

**EMPIRE OF THE PETAL THRONE:
TALISLANTA CHRONICLES MODIFICATION (1st ed., Bard Games, 1987, Sechi, et al)
Talislanta Chronicles gaming system used without permission
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1. Choose Character Type. Write down information provided. Determine physical characteristics (height, weight, age, sex, etc.). Determine something about the background of the character (i.e. where he/she/it is from, prior adventures, etc.).
2. Roll or Choose background. Consult with referee first. Determine Social Rating (1-10).
3. Choose 3 Background Skills from the appropriate categories, plus appropriate Customs and Language Skills.
4. Characters may speak 2 languages, plus 1 language for each +1 Int.
5. Modify Character Type as follows:
 - a. Increase any attribute or attributes by 3 points
 - b. Decrease any attribute by 1 point
 - c. Choose one additional skill (with the exception of Primary or Secondary Combat or any Magic Skill). Individuals with Intelligence of -4 or less cannot learn new skills
 - d. Choose bonus skills (4 +/- 1 per +/- Int point)
6. Determine:
 - a. Combat Rating
 - b. Magic Rating
 - c. Skill Ratings
 - d. Attribute Ratings
 - e. Damage Rating is +/- 1 per +/- Str point
 - f. Healing Rate is 2hp/day +/- 1 per +/- Con point
 - g. Hit Points – Add +/- 1 per +/- Con point
7. If character is a spell caster, review spell list and choose spells.
8. Name character and discuss details with referee.

THE ACTION TABLE

Die Roll (D20 +/- modifiers)	Combat	Magic	Skill/Attribute
0 or less	Mishap	Mishap	Mishap
1-5	Miss	Spell Failure	Failure
6-10	½ damage	Spell cast	Success
11-20	Full damage	Spell cast	Success
21+	Damage + Intent	Superior Spell	Success plus

BACKGROUND

Die Roll (or choose with Referee permission)	Result and Sample Background Skills
01-45	Noble
46-70	Medium
71-85	Low
86-100	Very Low or Nakome

BACKGROUND (Continued)

The character's rank in society is determined by background and compared to the following chart.

Representative Group	Social Level (+/- 2)
Imperial	13+
Nobility, High Clergy, High Diplomat, Ambassador	10+
Magistrate, Litigator, High Military, Alien Ambassador, Barbarian King	9
Scholar, Middle Clergy, Middle Diplomat, Caravan Master, Sea Captain, High Cartographer, High Courtesan	8
Engineer, Soldier, Physician, Low Cartographer	7
Artisan, Artificer, Performer, Craftsman, Animal Trainer, Gladiatorial Manager	6
Merchant, Slaver, Middle Clergy, Middle Diplomat, Village Headman	5
Mercenary, Laborer, Free Peasant, Lowest Clergy	4
Assassin, Serf, Money Lender, Hunter, Barbarian Chieftain	3
Beggar, Thief, Fortune Teller, Street Vender, Slave Catcher, Bounty Hunter	2
Slave, Alien Foreigner	1
Nakome	0

Note: In appropriate settings, any skill roll can default to Social Level. This represents connections, favors, inducements, champions, bodyguards, advisors, etc. being present and available to a character. Rank has definite advantages.

