

OFFICIAL
IFGS
BLUE BOOK
and Price Guide for
Standard Treasure Values
VERSION 1997
For Use with 6.5 Rules

It is intended to be an interconnected system and should be used as a complete unit. Toward that goal, upon ratification, all Chapters are to use this document in the common fantasy world games of the IFGS. Send suggestions for changes or extensions to the Society in writing or by E-mail. If you have ideas that you think will improve the document, please send them to:

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Sanctioning Section

Throughout this section, the Society Sanctioning Committee (SSC) has used very specific definitions for the words **Shall**, **Should** and **May**. So that the text may be more fully understood, these are the definitions:

- **(Shall)** represents Official policy of the IFGS..
- **(Should)** represents a strong recommendation to users of this document by the IFGS.
- **(May)** represents an option available to users of this document, allowed by the IFGS.

Philosophies On Game Treasure

Determining "appropriate" treasure for a game can be awkward. Two of the best indicators are the level range of the player characters (PCs) and amount of one treasure share for that game. The following measures address these concepts:

- The spells, skills and abilities in recoverable items should not be more than two levels higher than the average PC level for a team. This limitation applies does not apply to one-shot items.

For example:
A game with 8 person teams, 3rd-5th level characters, maximum 32 levels per team. The average level is $32/8 = 4 =$ average 4th level Spells, Skills, Abilities up to 6th level would be allowed for lasting items. One-shot items of any level would be allowed.

- In a game that runs with the "Novice Rule," no single treasure item shall represent more than one treasure share for that game. In any other game, no single treasure item shall represent more than one and one-half the value of a treasure share for that game.

These measures serve two purposes. The first and most important is to make treasure division simpler and more reasonably equitable. The second is to limit the power-level of items coming out of games to the appropriate PC levels.

When the item in question is a non-standard item (does not mimic an IFGS rules ability or does not have an IFGS ability level of use associated with it) then the following approach should be taken to assign a level of use:

- If the item is a +x magic weapon, the level of the item is equivalent to the level at which a knight receives that type of weapon from his order (Example: a knight gains a +2 magic weapon at 6th level, therefore a +2 magic weapon is considered a 6th level ability).
- If the item is a +x item of protection, then the level of the item is equivalent to the level at which a cleric could cast an Exhort, Exalt, or Exuberant for that amount of protection (Example: a cleric can grant +1 protection at 1st level with an Enhance, therefore, a +1 item of protection is equivalent to a 1st-level ability)
- If the item does generic magical damage, divide the damage by 3 (round up) to determine its level (Example: an item that does 18 points of magical damage would be the equivalent of a 6th-level item).
- If the item gives generic protection (stacking category I), then multiply the protection by two to determine its level (Example: an item that grants the user +3 protection (category I) would be considered a 6th level item).

All of the treasure in most games is reasonably easy to find and/or acquire. In higher risk games, game designers (GDs) may wish to consider making some treasure more difficult to find and/or acquire.

No items shall be sanctioned that create wealth for the PC on an ongoing basis. For example, a magic pen that created a scroll of the PC's choice every game day would not be allowed. Allowing such items could create serious imbalances in the IFGS economy. This policy was adopted by direction of the Society Board.

Recoverable Game Treasure

The following table gives the **MAXIMUM** treasure limit allowed for any sanctioned IFGS event. The treasure given out in any such event shall not exceed these maximums. Please note that it is certainly acceptable to have sanctioned a game that provides less than the maximum allowable treasure, or provides even no recoverable treasure to the PCs.

Game Difficulty	Treasure/PC/Hour (in GP)
Low (1)	50 + 5.0/PC level
Low (2)	100 + 10.0/PC level
Moderate (3)	125 + 12.5/PC level
Moderate (4)	150 + 15.0/PC level
Medium (5)	175 + 17.5/PC level
Medium (6)	200 + 20.0/PC level
High (7)	225 + 22.5/PC level
High (8)	250 + 25.0/PC level
Extreme (9)	275 + 27.5/PC level
Extreme (10)	300 + 30.0/PC level

When the Game Difficulty Level (GDL) is not a whole number, the following formula should be used to determine appropriate game treasure per hour (AGT):

$$\text{Average Game Treasure} = (\text{GDL}+2) * (25 + (2.5*\text{Average PC Level}))$$

You may also use the attached Table, using this formula, in **Appendix A**.

The procedure to determine the maximum allowable game treasure is as follows:

1. Determine the *Average PC Level* of the game by dividing the game's level cap by the number of PCs on each team. If the number of PCs on each team is not a constant, then the average PC level of all the teams must be estimated.
2. Determine the *Game Difficulty Level* (GDL) by averaging the *Risk*, *Mental*, and *Fighting* ratings of the game. These are numerical values between 1 and 10 (Definitions for these values are in Appendix C). Please note that the physical rating of the game is no longer included in the calculation of game treasure.
3. Determine *Treasure/PC/Hour* by cross-referencing the GDL and the Average PC level with the previous table or formula, as applicable.
4. Determine the *Treasure Per Person* by multiplying the *Treasure/PC/Hour* by the number of sanctioned game hours.
5. Determine the *Maximum Allowable Treasure Per Team* by multiplying the *Treasure Per Person* by the number of PCs per team. If the number of PCs on each team is not a constant then the number must be estimated.

SPECIAL NOTE: For world course games, room games, tournaments or any other game where there are no teams and/or unequal distribution of treasure is likely to occur, sanctioning committees should use discretion on how much treasure a single PC may recover in that game, up to and including the maximum amount. It is the intent of the SSC that treasure division should be as fair and equitable as possible. This warning should not prevent a reasonable prize to be provided to the winner of a contest or tournament. It should however, prevent a single PC from recovering ALL the treasure in a game that includes many other PCs.

Definitions And Savvies

The savvies for a magic item or definition of a non-magical item must be clear and concise. For any item of treasure, the following information shall be included in the savvies or description:

- Spell or ability name, class, and base-level (EXAMPLE: *Autocast*, 7th-level Magic User)
- Method and length of time for activation of item (EXAMPLE: Potion must be consumed entirely to function, and will take at least six seconds to drink all of it.)
- Whether the item is charged, rechargeable, has uses per day, or is permanent.

Other information that shall be included when applicable is:

- Number of charges, or uses per day.
- Level of effect of the spell or effect (Example: *Crash Time*, first level Magic User, sixth level of effect).
- Range, duration, or area of effect if these differ from the base spell (Example: *Awaken*, second level Magic User, affects bonded owner only).

For an item that does not mimic a spell or ability from the current IFGS rules, the following information is necessary:

- A concise description of the effects of the item (Example: Provides +1 magical protection versus all forms of physical damage).
- Method and length of time for activation of item (Example: Potion must be consumed entirely to function, will take at least six seconds to drink all of it).
- Whether the item is charged, rechargeable, has uses per day, or is permanent and how many charges or uses per day it has.
- Range, duration, and area of effect.
- Level of effect, whether or not the effects can be dispelled, and if so how they are dispelled.
- How a rechargeable item is recharged.

There is an absolute ceiling of 14th level for level of effect items whether permanent or single use. This restriction is by direction of the Society Board, 12/13/1995.

Resale Or Trade Of Treasure Items

PCs will sometimes desire to sell a currently owned item for gold or trade for another item offered in a game. The resale or trade-in value for any item shall be figured at a maximum of 75% of the **current blue book value**. The GD and sanctioning committee shall use no more than a 75% trade-in whenever a non-player character (NPC) will purchase or trade an item from a PC, except as follows. See the Fantasy Rules book for the operation of the Thief's *Fence Item* ability.

If the game is sanctioned to include a higher resale or trade-in value, then the game must set aside some portion of its maximum allowable game treasure to cover the additional trade-in value. The game must specify a maximum amount of gold-piece value that can be traded in, and the extra gold (above the 75% of value) must come out of the maximum allowable game treasure.

For example:
An NPC merchant is accepting 85% trade-in on currently owned items that is 10% higher than Bluebook allows. If the game uses 5000 GP of its maximum allowable game treasure to cover these purchases, then the merchant can purchase up to 50,000 GP by Bluebook value, of items from the PCs.

Additionally, the maximum gold-piece amount gained from the resale or trade of a single previously owned item shall not exceed 10,000 gold pieces. Thus, an item whose Blue Book value would yield an amount in excess of 10,000 gold pieces at the 75% resale or trade-in rate, would be limited to no more than 10,000 gold pieces regardless. If the game allows the purchase of such an amount in excess of the 10,000 gold piece limit for a single item's resale or trade-in at the 75% figure, then the game share includes this additional value as a part of its maximum allowable game treasure.

For example:

A PC presents a single item valued at 20,000 gold pieces to an NPC merchant for sale or trade-in. The Game may allow the NPC to provide 20,000 gold pieces (10,000 more than the Blue Book limit), by having previously allotted 10,000 gold pieces of the maximum allowable game treasure towards this purpose.

Any item obtained (purchased, stolen, or taken as treasure) from an NPC shall have a base price no lower than the value outlined in this document. The base price of items available for purchase in a game shall not count against the maximum allowable game treasure. Items stolen, found or otherwise obtained as treasure shall have the base price of the items counted against the maximum allowable game treasure. If the game allows items that can be purchased at less than Blue Book price, then the difference shall be accounted for in the maximum allowable game treasure. These rules apply to the transfer of gold pieces as well.

All NPC merchants will *Savvy* items completely and will always *Reveal Curse* on all items (or gain the equivalent information by other means) unless it is specified in game copy that they will not. If the game will allow merchants to be fooled, then the game shall have allocated the amount of the curse or crock from the maximum allowed game treasure towards the purchase of the item.

Fencing And Thief's Bargain:

A player who has an item fenced receives an adjusted price, as per 6.5 rules or sanctioned game copy. Thief's Bargain ability works as per 6.5 rules or sanctioned game copy.

Existing PC Items

When converting older items to games using the 6.5 rules, you will need to consult the item conversion guide available from the Society Sanctioning Committee.

Local Sanctioning Committees may, determine a GP Value for Existing items that are NA or Not Allowed by this Blue Book, so that the item may be sold to an NPC in game. This Blue Book shall be used to determine that value

Spells, Skills, Or Abilities Performed As A Service

Services performed by NPCs during the course of a game shall be considered treasure, and assigned a base cost only when it affects the result of a prior or future game. Services provided during the game that have no effect outside the game itself should not be considered as game treasure. Example, if an NPC priest were to heal, transfer spell/ability points, or even to restore to life downed PCs in a game, these services would not be considered game treasure. On the other hand, if the same priest were to restore to life points lost in a prior game, restore to life a PC killed in a prior game, regenerate a limb lost in a prior game, or to remove a curse obtained in a prior game, then the service would be considered as game treasure. These same services could be provided to PCs in a game if the effect occurred in that same game and the service would not be considered game treasure. However, in this case, it is the responsibility of the game writer and the sanctioning subcommittee to insure that only effects from the current game can be affected by these free services. In the determination of game treasure value assigned to a service performed by an NPC, the base cost shall be determined as a MINIMUM of the full price for a single ONE-USE item of that spell/ability or effect, that has 20% in crocks and limitations.

