TALES of the CARNELIAN COAST

Swords & Sorcery Role-Playing Game

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VERSION 0.9.7
JANUARY 2005

Website: http://ccoast.home.comcast.net/System/index.html

Contents

The Basics

DICE USE

Three six-sided dice are used for most rolls, though a pair of ten-sided dice are also useful for generating percentiles. Most actions are resolved through tasks, which are represented by a difficulty rating. Performing a task involves rolling 3d6 open-ended with skew, applying negative or positive adjustments, and comparing the total with the task difficulty number. Success requires exceeding the difficulty number.

open-ended, skewed 3d6 + skill + mods

Open-Ended Roll: Three dice produce a discrete approximation of a bell curve. However, This curve is truncated at either end. To allow for spectacular failures and successes that fall beyond either end, the open-ended roll is used.

To make an open-ended roll, throw 3d6:

- On a natural roll of 18, re-roll the dice, subtract ten and—counting all rolls below 0 as 0—add to the previous total

- On a natural roll of 3, re-roll the dice, subtract ten and—counting all rolls above 0 as 0—subtract from the previous total.

- On any other roll, just take the first total.

Skew Dice: The curve produced by dice can be skewed left or right by using skew dice. These are extra dice rolled but then dropped in a manner to introduce the correct skew:

- "*n* low" means roll *n* extra dice and keep the lowest three values of all dice rolled. For example, the notation "2 low" means roll an additional 2d6 (for a total of 5d6) and keep the lowest three values. This makes it more difficult but not impossible to achieve high rolls.

- "*n* high" means roll *n* extra dice and keep the highest three values of all dice rolled.

On the occasion that more than 3d6 need to kept, keep the number of dice according to the range required. For example, 5d6 (2 high) would mean rolling 7d6 and keeping the highest 5.

Skew applies only to the first roll of dice. Additional dice thrown for open-ended rolls do not include skew.

Luck: When a character is under the influence of luck he receives skew dice. If the die is good luck, the player receives high skew. If the die is bad luck, he receives low skew. It can be handy to use colored dice to indicate whether the character is lucky or unlucky, If a character ever has both good luck dice and bad luck dice, then they cancel each other out on a one-to-one basis. Also, a character may be no more than thrice blessed or thrice cursed. That is, no more than six dice are ever rolled.

GLOSSARY

This game tries to stick to terms common to many role-playing games, rather than invent (or re-invent) many clever words to describe the same thing. Here is a glossary that highlights terms for new ideas in the game, or where the particular usage of a term may require clarification.

advanced skill: A skill that builds upon the theoretical foundation of a field of knowledge. A character must earn ranks in a field before learning an advanced skill.

attribute: A quality of a character representing general abilities in mental or physical feats.

basic skill: A skill that does not require a theoretical foundation to learn.

field: A broad area of knowledge.

field rank: An abstract measure of a character's experience in and knowledge of a field.

flurry: An indivisible but interruptible unit of action in combat.

initiative: The ability to act first. The person who acts first sets the pace others follow.

learning rate: An abstract measure of how much personal benefit a character receives from daily experience.

rote: A memorized procedure.

S.I.: In an attempt to be non-Anglo-centric, this game uses S.I. units of measurement.

skill: A learned, practical application of a field.

skill level: An abstract measure of a character's level of practice with a skill.

target: In the context of tasks, this is the number to beat after totalling the sum of dice and task modifiers. Merely matching the target fails the task.

task: A specific usage of a skill.

Characters

Tales of the Carnelian Coast is a game of sword and sorcery adventure. Rather than attempt to simulate a genre of fiction, TotCC attempts to simulate a version of reality where the fantastical exists and magic works, but the results feel gritty rather than cinematic, crunchy rather than fluffy. There is no World War II era artillery masquerading as magic, no pointy-eared elves or fairylands, and no beefcake fighters that can jump off hundred-foot cliffs and survive unscathed.

In this game, characters are always human. They each have eight basic attributes, some abilities derived from those attributes, and a set of skills. This information is recorded on a character record sheet. To begin character generation, start with an idea.

CONCEPT

A character concept is a framework to which elements of character design are attached. It provides a theme for the design, that is, it promotes consistency between elements. Good character design is an art that requires bringing enough elements together to make the character believable, but not so much as to make the character unplayable.

- What kind of person does the character look like? What does the character's appearance say to people who see him or her?

- What does the character do? Does the character's chosen profession or occupation agree with his appearance, or are there quirks or unexpected elements?

That is enough detail to make a superficial character, but one that may inspire additional interest. To make the character believable, some additional elements are needed.

- To what culture does the character belong?

  The character was born and raised by someone in some culture on whatever world the character comes from. A character should possess some cultural attributes that make him fit in the world. This may include physical attributes, mannerisms, and beliefs.

- What experiences did the character have whilst growing up?

  Once a culture is established, details about the character's parentage, education, and social life will round out the character. Too much detail here should be avoided prior to play, so as not to get bogged down in details with which players are not yet intuitively familiar. The parent's names, if known, occupation, reputation perhaps, skills learned, and the names of a few childhood acquaintances should suffice.

BACKGROUND

A character's background is the most important element in defining the character, and yet the specifics depend more on the setting than on a set of game rules. The rules here are necessarily generic, but more specific examples are be provided in supplemental material like the Carnelian Coast setting.

Characters are generated from birth toward game start via a linear progression of years. Earlier years may be clumped together for expediency. The basic idea is to generate a pre-game history of the character, recording knowledge gained along the way.

PLACE OF BIRTH

Characters may come from far-flung places, or from the same small community, or anything in between. The choice should be agreed upon between the players and the Gamemaster. For example, in a Sevalian campaign, the character group may be members of different clans who have formed a society to profit themselves through whatever means they desire; the Gamemaster takes the part of the group's patron, calling on them to perform favors, helping them out of tight spots, etc.

Once the character's place of birth has been chosen, loose constraints should be put in place on choices thereafter. A character's place of birth will often, but not necessarily, determine the character's culture. With culture comes language, religion, professions, and education, among many other things. The game world should provide the specifics for each of these. It is unrealistic and inconsistent for a character to possess skills that should be unavailable to the place of birth, unless some exception (such as living part of one's life in another culture or place) is detailed.

The term "civilization" as used in this game means a society's urbanization level, and determines the kind of place in which a character can grow up. There are four urbanization levels, described briefly below. The table shows a rough distribution of settlements by urbanization level. The Gamemaster may dictate where the player characters are from according to his goals, or allow players to choose freely. Random selection may be made if desired.

URBANIZATION LEVEL

[0]	[1]	[2]	[3]	[4]	Type of Place
01–00	01–60	01–05	01–05	01–05	Wilderness
—	61–00	06–95	06–90	06–80	Village
—	—	96–00	91–95	81–85	Castle
—	—	—	96–00	86–95	Town
—	—	—	—	96–00	City

Urbanization Level Descriptions

[0] Hunter-Gatherer: Nomads in bands of 20–80 persons, with no permanent settlements

[1] Pastoral: Nomadic herders in bands or tribes of up to 500 persons, with temporary settlements and trade centers

[2] Horticultural: Semi-nomadic farmers and herders in bands or tribes of up to 500 persons, with temporary agricultural settlements and trade centers

[3] Manorial: Farmers with villages and fortified residences, such as castles, as part of a larger state

[4] Civilized: Specialized merchants and craftsmen with cities and towns

DATE OF BIRTH

Date of birth determines astrological factors, if they are used, not to mention helping keep track of the character's age. Actual year of birth is best calculated after skill selection, when the character's age is determined. Simply count backward from the game's starting year.

GENERIC MID-LATITUDE CALENDAR

(1–4) Spring	d10	Month
	1–2	I
	3–5	II
	6–0	III
(5–7) Summer	**d10**	**Month**
	1–5	IV
	6–8	V
	9–0	VI
(8) Autumn	**d10**	**Month**
	1–4	VII
	5–7	VIII
	8–0	IX
(9–0) Winter	**d10**	**Month**
	1–3	X
	4–6	XI
	7–0	XII

CHARACTER FAMILY

Don't worry about deciding on all the details for the character's background at this time, but a few things should be settled on first. Specifically, how a character's environment affects educational and occupational choices. What is the social status of the character's family? Will the character be sent to school? Will the character train in a parent's occupation? Perhaps everyone except the first born must fend for themselves?

The occupations available to a character's parents depend on culture and civilization level. Naturally, the selection varies from world to world. For the sake of completeness, presented below is a very general table for social class determination.

SOCIAL CLASS DETERMINATION

Wilds	Rural	Urban	General Social Class
—	01–05	01–05	Outlaw
01	06–70	06–25	Unfree
02–90	71–85	26–80	Free
91–98	86–98	81–98	Professional
99	99	99	Privileged
100	100	100	Nobility

Wilds are wilderness. Rural is castle or village. Urban is town or city.

Outlaw: Vast tracts of wilderness exist in areas distant from centers of power, where nobles exert little control. In these regions live outlaws, people who answer to no lord and no law but their own.

Unfree: Slaves and serfs make up this class. These are people who do not own themselves nor any property, but are either owned or are indentured to a member of a higher class.

Free: People who may own property but are neither wealthy nor skilled in a professional (guilded) sense.

Professional: Educated and well-off members of guilds, or else possessing skills that give them this status in societies with no guilds. The actual skills defining this class vary with culture.

Privileged: The non-noble, but wealthy and influential members of society. They wield political power either through money, tradition, or control of military or magical power.

Nobility: The cream of privileged society.

BIRTH ORDER

Birth order helps determine what a character stands to inherit. For character generation, this means starting wealth. Actual inheritance may also come into play, particularly in long-running games.

Birth order is written as "Nth of X children". First determine the total number of children from the table below. The character has an equal chance of being any of the siblings. The player should be allowed to choose any gender. Sibling genders can otherwise be generated randomly.

SIBLINGS

1d100	Siblings
01–05	One child
06–15	Two children
16–35	Three children
36–65	Four children
66–85	Five children
86–95	Six children
96–99	Seven children
100	Eight children

HAIR COLOR

High	Mid	Sub	Low	Color
01–55	01–30	—	—	Blond(e)
56–70	31–40	01–10	—	Red
71–80	41–50	11–20	—	Auburn
81–95	51–85	21–50	01–10	Brown
96–00	86–00	51–00	11–00	Black

EYE COLOR

High	Mid	Sub	Low	Color
01–10	01–10	—	—	Hazel
11–25	11–25	01–15	—	Green
26–90	26–50	16–20	—	Blue
91–00	51–90	21–80	01–80	Brown
—	91–00	81–00	81–00	Hazel

SKIN COLOR

High	Mid	Sub	Low	Skin Color
01–40	01–15	—	—	Very Light
41–90	16–40	01–05	—	Light
91–00	41–90	06–65	01–10	Medium
—	91–00	66–90	11–70	Dark
—	—	91–00	71–00	Very Dark

FRAME

3d6	Frame
3–5	Very Light
6–8	Light
9–12	Average
13–15	Large
16–18	Massive

ABILITIES & ATTRIBUTES

APPEARANCE

What does your character look like? Is he a clean-cut, hard-nosed pinnacle of masculinity from the Mediterranean, or a shaggy, broad-shouldered bear from the north, or a hawk-nosed, slight-framed scoundrel from an overcrowded subtropical city? Is she a wild-haired blonde from the mid-latitude forests, or a dark, mysterious beauty from the desert, eyes ringed with thick kohl?

In a low-technology environment, there is much less diversity in any given place than what we are used to in the modern world. Players should choose an appearance that corresponds to the character's nationality. The following tables are intended to help make decisions about a character's appearance consistent with the world background. Roll 1d100 and use the column corresponding to your character's latitude of origin.

Colorations are very general; players should feel free to add modifiers. For example, a red-haired character can be fiery red, or orange-red, or dark red. Hairstyles and facial hair can be added. A very fair complexion might be milky white or deathly pale. The character may be freckled or have moles or discolorations. The skin may be smooth or rough.

SIZE

Height: Look up typical height for the character's nationality. Choose a height within the given range or roll dice (open-ended):

• For short nationalities: 135–160 cm (130 + 5d6 cm)

• For medium height nationalities: 155–180 cm (150 + 5d6 cm)

• For tall nationalities: 175–200 cm (170 cm + 5d6)

Weight: Use the number rolled for Frame and consult the table below. The entries are the character's weight in kilograms. For

Height(cm)	1–3	4–6	7–9	10–11	12–13	14–15	16	17	18	19	20
						Frame					
135	27	30	34	37	41	45	49	54	58	63	69
140	30	34	37	41	45	49	54	58	63	69	74
145	34	37	41	45	49	54	58	63	69	74	80
150	37	41	45	49	54	58	63	69	74	80	86
155	41	45	49	54	58	63	69	74	80	86	93
160	45	49	54	58	63	69	74	80	86	93	99
165	49	54	58	63	69	74	80	86	93	99	106
170	54	58	63	69	74	80	86	93	99	106	114
175	58	63	69	74	80	86	93	99	106	114	122
180	63	69	74	80	86	93	99	106	114	122	130
185	69	74	80	86	93	99	106	114	122	130	138
190	74	80	86	93	99	106	114	122	130	138	147
195	80	86	93	99	106	114	122	130	138	147	156
200	86	93	99	106	114	122	130	138	147	156	166

additional variation, roll 2d6: first die odd: subtract 1/2 second die; first roll even: add 1/2 second die.

Size Attribute by Weight

Weight (kg)	Size
22–25	5
26–31	6
32–38	7
39–47	8
48–58	9
59–72	10
73–88	11
89–108	12
109–134	13
135–164	14
165–202	15

A more complete version of the Size Factor table is located in the Bestiary chapter.

Damage Resistance: This is the contribution of the character's size to absorb damage, counteracting the attacker's bonus from strength. Add the size task modifier to the character's overall damage resistance.

CHARACTER ABILITIES

Character abilities encompass inherent physical and mental traits that influence performance of tasks without regard to skill or experience. There are eight character abilities—four physical and four mental. When attributes are generated, they represent the character at game start, which generally means they are only a potential value during character generation.

Different attributes use different methods for generating them, but you will not need anything more than 3d6 and a set of percentile dice.

Strength (STR)

A measure of musculature, lifting power, and the ability to exert force. The range of strength is dependent on body weight, and varies according to the ratio of muscle to fat. Determine strength by rolling 2d6–7 and adding the result to Size. Strength can never be more than 5 points higher than Size.

Carrying capacity: Encumbrance affects the character's ability to maneuver, the more carried, the more difficult it is to move. A penalty to agility-based tasks is incurred as the character's load exceeds increments of his base carrying capacity according to the Encumbrance Levels table. Carrying capacity is in kilograms. Movement rates are walking speeds in 2-meter spaces per 5-second combat turn (unloaded speed is 4.0).

Maximum lift is Base Carrying Capacity × 5.

Jumping Distance: Running long jump distance is eight times throwing range divided by the character's mass in kilograms. Halve the distance for standing broad jumps.

Strength Factor

STR	TaskMod.	Throw	BaseCC
3	–4	10	8
4	–3	11	9
5	–3	12	10
6	–2	14	12
7	–2	17	14
8	–1	19	16
9	–1	22	18
10	0	24	20
11	0	29	24
12	+1	34	28
13	+1	38	32
14	+2	43	36
15	+2	48	40
16	+3	58	48
17	+3	67	56
18	+4	77	64

Encumbrance Levels

Encumbrance	Max Weight	AGL Mod	Move Rate
Burdened	at least 1 × Base CC	–1	3.5
Loaded	at least 1.5 × Base CC	–2	3.5
Heavily Loaded	at least 2 × Base CC	–3	3.0
	at least 2.25 × Base CC	–4	3.0
	at least 2.50 × Base CC	–5	3.0
	at least 2.75 × Base CC	–6	2.5
Maximum Load	3 × Base CC	–7	2.5

Throwing Distance: The distance, in meters, the character can throw an object weighing one kilogram. Throwing range is 120% of base CC. See the Combat chapter for more details on throwing.

Agility (AGL)

The flexibility or suppleness of the character, gracefulness of movements, reflexes, reaction time, and coordination of mind and body. Determine agility by rolling 3d6.

Endurance (END)

The ability to withstand physical stress, to resist poison and disease and to continue activities over long periods of time. Endurance determines how long a character can maintain a running pace, how long he can hold his breath underwater, and how long he can operate without food or water.

Determine endurance by rolling 3d6.

Dexterity (DEX)

Encompasses manual dexterity, steadiness of hand, lightness of touch, and in some sense the ability to focus on tedious physical tasks. Determine dexterity by rolling 3d6.

Handedness: The majority of people are right-handed. Approximately 15% of the population is left-handed, though this can vary by culture.

Charisma (CHR)

Strength of personality, verbal expression and comprehension, empathy, and the knack of being noticed or remembered. Although charisma is an invisible attribute, it does affect others' opinion of one's physical appearance. Charisma is determined by rolling 3d6.

Appearance: An attribute is not used for Appearance. The player should feel free to describe a character as "hideously ugly, plain, handsome, pretty, stunning, etc." The game master may decide whether or not a character's appearance has any game effect.

Willpower (WIL)

The character's ability to withstand psychic stress, determination, self-discipline, and ability to resist to mental influence. Also the ability to focus on tedious mental tasks. Determine willpower score by rolling 3d6.

Perceptivity (PER)

A measure of the character's awareness and sensitivity to magic and the powers from beyond, also intuition and visualization. Because the beyond and the mundane world are so intertwined, this attribute also reflects the character's sensitivity to natural phenomenon. This is also the reason the term "perceptivity" is used instead of something like "perception."

Determine perceptivity score by rolling 3d6.

Intelligence (INT)

A measure of learning ability, mental flexibility, and speed of computation. Determine intelligence by rolling 3d6.

ABILITY TASK MODIFIERS

Actions performed in the game that require skill and randomization are termed *tasks*. A character's attributes and skill levels will affect performance of tasks. The higher the bonuses, the better.

Task Modifier: Adjustment to task die rolls related to this attribute. Attributes only modify related tasks, they do not affect the character's skill.

EXPERIENCE

Experience points are a convenient method for tracking character advancement. They are awarded automatically, but the number depends on character activities, such as adventuring, studying, and training Experience points are spent on fields of knowledge and

Attribute Task Modifiers

3d6 score	Task Modifier
1	−5
2–3	−4
4–5	−3
6–7	−2
8–9	−1
10–11	—
12–13	+1
14–15	+2
16–17	+3
18–19	+4
20	+5

skills. Characters may spend experience points as soon as enough are accumulated to purchase a new field rank or skill level.

LEARNING RATE

Characters automatically earn 0 to 4 experience points per day, depending on level of activity. This number is called *learning rate*.

A learning rate of 4 represents about eight hours of intense study or training, or constant stress tests during adventure. A Learning Rate of 0 should only apply to characters who are incapacitated and completely inactive for at least 90% of normal waking hours in a day.

Learning Rates

Rate	General Activity
0	Character is incapacitated
1	Character is idle
2	Character is employed or travelling in civilized area
3	Character is in school or self-studying; adventuring in hostile area
4	Accelerated education rate; character is engaged in intensive training

Due to mental fatigue, characters are limited to a number of contiguous days equal to willpower for Learning Rate 4 or to twice willpower for Learning Rate 3 before requiring a rest (of an equal number of days) at a Learning Rate of 2 or less.

At the Game Master's discretion, a character may split the day between two activities, in which case the learning rate is the average of the two. For example, a character may work half the day (half a day being 4 hours) and study the other half. This would produce a learning rate of 2.5. Splitting activities any more than this on a given day should be considered Learning Rate 2, which assumes a level of general activity in which the character is not idle but does not have time to focus on any one thing.

Learning Bonus

The Game Master may award additional points as deemed appropriate. It is suggested that a maximum of 4 additional points

be awarded on a given day; these bonus points are not counted as part of the character's learning rate for that day.

DEVELOPING FIELD RANKS

Characters learn and advance in fields and skills. A field is a broad area of knowledge. Skills are specific, technical areas of knowledge. A field usually includes a few inherent abilities that improve with skill level. There are nine fields a character may learn: Adventurer, Artisan, Athlete, Caregiver, Entertainer, Fighter, Magician, Merchant, and Scholar.

Because experience points are awarded for general learning conditions, not for specific skill use or successful action, a player may apply them to any field or skill desired as long as the character already possesses levels in the field/skill. However, new skills often require training, and the training facilities may require a particular level of civilization, as given in the Skills Chapter. The increase in experience earned due to training must be applied to those skills being studied.

Gaining a new field rank costs 60 points times the level to be achieved. Each new rank provides a 50% discount that may be applied to the purchase of skills in the same field, as long as those skills are of a level less than or equal to field rank.

Exp. Pt. Cost to Advance Field Ranks

New Field Rank	Points Required	Running Total
1	60	60
2	120	180
3	180	360
4	240	500
5	300	800
6	360	1160
7	420	1580
8	480	2060
9	540	2600
10	600	3200
11	660	3860
12	720	4580
13	780	5360
14	840	6200
15	900	7100
16	960	8060
17	1020	9080
18	1080	10,160
19	1140	11,300
20	1200	12,500

Example: Leif has Adventurer at rank 5 and Fighter at rank 8. It will cost him 360 experience points to raise Adventurer to level 6, and 540 points to raise Fighter to 9.

DEVELOPING SKILLS

There are two types of skills: basic and advanced. Basic skills cost 20 experience points times the level desired. Advanced skills cost twice as much as basic skills and require an instructor. Again, if the character has a field rank for that skill of equal or higher rank than the desired skill level, its cost is halved.

For some skills, there is a monetary cost requirement. In any case, it is necessary only to identify the instructor (and his location) and the costs. If the character does not have access to the instructor or to the funds, then no advancement may take place.

Exp. Pt. Cost to Advance Skill Levels

New Skill Level	—A— Cost	—A— Total	—B— Cost	—B— Total	—C— Cost	—C— Total
1	10	10	20	20	40	40
2	20	30	40	60	80	120
3	30	60	60	120	120	240
4	40	100	80	200	160	400
5	50	150	100	300	200	600
6	60	210	120	420	240	840
7	70	280	140	560	280	1020
8	80	360	160	720	320	1440
9	90	450	180	900	360	1800
10	100	550	200	1100	400	2200
11	110	660	220	1320	440	2640
12	120	780	240	1560	480	3120
13	130	910	260	1820	520	3640
14	140	1050	280	2100	560	4200
15	150	1200	300	2400	600	4800
16	160	1360	320	2720	640	5440
17	170	1530	340	3060	680	6120
18	180	1710	360	3420	720	6840
19	190	1900	380	3800	760	7600
20	200	2100	400	4200	800	8400

—*Basic skills with a field discount use columns 'A'; basic skills with no discount and advanced skills with discount use 'B'; advanced skills with no discount use 'C'.*

> *Example*: Leif, now Adventurer-6 and Fighter-9, wishes to upgrade his Adventurer skills to reflect his new field rank. He has several basic skills at level 5. They will cost him 120 experience points a piece to raise to level 6, and thus match his current Adventurer rank. He also has one advanced skill under Fighter he wants to improve from level 8 to level 9. It will cost him 180 points. If he wanted to raise it to level 10, one point above his field rank, it would cost him 400, not 200.

IMPROVING ATTRIBUTES

Attributes are automatically increased by +1 for every 20 levels of skills with that attribute as a base. For example, a character

with six skills based on willpower earns a +1 to willpower as soon as the total levels in those six skills hits a multiple of 20.

Characters not wishing to wait for skill increases can train an attribute specifically. Any attribute (physical: strength, endurance, agility, dexterity; and mental: intelligence, willpower, charisma, perceptivity) is trainable. Training an attributes requires a continuous regimen of training, at least four hours per week. Mental attributes require an instructor. Attribute training costs as much as training a field of the same level. Attributes cannot be trained above 20, and strength cannot exceed size by more than 5 points.

STARTING SKILLS

The experience system used for character generation is the same as that used during the game. Experience points are earned as one ages and learns and are spent on appropriate field ranks and skill levels. The system may be used freeform or with one of the two methods described in the following sections.

For the freeform method, game world factors should determine the availability of schools and teachers, the learning rate granted by them, and the curriculum from which the player may select skills. The Long Generation Method is basically the same system tailored to a particular milieu. The Quick Template method is the system with anything goes, except the tedium of spending points on skills is handled for you.

QUICK SKILL TEMPLATES

The quickest way to purchase the skills for a character is to select one of hte templates below. These are simply packages of pre-purchased skill and field slots. All templates give the character level 10 in Speak Native Language and Native Customs, and leave the character at age 18.

For a character concentrating on only one Field:

- Primary Field at rank 8 with four Primary Field skills at level 8
- Four Other Field skills at level 4
- Six Other Field skills at level 3
- 320 unspent experience points

For a typical character with two Fields:

- Primary Field at rank 7 with four Primary Field skills at level 7
- Secondary Field at rank 5 with four Secondary Field skills at level 5
- Two Other Field skills at level 4
- Four Other Field skills at level 3
- 240 unpsent experience points

For a typical character with three Fields:

- Primary Field at rank 6 with four Primary Field skills at level 6

- Secondary Field at rank 5 with three Secondary Field skills at level 5
- Another Secondary Field at rank 5 with three Secondary Field skills at level 5
- One Other Field skills at level 4
- Two Other Field skills at level 3
- 300 unspent experience points

LONG METHOD

It is also possible to play out the character's life during the generation process. A character's life before play is divided into four periods: Early Childhood, Late Childhood, Adolescence and Early Adulthood. During each period, the player will select one or more life experience packages to cover what was learned during that time.

EARLY CHILDHOOD

The first package every character takes represents early childhood and consists mostly of language and social skills. At the end of this stage the character is eight or nine years old. Take the following package ONCE.

Skills: Spend 600 experience points divided among the following skills: Athlete/Climbing, Entertainer/Acting, Entertainer/Conceal Item, Entertainer/Hiding, Entertainer/Sneaking; Spend 1300 experience points on EACH of the following skills: Merchant/Speak Language (Native), Scholar/Customs (Native).

LATE CHILDHOOD

The second package a character takes represents middle childhood in whatever environment the character was raised. These background skills are developed when the character is relatively idle. At the end of this stage the character is twelve or thirteen years old.

Burgher Childhood

You were raised in a town or city. If you are the child of a merchant and craftsman, you may attend an elementary or grammar school. These schools are typically specialized for the hazards of city life. Take this package four times to cover ages 9 to 12.