SKILL CATEGORIES

Common	Performing Arts	Trades/Crafts	Scholar
Culture (by society)	Acrobatics	Administrator (type)	Ancient Devices
Additional Language	Art (type)	Agriculturalist	Ancient Language (society)
Agriculture	Composition (type)	Armorer (type)	Ancient Lore
Animal Husbandry	Dance (type)	Artificer (type)	Astrology
Barter	Disguise	Artisan (type)	High Cartography
Cart Driver	Epics (era or type)	Beast Trainer	History (by era or society)
Etiquette (by society)	Legerdemain	Brewer/Vintner	Cryptography
Haggling	Musician (type)	Caravan Master	Diplomacy
Hunting/Fishing	Oratory	Engineer	Geography
Identify Flora & Fauna	Poetry (type)	Healer	Horticulture (type)
Literacy	Sideshow Art (type)	Laborer	Linguistics
Signaling	Singing	Litigant	Metaphysical Doctrines (type)
Streetwise		Low Cartography	Nonhumans
Wilderness		Merchant	Underworld
		Navigator (type)	
		Pilot/Driver (type)	
		Weaponsmith (type)	
Wilderness	Low	Combat	Magical
Ambush	Appraise (type)	Command	Primary Magic
Beast Lore	Bribe	Primary Combat	Secondary Magic
Camouflage	Coerce	Secondary Combat	Magical Training
Evasion	Con	Combat Training	Alchemical Operations
Herb Lore	Counterfeit	Strategist	Alchemical Training
Hunting	Forgery	Weaponless combat	Concoct Elixirs
Mountaineering	Gambling	(defensive)	Concoct Medicines
Scout	Hide	Weaponless combat	Concoct Poisons
Snares	Interrogate	(offensive)	Concoct Potions
Stalking	Lip-Reading (by language)		Concoct Powders
Tracking	Lock Picking		Construct Automaton
	Pick Pocket		Create Amulets
	Seduce	Special	Create Beings
	Stealth	Assassination	Cult Rituals
	Swipe		Enchant Items
	Tail		Inscribe Spells
	Torture		Magical Operations
	Trap		Primitive Magical Talent
	Waylay		Thaumaturgy

What Skills Mean

Primary - +1 added each level of ability

Secondary - +1 added every second level of ability

Training - +1 added every fourth level of ability

Primary Combat – Proficient in 3 weapons +1/level; +1 attack/5 levels

Secondary Combat – Proficient in 2 weapons +1 per 2 levels; +1 attack/7 levels

Combat Training – Proficient in 1 weapon.

Magical Rank:

Level	Title/Rank/Circle/etc.
0	Apprentice, Initiate
1-6	1-6 th Circles (Noviate); can also mean Universal Spells only
7-12	7-12 th Circles (Adept); can also mean Universal and Generic Spells only
13+	13 th + Circles (Lord Adept); can also mean Universal, Generic and Temple Spells
Primary Magic	Cast 2 spells/day +1/level; Can learn Psychic and Ritual Spells (# of spells = skill level X 3; level of spells possible = skill level)
Secondary Magic	Cast 2 spells/day +1 per 2 levels; Can learn Psychic or Ritual Spells (# of spells = skill level; level of spells possible = skill level)
Magical Training	No spells known, but can use magical scrolls; can learn individual spells with experience points

To learn Temple Spells, the following Temple spells must be learned first:

- Demonology
- Inscription (Temple Level)
- The Muniments of Excellence
- Revivification

Spells may be countered by equivalent Counterspells. This is similar to Vallation.

Magic and Spells Reference Chart

This chart gives rough approximations of the types of spells available in The Talislanta Chronicles (1st edition) versus those present in Gardasiyal.

The exact spells known to a spell caster should be determined by the player and referee.

