

EVERQUEST

FIRST EDITION

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INTRODUCTION

DEDICATED TO THE WORKS OF GARY GYGAX

EverQuest is a fantasy roleplaying game where players create fantasy characters and adventure throughout the world completing adventures earning rewards and slaying monsters. Creating characters is a simple task, not involving buying expensive rulebooks and stocking up on character sheets. In EverQuest, creating a character is fun and easy. Player Characters (PCs.) should read chapters 1, (I) 2, (II) 3, (III) and if they want to, 4 (VI). The Game Master (GM) needs to read the *whole book*. They also might want to pick up the *Monster Manual* and read that as well. You are probably wondering what a Game Master is by now. The GM's job is to tell the story, play the monsters and other Non-Player-Characters, (NPCs.) and describe the world. The GM also referees the rules and keeps everything in order. I advise before playing, someone in the group of friends knows about roleplaying games and how to play them. This person should probably be the Game Master.

MATERIALS

To play EverQuest, you need the book, friends with pencils and pre-made characters, you might like the *Monster Manual*, and you each need any number of 6 sided dice. The dice will be labeled D6s, or 1D, 2D, etc. When a code such as 2d6+3 is used, that means roll 2 six sided dice and add 3 to the result.

BASIC ROLLS

When a character must do something difficult, they make a Challenge Roll. To make a Challenge Roll, follow these steps:

- The GM will determine the difficulty, between 4 and 17, 4 being easy & 17 being hard.
- The PC will roll a 3D6.
- The PC will add their relevant modifier to the roll, such as Strength for breaking down a door.
- If the PC's number is higher, they succeed. If lower, they fail.

Opposed Rolls are different. To make an Opposed Roll, follow these steps:

- The two opposing will each roll a D6 and add their modifiers.
- The higher number succeeds.

I: CHARACTER CREATION

Characters in EverQuest are created in this 7-step formula.

#1: Roll out their attribute scores.

#2: Determine their race.

#3: Determine their combat attributes.

#4: Determine their class.

#5: Determine Hit Points and Power Points.

#6: Pick skills.

#7: Equip your character.

ATTRIBUTE SCORES

Characters in EverQuest are defined by 7 prime attributes, Strength, Dexterity, Intelligence, Constitution, Charisma, Wisdom, and Luck. To determine them, roll 3D6, for each or distribute 77 points amongst them.

STRENGTH (STR): Strength measures the character's physical power and might.

DEXTERITY (DEX): Dexterity measures the character's physical agility and manual dexterity.

INTELLIGENCE (IQ): Intelligence measures the character's brainpower and ability to think, learn, and remember.

CONSTITUTION (CON): Constitution measures the character's physical stamina and fortitude.

CHARISMA (CHA): Charisma measures the character's ability to persuade, intimidate, and charm another character or NPC. Charisma also affects physical attractiveness, but it affects the ability to persuade more than that.

WISDOM (WIS): Wisdom measures the character's overall wisdom and willpower.

LUCK (LUCK): Luck measures the character's luck and good fortune.

MODIFIERS

Modifiers are the bonuses characters get on challenge rolls. To determine your modifiers, simply look at the modifier charts and copy them down on your character sheet.

NUMBER	EXAMPLE	MODIFIER
2-3	Abysmal	-3
4-5	Very poor	-2
6-8	Poor	-1
9-12	Average	+0

13-15	Good	+1
16-17	Very good	+2
18-19	Excellent	+3

CHARACTER RACES

Characters can be human, or any other fantasy race chosen from this list:

RACE	ATTRIBUTE SHIFTS
Humans	None
Dwarfs	CON +1, CHA -1
Elves	DEX +1, CON -1
Gnomes	CON +1, STR -1
Halflings	DEX +1, STR -1
Half-orcs	STR, CON +1, CHA -2

HUMANS

A well built man or woman with a few flaws. Humans begin with 6 skills instead of 4. Humans look as variable now as they do in real life.

HUMAN RACIAL ABILITIES

-Humans begin the game with a free edge.

DWARFS

Dwarfs are anywhere between 3 and 5 feet tall. Male dwarfs grow long beards, and all dwarfs wield heavy battleaxes and hammers into battle. Dwarfs are short, have beards and square-like features.

