

Bethesda
SOFTWARE
a ZeniMax Media company



The Elder Scrolls®



Chapter
One

Arena™



BETHESDA
GAME STUDIOS **Bethesda**

WARNING: READ THIS IMPORTANT SAFETY INFORMATION BEFORE USING

A small percentage of people may experience seizures when exposed to certain lights, patterns or images that may appear in video or computer games. This may occur even with no history of epilepsy or seizures. If you, or anyone in your family, have an epileptic condition or history of epilepsy, consult your doctor prior to playing. Parents should monitor the use of video games. Children and teenagers are more likely than adults to experience photosensitive seizures.

IMMEDIATELY discontinue use and consult your doctor if you or your child experience any of the following symptoms or other discomfort while playing a video game: dizziness, blurred or altered vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion.

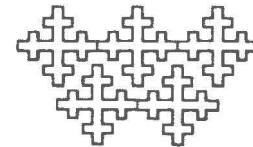
To help reduce the risk of photosensitive seizures take the following precautions:

- **Play in a well-lit room.**
- **Do not play if you are tired, drowsy or fatigued.**
- **Rest for at least 10 to 15 minutes per hour while playing.**
- **Sit farther from the screen.**
- **Play the game on a smaller screen.**

The Elder Scrolls®



Player's Guide



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Starting Options



1. Start new game

This will begin a new game, reinitializing quests and NPC's in the world. You will want to select this option the first time you play.

2. Load saved game

Brings up a menu of saved games from which you can pick one to play. Play will resume where it was last saved.

3. Exit

This option exits you to the wonderful world of DOS.



Keys and Commands



On-Screen Buttons

There are many options that you can invoke while exploring the world of Tamriel. To the right of your face are two rows of buttons. They represent various actions available to you. The button, and the action it represents are explained in the following list:

Mouse General Controls

Left clicking while cursor is an arrow will move you in the direction of the arrow. The further the arrow is from the center of the screen, the faster you will move.

Left clicking an object while the cursor is an 'X' interacts with it, the interaction depends upon whether you are in 'talk', 'cast', or 'attack' mode. (see below)

Right clicking while left mouse button is depressed will cause you to jump.

Right clicking an object while cursor is an 'X' identifies it, if it is not generic.

Mouse In Character/Equipment Sheet

Left clicking an item will equip it. (If your class can use that item)

Right clicking an item will give you info on it. (If that item has any info)

You can left click the Spellbook button. This will give you a list of the spells in your spellbook and their current casting cost. Left or Right clicking one of the spells will bring up its sheet and allow you to see the specifics associated with that spell. You may only cast spells from the walk around menu, not from the character sheet.

Unequipable items are in red.

Equipable items are in tan.

Equipped items are in yellow.

Unidentified magic items are in cyan.

Unidentified equipped magic items will be displayed in bright cyan.



Crossed Swords icon—Attack

Clicking this will draw your weapon and put you in attack mode. From here holding down the left mouse button moves you in the same direction as the arrow. Holding down the right mouse button and moving the mouse swings your weapon. You may still jump using the 'J' key. Shift+J will do a standing long jump. Clicking this icon again will sheath your weapon.



Sunburst icon—Cast

Cast a spell. Left clicking the icon will cause your spellbook to appear. You may pick the spell you wish to cast, and the target of that spell. To save time in recasting the same spell, you can right click the icon again. If you have the spell points, you will cast the last chosen spell again.



Fingers picking gold icon—Steal

Steal something. When this icon is clicked a prompt will come up asking, "Target?". Pick the target on the screen. If it is a person, there will be an attempt to pickpocket them. If it is a barrier, such as a chest or door, an attempt will be made to unlock it. Be careful however, in a city you may attract guards.



Hand grabbing icon—Use

Use something. When this icon is clicked an inventory of usable magic items will come up. Pick the item you wish to use and then follow any onscreen prompts that may arise, such as "Target?" for a ring spell. Note: Only from the 3D walk-around menu can you use an item. If you want to use a healing potion, you must use it from here, as you will be unable to use it from the character sheet.



Snake-staff icon—Player Status

Player Status. Clicking this icon will pause the game and show your current status, and other items such as the date and time of day, or any reputational issues that may affect your status at your current location. Other information on this pop up will be your current condition, health, spells that are currently affecting you, and spells that currently active.



