

# CHAOS LIMB: PLAYBOOKS



# Fighter

## Hard to Kill:

Fighters can use any weapon and wear any kind of armor. As they advance in experience they increase their "hit dice" making them harder to kill.

## Abilities:

Strength is important for fighters.

## Ability Adjustment:

- Fighters can reduce their Intelligence score by 2 points and add 1 to their Strength for every 2.
- Fighters can reduce their wisdom by 3 points to gain 1 point to their Strength.

## Hit Points:

Fighters roll 1d8/level for hit points, +1 for Constitution of 13 or higher and -1 (but never less than 1) for Constitution of 9 or lower.

## Starting Gear

All equipment is available to the fighter.

## Sample Kit:

### Poor Fighter (30 gp)

Leather Armor + Shield (AC 6)

Spear and dagger

### Average Fighter (105GP)

Chain mail + Shield (AC 4)

Sword, dagger, long bow, quiver w/20 arrows

### Wealthy Fighter (170GP)

Plate mail + Shield + Helmet (AC 2)

Sword, dagger, composite bow, quiver w/20 arrows

Leather backpack

1 week iron rations, wineskin, 1 quart wine

6 torchies, tinder box

## Melee Combat

### Hit Points

Hit points represent how much damage a character can take before they are taken out of play. Hit points may be lost during an adventure if the character takes damage. If hit points fall to 0 they are dead. If still alive, damage is healed over time, 1-3 points per day of rest.

### Order of Attack

Order of attack is determined by dexterity. The DM will roll the dexterity of any monster or group of monsters once combat is engaged.

### Attack and Defense

Combat results are based on the attacker's ability (indicated by their "level") and the defender's abilities (indicated by their "armor

class"). In a melee, the attacker strikes a blow or "takes a swing." The attacking player rolls 1d20, and if equal to or greater than the TO HIT number is scored, a hit has been made on the opponent. The attacking player then makes another die roll, with one 6-sided die, to see how many points of damage were done by the hit.

These are subtracted from the defender's "hit points." If hit points are reduced to zero or below, the combatant is dead. If they survive, they get to swing at their attacker.

Number required TO HIT equals 20 minus the defenders Armor Class. Roll a twenty-sided die and add the attacker's TO HIT bonus (if any).

## ArmorClass

No armor	9	Chain	5
Shield	8	Chain Mail + Shield	4
Leather	7	Plate	3
Leather + Shield	6	Plate + Shield	2

## Weapon Damage

Weapons do 1d6 damage, +1 for Strength of 13 or greater.

## Missile combat

Missile combat is modified by distance, dexterity and cover.

### Distance

For missile combat the attack is modified based on distance

- Short range +1
- Medium range 0
- Long range -1

### Dexterity modifier

13-18 +1

9-12 0

3-8 -1

### Cover

If a defender has partial cover (behind a wall, underbrush, etc) the attacker takes -2 to their attack. If the defender is mostly covered (firing through arrow slits, concealed in the woods) apply a -4 penalty.

## Other Combat Situations

### Parry

A character who chooses to parry rather than attack subtracts 2 from the attacker's roll.

### Retreat

For purposes of chase and escape, base movement for an armored or heavily loaded character is 240 (feet per 10 minutes) and an unarmored character 480. Running speeds are x3.

### Surrender

A character may choose to surrender rather than fight to the death.

# Fighter

## Advancement

Level	Name	Experience	Hit Dice	To Hit Bonus	Save Magic	Save Death	Extra Combat Ability
1	Veteran	0	1d8	+1	17	13	
2	Warrior	2000	2d8	+2	16	11	Ablative armor: nullify one attack per battle in exchange for 1 penalty on armor until repaired
3	Swordsman	4000	3d8	+3	15	10	Crit: Max damage on Natural 20
4	Hero	8000	4d8	+4	14	9	Two handed Wield: +1 damage for weapon held in two hands
5	Swashbuckler	16000	5d8	+5	13	8	Dual Wield: Advantage on damage when dual wielding
6	Myrmidon	32000	6d8	+6	12	7	Multiple attacks: 1 attack/level when fighting 0-level mooks
7	Champion	64000	7d8	+7	11	6	Advantage on damage when roll 17+
8	Super Hero	120000	8d8	+8	10	5	TO HIT bonus may be divided between attack and defense
9	Lord	240000	9d8	+9	9	4	

Weapons			
Dagger	3	Flail	8
Hand Axe	3	Spear	2
Mace	5	Pole Arm	7
Sword	10	Halberd	7
Two-Handed Sword	15	Short Bow	25
Lance	4	Long Bow	40
Pike	5	Composite Bow	50
Battle Axe	7	Light Crossbow	15
Morning Star	6	Heavy Crossbow	25
Missiles			
Quiver of 20 Arrows			10
Case with 30 Quarrels			10
20 Arrows/30 Quarrels			5
Silver Tipped Arrow			5
Armor			
Shield	10	Plate Mail	50
Leather Armor	15	Helmet	10
Chain-type Mail	30		

Transport			
Barding	150	Saddle	25
Mule	20	Saddle Bags	10
Draft Horse	30	Cart	100
Light Horse	40	Wagon	200
Warhorse, Medium	100	Raft	40
Warhorse, Heavy	200	Small Boat	100
Misc			
50' of Rope	1	Large Sack	2
10' Pole	1	Leather Back Pack	5
12 Iron Spikes	1	Water/Wine Skin	1
6 Torches	1	Small Sack	1
Lantern	10	3 Stakes & Mallet	3
Flask of Oil	2	Steel Mirror	5
Tinder Box	3	Wine, quart	1
Iron rations (for dungeon expeditions) 1 person/1 week			15
Standard rations for 1 person/1 week			5

## Backgrounds for UR

Fighters in my home campaign of UR have a variety of backgrounds to choose from:

- Retired soldier or veteran of the Imperial Army of Akamati, The Black Land
- Achaean raider or mercenary
- Ki-En-Gi temple guards or holy slayers
- Tyrian caravan guards or marines
- Tribal warriors from the western forests, the eastern deserts, the southern jungles or the northern steppes

# Magic User

Humans who become magic-users must not wear armor and can carry only a dagger for protection. They can, however, use almost all magical items, but not magical swords and other magical arms other than daggers. They have the advantage of being able to work magical spells.

