Chivalry & Sorcery™

3rd Edition

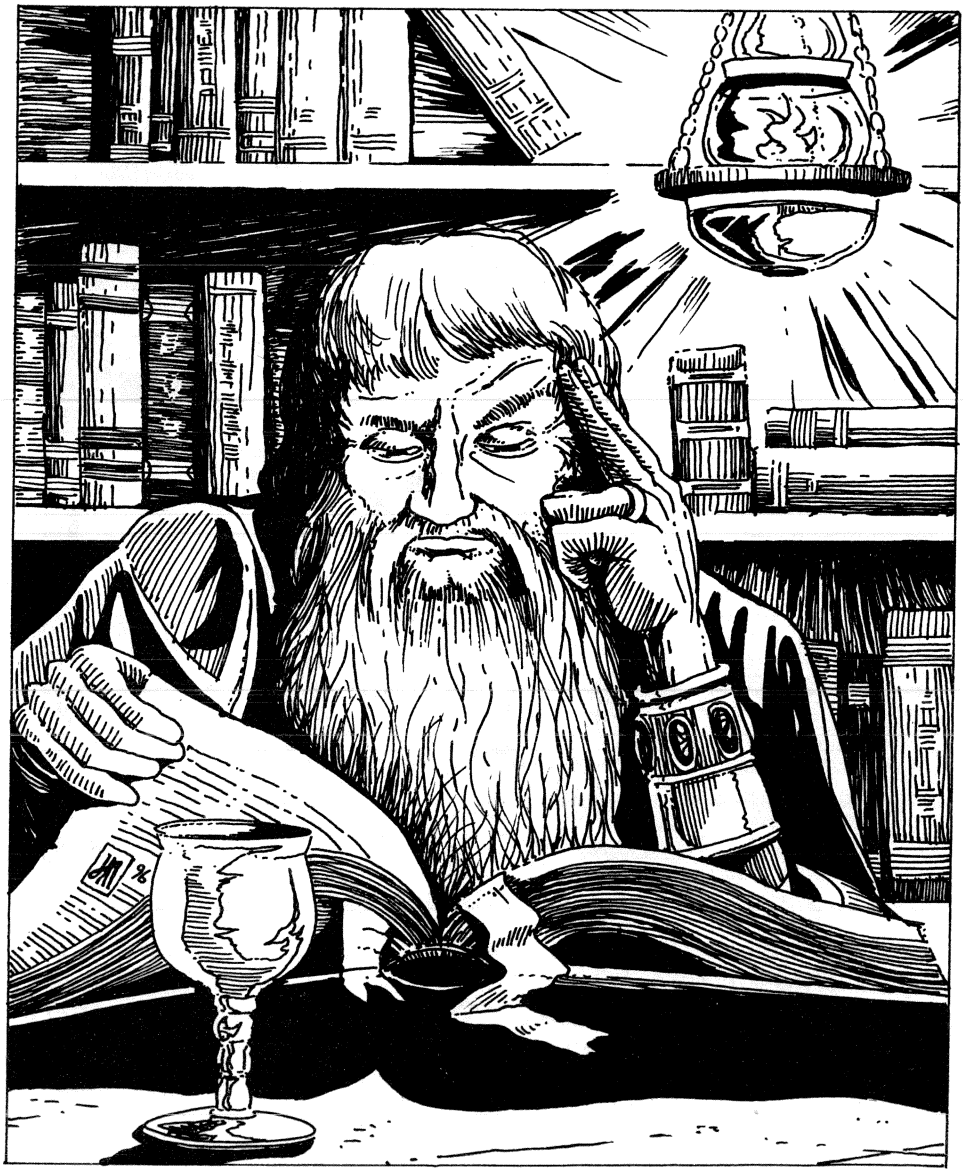
Edward E. Simbalist Wilf Backhaus G. W. Thompson

Chivalry & Sorcery™

3rd Edition

Mr. Simbalist and Mr. Backhaus dedicate the 3rd Edition to the Society for Creative Anachronism (S.C.A.)

Mr. Thompson would like to dedicate the 3rd Edition to all the C&S players out there, new and old.



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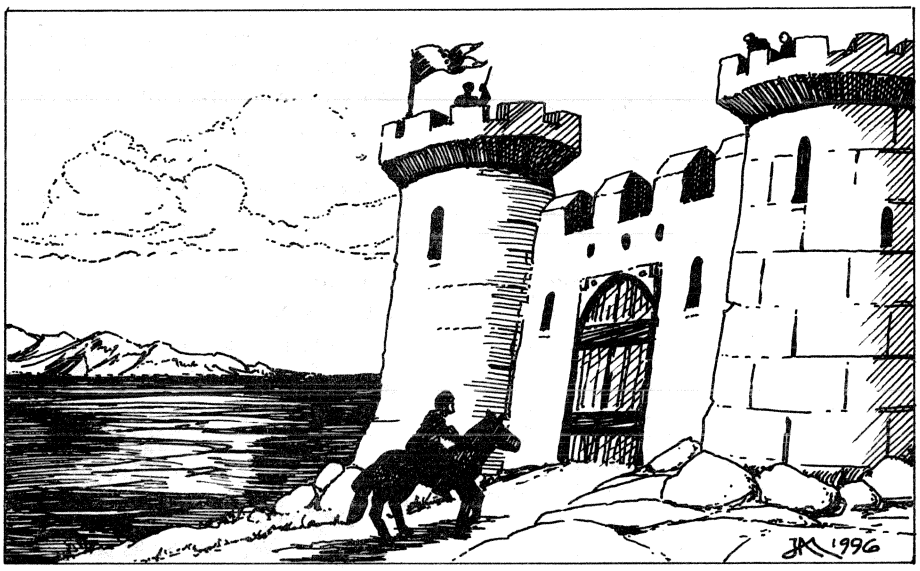

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Introduction to the 3rd Edition

Hello, and welcome to ***Chivalry & Sorcery***, 3rd Edition!

We at Highlander Designs believe that we have something here which is truly revolutionary in the industry. The new 3rd Edition of this classic brings the game into the 90's. A great deal of systems has changed, but the "feel" of ***Chivalry & Sorcery*** is stronger than ever.

These are the core rules of ***Chivalry & Sorcery***, and they are all that a player will ever need to play the game. Any other supplement we produce is there to enhance game play and to allow players to explore other alternatives. However, we wish to stress that these supplements will be add-ons to the current systems in the rule book you have just bought. They will not outdate or replace the basic rules, unlike the practice which is unfortunately an occurrence which occasionally happens in the industry today.

While not necessary, we strongly recommend that one person in the gaming group purchase a copy of the *Game Master's Handbook*. This volume gives information on how to Game Master in ***Chivalry & Sorcery***, guidelines on how to create your own fantasy setting, how to create monsters within the system guidelines, and, of course, information on how to run a feudal campaign, for which ***Chivalry & Sorcery*** is known for. While just about anyone in the group could find good reasons to pick up a copy, only the Game Master really needs it to make his task easier.

Another recommended title is the ***Chivalry & Sorcery Creatures Bestiary.*** This books is jam packed with hundreds of monsters and detailed information on each one of them. It even has notes on which magical materials can be obtained from creatures, what uses can be made of them, etc. A great sourcebook for the GM or anyone who finds playing a Mage interesting.

Any other supplement that will be released for ***Chivalry & Sorcery*** is just that--a supplement and not necessary to play the game. It will create new options and expand upon familiar ground already set out in the basic game.

The first thing we would like to do is thank all the playtesters, our many friends on the Internet, and the Loyal Order of ***Chivalry & Sorcery*** for all their comments, suggestions, ideas, and requests that they expressed to us. You really shaped the game, and Ed and Wilf and all of us at Highlander Games wish to thank you for your undying support and invaluable input.

Some Information on the Game

Our new ***Skillscape***™ system, we believe, adds something new to gaming. All systems in ***Chivalry & Sorcery*** are based upon it, combat, magic, and, of course, the skills all use ***Skillscape***. Results are obtained quickly and easily by rolling a percentage pair (1D100%) and a third D10 of a different color, known as the **Crit Die™.**

Success or failure in performing some task is determined by rolling the percentage pair against the character's success chances for that particular task. The Crit Die determines how well the character succeeds in his task. It may also determine how badly he fails. In Combat or Magic, the Crit Die determines how much extra damage is done and also determines whether or not a Critical Result has occurred. In ***Skillscape***, many of our skills have Crit Tables which tell the degree of success (or failure) one has with his Critical Result. It's fast, simple, and easy!

We recommend that you skim over the first three chapters to get a basic feel of how Character Creation works, what Vocations there are to play, and how the Skillscape system works. Players interested in playing a Mage or Priest might wish to skim over ***Chapter 8, Faith***, and ***Chapter 9, Magic***.

What's Needed to Play?

A pencil, paper, some photcopies of the character profile sheets(permission given for personal use only), and 3 ten sided dice. A d100% percent pair, and another 1d10 of another color used as the Crit Die™ . For those of you who are new to role-playing, see page 31 under making a skill check for information on making a percentage (%) dice roll and for information on how and when to roll the Crit Die™. A calculator would be handy be but not nessessary. That's all you need, other than your imagination!

About Pronouns

The male pronoun is used throughout ***Chivalry & Sorcery***. This in no way means nor implies that we have written the rules for males only. We encourage anyone to play the game, young or old, male or female. So please consider the rules as saying he/she, him/her, his/hers, etc.

How to Contact Us

Should you have any questions, desire rules clarifications, or just want to "chew the fat" about ***Chivalry & Sorcery***, you may contact us in one of two ways:

1. Write us a letter. We're always pleased to hear from our supporters, and any letters sent to us will most certainly be read by one (or possibly more than one) of our staff here at Highlander Designs.

Should you wish to contact one of the authors directly, put it to the author's attention at the head of the letter, and we will make sure that he receives it.

If you wish to have a question answered, please include a S.A.S.E. (self-addressed stamped envelope), and we will endeavour to answer your question as promptly as we can.

Send all letters to:

Highlander Designs,
C&S Editor
P.O. Box 140
Sound Beach, N.Y. 11789

2. Contact us On Line. ***Chivalry & Sorcery*** has an official Web Site for its fans at:

HTTP: //Wild Rose.Net/C&S/C&S.HTM

Should you be unable to call up the address given, please do a Web Search as Web Sites can change often.

Our Web Site contains information on how to contact us On Line and allows you to download, for free, the *C&S Herald*, a newsletter for ***C&S*** gamers containing adventures, ideas, letters, and articles about ***Chivalry & Sorcery***.

Those who do not have Internet access can purchase the current issue for $0.75 in U.S. funds. Write to the *C&S Herald* at:

Highlander Designs,
C&S Herald
P.O. Box 140
Sound Beach, N.Y. 11789

And now onward!

-G.W.

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An Introduction to Fantasy Role Playing Games

Fantasy role playing is into its third decade now, and still holds a fascination for thousands of players, young and old. And little wonder!

Fantasy evokes worlds of High Adventure and excitement, with swashbuckling heroes caught up in desperate struggles against despicable villains, unspeakable monsters, and legendary beasts in worlds where magic works and anything can happen! Fantasy worlds are so unlike our own--and perhaps that, more than anything else, is what holds us enthralled.

The worlds of High Adventure offer us the chance to experience through our imaginations alternate realities we could never hope to experience in our own mundane, often boring, and so very **safe** modern-day lives. Sheer, unspeakable Terror suddenly rounds the corner to confront us face to face with razor claws and slavering fangs and balefully glowing red eyes, and there is a surge of adrenalin through our veins as we desperately draw our weapons and brace for the assault . . . . That is what draws many of us to fantasy role playing.

Role playing is the means by which we can escape our daily existence to enter those exciting worlds of fantasy. We assume the identities of characters We leave our own existences behind and create for ourselves personalities who have their own personal histories, their own passions and interests, and, above all, adventurous lives which we could never hope to know in our own humdrum existences.

I think it is important to remember that our player characters are not us. They are themselves. They were born in another time and place, grew up there, and came to know the nature of the fantasy world like we come to know the nature of the world in which we live. They are, after all, natives of the place. They **belong** there!

As role-players, it is up to us to learn how to belong there, too. After all, the fantasy worlds of role-playing are not like ours. So long as we are "visiting" such a fantasy world in the guise of our characters, we have to adapt and learn to think and feel and act as they would, not as we would if we were simply plunked down in their world. This isn't an easy task, but it can be lots of fun trying. And success can be most satisfying and rewarding.

There is a lot more to role-playing than "rolling up" a player character with a few throws of the dice, giving him (or her) a "name," and then jumping right into the middle of the action without further thought. To do that denies us the almost magical experience of being part of an imaginary world that we come to know and understand as if we were born to it and lived in it all our lives. Whatever style of play you prefer, try to immerse yourself in your player character and his world. Only then does the real adventure begin, for we are truly able to look through another's eyes and experience an entire world that can never be and yet, wonderously, has reality for us.

Game is a word suggestive of an enjoyable recreational activity with at least some elements of a contest in it. Games are also structured activities. They have clear goals and definite limits which are defined by rules and procedures which govern the conduct of the players, setting out what can be done and how to do it, and also setting out what cannot be done.

Putting it all together **Fantasy Role Playing** (abbreviated FRP) is an activity that enables us to escape into an imaginary realm where we can enjoy experiencing people and creatures and places and situations we don't have an opportunity of knowing in our daily lives. The key words here are "escape" and "enjoy." Whatever style of play is adopting in a role-playing group, above all else FRP is meant to be good, escapist fun.

As much as possible, we have tried to design ***Chivalry & Sorcery***, 3rd edition, to maximize the role-playing experience.

First, to aid players in "getting into their characters," we have a very flexible character creation system with five optional methods of character generation. Several of these allow for "free design" of a character along lines the player wants without being subject to the tyranny of the random dice. Yet we also provide random character generation for those preferring a "surprise."

Whatever system is used, the result is characters who receive Attributes that define their physical and mental capabilities, a physical body with height, weight, and build, special abilities and talents, possible flaws and defects, and then a number of derived capabilities based on the character's Attributes, ranging from carrying capacity to movement speed and jumping distance. As for eye color, hair color and texture, and other defining features, we offer players free choice and a few suggestions.

Second, we provide characters with a social background so that they can begin developing a cover story to flesh out the identities of the personalities they will assume in the game. Again, we allow for player choice and also random determination so that the Game Master can select whichever methods he prefers.

Third, through Highlander Design's **Skillscape**™ system, we enable characters to develop practical skills and knowledge skills in a vast array of different areas. These are all functional skills which fully integrate with the Attributes of the characters and also follow the same system of operation and resolution of outcomes so that only one standard procedure needs to be learned to apply any of them. Combat is included in the skills available, and we offer a wide range of weapons and tactical specializations for characters to learn and develop to high levels of proficiency. Similarly, the clerical Acts of Faith (organized religion) and the literally hundreds of magic spells all integrate with the Attributes of the characters and intermesh in the game systems.

All of these elements come together to form a unique character, for there are an infinite number of possible combinations which players may select to define the nature, knowledge, and capabilities of any individual player character.

And this is only the beginning! During the course of play, players will find that their characters may improve their learned skills and also learn new ones to meet the various challenges facing them in the role playing campaign. In time, characters can become highly proficient in many areas, which enhances their chances of succeeding.

Succeeding? And how does one do that. Well, it all depends on what the player and the gaming group have set as their goals. Some groups focus almost exclusively on adventures in highly dangerous "places of mystery" teeming with foes and sometimes yielding up treasure. Others focus on entire world campaigns with political and military dimensions, or they may get heavily into role-playing. Or they may do all that and more. In FRP, anything goes if you can imagine it and make it seem real and consistent enough to form a "stage" on which the player-characters may act out their roles.

Success can be trashing every enemy that comes into view. It can be playing the role of a character so that he literally comes alive and takes on a life of his own quite independent of the player. It can be accomplishing some great deed, rising to high rank from lowly origins. it can be whatever the player wants it to be, and that is the most magical thing of all about Fantasy Role Play. The player sets his own personal "victory conditions!"

Live long, Sword-Brothers, and game well!

Ed Simbalist

Chapter 1: Character Creation

Before creating their characters, players should meet with their Game Master. The GM may wish to restrict certain vocations or races. He may also have created his own social status tables to suit the nature of his campaign world. Remember, the GM always has final say about the type of characters in a campaign. If the GM approves, a player may create several characters. Choosing one for role-play, he will keep the others for different adventure groups, reserve them as replacements, or surrender them to the GM for use as an NPC. Such arrangements might become "house rules" in the role-playing group.

Below are the 21 steps to basic character creation. Before assigning Attributes to characters, players have the option of determining the outcome of later steps (Omens, Social Status, etc.), as these may significantly affect the kind of character the player wishes to develop.

Step 1: Chose Character Creation Method

In **C&S**, there are five methods that you can choose from to generate a character. The GM has final approval on which of the methods will be used in his campaign:

1. **Historic Fixed Point Method:** You have **125 PC points** to "buy" your character's Attributes, Aspect, Special Abilities, etc. The result is a reasonably historical and realistic character of above average abilities.

2. **Heroic Fixed Point Method:** Reserved for "High Adventure" campaigns requiring player characters of heroic stature and almost superhuman capabilities, this gives you **150 PC points**. The very nature of the fantasy world and the kind of activities and opponents one encounters in it will bear strongly on what might be "reasonable" PC characteristics and abilities. Therefore, the GM must approve using this method.

3. **Historic Random Point Method:** This method randomly generates from **96** to **150 PC points**. It otherwise works like the fixed point method. **Roll D10 six times and add 90** to the result.

4. **Heroic Random Point Method:** Again reserved for "High Adventure" campaigns, this method randomly generates from **125** to **170 PC points**. **Roll D10 five times and add 120** to the result. Note: the GM must approve using this method.

5. **Random Roll Method:** Characters are completely generated at random. Attributes, Aspects, Magical and Special Abilities, Social Status, etc., are all rolled randomly. We recommend this approach to beginning players because it's the easiest of the five options. It's also great for players who aren't sure of what kind of character they want to play. Players who don't have the time to use one of the first four methods will find random character creation is quickest.

Step 2: Decide on the PC's Race

The player begins by deciding what race he wishes to play. Remember to ask whether the GM allows a particular race or not. He may also have created races unique to his fantasy world.

There are three player-character races in basic ***C&S***. More will be introduced in other ***C&S*** products.

Humans are the race most commonly encountered in the ***C&S*** setting. They have the most freedom and the most options open to them. Of course, there are many sub-races and nationalities to choose from, each with its own unique physical and cultural characteristics. Humans average 5'5" to 5'8" in height. Skin shade varies from very pale to very dark. Attributes reach a maximum of 20.

For those who are new to role-playing, we advise choosing a human for their first character.

Elves belong to ancient faerie or fey races and dwell in the forest wilderlands. They are slender and graceful. Their height varies according to their type. Their skin tones are pale, their hair light. Some Elven cultures are friendly to men, while others are not. All Elves react cautiously towards Dwarves, another ancient race, for reasons long forgotten.

An Elf's Attribute maximum is 20, with the exception of Agility, which may reach 25. An Elf is required to have Agility*13+, Bardic Voice*10+, and Personal Appearance*14+. Due to their longevity, Elves do not feel the pressure of time and therefore can attain a maximum Discipline rating of only 15. While they are religious, they worship in ways far different than men and can reach a Piety maximum of only 15. All Elves are well aspected and may skip determining the Omens.

Dwarves belong to a subterranean race inhabiting the very hearts of the stony hills and high mountains. Sometimes called "Dark Elves" (but never to their faces!) their race is certainly as ancient as the Elves. Their height ranges between 3'11" and 4'8". Their skin is generally dark, tough as leather, and sometimes the color of stone. They are exceptionally strong and durable for their size, hard as the rocky hearts of their mountains, which gives their skin a base armor value of 2 against any form of attack. They are master smiths and metallurgists, artisans and miners. They work so well with metal and mechanical devices that their creations seem "magical."

Dwarves have maximum attributes of 20, except for Constitution, which may attain 25 under certain conditions. They must have Strength*12+, Constitution*14+, but their Appearance and Bardic Voice scores cannot be higher than 15. Being quite resistant to magic, Dwarves have a BMR of 20%.

Step 3: Personal Attributes

Attributes are the core characteristics which define the nature and capabilities of your character.

The higher an Attribute score, the more the character will enjoy the benefits of a bonus to all skills affected by that Attribute.

The Nine Personal Attributes:

Agility (AGIL)	**Strength (STR)**	**Constitution (CON)**
Intellect (INT)	**Wisdom (WIS)**	**Discipline (DISC)**
Bardic Voice (BV)	**Appearance (APP)**	**Piety (PTY)**

Agility is a character's grace and dexterity. It, along with Strength, play an important part in determining one's proficiency in combat skills and in all skills requiring coordination.

Strength is a measure of the raw power of a character's body. It plays a significant role in determining Body and Fatigue Levels and is calculated into most of the physical and athletic skills which a character may develop.

Constitution is a measure of how healthy and durable your character is. It is an important factor in determining one's Body and Fatigue levels. It also influences how quickly a character heals or resists diseases and affects overall survival chances.

Intellect is a measure of the potential intelligence of your character. It is the basic attribute essential to learning all types of magic. It is also important to Lore and other intellect-based skills.

Wisdom is a measure of how well your character can figure out problems. High Wisdom allows for quick decisions and is an important in the learning and performance of many skills.

Discipline is a measure of your character's patience and ability to remain focused on a subject or goal. Disciplined characters tend to learn skills faster. Their morale is generally higher as well because self-discipline is essential to self-control under great stress.

Bardic Voice is a measure of your character's ability to speak eloquently, sing, etc., and is a very important attribute for anyone wishing to have strong charismatic skills.

Appearance is a measure of your character's physical attractiveness. It affects his impact on relationships with others.

Piety is a measure of your character's religious faith or belief. It is of importance to clerics and has a major impact on the Faith skill.

Random Roll Method: Roll **2D10** ten times. Add each pair of dice results to obtain a score between 2 and 20. Note down the result on a piece of paper. For example, a roll of 4 + 8 = 12. When you are done, **keep the best nine** and place the numbers wherever you wish to determine the 9 Attributes.

Note: When using the **Random Roll** Method, players creating Elves or Dwarves **must** adjust certain Attributes. Apply the following modifiers to find the final level of the Attributes listed below. Players using a **Points Method** do **not** add or subtract these racial modifiers:

The Elves	The Dwarves
Agility +5	Constitution +5
Discipline -5	Bardic Voice -5
Piety -5	Appearance -5

When rolling randomly, Attributes must be placed to satisfy the minimum and maximums allowed for the particular race:

Elf	Min.	Max.	Dwarf	Min.	Max.
Agility	13	25	Constitution	14	25
Bardic Voice	10	20	Bardic Voice	02	15
Appearance	14	20	Appearance	02	15
Discipline	02	15	Strength	12	20
Piety	02	15			

For example, Allison rolls the following 9 random numbers:

17 12 06 14 09 07
19 15 19

She wants an Elf for a player-character. She must satisfy the required minimums and maximums for Elvish Attributes or she will be unable to create an Elf. She makes the following choices:

Agility [13-25]	= 19	Appearance [14-20]	= 17
Intellect [02-20]	= 19	Constitution [02-20]	= 06
Bardic Voice [10-20]	= 12	Discipline [02-15]	= 07
Strength [02-20]	= 09	Piety [02-15]	= 14
Wisdom [02-20]	= 15		

Because she has an Elf for a character, Allison must now adjust several characteristics by applying the modifiers for the Elvish race to Agility (+5), Discipline (-5), and Piety (-5):

Agility [13-25]	= 19/ 24	Appearance [14-20]	= 17
Intellect [02-20]	= 19	Constitution [02-20]	= 06
Bardic Voice [10-20]	= 12	Discipline [02-15]	= 07/ 02
Strength [02-20]	= 09	Piety [02-15]	= 14/ 09
Wisdom [02-20]	= 15		

Note that no Attribute can be reduced below 02. If, after rolling, Allison had been unable to meet the minimums required for Elves, she would have had to play a Human character.

Points Based Methods: If you are using one of the four point based methods to determine your character's Attributes, the following rules apply:

Humans may buy their Attributes up to a score of 20. It costs them 1 PC point to raise their Attribute by 1 level up to 15. From 16 to 20, it costs 2 PC points to rise 1 level. A minimum of 2 levels must be purchased for each Attribute.

For example, Kory is using the Historic Random Point Method. He rolled 6D10, getting 9 + 3 + 5 + 8 + 10 + 7 for a total of 42 + 90 = 132 PC points. He wishes to purchase STR*20 for his Human Fighter. The first 15 levels cost him 15 points, but the last 5 cost 2 points each. Thus STR*20 costs him 25 points. This leaves him with 107 PC points to purchase his other eight Attributes and to make whatever other character purchases as may be available to him.

Elves buy their Attributes in the same way as that described for human characters. However, they may buy up their level in **Agility** to **25**. The first **18** levels cost 1 point each, then levels 19 to 22 cost 2 points each, and levels 23 to 25 cost 3 points each. They may buy their **Discipline** and **Piety** to **15**. The first **10** levels cost 1 point each, then levels 11 to 15 cost 2 points each. The "sliding scale" of costs enables Elves to be highly agile, which they are, but they are also limited in Discipline and Piety because their natures and backgrounds produce such characteristics.

If Keith was creating an Elf, he could purchase a stunning AGIL*25 at a cost of 18 points for the first 18 levels, another 8 for levels 19, 20, 21, and 22, and then 9 more for levels 23, 24, and 25. This is a total of 35 PC points! It is a massive purchase that would dint even the hefty 156 PC points Keith was so lucky to roll when using the "Heroic" Points Method!

However, with 121 left, he can still develop some good Attribute scores, particularly since he will probably elect to hold down his Discipline and Piety scores because of their high cost after level 10. He holds them to DISC*10 and PIETY*10. He will have 101 points to purchase the remaining 6 Attributes and to make any other purchases he chooses. Remember, however, that an Elf **must** buy **Bardic Voice** to level **10** at the very least, **Agility** to level **13**, and **Appearance** to **14**.

Dwarves buy their attributes in the same way. However, it is **Constitution**, rather than Agility, which they may buy up to level **25**. They may buy their **Bardic Voice** and **Appearance** to level **15**, again with the first **10** levels costing 1 point each and levels 11 to 15 at 2 points each. Remember, also, that they must buy **Strength** of at least **12** and **Constitution** of at least **14**.

It might be noted that in ***Chivalry & Sorcery***, one needs to have a campaign strategy worked out from the start when "custom designing" a character in this way. Our systems make it

possible, within certain finite limits, for players to develop the kind of character they really want to role-play.

Clearly, there is no way that a player will have enough points to buy all of his Attributes up to maximum levels. To do that, a human character would require a total of 25 points to bring each Attribute to level 20. With nine attributes, that would require 225 PC points. Even the maximum 170 PC points available on a perfect "heroic" random points roll falls well short! And there are other purchases you might wish to make as well.

When using the fixed point method you have the option on most of the steps to roll, default to the average, or buy what you wants with PC points. **If you choose the random roll you cannot go back and choose the defalt or pay points to get a different result.** When you roll randomly you accept the fate of the dice.

Some **tough decisions** will be faced by a player when custom designing his character. Should he go for several brutally high Attributes and have others at relatively mediocre levels? Should he develop a balanced character? Part of that decision will be influenced by what **kind** of character the player wants--vocation, desired skills, etc.

Attributes Rolls

One of these effects is the **Attribute Roll**, abbreviated "**AR**." Sometimes a character will have to make an AR to see if he can accomplish a certain task. Typically, such tasks are not considered difficult enough to require a **Skill Check**, but there still is a chance of failure.

The table below sets out the chance of success when making an AR. Consider it carefully. Decisions made while creating a character have lasting consequences. Character designing requires some thought. But, as they say, "No pain--no gain!"

Attribute	Success %	Attribute	Success %
2	20%	14	73%
3	25%	15	76%
4	30%	16	79%
5	35%	17	82%
6	40%	18	85%
7	45%	19	88%
8	50%	20	90%
9	54%	21	92%
10	58%	22	94%
11	62%	23	96%
12	66%	24	98%
13	70%	25+	99%

Attribute Rolls are made much like Skill Rolls. The player rolls three 10-sided dice (a percentile pair + critical die). A success on the 1D100% and 10 on the 1D10 Crit Die is a "critical success." A failure on the 1D100% and 01 is a "critical failure." Critical successes and failures bring special advantages or penalties. See ***Chapter 3: Skillscape*** for more information on making Attribute and Skill rolls.

Step 4: Determining the Omens

People in many cultures believe one's destiny is influenced by supernatural forces. Someone touched by these forces may acquire supernatural abilities or be able to wield magical power.

In ***Chivalry & Sorcery***, such supernatural influences are represented by one's **Aspect**. A character's Aspect determines if he might start with some magical ability or talent. Depending on the nature of magic in a campaign world, Aspect may also determine if one can cast magic at all.

Elf and **Dwarf** characters need not consult the Omens chart. By definition, all Elves are well aspected and all Dwarves are neutrally aspected.

As noted above, depending on the nature of the campaign, a Neutrally Aspected character may not always be able to practice magic. This will depend upon the mana level of the campaign world. Consult your GM before choosing your vocation or picking any skills. In low magic campaigns, one might have to be well aspected or poorly aspected to be able to use magic.

Random Roll Method:

Players who've chosen to generate human PCs randomly now will roll on the ***Omens Table***.

Optional: Instead of rolling, players may choose to have a **neutrally** or **poorly aspected** character.

Omens Determination Table

D100%	Aspect
01-15%	Well Aspected
16-85%	Neutrally Aspected
86-100%	Poorly Aspected

PC Points Methods:

Players who picked one of the PC points methods to generate human characters may:

(1) default to their character having a Neutral or Poor Aspect;

or (2) roll D100 on the ***Omens Determination Table***;

or (3) pay **10 PC points** to have a Well Aspected character.

It might be noted that being Poorly Aspected carries certain advantages as well as some disadvantages and is not exactly undesirable as a consequence. Indeed, it may well be a requisite for some vocations (e.g.: Necromancy).

Well Aspected: Your character was touched by supernatural forces and has an affinity for magic. He may even have a special **magical ability**. Well Aspected characters may practice magic. They are attuned to magical forces. Well-Aspected Mages add +10 to their PMF in all their Magical Modes.

Neutrally Aspected: Your character has no innate magical abilities or powers. Since there is no strong magical presence in the character's blood, he has a BMR of 10%. Neutrally Aspected characters cannot practice magic in a world with minimal mana (magical forces). In a world with moderate mana levels, Neutrally Aspected characters can practice magic **only** if they choose one of the Mage Vocation's. In a high mana environment, restrictions may not apply. Ask your GM for details about the mana level in his world and who may practice magic.

Poorly Aspected: Dark Forces actively oppose your character or, perhaps, certain supernatural forces have taken an unhealthy interest in your character.

This does not make your character Evil! Indeed, it is possible that the character is destined to fight against Evil in the world and has attracted the hostility of Dark Forces. Whatever the reasons, because he has been influenced by the supernatural, your character has an affinity to magic. However, being Poorly Aspected, he will also have at least one **Curse** affecting him!

This can make for interesting role play. Poorly Aspected Mages add +10 to their PMF in all of their Magical Modes. In this regard, they suffer no penalties in the practice of magic.

Step 5: Social Class Determination

Social class was **very** important in past cultures. One's social status affected everything of significance. Initially in ***C&S***, one's position in society is decided by the rank and position of one's family. The following tables concern Human, Elvish, and Dwarvish social ranking. The tables are not a final authority. We hope GMs will create their own tables or tailor ours to suit their own fantasy worlds. Guidelines on how to do this are provided in the ***Game Master's Handbook***.

The **Social Class Tables** establish the rank of one's **father** in society. Birth is the factor settling the position one held in the social order. All players may:

(1) roll 1D100 percentile dice,
or (2) pay PC points for a desired social status,
or (3) default for Yeoman or Townsman status.

Each table presents a D100% dice result and a PC points cost for a given social class.

Note that **a human serf receives a bonus of +15 PC points if his player elects to start from such a restricting origin**. These bonus points can be applied to improving Attributes, buying special abilities, etc. They reflect a truly superior individual setting out to better himself in spite of the social barriers in his way.