Parchment with lines icon—Logbook

This icon represents the 'Logbook', a journal of your travels. In your logbook will be information on any quests you have agreed to accomplish, and province locations of places that people have inscribed onto your continental map. This is an easy way for you to keep track of the things you have promised to do. Be careful, only 16 quests will be recorded at a time! The logbook updates the list by clearing out the oldest entry, so at any time only 16 entries show. If it is really important, print out the logbook periodically.



Campfire icon—Camp

Camp icon. Left clicking this icon will cause you to rest. During rest you will slowly regain lost hit points, spell points, and fatigue. You may camp anywhere outside a city's walls. You may not camp inside a city unless you have purchased or snuck into a room in a tavern and are currently inside the tavern where you have that room. The amount you heal per hour of rest is greatly affected by where you sleep. The nicer the accommodation (ie...expensive), the more you will heal per hour.



Automap icon—Automap/Continental Map

Left clicking Map icon:

Left clicking this icon will bring up your automap parchment, upon which will be inscribed all the places you have currently visited. Pay close attention to this map, it may be the only thing to provide you clues when searching for something. You can make notes on the map by left clicking the map where you wish to place the note and then typing. Hit 'Enter' to get back the pen or right click the mouse button. You can erase notes by clicking the line you wish to erase and then hitting the 'ESC' key.

Left clicking the compass points on the automap will scroll the map so you can see a larger area. Left clicking the center of the compass will center the map on your location. As a note, any locations that are marked automatically by the automap, (ie not by you) will be left of the first character in the sentence. Therefore an inn that is marked on your automap will be to the left of the first character in its name.

Right clicking Map icon:

Right clicking the Automap icon will bring up the Continental Map, from which you can travel to other cities, towns, or villages. You can travel to another place from anywhere outside in the world of Tamriel. You must exit an interior first to travel to another city.

ESC key

Setup menu. This will pause the game and bring up an option menu from which you will be able to do the following:

1) Load game

Loads a game from a save list. This will replace the current game.

2) Save game

Save the current game. Hitting the ESC key will abort this option. You may save up to 10 games. Each game will take up about 500K+ of disk space. Make sure you have the room on your hard drive!

3) Detail Bar

Helpful in speeding up gameplay on slower machines. Adjust the detail level to minimum to maximize the speed.

4) Sound (Volume Control)

Allows you to increase or decrease sound effects.

5) Music (Volume Control)

Allows you to increase or decrease the volume of the music.

6) Drop to DOS

Drops out of the game and into the world of DOS.

7) Continue

Exits this screen back to Arena.



Mouse Controls

The mouse is your direct interface to the world of Arena. You will use it to define actions or choices while exploring the land. As you look at the screen, you will notice that the mouse cursor can change into one of 10 cursors, either an arrow, a sword, or an 'X'. When the mouse is an arrow and the left mouse button is depressed, you will walk in the direction designated by that arrow cursor. The further towards the edge of your screen the arrow gets, the faster you will walk. When the arrow is a sword, it is used to pick or click icons on the walk around menu. When the arrow is an 'X', whatever is under the 'X' will be interacted with, depending upon what mode you are in. For further explanations, see The 'X' below.

Jumping is accomplished by clicking the right mouse button while the left mouse button is being depressed. If you are standing still at the time you will jump straight up. If you are running you will do a running broad jump. The distance you can jump is determined by your Strength, and the Speed at which you were running. Since characters with a higher Speed rating can run faster, they will also be able to jump farther.

The 'X'

Placing your 'X' cursor on a monster or door and right clicking will identify the monster or store. Therefore, placing the cursor on an equipment store's door and right clicking will display the equipment store's name, and will inscribe that name onto your automap for future reference.

While the cursor is an 'X' you can manipulate your environment:

Placing the 'X' on another person and clicking your left mouse button will allow you to talk to them, pickpocket them, or cast a spell at them, depending upon what mode your cursor is in. (Normal, Steal, Cast)

Placing the 'X' on a locked door or chest and left clicking will display your assessment of the lock, or allow you to try and unlock it, depending upon what mode you are in. (Normal, Steal)

Placing the 'X' on treasure and left clicking will give you a picklist of the treasure available for you to pick up.

Consult the previous section on Onscreen buttons to get a detailed description of how each is accomplished.

Keyboard

Note: Mouse is required for game to operate correctly.

