

# LUNE CHARACTER GENERATION AND HOUSE RULES

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## Character Abilities

Characters are to be diced up using the following method:

- \* The player rolls up 5 characters, each character consisting of seven abilities (Strength, Dexterity, Constitution, Intelligence, Wisdom, Charisma and Perception), each ability rolled up with 4d6, discarding the lowest die.
- \* The player selects one of the five characters (or may, at the DM's discretion, gamble everything on one final roll).
- \* Abilities can be rearranged as desired.
- \* Each ability's subability may be customised by moving it up or down up to four points either way. The other subability is then moved in the opposite direction by the same amount. Thus two subabilities added together and divided by two will equal the character's appropriate ability. E.g., a character's Strength is 15. The Muscle subability of Strength may be modified to 17 (up two points), but to compensate, Stamina must be adjusted *downward* by two points, to 13.
- \* The player can increase any ability by one point with a corresponding decrease of two points in another ability.

## Races Permitted

The following player-character races are available for use in play:

- Humans:** There are various types of humans on Lune, including barbarian types, nomads, plainsmen, city-dwellers, savages, and woodsmen. They are considered the same for game purposes.
- Dwarves:** There are two very similar types of dwarves: mountain dwarves, and hill dwarves, differing only in the location of their chosen habitat.
- Elves:** The races of elf indigenous to Lune are the high elves, the sylvan elves, and the night elves. They differ mainly in their colouring and habitats. Night elves are rumoured to be descended from the drow, many eons ago.
- Halflings:** There are no sub-varieties of halflings on Lune.
- Ghelflings:** Ghelflings are thought be the result of a cross between elves and halflings. They are about the same size as halflings, but look like elves, with slender bodies and pointed ears. The ghelfling race has no sub-varieties.
- Half-elves:** Half-elves often have the same features as their elven parent.
- Shapelings.** Shapelings are similar to half-elves in size and build, but their bodies are completely transparent. Most are very skilled in disguise, utilising make-up and paints that let them pass quite easily as humans or half-elves.

Players may not play humanoid, half-humanoid, or drow characters.

## Classes Permitted

The following classes are available for use in play:

- Warrior:** Fighter, Ranger and Paladin, and the associated kits of each
- Wizard:** Mage, or a specialist wizard of the following types: Diviner, Enchanter, Illusionist, Necromancer, Summoners (also know as a Warlock), Pyromancer, Hydromancer, Windmage, or Geomancer.
- Priest:** Cleric of any deity. There are no druids, as such, but there are clerics of nature deities.
- Rogue:** Thief and bard, and any associated kits.

There is no psionicist class. Psionic characters have their psionic powers in addition to any skills of any other class they may have.

There are no hard and fast rules on which races are eligible for which classes, on multiclassing, or on level limits. If a player can provide a justification to the DM as to why his character could be a member of any particular class or classes, then there is no problem with it. The player may need to provide a full character background, and/or abide by the DM's restrictions in some cases. On the other hand, the character may not be suitable for the campaign, and the player's requests may be denied. The DM may impose any suitable requirements on each class, such as minimum ability scores.

## Racial Bonuses

Players may apply the following modifiers for race to their characters:

Humans:	No modifiers
Elves:	Constitution -1, either Intelligence or Dexterity +1
Dwarves:	Constitution +1, either Dexterity or Charisma -1
Halflings:	Strength -1, either Dexterity or Constitution +1
Ghelflings:	Intelligence +1, Dexterity +1, Constitution -1, Strength -1
Half-elves:	If desired, Dexterity +1 and Constitution -1
Shapelings:	No modifiers.

## Racial Maximum Abilities

Race	Str	Dex	Con	Int	Wis	Cha	Per
Human	18*	18	18	18	18	18	18
Elf	18	19	17	18	18	18	19
Dwarf	18	17	19	18	18	18	18
Halfling	16	19	18	18	18	18	19
Ghelfling	15	19	17	18	18	18	19
Shapeling	18	18	18	18	18	18	19
Half-Elf	18	19	18	18	18	18	18

\* Humans can achieve a Str of 19 in exceptional circumstances.

Note that these are *natural* maxima. They can be exceeded by certain types of magic, or deity-level powers.

There are no gender-based ability maxima.

