

## Maximum attainable attributes for each race

	Strength	Dexterity	Intelligence	Wisdom
Human	75	75	75	75
Elf	75	99	75	50
Dwarf	99	75	50	75
Bobbit	75	50	75	99
Fuzzy	25	99	99	75

## Characteristics of each profession

	Weapons	Armour	Spells	Spell Attribute/Special
Fighter	All	All	None	None
Cleric	Mace	Chain	Clerical	Wisdom
Wizard	Dagger	Cloth	Wizardry	Intelligence
Thief	Sword	Leather	None	Steal/Disarm Traps
Paladin	All	Plate	Clerical	Half of Wisdom
Barbarian	All	Leather	None	Some Steal/Disarm Traps
Lark	All	Cloth	Wizardry	Half of Intelligence
Illusionist	Mace	Leather	Clerical	Half Wisdom, Some S/DT
Druid	Mace	Cloth	Both	Greater of both halves*
Alchemist	Dagger	Cloth	Wizardry	Half Intelligence, Some S/DT
Ranger	+2 Sword	+2 Plate	Both	Lesser of both halves, Some S/DT
<i>*Druids regain their magic points faster than other characters</i>				

## Towne shops

Weapons shop	Buy and sell weapons
Armoury	Buy and sell armour
Grocery	Buy food rations
Guild shop	Buy various thieves tools
Pub	Have an ale and hear some rumours
Healer	Heal damage, cure poison, raise dead
Stable	Buy horses
Oracle	Consult oracle for expensive clues