Secondary Magic	Minor Enchantments	EPT Equivalent
	Charm <ul style="list-style-type: none"> Fascination/Ennui Passion/Abjuration Rejuvenescence Enfeeblement Spellbind 	Terrorization (P)U Control of Self (P) U Healing (R) U. G Artfulness (P)G Empowering (R) G Nimbleness (P) G Sagacity (R) G Alleviation (R) U, G Favoring (R) U, G Acceleration (P)G Benefaction (R) G Intrepidity (P) G Prorogation (P) G
	Cantrip <ul style="list-style-type: none"> False Dweomer Magick Safekeep Weird 	Adornment (R)G Excellence (P) G Stealth (P) G Enchantment and Debilitation (R) G Guarding (R) G
	Hex <ul style="list-style-type: none"> Bewitch Jinx Malediction Obsession 	Execration (R) U Soporiferousness (R) U Domination (P) U, G Derangement (P) G Pestilence (R) G
Primary Magic	Basic Spells	
	Conjuration	The Web of Kriyag, Lover of Spiders (R) U The Blade of Inexorable Dissection (R) G Tranquilisation (R) G Doomkill (R) G Vapor of Death (r) G
	Divination	Ascertainment (P) U, G Comprehension (P) G Elicitation (P) U Far-Seeing (R) G
	Illusion	Phantasms (R) U. G Semblances (P) G
	Influence	Domination (P) U, G Zoic Domination (R) U, G
	Levitation	Robustness (R) U Aeriality (P)G Translocation (P) U
	Metamorphosis	No clear equivalent
	Radiance	Light and Darkness (R) U, G
	Revelment	Perception of the Energies (R) U, G Elicitation (P) G
	Spell of Eldritch Power Spell of Elemental Power Spell of Mystic Power	The Seal Upon the Powers (R) U The Sphere of Impermeable Quiescence (P) U Warding (R) U, G The Blessing of the Planes (R) G Desiccation (R) G The Hands of Kra the Mighty (P) G The Missiles of Metallja (P) G Radiant Gaze (R) G The Silver Halo of Soul Stealing (R) G The Speculum of Retribution (R) G Vallation (R) G The Muniments of Excellence (R) T
	Spell of Summoning	Demonology (R) T
	Symbol of Power	

	No clear equivalent	Disenchantment (R) U Invisibility (R) U Transportation (R) U Reanimation (R) G Revivification (R) T	Inscription (R) U, G, T Nutrification (R) U, G Necromantic Domination (R) G Visitations of the Other Planes (R) G
	No clear equivalents	Temple Spells (by Deity and Cohort)	

HUMAN CHARACTERS

Aridani Warrior
Attributes Str+2, Dex+2, Con+3, Cha+1
Base HP: 14
Notes: Must be a woman
Skills: Primary Combat; Scout or Healer; Armorer, Weaponsmith, or Engineer; Strategist or Command; 2 Common or Low
Equipment/Possessions: Chlen Hide Armor, Choice of 2 Weapons, Boots, Tunic, Kilt, Cloak, personal effects
Wealth: D20X10 Kaitars

Assassin
Attributes Int+1, Per+2, Dex+2, SPD+1
Base HP: 12
Notes: Must be member of Assassin Clan
Skills: Secondary Combat, Assassination, Stealth, Hide, Tailing, Lock Picking, Concoct Poisons, Interrogate
Equipment/Possessions: Working clothes, light armor, pouch with 1D4 vials of poison, choice of 2 weapons, personal effects
Wealth: D20X10 Kaitars

Mercenary Warrior
Attributes Str+3, Dex+1, Con+3
Base HP: 14
Special Abilities: Foreigner
Skills: Secondary Combat, Gambling; Assassin, Armorer, or Weaponsmith; any 4 Wilderness or Low skills
Equipment/Possessions: Choice of 2 weapons, Chlen-hide shield, backpack, bedroll, strange clothing, personal effects
Wealth: D10X10 Kaitars

Merchant
Attributes Int+3, Wil+2, Cha+2
Base HP: 12
Notes: None
Skills: Secondary Combat, Merchant, Appraise; Caravan Master or Ship's Captain; 1 Additional Language or Low Cartography, Geography
Equipment/Possessions: Rich clothes, choice of 1 weapon, Ledge, book, money boxes, trade goods, personal effects
Wealth: D20X30 Kaitars