The points system also exacts a cost **if** players wish to purchase high social rank instead of rolling 1D100. Rank hath its privileges, you see, but it also tends to breed its share of less than superior specimens, too!

Human Social Class Table

D100%	Father's Status	Point Cost
01-10%	Serf	+15
11-50%	Yeoman/Freeman	+0
51-70%	Townsman	+0
71-75%	Guildsman	-4
76-80%	Landless Knight	-8
81-90%	Landed Knight	-12
91-94%	Bannerette	-16
95-97%	Baron	-20
98-99%	Titled Noble	-25
100%	Royalty	-30

OPTIONAL: Whether using the points based method or rolling random D100 dice, players always have the option of defaulting to Yeoman/Freeman or Townsman status.

Elf Social Class Table

D100%	Father's Status	Point Cost
01-70%	Wood Elf	+0
71-95%	Noble Elf*	-15
96-100%	Royal Elf*	-30

*Often called "Great Elves," Noble and Royal Elves tend to be much taller and more imposing in appearance than Wood Elves.

OPTIONAL: Players always have the option of defaulting to Wood Elf status instead of rolling for status.

In the basic ***C&S***, Elves are divided into three social classes which outwardly resemble human social groupings:

Wood Elves are the most common type of Elf. Being forest dwellers by nature, they start with basic knowledge in: Bow (Elf), Tracking, Forester's Stealth, and Blending into Surroundings. They also learn Bow (Elf) and Forester's Stealth at -1 DF (difficulty factor).

Noble Elves roll on the ***Nobility Chart (Step 7.7)*** for their specific rank. They start with basic knowledge in: Bow (Elf); Slashing Sword, Riding, Etiquette, Counting, and Written Language (own). They also learn Bow (Elf) and Forester's Stealth at -1 DF (difficulty factor).

Royal Elves roll on the ***Royalty Chart (Step 7.8)*** for their rank and start with the same basic knowledge as Noble Elves and the -1 DF modifier when learning Bow (Elf) and Forester's Stealth, but have an additional level in Written Language (own).

Dwarf Social Class

1D100%	Father's Status	Point Cost
1-90%	Clan	+0
91-95%	Cousin of King	-10
96-99%	Brother of King	-15
100%	King	-30

Dwarves are a close-knit people. Dwarves of common stock are part of a clan ruled by a "king." Those directly related to the king are considered to be noble.

All Dwarves acquire the following skills at -1 DF (difficulty factor): Armorer, Weaponsmith, Jewelsmith, Engraver, Miner, Blacksmith, and Geological Lore.

Clan Dwarves start out with basic knowledge in **either** 2 combat skills **or** in 2 racially modified craft skills. They also have basic knowledge in their Written Language, Counting, and Geological Lore.

Royal Dwarves start out with basic knowledge in 2 combat skills **and** 2 racially modified craft skills plus basic knowledge in Geological Lore and Counting. They also have basic knowledge **and** a skill level in their Written Language.

Dwarves are a long-lived race, often living up to 500 years. Thus they have many opportunities to acquire a number of valuable skills. They often combine the vocations of the warrior with that of the artisan. Rich in the resources of the earth and the products of their own handiwork, they have had to defend their own against all comers!

Step 6: Determine Sibling Rank

In the Middle Ages, the eldest son or eldest daughter (if there were no male heirs) stood to inherit the father's titles and most of his properties, business, and wealth. In **C&S** the inheritor receives 90% of the value of the estate. The remaining 10% is divided amongst the other heirs. If acknowledged, an illegitimate child (born out of wedlock) may inherit after the legitimate children. If unacknowledged, he had no claim to the estate.

Elves and Dwarves add +30 to the D100 roll because neither race produces many offspring. If you rolled an unmodified 01-20%, your character is still illegitimate, etc.

For simplicity, we assume your character is the youngest. For detailed rules on families, see ***The GM's Handbook***.

1D100%	PC's Sibling Rank in Family
01-10%	Illegitimate:unacknowledged
11-20%	Illegitimate:acknowledged
21-30%	6th child
31-40%	5th child
41-55%	4th child
56-70%	3rd child
71-85%	2nd child
86-100%	1st child

To determine if older siblings are male or female, roll D100 for each one: 01-50% = male; 51-100% = female. This makes it possible for a younger male child to be the heir.

OPTIONAL: If you are using one of the points methods, you may choose not to roll 1D100. Instead, you may pay 10 PC points to be first in line to inherit. If you opt for illegitimate and unacknowledged your character **gains +10 PC points** but lowers his social status **-7 points**. Choosing illegitimate and acknowledged **gains +5 PC points** for your character and lowers social status -3 points.

Succession: Details on how a character may inherit his father's titles, estate, etc., during the course of the campaign is covered in detail in the ***Game Master's Handbook***.

Step 7: Determining Father's Vocation

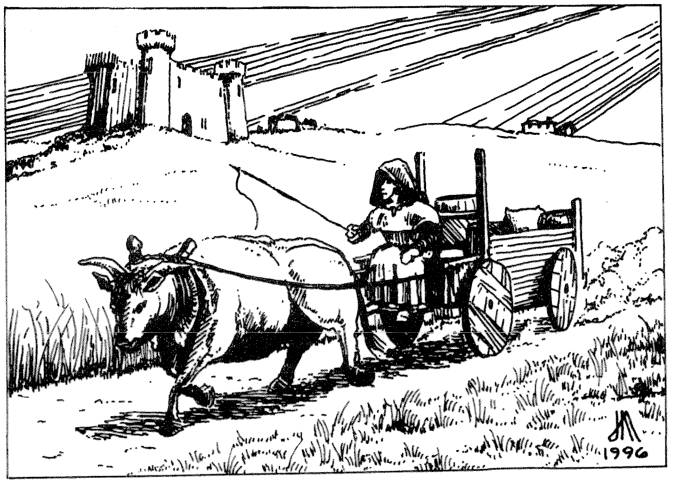
The following tables determine the vocation followed by a **human** character's father (or maternal grandfather if the character is illegitimate and unacknowledged). He enjoys his father's **basic** social status on entering the campaign. Circumstances may change that later on. He might win honors and a rise in social rank or promotion to high office, etc.

Characters with INT*12+ have basic knowledge in Counting, and all have Brawling along with skills learned in youth:

Table 7.1 The Serfs

1D100%	Father's Vocation	PC's Starting Skills (Basic Knowledge)	Social Status
01-60%	Farmer	2 Agricultural Skills	05
61-70%	Horse Handler	Riding, Animal Handling	05
71-75%	Cowherd	Cattle or Dairy Herding[1]	05
76-80%	Swineherd	Pig Raising[1]	05
81-85%	Shepherd	Sheep Herding[1]	03
86-90%	Castle Servant	Courtly Manners + 1 Skill[2]	03
91-92%	Cook	Cooking, Knife Fighting	05
93-94%	Blacksmith	Blacksmithing, Mace Combat, Lifting	05
95-96%	Stable Hand	Animal Handling + Quarterstaff	03
97-100%	Laborer	Endurance, Conditioning, Lifting	03

[1]plus one Agricultural Skill. [2]Skill of the PC's choice



Serfs were bound to the land and could not leave the manor except by the lord's permission. PCs born as serfs have a 1-25% chance of being accepted into a higher form of vassalage by their lord. See liveried retainers, denoted (**L**), ***Yeoman/Freeman Table 7.2***. Those so lucky acquire the status and initial skills of a Man-at-Arms, Archer, Blacksmith, Horse Trainer, or Falconer. Otherwise, he is assumed to be following in his father's footsteps.

Table 7.2 Yeomen & Freemen

1D100%	Father's Vocation	PC's Starting Skills (Basic Knowledge)	Social Status
01%	Castle Chamberlain (L)	Writing(Own Lang.), Counting + Calligraphy & Illumination	20
02-03%	Scribe Secretary (L)	Writing (Own Lang.), Counting + Calligraphy & Illumination	18
04%	Sergeant-Commander (L)	Mounted Combat, Riding, 2 Combat Skills	20
05-09%	Sergeant (L)	Mounted Combat, Riding 2 Combat Skills	16
10-14%	Man-at-Arms (L)	1 Combat Skill + Quarterstaff	10
15-17%	Archer (L)	Archery + Quarterstaff	10
18%	Chief Forester & Archery Master (L)	Archery, Quarterstaff + any 2 Outdoors Skills	15
19-21%	Forester (L)	Archery + Quarterstaff any 2 Outdoors Skills	12
22%	Sergeant-Armorer (L)	Blacksmithing, Weaponsmithing, Mounted Combat + 2 Combat Skills	19
23%	Castle Armorer (L)	Blacksmithing, Weaponsmithing, 2 Combat Skills	15 15
24%	Castle Blacksmith (L)	Blacksmithing, Mace Combat	10
25%	Falconer (L)	Animal Training + Quarterstaff	10
26%	Horse Trainer (L)	Riding + Animal Training	10
27%	Master of the Hounds (L)	Animal Training, Quarterstaff, Javelin + Javelin Throwing	10
28%	Castle Cook (L)	Cooking, Knife-Fighting	10
29-30%	Rural Carpenter	Carpentry, Mace Combat, Quarterstaff	10
31-32%	Rural Mason	Masonry, Mace Combat, Quarterstaff	10
33-46%	Forester	Any 2 Outdoors Skills + Archery, Quarterstaff	10
47-51%	Fisherman	Fishing, Fisherman, Small Boats, Spear	10
52-55%	Village Blacksmith	Blacksmithing + Mace Combat	12
56-57%	Freehold Miller	Bargaining + Quarterstaff	12
58-85%	Freehold Farmer	Any 2 Agricultural Skills + Quarterstaff	12
86-95%	Freehold Stockbreeder	Any 2 Animal Skills + Quarterstaff	15
96-100%	Petit Sergeant	Any 2 Agric. or Animal Skills, Riding, Mounted Combat, + 1 Combat Skill	18

Yeomen are free vassals of the manor lord. They may be in liveried service (L) and part of the lord's household, or they will be freehold farmers, foresters, fishermen, or rural tradesmen.

Freemen are freed serfs, many of whom are in liveried service to their lord. They may be considered as social equals to yeomen because of their free status and their positions in the household of a lord.

Freeholders are yeomen who own their own land "in fee simple," meaning that they can sell it and do not have to pay rents for it. They may have other feudal obligations to the local lord. Yeomen are the backbone of the rural population and are strong supporters of the local nobility. Having the right--indeed even an obligation to bear arms, the Yeomanry can be counted on to supply a fighting force for their lord when he has need of them.

Petit Sergeants are well-to-do yeoman farmers able to maintain a horse and arms. A character from a petit sergeant background automatically qualifies for mounted sergeantry if he has the stature, strength, and general robustness. If the GM (role-playing the Father) approves, he may equip the character as an armed sergeant-in-training!

Liveried Retainers are yeomen and freed serfs who serve in the household of the lord. Their offspring enjoy a significant advantage in that their lord may more readily notice their existence. They certainly have an insider's chance of being accepted as retainers.

Table 7.3 Townsmen

1D100%	Father's Vocation	PC's Starting Skills (Basic Knowledge)	Social Status
01-05%	Peddlar	Bargaining, Con	08
06-07%	Tinker	Bargaining, Tinkering	08
08-09%	Beggar	Begging, Con, 1 Thievery	0 (12)*
10%	Brothel Keeper	Intimidation, Con, Knife-Fighting	10
11-14%	Stable Hand	Animal Handling + Knife-Fighting	08
15%	Stable Owner	Animal Handling, Riding, Veterinary, 1 Combat Skill	12
16-19%	Cobbler	Leatherworking (shoes) + Knife-Fighting	10
20-24%	Tailor	Tailoring + Bargaining	10
25-32%	Clothmaker	Spinning & Weaving + Dying	10
33-35%	Tanner	Leatherworking + Knife-Fighting	10
36-38%	Blacksmith	Blacksmithing + Mace Combat	12
39-43%	Shopkeeper	Bargaining + 1 Trade Skill	12
44-55%	Innkeeper	Innkeeping, Brewing + 1 Combat Skill	15
56-57%	Cook	Cooking + Knife-Fighting	10
58-62%	Harnessmaker	Leatherworking + Handling Animals	10
63-67%	Stall-keeper	Bargaining + Con	09
68-70%	Barber	First Aid + Knife-Fighting	10
71-75%	Butcher	Axe Combat + Knife-Fighting	10
76-80%	Baker	Cooking: Baking	10
81-83%	Wine Merchant	Wine Making, Bargaining	16
84-85%	Money Lender	Bargaining + Diplomacy	16
86-100%	Laborer	Endurance, Conditioning, Lifting	07

*Bracketed values indicate status within the Thieves' & Beggars' Guild

"Townsmen" are the commoners of the towns and cities. Their social status is like that of yeomen and freemen. They are the majority of urban businessmen, employees, and labourers.

Table 7.4 Town Guildsmen

1D100%	Father's Vocation	PC's Starting Skills (Basic Knowledge)	Social Status
01%	Master Cloth Merchant	Bargaining, 1 Clothmaking	20
02-03%	Weaver	Spinning & Weaving	10
04%	Dyer	Dying Cloth	10
05%	Master Mason	Masonry, Bargaining	17
06-09%	Stonemason	Masonry	10
10%	Master Builder	Architecture + Masonry	20
11%	Master Goldsmith	Gold/Silversmithing or Jewelsmithing + Bargaining	18
12-14%	Gold/Silversmith	Gold/Silversmithing	12
15%	Jewelsmith	Jewelsmithing	14
16%	Shipowner	Bargaining, 1 Sea Skill, 1 Combat Skill	20
17%	Shipowner/Captain	2 Sea Skills, 1 Combat Skill	20
18%	Ship's Captain	2 Sea Skills, 1 Combat Skill	18
19%	Ship's Mate	2 Sea Skills, 1 Combat Skill	15
20-22%	Mariner	2 Sea Skills, Knife-Fighting	10
23%	Master Carpenter	Carpentry, Bargaining, Mace Combat	15
24-26%	Carpenter	Carpentry, Mace Combat	10
27%	Cabinetmaker	Carpentry, Mace Combat	12
28%	Barrelwright	Carpentry, Cooper, Mace Combat	10
29%	Cartwright	Carpentry, Cartwright, Mace Combat	10
30%	Master Shipbuilder	Bargining, Shipbuilding, Carpentry 1 Sea Skill	21
31%	Shipbuilder	Shipbuilding, Carpentry, 1 Sea Skill	10
32-33%	Master Armorer	Blacksmithing, Weaponsmithing, Bargaining, 2 Combat Skills	20
34-37%	Armorer	Blacksmithing, Weaponsmithing, 1 Combat Skill	12
38%	Mercenary Captain	Riding, Mounted Combat, 2 Combat Skills, 1 Thievery	19
39-42%	Mercenary Sergeant	Riding, Mounted Combat, 2 Combat Skills, 1 Thievery Skill	13
43-47%	Merc. Man-at-Arms	2 Combat Skills, 1 Thievery Skill	8
48-49%	Merc. Archer	Archery, Shortsword, 1 Thievery	8
50-51%	Merc. Crossbowman	Crossbow, Shortsword, 1 Thievery	8

Guildsmen Cont'd

1D100%	Father's Vocation	PC's Starting Skills (Basic Knowledge)	Social Status
52%	Master Glassblower	Glassblowing & Glazing, Bargaining	16
53-54%	Glassblower	Glassblowing & Glazing	10
55%	Master Potter	Pottery, Bargaining	15
56-57%	Potter	Pottery	10
58%	Master Perfumer	Perfumery, Bargaining	15
59%	Perfumer	Perfumery	10
60%	Apocathary	Making Drugs, Poisons, Herbal Lore	15
61-70%	Entertainer	2 Artistic Skills	10
71%	Master Artist	Painting	15
72%	Master Sculptor	Sculpture	15
73%	Master Foundryman	Bargaining, Smelting, Endurance	18
74%	Foundryman	Smelting + Endurance	09
75%	Mine Owner	Bargaining + Mining	20
76-77%	Miner	Mining + Endurance	09
78%	Master Engraver	Gold/Silversmithing, Bargaining + Engraving & Coinage	18
79%	Master Thief	2 Thievery Skills, Con	08 (19)*
80-81%	Thief	2 Thievery Skills	08 (12)*
82%	Assassin	1 Combat Skill, Stealth, Skulking	08 (15)*
83-86%	Scribe/Clerk	Writing, Paper Making + Calligraphy & Illumination	15
87-89%	Physician	Writing, Herb Lore + First Aid	19
90-93%	Scholar	Writing, any 3 Lore	19
94%	Arcane (Mage)	Writing, any 2 Magic or 1 Magic & 2 Lore	19
95-100%	"Merchant Prince"	Bargaining, any Craft, 3 Foreign Languages	20

*Bracketed values indicate status within the Thieves' & Beggars' Guild

The Guildsmen were a small but important and influential group who carried out most of the trade and the manufacturing in the feudal state. The leading citizens of the towns were the wealthy merchants, master craftsmen, and professionals (designated by social status ratings of 18 or higher).

A Master Guildsmen has a 25% chance of being a **Syndic** or officer on his Guild's council, which gives him +5 to his basic status. If a Syndic, he then has a 25% chance again of being the **Guildmaster**, which bestows another +5 status points.

Syndics or Guildmasters have a 25% chance of being a **Town Councillor** (+5 status). And if on the Town Council, they have a final 25% chance of being the **Mayor** of the town (another +5 status). A Mayor who is a Guildmaster therefore has 20 + 5 + 5 + 5 = 35 status points! If the town has a population of 10,000+, it is a "city" and has a "**Lord Mayor**." That adds yet another +5 status points, and our example Mayor would have a total of 40 status points. Even though a commoner, his effective social position equals that of a baron of the realm!

Any PC with such an influential background can be regarded as very well-connected. He has a good start in life (provided, that is, he stays in his father's good graces). The lesser Guildsmen (not designated as "Masters" in ***Social Table 7.4***) are generally skilled employees--"journeymen" not licenced to open their own establishments. Professionals (Sages, Mages, Physicians, Scribes, Apocatharies, Shipowners, etc.) are all "Masters."

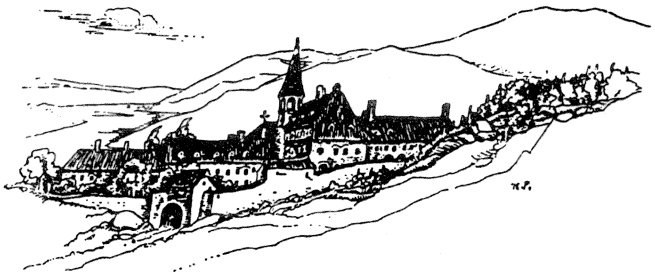


Table 7.5 Landless Knights

1D100%	Father's Vocation	PC's Starting Skills (Basic Knowledge)	Social Status
01-10%	Knight Errant	Basic Chivalric Training	20
11-55%	In Household Troops of a Landed Knight	Basic Chivalric Training	23
56-70%	In Household Troops of a Bannerette	Basic Chivalric Training +1 Combat skill	24
71-80%	In Household Troops of a Baron of the Realm	Basic Chivalric Training +1 Combat skill	25
81-90%	In Household Troops of a Titled Nobleman	Basic Chivalric Training +1 Combat skill	26
91-97%	In Household Troops of the Royal Family	Basic Chivalric Training + 1 Combat skill	27
98-100%	In Household Troops of the King	Basic Chivalric Training + 1 Combat Skill	30

Basic Chivalric Training = Riding, Riding a Warhorse, Mounted Combat, Cav. Lance, 2 Combat skills

Knights Errant were "lordless" and looking to enter someone's service. Some were mercenaries in Free Companies or fought in Tournaments for prizes and ransoms.

Landless Knights in Service were the Household Troops of some feudal lord and had it much better. If they distinguished themselves and earned the favor of their lord, they might receive a fief from his hand one day.

Roll 1D100%. Record the result. This number corresponds to the percentages in the following Tables for their **overlord type** and indicates the nature of their lord's feudal holdings.

For instance, Sir Robert rolls 59% on D100 to find he is a retainer of a Knight Bannerette (***Table 7.5***, above). He rolls D100 again and checks ***Table 7.6***. His result is 42%--a Landed Knight with a "G" type of feudal holding. Sir Robert serves a Bannerette, so we give him service with the lowest ranking Knight Bannerette (at 73-80%, with an "M" type holding).

OPTIONAL: A landless-knight character can always opt to be a Knight-Errant, vassal to no-one!

Table 7.6 Landed Knights & Bannerette

1D100%	Father's Vocation	Feudal Holding	PC's Starting Skills (Basic Knowledge)	Social Status
01-06%	Knight	"A"	basic training	25
07-12%	Knight	"B"	basic training	25
13-18%	Knight	"C"	basic training	25
19-24%	Knight	"D"	basic training	26
25-30%	Knight	"E"	basic training	26
31-36%	Knight	"F"	basic training	26
37-42%	Knight	"G"	+1 Combat Skill	27
43-48%	Knight	"H"	+1 Combat Skill	27
49-54%	Knight	"I"	+1 Combat Skill	27
55-60%	Knight	"J"	+1 Combat Skill	28
61-66%	Knight	"K"	+1 Combat Skill	28
67-72%	Knight	"L"	+1 Combat Skill	28
73-80%	Bannerette	"M"	+1 Combat Skill	29
81-87%	Bannerette	"N"	+1 Combat Skill	29
88-93%	Bannerette	"O"	+1 Combat Skill	29
94-100%	Bannerette	"P"	+1 Combat Skill	30

Landed Knights hold fiefs of varying sizes, strengths, and wealth, as indicated by the letter codes in column three of the table above. The details on such feudal holdings are presented in the ***Game Master's Handbook***.

Knights Bannerette are knights with sufficient vassals to merit carrying their own banners into battle.

Offspring of Landed Knights and Bannerettes receive Basic Chivalric Training (see ***Table 7.5***). Additional educational advantages are as given in **PC Starting Skills**.

Table 7.7 Baronets & Lesser Baron

1D100%	Father's Vocation	Feudal Holding	PC's Starting Skills (Basic Knowledge)	Social Status
01-25%	Baronet	"Q"	+1 Combat Skill*	31
26-45%	Baronet	"R"	+1 Combat Skill*	31
46-60%	Baronet	"S"	+2 Combat Skills*	31
61-70%	Baron/Viscount	"T"	+2 Combat Skills*	32
71-80%	Baron/Viscount	"U"	+2 Combat Skills*	32
81-90%	Baron/Viscount	"V"	+2 Combat Skills*	33
91-100%	Baron/Viscount	"W"	+2 Combat Skills*	35

*or in ***Diplomacy, Courtly Manners, Courtly Love, Chess,*** or ***Heraldry***

Baronets, Barons, and Viscounts are lords with extensive and powerful holdings. Sometimes, they control towns, which further enhances their wealth, prestige, and power. Their baronial strongholds are at least stout shell keeps and often are formidable castles. The Barons are a force to be reckoned with. Powerful Barons of the Realm can field small armies without depleting their domains of an adequate force of defenders.

Roll 1D100% on ***Table 7.7***. The offspring of Baronets and Barons receive Basic Chivalric Training (see **Table 7.5)** plus **additional** Combat Skills, as indicated under **PC's Starting Skills**. After all, being born into a baronial family provides advantages enjoyed by only a few in feudal society.

Table 7.8 Titled Nobility & Kings

1D100%	Father's Vocation	Feudal Holding	PC'sStarting Skills (Basic Knowledge)	Social Status
01-20%	Count/Earl	"X"	+2 Combat Skills*	32
21-35%	Count/Earl	"Y"	+2 Combat Skills*	32
36-50%	Count/Earl	"Z"	+2 Combat Skills*	36
51-60%	Count/Earl	"AA"	+2 Combat Skills*	38
61-70%	Count/Earl	"BB"	+2 Combat Skills*	40
71-80%	Count/Earl	"CC"	+2 Combat Skills*	42
81-85%	Count/Earl	"DD"	+2 Combat Skills*	44
86-89%	Count/Earl	"EE"	+2 Combat Skills*	46
91-94%	Marquis	"FF"	+3 Combat Skills*	48
95-96%	Duke	"GG"	+3 Combat Skills*	50
97-98%	Duke	"HH"	+3 Combat Skills*	53
99%	Sovereign Prince	"PR"	+3 Combat Skills*	60
100%	King	"KG"	+3 Combat Skills*	75

*or in ***Diplomacy, Courtly Manners, Courtly Love, Chess,*** or ***Heraldry***

"Tenants-in-chief" are the great titled nobles of the realm. They hold vast tracts of land directly from the king. They "sub-infeudate" these lands, in turn handing them out to lesser vassals. Even the "least" of these of these great lords directly rules over thousands of subjects. The mightiest of them all have holdings extending over many hundreds of square miles. Indeed, some may be independent rulers in their own right, not owing homage and fealty to any sovereign!

Roll 1D100% on ***Table 7.8***. Characters rolled as "royalty" in ***Step 5*** just roll 1d10 but add +90% to the dice result, therefore their roll will be within the 91%--100% range.

While there can be provisions made for independent Counts, Marquises, and Dukes, we have only the "Sovereign Prince"

category here. It represents an independent ruler of a Principality who enjoys royal perogatives.

The details on such feudal holdings are to be found in the ***Game Master's Handbook.***

Offspring born to these great lords are especially privileged and receive a Basic Chivalric Training (see ***Table 7.5***) plus additional ***Combat Skills*** and/or ***Noble Skills*** because of their high birth (see ***Table 7.7***).

The "Scholarly" Option

Offspring of Landed Knights, higher Nobility, & Royalty all have the option of turning away from a chivalric vocation if they are female or if they are males who are not heirs.

Often it was the practice to send a junior son to University (if he was reasonably smart) or to place him in Holy Orders. Thus offspring of nobles may, if they desire, study in their youth to become Scholars, Physicians, Clergymen, or even Mages. A noble PC may have basic knowledge in the following skills **instead** of fighting skills:

Riding	Own Written Language
Any 2 Lore[1]	1 Ancient Language (spoken)[2]
1 Noble Skill	1 Ancient Language (written)[2]
Any 1 Language	

[1]If of a rank to warrant +1 Combat Skill, he has +1 Lore instead.

[2]For example, Latin was the language of scholars in the Dark Ages, the Middle Ages, and through the Renaissance.

Offspring of Landless Knights do not have the opportunity nor the resources to do serious scholarship.

Offspring of Master Guildsmen may opt for a scholarly vocation rather than receiving any Guildsman skills. Their families are wealthy enough (and ambitious enough) to afford a son in University . If so, PCs enjoy the same advantages as offspring of lesser nobility with respect to acquiring basic knowledge in skills--with the exception of the ***Riding*** skill.

Offspring of "Merchant Princes" may opt to acquire the same academic preparation as offspring of Master Guildsmen, again at the cost of the Guildsman skills they would otherwise receive. They have +1 Lore as well, which reflects their especially advantageous backgrounds.

Step 8: Status in One's Family

This step determines how much a character is in or out of favor with the head of his family. This affects how much influence might be exerted on his behalf, how much support he might expect, and even his initial status in society. Any offspring who is first in line to inherit adds +10% to the 1D100% dice roll.

01-15%: Your character is a **Black Sheep** who has fallen badly out of favor for some reason and has been banished from the family until he redeems himself. The character starts with 3/4 his normal status (minimum 05) and cannot call upon the head of the family to exert influence on his behalf. He also has 1/2 the usual starting funds. PC Points for choosing this status = +5 PC.

16-85%: Your character is a **Credit to the Family**--a dutiful offspring who has fulfilled all expectations. Yet, though welcome at home and able to count on some support and aid from his family, he has decided to seek his fortune in the world--with the usual starting funds.

86-100%: Your character is a **Good Son/Daughter**, the **favorite** of the head of the family. PC is always welcome at home and may count on the full support and aid of the family. PC starts with 2x the usual starting funds. PC points needed to buy this status = -5 PC.

OPTIONAL: A randomly rolled character may default to being a "**Credit" to the Family**" without rolling 1D100%. Characters generated using the **points methods** may:

(1) roll 1D100% dice
or (2) default to "Credit to the Family"
or (3) buy "Good Son/Daughter" for 5 PC points
or (4) be a "Black Sheep" to receive +5 PC points to spend on Attributes, special abilities, etc.

Note: if you roll dice, you **cannot** exercise the other options.

Step 9: The "Curse"

Only **Poorly Aspected** characters roll 1D100% against this table. Remember how the Omens warned at the character's birth that powerful forces may be at work opposing him? Here is part of the outcome of that less than auspicious beginning:

1D100%	The Curse Lying upon the Character
01-05%	Flame glows blue in your presence!
06-10%	Plants may wither from your touch!
11-15%	It is rumored that you are demon-sired!
16-20%	Animals will not let you ride them!
21-25%	Animals will shy away from you!
26-33%	Dogs snarl and bark at you whenever you come near!
34-41%	Cats arch their backs and hiss malevolently at you!
42-45%	Poisonous snakes seem to like you and seek you out!
46-50%	Milk sometimes curdles in your presence. Cows tend to go dry if you are around them for several days!
51-55%	Your character has a most unusual birthmark on the left shoulder! (Some call it a "witchmark")
56-60%	You are haunted by evil dreams!
61-65%	Others feel uncomfortable in your presence! (Moderate Charisma penalties may be assigned.)
66-70%	Bright sunlight bothers you!
71-80%	You have a phobia! (Roll on Phobia Table.)
81-86%	You have a physical deformity! (-1 to Appearance)
87-89%	You have a physical deformity! (-2 to Appearance)
90%	You have a physical deformity! (-3 to Appearance)
91-96%	You have a speech impairment (-1 to Bardic Voice)
97-99%	You have a speech impairment (-2 to Bardic Voice)
100%	You have a severe speech impairment (-3 to Bardic Voice)

See the notes on ***Curses*** later in the Chapter.

Step 10: Special Talents & Abilities

Some characters may be fortunate to start the fantasy role-playing campaign with an unusual talent or perhaps a supernatural or magical ability that is quite out of the ordinary.

To determine if your character has been so gifted, roll 1D100% percentage dice and consult the Outcome in the table below. But if you do roll, remember that you must also go to ***Step 11*** and roll to see if your character has a ***Flaw*** as well.

1D100	Outcome
01-03%	Your character has 3 special abilities. Roll 3D100 and consult the ***Special Abilities Table***.
04-09%	Your character has 2 special abilities. Roll 2D100 and consult the ***Special Abilities Table***.
10-50%	Your character has 1 special ability. Roll 1D100 and consult the ***Special Abilities Table***.
51-99%	Your character has no special abilities.
100%	Your character may **choose** 1 special ability!

Some special abilities and talents are limited only to Well Aspected and Poorly Aspected characters. These are denoted by Script font. Furthermore, some of these are limited to Well Aspected characters and are designated by ("w") after them. Should you roll one and not have the required Aspect, read **down** to the **next** special ability in regular print.

OPTIONAL: Instead of rolling D100% to see if you have qualified for special abilities, players using one of the Point Methods of character generation may puchase special abilities at the points costs listed in the third column of the Special Ability or Talent table which follows:

D100	Special Ability or Talent	Point Cost
01-05%	Night Vision	-5
06-10%	Enhanced Sight	-5
11-15%	Keen Hearing	-5
16-20%	Sense Good & Evil	-5
21-25%	Sense of Direction	-5
26-30%	Fey Affinity (w)	-5
31-35%	Light Sleeper	-5
36-40%	Low Metabolic Rate	-5
41-45%	Fey Blood (w)	-5
46-50%	Resistance to Poison	-5
51-55%	Resistance to Disease	-5
56-60%	Scholarship	-5
61-65%	Sense Magical Forces	-10
66-70%	Well Conditioned	-10
71-75%	Speak with Animals (w)	-10
76-79%	Resistant to Magic	-10
80-83%	Sense Auras	-10
84-87%	Highly Resistant to Magic	-15
88-90%	Extra Magical Spells	-10
91-93%	Ambidextrous	-10
94-95%	Shape Shifting	varies
96-97%	Premonition	-10
98-99%	Beserker Rage	-10
100%	Extraordinary Attribute	-20

See the notes on ***Special Abilities*** later in this Chapter for detailed descriptions of each special ability and its effects. Some hints may also be gleaned there on how to role play with some of these extraordinary qualities.