Some common services that might require a cost include, but are not limited to:

SERVICE	COST
<i>Remove Curse</i>	32 GP / level
<i>Regenerate Limb</i>	184 GP

<i>Raise Dead</i>	400 GP / level of target
<i>Restore Life/Spell Point</i>	400 GP / point

In addition, any treasure (gold or magic items) provided to PCs in return for the casting of spells on NPCs in a game shall be considered part of the maximum allowable game treasure.

The team comes upon a recently slain Knight. They Life Spark him and heal his wounds. The recovering Knight offers to pay the PCs with 1500 GP or with Plate Mail. The 1500 GP or Plate Mail would count as treasure in the game and would count against the maximum allowable game treasure.

Calculating Blue Book Value

For many items created in games, the blue book value will be no more than to look on Chart 16 and take the value for the one shot, once per day or permanent. This section is for those items where the calculations are more complex. Often there are numbers to multiply, add or subtract; the order to do these calculations is confusing.

To Calculate The Value Of An Item:

1. Determine the Initial Base Value for the "power" or the item. The Initial Base Value is the One Use value.
 2. Apply the required modifiers to that initial base value to get the final value.
 3. Some items have more than one "power." In those cases, the final value of the "power" will need to be combined to an overall final value. Note that for items on Chart 16, you take the value listed as the value you need. You do not calculate the value from charts 8-16. Three factors will ease the calculation of blue book value.
- Anytime the item has a power that is a Skill, Ability or Spell, you use the One Use value for that item on chart 16. DO NOT USE Charts 8-15 to calculate the One Use value. The Blue Book writers have already made those calculations and they are in Chart 16. Item powers that are not in Chart 16, will need the writer and sanctioning committee to use Charts 8-15.
 - Some modifiers involved in the value calculation involve adding or subtracting a percentage [Such as +16%, +48%, -10%]. Convert the adding or subtracting the percentage to multiplication by a decimal.

+16% is the same as multiplying by 1.16

+48% is the same as multiplying by 1.48

-10% is the same as multiplying by 0.90

-5% is the same as multiplying by 0.95

+0% is the same as multiplying by 1.00

- Below, is an order of application for calculating the value of items. If all of your modifiers are multiplication, the order matters less. Following the standard order will become second nature, and help the writer and sanctioning committee to not leave off modifiers. The * items do not apply to all computed items.

Order of Application

Initial Base Starting One Use value

Value

Frequency of Use	One shot, per day, rechargeable, permanent, etc.
Fast Recharge *	For recharge items only
Autocast/Autoactivate *	For items autocast or autoactivate
Incremental *	For items that can be used in any increment
Crocks/Limitations *	Apply each crock/limitation modifier
Energy Efficiency *	For rechargeable items only; those that take fewer points than normal to recharge. Energy Efficiency is ALWAYS added last.

Examples of Calculating Items

Rationales And Formulae

Game Designers like to put things in their games that aren't standard in order to give their games a more personal flavor. The following tables and formulae are provided to show how to price such items from scratch. These custom items shall be priced by the most powerful or most advantageous way the item could be used.

Chart 1: Values Of Standard Category 2 Items

Weapons And Armor	Mundane	Magic +0	+1	+2	+3
Melee Weapons	40	400	1200	3600	7200
Bow/Crossbow	40	400	1200	3600	7200
Leather Armor	40	90	1540	4540	9040
Chain Armor	400	500	1900	4900	9400
Plate Armor	1500	1650	3000	6000	10500
Ring of Protection			1500	4500	9000
Arrows, Bolts, Thrown Objects					
One Shot	4	8	15	45	90
Recoverable (1/Combat)	40	80	150	450	900

Miscellaneous	
3/4" Lockpick	800
1" Lockpick	1600
Skeleton Key	see Reverse Lock Spell

Chart 2: Character Point Crystals And Generators

	1 pt	2 pt	3 pt	4 pt	5 pt	6 pt	7 pt	8 pt	9 pt
Crystals (one shot)	50	100	150	200	250	300	350	400	450
Generators (1 / day)	500	1000	1500	2000	2500	3000	3500	4000	4500

Chart 3: Rechargeable Batteries.

Discharge per day	Correct Type of points	Any Type of points
1	x 8.5	x 9.0
2	x 17.0	x 18.0
3	x 23.0	x 25.0
4	x 30.5	x 32.5
5	x 35.5	x 37.5
6	x 40.5	x 43.0
Unlimited	x 51.0	x 54.0

These items hold a certain number of spell or ability points. They may be discharged one or more times per day (see chart 3). **Batteries are priced with a base equal to a crystal of the same number of points**

In **chart 3**, correct type of points refers to spell points in, spell points out or specific ability (Ranger, Knight, Monk) points in, specific ability points out. The type of points may be designated in the savvies or they may be designated, or locked in by the first use of item. An example follows this section.

The batteries on this chart may be charged from any source, but may only discharged by the bonded owner to cast spells or use abilities. A battery that will discharge the points it stores into someone or something other than to cast spells or use abilities of the bonded owner shall fall under the classification and pricing of a dual purpose item of spell point transfer because it performs both functions.

The prices in **chart 3** assume the normal method of charging a rechargeable battery shall be to meditate or cast for fifteen (15) seconds. Batteries that may be instantly charged shall have the price multiplied by 1.25, because the item can be used, literally 'on the run'. Unless it is designated in the savvies, and adjusted for in the pricing, a battery is assumed to take fifteen seconds to recharge. Also, unless it is designated in the savvies, and adjusted for in the pricing, it may only be discharged or used by the bonded owner.

For example:		
5-Point Battery, Courage Points Out, Any Points In, Dischargeable An Unlimited Times Per Day.		
Batteries are based from crystals	5 x 50 =	250
From Chart 3; unlimited	250 x 54 =	13500
Item Value:		13,500 GP
If this item had an instant recharge capability:	13,500 x 1.25 =	16875
With instant recharge:	Item Value:	16,875 GP

A battery which is defined as usable once a day may only be used / discharged once in a game day. That is, it could be recharged at the beginning of the day, used, and then recharged again before going out of game, but it could not be used/discharged a second time during that game day.

Various Item Effects

Base Level:

All items that duplicate a spell, ability, or skill are priced at the base level of the spell, ability, or skill and shall operate only at the base level of that spell, ability, or skill, unless defined otherwise in the savvies and/or item description and adjusted for in the pricing. For example, a Ring of *Fireball* would be for a 15 point fireball if not otherwise specified, since *Fireball* is a 5th level spell. A Broach of *Electrify* would be for a 6 point *Electrify* since the spell is 1st level. If the ability is available to more than one class, such as *Neutralize Poison*, it assumed to be the least powerful form of the ability unless otherwise specified.

Items That Are Cursed, Crooked, Or Limited:

Items which have built-in disadvantages or limitations, logically cannot be worth as much as an item free of such encumbrances. These items shall have a discount in their price, with some restrictions. If the disadvantage is real and difficult to deal with, then it deserves a larger discount than if the impairment is minor. The following may be used as a rough guideline, but a minor impairment that would always be in effect is not necessarily worth a full 10% discount. Some judgment should be applied in each case.

- Frequency of Impairment, from 'Rare' at 1% to 'Always' equaling 10%.
- Severity of Impairment, from 'Slight' at 1% to 'Great' equaling 10%.

Items with a single Impairment should receive no more than a **15%** reduction in price. An item with a Great Impairment that is Always in effect may receive a 15% discount. Under no circumstance should any item receive more than 30% in discounts, regardless of how many or what kind of Impairments are attached to it. If an impairment can be removed, it should cause no discount in pricing the item.

When applying a crock or limitation to the value of an item, total the crock percentage and change the percent discount into a decimal multiplier, and multiply:

5% crock	=>	x 0.95	
10% crock	=>	x 0.90	
15% crock	=>	x 0.85	[maximum single crock size]
20% crocks	=>	x 0.80	
25% crocks	=>	x 0.75	
30% crocks	=>	x 0.70	[maximum total crocks]

For example:		
Life Enhancement, Once Per Day. As long as the item is bonded, the bonded person will lose 1 permanent life point or 1 permanent spell point whichever he/she has more of at the time, each time he/she kills a sentient being (15% crock); as long as the Life Enhancement is in effect, the bonded person must always speak the truth (10% crock).		
In figuring the total discount, the crock percentages are totaled. A 15% crock and a 10% crock becomes 25% in crocks, which as a decimal, is x 0.75.		
LIFE ENHANCEMENT, from chart 16, once per day		10000
10% + 15% = 25%	x 0.75	
	10000 x .75 =	7500

Item Value:		7,500 GP.

Curses: Curses are considered removable and therefore no discount is applicable.

Crooked Items: For the purposes of this Blue Book, a Crooked item shall be defined as an item with an impairment that either detracts from the usefulness of an item or impairs the user of the item. Crocks are considered to be 'Part of the Magic' and are interwoven with how the item does what it does, and therefore a Crock shall never be removed or separated from the other functions or abilities of the item.

Limitation On Discounts: 'If there is a ready buyer at full price, then there is no reason to discount'. For example, an item might be limited to use by a single character class, but that is not sufficient reason to lower the price of the item, as there are still many buyers willing to buy normal price. An item might require some trivial restriction on a character's behavior. If most characters who might be interested in buying such an item would still pay full price for the item, then no discount is justified.

Incremental Items:

Items that will perform in increments of less than their full capacity shall apply a 1.20 multiplier to the price of items that are all or nothing. For example, an item of 12 points of Healing that will function in any increment (three 4-point Heals, six 2-point Heals, etc.), is worth 20% more than an item that must be used as 12 points or nothing. If an item does not specify in its description, it is assumed to be an 'all or nothing' item. If a rechargeable item is incremental, a charge must be completely discharged before recharging can occur.