Priest, Tlokirigaluyal
Attributes Int+3, Wil+3, Chr+1
Base HP: 12
Notes: Serves a God or Cohort of Change; Special Abilities granted by Level
Skills: Cult Rituals, Metaphysical Doctrines, Religious History, and one selection from the following Sorcerer Priest: Secondary Magic and Inscribe Spells Warrior Priest: Secondary Combat and 2 combat or low skills Administrative Priest: Administrator and 2 trade or common skills Scholar Priest: Magical Training and 2 Scholar skills Other: 4 Scholar or Trade/Craft, or Performing Skills
Equipment/Possessions: Modest clothes, priestly vestments and cerements, shoulder pouch, pen, ink, paper, religious symbols, prayer books or scrolls, leather spell book (if applicable) or 2 weapons (if applicable), personal effects
Wealth: D10X6 Kaitars

Priest, Tlomitlanyal
Attributes Int+3, Wil+3, Chr+1
Base HP: 12
Notes: Serves a God or Cohort of Change; Special Abilities granted by level
Skills: Cult Rituals, Metaphysical Doctrines, Religious History, and one selection from the following Sorcerer Priest: Secondary Magic and Inscribe Spells Warrior Priest: Secondary Combat and 2 combat or low skills Administrative Priest: Administrator and 2 trade or common skills Scholar Priest: Magical Training and 2 Scholar skills Other: 4 Scholar or Trade/Craft, or Performing Skills
Equipment/Possessions: Modest clothes, priestly vestments and cerements, shoulder pouch, pen, ink, paper, religious symbols, prayer books or scrolls, leather spell book (if applicable) or 2 weapons (if applicable), personal effects
Wealth: D10X6 Kaitars

Ranger/Outlander/Military Scout
Attributes Str+1, Dex+2, Con+1, Per+1
Base HP: 14
Notes: Not urban
Skills: Primary Combat, Tacking, Scout, 3 other Wilderness skills, 1 Trade/Craft skill
Equipment/Possessions: Chlen-hide armor, Choice of 3 weapons, survival gear, sturdy rustic clothes, personal effects
Wealth: D10X4 Kaitars

Rouge/Footpad/Cutpurse/Fence
Attributes Int+1, Dex+4, Spd+1, Per+1
Base HP: 12
Notes: Most crimes are punishable by death or slavery
Skills: Secondary Combat, Legerdemain, Any 5 Low Skills, 1 Trade/Craft skill (Cover)
Equipment/Possessions: Clothes, tools of the trade, choice of 1 weapon, personal effects
Wealth: D10X25 Kaitars

Soldier
Attributes Str+3, Dex+2, Con+3
Base HP: 14
Notes: Usually attached to a Legion or Temple
Skills: Primary Combat, Weaponless Combat (offensive and defensive); weaponsmith, armorer, or engineer; 2 additional skills of choice (non-magic)
Equipment/Possessions: Chlen-hide armor, shield, choice of 3 weapons, nice clothes, parade uniform, field gear, personal effects
Wealth: D10X15 Kaitars

Barbarian/Tribal Warrior
Attributes Int-1, Str+3, Con+4
Base HP: 14
Notes: Foreigner; no status in the Five Empires
Skills: Secondary Combat, Tracking, Stalking, Scout, Camouflage, 3 other Wilderness Skills, 2 Trade/Craft or Low skills
Equipment/Possessions: Strange and savage clothes, Chlen-hide shield, choice of 3 weapons, field gear, personal effects
Wealth: D20x4 Kaitars in trade goods

Sorcerer/Wizard
Attributes Int+3, Wil+3
Base HP: 12
Special Abilities: Gained by level; usually associated with a temple of Change or Stability
Skills: Primary Magic, 3 other Magic skills, 3 Scholar skills and/or Trade/Craft skills, Inscribe Spells, Metaphysical Doctrines,
Equipment/Possessions: Ritual vestments, spell books, pens, paper, inks, spell components, personal effects
Wealth: D20X25 Kaitars

Noble Dilettante
Attributes Str-1, Int+1, Wil+2, Chr+2
Base HP: 12
Notes: No particular profession; idle, indolent and jaded rich
Skills: Etiquette (Noble and Imperial), 10 skills from Common, Performing, Low and Scholar; Combat Training
Equipment/Possessions: Rich clothes, servants, slaves, palanquin, personal effects
Wealth: 1D10X100 Kaitars