ESC	Setup menu	L	Logbook
F1	Character Sheet	M	Automap
F8	Compass on/off toggle	SHIFT + M	Continental Map
A	Attack—weapon draw/sheath toggle	P	Pick/Steal
C	Cast	R	Rest, Camp option
J	Jump	S	Status of character
SHIFT + J	Jump forward from standstill	U	Use



Character Generation



You will be given two choices:

1) Generate

2) Select

Option 1 will allow you to generate a character based upon a set of 10 questions that will determine which character class best suits your personality.

Follow the onscreen prompts to create your character. You DO NOT have to select this class as the one you wish to play. The class chosen for you only reflects what you would probably survive longest as, based upon the way you answered the questions. Use it only as a guideline. When you are finished, follow the onscreen prompts to rolling up your stats.

Or select **Option 2** which will just bring up a pick list of the 18 character classes for you to choose the one you wish to play. When you are finished, follow the onscreen prompts to rolling up your stats.



Character Stats



Once you have selected your homeland and your name, and answered the questions that will aid you in choosing your class, or selected your class using the Select option, you will enter the stat generation section. All stats range from 1 to 100, with 50 being average. You will notice that you have a range of stats based upon the race you have chosen, and a box that shows your Bonus points. These points can be distributed amongst your stats to personalize your character. Remember to follow the advice given to you about what stats are important for success as the class you have chosen. All classes have two governing stats and six secondary stats.

Remember, a stat of 50 is average. It means that 50% of the people in the world are better than you in this particular area, and 50% are not. Using Strength as an example, a STR of 72 would mean that my character was stronger than 71% of the people in the Empire. People with a 72 STR would be my equal, and those with a higher rating would be stronger.

When you are finished click 'Done' to continue to the next section.

Choosing a Face

After you have finished distributing your stats, you will be able to choose what your character looks like. Click his head with your left mouse button and you will cycle through the different faces available to you. When you are finished choosing, click 'Done'. You are now ready to journey into the world of Arena.



Character Stats



There are 8 governing stats that make up your character in the world of Arena. Here is a list of them and their explanations:

1. Strength: STR

This governs how strong you are. It affects how much damage you do in combat and is a factor in determining your fatigue points. Strength also affects how much you can carry and not be encumbered, and how far you can jump. It is essential that any warrior class have a high Strength.

2. Intelligence: INT

This governs how smart you are. It affects the total amount of spell points you get to cast spells with. Intelligence affects your chances in negotiating for items and other purchases. It also affects your chances of figuring out a lock in case you wish to pick it. It is essential that any mage or thief has a high Intelligence.

3. Willpower: WIL

This governs how mentally tough you are. It affects your ability to withstand or resist spells. It affects your ability to negotiate successfully with shop owners and innkeepers. It is vital that any character wishing to be adequately defended against spells should have a high Willpower.

4. Agility: AGI

This governs how nimble you are. It directly affects your chances of hitting an enemy with a melee weapon, your chance of getting hit in hand to hand melee, and your chance of getting hit by targeted spells. It also affects your chance to steal an item or pick a lock. It is essential for thief class characters to have a high Agility.

5. Speed: SPD

This governs how fast you are. It directly affects your movement rate in and out of combat, and the fire rate if you are using a missile weapon. It is important that any class characters have a high Speed.

6. Endurance: END

This governs how healthy you are. It directly affects your hit points, your healing rate, and is a factor in determining your fatigue points. It also affects your resistance to poisons and other drugs that you may come into contact with while adventuring. It is essential that warrior class characters have a high Endurance.

7. Personality: PER

This governs how charming and socially acceptable you are. It directly affects your ability to negotiate with other people you may meet in your travels. It is essential for any person wishing to interact with others have a high Personality.

8. Luck: LUC

This governs how fate affects you. It is a powerful modifier to any action you may take, whether it be attacking, defending, stealing, or anything else. It is important, but not essential, for any character class to have a high Luck. Remember, just as in other stats your character can be 'lucky' or 'unlucky' depending upon your luck score. The average is 50.



Character Sheet Page 1



Your chosen name

Your chosen race

Your chosen class

Corrin Grogins
Dark Elf
Warrior

Str: 42 Damage: +0 Max Hps: 63
Int: 65 Spell Pts: 258
Wil: 59 Magic Def: +1
Agi: 48 To Hit: +0 To Defend: +0
Spd: 55
End: 36 Heal Pts: +0 Heal Mod: +0
Per: 54 Charisma: +0
Luc: 54

Heal Pts: 200/200
Fatigue: 78
Gold: 50
Experience: 0
Level: 10
Done

Next Page

Health: Your current hit points
Fatigue: 2 - 200 fatigue points rating
Gold: Your current gold here

Done: This button
exits the screen

Level:
Your current level

Next Page: This takes you to
page 2 of the Character Sheet

Experience:
Your current
experience points.

