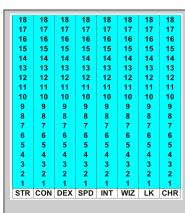
CHOOSING CHARACTER TYPES

# These charts show requirements & recommendations in *T&Tv7.5*.

You can still choose for your character any type for which the requirements are met. For instance, 15 **WIZ** with TARO does not oblige your character to be a Specialist Mage: s/he could elect to be a Warrior regardless.



# Citizen

### **Attributes**

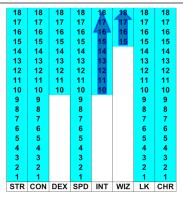
Any, but no TAROs must be rolled.

### Combat

A Citizen gets only half Combat Adds.

#### Maaic

To successfully cast, a Citizen must make an SR on **INT** and another on **DEX**, both at the level of the spell. S/he is unlikely to know any spells anyway.



# **Specialist Mage**

## **Attributes**

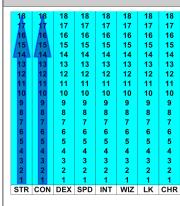
High **INT** and **WIZ** recommended. **INT** & **DEX** of 10 required for spells. **WIZ** 15+ achieved by at least one TARO is required.

### Magic

Spells (of one type) are learned automatically when Attributes (INT & **DEX**) permit, and cost half normal.

#### Types

Healer (Metabolic)
Combat Mage (Combat)
Communicator (Cosmic)
Spirit Master (Conjuring).



# Warrior

### **Attributes**

Any. High **STR** and **CON** recommended.

#### Combat

A Warrior adds his own level to Combat Adds and gets double protection from armour.

#### Magic

Warriors cannot cast spells.



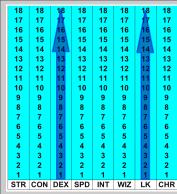
# Ranger

#### Attributes

**DEX** 15+ achieved by at least one TARO is required.

#### Combat

L1SR on **DEX** to hit any target in range with missile weapon. (This is the Ranger's starting Talent, *Missile Mastery*.)



# Rogue

# Attributes

Any. High **DEX** and **LK** recommended. **INT** & **DEX** of 10 required for spells.

# Magic

One L1 spell. Rogues always pay full WIZ cost and can't use staves. Can't invent spells or buy from Wizards' Guild.

# Talents

Roguery, based on highest of INT, LK & CHR, for SRs on any of those.



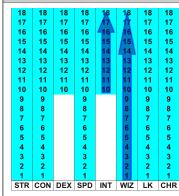
# Leader

# **Attributes**

**CHR** 15+ achieved by at least one TARO is required.

# Specialty

LISR on **CHR** to convince anyone to believe or do anything. (This is the Leader's starting Talent, Leadership.)



# Wizard

# Attribute

High **INT** and **WIZ** recommended. **INT** & **DEX** of 10 required for spells.

# ombat

Cannot cast or apply Combat Adds while wielding any weapon worth more than 2D6.

# Magic

All L1 spells. L5+ Wizards can invent spells. Own level minus casting level is deducted from spell cost. Can use staves.



# **Paragon**

# Attributes

All 12+ before kindred modification.

# Combat

A Paragon gets double protection from armour.

# Magic

All L1 spells. L10+ Paragons can invent spells. Can use staves.

# These charts show requirements & recommendations in *T&Tv5*.

You can still choose for your character any type for which the requirements are met. For instance, **IQ** 10 and **DEX** 8 do not oblige your character to be a Wizard: s/he could elect to be a Warrior regardless.

Guidance: which is highest of IQ, LK and ST? IQ ⇒ Wizard LK *⇒ Rogue* ST ⇒ Warrior **Warrior** Rogue **Attributes** Any, but IQ 10 and DEX 8 are Any. required for spells. Combat A Warrior gets double protection from armour. No spells. Can learn spells, but not from WG. Can't cast above L7, can't Magic invent, can't use staves. Spells are None. always at full cost. ST CON DEX IQ LK CHR CON DEX ST IQ LK CHR Warrior-Wizard Wizard **Attributes Attributes** IQ 10 and DEX 8 required. All 12 or more before kindred modification. Combat A Wizard cannot use weapons larger Combat than daggers (except a quarterstaff) War-Wiz can add 1 to effectiveness or with more than 2D6. of full armour and/or shield. Magic Magic All L1 spells. L5+ Wizards can invent All L1 spells, but cannot buy from spells. Own level minus casting level WG. War-Wiz subtracts 1 from spell is deducted from spell cost. Can use cost per 2 levels that spell is below own level. Can't invent. staves. CON DEX IQ LK CHR ST CON DEX IQ LK CHR

Note that in version 5 magic-users cannot cast and fight in the same round (2.31.2, item 5).