For example:		
Staff of Lightning Strike, 30-points of Lightning Strike per day, dischargeable in any increment up to a total of 30 points.		
30-point Lightning Strike per day (chart 16)		3600
incremental multiplier (x 1.2)	x 1.2	
		4320
Item Value:		4,320 GP

Autocast Multiplier:

If an item is made handier or more useful by being autocast, then it is more valuable. If the item does not require the full 6, 10, 15 second or standard incantation or preparation time for the spell, ability or skill then it shall be priced as autocast. Incantations shall include the full verbal and somatic components; since in a combat situation, or just before combat, a fast cast (less than standard casting time for the spell being cast), a meditation (silent type of incantation) or a verbal only (still cast type of incantation) can be virtually as good as an autocast. Autoactivated items are more valuable than autocast items. All autoactivated items are assumed to be autocast, and the premium for autocast is included in the autoactivate multiplier on the following chart:

Chart 4:	Autocast Multipliers
X 1	Non-combat spells, abilities, or skills, or spells, abilities, or skills that are already instantaneous.

X 1.5	Defensive, or damage enhancing spells, abilities, or skills.
X 2	Healing and other health related spells, abilities, or skills, and all remaining offensive spells, abilities, or skills.
X 2	Autoactivated defensive, informational, misc. spells, abilities, or skills.
X 3	Autoactivated Healing and other health related spells, abilities, or skills
X 5	All autoactivated offensive spells, abilities, or skills

Magic Items That Do Not Bond:

According to the 6.5 Fantasy Rules and the Fantasy Rules Committee, "All Magic Items Bond."

Magic Items That Modify Base:

According to the 6.5 Fantasy Rules and the Fantasy Rules Committee, "Base cannot be changed by any means." This limitation means that all items fall into Category 1 or Category 2; and that any effect that changes a base is not allowed. All spells, abilities, and skills on Chart 16 shall be category 1, as is identified in the Chart 16 notes. Everything else is Category 2, regardless of description, definitions or savvies, and that is how they are priced in this Blue Book.

Non-Magic Items That Perform Magic Like Functions:

All items that perform functions normally associated with magic items are priced as if they were magic items. Examples might include an item that would allow a Magic User to Bladesharp a weapon or a Lockpick so simple anyone can use it. Any item that will enable a PC to perform a spell, ability, or skill of another class shall be a magic item. An item with a power or special effect, is priced the same whether it is magical, or not-magical

Permanent Life Points:

Adding a permanent life point to a character's base costs 2000 GP. This type of life point is different from restoring life points previously lost due to a life spark or raise dead. Increases to the base life points of a character so that the character has more points than the standard character of that class and level is considerably more valuable than restoring points up to the level of the standard character.

Chart 5: Rechargeable Items Of Spell, Ability, Or Skill:

Discharges per Day	Proper Class and Level	Correct Number of Points
1	x 8.5	x 9.0
2	x 17.0	x 18.0
3	x 23.0	x 25.0
4	x 30.5	x 32.5
5	x 35.5	x 37.5
6	x 40.5	x 43.0
Unlimited Discharges	x 51.0	x 54.0

Items which are rechargeable by ordinary means, such as applying spell points, are nearly as valuable as items which are usable once per day without needing to be charged. As such, they are priced based upon the One Use cost from chart 16 or calculated initial base value of the power, multiplied by a number from Chart 5 that corresponds to the number of discharges per day. These prices are for an item with a single designated use, for example a Ring of Fireball, 15 points. If an item allows more discharges per day than it can hold charges, it means that the item will be recharged before the

additional discharges occur.

Recharge by 'Proper class and level' must be from a source that has the points and the capability to cast the spell, invoke the ability or use the skill. That is not necessarily the bonded owner, but someone that will cast the spell, ability, or skill into the item.

For items, that have the same number of charges as discharges, calculate the value of these items as if one had several one charge, one discharge, items. For example: a 3 charge, 3 discharges per day item would be priced as three 1 charge, 1 discharge per day items, totaled.

For items that have more than one charge, and more discharges than charges, calculate these items as if one had several one charge items of multiple discharges. Divide the number of discharges equally among the single charged items. And calculate as a multiple power item. For example, a 2 charge, 3 discharges per day item would be priced as a: 1 charge, 1 discharge item and a 1 charge, 2 discharge item, totaled.

The prices in **chart 5** assume the normal method of charging a rechargeable item shall be to Meditate or Cast for 6 seconds on items of 1st and 2nd level spells or abilities, 10 seconds for items of 3rd or 4th level, and 15 seconds for items of 5th level and above. Items that may be quickly charged or instantly recharged should have the price multiplied by 1.25. This adjustment is in addition to the multiplier provided if the item allows the spell or ability to be autocast. Use both multipliers when applicable.

Energy Efficient Items:

Rechargeable items that are 'energy efficient,' that is items that will cast a spell for fewer points than normal, are worth 400 GP per point, per use, per day, more than if they don't have this capability. **The cost of energy efficiency is added at the END of the price calculation for that power.**

For example:		
Glove: 8-Point Unlock Spell, Rechargeable By Correct Number Of Points, Dischargeable 3 Times Per Day.		
Initial Value from chart 16	40/pt 40 x 8	320
Rechargeable from chart 5 x 25	320 x 25	8000
Item Value:		8,000 GP
If this device was able to be recharged in 1 second, its value would be:	8000 x 1.25	10000
Item Value:		10,000 GP
If this device could be recharged for only 6 spell points, its value would be:		
energy efficient: 400 per recharge per point (400 x 3 (recharges) x 2 (points efficient))		2400
	10000+2400	12400
Item Value:		12,400 GP

Chart 6: Items Of General Spell Or Ability Storage

1000 GP	1st level	Once per day, rechargeable only by proper class and level
2000 GP	2nd level	Once per day, rechargeable only by proper class and level
3000 GP	3rd level	Once per day, rechargeable only by proper class and level
4000 GP	4th level	Once per day, rechargeable only by proper class and level
5000 GP	5th level	Once per day, rechargeable only by proper class and level
6000 GP	6th level	Once per day, rechargeable only by proper class and level
7000 GP	7th level	Once per day, rechargeable only by proper class and level
8000 GP	8th level	Once per day, rechargeable only by proper class and level
9000 GP	9th level	Once per day, rechargeable only by proper class and level
10000 GP	10th level	Once per day, rechargeable only by proper class and level

These prices are for items that will store any spell or ability. They are rechargeable only by the proper class and level of character that has the points to cast the spell or ability. Skills and non-point based abilities are not considered storable. Pricing is by Level of Spell or Level of Effect, i.e. an item that stores a 4th Level Spell at 4th Level of Effect shall be priced as '4th level'. An item which only stores 1st level spells, but at a higher level of effect will be priced at the level of effect. An item that will store a 7th level spell will NOT store an 8th level spell even if it is only cast at 7th level of effect. Items should not store both spells and abilities, but should be designated to store one or the other. Two (2) uses per day is times 2, three (3) uses per day is times 3, etc. Unlimited uses per day equals times 18. These items are also subject to the autocast multiplier. The prices in **chart 6** assume the normal method of charging a rechargeable item of general spell or ability storage shall be the same as for rechargeable items on **chart 5**. See above for details.

Chart 7: Items Of Multiple Uses Per Day

X 10	Usable one (1) time per game day
X 20	Usable two (2) times per game day
X 28	Usable three (3) times per game day
X 36	Usable four (4) times per game day
X 42	Usable five (5) times per game day
X 48	Usable six (6) times per game day
X 60	For Permanent items that work 'All the time' or are 'Always in effect', or for items of unlimited uses per day

The prices in **chart 7** are for a single use item, such as Immunity of Fear. The multipliers apply to the cost of a one-use, (non-reusable one charge.) price from Chart 16. These items are self generating and require no points or input from the owner, only the activation which requires 6, 10, 15 seconds, or the standard activation time for the spell, ability, or skill performed by the item. If the item is autocast or auto-activated, then the autocast multiplier (as specified in the Chart 16) is applied to the item. Most spells, abilities, and skills that are far too powerful to be have unlimited uses per day, i.e. to have Lightning Bolt or Heal unlimited uses per day would be destructive to game balance. There are some spells, abilities, or skills which are acceptable as part of a permanent item, but would be unbalancing if made unlimited. For example, a sword might have a permanent Blade

Sharp+2 built into it, so that it would always give the effect of a Blade Sharp+2 for that particular sword. That would be a powerful item, but not unbalancing. However, a Whetstone of Blade Sharp+2 which could be used to sharpen all blades in an adventuring group after every fight would be considered unbalancing and not allowed. **Chart 16 lists which spells, skills and abilities may be permanent, unlimited, either or neither.**

Chart 8: Defensive Spells And Abilities

Defensive abilities which have duration of 5 minutes per level, as opposed to fixed time or a single combat: Add 16% of base cost per additional level of duration. Change the +16% of base cost per 5 extra minutes to multiplying by a decimal. Thus +4 additional levels of duration, = +20 minutes: $4 \times 16\% = +64\%$ or $\times 1.64$

Defense against LI attacks is 150 GP per additional level
 Potential group defenses are double the cost of the individual version
 Defense to elemental attacks is 15 GP per point

	Magic (Spells Only)	Missile (Only)	All
+1	30 GP	30 GP	75 GP
+2	75 GP	75 GP	175 GP
+3	135 GP	135 GP	325 GP
+4	210 GP	210 GP	500 GP
+5	300 GP	300 GP	750 GP

Chart 8 prices are for single use of the abilities. There should be no permanent defensive item above +3. That is, +4 or +5 defensive items should only be available as one shot, or rechargeable, or as having up to 3 uses per day items.

For example:	
+5 vs. Missiles, lasts 1 hour, group effects	
+5 vs. Missile only	300 GP
+5 defense vs. missile implies 10th level	base duration is 50 minutes [5 min / level]
two additional levels of duration:	$2 \times 16\% = 32\% = \times 1.32$
	$300 \times 1.32 = 396$
Group effects is $\times 2$	$396 \times 2 = 792$
Initial Base Value:	792 GP (one shot value)

General Offensive [Chart 9 And Chart 10]:

Those spells and abilities which have the potential for causing detrimental effects upon another person. Physical protection and Wrath are included in this category because they do cause damage upon another creature. Enthral and Crash time are also Offensive because their targets often find their effects undesirable.

Chart 9: Offensive General Modifiers

X 2	Area of Effect or multiple target spell, skills, or abilities
+50 GP	Self-inflicted damage is No-Defense (i.e. Wrath, Physical Protection)
+200 GP	Other No-Defense Damage (e.g. Knight's No Defense Blow)
* 0.8	If Damage only affects specific supernatural creatures, such as demons
+24 GP	for 2 second knockdown
+60 GP	for 5 second knockdown
+120 GP	for 10 second knockdown
+180 GP	for 10 second Nerve Strike

Knockdown effects are NA as permanent or unlimited items or abilities.