## Magic and Armour

Each spell-casting character suffers a chance of spell failure if wearing any sort of armour. This chance is:

- \* 10% per point of armour (*not* armour class: chainmail = AC5; magical +2 chainmail = AC5 for purposes of armour points) below AC9 for pure spellcasters. This means that there is a 10% chance of spell failure for leather armour, 40% for chainmail, 60% for plate mail etc.
- \* 10% per point of armour below AC7 for multiclassed spellcasters, or spellcasters who have some combat experience, like bards.

Note that casters of clerical spells do not have these restrictions. These restrictions apply only to casters of mage-type spells.

## Magic

Magic on Lune is the manipulation of energy. Only about 2 – 10% of Lune's population have actually seen magic as cast by a mage (as opposed to a cleric). Magic items and spells are not generally for sale because of the time and materials involved in their creation. Guilds are the major controllers of magic, and they are few in number. They are independent, but do hold ties with each other.

### Learning:

There are two types of learning institutions for magic: academies, and universities.

<b>Academies:</b>	Valorn:	The Mages Academy of Valorn can teach magic up to 3rd level spells, and have a bent toward combat spells.
	Tainrearg:	The College of Magic in Istari can teach magic up to 3rd level spells.
	Niflheim:	The Academy of the Arts in Niflheim can teach magic up to 4th level spells.
	Allemaren:	The Mages' College of Allemaren can teach spells up to 3rd level.
<b>Universities:</b>	Faerieland:	The University of Magic in Frost City can teach magic up to 7th level spells, and is the most advanced place of learning on Lune.
	Mereth:	The Mereth University can teach magic up to 5th level spells, but only accepts women citizens of Mereth.

### The Mages' Trial

There is a convention called the Mages' Trial. Generally, mages can learn spells up to 2nd level informally, but to use 3rd level spells requires rigorous training, and the candidate must pass the Trial before being permitted to advance.

### Training

Training takes 3 to 4 times longer at a college than adventuring, because of the lack of practical experience, so many mages are inclined to travel. Advancement to the use of 2nd level spells requires the student to develop and demonstrate a 1st level spell.

### Fields of Magic

A mage may become a specialist in a single field of magic. These loosely-defined fields are:

Divination:	This field includes all manner of divination spells. Specialists are known as Diviners.
Enchantment:	Enchantment spells. Specialists are known as Enchanters.
Illusion:	Illusions. Specialists are known as Illusionists.
Necromancy:	Spells dealing with death, mainly. Specialists are termed Necromancers.
Summoning:	Summoning and conjuration spells. Specialists are known as Summoners, or Warlocks.
Fire:	Spells dealing with the element of fire. Specialists are called Pyromancers.
Water:	Spells dealing with the element of water. Specialists are called Hydromancers.
Air:	Spells dealing with the element of air. Specialists are called Windmages.
Earth:	Spells dealing with the element of earth. Specialists are called Geomancers.

Being a specialist has the following benefits:

- \* The specialist gets an extra one spell per spell level.
- \* Targets of the specialist's spells (in his field) suffer a -1 penalty on saving throws.
- \* The specialist has a +1 bonus on saves vs spells in his field.
- \* The specialist has a 15% bonus to the chance of learning spells within his field.

The specialist suffers the following penalty:

- \* When casting any spell 2nd level or higher that is not in his field, the specialist has a 10% chance of a wild surge.

## STRENGTH: Muscle and Stamina

Score	Muscle					Stamina
	Attack modifier	Damage modifier	Maximum press (% of body weight)	Open Doors	Bend bars & Lift gates (%)	Weight Allowance (% of body weight)
3	-3	-3	5	2	0	3
4	-2	-2	10	3	0	6
5	-2	-2	15	3	0	9
6	-1	-1	20	4	0	12
7	-1	-1	30	4	0	15
8	0	0	40	5	1	18
9	0	0	50	5	1	22
10	0	0	65	6	2	25
11	0	0	75	7	2	30
12	0	0	85	8	4	35
13	0	0	95	9	7	45
14	+1	+1	110	10	10	55
15	+1	+1	130	11	15	65
16	+2	+2	150	12	20	75
17	+2	+2	190	13	30	85
18	+3	+3	240	14 (4)	40	100
19	+4	+4	350	16 (8)	50	130
20	+5	+5	450	16 (10)	60	160
21	+6	+6	550	17 (12)	70	200
22	+7	+7	650	17 (14)	80	250
23	+8	+8	780	18 (16)	90	300
24	+9	+9	890	18 (17)	95	350
25	+10	+10	1000	19 (18)	99	400

The two components of Strength are *Muscle* and *Stamina*. Muscle reflects the character's sheer muscle power, while Stamina reflects the efficiency of the character's muscles, and how long they can be used before tiring. *Stamina* affects the character's weight allowance, and any rolls vs sprinting and fatigue.