DWARF RACIAL ABILITIES

- Dwarfs add a +1 to their CON score, but decrease their CHA by -1.
- Dwarfs add +2 to damage and Melee Attack rolls when using an axe or hammer.
- Dwarfs add +2 to Melee Attack rolls when attacking a goblin or hobgoblin.
- All giants attacking a dwarf will suffer from a -4 penalty.

ELVES

Elves look like taller, more attractive humanoids. They are between 6 and 7 feet tall with pointed facial features. Elves are skilled huntsman, and they are masters of the bow & arrow.

ELF RACIAL ABILITIES

- Elves add a +1 to their DEX score, but decrease their CON by -1.
- Elves add +2 to damage and Missile Attack rolls when using a longbow.
- Elves add +2 to damage and Melee Attack rolls when using a longsword.
- Elves gain a +4 bonus to hide or track in the wilderness.

GNOMES

Gnomes are also short, stocky folk. They are anywhere between 3 and 4 feet tall with round features and bulbous noses. Gnomes generally live deep in the woods, but are friendly, cheerful folk.

GNOME RACIAL ABILITIES

- Gnomes add a +1 to their CON score, but decrease their STR by -1.
- Gnomes add a +2 to damage and Melee Attack rolls when attacking a kobold.
- Gnomes can speak with burrowing animals such as moles.
- Gnomes gain a +4 bonus to hide or track in the wilderness.

HALFLINGS

Halflings are also small folk with hairy feet. There are 2 types of halfling. They are Hair-Foot halflings and Scout halflings. Either halfling is appropriate for PCs. Halflings are anywhere between 3 and 5 feet tall, and generally like adventure and treasure.

HALFLING RACIAL ABILITIES

- Halflings add a +1 to their DEX score, but decrease their STR by -1.
- Halflings gain a +5 bonus on rolls to resist fear.
- Halflings add +2 to STR rolls of climbing or jumping.
- Halflings gain a +1 bonus to Initiative.

HALF-ORCS

A half-orc is a sickly combination of a human and an orc. They are strong and gruff, and wield large weapons. Half-orcs have pale green skin, large lower canines, and piggy noses. Half-orcs are very skilled in combat like their cousins, the orcs.

HALF-ORC RACIAL ABILITIES

- Half-orcs add a +1 to their STR and CON scores, but decrease their CHA by -2*.
- Half-orcs gain a +1 to Melee Attack.
- Half-orcs gain a +2 to Melee Attack when employing a 2-handed weapon.
- Half-orcs gain a +2 to CHA rolls to intimidate.

COMBAT ATTRIBUTES

Characters have 6 combat attributes. They are Melee Attack, Missile Attack, Hit Points, Power Points, Armor Class, and Mystic Fortitude. Each is determined using a certain formula.

MELEE ATTACK: STR modifier + LUCK modifier.

MISSILE ATTACK: DEX modifier + LUCK modifier.

HIT POINTS: Class's *Hit Dice* + CON modifier.

POWER POINTS: IQ score + 9. (Magic-Users only.)

ARMOR CLASS: Begins at 12.

MYSTIC FORTITUDE: CON modifier + WIS modifier.

-Melee Attack is used when a character is trying to attack a monster with a physical attack.

-Missile Attack is used when a character is trying to attack a monster with a ranged attack.

-Hit Points affects how much damage a character can take before death.

-Power Points affect how many spells a magic user can cast. For Warrior and Jack-Of-All-Trade classes, this attribute is 0.

-Armor Class is the number attackers must roll over to hit a monster.

-Mystic Fortitude is used when a character wants to resist the affects of a spell.

Example: Tim wants to create his first character in EverQuest. So he rolls out his attribute scores, and gets 16 for STR (+2), 11 for DEX (+0), 4 for IQ (-2), 13 for CON (+1), 10 for CHA (+0), 9 for WIS (+0), and 14 for LUCK (+1). He decides to keep it simple and be a human. His Melee Attack is +3, his Missile Attack is +1, and his Hit Points are 29, Power Points 0, Armor Class 12, and Mystic Fortitude +1. Now time for Tim to choose his character's class.