See **Chart 16** footnotes for the definition of NA.

Chart 10: Offensive, Ranged Damage

5 GP per point of damage	for stationary spells (e.g. Glyphs, Fire trap) triggered by the victim
7 GP per point of damage	from thrown objects (bean bags)
7 GP per point of damage	for 15 foot ranged attacks
9 GP per point of damage	for 30 foot ranged attacks
10 GP per point of damage	for 50 foot or greater ranged attacks
10 GP per point of damage	for Electrify or Flare because of their flexible nature

Using Charts 9 & 10:

Apply the numbers from these charts in the following order:

1. Determine total value of damage [chart 10]
2. Add knockdown if any
3. Add "no defense" and/or self-inflicted modifiers, if applicable.
4. Apply Area of Effect or multiple target multiplier, if applicable.
5. Apply specific creature modifier, if applicable.

For example:	
12-point acid ball, 50 ft range, 10 ft diameter, no defense, 10 second knockdown	
50 foot range, 12 damage	$10 \times 12 = 120$
10 second knockdown	$+120 = 240$
No Defense	$+200 = 440$
Area of Effect	$440 \times 2 = 880$
Initial Base Value:	880 GP (one shot value)

For example:	
30-point ball of mallorn, must use blue bean bag to hit, 10 ft diameter area effect from bean bag impact point, only affects undead	
bean bag attack, 30 damage	$7 \times 30 = 210$
Area of Effect x 2	$210 \times 2 = 420$
Only vs. undead x 0.8	$420 \times .8 = 336$
Initial Base Value:	336 GP (one shot value)

Chart 11: Offensive, Melee Damage

+1	50 GP
+2	125 GP
+3	225 GP
+4	350 GP
+5	500 GP
* 1.3	If also provides magic damage (e.g. Celtic Fist)
* 1.25	If ability is on demand (i.e. most Knight & Fighter abilities)

The prices in Chart 11 are for abilities that last five minutes or until the end of the current combat. There should be no permanent offensive item above +3. Items +4 and +5 should only be available as one shot, rechargeable or up to 3 uses per day items, using the appropriate multipliers.

Using Chart 11

Chart 11 is straight forward; the x 1.25 modifier applies ONLY to existing fighter and knight abilities, and is provided for information on how fighter and knight abilities were calculated. If an instant use offensive device is needed, apply the normal autocast modifier (chart 4).

For example:	
+3 damage, makes all damage magical	
225 * 1.3	292.5
Initial Base Value:	292.5 (a one shot device of this type = 293 GP)
<i>Note: the fraction is kept and rounded up after all calculations are completed.</i>	

Chart 12: Level Influential Abilities

Due to the diverse nature of these abilities, each spell, skill or ability has been classified and is priced in the following lists. Those spells which have duration are assumed to have a duration which matches the level of effect

100 /lev el	Awe (Hold Being) [including x 2 multiplier for area of effect]
90/ evel	Clinging Vine, Crash Time [both include x 2 multiplier for area of effect]
80/ evel	Awe (Spook), Spook, Awe (Enthrall) [all include x 2 for area of effect]
60/ evel	Group Haven [includes x 2 multiplier for multiple targets]
50/ evel	Knock Out Blow, Hold Being, Numbing Blow, Petrify, Polymorph, Spell Absorption, Deadfall (LI portion)
45/ evel	Animal Mind, Plant Attack [LI portion], Simon's Spell, Spell Fumble
40/ evel	Control Undead, Disarm, Dispel Magic, Enthrall, Free Strike, Kill Dagger (level of effect), Insect Strike, Mute, Remove Curse, Spell Negation, Spook, Group Concealment, and Group Move Without Tracks [the last two include the x 2 multiplier for multiple targets]
35/ evel	Animate Dead, Bind Weapon, Disengage, Remove Glyph, Reverse Petrify, Snare, Truth Force, Turn Undead
30/ evel	Bypass Glyph, Disguise, Disguise Other, Fog Brain, Forgery, Haven, Repulse Good/Evil, Reverse Fog Brain, Truth Tell, Truth Sense

20/1 level	Conceal Item, Conceal Item on Self, Conceal Other, Conceal Self, Move Without Tracks, Shadows of Concealment
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Using Chart 12 To Calculate Other LI Effects

Chart 12 shows how the various LI values were calculated. You can use this chart to compute powers that are LI and are not skill, abilities or spells, by finding a similar effect. Area multipliers are already computed on the chart. The following example shows how such a device might be calculated. A sanctioning committee may determine an alternate method they prefer.

For example:	
<p>A 7th level Sit device [LI power, 30 foot range, target must sit down and not move from that spot for 5 minutes] This is similar to a Simon spell "Sit," with more range, but less flexibility of commands. A sanctioning committee <u>may</u> decide to use the Simon spell value as a template.</p>	
45 per level; 7th level of effect	7 x 45 = 315
Initial Base Value:	315 GP (one shot value)

Chart 13: Healing

10 / point	healing may only apply to bonded owner	[max. 28 points of healing]
12 / point	healing may be applied by potion or a range 1"	[max. 28 points of healing]
13 / point	healing may only apply to bonded owner	[max. 42 points of healing]
16 / point	healing which has the effects of Cure Serious	[max. 42 points of healing]
18 / point	healing may be applied at a distance (i.e. Ranged Healing)	[max. 28 points of healing]

Using Chart 13

This chart is also straightforward in most application. It is mostly used for pricing the heal skills, abilities, and spells in chart 16. Note that there is an absolute ceiling of 14th level for level of effect items. This limits the total points of healing a particular type of healing may heal at one time.

For example:
<p>A 30 point Healing that only works on Self, that requires 6 seconds of meditation to activate. This could not be a Heal Self, since the maximum points of healing in Heal Self is 28 [2x14]. This must be one of the healing spells/abilities that can have 30 points of healing. The incant/meditation time of these abilities will vary, with the fastest being 15 seconds.</p>

30-Point Improved Heal Self	$30 \times 13 = 390$
A one use item with only 6 second meditation is a fast cast item and must apply the x 2 autocast multiplier	$390 \times 2 = 780$
Initial Base Value:	780 GP

Note: A one-shot device could have used a Cure Serious Wounds as the basis, with a crock only usable on self. This would have a higher value, but those effects negated by Cure Serious Wounds (mostly glyphs) would be negated by such a device. The power above would not negate such effects.

Miscellaneous and Information Spells, Skills and Abilities

Chart 14: Informational Spells, Skills and Abilities

30 GP + 10 GP / level	Narrow results (single point of information)
40 GP + 15 GP / level	Broad results (multiple points of information)
50 GP + 20 GP / level	Extremely useful results (e.g. True sight)

Informational Spells, Skills and Abilities which confer knowledge or confirm suspicions are priced according to the level at which the spell, skill, or ability is obtained. If the effect has a duration, it is assumed to have the minimum duration for that level. Extended duration items have their price increases by 16% per additional level's worth of duration over the base level.

Chart 15: Miscellaneous Abilities

30 GP + 10 GP / level	Narrow usefulness (single result or application)
40 GP + 15 GP / level	Broad usefulness (multiple results or applications)
50 GP + 20 GP / level	Extremely usefulness (affects combat or another person)

Miscellaneous Spells, Skills, and Abilities are those which do not fall into other categories. Some affect other spells (Double effect), or affect movement (Balance). Per level refers to the base level of the spell or ability or the level of effect, whichever is higher. If the effect has a duration, it is assumed to have the minimum duration for that level. Extended duration items have their price increased by 16% per additional level of duration over the base level. Some spells are so powerful that they do not fit these formulas (Concentration and Autocast). See Chart 16 for those prices.

Using Charts 14 & 15

Interpreting whether a power is Narrow, Broad or Extremely useful may well require a discussion between the writer and the sanctioning committee. In addition, the level of the ability may also be difficult to determine. Chart 16 can be used to help compare existing skills, abilities and spells to the intended power.

Three examples follow. Note, that if the power comes on automatically, the autoactivate modifier would be involved in the final calculation. Also note that the 5 minutes per level is the maximum duration without additional cost. An item could have less than the maximum duration.

For example:	
<p>Slowfall; the wearer will slowly float to the ground, and not take damage from the fall. This slow fall is similar to the magic user's telekinesis; the maximum weight is different, but the effects are as if <i>the magic user lost concentration in the telekinesis spell</i>; duration is the same. This could be used in combat, or to avoid damage from falling off bridges, out of trees, and such. A sanctioning committee should set this power at Extreme usefulness. For this example it is set at 7th level, and at Extreme Usefulness. Since it is 7th level, it could have a duration up to 35 minutes without adding value to the initial base value.</p>	
50 + 20 per level	50 + 140 = 190
Initial Base Value:	190 GP

For example:	
<p>Immunity to Animal Mind Animal Mind is a 3rd level spell. Presently Chart 16 has two abilities (Immunity to Fear, and Insect Bane) that provide immunities to 2nd or 3rd level spells. Both are themselves 3rd level spells or abilities, and are extremely useful miscellaneous abilities [Immunity to Fear has the on demand multiplier figured in to it's one shot cost]. One could reasonably include an Animal Mind Immunity at 3rd level also:</p>	
50 +20 per level	50 + 60 = 110
Initial Base Value:	110 GP
<p><i>Note: this immunity, like that of Insect Bane and Immunity to Fear is not LI based. Immunity for the duration is given regardless of the level of effect.</i></p>	

For example:	
<p>Reveal Faerie Folk: This spell works in the same area of effect as a Reveal Magic except it only reveals any Faerie Folk in the area of effect. The level and usefulness would have to be determined by the sanctioning committee. Detect Supernatural Creatures (assuming that Faerie are supernatural) is a 2nd level ability of smaller area, but this only Detect Faerie. This example will apply a 2nd level and a Narrow usefulness:</p>	
30 +10 GP per level	30 +20 = 50
Initial Base Value:	50 GP
<p><i>Note, if the Faerie Folk appear in many chapter games as an important factor of the games, the sanctioning committee may rule this item has Broad Usefulness, and the Initial Base Value would be higher.</i></p>	

Changing Magic Properties Between Items and Upgrading Items:

The minimum cost of moving a magical or non-magical enhancement or ability from one item to another shall be determined by assuming that the property in question is being sold (75% of value) and a new item is being purchased (100% of value). Thus, the cost shall be 25% of the property. In addition, any change in power level should be reflected in the cost. Local Sanctioning Committees will have to use their best discretion in pricing these changes. This transferring cost also applies to upgrading items, where the original property is being sold (at 75%) and the new property being bought (at 100%). Crock and limitations are considered "Part of the Magic" and are interwoven with how the item does what it does, and therefore a Crock can never be removed or separated from the other functions or abilities of the Item. Upgrading magic items (making them more powerful than they currently are) and transferring powers may be done by game design only. A Game Writer could charge more than covered here, but this is the minimum requirements for upgrading and transferring powers.