Noble Freebooter/Adventurer
Attributes Str+2, Dex+2, Con+3, Cha+1
Base HP: 14
Notes: None
Skills: Primary Combat; Scout or Healer; Armorer, Weaponsmith, or Engineer; Strategist or Command, 2 Common or Low
Equipment/Possessions: Chlen Hide Armor, Choice of 2 Weapons, Boots, Tunic, Kilt, Cloak, personal effects
Wealth: D20X10 Kaitars

Milumanayani Tribesman
Attributes Con+4, Wil+1, Chr-1
Base HP: 14
Notes: Nomadic desert tribesmen from the Milumanaya, the Desert of Sighs
Skills: Secondary Combat, Wilderness Survival, 5 Wilderness, Common, Low, or Trade/Craft Skills
Equipment/Possessions: Choice of 2 weapons, leather desert cloak, personal/tribal items
Wealth: None of note

Salarvyani Merchant
Attributes Int+3, Wil+2, Cha+2
Base HP: 12
Notes: None
Skills: Assassinate, Merchant, Appraise goods and slaves; Caravan Master or Ship's Captain; 1 Additional Language or Low Cartography, Combat Training, Geography
Equipment/Possessions: Rich clothes, choice of 1 weapon, Ledge, book, money boxes, trade goods, personal effects
Wealth: D20X30 Kaitars

Yan Koryani Warrior
Attributes Str+3, Dex+2, Con+3
Base HP: 14
Notes: Foreigner from Yan Kor or an allied state, tribe or clan; usually attached to a legion
Skills: Primary Combat, Wilderness Survival, 5 Wilderness, Low, Trades/Craft, Perform or Common Skills. 1 Language
Equipment/Possessions: Chlen-hide armor, shield, choice of 3 weapons, field gear, foreign clothing, personal effects
Wealth: 1D10X10 Kaitars (mostly in foreign currency)

Tomb Robber
Attributes Int+1, Dex+2, Con+2, Spd+1, Per+1
Base HP: 14
Special Abilities: Most crimes are punishable by death or slavery
Skills: Secondary Combat, Cryptography, Underworld, 1 Scholar skill, 3 Low skills
Equipment/Possessions: Sturdy clothes, choice of 2 weapons, hooded lantern and oil, loot bags, personal effects
Wealth: 1D20X15 Kaitars

Scholar/Tutor
Attributes Str-1, Dex-1, Int+4, Wil+3
Base HP: 12
Notes: None
Skills: Any 6 Scholar skills, any 6 Common, Low, or Performance skills
Equipment/Possessions: Nice clothes, reference books and scrolls, pens, inks, papers, personal effects
Wealth: 1D20X100 Kaitars

Slave
Attributes Con+3, Dex+2
Base HP: 12
Notes: Owned, Social 0
Skills: Any 10 skills (non-Combat, non-Magic)
Equipment/Possessions: whatever they are given
Wealth: None

N'Luss Barbarian
Attributes Str+4, Dex+1, Con+3, Wil-2
Base HP: 18
Notes: From N'luss tribal lands; nearly 7 to 8' tall
Skills: Primary Combat, Mountaineering, 3 other wilderness skills, 1 Trade/Craftsman or Performing skill. 2 Common or Low
Equipment/Possessions: N'luss two-handed weapon, 2 other weapons, Chlen-hide armor, furry clothes, personal effects
Wealth: 1D10X8 Kaitars

Peasant
Attributes Con+2, Per+1
Base HP: 12
Notes: None
Skills: Combat Training, 2 Trade/Craftsman skills, choose 4 non-Combat and non-Magic skills
Equipment/Possessions: clothes, tools, personal effects
Wealth: 1D6 Kaitars equivalent

