

LVL	ADV	Damage
1	2	1d4
2	3	1d6
3	4	1d8
4	5	1d10
5	6	1d12
6	8	2d6
7	10	2d8
8	12	3d6
9	14	2d10
10	16	2d12

Range	Aprox Dist	Actions
Close	5 ft	Melee Range/Neg Die Ranged Attacks
Nearby	30 ft	Move & Act
Far	60 feet	Only Move
Distant	180 Feet	Move 3 Rnds/Neg Die Ranged Attacks

Rest	Time	Effects
Short	10 Min	PHY Test and heal 1d4 HP
Med	8 Hours	PHY Test and heal 1 HD in HP
Long	Full Day	1 HD in HP, Random Attr Point

2d6	Reaction
2	Hostile
3-5	Dislike
6-8	Neutral
9-11	Affinity
12	Friendly

Class	HD	Luck	Prime
Warrior	d10	d6	PHY, AGI
Specialist	d8	d8	AGI, INT
Magic-User	d6	d6	INT, WILL

Spell Catastrophe	
d6+PL	Effect
2	+2 Spell Difficulty 1 Turn.
3	Neg Die Spell Casting 1 Hour
4	+1 Spell Difficulty 1 Day
5	+2 Spell Difficulty 1 Day
6	Unconscious 1 Turn
7	Cannot cast spells 1 hour
8	1 pt damage PHY and AGI
9	Max PL Character level 1Day
10	Unconscious 1d4 Hours
11	Cannot cast spells 1d4 Days
12	+2 Difficulty until 2 Long Rests
13	Cannot cast spells 1 Day
14	1d4 Damage AGI and PHY
15	Effects Self
16	Summon monster with PL HD

	Armor	AGI	Shield	WPN
Light	-1 (10 SC)	-	1 (10 SC)	D4 (5 SC)
Medium	-1d (50 SC)	15	2 (20 SC)	D6 (10 SC)
Heavy	-2d (250 SC)	12	3 (40 SC)	D8 (20 SC)