The following examples should clarify:

For example:

A player has 10-point Autocast Healing once per day shield. The "power" is being transferred into a ring.

10-point autocast healing 1/day $120 \times 10 \times 2 = 2400$ GP
The cost to move the power is 25% of 2400 or 600 GP.

Note: A sanctioning committee could decide that having the power in a shield is a limiting factor (it cannot be hidden easily) and thus the transfer would not be allowed.

For example:

A +1 long sword is being upgraded to +2 long sword. This is an upgrade, the power of the item increasing.

+1 Long sword = 1200 GP sold at 75% = 900
+2 Long sword = 3600 GP bought at 100% = 3600

So the cost to upgrade = $3600 - 900 = 2700$ GP

For example:

A Hat of 1-point Self Healing once per day is being upgraded to a hat of 2-point self healing once per day.

Hat = $10 \times 10 = 100$ GP sold at 75% = 75
new Hat = $10 \times 2 \times 10 = 200$ GP bought at 100% = 200

The cost to upgrade is $200 - 75 = 125$ GP

For example:

A player is going to have an Autocast Gale item moved from a horn (which must be blown to activate) to a ring which can do it without any physical prompting. This cannot be done. Whether included in the Savvy or not, the SC determines that having to blow the horn is considered a "Crock" or "Limitation" and therefore cannot be separated from the magical property of Gale.

For example:

A player is going to move the power of his +3 throwing dagger into a mundane Long sword and make it a +3 Long sword.

+3 Dagger = 900 GP sold at 75% = 675

+3 Long Sword = 7200 GP bought at 100% = 7200

The cost to transfer, in this case, also an upgrade, is 7200 - 675. or 6525 GP

For example:

A familiar, which has autoactivate neutralize poison twice per day, autocast once per day, 10-point ranged heal three times per day, and a 10th level dispel magic once per day is adding the power, Savvy three times a day. This is an upgrade.

The original cost of this item:

1. $100 \times 20 \times 3 = 6000$ for autoactivate neutralize poison
2. Chart 16 ---- = 2500 for autocast once per day
3. $18 \times 10 \times 30 = 5400$ for 10-pt ranged heal 3/day
4. Chart 16 ---- = 4000 for 10th level dispel magic 1/day
5. Total item = $6000+2500+5400+4000 = 17900$
6. Savvy three times per day adds $55 \times 28 = 1540$ to the value
7. Original cost 17900 sold at 75% = 13425 (Note the 10,000 GP maximum does not apply)
8. New cost $17900+1650 = 19440$

Cost to upgrade = $19440 - 13425 = 6015$ GP

Note, this is considerably more than a Savvy, three times per day is worth. It would be much cheaper to purchase such a device than to increase this familiar.

Chart 16: Spells, Skills, and Abilities Prices

ALL entries on Chart 16 are, and stack as Category I effects. None of them are modifications to a base.

Notes to Chart 16: Spells, Skills, and Abilities Prices

Some of the entries in the Blue Book Tables which follow need additional clarification. The prices listed assume the following descriptions apply.

1. Track: One use allows the owner to follow one single trail for its length
2. Speak with plants or animals: limit of duration is one conversation
3. Find Herbs/Plant Seek/Flowers of Avalon/Seeds of the Elements: The first entry is the ability to locate the PC's choice of one item. After that, the price to locate each type of herb/plant/flower/seed is listed. This ability does not provide for preserving the item in question. It would be unbalancing and disruptive to create items which generate a herb/plant/flower/seed once per day that could be preserved to another game day.
4. God's/Goddess' Shadow: Does not grant the ability to cast any additional clerical spells. All standard limitations of the spell apply
5. Raise dead: All standard limitations of the spell apply.
6. Restore Life/Spell Points: All standard limitations of the spell apply.
7. Summon storm: All standard limitations of the spell apply. Specifically, this spell will only allow a Druid of sufficient level to autocast Dust Storm or Gale. It will only allow a Druid or Magic User of sufficient level to autocast the Earth, Fire, Ice, or Lighting Strikes. The spell points for these additional spells would be used as per the spell description.
8. Delay: works on Monk abilities only
9. God's/Goddess' Boon: still requires GP to be sacrificed as per the spell description.
10. Glyphs: still require the GP cost of materials for placing the glyph, as per the spell description.
11. When the final computation of a magic item results in a fraction, the price is to be rounded up. For example, a one use Invoke is priced at 170.5 GP and a once/day Invoke is 1705 GP. Since IFGS does not support .5 GP, use 171 GP as the price for one use Invoke.
12. Spell point transfer - only allows the spell point transfer, does not provide the points to be transferred. If such points are provided, they should be priced according to Chart 2.
13. Pick locks - price listed refers to one try at one lock, not one try per level of character.
14. Detect Poison - the Thief's skill and the Ranger's ability, while having the same name, have different affects. As such, the availability of Permanent "always on" or "unlimited" is different.
15. Innate Autocast - There are some spells, skills or abilities which the character class may use without concentration. Chart 16 has calculated the appropriate autocast modifier into the one-charge base price. In these cases the autocast modifier on the chart will be one [1].
16. +1/+2 LI - Devices of a Monk's +1/+2 LI are category I items. The device will require a normal incantation for the level of the skill, unless the Autocast/Autoactivate modifier is used.
17. Elemental Protection - The Clerical and Druid Elemental Protection spells are different in usage, and as such have different permanent options.
18. Plant Seek - Two effects of plant seek are listed as possible as permanent devices. The effects of the herb is what is permanent; the user shall not have a permanent ability to find that herb.

Chart 16: Spells, Skills, and Abilities Definitions

The definitions for the columns in this chart are as follows:

Cl.	Class, i.e. Fighter, Cleric, Monk
Lv	Level
Name	The name of the spell, skill, or ability to be priced, for reference to the 6.5 Fantasy Rules description.
Auto	This column is the autocast multiplier. This multiplier shall be used if the item is autocast or fast cast. For auto-activated items, see chart 4. If it is not an item of autocast, then the item shall have the full 6, 10, or 15 second incantation time for the spell, ability, or skill, including full verbal and somatic components. All items except Permanent: Always in Effect, must use this modifier for instant or fast use.
Variable	This column indicates whether the spell, skill, or ability is variable, and how.
One Use	The base price for one shot, non-reusable items, potions, or scrolls.
Once/Day	This column is the cost of items that function once per day at no cost in spell or ability points to the bonded owner. For multiple uses per day, see chart 7: Items of Multiple Uses Per Day.
Perm	The column refers to items that are permanent; either always in effect, or unlimited number of uses. The PType column in chart 16 will note which version the value in the Perm column refers to: <ul style="list-style-type: none"> P These items are always in effect. The effect cannot be dispelled. U These items have an unlimited number of uses, but the user must activate the item normally. If instant/automatic activation is part of the item, then the autocast/autoactivate modifier shall be applied. These effects can be dispelled. At least 6 seconds must pass between uses. E These items may be either P (always in effect) or U (unlimited uses). The savvy of the item shall identify whether the effect is P or U. N These items shall not be P (always in effect) or U (unlimited uses) <p>Note that many spells, skills, or abilities are not appropriate for permanent effect because such would provide game unbalancing effects. Those items which are allowed as permanent are intended to apply to a single character or item. For example, a ring of defense+2 which provided the user with a continuous Defense+2 spell is allowed, but a ring of defense+2 which allowed the user to cast Defense on any member of his party an unlimited number of times would not be allowed.</p>
NA	Not available to be priced in this version of the Blue Book. This entry means either the item is considered too powerful, potentially unbalancing, or would violate the rules to be allowed as specified or not meaningful as a magic item effect.

Chart 16 - Cleric Abilities

Name	Auto	Charges	Variable	One Use	Once/Day	Perm.	P-Type
Level 1							
Reveal Evil/Good	1	1 Use	No	60.5	605	NA	N
Reveal Evil	1	1 Use	No	55	550	NA	N
Reveal Good	1	1 Use	No	55	550	NA	N
Turn Undead	1	1 Use	per level	35	350	NA	N
Detect Undead	1	1 Use	No	55	550	3300	U
Enhance (Either)	1.5	1 Combat	No	160	1600	NA	N
Enhance (Negative)	1.5	1 Combat	No	150	1500	NA	N
Enhance (Positive)	1.5	1 Combat	No	100	1000	NA	N
Haven	1.5	5 min/level	per level	30	300	1800	U
Heal	2	1 Use	per point	12	120	NA	N
Religion lore	1	1 Use	No	40	400	NA	N
Repulse evil	1.5	5min/level	per level	30	300	NA	N
Repulse good	1.5	5min/level	per level	30	300	NA	N
Reveal Magic	1	1 Use	No	55	550	NA	N
Simon's spell	2	1 Use	per level	45	450	NA	N
Level 2							
Bump of direction	1	1 Use	No	70	700	NA	N
Create holy water	1	5 bean bags	No	50	500	3000	U
Foresee	1	1 Question	No	70	700	NA	N
Freeze disease	2	1 Use	No	50	500	NA	N
Freeze poison	2	1 Use	No	50	500	NA	N
Identify undead	1	1 Use	No	50	500	NA	N
Know religion	1	1 Use	No	50	500	NA	N
Reveal danger	1	1 Use	No	70	700	NA	N
Undead lore	1	1 Use	No	70	700	NA	N