Administrator
Attributes Str-2, Dex-1, Wil+2, Chr+4
Base HP: 12
Notes: None
Skills: Administration, 2 Scholar Skills, 6 other non-Combat and non-Magic skills
Equipment/Possessions: Fine clothes, palanquin and slaves, personal effects
Wealth: 1D10X20 Kaitars

NONHUMAN CHARACTERS

Heheganu, Hehecharu, Swamp Folk, and Pachi Lei – Treat as Human of equivalent class
Pachi Lei Special Abilities: Aee in the dark, 50% to detect ambush, secret doors and physical dangers within 3m
Swamp Folk Special Abilities Detect sloping passages, traps, and dimensional Nexus points; No Magic Skills

Pe Choi
Priest: Str-1, Dex+1, Spd+1, Int+3, Wil+3, Per+3
Warrior/Mercenary/Soldier: Str+2, Dex+3, Con+3, Spd+1, Per+3
Wizard: Str-1, Dex+2, Int+3, Wil+3, Per+3
Base HP: 12
Special Abilities: Acute hearing and vision, Detect secret doors and passages, "ESP"; see various EPT publications
Skills: Per human profession
Equipment: Per human profession
Wealth: Per human profession

Pygmy Folk/Nininyal Scholar
Attributes Str-1, Int+3, Per+3
Base HP: 10
Special Abilities: Acute Hearing, Night Vision, senses are better than a Pe Choi's - See other EPT publications
Skills: Secondary Magic and Inscribe Spells; or Alchemical Operations; any 3 scholar and/or trade/craft skills; Merchant, Combat Training, 2 Low skills
Equipment/Possessions: 1 weapon, traveling gear, books and scrolls, pen, ink, papers, personal effects
Wealth: D20X10 Kaitars

Pygmy Folk/Nininyal Wizard
Attributes Str-1, Per+2, Int+2, Wil+2
Base HP: 10
Special Abilities: Acute Hearing, Night Vision, senses are better than a Pe Choi's - See other EPT publications
Skills: Primary Magic or Cult Rituals; 2 other Magic Skills; Combat Training, Inscribe Spells, 2 Scholar skills, 2 Low skills
Equipment/Possessions: 1 weapon, traveling gear, books and scrolls, pen, ink, papers, personal effects
Wealth: D20X10 Kaitars

Pe Choi Speaker
Attributes Str-1, Dex+1, Per+3, Int+1, Chr+3
Base HP: 12
Special Abilities: Acute Hearing, Night Vision, senses are better than a Pe Choi's - See other EPT publications
Skills: Linguistics, Diplomacy, Healer, Oratory, Combat Training, Etiquette (multipurpose), 2 non-Combat/Magic skills
Equipment/Possessions: Traveling gear, personal effects
Wealth: 1D6X6 Kaitars

Swamp Folk Warrior
Attributes Str+3, Con+3, Per+1, Int-2, Chr-1
Base HP: 14
Special Abilities: Detect sloping passages, traps, and dimensional Nexus points
Skills: Primary Combat, 2 Wilderness skills; Snares, Herb Lore; Navigator or Merchant, 1 Low and 1 Trade/Craft skill
Equipment/Possessions: Choice of 3 weapons, personal effects, professional goods as applicable, personal effects
Wealth: 1D6X10 Kaitars (usually in Mu'ugalavyani coins)

Tinaliya Warrior-Scholar
Attributes Dex+2, Int+1, Wil+2, Str-2
Base HP: 12
Special Abilities:
Skills: Secondary Magic, Inscribe Spells, Secondary Combat, 3 Scholar Skills and/or Trades/Crafts
Equipment/Possessions: 2 weapons, 1D4 jars of poison, spell book, pen, inks, paper, traveling gear, personal effects
Wealth: 1D10X10 Kaitars (usually in Livyanu coins)