Attack modifier:	This is the modifier applied to any attack rolls made by the character when using a melee weapon (except for non-rigid weapons like the net or whip), hurled missile (spear, rock, chair etc.), or specially made weapon (e.g. a custom-made composite longbow). It reflects the brute force used to penetrate an opponent's defences, like parries, blocks, armour, and skin.
Damage modifier:	This is the modifier applied to any damage rolls when such an attack hits, reflecting the greater damaging power of the character's attack.
Maximum press:	This shows the maximum weight a character can lift over his head for a short period of time, expressed as a percentage of the character's body weight (e.g. a character with a <i>Muscle</i> score of 14 and a weight of 200 pounds can briefly lift 110%, or 220 pounds over his head).
Open doors:	This is the chance on 1d20 a character has of opening a heavy or stuck door. Repeated attempts can be made. The number in parentheses is the chance the character has of opening a locked, barred, or magically held door. Only one attempt may be made on such a door; subsequent attempts fail.
Bend bars/Lift gates:	This is the chance on 1d100 a character has of bending iron bars, lifting a portcullis, or performing a similar feat. Only one attempt of each type may be made.
Weight allowance:	This is the weight, expressed as a percentage of the character's body weight, that the character can carry without being encumbered, or carry for any reasonably long distance. A character with <i>Stamina</i> of 11 and a body weight of 200 pounds could thus carry 60 pounds without being encumbered.

## DEXTERITY: *Aim* and *Balance*

Score	<i>Aim</i>				<i>Balance</i>				
	Missile attack modifier	Pick Pockets (%)	Open Locks (%)	Find & Remove Traps (%)	Reaction adjustment	Defensive Modifier	Move Silently (%)	Hide in Shadows (%)	Climb Walls (%)
3	-3	-30	-30	-30	-3	+4	-35	-35	-35
4	-2	-25	-25	-25	-2	+3	-30	-30	-30
5	-2	-25	-20	-20	-2	+3	-30	-25	-30
6	-1	-20	-20	-20	-1	+2	-25	-20	-25
7	-1	-20	-15	-15	-1	+1	-25	-20	-25
8	0	-15	-15	-15	0	0	-20	-15	-20
9	0	-15	-10	-10	0	0	-20	-10	-20
10	0	-10	-5	-10	0	0	-15	-5	-15
11	0	-5	0	-5	0	0	-10	0	-10
12	0	0	0	0	0	0	-5	0	-5
13	0	0	0	0	0	0	0	0	0
14	+1	0	0	0	+1	-1	0	0	0
15	+1	0	0	0	+1	-2	0	0	0
16	+2	0	+5	0	+2	-3	0	0	0
17	+2	+5	+10	0	+2	-3	+5	+5	+5
18	+3	+10	+15	+5	+3	-4	+10	+10	+10
19	+4	+15	+20	+10	+4	-5	+15	+15	+15
20	+5	+20	+25	+15	+5	-6	+20	+20	+20
21	+6	+25	+30	+20	+6	-7	+25	+25	+25
22	+7	+30	+35	+25	+7	-8	+30	+30	+30
23	+8	+35	+40	+30	+8	-9	+35	+35	+35
24	+9	+40	+45	+35	+9	-10	+40	+40	+40
25	+10	+45	+50	+40	+10	-11	+45	+45	+45

The two components of Dexterity are *Aim* and *Balance*. *Aim* represents hand-eye coordination and manual acuity, while *Balance* represents reflexes and overall agility.

*Aim* affects a character's chance of hitting targets with thrown objects, and any action that requires hand-eye coordination or manual dexterity. *Balance* affects the character's chance of dodging, balancing, or succeeding in any action that requires overall coordination and agility.