Explanations of the modifiers

As with all other modifiers in the game, a positive modifier is a bonus to your abilities, a negative modifier is a penalty to your abilities. The modifiers listed above next to each stat define the following:

STR

Damage - This number modifies that amount of damage you inflict in hand to hand combat. People with STR ratings 55 and above will have a positive modifier; those with 45 and below will have a negative modifier.

Max Kilos - This is the maximum amount you can carry in kilos. As you reach this max you will find yourself getting more encumbered. As characters carry more and more, they suffer gradual penalties to their fatigue until they cannot move or swing.

INT

Spell Pts. - The number here represents the amount of magical power a spellcaster has. Non-spellcasters will have a 0 in this slot. Spellcasters will have a range from 2 to 200. Sorcerers can have a range here from 3 - 300. As a spellcaster's INT rating increases, so will his or her spell points available for casting.

WIL

Magic Def. - This number represents the penalty or bonus an opposing spellcaster gets when attacking you. The higher your WIL, the better chance you have of resisting spells cast at you.

AGI

To Hit - This number represents the bonus or penalty you receive when attacking an opponent in hand to hand melee. The higher your AGI rating, the better your chance of hitting your opponent.

To Def. - This number represents the addition or reduction to your Armor Rating because of your natural agility or clumsiness. The higher your AGI rating, the more is subtracted from your Armor Rating. Remember, the lower your Armor Rating, the more protected you are.

SPD

General - Although speed is explained under the Stats section, it is important to mention here that a character with a higher SPD rating turns quicker, and runs faster. These advantages, or penalties, can make the difference for you between life and death.

END

Health - This number represents how many health points are added or subtracted from your health during character generation and each time you level. Characters with a high END rating will receive more health points on average each time they gain a level.

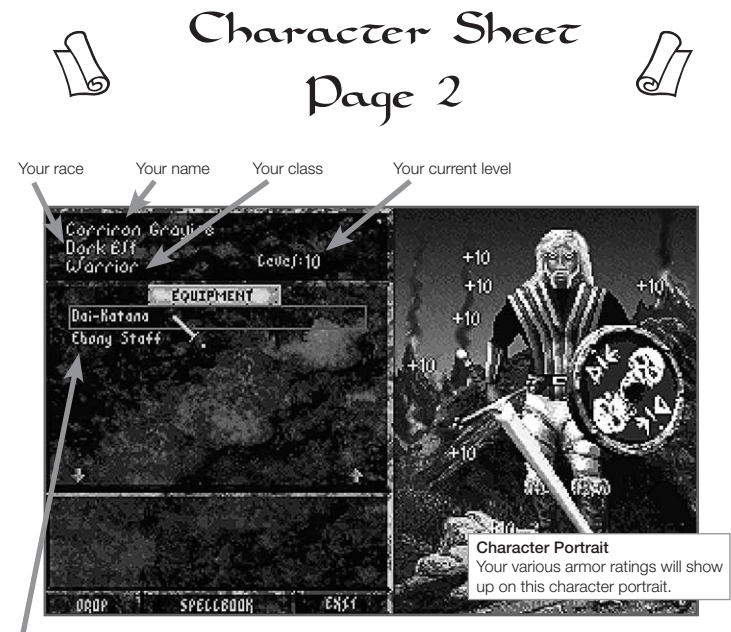
Heal Mod - This percentage represents the modification to the base healing rate every character has. You heal a certain percentage of your total health points for each hour of rest. This number is added or subtracted from that percentage. Therefore characters with a higher END will heal faster for each hour of rest.

PER

Charisma - This number represents the modification to the base chance of successfully negotiating with the different people you may meet while adventuring in the land. Characters with a high PER rating will find it much easier to get cheaper prices, better sales, and more information from those people they meet.

LUC

General - It is important to mention here that LUC can have a profound effect upon your life. Characters with a high LUC rating find that they have a better chance at everything they attempt to do. Conversely, those with a low LUC rating find that things don't always work out their way.



Equipment

Your list of equipment will go here.

Right clicking a piece of equipment will give you info on that particular piece.

Left clicking an item will equip it, if possible.

Equipped items will be displayed in yellow.

Equipable items will be displayed in tan.