Diagnose	1	1 Use	No	60	600	NA	N
Level 3							
Elemental protection	1.5	5min/3 points	per point	15	150	900	P
Physical protection	2	5min/2 points	per point	50 + 5/pt	500 + 50/pt	NA	N
Remove curse	1	1 Curse	per level	40	400	NA	N
Reveal curse	1	1 Use	No	60	600	NA	N
Sanctify	1.5	1 Combat	No	110	1100	6600	E
Skry charm	1	1 Use	No	60	600	NA	N
Level 4							
Ashes to Ashes	1.5	1 Use	No	130	1300	7800	U
Control undead	2	5min/user's level	per level	40	400	NA	N
Detect glyph	1	1 Use	No	100	1000	NA	N
Exuberate (Either)	1.5	1 Use	No	375	3750	NA	N
Exuberate (Negative)	1.5	1 Use	No	350	3500	NA	N
Exuberate (Positive)	1.5	1 Use	No	250	2500	NA	N
Glyph	1	level over third	per level	250	2500	NA	N
Neutralize disease	2	1 Use	No	100	1000	NA	N
Neutralize poison	2	1 Use	No	100	1000	NA	N
Pain strike	2	1 Use	per point	100	1000	NA	N
Remove glyph	1.5	1 Use	per level	35	350	NA	N
Level 5							
Converse	1	25 minutes	No	80	800	4800	U
Cure serious wounds	2	1 Use	per point	16	160	NA	N
Dispel magic	2	1 Use	per level	40	400	NA	N
Spell transfer	1.5	1 Transfer	per point	15	150	NA	N
Wrath	1.5	1 Use	per point	50 + 5/pt	500 + 50/pt	NA	N
Level 6							
Animate dead	2	1 creature	per level	35	350	NA	N
Disrupt	2	1 Use	per point	8	80	NA	N
God's/Goddess's boon	1	1 Use	No	130	1300	NA	N

God's/Goddess's hammer	2	1 Use	per point	120+20/pt	1200+200/pt	NA	N
Life spark	2	1 Use	No	400	4000	NA	N
Mute	2	1 Use	per level	40	400	NA	N
Speak with dead	1	1 Question	No	90	900	5400	U
Stasis	1.5	30 minutes	No	130	1300	NA	N
Level 7							
Bless arrow	2	1 arrow	per point	8	80	NA	N
Damage vs undead+1	1.5	1 Combat	No	40	400	2400	P
Damage vs undead+2	1.5	1 Combat	No	100	1000	6000	P
Damage vs undead+3	1.5	1 Combat	No	180	1800	10800	P
Damage vs undead+4	1.5	1 Combat	No	280	2800	NA	N
Damage vs undead+5	1.5	1 Combat	No	400	4000	NA	N
Exhort (Either)	1.5	1 Use	No	695	6950	NA	N
Exhort (Negative)	1.5	1 Use	No	650	6500	NA	N
Exhort (Positive)	1.5	1 Use	No	450	4500	NA	N
Hold being	2	1 Use	per level	50	500	NA	N
Invoke	2	35 minutes	No	170.5	1705	NA	N
Invoke - Life points	1.5	35 minutes	No	80	800	4800	E
Invoke - Level of Casting	2	35 minutes	No	75	750	NA	N
Invoke - Level of Damage Bonus	1.5	35 minutes	No	50	500	NA	N
Invoke - Resist to LI	1.5	35 minutes	No	150	1500	9000	E
Life enhancement	1.5	1 Use	5 points	1000	10000	10000	P
Ranged heal	2	1 Use	per point	18	180	NA	N
Level 8							
Armor vs undead+1	1.5	1 Combat	No	60	600	3600	E
Armor vs undead+2	1.5	1 Combat	No	140	1400	8400	E
Armor vs undead+3	1.5	1 Combat	No	260	2600	15600	E
Armor vs undead+4	1.5	1 Combat	No	400	4000	NA	N
Armor vs undead+5	1.5	1 Combat	No	600	6000	NA	N
Commune	1	1 Question	No	210	2100	NA	N

God's/Goddess's shadow	2	40 minutes	No	210	2100	NA	N
Group haven	1.5	5 min/ level	per level	60	600	3600	U
Regenerate	2	1 Use	per point	9	90	NA	N
Truth tell	1	1 Use	per level	30	300	NA	N
Level 9							
Killing attack vs undead	2	1 Use	No	800	8000	NA	N
Regenerate Limb	2	1 Limb	No	230	2300	NA	N
Awe	2	1 Use	per level	116	1160	NA	N
Level 10							
Awe-Enthrall	2	1 Use	per level	80	800	NA	N
Awe-Spook	2	1 Use	per level	80	800	NA	N
Awe-Hold being	2	1 Use	per level	100	1000	NA	N
Exalt (Either)	1.5	1 Use	No	1070	10700	NA	N
Exalt (Negative)	1.5	1 Use	No	1000	10000	NA	N
Exalt (Positive)	1.5	1 Use	No	700	7000	NA	N
Raise dead	2	1 Use	per level	500	5000	NA	N
Restore life/spell points	2	1 Use	per point	500	5000	NA	N

Chart 16 - Druid Abilities

Name	Auto	Charges	Variable	One Use	Once/Day	Perm.	P-Type
Level 1							
Speak with Plants/Animals	1	1 Plant/Animal	No	44	440	NA	N
Speak with Plants	1	1 Plant	No	40	400	NA	N
Speak with Animals	1	1 Animal	No	40	400	NA	N
Heal Plants/Animals	2	1 Plant/Animal	No	44	440	NA	N
Heal Plants	2	1 Plant	No	40	400	NA	N
Heal Animals	2	1 Animal	No	40	400	NA	N
Identify Mundane Plant/Animal	1	1 Use	No	44	440	NA	N
Identify Plants	1	1 Use	No	40	400	NA	N
Identify Animals	1	1 Use	No	40	400	NA	N
Animal Pact	1	1 Pact	No	4200	NA	NA	N
Animal Tamer	2	1 Animal	No	70	700	NA	N
Burn Out	1.5	1 Fire	No	40	400	2400	U
Camp fire	2	5 minutes	No	40	400	2400	U
Celtic Fist	1.5	1 Combat	No	80	800	4800	E
Clinging vine	2	1 Use	per level	90	900	NA	N
Faery lights	1	5 minutes	No	40	400	2400	E
Heal	2	1 Use	per point	12	120	NA	N
Reveal magic	1	1 Use	No	55	550	NA	N
Spring Water	1	1 Use	No	40	400	2400	U
Level 2							
Enthrall	2	1 Use	per level	40	400	NA	N
Flare	2	1 Use	per point	10	100	NA	N
Know plant	1	1 Plant	No	70	700	NA	N
Rhinohide	1.5	1 Combat	No	175	1750	10500	E
Warp	2	1 Use	No	90	900	NA	N

Reverse Warp	1.5	1 Use	No	50	500	NA	N
Level 3							
Animal Mind	2	1 Use	per level	45	450	NA	N
Death feint	1	1 Use	No	165	1650	9900	U
Elemental arrow	1.5	1 Use	No	165	1650	NA	N
Elemental protection (self only)	1.5	5 min/3 points	per point	15	150	900	E
Insect bane	1.5	15 minutes	No	110	1100	6600	P
Insect strike	2	1 Use	per level	40	400	NA	N
Plant attack	2	1 Use	per level	61	610	NA	N
Preserve Plant	1	1 Plant	No	85	850	5100	U
Level 4							
Earth/fire/ice/lightning strike	2	1 Use	per point	60 + 10/pt	600+100/pt	NA	N
Gale	2	1 Use	No	120	1200	NA	N
Neutralize Poison	2	1 Use	No	100	1000	NA	N
Treeshift	1	1 Use	No	130	1300	7800	U
Level 5							
Blood heat	2	1 Use	No	155	1550	NA	N
Dispel magic	2	1 Spell	per level	40	400	NA	N
Elephant hide	1.5	1 Combat	No	325	3250	19500	E
Plant seek	1.5	1 Plant	No	316	3160	NA	N
Plant seek - Duck back	1.5	1 Plant	No	80	800	4800	P
Plant seek - Battle Weed	1.5	1 Plant	No	300	3000	NA	N
Plant seek - Vervain	1.5	1 Plant	No	80	800	4800	P
Level 6							
Cure Serious Wounds	2	1 Use	per point	16	160	NA	N
Earth Calming	2	30 minutes	No	170	1700	NA	N
Mist Bridge	1	1 Use	No	130	1300	7800	U
Rock to Mud	2	30 minutes	No	90	900	NA	N
Shadows of Concealment	1.5	5 min/level	per level	20	200	1200	U
Speak to Winds	1	1 Use/question	No	90	900	NA	N

Level 7							
Dust Storm	2	1 Use	No	640	6400	NA	N
Mist Servant	1	1 Use	No	190	1900	11400	U
Seeds of Elements	2	1 Seed	No	78 + 9/pt	780+90/pt	NA	N
Seeds of Elements - Earth	2	1 Seed	per point	60 + 7/pt	600+70/pt	NA	N
Seeds of Elements - Fire	2	1 Seed	per point	60 + 7/pt	600+70/pt	NA	N
Seeds of Elements - Ice	2	1 Seed	per point	60 + 7/pt	600+70/pt	NA	N
Seeds of Elements - Lightning	2	1 Seed	per point	60 + 7/pt	600+70/pt	NA	N
Level 8							
Aspect of the beasts (All)	2	1 Use	No	1651.3	16513	NA	N
Aspect of the beasts (Bear)	2	1 Use	No	1112.5	11125	NA	N
Aspect of the beasts (Falcon)	2	1 Use	No	1115	11150	NA	N
Aspect of the bst. (Mongoose)	2	1 Use	No	1020	10200	NA	N
Aspect of the beasts (Panther)	2	1 Use	No	1020	10200	NA	N
Aspect of the beasts (Snake)	2	1 Use	No	1015	10150	NA	N
Aspect of the beasts (Wolf)	2	1 Use	No	1195	11950	NA	N
Dragon Hide	1.5	1 Combat	No	500	5000	NA	N
Flowers of Avalon	2	1 Flower	No	539	5390	NA	N
Flowers of Avalon - Black	2	1 Flower	No	160	1600	NA	N
Flowers of Avalon - Blue	2	1 Flower	No	430	4300	NA	N
Flowers of Avalon - Green	2	1 Flower	No	160	1600	NA	N
Flowers of Avalon - Gray	2	1 Flower	No	160	1600	NA	N
Flowers of Avalon - Purple	2	1 Flower	No	210	2100	NA	N
Flowers of Avalon - White	1.5	1 Flower	No	160	1600	NA	N
Flowers of Avalon - Yellow	2	1 Flower	No	240	2400	NA	N
Lightbeam	2	1 Use	No	259.2	2592	NA	N
Lightbeam - Moonbeam	2	1 Use	No	216	2160	NA	N
Lightbeam - Starlight	2	1 Use	No	216	2160	NA	N
Lightbeam - Sunbeam	2	1 Use	No	216	2160	NA	N
Level 9							

Earthquake	2	1 Use	No	560	5600	NA	N
Elemental	2	1 Use	9th level	1744.7	17447	NA	N
Elemental - Earth	2	1 Use	9th level	1395	13950	NA	N
Elemental - Fire	2	1 Use	9th level	1129.5	11295	NA	N
Elemental - Ice	2	1 Use	9th level	1138.5	11385	NA	N
Elemental - Lightning	2	1 Use	9th level	1228.5	12285	NA	N
Level 10							
Earth Healing	2	1 Use	No	500	5000	NA	N
Summon Storm	2	1 Use	No	500	5000	NA	N