Intelligence is important for a magic user. Magic-users can reduce their strength by 3 or wisdom by 2 to add 1 to their intelligence.

## Magic Books & Spell Casting

Magic-users acquire books containing the spells, the study of which allows them to memorize a spell for use. They can then throw the spell by saying the magic words and making gestures with their hands. This means that a magic-user bound and gagged can not use their magic. In some cases the spell may require substances or apparatus, such as conjuring a water elemental (5th level) requires the presence of water, a sleep spell requires a pinch of sand. A magic-user must concentrate on their spell, so they can not cast a spell and walk or run at the same time, and certainly can not cast a spell while engaged in combat. Then, after all that, the spell may not work (see Saving Throws)! As the spell is recited it fades from the spell-caster's mind and it cannot be again used unless it is relearned the following day. Magic-users can not bring their magic books into the dungeon with them.

Magic-users gets to choose the spell they will memorize from their books and they do this before the expedition begins. But they do not necessarily get to choose from the entire list of first level spells.

By the time a magic-user has completed their arcane studies they will have copied the entire list of first level spells into their first magic book. It is not guaranteed that all spells copied into their magic books will be usable by the magic-user – some spells may contain errors or omissions.

Roll 1d6 for each spell (+1 for Intelligence 13 or higher and -1 for intelligence below 9) to see if the version as written is learnable by the magic-user:

- 1-3 - the spell as written has one or more omissions or mistakes
- 4-6 - the spell is complete and correct and learnable by the magic-user

Adventuring and exploring offer opportunities for magic users to correct or complete the spells in their magic books. Anytime the magic user finds a magic scroll, studies an ancient inscription, or studies a magical effect they have an opportunity to correct or complete one of their incomplete spells. Roll again on the table above in such an instance. Note if a magic user attempts to copy the spell from a magic scroll, the writing disappears from the magic scroll.

## Spells

### Book of First Level Spells:

Dancing Lights	Light	Tenser's Floating Disc
Detect Magic	Read Languages	Ventriloquism
Enlarge	Read Magic	
Hold Portal	Shield	

### Book of Second Level Spells:

Charm Person	Magic Mouth	Sleep
Darkness	Mirror Image	Web
Knock	Protection from Evil	
Magic Missile	Pyrotechnics	

### Book of Third Level Spells:

Audible Glamer	Detect Invisible	Strength
Continual Light	Levitate	Wizard Lock
Detect Evil	Locate Object	

### Book of Fourth Level Spells:

ESP	Protect from Evil 10'	Slow Spell
Infravision	Protect from Missiles	Water Breathing
Invisibility	Ray of Enfeeblement	
Phantasmal Forces	Rope Trick	

### Book of Fifth Level Spells:

Clairaudience	Fly	Monster Summon I
Dispel Magic	Haste Spell	Suggestion
Explosive Runes	Lightning Bolt	

### Book of Sixth Level Spells:

Clairvoyance	Ice Storm	Invisibility 10'
Confusion	Fireball	Massmorph
Hallucinatory Terrain	Hold Person	Plant Growth

### Book of Seventh Level Spells:

Charm Monster	Fear	Wall of Ice
Dimension Door	Polymorph Self	Wizard Eye
Extension 1	Remove Curse	

### Book of Eighth Level Spells:

Animal Growth	Passwall	Trans Rock to Mud
Feeblemind	Polymorph Other	Wall of Fire
Monster Summon 2	Telekinesis	

### Book of Ninth Level Spells:

Animate dead	Extension II	Teleport
Cloudkill	Hold Monster	Wall of Iron
Contact Higher Plane	Magic jar	

### Book of Tenth Level Spells:

Conjure Elemental	Part Water	
Monster Summ III	Projected Image	
Legend Lore	Repulsion	
Lower Water		

# Magic User

Level	Name	Experience	Hit Dice	To Hit	Save Magic	Save Death	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1	Medium	0	1d4	+1	15	14	1								
2	Seer	2500	2d4		14	13	1	1							
3	Conjurer	5000	3d4		13	12	2	1	1						
4	Theurgist	10000	4d4	+2	12	12	2	2	1	1					
5	Thaumaturgist	20000	5d4		11	11	2	2	1	1	1				
6	Magician	40000	6d4		10	11	2	2	1	1	1	1			
7	Enchanter	80000	7d4		9	10	2	2	2	1	1	1	1		
8	Warlock	150000	8d4	+3	8	10	2	2	2	2	1	1	1	1	
9	Wizard	300000	9d4		7	9	2	2	2	2	2	1	1	1	1

## Scrolls

The above rules place great limitations on the magic-user's power, but there are ways to partially overcome them. One is to have the spell written out on a magic scroll. Scrolls are written in magic runes that fade from the page as they are read, so a scroll also can only be used once. Magic users may make a scroll of a spell they already have in their magic book at a cost of 100 gold pieces and 1 week's work for each spell of the first level, 200 gold pieces and 2 weeks for a second level spell (if the magic-user is second level), etc.

## Sample Magic User Kit (75 gp)

Robes	Dagger	Parchment and Ink
Hooded cloak	Spell components	Spell book

## Magical Items

Certain magical items which can be found in dungeons can be used by magic-users, and often only by magic-users. Thus there are magic wands, staves, rings, amulets, potions, scrolls and similar items which gave the user magical powers just as if they had a magic spell.

## Spell Research

It is also possible for a magic-user, through the expenditure of much money and labor for research, to create new spells. The Dungeon Master must agree that the spell is appropriate to the level of the character trying to create it, the magic-user must spend 2000 gold pieces per level of spell and one week of time. They then have a 20% chance of success on a d100. A roll of 20 or anything less than 20 means the spell research was successful, the magic-user writes it into their book and may use the spell, subject to the rules above and the restrictions given below.