Missile attack modifier: This is the modifier applied to any attack rolls made by the character when using a missile weapon. If the character is using a hurled weapon, he may gain a modifier only from Dexterity **or** Strength, not both.

Reaction adjustment: This modifier is applied to a character's d10 surprise roll. Higher values mean a character is less likely to be surprised.

Defensive modifier: This modifier applies to a character's armour class, and to saving throws vs attacks that can be dodged, like *Lightning Bolt* or certain ray attacks.

Pick Pockets, Open Locks, Find & Remove Traps, Move Silently, Hide in Shadows, and Climb Walls: Adjustments here apply to characters with these thief skills. These figures also represent the chance of these skills being performed by a character without the skill, but who has seen the skill successfully performed (e.g. a character with an *Aim* score of 17 has a 10% chance of opening a lock provided he has seen it done before).

## CONSTITUTION: Fitness and Health

Score	Fitness			Health	
	Hit Point Adjustment	Regeneration	Physiological Shock (%)	System Shock (%)	Poison Save
3	-3	Nil	25	25	Nil
4	-2	Nil	30	30	Nil
5	-2	Nil	35	35	Nil
6	-1	Nil	40	40	Nil
7	0	Nil	45	45	Nil
8	0	Nil	50	50	Nil
9	0	Nil	55	55	Nil
10	0	Nil	60	60	Nil
11	0	Nil	65	65	Nil
12	0	Nil	70	70	Nil
13	0	Nil	75	75	Nil
14	+1	Nil	80	80	Nil
15	+1	Nil	85	85	Nil
16	+2	Nil	90	90	Nil
17	+2	Nil	92	92	Nil
18	+3 (+2)	Nil	94	94	Nil
19	+4 (+2)	Nil	97	97	Nil
20	+5 (+2)	1/6 turns	99	99	1/6 turns
21	+5 (+2)	1/5 turns	99	99	1/5 turns
22	+6 (+2)	1/4 turns	99	99	1/4 turns
23	+6 (+2)	1/3 turns	99	99	1/3 turns
24	+7 (+2)	½ turns	99	99	½ turns
25	+8 (+2)	1/1 turn	99	99	1/1 turn

The two components of Constitution are *Fitness* and *Health*. Fitness reflects a character's overall physical condition and ability to endure punishment, while *Health* is a measurement of the character's ability to resist diseases and suchlike hardships.

Hit point adjustment:	This modifier is applied to the character's hit points every time he advances to a new level. No roll can be modified below 1 with the modifier, however.
Regeneration:	A character with a very high Fitness score can actually heal faster, and the Regeneration column shows what rate the character heals at. This regeneration is simply fast healing — it does not allow the character to heal damage that would not heal by normal rest, such as severed limbs.
Physiological shock:	This is the percentage chance the character has of surviving sudden and drastic physiological shock, such as losing all his hit points in a single blow. If resurrection is permitted in the campaign, this is also the chance of being successfully resurrected with a <i>Resurrection</i> or <i>Raise Dead</i> spell.
System shock:	This is the percentage chance a character has surviving magical effects that age or drastically alter his body, such as petrification, polymorphing, or magical aging.
Poison save:	This modifier is used on saving throws against poison, reflecting the body's ability to fight toxic substances.

## INTELLIGENCE: Knowledge and Reason

Score	Knowledge			Reason	
	Bonus skills	Max # of languages	Learn Spell (%)	Max Spell Level	Illusion Immunity
3	0	1	5	-	-
4	1	1	10	-	-
5	1	1	15	-	-
6	1	1	20	-	-
7	1	1	25	-	-
8	1	1	30	-	-
9	2	2	35	4th	-
10	2	2	40	5th	-
11	2	2	45	5th	-
12	3	3	50	6th	-
13	3	3	55	6th	-
14	4	4	60	7th	-
15	4	4	65	7th	-
16	5	5	70	8th	-
17	6	6	75	8th	-
18	7	7	85	9th	-
19	8	8	95	9th	1st level
20	9	9	96	9th	2nd level
21	10	10	97	9th	3rd level
22	11	11	98	9th	4th level
23	12	12	99	9th	5th level
24	15	15	100	9th	6th level
25	20	20	100	9th	7th level

The two components of Intelligence are *Knowledge* and *Reason*. Knowledge shows the character's general level of education and experience, and memory, while Reason measures the character's capability to reason and think logically.