Ahoggya Warrior
Attributes Str+5, Con+4, Dex-1, Int-1, Chr-1
Base HP: 18
Special Abilities: Cannot cast spells; 1 in 10 is Psychic Dampener, gruff and crude
Skills: Primary Combat, Scout or Sea Captain, Any 5 non-Combat skills (including Non-Spellcasting Magic)
Equipment/Possessions: Choice of 4 weapons, harness and pouches, personal effects
Wealth: 1D6X6 Kaitars in trade goods

Hlaka Scout
Attributes Str-1, Dex+4, Con+1
Base HP: 12
Special Abilities: Flight, Gliding, boney blade on prehensile tail, curious, scatterbrained
Skills: Secondary Combat, Scout, any 4 Wilderness Skills. Stealth, Trail, Waylay, 2 Low skills
Equipment/Possessions: Choice of 1 weapon, harness and pouches, personal effects
Wealth: 1D10X4 Kaitars

Shen Warrior
Attributes Str +4, Con+3, Dex-1, Chr-1
Base HP: 16
Notes: Club on tail, natural bite and claw weapons
Skills: Primary Combat; Engineer, Merchant, or Sea Captain, any 4 other skills (but limited to Secondary Magic)
Equipment/Possessions: Nice clothes, reference books and scrolls, pens, inks, papers, personal effects
Wealth: 1D20X100 Kaitars

SAMPLE CREATURES

Zrne
Attributes Int-3, Per+4, Str+5, Dex+3, Spd+4
Base HP: 10-40
Level:2-8
Notes: Hide and leap
Attacks/Damage: Bite D8, Claws D8
Armor: Leather equivalent

Chlen
Attributes Int-5, Per-1, Str+10
Base HP: 30-50
Level:3-6
Notes: Source of Chlen hide for armor and weapons; regrows hide after peeling
Attacks/Damage: Trample 2D10
Armor: Chlen-hide equivalent

Hlyss Warrior
Attributes Str+4, Dex+2, Con+5, Int+3
Base HP: 20-30
Level:1-10
Notes: Paralytic stinger, gems set into carapace; Primary Combat, Magic Training
Attacks/Damage: Sting 1D6+ Poison, Bite 1D6 or by weapon
Armor: Chlen-hide equivalent

Hlyss Warrior
Attributes Str+3, Dex+2, Con+5, Int+4
Base HP: 20-30
Level:1-10
Notes: Paralytic stinger, gems set into carapace; Primary Magic, Secondary Combat
Attacks/Damage: Sting 1D6+ Poison, Bite 1D6 or by spell
Armor: Chlen-hide equivalent

Gray Ssu
Attributes Str+2, Dex+3, Con+2, Int+4
Base HP: 15-30
Level:1-10
Notes: Hypnotic Gaze; Primary Combat and Secondary Magic or Primary Magic and Secondary Combat
Attacks/Damage: By weapon or spell
Armor: Worn

Simple Foe
Attributes Str+2, Dex+1, Con+1
Base HP: 10-15
Level:1-4
Notes: Various possible special abilities and weapons
Attacks/Damage: By weapon or spell (Rating 1D4+4) as applicable
Armor: 1-2

Medium Predator
Attributes Int-4, Dex+3, Con+3
Base HP: 15-40
Level: 2-8
Notes: Stalk, charge, pounce, etc.
Attacks/Damage: 1D6 to 1D10 bite and/or claws
Armor: None

Terrible Foe
Attributes Str+4, Con+3, Dex+2
Base HP: 20-60
Level:1-12
Notes: Various possible special abilities and weapons
Attacks/Damage: By weapon or spell (Rating 1D4+4) as applicable
Armor: 3-5

Renyu
Attributes Int-2, Dex+3, Con+2, Per+4
Base HP: 10
Level:1-6
Notes: Heightened hearing and olfactory
Attacks/Damage: By weapon or bite 1D6
Armor: None

Greater Demonic Being
Attributes All at +10
Base HP: 60-80
Level:10+
Notes: Various possible special abilities and weapons
Attacks/Damage: By weapon or spell (Rating 1D4+4); or Supernatural Strike, D20X2
Armor: 5+

