

Guild Halls, Chance of locating:

The following chart will help determine if there is a Guild Hall within a Castle, City, Town, or Village and what classes are practiced and taught within each).

Roll on Chart #1 to see if there is a Guild Hall present in a civilized area, and then continue following the instructions to form a complete Guild Hall if one is present:

Chart #1

% chance to find a Guild Hall in a:

Castle: 100%	Continue rolling on Chart #2
City: 96%	If a Guild Hall is present, continue rolling on Chart #3
Town: 76%	If a Guild Hall is present, continue rolling on Chart #4
Village: 25%	If a Guild Hall is present, continue rolling on Chart #5
Wilderness: 2%	If a Guild Hall is present, continue rolling on Chart #6

There will be a 2% chance to find a Guild Hall in the wilderness if specifically searching for one. If no one is searching, it will be up to the Discretion of the G.M. if one is discovered or not.

Chart #2

Castle Guild Hall

%Roll: # of Classes trained within this Guild Hall:

01-02: 2-D6 +2 Continue rolling on Chart #7

03-05: 3-D6 +3 Continue rolling on Chart #7

06-09: 4-D6 +4 Continue rolling on Chart #7

10-00: All classes are taught within this Guild Hall.

Chart #3

City Guild Hall

%Roll: # of Classes trained within this Guild Hall:

01-03: 2-D6 +2 Continue rolling on Chart #7

04-07: 3-D6 +3 Continue rolling on Chart #7

08-12: 4-D6 +4 Continue rolling on Chart #7

13-00: All classes are taught within this Guild Hall.

Chart #4

Town Guild Hall

%Roll: # of Classes trained within this Guild Hall:

01-50: 2-D6 +2 Continue rolling on Chart #7

51-80: 3-D6 +3 Continue rolling on Chart #7

81-95: 4-D6 +4 Continue rolling on Chart #7

96-00: All classes are taught within this Guild Hall.

Chart #5

Village Guild Hall

%Roll: # of Classes trained within this Guild Hall:

01-81: 1-D6 +1 Continue rolling on Chart #7

82-91: 2-D6 +2 Continue rolling on Chart #7

92-95: 3-D6 +3 Continue rolling on Chart #7

96-98: 4-D6 +4 Continue rolling on Chart #7

99-00: All classes are taught within this Guild Hall.

Chart #6

Wilderness Guild Hall

Before rolling for this Guild Hall, roll your % dice. A 99-00 will indicate this Guild Hall is the Guardians Tower.

Once a Guardians Tower is found, never roll for this again (for there is only one Guardians Tower in existence).

See: "Guardians Tower" in the G Section of the Basic Rules Book.

%Roll: # of Classes trained within this Guild Hall:

01-90: 1-D4 Continue rolling on Chart #7

91-94: 1-D4 +1 Continue rolling on Chart #7

95-97: 1-D6 +2 Continue rolling on Chart #7

98-99: 1-D8 +3 Continue rolling on Chart #7

00: All classes are taught within this Guild Hall.

Chart #7

When rolling up the class types present within a Guild Hall, ignore any roll resulting in the same class previously rolled (no two will be the same).

%Roll: Class types present within a Guild Hall:

01-50: Non-Spell-Caster. Roll on Chart - A

51-00: Spell-Caster. Roll on Chart - B

Chart - A

%Roll: Non-Spell-Caster classes:

01-08: Argonaught

09-16: Assassin

17-24: Deminaught

25-32: Forest-Knight

33-40: Gladiator

41-48: Guardian

49-56: Juggernaught

57-64: Monk, Shintar

65-72: Monk, Vekkarian

73-79: Recorder

80-86: Thief

87-93: Trainer

94-00: Warrior

Chart - B

%Roll: Spell-Caster classes:

01-05: Animationist

06-10: Bard

11-15: Conjuror

16-20: Divinationist

21-25: Druid

26-30: Elemental Magician

31-35: Empath

36-40: Enchanter

41-44: Fate

45-49: Healer

50-54: Illusionist

55-59: Light Weaver

60-64: Locust Magician

65-69: Magician

70-74: Mutant

75-78: Mystic

79-83: Necromancer

84-87: Psychic

88-91: Shaman

92-96: Spiritualist

97-00: Supernaturalist