Bonus skills:	This is the number of bonus skill slots that the character receives. These are added to the character's initial number of skill slots.
Max # of languages:	This is the maximum number of languages a character can know. Thus a character with a Knowledge score of 11 can speak a maximum number of two languages, including Common.
Learn spell:	This is the percentage chance a wizard has of learning to cast a particular spell. The attempt may only be made once per experience level.
Max spell level:	This shows the maximum level of spells that may be cast by a wizard. Thus a wizard with a Reason score of 15 cannot learn to cast 8th or 9th level spells.
Illusion immunity:	A character is immune to illusions of the listed level or lower because of his superior ability to find logical flaws in the illusion. Thus a character or NPC with a Reason score of 21 is immune to 1st, 2nd and 3rd level illusion or phantasm spells.

## WISDOM: Intuition and Willpower

Score	Intuition		Mental Save	Willpower
	Bonus Spells	Spell Failure (%)		Spell Immunity
3	0	50	-3	
4	0	45	-2	
5	0	40	-1	
6	0	35	-1	
7	0	30	-1	
8	0	25	0	
9	0	20	0	
10	0	15	0	
11	0	10	0	
12	0	5	0	
13	1 x 1st	0	0	
14	1 x 1st	0	+1	
15	1 x 2nd	0	+1	
16	1 x 2nd	0	+2	
17	1 x 3rd	0	+3	
18	1 x 4th	0	+4	
19	1 x 1st & 1 x 4th	0	+4	<i>Cause Fear, Charm Person or Mammal, Command, Friends, Hypnotism</i>
20	1 x 2nd & 1 x 4th	0	+5	<i>Forget, Hold Person, Ray of Enfeeblement, Scare</i>
21	1 x 3rd & 1 x 5th	0	+5	<i>Fear</i>
22	1 x 4th & 1 x 5th	0	+6	<i>Charm Monster, Confusion, Emotion, Fumble, Suggestion</i>
23	2 x 5th	0	+6	<i>Chaos, Feeblemind, Hold Monster, Magic Jar, Quest</i>
24	2 x 6th	0	+7	<i>Geas, Mass Suggestion, Rods of Rulership</i>
25	1 x 6th & 1 x 7th	0	+8	<i>Antipathy/Sympathy, Death Spell, Mass Charm</i>

The two components of Wisdom are *Intuition* and *Willpower*. Intuition reflects a character's awareness of his surroundings, grasp of situations, and awareness of other people and their motivations, while Willpower measures a character's strength of will and his commitment.

Bonus spells:	This is the number of bonus spells a priest character receives. The number of bonus spells is cumulative (thus a priest with an Intuition of 15 receives two 1st level spells and one 2nd level spell). A priest cannot cast spells higher than his level allows (so the priest with 15 Intuition can't cast the bonus 2nd level spell at 1st level).
Spell failure:	This is the percentage chance that a priest's spell will fail when cast.
Mental save:	This modifier applies to any character's saving throws vs mind-affecting spells, such as <i>Charm Person</i> , <i>Fear</i> , <i>Suggestion</i> etc.
Spell Immunity:	The character is immune to the listed spells. The listing is cumulative, so a character with a Willpower of 20 is immune to the spells listed for 20 as well as 19 Willpower.



## CHARISMA: Appearance and Leadership

Score	Appearance	Loyalty	
	Reaction Modifier	Loyalty Modifier	Number of Henchmen
3	-5	-6	1
4	-4	-5	1
5	-3	-4	2
6	-2	-3	2
7	-1	-2	3
8	0	-1	3
9	0	0	4
10	0	0	4
11	0	0	4
12	0	0	5
13	+1	0	5
14	+2	+1	6
15	+3	+3	7
16	+4	+4	8
17	+5	+6	10
18	+6	+8	15
19	+7	+10	20
20	+8	+12	25
21	+9	+14	30
22	+10	+16	35
23	+11	+18	40
24	+12	+20	45
25	+13	+20	50

The two components of Charisma are *Appearance* and *Leadership*. Appearance is the physical attractiveness, presence and poise of the character, while Leadership reflects forcefulness of personality and leadership attributes.