Step 11: Deficiencies & Defects

Characters who roll to receive a special talent or ability must also roll to find out if they also have a "flaw" --some deficiency or defect which goes along with the blessings of special abilities.

Roll 1D100% percentage dice. There is a 40% chance that your character has a flaw. If it turns out that he does, roll 1D100% again and consult the following table:

OPTIONAL: A player using one of the Point Methods have the option of choosing flaws to gain up to a maximum +25 PC point bonus if he didn't roll for a special ability.

If a player desires to obtain the bonus PC bonus, he will not roll the dice. Rather, he decides that his character will have at least one flaw . Only then does he qualify for the bonus PC points. As to which flaw or flaws his character will have, that is left to the player to decide. We recommend selecting flaws you feel that you can role play effectively--and have fun doing it, too! A few flaws and quirks can really "humanize" a character and make him come alive. Even better, you can even "buy" some PC points when you choose your favorite flaws for your character.

The idea here is to give players an opportunity to "custom design" characters, but at a price. In ***C&S***, even (and especially) the non-player characters have some Achilles Heel, some point of vulnerability which can be discovered and exploited.

1D100%	Defficiency or Defect	Point Bonus
01-05%	Minor Phobia	+5
06-09%	Major Phobia	+10
10-14%	Poor Vision	+10
15-19%	Poor Hearing	+5
20-23%	Deep Sleeper	+5
24-26%	Gluttonous	+5
27-29%	Frivolous	+5
30-34%	Trusting	+10
35-39%	Overconfident	+10
40-44%	Arrogant	+10
45-49%	Greedy	+5
50-54%	Absent-Minded	+10
55-59%	Twice Cursed (P)	+10
60-64%	Fumble-Fingered	+10
65-67%	Cowardly	+15
68-70%	Cannot Hold Liquor	+10
71-75%	Compulsive Gambler	+10
76-80%	Compulsive Liar	+10
81-85%	Larcenous	+5
86-90%	Womanizer	+5
91-94%	Heavy Drinker	+10
95-97%	Vengeful	+10
98-99%	Minor Phobia & **roll** again for another Flaw	+5
100%	Major Phobia & **roll** again for another Flaw	+10

See ***Character Deficiencies & Defects*** for descriptions of each flaw and hints on role play.

Step 12: Personal Fears

Phobias operate to **force** characters to act in a certain way. A phobia acts as an "Achilles' Heel." Many people have some weakness or vulnerability. Players **cursed** with a phobia (***Step 9***) roll for a major phobia on the table below. So do players who acquired a phobia when they rolled for deficiencies and defects in their characters (in ***Step 11***, 01-10% and 98-100%).

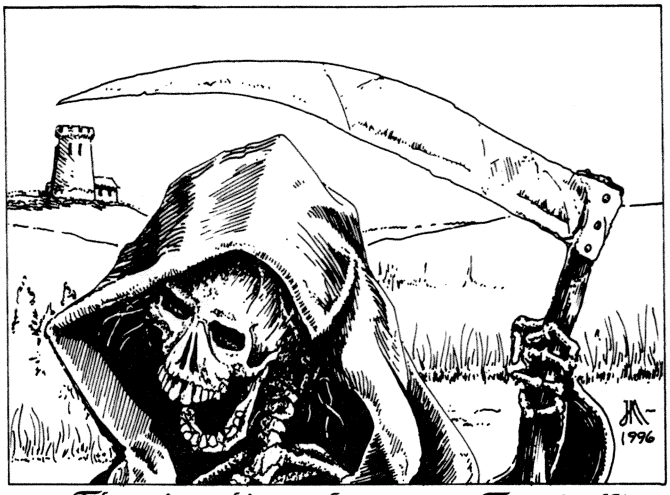
OPTIONAL: Players using the points method who chose a Phobia in ***Step 11*** now have a **choice** of which Phobia their characters will have. Hint: Try to pick a fear or anxiety you feel you really can have fun playing through your character.

1D100%	Type of Phobia
01-03%	**Gynophobia** (Male) fear of women. **Androphobia** (Female) fear of men.
04%	**Genophobia** or fear of having sex.
05-06%	**Heptaphobia** or fear of being touched by anyone, even close friends.
07%	**Heliophobia** or fear of sunlight. This fear is of truly pathological proportions if a character is Cursed by: **Bright sunlight bothers you!**
08-15%	**Nyctophobia** or fear of darkness & night.
16-19%	**Acrophobia** or fear of heights.
20-21%	**Astrophobia** or fear of thunder & lightning.
22-23%	**Agoraphobia** or fear of wide open spaces.
24-30%	**Claustrophobia** or fear of close spaces.
31-36%	**Hydrophobia** or fear of water.
37%	**Photophobia** or fear of intense light.
38-39%	**Florophobia** or fear of some plants/flowers.
40-43%	**Zoophobia** or fear of large animals.
44-49%	**Orphidophobia** or fear of snakes & reptiles.
50-52%	**Musophobia** or fear of mice/small rodents.
53-55%	**Ailurophobia** or fear of felines.
56-58%	**Cynophobia** or fear of dogs.
59-61%	**Arachniphobia** or fear of spiders.
62-64%	**Autophobia** or fear of being alone.
65-67%	**Demophobia** or fear of large crowds.
68-70%	**Thanophobia** or fear of personal death.
71-72%	**Toxicophobia** or fear of being poisoned.
73-74%	**Hemophobia** or fear of blood.
75-77%	**Mysophobia** or fear of being contaminated by dirt and filth.
78-81%	**Algophobia** or fear of pain.
82%	**Hypnophobia** or fear of sleeping and also of dreaming (a problem of massive proportions if Cursed: **Haunted by Evil Dreams**.
83-85%	**Kronophobia** or fear of aging. Some with this phobia are obsessed by the idea of aging and "freak out" over a new wrinkle, grey hair, etc.
86-92%	**Neophobia** or fear of new things, new ideas, or change of any significance.
93-100%	**Xenophobia** or fear of strangers.

As the saying goes, no one is perfect. Many people have some form of irrational fear acquired in early years or through some traumatic experience in later life. Some fears may even be basic to the psyche. Introduction of irrational fear to a role-gaming campaign can result in some very interesting developments. However, this works only if the player-characters **and** the NPC's (including the monsters) are all subject to them in some form.

If a character (PC, NPC, or whatever) has an irrational fear, he must make a "morale check" to determine whether he can deal with that fear or not. This may take the form of a Willpower roll when confronted by a **minor phobia** or a roll at 1/2 Willpower if confronted by a **major phobia**. Failure can produce a whole range of possible reactions. The virtually panicked character could try to flee, faint, or freeze in his tracks. Or he might attack the object of his fear (if appropriate), moved by desperation or perhaps even uncontrolled rage.

No universal table of possible reactions can be presented here. Each fear differs from the others. Individuals react very differently to fear, too. Better that the GM exercise discretion and tailor the responses to suit a specific fear, to take into account the character's own nature, and also to take into consideration the circumstances in which the fright or anxiety attack is occurring.



There is nothing to fear except Fear itself!

Step 13: Determining Character Size

The next step in Character Creation is to find **Height** and **Build** factors by rolling the dice indicated in the table at the top of the following page. Different dice rolls will be required, depending on a character's race and sex (players may freely **choose** the sex of their characters) as well as whether the campaign is "historical" (that is, realistic) or heroic fantasy in nature. **Build** will be modified up to maximum and minimum limits by the following Attributes:

If a character has Agility*15-19, reduce Build by -1.
If a character has Agility*20+, reduce Build by -2.
If a character has Constitution*15-19, increase Build by +1.
If a character has Constitution*20+, increase Build by +2.

Roll the indicated Height dice and add the appropriate dice modifier to the result to find the **Height** for your PC. Then **read down the left hand side** of the ***Height & Weight Table*** to the **Height factor** which corresponds to your result. This indicates the **character's Height**.

Next, roll the indicated Build die and add the appropriate die modifier to the result to find the **Build** for your PC. Read **across the top** of the ***Height and Weight Table*** to the **Build factor** corresponding to your result. **Now read down the column** until you come **to the line indicating the character's Height**. This number is the Weight of the character in pounds.

For example, Stephen has a "Historic" Human Male character. Thus Stephen rolls 5 + 7 on 2D10 Height dice, for a result of 12. The dice modifier is + 16, so adding 12 + 16 = Height Factor of 28. Reading down the left hand side of the ***Height & Weight Table***, Stephen finds his character is 5'9" tall.

He then rolls 5 on 1D10 Build die, to which he adds +1 die modifier, so 5 + 1 = Build Factor of 6. Reading across the ***Height & Weight Table***, Stephen discovers that his character has a high average build. Reading down the column to the 5'9" line, he next discovers that his character has a weight of 166 lb.

We have set the upper limits for human beings at the following levels:

Historic Human Male at HT*36 will be 6'5" tall.
Historic Human Female at HT*33 will be 6'2" tall.
Heroic Human Male at HT*41 will be 6'10" tall.
Heroic Human Female at HT*38 will be 6'7" tall.

Racial Height (HT), Build (BLD) & Weight (WT) Table

Racial Type of Player Character	Height Dice	Range of Height Factors	Average PC Height	Build Die	Range of Build Factors	Average PC Build
Historic Human Male	2D10 + 16	18-36	27 = 5'8"	1D10 + 1	02-11	06 = Average
Historic Human Female	2D10 + 13	15-33	24 = 5'5"	1D10 - 1	0-09	04 = Average
Heroic Human Male	2D10 + 21	23-41	32 = 6'1"	1D10 + 2	03-12	07 = Heavy
Heroic Human Female	2D10 + 18	20-38	29 = 5'10"	1D10 - 1	0-09	04 = Average
Fantasy: Great Elf Male	2D10 + 23	25-43	34 = 6'3"	1D10 - 1	0-09	04 = Average
Fantasy: Great Elf Female	2D10 + 18	20-38	29 = 5'10"	1D10 - 2	0-08	03 = Light
Fantasy: Elf Male	2D10 + 15	17-35	26 = 5'7"	1D10 - 1	0-09	04 = Average
Fantasy: Elf Female	2D10 + 12	14-32	23 = 5'4"	1D10 - 2	0-08	03 = Light
Fantasy: Dwarf Male	1D10 + 5	06-15	10 = 4'3"	1D10 + 5	06-13+	10 = Massive
Fantasy: Dwarf Female	1D10	01-10	05 = 3'10"	1D10 + 2	03-12	07 = Heavy

Universal Height & Weight Table

HEIGHT		VERY LIGHT		LIGHT BUILD		AVERAGE BUILD			HEAVY BUILD			MASSIVE BUILD			
Factor	Height	0	01	02	03	04	05	06	07	08	09	10	11	12	13+
01	3'6"	27	29	32	35	39	44	49	55	61	67	73	79	85	90
02	3'7"	29	31	34	38	41	47	52	58	64	70	76	82	90	95
03	3'8"	31	33	36	40	44	49	55	61	67	73	80	85	95	100
04	3'9"	33	35	39	42	47	52	58	64	70	76	83	90	100	105
05	3'10"	35	37	41	45	49	55	61	66	74	82	90	95	105	110
06	3'11"	37	39	43	48	52	58	65	70	78	86	95	100	110	116
07	**4'0"**	**39**	**41**	**46**	**50**	**55**	**61**	**68**	**75**	**83**	**91**	**100**	**105**	**110**	**122**
08	4'1"	41	44	49	53	58	64	71	79	87	95	105	110	122	128
09	4'2"	44	47	52	56	61	68	75	83	92	101	111	116	122	132
10	4'3"	47	50	55	59	65	72	79	87	96	106	116	122	132	137
11	4'4"	49	53	58	62	69	76	84	92	101	111	121	128	137	141
12	4'5"	52	55	60	65	73	80	88	97	107	118	128	132	141	145
13	**4'6"**	**55**	**58**	**63**	**69**	**77**	**85**	**93**	**101**	**111**	**122**	**132**	**137**	**145**	**149**
14	4'7"	58	61	66	73	80	88	96	104	115	127	137	141	149	154
15	4'8"	61	64	69	76	83	91	99	108	119	131	141	145	154	159
16	4'9"	64	68	72	79	86	94	103	112	123	135	145	149	159	166
17	4'10"	68	73	77	83	90	98	107	117	127	139	149	154	166	172
18	4'11"	71	77	81	87	94	103	112	122	132	142	152	159	172	178
19	**5'0"**	**74**	**80**	**85**	**91**	**98**	**107**	**117**	**127**	**137**	**148**	**159**	**166**	**178**	**184**
20	5'1"	78	84	89	96	103	112	122	132	142	154	166	172	184	190
21	5'2"	82	88	93	100	108	117	127	137	148	160	172	178	190	198
22	5'3"	86	92	98	105	112	122	132	142	154	166	178	184	198	206
23	5'4"	90	97	102	109	117	127	137	148	160	172	184	190	206	215
24	5'5"	94	101	107	113	122	132	142	154	166	178	190	198	215	222
25	**5'6"**	**98**	**105**	**111**	**119**	**127**	**137**	**148**	**160**	**172**	**185**	**198**	**206**	**222**	**230**
26	5'7"	103	110	116	124	132	142	154	166	178	192	206	215	230	237
27	5'8"	107	115	121	129	137	148	160	172	185	200	215	222	237	245
28	5'9"	112	120	126	134	142	154	166	178	192	207	222	230	245	252
29	5'10"	117	125	131	139	148	160	172	185	200	215	230	237	252	260
30	5'11"	122	130	137	145	154	166	178	192	207	222	237	245	260	270
31	**6'0"**	**127**	**135**	**142**	**150**	**160**	**172**	**185**	**200**	**215**	**230**	**245**	**252**	**270**	**280**
32	6'1"	132	141	148	156	166	178	192	207	222	237	252	260	280	290
33	6'2"	137	146	153	162	172	185	200	215	230	245	260	270	290	300
34	6'3"	143	152	159	169	178	192	207	222	237	252	270	280	300	310
35	6'4"	148	158	165	175	185	200	215	230	245	260	280	290	310	320
36	6'5"	154	164	171	181	192	207	222	237	252	270	290	310	320	330
37	**6'6"**	**160**	**170**	**177**	**188**	**200**	**215**	**230**	**245**	**260**	**280**	**300**	**310**	**330**	**340**
38	6'7"	166	176	185	195	207	222	237	252	270	290	310	320	340	360
39	6'8"	172	182	192	202	215	230	245	260	280	300	320	330	360	380
40	6'9"	180	188	200	210	225	240	255	270	290	310	330	340	380	400
41	6'10"	188	196	208	220	235	250	265	280	300	320	340	360	400	420
42	6'11"	192	202	215	230	245	260	280	300	320	340	360	380	420	440
43	**7'0"**	**200**	**210**	**225**	**240**	**260**	**280**	**300**	**320**	**340**	**360**	**380**	**400**	**450**	**475**
44	7'1"	208	218	232	250	270	290	310	330	350	370	390	425	468	488
45	7'2"	216	226	240	260	280	300	320	340	360	380	400	450	475	500
46	7'3"	224	231	245	267	290	312	335	357	380	400	425	462	487	512
47	7'4"	232	236	250	275	300	325	350	375	400	425	450	475	500	525
48	7'5"	240	247	260	295	310	337	362	387	412	437	462	487	512	537
49	**7'6"**	**248**	**258**	**270**	**295**	**320**	**350**	**375**	**400**	**425**	**450**	**475**	**500**	**525**	**550**

Optional Height & Weight Adjustments

To accomodate those players who cannot abide playing a very short character, we make the following concessions:

1. A character may always be taken as having the racial average for height and weight.

2. If using the points methods of creating a character, payment of **5 PC** points allows the player to increase or decrease his character's **Build** by +/- 1 to 3 points and to increase or decrease the **Height** by +/- 1" to 6".

Step 14: Body Levels

A character's Body and Fatigue levels are "secondary" statistics arising from his Constitution, body mass, etc. **Body Level** represents how much physical damage a character may sustain before he becomes unconscious. To find your character's Body Level:

1. Divide Weight by 20
2. Add Constitution level
3. Add one-half Strength level

For example, Brother Arbutus the Monk is a human male of massive build (BLD*11) and standing 5'8" tall, for WT*222 lb. He has CON*17 and STR*12. Brother Arbutus therefore has a BODY = 222/20 + 17 + 12/2 = 34.1, which rounds down to the nearest whole number for BODY = 34.

Negative Body Limits: When a character's Body is reduced to negative values, he is not necessarily dead. A character can sustain damage equal to **1/2 Body in negative levels** and still remain alive--although deeply unconscious.

Brother Arbutus, for instance, with a BODY 34 can have his Body Level reduced to 34/2 = -17 and still recover. However, if his Body fell to -18, he would be irretrievably dead under most circumstances short of a miraculous intervention.

Recovering Body Levels: The normal rate at which a character recovers lost Body points through the natural healing process is called the **Body Recovery Rate**. The **BRR%** is the percentage of **maximum** Body Level which the character may recover in a day. The BRR% is determined by the character's Constitution level. Consult the following table:

CON	Constitution Descriptor	Total Rest per day	Lt. Activity per day	Active per day	Resist Disease
02	Sickly	1%	0%	0%	30%
03	Infirm	2%	1%	0%	40%
04	Feeble	2%	1%	1%	50%
05	Frail	2%	1%	1%	55%
06	Weak	3%	1%	1%	60%
07	Unsound	4%	2%	1%	65%
08	Average	5%	3%	1%	70%
09	Average	5%	3%	1%	75%
10	Fit	6%	3%	1%	80%
11	Lively	6%	3%	1%	82%
12	Energetic	6%	3%	1%	84%
13	Hardy	7%	3%	1%	86%
14	Stalwart	7%	4%	2%	88%
15	Robust	7%	4%	2%	90%
16	Rugged	8%	4%	2%	92%
17	Vigorous	8%	5%	3%	94%
18	Dynamic	8%	5%	3%	96%
19	Vibrant	8%	5%	3%	97%
20	Vital	9%	6%	3%	98%
21+	Weatherproof	10%	6%	4%	99%

For example, Brother Arbutus has CON*17 and BODY*34. This means he will recover 8% (0.08 x 34) or 2.72 Body points in a day of complete rest, 5% (0.05 x 34) or 1.7 Body points in a day of reasonably light activity, and 3% or 1.02 Body points in a day of moderate activity. No character recovers Body points if strenuously active. These computations need to be done only once and then recorded on the character's Profile Sheet.

Only complete Body points are restored at the beginning of the next day following a day of rest and recuperation.

For example, Brother Arbutus can recover at RR 8% when at complete rest, which works out to 2.72 Body points. The next day, his Body goes up by +2 and the 0.72 is carried over to the next day of rest and added in then. And so on.

This system rates recovery **relative** to Body levels. A person with BODY*34 and CON*17 recovers **at the same rate** as a person with BODY*26 and CON*17. (34 x 0.08 = 2.72 points, while 26 x 0.08 = 2.08; 2.72/34 and 2.08/26 **both are at RR 8%**!)

Resist Disease (RD%) is the normal chance a character with a given constitution has of fighting off an infection. The RD% can be modified by conditions such as the nature of the disease, the circumstances, etc.

Step 15: Fatigue Levels

Fatigue Level represents a character's endurance, his energy levels. Fatigue Levels are measured in Fatigue points (FP). To find your character's Fatigue Level:

1. Add Constitution + Strength **or**
2. Add Constitution + Discipline

For example, Brother Arbutus has CON*17, STR*14, and DISC*19. Brother Arbutus would do better by combining his Constitution and Discipline levels. His Fatigue Level would therefore be 17 + 19 = 36 FP, giving him excellent endurance.

Recovering Fatigue Levels: The rate at which a character "recharges" his energy levels is the **FRR** or **Fatigue Recovery Rate**, based on CON level. Consult the following table:

CON	Sleep 1 hr.	Rest 10 min.	CON	Sleep 1 hr.	Rest 10 min.
01-06	3 FP	1 FP	18	7 FP	3 FP
07-10	4 FP	2 FP	19	8 FP	4 FP
11-15	5 FP	2 FP	20	9 FP	4 FP
16-17	6 FP	3 FP	21+	10 FP	5 FP

If one rests to restore Fatigue Levels (awake but inactive) he gains 1/2 FP he would by sleeping for an hour. However, one can gain a restoration of Fatigue points by resting only **once** in an hour. After that, there are no benefits.

For instance, Brother Arbutus, with CON*17, restores 6 FP per hour he sleeps. A 10-minute rest in the hour restores 3 FP. If Bro. Arbutus wants a greater benefit, he **must** take an hour's nap.

After 24 hours, one **must** sleep sometime. This need is represented by the CON level falling -1 level per hour without sleep.

For instance, Brother Arbutus has not slept for 25 hours. This is 1 hour over the limit. His CON level is **assumed** to be at 16 - 1 = 15 when working out how long he can stay active. Now he gains only +2 FP for 10 minutes' rest in that hour.

Once a character reduces his assumed CON level below CON*02, he **will** sleep! A base CON AR -2% x hours awake can be made to try to stay awake longer. Check hourly thereafter.

Furthermore, the character is going to sleep one hour for every three he exceeded his 24-hour limit **before** he will begin to restore his Fatigue Levels back to normal. This represents

pure exhaustion from having driven himself to the limit.

Note: A character must **also** sleep an extra hour per 3 CON levels he is assumed to have temporarily "lost" by pushing himself over the limit. In short, one can perform at almost superhuman levels for a time, but a character must pay the price!

Step 16: Lifting & Carrying

How much a character can **lift** is a function primarily of his strength and body weight. How much he can carry is a function of his Strength, Constitution, and his body weight.

Lifting Capacity (LCAP): To determine a character's ability to lift a weight, compare his Strength rating to Body weight:

STR	LCAP	STR	LCAP
02	5 lbs. + 25% of Body Wt.	14	5 lbs. + 110% of Body Wt.
03	5 lbs. + 30% of Body Wt.	15	5 lbs. + 120% of Body Wt.
04	5 lbs. + 35% of Body Wt.	16	5 lbs. + 130% of Body Wt.
05	5 lbs. + 35% of Body Wt.	17	5 lbs. + 140% of Body Wt.
06	5 lbs. + 40% of Body Wt.	18	5 lbs. + 150% of Body Wt.
07	5 lbs. + 50% of Body Wt.	19	5 lbs. + 160% of Body Wt.
08	5 lbs. + 60% of Body Wt.	20	5 lbs. + 170% of Body Wt.
09	5 lbs. + 70% of Body Wt.	21	5 lbs. + 180% of Body Wt.
10	5 lbs. + 80% of Body Wt.	22	5 lbs. + 190% of Body Wt.
11	5 lbs. + 90% of Body Wt.	23	5 lbs. + 200% of Body Wt.
12	5 lbs. + 100% of Body Wt.	24	5 lbs. + 210% of Body Wt.
13	5 lbs. + 105% of Body Wt.	25	5 lbs. + 225% of Body Wt.

LCAP is the weight a character can lift over his head. A character can lift more than his LCAP off the ground (but not over his head). It will cost -1 FP and requires a STR AR to do so. He can lift up to 100% his LCAP--say, to his shoulders or up into his arms + 10 lbs. x Crit Die. Round fractions up.

For example, Fabian the Thief has STR*11 and Body 135 lbs. His LCAP is 5 lbs. + 0.9 x 135 = 5 + 121.5 = 127 lbs. He can dead lift up to another 100 lbs. at a cost of -1 FP, provided he makes a STR AR and rolls a maximum 10 on the Crit Die. This is not an unreasonable lift for a man of his weight and strength.

The upper limits of normal human capability are reflected in Cedric, a husky farmboy of 245 lbs. and STR*20. His LCAP is a very respectable 5lbs. + 1.7 x 245 = 416.5 = 421 lbs. His dead lift could be another 100 lbs. more, or 521 lbs.!

Carrying Capacity (CCAP): is different than lifting. A character can carry a considerable weight. Even a fairly weak person can bear his own weight for a short time, if it is properly strapped to his back, etc. A man in good shape can pack 100 to 200 lbs. for considerable distances. Modern infantry often pack 75-100 lbs. of weapons, ammunition, and equipment. They can march for many miles under that load over all manner of terrain!

A character's **CCAP = 1/2 x LCAP**. (Round fractions up.)

For instance, Fabian's LCAP = 126.5 = 127 lbs. He can carry half that weight or 63.5 = 64 lbs at -1 FP per hour.

Per +20% a burden is over his base CCAP, reduce a character's Fatigue Level -1 FP per hour he carries it.

To carry 127 lbs. requires that Fabian expend -5 additional FP for a total of -6 FP per hour. He will tire rapidly, if he is significantly overloaded. On the other hand, Cedric's LCAP is 421 lbs. He can carry half that weight or 211 lbs. at -1 FP cost per hour. This may sound incredible, but remember that Cedric is a big fellow and at the very limit of normal human Strength.

We have assumed the character is using some load-bearing aid to assist him to carry the weight. If he were merely carrying it in his hands, etc., his CCAP is 1/2 its normal value.

For instance, if Fabian were carrying a 100-lb. chest of coins in his arms, he would begin subtracting -1 FP per hour from his Fatigue Levels at 127/2 = 64 lbs. For every 12.6 = 13 lbs. (round fractions up) he carries above that weight, he subtracts -1 FP. Carrying that 100 lb. chest in his arms means he is bearing 69 lbs. more than 1/2 CCAP(64/2=32), so it will cost him a hefty -6.9 = -7 FP per hour! (round **up**)! If characters are sharing a load between them, consider them to be bearing the weight as if they had some load-bearing aid to assist them.

Step 17: Jumping

All characters are capable of jumping across some distance. However, how far they can jump depends on their Strength, Agility, racial characteristics, and the load they are bearing.

JUMP = 1/4 x (STR + AGIL) (Round fractions up)

For example, the basic JUMP factor enjoyed by Harold, with STR*15 and AGIL*13 = 1/4 x (15 + 13) = 28/4 = JUMP*7'.

The JUMP is modified by the race to which one belongs:

Humans: add +2 feet
Elves: add +3 feet

For example, Harold has basic JUMP*7'. Because he is Human, he adds 2 feet and now has JUMP*9'

To compute how far a character can jump in a given situation, consider whether or not he is running at it or making a standing jump to cross the distance:

Running Jump Distance = JUMP + 1/2 D10

Standing Jump Distance = 1/2 JUMP

We assume the jumper is at his best when unencumbered by a load of any kind. **Subtract -1 foot from the distance for every bloc of 10% of CCAP the character is carrying.**

For example, when unencumbered by any load to speak of, Harold can do a running jump of 9 feet + 1/2 D10 feet (for "luck," the "breaks," etc.). giving him a range of 10' to 14'. Suppose he has a CCAP of 100 lbs. He loses 1' from his Jump for every 10 lbs. (100/10) he carries. He is carrying 35 lbs., which is 3.5 x his basic 10% of CCAP. This deducts -4 feet from his jumping distance because he is carrying between 30% and 40% of his CCAP. Harold now can do a running jump of only 6 to 10 feet.

Jumping ability may be improved through learning the special skill of ***Jumping***.

Step 18: Moving: Walking & Running

Movement is conducted in different ways, depending on whether a character is in Combat Mode or else moving in a larger unit of time. The **MOV factor** determines, in part, what can be done by a character. MOV is found in two ways, depending on whether we are considering purely physical capabilities or a combination of physical capacity and mental capacity.

To find a character's MOV factor, apply the more advantageous of the two following methods:

1. **MOV = Add Agility + Constitution, then divide by 2**, or
2. **MOV = Add Agility + Intellect, then divide by 2**

The relationship between quick reflexes and constitution to produce rapid movement is fairly obvious. In the second method of computing MOV, consider Intellect to be a combination of planning and determination. In other words, a person with a lower Constitution may still be able to move fast because he actively musters his mental forces to accomplish the task. In a way, he substitutes force of will for purely physical capabilities.

Round all fractions down when computing MOV.

Factor in AGIL levels over 20, but **do not factor in** INT or CON levels beyond 20.

For instance, Vivian the Witch has AGIL*16, CON*8, and INT*17. CON wouldn't work for her, but AGIL + INT = 16 + 17 = 33/2 = 16.5 = MOV*16.

In ***Chapter 7 Combat*** you will see how the MOV factor is applied to modify the distances a character may move, etc.

Basic Movement Rate: Characters move at the following rates:

Humans:	5 feet basic
Elves:	5 feet basic
Dwarves:	3 feet basic

This difference can be explained simply by the length of the legs, special racial characteristics, etc. All creatures in ***C&S*** are rated for MOV and for basic movement per second. Dwarves move slower than human-sized bipeds because they are shorter! A horse, for instance, moves a **basic** 12 feet , compared to a Human's 5 feet. Its MOV factor is higher as well. Thus it moves farther and faster in a combat turn.

The ***Initiative*** rules (see ***Chapter 9***) set out how to apply MOV and the basic movement rate in a combat round.

Long Distance Movement is handled differently than Combat Movement. Details are given in ***Chapter 6: Movement***.

Step 19:
Horoscope (Optional)

Astrological Divination was also common in ancient times and was practiced perhaps as far back as far as 3000 B.C. or more. Of course, it took many different forms. During the Dark Ages and Middle Ages of European history, many people believed in Astrology and routinely had a horoscope cast to determine if the omens were favorable or unfavorable to some particular project or venture, etc. Indeed, it was common practice not only in Mediaeval Europe, but in many other lands as well, stretching across the Middle East and all the way to China.

We have made this step in character creation optional because not all players and Gamemasters look with favor upon using such things in their campaigns. But for those who do, we offer the following system, a "Life Reading" of a player-character's Astrological Chart which affects what areas of skills he may excel in if he chooses to follow them. We have tried to be reasonably authentic when applying the skills categories to the Astrological descriptions for people born under different signs of the Zodiac.

Roll 1D100% dice. Players using the points method of character creation may opt to pay 10 PC points to choose their character's Birth Sign instead.

1D100	Zodiac Sign	Favored Skills Categories
01-08	March 21 **Aries** April 19	Combat, A & E
09-16	April 20 **Taurus** May 20	Athletic, Lore Scientific
17-24	May 21 **Gemini** June 20	Crafts, Thievery
25-32	June 21 **Cancer** July 22	Crafts, A & E
33-40	July 23 **Leo** August 22	Combat, Outdoors
41-48	August 23 **Virgo** September 22	Lore, Materia Magica
49-56	September 23 **Libra** October 22	Lore, Perception
57-64	October 23 **Scorpio** November 21	Combat, Materia Magica
65-72	November 22 **Sagittarius** December 21	Agriculture, Seafaring
73-80	December 22 **Capricorn** January 19	Charismatic, Materia Magica
81-88	January 20 **Aquarius** February 18	Charismatic, Lore Scientific
89-96	February 19 **Pisces** March 20	Crafts, Materia Medicina
97-100	**Choose Any Birth Sign**	

Each Birth Sign favors two skills categories. A character may choose two skills from one of the favored categories or one from each category and receive a bonus when learning it. If a skill chosen is from the vocational primary skill category, it is considered **Mastered** and is learned at -2 DF. If the skill is not in the vocational primary skill category, it is learned at -1 DF. In either case, the favored skill is acquired with basic knowledge.

For example, Albert is a Fighter born under the Sign of Leo. The two favored skills categories for a Leo are Combat and Outdoors skills. Albert decides he wants one skill from each category and chooses ***Slashing Swords*** from Combat and ***Tracking*** from Outdoor. Since all combat skills are part of a Fighter's primary skills, he can have Mastery in ***Slashing Swords*** and will learn and improve it at -2 DF. Outdoor skills are not part of a Fighter's primary vocational skills, so he learns and improves Tracking at -1 DF. Note that he starts with basic knowledge in both of these skills.

See ***Chapter 2: Vocations*** for more information.

Step 20: Age (optional)

These optional rules allow a character to start younger or older than the base age of 18. The player may purchase the age he wants with PC points or else receive extra PC points if he chooses to play a younger character. He may also roll randomly for character age. Age determines the starting experience points a character has. **If a character begins with more than 5000 exp. and expends them on skills, etc., he might begin at EXL*2 instead of EXL*1**. See ***Chapter 11, Experience***.