CHARACTER CLASS

Characters can choose from 6 classes, each having their own special abilities and powers. Each class has a prime requisite or two. If you have a high number in that score, then you would be good at that class.

BARD

A bard is a musician, performer, or minstrel. Bards are not skilled in combat, but can play music to do many things.

Prime requisite: Charisma.

Special ability: *Bardic Music*. Bards can play a magic song and make something magical happen, such as making two people fall in love or make a monster fall asleep. This is done on a successful Charisma Challenge Roll.

Hit dice: 1d6 + CON modifier.

Starting equipment: Dagger, fancy clothes, 3d6x5 gold coins, harp or lute, provisions.

CLERIC

Clerics are followers of their deity. Clerics are also seekers of knowledge and priests of the church. There are thousands of deities in EverQuest, so make one up, give it a portfolio, and a basic description.

Prime requisite: Wisdom.

Special ability: *Deity Communication*. A cleric can ask their deity something of reasonable request.

Hit Dice: 2d6 + CON modifier.

Starting equipment: Dagger, holy symbol, travel clothes, provisions, 3d6x5 gold coins.

FIGHTER

A fighter is a martial warrior, not thinking beyond what is physical. Fighters are skilled in combat and strike powerfully.

Prime requisites: STR, CON.

Special ability: *Weapon proficiency*. When a fighter is wielding a shield and weapon, they gain a +2 to AC.

Hit Dice: 3d6 + CON modifier.

Starting equipment: Dagger, travel clothes, provisions, 3d6x5 gold coins.

PALADIN

A paladin is a holy crusader of justice and holiness. They fight for their deity and the sake of religion. A paladin has other names like knight and crusader, but paladin is this choice.

Prime requisite: STR, CON, WIS.

Special ability: *Noble Countenance*. A knight may add +6 to any social roll, including intimidation.

Hit Dice: 3d6 + CON modifier.

Starting equipment: Dagger, travel clothes, provisions, holy symbol, 3d6x5 gold coins.

THIEF

Thief is a common name for a thug, bandit, scout, or spy. Thieves in short, take things that do not belong to them. Thieves are expert acrobats, lockpicks, sneaks, and, basically thieves. Thieves usually do not fight, but talk their way out or escape.

Prime requisite: DEX, CHA.

Special ability: *Bonus Skills*. Thief characters gain a +1 to *Acrobatics*, *Lockpicking*, *Stealth*, and *Thievery* skills.

Hit Dice: 2d6 + CON modifier.

Starting equipment: Dagger, travel clothes, disguises, lockpicking tools, 3d6x5 gold coins.

WIZARD

A wizard is someone who has devoted their lives to the arcane arts and magic. Because of this, wizards have no time for outdoor, healthy activities. Wizards can use their magical powers to blast their foes into oblivion.

Prime requisites: IQ.

Special ability: *Magic spells*. Wizards can activate 1D spells at first level.

Hit Dice: 1d6 + CON modifier.

Starting equipment: Dagger, travel clothes, wizardly robes, staff, spellbook, 3d6x5 gold coins.

HIT POINTS & POWER POINTS

Characters have Hit Points and Power Points. When characters are attacked, they lose a certain amount of Hit Points. When wizards cast spells, they lose a certain amount of Power Points. Hit Points are the character's CON modifier + a certain number of dice. Wizard's Power Points are their IQ score +9.

SKILLS

Characters choose 4 skills in the beginning of the game. If the character is human, they choose 6. Characters must choose from the list below. Each skill begins at +1, unless a character chooses the *Stealth* skill, and becomes a thief, so they have *Stealth* +2.

Acrobatics

Alchemy

Art

Athletics

Bluff

Craft

Dungeoneering

Endurance

Engineering

Forging

Gambling

History

Intimidate

Lockpick

Merchant

Monster-lore

Monster-taming

Reading

Spellcraft

Stealth

Thievery

Tracking

Traps

Writing

EQUIPMENT

Now, characters must equip themselves. Each character starts with a dagger, travel clothes, possibly a few other things, and 3d6x5 gold coins. Characters will spend as much of the money they want on equipment in the beginning of the game. The money not spent will be counted as the money they have saved up, initially, it is pocket change. Characters should buy a weapon and possibly a suit of armor.

WEAPONS

Dagger

A dagger is just a mundane weapon used for stabbing and close combat.

