

## Race & Class Statistics

- Human– Warrior– H.P. = 50 Str = 5 Dex = 3 Speed = 2 BS = 1 I.Q. = 1  
Weapons = Sword, Shield, Flail, Mace, Fist - Pts. = 80  
Skills = Climbing, Swimming, Tracking, Bandage, Blacksmith -  
Pts. = 10 Attributes = 25 Free = 80  
Special = 3/Regeneration
- Mage– H.P. = 45 Str = 2 Dex = 2 Speed = 1 BS = 1 I.Q. = 5  
Weapons = Staff, Knife - Pts. = 25  
Skills = Climbing, Swimming, Beaureacracy,  
Magic = 85 Free = 100  
Special = 4/Mysticism
- Rogue– H.P. = 50 Str = 2 Dex = 5 Speed = 1 BS = 1 I.Q. = 2  
Weapons = Bow, Sword, Knife, Crossbow, Throwing  
Pts. = 65 Skills = 15 Attributes = 10 Free = 110  
Skills = Climbing, Swimming, Pickpocket, Lockpick, Lying,  
Hiding  
Special = 6/Counter Attack - 1/Damage
- Thief– H.P. = 45 Str = 2 Dex = 5 Speed = 1 BS = 1 I.Q. = 2  
Weapons = Bow, Sword, Knife, Crossbow, Throwing  
Pts. = 90 Skills = 30 Free = 90  
Special = May learn any skill at ½ cost
- Knight– H.P. = 55 Str = 4 Dex = 2 Speed = 2 BS = 1 I.Q. = 1  
Weapons = Sword, Shield, Flail, Crossbow, Fist - Pts. = 75  
Skills = 10 Attributes = 30 Free = 80  
Skills = Climbing, Swimming, Tracking, Blacksmith,  
Bandage  
Special = 3/Bloodlust
- Paladin– H.P. = 50 Str = 3 Dex = 2 Speed = 1 BS = 1 I.Q. = 4  
Weapons = Sword, Shield, Crossbow, Staff, Fist - Pts. = 60  
Magic = 40 Attributes = 40 Free = 60  
Skills = Climbing, Swimming, Beaureacracy, Bandage,  
Special = Starts with spell “Healing”: All healing spells cost ½  
mana
- Barbarian– H.P. = 55 Str = 5 Dex = 1 Speed = 2 BS = 1 I.Q. = 2  
Weapons = Axe, Flail, Mace, Fist - Pts. = 75  
Skills = 25 Attributes = 20 Free = 70  
Skills = Climbing, Swimming, Tracking, Hiding, Blacksmith  
Special = 2/Runic
- Ninja– H.P. = 45 Str = 2 Dex = 6 Speed = 3 B.S. = 2 I.Q. = 1  
Weapons = Sword, Knife, Throwing, Staff, Fist - Pts. = 55  
Skills = Hiding, Climbing, Lying, Blacksmith  
Skills = 20 Attributes = 20 Free = 60  
Special = 6/Counter Attack 1/Damage

Elf- Hunter- H.P. = 50 Str = 3 Dex = 6 Speed = 3 BS = 1 I.Q. = 3  
Weapons = Sword, Bow, Knife, Fist - Pts. = 70  
Skills = 25 Attributes = 15 Free = 65  
Skills = Climbing, Swimming, Tracking, Hiding, Bandage  
Special = 2/Runic

Ranger- H.P. = 45 Str = 2 Dex = 4 Speed = 1 BS = 2 I.Q. = 2  
Weapons = Bow, Knife - Pts. = 55  
Skills = 20 Attributes = 10 Special = 20 Free = 60  
Skills = Climbing, Swimming, Tracking, Hiding, Boating  
Special = 4/Poison

Dark Elf- H.P. = 45 Str = 3 Dex = 5 Speed = 2 BS = 1 I.Q. = 5  
Weapons = Bow, Sword, Knife - Pts. = 45  
Magic = 40 Skills = 20 Special = 20 Free = 60  
Skills = Climbing, Swimming, Beaureacracy, Lying,  
Special = 4/Mysticism