Prerequisites: Town or City Background

Time Block: 12 months

Skills: Choose at least four of the following skills and split 200 experience points among them: Athlete/Climbing, Athlete/Jumping, Athlete/Running, Athlete/Sprinting, Athlete/Throwing, Caregiver/Animal Husbandry, Caregiver/Farming, Entertainer/Conceal Item, Entertainer/Dance, Entertainer/Hiding, Entertainer/Sneaking, Merchant/Bargaining, Merchant/Persuasion, Merchant/Speak Language (Native), Scholar/Counting, Scholar/Customs (Native)

Options: In addition, take ONE of the following options each year of childhood:

Child Laborer: Choose one or both of STR or END and split 200 experience points between them.

Grammar School: Choose one or both of the following skills and split 300 experience points among them: Merchant/Speak Language (Native), Scholar/Counting

Street Urchin: Choose at least two of the following skills and split 300 experience points between them: Athlete/Climbing, Athlete/Sprinting, Entertainer/Filching, Entertainer/Hiding

Manorial Childhood

You were raised in a village, castle, or monastery. Take this package four times to cover ages 9 to 12.

Prerequisites: Manorial Background

Time Block: 12 months

Skills: Choose at least four of the following skills and split 200 experience points among them: Athlete/Climbing, Athlete/Jumping, Athlete/Running, Athlete/Sprinting, Athlete/Throwing, Caregiver/Animal Husbandry, Caregiver/Farming, Entertainer/Conceal Item, Entertainer/Dance, Entertainer/Hiding, Entertainer/Sneaking, Merchant/Bargaining, Merchant/Persuasion, Merchant/Speak Language (Native), Scholar/Counting, Scholar/Customs (Native)

Options: In addition, take ONE of the following options each year of childhood, depending on parent's occupation.

Craftsman or Miller: Spend 100 experience points on EACH of the following skills: Artisan/Simple Item Craft, Artisan/Simple Item Repair

Farmer: Choose one or both of the following skills and split 200 experience points between them: Caregiver/Animal Husbandry, Caregiver/Farming

Fisherman: Choose one or both of the following skills and split 200 experience points between them: Adventurer/Boating, Athlete/Swimming

Herdsman: Choose one or both of the following skills and split 200 experience points between them: Caregiver/Animal Husbandry, Caregiver/Veterinary

Woodsman: Choose one or both of the following skills and split 200 experience points between them: Athlete/Climbing, Adventurer/Forest Lore

ADOLESCENCE

The third stage of character development represents adolescent years. During this time a character is educated in the basics of his father's profession. This is the first time a field may be chosen. The character is sixteen or seventeen at the end of this stage.

Craft Apprenticeship

Prerequisites: Parent is a craftsman

Time Block: 12 mos.

Fields: Spend 300 experience points on Artisan

Skills: Choose at least four of the following skills and split 400 experience points between them: Artisan/Simple Item Craft, Artisan/Simple Item Repair, Artisan/Complex Item Craft, Artisan/Complex Item Repair, Merchant/Bargaining, Scholar/Counting, Scholar/Chemistry, Scholar/Engineering, Scholar/Herbalism, Scholar/Mineralogy.

Squire Training

For six to nine months out of the year, the squire trains at war. During the winter months, he practices the courtly arts. You may choose to adventure during the summer season.

Prerequisites: Manorial Background, parent is a knight

Time Block: 3 months

Fair Season Field: Spend 100 experience points on Athlete.

Fair Season Skills: Choose at least two of the following skills and spend 125 experience points between them: Athlete/Jumping, Athlete/Running, Athlete/Sprinting, Athlete/Swimming, Athlete/Throwing, Caregiver/Animal Husbandry, Caregiver/Animal Riding, Caregiver/Animal Training, Fighter/Weapon Choice.

Inclement Season Skills: Choose at least two of the following skills and spend 125 experience points between them: Caregiver/Animal Husbandry, Caregiver/Animal Training, Entertainer/Dance, Entertainer/Playing, Entertainer/Song, Merchant/Etiquette, Merchant/Seduction

Merchant's Apprenticeship

Prerequisite: Urban Background

Time Block: 12 months

Field: Spend 300 experience points on Merchant

Skills: Choose at least four of the following skills and split 400 experience points among them: Caregiver/Animal Husbandry, Entertainer/Conceal Item, Entertainer/Dance, Merchant/Bargaining, Merchant/Persuasion, Merchant/Speak Language (Native), Scholar/Counting, Scholar/Customs (Native)

Noble's Manor Life

Prerequisites: Castle Background

Time Block: 3 months

Skills: Choose at least two of the following skills and spend 125 experience points between them: Caregiver/Animal Riding, Entertainer/Dance, Merchant/Etiquette, Merchant/Persuasion, Merchant/Seduction, Scholar/Law

Road Travel

You travel from village to village, town to town, staying in inns and avoiding trouble. Use this if you wish our character to move to a new location.

Prerequisites: Civilized

Time Block: 3 months

Skills: Choose at least two of the following skills and spend 175 experience points between them: Adventurer/Cart/Wagon, Caregiver/Animal Husbandry, Entertainer/Conceal Item.

Temple Acolyte

You were raised in a temple in preparation for priesthood. It is possible to take this package part-time concurrent with another package, but reduce the experience points earned to 1/3.

Prerequisites: Manorial or Civilized Background.

Time Block: 12 months.

Field: Spend 400 experience points on Scholar

Skills: Choose at least four of the following skills (one of which must be Scholar/Religion) and spend 500 experience points among them: Caregiver/Service, Entertainer/Dance, Entertainer/Playing, Entertainer/Sneaking, Entertainer/Song, Entertainer/Storytelling, Magician/Meditation, Merchant/Instruction, Scholar/Counting, Scholar/Religion, Scholar/Choice of Advanced Skill.

Villager's Life

Prerequisites: Village Background

Time Block: 3 months

Skills: Choose at least two of the following skills and spend 125 experience points between them: Artisan/Simple Item Craft, Artisan/Simple Item Repair (Wood), Athlete/Throwing, Caregiver/Farming, Caregiver/First Aid, Entertainer/Dance

Wilderness Adventure

This is mostly just hunting and basic survival in the woods.

Prerequisites: None

Time Block: 3 months

Skills: Choose at least two of the following skills and spend 175 experience points between them: Adventurer/Forest Lore, Adventurer/Navigation, Adventurer/Searching1, Adventurer/Tracking, Artisan/Simple Item Repair, Caregiver/First Aid, Entertainer/Hiding, Fighter/Archery, Scholar/Herbalism.

Woodsman's Life

Prerequisites: Non-Civilized Background

Time Block: 3 months

Skills: Choose at least two of the following skills and spend 175 experience points between them: Adventurer/Forest Lore, Artisan/Simple Item Repair (Wood), Athlete/Climbing, Athlete/Jumping, Athlete/Throwing, Entertainer/Hiding

EARLY ADULTHOOD

The fourth stage of character generation represents early adult years. The character may begin the game at the beginning of this stage or may spend up to eight years learning a profession.

Knight

Prerequisite: Squire Training

Time Block: 6 months

Fair Season Field: Spend 200 experience points on Fighter

Fair Season Skills: Choose at least three of the following skills and spend 250 experience points among them: Caregiver/Animal Riding, Fighter/First Weapon, Fighter/Second Weapon, Fighter/Mounted Charge, Fighter/Mounted Combat, Fighter/Tactics

Inclement Season Skills: Choose at least three of the following skills and spend 275 experience points among them: Caregiver/Animal Husbandry, Caregiver/Animal Training, Entertainer/Dance, Entertainer/Playing, Entertainer/Song, Merchant/Carousing, Merchant/Etiquette, Merchant/Gambling, Merchant/Seduction

Mercenary Fighter

Up to six months of any year may be spent actively campaigning using this package. When inactive, use the Mercenary Garrison Life package.

Prerequisite: None

Time Block: 6 months

Fields: Spend 200 experience points on Fighter

Skills: Choose at least three of the following skills and spend 100 experience points among them: Athlete/Jumping, Athlete/Running, Athlete/Swimming, Caregiver/First Aid.

Options:

Choose ONE for your military career:

Rider: Split 150 experience points among ALL of the following skills: Fighter/1-H Slashing Weapons, Fighter/Spear, Fighter/Mounted Fighting, Fighter/Shield.

Spearman: Split 150 experience points among ALL of the following skills: Fighter/Spear, Fighter/Shield.

Swordsman: Split 150 experience points among ALL of the following skills: Fighter/1-H Slashing Weapons, Fighter/Shield.

Officer: Choose at least three of the following skills and spend 150 experience points among them: Fighter/1-H Slashing Weapons, Fighter/Mounted Fighting, Fighter/Logistics, Fighter/Siegecraft, Fighter/Spear, Fighter/Tactics.

Mercenary Archer

As per Mercenary Fighter. Archers typically come from the yeomanry and have trained in their skills for some time already.

Prerequisite: None

Time Block: 3 months

Fields: Spend 100 experience points on Adventurer.

Skills: Choose at least two of the following skills (one of which must be Fighter/Archery) and split 125 experience points be-

tween them: Adventurer/Choice of Lore, Adventurer/Searching, Adventurer/Tracking, Athlete/Sneaking, Athlete/Running, Athlete/Sprinting, Fighter/Archery

MERCENARY Garrison Life

This package covers only a single season of inactive mercenary life. Take this package up to four times per year if your character is really bored.

Prerequisite: Mercenary Employment

Time Block: 3 months

Skills: Choose at least two of the following skills and split 125 experience points between them: Fighter/Boxing, Fighter/Knife Fighting, Fighter/1-H Thrusting Weapons, Fighter/Wrestling, Merchant/Carousing, Merchant/Gambling, Merchant/Instruction.

Merchant-Adventurer

Travelling merchant acquire a variety of survival skills, and can be among the most well-rounded individuals anyone might meet.

Prerequisite: Urban Background

Time Block: 12 months

Fields: Spend 400 experience points on Merchant.

Skills: Choose at least four of the following skills and split 500 experience points between them: Adventurer/Cart/Wagon, Adventurer/Choice of Lore, or Seamanship; Fighter/Weapon Choice, Merchant/Bargaining, Merchant/Bribery, Merchant/Liaison, Merchant/Speak Language (Choice), Scholar/Counting, Scholar/Customs (Choice)

Militia Training

Prerequisites: Village Background.

Time Block: 3 months.

Skills: Split 100 experience points between both Fighter/First Weapon Choice, Fighter/Second Weapon Choice.

Thief

Most city dwellers are not raised in the city, but immigrate from the rural countryside. Facing the difficult of acclimating to city life, many of these people become thieves....

Prerequisite: Urban Background

Time Block: 12 months.

Skills: Split 350 experience points among ALL of the following skills: Entertainer/Conceal Item, Fighter/Weapon Choice, Merchant/Streetwise, Scholar/Counting

Options:

Choose ONE each year:

Burglar: Choose at least four of the following skills and spend 350 experience points among them: Artisan/Lockpicking, Artisan/Trap Disarming, Athlete/Acrobatics, Athlete/Balance, Athlete/Climbing, Entertainer/Hiding, Entertainer/Sneaking.

Skills

SKILLS & TASKS

Skill levels rate the competency of a character, including experience and training, but do not include natural attributes. Instead, an attribute most appropriate to the task applies.

Characters perform actions, embodied as *tasks*, and use skills and attributes to modify their chances for success. When a task is to be performed, the Gamemaster decides (or looks up) its target level, the appropriate skill or skills, and the applicable attribute or attributes. Tasks are resolved according to Basic Dice Use rules, above.

Tasks are rated for the level at which the performer has a 50% chance of success, or in other words, the level at which success does not occur the majority of the time. So if my character's skill level is rated at Beginner, he can expect to succeed at Beginner tasks about 50% of the time. The focus is on challenges to the character, not on routines. If a task is deemed routine for an experience level, then that task would be rated at most two ranks (6–10 levels) lower than the character level.

Some tasks are not associated with any skills. These unskilled tasks may also be called attribute tests, since only attribute values will modify chances of success.

SKILL ROLLS

1. Roll 3d6, skewed by luck, open-ended

2. Apply modifiers:

   - Add skill and attribute bonus.

   - For an uncontested roll, beat the task target level.

   - For a contested roll, the target level is the opponent's skill and attribute bonus, plus 10.

3. Beat the target to succeed; otherwise fail. See also Finesse and Potshots, below.

BASIC TARGETS

Task Category	Target to Beat
Unskilled	10
Beginner	15
Intermediate	20
Advanced	25
Master	30
Master's Challenge	35

These are base level guidelines only. A task target level can range anywhere from 5 and up. For any given base level, an additional modifier (−3 to +3) may be applied.

TARGET PROBABILITIES

3d6 Target	%Chance
2	100%
3	99.5%
4	98.1%
5	95.4%
6	90.7%
7	83.8%
8	74.1%
9	62.5%
10	50.0%
11	37.5%
12	25.9%
13	16.2%
14	9.3%
15	4.6%
16	1.9%
17	0.5%

Eyeballing Chances: This game uses 3d6 as its primary method of determining success or failure. Because it is not a linear range, some people may find it difficult to judge their chances of success initially. Here is a simple method:

- If the target level is 15 or more points higher than your skill, you have a 5% chance or less of success. Not a good idea.

- If the target level is 11 to 14 points higher than your skill, you have less than 50% chance of success. Unless you like risks, not the best bet.

- If the target level is 10 points higher than your skill, you have a 50% chance of success. Your call.

- If the target level is 6 to 9 points higher than your skill, you have more than a 50% chance of success. Risky, but the odds are in your favor.

- If the target level is less than 6 points higher than your skill, you have a 95% chance or higher of success. Go for it.

If you think you need more resolution than that, then you're probably paying too much attention to the numbers.

PREREQUISITES & MINIMUMS

Some tasks may be based on a particular skill, but require another skills (or skills) as prerequisites. For example, interpreting sky omens falls under the divination skill *augury*, but requires knowledge of astrology to perform.

Other tasks may require minimum attributes to perform. For example, a character swinging a very heavy club may need a STR 14 or higher even though his skill with two-handed clubs is very high.

Tasks automatically fail for characters lacking prerequisite skills or minimum attributes.

FINESSE

Players may increase the target level of easy tasks in order to embellish the results of their actions. This is called adding finesse. Players are not limited in the amount of points added to increase the finesse of actions. However, failing a task at the new difficulty target means failure, even if the roll would have been successful at the original difficulty level. If the task was hazardous, attempts at finesse worsens any penalty for failure, at the GM's discretion.

A called shot in combat is an example of adding finesse. Finesse in contests is the basis for judging success. Craftsmen use finesse to determine the quality of items they produce. The table below shows simple degrees of finesse.

QUALITY LEVELS

Quality Level	Finesse Required
Mediocre	+0
Good	+5
Excellent	+10
Masterful	+15

Example: Timo the Swordsmith, whose proficiency at construction is 16, wishes to create an Excellent sword. If a sword's normal target level is Intermediate (20), then making an Excellent sword is +10, or 30. With a skill of 16, Timo needs to roll a 15 or higher on 3d6 to make the sword. If he fails, he ends up with scrap metal, but aborts the task early. If he succeeds, even if his open-ended roll is higher than 35, he gets no better than an Excellent sword.

POT SHOTS

Some tasks are opaque enough to the character that finesse cannot be reliable. One example is causing injury to someone. In such a case, the task's degree of success, though based on skill, is subject to chance. Every five points made higher than the target gives the skill user an extra degree of success. Likewise, every five points made less than the target is an extra degree of failure.

DEGREES OF SUCCESS

Degree of Success	if Result is this many points from Target	Example: what I need to roll if I my target is 10
Abysmal	–11 or less	0 or less
Poor	–6 to –10	01–05
Inadequate	–1 to –5	06–10
Mediocre	+0 to +4	11–15
Good	+5 to +9	16–20
Very Good	+10 to +14	21–25
Excellent	+15 or higher	26 or more

Example: Faced with the difficulty of creating excellent swords, Timo decides to take a few pot shots, hoping to get something excellent or better, but taking the time to finish any weak starts so that he could at least sell those. This time the quality of weapon depends entirely on his roll: on a 5–9 he produces a mediocre sword on a 10–14 a good sword on a 15–19 an excellent sword, and if he is lucky enough to roll a 20+ he produces a masterpiece. An important difference with Finesse is that he must take the full time to produce a weapon whatever result he gets.

USING MULTIPLE SKILLS & ATTRIBUTES

Often several skills and attributes appear to be applicable to a task. The task may need more than one skill as a prerequisite. Alternatively, a skill may serve to enhance the results of a task.

The former case applies when using one skill that requires specialized knowledge. For example, the blacksmith skill is pretty generic. In order to create a particular item—for example a replica of a famous sword—the blacksmith needs to have additional information on hand to complete the task. In this example, having a detailed diagram of the sword would do; only one skill roll is required. If no such item is available, the smith may use a plan by memory. In this case one roll is needed to determine accuracy of memory, the second for the resulting quality (limited by the first roll).

The second case may be a merchant buying a product from another. The bargaining skill is used for the task, but knowledge of the items in question is helpful. Since this is a contested roll, simply add all the applicable skills together. If it were not a contested roll, add the skills together but double the target level.

SKILL TRAINING CLASS

A skill's training class indicates the minimum level of civilization required for a teacher of that skill to be found. A teacher (or written work) is required to learn advanced skills. Each skill also has a minimum intelligence requirement for learning it.

SKILL TRAINING CLASS

Description	Training Class (TC)
City	A
Town	B
Fortified Dwelling	C
Village	D
Wilderness	X

Teaching a skill level is a task 5 levels higher than the skill level taught, so generally a teacher should be at least 10 levels higher than the student. Most characters will have a single mentor who teaches the secrets of a particular trade. However, in developed

cultures, established schools and academies provide a standardised regimen of instruction.

ROTES

A rote is a memorized procedure. Rotes are used to learn dance steps, songs, spells, weapon katas, recipes, and the like. Each rote is given a complexity by the game master that is a rough indication of how difficult it is to memorize.

Rotes are not skills; they cost no experience points, since they can be learned in a matter of minutes (about 2 minutes per difficulty level). Memorizing rotes doesn't take much thinking, so a person who spends all day learning rotes is at LR 1. On the other hand, characters who are studying (at LR 3 or 4) may pick up as many as 40 (at LR 3) or 60 (at LR 4) minutes' worth of rote learning for "free".

To use a rote, the character rolls against the appropriate controlling skill. If the roll fails, the rote is considered forgotten and must be memorized again.

ADVENTURER SKILLS

The Adventurer is a catch-all term for explorers, guides, scouts, and travellers. This field thus encompasses the skills of confronting the outdoor environment, including survival, orienteering, and vehicle handling. To enter the adventurer field, the character must spend a season in the wilderness (or at sea) with a knowledgeable mentor.

ADVENTURER SKILLS

Basic Skill	Base	TC	Prereq
Boating	AGL	X	INT 6
Cart/Wagon	AGL	D	INT 6
Desert Lore	INT	X	INT 4
Fishing	INT	X	INT 6
Forest Lore	INT	X	INT 4
Mountain Lore	INT	X	INT 4
Plains Lore	INT	X	INT 4
Searching	PER	X	None
Advanced Skill	**Base**	**TC**	**Prereq**
Navigation	INT	D	INT 8
Seamanship	INT	D	INT 6
Tracking	PER	X	INT 4
Weather Lore	INT	X	INT 4

Boating: Operate small craft.

Cart/Wagon: Drive an animal propelled vehicle.

Desert Lore: Survive in the desert.

Fishing: Catch fish.

Forest Lore: Survive in the forest.

Mountain Lore: Survive in the mountains.

Navigation: Identify stars and constellation; and find directions.

Plains Lore: Survive in the plains.

Seamanship: Operate large seafaring craft.

Tracking: Trace and identify animal tracks.

Weather Lore: Understand clouds and climatic patterns.

ARTISAN SKILLS

The artisan field subsumes general familiarity with the fundamentals of designing, constructing, repairing, and analyzing man-made or man-modified objects and mechanisms. As skill level increases, the artisan acquires mastery of the design process, quality control, and material acquisition.

Sample crafts: Armorer, Bowyer/Fletcher, Blacksmith, Brewer, Calligrapher, Carpenter, Cook, Gemcutter, Jeweller, Mason, Miller, Painter, Potter, Sculptor, Tailor, Tanner, Tinker, Weaponer, Weaver

ARTISAN SKILLS

Basic Skill	Base	TC	Prereq
Simple Item Craft	DEX	C	INT 8
Simple Item Repair	DEX	C	INT 8
Advanced Skill	**Base**	**TC**	**Prereq**
Complex Item Craft	DEX	C	INT 10
Complex Item Repair	DEX	C	INT 10
Engineering	INT	D	INT 10
Lockpicking	DEX	D	INT 8
Trap Building	DEX	D	INT 6
Trap Disarming	DEX	D	INT 6

Simple/Complex Item Craft: Once a design is obtained and the necessary materials are procured, the artisan does the work of actually building (executing) the project. If the necessary time exceeds a single session, then a roll should be made for each session until the work is complete.

Simple/Complex Item Repair: Broken items require troubleshooting skills that often have little to do with the knowledge of how something is made. This skill is basically a troubleshooting and remedy skill. Repair both items made and the tools needed to make those items.

THE ARTISAN GUILDS

Artisan skills are typically protected secrets of families, clans, or guilds, depending on the society. Generally, as a guild increases in importance (i.e. the more money involved), it becomes more protective of its secrets and imposes more difficult requirements for joining.

Members of a guild are generically known as *associates*.

Requirements for an Apprentice:

- The applicant must be a family member of, or be sponsored by, an associate in good standing. A sponsored applicant generally cannot be of a foreign nationality. Sponsorship requires being friends with an associate and possessing some talent.

- The applicant must be at least 13 years old.

- The applicant must spend two to nine years (with 4 to 7 being most common) as an apprentice under an established master.

- The applicant must pay any apprenticeship fees as established by the particular guild.

Benefits of Membership: As an apprentice, the character will learn a single craft by spending experience points in each of the craft's four skills as desired. A typical apprenticeship educates the apprentice at LR2. Most of the time is spent working.

Requirements for Journeyman:

- The apprentice must have satisfactorily completed the full term of apprenticeship. A master will not be satisfied unless the apprentice has achieved a field rank of 10, and level 10 in two of the four skills.

- The apprentice must be at least 16 years old.

- The apprentice may be required to undergo an initiation ceremony.

Requirements for Master:

- The journeyman must produce a work of his craft (the masterpiece) demonstrating his skill. He must use his own tools. The target for this task is 30. So for example, the item created may be of only Beginner difficulty to make, but the quality of the item must be Masterful. The candidate may make as many attempts as necessary (spending the required time to do so).

- The masters of the guild observe and test the candidate to ensure that his field rank and skill levels minimum of 15 each, independent of the completion of the masterpiece.

- Most guilds limit the number of artisans that may practice in the town depending on the state of the economy. Either the death of a master or an increase in demand may create a vacancy.

- The journeyman is required to demonstrate a minimum level of wealth and success.

- The journeyman must garner enough votes from the guild electors to be accepted as a master. A journeyman not in favor is unlikely to be accepted.

- Some guilds may have mysterious initiation rituals involving a patron saint or deity, much drinking, and the application of bodily markings.

Requirements for Guild Office:

- The office must have a vacancy. Guild elections are held regularly as terms in office are limited, but not every office will be vacant in any given year. The actual offices vary from guild to guild, though most will have Guildmaster.

- The candidate must be an established Master of the guild. He must have been a master for at least two years.

- The candidate must demonstrate an appropriate level of wealth and success. This includes possession of status symbols and a standard of living equal to or exceeding other masters in the guild.

- Offices are hotly contested, as the position frequently allows one to greatly increase one's income. The candidate will find it necessary to bribe guild electors with favors and gifts to receive sufficient support.

ATHLETE SKILLS

Everyone has some ability to push their body to its limits. The athlete specializes in this, fine tuning the physical attributes of Strength, Endurance, and Agility. The athlete becomes intimately familiar with the internal dynamics of motion and the relationship of the body's movement to space and objects. Because of this, the level of knowledge as an Athlete can be used as an emergency Defense, but its use as such does not allow attack responses.

ATHLETE SKILLS

Basic Skill	Base	TC	Prereq
Climbing	STR	X	None
Jumping	STR	X	None
Lifting	STR	X	None
Running	END	X	None
Sprinting	STR	X	None
Throwing	STR	X	None
Advanced Skill	**Base**	**TC**	**Prereq**
Acrobatics	AGL	X	None
Balance	AGL	X	None
Swimming	END	X	None

Acrobatics: Control self airborne or landing.

Balance: Walk a tightrope or narrow beam.

Climbing: Scale walls, trees, and other vertical surfaces.

Jumping: Propel self through the air.

Lifting: Use strength efficiently to elevate heavy loads.

Running: Move long distances at low to moderate speeds.

Sprinting: Move short distances at high speed.

Swimming: Move through water.

Throwing: Propel an object through the air.

CAREGIVER SKILLS

This field encompasses occupations that specialize in caring for people and animals—including feeding, raising, training, healing

and sexual relations. Caregiving fundamentals include sensitivity to the needs of others, observation and recognition of symptoms, and a practical approach toward matters that untrained people may find distasteful.

CAREGIVER SKILLS

Basic Skill	Base	TC	Prereq
Animal Husbandry	CHR	X	INT 4
Animal Riding	CHR	X	None
Farming	INT	D	INT 6
First Aid	DEX	X	INT 6
Massage	DEX	X	INT 6
Service	CHR	X	INT 8

Advanced Skill	Base	TC	Prereq
Animal Training	CHR	X	INT 4
Cures	INT	X	INT 8
Surgery	DEX	X	INT 8
Veterinary	INT	X	INT 8

Animal Husbandry: Breed and raise animals.

Animal Riding: Ride animals.

Animal Training: Train animals for riding, war, tricks.

Cures: Treat diseases.

Farming: Work the land like the peasant that you are.

First Aid: Treat superficial and minor wounds.

Massage: Treat aches, pains, and fatigue.

Service: Treat customers nice.

Surgery: Treat serious and critical wounds.

Veterinary: Treat animals medically.