## Sorcerers in UR

Sorcerers are rare. Practitioners of sorcery are both feared and hated, or else feared and revered. Their secrets, their drives and motivations are beyond the ken of mortal men. They consort with all manner of daimon, demon, devil and spirits who dwell in other dimensions and on other planes of existence. If they are not already damned when they start their sorcerous studies they are sure to be corrupted by their intercourse with these unnatural powers. Sorcerers can be from any of the civilized nations, or more rarely from the savage ones. The most eminent (infamous?) sorcerers seem to come from crypt-haunted Akamati. Certainly necromancers are more common in the Black Empire as astrologers and exorcists tend to be more common in Ki-En-Gi. It is not uncommon for sorcerers from the savage lands to have come in contact with some ancient relic from pre-human civilizations, unearthed after eons-long sleep.

Arcane Equipment			
Spellbook	50	Wytchwood, small piece	5
Papyrus, 1 sheet	2	Glowworm	3
Parchment, 1 sheet	4	Phosphorus, small vial	7
Vellum, 1 sheet	8	Powdered iron, pouch	2
Sepia, giant squid, vial	10	Incense, small pouch	15
Vermillion	6	Lodestone, small	5
Chalk, powdered	1	Copper wire, fine,	3
Silk, small square	4	Powdered silver, sm. jar	5
Prism, small, mineral	9	Powdered brass, pouch	4
Bitumen, small pot	3	Mercury, small vial	9
Candles, 1 dozen	1	Brazier, elaborate	15
Bat fur, 1 pouch	1	Insect in Amber	12
Iron pyrite, chunk	1	Mica chips, pouch	1
Sulphur, jar	1	Ape dung, jar	1
Powdered pineal gland	5	Flint shards, pouch	1
Bat guano, jar	1	Licorice root shavings	1
Crystal beads, pouch	5	Tortoise sell, piece	1
Dried lizard tongues, jar	2	Rare nut shells, 3	2
Powdered lime, pouch	1	Powdered carbon, pouch	1
Glass rod, small	6	Rock crystal, pouch	1

# Cleric

Clerics have their own spells but unlike magic-users they begin with none. Clerics may wear armor, including magic armor, and carry non-edged weapons. No swords or bows and arrows, are allowed. Clerics can often dispel the undead — skeletons, zombies and their ilk. As they advance in experience levels they gain the use of additional spells.

Wisdom is important for a cleric. Clerics may reduce strength by 3 points and add 1 to their wisdom for every 3. Clerics may reduce Intelligence by 2 points and add 1 to their wisdom for every 2.

<b>Weapons</b>			
Mace	5	Flail	8
Morning Star	6	Staff	1
Sling	1	Club	1
<b>Missiles</b>			
Pouch with 20 sling stones			1
Pouch with 30 sling bullets			5
<b>Armor</b>			
Shield	10	Plate Mail	50
Leather Armor	15	Helmet	10
Chain-type Mail	30		
<b>Transport</b>			
Barding	150	Saddle	25
Mule	20	Saddle Bags	10
Draft Horse	30	Cart	100
Light Horse	40	Wagon	200
Warhorse, Medium	100	Raft	40
Warhorse, Heavy	200	Small Boat	100
<b>Misc</b>			
Silver Mirror small	15	Large Sack	2
Wooden Holy Symbol	2	Leather Back Pack	5
Silver Holy Symbol	25	Water/Wine Skin	1
Holy Water/Vial	25	6 Torches	1
Wolfsbane, bunch	10	Lantern	10
Garlic, bud	5	Flask of Oil	2
50' of Rope	1	Tinder Box	3
10' Pole	1	3 Stakes & Mallet	3
12 Iron Spikes	1	Steel Mirror	5
Small Sack	1	Wine, quart	1
Iron rations (for dungeon expeditions) 1 person/1 week			15
Standard rations for 1 person/1 week			5

Clerics of the first level cannot cast any spells. When they reach the second level they are capable of one spell per game/day. Since clerical spells are divinely given, they do not have to be studied to master them. A second level cleric can call on any first level spell he wants to use, thus the entire gamut of spells is available to them for selection prior to the adventure. However, only that spell or spells selected can be used during the course of the adventure.

## Second Level Clerical Spells

Cure Light Wounds      Protection from Chaos  
 Reveal Sorcery      Purify Food and Water  
 Light      Remove Fear

## Third Level Clerical Spells:

Bless      Resist Cold      Snake Charm  
 Find Traps      Silence: 15' Radius      Speak with Animals

## Fourth Level Clerical Spells

Hold Person      Continual Light      Remove Curse  
 Resist Fire      Cure Disease      Speak with the Dead

## Fifth Level Clerical Spells

Know Alignment      Locate Object      Striking  
 Glyph of Warding      Prayer      Create Water

## Sixth Level Clerical Spells

Animate Dead      Dispel Sorcery  
 Create Food      Neutralize Poison  
 Cure Serious Wounds      Protection from Evil, 10' Radius

## Seventh Level Clerical Spells

Divination      Speak with Plants      True Seeing  
 Exorcise      Stick to Snakes

## Eighth Level Clerical Spells

Dispel Evil      Find the Path      Stone Tell  
 Insect Plague      Heal

## Ninth Level Clerical Spells

Commune      Blade Barrier      Word of Recall  
 Flame Strike      Speak w. Monsters

## Tenth Level Clerical Spells

Raise Dead      Animate Objects  
 Quest      Conjure Animals

## Sample Cleric Kit (122GP)

Wooden Holy Symbol      1 Quart Wine      Helmet  
 Leather Back Pack      Vial of Holy Water      Plate Mail  
 10' Pole      Bud of Garlic      Mace  
 50' Rope      Wolfsbane  
 Wine Skin      Steel Mirror

## ArmorClass

No armor	9	Chain	5
Shield	8	Chain + Shield	4
Leather	7	Plate	3
Leather + Shield	6	Plate + Shield	2