Halfling- H.P. = 40 Str = 3 Dex = 4 Speed = 1 BS = 1 I.Q. = 2  
Weapons = Sword, Bow, Shield, Flail, Knife - Pts. = 70  
Skills = 30 Attributes = 30 Free = 90  
Special = May learn all skills at 1/2 price

Sorcerer- H.P. = 45 Str = 1 Dex = 5 Speed = 3 B.S. = 1 I.Q. = 6  
Weapons = Knife, Bow, Staff - Pts. = 40  
Skills = Swimming, Hiding, Boating  
Magic = 65 Skills = 15 Free = 65  
Special = 1/2 chance for spells to cost 1/2 mana

Druid- H.P. = 40 Str = 2 Dex = 3 Speed = 2 BS = 1 I.Q. = 8  
Magic = 100 Skills = 15 Free = 80  
Skills = Bureaucracy, Hiding, Bandage  
Special = Starts with spell "Summon Earth Elemental": All  
summoning spells cost 1/2 mana

Dwarf- Dragoon- H.P. = 50 Str = 5 Dex = 1 Speed = 1 BS = 1 I.Q. = 3  
Weapons = Axe, Sword, Hammer, Crossbow, Fist - Pts. = 80  
Skills = 20 Attributes = 20 Free = 80  
Skills = Climbing, Swimming, Tracking, Bandage, Blacksmith  
Special = Aftershock 2/Damage

Alchemist- H.P. = 45 Str = 2 Dex = 1 Speed = 1 BS = 1 I.Q. = 6  
Weapons = Throwing, Other, Crossbow, Knife - Pts. = 65  
Skills = 25 Attributes = 20 Special = 20 Free = 80  
Skills = Climbing, Swimming, Lockpick, Boating, ,  
Blacksmith  
Special = 4/Poison

Nomad- H.P. = 55 Str = 4 Dex = 2 Speed = 2 BS = 1 I.Q. = 3  
Weapons = Sword, Shield, Axe, Hammer, Fist - Pts. = 75  
Skills = 20 Attributes = 25 Free = 65  
Skills = Climbing, Swimming, Tracking, Hiding, Bandage  
Special = 6/Counter Attack 1/Damage

- Velmirer-** H.P. = 50 Str = 3 Dex = 2 Speed = 2 BS = 1 I.Q. = 7  
 Weapons = Hammer, Axe, Shield - Pts. = 30  
 Magic = 50 Attributes = 20 Special = 20 Free = 60  
 Skills = Climbing, Swimming, Bureaucracy, Lockpick, Lying,  
 Boating  
 Special = 4/Mysticism
- Marauder-** H.P. = 55 Str = 4 Dex = 4 Speed = 3 BS = 1 I.Q. = 2  
 Weapons = Mace, Axe, Shield, Throwing - Pts. = 85  
 Attributes = 20 Skills = 15 Free = 55  
 Skills = Climbing, Hiding, Tracking, Pickpocket, Lockpick  
 Special = Surprise Attack
- Undead-Skeleton-** H.P. = 50 Str = 2 Dex = 0 Speed = 2 BS = 2 I.Q. = 1  
 Weapons = Sword, Shield, Throwing, Fist - Pts. = 70  
 Skills = 5 Attributes = 25 Special = 10 Free = 65  
 Skills = Climbing, Tracking, Lying, Hiding, Boating  
 Special = 2/Runic
- Mummy-** H.P. = 60 Str = 5 Dex = 2 Speed = 1 BS = 1 I.Q. = 7  
 Magic = 80 Special = 15 Free = 60  
 Special = 3/Regeneration  
 Skills = Climbing, Swimming, Lying,
- Zombie-** H.P. = 55 Str = 5 Dex = 4 Speed = 1 BS = 1 I.Q. = 1  
 Weapons = Fist, Axe, Mace, Crossbow, - Pts. = 70  
 Attributes = 30 Free = 70 Skills = 15  
 Special = 6/Fear  
 Skills = Climbing, Swimming, Lockpick, Pickpocket, Lying
- Barrow Wight-** H.P. = 50 Str = 4 Dex = 2 Speed = 1 BS = 1 I.Q. = 5  
 Weapons = Sword, Fist - Pts. = 40  
 Magic = 50 Special = 40 Free = 60  
 Special = 4/Poison  
 Skills = Climbing, Swimming, Blacksmith, Bandage
- Death Knight-** H.P. = 45 Str = 2 Dex = 2 Speed = 3 BS = 1 I.Q. = 6  
 Weapons = Staff, Sword, Shield - Pts. = 55  
 Magic = 55 Attributes = 20 Free = 65  
 Skills = Climbing, Swimming, Bureaucracy,  
 Special = Starts with spells "Raise Dead" & "Death Coil" (Does  
 6-36 Damage & Healing)
- Orc- Goblin-** H.P. = 50 Str = 6 Dex = 2 Speed = 2 BS = 1 I.Q. = 2  
 Weapons = Mace, Sword, Flail - Pts. = 80  
 Skills = 15 Attributes = 35 Free = 60  
 Skills = Climbing, Swimming, Tracking, Bandage  
 Special = 6/Fear