Damage: 1d6. Cost: 5

Sword

A sword is virtually a larger, longer dagger favored by most warriors. A sword can be used with 2 hands to deal extra damage.

Damage: 2d6. 3d6 when using 2-hands. Cost: 15

Mace

A mace is an iron ball on a wooden rod. A mace has the same property as a sword.

Damage: 2d6. 3d6 when using 2-hands. Cost: 15

Greatsword

A greatsword is a larger, more powerful version of the sword. It must be used as a 2-handed weapon.

Damage: 3d6. Cost: 30

Flail

A flail is a spiked ball on the end of a chain. It must be used as a 2-handed weapon. .

Damage: 3d6. Cost: 30

Battleaxe

A battleaxe is a large, powerful axe meant for war. It must be used as a 2-handed weapon.

Damage: 4d6. Cost: 50

Spear

A spear is a sharp point on the end of a pole. It can be used as a melee or ranged weapon.

Damage: 3d6. Cost: 50

Bow

A bow is a wooden ranged weapon.

Damage: 2d6. Cost: 20

Crossbow

A crossbow is an automatic bow with a longer range.
Damage: 3d6. Cost: 50

ARMOR

Padded armor
Armor made of padded hides.
Protection: 1. Cost: 5.

Leather armor
Armor made of hardened leather.
Protection: 2. Cost: 15. DEX modifier -1.

Scale armor
Armor made of small iron scales.
Protection: 3. Cost: 25. DEX modifier -2.

Chainmail armor
Armor made of small iron rings.
Protection: 4. Cost: 40. DEX modifier -3.

Iron plate armor
Armor made of the finest iron plates.
Protection: 5. Cost: 50. DEX modifier -4.

MUNDANE EQUIPMENT

Provisions for a week
Rations, matches, etc.
Cost: 3.

Calf-high boots.
Cost: 3.

Torches.
Cost: 1 each.

Shield
Cost: 20.

ADVANCEMENT

Characters can advance and become more powerful. Characters can exceed a maximum of 25 levels, and each time a character gains 10 experience (XP) points, they go up a level. Characters gain XP at the end of the Game Session for certain things.

- | | |
|-------------|--------------------------------------|
| 1 XP point | For each monster they kill |
| 2 XP points | Good roleplaying |
| 2 XP points | Staying on the path of good and law. |

The GM can take away XP points if they want, but only if characters do not stay on the good path, do not try to kill any monsters, and bad roleplaying.

Characters gain 1d6 Hit Points or 1d6 Power Points at the end of each level. This means other classes can cast spells, as long as there is spellbook or some sort of spell reading around the character.

Every 5th Level, a magic user gains another spell level. Also, every level, characters may increase one of their skills. Every level divisible by 3, (3, 6, 9, 12, 15, 18, 21.) a character may pick a new skill.

II: COMBAT

INITIATIVE

Before characters enter a sequence of combat, they roll initiative. Characters will add their Initiative modifier. Characters will roll a D6, and add their DEX modifier. Monsters will have their own initiative. The GM will roll a D6, and the monster with the highest Initiative modifier will be used. The highest to lowest modifiers will go first to last. If 2 characters roll the same number, the one with the higher DEX score will go first.

Example: Bjorn and Meldrissa have run into a tribe of 6 goblins. The goblins have Initiative +2. Bjorn has 12 DEX, for a modifier of +0. Meldrissa has a DEX of 17, for a DEX modifier of +3. Bjorn rolls a 5, Meldrissa rolls a 2, +3, equaling 5. Since Meldrissa has a higher DEX score, she will go before Bjorn. The goblins rolled a 5, making a 7. The order will be Goblins, Meldrissa, and then Bjorn this will be the sequence for the rest of the adventure.

ATTACKS

Characters will be attacking monsters to deal damage at an attempt to kill them. In combat, characters will make a Challenge Roll using either their Melee or Missile attack modifiers. Melee Attacks are used with weapons such as swords, spears, axes, etc. Missile Attacks are used with weapons such as bows, javelins, etc. Each time characters are hit, roll out the damage of the weapon the attacker is using. When a character uses a shield in combat, they make a STR challenge roll. If they succeed, the attacker must reroll damage.