Chart 16 - Fighters Abilities

Name	Auto	Charges	Variable	One Use	Once/Day	Perm.	P-Type
Level 1							
Battle Fever (level 1,2)	1	1 Combat	No	100	1000	NA	N
Battle Fever (level 3,4)	1	1 Combat	No	475	4750	NA	N
Battle Fever (level 5,6)	1	1 Combat	No	575	5750	NA	N
Battle Fever (level 7,8)	1	1 Combat	No	612.5	6125	NA	N
Battle Fever (level 9,10)	1	1 Combat	No	775	7750	NA	N
Gauge non-magic weap&arm.	1	1 Use	No	40	400	NA	N
Gauge opponent	1	1 Use	No	70	700	4200	U
Level 2							
Fighter's Recovery	1	1 Use	per point	9	90	NA	N
Repair Leather armor&shields	1	1 Item	No	50	500	3000	U
Level 3							
Blade Sharp +1	1.5	1 Combat	No	50	500	3000	P
Level 4							
Base damage to two weapons	1.5	1 Combat	No	NA	NA	NA	N
Gauge magical weap&armor	1	1 Use	No	70	700	NA	N
Improved Ftr's Recover	1	1 Use	per point	9	90	NA	N
Repair chain mail	1	1 Use	No	70	700	4200	U
Weapons instructor	1	1 Use	No	70	700	4200	U
Level 5							
Bind weapon (LI)	1	1 Use	per level	35	350	NA	N
Level 6							
Blade sharpening+2	1.5	1 Combat	No	125	1250	7500	P
Disengage(LI)	1	1 Use	per level	44	440	NA	N
Ftr's recovery in combat	1	1 Use	per point	10	100	NA	N
Level 7							

Disarm (LI)	1	1 Use	per level	40	400	NA	N
Dodge Blow	1	1 Use	No	237.5	2375	NA	N
Repair Plate Mail	1	1 Use	No	100	1000	6000	U
Level 8							
Fighter's blow	1	1 Use	No	262.5	2625	NA	N
Level 9							
Blade sharp +3	1	1 Blade/3 arrows	No	225	2250	13500	P
Weapon shatter	1	1 Use	No	287.5	2875	NA	N
Level 10							
Knock out blow(LI)	1	1 Use	per level	62.5	625	NA	N

Chart 16 - Knight Abilities

Name	Auto	Charges	Variable	One Use	Once/Day	Perm.	P-Type
Level 1							
Immune to non-magical disease	2	1 Combat	No	100	1000	NA	N
Heal	2	1 Use	per point	12	120	NA	N
Heraldic lore	1	1 Use	No	40	400	NA	N
Strength I	1	1 Combat	No	87.5	875	5250	E
Level 2							
Add'l Damage +1	1	1 Combat	No	75	750	4500	E
Add'l Damage +2	1	1 Combat	No	187.5	1875	11250	E
Add'l Damage +3	1	1 Combat	No	337.5	3375	20250	E
Add'l Damage +4	1	1 Combat	No	525	5250	NA	N
Add'l Damage +5	1	1 Combat	No	750	7500	NA	N
Detect Supernatural Creatures	1	1 Use	No	50	500	3000	U
Level 3							
+1 vs LI effects	1.5	1 Combat	No	150	1500	9000	E
Immunity to fear	1	1 Combat	No	137.5	1375	8250	U
Level 4							
Cure Non-magical disease	2	1 Creature	No	100	1000	NA	N
Damage vs supernatural+1	1	1 Combat	No	60	600	3600	E
Damage vs supernatural+2	1	1 Combat	No	150	1500	9000	E
Damage vs supernatural+3	1	1 Combat	No	270	2700	16200	E
Damage vs supernatural+4	1	1 Combat	No	420	4200	NA	N
Damage vs supernatural+5	1	1 Combat	No	600	6000	NA	N
Strength II	1	1 Combat	No	162.5	1625	9750	E
Level 5							
Avenging blow	1	1 Blow	per point	12.5	125	NA	N
Dispel Fear	1	1 Creature	No	187.5	1875	11250	U

Group immunity to fear	2	1 Use	No	150	1500	9000	U
Resist pain	1	1 Use	No	187.5	1875	11250	U
Level 6							
No defense blow	1	1 Blow	per point	250+12.5/pt	2500+125/pt	NA	N
Level 7							
Confidence	1.5	1 Combat/Group	No	300	3000	NA	N
Resist death	1	1 Use	per point	25	250	1500	U
Strength III	1	1 Combat	No	237.5	2375	14250	E
Level 8							
Killing attack vs supernatural	1	1 Blow	No	1000	10000	NA	N
Level 9							
Nullify level drain	1	1 Use	per level	287.5	2875	NA	N
Level 10							
Death commitment	1	1 Combat	No	312.5	3125	18750	U
Numbing blow	1	1 Blow	per level	62.5	625	NA	N
Strength IV	1	1 Combat	No	312.5	3125	18750	E

Chart 16 - LoreMaster

Name	Auto	Charges	Variable	One Use	Once/Day	Perm.	P-Type
Loremaster Inspire				NA	NA	NA	N

Chart 16 - Magic User Abilities

Name	Auto	Charges	Variable	One Use	Once/Day	Perm.	P-Type
Level 1							
Detect Magic	1	1 Use	No	55	550	NA	N
Branding	2	1 Use	per point	8	80	NA	N
Crash time	2	1 Use	per level	90	900	NA	N
Dead eye	2	1 Use	per point	10	100	NA	N
Defense+1	1.5	1 Combat	No	75	750	4500	E
Defense+2	1.5	1 Combat	No	175	1750	10500	E
Defense+3	1.5	1 Combat	No	325	3250	19500	E
Defense+4	1.5	1 Combat	No	500	5000	NA	N
Defense+5	1.5	1 Combat	No	750	7500	NA	N
Electrify	2	1 Use	per point	10	100	NA	N
Enthrall	2	1 Use	per level	40	400	NA	N
Lock	1	1 Opening	No	40	400	NA	N
Unlock	1	1 Opening/Lock	per sp.pt.	40	400	2400	U
Mend	1	1 Item	No	40	400	2400	U
Read Language	1	5 minutes	No	40	400	2400	U
Reveal magic	1	1 Use	No	55	550	NA	N
Savvy	1	1 object	No	55	550	NA	N
Speak easy	1	5 minutes	No	40	400	2400	U
Level 2							
Awaken	1.5	1 Use	No	90	900	NA	N
Fog Brain	2	1 Use	per level	30	300	NA	N
Reverse Fog Brain	2	1 Use	per level	30	300	NA	N
Know aura	1	1 Use	No	50	500	NA	N
Mage's script	1	1 Use	No	50	500	3000	U
Message	1	1 Use	No	50	500	NA	N

Spook	2	1 Use	per level	80	800	NA	N
Strong arm+1	1.5	1 Combat	No	50	500	3000	P
Strong arm+2	1.5	1 Combat	No	125	1250	7500	P
Strong arm+3	1.5	1 Combat	No	225	2250	13500	P
Strong arm+4	1.5	1 Combat	No	350	3500	NA	N
Strong arm+5	1.5	1 Combat	No	500	5000	NA	N
Level 3							
Bloodhound	1	1 Use	No	60	600	3600	U
Dropsy	2	1 Use	No	360	3600	NA	N
Insect strike	2	1 Use	per level	40	400	NA	N
Level 4							
Dispel magic	2	1 spell effect	per level	40	400	NA	N
Fire/ice/lightning strike	2	1 Use	per point	60 + 10/pt	600+100/pt	NA	N
Phase out	1	1 Use	No	195	1950	NA	N
Spell protection	1.5	20 minutes	10 points	600	6000	NA	N
Level 5							
Fire trap	1	1 Trap	No	80	800	NA	N
Fire/ice/lightning ball	2	1 Use	per point	120+20/pt	1200+200/pt	NA	N
LI enhancement	2	1 Use	No	150	1500	NA	N
Mental signal	1.5	1 Use	No	115	1150	NA	N
Tracer	1	1 Use	No	115	1150	6900	U
Level 6							
Acuity	1	1 Use	No	130	1300	NA	N
Concentration	1.5	30 minutes	No	300	3000	NA	N
Spell fumble	2	1 Use	per level	45	450	NA	N
Spell negation	1.5	1 Spell of choice	per level	40	400	NA	N
Stun	2	1 Use	No	120	1200	NA	N
Telekinesis	1	1 Use	No	130	1300	7800	U
Level 7							
Autocast	2	1 Spell of choice	No	250	2500	NA	N

Double effect	2	1 Spell of choice	No	190	1900	NA	N
Polymorph	2	1 Use	per level	50	500	NA	N
True sight	1.5	1 Use	No	145	1450	NA	N
Level 8							
Enhanced savvy	1	1 Use	No	210	2100	NA	N
Petrify	2	1 Use	per level	50	500	NA	N
Reverse Petrify	1.5	1 Use	per level	35	350	NA	N
Phase 2 out	1	1 Use	No	390	3900	NA	N
Spell absorption	1.5	1 Use	per level	50	500	NA	N
Level 9							
Create Scroll	1	1 Scroll	per point	50	500	NA	N
Wall of fire/ice/lightning	2	1 Use	per point	5	50	NA	N
Level 10							
Blast	2	1 Use	per point	120+20/pt	1200+200/pt	NA	N
Killing attack	2	1 Use	No	900	9000	NA	N
LI extension	2	1 Spell of Choice	No	250	2500	NA	N

Chart 16 - Monk Abilities

Name	Auto	Charges	Variable	One Use	Once/Day	Perm.	P-Type
Level 1							
Blocking +1	1.5	1 Combat	No	75	750	4500	E
Blocking +2	1.5	1 Combat	No	175	1750	10500	E
Blocking +3	1.5	1 Combat	No	325	3250	19500	E
Blocking +4	1.5	1 Combat	No	500	5000	NA	N
Blocking +5	1.5	1 Combat	No	750	7500	NA	N
Heal self	2	1 Use	per point	10	100	NA	N
Legend lore	1	1 Use	No	55	550	NA	N
Timing	1	1 Use	No	40	400	2400	U
Level 2							
Detect Magic - 1 item	1	1 Item	No	50	500	NA	N
Escape bonds	1.5	1 Use	No	50	500	3000	U
Leap	1	1 Use	No	70	700	4200	U
Level 3							
Death feint	1	1 Use	No	165	1650	9900	U
Physical attack	1	1 Use	per point	14	140	NA	N
Sacrifice throw	1	1 Use	No	192	1920	NA	N
Level 4							
Cure non-magical disease	2	1 Use	No	100	1000	NA	N
Diagnose self	1	1 Use	No	48	480	NA	N
Ki'ai	2	1 Use	per point	60 + 9/pt	600 + 90/pt	NA	N
Kip	1	1 Use	No	130	1300	NA	N
Neutralize poison	2	1 Use	No	100	1000	NA	N
Sense I	1.5	1 Use	No	100	1000	6000	E
Level 5							
Elemental protection	1.5	5min/3 points	per point	15	150	900	U