# Cleric

## Cleric

### Advancement and Spells per Level

Level	Name	Experience	Hit Dice	To Hit Bonus	Save Magic	Save Death	2nd	3rd	4th	5th	6th	7th	8th	9th
1	Acolyte	0	1d6	+1	15	11								
2	Adept	1500	2d6	+2	14	10	1							
3	Priest	3000	3d6		14	10	1	1						
4	Vicar	6000	4d6	+3	13	9	1	1	1					
5	Curate	12000	5d6		13	9	1	1	1	1				
6	Bishop	25000	6d6	+4	12	8	2	1	1	1	1			
7	Lama	50000	7d6		12	8	2	2	2	1	1	1		
8	Patriarch	100000	8d6		12	8	2	2	2	1	1	1	1	
9	High Patriarch	200000	9d6	+5	11	7	2	2	2	2	2	1	1	1

### Cleric Turn Undead

Level	Skeleton	Zombie	Ghoul	Wight	Wraith	Mummy	Spectre	Vampire
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	
6	D	D	D	T	T	7	9	11
7	D	D	D	D	T	T	7	9
8	D	D	D	D	D	T	T	7
9	D	D	D	D	D	D	T	T

### Cleric Turning

In addition to spell casting, clerics are able to turn or sometimes destroy, beings inimical to their faith. As scions of life this often means undead but other supernatural beings may also be subject to this power depending on who their particular pantheon recognizes as enemies. Some possibilities include:

Demons	Dark spirits	Summoned or
Devils	Outer beings	conjured creatures

### Saving Throws

Anyone subjected to magical attack rolls a special die to see if the magic took effect. This die roll is called a "saving throw" because if you roll the correct number or any higher number, you are unaffected or "saved."

There are two types of saves: non lethal magic and affects which may result in death. Failure to make the total indicated results in the weapon having full effect, i.e. you are turned to stone, take full damage from dragon's breath, etc. Scoring the total indicated, or higher, means the weapon either has no effect (spell, death ray, poison, paralyzation, stone, polymorph) or half damage (from dragon breath, fireball, lightning, wand of cold and staves).

### Priests in UR

Clerics in my home campaign of UR typically come from one of four cultural backgrounds which may have some influence on the gods they worship (or choose not to worship):

- Achaean whose primary god is Chronos
- Ki-En-Gi, the Land of the Noble Lords, whose primary god is Tiamet
- Akamati, the Black Land, whose primary god is Set
- Shamanic Beast Gods worshipped by the tribes living in the wilderness

Characters from Tyre have thousands of gods to choose from including not only those from the great nations they trade with, but also more obscure cults and tribal gods, as well as their own aboriginal sea gods, primary among them Dagon.

And there are also less common and more bizarre cults that worship obscure and strange primordial gods or outer beings or gods of pre-human races of great antiquity.

Note that clerics of the patron deities rarely leave the city-state where their god rules supreme. It is not unusual therefore for adventurers to worship gods that would be considered quite heretical in their motherland.

# Thief

Thieves — are humans with special abilities to strike a deadly blow from behind, climb sheer surfaces, hide in shadows, filch items and pick pockets, move with stealth, listen for noises behind closed doors, pick locks and remove small traps such as poisoned needles. Thieves can wear nothing stronger than leather armor and can not carry shields. They can use all weapons, including magic swords and magic daggers. Thieves above the first level of experience can read languages and above second level can read magic scrolls and books so that treasure maps, etc. are easy for them.

## Dungeon Mechanics

### Light and Vision

Most dungeons are dark. All monsters (and this term embraces all of the evil characters of the Dungeon Master) can see 60 feet in the dark, but humans and halflings will need artificial light or be reduced to half speed or less. Magic swords and some staves shed light, but the party may have to resort to torches or lanterns. A good torch will burn for an hour, while a flask of oil in a lantern will last 4 hours. Either allow the bearer to see 30 feet. Artificial light, of course, will attract monsters who live in the dark and will also warn them that the party is approaching. Note that elves and dwarves lose their ability to see 60 feet in the dark if there is light within 30 feet of them.

### Traps, Doors and Secret Doors

Many dungeons contain traps, such as trap doors in the floor. If a character passes over one a six-sided die is rolled; a roll of 1 or 2 indicates that the trap was sprung and they have fallen in, taking one or more 6-sided, dice of damage.

Doors are usually closed and often stuck or locked. They have to have the locks picked or be smashed open. A roll of 5 or 6 indicates that a door has been forced open. Of course, if the party has to hit the door several times before getting their roll of 5 or 6, there is no possibility of surprising the occupants of the room. A successful Open Locks roll by a thief will pry a stuck door open silently without alerting the inhabitants.

When the characters come to a door they may listen to detect any sound within. A die roll of 6 for humans, 5 or 6 for halflings, indicates that they have heard something, if there is anything to hear. The "Undead" — skeletons, zombies, ghouls, wights, wraiths, mummies, spectres and vampires — make no noise unless they wish to. The party gets one try at listening to any door, wall, panel, etc. If the party is searching for a secret door characters will locate it on a roll of 5 or 6. Of course, the Dungeon Master will lessen these possibilities in lower levels of the dungeon.

Doors opened will usually shut automatically unless spiked or wedged open. Doors open automatically for monsters, however, unless held or spiked shut.

### Surprise

Surprise may occur whenever one party is unaware of the presence of the other. A roll of a 1 or 2 on a six-sided die means the party was surprised, a 5 or 6 that the monsters were surprised. If the party surprises a monster they get an opportunity to cast a spell, shoot

arrows, shut the door, run, or draw weapons and attack before the monster can react. A character surprised by a monster means the monster gains first reaction (which means it will usually charge to attack the party).

### Fleeing

If the party decides to flee they may be able to delay pursuit by discarding some of their possessions. Unintelligent monsters will stop to pick up food half the time (roll 4-6 on a 6-sided die) and intelligent monsters will stop for treasure half the time (roll 4-6). Burning oil will deter monsters (referee's discretion).