HEALING & DYING

Characters regain 1 Hit Point for every hour that they are not in combat. The resting process cannot make character's Hit Points go over maximum. Also, certain spells can heal characters, but not over maximum Hit Points. When a character's Power Points run out, they must make a Mystic Fortitude roll to see if they do not pass out. When characters die, the only way to resurrect them is if a cleric takes ½ of their Hit Points to heal ½ of the dead adventurer's Hit Points. Also, if the gods favor this particular person they will be resurrected at 1 Hit Point. This will only be if they have stayed on the path of law and good for the entire duration of the adventure. The spell "Resurrect" can also revive a party member.

III: MAGIC

1D SPELLS

1D spells cost 1D6 Power Points to use.

Detect Magic: The character detects a magic. They can tell what type if the magic is evil, or good.

Cure light wounds: Heals 1d6 of the target's Hit Points.

Lock-up: Locks a door for 1d6 rounds.

Open wide: Opens a locked door for 1d6 rounds.

Levitate: The caster levitates for 1d6 rounds.

2D SPELLS

2D spells cost 2D6 Power Points to use.

Magic Missile: Deals 1d6 + the caster's IQ modifier.

Solid-to-slush: Turns stone into mud for 1d6 rounds.

Hidey Hole: The caster becomes invisible for 1 round.

Vorpal Blade: Increases the damage of swords and daggers by 1d6 for 1d6 rounds.

Painful Touch: Deals 2d6 + the caster's IQ modifier with a single touch.

3D SPELLS

3D spells cost 3D6 Power Points to use.

6th Sense: The caster can sense danger for their level in rounds.

Lightning Bolt: Deals 1D6 + the caster's IQ modifier with a bolt of lightning from the sky. This attack gets a +3 to hit and anyone wearing metal armor will have the damage doubled.

Dispel Magic: The next 3 spells the target uses will not have any effect whatsoever.

Fist full of coins: Turns a handful of dirt into 3d6 coins for 1d6 rounds.

Fist full of food: Turns a handful of dirt into a week's worth of provisions for 1d6 rounds.

4D SPELLS

4D spells cost 4D Power Points to use.

Morph: Turns an inanimate object into something else for 1d6 rounds.

Invisibility: The caster becomes invisible until they cast another spell or is attacked.

Attackers will suffer from a -5 to hit.

Darkness: The caster creates a shroud of darkness 10 feet around him. Anyone trying to interact with the caster suffers from a -5 penalty.

Enchant: Enchants an object to twice its normal effectiveness.

Mask: the caster completely alters his face and body. It must look like a humanoid around the caster's size and lasts 1d6 rounds.

5D SPELLS

5D spells cost 5D Power Points to use.

Resurrect: Resurrects a dead party member at ½ of their Hit Points.

Swap: Swaps the caster's Hit Points with their Power Points. This lasts 1d6 rounds.

Soothe the savage beast: The caster may trick a monster into not fighting.

Magic shield: Works as the shield item, but protects 5 damage from attacks.

Hellbomb: Disintegrates anything within 100 feet of the caster.

Characters can make a Mystic Fortitude roll to resist the affects of any spell.

IV: BESTIARY

BEAR

STR: 14 (+2.) DEX: 10 (+0) IQ: 3 (-3)

CON: 12 (+0) CHA: 3 (-3) WIS: 6 (-1) LUCK: 10 (+0)

Initiative: +0.

Melee Attack: +4. (Claws, teeth.)

Mystic Fortitude: -3.

Damage: 1d6.

Hit Points: 12.

BEAR, GIANT

STR: 20 (+5) DEX: 11 (+0) IQ: 3 (-3)

CON: 14 (+1) CHA: 3 (-3) WIS: 8 (+0) LUCK: 11 (+1)

Initiative: +1.

Melee Attack: +6. (Claws, teeth.)

Mystic fortitude: -2.

Damage: 2d6.

Hit Points: 25.

BLINK DOG

A blink dog is a white, intelligent species of canine. They have the strange ability to teleport, and that is how they attack. They teleport, attack, and teleport away.

STR: 10 (+0) DEX: 13 (+1) IQ: 15 (+3)

CON: 12 (+1) CHA: 10 (+0) WIS: 12 (+1) LUCK: 10 (+0)

Initiative: +2.