Age Chart

Roll D100	Character's Starting Age Human	Dwarf	Elf	Exp. +/-	PC Cost
1-5%	13	14	15	-2500 exp.	+10
6-10%	14	16	17	-2000 exp.	+8
11-20%	15	18	19	-1500 exp.	+6
21-30%	16	20	25	-1000 exp.	+4
31-40%	17	25	35	-500 exp.	+2
41-60%	18	30	50	-0 exp.	--
61-70%	19	33	55	+500 exp.	-2
71-80%	20	36	60	+1000 exp.	-4
81-85%	21	36	65	+1500 exp.	-6
86-90%	22	39	70	+2000 exp.	-8
91-95%	23	42	75	+2500 exp.	-10
96-99%	24	45	80	+3000 exp.	-12
100%	25	48	85	+3500 exp.	-14

If using the points system, a player **either** rolls D100% on the table **or** he pays the cost in PC points for a character older than 18 **or** else takes a younger age to receive bonus points.

Step 21: Personalizing Traits (optional)

A character becomes an individual the more the player "personalizes" him (or her). The following traits may help a character "come alive." If you think of anything else, use it!

Eye Color	Hair Color	Hair Features
violet	sunbleached blonde	short
blue-grey	strawberry blonde	long
blue	flaxen blonde	straight
dark blue	"dirty" blonde	wavy
emerald green	red	curly
green	auburn	bald
hazel	light brown	tonsured (clerical)
brown	chestnut brown	shaven
dark brown	dark brown	page-boy cut
	black	braided
	silver-streaked	

Complexion	Skin Texture	Unusual Features
wan (very pale)	silky	large nose
milky	smooth	hawk nose
untanned	average	bulbous nose
average	rough	long nose
tawny	seamed	snub nose
golden tanned	weatherbeaten	wide nostrils
deeply tanned	worn	narrow nostrils
swarthy	leathery	wide-eyed
reddish-brown	wrinkled	narrow-eyed
coppery-brown		squinty-eyed
brown		jutting jaw
black		thin-lipped
		clean shaven
		moustache
		bearded
		scar or mole, etc.

Naming the Character

Names are important. When choosing a name for your character, consider what it is you are trying to say about him or her in your choice. If the campaign has a definite cultural tone, a name which fits into that culture might be most authentic. Player's choice. He has to live with it!

Example of Character Creation

Let's follow a player through the steps of character creation: Kory decides he going to create a character. He goes to **Step 1** and choose his **character creation method**. His Game Master only allows the Historic or random roll methods so options 2 and 4(the heroic based methods) cannot be chosen.

Kory decides to use the Historic random point-based method (option 3) and rolls a D10 six times. He gets 07 + 05 + 02 + 10 + 08 + 09 = 41, to which he adds 90, for a total of 131 Player-Character points (PC). These PC points he may spend to purchase Attributes, Special Abilities, etc., for his character.

Step 2: Kory decides he wants to play a Human character because they have the most options.

Step 3: Kory now must decide on what levels his character's Attributes will be. Each Attribute has to be 02+, so he must spend 2 PC on each one. Nor may any Attribute be higher than 20 because Cory has chosen a Human Character.

Kory is a strange fellow. He doesn't know what the character wants to do with himself, so he just builds a personality so that it "feels right" and is going to worry about vocations later. This is an **unusual** approach, but it is one that can be taken to design a character. Most players tend to have a **plan** in mind and build a character to suit the vocation the players have chosen. But we have Kory to contend with, and this is Kory's way!

The GM reminds Kory that the cost is 1 PC per Attribute level up to level 15, then 2 PC per level over 15. Cory expends 131 PC points on his Attributes, trusting to chance to serve him well later.

Agility	= 15	Appearance	= 12
Intellect	= 18	Constitution	= 15
Bardic Voice	= 10	Discipline	= 12
Strength	= 14	Piety	= 16
Wisdom	= 15		

All the Attributes were purchased at 1 PC per level except for Intellect and Piety, which were over level 15. To purchase Intellect*18 costs 15 + 2 PC per level over that (+ 6) = 21 PC, while Piety*16 costs 15 + 2 PC more for the 16th level = 17 PC.

Step 4: Kory chooses to roll randomly for his **Aspect** because he has no PC left to purchase an Aspect he desires. He rolls 04 on D100% and is Well-Aspected.

Step 5: Kory finds his character's **Social Class** and rolls 87 on D100%. Result: his character is the son of a Landed Knight.

Step 6: Kory determines his character's **Sibling Rank** by rolling D100% for a 65. Result: his character is the 3rd child.

Step 7: Kory finds the Social Rank/Vocation of his character's father. In Step 5, he obtained an 87: Landed Knight. Now he finds out what kind of Landed Knight he is. Rolling D100% on ***Table 6: Landed Knights & Bannerettes***, he obtains a 35. Result: his character's father is a Knight with a feudal holding "F," and Social Status 26. The character can receive basic knowledge in a Knight's Basic Training Skills and one Combat skill or he may choose the Scholarly Option because he is a 3rd child and not the heir. Kory looks all this over carefully, then decides to take the Knight's Basic Chivalric Training.

Step 8: Kory finds out his character's Status in the Family by

rolling D100%. Result: 53 = Credit to the Family.

He is not the Favorite in the family but he does enjoy the favor of the head of the household, who is his father.

Step 9: Since his character is not Poorly Aspected, Kory does not have to roll for a ***Curse.***

Step 10: Kory chooses to roll D100% to try to obtain a **Special Ability**. This means he will also have to check to find out if his character also has a **defect** or **deficiency** .

Kory rolls 26 = one Special Ability. He rolls again on the ***Special Ability or Talent Table*** and gets a 63 = Sense Magical Forces. Since his character is Well Aspected, he may take this ability. (Had he been Neutrally Aspected, he would have to read down to the next result titled in plain text = **Well Conditioned**.)

Step 11: Because Kory had rolled for a ***Special Ability***, he must now roll D100% to find if his character has a defect. He has a 40% chance (1% to 40%) of his character having at least one defect. Kory rolls 18 = defect! He rolls again on the ***Deficiency or Defect Table*** and gets 03 = minor Phobia.

Kory must perform **Step 12** to determine what minor phobia (fear) his character has.

Step 12: Rolling D100%, Kory obtains 26 on the ***Phobia Table***. Result: Kory's character has a minor phobia (**claustrophobia**) and is very nervous and tense in enclosed spaces.

Step 13: Kory now finds out the height, build, and weight of his character. Kory decides to play a Male character.

Since the GM is using the Historic pattern, Kory rolls 2D10 + 16 for an Historic Human Male. He rolls 04 + 08 = 12 + 16 = 28. Referencing the ***Universal Height and Weight Chart*** for Height, he comes up with a character who is **5'9"** tall.

He then rolls D10 Build Die + 1 and obtains 05 + 1 = Build*06. Again referencing the Universal Height and Weight Chart at the 5'9" line, he reads across until he reaches the Build*06 column, which tells him that his character weighs **166 lbs**.

Step 14: Kory finds the Body level of his character by dividing his character's weight by 20, then he adds the CON level plus 1/2 STR level: 166/20 = 8.3 = 8 (round fractions down). He then adds 8 + 15 + 14/2 (7) = **30 Body points**.

Step 15: Kory now finds the Fatigue level of his character by adding CON + STR **or** DISC (whatever is higher). Since his character's Discipline level is lower than his Strength, Kory adds CON*15 + STR*14 = **29 Fatigue points**.

Step 16: Kory finds his character's **Lifting** and **Carrying Capacities** by consulting the table for LCAP.

The LCAP for a character of STR*14 is 5 lbs. + 110% of Body Weight. For Kory's character this is 5 + (166 x 1.1 = 182.6) = 188 lbs. **Round fractions up**, so he has an LCAP of 188 lbs.

His dead lift is LCAP + 10-100 lbs. = maximum 288 lbs.

The CCAP for the character = 1/2 LCAP or 188/2 = 94 lbs.

Step 17: Kory finds his character's **Jumping** capability by adding 1/4 (STR +AGIL), then adding in the Human race modifier of +2'. He adds 14 + 15 = 29, divides by 4, and 29/4 = 7.25', which we **round up to** 8'. Now he figures in the +2' modifier for Humans, and we find that Kory's character can make a **basic jump** of 10'--which is a good jumping distance for an unencumbered person, especially since he has a random 1' to 5' to add in.

Step 18: Kory finds his character's MOV factor by adding AGIL plus CON or INT (whichever is higher), then dividing the total by 2. He chooses Intellect to go with his Agility, so his character's MOV = 15 + 18 = 33/2 = **16**.

Step 19 (optional): Kory opts to find his character's Life Horoscope and rolls D100% for the reading. He obtains a 93: Pisces, which gives him Favored Knowledge in two skills, Crafts and/or Medicine , either 2 skills in one category or 1 skill in each.

Kory hasn't decided on his character's vocation yet, however, so Kory just makes a note of this and files it away. He will decide a bit later what to do with this piece of information.

Step 20: Kory opts to roll D100% to find his character's **Age**. He is hoping for a high roll to give his character extra experience points to purchase starting skills. However the fickle dice turn up at 21. This is not what Kory was hoping for!

Muttering to himself in frustration, Kory refers to the Age Chart, where he discovers that his character is only **16** and starts with -1000 e.p. below the basic 5000 e.p. awarded to a character of 18! Since he did not **select** that age (which he could have done for a younger age because he was using the points system), Kory's character does not receive a bonus of +4 PC which Kory could go back and expend on Attributes or Special Abilities.

Step 21: Kory now "fills out" the character with a few details about his appearance, etc. He selects short, straight brown hair and intense brown eyes, smooth shaven, average complexion, crinkled "smile-lines" at the corners of the eyes, a large hawk-beak of a nose, and a slightly twisted, downturned set to the lips.

For a name, Kory decides on Thomas de Burgh.

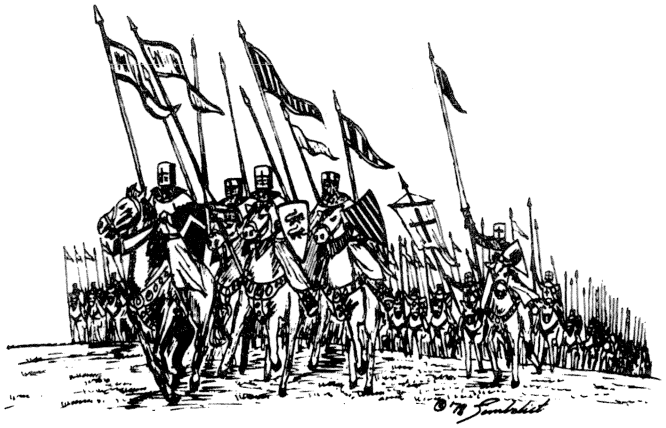
On to Vocations!

Kory has created a very interesting and unusual character who has a considerable range of possibilities opening up for him. The question facing Kory is what vocation his character will now follow as he ventures forth into the world.

Thomas de Burgh could easily become a fighter and opt for candidacy for Knighthood. Being only 16, he will still be a squire, but he has the advantages of aristocratic birth and can expect to receive good training and also be equipped for his chosen calling by a father who looks upon him with favor.

On the other hand, Thomas is far from stupid. He could just as easily have decided upon the **Scholarly Option**, being a 3rd child of a father who could afford to send him to the University to study under the Masters of some profession. Even though he rejected that option and selected training in Knightly skills, Magery of some sort is still not out of the question. Nor is a career as an Adventurer-Physician. Both of these callings are not unsuitable for a person of his rank and lineage. And then, of course, there is that intriguingly high Piety of his to consider. . .

In any event, it is time to move on to ***Chapter 2: Vocations***.



Special Abilities: Appendix 1.

The following entries define the nature and limits of the special talents and abilities the character acquired in **Step 10**.

Ambidextrous: The character is equally proficient when performing a task with either hand and suffers no penalties for doing so. For example, an ambidextrous character may use a sword or other weapon in either hand without penalty.

Berserker Rage: There is a difference between mere anger and the all-consuming battle fury that overwhelms the true Berserker. A Berserker cannot be stopped except by chopping him quite literally into pieces! Be forewarned that a Willpower roll at **1/2 PSF** is necessary to prevent a Beserker from losing all control and wading into the fray, heedless of the odds.

There are serious disadvantages and powerful strengths associated with **Beserker Rage**. A Beserker goes murderously crazy and cannot retreat once the battle fury is upon him. He loses no fighting efficiency once his Fatigue Level is exhausted. If his Body Level is reduced to negative values, he continues on his feet, seemingly untouched by grievous injuries. If his Body Level is reduced to mortal values and he is assured of dying, he still continus fighting hard until his Body Level reaches negative levels equal to his full Body.

For instance, Orin the Dwarf has a Body of 36. He is also a Berserker. If his Body is reduced to -1/2 Body or -18, he survives and will be fresh as when he started--**until** his rage leaves him. At that point he lapses into unconsciousness like anyone else with negative Body Levels. However, should he sustain damage so his Body falls to -19, he is literally dead on his feet. Yet during the battle, he must be injured to -37 Body points before he drops. A Berserker dies very, very hard!

Enhanced Sight: The character has very keen vision and receives a +10 bonus to his Alertness: Sight skill PSF. He may also reduce the range penalties for firing/hurling missile weapons by one range level. Note: this does not give a bonus to hit; rather, it enables the character to fire at success percentages others would enjoy at closer range.

Extra Magical Spells: The character starts with basic knowledge in double the normal number of spells for his character. If the character is not practicing magic, he may read one entry up or down on the table.

Extraordinary Potential: One of your character's Attributes has its maximum increased by 5 levels. This does not give your character an extra 5 levels. Rather, it means he has the potential to increase an Attribute +5 over its racial maximum. A human, for instance, could raise the maximum of any of his 9 Attributes to 25. An Elf could raise his Agility to 30 or his Discipline or Piety to 20, or any of his other Attributes to 25. **Note that the point costs to raise an Attribute past its Maximum is 2 PC points per level.** For instance, Fagin the thief has extraordinary potential in Agility and wishes to raise his Agility from AGIL*20 to AGIL*24. The 4 levels will cost 2 x 4 = 8 PC points.

Fey Blood (w): The character has either Faerie or Elvish blood in him. If the character wishes to be somewhat Elfin in nature (Half-Elven), he receives either **Night Vision** or **Enhanced Sight.** If he prefers to retain a human nature, he has BMR*30 when resisting **Faerie Glamor & Illusions.**

Fey Affinity (w): The character is in tune with the Fey World and enjoys +20 PSF bonuses to charismatic skills when dealing with Feys and Faeries. Note: Elves roll again as ***Fey Affinity*** reflects the relation of the non-Fey to the Fey World.

Premonition: An irregular talent enabling one to "see" into the future. The frequency of premonitions is left to the GM. Whatever knowledge is forthcoming is fairly sketchy and may involve symbolism, as in a dream, rather than a literal view of what will happen. It is up to the player to interpret his visions. However, he will feel a sense of foreboding when the premonition serves as a warning to him or those close to him.

Highly Resistent to Magic: The character is intensely resistant to magic and adds +10% to his BMR.

Keen Hearing: The character has very sharp hearing and receives a +10% bonus to his ***Alertness: Hearing*** skill PSF.

Light Sleeper: The character may make an Alertness check without penalty while asleep whenever someone or something strays within a 30-foot radius of the character.

Low Metabolic Rate: The character has a highly efficient metabolism. He requires only half the normal amount of food per day to sustain his health and energy levels. He also restores his Fatigue Levels by +1 point above normal levels per hour spent sleeping.

Night Vision: The ability to see in the dark as if it were a very dull, overcast day, provided there is moonlight or starlight. Otherwise, a character with **Night Vision** can see as if it were a brightly moonlit night. Note: There must be **some** light present, however faint or else the character cannot see any better than anyone else.

Elves, being quite nocturnal, and **Dwarves**, being subterranean, naturally start with this ability. If rolled on the random table, such characters acquire ***Enhanced Sight*** instead.

Resistance to Disease: The character enjoys the benefit of a 10% bonus when making a resist infection roll.

Resistant to Magic: The character is naturally resistant to magic and adds 5% to his BMR.

Resistant to Poison: The character enjoys the benefit of a 10% bonus when making a resist poison roll.

Sense Auras: The character can see the auras of others. He must concentrate for 15 seconds, after which he sees the auras of those within 30 feet of him as long as he maintains unbroken concentration. The PC discerns the feelings radiating through the aura (good, evil, anger, happiness, sorrow, fear, etc.)

GMs are encouraged to "color code" auras and to indicate the intensity of emotion by the brightness or dimness of the aura. For example: a softly glowing green aura might indicate a person who is comfortably happy; bright fiery red might indicate a raging fury; etc. A character able to ***Sense Good & Evil*** will be able to gauge the **precise degree** of goodness or the depth of evil deep within a person he is observing, not merely his current mood. **Fatigue Cost:** -1 Fatigue point per round.

Sense of Direction: The character has the innate ability to find True North and to know the direction he is traveling, whether inside, underground, or outdoors. When beneath the earth, he also knows if he is ascending or descending. **Dwarves** always have this Sense underground but must roll this special ability to have it above ground. Similarly, **Elves** always have this Sense above ground but must roll it to have it below ground.

Sense Good or Evil: The character has the innate ability to detect the presence of Good **or** Evil (player must choose one of these) within a radius of 30 feet. This sense reveals the intrinsically Good or Evil nature of a person, place, or object.

The character must concentrate for 15 seconds to gather his powers before the true nature of his immediate surroundings is revealed. The character must deliberately activate this power. However, in instances in which malevolence is present, the GM may prompt him by saying: "You are starting to have a bad feeling about this!" **Fatigue Cost:** 1 Fatigue point per round.

Sense Magical Forces: The character can detect the presence of magic within a 30-foot radius. This talent functions only when the character activates it. However, when in the presence of particularly powerful magical forces, he may be prompted by the GM's saying, "You feel Power nearby!" The character concentrates for 1 round. In the next round, anything magical within a 30-foot radius is revealed by a characteristic nimbus glowing around it. The brightness of the glow measures the potency of the magic, but its exact nature will not be revealed. **Fatigue Cost:** 1 Fatigue point per round.

Scholarship: The character has spent a good deal of his early life at a some form of institution of learning or a monastery. Consequently, he has basic knowledge in **3 Lore skills** in addition to basic knowledge he acquires from his social background.

Shape Shifting: The character can literally change his shape into that of an animal. Shape-shifting takes 30 seconds and also costs 20% of one's full Fatigue Level when changing back from animal to human form. The character may stay in animal form 1 hour per Discipline level he possesses.

Characters possessing this supernatural ability are **not** were-creatures as such, though others may well mistake them for were-beasts. Rather, they have the appearance and abilities of natural, living creatures. They retain their own Fatigue Levels but have "Body" levels of the creature. For information on taking damage in animal form, see the Transmutation Magic spell Shape Change in ***Chapter 10, Magic Spells***. However, a shift from animal to human form leaves a character naked. His clothes, weapons, etc., were not with him in animal form, after all!

If rolling randomly, roll 1D100 on the table below. If players are using the points method, they may opt to buy the form they want, the cost depending on which one they choose:

1D100	Animal Type	PC Point Cost
01-50%	Small Animal	10
51-70%	Small Bird	15
71-90%	Attack Bird/Animal	20
91-100%	Large Attack Animal	25

Small Animal: character may choose to become a small animal--mouse, rat, squirrel, rabbit, lizard, cat, fox, weasel, etc.

Small Bird: character may choose to become a small bird--crow, raven, thrush, etc.

Attack Bird or Attack Animal: character may choose an attack bird **or** an attack animal. Attack birds (falcons, hawks, eagles, etc.) pack limited offensive wallop but have the advantages of small size, speedy flight, and very acute eyesight. Attack animals (dogs, wolves, etc.) have keen hearing and smell, move fast over broken ground, and are well-armed. The character may choose a large attack animal like a bear if he rolls or buys Large Attack Animal.

Speak with Animals (w): The character has the innate ability to converse with a certain type of animal. Roll 1D100%: 01-20 = talk with birds; 21-40 = canines & foxes; 41-60 = felines; 61-80 = hooved animals; 81-100 = small wild creatures.

Well Conditioned: The character receives basic knowledge in the skills Endurance and Conditioning and can develop them at one level of difficulty less than normal (-1 DF).

Deficiencies & Defects: Appendix 2

Absent-Minded: The character has a forgetful nature and may fail to recollect some important detail at an inconvenient moment--especially if the detail is of a practical nature. When a check for absent-mindedness is called for, the character must roll an Intellect AR -10.

Arrogant: The character is conceited and sometimes even pompous in his self-admiration. His manner may strike others as rather cocky and cavalier at best, and there are times he can be patronizing, presumptuous, or even downright arrogant. He has a classic "attitude" problem, and his brash, superior manner can get him into plenty of difficulty. His arrogance is especially evident when dealing with social inferiors, but may manifest itself in his treatment of his equals. A **Willpower roll at 1/2 PSF** is required to reign in behavior that might prove offensive.

Cowardly: Your character is a coward! Any morale check or Fear check is made with a **Willpower roll at 1/2 PSF**.

Cannot Hold Liquor: The character simply cannot drink alcoholic beverages in any quantity without becoming seriously intoxicated. While in a drunken state, he is quite out of control and may do almost anything. Even worse, he does not accept he cannot drink excessively and, indeed, seems to go out of his way to prove that he can. Penalty: -25% making a drunkenness check.

Compulsive Gambler: The character has an uncontrollable itch to get involved in almost any game of chance he comes upon. He will bet on almost anything, and he can go through his entire purse trying to win back his losses. This is someone never to be made the group's "treasurer." Give him some gold or silver and he'll find a game--sure enough! A Willpower roll at 1/2 PSF is required to fight off the gambling compulsion.

Compulsive Liar: The character cannot easily resist embellishing the truth by adding a few "fictitious" details to any story or account. Sometimes, this is merely exaggeration and puffery, but it can take a more sinister quality when the opportunity arises. A Willpower roll at 1/2 PSF is needed to hold back a lie that might result in serious consequences for someone.

Deep Sleeper: The character has trouble being aroused from sleep and has to be shaken awake if he hasn't had his normal amount of sleep for the day.

Frivilous: The character has a basically capricious and carefree manner, often behaving in a nonchalant, flighty, or flippant manner. Indeed, such superficial personalities can be scatterbrained, maddeningly petty in their dwelling on inconsequential and superficial matters. They can be incredibly impractical, and sometimes outright irresponsible, though usually not to a deadly degree. To resist this tendency in himself, a character must make a Willpower roll at 1/2 PSF.

Fumble-Fingered: This flaw is limited to characters with Agility **under** level 12. If AGIL*12+, roll again or pick some other flaw if using the points methods. The character has an unfortunate tendency to botch up manual tasks--fumbling and dropping things, etc. This is limited to non-threatening situations and generally serves as more of an embarrassment to him.

For instance, he may be penalized fairly severely when attempting Sleight of Hand, Juggling, etc. He is the unlucky one to jostle someone in a pub (someone who has an "attitude" and is

spoiling for a brawl), spill a drink or food, drop something tossed to him, or whatever. From time to time the Gamemaster may require him to make an Agility AR to see if he has botched some task he is attempting to perform.

Greedy: The character's avarice is virtually insatiable. He always wants more and coverts what others have with a voracious envy that eats away at him and turns him bitter and resentful. He expects others to be generous towards him and is usually disappointed by their "tight-fistedness." Yet he is a grasping, money-grubbing tightwad, stingy and miserly with his own money as one could ever imagine. When confronted by real wealth, the urge to possess it all is almost a madness upon him. A **Willpower roll at 1/2 PSF** is needed to fight the compulsion.

Gluttonous: The character has great difficulty refraining from eating. He will literally make a "pig" of himself at table, often eating two or three times the amount considered usual for "normal" appetites. If the character has Strength levels under STR*12 and a Heavy Build, he is chubby. If under STR*12 and having a Massive Build, he is truly overweight! What is worst of all, he has almost no self-control and can hold back from the table only by making a **Willpower roll at 1/2 PSF**.

Heavy Drinker: The character is very fond of alcoholic beverages in all forms. He gladly drinks himself into insensibility when the opportunity presents itself. A **Willpower roll at 1/2 PSF** is needed to hold him back from the bottle or mug or jug or barrel or whatever. Either that or a direct order from his superiors, that is. And sometimes an order is just not nearly enough to restrain his need to slake his thirst.

Larcenous: The character has the conscience of a born thief and will gladly steal anything not nailed down, as they say. The problem is that he may sometimes be moved to steal from friends, not just strangers. A **Willpower roll at 1/2 PSF** is needed to reign in the desire to steal when the compulsion arises.

Major Phobia: A severe and irrational fear of something or someone may take hold of a character and seriously influence his course of action. See ***Phobias***.

Minor Phobia: a basic nervousness in the presence of something or someone rather than a full-blown fear that can drive someone to panic levels. See ***Phobias***.

Overconfident: The character has a rather inflated view of his own capabilities. He is often contemptuous or disdainful of the abilities of others--especially those who oppose him. This may lead him to gravely underestimate his adversaries and lead him into imprudent, even rash action. A **Willpower roll at 1/2 PSF** is needed to overcome such overconfidence and take a "reality check" on the situation at hand.

Poor Hearing: The character is rather hard of hearing and receives a -10 penalty to his ***Alertness: Hearing*** PSF.

Poor Vision: The character has below normal vision and receives a -10 penalty to his ***Alertness: Sight*** PSF. He must also increase the range penalties for firing/hurling missile weapons by two range levels. Note: this does not give a penalty to hit. Rather, it forces the character to fire at success percentages others would have at longer range.

Trusting Nature: The character is an unsuspecting innocent. Being completely guileless, he is naive to a fault. Naturally honest and almost childlike in his trust of others, he is ready to confide in others and just as ready to trust what they say is true as well. He is so credulous, in fact, as to be terribly vulnerable and gullible to any "half-baked" tale he hears. He really needs a "keeper" in the form of a protective friend who keeps the con artists at a distance

To resist this trusting nature in himself, the character must make a Willpower roll at 1/2 PSF.

Twice Cursed (P): If Poorly Aspected, a character must roll again on the ***Curse Table*** (see **Step 9**).

Vengeful: The character cannot forget nor forgive any injury or slight done to him and those dear to him. He is often implacable in his pursuit of revenge, pursuing vendettas and blood-feuds with a ruthlessness that is chilling. Indeed, he is often without passion or pity, for he believes that revenge is best served up cold and without mercy. Such an enemy one does not wish to have. To overcome the urge for revenge (for the moment) requires a Willpower roll at 1/2 PSF is needed. A really nasty grudge might require a roll at 1/4 PSF!

Womanizer (or **Man-Eater**): The character has a true passion for members of the opposite sex and is **always** trying to make a new conquest. In fact, this urge is so irresistable that the character goes into seduction mode whenever a pretty/handsome face catches his/her eye--and often damn the consequences! When this character is in town, lock up your daughters and wives (or sons and husbands)!

A Willpower roll at 1/2 PSF is needed to stop oneself from "making a play" for the current object of one's affections, and penalty DMs ranging from -5% to -25% may be assessed to reflect the attractiveness of a romantic affair.

Curses: Appendix 3

It is an unnatural and most uncommon occurance If flame glows blue when you draw near the fire or the family cat arches its back and hisses at you for no apparent reason at all whenever you enter the room. It strains belief that you have nothing to do with such events. To the superstitious and ignorant mind--and there were a lot of those around in feudal times--such things are signs that you may have some unknown relationship to the supernatural.

Their reasoning would go something like the following: How can anyone not believe that strange forces are acting through you when the cream curdles in the jar each time you call for a visit? What is it about you that drives dogs into frenzied barking?

Even unusual birthmarks, a hunch back, a strange limp, a wandering eye that doesn't focus when the person is looking at someone, or perhaps a speech impediment were regarded as tell-tale signs. The person with such striking traits was indeed different. And to be **different** from "ordinary" people was threatening to a great many in those troubled and ignorant times!

It is up to the Game Master to interpret how your character's Curse may influence the Non Player Characters (NPC's) he meets during the course of the game. The GM may have to decide upon what penalties will apply whenever your character is dealing with superstitious NPC's. Such penalties could range from minor to outright overwhelming (-1% to -50%), depending upon the circumstances, the nature of the NPC, etc.

When dealing with other PC's it is up to the other players to decide how their characters react to what they see and what course of action they will take when involved with an "accursed" character and the strange things that happen around him from time to time.

The Gamemaster might note that Curse will not always operate at all times with unfailing certainty. There should be a kind of serendipity at work here, a somewhat coy and fickle uncertainty about when a Curse is going to "strike" next. It shouldn't be made into an intolerable burden which **always** falls on the player character. Rather, it should be occasional, particularly when the effects are especially spectacular or disturbing.

Chapter 2: Character Vocations

Vocations in ***Chivalry & Sorcery*** are the ways of life to which characters are attracted because of their natures and backgrounds or because they are summoned to such a calling by fate, destiny, or some Higher Power.

A character's basic childhood experience is reflected in his **initial skill(s)**. He learned them **because** he was born the offspring of someone in a particular social and occupational niche in society. Even if a miller's son did not become a miller, he would have helped in the mill. He'd get a basic education in milling, no matter what vocation he followed later in life.

In many societies, it was also the practice to start vocational training at an early age. At 10 or 12, boys often were apprenticed to master craftsmen. Similarly, sons of nobles would begin their training for knighthood by becoming pages around the ages of ten to twelve. This early training channeled one's development along lines that made vocational skills easier to learn than others.

Vocational Proficiency

Each vocation has a **Vocational skills category** listing the skills in which a PC would develop considerable proficiency.

The PC learns and improves the skills in his chosen vocational category at **-1 DF** (Difficulty Factor).

The -1 DF modifier makes it easier to learn or improve a vocational skill. The PC starts with a better chance of successfully performing such skills than someone outside his vocation. He needs less **experience** to improve in those skills because he is oriented towards them as his life's work.

For more information on learning and improving skills, refer to ***Chapter 3: Skillscape***™

Vocational Mastery

A character may choose to develop **Mastery** within his vocational **skill category**. Because he is **Mastering** the skills, he has a **-2 DF** modifier when learning and improving them rather than a -1 DF modifier. He devotes extra time and effort to them during his youth. He therefore enters the campaign with **basic knowledge** in the Mastery skills he has chosen.

The PC also has **basic knowledge** in any **initial skills** learned in his youth. These skills come as part of the basic character creation system. (See ***Social Tables*** in ***Chapter 1***). If he chooses such a skill for Mastery, the skill is placed in his vocational category, he receives a **free level of advancement** (he already has basic knowledge!), and he continues in it at **-2 DF**.

The number of Mastery "slots" a character starts out with depends on his vocational Attribute levels. **During character creation, these Mastery "slots" must be dedicated to skills appropriate to the character's chosen vocation.**

Mastery slots represent an "early start" on specialization and cannot be "saved up" until later.

Primary & Secondary Attributes

Primary Attribute: This Attribute is central to success in a particular vocation. It strongly affects how many specialized areas of knowledge the character has when he enters the game.

Secondary Attribute: This attribute also affects one success in a given vocation. It may be substituted by Discipline if the latter Attribute is higher.

Mastery Rating: The Mastery Rating a character has in his vocation is found by adding the Primary and Secondary Attributes. The Mastery Rating establishes how many Mastery slots a character can devote to learning skills for Mastery.

Secondary Attribute Substitute: If the character has a higher **Discipline** level than his Secondary Attribute level, he may substitute his Discipline level to work out his Mastery Rating. So one might rely on rigorous and disciplined training rather than natural ability to increase his repertoire of Mastery skills.

Find you character's Master Rating by adding his Primary Attribute to either his Secondary Attribute or to his Discipline level. Consult the following table:

Vocational Mastery Factor	No. of Mastery Skills	Vocational Mastery Factor	No. of Mastery Skills
under 20	1	36 - 39	4
20 - 29	2	40+	5
30 - 35	3		

Primary & Secondary Attributes for the Vocations

Character Vocation	Primary Attribute	Secondary Attribute	Sec. Attribute Substitute
Fighter	STR	CON	DISC
Forester	STR	AGIL	DISC
Knight	STR	CON	DISC
Thief (Any)	AGIL	INT	DISC
Priest	INT	PTY	DISC
Druid	WIS	PTY	DISC
Witch	INT	PTY	DISC
Enchanter	INT	BV	DISC
Generalist	INT	DISC	DISC
Necromancer	INT	DISC	DISC
Power Word	INT	BV	DISC
Thaumaturge	INT	WIS	DISC
Adventurer	??	??	DISC

Applying the Mastery Concept

Mike wishes to play a Fighter. How many Mastery skills will his character enter the game with?