Weapons			
Dagger	3	Short Bow	25
Hand Axe	3	Long Bow	40
Sword	10	Composite Bow	50
Spear	2	Light Crossbow	15
Club	2	Heavy Crossbow	25
Missiles			
Quiver of 20 Arrows			10
Case with 30 Quarrels			10
20 Arrows/30 Quarrels			5
Silver Tipped Arrow			5
Armor			
Leather Armor	15		
Transport			
Barding	150	Saddle	25
Mule	20	Saddle Bags	10
Draft Horse	30	Cart	100
Light Horse	40	Wagon	200
Warhorse, Medium	100	Raft	40
Warhorse, Heavy	200	Small Boat	100
Misc			
Silver Mirror small	15	6 Torches	1
Steel Mirror	5	Lantern	10
Wolfsbane, bunch	10	Flask of Oil	2
Garlic, bud	5	Tinder Box	3
100' of Rope, silk	15	3 Stakes & Mallet	3
10' Pole	1	12 Iron Spikes	1
Large Sack	2	Thieves Picks and Tools	35
Leather Back Pack	5	Wine, quart	1
Small Sack	1	Water/Wine Skin	1
Iron rations (for dungeon expeditions)	1 person/1 week		15
Standard rations for 1 person/1 week			5



# Thief

## Thief Abilities

Level	Open Lock	Remove Trap	Pick Pocket	Move Silently	Hide in Shadows	Hear Noise	Climb Walls	Back Stab Hit Bonus	Back Stab Damage	Read Lang	Read Magic
1	15%	10%	10%	20%	5%	1-2	65%	+2			
2	30%	25%	20%	35%	20%	1-2	75%	+4	x2	15%	
3	40%	35%	30%	50%	30%	1-3	80%	+4	x2	30%	3%
4	50%	45%	40%	60%	40%	1-3	85%	+5	x3	45%	6%
5	60%	55%	50%	70%	50%	1-3	85%	+5	x3	60%	9%
6	70%	65%	55%	75%	55%	1-4	90%	+6	x4	70%	12%
7	75%	70%	60%	80%	60%	1-4	90%	+6	x4	80%	14%
8	80%	75%	65%	85%	65%	1-4	90%	+6	x4	85%	16%
9	85%	80%	70%	90%	70%	1-5	95%	+7	x5	90%	17%

## Thief Advancement and Progression

Level	Name	Experience	Hit Dice	To Hit Bonus	Save Magic	Save Death
1	Apprentice	0	1d4	+1	16	12
2	Footpad	1200	2d4	+2	15	11
3	Robber	2400	3d4		14	10
4	Burglar	4800	4d4	+3	14	10
5	Cutpurse	9600	5d4		14	9
6	Sharper	20000	6d4	+4	13	9
7	Pilferer	40000	7d4		13	8
8	Rogue	80000	8d4		13	8
9	Master Thief	160000	9d4	+5	12	7

## Optional rules for thieves

- When opening 'stuck' doors in a dungeon thieves can use open locks roll to try and open the door quietly rather than breaking it down.
- Fence's Eye: Thieves can use their read languages roll to try and accurately appraise the value of gems, jewelry and other valuables
- Nine Lives: A thief with a dexterity of 13 or greater gets a -1 to their Armor Class
- Assassin's Blade: While backstabbing, if a thief rolls a critical hit (20) and max damage (6) it is an instant kill.

Dexterity is important for thieves. During character creation, thieves can raise their dexterity score by lowering intelligence 2 points and wisdom 1 point for each additional point of dexterity.

## Missile combat:

Missile combat is modified by distance, dexterity and cover.

Distance	Dexterity
• Short range +1	13-18: +1
• Medium range 0	9-12: 0
• Long range -1	3-8: -1

## Thieves in UR

Backgrounds for thieves are almost infinite, from grave robbers to pirates. One thing almost all thieves have in common is that they rarely come from privileged backgrounds and they almost always come from large cities.

- Tyre, one of the richest and most cosmopolitan of the Five Cities is known both as the City of Merchants for its ruling class of merchant princes as well as the City of Thieves. Here it is almost seen as a profession and it is not unusual for the wealthy to employ thieves to acquire items of interest for them.
- In Akamati, it is not uncommon for thieves to have had a background in tomb robbing. They are despised and hated by society at large.
- If Achaean, they most likely learned their skills while employed as spies and military scouts. Though they don't have the same respect as front line warriors, they are still valued for their abilities.
- Ki-En-Gi society probably has the most common view of them, i.e., as common criminals. It is not unusual for them to end up as sacrificial offerings on the altars of Tiamet.

**Cover:** If a defender has partial cover (behind a wall, underbrush, etc) the attacker takes -2 to their attack. If the defender is mostly covered (firing through arrow slits, concealed in the woods) apply a -4 penalty.

## Other Combat Situations

### Parry

A character who chooses to parry rather than attack subtracts 2 from the attacker's roll.

### Surrender

A character may choose to surrender rather than fight to the death.

# Elf

Elves – are graceful, slim of build, have skin and hair that ranges from birch white to golden autumn tones and more rarely shading to green. They have the advantages of both fighters and magic-users as well as certain special capabilities of their own. They can use all weapons and armor and can also cast spells like a magic-user. They can detect secret hidden doors about one-third of the time just by passing them, and two thirds of the time when actively seeking them. Elves can see in the dark. They are not paralyzed by the touch of ghouls.. Elves progress in level as both fighters and magic-users, but progress more slowly than other characters.

Elves have superior vision and senses. They can see by moonlight as if it were day and can see by starlight as if moonlit.

If elves pass by a secret door or passage, roll a six-sided die and a 5 or 6 means they sense something there. If the party is searching for a secret door then an elf will locate it on a roll of 3 to 6,

When the characters come to a door they may listen to detect any sound within. A die roll of 5 or 6 for elves indicates that they have heard something, if there is anything to hear.

## Sample Elven Adventurer Kit (103 GP)

Long Bow	Dagger
Quiver with 20 Arrows	Chain mail
Long Sword	Helmet

## Elven Magic

**Elven Spellcasting:** Unlike humans, elves do not need to copy spells into spell books to learn them - their magic ability comes from their connection to the spirit realm.

**Daily spells:** An elf may cast any spell equal to their level but must roll randomly to see which ones they are able to cast that day. A charisma greater than 13 allows the elf to roll twice per spell level and choose which result they keep. Elves are still limited in the number of spells they can cast each day, one for each level of the character.

