greater than human-sized.

Missile Attack Bonus: Halflings' keen coordination grants them +1 on any missile attacks.

Initiative: A side which is composed entirely of halflings get +1 to their initiative roll in combat.

Hiding: Halflings have an uncanny ability to disappear from sight:

- In bushes or other outdoor cover, a halfling can hide with 90% ability.
- In dungeons, a halfling can also hide in shadows or behind other forms of cover, so long as they remain silent and motionless. The chance of success is 2-in-6.

LANGUAGES

Halflings speak their alignment language, Common, and halfling.