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Guardians of Utaemia
Treasure Book (Scrolls)

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Scrolls, Rolling for:

Only 1 ability, spell, or protection will be listed on a scroll. Roll once for each scroll discovered. Roll on Chart #1 for the "Scroll type found".

Chart #1

%Roll: Scroll type found:

01-50: Ability/Spell: Roll once on Chart #2.

51-00: Protection: Roll on Chart #3 (there is only 1 protection power per Protection Scroll).

Chart #2

%Roll: Character types:

01-03:	Animationist
04-05:	Argonaught
06-08:	Assassin
09-11:	Bard
12-14:	Conjurer
15-16:	Deminaught
17-19:	Divinationist
20-22:	Druid
23-25:	Elemental Magician
26-28:	Empath
29-31:	Enchanter
32-34:	Fate
35-37:	Forest-Knight
38-40:	Gladiator
41-43:	Guardian
44-46:	Healer
47-49:	Illusionist
50-52:	Juggernaught
53-55:	Light Weaver
56-58:	Locust Magician
59-61:	Magician
62-64:	Monk, Shintar
65-67:	Monk, Vekkarian
68-70:	Mutant
71-73:	Mystic
74-76:	Necromancer
77-79:	Psychic
80-82:	Recorder
83-85:	Shaman
86-88:	Spiritualist
89-91:	Supernaturalist
92-94:	Thief
95-97:	Trainer
98-00:	Warrior

Note:

After rolling the character type, go to the scroll section and roll up the ability/spell randomly.

Chart #3

Protection Scrolls:

If one reads a Protection Scroll, the magic of that scroll will protect him or her to a certain degree (% chance), for a certain amount of time.

The Protection Scroll takes 1 turn (5 seconds) to read, but must meet the prerequisites to be able to read it.

On the beginning of the following turn, after reading the scroll aloud, the reader will have a measure of protection for a certain amount of time.

Roll on Chart #4 to know the "Protection Power" of each and every Protection Scroll found:

Chart #4

%Roll: Protection Powers:

- 01: Protection from Ability loss.
- 02: Protection from Acid
- 03-04: Protection from Aging
- 05-06: Protection from Air
- 07-08: Protection from Annihilation
- 09-10: Protection from Blood-loss
- 11-12: Protection from Charm
- 13-14: Protection from Cold
- 15-16: Protection from Curse
- 17-18: Protection from Death
- 19-20: Protection from Domination
- 21-22: Protection from Drain
- 23-24: Protection from Earth
- 25-26: Protection from Electricity
- 27: Protection from Exhaustion
- 28: Protection from Essence
- 29-30: Protection from Fall and Sudden Fall (negates the fall when you roll an attack of 01-02%)
- 31-32: Protection from Fear
- 33-34: Protection from Fire
- 35-36: Protection from Forced Movement (stronger attacker cannot move you)
- 37: Protection from Holy
- 38: Protection from Illusion
- 39: Protection from Hate
- 40: Protection from Gas
- 41-42: Protection from Intoxication (alcohol)
- 43: Protection from Love
- 44: Protection from Magic or Magic Item
- 45-46: Protection from Memorization Fail
- 47-48: Protection from Mental-attack
- 49-50: Protection from Mental-Strength loss

%Roll: Protection Powers Cont.

51-52: Protection from Miss-Transport

53-54: Protection from Luck drain

55-56: Protection from Oxygen loss

57-58: Protection from Pain

59-60: Protection from Paralysis

61-62: Protection from Petrification

63-64: Protection from Physical-attack

65-66: Protection from Poison

67-68: Protection from Scry

69-70: Protection from Sense of Direction loss

71-72: Protection from Shock

73-74: Protection from Sickness/Disease

75-76: Protection from Siren or Siren Speech (this will include all the speech abilities)

77-78: Protection from Social manipulation (natural charismatic effects)

79: Protection from spell loss.

80: Protection from Spiritual-attack

81-82: Protection from Stalker

83-84: Protection from Stun

85: Protection from Substance

86: Protection from Sudden Death

87-88: Protection from Sudden Loss (negates the fumble when you roll an attack of 03-04%)

89-90: Protection from Sun (from the sun)

91-92: Protection from Toxin (poison)

93-94: Protection from Track (from being tracked)

95-96: Protection from Trap

97: Protection from Undead

98: Protection from UnHoly

99-00: Protection from Wish

Chart #5

%Roll: Duration:

01-65: 3-D6 hours +3

66-74: 4-D6 hours +4

75-82: 5-D6 hours +5

83-89: 6-D6 hours +6

90-95: 7-D6 hours +7

96-00: 8-D6 hours +8

Roll on Chart #6 to see what the % protection each protection scroll will be:

Chart #6

%Roll: % Protection:

01-65: 20%

66-74: 40%

75-82: 60%

83-89: 80%

90-95: 91%

96-00: 99%