ENTERTAINER SKILLS

The skills of performing for an audience, presenting or packaging something in a way that alters its apparent reality, and in understanding the psychology of an audience that makes deception effective.

Entertainer skills are generally learned by attaching oneself to a personal tutor or mentor. The best way to learn them is through practical experience. Only minimal supervision is required, as feedback from the audience (or victim) comes swiftly, for better or worse. Therefore, the Entertainer may train his skills on his own at LR2. Periodic visits to a qualified mentor are still required to increase field rank.

ENTERTAINER SKILLS

Basic Skill	Base	TC	Prereq
Acting	CHR	D	INT 8
Camouflage	DEX	X	INT 6
Conceal Item	DEX	X	INT 6
Dance	AGL	X	None
Disguise	CHR	D	INT 6
Hiding	END	X	INT 4
Juggling	DEX	D	INT 8
Playing	DEX	X	INT 8
Sneaking	END	X	None
Song	CHR	X	INT 8

Advanced Skill	Base	TC	Prereq
Filching	DEX	C	INT 8
Legerdemain	DEX	X	INT 8
Storytelling	INT	X	INT 8

Acting: Assume the role of a character.

Camouflage: Conceal yourself by using of blending materials.

Conceal Item: Disguise or conceal objects on yourself or in a place.

Dance: Move your body rhythmically to music.

Disguise: Use stuff to assume a misleading appearance.

Filching: Pick pockets and cut purses.

Hiding: Conceal yourself through use of cover.

Juggling: Keep objects in the air by alternately tossing and catching them.

Legerdemain: Sleight of hand, prestidigitation.

Playing: Use a musical instrument.

Sneaking: Move silently.

Song: Sing.

Storytelling: Tell stories.

FIGHTER SKILLS

Fighting is the skill of the noble. It is the art of offense and defense in conflict. The Fighter rank itself serves as the character's basic Defense rating. Fighter rank also directly modifies initiative rolls in combat.

Entering the Fighter field means learning how to fight with skill and technique. A skilled fighter can deliver more damage strike with greater accuracy, and expend less energy doing so. A skilled fighter can adapt many techniques across different weapons, and can pick up new weapons after some practice. A skilled fighter understands the proper use of body mechanics, strategy and tactics timing and distance, and will have a growing bag of tricks (for recognizing opponent's intentions, not necessarily for using).

The table below summarizes combat benefits from fighter skills. Use the lower of either Fighter field rank or weapon skill level when determining the benefits. In a fight Defense is based on the Fighter field rank, not on any skill. Also note that Athlete field can be used as an emergency Defense, but forfeits attacks (and ends a flurry).

FIGHTER RANK BENEFITS

Rank	Actions	Damage Bonus	Damage Resist
1	2	+0	−0
2	2	+0	−0
3	2	+0	−0
4	2	+0	−0
5	2	+0	−1
6	3	+0	−1
7	3	+1	−1
8	3	+1	−1
9	3	+1	−2
10	3	+1	−2
11	4	+1	−2
12	4	+1	−2
13	4	+2	−3
14	4	+2	−3
15	4	+2	−3
16	5	+2	−3
17	5	+2	−4
18	5	+2	−4
19	5	+3	−4
20	5	+3	−4

The art of combat requires constant physical training, practice with suitable partners, and attentive study under a competent master. Fighters are always trying new weapons, observing the techniques of others, and incorporating new techniques into their own styles. Fighting may be learned by taking an "apprentice-ship" with an experience fighter, by joining a militia, by joining a fighting society (e. g., mercenary company, tribal fighting band, or gladiator pool), or by enrolling in a military academy.

FIGHTER SKILLS

Basic Skill	Base	TC	Prereq
Archery	DEX	D	INT 6
Blowgun	DEX	X	INT 6
Boxing	AGL	X	INT 6
Flexible Weapons	AGL	D	INT 8
Knife Fighting	AGL	X	INT 6
1-H Hacking Weapons	AGL	X	INT 6
1-H Slashing Weapons	AGL	X	INT 6
1-H Thrusting Weapons	AGL	D	INT 6
Polearm	AGL	D	INT 6
Shield	AGL	D	INT 6
Sling	AGL	X	INT 6
Spear	AGL	X	INT 6
Staff	AGL	X	INT 6
Throwing Blades	DEX	D	INT 6
Throwing Darts	AGL	D	INT 6
Throwing Tumblers	AGL	X	INT 6
2-H Hacking Weapons	AGL	D	INT 6
2-H Slashing Weapons	AGL	X	INT 6
Wrestling	AGL	X	None

Advanced Skill	Base	TC	Prereq
Ambush	INT	X	INT 4
Fast Draw	DEX	X	None
Fleet Tactics	INT	D	INT 10
Logistics	INT	C	INT 10
Mounted Charge	INT	X	INT 6
Mounted Fighting	INT	X	INT 6
Off-Hand Fighting	AGL	X	INT 6
Siegecraft	INT	C	INT 10
Tactics	INT	X	INT 10

MAGICIAN SKILLS

Knowledge and use of magic and psychic powers. The heart of magic is the use of rituals, so the magician's field rank determines the maximum number of rituals the magician may memorize at any time. This is equal to two times his field rank. See the Magic & Religion chapter for more information on memorizing rituals.

MAGICIAN SKILLS

Basic Skill	Base	TC	Prereq
Psychic Skills			
Clairvoyance	PER	X	INT 8
Telepathy	WIL	X	INT 8
Telekinesis	WIL	X	INT 8
Teleportation	WIL	X	INT 8
Advanced Skill	**Base**	**TC**	**Prereq**
Psychic Skills			
Meditation	WIL	X	INT 8
Scrying	PER	X	INT 8
Spell Skills			
Astrology	INT	X	INT 10
Augury	INT	X	INT 8
Potions	INT	X	INT 10
Sortilege	INT	X	INT 8
Spellcraft	INT	X	INT 8
Talismans	INT	X	INT 10
Ritual Skills			
Abjuration	WIL	X	INT 8
Binding	WIL	X	INT 8
Evocation	WIL	X	INT 8
Invocation	INT	X	INT 8
Unbinding	INT	X	INT 8

Psychic skills require a minimum perceptivity of 14.

Ritual skills must be taken per specific class of supernatural: Anima, Divinity, Elemental, or Larva.

Abjuration: Compel a supernatural to disappear

Astrology: Divination by star charts

Augury: Interpret meaning of signs and portents

Binding: Imprison a supernatural in an object

Clairvoyance: See into the Astral Plane

Evocation: Compel a supernatural to appear

Invocation: Communicate with and channel spirits

Meditation: Recover sanity and reduce fatigue

Potions: Create a spell by cooking it

Scrying: See afar with a crystal or mirrored surface

Sortilege: Interpret meaning of cast lots

Spellcraft: Fabricate magic with miscellaneous objects

Talismans: Create a spell by writing out sigils and seals

Telekinesis: Manipulate objects with the mind

Telepathy: Detect feelings and thoughts

Teleportation: Instantaneously move self to another location

Unbinding: Free a supernatural from captivity

MAGICAL TRADITIONS

Tribal: The tribal magician is commonly known as a shaman or witchdoctor. Tribal magicians raise energy through singing and dancing, and make use of plant and animal parts. They may communicate with spirits, but do not conjure them.

Rural/Peasant: The village magician is solitary and illiterate, and yet still considered a member of the community. They are commonly healers. Village magicians raise energy through incantation or song, and make use of plants and animal parts. They do not practice conjuration or the sciences, but may practice divination and herbalism.

Rural/Noble: Nobles who live in the country are literate, but their isolation from towns forces them to use both urban and peasant traditions. They raise energy through incantation or meditation, and make use of metals, plants, and animal parts. They may practice conjuration, divination, and herbalism, but not the sciences.

Urban: The literate magicians of the towns, are either noble or middle class. The urban tradition raises energy through incantation or meditation, and makes use of metals, gems, plants, and animal parts. Urban magicians may practice conjuration, divination, and the magical sciences.

The aspiring magician will seek out a teacher or venture into researching written works, although some gifted individuals discover and develop their psychic abilities completely on their own. Here are some places where an individual might learn to practice magic:

- *Temple*. Magic is often taught to priests in temples so that they might provide magical services to appellants. The drawback is that the strict temple hierarchy dictates what you learn and how you practice it.

- *Apprenticeship*. Practicing magicians and wizards unaffiliated with any temple sometimes take on apprentices. Masters tend to be demanding and frequently have only limited knowledge or specialize in a narrow area.

- *School*. There are scholars investigating ancient religions who discover the keys to practising older forms of magic. Magic taught by such scholars tends to be theoretical and impractical. Only a few schools teach magic openly; often the research is an extracurricular activity, and teaching it is informal and secret.

MERCHANT SKILLS

The Merchant symbolizes the effective personal communicator. Merchant skills are like personal combat with words and ideas. Fundamentals of this field include persuasion, supply and demand, diplomacy, compromise, and an intuitive understanding of game theory applied to a social context.

The Guild Merchant: The most powerful guild in a town is the Guild Merchant. It consists of the town's wealthiest individuals who monopolize trade and often control the government. Not every town will have a Guild Merchant, but the largest trade centers will.

MERCHANT SKILLS

Basic Skill	Base	TC	Prereq
Bargaining	CHR	B	INT 9
Bribery	CHR	D	INT 8
Carousing	CHR	D	INT 8
Etiquette	INT	C	INT 8
Gambling	INT	D	INT 8
Interrogation	CHR	X	INT 9
Liaison	CHR	X	INT 9
Persuasion	CHR	X	INT 9
Seduction	CHR	X	INT 9
Speak Language	CHR	X	INT 8
Streetwise	CHR	B	INT 8

Advanced Skill	Base	TC	Prereq
Administration	INT	D	INT 10
Interview	INT	B	INT 9

Administration: Oversee lands and business.

Bargaining: Haggle; make a deal when buying or selling stuff.

Bribery: Exchange gifts or money for unethical favors.

Carousing: Drink and revel.

Etiquette: Act in polite society.

Gambling: Play games.

Interrogation: Get information from people by being mean.

Interview: Get information from people by being polite.

Language (Spoken): Conversational skills.

Liaison: Communicate with people nicely.

Persuasion: Argue a point with rhetoric.

Seduction: Get someone into bed.

Streetwise: Survive in the urban environment.

SCHOLAR SKILLS

The knowledge possessed by thinkers and men of learning. The scholar field subsumes an understanding of critical thinking, the research process, and the organization of information.

The following table describes language skills, but may also be useful for describing the ability to communicate ideas encompassed by other skills.

KNOWLEDGE FLUENCY

Skill Level	Fluency
01–03	Recognition
04–05	Simple
06–08	Basic
09–10	Broken
11–15	Conversational
16–20	Native

Recognition: Can't speak the language, but can recognize it when it is spoken.

Simple: Knows a few words and phrases.

Basic: Knows enough to get by and can follow conversations when spoken simply.

Broken: Can engage in conversation with a thick foreign or dialectic accent (if applicable), but must pause often for clarification.

Conversational: Can carry on normal conversations, though with a noticeable accent or occasional grammatical errors.

Native: Speaks with native accent.

SCHOLAR SKILLS

Skill	Base	TC	Prereq
Counting	INT	D	INT 8
Customs	INT	X	INT 8
Observation	INT	X	INT 8
Research	INT	C	INT 10

Advanced Skill	Base	TC	Prereq
Astronomy	INT	X	INT 10
Chemistry	INT	C	INT 10
Engineering	INT	D	INT 10
Folklore	INT	X	INT 8
Herbalism	INT	X	INT 10
History	INT	C	INT 10
Investigation	INT	X	INT 10
Literacy	INT	X	INT 10
Law	INT	D	INT 10
Mineralogy	INT	X	INT 10
Music	INT	X	INT 10
Religion	INT	X	INT 8

Astronomy: Celestial bodies.

Chemistry: Analysis and synthesis of drugs, potions, and poisons.

Counting: Enumeration and basic mathematics.

Customs: Habits and practices of a particular culture.

Engineering: Designing public works and fortifications.

Folklore: Traditions and legends of a particular culture.

Herbalism: Identification and use of plants.

History: Study of past events.

Investigation: Examination of evidence ad acquisition of information.

Language (Written): Reading, writing, and basic literacy.

Law: Knowledge of legal procedures.

Mineralogy: Study of rocks.

Music: Study and composition of songs.

Observation: Learning through seeing.

Religion: Knowledge of the gods.

Research: Finding or uncovering information.

THE UNIVERSITIES

Medieval universities taught theology, law, medicine, and the seven liberal arts: grammar, rhetoric, and logic which comprised the trivium; and arithmetic, geometry, music, and astronomy which comprised the quadirivium.

Guild of Masters: A university might be thought of as a guild of master scholars, organized to provide education to paying students.

Student Associations: Some societies have students organized into guilds, whose purpose is to hire teachers for instruction. Such associations may be powerful enough to create or ruin a school, whether literal physical existence or reputation.

- Universities are a relatively new phenomenon, and there is less competition for enrolling than there is for acquiring students. Therefore, the only requirements for acceptance are paying the fees and showing up.

- A student may be of any age, nation, or social class.

- Low-cost housing is available during the period of instruction.

- Universities provide education to any social class, provided they can afford it. Historically, even peasant families were able to provide a child with a university education, in the hopes that it would open opportunities for a well-paying job in a town or castle.

- Scholarships for poor students may available from the community, from friends, or from religious organizations.

Combat

TERMINOLOGY

Absorption Value: Armor stat. Maximum impact before energy is transferred. In other words, blows with an impact less than this value is ignored. Subtract the Absorption Value from the Impact Value. The remaining impact is transferred to the target as damage.

Critical Range: Hit Location/Weapon stat. The chance for a penetrating blow to strike a vital organ or artery in a particular hit location.

Effective Impact: The amount of energy delivered by a blow after all adjustments have been made. This is the number used to determine the actual damage to the target.

Flurry: An indivisible but interruptible sequence of actions between one combatant against one or more opponents. The flurry represents very rapid action; during the game each flurry is resolved completely before moving on to the next one, except when an attempted interrupt has been declared. The amount of time taken by a flurry is indeterminate, but is assumed to fall within the 5-second round. The time between flurries is filled up by miscellaneous action, such as feinting motions, stare-downs, weapon flourishes, soliloquys, etc.

Impact: A measure of the energy delivered by a weapon strike.

Impact Cap: Weapon stat. The maximum impact generated by a weapon is determined by weapon construction and the strength and skill of its wielder.

Initiative: The order in which the individuals involved in a combat decide to act.

Penetration Threshold: Armor stat. Maximum impact before armor is penetrated. In other words, if the impact (after subtracting Absorption Value) exceeds this value then the blow is considered penetrating.

Penetration Value: Weapon stat. Subtract the weapon's Penetration Value from the Penetration Threshold when determining penetration.

GAME SCALE

Combat is resolved in five-second *rounds*. Each round consists of three phases: Movement, Flurries, and Adustment. Phases have no distinct time length. The actions of each participant are resolved for each phase before the next phase begins.

Close combat is fought on a hexagon grid where the distance between the centers of adjacent hexes is two meters. Hexagons provide a balloon of space in which the exact position of the fighter is irrelevant. They also remove the need to use rulers for measuring distances.

COMBAT SEQUENCE

1. **Setup Terrain and Figures**. Battlemats and metal, plastic, or cardboard figurines are recommended. Use graph/hex paper and tokens for a cheap alternative.
2. **Check Surprise**.
3. For each round
   a. **Check Shock**.
   b. **Roll for Initiative.**
   c. **Movement Phase**: Initiative Order
   d. **Flurry Resolution Phase**: Resolve Attacks, Initiative Order
   e. **Adjustment Phase**: Reverse Initiative Order
   f. **Check Morale**.
4. **End Combat**. Congratulations/Condolences

INITIATIVE

At the beginning of each round, after checking for shock, each participant rolls 3d6 and adds his Fighter rank. These numbers are the initiative values for each participant. The highest value goes first. Optional: the side with the higher tactics skill gets one high skew die for the roll.

Because we are dealing with general actions, aggressiveness, alertness, and experience levels determines who acts first. The first two factors form the random component of initiative. Combining them with the third allows us to generate an initiative rating for each fighter.

Non-combat Initiative: Sometimes initiative is called for when using non-fighting skills. Simply replace the Fighter rank with the appropriate field as the initiative modifier.

FIGHTING SPACE

FACING

Characters in combat must face a hex side. The three hexes in front of the character is his front side. The hex directly behind him is his rear side. The other two hexes are his left and right flank. Moving into a front hex costs normal movement points. Moving into a flank or rear hex costs double. A character may pivot in the hex to face any direction at the cost of one movement

TERRAIN EFFECTS CHART

Terrain	Movement Cost	Max Pace*
Open	1	Max
Rough	2	Run
Treacherous	**	Creep
Uphill	×2	***
Slick	2	Walk or Slide
Water/Mud/Sand	2	Jog

*—*If the maximum pace is exceeded, an agility roll (or some applicable skill roll) must be made or the character stumbles. The GM may decide on the difficulty of keeping balance.*

**—*as per dominant terrain, but note maximum pace. Also, treacherous terrain may collapse (according to GM's design).*

***—*movement costs are double that of dominant terrain, and maximum pace is the same as dominant terrain*

point, but changing face costs nothing if done whilst stepping into a front hex.

A fighter has no defense against attacks from the rear, unless he pivots. Attacks from the flanks may be defended against at half skill level, but only if the defender forfeits his defenses from the front hexes.

ZONES OF DANGER

The battlefield is a dangerous place. One cannot simply waltz across one and expect to get through unscathed without being careful. Fighters constantly shuffle about, weapons are being swung or whipped about or thrusted forth; enemies do not simply let you walk by them without challenge unless they choose to do so, or are unable to challenge you. This section present guidelines for determining how dangerous a particular path across a battlefield is, and rules for negotiating battlefield dangers.
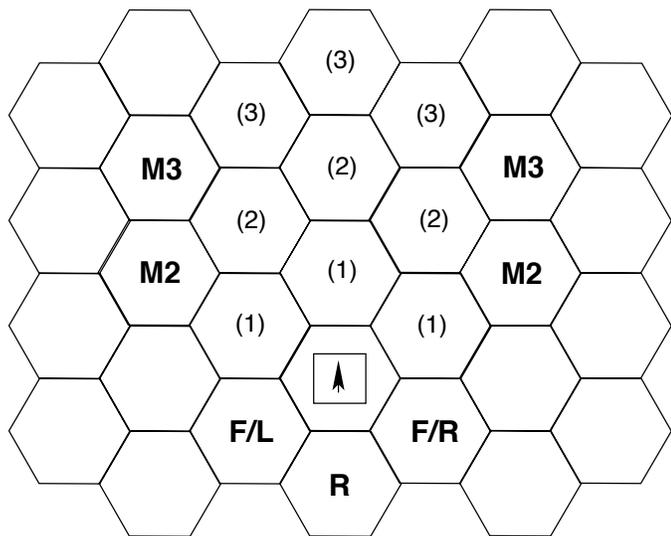
GENERAL ZONES OF DANGER

(1)	—zone of threat for range-1 weapons
(2)	—zone of threat for range-2 weapons
(3)	—zone of threat for range-3 weapons
M2	—marginal threat zone for range-2 weapons
M3	—marginal threat zone for range-3 weapons
F/L	—left flank
F/R	—right flank
R	—rear

A *zone of threat* includes those hexes in front of a hostile fighter that are in range of his weapon. For polearms, the zone of threat leaves a gap between the polearm head and the wielder. The zone of threat includes three hexes: the target hex plus the hex to either side of the target hex closest to the fighter. Note that range-0 weapons have no zones of threat or danger.

A *zone of danger* is any hex that is in range of a weapon held by any fighter that is actively engaged. A zone of danger includes the six hexes surrounding a fighter wielding a one-hex range swung weapon. The zone of danger of a fighter wielding a polearm is the same as his zone of threat. The space between the zone of threat and the fighter is considered obstructed, but not impassible.
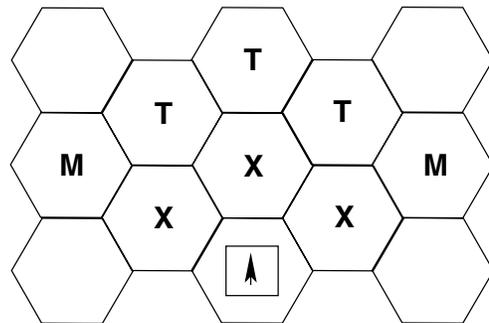
ZONES OF DANGER W/RANGE-2 POLEARM

T	—zones of threat
M	—marginal zones
X	—obstructed hexes

If the polearm wielder limits the zone of threat to one or two hexes, the corresponding obstructed hex(es) is considered unobstructed. On the other hand, if the weapon were a two-handed sword, the obstructed zones would also be zones of threat, and the three hexes behind the character would be zones of danger.

Entering either a zone of threat or a zone of danger is risky, and thus requires negotiation. Entering a zone of threat or causing another character to enter a your zone of threat *engages* the two figures. If the two engaged figures are not already facing each other, then they are turned to face each other (no cost in movement points) as soon as the flurry begins. In the case where multiple opponents attack a lone defender, the defender may choose which direction to face. A fighter who must turn to place the attacker into his zone of threat receives a −1 penalty to Defense for the entire flurry.

A *marginal zone* is any space that can be attacked by the wielder of a weapon, but probably not accidentally. Marginal zones are safe to pass through, but the weapon wielder may attack any character that ends movement there. The marginal zone includes the two hexes to either side of the zone of threat.

The marginal zone rule simulates the extra beat of time required to reposition the weapon (without a facing change). A character ending pre-flurry movement in a marginal zone doesn't actually stop there, but we rule that the timing is just right to be subjected to an attack.

MOVEMENT

A fighter's movement rate is the maximum number of points that may be spent on movement during a single round Movement rate depends on the mode of locomotion. Individuals may walk, shuffle, run, crawl, swing, jump, dive, or tumble. Movement occurs in two phases—the initial phase before flurries, and the adjustment phase after flurries. During the movement and adjustment phases, the fighter can spend up to half his movement points.

MOVEMENT RATE BY PACE

Pace	Full Move
Walk	4
Jog	6
Run	8
Crawl	2
Swim	4

—*Rate for a human on foot in two-meter hexes per 5-sec round.*

TERRAIN EFFECTS

Movement costs for entering a hex is given on the terrain chart, below. If the character does not have enough movement points to negotiate an obstacle during a phase or round, then that movement action is carried over to the next phase or round. Some modes of locomotion and some types of terrain require the character to make a skill check.

Terrain	Movement Cost	Maximum Pace
Open	1	Max
Rough	2	Run
Treacherous	**	Creep
Uphill	×2	***
Slick	2	Walk or Slide
Water/Mired/Sandy	2	Jog

*—If the maximum pace is exceeded, an agility roll (or some applicable skill roll) must be made or the character stumbles. The GM may decide on the difficulty of keeping balance.

**— as per dominant terrain, but note maximum pace. Also, treacherous terrain may collapse (according to GM's design)

***— movement costs are double that of dominant terrain, and maximum pace is the same as dominant terrain.

In addition to terrain, some hexes are covered by various zones of danger, which put the character at risk of being struck accidentally or by opportunity. A character entering a zone of danger must stop upon entering a hex covered by the zone, and resolve the threat during the flurry phase. If the character is allowed to enter the hex, he may make a one hex adjustment the following phase, but must wait until the next round to continue normal movement. However, if the one hex adjustment puts him in another danger zone, he cannot move the next round until the new threat is resolved, and is again allowed a one hex adjustment at the end of that round. And so on. The character must get to a non-threatened hex before he is "in the clear" and can move normally.

An exception to this is a "pass through" maneuver, in which the character, under the risk of being hit accidentally, attempts to pass through a zone of danger (with one or more contiguous hexes) and reach a safety hex in one go. A pass through maneuver uses the tactics skill, modified by agility. A failed roll means the character was struck. Randomly roll for hit location and severity, but add a low skew die for impact, since the blow is unintentional.

TERRAIN DESCRIPTIONS

Open: clear, uncluttered ground

Rough: rubble, fallen bodies, stairs

Treacherous: weak, collapsing stairs or floorboards

Slick: icy, greasy, or slick wet surface

Water/Mired/Sandy: stuff to wade or slosh through

OBSTACLES

Other obstacles include furniture, windows, pits, etc. Moving past these sometimes requires the character to move under, over, or through, in such a way as to preclude normal modes of locomotion. All such forms of movement, if successful, cost +1 movement point over and above normal costs of terrain; a failed action halts movement and possibly causes injury.

Action	Skill	Attrib
Climb a ladder	Climbing	STR
Climb a rope	Climbing	AGL
Climb a tree	Climbing	AGL
Dive over a counter	Acrobatics	AGL
Dive through a window	Acrobatics	AGL
Dive under a table	Acrobatics	AGL
Jump across a gap	Acrobatics and Jumping	STR
Jump down a flight of stairs	Acrobatics	AGL
Jump from a balcony to the ground	Acrobatics	AGL
Jump on top of a table	Jumping	STR
Jump up a flight of stairs	Jumping	STR
Slide down a balustrade	Balance	AGL
Slide down a rope or ladder	Acrobatics	AGL
Swing across a gap	Acrobatics	AGL
Tumble down a flight of stairs	Acrobatics	AGL
Tumble over a table	Acrobatics	AGL
Tumble under a table	Acrobatics	AGL

Crawling requires no roll, but the character has half his normal movement points.

ACTIONS DURING MOVEMENT PHASE

Actions of non-engaged combatants occur simultaneously with movement. These actions are divided into four types: Free Actions can be done with full movement; Quick Actions can be done with limited movement; Full Actions prohibit movement; Lengthy Actions are Full Actions that take more than one round to perform.

Movement rate penalizes actions that require skill rolls:

ACTION PENALTY BY PACE

Movement Type	Penalty
Walk	−1
Jog	−2
Run	−3
Sprint	−5
Jump or Dive	−5
Swing (1-H)	−4

Longer actions may carry over from phase to phase and across rounds.