### Elven First Level Spells:

1. Animal Friendship
2. Decipher runes
3. Dweomer Sight
4. Elf Light
5. Faerie Lights
6. Mirror Shield
7. Pass Without Trace
8. Purify Water
9. Understand Languages
10. Choose from level 1 or roll for a level 2 spell

### Elven Second Level Spells:

1. Alter Fire
2. Barkskin
3. Blazing Dart
4. Charm
5. Mirror Images
6. New Moon's Shadow
7. Open
8. Ring of Protection
9. Web
10. Choose from level 2 or roll for a level 3 spell

### Elven Third Level Spells:

1. Audible Glamer
2. Barkskin
3. Elf Fog
4. Find Plant
5. Float
6. Lock
7. Make Visible
8. Unveil Evil
9. Wizard's Strength
10. Choose from level 3 or roll for a level 4 spell

### Elven Seventh Level Spells:

1. Charm monster
2. Change Form
3. Far Walk
4. Fear
5. Frost Rampart
6. Lift Curse
7. Roaming Eye
8. Choose from level 8 or roll for a level 9 spell

### Elven Fourth Level Spells:

1. Gills
2. Greater Ring of Protection
3. Phantasm
4. Ray of Enfeeblement
5. See Thoughts
6. Slow
7. Stop Arrows
8. Unseen
9. Warp Wood
10. Choose from level 4 or roll for a level 5 spell

### Elven Eighth Level Spells:

1. Animal Giant
2. Animal Giant
3. Call Monster
4. Far Reach
5. Passwall
6. Transform Other
7. Veil of Fire
8. Weak Mind
9. Choose from level 8 or roll for a level 9 spell

### Elven Fifth Level Spells:

1. Call Weaker Monster
2. Dispel Magic
3. Explosive Runes
4. Fly
5. Lightning Hand
6. Long Hearing
7. Neutralize poison
8. Quick
9. Suggest
10. Choose from level 5 or roll for a level 6 spell

### Elven Ninth Level Spells:

1. Contact Other Plane
2. Death Cloud
3. Far Leap
4. Magic Jar
5. Root Monster
6. Choose from level 9 or roll for a level 10 spell

### Elven Sixth Level Spells:

1. Confuse
2. False Forest
3. False Land
4. Hide Many
5. Ice Storm
6. Long Sight
7. Orb of Conflagration
8. Plant Grow
9. Root
10. Choose from level 6 or roll for a level 7 spell

### Elven Tenth Level Spells:

1. Call Elemental
2. Call Stronger Monster
3. Lore
4. Lower Water
5. Part Water
6. Project Image
7. Repulsion
8. Choose any spell from any level

# Elf

Level	Name	Experience	Hit Dice	To Hit Bonus	Save Bonus	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1	Tiri Tenechor	0	1d6	+1	+1	1								
2		4500	2d6	+2		1	1							
3	Nen Cune	9000	3d6	+3	+2	1	1	1						
4		18000	4d6	+4		1	1	1	1					
5	Ril Maica	36000	5d6	+5	+3	1	1	1	1	1				
6		72000	6d6	+6		1	1	1	1	1	1			
7	Nim Naith	144000	7d6	+7	+4	1	1	1	1	1	1	1		
8		270000	8d6	+8		1	1	1	1	1	1	1	1	
9	El Ri	540000	9d6	+9	+5	1	1	1	1	1	1	1	1	1

Elves are magical by nature and as with many spirits, iron is antithetical to them. They cannot cast spells if they are wearing iron or carrying iron weapons. In addition iron weapons do +1 damage to Elves. Elves may however wear or carry mithral without issue.

Elves do not need to sleep but merely meditate for a few hours each night. They are immune to sleep spells.

Because Elves have spirits and not souls they cannot be raised with a Raise Dead spell.

Weapons			
Dagger	3	Long Sword	10
Hand Axe	3	Short Sword	7
Two-Handed Sword	15	Short Bow	25
Lance	4	Long Bow	40
Pike	5	Composite Bow	50
Spear	2	Light Crossbow	15
Pole Arm	7	Heavy Crossbow	25
Missiles			
Quiver of 20 Arrows			10
Case with 30 Quarrels			10
20 Arrows/30 Quarrels			5
Silver Tipped Arrow			5
Armor			
Shield	10	Plate Mail	50
Leather Armor	15	Helmet	10
Chain-type Mail	30		
Elven Chain Mail		3000	
Mithral Plate Mail		5000	
Mithral weapons		weapon price x100	

## Melee Combat

Order of attack is determined by dexterity.

Number required TO HIT equals 20 minus the defenders Armor Class.

Roll a twenty-sided die and add the attacker's TO HIT bonus (if any).

Weapons do 1d6 damage, +1 for Strength of 13 or greater.

A character who chooses to parry rather than attack subtracts 2 from the attacker's roll.

At 5th level Elves get an additional +1 to hit when using a long sword.

## Missile combat:

Missile combat is modified by distance, dexterity and cover.

Distance	Dexterity
• Short range +1	13-18: +1
• Medium range 0	9-12: 0
• Long range -1	3-8: -1

At 3rd level Elves get an additional +1 to hit when using the longbow.

## ArmorClass

No armor	9
Shield	8
Leather	7
Leather + Shield	6
Chain	5
Chain Mail + Shield	4
Plate	3
Plate + Shield	2

## Elves in UR

Elves are rare in UR. Half in the realm of mortals and half in the realm of spirits, with every passing year more pass through the veil to the realm of faerie never to return. Those that remain in the physical world, live in the great, continent-stretching forest to the West. They are distrustful of humans.

# Dwarf

Dwarves — are about four feet tall, stocky of build and weigh 150 pounds, shoulders very broad, their skin ranges from obsidian black to alabaster white and all shades of stone between. They are sturdy fighters and are especially resistant to magic as shown by their better saving throws against magical attack. Dwarves usually have higher than average constitution.

Dwarves have infravision and can see 60 feet in the dark.

Underground, they can detect slanting passages, traps, shifting walls and new construction about one-third of the time.

When characters come to a door they may listen to detect any sound within. A die roll of 5 or 6 for dwarves indicates that they have heard something, if there is anything to hear. The "Undead" — skeletons, zombies, ghouls, wights, wraiths, mummies, spectres and vampires — make no noise unless they wish to. The party gets one try at listening to any door, wall, panel, etc.