Melee Attack: +2.

Mystic Fortitude: +4.

Damage: 1d6. (Bite.)

Hit Points: 15.

BOAR

STR: 10 (+0) DEX: 11 (+1) IQ: 3 (-3)

CON: 12 (+1) CHA: 3 (-3) WIS: 6 (-1) LUCK: 10 (+0)

Initiative: +1.

Melee Attack: +1.

Mystic Fortitude: -3.

Damage: 1d6. (Tusks.)

Hit Points: 10.

CARCASS SCAVENGER

A carcass scavenger resembles a large, green maggot with two tentacles and two pincers. They are large and fat, bearing no eyes and attack with bites or a sticky, paralyzing fluid*.

STR: 16 (+4) DEX: 9 (-1) IQ: 5 (-2)

CON: 18 (+5) CHA: 2 (-4) WIS: 6 (+0) LUCK: 10 (+0)

Initiative: +0.

Melee Attack: +6.

Missile Attack: +2.

Mystic Fortitude: +4.

Damage: 2d6. (Bite.)

Hit Points: 36.

*The sticky fluid of a carcass scavenger is counted as a missile attack targeted to the person nearest the carcass scavenger. It sticks the target to the ground until the carcass scavenger kills the target. A successful STR roll is required to break out. Carcass scavengers do not resort to this unless in a dire situation.

DEMON, FELL

A fell demon is much like lesser and major demons, except stronger, faster, and smarter.

STR: 15 (+3) DEX: 14 (+2) IQ: 12 (+0)

CON: 14 (+2) CHA: 9 (-1) WIS: 12 (+0) LUCK: 11 (+1)

Initiative: +3.

Melee Attack: +5.

Missile Attack: +3.

Mystic Fortitude: +4.

Damage: 2d6, (Claws, bite.) 2d6, (Weapon.) 3d6. (Fire breath.)

Hit Points: 40.

*Fell demon's skin provides them with protection from 3 damage.

DEMON, LESSER

Lesser demons are usually just grunts and foot-soldiers for greater enemies. They have reddish skin, horns, claws and fangs, and sometimes small tails.

STR: 13 (+2) DEX: 10 (+0) IQ: 6 (-2)

CON: 12 (+1) CHA: 5 (-3) WIS: 9 (+0) LUCK: 10 (+0)

Initiative: +1.

Melee Attack: +3.

Missile Attack: +2.

Mystic Fortitude: +2.

Damage: 1d6, (Claws.) 2d6 (Fire breath.)

Hit Points: 16.

*Lesser demon's skin provides them with protection from 2 damage.

DEMON, MAJOR

Major demons are more powerful versions of lesser demons.

STR: 14 (+2) DEX: 11 (+1) IQ: 9 (+0)

CON: 14 (+2) CHA: 5 (-5) WIS: 10 (+0) LUCK: 10 (+0)

Initiative: +2.

Melee Attack: +4.

Missile Attack: +3.

Mystic Fortitude: +3.

Damage: 1d6, (Claws.) 2d6, (Weapon.) 3d6 (Fire Breath.)

Hit Points: 24.

*Major demon's skin provides them with protection from 3 damage.

DRAGON

Dragons are large, flying lizards that can breathe fire of many other things. Roll a D6 to determine their special power:

1: Flight.

2: Fire breath. (3d6 damage.)

3: Magical powers. (Works as a wizard with 20 power points and spells up to 3rd level.)

4: Camouflage. (Works as the "Hidey Hole" spell.)

5: Summon undead. (Summons 1d6 undead monsters.)

6: The GM will choose one of these powers.\

STR: 16 (+4) DEX: 15 (+3) IQ: 13 (+2)

CON: 16 (+3) CHA: 10 (-1) WIS: 12 (+1) LUCK: 12 (+1)

Initiative: +3.

Melee Attack: +5.

Missile Attack: +4.

Mystic Fortitude: +5.

Damage: 2d6. (Claws, bite, tail swipe.)

Hit Points: 100.

Power Points: 20.

FIRE LION

A fire lion is a lion completely composed of fire.