Move without tracks	1	5min/level	per level	20	200	1200	U
Throw	1	1 Use	No	120	1200	NA	N
Level 6							
Acuity	1	1 Use	No	130	1300	NA	N
Sense II	1.5	1 Use	No	130	1300	7800	E
Balance	1	1 Use	No	90	900	5400	E
Sweep	2	1 Use	No	120	1200	NA	N
Improved Binding	1.5	1 Game Day	No	480	4800	NA	N
Shiatsu I	2	1 Use	No	60	600	NA	N
Improved Heal Self	2	1 Use	per point	13	130	NA	N
Level 7							
Speed	1	1 Use	No	285	2850	NA	N
Walk on liquids	1	1 Use	No	100	1000	6000	U
Nerve strike	1	1 Use	No	240	2400	NA	N
Venom poison	2	1 Use	No	700	7000	NA	N
Evade	1.5	1 Use	No	400	4000	NA	N
Missile protection	1.5	1 Combat	per point	25	250	1500	E
+1 vs LI effects	1.5	1 Combat	No	150	1500	9000	P
Death memory	1	7 minutes	No	145	1450	8700	U
Truth Sense	1	1 Use	per level	30	300	NA	N
Level 8							
Perceive illusion	1	8 minutes	No	110	1100	NA	N
Truth force	1	1 Use	per level	35	350	NA	N
Killing attack	2	1 Use	No	1000	10000	NA	N
Life support	2	1 Use	per point	25	250	NA	N
Personal Augury	1	1 Use	No	210	2100	NA	N
Level 9							
Free strike	1	1 Use	per level	80	800	NA	N
Delay	1	1 Use	No	175	1750	NA	N
+2 vs LI effects	1.5	1 Combat	No	300	3000	18000	P

Shiatsu II	2	1 Use	No	100	1000	NA	N
Level 10							
Death commitment	1.5	1 Combat	No	250	2500	NA	N
Brew red death	2	1 Use	No	1000	10000	NA	N
Immunity to knockdowns	1.5	1 Combat	No	250	2500	NA	N
Immunity to poisons	1.5	1 Use	No	250	2500	NA	N
Precognition	1	1 Use	No	250	2500	NA	N

Chart 16 - Ranger Abilities

Name	Auto	Charges	Variable	One Use	Once/Day	Perm.	P-Type
Level 1							
Follow Trail	1	1 Trail	No	55	550	NA	N
Find water	1	1 Use	No	40	400	2400	U
Gather food	1	1 Use	No	40	400	2400	U
Healing potion	2	1 Potion	per point	12	120	NA	N
Nature lore	1	1 Use	No	55	550	NA	N
Speak with animals	1	1 animal type	No	40	400	NA	N
Tie Knots	1	1 Knot	per level	40	400	2400	U
Level 2							
Detect Poison (food/water)	1	10 minutes	No	70	700	4200	U
Hone Arrow	1.5	3 arrows	No	50	500	NA	N
Provide Shelter	1	20 minutes	No	50	500	3000	U
Level 3							
Untie Knots +1 LI	1	1 Use	No	60	600	3600	U
Animal Tamer	2	1 animal	No	70	700	NA	N
Detect illusionary terrain	1	1 Use	No	85	850	NA	N
Move without tracks	1	5 min/level	per level	20	200	1200	U
Add'l 10% to missile accuracy	1	1 Combat	No	80	800	4800	E
Level 4							
Gauge magical missiles	1	1 missile	No	70	700	NA	N
Make mundane arrows	2	1 Use	1 arrow	15	150	NA	N
Animal pact	1	1 type of animal	No	4200	NA	NA	N
Cure non-magic disease potion	2	1 potion	No	100	1000	NA	N
Neutralize poison potion	2	1 potion	No	100	1000	NA	N
Target arrow	2	1 arrow	No	130	1300	7800	E
Wathit	1	1 Use	No	100	1000	NA	N

Level 5							
Add'l 20% to missile accuracy	1	1 Combat	No	160	1600	9600	E
Arrow of slaying	1.5	1 arrow	per point	10	100	NA	N
Enhance senses	1	1 Use	No	80	800	NA	N
Far arrow	2	1 arrow	No	150	1500	9000	E
Penetrating arrow	1	1 arrow	No	115	1150	6900	E
Ranger's guardian	1	1 Use	No	115	1150	6900	U
Level 6							
Conceal Self	1.5	5 min/level	per Level	20	200	1200	U
Detect habitation	1	1 Use	No	90	900	5400	U
Find herbs	2	1 herb	No	291	2910	NA	N
Find herbs Athelas	2	1 herb	No	130	1300	NA	N
Find herbs Damiana	2	1 herb	No	130	1300	NA	N
Find herbs Nightshade	2	1 herb	No	100	1000	NA	N
Find root Devil's Weed	2	1 root	No	170	1700	NA	N
Find root Hellebore	2	1 root	No	225	2250	NA	N
Find root Melange	1	1 root	No	130	1300	NA	N
Scan	1	1 Use	No	90	900	5400	U
Level 7							
Add'l 30% to missile accuracy	1	1 Combat	No	240	2400	14400	E
Detect traps	1	1 Use	No	70	700	NA	N
Githar's arrow	2	1 arrow	per level	128.5	1285	NA	N
Githar's arrow - Disarm	2	1 arrow	per level	40	400	NA	N
Githar's arrow - Stun	2	1 arrow	1 arrow	120	1200	NA	N
Githar's arrow - Crash Time	2	1 arrow	per level	45	450	NA	N
Group concealment	1.5	1 group	per level	40	400	2400	U
Group move without tracks	1	5 min/level	per level	40	400	NA	N
Pitfall	2	1 Pit	per point	60 + 5/pt	600+50/pt	3600+300/pt	U
Level 8							
Aspect of the beasts (All)	2	1 Use	No	1651.3	16513	NA	N

Aspect of the beasts (Bear)	2	1 Use	No	1112.5	11125	NA	N
Aspect of the beasts (Falcon)	2	1 Use	No	1115	11150	NA	N
Aspect of the bst. (Mongoose)	2	1 Use	No	1020	10200	NA	N
Aspect of the beasts (Panther)	2	1 Use	No	1020	10200	NA	N
Aspect of the beasts (Snake)	2	1 Use	No	1015	10150	NA	N
Aspect of the beasts (Wolf)	2	1 Use	No	1195	11950	NA	N
Snare	2	1 snare	per level	60+35/lev	600+350/lev	NA	N
Track lore	1	1 set of tracks	No	160	1600	9600	U
Level 9							
Add'l 40% to missile accuracy	1	1 Combat	No	320	3200	19200	E
Deadfall	2	1 Use	per level	60+50/lev	600+500/lev	3600+3000/lev	U
Hunting pursuit	1	1 creature	No	230	2300	13800	U
Level 10							
Killing arrow	2	1 arrow	No	1000	10000	NA	N
No defense arrow	2	1 arrow	per point	200+10/pt	2000+100/pt	NA	N

Chart 16 - Thief Abilities

Name	Auto	Charges	Variable	One Use	Once/Day	Perm.	P-Type
Level 1							
Detect poison (all)	1	1 Use	No	55	550	NA	N
Gauge value of treasure	1	1 Use	No	40	400	NA	N
Hearing	1	1 Use	No	40	400	2400	U
Pick Locks	1	1 Use	No	70	700	NA	N
Level 2							
Base damage to two weapons	1	1 Combat	No	NA	NA	NA	N
Detect traps	1	1 Use	No	70	700	NA	N
Kill daggers	1	1 Dagger	per level	40	400	NA	N
Legend lore on people	1	1 Use	No	70	700	NA	N
Level 3							
Evaluate magic item	1	1 Use	No	60	600	3600	U
Fence item	1	1 Use	No	110	1100	NA	N
Memory	1	1 Use	No	85	850	NA	N
Set needle trap	2	1 Use	per point	5	50	NA	N
Track	1	1 Trail	No	55	550	NA	N
Level 4							
Detect class	1	1 Use	No	70	700	NA	N
Set projectile trap	2	1 Use	per point	5	50	NA	N
Thief's touch	1	1 Use	No	70	700	NA	N
Truth sense	1	5 min	per level	30	300	NA	N
Level 5							
Brew toxin poison	2	1 Use	per point	10	100	NA	N
Climbing	1	1 Use	No	80	800	4800	U
Conceal item	1.5	1 Use	per level	20	200	1200	U
Conceal self	1.5	5min/level	per level	20	200	1200	U
Define mechanical trap	1	1 Use	No	80	800	4800	U

Distrust	1.5	1 Use	+2 to lev	115	1150	NA	N
Obscure class	1.5	5min/level	per level	20	200	1200	U
Level 6							
Bargain	1	1 Transaction	No	300	3000	NA	N
Bypass glyph	1	1 Use	per level	30	300	NA	N
Bypass mechanical trap	1	1 Use	No	130	1300	NA	N
Conceal item on self	1.5	1 Use	per level	20	200	NA	N
Conceal other	1.5	5min/level	per level	20	200	1200	U
Detect concealed object/person	1	1 Use	+2 to lev	130	1300	7800	U
Intuit trap	1	1 Use	No	130	1300	7800	U
Level 7							
Disarm mechanical trap	1	1 Use	No	145	1450	NA	N
Disguise	1.5	5min/level	per level	30	300	1800	U
Forgery	1	1 Use	per level	30	300	1800	U
Level 8							
Deception	1.5	1 Use	+2 to lev	210	2100	12600	U
Detect disguise	1	1 Use	+2 to lev	210	2100	NA	N
Detect forgery	1	1 Use	+2 to lev	160	1600	NA	N
Disguise other	1.5	5min/level	per level	30	300	1800	U
Level 9							
Apply kill dagger to needle trap	1	1 Use	No	230	2300	NA	N
Level 10							
Neut. poison (incl. Red Death)	2	1 Use	No	250	2500	NA	N