Free Actions:

Crouch
Draw Weapon
Drop Item
Kick Away Small Object
Pivot/Turn

Quick Actions

Drink
Fall Prone
Free Attack
Kneel
Open/Close Door
Pick Up Small Object
Sit Down
Stand Up

Full Actions

Aim Weapon
Concentrate
Engage Opponent
Load Weapon
Launch/Shoot/Throw
Sheathe Weapon

Lengthy Actions

Don/Shed Armor or Clothin
Lift Heavy Object
Read/Write
Search

RANGED COMBAT

Sometimes using a missile weapon can be a confrontational task, and sometimes not. Which of the two depends on the amount of delay between launching the weapon and hitting the target, and on the awareness of the target. At the closer range against an aware target, the task is confrontational just like a melee attack. At further ranges or against unaware targets, archery rules are used.

MOVING TARGET ARCHERY MODS

Target Is:	Target
Unaware and Unmoving	10 + Range Modifier
Unaware, Moving	15 + Range Mod.
Unaware, Moving Erratically	20 + Range Mod.
Aware, Evading	15 + Target's Defense + Range Mod.

STRIKE PROCEDURE

Archers fire once or twice per round. When firing twice, the second shot takes place as a Post-Flurry action.

The attacker rolls 3d6 + skill level with weapon + dexterity task modifier + movement modifiers (shooter and target) + range modifiers + other applicable modifiers described below.

MISSILE RANGE MODIFIERS

Base ranges for missile weapons correspond to short range. At point blank range, the archer may aim at any general hit location (head, chest, belly, arm, leg) without penalty, but suffers a −3 to hit for a sub-location (hand, item carried, eye, etc). At short range, general hit locations are −2 to call, or −5 for sub-locations. Otherwise hit locations are random.

MISSILE TARGETING BY RANGE

Range	Range Mod.
Point Blank (× 1/10)	+0
Short (×1)	+5
Medium (×2)	+10
Long (×3)	+15
Extreme (×5)	+20

Moving Target Modifiers To Ranged Attacks

Target Is:	Target
Unaware and Unmoving	10 + Range Modifier
Unaware, Moving	15 + Range Mod.
Unaware, Moving Erratically	20 + Range Mod.
Aware, Evading	15 + Target's Defense + Range Mod.

Firing Into a Melee: Add +5 to task target level if the target is obstructed by moving bodies.

Missed Shots: Treat accidental attacks against random targets in the missile's flight path as if the attacker had a skill level of –5.

Missile Hit Locations

3d6	Location
3-5	Head
6-9	Arm
10-11	Chest
12-13	Belly
14-18	Leg

CLOSE COMBAT

Combat flurries occur when figures become engaged as a result of movement during the previous phase.

ENGAGING AN OPPONENT

Two opponents become engaged when they enter each other's danger zones. At this point, movement stops and a flurry ensues. See combat flurries, below. Flurries are resolved during the second phase of the round after movement.

Unengaged figures may interrupt flurries, or attempt to make a free attack (or swipe) at a fighter in a flurry without entering the flurry himself. The main issue to deal with is timing and danger. The unengaged fighter must negotiate the space around the combatants to avoid being hit. This is a task modified by the tactics skill and agility. A strike against an engaged fighter from someone outside the flurry can only be defended against if the target is (1) aware of the attack and not surprised; and (2) has not used up all of his actions.

FLURRY PROCEDURE

1. Roll for Flurry Initiative

2. Declare Intention

3. Resolution of Maneuvers

4. Resolution of Attacks

Flurry Initiative:

At the beginning of each flurry each participant rolls 3d6 and adds his Fighter rank. The flurry proceeds with each participant attacking in initiative order, highest first.

A fighter is the *attacker* if he has the initiative and chooses to take it. The attacker has the benefit of declaring his intention first, to which the defender must respond. The character with the initiative may hold it, but doing so allows another to go first, and thus be the attacker.

Wounded characters must make an Action Loss check. See Wound Severity descriptions, below.

Declare Intention:

An intention is the desired outcome of the flurry e.g., kill, subdue, disarm, outmaneuver, etc. See Attack Options below.

A fighter's intentions in combat determine available attack types and selection of attack resolution table. Rather than specify detailed actions to perform, the player should only state the character's intentions.

A declaration of intention makes explicit what a game of the imagination might conceal: that when facing an opponent in real life, an intuitive sense of intention is usually pretty obvious.

Example: The character says, "We're going to kill that murderous bastard," implying the use of deadly force. His target sees the look in his eyes, their cold intent, and a subtle change in how the weapon is held.

Example: The character says, "We're going to capture that traitorous bastard," implying the use of subdual damage. His eyes are more searching, his movements less direct, his weapon held less threateningly.

Example: The character says, "We're going to corner that sneaky bastard and force him off the cliff," implying the use of maneuver tactics and possibly deadly force. Now the character occasionally glances behind his target, moves menacingly and feints without striking, while slowly advancing upon his target.

Resolution of Maneuvers:

Maneuver Tactics: In addition to an attack type, a fighter can also specify a movement tactic. This is one of Hold, Press, Retreat, or Circle. Maneuver tactics are simultaneous with the attacks made during a flurry. compare Charge and Flight, which occur outside a flurry.

During a flurry much movement occurs, consisting of various degrees of advances, retreats, and sidesteps. A maneuver tactic describes the general tendency of these movements, i.e., the net effect.

These net effect movements are made during the adjustment phase, after the flurry. The character winning the most and best

successes determines the net movement, which could mean forcing the defender backwards or forwards (though the winner must also maintain relative position). If a character is forced to move in a direction that is blocked by an impassible obstacle, then the attacker receives one extra action (for that flurry only) and the defender is penalized –1 to defense due to limited ability to move.

Actions: A character may perform a limited number of actions in a flurry equal to 2, +1 every fifth Fighter rank. Movement occurs *between* flurries. A flurry is considered an atomic entity. Attempts at breaking it with anything except an attack or defense versus another participant in the flurry results in the end of the flurry. (However, note that attacks and defense can include limited movement. In a one-versus-many situation, the lone fighter is outnumbered in available actions. He must avoid any flurry in which he can be attacked by more than one opponent, especially when the opponents number greater than his maximum number of actions (see below).

Running Out of Actions: A fighter may make as many attacks in a flurry as he has actions. When he runs out of actions, he must disengage. If he disengages whilst his opponent still has actions, he must retreat one step for every action his opponent wishes to press. Alternatively, the opponent may wish to withdraw as many steps as he has actions and the inactive fighter must hold. If the opponent has at least two actions left, he may make an indefensible attack on the inactive fighter.

Offensive Intentions:

Disarm: Attempt to remove a weapon from an opponent's hands or break the opponent's weapon. This is an offensive parry; another type of disarm can be accomplished with a grapple.

Grapple: Employ locks or holds on the opponent or against the opponent's weapons.

Strike: Attack the target with a weapon to cause damage to the target. A strike may also be made with the intention of doing reduced or no damage. A typical intention is to render the target unconscious for ease of capture or escape.

Tackle: Knock the opponent down with a collision. May be done with or without a shield. Tackles typically do little damage, but have the advantage of ignoring armour.

Throw: Use the hip or shoulder to toss the opponent to the ground.

Defensive Responses:

If the attack roll succeeds, then determine impact and wound severity, and from that whether or not the defender gets to respond. If the attack roll fails, the defender becomes the attacker, choosing available options from his defense. This continues to the end of the flurry at which point initiative is redetermined and new intentions are declared.

Realistically, the defender cannot know how to defend against an attack until it actually occurs, and at that point, only an instinctive reaction can respond quickly enough. However, a skilled fighter

can control his response by observing patterns and waiting for an appropriate opportunity.

To simplify things, assume by default that the defense is a matter of timing and distance, but may include weapon contact in preparation for a response. If the attack roll is close to hitting (within three points or so), but not quite, then it indicates a parry, block, or dodge.

Resolution of Attacks:

Fighting skills work like other skills. Roll 3d6, add the attacker's skill with the weapon, modified by Agility, and beat the target level (i.e., the defender's Defense, or Fighter rank plus Agility modifier plus 10).

If an attack to kill succeeds, determine the location struck so that the defender's armor can be considered. Sometimes a piece of armour has its own defense bonus. If this changes the to hit number to a miss, then that means the blow has slid off the armour.

HIT LOCATIONS

3d6	Location
3–7	Head
8–9	Arm
10–11	Chest
12–13	Belly
14–18	Leg

In the case of arm or leg hits, the side (left or right) that is hit is a function of stance and weapon use. The GM should rule depending on the circumstances. The general rule of thumb is whichever limb is in front if the target is in a sideways stance, or else the opposite side for square-on stances (i.e., a sword blow from a right-hander hits the target's left leg), unless the attacker specifies a preference.

DAMAGE

Impact: The force from a blow ranges from a graze to a solid impact. The maximum force a fighter can apply with a given weapon is called Impact Cap. Impact Cap is equal to strength plus weapon impact modifier.

Actual impact will range from 1 to a number close to the Impact Cap and is determined by rolling dice according to the table below:

IMPACT CAP

Impact Cap	Damage Dice
–7 to –3	1 point
–2 to 2	1d3
3–7	1d6
8–12	2d6–1
13–17	3d6–2
18–22	4d6–3
23–27	5d6–4
28–32	6d6–5
33–37	7d6–6
38–42	8d6–7
43–47	9d6–8

Impact Absorption: Armor absorbs as much of the impact of a blow as its Impact Modifier. Subtract the armor's Impact Modifier from the damage dice result to get the Effective Impact.

Penetration: Even if a blow delivers impact that is not completely absorbed by the armor, it may not penetrate the armor. If the Effective Impact exceeds the penetration threshold, then the blow penetrates the armor. Otherwise, it is a non-penetrating, blunt impact.

Damage Results: To determine actual damage to the target, compare the Effective Impact with the target's Damage Thresholds. These thresholds indicate the amount of impact required to achieve a particular damage result. There are three thresholds for damage: Impaired, Disabled, and Destroyed.

Damage thresholds are based on the mass of the target.

WOUND SEVERITY

Wounds are classified into one of four severities: light, serious, critical, and mortal. Light wounds don't exceed the Impaired threshold. Serious wounds exceed the Impaired threshold but not the Disabled threshold. Critical wounds exceed the Disabled threshold but not the Desroyed threshold. Mortal wounds exceed the Destroyed threshold.

When recording wounds, simply indicate the damage type under the appropriate column. For example, a serious blunt wound to the head could be written as 'B' in the box under the Serious wounds column for the head.

Light blunt wounds cause bruising. Light cuts and punctures cause light bleeding. A lightly wounded character performs all actions at –1 regardless of the number of light wounds suffered.

Serious blunt wounds produce contusions in the target area, but no broken bones. Serious cutting or puncturing wounds cause moderate bleeding.

Critical blunt wounds indicate broken bones. Penetrating critical wounds mean life-threatening bleeding from deep cuts or punctures.

DAMAGE THRESHOLDS

Size	Light	Serioius	Critical
Less than 1	0	0	1
1	0	1	2
2	1	2	4
3	2	3	6
4	2	4	8
5	3	5	10
6	3	6	12
7	4	7	14
8	4	8	16
9	5	9	18
10	5	10	20
11	6	11	22
12	6	12	24
13	7	13	26
14	7	14	28
15	8	15	30
16	8	16	32
17	9	17	34
18	9	18	36
19	10	19	38
20	10	20	40
21	11	21	42
22	11	22	44
23	12	23	46
24	12	24	48
25	13	25	50
26	13	26	52
27	14	27	54
28	14	28	56
29	15	29	58
30	15	30	60
31	16	31	62
32	16	32	64
33	17	33	66
34	17	34	68
35	18	35	70
36	18	36	72

Mortal wounds destroy the target in some way. Mortal blunt wounds crush bones in the arms, legs, or chest, shatter the skill, or disrupt internal organs in the belly. Mortal punctures to the chest pierce the lungs or heart, to the neck or belly impale. Mortal punctures to the arms or legs hit major blood vessels and cause serious bleeding. Mortal cuts to the belly disembowel the victim; to the chest break ribs and hack internal organs; sever the arms or legs.

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WOUND EFFECTS

Wounds have three game effects: action penalty, body part malfunction, and action loss. Wounds to different locations have different effects, as summarized below:

Wound Severity (Action Penalty)

Hit Location	Light (–1)	Serious (–3)	Critical (–7)
Head		Stun	Knockout
Arm	Fumble?	Fumble	Disabled
Chest		Stun	Disabled
Belly		Stun	Disabled
Leg	Stumble?	Stumble	Disabled

Action penalties are applied against any task roll the character attempts. Injured characters receive an action penalty according to the worst wound suffered. Multiple injuries to the same location do not accumulate penalties. Mortally wounded characters are incapable of performing any action.

Fumble?: Roll 3d6 + DEX modifier vs. 10. Failure means: (1) any item carried is dropped 1d6-1 meters from the character, (2) one action is lost this round, and (3) the arm cannot be used to perform an action for the remainder of the round.

Stumble?: Roll 3d6 + AGL modifier vs. 10. Failure means the victim falls. A fallen character that can still move has a base Defense of 5, then adds Fighter rank. The character loses one action this round and may not stand on the leg for the rest of the round.

Stun: Attacks to the head, chest, or belly cause stun when the Impaired threshold is exceeded. Stunned characters lose half their Defense (i.e., Base 5 + half Fighter rank) and can take no action for 1d6 rounds.

Fumble: Like the Fumble? check except the results are automatic. The character's arm is now Impaired, and he can no longer make attacks or defenses with it. He may still carry light hand held items and perform light tasks.

Stumble: Like the Stumble? result except the character automatically falls down. The character's leg is now Impaired: reduce movement rate by 1/2 if one leg is so injured, or to a crawl if both legs are Impaired. A crawling character has a base Defense of 5, plus Fighter rank.

Disabled: Limbs so injured can no longer be used until healed. Belly wounds disable both legs. Disabling chest wounds immobilize the character (disabling legs and arms). Immobilized characters have a base Defense of 3, with no Fighter rank or Agility modifier.

Knockout: The character automatically falls unconscious. Unconscious characters have a base Defense of 3 and get no Fighter rank or Agility modifiers.

Most wounds do not kill the character outright. A character may die from blood loss, a mortal wound, or a coup-de-grace, but injuries do not accumulate to cause death.

Coup-de-Grâce: An automatic killing stroke may be delivered if the victim meets one of the following conditions: any three

limbs disabled, all four limbs disabled, unconscious, or mortally wounded. Additionally, the deliverer of the coup-de-grâce must not be engaged with another opponent.

OTHER COMBAT OPTIONS

A fighter may also attempt to disarm, subdue, entangle, tackle, or perform other maneuvers. The maneuver table below determines the outcome for these attacks. Note that the normal weapon damage modifier is not used, though some weapons may have special features to give bonuses.

OTHER TYPES OF ATTACK

Attack Type	Light	Serious	Critical	Mortal
Disarming		Fumble-10	Fumble	Break
Grappling		Restrict-10	Disabled	Broken
Subdual	Stun-10	Stun	Knockout	Knockout
Tackling		Stumble-10	Stumble	Disabled
Throwing	Stumble-10	Bash+0	Bash+3	Death

SECONDARY EFFECTS

Break: A weapon break.

Broken: A bone break.

Death: Death occurs instantaneously or within a few seconds.

Fumble-XX: Roll 3d6 + dexterity task modifier vs. stated target level and look up results on the Fumble Table.

FUMBLES

Miss by:	Effect
0	Item slips, but is caught. Lose 1 action this round.
1-3	Drop item at feet.
4+	Item goes flying 1d6 hexes away in random direction.

Restrict: The victim rolls a strength-based task vs. stated target level before attempting any action. If he fails, he loses an action, otherwise he may act at –1.

Stumble-XX: Roll 3d6 + agility task modifier vs. stated target level and look up the results on the Stumble table.

STUMBLES

Miss by:	Effect
0	You slip, but catch yourself. Lose 1 action this round.
1-3	Fall to knees.
4-6	Fall to your hands and knees.
7+	Fall on back, side, or face.

Magic & Religion

BASIC CONCEPTS

To the layman, magic is a mysterious, invisible power. To the experienced magician, magic is the effect of psychic energies on the unseen, vibrating forces that permeate the universe. An adept can feel these energies, direct them, manipulate them, and summon them up from his subconscious. An aspiring magician realizes that, unlike traditional methods of getting things done, magic has versatility, offers power to those lacking other means, and can sometimes be untraceable.

Anima: The animating force of all motile creatures is commonly called the soul, but to avoid confusion with modern uses of the word, the term *anima* is used instead. The anima exists primarily on the Astral Plane and is thus sometimes called the astral body. The astral body is capable of sensations analogous to the physical world. The anima is not immortal but normally dissolves about one week after the body dies.

Aspect: Entities on the Astral and Spirit Planes do not have physical form, and thus no set appearance. Different cultures induct their members into traditional guises for supernatural entities. The term *aspect* is used to describe the appearance of such an entity to a given culture. Many supernatual entities with difference names and different appearances are actually different aspects of the same being.

Aura: The expression of the spirit and anima. A person has two auras: one on the Astral Plane emanated by the anima, and one on the Spirit Plane emanated by the spirit. The aura is unique to each individual like a fingerprint and is associated with the individual's True Name in the Universal Language.

The aura is produced by a magical charge. While all matter contains latent charge, living creatures can spontaneously release charge through emotional excitation. Since the flow of energy is not perfect, some of it is inevitably "released into the wild", as it were. The effect is to produce an aura of magical energy around all living creatures. The energy of an auras can be manipulated, infused, or drained. It is also possible to induce a temporary aura onto an inanimate material.

Magical Charge: Every bit of matter in the universe carries latent magical charge. Magic is the means by which this energy can be tapped and manipulated. The medium through which magical charge flows is called the Ether. The means by which magical energy is manipulated is the Universal Language.

Magic Power: Any manipulation of magical energy takes work on the part of the magician. The quantity of work is called magical power, and is determined by the complexity of the spell being cast, the range to the target, and the target's magic resistance. Raising enough power to cast a spell is one of the fundamental skills of the magician.

Magic Resistance: When vital energy flows through a body or substance, it is carried by the Ether. The Ether is a sea of varying densities of transmissitivity highly responsive to the physical and mental world. In places where magical energy flows easily through the Ether there is said to be high magical flux, and in places where magical flow is restricted, there is said to be low magical flux. The property of limiting flux is called magic resistance.

Spirit: The immortal part of a creature, also referred to as the mind or will. The spirit exists on the Spirit Plane, sometimes called the Mental Plane. The spirit communicates with the physical world via the anima, and exists also on the Astral Plane as long as the host lives. Once the anima dies, the spirit departs the Astral Plane and exists only in the further reaches of the Spirit Plane.

Universal Language: The Universal Language is a natural "system" of mental images, sounds, and gestures by which magical energy is manipulated. The language is a metaphorical one and cannot be readily understood as most languages are, but is effective on an intuitive level. Intelligent beings use the Laws of Magic, intuition, and experimentation to interpret the meanings of the Universal Language. When a set of these elements is discovered and is reproducible, then it may be packaged into a procedure called a spell. A spell is usable by others.

Vital Energy: The energy generated by interactions beetween the spirit and the anima. Vital energy flows through and permeates all things. Magic allows an individual to accumulate, channel, manipulate, and direct this energy.

THE PRACTICE OF MAGIC

All magic has the use of mental and spiritual abilities as its foundation. There are two basic factors that flavor the actual practical use of magic: the degree to which the magician depends on external aid, and the traditions that define preferences for the various elements of magic.

From a skill definition perspective, magic is categorized into mental powers, spells, and rituals. Spirit powers are the inherent powers of an individual. They operate on both the Astral and Spirit Planes. Spirit powers are limited by the abilities of the magician, with each power having its own skill. Spells are relatively quick and simple operations involving the manipulation of energy waves using elemental correspondencies. Spell skills are categorized by procedural similarities, usually with a corresponding non-magical skill. So there are spells that work by brewing potions, spells that work by writing or tracing power symbols, and spells that work by combining objects in formulaic ways. Rituals, or ceremonies, are longer, more formal procedures for interacting with supernatural entities. There are rituals for invoking (channeling) powers, and rituals for evoking (summoning) powers.

PSYCHIC TASK MODIFIERS

Visibility	Target Mod.
Touch	+0
Line-of-Sight	+1
Via Scrying Device*	+3
Unseen	+5

Time Spent Concentrating	Target Mod.
10 minutes	+0
1 minute	+1
5 seconds	+3
Less than 5 seconds	+5

Displacement	Target Mod.
up to 1 m	+0
10 m	+2
100 m	+4
1 km	+6
10 km	+8

Mass	Target Mod.
100 g	+0
10 kg	+5
100 kg	+10
1000 kg	+15

*—The use of a scrying device requires the Scrying skill.

Magic is traditionally performed at a consecrated site. A magician can himself perform a ritual of consecration to create a suitable spot. Astrological influences affect the effectiveness of times and locations.

SPIRIT POWERS

All mental power skills require a minimum perceptivity score of 14. Information-gathering mental tasks rely on perceptivity as well, interpretation tasks are based on intelligence, attack tasks are based on charisma, and defense tasks are based on willpower.

General Procedure:

Psychic skills are always available to the magician. However, every use requires the magician to make a fatigue check. The difficulty of the check is based on the difficulty of the psychic task, the amount of time invested.

CLAIRVOYANCE

Clairvoyance is the power of astral sight, the ability to see via the Astral Plane. Clairvoyance takes only one round (5 seconds) to activate, and once activated can be used to perform perception-based information-gathering tasks.

Range	Target Mod.
up to 10 m	+3
100 m	+5
1 km	+8
10 km	+10
100 km	+13
1000 km	+15

Receive Vague Sense: (15, Clairvoyance, Per) The magician does not project his senses, but relies on astral sight to receive vague metaphorical clues.

True Sense: (20, Clairvoyance, Per) The magician does not project his senses, but uses astral sight to pierce through illusions, concealment, and disguises.

Project Single Sense: (25, Clairvoyance, Per) The magician projects one sense, such as sight or hearing, and can perceive information as if he were actually there.

Project Multiple Senses: (30 for two senses, +5 per additional sense, Clairvoyance, Per)

Maintenance of a clairvoyance session requires a concentration check once each minute at base difficulty after the first minute, and +5 difficulty each minute thereafter. The clairvoyant may also increase the difficulty in an attempt to focus or clarify the vision. Failure of the concentration roll means the magician is fatigued.

Unlike other psychic skills, clairvoyance is made easier with the use of a scrying device (see Enchantments, below).

MEDITATION

The use of this ability alternatively recovers fatigue and sanity, or exercises the powers of concentration and visualization.

Train the Mind: (5, Meditation, Int) During downtime a magician with meditation skill may use it as an exercise for experience points in the Magician field.

Recover Fatigue: (10, Meditation, Int) Meditation used for relaxation works like a healing skill, increasing the recovery rate for fatigue. Each ten minutes of meditation counts as 10 minutes of rest per success level.

Raise Energy: (15, Meditation, Int, +1 per success level) Meditation used for mental exercise provides a preparation bonus for casting spells.

Enhance Mind: (20, Meditation, Int, +1 per success level) Temporarily increase task modifier for intelligence, willpower, perceptivity, or charisma. The bonus lasts for ten minutes.

Enhance Body: (25, Meditation, Int, +1 per success level) Temporarily increase task modifier for strength, endurance, agility, or dexterity. The bonus lasts for ten minutes.

Self-Healing: (30, Meditation, Int) Meditation used for healing increases the healing rate by subtracting 1 day per success level. Self-healing may only be used once per wound.

TELEPATHY

Telepathy is the ability to send and receive thoughts and emotions to another intelligent mind through extra-sensory means. Telepathy is a psychic contest between the telepath's telepathy skill + perceptivity task modifier, and the target's Magician rank + perceptivity task modifier + task base target.

Detect Life: (10, Telepathy, Per) Determine if the target is alive and thinking.

Detect Lie: (13, Telepathy, Per) Determine if the target is being honest.

Sense Feelings: (13, Telepathy, Per) Determine the target's emotional state.

Induce Feelings: (13, Telepathy, Per) Induce positive feelings in the target. (Negative feelings must use psychic combat rules).

- *Blood*: fire, spring, childhood, sanguine, warmth, love

- *Phlegm*: water, winter, old age, phlegmatic

- *Bile*: air, summer, youth, choleric, bilious

- *Black bile*: earth, autumn, childhood, melancholic

Read Thoughts: (15, Telepathy, Per) First level of success is surface thoughts, second level deep thoughts, third level memories.

Assault Mind: (15, Telepathy, Per) See section on psychic combat.

Heal Fatigue: (15, Meditation, Int) Induce relaxation in the subject to increase the recovery rate for fatigue.

Send Thoughts: (20, Telepathy, Per) First level of success is surface thoughts, second level deep thoughts, third level memories. Thoughts can also be sent in a form of attack called a thought barrage. See section on psychic combat.

Enhance Mind: (25, Meditation, Int, +1 per success level) Induce a meditative state on the target to temporarily increase the target's task modifier for intelligence, willpower, perceptivity, or charisma. The bonus lasts for ten minutes.

Enhance Body: (30, Meditation, Int, +1 per success level) Induce a meditative state on the target to temporarily increase the target's task modifier for strength, endurance, agility, or dexterity. The bonus lasts for ten minutes.

Psychic Healing: (30, Meditation, Int) Magical healing increases the subject's healing rate, by subtracting one day per success level. Psychic healing may only be used once per wound.

TELEKINESIS

The psychic ability to affect matter with the mind. Base target is 20. Modifiers include distance moved and mass of object moved.

TELEPORTATION

The psychic ability to transfer matter from one place to another. Foreknowledge of the destination is a requirement. Base target is 25. Modifiers include distance and amount of stuff carried.

FEAR

Severity	Description
M5:	Feelings of dread and/or revulsion. -1 action modifier.
M10:	Fear. Defensive actions only. -2 action modifier.
M15:	Fear. Defensive actions only. -3 action modifier.
M20:	Panic. All movement actions must be away from source.
M25:	Paralyzed with fear. No actions.

PAIN INDUCTION

Severity	Description
M5:	Stunned. Mental fatigue-1.
M10:	Exhausted. Mental fatigue-2.
M15:	Delirious. Mental fatigue-3.
M20:	Unconscious.
M25:	Coma.

PSYCHIC EROSION

Severity	Description
M5:	No effect.
M10:	Neurosis.
M15:	Mild psychosis.
M20:	Moderate psychosis.
M25:	Severe psychosis.