Reaction modifier: This modifier is applied to the reaction roll made when the character meets with NPCs and intelligent creatures for the first time.

Loyalty modifier: This modifier is applied to the loyalty scores of the character's henchmen.

Number of henchmen: This is the maximum number of permanent allies and retainers a character can attract. It does not cover hirelings, mercenaries, or other servitors.

## PERCEPTION: Observation and Alertness

Score	Observation			Alertness
	Find Secret Doors	Find Concealed Doors	Find Traps	Surprise modifier
3	1/20	2/20	-25	-2
4	1/20	3/20	-20	-2
5	1/20	4/20	-15	-1
6	2/20	4/20	-10	-1
7	2/20	5/20	-5	0
8	2/20	5/20	0	0
9	3/20	6/20	0	0
10	3/20	6/20	0	0
11	3/20	6/20	0	0
12	3/20	6/20	0	0
13	3/20	6/20	0	0
14	4/20	7/20	0	0
15	5/20	8/20	0	+1
16	6/20	9/20	+5	+1
17	7/20	10/20	+5	+1
18	8/20	11/20	+10	+2
19	9/20	12/20	+15	+2
20	10/20	13/20	+20	+3
21	11/20	14/20	+20	+3
22	12/20	15/20	+25	+4
23	13/20	16/20	+25	+4
24	14/20	17/20	+30	+5
25	15/20	18/20	+35	+6

The two components of Perception are *Observation* and *Alertness*. Observation measures a character's powers of observation, while Alertness measures his ability to be aware of anything out of the ordinary. Observation is typically used when the character is actively looking for something, while Alertness is used to see if the character can detect something unusual when not actively looking (hearing noises when asleep, for example).

Find secret doors: This is the character's base chance of finding a secret door when looking for one. Elves receive an automatic +2 bonus to this roll.

Find concealed doors: This is the character's chance of finding a concealed door when looking for one. Elves receive an automatic +2 bonus to this roll.

Find traps: This is the modifier a character with the Find & Remove Traps skill receives to his Find Traps (but not the Remove Traps) roll.

Surprise modifier: This modifier is applied to a character's d10 surprise roll. Higher values mean a character is less likely to be surprised. This modifier is applied in addition to any modifiers for Dexterity/Balance.

# SOCIAL CLASS AND BIRTH

**SOCIAL CLASS**

d%	Social Class
01-10	Lower Lower Class
11-20	Middle Lower Class
21-30	Upper Lower Class
31-45	Lower Middle Class
46-70	Middle Middle Class
71-85	Upper Middle Class
86-95	Lower Upper Class
96-99	Middle Upper Class
00	Upper Upper Class

**BIRTH**

d%	Birth
01-20	Only child
21-40	1st child
41-60	2nd child
61-70	3rd child
71-80	4th child
81-90	5th child
91-95	6th child
96-00	7th child or later

**BIRTH TYPE**

d%	Birth type
01-95	Single birth
96-99	Twin
00	Triplet

**LEGITIMACY**

d%	Legitimacy
01-80	Legitimate
81-00	Illegitimate

**SOCIAL CLASS AND BIRTH MODIFIERS**

Racial modifiers	Human	Elf or Ghelfling	Half-elf	Dwarf	Halfling	Shapeling	Half-orc
Social class	-	+15	-	+10	-	-	-15
Birth	-	-30	-50	-40	-25	-30	-40
Birth type	-	+5	-	-	+5	+15	-5
Legitimacy	-	-15	+10	-19	-	-15	+70