STR: 14 (+2) DEX: 13 (+2) IQ: 0 (-5)

CON: 13 (+1) CHA: 9 (-3) WIS: 5 (-3) LUCK: 10 (+0)

Initiative: +3.

Melee Attack: +3.

Missile Attack: +2.

Mystic Fortitude: +0.

Damage: 2d6, (Claws, bite.) 2d6. (Fire breath.)

Hit Points: 16.

GHOST

A ghost is a spirit of a forgotten one.

STR: 12 (+2) DEX: 12 (+2) IQ: 0 (-3)

CON: 12 (+2) CHA: 3 (-5) WIS: 5 (-3) LUCK: 10 (+0)

Initiative: +2.

Melee Attack: +2.

Mystic Fortitude: +5.

Damage: 1d6. (Life draining touch.)

Hit Points: 20.

GHOUL

A ghoul is a forgotten body of a dead adventurer enchanted with foul magic. Ghouls can use their paralyzing touch to immobilize and kill foes.

STR: 15 (+4) DEX: 8 (-2) IQ: 0 (-5)

CON: 15 (+4) CHA: 5 (-3) WIS: 5 (-3) LUCK: 10 (+0)

Initiative: +0.

Melee Attack: +4.

Mystic Fortitude: +3.

Damage: 2d6. (Claws.)

Hit Points: 22.

*The paralyzing touch of a ghoul will render a character helpless for 1d6 rounds. During the time, the character may not act.

GIANT

STR: 20 (+4) DEX: 12 (+2) IQ: 8 (-2)

CON: 16 (+3) CHA: 7 (-2) WIS: 9 (+0) LUCK: 10 (+0)

Initiative: +2.

Melee Attack: +5.

Mystic Fortitude: +3.

Damage: 3d6. (Weapon.)

Hit Points: 80.

GNOLL

Gnolls are hyena creatures with human-like features.

STR: 13 (+2) DEX: 12 (+1) IQ: 7 (-2)

CON: 13 (+1) CHA: 5 (-2) WIS: 8 (+0) LUCK: 10 (+0)

Initiative: +2.

Melee Attack: +3.

Mystic Fortitude: +2.

Damage: 2d6. (Weapon.)

Hit Points: 18.

*Gnolls carry any equipment the GM desires that is not a magic item.

GOBLIN

A goblin is a small, green skinned creature with a knack for thievery and chaos.

STR: 6 (-2) DEX: 13 (+2) IQ: 8 (+0)

CON: 9 (-1) CHA: 6 (-2) WIS: 8 (+0) LUCK: 10 (+0)

Initiative: +3.

Melee Attack: +0.

Missile Attack: +1.

Mystic Fortitude: +2.

Damage: 2d6, (Weapon.) 2d6 (Ranged weapon.)

Hit Points: 9.

*A goblin can take the form of any class. When doing this, increase their prime requisites by +2, and give them the class's ability. Wizards begin with 1st level spells and 10 power points. Also, goblins carry any equipment the GM desires that is not a magic item.

HUMAN

STR: 11 (+0) DEX: 11 (+0) IQ: 12 (+1)

CON: 11 (+0) CHA: 11 (+0) WIS: 11 (+0) LUCK: 11 (+0)

Initiative: +2.

Melee Attack: +2.

Missile Attack: +2.

Mystic Fortitude: +2.

Damage: 2d6, (Weapon.) 2d6. (Ranged weapon.)

Hit Points: 12.

*A human can take the form of any class. When doing this, increase their prime requisites by +2, and give them the class's ability. Wizards begin with 1st and 2nd level spells and 20 power points. Also, humans carry any equipment the GM desires that is not a magic item.

MEDUSA

STR: 12 (+1) DEX: 15 (+2) IQ: 11 (+0)

CON: 13 (+2) CHA: 6 (-3) WIS: 11 (+0) LUCK: 11 (+0)

Initiative: +2.

Melee Attack: +2.

Missile Attack: +3.

Mystic Fortitude: +3.

Damage: 2d6. (Claws.)

Hit Points: 20.

*A medusa's petrifying gaze will turn the target into un-living stone on a successful Missile Attack roll.

ORC

An orc is a green-skinned, brutish monster that lives in war and raiding tribes.