PSYCHIC INFLUENCE

Severity	Description
M5:	Just a nagging feeling.
M10:	25% control, check each round.
M15:	50% control, check each minute.
M20:	75% control, check every hour.
M25:	Complete control.

SLEEP INDUCTION

Severity	Description
M5:	Fatigue.
M10:	Sleep for 1 hour.
M15:	Sleep for 2 hours.
M20:	Sleep for 4 hours.
M25:	Sleep for 8 hours.

THOUGHT BARRAGE

Severity	Description
M5:	Lose 1 action.
M10:	Lose all actions this round.
M15:	Vertigo-1 for 1d6 rounds.
M20:	Vertigo-2 for 1d6 minutes.
M25:	Vertigo-3 for 1d6 × 10 minutes.

PSYCHIC COMBAT

Attacking: The attacker rolls 3d6 and adds his telepathy skill and perceptivity modifier. To succeed in the attack, he must beat the sum of the attack task base difficulty, target's Magician field rank, and the target's willpower modifier. If the task succeeds, the attacker rolls to inflict damage, described next.

> *Example*: Drew (Magician-15, Telepathy-15, Int 15, Per 16) assaults his adversary Bray (Magician-0, Wil 10, Per 10). He is using line-of-sight and taking less than 5 seconds. He rolls 3d6 and gets a 9. To this he adds +15 from his telepathy skill level, and +3 from his perceptivity, for a total of 27. Because Bray is not a magician and he has no modifier for willpower, his base defense is the raw task target, or 14, plus 1 for line-of-sight, +5 for the time spent, for a total defense of 20. Drew succeeds by 7, which he later will add to his damage roll.

Inflicting Damage: Psychic attacks target the victim's intelligence, willpower, perceptivity, or charisma, as given under each attack type, below. To inflict damage in a telepathic attack, the attacker rolls 3d6, plus intelligence modifier, magician damage modifier, and the surplus from his attack roll. The target to beat is the specified victim's attribute score. Every five points counts as an additional level of success.

Mental Illusions: The telepath manipulates the target's inner vision (perceptivity) to create images. The typical negative effect is fear. Conversely, the images can be used to counter a pre-existing fear condition.

> *Example*: Drew (Magician-15, Telepathy-15, Per 16) after successfully assaulting Bray now wishes to strike fear into his victim's heart with horrific mental illusions. He rolls 3d6 and gets a 12. To this he adds +2 for his magician rank, +2 for his intelligence, and +7 from his attack roll. The result is 23 which is 13 points higher than Bray's willpower of 10. The fear limits Bray to defensive actions against Drew, and all of his actions suffer a -2 task penalty.

Pain/Pleasure Induction: The telepath manipulates the target's pain or pleasure centers (willpower), causing distraction and fatigue.

Psychic Erosion: This attack causes damage to the target's mind (willpower) in an attempt to induce madness.

Psychic Influence: This attack attempts to insinuate ideas into the target's mind (charisma) and disguise them so the target thinks they are his own original ideas.

Sleep Induction: The telepath attempts to activate the target's sleep mechanism.

Thought Barrage: This attack uses telepathy to send a barrage of thoughts in an attempt to overload the target's ability to process them (intelligence). The typical result is confusion.

SPELLCRAFT

Spells are pre-packaged procedures, learned as rotes, for utilizing symbolic actions and objects to reproduce a psychic effect

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without the need to be an expert psychic. All that is needed is the ability to memorize sequences of incantations and gestures, and the skill of charging the spell with power.

The magician must memorize the formula—it cannot be performed while reading it. Memorization is simple: spend the required amount of time according to the spell complexity, then mark the spell as being memorized. Every time the magician wishes to use the spell, he must perform a task using the appropriate spell skill against the spell's complexity (see spell effects, below). This determines whether or not he has remembered the procedure correctly. If he fails the roll, he has forgotten the spell and must study it again.

It is also possible to "figure out" a spell formula on the fly, but the procedure will not be committed to memory. Casting spells on the fly increases the complexity by 5 points over memorized spells. The magician must also have the proper elements on hand to perform the spell.

The magician is limited in how many spells he can memorize by the applicable spell skill. He is also limited in the total amount of spells memorizable by his magician field rank. However, any spells memorized may be cast at any time and as often as time permits until he forgets the spell. A spell may be mastered so that it is never forgotten, but this will reduce the available number of spell memorization slots.

SPELLCASTING PROCEDURE

1. Supply Energy. The magician may accumulate power within himself, or use an external source. The energy is accumulated beforehand, but this step checks to see if the mage has enough energy on hand. See Raising Energy and Tapping Energy.

2. Lay the Path. The magician uses the powers of his imagination to visualize the flow of energies from himself to his target through any intervening obstacles. This task is normally automatic, but hostile conditions makes it a concentration task.

3. Cast the spell. If the magician's power level is high enough, he may attempt to cast the spell. Make a memorization test to follow the procedure correctly (spell skill level vs. spell complexity, intelligence). If successful, the spell is cast and its effects are determined. If the memory test fails, the magician has forgotten the procedure and may have done something wrong. Check for misfire.

4. Close the spell. The magician makes a fatigue check. If he fails, he is exhausted and cannot close the spell. An unclosed spell may attract unwanted visitors. Check for misfire. An exhausted magician must rest four hours before using psychic powers again.

SPELL COMPLEXITY

The complexity of a spell is based on the number of steps, or elements, in the procedure. To simplify spell design, specific incantations and gestures are ignored. Instead, the intended purpose is abstracted into the elements below. The purpose of each spell element is to specify and supply energy for a particular aspect of the effect.

Element	Complexity
Conceptual	+intensity
One target	+0
Two to four targets	+2
Five to nine targets	+4
Ten or more targets	+8
Touch	+0
Line-of-Sight	+2
Indirect	+4
Simple area of effect	+5
Complex area of effect	+10

SPELL POWER REQUIREMENTS

The amount of energy supplied to a spell is determined at casting time. Any spell can be cast with any amount of energy; the amount supplied determines the overall effectiveness of the spell. The formula is this: spell power = power from magician – largest magic resistance (MR).

Power Factors (PF): Power is on an exponential scale, so the power factors do not directly add up. Always use the highest value of all spell power attributes. If there are two or more attributes that tie for highest, use the highest value + 1.

Range	Duration	Intensity	PF
Touch	1 round	0	0
Up to 1 m	1 minute	1–5	1
Up to 10 m	10 minutes	6–10	2
Up to 100 m	2 hours	11–15	3
Up to 1 km	1 day	16–20	4
Up to 10 km	2 weeks	21–25	5

RAISING ENERGY

This is the process of accumulating energy within the mage's own body. This takes a lot of work and the results tend to fade quickly. Still, it's very convenient to be in a charged state when one wants to use magic. There are numerous techniques for raising energy, differing according to the mage's tradition (as above).

Chanting or Singing: Every 15 minutes spent chanting generates one level of power. The magician may chant for up to one hour. This energy remains available to the magician for 1 hour.

Dancing or Sex: Every 5 minutes spent engaging in ritualistic physical activity generates one level of power. Maximum 30 minutes. This energy remains available to the magician for 30 minutes after stopping.

Herbals: Using herbalism, a magician can concoct a potion that generates up to 4 levels of power within one round. The potion's effects last for 1d6 hours.

Meditation: With the meditation skill, the magician can generate power that lasts until used. Roll 3d6 + Meditation + perceptivity modifier vs. 15. Every 5 levels of success counts as one level

3d6	Effect Description
3–6	no ill effects but spell is cast at reduced spell level if possible
7–10	energy is absorbed by ground or nearby large object with no effect
11–12	1 die bad luck
13	2 dice bad luck
14	3 dice bad luck
15	the energy strikes the caster with random effect
16	the energy strikes the random target with random effect
17	the energy disrupts the Ether and nullifies magic for 100 meters around magician
18	the energy summons a demon that attempts to possess the magician

of power and adds 5 minutes to the base time of 5 minutes. The magician may interrupt meditation any time prior to achieving the rolled level of energy with no ill effects.

TAPPING ENERGY SOURCES

A magician can acquire energy from an external source to power his spells. Typical sources include condensers, natural features, familiars, spirits, or even other persons.

Before drawing energy from a source, the magician must first attune himself to the source. The difficulty varies upon whether the power source is associated with an astrological sign compatible with that of the magician: Roll 3d6 + Magician Field Rank + perceptivity modifier vs. 10 (for compatible Signs), 15 (for neutral Signs) or 20 (for incompatible Signs). This procedure takes 10 minutes. Once performed, the attunement is permanent as long as the magician maintains his faculties (i.e., damage to the mind can break the attunement).

Once the magician is attuned to the source, he may draw energy from it freely as long as he is in direct skin contact with it, or indirectly through a trace (such as a ley-line). It is assumed that living creatures being tapped for energy are willing donors. Unwilling donors may not be tapped in this manner.

For more information, see the section on Magical Properties of Materials, Places, and Beings.

SPELL MISFIRES

Spell misfires occur when an exhausted mage attempts to cast a spell, or if he flubs the procedure whilst in an energized state. Roll on the Spell Misfire table to determine the effect.

ENCHANTMENT

MAGICAL POWER SOURCES

A magician may create a magical power source from any object by attuning himself to it and activitating its magical potential.

SCRYING DEVICES

Device	Bonus
Obsidian	+1
Flames	+2
Bowl of Black Ink	+3
Bowl/Pool of Water	+4
Glass Ball	+5
Other Crystal*	+6
Quartz Crystal	+8
Silver Mirror	+10

POTIONS

A magician may employ herbalism, cooking, and incantations to produce potions with magical effects. Potions take a variety of forms and transport mechanisms: imbibed (effective when drunk), externally applied to target, injected into the bloodstream (via a coated weapon or syringe), aromatic (effective when smelled), gaseous (effective when inhaled), vaporous (effective when seen).

- Prepare the Ingredients. Some ingredients require charging. Charging an ingredient is a Magician Field Rank task + perceptivity modifier vs. the Magic Resistance of substance. Careful, because some substances can be rendered inert or even destroyed if charged with too much power.

- Mix the Ingredients. This is an Herbalism skill task vs complexity of the formula/procedure. Equipment is required. Mishaps may cause noxious fumes, explosions, ruin the concoction, or create poisonous results.

- Prepare the Final Recipe. Some recipes require charging after the ingredients have been mixed. Same as for ingredients, except this charges the combined materials with a power level appropriate to the desired effect. Unlike spell casting, charging a recipe doesn't require an extra step to close the spell.

SCRYING DEVICES

This is the use of a device such as a crystal, mirror, or pool of water for clairvoyance. Some preparation is usually required for the device: the device should be ritually cleansed and attuned to the magician. Such a process takes no more than a night and is simple enough to be considered automatically successful by someone with the Magician field. Once prepared, the device must be kept pure by allowing no other sentient being to touch it than the magician or else it must be cleansed again.

A variety of scrying devices can be used, the most common being quartz crystal, because it is cheap and effective. A more precise calculation of the affinity of a magician to a particular material is possible, but left to detail until another time. The table below is a simplified summary of devices, ignoring astrological details for now.

Through the device, the magician may perform any clairvoyance task, but using his Scrying skill instead (thus no minimum perceptivity is required). The scrying device gives the indicated bonus to scrying tasks.

SYMBOLISM

Symbolic divination involves the interpretation of some kind of signs or objects, that act as indirect channels to some supernatural force. There is usually a body of knowledge that applies general interpretations to each sign. This skill represents knowledge of those general interpretations, not the ability to apply the interpretations (that's for the player).

There are innumerable techniques, listed here are a few categories.

- *Astrology* is divination by star charts. Prerequisite is mathematics and literacy.

- *Augury* is the interpretation of signs and portents such as the flights of birds, movements or behavior of other animals, and weather patterns. Augury also includes *haruspicy*, the interpretation of animal entrails.

- *Sortilege* is divination by drawing lots. For game purposes, this includes the throwing of divination sticks or dice, and the drawing of cards. No prerequisites, but involves remembering a lot of patterns.

Procedure: Symbolic divinations take 3d6 minutes to perform, but the time need not be a continuous block. Astrology can take longer to prepare a complete set of charts.

A failed roll indicates that the caster does not know the meaning of the result. A success means the GM may give the caster the sign, which may then be interpreted by the player.

TALISMANS

Talismans are simple objects (e.g., a piece of paper, a wall, a book, a ring, an amulet, etc.) inscribed or traced with magical symbols. The magic does not come from the construction of the item (as with artifice) but solely with the tracing or inscription of the glyphs, sometimes accompanied by an incantation. An incantation is a minor form of invocation that embues the talisman with additional power.

Talismans are activated by some kind of trigger, which may include a command word, or by proximity or by trespassing. It is up to the magician to specify the trigger. Creating talismans takes at least 3d6 + 20 minutes just for inscribing the symbols.

MAGICAL PROPERTIES

Ratings are given for magic resistance (MR) and power factor (PF). These represent the difficulty of charging and the capacity for holding magical charge. This section is under development.

PROPERTIES OF MATERIALS

Material	Element	MR	PF
Blue Crystal	Water	1	3
Green Crystal	Earth	1	3
Red Crystal	Fire	1	3
White Crystal	Any	2	2
Yellow Crystal	Air	1	3
Bronze	Water	2	1
Copper	Earth, Air	2	1
Gold	Fire	1	2
Iron	Water	2	1
Lead	Earth, Air	4	1
Mercury	Air, Earth	2	1
Silver	Air	1	2
Tin	Fire, Water	2	1

PROPERTIES OF PLACES

Place	Element	MR	PF
Air Node	Air	0	4
Earth Node	Earth	0	4
Fire Node	Fire	0	4
Water Node	Water	0	4
Mountaintop	Air	1	2
Forest Glade	Earth	1	2
Lava Pool	Fire	1	2
Grotto	Water	1	2

PROPERTIES OF BEINGS

A living being has a magic resistance based on its willpower.

Willpower	MR
0	0
1–4	1
5–8	2
9–12	3
13–16	4
17–20	5

RITUAL SKILLS

Rituals are similar to spells in how they are memorized. The rituals must be tailored to each individual supernatural entity or entity type if not unique, and this specific ritual must be memorized before use. Rituals are more time-consuming than spellcasting and carry an additional element of risk. Memorizing rituals counts against the character's total spells memorized.

Rituals may also be "figured out" on the fly, but the associated risks makes it even more dangerous than usual.

INVOCATIONS

Invocation means establishing a direct channel with a supernatural entity, be it a spirit, demon, or deity. The difficulty of establishing the link depends on the availability of the being and its attitude toward the magician.

The direct nature of invocation allows the magician to converse with the spirit, and thus provides him an opportunity to ask for favors, to channel powers, or to gain information. The type of spirit contacted has a big influence on the type of information or services that can be got.

Once the link is established, the magician must accomplish a maintenance task once every minute. The difficulty of maintenance goes up by three points with each passing minute. Once the roll fails, the magician is considered exhausted, and must rest for four hours before trying again.

A talisman may be created to form a permanent link. This only means that establishing the link is no longer necessary. Maintenance rolls must be made whenever questions are asked. Links to anima, for example, require the ritual preparation of sympathetic materials from the victim (clothes, hair, nail clippings, etc.) For other types of spirits, contact talismans provide a channel of communication.

Influencing the Elements

The magician can communicate with local elementals to make them modify the environment or weather: temperature, wind, light, and precipitation.

- *Temperature*: the magician may change the temperature in his vicinity by one fatigue category per spell level.

- *Wind*: the strength of the wind in the vicinity of the magician may be increased or decreased by 1d3 points per spell level.

- *Light*: every spell level increases or decreases the intensity of existing light sources (within the vicinity of the magician) by 1.

- *Precipitation*: the magician may change precipitation effects within his vicinity by one point (increasing or decreasing visibility and movement modifiers) per spell level.

Influencing Luck

The magician can call upon gods or spirits to bless or curse the target, adding good or bad luck dice for the duration of the spell. Add one die of luck, good or bad, per spell level, up to three dice.

Complexity: 15.

Range	Duration	Intensity	PF
Touch	1 round	—	0
Up to 1 m	1 minute	1 die	1
Up to 10 m	10 minutes	2 dice	2
Up to 100 m	2 hours	3 dice	4

EVOCATIONS

Evocation is a request or a demand for a supernatural entity to manifest itself on the Physical Plane. The term *sorcery* applies to evocation through force. When such force is used, the magician engages in psychic combat with the conjured entity. Evocation through request requires communication with the being first. The being then manifests itself of its own accord, relieving the magician of that work. This technique is used in *witchcraft*. Another way to look at the difference between sorcery and witchcraft is that the witch is "in league" with the supernatural beings. Technically, witchcraft refers only to the practice of dealing with evil spirits. Otherwise, it resembles some non-evil religious practices.

> Religion … requires reverence, an inclination to trust, to be open and to please, and be pleased by, powers superior in every way to humankind; magic may wish to subordinate and to command these powers.
>
> — Valerie Flint, *The Rise of Magic in Early Medieval Europe*

Every spirit has resistances to evocation. These are almost entirely psychological. The more powerful or dangerous the spirit, the more likely the magician will flub the ritual.

EVOCATION RITUALS

Rank	Target Level	Basic Time
Least	30	10 min.
Minor	35	20 min.
Lesser	40	30 min.
Greater	45	40 min.
Noble	50	50 min.
Prince	55	60 min.

ABJURATIONS

A magician reverses the process of conjuration with an abjuration. A magician that abjures a spirit he has *evoked* is said to *dismiss* it from duty. A magician that has no control over a spirit may attempt to banish it, but this is difficult and risky.

BINDINGS

A magician acquires control over a supernatural entity by *binding* it. Once a supernatural being is bound (to the mage or to a device), it can be commanded to use its abilities and powers, with success according to the magician's Magician skill rank.

A vessel must be prepared. This requires an appropriate Artisan skill (either the magician's or a hired craftsman) in combination with a spellcraft task. Vessels have a cost geometrically proportional to the power of the spirit contained. A complex woven pattern is a typical example of the symbol driving the binding. Doors and gates are significant to movement, and thus mazes, which obfuscate the path to the door, are powerful tools for trapping supernatural entities.

Bindings vary in how long they last. They are almost never permanent, but instead might last thousands of years. A typical binding will last a few minutes and not tax the magician at all. Sometimes a binding has a set and known duration, other times it is variable. For example, when a binding object can no longer supply energy to the supernatural entity, the binding breaks and the supernatural entity is free.

With an *unbinding*, a magician may attempt to override the magical commands binding a supernatural being to an object or person. This is more difficult than the binding process, being a difficulty level higher than the level of the binding.

> *Example*: The priestess Lorna summons a healing spirit to aid poor Sean's recovery. Lorna will bind the healing spirit to herself and command it to heal the boy. She can't bind it to Sean because it might kill him. The healing spirit will draw energy from Lorna and apply it to Sean. Lorna can continue healing Sean until she is exhausted.

Possession: Normally only one spirit may be bound to an object at a time. When two spirits are bound to the same object one of them tends to dominate and the other is said to be in possession of the dominant. Dominance is determined by a contest of Charisma (attacker) vs. Willpower (defender).

Familiar: Normally a spirit can only be bound to one object. If a spirit, already bound to one object, is then bound to a second object, then the second object is an *auraculum* of the first. But if the second object also had a bound spirit, and is thus now possessed, it becomes a familiar of the first.

SIDE EFFECTS OF USING SORCERY

The basic risk involved in evocation is demonic possession. At best, this leads to insanity. At worst, it means the demon has complete control over the magician's body.

There is no risk of demonic possession when using invocation, because the spirit never actually manifests itself. However, the magician has to be careful with the amount of power channeled. When using invocations of a difficulty level 15 points more than the magician's level brings risk of nasty side effects called Wizard Signs. These are idiosyncrasies forced upon the magician by demons.

A bound spirit will attack its master in subtle ways, typically through psychic suggestion. Spending too much time in proximity to large numbers of hostile supernatural entities (bound in items, for example), may lead to bad dreams, nightmares, and even insanity.

SUPERNATURAL ENTITIES

Supernatural entities are of two fundamental types: those that exist on the Astral Plane and those that exist on the Spirit Plane. Inhabitants of the Astral Plane include the astral bodies of living creatures, beings of the elements, noncorporeal undead, larvae, and common supernatural beings with close ties to the physical world: dryads, genies, and elves for example. On the Spirit Plane are the gods, elementals, thought-servants, and spirits of the living or departed.

Supernatural entities are ranked by their power and difficulty of evoking, binding, and warding. The type of supernatural entity

describes the general range of powers. Powers nearly always manifest themselves as controlled natural events. Other than these guidelines, the limits of supernatural power are the limits of the Gamemaster's whim.

ANIMAE

The animating force of humans and animals is termed anima. Control over anima gives a mage great power of creatures of all kinds. Such a magician can acquire familiars and slaves, call animals out of the wild, and create undead servants.

The anima is bound to its living receptacle. It normally can survive about one week in a dead body, but it is possible, though difficult, to transfer the anima to another receptacle. The anima is not subject to summoning. More easily, the anima can be commanded by magic.

When an anima is be bound to an object, the object becomes animated, and can be commanded. Controlling anima is the secret to controlling people. The working of charms and glamours involves the manipulation of the aura generated by the anima.

The anima has no mind of its own, but can operate the physical components of its receptacles, including senses. It also responds to base animal desires. The anima will have the physical attributes of whatever receptacle contains it.

SPIRITS

Spirits are the inhabitants of the Spirit Plane, including the minds of all thinking creatures. Not all creatures have spirits, and not all spirits inhabit a physical body.

A spirit separated from its physical and astral body dwells in the furthest reaches of the Spirit Plane, but may still hold some attachment to its corpse, former possessions, relatives, and dwelling places.

The spirit of a dead individual will have the same intelligent, perceptivity, willpower, and charisma as it had in life. All spirits are capable of engaging in spirit combat.

Ancestral Spirit: These are spirits that have maintained an attachment to their bloodline after passing away. Ancestral spirits are usually associated with a fetish as a point of contact.

Familiar: These are servant spirits granted a magician by a Power upon sealing of a pact. The familiar serves as an intermediary between the Power and the magician, so that the magician is relieved of the burden of contacting the Power (and the Power of the burden of being contacted...)

Spirit Servitor: his is a powerful spirit summoned by the magician as a guardian or chief spirit assistant.

Demons: The term *demon* is a generic one, and may refer to any hostile supernatural entity. It is also used for supernatural creatures bound for the purpose of engaging in combat.

SPIRITS

	Least	Minor	Lesser	Greater
INT	1d6+1	2d6+3	2d6+6	2d6+6
WIL	2d6	2d6+3	2d6+6	2d6+8
PER	2d6+3	2d6+6	2d6+8	1d6+14
CHR	2d6+2	2d6+3	2d6+6	2d6+8
#Actions	2	3	4	5

THOUGHTFORMS

Thoughtforms are intelligent entities of the Spirit Plane created by the imagination or spawned by emotional energy. Thoughtforms are capable of engaging in spirit combat.

Thoughtforms are classified according to their strength and type:

Thought Servant: This thoughtform is created only by the deliberate intention of a magician. It has its own intelligence, but is completely subservient to its creator. A thought servant is capable of performing only one task.

Thought Larva: This thoughtform is conceived by powerful emotions and feeds off them. Thought larvae attack with fearful mental illusions or psychic erosion

Phantasm: A phantasm is a manifestation of the victim's own fantasies or nightmares. Phantasms attack with pain induction, sleep induction, or thought barrages.

Phantom: A phantom is the manifestation and realization of a memory of a departed individual. Phantoms attack with thought barrages.

The Magician skill Evocation (Thoughtforms) allows the mage to attempt to summon any of the standard larva types, with a strength according to the quality of the skill check.

THOUGHTFORMS

Attribute	Least	Minor	Lesser	Greater
INT	2d+2	2d+2	2d+2	2d+6
WIL	2d+2	2d+2	2d+2	2d+6
PER	2d+2	2d+6	2d+6	2d+6
CHR	2d+2	2d+4	2d+6	2d+6
Telepathy	10	15	20	25*

*—Greater phantasms also get a physical attack.

ELEMENTALS

An Elemental is a spirit entity created from a pure element. Elementals have no physical body for themselves, but can be contained in vessels strongly associated with their element. They can exert control over their element, be it the temperament of an aura or the actual physical element.

ELEMENTALS

Attribute	Least	Minor	Lesser	Greater	Noble
STR/END	1d6	1d6+6	1d6+12	1d6+18	2d6+18
INT/WIL	2d6+1	2d6+1	2d6+1	2d6+1	2d6+6
PER/CHR	3d6	3d6	3d6	3d6	2d6+8
# Actions	2	3	4	5	6

A separate skill must be taken for each of the four elemental types: Air, Fire, Earth, and Water. The strength of the elemental depends on the quality of the mage's skill check. Evoking a noble elemental is a special skill which must be taken for each elemental type in addition to the standard skill. Evoking a noble elemental requires knowing the elemental's name.

Rogue Elementals: Normally an elemental is dismissed after performing its assigned task. It dissolves into its native elemental and ceases to exist as an independent entity. However, an elemental that is not dismissed becomes rogue and is very dangerous. They behave like parasites, sucking their native element from the environment (including living things) into themselves.

UNDEAD

An undead creature is one in which the anima or spirit or both continue to inhabit and control the body after death. The body must be sustained somehow or it will crumble into dust. How the body is sustained and whether it is the spirit, anima, or both are factors in how an undead is categorized. Additional powers or abilities can produce further variations.

An undead with an anima will have physical stats and the ability to interact with the physical world. An undead with a spirit will have mental stats, freewill, and the ability to use magic.

A noncorporeal undead is a spirit or soul lingering around the vicinity of its death. Corporeal undead sustained by magic turn to dust when the magic holding their body together is dispelled. Corporeal undead sustained by mummification will survive for centuries until its body is destroyed. Corporeal undead sustained by blood will have the best physical and mental stats, but become dormant when the blood supply is gone. A typical feeding will allow the creature to be active for one week.

UNDEAD TYPE CLASSIFICATION

Body/Sustenance	Inhabitant		
	Anima	Spirit	Both
Noncorporeal	I	V	VII
Magic	II	VIa	VIII
Mummification	III	VIb	IX
Blood	IV	VIc	X

These creatures are briefly described below. See the Bestiary for combat statistics.

Type I Undead (Spectre, Wraith): An unintelligent appearance of a person. Causes fear but has no influence on the physical world. Easily confused with the phantom thoughtform.