Strength is the Prime Attribute for a Fighter. Mike's PC has STR*18, a rather high value! A Fighter's Secondary Attribute is Constitution. Mike's character has CON*16. His Discipline is DISC*14, lower than his Constitution level, so he won't substitute it for his CON level.

Mike's PC has a Mastery Factor = 18 + 16 = 34.

Referencing the Mastery table, above, Mike finds that 34 gives his character 3 Mastery skills in the Fighter category. He has basic knowledge in these 3 skills when he enters the campaign. He may continue to develop them at -2 DF, which reduces the experience cost considerably. It also gives him a higher basic chance of success when using Mastery skills.

Players should devote a bit of thought to skills selected for Mastery. These skills will be the initial strengths of the character.

Vocational Secondary Skills

Secondary skills are ones a PC has an opportunity to learn in his youth. They are acquired at ordinary cost. However, a character can use a **Mastery** slot to learn them at -1 DF and place it in his vocational skill category.

Some secondary skills may bear a relation to a character's chosen vocation. A Warrior has a chance of learning ***First Aid***,

even though he is not a healer. After all, one aspect of battle is that someone gets hurt! And that someone could easily be you or a friend.

Also included in the secondary category are skills acquired through a PC's social background. If purchased with a Mastery slot, he receives, in addition to basic knowledge, 1 level of improvement and -1 DF to advance in the skill, no matter what vocation he chooses to follow.

For example, Rolf is the son of a rural blacksmith and acquires basic knowledge of Blacksmithing. (He would have helped his father at the forge. Rolf becomes a Forester instead of pursuing his father's occupation. Nevertheless, he is able to pursue his blacksmithing skills. Extended exposure to the craft in his youth gives him a lifelong basis in blacksmithing.

As noted before, if a background skill is already at a -1 DF because it is in the PC's chosen vocational category, he may expend 1 Mastery slot to obtain -2 DF **and** 1 level of improvement.

For example, Giles is the son of a knight. One of his background skills is basic knowledge in a Combat skill. Because he chooses knighthood, that Combat skill is automatically rated at -1 DF **because it is also in his chosen vocational primary skills category**. Giles choses Greatswords as his background Combat skill and expends 1 Mastery slot on it. Thus he begins with basic knowledge in Greatswords, has one level of improvement in it, **and** continues with the skill at -2 DF!

Vocation vs Occupation

Do not confuse a PC's chosen vocation with an occupation. **Vocations** indicate an overall trend and specialization in the lifelong activities a character pursues. **Occupations** indicate what one might be doing at the moment to earn a living.

For instance, a Fighter (vocation) specializes in fighting skills, but he may have an occupation (job) as an Armorer in some noble's castle. Or he could be a Mercenary Sergeant in the employ of a Merchant Prince. He might even be a care-free, wandering troubadour singing his way through life to earn his supper and a roof over his head for the night.

The Character Vocations

In basic ***Chivalry & Sorcery*** role-gaming, we distinguish five character vocations. These are:

Warriors **Thieves**
Mages **Adventurers** **Clergy**

Each vocation focuses on developing vocational skills. These may be learned and improved at -1 DF below a skill's stated difficulty level. Depending on his PC's Primary and Secondary Attributes , a player may select up to 5 of these skills for Mastery at -2 DF. (The number of Mastery skills can be up to 7 slots if using the ***Horoscope*** results.) Of course, the character starts the campaign with basic knowledge in them as well.

The character's **vocation** refers to his "calling," what he is both inclined to do and has been trained to do from early life. Don't confuse it with his current occupation, although he might very well be working at something that suits his vocation in life.

Primary vocational skills can all be learned and improved at **-1 DF**. If a Mastery slot is dedicated to any **one** primary skill, the character has basic knowledge in it from the start and will learn it at **-2 DF** thereafter,

Secondary vocational skills could have been learned by the character due to the relationship between the skill and the vocation, such as a fighter learning a First Aid skill to bind up his wounds or those of his companions. Or he could learn Weaponsmithing skill to repair weapons and armor. It also includes any background skills not already in the character's primary skill category that he wishes to have his character to devoted a large amount of time too.

If a Mastery slot is dedicated to any **one** secondary skill, the character will have basic knowledge in it and will continue to improve in it at **-1 DF** thereafter.

For instance, a player wishes his character to be a Forester but his father was a innkeeper. He may choose any of the background skills that he learned in his youth, such as ***Innkeeping***, to be learned at -1 DF at the cost of a mastery slot. This means the character simply spent more time in his youth learning his father's craft, but that cost him time. He therfore has one less mastery slot to spend on Forester related skills.

Some enties will list "any 3" Lore, or "any 2" Charismic. This means that in the character's vocational skill category there are a certain number of skills in that particular category that may be learned at a -1 DF. It also refers to the total amount of masteries that can be placed in that particular category. For instance the Priest's vocational skill category states " any 3 Historical" skills. This means that up to 3 Historical skills (player's choice) are in the Priest's vocational skill category, and up to 3 masteries can be spent on them. "**Any**" skills means the skills of the indicated category are all in the character's primary category and can be learned for Mastery.

The Warriors

"Warriors" are characters who elect for a martial vocation. They focus on training for combat. A martial career requires that a man rely on brute strength, fast reflexes, physical toughness, and bulldog tenacity--with quick wits thrown in for good measure. He is a **fighting** man, pure and simple. His goals in life are to seek glory, honor, and loot, to build for a good reputation and to be remembered after his death as a doughty warrior and a true hero.

Fighters: The Common Warriors

Fighters include all warriors not born of aristocratic backgrounds. While not enjoying the privileges of nobility, the common Fighter has greater freedom of action. For he is not strictly bound by the Code of Chivalry which Knights are expected to observe in their daily conduct.

Social background establishes the type of Fighter a PC belongs to when he enters the fantasy campaign. So does his ability to outfit himself accordingly. One cannot train as a Sergeant-at-Arms without a horse and cavalry arms. Put another way, how can a character learn to use a lance from the back of a warhorse if (1) he has no lance and (2) he has no horse to ride?

Sergeants-at-Arms and Petit Sergeants: In the feudal scheme of things, the Sergeant is comparable to a non-commissioned officer. A Petit Sergeant is a small landholder with enough income to maintain a horse but not enough to qualify for knighthood proper. A PC coming from a Sergeant or Petit Sergeant background will be deemed adequately equipped and having an opportunity to follow a martial occupation. He may learn these "Knight Only" skills in his vocational skill category: Ride a Warhorse, Wear Battle Armor, and Cavalry Lance. Other characters of common birth have to be able to purchase the requisite gear to qualify.

Men-at-Arms are infantrymen specializing in foot combat. They learn to wear heavy armor and wield large shields Their weapons of choice tend toward armaments effective in the battleline--spears and javelins, axes and pole-arms, and then swords and daggers. Some might specialize in distance arms like the bow or crossbow. Others will specialize in infantry close combat skills.

Fighters enjoy a choice from a wide range of combat skills, reflecting the differences in personal preference and social and cultural backgrounds which all Fighters exhibit.

Fighter's Vocational Skills (-1 DF to learn)	Fighter's Secondary Skills (-1 DF if for Mastery)
*Any Combat skills except K only	Any K only Combat skills
	Weaponsmithing (Metalworking)
	Leadership (Charismatic)
	First Aid (Materia Medicina)
	Conditioning (Athletic)
	Endurance (Athletic)
	Any background skills

*The GM may exclude some Combat Skills from a Fighter's vocational category because they aren't appropriate to his culture or social background.

Foresters: Warriors of the Wildlands

Foresters are characters who make their livelihoods in the wilds. They are the hunters and trappers, game wardens, guides, scouts, rangers, etc. of the campaign world.

Yeomen and Wood Elves naturally suit this character class because they grow up in a rural setting and could easily spend most of their time gaining basic experience out in the wilder regions of the countryside.

A Serf also fits into the Forester class quite easily, although he would have been less free to roam about if we wanted to be historically accurate.

Characters with Townsman backgrounds would be far less likely to make effective Foresters because they spent their youth in an urban setting. (The GM will have to rule on the eligibility of town-born characters for Forestry vocations.)

Characters from the Nobility would be far less likely to opt for a Forester vocation. However, a junior offspring not likely to become an inheritor could choose Forestry if he desires it.

These are merely guidelines for basic qualification in the Forester vocation. Game Masters with a preference for extreme realism might wish to restrict membership in the Forester class because a character's background has a significant impact on his youthful experience in this vocational area. Of course, GMs are free to set their own standards for membership, based on the natures of their own fantasy worlds and the cultures in it.

Foresters must select at least **half** of their Mastery skills from the Outdoor Skills. The first Mastery skill a Forester devotes to combat must be in the use of a missile weapon--typically the bow, but it could also be the javelin, crossbow, or sling.

Forester's Vocational Skills (-1 DF to learn)	Forester's Secondary Skills (-1 DF if for Mastery)
Any Outdoors skills	Any Combat skills not K only
Combat skills marked (F)	First Aid (Materia Medicina)
The Bestiary (Lore Scientific)	Conditioning (Athletic)
Geographic Lore: Regional Forests (Lore Historical)	Endurance (Athletic)
	Fletching (Crafts)
Historical & Legend Lore: Regional Forests (Lore Historical)	Herbalism (Materia Medicina)
	Any background skills
Magical Beasts (Materia Magica)	

Knights: the Chivalric Warriors

While a commoner may win knighthood during the course of a role-playing campaign, he may not start his career as a candidate for knighthood. This exclusive character class is limited to characters from a noble background. Nobles alone have trained from childhood in the chivalric martial arts.

As a general rule, a noble character desiring to become a feudal lord **must** elect for knighthood. In feudal times, the lord was a military as well as a political leader. He was expected to personally command his troops in battle. Any noble character who is an heir to lands and titles **must** become a knight if he expects his followers to respect him and follow him steadfastly.

Junior offspring, however, may choose another vocation. However, if they inherit the family lands and titles, they will have to acquire some Knightly fighting skills at normal costs to exercise their authority and prerogatives to the maximum extent.

A Knight begins with advantages in learning certain skills **because** he is born into a noble fighting class that trained for war from childhood. On the other hand, commoners must win knighthood "the hard way." A commoner's "worthiness" must be recognized by a feudal lord willing to confer knighthood upon him. And he must acquire knightly skills without the benefit of training in them since his early youth.

If the Age option is used (see ***Chapter 1: Character Creation)***, a character under 18 will still be a Squire when he enters the game. He must either turn 18 or else, if younger, perform some great deed of valor or accomplish some major quest to earn his spurs.

Knight's Vocational Skills (-1 DF to learn)	**Knight's Secondary Skills (-1 DF if for Mastery)**
Any Combat skills marked (K)	Any other Combat skills
Any Noble Skills	First Aid (Materia Medicina)
Riding (Animal)	Conditioning (Athletic)
Leadership (Charismatic)	Endurance (Athletic)
	Stamina (Athletic)
	Any background skills

The Code of Chivalry

Knights were expected to live up to the ideals of the Code of Chivalry. The Code held that a "true" Knight was a champion of women, a protector of the innocent and the weak, and a defender of the Faith. He should give alms to the poor. He should conduct himself at all times with "courtoisie" (Courtly Manners--courtesy).

As a lord, he should be stern but just and fair in all his dealings with his sworn vassals and lesser subjects. To loyal vassals, a true lord gives largesse openly, freely, and generously, rewarding and honoring them as they deserve. In battle, he should be steadfast and fearless, an example to all men. In victory, he should be magnanimous and courteous to defeated enemies he has taken captive to hold for ransom. Always will a true Knight choose the path of truth and right and justice.

This was the ideal, and many tried to attain it. Alas, many did not. History and legends are filled with tales of outlaw knights and robber barons, of deeds of treachery and the basest dishonor, of oaths broken, atrocities committed, and false betrayals.

How a character chooses to serve out his knighthood is up to the player, of course. He might well prefer to play the scoundrel knight. Yet he might well remember that knights take their honor seriously and defend it eagerly with lance and sword and mace.

Thieves, Burglars, Cutpurses, Beggars, & Assassins

One of the favorite vocational classes in role-playing has been the "Thief." However, this vocation has been badly abused in that "Thieves" were presented on a rather narrow pattern.

Again, distinction should be made between the **vocation** of "Thief" and the **occupation**. To choose the vocation of Thief is to elect for proficiency in skills which enable one to engage in "shady" behavior even if he isn't a "thief" by occupation.

For example, a character might follow the **occupation** of traveling minstrel and acquire skills like playing musical instruments. However, he chooses the **vocation** of Thief to develop proficiency in skills enabling him to augment his living with what he might be able to "pick up" here and there.

Burglars seek Mastery in skills like picking locks, stealth, detecting and disarming traps, etc. A Master at breaking and entering. He prefers to acquire his loot by secretive and non-violent means. His "cover" may be a legitimate and respectable occupation. Stealth and secrecy are vital to plying his trade.

Cut-Purses seek Mastery in skills like picking pockets, cutting purses, stealth, and mugging. They have fewer scruples about confronting victims. Nor are they the least bit reluctant to use the "direct approach" and resort to violence if needful. However, like the Burglar, he prefers not to be seen by his victims or by others when plying his trade.

Beggars are professionals who first chose Mastery in ***Begging*** and ***Conning***. They may also be masters at ***Disguise*** because their very specialized trade involves faking physical deformities and assuming various pitiful guises to arouse pity and the bestowing of alms. In fact, Beggars starting with a large number of mastery slots may choose skills like ***Costume & Design*** or ***Stage Performance*** to polish their acts.

The Beggar practices his trade in the open. All this is not to say that the Beggar will not acquire skills appropriate to a proper thief. He will also be likely be able to pick pockets, cut purses, etc., but it is less likely that he will specialize in them as Mastery skills.

Assassins evidence many of the characteristics of Fighters. However, their areas of Mastery are a combination of Thievish skills which stress stealth, awareness of dangers, and use of deadly force of both an overt and covert nature. It is in their being "knives for hire," as it were, that sets them apart from other members of the feudal underworld. Others in the profession regard them with a mixture of contempt and outright fear.

Basic Thieves' Vocational Skills (-1 DF to learn)*

Streetwise (Thievery)	Dodge (Combat)
Conceal/Find Hidden (Thievery)	Any Underworld Lore (Lore Historical)
Detect Thievery (Thievery)	

*All "Thief" types may chose from these skills for **Mastery**,

The following skills are more specific to each group's Mastery areas of special competence:

Burglar's Vocational Skills (-1 DF to learn)	Burglar's Secondary Skills (-1 DF if for Mastery)
Pick Locks (Thievery)	Brawling (Combat)
Stealth (Thievery)	Knife-Fighting (Combat)
Detect Trap (Thievery)	Backstabbing (Thievery)
Set/Disarm Traps (Thievery)	Dodge (Combat)
Climbing (Athletic)	Hear Rumors (Thievery)
Evaluating Loot (Thievery)	Alertness-Sound or Sight (Perception)
Skulking in the Shadows (Thievery)	Any background skills
Alertness-Sound or Sight (Perception)	

Cut-Purses' Vocational Skills (-1 DF to learn)	Cut-Purse's Secondary Skills (-1 DF if for Mastery)
Pick Pockets (Thievery)	Backstabbing (Thievery)
Stealth (Thievery)	Clubs (Combat)
Mugging (Thievery)	Evaluating Loot (Thievery)
Brawling (Combat)	Garotting (Thievery)
Knife-Fighting (Combat)	Conning (Charismatic)
Sleight of Hand (A&E)	Any background skills
Skulking in the Shadows (Thievery)	

Beggars' Vocational Skills (-1 DF to learn)	Beggar's Secondary Skills (-1 DF if for Mastery)
Begging (Charisma)	Storytelling (A&E)
Conning (Charisma)	Performance (A&E)
Disguises (Thievery)	Knife Fighting (Combat)
Hear Rumors (Thievery)	Any 3 Legend Lore
Costume & Design (A&E)	Any background skills
Sleight of Hand (A&E)	
Skulking in the Shadows (Thievery)	
Pick Pockets (Thievery)	
City Lore (Lore History)	

Assassin's Vocational Skills (-1 DF to learn)	Assassin's Secondary Skills (-1 DF if for Mastery)
Disguises (Thievery)	Any 2x 1-handed Weapon skills
Stealth (Thievery	Sleight of Hand (A&E)
Backstabbing (Thievery)	Detect Trap (Thievery)
Garotting (Thievery)	Set/Disarm Traps (Thievery)
Give Drugs/Poisons (Thievery)	Climbing (Athletic)
Skulking in the Shadows (Thievery)	Make Poisons/Drugs (Medicina)
Knife Fighting (Combat)	Hear Rumors (Thievery)
Throwing Knives (Combat)	Any background skills

The Clergy

There are two distinct types of Priest in ***C&S***. This allows for presentation of Clergy in the Christian-Islamic tradition and also Clerics in Celtic, Nordic, and other pagan traditions. Also falling under the second category are the typical fantasy priests encountered in role-playing games today.

The first type is the Clergyman who performs his blessings, miracles, etc., through sheer faith in the power of his deity to bestow such benefits or cause such events to occur. He prays to his deity, and sometimes his prayers are answered. Factors that determine his success are based upon his Faith. His level of Piety will always have a bearing on his success. More about them can be learned in ***Chapter 8: Acts of Faith.***

The second type uses "Priestly Magic"--actual modes of magic which they gain access to through belief in their deity or pantheon of deities. It doesn't matter if he is Well or Poorly Aspected, for even Neutrally Aspected characters may use priestly magic. Such magic is granted through the favor of the deity the Cleric serves. The Priestly-Mages are listed under Mages, later in this chapter. More about them can be learned in the Mages Vocations and ***Chapter 9: Magic.***

Priests

This Priest type is based on the Christian priests of the Middle Ages. In some fantasy worlds, this type may be unsuitable to the culture and setting. Ask your GM for details.

The Priest is the "Faith" type of cleric. He does not cast spells. He prays, and sometimes his prayers are answered. The most important skill for the Priest is "Faith." (See ***Chapter 8: Acts of Faith***.) Other vocational and seconday skills are:

Clergyman's Vocational Skills (-1 DF to learn)	**Clergyman's Secondary Skills (-1 DF if for Mastery)**
Faith (Materia Theologia)	Any 1 Perception skill
Theology (Materia Theologia)	Any Lore Historical skills
Any Languages (written)	Any 1 Lore Scientific skill
Any Languages (spoken)	Any background skills
Any 1 Charismatic skill	
Any 3 Lore Historical skills	
Calligraphy & Illumination (A&E)	
Any Materia Medicina skills	

A character under 18 is an Initiate and cannot become an ordained Priest before he turns 18 or else performs some great deed for the church.

The Mages

Mages are, of course, Magic Users. Coming from a wide variety of social backgrounds, Mages devote themselves to the study of the Magical Arts. In order to cast magic, an aspiring Mage must have knowledge in a **Mode of Magery**.

A **Mode of Magery** is the distinctive and characteristic way in which a Mage practices his magic. The Mode determines the Methods of Sorcery the Mage would most logically and easily learn and improve, and what spells may be cast.

For example, **Power Word** is a **Mode** of Magic. A character choosing Power Word Magic will learn those spells peculiar to that mode and will cast his spells as described for Power Word Mages. (See ***Magic, Chapter 9 for full desciptions on the Modes and Methods of Magic***.)

A **Method** of Magic is a field of magical knowledge which may be studied and practiced by Mages having different Modes or ways of going about casting their Magics.

There are seven Modes of Magic offered in basic ***Chivalry & Sorcery*** . This list does not include all of the Modes of Magic. Others can be found in the ***Sorcerer's Companion***™ and in the various culture packs in the ***C&S*** series of gaming publications.

Druid Generalist Thaumaturge
Enchanter Necromancer Witch
Power Word

A **Method of Magic** is the ability to cast a particular **kind** of magic . For example, a Mage with a high level of skill in ***Wards*** can harness the power of defensive magics to create strong wards and circles of protection. In the basic game there are thirteen **Methods** of Sorcery. These are not all the sorcerous methods. Others will be found in the ***Sorcerer's Companion***™.

The 13 Methods of Magic:

Air Magic	**Plant Magic**
Arcane Sorcery	**Summoning**
Command	**Transcendental**
Divination	**Transmutation**
Earth Magic	**Wards**
Fire Magic	**Water Magic**
Illusion	

We recommend that those new to ***C&S*** magic systems refer to ***Magic, Chapter 9***. Read the first few pages to get a feel of how ***C&S*** magic works. Look over the Mage spell lists in ***Chapter 10: Spells*** to see what each of the Modes of Magic has to offer.

All the Mages except the Generalist are **specialists** who learn their Mode of Magery at -3 DF, which they must purchase with a Mastery slot. The Generalist Mage or Magician does not have this advantage, but he has the opportunity to learn the widest range of magical spells. See ***Chapter 9: Magic*** and

Chapter 10: Spells on the Mage types and how they learn and cast Magic. **All Mages have Concentration in their primary vocational category and Willpower in their secondary category.** (See ***Resolution: Mental Fortitude*** in ***Chapter 4: Skills.***)

The Druid

Wisdom & Piety

Druids practice a "priestly" mode of magic. Druidism centers around nature. Those who channel its magic are worshippers of Nature. The Druids cast most of their magic through herbs and plants. **See *Chapter 9: Magic* for more details.**

Druid's Vocational Skills (-1 DF to learn)	**Druid's Secondary Skills (-1 DF if for Mastery)**
Druidic Mode (-3 DF)	Any 2 Animal skills
Plant Method	Any 1 Agricultural skill
Summoning Method	Command Method
Air Method	Transmutation Method
Earth Method	Divination Method
Fire Method	Any 2 Charismatic skills
Water Method	Any background skills
Wards Method	
Herbalism (Materia Medicina)	
Any Beast Tongues (Languages)	
Any 3 Outdoor skills	
Any 2 Animal skills	
Any 2 Agricultural skills	
Any 3 Lore skills	
Magical Beasts (Materia Magica)	
Faerie Lore (Materia Magica)	
Any 1 other Materia Magica skill	
Poetic Recitation (A&E)	

Witchcraft

Intellect & Piety

Witchcraft is another "priestly" Mode of Magic and is linked to many of the ancient religions. Practitioners combine both religion and magic to cast their spells. Witchcraft has access to many of the Methods of Magic. However, due to her access to so many Methods, the Witch does not advance to high levels in any of them. See ***Chapter 9: Magic*** and ***Chapter 10: Spells***.

Witch's Vocational Skills (-1 DF to learn)	**Witch's Secondary Skills (-1 DF if for Mastery)**
Witchcraft Mode (-3 DF)	Transcendental Method
Plant Method	Transmutation Method
Command Method	Illusion Method
Air Method	Summoning Method
Earth Method	Any 1 Materia Magica
Fire Method	Any 1 Outdoor skill
Water Method	Any 1 Animal skill
Divination Method	Any Materia Medicina
Wards Method	Garden Crops (Agric. skill)
Herbalism (Materia Medicina)	Any 1 Agricultural skill
Any 1 other Materia Medicina	Any background skills
Any 3 Materia Magica	

Not all witches are evil. Nor are witches like the stereotyped hags so often passed off as the "real" thing. As a matter of fact, during any time in history relatively few genuine witches practiced what is called "Black Magic". The common or hedge witches simply worshipped their own deities in their own way. In the basic ***C&S***, for example, witches are presented as a branch of Celtic Druidism. They most definitely are not in league with demons. Indeed, "White Witches" are opposed to evil spirits and the doing of harm to any living thing. Many are healers.

Enchanters

Intellect & Bardic Voice

The practice of enchantment is accomplished by the spoken word and thru the playing of musical instruments. The mage must be able to speak in verse or play an instrument to cast enchantment spells. The mode of enchantment largely centers on the Method of Command. There are also a fairly large number of spells from the Methods of Illusion and Transmutations. See ***Chapter 9: Magic*** for more details.

Enchanter's Vocational Skills (-1 DF to learn)	**Enchanter's Secondary Skills (-1 DF if for Mastery)**
Enchantment Mode (-3 DF)	Any Charismatic skills
Command Method	Any Materia Magica skills
Illusion Method	Any Arts & Entertainment skill
Transmutation Method	Any Historical Lore skills
Wards Method	Any 2 Languages (written)
Any 3 Arts & Entertainment skills	Any background skills
Any Languages (spoken)	
Any 2 Languages (written)	
Any 2 Charismatic skills	
Any 3 Materia Magica skills	
Any 2 Historical Lore skills	
Meditation (Resolution: Mental Fortitude)	

Generalist Mages: Magicians

Intellect & Discipline

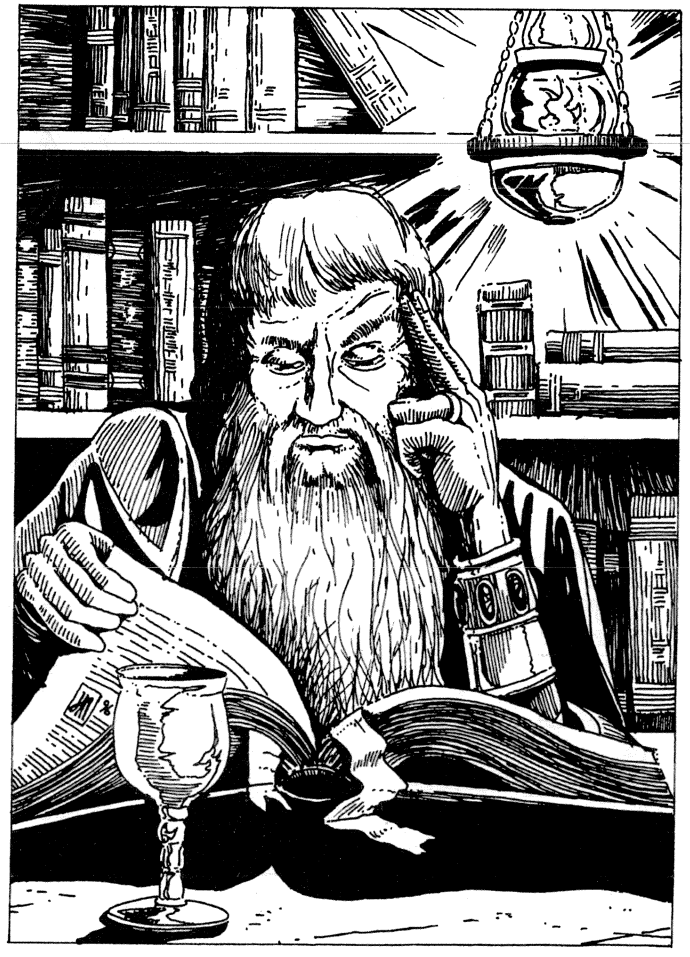
The Magician or Generalist Mage represents the standard Mage found in most fantasy role-playing games. Since he isn't a specialist, the Magician has the widest selection of options when choosing methods of magic. However, he does not enjoy the advantages of specialization and has the hardest Mode of Magic.

Due to his diversity, it takes him longer to research spells, and he must have access to a library or a book about the spell he is researching. Second, he has difficulty learning spells past the 7th rank. Only when he attains the highest levels of power does he unlock the knowledge needed to make him a Wizard, the true "wise one" among all the Mages.

On the other hand, what might seem a handicap is also an advantage. The Generalist Mage can practice just about any kind of Magic he wants. Not bound by the restrictions placed on any of the specializations, he is able to develop his skills in the Arcane Arts along lines that best serve his interests. He is probably most typical of the fantasy Mages of fiction.

The Generalist Mages often group themselves into Magical Orders and have titles of rank within the Order to distinguish the levels of power and knowledge they have attained. See ***Chapter 9: Magic*** for more details.

Generalist's Vocational Skills (-1 DF to learn)	**Generalist's Secondary Skills (-1 DF if for Mastery)**
Magecraft Mode	Any Magical Methods
Any 7 Magical Methods	Any 2 Historical Lore skills
Any 3 Materia Magica skills	Any 2 Languages (written)
Any 3 Languages (written)	Any 2 Languages (spoken)
Any 3 Languages (spoken)	Any Materia Magica skills
Any 3 Historical Lore skills	Any background skills



Necromancers

Intellect & Discipline

Necromancy focuses on summoning and power over the dead and the demonic. Necromancy is forbidden by most cultures and religions. Those who practice the art are generally Poorly Aspected. Should a Neutral or Well-Aspected character pick up the art, he will have a 10% x ML in each game year of becoming Poorly Aspected. See ***Chapter 9: Magic***.

Necromancer's Vocational Skills (-1 DF to learn)	**Necromancer's Secondary Skills (-1 DF if for Mastery)**
Necromancy Mode (-3 DF)	Illusion Method
Summoning Method	Any Materia Magica skills
Command Method	Any 2 Languages (written)
Wards Method	Any 2 Languages (spoken)
Undead Lore (Materia Magica)	Any 3 Historical Lore skills
Demon Lore (Materia Magica)	
Any 1 other Materia Magica skill	
Any 2 Languages (written)	
Any 2 Languages (spoken)	
Any 2 Historical Lore skills (pertaining to Undead, graves, etc.)	

Power Word Mages

Intellect & Bardic Voice

Power word magic is cast by saying Words of Power. Thus a Power Word Mage must be able to speak to cast his spells. He typically develops extensive linguistic skills, for his search for magical power leads him naturally toward learning many languages. See ***Chapter 9: Magic*** for more details.

Power Word's Vocational Skills (-1 DF to learn)	**Power Word's Secondary Skills (-1 DF if for Mastery)**
Power Word Mode (-3 DF)	Arcane Method*
Arcane Method **or**	Any 1 Elemental Method*
Any 1 Elemental Method	Any 3 Historical Lore skills
Command Method	Storytelling (A&E skill)
Wards Method	Any 1 Charismatic skill
Word of Guard (Materia Magica)	Any 1 Language (written)
Any 2 other Materia Magica skills	Any background skills
Any 2 Lore skills	
Any Languages (spoken)	
Any 1 Language (written)	
Any 2 Charismatic skills	

*If any Elemental Method was chosen over Arcane Method in the vocational skill category, Arcane is available as a secondary skill, and vice versa.

Thaumaturges

Intellect & Wisdom

Thaumaturgy appears to create things out of thin air. However the effect is often Illusion. Thaumaturgy also deals with spells of Command. **See *Chapter 9: Magic* for more details.**

Thaumaturge's Vocational Skills (-1 DF to learn)	**Thaumaturge's Secondary Skills (-1 DF if for Mastery)**
Thaumaturgy Mode (-3 DF)	Any 2 Thievery skills
Illusion Method	Any 2 Languages (written)
Command Method	Any 2 Languages (spoken)
Wards Method	Any 1 Arts & Entertainment skill
Public Speaking (Charismatic)	Any Magica Materia skills
Con (Charismatic skill)	Any background skills
Any 2 Materia Magica skills	
Any 2 Languages (written)	
Any 2 Languages (spoken)	
Any 1 Historical Lore skill	
Sleight of Hand (A&E skill)	

The Adventurer:

First of all, please understand that the Adventurer in ***Chivalry & Sorcery*** is literally **everyone else in the world**!

After all, there are a lot more callings one might follow besides the vocations of Fighter, Clergyman, Mage, or Thief. The Adventurer is the character vocation that enables the role-player to design his own calling in life.

Let's consider a few examples of what we mean:

SEAMAN	TRAVELING MERCHANT
TRAVELING MILLER	WINE MERCHANT
TROUBADOUR	WANDERING PLAYER (ACTOR)
TRAVELING MAGISTRATE	DIPLOMAT
MASTER MINER	WANDERING "STRONG-MAN"
WEAPONSMITH	FORTIFICATIONS ENGINEER
INNKEEPER	GLEEMAN
JONGLEUR	HOLY RELICS SALESMAN
BARBER-SURGEON	PHYSICIAN
SCHOLAR	GOLD/SILVERSMITH
MASTER BOWMAN	HERALD
TINKER	FARMER. . .

In short, look at the ***Social Charts*** you used to generate your player character. Consult the several hundred skills we offer for characters to learn and master. Then come up with your own character-type. The rules for do-it-yourself character vocation designing are quite simple, straight-forward, and few in number:

1. It's the Gamemaster's world, so be sure to discuss your character with him. You need to arrive an a mutually satisfying agreement about what your PC's primary skills should be.