## Melee Combat

### Hit Points:

Dwarves roll 1d8/level for hit points, +1 for Constitution of 13 or higher and -1 (but never less than 1) for Constitution of 9 or lower. Hit points may be lost during an adventure if the character takes damage. If hit points fall to 0 they are dead. If still alive, damage is healed over time, 1-3 points per day of rest.

### Order of Attack

Order of attack is determined by dexterity. The DM will roll the dexterity of any monster or group of monsters once combat is engaged.

### Attack and Defense

Combat results are based on the attacker's ability (indicated by their "level") and the defender's abilities (indicated by his "armor class").

In a melee the attacker strikes a blow or "takes a swing." The attacking player rolls 1d20, and if an equal to or greater than the TO HIT number is scored, a hit has been made on the opponent. The attacking player then makes another die roll, with one 6-sided die, to see how many points of damage were done by the hit.

These are subtracted from the defender's "hit points." If hit points are reduced to zero or below, the combatant is dead. If they survive they get to swing at their attacker. If they make their TO HIT score, or greater, damage points are rolled and subtracted. If they do not make their die roll, the attack was a miss, glanced off their opponent's shield or armor, etc. and the first opponent strikes again.

Number required TO HIT equals 20 minus the defender's Armor Class. Roll a twenty-sided die and add the attacker's TO HIT bonus (if any).

### Weapon Damage

Weapons do 1d6 damage.

Weapons			
Flail	8	Hand Axe	3
Mace	5	Battle Axe	7
Morning Star	6	Halberd	7
Spear	2	Pike	5

Armor			
Shield	10	Plate Mail	50
Leather Armor	15	Helmet	10
Chain-type Mail	30		

Misc			
Silver Mirror small	15	6 Torches	1
Steel Mirror	5	Lantern	10
Wolfsbane, bunch	10	Flask of Oil	2
Garlic, bud	5	Tinder Box	3
50' of Rope	1	3 Stakes & Mallet	3
10' Pole	1	12 Iron Spikes	1
Large Sack	2	Iron Holy Symbol	15
Leather Back Pack	5	Wine, quart	1
Small Sack	1	Water/Wine Skin	1
Iron rations (for dungeon expeditions) 1 person/1 week			15
Standard rations for 1 person/1 week			5

### Sample Dwarven Adventurer Kit (104 GP)

Plate Mail	12 Iron Spikes & a Rock
Shield	Iron Holy Symbol
Helmet	Waterskin
Mace	1 week Iron Rations
Battle Axe	
Leather Back Pack	

### Saving Throws

Anyone subjected to magical attack rolls a special die to see if the magic took effect. This die roll is called a "saving throw" because if you roll the correct number or any higher number, you are unaffected or "saved."

There are two types of saves: non lethal magic and affects which may result in death. Failure to make the total indicated results in the weapon having full effect, i.e. you are turned to stone, take full damage from dragon's breath, etc. Scoring the total indicated, or higher, means the weapon either has no effect (spell, death ray, poison, paralyzation, stone, polymorph) or half damage (from dragon breath, fireball, lightning, wand of cold and staves).

# Dwarf

## Advancement and Dwarven Spells per Level

Level	Name	Experience	Hit Dice	To Hit Bonus	Save Bonus	1st	2nd	3rd	4th
1	Thrall	0	1d8	+1	+1				
2	Churl	3500	2d8	+2	+2	1			
3	Bryti	7000	3d8	+3		2			
4	Priest	14000	4d8	+4	+3	2	1		
5	Thane	28000	5d8	+5		2	2		
6	Drot	57000	6d8	+6	+4	2	2	1	
7	Hersier	114000	7d8	+7		2	2	2	
8	Jarl	220000	8d8	+8		3	2	2	1
9	Ring-Giver	440000	9d8	+9	+5	3	2	2	2

### ArmorClass

No armor	9
Shield	8
Leather	7
Leather + Shield	6
Chain	5
Chain Mail + Shield	4
Plate	3
Plate + Shield	2

### Dwarven Spells

Dwarves choose from two types of gods as their primary gods: Blood Gods and Underearth Gods. Whichever god is first and foremost for them they will choose spells from that sphere first. Dwarves gain access to the other sphere only after they are one level higher than that needed to cast the spell. So for instance a dwarf who follows a warrior god can only cast 1st level Cthonic spells at 3rd level and above.

#### Dwarven Magic

##### 1st Level War Spells

Get Up and Fight!

Courage

Iron Bulwark

##### 1st Level Chthonic Spells

Death's Release

Bear the Flames

Burnish the Metal

Darkness of the Grave

Smell the Gold

##### 2nd Level War Spells

Brimir's Blessing

Stoneskin

Jotunn's Stature

##### 2nd Level Chthonic Spells

Smell Magic

Silence of the Grave

Reveal Stone's Deception

Earth's Embrace

Speak to the Dead

#### Dwarves in UR

In my home campaign of UR, Dwarves dwell in the mountains of the northmost lands of Hyperborea. As in Norse legend they were formed from the blood and bone of Ymir and this is reflected in their dual nature. Those who follow the path of blood (Brimir) hold those deities primary who embody battle, war, the warrior ideal, storms, the raging sea. Those that follow the path of bone (Blainn) hold as first the gods of the underworld, forging, metals, wealth, the dead. All dwarves recognize both types of deities as important, but may favor one over the other. Dwarven adventures are always warrior-priests, dedicated to a handful of gods but following all gods of the dwarves.

In a world of bronze, Dwarves are the only ones to have mastered working in iron and they guard this secret jealously. Dwarves only use weapons made of stone or metal.

##### 3rd Level War Spells

Shield Glyph

Brimir's Protection

Jotunn's Strength

##### 3rd Level Chthonic Spells

Find It

Stone Talk

Pass Through Stone

##### 4th Level Dwarven War Spells

Fight On!