Type II Undead (Animated Corpse): An unintelligent animated skeleton or rotting corpse.

Type III Undead (Lesser Mummy): An animated mummified corpse. No intelligence, but tougher and hungrier than your non-mummified variety.

Type IV Undead (Ghoul, Barrow-Wight): An undead of bestial intelligence that sustains itself with blood.

Type V Undead (Lingering Spirit): A regular disembodied spirit still lingering in the vicinity of its death, or alternatively tied to—but not inhabiting—some physical object. It can use magic providing it is given a means of perceiving the physical (for example, with magical eyes or scrying device).

Type VI Undead (Chained Spirit): Lacking an animating force, such an entity cannot use its body to physically affect the world but can be communicated with and can use magic. Type (c) is forced into dormancy unless delivered blood regularly by an external agency.

Type VII Undead (Ghost): An intelligent animating force that can take possession of objects at will, or of a living creature through spirit combat.

Type VIII Undead (Revenant/Lich): An undead being sustaining itself through the magic of its willpower (Lich) or emotional energy (Revenant).

Type IX Undead (Greater Mummy): Like a lesser mummy, but self-willed.

Type X Undead (Vampire): The classic undead being, sustaining itself by drinking the blood of the living.

THE POWERS

The Powers are spirits that have undergone a transformation to a permanent transcendental status. Powers differ from ordinary spirits primarily in their ability to perform acts of creation and to draw vital energy from worshippers. Powers do not depend on the energy of their worshippers to survive, but rather use it to enhance themselves.

The World

MOVEMENT & TRAVEL

When simulating movement over terrain, slope, roughness, vegetation, mode of travel, and fatigue can all play a part in determining how long travel should take. It's not enough to know how fast a traveller will move if you don't know the exact path taken. Vegetation must be coped with, slopes climbed or cautiously descended, cliffs and boulders negotiated, etc. Then, of course, one does not typically travel overland in a straight line.

One approach is take estimated averages and introduce some randomizers. There are steps to this: take the average straight-line speed of the traveller's movement rate), then figure a number to represent the costs of negotiating obstacles and slopes (movement cost), then modify the result plus or minus a few percentage points (like 4d6–14). The random modifier can be safely ignored, since we are dealing with averages.

MOVEMENT RATES

	Walk	Jog	Run	Sprint
Human	5	10	15	25
Pack Animal	6	12	18	30
Battle Mount	8	16	24	40
Riding Animal	10	20	30	50
Racing Animal	15	30	45	75

—*Movement rates in kilometers per hour.*

MOVEMENT COSTS

OVERLAND TERRAIN EFFECTS

	Dry Ground		Mud/Snow	
Terrain	Road	Off-Road	Road	Off-Road
Open/Flat	1	2	2	3
Open/Rough	2	3	4	6
Forest/Flat*	1	3	2	5
Forest/Rough*	2	5	4	10
Swamp/Marsh**	1	5	2	8

*—*Maximum pace is Run*
**—*Maximum pace is Jog*

To find out how much distance (in kilometres) a traveller can cover in one hour, divide movement rate by movement cost. For example, a human typically walks at 5 km/hour. Over dry ground on a road through wooded hills (forest/rough) he can cover 5/2, or 2.5 km, in one hour.

To find out how long it will take to cover a given distance (over homogeneous terrain), divide movement cost by movement rate.

The same human from the example above, would take 2/5, or 0.4 hours (24 minutes) to cover 1 km of ground.

Travelling incurs one physical fatigue level over a period of time determined by load—Unencumbered: 4 hrs; Burdened: 3 hrs; Loaded: 2 hrs; Heavily Loaded: 1 hr. A half hour of rest will recover this fatigue.

SETTLEMENTS

Towns are described according to their population, area, garrison, market type, and fortifications. Area may be calculated by dividing the population by population density, where typical values for density range from 1 (dispersed rural) to 300 (dense urban) persons per hectare.

The table below gives some generic settlements with typical values for market type, defenses, and percent of population available for the militia. These values should be adjusted to fit the character of specific settlements.

TYPICAL SETTLEMENTS

Class	Pop	Mkt	Def	Guard	Watch
Hamlet	50	D	C0/W1	0	0
Village	500	D	C0/W2	0	0
Small Town	1000	C	C0/W3	4	10
Small Town	1500	C	C0/W3	6	15
Medium Town	2500	C	C0/W3	10	25
Large Town	5000	B	C1/W4	20	50
Large Town	8000	B	C2/W4	32	80
Small City	10,000	B	C3/W4	40	100
Small City	12,500	B	C4/W4	50	125
Medium City	25,000	A	C4/W5	100	250
Large City	40,000	A	C4/W5	160	400
Large City	60,000	A	C5/W5	240	600

MARKET TYPE

The market type of a settlement is a description of the quality and modes of transportation of goods to other markets. The combination of market type and population is a rough measure of the relative availability of products and services in that settlement. People in a town of market type A will have available to them nearly anything for a price; whereas a town of market type X will only have locally produced goods available, and probably only for bartering.

MARKET TYPES

Market Class	Description
A	**Maritime**. A sea port fielding ships that trade overseas with other dominions and connects to a solid road and river network for overland trade.
B	**Coast & Road Trade**. A sea port that can handle coasters for local sea trade, river barges, and a road network. Alternatively, a sea port that fields ships that trade overseas, but lacks a supporting road and river network.
C	**River & Road Trade**. No sea trade, but has a good road & river network.
D	**Poor Road Trade**. No sea or river trade, and only a poorly maintained road network.
E	**Frontier Trade Post**. There is a trading place here, but routes to it are trails only and unmaintained.
X	**No Trade**. No regular trade with other places of habitation.

TOWN WALL DEFENSES

Wall Class	Description
W5	**Concentric Stone Walls**. The town is surrounded by two or more rings of walls. A highly fortified town would fill the area between the walls with military grounds.
W4	**Fortified Stone Wall**. The town is surrounded by a battlemented stone wall reinforced with towers.
W3	**Stone Wall**. The town is protected by a simple stone wall.
W2	**Palisade and Earthworks**. The town is surrounded by a palisade and ditch, possibly with additional ditches and berms.
W1	**Earthworks**. The town is surrounded by one or more ditches and berms.
W0	**No wall**. The town is unprotected by fortifications.

TOWN CITADELS

Citadel Class	Description
C5	**Multiple castles**. A heavily fortified settlement with several castles, each protecting key points.
C4	**Large castle**. The citadel is a large castle with a large keep, several layers of defense, and many towers.
C3	**Medium castle**. The citadel is a mid-sized castle, with a keep and eight to ten towers.
C2	**Small castle**. The citadel is a castle with a keep and four to six towers.
C1	**Shell keep**. The citadel is a simple stone enclosure with a great tower.
C0	**No citadel**. The settlement has no central fortification.

TOWN DEFENSES

Town fortifications are rated in two areas: walls and citadels.

LIGHT CONDITIONS

The Light Conditions table gives visibility ranges in meters for various light and weather conditions. Light obscurement includes rain, light fog or snowfall. Heavy obscurement includes heavy rains, heavy fog, or blizzard. Dense obscurement is thick smoke or peasoup fog.

LIGHT CONDITIONS

	—Light Level—				
Obscurement	Day-light	Twi-light	Moon-light	Star-light	Dark-ness
Clear	unlim	1000	500	100	0
Light	1000	500	50	25	0
Heavy	500	250	25	0	0
Dense	0	0	0	0	0

Visibility range in meters. Assumes a small moving figure, or a large stationary object. Double for large moving objects, halve for small stationary objects.

Missile ranges are based on conditions of unlimited visibility. When visibility is at 1000 meters, cut missile ranges in half. Adjust missile ranges at other levels of illumination by proportionally (i.e., 1/4 at 500 meters, 1/20 at 100 meters, etc.)

GENERAL EFFECTS

An effect is rated in levels, e.g., Vertigo-3. Reduced task effectiveness means that every level of effect modifies the character's task roll by -1, up to 5 points. Minimal effectiveness means the task roll is reduced by 7 points.

Task bonuses are likewise +1 per level of effect, to a maximum of 5 points.

Delirium: Loss of judgment. The character suffers reduced effectiveness at mental tasks and may be unable to make a sensible choice of action.

Fear: Feelings of dread, including awe, revulsion, and panic. Fear can be resisted with willpower. Characters with fear move at twice normal rate but fights defensively only. Extreme fear can cause effects similar to narcosis.

Mental Fatigue: Drowsiness. The character suffers minimal effectiveness at all mental tasks, and reduced effectiveness at physical tasks.

Narcosis: Loss of sensation or, in extreme cases, paralysis. The character's effective perceptivity is reduced. Mild effects reduce initiative and effectiveness at physical tasks. Paralyzed characters may perform no physical action.

Physical Fatigue: Weariness or weakness. The character suffers minimal effectiveness at all physical tasks, and reduced effective-

ness at mental tasks. Furthermore, movement rate is reduced to 10% walking rate, and no faster pace may be attempted.

Sedation: Relaxation of muscles, enervation, emotional depression. The character suffers an initiative penalty and is otherwise treated as physically fatigued.

Spasms: Involuntary muscular movements. Mild effects reduce the effectiveness of all tasks requiring agility or dexterity. Extreme effects means the character may perform no actions.

Stimulation: Energized, excessive stimulation may cause jitters. The character gets an initiative bonus and increased strength and endurance, but suffers double fatigue effects when the stimulant wears off.

Suffering: Afflicted with pain, irritation, or other discomfort, such as nausea. Suffering characters are distracted such that all mental and physical tasks are at reduced effectiveness. Characters may attempt to overcome the effects of suffering with willpower.

Vertigo: Dizziness, disorientation, or loss of balance. Dizzy characters suffer reduced effectiveness at all physical and mental tasks. Furthermore, movement is subject to random direction.

HUNGER & THIRST

Food and water may be carried, or may be acquired whilst travelling. The task for foraging and hunting is based on Survival and Perception. The cost in time is the same as if the character were loaded with the equivalent amount of food and water.

Food Requirements: An average person undergoing moderate activity eats about 1 kg of mixed foods each day. Strenuous activity doubles this. Characters eating below the required food for a day receive one level of *physical fatigue* (see below) each day, until minimum daily food requirements are met.

Water Requirements: Normal requirement in fair weather and moderate activity is 2 litres of water. A person can live with only 1 litre before suffering penalties. Except under the hottest conditions, a person can survive for about a week without water Characters going without minimum requirements for water receive one level of *physical fatigue* each day, until minimum daily water requirements are met.

PITS, SNARES, & ROCK-FALLS

Falling incurs bash damage. A rockfall or the like is crush damage. There are different types of snares, capable of incurring a variety of damage types.

Avoiding falling damage is based on agility (this means, roll 3d6 and adjust by agility task modifier). Compare with the difficulty of the fall. If damage is taken, a separate damage roll is made: roll 3d6 + falling damage on the Bash column.

>*Example*: Lossult, who has an agility of 14, falls down a nine-meter deep pit. The AGL check is 15, Lossult's agility task modifier is +1. He rolls 3d6 and adds 1. If his adjusted roll beats a 25, the damage modifier for his fall is −2; if he

fails, the damage modifier is +8. Say that poor Lossult fails with an adjusted roll of 9. Now he must determine the injury he receives. He rolls 3d6 and adds the +8 modifier. His roll of 10 results in a total of 18; from the Wound Severity table we see that he has taken a Serious wound. Finally, he rolls on the Deadly Impact attack table, and with a roll of 11 discovers that he fell on his Chest (and may have broken bones).

FALLING DAMAGE

Distance Fallen	Agility Check	Damage On Success	Damage On Fail
3 m	5	B−12	B+3
6 m	10	B−7	B+8
9 m	15	B−2	B+13
12 m	20	B+3	B+18
15 m	25	B+8	B+23
18 m	30	B+13	B+28
21 m	30	B+18	B+33
24 m	30	B+23	B+38

Falling damages represent landing on a hard surface. Different surfaces modify the damage roll. The figures assume there is sufficient depth to the material to absorb impact (about one-sixth distance fallen for water less the more solid the material).

LANDING SURFACES

Landing Surface	Damage Modifier
bushes	2d6−7
creature	−4
gravel	−4
sand	−6
straw	−8
cushions	−12
snow	−16
water	−32

Additional damage from variant surfaces such as spikes, broken glass, etc, should simply alter the damage type to be instead of or in addition to the bash damage.

SWIMMING, DROWNING, & ASPHYXIATION

Suffocation is the cutting off of an air supply to the lungs. Asphyxiation is the cutting off of oxygen supply to the brain and can occur when oxygen levels in the blood are too low and carbon dioxide too high, or if blood circulation to the brain is obstructed. In game terms, this is a life-threatening fatigue event which may lead to internal organ damage—particularly the brain. Unconsciousness occurs before brain damage, which occurs before death.

At the end of every minute the character suffers an attack versus his endurance on the Asphyxiation table. The attack starts at +0

the first minute, and increases by 3 points every minute thereafter.

ASPHYXIATION

Severity	Description
Superficial (5)	Fatigue-1
Minor (10)	Fatigue-2
Serious (15)	Fatigue-3
Critical (20)	Unconsciousness
Deadly (25)	Brain Damage

EXPOSURE

Excessive heat or cold may incur a physical fatigue cost, hourly or every ten minutes depending on conditions. Roll 3d6, add 5 for freezing cold or sweltering heat, and subtract the victim's endurance modifier. Apply one level of physical fatigue per severity level, plus any additional damage indicated by the Exposure table.

TEMPERATURE EXTREMES

Temperature Range	Fatigue Intensity	
Freezing (below −15)	+5	Every 10 min.
Cold (−15 to 0)	+0	Hourly
Moderate (0–30)	N/A	N/A
Hot (31–35)	+0	Hourly
Sweltering (36+)	+5	Every 10 min.

—Temperatures in degrees Celsius

EXPOSURE EFFECTS

Severity	Description
Superficial (5)	Fatigue only
Minor (10)	Delirium
Serious (15)	Vertigo
Critical (20)	Unconsciousness

FIRE

Burn damage from fire is rated according to the temperature of the fire, which is a property of the combusting material.

FIRE FUELS

Burning Material	Dmg	Notes
Lamp Oil	+6	Liquid
Natural gas	+6	Gas
Tar	+5	Torch material
Lava	+5	
Charcoal	+3	
Coal	+2	Very smoky
Wood	+1	

Penetration values are not used. Armor will not protect against fire, but wet or icy clothing will.

Apply fire damage to each hit location struck. A splash will hit 1d6 locations. Damage is applied each round as long as the victim remains in contact with the fire.

Fires also inflict asphyxiation damage from smoke.

CORROSIVE SUBSTANCES

Burn damage from corrosive substances (acids and alkalis) is rated according the pH of the chemical. Damages below assume concentrated form of the chemicals.

CORROSIVES

Substance	Dmg	Notes
Stomach acid	+4	Hydrochloric acid.
Lye	+4	Sodium hydroxide.
Oil of Vitriol	+1	Sulfuric acid.
Nitric acid	-1	Toxic fumes.
Tartaric acid	-4	Fruit acid.
Lime	-4	
Formic acid	-4	
Alum	-4	

Apply corrosive damage to each hit location struck. Armor may protect against corrosive attacks, but has a chance of being ruined. Penetration differs, because no impact is involved. A corrosive will penetrate armor on beating a target of 8 if 25% covered, 10 if 50% covered, 12 if 75% covered, or 14 if 90% or better covered.

Damage is applied each round as long as the victim remains in contact with the substance.

POISONS, DISEASES, & DRUGS

Harmful substances have numerous effects on the body. The primary purpose of these rules is to provide mechanics for dealing with the various effects, leaving descriptions of the actual substances into the realm of the world designer. Besides, a good medical reference will do a better job of describing poisons, diseases, and drugs than this game could ever hope to do.

When describing a harmful substance, the effects, the intensity of the effects, and how the effects are applied must be considered. Onset time is how long after a victim comes in contact with the substance that the effects are applied. Period is the frequency of which the effects are accumulated, if at all, while the substance is active. Duration is the total time the substance remains active within the victim's body.

GENERAL INTENSITIES

Intensity	Onset Time	Period	Duration
1	Instant	once	Instantaneous
2	Minutes	per second	Minutes
3	Hours	per minute	Hours
4	Days	per hour	Days
5	Weeks	per day	Weeks

POISONS

A poison is any substance that can cause harm by contact, ingesting, or inhaling.

POISONS

Poison	Onset Time	Period	Duration	Effects
Alcohol	Instant	Once	Hours	Delirium, Mental Fatigue
Arsenic	30 min.	Per hour	Hours	Narcosis, Physical Fatigue, Suffering, Vertigo
Botulism	Hours	Per day	Days	Delirium, Narcosis, Suffering
Cyanide	Instant	Per hour	Hours	Asphyxia
Lye	Instant	Per day	Days	Suffering
Strychnine	Minutes	Once	Minutes	Spasms
Toadstool	Hours	Per day	Days	Suffering, Narcosis

Onset time—the amount of time after contact that the poison will cause an effect

Period—poisons that cause their effects periodically do so once every time interval given by period

Duration—how long the poison remains active after contact.

DISEASES

Modern medicine uses the term *disease* broadly. Here, we specifically mean communicable diseases.

Infection—target to beat to avoid infection after contact with an agent (carrier); add endurance modifier to roll.

Incubation—period that elapses before symptoms appear

Duration—how long the disease lasts after symptoms appear; chronic means it lasts until cured

Recovery—additional time required to recover after the symptoms have disappeared

Consumption: Tuberculosis of the lungs. *Infection*: 7. *Vector*: Airborne. *Incubation*: 4–12 weeks. *Duration*: 5 years. *Effects*: Physical Fatigue, Suffering.

Dysentery: Diarrhea of blood and mucus from the bowels. *Infection*: 9. *Vector*: Contaminated food or water. *Incubation*: 1 day. *Duration*: 1–3 days. *Recovery*: 7 days. *Effects*: Suffering.

Leprosy: Bacterial disease of the skin and nerves. *Infection*: 5. *Vector*: Contact. *Incubation*: 1–12 years. *Duration*: chronic. *Effects*: Necrosis.

Pneumonia: Inflammation of lung tissues. *Infection*: 8. *Vector*: Airborne, contact. *Incubation*: 1–3 days. *Duration*: 5 days. *Recovery*: 9 days. *Effects*: Spasms, Suffering.

Rabies: Narcosis, hydrophobia, delirium. *Infection*: 9. *Vector*: Animal bite. *Incubation*: 3–8 weeks. *Duration*: 2–6 days. *Effects*: Fear, Narcosis, Stimulation, Suffering.

Syphilis: Sexually transmitted disease. *Infection*: 8. *Vector*: Sexual contact. *Incubation*: 3 weeks. *Duration*: Chronic. *Effects*: Physical Fatigue; reduces health and shortens lifespan.

RECOVERY

First Aid: First aid has two objectives: to prevent an injury from becoming more severe, and to prevent the injury from becoming infected. Any wound worse than superficial will become more severe unless treated within the time specified by first aid procedures.

Infection: For each wound suffered, the victim must roll a 7+ on 3d6 to avoid infection. An infection prevents a wound from healing.

BASIC HEALING RATE

All wounds heal simultaneously, except that wounds less than serious are not recovered until and critical or serious wounds are reduced to minor status. Basic healing rates assume flesh damage from cuts, punctures, and bruises. Double healing times for burns and bone damage. Burns of serious or greater effect leave permanent scarring.

HEALING RATES

Wound Level Change	Base Time to Heal	First Aid Target
Critical to Serious	2d6 days	25
Serious to Minor	6d6 days	18
Minor to Superficial	4d6 days	13
Superficial to Healed	2d6 days	10

Endurance modifies healing by altering the number of days required to heal *each* stage. Positive modifiers reduce healing time; negative modifiers increase it. These are the values to use if the character is unattended by a physician, but has adequate food and shelter. Assuming successful task rolls, a physician reduces the time by 1 day per die rolled. No modifiers to healing rate may reduce the total of all dice to less than the number of dice rolled.

The Marketplace

Prices given here are typical for a major city. They will normally vary from region to region and time to time.

APOTHECARY

The apothecary, or herbalist, is primarily a supplier of medicinal drugs. In some cases, the apothecary will also prescribe a particular remedy, depending on the availability of a physician in a community. The apothecary often also has a supply of chemicals with dubious medicinal purposes.

Item	Price
Acid	$0.40/L
Alcohol	0.50/L
Alkali	1.60/L
Dye, Indigo	0.10/5 mL
Dye, Purple	0.50/5 mL
Dye, Red	0.40/5 mL
Dye, Yellow	0.35/5 mL
Glue	0.20/L
Glue Solvent	0.10/L
Herb, Common	0.02/30 g
Herb, Rare	0.10/30 g
Naphtha	0.20/L
Ointment, Healing	0.10/5 mL
Opiate	0.05/g
Poison, Common	0.20/5 mL
Poison, Rare	2.00/5 mL
Soap	0.10/kg
Spice, Common	0.06/30 g
Spice, Rare	0.25/30 g
Spice, Exotic	0.50/30 g
Tea	0.08/30 g

ARMOURER

Purchases raw materials from the blacksmith and leatherworker. Depending on city laws, the armourer may be forbidden to sell anything better than leather armour to the person on the street. In the heart of the Empire this is certainly true, but not so on the frontier or in less civilized lands. On the other hand, the further away from civilization you get, the more difficult it may be to find the better armours.

The master armourer is always assisted by three or more apprentices, who do most of the work. Very few pieces are readily available for sale, and these will be of widely varying quality and type. The armourer usually works on a contractual basis, taking orders that keep him occupied for weeks or even months at a time. However, walk-in armour repair jobs are often welcome.

Item	Price
Bezainted Coat	$28.80
Bezainted Jack	18.00
Brigandine	86.40
Cuirbouilli Cuirass	5.80
Cuirbouilli Greaves	2.80
Cuirbouilli Helmet	1.40
Cuirbouilli Vambraces	1.40
Lamellar Coat	57.60
Lamellar Greaves	8.60
Lamellar Vambraces	4.40
Leather Coat	5.80
Leather Helmet/Hood	1.00
Leather Jack	4.40
Leather Mask	0.60
Mail Coif	4.40
Mail Habergeon	28.80
Mail Hauberk	43.20
Metal Helmet	4.40
Plate Greaves	14.40
Plate Vambraces	5.80
Ring Coat	21.60
Ring Jack	14.40
Ring Helmet	1.40
Scale Coif	2.80
Scale Habergeon	43.20
Scale Hauberk	64.80
Visored Helm	14.40

BEAST TRADER

Often found only outside the city walls, the beast trader has a fenced yard or covered pits for keeping his wares.

Item	Price
Camel	$240.00
Cat, House	1.00
Chicken	0.25
Cow	40.00
Dog	14.00
Horse, Cart	24.00
Horse, Charger	960.00+
Horse, Courser	960.00+
Horse, Destrier	2400.00+
Horse, Riding	60.00+
Mule	18.00
Ox	45.00
Pig	5.50
Sheep	6.00
Songbird	24.00

CLOTHIERS

In large cities, a wide variety of professionals will specialize in particular types of clothing. The variety of clothing amongst and within cultures is so huge that an exhaustive price list would be silly. Instead, clothing is classified broadly for purpose and quality.

Item	Price
Boots	$0.20
Clothing, Common	0.30
Clothing, Noble	2.40
Clothing, Townsman	0.60
Clothing, Warrior	1.20
Costume, Ceremonial	5.00
Costume, Entertainer's	0.80
Undergarments	0.20
Winter Garments	1.00

HIRELINGS

Hireling	Price
Carter	$2.40–3.60/year
Priest	40.00/year
Falconer	2.40–3.60/year
Footman, Archer	0.15/day
Footman, Heavy	0.30/day
Footman, Light	0.10/day
Groom	2.40–3.60/year
Kitchen Servant	0.60–0.90/year
Laborer	up to 20.00/year
Man-at-Arms	0.60/day
Master Carpenter	0.15/day
Master Mason	0.20/day
Messenger	2.40–3.60/year
Porter	2.40–3.60/year
Rider, Archer	1.20/day
Rider, Heavy	1.60/day
Rider, Light	0.80/day
Rider Commander	2.40/day
Varlet	0.01/day

LODGING

Item	Price
Beer	$0.01/pint
Meal, Common	0.10
Meal, Fine	0.25
Rations, Hard	0.50/week
Room, Common	0.02/night
Room, Private	0.10/night
Room, Suite	0.25/night
Stabling	0.03/night
Wine	0.02/pint

MAGICAL GOODS

Item	Price
Athame	$0.12
Ball, Glass	0.48
Candles, Tallow	0.12/kg
Candles, Wax	0.25/kg
Crystal, Quartz	0.01
Dice	0.02
Ephemeris	0.12
Ink, Black	0.05/30 mL
Mirror, Silver	0.24

SERVICES

Almost any kind of service is available in a large city, depending on who you ask.

Service	Price
Bath	$0.01
Coach	0.01/hour
Courier	0.01/day
Healer	0.02/day
Lodgings	0.20–1.00/night
Meal	0.01
Porter	0.01/day
Priest	0.02/day
Prostitute	0.08/evening
Stabling	0.01/day
Swordmaster	0.02/day
Tutor/Etiquette	1.00/month
Tutor/History	0.60/month
Tutor/Language	0.80/month
Slave Block	
Qualifications	Price
Dancer/Courtesan	$5.00
Fighter	8.00
Priest or Magician	15.00
Professional, Common	8.00
Professional, Master	12.00
Unskilled Laborer	4.00

SWORDSMITH

Like the armourer, the swordsmith tends to work only on a contractual basis. His weapons are made to order and demand high prices.