Ru'un
Attributes Str+8
Base HP: 40-80
Level:6-10
Notes: Various possible special abilities and weapons
Attacks/Damage: By weapon/technomagic D10+5
Armor: 4+

Lesser Demonic Being
Attributes All at +5
Base HP: 30-40
Level: 5+
Notes: Various possible special abilities and weapons
Attacks/Damage: By weapon or spell (Rating 1D4+4); or Supernatural Strike, D10X2
Armor: 3+

Equipment and Other Items – Sample Prices

Armor Type	Str Required	Protection	Cost (in Kaitars)
Padded Cloth	-2	1	0.2
Vringalu	-2	2	30
Studded Vringalu	-1	3	60
Chlen Lamellar	-1	3	40
Chlen Mail	0	3	300
Chlen Plate	0	4	150
Bronze Plate	2	4	2000+
Steel Plate	2	5	15,000+
Steel Chainmail	2	5	20,000+
Exotic non-metal	Variable	1-3	Variable

Accessories	Protection (Specified Area)	Cost (in Kaitars)
Vringalu Helm, Gauntlets, Greaves, etc.	2	5 each
Chlen Helm, Gauntlets, Greaves, etc.	3	10 each
Bronze Helm, Gauntlets, Greaves, etc.	3	100+ each
Steel Helm Gauntlets, Greaves, etc.	4	2000+ each

Shield	Wt	Max. Damage Capacity	Cost (in Kaitars)
Chlen Buckler	1	10	4
Chlen and Wood	5	20	10
Bronze-rimmed Wood	5	20	100+
Solid Bronze	10+	40	2000+
Steel-rimmed Wood	7	25	500+
Solid Steel	10+	50	6000+

Weapons	Damage	Str Required	Cost (in Kaitars), X100+ Bronze, X1000+ Steel
Sword, One-handed	1D10	0	10
Dagger	1D6	-	5
Scimitar	1D8	0	9
Chidok	1D10	1	10
Battle Axe, 2-Handed	1D12	2	12
Flail	1D10	0	8
Morning Star	1D12	2	8
Mace/Hammer	1D10	0	7
Spear	1D8	-2	5
Pike	1D8	1	8
Pole Arm	1D12	2+	8
Sword, 2-Handed	1D12	3	15
Javelin	1D8	-1	4
Hand Axe	1D10	-1	6
Garotte	1D8	-	0.5
Self Bow	1D10	1	30
Composite Bow	1D12	0	50
Light Crossbow	1D8	-1	20
Heavy Crossbow	1D12	2	40
Sling	1D6	-	3
Staff Sling	1D8	-1	8
Bola	1D6	-1	2

Miscellaneous			Cost (in Kaitars)
Arrow			0.2
Bolt			0.1
Lead sling shot			0.05
Rope 50'			0.2

Pole 10'		0.05
Stake (wood or Chlen hide)		0.4
Mallet (wood or Chlen hide)		0.2
Leather sack		0.1
Backpack		0.3
Waterskin		0.2
Resin torch		01
Lantern		1
Lantern oil		0.1 per hour
Flint and tinder		Free
Compass		1000+
Paper sheet		1+
Pens and ink		0.5+
Tsural Buds		2+
Dna-beer (quart)		0.2
Chumetl (quart)		0.1
Rations (preserved)/day		0.3
Rations (unpreserved)/day		0.1
Bedroll		0.1
Bronze mirror		5
Bronze razor		10
Pouch		0.1
Shoulder bag		0.1
Far-seer		10,000+
Loin cloth		0.1
Kilt and sandals		0.3
Tunic		0.2
Robe		0.4+
Rich vestments		10+
Priestly vestments		20+
Formal wear		20+ per Form
Traveling boots		1
Slave		Variable
Renyu		50+
Kuni		100+
Chlen		200+
Chlen Cart		20+
Tent		1
Tarp		0.5
Block and Tackle		0.7