2. Focus on what it is your character is going to do with his life. What is his occupation? For example, you decide that your character is going to choose the life of a Diplomat. All right, then, so what does a Diplomat **need** in the way of skills? What should he learn, and what is he likely to be able to learn in his early years, given his situation in life?

3. You may pick any one skill in a particular skill category to be your character's specialized field of knowledge. The character will receive that skill at -3 DF. This specialized skill has to be bought with a Mastery slot. The two Attributes for that skill determine his primary and secondary Attributes in his "chosen" vocation. This determines the number of Mastery slots your character has.

4. Your character also gains up to 4 skills from the same skills category (that the specializion skill was taken from). These become part of his **vocational skills category** (-1 DF). He can can devote a Mastery slot to reduce these an additional -1 DF, giving him a -2 DF when advancing his proficiency. If there are not that many suitable skills in that skill category, the player may, with the GM's permission, select skills from other categories that are related to the vocation.

5. Your character may have up to 4 skills in his primary skills from other skill categories, provided they relate to his specialization. If there are insufficient skills which relate to his specialization, the character may return to the original category the base skill was picked from to complete his primary vocational skill list.

6. Your character's **secondary skills category** consists only of the skills he learned in his youth because of his social background, etc.

7. The Gamemaster may veto any of these choices and might suggest others more appropriate to developing the character--and also which fit into his view of what the fantasy world is like. He may also allow the player a few more skills in his vocational and secondary skills categories if it can be justified.

The ***C&S*** systems enable you to design a character who can be literally anything! But that special character should make some sense and be created in the spirit of the rules.

C&S has a social system in order to give some structure to the world, something solid and tangible, a "real" world despite the fantasy elements, the magic, the High Adventure. Since a character comes from a definite background, that background affects what he might learn, what he can choose to do. The GM is well within his rights to say that an escaped Serf has no chance of learning the skills that would start him off as a fledgling diplomat. How is such a thing possible in any half-reasonable world? But he could become a seaman quite easily.

Example: When rolling up new characters for a campaign, the GM asked Stephen, one of the players, what vocation he wanted his newly rolled-up character to follow. Stephen replied, "I want to try something different."

The GM rolled his eyes and groaned, "What now?"

"I'd like to play a Mariner for a change," Stephen said.

"Interesting. Let's consider what a Mariner would likely have for his vocational and secondary skill categories."

After some discussion, the GM and Stephen agreed that the following skills suited a Mariner character.

First, the specialized skill would be ***Mariner*** (Seamanship), which the character would learn at - 3DF. The Attributes for that skill (Strength & Constitution) determine the Primary and Secondary Attributes in the Mariner Vocation. These determine the number of Mastery slots that the character will have at the start.

Next, they came up with the following skills for the Vocational and Secondary Skills Categories for a Mariner:

Primary Vocational Skills	Secondary Skills
Mariner [-3DF] (Seamanship)	Any background skills
Sail & Cordage Making (Seamanship)	
Sailing Small Boats (Seamanship)	
Piloting & Navigation (Seamanship)	
Shipbuilder (Seamanship)	
Slashing Swords (Combat)	
Brawling (Combat)	
Maces, Hammers, Clubs (Combat)	
Ship's Carpenter (Seamanship)	

Stephen and the GM first decided on Mariner and 4 other skills from the Seamanship category (see Chapter 4: Skills). They then decided that a Mariner would need some fighting skills because of the dangerous nature of seafaring, and they chose 3 Combat skills which seemed appropriate to a seafaring man. Slashing Swords seemed obvious, as did Maces, Hammers, & Clubs--the latter skill enabling a Mariner to use a variety of formal and improvised weapons that would come to hand aboard ship. As for Brawling, it was a certainty that any Mariner would know how to do that well! Stuck for ideas, they finally settled on Ship's Carpenter as the last primary vocational skill.

Secondary Skills consist only of those a character in the Adventurer pattern would receive from his background. However, a GM may feel free to add any skills that might apply to the "Vocation" chosen for the Adventurer.

And that's how it's done! Not at all hard, really. And a new character vocation is born. Have fun inventing your own.

Chapter 3: Skillscape™

How Skillscape™ Works

Skillscape™ is an straight-forward gaming system that is easy to use. It allows players to choose what their characters can do and also enables them to develop proficiency in those skills.

Skill: The ability to use an area of one's knowledge effectively to perform a task. A skill is learned and then developed and improved by further practice, study, and actual experience in using the skill in one's daily activities.

Difficulty Factor: Each skill has a **Difficulty Factor** (abbreviated "**DF**"). This Difficulty Factor can range from DF*1 (very simple to learn and master) up to DF*7 (very difficult to learn and master). The DF of a standard skill determines:

1. how much experience is required to advance the skill one level in proficiency;
2. the basic percentage chance (BC%) that one has of performing the skill successfully.

Vocational Primary Skills: A character's DF in a skill may be modified by his chosen vocation. Skills modified in this way are called Vocational Skills or Primary Skills.

For example, Warriors learn and improve combat skills at -1 DF lower than normal. Great Swords is rated DF*5, but a Knight would learn it at DF*4 because it is in his vocational category. SImilarly, War Axe skill is rated DF*4, but he would learn it at DF*3. See ***Vocations*** in ***Chapter 2*** to find out which skills are learned and improved at reduced rates.

Mastery Skills: Characters may select a limited number of skills as specialized skills. They are learned and improved at -2 DF. For more information on Mastery Skills and how many your character starts out with, again see ***Vocations*** in ***Chapter 2***.

Note that skills may **not** be reduced below DF*1, which is the easiest level at which any skill can be learned, improved, and performed in the Skillscape™ system.

The following table sets out the essential information concerning the levels of difficulty in the **Skillscape™** system:

Skillscape™ Difficulty Levels

Skill DF	Descriptor	Unskilled BC%	Skilled BC%	Min%	Max%	Exp. Cost
1	Very simple	50%	60%	08%	99%	300 exp.
2	Simple	40%	50%	06%	98%	400 exp.
3	Average	30%	40%	05%	97%	500 exp.
4	Challenging	20%	30%	04%	95%	600 exp.
5	Demanding	10%	20%	03%	92%	700 exp.
6	Difficult	05%	10%	02%	90%	800 exp.
7	Very Difficult	02%	05%	01%	85%	1000 exp.

Difficulty Factor or **DF** rating of a standard skill. The DF may be subject to modification in special circumstances.

Descriptor = Word or brief phrase describing the over-all level of difficulty a character will encounter when learning, improving, and performing the skill.

Unskilled BC% = **Basic chance,** expressed as a percentage, which a character has to do a task without having basic knowledge of the skill. Some skills cannot be attempted unless the character has basic knowledge of the skill.

Skilled BC% = **Basic chance**, expressed as a percentage, which a character has when attempting to do some task once he has at least basic knowledge of the skill.

If the skill is a **standard skill,** the success chance will rise by +3% per improvement "level." An improvement level can be purchased after the PC has acquired the first level, called **Level*0** or "**basic knowledge**." Each level of skill represents further experience and greater proficiency with the skill.

Non-standard skills may have different percentages or rules applied. See each non-standard skill for details.

Minimum Success Chance (Min %) = The lowest success chance a character has when performing a task when the SC% has been modified downward by unfavorable conditions.

Maximum Success Chance (Max %) = The highest success chance a character has when performing a task when the SC% has been modified upward by favorable conditions. It might be noted that a character may have improved his skills beyond this limit. In such instances, he receives a bonus to his Critical Die rolls, although his maximum success chance remains the same.

Experience Cost = The number of **experience points (exp)** a starting character must spend to learn **basic knowledge** in a skill. It also determines how much it costs to raise a skill an improvement level. See ***Purchasing Levels of Proficiency*** (below) for details.

Starting Off with Some Experience

We assume that a character has learned a few things during his youth. As he enters the game, he is also entering adulthood. While not highly experienced, he will have at least basic knowledge in a few skills.

To represesent this, when entering a fantasy campaign player characters start out with **5000 experience points** in their ***Accumulated Experience Pile***. These experience points can be expended to purchase:

1. basic knowledge in their starting skills, or
2. a level of proficiency in one of the skills.

A player need not spend all 5000 exp at once. Should a starting character have experience points left after buying the skills he wants, keep them in his ***Accumulated Experience Pile*** to be spent at a later date.

If the Optional Age Modifier is being used (see ***Character Creation: Chap. 1***), a character may start out with a greater or lesser amount of experience points with which he may purchase his initial skills.

Basic Knowledge

Before a character may buy levels in a skill to improve his chance to perform a skill-based task, he must first "learn" **basic knowledge** in that skill to obtain **Level 0** in the skill.

All that starting characters must do to learn **basic knowledge** of a skill is **pay the experience point cost** for that skill. They then enter the game with basic knowledge of it.

Characters who have been in the campaign for awhile must spend **time** to learn basic knowledge in new skills. How this is done is explained in ***Chapter 11: Experience***.

Many skills can be attempted without basic knowledge in them. Others require basic knowledge to be performed at all.

Once a character has **basic knowledge** in a skill, the **Skilled BC%** is used rather than the **Unskilled BC%**. Typically, this is only a modest 10% difference to begin with, but now that chance can be improved by study, practice, and experience in using the learned skill.

Accumulated Experience: the experience points which a character has accumulated during his adventures and also in downtime by studying, practicing, or working on projects.

Accumulated Experience Pile: experience points which a character has earned but not spent on advancing his skills. As he spends accumulated experience, the total is reduced accordingly. Consider the Accumulated Experience Pile as a bank account.

Total Experience Pile: the total number of experience points which a character has spent in the campaign. It determines the **experience level** a character has attained.

Experience Level determines how much experience a character can earn in "down time" between adventures. It also acts as a governor on how far a character can advance his skills without paying an inflated experience cost to rise a level in skill.

Skill Level is the level of proficiency a character currently has in a learned skill.

Purchasing Levels of Proficiency

When you are creating your character, you may spend your starting experience to buy basic knowledge and extra levels in skills. Your character will also acquire basic knowledge in some skills during his youth. These skills you can advance a skill level by paying the applicable cost for a skill at a given DF.

A character can raise his level of skill in any area to his Experience Level. **Each level he purchases up to his EXL costs the base cost of the Difficulty Factor (DF) of the particular skill.**

For example, Don's character, Sir Miles has now reached EXL*3. However, he has only 1 level in Greatsword skill, and he wishes to buy to level 3. Since Sir Miles is a Knight, he was able to learn and develop Greatswords, a DF*5 skill, at -1 DF. Since he chose it as a Mastery skill as well, he got a further -1 DF. That means he purchases 1 level in Greatswords at a 3*DF cost, which is 500 exp. Since he has 3 - 1 = 2 levels to make up, it will cost him 2 x 500 = 1000 exp. to raise his Greatswords skill to level 3. Of course, if Sir Miles had only wanted to raise it to level 2, it would cost him only 500 exp. because he would purchase only 1 level in the skill.

If he wishes to "push the envelope" and increase his skill level **beyond** his current Experience level, additional costs in experience points will be necessary.

To find this added cost:

1. Subtract the character's current Experience Level from the level of the skill.
2. Multiply difference in levels x the experience cost for the skill at the DF the character has with the skill.

For example, Don's character, Sir Miles, at EXL*3, wishes to develop as much skill with his favorite weapon as he can. What is the cost of purchasing an extra level to level*4 in Greatswords?

Subtract Sir Miles' Experience Level from the skill level he wants to purchase: 4 - 3 = 1. Multiply the difference x exp. cost for a level: 1 x 500 = 500 exp. to raise his Greatsword skill to level*4!

Suppose Sir Miles got very ambitious and purchased level*5 . He is at ExL*3, so 5 - 3 = 2 x 500 = 1000 exp. Clearly, the greater the difference between his current Experience level and the level of the skill he wishes to purchase, the costs increase dramatically.

Advancement becomes harder and harder the farther a character's skill level is from his experience level. He can raise one skill to very high levels. But it will cost him dearly to do it if his experience level hasn't kept pace!

The reason for this is simple. Your character is learning above his current experience level, which is a measure of his overall ability to learn and improve, in a way. On the other hand, he is using more time and effort to learn the skill at that higher level, and that can bring a kind of "pay-off," too. Because he is spending more of his accumulated experience to raise the skill, he injects more exp into his ***Total Experience Pile***. Obviously, that will raise his Experience Level.

See ***Chapter 11, Experience***.

The Effects of Raising Skills

Once a character has learned basic knowledge in a skill, he may advance in ability by spending some of his accumulated experience points. The cost of the skill at a given **DF** is listed in the ***Skillscape™ Difficulty Levels Table*** under ***Experience Cost***.

Each level purchased in a standard skill increases the character's chance of performing the skill by **+3%**, which is known as raising the character's Personal Skill Factor.

Some skills are classed as "non-standard." That is, these skills do not follow the basic ***Skillscape™*** system. Such skills are marked **NS** and contain the details on how they will be handled.

For the complete rules on how to buy your character's skills and improve them, see ***Chapter 11, Experience.***

Attribute Bonuses

All standard skills are modified by two Attributes. Non-standard skills may have special modifiers, which will be indicated in NS skills descriptions. If a character's attributes are high (or low) enough, he will receive a dice modifier when rolling 1D100 dice to see if he can perform the skill successfully.

To find the skill modifier for a standard skill, add the two Attributes together affecting the skill. Then refer to following table:

Attribute Bonus/Penalty Table

Attribute Bonus	Dice Modifier	Attribute Bonus	Dice Modifier
4 or less	-20%	25-26	+2%
5	-18%	27-28	+4%
6	-16%	29-30	+6%
7	-14%	31-32	+8%
8-9	-12%	33-34	+10%
10-11	-10%	35-36	+12%
12-13	-8%	37	+14%
14-15	-6%	38	+16%
16-17	-4%	39	+18%
18-19	-2%	40	+20%
20-24	+0%	41+	+20% +1% x pts. above 40

Personal Skill Factor (PSF)

A character's Personal Skill Factor or **PSF** for a particular skill is found by:

1. adding in the Attribute modifier for the skill;

2. adding +3% bonus per level of proficiency attained;

3. adding any other bonuses the character may have received due to Special Ability, Talent, or a magical item or weapon.

The **Personal Skill Factor** or **PSF** is therefore the skill bonus, expressed as a percentage, added to one's chances of

success when trying to perform any skill, as in PSF*33% or PSF*16%. Because it is applied repeatedly throughout the Skills, the Magic, and the Combat system in ***Chivalry & Sorcery***, please become closely acquainted with **PSF**.

Also note that some non-standard skills may have a special way of factoring in PSF, so read those skills marked **NS** carefully to see how to apply them.

Finally, PSF is **not** modified by any factors **except** special cases, such as reductions imposed by exhaustion of Fatigue points or by a specific damage effect caused by combat or magic.

Total Success Chance (TSC%)

The Personal Skill Factor + Basic Chance + any modifiers affecting one's ability to perform the skill = **Total Success Chance** a character has to perform a skill. We abbreviate Total Success Chance as **TSC%**.

Characters with a lot of levels in a skill may have a TSC% **above** the Maximum Chance of Success allowed for a skill at that DF. When this happens, the TSC% = Max % for the skill.

For example, Sir Gallant is a very experienced knight who has a TSC% of 116% in Greatswords. This is, for him, a DF*3 skill with a Max.SC% of 97% when he attempts to strike or parry with a Great Sword. However, the +19% over the Max % is not wasted. Bonuses to Crit Die results will be forthcoming. See ***Min % & Max %*** later in this chapter to find the effect of TSC% above maximum permissible levels.

Making a Skill Check

Occasionally, the GM will ask a player to make a skill check for his character. This is done by rolling a percentage pair (1D100%) which yield a 1-100 result, and a 1D10 Critical Die.

The percentage pair can be either 2 different colored ten-sided dice or else a pair of ten-sided dice with one die having "o" after the number. In the latter case, the die with "o" after the numbers is the **tens die**, and the other is the **ones die**.

For example, the player rolls 5[o] and 3. He rolled 53 on the percentage pair. If he had rolled 0[o] and 3, the result would be 03 or just 3. If he had rolled 0[o] and 0, the result would be 100.

If you do not have these specialized dice, roll two ten-sided dice of different colors, one being designated a tens die and the other the ones die.

For example, Don has a red and a blue D10. He designates the red die to be the 10s and the blue die to be the 1's. He rolls an 8 on the red die and a 4 on the blue die. The red 8 is really 10 x 8 = 80, and the blue 4 is 1 x 4 = 4. Adding 80 +4, we find he has rolled 84%. A red 0 and a blue 6 = 0 + 6 = 06 or just 6! A red 5 and a blue 0 = 50.

A "0" on the 10's die = 10(0). On the 1's die 0 = 0. So "00" = 100 + 0 = 100!

The third ten-sided die should be a different color from the percentage dice. This is the Critical Die, more familiarly known in these rules as the **Crit Die**™. An 8 rolled on the Crit Die means that you have a critical result of 8. Various critical tables are provided with the skills to indicate the degree of success or failure one has with a particular skill.

A player must roll under his character's TSC% (or the maximum permitted SC%) to succeed with a skill-based task.

For instance, if a character has an TSC% of 76% and rolled 53 on his percentage dice, he would have succeeded in the task. Only how well has he succeeded? The Crit Die result was 8, so he looks at the relevant Crit Table to find out if anything special has come of this.

Similarly, if he rolled 84% on his percentage dice, he would have failed in performing the task. Again, how badly has he failed? Suppose he rolled a miserable 1 on his Crit Die. The outcome would be a totally botched job which might have serious consequences. On the other hand, failure with an 8 on the Crit Die may not indicate a badly messed up outcome.

On a ***10-sided Crit roll*** a ***0 means 10***.

Gamers will find that in a single roll of three ten-sided dice, **Skillscape™** automatically and easily provides for a wide range of outcomes for any successful or unsuccessful action. This all allows for a high degree of realism and complexity to any actions characters might perform. Yet it minimizes and simplifies the game mechanics and allows players to focus on their role-playing, which we feel is the way it should be.

Resisted Skills

A **resisted skill** is a skill that can be countered by another character's skill. Resisted skills may be denoted by the abbreviation **RES** or the word **Resisted** in the skill descriptions.

A resisted skill differs from an ordinary skill because it allows another character to defend against it. The character initiating the skill must roll within his maximum success chance (SC%) to have the **opportunity** to be successful with that skill. If he is successful, the defender must make a resisted roll to avoid the consequences. Each resisted skill description indicates how that skill may be resisted.

The character resisting the skill must make a successful resisted roll (using the indicated RES skill). His chances are reduced by the PSF of the initiator of the skill being resisted. Note also that other factors arising from the particular situation may add a bonus or subtract a penalty from the success chance of resisting a skill, magical spell, etc. Note: the PSF is **not** adjusted by such modifiers, just the success chance itself.

A resisted success must equal the success of the initiator. If the initiator has a **normal success**, a **normal resisted success** is needed to counter the skill completely. If the initiator has a **Critical Success**, then a **Critical Resisted Success** is needed to counter the skill completely.

If the initiator has a **Critical Success**, and this is met with only a **normal resisted success**, the initiator does have some success with the skill. Only now the Critical Success is **reduced** to a **normal success**, and there are no special bonuses or added effects coming for performing the skill extraordinarily well.

For example, Alandra the Sorceress is trying to Charm Sir Geoffrey into performing a task for her. She has a PSF of 34. Her total success chance is 74%. She rolls a 32% and Crit Die of 5, a normal success. Since Charm is a Willpower resisted skill, Sir Geoffrey must make a successful Willpower check - PSF of Alandra's Charm skill. Since she only rolled a normal success, all Sir Geoffrey needs to resist is to be successful with his Willpower roll.

Sir Geoffrey's total success chance is 64% in Willpower, but he must subtract Alandra's PSF of 34 from his total success chance. His chance of resisting the Charm is 64 - 34 = 30%. He rolls 18% and a Crit Die of 7, which successfully resists the Charm.

Now suppose Alandra had rolled a Critical Success. That is, she rolled a Crit Die of 10. Then Sir Geoffrey would not only have to succeed in his Willpower roll but also needs to roll a Critical Success (Crit Die of 10) to equal her success. If he just rolled a normal

success, her Critical Success becomes a normal success, and she receives no bonuses for rolling a Critical.

Finally, if Sir Geoffrey had failed his Willpower resisted roll, Alandra's Critical Success would give her a bonus or added effect in the Charm she has cast over him.

Sometimes, a character may **substitute another skill** for the one designated for a resistance roll if he has a skill related to what he is trying to resist. Of course, the Game Master has the **final say** about whether a substituted skill can be used or not.

For instance, Albert is Conning Bors into buying a horse that is really a nag. Albert is representing it to be a fine specimen.

Normally, a Con gives rise to a Willpower resisted roll. However, Bors is very skilled in Animal Handling (Horses) and Horse-Breeding. He has knowledge which enables him to judge the worth of the horse being foisted on him. If either of these skills gives him a **better** chance of resisting Albert's blandishments, Bors can substitute that better chance for his Willpower in order to resist being "taken" by the wiley horsetrader.

Willpower is used to resist many skills directed against a character. But, as seen in our example, there are instances when other skills may do as well or better. The Game Master will have to decide whether or not another skill can be substituted for a designated resisted roll.

This is one of the unique strengths of **Skillscape**™. There is a great degree of flexibility built into the application of skills, and also great flexibility in how one can put up resistance to skills. As the saying goes, "there is more than one way to skin a cat." The Game Master and the players should try to be alert to such opportunities when they arise during the game play.

Critical Successes and Blunders

The Crit Die rolled with the percentage pair will determine whether a character has a Critical Success or a Critical Failure outcome to his attempt to perform a task.

As already noted, a great many skills presented in ***Chivalry & Sorcery*** will be accompanied by specialized Critical Results Tables. These "Crit Tables" set out a range of possible outcomes for both successful and failed percentage rolls.

For Skills and Attribute Rolls not having a specialized Critical Outcome tables, use the ***General Critical Outcome Table*** below. GMs are free to modify the table to suit their own needs. The table provides a broad guideline on how to deal with vaguely defined circumstances, not a set of outcomes graven in stone!

General Critical Outcome Table: Failure

Abysmal Failure w. Crit Die 01	The task is a complete and dismal failure, and perhaps dire consequences might arise because of it. One can't do any worse even if one were really trying to fail!
Botched Failure w. Crit Die 02-05	The task fails, and the reasons are obvious. The skill is sadly incompetent and so grievously flawed that such efforts will be catastrophic if repeated very often.
Disappointing Failure w. Crit Die 06-09	The task is a truly disappointing effort marked by some potentially disasterous flaws in execution that could result in disaster if they become habitual.
Heartbreaking Failure w. Crit Die 10	The task is a failure, a squeaker that almost became a success save for blind luck. Better luck next time!

General Critical Outcome Table: Success

Mediocre Success w. Crit Die 01	The task is just barely successful. It could easily have been a failure. However luck intervened. A scarcely adequate technique led to marginal success.
Middling Success w. Crit Die 02-05	The task is performed with a colorless & uninspiring show of basic competence. Flawed technique can be discerned in the work, so beware of mistakes.
Competent Success w. Crit Die 06-09	The task is accomplished with real style and expertise. It is a fine display of competence and skill that comes close to perfect execution of the skill in practice.
Critical Success w. Crit Die 10	The task is accomplished with flare & professionalism, a stunning display of outstanding skill worthy of a true Master of the craft. If it is a resisted skill, the one who is resisting the effects of the skill must obtain Critical success as well, while a regular sucess resisting the skill reduces its critical success to a regular success.

Attribute Rolls

From time to time, a character may be called upon to make an **Attribute Roll** to perform some general task **not falling under a formal skill**. These are made in exactly the same way as Skill Rolls, and the Crit Die is employed to determine if the character is particularly successful or else totally botches the job.

Modifiers to Skill Rolls

From time to time, the GM may impose a modifier to a character's skill roll attempt. Such modifiers represent an advantage enjoyed by the character or else a disadvantage working against the character's **chance of success**.

A percentage modifier is a number that is added or subtracted from a character's total skill chance. It affects the success chances of the character who receives the modifier. Such modifiers generally lie within a range of +/- 5 to 50, depending on the circumstances. However, the Game Master may impose a higher modifier if he deems it's necessary.

Minor: The character has a slight advantage or disadvantage due to circumstances: **+/- 1-10%**

Moderate: the character has a middling but hardly substantial advantage/disadvantage: **+/- 11 to 20%**

Major: the character has a significant though not entirely decisive advantage/disadvantage: **+/- 21 to 30%**

Astounding: the character enjoys a huge advantage or is handicapped by a grievous disadvantage: **+/- 31 to 40%**

Overwhelming: the character either enjoys a massively decisive advantage or is laboring under a truly crushing disadvantage: **+/- 41 to 50%**

Note that the character's success chance cannot be modified above the Maxmum nor below the Minimum Success Chance for the skill at a given Difficulty Level.

Modifiers are cumulative.

If a character had modifiers of +10, +5, and -5, the result is a +10 to his success chances: +5 and -5 cancel each other out.

For example, Rolf is attempting to climb up a cliff face. He has PSF 40% in ***Climbing***, a DF*3 skill with BC*40%. His Total SC% is 80% (PSF + BC%). However, it has been drizzling steadily, the rocks are slick, and the run-off is streaming down the cliff face.

The GM deems the disadvantage facing Rolf is important and imposes a -20% moderate penalty. Since the climb is being made up a crumbling rock face, he imposes an additional -20% moderate penalty. Rolf's total chance of success = 80% - 20% - 20% = 40% of climbing a section of cliff.

As if that isn't bad enough, Rolf startles a nesting cliff bird and is startled himself as the screaming bird explodes past him in flight! The GM grimly imposes an -8% minor penalty for the sudden shock the surprise has given Rolf. Now our intrepid climber is down to 40% - 8% = 32% chance of success. This is becoming a deadly matter!

Max % & Min %

Players please take note once again that each of the 7 Difficulty Levels for skills has a maximum and a minimum chance of success. It may happen that a character's PSF + BC% + modifiers might rise above or fall below the Max % and Min % allowed by the Difficulty Level of the skill. If a character's TSC% is over the Max % or under the Min %, there will be a **Crit Die Modifier**:

If successful, or every block of 1-20% above the Max %, add +1 to the Crit Die roll.

If a failure occurs, for every block of 1-20% below the Min % subtract -1 to the Crit Die roll.

Example: Roderick, the Physician, has PSF*82 in Chirurgery, for him a DF*4 skill reduced to DF*2 because he has Mastery in the surgical arts. The basic SC% = 50% for a DF*2 skill. He is attempting a relatively easy task for him, the extraction of an arrowhead in the shoulder of Sir Miles. The wound is not grievous and the operation is being done in favorable circumstances, so the GM awards a major advantage of +25%. Roderick's TSF = 82 + 50 + 25 = 157%! However, a DF*2 skill can have a maximum SC% of 98%. Our physican has 157% - 98% =+59% in hand. This surplus raises his Crit Die roll: 59/20 = 2.95 = +3 if he succeeds in his D100 roll.

Roderick rolls 36% on the percentage dice and 7 on the D10 Crit Die, which is raised by +3 to 10: a **Critical Success!** He not only draws the arrow but does it with consummate skill, hardly distressing the wounded knight at all. Sir Miles will have a very good chance at a fast recovery, without complications.

It is also quite possible for a character to end up with a very bad chance of success, which may have entirely the opposite effects to those experienced by Roderick.

Thomas is attempting to brew beer, a DF*4 skill with a basic SC% of 30%. However, Thomas has only basic knowledge in the skill and is making a batch for the first time. He has no bonuses for his relevant Attributes, and since he has no experience either, his PSF = 0. What is worse, he naively purchased his materials from a supplier who "***Conned***" him and sold him mouldy barley. The GM kindly assesses only a major penalty of -30%.

Thomas therefore has a TSC% = 30 -30 = 0%. However, he cannot have lower than a 4% minimum chance of success with a DF*4 skill. With a TSC% = 0%, he is -4 below that minimum and so suffers a -1 penalty to his Crit Die roll. Still, he does have a **4%** chance of managing a veritable miracle and brewing up some half-drinkable beer! Thomas rolls a 61% percentage result, a failure. His Crit Die result is 4, which is reduced -1 to 3. He not only failed, but the batch of his brew is **really** bad!

A maximum of +5 may be added to or -5 subtracted from the Crit Die results

Any negative modifiers will also be deducted from the Total Success Chance (TSC%), not the Max% to successfully perform the skill.

For example, remember Roderick with his 157% chance of withdrawing the arrow from Sir Miles' shoulder? He has a Max % of 98% of doing so. Now suppose that just as he was about to perform the surgical procedure, five enemy fighters burst into the cottage and were engaged by the two sergeants and the squire, who were also there attending their wounded knight.

The GM rules a major penalty to Roderick's chances of -25% because of the disturbance and potential danger. This penalty is subtracted from the TSC% of 157%, giving Roderick 132%. Since this is still well over the Max % of 98% for his chirurgical skill, Roderick has 132% - 98% = +34% in hand: 34/20 gives 1.6 = +2 modifier to his Crit Die roll if he succeeds with his SC% roll.

Most standard skills allow a character some chance of success in using the skill--even if he has no basic knowledge in it. This is considered to be a reasonably lucky "guess" at how to do something. If he is successful, he may receive "dedicated" experience points which may be used solely toward purchasing basic knowledge in the skill later on.

Such attempts use the **unskilled BC%** rather than the skilled BC%. The character can add his Attribute bonus as well as any other bonuses or subtract any penalties that apply:

When FAILING an unskilled attempt to accomplish a task, all Crit Die results are reduced by -2.

Note: A skill denoted **[~]** in the skill list at the end of this Chapter **cannot be attempted by a character without basic knowledge** because a mere guess at how to do it just won't work in such circumstances.

Time Taken to Perform a Skill

How long and under what conditions a skill may be performed depends on the circumstances. Some skills may be performed very quickly. Others may take days or even weeks. The GM should use his own judgement about how long a skill takes and whether or not it can be performed in a 15-second combat round. If it can be done in a round, it must be assigned an Action point (AP) cost. See ***Chapter 7, Combat.*** For skills that take longer periods of time, see the individual skill entries .

Core Skills

In ***Chivalry & Sorcery,*** every character starts out with a number of **"Core" Skills**. The character has basic knowledge in each **Core Skill**, without exp cost. These are learned as a matter of course during one's youth. Below is a list of the **Core Skills** acharacter starts out with when he enters the campaign:

Alertness-Sight (Perception)
Alertness-Sound (Perception)
Dodge (Combat)
Language (Own), Spoken (Language Lore)
Stamina (Athletic)
Willpower (Mental Fortitude)

An Example of How to Purchase Skills in the Skillscape™ System

Marie-Claire has picked the Fighter Vocation for her character, Brigit the Bold. Her primary and secondary Attributes of STR*18 and CON*16 yield a total of 34, entitling her to 3 Mastery slots. She opted not to roll on the optional Age Table, so Marie-Claire's character starts with the standard 5000 accumulated experience points for a beginning character of 18 years.

Before she selects her vocational skills as a Fighter, she already comes equipped with 10 skills that will serve her quite well out there in the world. Born the 2nd daughter of a well-to-do wine merchant who regards her as a "Good Daughter," she automatically starts out with the background skills of ***Winemaking*** and ***Bargaining***. Being human, she automatically has basic knowledge of ***Brawling***. With an INT*13, she has basic knowledge in ***Counting***. Like all characters, she starts with basic knowledge in the **6 Core Skills**: ***Alertness-Sight, Alertness Sound, Dodge, Own Spoken Language, Stamina,*** and ***Willpower.***

Brigit decides to dedicate her 3 Mastery slots to 3 Combat skills within her vocational skills category. She first chooses ***Slashing Swords***, then ***Archery: Shortbows*** and ***Heavy Shieldplay***. These she learns at **-1 DF** because they are in her vocational skills category, and at another **-1 DF** because she has selected them for Mastery. Here is how the situation looks:

	Base	Base	Brigit's	
Master Skill	**DF**	**Exp. Cost**	**DF**	**Exp. Cost**
Slashing Swords	4	600 exp.	2	400 exp.
Archery: Shortbows	5	700 exp.	3	500 exp.
Heavy Shieldplay	4	600 exp.	2	400 exp.