## Weapon Proficiencies

Weapon proficiency slots can be spent on:					
SKILL:	Cost:	Class:	A	D	Bonuses/notes:
Proficiency in any one weapon	1	-	-	-	Allows weapon to be used without penalty; not required for basic pummelling (this is considered already known).
Specialisation in any weapon (except bows)	1	W	+1	+2	Increases attack rate; requires proficiency in the relevant weapon.
Specialisation in bow or crossbow	2	W	+1	+2	Gives point blank range (bow: 6-60', crossbow: 6-30') with +1TH bonus and pre-initiative shot if ready; requires proficiency in the weapon.
Double specialisation in any weapon	1	W	+1	-	Requires specialisation in the relevant weapon.
Triple specialisation in any weapon	1	W	-	-	Increases attack rate; requires double specialisation in the relevant weapon.
Tight group proficiency	2	W	-	-	Gives proficiency in all weapons in tight group.
Broad group proficiency	3	W	-	-	Gives proficiency in all weapons in broad group.
Specialisation in shield use	1	W	+1	-	Gives a -1 bonus to AC when using any shield. Also allows shield to be used against 1 extra attacker per round. TH bonus is on buckler/shield attacks only.
Ambidexterity	1		-	-	Reduces penalty for two-weapon use by 2.
Specialisation in pummelling	1	W	+1	+2	Works with pummelling, kicking, and wrestling. Not used with any martial arts skills.
Specialisation in single-weapon style	1	W	-	-	Gives AC bonus of 1 when not using a shield or another weapon.
Double specialisation in single-weapon style	1	W	-	-	Gives total AC bonus of 2 when not using a shield or another weapon; requires specialisation in single weapon style.
Specialisation in two-hander style	1	W	-	-	Gives initiative bonus of 1; +1 on damage if used with suitable 1-handed weapon.
Specialisation in weapon & shield style	1	W	-	-	Gives one extra attack per round: a shield punch or parry.
Double specialisation in weapon & shield style	1	W	-	-	Reduces off-hand penalty for shield punch by 2.
Specialisation in two-weapon style	1	W	-	-	Reduces off-hand penalty by 2, allows use of same-size weapons.
Weapon skill	See weapon skills table				
Martial arts skill	Special - see Martial Arts tables				

## Weapon Skills

Weapon proficiency slots can be spent on the following skills:					
SKILL:	Cost:	Class:	A	D	Bonuses/notes:
Fastdraw	1	-	-	-	Reduces drawing/sheathing time by 1 segment. Cost is per specific weapon – this skill can be taken multiple times, for each weapon desired.
Hurl melee weapon	1	-	-	-	Allow a character to hurl a weapon normally used only in melee combat. Gives a TH penalty of -2; damage is ½ normal. Weapon must be relatively suitable.
Fall	1	-	-	-	Enables a character to roll with a fall so as to reduce damage by 1 per die of damage, and giving carried items a +2 bonus on saves. Falls of up to 15' may be made without damage.
Instant stand	1	-	-	-	Allows a character to regain his feet immediately, whether prone or off-balance. He loses any further movement/attacks during the round, but is at no further penalty. May only be performed in non-bulky armour.
Speed	1	W	-	-	Doubles character's attack rate and movement for 2 – 4 rounds, after which he can fight for 1-4 rounds normally, and then must rest for 2-8 rounds, moving at half his movement rate, attacking at half normal rate, not able to use spells or offensive psionics. Speed may only be used once per day.
Riposte	1	W	-	-	On a successful parry, the character may make an additional attack with normal to hit and damage rolls.
Evasion	1	-	-	-	Allows the character to attempt to avoid all melee attacks directed at him in any round in which he has the initiative. Requires non-bulky armour. The evasion chance is 20% plus 2% per point of Dex, plus 2% per level. Normal armour class still applies if the evasion does not succeed.
Ironskin	1	-	-	-	By physical training and toughening, the character improves his AC by one, providing he is not wearing any armour. This may not be combined with the Flowing body skill.
Flowing body	1	-	-	-	By training in advanced evasive tactics, the character improves his AC by one, providing he is not wearing any armour. This may not be combined with the Ironskin skill.
Dex fighter	0	W	-	-	A warrior may learn to use his dexterity to be the prime determining factor in whether he hits an opponent or not. Thus he may use his Dexterity “Missile Attack Modifier” on his attack roll with certain melee weapons instead of using his Strength attack bonus. The weapons with which this attack may be used are fencing weapons (rapier, sabre, etc) and other similarly light weapons. Weapons like the longsword can be used in this way, but at only half the applicable bonus (rounding up). This skill must be chosen at some point by the warrior, and after choosing it, he may not gain any Strength attack bonuses with the relevant weapons.
Resist Unconsciousness	1	-	-	-	When a character with this skill reaches 0 hit points (but no lower than -9), he may function for 2 segments per level before blacking out.