Item	Price
Scimitar	$32.00
Sword, Cutting	28.00
Sword, Great	40.00
Sword, Long	36.00
Sword, Short	7.20
Sword, Thrusting	30.00

TANNER

Item	Price
Backpack	$1.25
Belt Pouch, Large	1.00
Belt Pouch, Small	0.25
Bit & Bridle	2.50
Saddle, Riding	7.50
Saddle, War	12.00
Saddle Bags	5.00
Whip	1.50
Wineskin	0.25

WAGONER

Item	Price
Cart, Two-Wheeled	$4.00
Chariot	90.00
Palanquin	150.00
Sedan Chair	15.00
Wagon, Two-Wheeled	12.00
Wagon, Four-Wheeled	36.00

WEAPONER

Item	Price
Axe, Battle	$7.20
Axe, Great	8.00
Axe, Rider's	10.00
Bill	3.60
Bludgeon	6.40
Club	0.20
Club, Ironshod	1.00
Dagger	2.00
Flail, Military	7.00
Flail, Rider's	8.00
Glaive	3.60
Hammer, Rider's	4.00
Hammer, War	5.00
Knife	0.60
Mace, Flanged	7.00
Mace, Spiked	6.00
Pike	7.20
Spear	4.80
Spear, Long	4.80
Staff, Ironshod	0.40
Staff, Quarter	0.20

The Armoury

What follows is a list of typical weapon and armour types for use in a typical medieval setting. The weapons in this game are restricted to those appearing no later than the 14th century; i.e., prior to the use of gunpowder in war. The terms here are not necessarily period, but are intended only to be unambiguous. Indeed, during the Middle Ages many words were used interchangeably to describe the same or different weapons and armour pieces.

ARMOUR

Some well-made armours may increase the wearer's Defense by a small amount, due to its ability to enhance the deflection of incoming blows. Likewise, poorly fit armour may decrease the wearer's mobility and perception. This game makes the simplifying assumption that characters are familiar with the armour they wear. Unfamiliar armours do not increase Defense but may decrease mobility and perception even if not poorly fit.

ARMOUR PIECES

Type	Description	Pen	DR	Coverage	Penalty	Wgt
SL10	Leather Jack	15	−2	C,B,A	—	4%
SL14	Leather Coat	15	−2	C,B,A,L	—	6%
CB4	Cuirbouilli Greaves	18	−4	L	—	2% ea
CB2	Cuirbouilli Vambraces	18	−4	A	—	1% ea
CB8	Cuirbouilli Cuirass	18	−4	C,B	−1AGL	5%
RL10	Ring Jack	20	−3	C,B,A	—	10%
RL14	Ring Coat	20	−3	C,B,A,L	—	13%
BZ10	Bezanted Jack	20	−3	C,B,A	—	10%
BZ14	Bezanted Coat	20	−3	C,B,A,L	—	13%
ML8	Mail Habergeon	25	−4	C,B	—	14%
ML14	Mail Hauberk	25	−4	C,B,A,L	—	17%
MS8	Scale Habergeon	23	−5	C,B	—	17%
MS14	Scale Hauberk	23	−5	C,B,A,L	−2AGL	23%
LM4	Lamellar Greaves	30	−6	L	—	4% ea
LM2	Lamellar Vambraces	30	−6	A	—	2% ea
LM8	Lamellar Coat	30	−6	C,B	−2AGL	11%
PL4	Plate Greaves	35	−8	L	—	6% ea
PL2	Plate Vambraces	35	−8	A	—	4% ea
PL8	Brigandine (Coat)	35	−8	C,B	−3AGL	15%
SL0	Leather Helmet/Hood	15	−2	(H)	—	1%
SL1	Leather Mask	15	−2	H	−1PER	1%
CB0	Cuirbouilli Helmet	18	−4	(H)	—	1%
ML0	Mail Coif	25	−4	(H)	—	2%
PL0	Metal Helmet	35	−8	(H)	—	3%
PL1	Visored Helm	35	−8	H	−3PER	4%

—*Coverage* indicates locations protected by the armour. A=arm, B=belly, C=chest, H=head, (H)=head (open face), L=leg

—*Pen*(etration) target to beat for blow to be considered penetrating

—*Dmg* is modifier to damage roll

—*Penalty* always applies to the attribute task modifier, not directly to attribute

—*Wgt* is weight of armour expressed as a percentage of body weight.

ARMOUR MATERIAL DESCRIPTIONS

Bezanted: Cloth or leather sewn or rivetted with small, non-overlapping metal plates.

Brigandine: Also called "coat of plates", this armour is made of shaped pieces of metal rivetted onto leather.

Cuirbouilli: Leather hardened by boiling it in wax.

Lamellar: A more advanced form of scale armour, in which the scales are longer, interlaced, and not sewn to a fabric.

Leather: Tanned and prepared animal skin.

Mail: A fabric of interwoven metal rings. One wears mail over a padded garment. The term *maille* is Middle French, brought into English in the 14th century (Hundred Years' War). The term *chain mail* is probably anachronistic, and at least redundant.

Plate: Armour made of shaped metal pieces, not attached to any backing. It is still assumed to be worn over a padded garment.

Ring: An earlier, or simply cheaper, form of mail, in which the links are larger and sewn onto a leather backing.

Scale: Armour made from overlapping scales sewn onto cloth or leather.

SHIELDS

Shields provide a bonus to the wielder's skill for defensive purposes only. A weapon used for parrying purposes also grants a +1 defensive modifier. The defensive modifier may be split (if greater than +1) among multiple opponents, otherwise they apply to a single opponent only.

SHIELD TYPES

Weapon	Def	Pen	Dmg Type	Dmg Mod	Wgt (kg)
Buckler	+1	+2	B	+1	2
Target	+2	+2	B	+1	3
Heater	+2	+3	B	+2	3
Kite Shield	+3	+3	B	+2	4
Tower Shield	+3	+3	B	+3	5

—*Reach* for all shields is 0 two-meter hexes.

—*Def*ense modifies the character's Defense rating from his Fighter rank.

—*Pen*etration, *Dmg Type*, and *Dmg Mod* apply when the shield is used as a weapon.

—*Wgt* is weight of shield in kilograms. Shields are wooden, reinforced with iron.

MELEE WEAPONS

WEAPON DESCRIPTIONS

Axe, Battle: A one-handed footman's axe.

Axe, Great: A two-handed footman's axe.

Axe, Rider's: A light one-handed rider's axe.

Bill: A polearm with an axe-like head and a thrusting spike; like the gisarme or vouge; basically an early form of halberd. Use spear damage when thrusting.

Bludgeon: A two-handed, spiked mace.

Club: A one-handed stick used as a weapon.

Club, Ironshod: A club reinforced by an iron ferrule. A light mace, perhaps.

Dagger: A long, double-edged knife.

Flail, Military: A military version of the threshing tool, with a spiked head; the multi-headed versions with spiked balls appear to be too late in period for this game (i.e., post-medieval). Some varieties of these are sometimes called morningstars, but this term is not used to avoid confusion with the non-flexible weapon of the same name.

Flail, Rider's: A short-handled version of the military flail.

Glaive: A polearm with a knife-like head designed for cutting and thrusting; also, the fauchard. Use spear damage when thrusting.

Hammer, War: A polearm with a metal hammerhead (called the "martel") attached to one end; not the armor-piercing variety with the clawed head and the beak—those are too late in period.

Hammer, Rider's: A short-handled and one-handed version of the war hammer, for use by riders.

Knife: A short thrusting blade, typically single-edged; a paring tool or eating utensil.

Mace, Flanged: A club with a flanged metal head.

Mace, Spiked: A club with a spiked metal head, including the morningstar.

Pike: A very long spear, like the sarissa. The term "pike" is 17th century, but the weapon it describes is very old. Sarissa seems too specific, and "very long spear" is lame, so pike it is.

Scimitar: A curved sword designed for hacking or cutting.

Spear: A one-and-a-half handed thrusting polearm.

Spear, Long: A two-handed thrusting polearm.

Staff, Ironshod: An iron-shod staff.

Staff, Quarter: A two-handed stick.

Sword, Cutting: A straight sword with a length tailored to the wielder, designed for chopping attacks. Note that the term "broadsword", sometimes used in RPGs for generic cutting swords is a 17th century term describing a particular weapon, specifically, a double-edged, basket-hilted sword. Though the broadsword of the 17th c. is descended from earlier double-edged straight swords the cutting sword of the game represents are larger range of weapons that nevertheless have similar characteristics in use.

Sword, Cut-and-Thrust: A straight sword designed for both cutting and thrusting attacks. The wielder may choose either attack

WEAPON TYPES

Weapon	Reach (Hexes)	Attack Modifier	Damage Type	Damage Modifier	Weight (kg)	Skill
Axe, Battle	1	+1	C	+13	1.5	1HW
Axe, Great	1	+1	C	+15	2.5	2HW
Axe, Rider's	0	0	C	+10	1	1HW
Bill	2	0	C/P	+13/+10	3.5	Polearm
Bludgeon	1	0	B	+13	2	2HW
Club	0	0	B	+8	1	1HW
Club, Ironshod	0	0	B	+10	1	1HW
Dagger	0	+1	P	+3	0.5	Knife
Flail, Military	2	−1	B	+13	2	Flex
Flail, Rider's	1	−1	B	+5	1.5	Flex
Glaive	2	0	C/P	+15/+10	3	Polearm
Hammer, War	2	0	B	+8	4.5	Polearm
Hammer, Rider's	1	0	B	+5	2.5	1HW
Knife	0	+1	P	+0	0.3	Knife
Mace, Flanged	1	0	B	+8	1.5	1HW
Mace, Spiked	1	0	P	+9	1.5	1HW
Pike	4	−1	P	+15	5	Spear
Scimitar	1	+1	C	+8	1.5	1SW
Spear	2	0	P	+10	2	Spear
Spear, Long	3	0	P	+13	3	Spear
Staff, Ironshod	2	0	B	+13	2	Staff
Staff, Quarter	1	0	B	+10	2	Staff
Sword, Cutting	1	0	C	+8	1.5	1HW
Sword, Great	2	0	C	+13	3	2HW
Sword, Long	1	0	C	+10	1.5	1HW
Sword, Short	0	0	C/P	+5/+3	1	1TW
Sword, Thrusting	1	+1	P	+5	1	1TW

—*Reach* in two-meter hexes.
—*Attack Mod*ifier affects only rolls to hit.
—*Damage Types*: B = blunt, C = cutting, P = puncturing.
—*Weight* is weight of weapon in kilograms.

type, or may allow a random choice. Use the stats for the cutting sword or thrusting sword depending on how this weapon is used. Cut-and-thrust swords, because of their generalized nature, tend to be of lower quality than specialized weapons.

Sword, Great: A two-handed footman's sword Note that the hand-and-a-half sword (a.k.a. bastard sword) is not included in this game because it is a 15th+ century weapon.

Sword, Long: A one-handed rider's sword; a war sword. The term "flamberge" also may refer to this kind of sword (The wavy sword is called the "flambard").

Sword, Short: A short footman's sword or a long dagger, designed for thrusting. The gladius is the best example.

Sword, Thrusting: A straight footman's sword, with a length tailored to the wielder, designed for thrusting attacks. The earliest European swords, developing from the dagger, were of this type.

MISSILE WEAPONS

AMMUNITION

BOW, CROSSBOW, AND SLING AMMUNITION

Ammo Type	Dmg Type	Dmg Mod	Wgt
Arrow, Bodkin	P	+2	0.05
Arrow, Broad	P	+0	0.05
Arrow, Incendiary	Z	+0	0.07
Bolt, Heavy	P	+2	0.09
Bolt, Light	P	+0	0.07
Sling Bullet, Lead	B	+2	0.5
Sling Bullet, Stone	B	+0	0.1

Arrow, Bodkin: The standard war arrow, designed for piercing armour. Bodkins vary according to the type of armour they are design to pierce (i.e., either plate armour or mail), but no such distinctions are made in this game.

Arrow, Broad: A hunting arrow with a broadpoint head. Broad arrows may be barbed (called *barbels*). Barbels that penetrate the target will cause additional damage if removed. Another modification is *rankling*, that is, designing the head that it will break off and remain embedded in the target.

Pile: A type of hunting arrow with a blunt head. Piles are ineffective against large game and useless for inflicting damage in combat. They are intended to discourage poaching.

BOWS

An archer may fire a bow once per round. Archers with skill level of 10+ may fire twice per round.

BOW WEAPONS

Draw Wgt	Min STR	Base Rng	Ext Rng	Base Impact	Wgt (kg)
25-kg	9	18	100	12	1
30-kg	10	21	120	14	1
35-kg	11	24	140	16	1
40-kg	12	27	160	18	1
45-kg	13	30	180	20	1

—*Draw Weight* is the amount of force required to draw the bowstring back a typical distance. Self bows tend to be constructed with pulls at the lower ranges; composite bows tend to be constructed at the higher ranges, even going off the chart. By comparison, the English longbow is supposedly a 45-kg bow.

—*Base* and *Extreme Range* in two-meter hexes.

—*Pen*etration and *Dmg Mod* are added to the Pen and Dmg Mod, respectively, of the arrow type at base range. Reduce penetration by 1 per increment of base range.

CROSSBOWS

Crossbows may be fired at any time during a round, but then must be reloaded.

CROSSBOWS

Crossbow	Base Rng	Ext Rng	Base Impact	Wgt
Light	21	120	15	4
Heavy	24	140	18	6
Composite	27	160	20	5

—Light crossbows take 2 rounds to reload; heavy and composite crossbows take 3 rounds to reload.

—*Base* and *Extreme Range* in two-meter hexes.

—*Wgt* is weight of crossbow in kilograms. Light and heavy crossbows are military weapons of primitive (solid wood) construction. Composite crossbows have bows made from horn and wood. The steel crossbow is not used in this game, since its use would tend to force many weapons and armour into obsolescence.

SLINGS

SLINGS & SLING-LIKE WEAPONS

Weapon	Rng	Dmg Type	Base Impact	Wgt
Bolas	10	B	13	2
Sling	10	by ammo type	18	0.25
Staff Sling	20	by ammo type	20	2

—*Base Range* in two-meter hexes.

—*Wgt* is weight of weapon in kilograms.

OTHER MISSILE WEAPONS

MISCELLANEOUS MISSILE WEAPONS

Weapon	Base Range	Pen	Dmg Type	Dmg Mod	Wgt
Blowgun	6	+0	P	1 pt	1
Hatchet	TD/5	+5	C	+5	1
Javelin	TD/7.5	+6	P	+8	1.5
Knife	TD/3	+1	P	+5	0.3
Spear	TD/10	+7	P	+10	2

—*Base Range* is in two-meter hexes.

—*TD* is character's base throwing distance

—*Wgt* is weight of weapon in kilograms.

The Shipyard

SHIP ATTRIBUTES

Estirian vessels are lateen-rigged, carvel-built, and based upon Maletrian designs that are in turn a hybrid of Porellian and Zulin ships. The designs given here are bare-boned and featureless. Most ships in service will have additional features such as superstructures, towers and engines, variant oar bank arrangements, variant sail arrangements, and so on. Adding these feature increase the weight of the ship, decrease its capacity to carry cargoes, and change its oar and sail ratings.

SIZE

Given first is the enclosing volume in kilolitres (cubic meters) and the weight in metric tons (tonnes) of the watercraft when unloaded with crew, cargo, and passengers. Next are the dimensions: length, beam (width at widest point), and the draft and freeboard. Draft is the depth of the watercraft underwater. Freeboard is the height of the deck above the water. These values would differ when the watercraft is loaded.

PROPULSION

If the watercraft has them, the number of oars is given, as well as the number of oar banks. For craft with sails, the number of sails is given, as well as their total surface area. Estirian watercraft are lateen-rigged, that is with triangular sails, one sail per mast. To get an idea about the size of a triangular sail, take the square root of twice the given area. That will be the approximate height and width of the sail.

Following the description of each propulsion mechanism is a performance rating, described below:

OAR: The standard cruising speed factor of the vessel under oar. Rowers can increase this speed by exerting more effort, but the amount depends upon the quality of the rowing crew.

OAR FACTORS

Crew Quality	Oar Factor
Green	×0.5
Regular	×1
Cruising Mode	Oar Factor
Cruising Speed	×1
Maximum Speed	×1.5

SAIL: The speed factor of the vessel under sail, with a good wind. To determine actual velocity of the craft under other conditions, multiply the wind factor by the SAIL attribute. The result is speed in kilometers per hour for a vessel running in the wind direction.

The wind factor is the square root of the wind speed, rounded to the nearest integer, as summarized on the table below.

SAIL FACTORS

Wind	Description	Wind Factor
3	Calm	×1/4
4–6	Light Breeze	×1/2
7–8	Light Breeze	×3/4
9–10	Moderate Breeze	×1
11–12	Moderate Breeze	×1.25
13–15	Strong Breeze	×1.5
16+	Gale/Storm	*

CARGO CAPACITY

Cargo capacity is given in terms of maximum volume of the vessel's hold and the maximum weight the ship can carry before losing buoyancy (i.e., sinking). Craft types with no hold are only given the maximum weight. Any cargo not fitting into the hold but still under the weight limit is considered to be carried on deck.

SHIP GEAR

Ballista: A spear-throwing engine.

Boarding Plank: A gangway to a grappled enemy ship.

Barbotte: Hides placed along the sides of a ship intended as protection against incendiary materials.

Catapult: A stone-throwing engine.

Corvus: A spiked boarding plank.

Falx: A spear with a cutting head, used for destroying rigging.

Greek Fire Projector: A tube mounted in the bow of the ship and used for spraying Greek fire.

Ram: A hull-piercing device mounted at the bow of the ship.

Superstructure: Any housing built onto the ship's deck. A superstructure might hold crew, passengers, or fighting men.

Tower: A superstructure mounted at the stern, the bow, and possibly the mizzen, from whence archers may attack enemy ships or personnel. Also called a turret.

WATERCRAFT

Watercraft are classified into one of four types: barge, boat, merchantman, or galley, and range in size from very small to huge.

SUMMARY OF WATERCRAFT

Craft	Tons	Sail	Oar	Crew	Cargo
Barge, Large	5.6	12	5	14	200 t
Barge, Mid-Sized	3.5	12	6	11	87 t
Barge, Small	1.6	12	6	7	24 t
Coaster, Small	0.73	5	—	2	14 kL
Galley, Huge	40	19	12	232	500 kL
Galley, Very Large	30	19	12	184	280 kL
Galley, Large	20	19	13	136	135 kL
Galley, Mid-Sized	13	22	13	101	40 kL
Galley, Small	6	19	9	45	54 kL
Galley, Very Small	4	17	10	33	9.5 kL
Merchantman, Huge	34	11	—	55	1450 kL
Merchantman, Very Large	29	9	—	35	945 kL
Merchantman, Large	14	9	—	24	567 kL
Merchantman, Mid-Sized	9	11	—	20	297 kL
Merchantman, Small	4	11	—	13	135 kL
Merchantman, Very Small	2	11	—	8	47 kL
Raft	0.21	—	7	2	0.8 t
Rowboat	0.24	—	5	1	0.4 t
Sailboat	0.28	5	—	1	4 t
Ship's Boat	0.53	5	5	4	1.5 t

BARGES

Barges carry their cargo on deck, rather than in a hold, and so have no volume limit.

RAFT

Size: 2.8 kL, 0.21 tonnes unloaded; 5 m long, 1.7 m beam, 0.3 m draft, 0 m freeboard.
Propulsion: 2 poles (OAR 7)
Crew: 2 total; 2 polemen.
Armament: None.
Cargo Capacity: 800 kg max.

SMALL BARGE

Size: 37 kL, 1.6 tonnes unloaded; 10 m long, 3.3 m beam, 0.6 m draft, 0.6 m freeboard.
Propulsion: 6 oars (OAR 6); 1 sail, 25 m² area (SAIL 12).
Crew: 7 total; 6 bargemen, 1 officer.
Armament: None.
Cargo Capacity: 24 tonnes max.

MID-SIZED BARGE

Size: 125 kL, 3.5 tonnes unloaded; 15 m long, 5 m beam, 0.8 m draft, 0.8 m freeboard.
Propulsion: 10 oars (OAR 6); 1 sail, 55 m² area (SAIL 12).
Crew: 11 total; 10 bargemen, 1 officer.
Armament: None.
Cargo Capacity: 87 tonnes max.

LARGE BARGE

Size: 296 kL, 5.6 tonnes unloaded; 27 m long, 6.7 m beam, 1.1 m draft, 1.1 m freeboard.
Propulsion: 12 oars (OAR 5); 1 sail, 98 m² area (SAIL 12).
Crew: 14 total; 12 bargemen, 2 officers.
Armament: None.
Cargo Capacity: 200 tonnes max.

GALLEYS

Galleys are the most commonly seen military vessels on the sea, employed by every dominion. Each shipbuilding port introduces its own modifications to the basic ship type, adding towers, rams, fire-throwers, catapults, ballistae, and various types of armor. Marines are often added to the crew complement.

VERY SMALL GALLEY/DISPATCH BOAT

Size: 66 kL, 4 tonnes unloaded; 18 m long, 3.1 m beam, 2 m draft, 2 m freeboard.
Propulsion: 22 oars on one bank (OAR 10); 1 sail, 79 m² area (SAIL 17).
Crew: 33 total; 22 rowers, 6 sailors, 5 officers.
Armament: Ram.
Cargo Capacity: 9.5 kL, 45 tonnes max.

SMALL GALLEY/SKIRMISHER

Fast under sail but slow under oar, the skirmisher is a favorite of pirates, who will ambush merchantmen when the wind conditions are right.

Size: 138 kL, 6 tonnes unloaded; 25 m long, 3.8 m beam, 1.3 m draft, 1.3 m freeboard.
Propulsion: 28 oars on one bank (OAR 9); 1 sail, 153 m² area (SAIL 19).
Crew: 45 total; 28 rowers, 11 sailors, 6 officers.
Armament: Ram; Up to 2 towers.
Cargo Capacity: 54 kL, 97 tonnes max.

MID-SIZED GALLEY

This common war galley is the standard of most navies, because it is fast under oar—making an effective rammer—and fast under sail as well.

Size: 218 kL, 13 tonnes unloaded; 32 m long, 4.2 m beam, 1.4 m draft, 1.4 m freeboard.
Propulsion: 72 oars on two banks (OAR 13); 1 sail, 251 m² area (SAIL 22).
Crew: 101 total; 72 rowers, 17 sailors, 12 officers.
Armament: Ram; Up to 2 towers.
Cargo Capacity: 40 kL, 150 tonnes max.

LARGE GALLEY

Size: 394 kL, 20 tonnes unloaded; 39 m long, 5.1 m beam, 1.7 m draft, 1.7 m freeboard.
Propulsion: 100 oars on two banks (OAR 13); 2 sails, 286 m² total area (SAIL 19).
Crew: 136 total; 100 rowers, 20 sailors, 16 officers.
Armament: Ram; Up to 2 towers.
Cargo Capacity: 135 kL, 275 tonnes max.

Very Large Galley

Size: 646 kL, 30 tonnes unloaded; 46 m long, 6 m beam, 2 m draft, 2 m freeboard.
Propulsion: 136 oars on two banks (OAR 12); 2 sails, 397 m² total area (SAIL 19).
Crew: 184 total; 136 rowers, 27 sailors, 21 officers.
Armament: Ram; Up to 3 towers.
Cargo Capacity: 280 kL, 450 tonnes max.

Huge Galley

Size: 988 kL, 40 tonnes unloaded; 53 m long, 6.9 m beam, 2.3 m draft, 2.3 m freeboard.
Propulsion: 160 oars on two banks (OAR 12); 3 sails, 674 m² total area (SAIL 19).
Crew: 232 total; 160 rowers, 45 sailors, 27 officers.
Armament: Ram; Up to 3 towers.
Cargo Capacity: 500 kL, 700 tonnes max.

MERCHANTMEN

Round-bodied vessels of various quality, these ships are a common sight on the waters of every country that trades by sea.

Very Small Merchantman/Coaster

Size: 72 kL, 2 tonnes unloaded; 18 m long, 4.5 m beam, 1.7 m draft, 0.6 m freeboard.
Propulsion: 1 sail, 79 m² area (SAIL 11).
Crew: 8 total; 6 sailors, 2 officers.
Armament: None.
Cargo Capacity: 47 kL, 50 tonnes max.

Small Merchantman

Size: 192 kL, 4 tonnes unloaded; 25 m long, 6.3 m beam, 2.3 m draft, 0.8 m freeboard.
Propulsion: 1 sail, 153 m² area (SAIL 11).
Crew: 13 total; 11 sailors, 2 officers.
Armament: None.
Cargo Capacity: 135 kL, 135 tonnes max.

Mid-Sized Merchantman

Size: 400 kL, 9 tonnes unloaded; 32 m long, 8 m beam, 3 m draft, 1 m freeboard.
Propulsion: 1 sail, 251 m² area (SAIL 11).
Crew: 20 total; 17 sailors, 3 officers.
Armament: None.
Cargo Capacity: 297 kL, 290 tonnes max.

Large Merchantman

Size: 730 kL, 14 tonnes unloaded; 39 m long, 9.8 m beam, 3.7 m draft, 1.2 m freeboard.
Propulsion: 2 sails, 286 m² total area (SAIL 9).
Crew: 24 total; 20 sailors, 4 officers.
Armament: None.
Cargo Capacity: 567 kL, 530 tonnes max.

Very Large Merchantman

Size: 1195 kL, 23 tonnes unloaded; 46 m long, 11.5 m beam, 4.4 m draft, 1.4 m freeboard.
Propulsion: 2 sails, 397 m² total area (SAIL 9).
Crew: 35 total; 30 sailors, 5 officers.
Armament: None.
Cargo Capacity: 945 kL, 870 tonnes max.

Huge Merchantman

Size: 1827 kL, 34 tonnes unloaded; 53 m long, 13.3 m beam, 5 m draft, 1.6 m freeboard.
Propulsion: 3 sails, 674 m² total area (SAIL 11).
Crew: 55 total; 48 sailors, 7 officers.
Armament: None.
Cargo Capacity: 1450 kL, 1330 tonnes max.

SMALL BOATS

Small boats are limited to river, lake, and coastal waters.

Rowboat

Size: 0.8 kL, 240 kg unloaded; 3 m long, 1.2 m beam, 0.75 m draft, 0.25 m freeboard.
Propulsion: 2 oars (OAR 5).
Crew: 1 total; 1 boatman.
Armament: None.
Cargo Capacity: 400 kg max.

Ship's Boat

The ship's boat is both oared and sailed, and carried on larger craft as a lifeboat or for shore parties.

Size: 3 kL, 530 kg unloaded; 4.5 m long, 1.8 m beam, 1.125 m draft, 0.375 m freeboard.
Propulsion: 4 oars (OAR 5); 1 sail, 8 m² total area (SAIL 5).
Crew: 4 total; 4 boatmen.
Armament: None.
Cargo Capacity: 1.5 tonnes max.