Note that, since these are Mastery skills, Brigit automatically receives basic knowledge in them without paying an exp. cost to acquire them.

To determine her TSC% and PSF in these skills, she uses the following procedure:

1. Marie Claire finds Brigit's BC% for her 3 Mastery skills in combat. Brigit has STR*18 and AGIL*15, a total of 33. Looking at the Attribute Bonus table (see earlier in this chapter), Marie Clair finds that a total of 33 Attribute points = +10%. Since she has the same Attribute requirements for all 3 skills, she has the +10% Att. Bonus for each combat skill selected for Mastery. (See ***Chapter 2, Vocations*** for information on Mastery slots.)

2. To start out with additional fighting prowess, Marie-Claire decides to buy a few levels in several of Brigit's Mastery skills. Remember, these 3 skills begin at Level 0 (basic knowledge).

a. She decides against buying any levels in Shortbows and is content to advance her skill in role-play.

b. She purchases 1 level in ***Heavy Shieldplay***, which costs 400 exp., raises her skill to level*1, adding +3% to her PSF.

c. She purchases 3 levels in ***Slashing Swords***. Since this is above her current experience level (EXL*1), she will pay a higher price for difference in levels. The cost is found by subtracting her current experience level (EXL*1) from the level she is buying in the skill and multiplying the difference by the **DF** cost of the skill:

To purchase level 1 in ***Slashing Swords*** costs the base amount of 400 exp.

To purchase level 2 in ***Slashing Swords*** costs 2 - 1 = 1 x 400 exp. = 400 exp.

To purchase level 3 in ***Slashing Swords*** costs 3 - 1 = 2 x 400 exp. = 800 exp.

Therefore, to purchase all 3 levels in ***Slashing Swords*** costs a total of 400 + 400 + 800 = 1600 exp. Her purchases have the following effect on her Mastery skills:

		Skilled		Att.			
Skill	**DF**	**BC%**	**Attributes**	**Bonus**	**Levels**	**PSF**	**TSC%**
Slashing Swords	2	50%	STR+AGIL	+10%	3: + 9%	+19%	69%
Archery: Shortbows	3	40%	STR+AGIL	+10%	0: + 0%	+10%	50%
Heavy Shieldplay	2	50%	STR+AGIL	+10%	1: + 3%	+13%	63%

Marie-Claire has spent a total of 400 + 1600 = 2000 exp. raising these two Mastery skills. She deducts this from her Accumulated Experience Pile and deposits 2000 exp. in her Total Experience Pile. She has 3000 exp. remaining in Brigit's Accumulated Experience which Marie-Claire can spend to acquire basic knowledge in new skills or to improve the levels of the other skills that Brigit enters the game with. On the other hand, she could choose to keep the 3000 exp. in her Accumulated Exp. Pile for use at a later time.

Deciding that her character could do well to acquire some additional skills, Marie-Claire purchases basic knowledge in the following skills:

From her vocational primary category, she chooses to purchase **basic knowledge** in the following skills, which will be learned at -1 DF:

Wearing Light Armor DF*3 - 1 = DF*2 at 400 exp.
Wearing Heavy Armor DF*4 - 1 = DF*3 at 500 exp.
Spears DF*4 - 1 = DF*3 at 500 exp.

This is a total of 400 + 500 + 500 = 1400 exp. She transfers that to her Total Experience Pile, which now has a total of 2000 + 1400 = 3400 exp. She now has 1600 exp. left in her Accumulated Experience Pile.

She calculates her base chance of success, her PSF, and her total success chance as outlined earlier. However, ***Wearing Light Armor*** and ***Wearing Heavy Armor*** are **non-standard skills** (denoted **NS**). These require only the purchase of basic knowledge and no further expenditures in order to wear such armor with all the benefits they bestow.

Considering that people get hurt in battle, Marie-Claire decides that Brigit's knowing ***First Aid*** would be a good idea, so she purchases basic knowledge at the base cost of 400 exp. for a DF*2 skill. (Had she selected it for a Mastery slot, she would have learned it at -1 DF or DF*1 and 300 exp. cost and transferred it from her secondary skills category to her primary vocational category. But with only 3 Mastery slots, she decided to put them to use in developing her character's fighting skills).

Finally, Marie Claire purchases ***Swimming***, an Athletic Skill, at DF*4 and 600 exp. for basic knowledge.

This expends a further 1000 exp. which Marie-Claire deposits in Brigit's Total Experience Pile, which now stands at 4400 exp. In another 601 exp., she will pass the 5001 exp. barrier and enter Experience Level 2. The remaining 600 exp. in Brigit's Accumulated Experience Pile is left there for the moment, as Marie-Claire prefers to keep a few experience points in reserve "for emergencies," as she puts it. (See ***Chapter 11, Experience***.)

Marie-Claire calculates her base chance of success, PSF, and total success chance in ***First Aid***, ***Swimming***, and her 6 Core Skills. She looks over ***Alertness-Sight***, ***Alertness-Sound***, and ***Spoken Language*** in the Skills descriptions (***Chapter 4***) because they are listed as Non-Standard Skills (NS) and may be handled differently than standard skills.

C&S Skills: Appendix 4

The following list amount to a table of contents for the character skills available in ***Chivalry & Sorcery***. The skills are given in the order of appearance in ***Chapter 4, Skills***. Generally, the skills are listed in alphabetical order within their categories. However, in some instances, they may be listed in order of precidence. For instance, see ***Wearing Armor***, which lists the order in which different types of armor must be learned.

[NS] Remember that non-standard skills **[NS]** do not always work in the same way as standard skills. Check the skills descriptions for such skills.

[~] Skills marked **[~]** in this section denote those **skills which cannot be performed without basic knowledge** because they involve techniques, procedures, and specialized knowledge that make it impossible to do them by trial and error, etc.

Magical and Clerical Skills are described in ***Chapters 8*** and ***9***, respectively, but the skills associated with those vocations are listed here as well.

Agricultural Skills

DF*3 **Field Crops:** STR + WIS
DF*2 **Garden Crops:** WIS x2
DF*3 **Orchard & Berry Crops:** INT + WIS
DF*3 **Viniculture:** INT + WIS
DF*4 **Winemaking:** INT + WIS **[~]**

Animal Skills

Animal Husbandry: INT + WIS
- DF*3 **Cattle Herding**
- DF*4 **Horse Breeding**
- DF*3 **Running a Dairy**
- DF*2 **Pig Raising**
- DF*2 **Poultry Raising**
- DF*2 **Sheep Herding**
- DF*3 **Animal Handling**

Animal Riding: AGIL + DISC
- DF*3 **Horse, Pony, Mule**
- DF*2 **Donkey**
- DF*4 **Camel**
- DF*4 **Exotic Animal**
- DF*4 **Mythic/Legendary Beast**

Animal Training (RES): BV + DISC **[~]**
- DF*3 **Warhorses & Horses [~]**
- DF*3 **Draft & Pack Animals [~]**
- DF*3 **Exotic Animals [~]**
- DF*3 **Hunting Dogs [~]**
- DF*3 **Birds of Prey [~]**

Animal: Veterinary [~]
- DF*3 **Veterinary Arts I:** INT + AGIL **[~]**
- DF*4 **Veterinary Arts II:** INT + WIS **[~]**

Arts & Entertainment Skills

DF*3 **Acting: Costuming:** INT + DISC
DF*4 **Acting: Performance** BV + DISC
DF*4 **Acting: Ventriloquism:** BV + AGIL
DF*4 **Calligraphy & Illumination:** AGIL + DISC **[~]**
DF*2 **Dancing (Court):** AGIL + DISC
DF*2 **Dancing (Folk):** AGIL + DISC
DF*2 **Juggling:** AGIL x2
Musical Instruments:
- DF*4 **Bagpipes:** CON + BV
- DF*2 **Drums:** AGIL x2
- DF*3 **Flutes:** AGIL + BV
- DF*3 **Harps:** AGIL x2
- DF*3 **Horns:** CON + BV
- DF*3 **Strings:** AGIL x2

DF*4 **Painting & Sketching:** AGIL x2
DF*4 **Poetic Composition & Storytelling:** BV + WIS
DF*3 **Poetic Recitation:** BV + INT
DF*4 **Sculpting:** AGIL + DISC
DF*4 **Singing:** BV + INT
DF*4 **Sleight of Hand:** AGIL x2

Athletic Skills

DF*4 **Boxing (RES):** STR + AGIL
DF*3 **Climbing:** STR + CON
DF*5 **Conditioning [~] [NS]**
DF*4 **Endurance [~] [NS]**
DF*3 **Jumping [~] [NS]**
DF*3 **Lifting & Carrying Weights [~] [NS]**
Running [~] [NS]
- DF*4 **Double-Quick Time [~] [NS]**
- DF*4 **Distance Running [~] [NS]**
- DF*4 **Fast Running [~] [NS]**
- DF*4 **Sprinting [~] [NS]**

DF*3 **Stamina:** STR + CON
DF*3 **Swimming:** STR + CON
DF*4 **Wrestling: (RES):** STR + AGIL

Charismatic Skills (RES)

DF*3 **Bargaining:** BV + WIS **(RES)**
DF*3 **Begging:** BV + WIS **(RES)**
DF*4 **Charm:** BV + APP **(RES)**
DF*4 **Conning Others:** BV + WIS **(RES)**
DF*4 **Diplomacy & Politics:** BV + WIS **(RES)**
DF*4 **Intimidation:** STR + DISC **(RES)**
DF*4 **Leadership:** BV + DIS **(RES)**
DF*4 **Oratory:** BV + DISC **(RES)**

Combat Skills

DF*5 **Archery: Composite bows (F):** STR x2 **(RES)**
DF*4 **Archery: Crossbows (K, F):** AGL x2 **(RES)**
DF*6 **Archery: Elvish Longbows (F):** AGIL x2 **(RES)**
DF*6 **Archery: Longbows (F):** STR + AGIL **(RES)**
DF*5 **Archery: Shortbows (F):** STR + AGIL **(RES)**
DF*5 **Battlefield Tactics: (K Only)**: STR + WIS **(RES)**
DF*3 **Brawling (K, F):** STR + AGIL **(RES)**
DF*5 **Cavalry Lances (K Only):** AGIL + DISC **(RES)**
DF*4 **Chivalric Great Blow (K Only) [~] [NS]**
DF*3 **Dodge (K, F):** AGIL + WIS **(RES)**
DF*4 **Fighting Staves: (K, F):** STR + AGIL **(RES)**
DF*5 **Flails (K only):** STR + DISC **(RES)**
DF*5 **Great Swords (K):** STR x2 **(RES)**
DF*3 **Hurling Axes (K, F):** STR + AGIL (***War Axes***) **(RES)**
DF*3 **Hurling Javelins (F):** STR + AGIL (***Spears***) **(RES)**
DF*5 **Horse Archery:** AGIL x2 : (***Bow/Crossbow***) **(RES)**
DF*3 **Knife & Dagger Fighting: (K, F)**: AGIL x2 **(RES)**
DF*4 **Maces, Hammers, & Clubs (K. F)**: STR x2 **(RES)**
DF*5 **Mounted Combat (K Only):** AGIL x2
DF*6 **Pole Arms**: STR + DISC **(RES)**
DF*5 **Riding a Warhorse (K Only):** AGIL + DISC **(RES)**
DF*4 **Shield Play: Light Shields (K):** STR + AGIL **(RES)**
DF*4 **Shield Play: Heavy Shields (K)**: STR + AGIL **(RES)**
DF*4 **Short Swords (K, F):** STR + AGIL **(RES)**
DF*4 **Slashing Swords (K, F)**: STR + AGIL **(RES)**
DF*4 **Slings (F):** AGIL x2 **(RES)**
DF*4 **Spears (K, F):** STR + DISC **(RES)**
DF*4 **Throwing Knives (F)** : AGIL x2 (***Knife Fighting***) **(RES)**
DF*3 **Throwing Objects (F):** AGIL x2 **(RES)**
DF*4 **War Axes (K, F):** STR x2 **(RES)**
DF*3 **Wearing Light Armor (K, F)**: basic knowledge **[~] [NS]**
DF*4 **Wearing Heavy Armor (K):** basic knowledge **[~] [NS]**
DF*5 **Wearing Battle Armor (K Only):** basic knowledge **[~] [NS]**

Cooking & Innkeeping Skills

DF*4 **Innkeeping:** INT + BV
DF*3 **Brewing:** INT + WIS **[~]**
DF*3 **Cooking:** INT + WIS

Crafts & Trades Skills

DF*4 **Bowery & Fletching:** INT + AGIL **[~]**
DF*4 **Carpentry & Cabinetmaking:** STR + AGIL
DF*3 **Cartwright & Wheelwright:** STR + AGIL **[~]**
DF*3 **Cooper:** STR + AGIL **[~]**

family (no excess produce). To plant a larger garden costs 50 P plus 10 P per "acre" of the farm. Non-farming characters who own or rent a plot of land may put in a garden for 50 P. The produce is usually just sufficient to feed one's family on a minimal diet.

Orchard & Berry Crops

Intellect + Wisdom **Average DF*3**

The character knows how to raise, harvest. And store fruit and berry crops, with sub-skills in grafting, cross-pollination, etc. To establish an orchard costs Cr 3.60 per acre.

Viniculture

Intellect + Wisdom **Average DF*3**

The character possesses skills needed to manage and tend a vinyard. Growing grapes is highly labor intensive and is not done on a large scale. Yeomen in vinticulture usually have from1-6 acres in vines, Petit-Sergeants 6-10 acres, and Landed Knights 10-20 acres. To establish a vinyard costs Cr 4.80 per acre.

Winemaking [~]

Intellect + Wisdom **Challenging DF*4**

The character knows how to make wine and also how to assess the quality of a wine, etc. To make wine requires an investment of Cr 12.00 per acre of vines to acquire the wine press, barrels, and other equipment needed.

Vintners calculate income based on the wine produced, not the value of the grape crop in their vinyards. However, the quality of the grape harvest does affect wine quality. Apply one of the following dice modifiers, based on the ***Harvest Results***:

Disasterous =	-50%	Above Average =	+5%
Terrible =	-40%	Good =	+10%
Awful =	-30%	Very Good =	+15%
Very Poor =	-25%	Fine =	+20%
Poor =	-20%	Excellent =	+25%
Below Average =	-10%	Bountiful =	+30%
Average =	+0%		

The grapes ripen in the fall, which is the winemaking season:

Winemaking Results Table

Result	Vintage Quality
Failure w. Crit Die 01	**Disastrous Vintage:** 90% sour & 10% poor wine. Year's income = 50 P per acre
Failure w. Crit Die 02	**Very Poor Vintage:** 80% sour & 20% poor wine. Year's income = Cr 1.20 per acre
Failure w. Crit Die 03-06	**Below Average Vintage:** 60% sour, 40% poor, Year's income = Cr 2.40 per acre
Failure w. Crit Die 07-08	**Below Average Vintage:** 50% sour, 40% poor, 10% average wine. Year's income = Cr 3.60 per acre
Failure w. Crit Die 09-10	**Below Average Vintage:** 20% sour, 70% poor, 10% average wine. Year's income = Cr 6 per acre
Success w. Crit Die 01-02	**Average Vintage:** 70% poor, 30% average wine. Year's income = Cr 9 per acre
Success w. Crit Die 03-04	**Average Vintage:** 60% poor, 40% average wine. Year's income = Cr 12 per acre
Success w. Crit Die 05-06	**Good Vintage:** 40% poor, 50% average, & 10% good wine. Year's income = Cr 18 per acre
Success w. Crit Die 07	**Fine Vintage:** 75% average, 20% good, 5% fine wine. Year's income = Cr 27 per acre
Success w. Crit Die 08	**Very Fine Vintage:** 60% average, 30% good, 10% fine wine. Year's income = Cr 36 per acre
Success w. Crit Die 09	**Truly Great Vintage:** 40% av., 40% good, 15% fine, 5% vintage wine. Year's income = Cr 48 per acre.
Success w. Crit Die 10	**Grand Cru:** 30% av., 40% good, 20% fine, 10% Grand Cru wine. Year's income = Cr 60 per acre

Animal Skills

Stock Raising Results Table

Year's Result	Horses	Beef Cattle	Dairy Cattle	Sheep & Pigs
Failure w. Crit Die 01	60P per acre	50P per acre	60P per acre	40P per acre
Failure w. Crit Die 02-03	80P per acre	80P per acre	80P per acre	60P per acre
Failure w. Crit Die 04-07	Cr 1 per acre	Cr 1 per acre	Cr 1 per acre	80P per acre
Failure w. Crit Die 08-09	Cr 1.20 per acre	Cr 1.10 per acre	Cr 1.10 per acre	Cr 1 per acre
Failure w. Crit Die 10	Cr 1.40 per acre	Cr 1.20 per acre	Cr 1.20 per acre	Cr 1.10 per acre
Success w. Crit Die 01-02	Cr 1.60 per acre	Cr 1.40 per acre	Cr 1.40 per acre	Cr 1.20 per acre
Success w. Crit Die 03-05	Cr 1.90 per acre	Cr 1.60 per acre	Cr 1.70 per acre	Cr 1.30 per acre
Success w. Crit Die 06	Cr 2.10 per acre	Cr 1.80 per acre	Cr 2.00 per acre	Cr 1.50 per acre
Success w. Crit Die 07	Cr 2.50 per acre	Cr 2.00 per acre	Cr 2.20 per acre	Cr 1.70 per acre
Success w. Crit Die 08	Cr 3 per acre	Cr 2.20 per acre	Cr 2.40 per acre	Cr 1.90 per acre
Success w. Crit Die 09	Cr 4 per acre	Cr 2.40 per acre	Cr 2.70 per acre	Cr 2.20 per acre
Success w. Crit Die 10	Cr 5 per acre	Cr 2.60 per acre	Cr 3 per acre	Cr 2.50 per acre

The numbers and quality of the animals available for sale have been reduced to a cash value per acre. This is found by rolling 1D100 SC% Dice and 1D10 Crit Die on the ***Stock Raising Table.*** The result is modified by the quality of the feed and pasturage in the current year:

Stockmen have basic farming skills which can be applied to the growing of feed for their animals. First, determine how good the pasturage and feed crop was for the year by rolling on the Agriculture Skills ***Harvest Results Table*** as if the Stockman was a grain farmer. Then apply the following dice modifiers to his roll on the ***Stock Raising Table***:

Feed Crop Failure	-35%
Very Poor Feed Crop	-25%
Poor Feed Crop	-10%
Average Feed Crop	+0%
Good Feed Crop	+10%
Fine Feed Crop	+15%
Excellent Feed Crop	+20%
Bountiful Feed Crop	+30%.

Animal Husbandry: Cattle Herding

Intellect + Wisdom **Average DF*3**

The character knows how to breed, herd, and care for beef cattle. It costs Cr 3.60 per acre to set oneself up in ***Beef Cattle.***

Animal Husbandry: Horse Breeding

Intellect + Wisdom **Challenging DF*4**

The character knows how to breed and care for horses. It costs Cr 7.20 per acre to set oneself up in ***Horse Breeding***.

Animal Husbandry: Running a Dairy

Intellect + Wisdom **Average DF*3**

The character knows how to breed, herd, and care for dairy cattle. The skill also involves the making of cheeses for market. It costs Cr 4.80 per acre to set oneself up in a ***Dairy*** business.

Animal Husbandry: Pig Raising

Intellect + Wisdom **Simple DF*2**

The character knows how to breed, herd, and care for pigs. It costs Cr 2.20 per acre to set oneself up in Pig Raising.

Animal Husbandry: Poultry Raising

Intellect + Wisdom **Simple DF*2**

The character knows how to breed and care for chickens, geese, ducks, etc. This skill may supplement a **crop-raising** income, which is the primary source of income to farmers. It costs Cr 1.00 per acre to set onself up in Poultry Raising.

Roll 1D100 SC% Dice and 1D10 Crit Die, then consult the Garden Crops column in the ***Harvest Results Table*** in the fall of each year. This is the added income available from sale of birds and eggs at the market.

Animal Husbandry: Sheep Herding

Intellect + Wisdom **Simple DF*2**

The character knows how to breed, herd, and care for sheep. The skill also involves the shearing of fleeces for market. It costs Cr 2.40 per acre to set oneself up in Sheep Herding.

Animal Handling & Driving

Intellect + Wisdom **Average DF*3**

The character has the skills of a driver or mule skinner and knows how to calm and control draft animals and pack animals.

> **Success** on a SC% roll means the animals do the character's bidding for up to 1 minute in a crisis situation. If the animals continue in a skittish or stubborn mood, check each minute to see whether control is maintained.
>
> **Success with Crit Die result of 09-10** means the character has the animal(s) under control and need not check again in this "emergency."
>
> **Failure** means the animals persist in their skittish or stubborn behavior. The handler is still fighting for control.
>
> **Failure with a Crit Die result of 01** means the animals are completely out of control for 1D10 x 10 seconds! (In the case of characters **without basic knowledge** of this skill, a failure with 01-07 on the Crit Die leads to total loss of control of the animals!!!)

In special cases in which animals are particularly spooked by something (a matter for the GM's discretion), a "resisted roll" may be made. Such a roll uses the animal's **Willpower - PSF of the handler or rider** (see Animal Training) to determine whether it can be controlled or not. Such cases should be limited to moments in which an animal could be driven to panic levels.

Animal Riding

Strength + Discipline **Variable DF: see below**

The skill enables a character to ride a particular kind of animal and maintain complete control of his mount in most situations. Make an SC% roll when:

1. The character attempts to vault into the saddle.
2. The character mounts/dismounts from a moving animal.
3. The character attempts to jump the animal across a ditch or over a fence, wall, or other low obstruction. Failure here produces a balk, whereupon the rider must make a second SC% to determine whether he remains in the saddle or is thrown over the animal's neck to land on the ground. It should be noted that donkeys and camels are not good jumpers (penalties may be assessed), but ponies and mules may match a riding horse in most situations.
4. The character attempts to control a frightened, skittish, or stubborn animal. Failure means the animal is out of control for 10 seconds. A second failure means the animal begins to buck. A third failure throws the rider to the ground.

The following entries give the difficulty levels involved in learning to ride different kinds of animals. Skill with one type of animal is not necessarily transferrable to another. Having at least basic knowledge in *Riding a Horse* is a pre-requisite to learning Riding a Warhorse, which is a very specialized skill. Exotic animals include such beasts as elephants, while animals from myth and legend include beasts like Unicorns, Pegasii, Gryphons, etc.

Riding a Horse, Pony, or Mule	Average DF*3
Riding a Donkey	Simple DF*2
Riding a Camel	Challenging DF*4
Riding an Exotic Animal	Demanding DF*4
Riding a Mythic/Legendary Beast	Difficult DF*4

Animal Training [~]

Resisted: Willpower - PSF

Bardic Voice + Discipline **Average DF*3**

The character knows how to train one class of animal. The player chooses the kind of animal training he wishes his character to develop.

The number of weeks (in parentheses) indicates the usual time needed to train the animal in question. It might be noted that it really takes several **years** to train a good warhorse or an elephant, not mere months. We made concessions to playability in the game. Two or three game years is quite a while, after all.

1. **Warhorses** (20 weeks) **& Riding Horses** (8 weeks)
2. **Draft & Pack Animals:** Horses (3 weeks), Mules (3 weeks), Donkeys (3 weeks), Oxen (2 weeks)
3. **Exotic Animals:** Elephants (20 weeks), Camels (8 weeks), Wild Animals (8 to 20 weeks, depending on animal)
4. **Hunting Dogs** (8 weeks) **& War Dogs** (8 weeks)]
5. **Birds of Prey:** Falcons, Hawks, Eagles, Owls (8 weeks)

Make a check on success at the **end** of the training period indicated for a given animal type:

> **Success** means the animal has been trained up to a level such that the creature can be trusted to be reliable and compliant.
>
> **Success with 09-10 on the Crit Die** means the animal is an **exceptional creature** and can also be taught a few rather special "tricks."
>
> A **Failure** means the animal requires further training. Check again in 2 weeks, with a -10% penalty to success chances. Also, there is no chance of an exceptional creature). A second failure **doubles** the time until the next check and adds a further -10% penalty on top of the first one, and so on.
>
> **Failure with Crit Die 01-02** means not only more training is required but also that the animal may have some unreliable quality or quirk. This unreliable quality or quirk will be set by the GM at his discretion. Such qualities will reflect the nature of the beast, of course.

On each ***Training*** check, the animal may use a "resisted roll" to training by opposing its **Willpower** to the Trainer's efforts to tame and condition him. Clearly, if the animal succeeds repeatedly with its Willpower resisted rolls, the result may be an untrainable animal.

Animal Intellect is not really on the same scale as human Intellect. However, animals are far from "dumb" brutes. The following ***Animal Intelligence Table*** can be used to arrive at "animal intelligences" and "willpower" for purposes of interacting with the various game systems in ***C&S***:

Animal Intelligence Table

Animal	Intellect	PSF: No.Tricks	Base Willpower +	SC%
Wolves:	7 + 1/2 D10	INT - 2	20 + D10	40%
Dogs:	6 + 1/2 D10	INT - 3	10 + D10	40%
Horses:	4 + 1/2 D10	INT - 3	10 + D10	40%
Mules:	3 + 1/2 D10	INT - 3	20 + D10	40%
Donkeys:	2 + 1/2 D10	INT - 3	20 + D10	40%
Oxen/Cattle:	3	-	D10	40%
Camels:	3 + 1/2 D10	INT - 3	15 + D10	40%
Birds of Prey:	3 + 1/2 D10	INT - 2	03 + D10	40%

Exotic animals will have a wide range of INT and WILL scores. See the ***C&S Creatures Bestiary.***

For example, a Warhorse with INT*7 can be taught 4 tricks. These could include coming at his master's whistle, throwing strangers who attempt to ride him "without permission," counting to 14 with his hooves (he can count 2 per Intellect level), and keeping silent when signalled to do so. Remember that we are looking at special tricks here! Basic warhorse training includes rearing and striking out at foes with kicks, whirling around in place in melee to prevent foot soldiers from grappling with the rider, stomping foes under hoof, etc.

Should an animal prove to have an INT*8+ score, that creature is deemed to be of almost human intelligence. It will evidence a continuous learning pattern and may eventually acquire twice the usual number of tricks for their kind.

The GM may take charge of such extraordinary creatures as NPCs and direct them in ways not at all typical of the behavior of normal members of the breed. However, it is equally okay for him to give the role-play of the animal to the PC who owns it.

Animals: Veterinary [~]

See Below **DF:** see below

The skill enables a character to become a specialist in animal ailments and injuries. He is able to diagnose problems and prescribe treatments for animals in much the same way as a Physicial may apply Healing Arts I and Healing Arts II. (See Materia Medicina on how to apply these skills.) The Veterinary's effect on animal recovery is comparable to the effects a Physician may obtain for higher races. The Vet learns two separate skills:

Veterinary Arts I is the equivalent of advanced First Aid for animals: **Intellect + Agility Average DF*3 (~).**

Veterinary Arts II promotes recovery of animals from various ailments and some diseases through the use of medicines: **Intellect + Wisdom Challenging DF*4 (~).**

Veterinary Arts I	Veterinary Arts II
First Aid & Chirurgery	Daily Attendance
Cauterizing	Unguents
Setting Broken Bones	Cordials

A character with Veterinary skills enjoys +1% bonus to his personal income as a stock-raiser for each PSF of Vet skill over PSF*30. For example, a Dairyman with a Vet PSF 37 would have 7 x 1% = +7% added to his Dairy income.

It should be noted that a Veterinary knows enough general medical lore to be able to perform **some** healing tasks on patients of higher races. Medicine before modern times was not particularly sophisticated or knowledgeable. A Veterinary's chances of treating injured people are comparable to having First Aid. (See ***Materia Medicina*** for details.)

Arts & Entertainment Skills

Artistic Performance Results Table

An Abysmal Performance Failure w. Crit Die 01	The character fails dismally, is booed, pelted with rotten fruit and vegetables, etc. He definitely will not receive any monetary remuneration and will be very lucky if he isn't tossed in the moat .
A Terrible Performance Failure w. Crit Die 02	This miserable effort hardly qualifies even as a performance worthy of a rank amateur. The character will not be asked for an encore. Payment will be a mere pittance. Endure the boos and catcalls.
A Very Poor Performance Failure w. Crit Die 03-05	The performance is seriously flawed and has left a great deal to be desired. The audience is restive dissatisfied. If the performer wishes to win back favor, his next effort had better be above average or he will receive well below the usual fee
A Poor Performance Failure w. Crit Die 06-08	The performance is flawed and sub-standard. The audience is decidedly unhappy. The performer had better be successful with his next effort or he will lose considerable face and a good part of his fee as well.
Disappointing Performance Failure w. Crit Die 09-10	The performance is below average and definitely wasn't what the audience expected from a good amateur, let alone a professional. Polite, tolerant, and brief applause is forthcoming. Do better next time or the fee will not be the usual amount.
Barely Satisfactory Success w. Crit Die 01-02	The performance is somewhat below average but is marginally acceptable. The audience is neither enthusiastic nor disapproving at this point. If he is to improve their opinion of him and prove his talent isn't mediocre, he must do better next time.
An Average Performance Success w. Crit Die 03-05	While the performance is far from brilliant, it is most satisfactory and of a professional standard. It earns Sufficient applause to tell the performer that he has entertained and diverted his audience.
A Solid Performance Success w. Crit Die 06-07	The performance is above average. The performer earns a good round of applause. If he can equal or better his effort, he is assured of receiving more than the usual fee.
A Very Fine Performance Success w. Crit Die 08	The performance is of a decidedly superior quality and it rouses the delighted audience to prolonged applause. There are requests for an encore which, if successful, will be at least a **solid performance** (if a higher Crit result does not turn up). The performer will receive well over the usual fee.
A Magnificent Performance Success w. Crit Die 09	The performance is deeply moving. The audience is overawed by the performer's great talent and skill. Applause is long and enthusiastic. Encores, if at all successful, will be rated at least as a **solid performance** if a higher Crit result doesn't turn up. The performer will receive double his usual fee.
Outstanding Performance Success w. Crit Die 10	The performance is spectacular, and the audience is left stunned and silent for a time. Applause is in the form of a standing ovation. An encore will not only besuccessful, it cannot be less than a magnificent performance. The performer receives triple his usual fee for his night's work.

If it is a non-professional performance, the audience response is reflected in the initial descriptor in **boldface**.

Suppose a young knight is courtly dancing with a young lady. He is successul on his D100 SC% dice roll, and his Crit Die result of 08 hass the descriptor "**a magnificent performance**." We may assume that he impressed her with his dancing and grace.

The ***Performance Results Table*** can also be used to gauge the quality and value of some work of art, as opposed to a

performance. In this case, the descriptor is the judgement of a reasonably informed audience when viewing a piece of sculpture, a painting, an illuminated manuscript, etc.

Acting: Costuming & Make-Up

Intellect + Discipline **Average DF*3**

This skill involves the ability to alter the appearance of oneself or another though the use of clothing, wigs, grease paint, etc. Clearly, this skill enables a character to develop effective disguises for himself and his companions. If he also has ***Stage Performance***, disguises will be more effective (for himself, that is) because he knows how to act and will be able to draw on that as well to alter his appearance and identity.

Acting: Performance

Bardic Voice + Discipline **Challenging DF*4**

This skill involves the ability to present a dramatic performance in a professional manner. Performances can involve using spoken lines or may be completely mimed (no words, just facial expression, gesture, and body movement) to portray character. When coupled with Costuming and Make-Up, this skill enables a character to produce particularly effective disguises for himself. Indeed, he may be able to portray known personalities in a way that might fool the casual observer for a time. Also, when speaking, the actor may imitate the voices of others as well as their appearance and gestures.

Acting: Ventriloquism

Bardic Voice + Agility **Challenging DF*4**

This skill involves the ability to "throw" one's voice. It is actually only the ability to speak without moving the lips. However, once a character attains maximum proficiency with the skill, a success with a Crit Die result of 07-10 means that he is **literally** able to create the illusion that the source of the voice is up to 30 feet away from where he is standing.

Calligraphy & Illumination [~]

Agility + Discipline **Challenging DF*4**

Calligraphy is the art of writing artistically with pen or brush and ink. It involves elegant and beautiful penmanship.