Unequipable items will be displayed in red.

Unidentified magical items will be displayed in cyan.

Unidentified magical items that are equipped will be displayed in bright cyan.

The arrows will scroll through your equipment. You may carry up to 40 items.

Drop: Drop will drop a highlighted item from the inventory

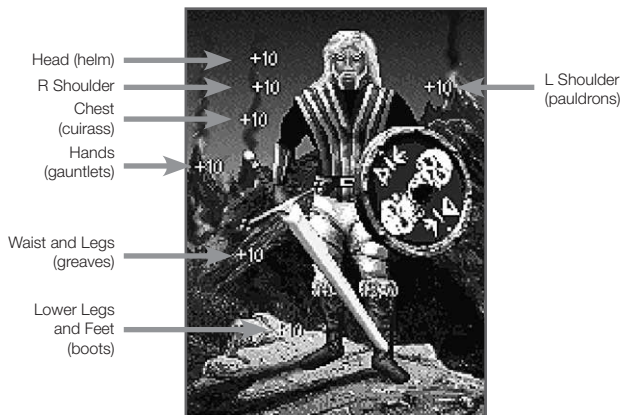
Spellbook: Spellbook will list spells in the equipment area. Clicking a spell will allow you to see its effects.

Exit: Exit goes to page 1 of the character sheet

Armor Ratings

On this character sheet you will see numbers printed next to your body. These numbers represent your level of protection on various parts of your body. Armor ratings range from +10 (unprotected) down through 0, to negative numbers which represent better and better protection. Basically, the lower your AR is, the better protected you are. Therefore a character with +10 rating is less protected than a character with +3 rating, and a character with a -4 rating is better protected than either of the above.

The numbers on your figure are positioned to represent various parts of your body. They are arranged as follows, from top downward (we have put the armor piece that protects this area in parenthesis):



The Races

Here is a brief description of each of the races, their strengths, and their suitability to a particular art:

Nords:

Nords hail from the province of Skyrim. They are a tall and fair-skinned people who are strong, willful, and hardy. It is rumored that growing in their arctic environment has inured them to its effects, for they seem to shrug off all but the coldest of attacks. Nords take half damage from Cold-based attacks, and on a successful saving throw take no damage. They are excellent in all arts concerning the blade and shield.

Khajiit:

Khajiit hail from the province of Elsweyr. They are a fair-skinned people who are extremely hardy, intelligent, and agile. Legend has it that they descended from an intelligent feline race, for they still retain a strange cast to their features. Many Khajiit have taken to painting their faces to more resemble their distant cousins, the predatory cats that hunt the great desert. Khajiit are expert climbers, able to scale chasm wall sides with speed unmatched by any other race. They are adept at all arts involving thieving and sleight of hand.

Redguards:

Redguards hail from the province of Hammerfell. They are a stocky, powerful race that are known to be extremely hardy and quick. Legend has it that the Redguard are innately more proficient at weapons than any other race. Redguards receive their (level / 3) as a bonus to hit and damage with any melee weapon (ie...excluding bows). They are excellent in all arts concerning the blade and shield.

Bretons:

Bretons hail from the province of High Rock. They are a tall, dark-haired people. Bretons are a highly intelligent and willful people, and have an outgoing personality. It is said that Bretons are weaned on magic, for it seems to suffuse their very being. As a result, Bretons take half damage from any Magic-based attacks, and no damage on a successful save. They are excellent in all the arcane arts.

Argonians:

Argonians hail from the province of Black Marsh. They are a highly evolved race of

reptilians, at home in any marsh-like environment from which they hail. They are known for their intelligence, agility, and speed. Because of their reptilian nature, Argonians do not tire easily while swimming, and seldom drown. They can also swim faster than any other race. They are adept at any art involving the arcane, or involving thievery and sleight of hand.

Wood Elves:

Wood Elves hail from the province of Valenwood. They are a people of the forests, matching their features to all that is found growing in the green woods of their homeland. They are known to be extremely agile and quick. Wood Elves receive their (level / 3) as a bonus to hit and damage with any bow weapon. They are well-suited towards any class, although their nimbleness serves them best in any art involving thievery.

High Elves:

High Elves hail from the island province of Summerset. They are a tall, golden-skinned people with almond-shaped eyes. High Elves are extremely intelligent, agile, and willful. High Elves seem drawn to magic as a moth is to flame. They have a natural affinity to its use, and often make quite formidable wizards. High Elves are naturally immune to paralyzation. They are adept at any art involving the arcane.