Sailboat

Size: 7 kL, 280 kg unloaded; 6 m long, 2.4 m beam, 1.5 m draft, 0.5 m freeboard.
Propulsion: 1 sail, 15 m² total area (SAIL 5).
Crew: 1 total; 1 sailor.
Armament: None.
Cargo Capacity: 4 tonnes max.

Small Coaster/River Boat

Size: 23 kL, 730 kg unloaded; 9 m long, 3.6 m beam, 2.25 m draft, 0.75 m freeboard.
Propulsion: 1 sail, 26 m² total area (SAIL 5).
Crew: 2 total; 2 sailors.
Armament: None.
Cargo Capacity: 14 kL, 16 tonnes max.

Bestiary

ANIMAL STATISTICS

ANIMAL SOCIETY

When encountered in their natural habitat, animals will appear in numbers dependent upon their social strategy.

Social Strategies

Social Strategy	Numbers
Solitary	1
Mated Pair	2
Family	1d6
Group	2d6
Pack	3d6
Small Herd	tens
Large Herd	hundreds
Hive	thousands

STRENGTH & ENDURANCE

A creature's Strength is its ability to apply its weight toward work. A creature's strength is important because it modifies the amount of force it can apply to an attack.

Endurance is the ability to sustain the application of strength. It is important for determining how long the animal can maintain physical activity like movement and combat. Endurance can also be substituted for willpower when determining resistance to pain and stun effects.

Creature Physical Stats

Rating	Value
Weak	Min. STR
Average	(Min + Max) / 2
Strong	Max STR
Low Endurance	2d6−1
Average Endurance	2d6+3
High Endurance	2d6+7

SIZE

Here is an expanded size table showing relevant factors for animals large and small.

Max STR: This is the maximum strength possible for a creature of this size, unless augmented by supernatural means.

TM: The damage resistance for a creature of this size is based on the Size task modifier.

ANIMAL MORALE & BEHAVIOR

An animal's aggressiveness is determined by its charisma, which is also the inverse of its tractability.

Creature Morale

Behavior	CHR
Fearful/Jumpy	1–4
Submissive/Timid	5–8
Passive/Normal	9–12
Stubborn/Aloof	13–16
Intractable/Aggressive	17–20
Hostile/Belligerent	21+

ANIMAL INTELLIGENCE

Animal Intelligence

Representative Creatures	INT
Fish/Invertebrate	1
Amphibian/Reptile	2
Avian/Saurian	3
Rodents	4
Hoofed Mammals	5
Carnivora	6
Primate/Aquatic Mammals	7

ANIMAL WEAPONRY

Animals have a variety of defense mechanisms. Those given below are obvious weapons for use in combat, but animals may also have venomous bites, poisonous integument, quills, spitting, irritant discharges, or constriction attacks. More fantastical creatures can have breath weaons, gaze weapons, psychic attacks, magical auras, spell effects, and the like.

ANIMAL ARMOUR

Animals have a variety of integuments. The protective value varies with the size of the creature.

ANIMAL HIT LOCATIONS

Here is a set of hit location tables for common animal body types.

Size

Size	Max STR	TM	Mass (kg)
−5	0	−8	3
−4	1	−7	4
−3	2	−7	5
−2	3	−6	6
−1	4	−6	7
0	5	−5	8–9
1	6	−5	10–11
2	7	−4	12–14
3	8	−4	15–17
4	9	−3	18–21
5	10	−3	22–25
6	11	−2	26–31
7	12	−2	32–38
8	13	−1	39–47
9	14	−1	48–58
10	15	+0	59–72
11	16	+0	73–88
12	17	+1	89–108
13	18	+1	109–134
14	19	+2	135–164
15	20	+2	165–202
16	21	+3	203–249
17	22	+3	250–307
18	23	+4	308–378
19	24	+4	379–465
20	25	+5	466–572
21	26	+5	573–705
22	27	+6	706–868
23	28	+6	869–1068
24	29	+7	1069–1315
25	30	+7	1316–1619
26	31	+8	1620–1993
27	32	+8	1994–2454
28	33	+9	2455–3021
29	34	+10	3022–3720
30	35	+10	3721–4579
31	36	+11	4580–5638
32	37	+11	5639–6941
33	38	+12	6942–8546
34	39	+12	8547–10,521
35	40	+13	10,522–12,953
36	41	+13	12,954–15,947
37	42	+14	15,948–19,633
38	43	+14	19,634–24,171
39	44	+15	24,171–29,757
40	45	+15	29,758–36,636

Animal Hit Locations

Avian

3d6	Location
3–5	Head
6–8	Wings
9–11	Chest
12–13	Belly
14–15	Legs
16–18	Tail

Reptilian

3d6	Location
3–5	Head
6–8	Forelegs
9–10	Chest
11–12	Belly
13–14	Hindlegs
15–18	Tail

Quadruped

3d6	Location
3–5	Head
6–8	Forelegs
9–11	Forequarters
12–13	Hindquarters
14–18	Hindlegs

Serpentine

3d6	Location
3–5	Head
6–13	Body
14–18	Tail

Animal Weaponry

Weapon	Dmg Type	Dmg
Antlers	Puncturing	+4
Beak	Puncturing	+2
Claws	Cutting	+1
Fangs	Puncturing	+4
Fist	Blunt	+0
Hooves	Blunt	+4
Horns, Butting	Blunt	+0
Horns, Goring	Puncturing	+5
Stinger	Puncturing	+3
Tail, Blunt	Blunt	+0
Teeth, Blunt	Blunt	+3
Teeth, Sharp	Cutting	+4
Trample	Blunt	+2
Trunk	Grapple	+0
Tusks	Puncturing	+3

Animal Armour

	Animal Size									
	Small		Medium		Large		Huge		Giant	
Description	DR	P	DR	P	DR	P	DR	P	DR	P
Hide/Fur	0	0	0	5	−1	10	−2	15	−4	20
Feathers/Scales	0	5	−1	10	−3	15	−5	20	−8	25
Horn/Chitin	−2	9	−4	14	−6	19	−8	24	−10	29
Bone/Shell	−3	22	−6	27	−9	32	−12	37	−15	42

—Small creatures are less than size 6; medium is sizes 6–15; large is sizes 16–25; huge is sizes 26–35; giant is size 36 and up.

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FIGHTING ABILITIES

Carnivores are given a base attack and defense of 10. Omnivores get 8 and herbivores 5. Both attack and defense are then modified by agility. Defense is further modified by size: tiny +2 (size < -15), small +1 (wize less than 6), average +0 (size 5-15), large -1 (size 16–25), huge -2 (size 26–35), giant -3 (size 36+).

THE CREATURES

ALLIGATOR

Habitat: Warm wetlands
Society: Solitary
Diet/Food Strategy: Carnivore/Pouncer
Lifespan: 20 years
Size: 20 (500 kg)
Move: 3 (land), 6 (water)
Morale: Aggressive
Physical: STR 23; END 18; AGL 14
Mental: INT 2; PER 11
Fighting: 4 Actions, Attack 12, Defense 11
Armour: Scaly Hide (DR −3, Pen 15)
Weaponry: Sharp Teeth (6d6–5 Tearing)

A large, lizard-like, egg-laying reptile with a short, blunt snout. The alligator eats any creature that comes within its reach.

ANTELOPE, MEDIUM

Habitat: Tropical and temperate plains and forest
Society: Herd
Diet/Food Strategy: Herbivore/Grazer
Lifespan: 10 years
Size: 12 (100 kg)
Move: 12
Morale: Jumpy
Physical: STR 19; END 12; AGL 14
Mental: INT 5; PER 11
Fighting: 3 Actions, Attack 7, Defense 7
Armour: Hide (DR 0, Pen 5)
Weaponry: Butting Horns (4d6–3 Blunt), Hooves (3d6–2 Blunt)

Even-toed hoofed herd animals. Medium-sized antelope include the kudu, oryx, and waterbuck.

ANTELOPE, LARGE

Habitat: Tropical and temperate plains and forest
Society: Herd
Diet/Food Strategy: Herbivore/Grazer
Lifespan: 10 years
Size: 19 (400 kg)
Move: 12
Morale: Low
Physical: STR 23; END 12; AGL 12
Mental: INT 5; PER 11
Fighting: 3 Actions, Attack 6, Defense 5
Armour: Hide (DR −1, Pen 10)
Weaponry: Butting Horns (5d6–4 Blunt), Hooves (4d6–3 Blunt)

Even-toed hoofed herd animals. A large antelope is the bongo.

ANTELOPE, HUGE

Habitat: Tropical and temperate plains
Society: Herd
Diet/Food Strategy: Herbivore/Grazer
Lifespan: 20 years
Size: 21 (650 kg)
Move: 12
Morale: Timid
Physical: STR 23; END 12; AGL 10
Mental: INT 5; PER 11
Fighting: 3 Actions, Attack 6, Defense 5
Armour: Hide (DR −1, Pen 10)
Weaponry: Butting Horns (5d6–4 Blunt), Hooves (5d6–4 Blunt)

Even-toed hoofed herd animals. An example of a huge antelope is the eland.

BABOON

Habitat: Tropical to subtropical forest, mountains, and plains
Society: Troop of 25
Diet/Food Strategy: Omnivore/Gatherer
Lifespan: 30 years
Size: 7 (35 kg)
Move: 6
Morale: Normal
Physical: STR 9; END 11; AGL 13
Mental: INT 7; PER 11
Fighting: 3 Actions, Attack 9, Defense 9
Armour: Hair (DR 0, Pen 5)
Weaponry: Sharp Teeth (2d6–1 Tearing)

A large monkey with a short tail and dog-like face. Baboons have complex societies.

BEAR, BLACK

Habitat: Temperate forest
Society: Solitary
Diet/Food Strategy: Omnivore/Browser
Lifespan: 30 years
Size: 14 (males 90-220 kg, females 60-125 kg)
Move: 6
Morale: Aggressive
Physical: STR 18; END 16; AGL 14
Mental: INT 6; PER 11
Fighting: 3 Actions, Attack 10, Defense 10
Armour: Fur (DR 0, Pen 5)
Weaponry: Claws (4d6–3 Tearing)

A large carnivore with shaggy black fur and golden snouts.

BEAR, BROWN

Habitat: Subtropical to subarctic land
Society: Solitary
Diet/Food Strategy: Omnivore/Hunter
Lifespan: 30 years
Size: 18 (360 kg)

Move: 6
Morale: Aggressive
Physical: STR 23; END 18; AGL 14
Mental: INT 6; PER 11
Fighting: 3 Actions, Attack 10, Defense 10
Armour: Fur (DR −1, Pen 10)
Weaponry: Claws (5d6−4 Tearing)

A large carnivore with shaggy brown fur. The brown bear hibernates in the winter.

BEAR, POLAR

Habitat: Arctic ice packs
Society: Solitary
Diet/Food Strategy: Omnivore/Hunter
Lifespan: 30 years
Size: 20 (500 kg)
Move: 6
Morale: Aggressive
Physical: STR 25; END 19; AGL 14
Mental: INT 6; PER 11
Fighting: 3 Actions, Attack 10, Defense 9
Armour: Fur (DR −1, Pen 10)
Weaponry: Claws (6d6−5 Tearing)

A large carnivore with shaggy white fur.

BOAR

Habitat: Any land
Society: Pack
Diet/Food Strategy: Herbivore/Browser
Lifespan: 8 years
Size: 14 (150 kg)
Move: 7
Morale: Aggressive
Physical: STR 14; END 14; AGL 14
Mental: INT 5; PER 10
Fighting: 3 Actions, Attack 7, Defense 7
Armour: Hide (DR 0. Pen 5)
Weaponry: Tusks (3d6−2 Puncturing)

A wild hog.

CAMEL

Habitat: Any land
Society: Small herd with 1 male; Solitary males
Diet/Food Strategy: Diurnal Herbivore/Grazer
Lifespan: 50 years
Size: 21 (600 kg)
Move: 10
Morale: Normal
Physical: STR 21; END 18; AGL 12
Mental: INT 5; PER 14
Fighting: 3 Actions, Attack 6, Defense 5
Armour: Hair (DR −1, Pen 10)
Weaponry: Hooves (5d6−4 Blunt), Blunt Teeth (5d6−4 Blunt)

A large ruminent with one or two humps. Its ability to store water make it popular in desert regions.

CROCODILE

Habitat: Subtropical and tropical swamps and rivers
Society: Solitary or small group
Diet/Food Strategy: Carnivore/Pouncer
Lifespan: 100 years
Size: 21 (600 kg)
Move: 3 (land), 6 (water)
Morale: Aggressive
Physical: STR 24; END 18; AGL 14
Mental: INT 2; PER 11
Fighting: 3 Actions, Attack 12, Defense 11
Armour: Horny Hide (DR −3, Pen 15)
Weaponry: Sharp Teeth (7d6−6 Tearing)

A large, horny-skinned aquatic reptile with a long, pointed snout.

DOG, MEDIUM

Habitat: Any land
Society: Pack
Diet/Food Strategy: Carnivore/Herder
Lifespan: 15 years
Size: 9 (50 kg)
Move: 8
Morale: Normal
Physical: STR 9; END 8; AGL 12
Mental: INT 6; PER 9
Fighting: 4 Actions, Attack 11, Defense 11
Armour: Hair (DR 0, Pen 5)
Weaponry: Sharp Teeth (3d6−2 Tearing)

A domesticated carnivore related to the wolf. Man's best friend.

EAGLE

Habitat: Subarctic to subtropical mountains and hills
Society: Solitary or pair
Diet/Food Strategy: Carnivore/Pouncer
Lifespan: 20 years
Size: −3 (5 kg)
Move: 1 (land), 15 (air)
Morale: Aggressive
Physical: STR 2; END 10; AGL 14
Mental: INT 3; PER 18
Fighting: 4 Actions, Attack 12, Defense 15
Armour: Feathers (DR0, Pen 0)
Weaponry: Talons (1d6 Tearing)

A large bird of prey noted for its keen vision.

ELEPHANT

Habitat: Subtropical to Tropical forest and plains
Society: Family; Solitary males
Diet/Food Strategy: Herbivore/Browser
Lifespan: 70 years
Size: 32 (6000 kg)
Move: 7
Morale: Normal
Physical: STR 32; END 24; AGL 12
Mental: INT 5; PER 13
Fighting: 3 Actions, Attack 6, Defense 4

Armour: Skin (DR –2, Pen 15)
Weaponry: Trunk (Type Grapple)

A huge pachyderm with a prehensile trunk and long, curved ivory tusks.

Falcon

Habitat: Any subarctic to tropical land
Society: Solitary
Diet/Food Strategy: Carnivore/Pouncer
Lifespan: 20 years
Size: –5 (3 kg)
Move: 1 (land), 17 (air)
Morale: Aggresive
Physical: STR 0; END 10; AGL 16
Mental: INT 3; PER 18
Fighting: 4 Actions, Attack 13, Defense 14
Armour: Feathers (DR 0, Pen 0)
Weaponry: Talon (1d6 Tearing)

A small, swift bird of prey, trained for hunting.

Goat

Habitat: Domesticated
Society: Herd
Diet/Food Strategy: Herbivore/Grazer
Lifespan: 10 years
Size: 10 (70 kg)
Move: 7
Morale: Normal
Physical: STR 10; END 12; AGL 14
Mental: INT 5; PER 10
Fighting: 3 Actions, Attack 7, Defense 7
Armour: Hair (DR 0, Pen 5)
Weaponry: Butting Horns (2d6–1 Blunt)

An agile, hollow-horned ruminant.

Gorilla

Habitat: Tropical rainforest and mountains
Society: Community
Diet/Food Strategy: Herbivore/Browser
Lifespan: 30 years
Size: 15 (200 kg)
Move: 6
Morale: Normal
Physical: STR 20; END 18; AGL 14
Mental: INT 7; PER 11
Fighting: 3 Actions, Attack 7, Defense 7
Armour: Skin/Fur (DR 0, Pen 5)
Weaponry: Fists (4d6–3 Blunt), Sharp Teeth (4d6–3 Tearing)

The largest known ape.

Hippopotamus

Habitat: Tropical rivers and plains
Society: Small herd
Diet/Food Strategy: Herbivore/Grazer
Lifespan: 35 years
Size: 30 (4000 kg)

Move: 4 (land), 6 (water)
Morale: Normal
Physical: STR 30; END 20; AGL 14
Mental: INT 5; PER 11
Fighting: 3 Actions, Attack 7, Defense 5
Armour: Thick Hide (DR –3, Pen 15)
Weaponry: Tusks (7d6–6 Puncturing)

A short-legged, amphibious pachyderm. One of the most dangerous animals.

Horse

Habitat: Domesticated
Society: Herd
Diet/Food Strategy: Herbivore/Grazer
Lifespan: 12 years
Size: 21 (600 kg)
Move: 12
Morale: Normal
Physical: STR 21; END 18; AGL 14
Mental: INT 5; PER 11
Fighting: 3 Actions, Attack 7, Defense 7
Armour: Hair (DR –1, Pen 10)
Weaponry: Hooves (4d6–3 Blunt)

A large, single-toed hoofed mammal with a long mane and tail, domesticated and used for work and riding.

Hyena

Habitat: Warm plains
Society: Pack of 40+
Diet/Food Strategy: Omnivore/Hunter
Lifespan: 12 years
Size: 10 (70 kg)
Move: 6
Morale: Normal
Physical: STR 10; END 14; AGL 16
Mental: INT 6; PER 11
Fighting: 3 Actions, Attack 11, Defense 11
Armour: Hair (DR 0, Pen 5)
Weaponry: Sharp Teeth (3d6–2 Tearing)

Jackal

Habitat: Warm plains and deserts
Society: Pack
Diet/Food Strategy: Nocturnal Carnivore/Scavenger
Lifespan: 12 years
Size: 1 (10 kg)
Move: 6
Morale: Normal
Physical: STR 6; END 14; AGL 15
Mental: INT 6; PER 10
Fighting: 3 Actions, Attack 12, Defense 13
Armour: Hair (DR 0, Pen 0)
Weaponry: Sharp Teeth (1d6 Tearing)

A wild dog.

Leopard

Habitat: Tropical rainforest

Society: Solitary
Diet/Food Strategy: Carnivore/Pouncer
Lifespan: 20 years
Size: 12 (100 kg)
Move: 8
Morale: Normal
Physical: STR 17; END 16; AGL 16
Mental: INT 6; PER 13
Fighting: 4 Actions, Attack 13, Defense 13
Armour: Fur (DR 0, Pen 5)
Weaponry: Sharp Teeth (3d6−2 Tearing)

A large, ferocious cat with yellow, black-spotted fur.

Lion

Habitat: Tropical plains
Society: Pride (Family Group)
Diet/Food Strategy: Diurnal Carnivore/Pouncer
Lifespan: 15 years
Physical: Strong/Low
Size: 15 (200 kg)
Move: 6
Morale: Aggressive
Physical: STR 20; END 18; AGL 16
Mental: INT 6; PER 13
Fighting: 4 Actions, Attack 13, Defense 13
Armour: Fur (DR 0, Pen 5)
Weaponry: Sharp Teeth (4d6−3 Tearing), Claws (3d6−2 Tearing)

A large, ferocious cat.

Mule

Habitat: Domesticated
Society: Solitary
Diet/Food Strategy: Herbivore/Grazer
Lifespan: 10 years
Size: 20 (500 kg)
Move: 6
Morale: Normal
Physical: STR 20; END 16; AGL 14
Mental: INT 5; PER 11
Fighting: 3 Actions, Attack 7, Defense 6
Armour: Hair (DR −1, Pen 10)
Weaponry: Hooves (4d6−3 Blunt)

The offspring of a mare and a male donkey.

Ram

Habitat: Any land
Society: Solitary
Diet/Food Strategy: Herbivore/Grazer
Lifespan: 8 years
Size: 10 (60 kg)
Move: 7
Morale: Normal
Physical: STR 20; END 12; AGL 14
Mental: INT 5; PER 7
Fighting: 3 Actions, Attack 7, Defense 7
Armour: Hair (DR 0, Pen 5)

Weaponry: Butting Horns (2d6−1 Blunt)

A male sheep.

Rhinoceros

Habitat: Tropical swamps
Society: Solitary
Diet/Food Strategy: Herbivore/Grazer
Lifespan: 50 years
Size: 24 (1200 kg)
Move: 6
Morale: Normal
Physical: STR 24; END 22; AGL 14
Mental: INT 5; PER 7
Fighting: 3 Actions, Attack 7, Defense 6
Armour: Thick Hide (DR −2, Pen 10)
Weaponry: Goring Horn (7d6−6 Puncturing)

A pachyderm with three toes, and one or two horns on its snout.

Tiger

Habitat: Subarctic to tropical forest
Society: Solitary
Diet/Food Strategy: Nocturnal Carnivore/Pouncer
Lifespan: 25 years
Size: 17 (300 kg)
Move: 6
Morale: Aggressive
Physical: STR 22; END 18; AGL 18
Mental: INT 6; PER 11
Fighting: 4 Actions, Attack 14, Defense 13
Armour: Fur (DR −1, Pen 10)
Weaponry: Sharp Teeth (5d6−4 Tearing)

The largest feline. It has tawny fur with black stripes.

Undead, Ghost

Morale: Varies Stubborn/Aloof or higher
Mental: INT 3d6, WIL 3d6, PER 3d6

An intelligent animating force. Normally incorporeal, a ghost can take possession of objects at will, or of a living creature through spirit combat.

Undead, Ghoul or Barrow-Wight

Size: 10 (70 kg)
Move: 4
Morale: Hostile
Physical: STR 15, END 15, AGL 10
Mental: INT 5, PER 11
Fighting: 3 actions, Attack 8, Defense 8
Armour: None
Weapons: Sharp Teeth & Claws (4d6−3 Tearing)

An undead of bestial intelligence that inhabits a dead body and sustains itself with blood.

Undead, Mummy, Greater

Size: 10 (70 kg)
Move: 4
Morale: Belligerent

Physical: STR 2d6+8, END 3d6, AGL 3d6
Mental: INT 3d6, WIL 2d6+6, PER 3d6
Fighting: 4 actions, Attack 12, Defense 12
Armour: None
Weapons: Sharp Teetch & Claws (4d6–3 Tearing)

A self-willed and intelligent animated mummified corpse.

Undead, Mummy, Lesser

Size: 10 (70 kg)
Move: 4
Morale: Hostile
Physical: STR 15, END 10, AGL 10
Mental: INT 0, PER 11
Fighting: 3 actions, Attack 8, Defense 8
Armour: None
Weapons: Sharp Teetch & Claws (4d6–3 Tearing)

An animated mummified corpse. No intelligence, but tougher and hungrier than your non-mummified variety.

Undead, Revenant or Lich

Size: 10 (70 kg)
Move: 4
Morale: Belligerent
Physical: STR 2d6+6, END 2d6+6, AGL 2d6+6
Mental: INT 2d6+6, WIL 1d6+14, PER 2d6+3
Fighting: 3 actions, Attack 10, Defense 10
Armour: None
Weapons: Sharp Teetch & Claws (4d6–3 Tearing)

An intelligent, animated corpse that sustains itself with the magic of its willpower (Lich) or emotional energy (Revenant).

Undead, Rotting Corpse

Size: 10 (70 kg)
Move: 4
Morale: Belligerent (as per controller)
Physical: STR 10, END 10, AGL 10 (typical)
Mental: INT 0, PER 11 (or as per controller)
Fighting: 2 actions, Attack 5, Defense 5
Armour: None
Weapons: Sharp Teeth & Claws (3d6–2 Tearing) or by weapon

An unintelligent animated corpse.

Undead, Skeleton

Size: 4 (20 kg)
Move: 4
Morale: Belligerent (as per controller)
Physical: STR 10, END 10, AGL 10 (typical)
Mental: INT 0, PER 11 (or as per controller)
Fighting: 2 actions, Attack 5, Defense 5
Armour: Bone (DR –6, Pen 27)
Weapons: Sharp Teeth & Claws (3d6–2 Tearing) or by weapon

An unintelligent animated skeleton.

Undead, Spirit, Chained

Morale: Varies Intractable/Aggressive or higher
Mental: INT 2d6+6, WIL 2d6+6, PER 3d6

Lacking an animating force, such an entity cannot use its body to physically affect the world but can be communicated with and can use magic. Chained spirits sustained by blood are forced into dormancy unless blood is delivered regularly by an external agency.

Undead, Spirit, Lingering

Morale: Varies Passive/Normal or higher
Mental: INT 3d6, WIL 3d6, PER 3d6

A regular disembodied spirit still lingering in the vicinity of its death, or alternatively tied to—but not inhabiting—some physical object. It can use magic providing it is given a means of perceiving the physical (for example, with magical eyes or scrying device).

Undead, Vampire

Size: 10 (70 kg)
Move: 6
Morale: Aggressive
Physical: STR 2d6+13, END 2d6+13, AGL 2d6+8
Mental: INT 2d6+8, WIL 2d6+6, PER 2d6+6
Fighting: 4 actions, Attack 15, Defense 15
Armour: None
Weapons: Sharp Teeth & Claws (5d6–4 Tearing) or by weapon

The classic undead being, sustaining itself by drinking the blood of the living.

Wolf

Habitat: Any forest
Society: Pack
Diet/Food Strategy: Carnivore/Herder
Lifespan: 12 years
Size: 9 (50 kg)
Move: 9
Morale: Normal
Physical: STR 10; END 14; AGL 16
Mental: INT 6; PER 11
Fighting: 4 Actions, Attack 13, Defense 13
Armour: Hair (DR 0, Pen 5)
Weaponry: Sharp Teeth (3d6–2 Tearing)

A wild pack hunter related to the dog.

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CHARACTER RECORD SHEET

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CHARACTER OCCUPATIONS

	VALUE	MODIFIER
STR		
AGL		
END		
DEX		
CHR		
WIL		
PER		
INT		

Size _____
Throw _____
Jump _____
Base CC _____
Loaded CC _____
Heavy CC _____
Max Load _____
Max Lift _____

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WEAPON	RNG	ATK	DEF	TYP	PEN	DMG

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DICE	LOCATION	ARMOR	PEN	DR	LGT	SER	CRT	MOD
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14–18	Left Leg							
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