- Kobold-** H.P. = 50 Str = 2 Dex = 5 Speed = 3 BS = 1 I.Q. = 6  
 Weapons = Fist  
 Skills = Lockpick, Pickpocket, Lying  
 Magic = 70 Free = 100  
 Special = Starts with spell "Teleport": All stat affecting spells cost 1/2 mana
- Troll-** H.P. = 65 Str = 12 Dex = 1 Speed = 1 BS = 1 I.Q. = 1  
 Skills = Climbing, Swimming, Blacksmith, Beaureacracy  
 Weapons = Fist, Hammer, Throwing, Axe - Pts. = 65  
 Attributes = 20 Free = 60  
 Special = 3/Bloodlust
- Ogre-** H.P. = 70 Str = 10 Dex = 1 Speed = 1 BS = 1 I.Q. = 2  
 Weapons = Fist, Mace, Flail - Pts. = 70  
 Attributes = 10 Free = 60  
 Skills = Climbing, Swimming, Tracking, Boating, Bandage  
 Special = 2/Aftershock
- Shaman-** H.P. = 55 Str = 3 Dex = 4 Speed = 2 BS = 1 I.Q. = 5  
 Weapons = Axe, Mace, Fist = Pts. = 40  
 Magic = 65 Skills = Climbing, Lying, Bureaucracy Free = 65  
 Special = Starts with spell "Fire Wall": Does 10-60 Damage
- Other- Minotaur-** H.P. = 65 Str = 8 Dex = 4 Speed = 2 BS = 1 I.Q. = 2  
 Weapons = Flail, Mace, Shield, Axe - Pts. = 80  
 Free = 60  
 Skills = Climbing, Swimming, Tracking, Blacksmith  
 Special = 2/Aftershock
- Centaur-** H.P. = 60 Str = 10 Dex = 0 Speed = 5 BS = 1 I.Q. = 2  
 Weapons = Bow, Crossbow, Throwing, Flail - Pts. = 65  
 Skills = Swimming, Beaureacracy, Tracking  
 Attributes = 20 Free = 60  
 Special = May carry up to two other characters on back
- Goron-** H.P. = 60 Str = 11 Dex = 1 Speed = 2 BS = 1 I.Q. = 1  
 Weapons = Fist, Hammer, Axe - Pts. = 80  
 Attributes = 15 Free = 60  
 Skills = Climbing, Swimming  
 Special = Four Arms
- Draconian-** H.P. = 55 Str = 6 Dex = 5 Speed = 3 BS = 1 I.Q. = 2  
 Weapons = Sword, Shield, Knife, Fist - Pts. = 50  
 Skills = 25 Attributes = 25 Free = 60  
 Skills = Climbing, Lockpick, Pickpocket, Boating, Bandage  
 Special = May Glide: May carry 1 passenger on back while gliding.