STR: 14 (+2) DEX: 11 (+0) IQ: 8 (-2)

CON: 14 (+2) CHA: 8 (-3) WIS: 9 (+0) LUCK: 10 (+0)

Initiative: +1.

Melee Attack: +4.

Missile Attack: +2.

Mystic Fortitude: +2.

Damage: 2d6, (Weapon.) 2d6. (Ranged weapon.)

Hit Points: 15.

*An orc can take the form of any class. When doing so, increase their prime requisites by +2, and give them the class's ability. Wizards begin with 1st level spells and 10 power points. Also, orcs carry any item the GM desires that is not a magic item.

OGRE

STR: 17 (+3) DEX: 12 (+0) IQ: 7 (-2)

CON: 15 (+3.) CHA: 5 (-3) WIS: 10 (+0) LUCK: 10 (+0)

Initiative: +1.

Melee Attack: +5.

Mystic Fortitude: +3.

Damage: 2d6. (Weapon.)

Hit Points: 35.

SKELETON

STR: 15 (+2) DEX: 9 (-2) IQ: 0 (-5)

CON: 14 (+2) CHA: 3 (-5) WIS: 5 (-3) LUCK: 10 (+0)

Initiative: +0.

Melee Attack: +4.

Mystic Fortitude: -1.

Damage: 1d6 (Weapon.)

Hit Points: 10.

TROLL

STR: 20 (+4) DEX: 13 (+2) IQ: 9 (-1)

CON: 18 (+3) CHA: 6 (-3) WIS: 10 (+0) LUCK: 10 (+0)

Initiative: +2.

Melee Attack: +6.

Mystic Fortitude: +3.

Damage: 3d6. (Weapon.)

Hit Points: 50.

*Trolls regenerate 1d6 Hit Points every other round.

VAMPIRE

STR: 16 (+2) DEX: 14 (+2) IQ: 12 (+1)

CON: 13 (+1) CHA: 9 (-2) WIS: 12 (+1) LUCK: 10 (+0)

Initiative: +2.

Melee Attack: +3.

Mystic Fortitude: +3.

Damage: 2d6, (Weapon.) 1d6. (Blood-sucking bite.)

Hit Points: 23.

WEREWOLF

STR: 14 (+2) DEX: 13 (+1) IQ: 7 (-2)

CON: 13 (+3) CHA: 8 (-4) WIS: 10 (+0) LUCK: 10 (+0)

Initiative: +0.

Melee Attack: +4.

Mystic Fortitude: +4.

Damage: 2d6 (Claws, teeth.)

Hit Points: 25.

ZOMBIE

STR: 13 (+2) DEX: 8 (-2) IQ: 0 (-5)

CON: 14 (+3) CHA: 3 (-5) WIS: 5 (-3) LUCK: 10 (+0)

Initiative: -2.

Melee Attack: +3.

Mystic Fortitude: +0.

Damage: 1d6. (Claws, bite.)

Hit Points: 14.

V: MAGIC ITEMS

Characters might find magic items along the way. GM's should make up magic items, but here are a few examples of them:

ELF'S CAPE: Grants a +2 to stealth rolls, and a +4 to stealth rolls in the wilderness.

DWARFEN BATTLAXE: A battleaxe dealing 4d6 damage and it increases Melee Attack by +2, but it increases it by +4 for Dwarfs.

BLACK SCROLL: A magic scroll that summons 1D6 skeletons.

WIZARD'S STAFF: A mystical staff used only by wizards as a weapon dealing 2d6 damage and it works as a shield.

TROLL HIDE: Armor made of out of a trolls skin. It protects from 1 damage and the wearer will regenerate 1d6 Hit Points per day.

EVERQUEST CHARACTER SHEET

Name: _____ Race: _____ Class: _____

Level: ____ XP: ____ / ____

Hit Points: _____ Power Points: _____

STR: ____ ()

DEX: ____ ()

IQ: ____ ()

CON: ____ ()

CHA: ____ ()

WIS: ____ ()

LUCK: ____ ()

Racial abilities:

Class's ability: _____

Skills:

Spells obtained:

Armed with: _____ Damage: _____

Armed with: _____ Damage: _____

Armed with: _____ Damage: _____

Armed with: _____ Damage: _____

Equipment:
