

**PERCEPTION = Level x 3 + Intelligence stat + Class Modifier + Rolled Bonus**

**HEAR NOISE = Level x 2, (x 4 for Thieves, Bards and Rangers),  
+ (Intelligence Stat / 2) + Class Modifier + Rolled Bonus**

Class Bonus	Thief +8, Ranger +5,	Bard +7, Paladin +4,	Mage + 6, Fighter +3	Priest +5, 7 = +0	
Rolled Bonus (d6+d4)	10 = +3 6 = +0	9 = +2 5 = +0	8 = +1 4 = -1	3 = -2	2 = -3

**LEARNING ABILITY = 3% + Class Modifier + Race Modifier  
+ Intelligence Modifier + Wisdom Modifier**

Class Modifier	Fighters/Paladins/Rangers/Monks	= 1%
	Thieves/ Priests	= 2%
	Mages	= 3%
	Bards	= 4%

Intelligence Mod	Per 2 points below 11	= -1%
	Per 2 points above 11	= +1%

Wisdom Mod	Per 3 points below 11	= -1%
	Per 3 points above 11	= +1%

**ARTISTIC ABILITY = 25 + Learning Ability + (d100 / 2)**

If the d100 roll is 76 or more add Learning ability twice and roll d100 again. Each time 76 + is rolled add the characters learning ability and roll another d100, until either artistic ability is 100 + or the d100 roll generates a number from 01 to 75.

**APPRAISAL SKILL = (Int + Wis + Class Mod + Learning ability + 1d10) / 2 + special.**

Class Modifier =	Thief + 10	Bard + 8	Fighter + 6
	Mage + 4	Priest + 4	

Special = Characters with Merchant background + 25  
All characters gain + 25 in areas in which they have proficiencies.

- i.e. A thief with gem cutting proficiency would gain + 25 to all appraisal rolls concerning gems and jewellery.  
A warrior would gain + 25 to all appraisal rolls for armour and weapons with which he was proficiencies.  
A druidical priest might gain + 25 to all appraisal rolls for herbal remedies / potions / or woodland products, etc.

## TURNING UNDEAD

### Wisdom Statistic

- + Level x 3 (x 2 if non priest or priest without granted 'Turn Undead' power)
- Undead Power
- + Sphere of the deity whom the character worships
- Degree of worship undertaken by character
- + Special Modifiers

### Undead Power

1. Skeleton	- 9	5. Wight	- 22	9. Spectre	- 35	13. + Special	- 50
2. Zombie	- 12	6. Ghast	- 25	10. Vampire	- 39		
3. Ghoul	- 15	7. Wraith	- 29	11. Ghost	- 42		
4. Shadow	- 19	8. Mummy	- 32	12. Lich	- 45		

### Sphere of the deity worshipped

- + 3 Life, Death, Creation, Destruction, Evil, Darkness, Underworld, Protection, Disease
- + 2 Healing, Love, Peace, Sun, Vice, Truth
- + 1 Knowledge, Magic
- + 0 Fate, Luck
- 1 War, Music
- 2 Physical prowess, Skills, Crafting
- 3 Nature, Elements, Thieves, Trickery, Agriculture, Money, Greed, E.t.c.

### Degree of worship undertaken by character

- + 0 Priest
- 4 Paladin, Lay brother, Temple Servant, Devout follower
- 8 Ranger, Regular worshipper
- 12 Non-regular worshipper but believer
- ∞ Non-believer

### Special Modifiers

- + 1 Character wields holy symbol
- + 1 Character is blessed
- 1 Character is affected by relevant curse spell
- + 2 Character is affected by chant or prayer spells
- + 1 to + 4 Character is within area specifically consecrated to 'good'
- 1 to - 4 Character is within area specifically consecrated to 'evil'
- 1 per level of any opposing evil character exerting control over the undead.

### Parlish Priesthoods

Arta +2	Balak + 0	Bobhlobh - 3	Bruinnen + 2	Caelm + 3	Chell + 3
Crugannar + 1	Fyrklebh -3	Gablendie - 3	Gamli - 3	Girren - 3	Hamysylai + 2
Hathra + 3	Hethna + 3	Horm + 3	Indar + 2	Irifin - 3	Joy-Ool - 3
Jimlar - 2	Laku + 1	Lanth + 3	Leplyrth + 1	Muthloy - 3	Nindoy - 2
Pelant + 3	Rotamurie - 3	Scowva + 1	Sesnaha - 3	Tengorlidh +3	Usna - 3
Volki - 2					

### Specials (Creatures or powers able to be turned by believers)

Paladins may be turned by evil worshippers as indicated under undead powers, i.e. A 5<sup>th</sup> level paladin is turned as Wight.

Unique undead, certain greater and lesser powers, demons, devils or creatures from other planes.