Dark Elves:

Dark Elves hail from the province of Morrowind. They are a tall, dark-skinned people with red, glowing eyes. They are known to be extremely strong and intelligent, and very quick. Dark Elves seem innately attuned to weaving magic with weapons. Dark Elves receive their (level / 4) as a bonus to hit and damage with any melee or ranged weapon. They are adept in any art involving the blade and shield combined with the arcane arts.

Character Class Descriptions

Thief Classes

Although all thieves and thief sub-classes have the ability to pick locks, pick pockets, and steal items, various classes have certain advantages or disadvantages in these areas. The governing statistics for all thief classes are Agility and Intelligence. A high Speed rating is also very desirable.

Thieves

Quick, agile, cunning, Thieves use agility and speed to steal for a living. They are useful in combat to surprise the enemy, scout, or try for critical hits. Thieves have a chance per level of experience to score a critical

hit when attacking an opponent. A critical hit is defined as 3x the damage the weapon normally does. Thieves are the fastest to rise in experience levels. They start with 25 health points plus a d10 in health. Thieves have the ability to pick locks and pockets. This ability increases as the Thief increases in levels.

Weapons: Dagger, Shortsword, Broadsword, Saber, War

Axe, Short Bow

Armor: Leather only

Shield: Buckler only

Starting Health: 25 + d10

Burglars

Burglars are adept at picking locks and infiltrating different areas. They do this better than any other class, honing their skills to be able to find ways into areas thought inaccessible. They are very useful when exploring new dungeons, palaces, or other areas where others may be stopped by locked doors and/or chests. Because of the delicate nature of their

work, they are restricted in the armor they may wear and the weapons they may carry. They may not use shields. Burglars also receive a chance per level to score a critical strike (3x damage) when attacking an opponent, though they are not as adept at this as Thieves.

- Weapons: Dagger, Short Sword, Tanto, Short Bow
- Armor: Leather only
- Shields: None
- Starting Health: 25 + d8

Assassins

Assassins are the dark hand of the night, their skills honed to the killing of others. They are very adept at this, able to find weak points or critical areas to strike, often felling opponents much more powerful than themselves. Assassins have the greatest chance per level to score a critical hit (3x damage) when attacking. Because of their training, Assassins have a wide variety of weapons from which to pick, but because of their need for stealth, they are not allowed to wear armor greater than leather or allowed to use shields.

- Weapons: Any
- Armor: Leather only
- Shield: None
- Starting Health: 25 + d12

Rogues

Rogues are thieves who have also trained in using arms and armor. They have combined the agile and cunning of their brethren with the skill of arms found in warriors. This makes them formidable and versatile. They are comparable in combat to the warrior class, but still retain the ability to pick locks and pockets. Rogues may wear up to chain armor and use any weapon or shield, with the exception of the Tower Shield. Rogues have a slight chance per level to critical strike an opponent (3x damage).

- Weapons: Any
- Armor: Any Leather or Chain only
- Shield: Any except for Tower.
- Starting Health: 25 + d14

Acrobats

Acrobats are thieves who have honed their physical skills in agility and balance to such a degree that they are almost supernaturally adept at scaling walls, running, jumping, and tumbling. They retain the ability to score a critical hit. They also have the ability to leap great distances and climb walls more securely and faster than the average thief. They are, in general, the fastest characters on foot. Further, because of their nimbleness, Acrobats deduct a certain percentage from their opponent's base chance to hit when engaged in combat with them. This makes them difficult foes to hit, and dangerous adversaries. Because of their need for agility and speed, Acrobats use only leather armor, but never shields, and have a reasonable selection of weapons.

- Weapons: Dagger, Shortsword, Broadsword, Tanto, Shortbow
- Armor: Leather only
- Shield: None
- Starting Health: 25 + d8

Bards

Bards are the proverbial 'Jack of all Trades'. They are able to perform many tasks, including but not limited to: critical strikes, weapons skill, picking locks/pockets, and magic. They are a very versatile class, able to take up slack in almost any situation. Bards receive an amount equal to their INT in spell points. They have a wide selection of weapons, may wear armor up to chain, and use any shield except the Tower Shield. A Bard's critical strike capability is useful when cornered by stronger opponents, though their chance to score is not as great as Thieves and the others in this subclass.