## Creature Statistics

- Human- Gryphon- Dex = 4 Health = 50 Speed = 5 BS = 2**  
**Attack Points = 80 Claw 2-12 Claw 2-12**  
**Abilities = Flying, Carrying**  
**Special = 3/Regeneration Free = 60**
- Black Panther- Dex = 7 Health = 40 Speed = 11 BS = 1**  
**Attack Points = 95 Claw 3-18 Claw 3-18**  
**Abilities = Hiding, Night Vision**  
**Special = Dex cannot be cut past ½ in battle Free = 85**
- Mammoth - Dex = 2 Health = 80 Speed = 3 BS = 1**  
**Attack Points = 85 Tusk = 4-24**  
**Abilities = Carrying, Swimming**  
**Special = May not be killed, only stunned Free = 70**
- Elf- Unicorn- Dex = 3 Health = 60 Speed = 5 BS = 1 MR = 5**  
**Magic = 85 Attack Points = 35 Horn 2-12**  
**Abilities = Swimming, Carrying**  
**Special = Joust Bonus Free = 60**
- Phoenix- Dex = 7 Health = 55 Speed = 7 BS = 1**  
**Attack Points = 80 20/Flame Dive 4-24 (Group)**  
**Abilities = Flying**  
**Special = Teleport Free = 60**
- Manticore- Dex = 5 Health = 65 Speed = 5 BS = 1**  
**Attack Points = 85 Tail = 4-24**  
**Abilities = Flying, Night Vision**  
**Special = Paralyze (roll 2 dice, -1 # per level) Free = 65**
- Dwarf- Behemoth- Dex = 2 Health = 90 Speed = 5 BS = 1**  
**Attack Points = 80 Claw 3-18 Claw 3-18**  
**Abilities = Climbing**  
**Special = True Knight Free = 65**
- Gorgon- Dex = 3 Health = 80 Speed = 3 BS = 1**  
**Attack Points = 100 Acid Breath 3-18**  
**Abilities = Night Vision, Carrying**  
**Special = Doom Gaze (roll 3 of same # stuns) Free = 60**
- Wyvern- Dex = 5 Health = 60 Speed = 7 BS = 1**  
**Attack Points = 90 Teeth = 2-12**  
**Abilities = Flying, Carrying, Tracking**  
**Special = 15/10 Toxic (poisons % of remaining hp) Free = 70**

- Undead-Dread Wolf**– Dex = 6 Health = 60 Speed = 9 BS = 1  
 Attack Points = 75 Teeth 3-18  
 Abilities = Hiding, Night Vision, Tracking  
 Special = 25/Shadow Meld Free = 80
- Bone Dragon**– Dex = 4 Health = 70 Speed = 7 BS = 1  
 Attack Points = 90 Teeth = 3-18  
 Abilities = Flying, Carrying  
 Special = 20/25 Rejuvenation Free = 65
- Daemon**– Dex = 7 Health = 50 Speed = 7 BS = 2  
 Attack Points = 70 Fire 3-18 (Range = 50)  
 Abilities = Flying, Night Vision  
 Special = 10/Darkness Free = 50
- Orc**– **Dragon**– Dex = 4 Health = 65 Speed = 5 BS = 1 MR = 5  
 Attack Points = 80 20/Fire 2-12 (Group, Range = 30)  
 Claw 2-12 Claw 2-12  
 Abilities = Flying, Carrying  
 Special = 15/Fire Range Free = 60
- Hydra**– Dex = 2 Health = 75 Speed = 3 BS = 1  
 Attack Points = 135 (5/4/3/2/1/Teeth 3-18)  
 Abilities = None  
 Special = Five Heads Free = 60
- Warg**– Dex = 5 Health = 60 Speed = 5 BS = 1  
 Attack Points = 95 Teeth 3-18  
 Abilities = Carrying, Climbing, Swimming  
 Special = 20/Roar (BS \* ½) Free = 75
- Other**– **Gargoyle**– Dex = 5 Health = 45 Speed = 9 BS = 1 MR = 4  
 Attack Points = 110 Claw 2-12 Claw 2-12  
 Abilities = Flying, Night Vision  
 Special = 2/Stone Gargoyle (2x Armor & MR) Free = 69
- Moogle**– Dex = 5 Health = 45 Speed = 5 BS = 2  
 Magic = 60  
 Abilities = Hiding  
 Special = 50 5/Moogle Dance Free = 80
- Kodo Beast**– Dex = 2 Health = 80 Speed = 3 BS = 1 MR = 6  
 Abilities = Swimming, Night Vision  
 Special = 7/Devour (10% of max hp per turn) Free = 171