Purge Venom

##### 4th Level Chthonic Spells

Conjure Earth Elemental

Stone Barrier

Stone to Flesh

##### 5th Level Dwarven Chthonic Spells

Move Earth

Finger of Death

Enchant Metal

# Halfling

Halflings – are short, 3 feet high, little folk with several special abilities. Out-of-doors they are difficult to see, having the ability to vanish into woods or undergrowth. They are resistant to magic. Halflings are extremely accurate with missiles and fire any missile at + 1 . Halflings may advance as both fighters and thieves but can only use their thief abilities if wearing leather armor or lighter. Constitution and dexterity are important to halflings.

## Dungeon Mechanics

### Traps, Doors and Secret Doors

Many dungeons contain traps, such as trap doors in the floor. If a character passes over one a six-sided die is rolled; a roll of 1 or 2 indicates that the trap was sprung and they have fallen in, taking one or more 6-sided, dice of damage.

Doors are usually closed and often stuck or locked. They have to have the locks picked or be smashed open. A roll of 5 or 6 indicates that a door has been forced open. Of course, if the party has to hit the door several times before getting their roll of 5 or 6, there is no possibility of surprising the occupants of the room. A successful Open Locks roll by a halfling will pry a stuck door open silently without alerting the inhabitants.

When the characters come to a door they may listen to detect any sound within. A die roll of 5 or 6 for halflings, indicates that they have heard something, if there is anything to hear. The party gets one try at listening to any door, wall, panel, etc.

If the party is searching for a secret door characters will locate it on a roll of 5 or 6.

### Surprise

Surprise may occur whenever one party is unaware of the presence of the other. A roll of a 1 or 2 on a six-sided die means the party was surprised, 5 or 6 that the monsters were surprised. If the party surprises a monster they get an opportunity to cast a spell, shoot arrows, shut the door, run, or draw weapons and attack before the monster can react. A character surprised by a monster means the monster gains first reaction (which means it will usually charge to attack the party).

### Reaction

Some creatures will not always be hostile. Some may offer aid and assistance.

To determine reaction roll 2d6 :

#### HOSTILE/FRIENDLY REACTION TABLE

Roll	Reaction
2	Attacks immediately!
3-5	Hostile reaction
6-8	Uncertain, make another offer, roll again
9-11	Accepts offer, friendly
12	Enthusiastic, volunteers help

The Dungeon Master should make adjustments if the party spokesman has high charisma (+1 for 13 Cha or higher) or offers special inducements.

Weapons			
Dagger	3	Short Bow	25
Hand Axe	3	Light Crossbow	15
Short Sword	6	Javelin	1
Club	1	Sling	1
Missiles			
Quiver of 20 Arrows			10
Case with 30 Quarrels			10
20 Arrows/30 Quarrels			5
Silver Tipped Arrow			5
Pouch with 20 sling stones			1
Pouch with 30 sling bullets			5
Armor			
Leather Armor	12		
Transport			
Mule	20	Cart	100
Draft Horse	30	Wagon	200
Pony	40	Raft	40
Saddle	25	Small Boat	100
Saddle Bags	10		
Misc			
Silver Mirror small	15	6 Torches	1
Steel Mirror	5	Lantern	10
Wolfsbane, bunch	10	Flask of Oil	2
Garlic, bud	5	Tinder Box	3
50' of Rope, silk	9	3 Stakes & Mallet	3
5' Pole	1	12 Iron Spikes	1
Large Sack	2	Thieves Picks and Tools	35
Leather Back Pack	5	Wine, quart	1
Small Sack	1	Water/Wine Skin	1
Iron rations (for dungeon expeditions) 1 person/2 weeks			15
Standard rations for 1person/1 week			5

## Fleeing

If the party decides to flee they may be able to delay pursuit by discarding some of their possessions. Unintelligent monsters will stop to pick up food half the time (roll 4-6 on a 6-sided die) and intelligent monsters will stop for treasure half the time (roll 4-6). Burning oil will deter monsters (referee's discretion).

# Halfling

## Advancement and Burglar Skills

Level	Name	Experience	Hit Dice	Backstab Hit Bonus	Backstab Damage	Save Bonus	Thief Skills
1	Apprentice	0	1d6	+2		+2	15%
2	Footpad	3200	2d6	+3	x2	+3	30%
3	Specialist	6400	3d6	+4			40%
4	Burglar	12800	4d6		x3	+4	50%
5	Cutpurse	25600	5d6	+5			60%
6	Sharper	52000	6d6	+6		+5	70%
7	Pilferer	104000	7d6		x4		75%
8	Rogue	200000	8d6	+7			80%
9	Adventurer	400000	9d6	+8	x5	+6	85%

Halflings with dexterity of 13 or higher receive -1 to the Armor Class

Halflings with a strength below 9 receive a -1 to attack rolls

### Missile combat:

Missile combat is modified by distance, dexterity and cover.

Distance	Dexterity
• Short range +1	13-18: +1
• Medium range 0	9-12: 0
• Long range -1	3-8: -1

**Cover:** If a defender has partial cover (behind a wall, underbrush, etc) the attacker takes -2 to their attack. If the defender is mostly covered (firing through arrow slits, concealed in the woods) apply a -4 penalty.

### Melee Combat

Order of attack is determined by dexterity.

Number required TO HIT equals 20 minus the defender's Armor Class.

Roll a twenty-sided die and add the attacker's TO HIT bonus (if any).

Weapons do 1d6 damage.

A character who chooses to parry rather than attack subtracts 2 from the attacker's roll.

### Surrender

A character may choose to surrender rather than fight to the death.

### Sample Halfling Adventurer Kit (104 GP):

Leather Armor

Short Sword

Dagger

Sling

Pouch with 20 Sling stones

Mule

50' Rope

5' Stick

Large Sack

Small Sack

Lantern

5 Flasks of Oil

Tinder Box

9 Stakes and Mallet

12 Iron Spikes

Water Skin

2 weeks Standard rations

2 weeks Iron rations

### Halflings in UR

Halflings find themselves pushed to those corners of the earth that the bigger races have no use for: dismal swamps, blasted deserts, desolate wastelands, frozen steppes, dense forest. They are often seen as an oddity in human lands and thus avoid them.