- Weapons: Dagger, Shortsword, Broadsword, Saber, Mace, War Axe, Shortbow
- Armor: Any Leather or Chain only
- Shield: Any except Tower Shield
- Starting Health: 25 + d10

Warrior Classes

Warriors and their subclasses are the strong arm of the Empire. They are versatile and useful in most situations, since there is no question that any problem can be solved with a sword. Unless otherwise specified, Warriors and their subclasses cannot ever cast spells. The governing statistics for warriors and their subclasses are Strength and Endurance. A high Agility is also desirable, since this directly affects their Armor Rating.

Warriors

Warriors are the basic stock of the world of Tamriel. They are a versatile character, able to employ their skill at arms in almost any situation. They may use any weapon, armor, or shield. With the exception of Knights and Rangers, Warriors are the only other class able to wear plate armor. This fact is important, for only plate armor is strong enough to be enchanted. Therefore, only Warriors, Knights and Rangers may wear enchanted armor. Warriors are the second fastest to rise in experience, Thieves being the fastest. At high levels this, along with the use of magical equipment, puts them in equal standing with Mages and their ilk.

- Weapon: Any
- Armor: Any
- Shield: Any
- Starting Health: 25 + d20

Knights

Knights are the fighters of the noble class. They are well schooled in the ways of chivalry and conduct themselves with honor and dignity. Knights may use any weapon, wear any armor except for leather, and use any shields. In addition, because of a Knight's innate strength of character, he or she is immune to paralyzation, whether they be carried by spells or poison. They also have the ability to repair damaged weapons or armor. This ability is done automatically to any weapons or armor in their inventory. Knights and the other Warrior subclasses do not rise in experience as quickly as a Warrior.

- Weapons: Any
- Armor: Not Leather
- Shields: Any
- Starting Health: 25 + d18

Rangers

Rangers are woodsmen and hunters, adept at tracking, survival, and pathfinding. Rangers may wear any armor up to and including plate armor, and use any weapon. Rangers because of their skills at tracking and survival automatically decrease their traveling time between cities. In addition, Rangers do extra damage equivalent to their level to their opponents.

- Weapons: Any
- Armor: Any
- Shields: Any except Tower
- Starting Health: 25 + d18

Archers

Archers are the marksmen of the Empire, adept at using any missile weapon during melee. They may wear any armor up to and including chain, and use any weapon. They may not use shields. Archers have a chance of causing a critical strike upon a target per experience

level when using any missile weapon (longbow or shortbow). A critical strike equals 3x the normal damage caused for the weapon used.

Weapons: Any

Armor: Any Leather or Chain only

Shields: None

Starting Health: 25 + d16

Monks

Monks use the discipline of their mind to hone their bodies into lethal killing machines. Monks may not wear armor or use shields, but may use any weapon they prefer. Monks have a chance per level of experience to deliver a critical strike (3x damage) when engaged with an opponent. They do not have this ability with missile weapons. Further, Monks deduct from their opponents base chance to hit for each level of experience they have attained. Because of their mental discipline, Monks can actually reduce the amount of damage they would normally take. If they successfully save versus a spell, it will result in no damage, as opposed to the normal result of taking half damage.

Weapons: Any

Armor: None

Shields: None

Starting Health: 25 + d14

Barbarians

Barbarians are warriors who have learned to fight in order to survive the harsh life of their homeland. Barbarians may wear armor up to and including Chain, and may use any weapon or shield. Barbarians begin with the most hit points of any character class. Because of their hardy upbringing, Barbarians have a natural immunity to poison. Barbarians, because of their incredible physique, heal additional health points based upon their endurance.

Weapons: Any

Armor: Up to Chain

Shield: Any

Starting Health: 25 + d30

Mage Classes

Wizards and their subclasses use and manipulate the essence of magic. They are, at high levels, some of the most powerful characters available to play, mainly because of the wide variety of spells they can employ. Wizards and their subclasses use Intelligence and Willpower as their governing statistics.

Mages

Mages are born and bred for manipulating magic. They may not wear armor or use shields. They may however use a limited assortment of weapons. They depend upon spells for offensive and defensive power.

Mages have 2x their INT in spell points.

Weapons: Dagger, Staff

Armor: None

Shield: Buckler only

Starting Health: 25 + d6

Sorcerers

Sorcerers are a strange breed of magic users. They are those born with the potential of casting spells, but with no power to generate spell points internally. This does not make them any less powerful; in fact Sorcerers have the potential to be the most powerful of all the Mage classes. This is because of the unique way in which they manipulate magic.

Sorcerers are in essence, magical 'batteries'. They absorb spell points from spells that are targeted at them. Sorcerers may absorb up to 3x their INT in spell points. If a spell is absorbed, the Sorcerer takes no damage, but instead adds the spell's total power points, divided by the Sorcerer's level, to his/her own spell points. These points are permanent until used. If a Sorcerer fails to absorb a directed spell, they take the normal effects, whatever they may be. Sorcerers do not regenerate spell points and they do not absorb points from their own spells. If a Sorcerer has absorbed spell points to his/her maximum, he/she will be unable to absorb more spells, and will take damage from spells just as any other character. Regardless of these restrictions they have the ability to cast more powerful spells because when they are fully 'charged', they have more spell points than any other Mage class. They can therefore cast more powerful spells at lower levels, provided that the spell is in their spellbook. Sorcerers have a wide selection of weapons and armor, but cannot use shields. Without a charge of spell points, they would quickly succumb to attacks if they did not practice defending themselves.

Weapons: Any

Armor: Any up to Chain

Shield: None

Starting Health: 25 + d6

Healers

Healers are mages dedicated to treating injuries and helping those in need. Their powers tend to be powerful in a defensive nature, and weak in an offensive nature. Healers have an increased base healing rate. Certain defensive spell effects in the Spellmaker are cheaper for a healer to purchase. Healers have 1.75x their INT in spell points.

Weapons: Dagger, Staff, Mace, Flail

Armor: Any Leather or Chain only

Shield: Any up to Round

Starting Health: 25 + d8

Battle Mages

Battle Mages are mages trained and bred to manipulate the essence of magic in battle. They are highly skilled at delivering offensive spells at their targets. They have 1.75x their INT in spell points. Certain offensive spell effects in the Spellmaker are cheaper for a Battle Mage to purchase. In combat, a trained Battle Mage has few equals.

Weapons: Any

Armor: Leather only

Shield: Any up to Round

Starting Health: 25 + d10

Spellswords

Spellswords are those few mages who have found that they have a unique ability cast spells while in armor or using weapons. They are warrior-mages, dedicating their lives to learning not only the arts of war, but the ethereal ways of power. They may use any weapon, almost any armor, and any shield except for the tower shield. Spellswords, because of their dedication to learning both arts, receive only 1.5x their INT in spell points. This is more than made up for by their versatility in combat and their increased starting hit points.

Weapons: Any

Armor: Any Leather or Chain only

Shield: Any except for Tower Shield.

Starting Health: 25 + d12

Nightblades

Nightblades are those mages who have perfected their arts to help in activities involving infiltration, spying, and stealth. They are much like thieves, creatures of the night, able

to use their considerable powers to help them in their nocturnal activities. In combat, Nightblades receive a chance per level of scoring a critical hit (3x damage). Nightblades can pick locks about as well as Rogues. They also receive 1.5x their INT in starting spell points.

Weapons: Dagger, Staff, Short Bow, Short Sword, Saber.

Armor: Leather only

Shield: Buckler only

Starting Health: 25 + d8



Character Starting Equipment



Warriors and Subclasses	Thieves and Subclasses	Mages and Subclasses
Broadsword	Shortsword	Dagger
Clothes	Clothes	Clothes
50 - 200 gps	50 - 200 gps	50 - 200 gps

Experience Tables

As you adventure in the land, you will gain experience. At certain times when enough experience is gained, you will also gain a level. Gaining a level results in stat increases, health increases, and improved abilities. Just for a guide, we have included the experience necessary for each level.

Level	Thieves	Thief Subclasses	Warriors	Warrior Subclasses	Mages	Mage Subclasses
1	0	0	0	0	0	0
2	800	1,000	900	1,100	1,000	1,200
3	1,500	1,875	1,687	2,062	1,875	2,250
4	2,812	3,515	3,164	3,867	3,515	4,218
5	5,273	6,591	5,932	7,250	6,591	7,910
6	9,887	12,359	11,123	13,595	12,359	14,831
7	18,539	23,174	20,856	25,491	23,174	27,809
8	34,761	43,451	39,106	47,796	43,451	52,142
9	65,177	81,472	73,324	89,617	81,472	97,766
10	122,208	152,760	137,484	168,032	152,760	183,312
11*	*For each level after 10th, multiply the experience points by 1.5. For example, a Thief will need (122,208 x 1.5) or 183,312 experience points for 11th level.					

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