Illumination is the art of illustrating and decorating pages of a manuscript with elaborate and highly stylized pictures and designs in colored inks and gold and silver leaf.

These skills are essential to the inscription of magical spells. Properly illuminated and written in fine script, a parchment scroll or page is well able to hold a magical charge.

Dancing (Court)

Agility + Discipline **Simple DF*2**

The character knows the courtly dances of "gentle" society This skill is a "must" for PCs intending to spend time in the presence of nobles. Courtly Dancing is especially valuable when winning the favor of noble members of the opposite sex.

Dancing (Folk)

Agility + Discipline **Simple DF*2**

The character knows the dances of the common people. Folk Dancing is especially valuable if one desires to win the favor of members of the opposite sex who are commoners.

Juggling

Agility x2 **Simple DF*2**

Juggling is a popular entertainment skill which involves keeping a number of objects moving in the air, etc. However, in addition to being able to juggle, a character with this skill is also able to make a resisted roll to catch objects unerringly—including objects like thrown knives, axes, javelins, etc. In such situations, his Juggling SC% is his chance of catching the object or weapon.

To throw back an object uses Juggling skill. In the case of a caught weapon, he must use the appropriate Combat Skill to hurl it back with accuracy. Otherwise, he may apply 1/2 his SC% in Juggling to throw the weapon so it will hit the target effectively.

Musical Instruments **DF: see below**

The character can play a class of musical instruments.

Each class of instrument has its own special requirements. Thus each must be learned and improved as a **separate** skill:

Bagpipes: **Constitution + Bardic Voice; Challenging DF*4:** includes playing Scottish, Irish, German bagpipes.

Drums: **Agility x2; Simple DF*2:** includes playing the kettle drum, war drum, tambor, tambret, tambourine, timbrel, cymbals, etc.

Flutes: **Agility + Bardic Voice; Average DF*3:** includes playing the fife, hautboy (mediaeval oboe), shepherd's pipes or pan-pipes, recorder, shawm (early double-reed wood-wind), whistle, etc.

Harps: **Agility x2; Average DF*3:** includes playing the Eolian harp, Irish Harp, lyre, etc.

Horns: **Constitution + Bardic Voice; Average DF*3:** includes playing the hunting horn, sackbut (mediaeval trombone), serpent (wooden horn), trumpet, war horn, etc.

Strings: **Agility x2; Average DF*3.** Skill includes playing the bandore, cithera, lute, archlute, psaltery, etc.

Painting & Sketching

Agility x2 **Challenging DF*4**

The character acquires skill in rendering pictures with brush and pigments. He also makes sketches using charcoal, etc. The skill also includes preparation of pigments, surfaces (canvases, walls, etc.) to be painted, and so on. In history, "realistic" styles of painting and sketching were not developed until well after mediaeval times, so perspective, accurate sizing, and other realistic techniques might easily be absent. But that, of course, depends on the nature of fantasy world of the individual role-playing campaign.

Poetic Composition & Storytelling

Bardic Voice + Wisdom **Challenging DF*4**

This skill involves composing poetic works of high quality. The character may create short poems or song lyrics rather quickly. Longer, more complex works may be subject to time penalties which reflect the difficulty of creating longer works. Poetic composition is never easy, even when one knows the theory, so unskilled characters have severe difficulty penalties assessed against success chances and/or Crit Die rolls.

Storytelling, except that it applies to the telling of stories in prose. The character may compose his own stories as well as remember those he has heard. He also can make very accurate and detailed reports of what he has witnessed.

Characters with INT*14 and WIS*13 have the wit to compose Satires—biting poems ridiculing some prevailing vice or folly or lampooning someone to make him appear ridiculous. During feudal times, troubadours used satires to embarrass nobles who needed taking down a peg or two, in their opinion.

Poetic Recitation

Bardic Voice + Intellect **Average DF*3**

This skill involves the public recitation of poetic works in a dramatic and entertaining manner, although it also provides a real degree of class to magical incantations, conducting religious ceremonies, etc. The character acquires the ability to:

1. learn poems and commit them to memory;
2. recall poems from memory;
3. recite poems in an interesting and dramatic manner.

Unless a character has INT*15+ (signifying a good memory), the GM may assess penalties when he is trying to remember specific poems requested by an audience. This reflects whether he knows the poems or not and, if he does, whether or not he can remember them accurately.

Recitation of poetry is a necessary skill for any character playing the role of a bard, troubadour, gleeman, etc. It is also a good social skill to have because recitation of poems right up to long heroic epics was widely enjoyed.

If a character has acquired Poetic Composition, he may learn and improve Recitation at -1 DF.

Sculpting

Agility + Discipline Challenging DF*4

This skill involves the artistic rendering of figures and designs in clay and stone. However, if a character also has metalworking skills like Goldsmithing, he may also cast sculptures in metal (bronze, pewter, silver, gold, etc.)

Singing

Bardic Voice + Intellect Challenging DF*4

This skill involves the public performance of songs. The character acquires the ability to:

1. learn songs and commit them to memory;
2. recall songs from memory;
3. recite songs in an interesting and dramatic manner;
4. compose music.

Unless a character has INT*15+ (for this skill, signifying an exceptionally good memory), the GM may assess penalties when he is trying to remember specific songs requested by an audience. This reflects whether he knows the songs or not and, if he does, whether or not he can remember them accurately.

Singing is a skill all characters posses to some degree, but it must be "purchased" as a formal skill to develop real proficiency in it. Among the nobility, to be able to sing well was regarded as a mark of courtly manners and social grace. Singing is a necessary skill for any character playing the role of a troubadour, minstrel, bard, etc. Furthermore, Poetic Composition is needed if the singer wishes to compose decent lyrics to his own music.

Sleight of Hand

Agility x2 Challenging DF*4

This skill enables a character to perform "astounding magical feats" of prestidigitation, such as pulling rabbits from hats, making coins appear or disappear, and so on. Greatly enjoyed by most audiences, Sleight of Hand is a most worthwhile skill for traveling entertainers to learn.

Those having such skills may acquire a bonus when trying to pick a pocket, palm dice and substitute a loaded pair, or perform other such "shady" acts of secret manipulation.

The skill can be applied to many activities involving particularly dexterious manipulations. Being known as a master at Sleight of Hand may also serve as an effective cover for a Mage attempting to hide his magical powers.

if an adept at this skill, a character may perform actual magical spells and pass them off as mere "magical" tricks, provided the effects can be believed to have been performed by ordinary Sleight of Hand.

Athletic Skills

All characters are able to perform some physical activities, but the following skills either are new skills to be learned or else expand and enhance secondary characteristics which a character is able to use at the base level established for someone of his type and Attributes.

Boxing (RES)

Resisted: Dodge - PSF of boxer

Strength + Agility Challenging DF*4

Boxing is a specialized unarmed fighting skill which focuses on fisticuffs—the landing of solid blows and the blocking of counterblows. A non-boxer may counter a Boxer's punches with only ½ his Brawling PSF. Similarly, his punches are made with only ½ his Brawling PSF when countered by a Boxer—who is trained to block unskilled blows with ease.

A **Successful** punch thrown with a **Crit Die result of 07-09** staggers the opponent, requiring the target to make a **Stamina** resisted roll - PSF of the boxer.

Success with a Crit Die of 10 inflicts **double damage**, for it signifies a solid blow landed with the full force and weight of the Boxer behind it. If landed to the face, consider it a **knock-out punch** to the jaw if the target is (1) unhelmed, (2) fails to parry the blow, and (3) can't make a successful **Stamina roll with a Critical Success**.

Boxing is relatively ineffective against non-bipedal creatures, but if they are of humanoid form they make fair targets.

Climbing

Strength + Constitution Average DF*3

Climbing enables a character to use handholds, footholds, and a variety of specialized cliimbing gear to ascend or descend the face of a cliff or wall, climb up or down a tree, etc.

Climbing Speed depends upon the climbing conditions, skill of the climber, and the climbing aids being used (if any);

1' per AP expended if using a rope secured overhead, etc.
1' per 2 AP expended if using handholds and footholds.
1' per 3 AP expended if unskilled.

Distance: The distance a character may climb is determined initially by his Strength and Constitution. The distance is modified by the Fatigue level he can draw upon. The following table sets out the distance one may climb at a cost of -1 Fatigue point. This cost assumes that one is climbing a sheer rockface, wall, or tree, using handholds, footholds, etc.:

STR + CON	Distance	STR + CON	Distance
Under 10	10'	30-31	100'
10-12	20'	32-33	110'
13-15	30'	34-35	120'
16-18	40'	36	130'
19-21	50'	37	140'
22-23	60'	38	150'
24-25	70'	39	160'
26-27	80'	40	170'
28-29	90'	41+	180'

For example, Sir Tancred has STR*17 and CON*18, for a total of 35. This gives him a climbing distance of 120' per Fatigue point expended. Say he has a Fatigue Level of 27. If he climbed steadily to exhaustion, he could cover 120' x 27 = 3240 feet, a good distance, by the way.

A check is made every 10' to find out whether or not the climber is prodeeding successfully or not in his ascent or descent.

A **Critical Success (Crit. Die 10)** gives him an additional 1' of distance per 10 PSF he possesses in climbing skill when climbing without aids and and 1' per 5 PSF when using aids.

A **Failure** (**Crit Die 04-10**) stalls the climber in place. He cannot find a handhold, etc., and must pause to look for one.

A **Critical Failure (Crit Die 02-03)** causes a skilled climber to slide 3' x 1D10, suffering 4 points of damage per 10' fallen (2 points per 10' if onto soft turf). Unskilled climbers suffer damage as for **Crit Die 01**.

A **Critical Failure (Crit Die 01)** is a bad fall of 5' x D10 with 6 points of damage per 10' fallen (4 onto soft turf).

A full range of advantages or penalties from +/- 5% to +/- 50% may be assessed according to the climbing conditions.

Conditioning (NS) [~]

Body Level **Demanding DF*5**

Conditioning is a Non-Standard skill which enables a character to attempt to increase his Body levels slightly. When he buys a skill level, his Body level may be increased +1 point. There are limits to how much one may increase his ability to absorb injury. This is set at **+1/4 initial Body level**.

For instance, Harald has a starting Body*24. Conditioning can increase his Body levels by 24/4 = 6 pts. (Round off to the nearest whole number: 6.0 or 6.25 = 6; 6.5 or 6.75 = 7; etc.)

This may not sound like much, but let's get "real": A 250-lb. superbly-conditioned man won't stand up all that much better to a Greatsword blow than a 200-lb. man in good condition!

Endurance (NS) [~]

Fatigue Level **Challenging DF*4**

Endurance is a Non-Standard skill which enables a character to increase his Fatigue levels slightly. When he buys a skill level, his Fatigue Level may be increased +1 point. There are limits to how much one may increase his energy levels. This is set at +1/2 initial Fatigue Level.

For instance, Sir Alain has a starting Fatigue*29. **Endurance** training can increase his Fatigue Level by 29/2 = 14.5 = 15 pts. (Round off fractional amounts to the nearest whole number: 7.25 = 7; 7.5 = 8; etc.)

Jumping (NS) [~]

Jump Distance **Average DF*3**

The ability to jump is something everyone has, unless one is crippled. The basic distance is determined for each character in the ***Character Creation*** phase (See ***Step 17: Jumping***.)

However, Jumping may also be purchased as a Non-Standard Skill which enables a character to increase his jump distance through training and experience. Each skill level increases the basic jump distance by 1 foot. A character may increase his jump distance to 1½ his base jump distance.

For instance, Harald has an initial running jump distance of 9' + ½ D10' = range of 9' to 15', depending on luck, etc. For each level he purchases in Jumping, he can add +1 foot to his basic distance. Suppose he purchased 3 levels over his first 3 Experience Levels. He would have a basic jump of 9 + 3 = 12' + ½ D10' or a range of 13' to 18'. Of course, his physical limit was set from the very beginning. The very best Harald can ever do is jump 1½ times his initial maximum of 15' feet, which is 22.5 = 23 feet (round off fractions to nearest whole number).

Lifting & Carrying Weights (NS) [~]

Basic Lift Capacity **Average DF*3**

The ability to lift a weight is something everyone has to some degree. The basic ***Lift*** is determined for each character in the ***Character Creation*** phase (See ***Step 16: Lifting & Carrying***.)

Lifting may be purchased as a Non-Standard Skill. When he buys a skill level, a character increases his basic carrying and lifting capacity by 5% until he reaches **1½ his base capabilities.**

For instance, Harald has an initial carrying capacity of 86 lbs., after which he expends additional fatigue points. For each level he purchases in Lifting & Carrying, he can add 5% of 66 or 3.3 lbs. to his CCAP. Suppose he purchased 3 levels over his first 3 Experience Levels. He would now have a CCAP of 66 + (3x 3.3) = 74.9 = 75 lbs.

The best Harald can ever do is carry 1½ times his base maximum of 66 lbs., which is 99 lbs. (Round off fractions to nearest whole number). A hundred pounds is a good load to carry on one's back over a distance without tiring overmuch! Mind you, if he boosts his CON and STR levels through training, he also increases his base carrying capacity slightly.

Running (NS) [~]

MOV Factor **Challenging DF*4**

Running is a Non-Standard skill which enables a character to increase his speed. There are four different running rates which can be developed. Consider each one of the following as **sub-skills** to be developed separately.

Double-Quick Time: Moving at the double permits a character to jog along at faster than a brisk walking pace over a considerable distance **in combat or in travel mode**.

In the **Basic Initiative System**, a character can move 5' per 2 MOV factors. This assumes moving at the Double-Quick and also performing other actions as well. By purchasing a level of skill, a character may increase his movement +1' per 2 MOV factors. He can purchase up to **3 levels** of skill, which gives him **+8' (6' for Dwarves)** of movement per **2 MOV factors**.

In **Basic Initiative**, a character may also move at a slow run at 5' per MOV factor, provided he only moves and performs no other actions in the combat round. **A level in the skill increases this +1' per MOV factor, to a total of 8' (6' for Dwarves) per MOV factor when moving and doing nothing else.**

In **Advanced Initiative**, a Human or Elf character can move 5' per AP expended, and a Dwarf can move 3' per AP. A level of skill increases his movement +1' (up to +3' with a maximum of 3 levels in the skill). A Human or Elf can Double up to 8' per AP expended, and a Dwarf can Double up to 6' per AP.

When covering long distances, a level of skill in Double-Quick increases basic walking speed from an average 3 mph by +1 mph. A character can do this to a maximum of +3 mph by purchasing up to 3 levels in Double-Quick. Note: This is **double** the speed most people can use while journeying. The skill is designed to improve one's ability to cover very long distances without tiring unduly, not just to raise battle speeds. Consider the skill as building up both one's speed and also one's endurance.

Distance Running: When a character desires to run for great distances at a fairly high rate of speed, this skill is the least fatiguing, considering the distance **and** the speed used to cover ground. In essence, This is marathon running and is suited only for use **in travel modes of movement** when the character is not overly encumbered by weight.

A character expends **-1 Fatigue point per mile** covered and may run at a speed of **1 mph x 1/2 basic MOV** factor (round fractions to nearest whole number).

For instance, Harald has MOV*14. He therefore can make Distance Runs at 1 x 1/2 x 14 = 7 mph, and he will expend -7 FP doing so because he has covered 7 miles. Note that a 26-mile marathon would expend -26 FP, which would virtually exhaust most men.

Each level in the skill increases the **MOV by +1.** Up to **6 levels** in the skill may be purchased to increase the Distance Running MOV factor by up to **+6.**

Note that **weight** slows down one's movement rate significantly. The speeds are set on the basis of running stripped down, as in marathon racing. For every **20 lbs.** carried by the runner, **drop his MOV factor by -1.** Also increase his Fatigue expenditure by **-1 FP per hour for each 20 lbs.** he carries.

Fast Running is used only in a travel mode. It enables a character to cover a considerable distance on foot in a short time period. In effect, this is marathon running, and we assume that the character is pretty much stripped down to the essentials. Additional weight will have a devastating effect on both speed and fatigue expenditure when moving at this pace.

Each level of skill purchased increases a character's Fast Running **MOV** factor by **+3.** A maximum of **6 levels** can be purchased in the skill.

A character may run at a speed of **1 mph x 1/2 his adjusted MOV factor** (round fractions to nearest whole number). A runner will lose **-1 Fatigue point per 1/4 mile** he actually runs.

For every **20 lbs.** carried by the runner, **drop his MOV factor by -2.** Also increase his **fatigue expenditure** by **-1 FP per mile** he moves **per 20 lbs.** he carries.

For instance, Harald has basic MOV*14. He improves his Fast Running by 4 levels = 4 x 3 = +12 for MOV*26. He now runs at a speed of 1 x 1/2 x 26 = 13 mph and expends -4 FP per mile. To run an hour would expend 13 x 4 = 52 FP. Clearly, he would be exhausted long before that! Fast Running should be limited to short distances.

Sprinting: If one wishes to move in combat mode "like a cheetah" over a hundred yards or so, Sprinting is necessary. Sprint distance can be increased +1 ft. per level purchased in the skill, to a maximum of 6 levels. He therefore can increase his base movement rate in a combat round by up to +6 feet. A human, for instance, could rise from 5' to 11' by sprinting.

When sprinting, a character loses **-1 Fatigue point per 50'** he actually moves. A 100-yard dash (300') would therefore cost 300/50 = -70 Fatigue points. If he sprinted only 30', he would still lose -1 FP: assess Fatigue for each 50' sprinted.

In the **Basic Initiative** system, a character may sprint, provided that he does not do anything else except run. For each level he has in the skill, he may sprint +1' above his basic sprint of 8' per MOV factor. This costs -1 FP per 50' he sprints.

For instance, in the **Basic Initiative** system, Harald has MOV*14, and has purchased 5 levels in Sprinting. His sprint in combat is therefore 8' + 5' = 13' per MOV, provided he does nothing else except move in the turn.

In the **Advanced Initiative** system, a character may sprint, provided that he does not do anything else except run. For each level he has in the skill, he may sprint +1' above his basic sprint of 8' by expending **-1 AP** per 50' he sprints.

For instance, in **Advanced Initiative**, Harald, with MOV*14 and 5 levels in Sprinting can run in combat mode at 8' + 5 ' = 13' per AP expended. He can sprint at 13' per AP expended. This costs -1 FP per 50' he sprints.

Also increase a sprinter's Fatigue expenditure by **-1 per 50'** he moves for each **20 lbs.** he carries. Sprinting is exhausting.

Sure, this is all starting to approach hyper-realism, but the system does allow for a rational (and reasonable) improvement in a character's ability to run--provided he works for it, that is! It also builds in "natural" limits on how much a character can improve. A slow person can improve dramatically and keep up with the pack, but never will he become a real contender for the "gold."

Stamina

Strength + Constitution **Average DF*3**

Stamina is the capacity to keep on in there, no matter how tough the going gets. It is the ability to resist stunning blows and shocks to the system which might otherwise knock a character out, do excessive damage (as from poison), etc. The GM also may require a character to make a Stamina roll to continue to preform a task if Fatigue levels have been exhausted.

If a Stamina roll is made successfully at such times, the character can keep on going as if he had Fatigue points to burn. However he is truly draining his reserves. In short, if he fails his roll or starts this course of action and then fails a later Stamina roll, he doesn't just slow down he **collapses**, totally wiped out from his exertions! The GM may impose modifiers to the Stamina Roll.

Stamina is a **Core Skill** in which all characters start out with basic knowledge. They have initial Stamina BC% plus bonuses/ penalties for Strength + Constitution. Stamina is otherwise improved as for any Standard Skill, with +3% added to the Stamina SC% per improvement level gained.

Swimming

Strength + Constitution **Average DF*3**

In past times, swimming was not a particularly common activity. Many either could not swim at all or else could manage only a few floundering strokes. Furthermore, swimming was nowhere as developed as the modern sport. The kinds of strokes were limited in number, and speeds were relatively slow.

Swimming Distance: The distance a character may swim is determined initially by his Strength and Constitution. The following table sets out the distance a character may swim at a cost of -1 Fatigue point:

STR + CON	Distance	STR + CON	Distance
Under 10	10'	30-31	500'
10-12	20'	32-33	600'
13-15	30'	34-35	800'
16-18	50'	36	1000'
19-21	80'	37	1200'
22-23	100'	38	1400'
24-25	200'	39	1600'
26-27	300'	40	1800'
28-29	400'	41+	2000'

For example, Sir Tancred has STR*17 and CON*18, for a total of 35. This gives him a swimming distance of 1400' per Fatigue point expended. Say he has a Fatigue Level of 27. If he swam to exhaustion, he could cover 1400' x 27 = 37,800 feet (a shade over 7 miles).

Swimming speed is about 1.75 mph or, in combat mode, about 25' per 15 seconds (**1' per AP expended**).

Treading Water: When a character is treading water, he expends no Fatigue points over a 5-minute period if he rolls his SC% or less. If he treads water successfully for 10 minutes, he

may gain Fatigue points for resting during the hour. However, if he fails to tread water, he loses -1 Fatigue point. If his Crit Die also is 01-05, he fails badly, swallows water, etc., and loses -2 Fatigue points. Of course, any failure to tread water negates any benefits from resting for 10 minutes out of the hour.

Wrestling

Strength + Agility **Resisted: Dodge - PSF of Wrestler**
Challenging DF*4

Wresting is a specialized unarmed fighting skill which focuses on restraining holds, kicks, and throws. A non-wrestler may counter a Wrestler's moves with only ½ his Brawling PSF. Similarly, his grapples are made with only ½ his Brawling PSF when countered by a Wrestler—who is trained to block unskilled moves with ease and also turn them to his advantage. Wrestling throws are checked on the outcomes table:

A **Successful throw with Crit Die 01-05** staggers the opponent. This requires a successful **Agility AR** with a Crit Die result of 09-10 by a non-wrestler to stay on his feet. A Wrestler must "parry" the grapple successfully with his ***Wrestling*** skill to avoid its effects. Failure gives the successful Wrestler a minor advantage (+10%) when attempting his next wrestling move against the staggered opponent, as well as the opponent subtracting 1 AP x Crit result of the attacker.

A **Successful throw with Crit Die 06-08** results in the victim being tossed to the ground. A non-wrestler has a good chance of being stunned by the impact. (***Stamina*** check needed). A Wrestler must make a successful "parry" with a Crit Die result of 06-10 to counter the throw at the last moment. If he fails, of course, he goes down and has to make the ***Stamina*** check. In all this case, the character must subtract 1 AP x Crit result of the attacker and a moderate advantage goes to the successful Wrestler making the toss (+20%) when attempting his next wrestling move on the tossed wrestler.

A successful throw with a Crit Die of 09-10 results in a **clean toss**. The victim can be stunned by the impact. (***Stamina*** check - Wrestler's PSF to the 1D100 dice roll). The character will also lose 1 AP x Crit Result of the attacker. The Wrestler will enjoy a Major bonus(+30%) when attempting his next wrestling move.

Restraining operates in much the same way, except this time any success means the Wrestler has grappled and momentarily restrained his opponent. The question is now whether the victim can break the hold or not.

This is done in the form of an opposed roll by the Defender. Wrestlers use their Wrestling "parry" to break the hold. Non-wrestlers use Brawling skill at 1/2 PSF to break the hold.

To be successful at breaking a hold means the Defender must (1) roll the D100% dice successfully and (2) equal or better the restrainer's D10 Crit Die roll.

Any failure to break the hold gives the Restrainer the advantage on the next move:

If he chooses to maintain the hold, he does so with +10% added to his SC%.

If he chooses to make a toss, he again does so with +10% added to his SC%.

Furthermore, the defender must not only successfully counter to break the hold or prevent the toss, but his Crit Die roll must be **higher** than the restrainer's!

The defender also loses -1 Fatigue point per turn he tries to break the restraint. If he fails to break the restraint, he loses an additional -1 Fatigue point for his futile struggling.

Finally, if the defender is within 100 lbs. and 4 Strength points of the restrainer's weight and Strength, he may go for a Trial of Strength to break a hold.

A Trial of Strength costs the defender -2 Fatigue points and the restrainer -1 Fatigue point per combat turn. Both wrestlers make a **Strength AR.** To be successful, the defender must succeed with his 1D100% AR dice roll and, if the restrainer also succeeds, he must also roll **higher** on his D10 Crit Die. That breaks the hold, the advantage goes to the escaping fighter, and the former restrainer loses **an additional -2 Fatigue points** for his desperate but vain attempt to prevent the escape.

There is a down side to a Trial of Strength. Should the defender fail in any way to win the test and break the hold, he loses **another -2 FP** for his desperate but vain struggling! That's a total of -4 Fatigue points lost in the turn. With his opponent still in charge and still having the advantage, our defender is tiring fast and is in bad trouble!!!

Wresting is relatively ineffective against non-bipedal creatures in the case of tosses. However, provided that the Wrestler is big enough and strong enough, he may be able to grapple and successfully restrain a four-footed animal under favorable circumstances. Now this is not as unlikely as it seems. Hercules, for example, did just that to the Minoan Bull of Crete. And bulldoggers do it in rodeos today on a regular basis, often with surprising speed. But it's an "iffy" proposition at best.

Charismatic Skills

Charisma is a personal "magic" which can arouse special enthusiasm or loyalty in people. It is particularly useful to a political or military commander, but having Charisma is valuable to anyone who desires to influence others in some way. Indeed, these skills are highly effective in moving others over to your point of view if they are applied with some finesse.

The GM should be prepared to exercise his discretion when playing out the reactions of NPCs to Charismatic effects. For the possible situations that can arise in role-gaming are too numerous and too complex to allow for such "easy" solutions as probability tables setting out such-and-such a result **always** occurring on a given dice result. The exercise of Charisma is perhaps one of the greatest occasions for genuine role playing that can arise in any encounter between characters.

The following Charismatic Effects Table is intended as a general guideline to measure the over-all degree of success or failure arising from a character's efforts to apply one of his Charismatic skills.

One's Social Status rating will have an effect on one's Charisma. Compare the Social Status of the character using Charisma with the status of the person to be influenced. If the difference is in the character's favor (his status is higher) add +1% x 1/2 difference to his SC%. If the difference is to the character's disadvantage (status is lower), subtract -1% x 1/2 difference from his SC%. **See Chapter 1** for the basic Social Status ratings of people from different levels in society.

Roll D100 SC% dice and D10 Crit Die when using any Charismatic skill. The basic impact on others can be gauged by the descriptors and explanations given in the table below. Note also that these are all **resisted rolls opposed by the Willpower of the person one is attempting to influence**!

Charismatic Effects Table

Inept & Abhorrent Failure w Crit Die 01-02	The character failed dismally in his attempt to influence another, who has become rigidly and implacably opposed. In some circumstances, he may even be offended, angered, outraged, etc. Don't pursue the matter any farther, for you will only make matters worse.
Bungling & Repellent Failure w. Crit Die 03-04	The character has been heavy-handed and too obvious in his attempt to exert influence. He has aroused a strong and disgusted reaction to his ideas, request, etc. Any further attempts at persuasion carry a -35% penalty to the SC%.
Unavailing & Unattractive Failure w. Crit Die 05-06	The character's attempt to exert influence failed. His ideas, request, etc., is regarded with doubt and even with some suspicion. Further attempts at persuasion carry a -25% penalty to the SC%.
Unpersuasive & Uninviting Failure w. Crit Die 07-10	The character has failed to present his case well. enough to merit serious consideration right at this moment. Further attempts at persuasion carry a -15% penalty to the SC%.
Persuasive but not too Convincing Success w. Crit Die 01-02	The character has made his case—but not well enough to rouse enthusiasm or dispel some of the reservations about the matter which are yet held by the one he is attempting to win over. The other is prepared to go along with the request or idea, but only for the moment. If anything arises to sway him, he may withdraw his approval.
Persuasive & Convincing Success w. Crit Die 03-07	The character has swayed others with the force of his arguments, and they accept his requests, ideas, etc., at face value. While not especially enthusiastic, neither are they dubious about the matter and are prepared to go along with it and give their support to the character.
Forceful & Impressive Success w. Crit Die 08	The character has won enthusiastic support for his requests, ideas, etc. Those he has won over will need considerable reason to turn aside from giving him their aid and assistance now.
Authoritative & Influential Success w. Crit Die 09	The character has made a deep impression and has fully convinced others to give their support to the matter without reservations. Action on their part will be unhesitating and unstinting.
Commanding & Compelling Success w. Crit Die 10	The character has virtually "converted" others to his point of view. He need not worry about their support for, in fact, they will pursue his desires as if they were their own. They will eagery try to convince others of the merits of his ideas and to win them over as well!

Bargaining
Bardic Voice + Wisdom — **Resisted: Willpower - PSF** — **Average DF*3**

Bargaining enables the character to negotiate better deals for himself when engaged in haggling with NPCs. The impact of the character's will and bargaining skills on the other is measured by how effective or ineffectual his arguments are. The GM might pay close attention to the impact the character has on the NPC, and the reactions of the NPC can be gauged accordingly.

Begging
Bardic Voice + Wisdom — **Resisted: Willpower - PSF** — **Average DF*3**

The giving of alms to the needy was considered in most cultures to be a moral duty of those not in need. There were no formal welfare programs. Often the only means of survival for the destitute was begging. However, begging was a profession, too—sometimes a profitable one. Some cultures might even require a begging licence. Using the ability to beg is the same as using any professional skill. The GM may apply dice modifiers as he sees fit under the circumstances.

Charm
Bardic Voice + Appearance — **Resisted: Willpower - PSF** — **Challenging DF*4**

Charm is the ability to captivate another with one's voice and physical attractiveness. It may be used to seduce members of the opposite sex. However, It is primarily used in non-hostile situations to gain new friends. Should a hostile situation exist, some other skill may have to be employed to alter the other's mood and conduct to the point that he becomes receptive to the character's "charming" ways.

Conning Others
Bardic Voice + Wisdom — **Resisted: Willpower - PSF** — **Challenging DF*4**

"Conning" is gaining someone's confidence to take unfair advantage of them. A con artist might try to sell merchandise that is not all that it appears to be. He may be talking his way out of a "difficult" situation. Success means the "conned" person believes the story. A "con" has to be quick and to the point. It cannot be used to draw out a reaction that wouldn't be normal. Its effects are temporary: the victim makes another roll 10 min x Crit Die later to see if he realizes that he was conned.

Diplomacy & Politics
Bardic Voice + Wisdom — **Resisted: Willpower - PSF** — **Challenging DF*4**

This skill involves knowledge of such matters as who the important personages are in the realm, the political factions and intrigues, and the manner in which one may seek favor or negotiate with men of rank, power, and substance.

Knowledge of Diplomacy & Politics is needed to find one's way through the twisted labyrinths of the halls of power. It is knowing the right men to approach, the proper things to do or avoid when dealing with them, etc. The skill initiates diplomatic negotiations once contact is made with the right people. Diplomacy may be used only in calm circumstances (ie. not in combat). The one outcome that characters must hope never to experience is a Critical Failure (01-02 Crit Die). For that means one has more than merely botched an attempt at winning over another, but has made a political enemy. In the worst case scenario, a Critical Failure can easily mean war!

Intimidation
Strength + Discipline — **Resisted: Willpower - PSF** — **Challenging DF*4**

This involves being able to threaten others so that they do the character's bidding. In effect, he "flexes his muscles" and carries "a big stick"—or rather, he seems to be doing so in a way that makes others apprehensive and compliant.

Leadership
Bardic Voice + Discipline — **Resisted: Willpower - PSF** — **Challenging DF*4**

Leadership is ability to command others by force of one's personal will and strength of character. Military commanders, in particular, need Leadership to enforce their orders on subordinates in moments of crisis, etc. The character with this skill compells his followers to obey not out of fear but out of a powerful sense of personal loyalty and commitment which his Leadership has inspired in them.

Oratory
Bardic Voice + Discipline — **Resisted: Willpower - PSF** — **Challenging DF*4**

This is the ability to deliver inspiring public speeches, to sway large crowds by the force of one's will and the apparent truth and compelling appeal of what one says. Oratory will not win over men for more than a short time, but it can arouse an exceedingly powerful emotional response in the audience.

A character with Bargaining, Begging, Conning, Diplomacy, or Leadership, will have the effect of increasing one's SC% with those skills by +2% x Crit Die result by making a successful skill check in Oratory.

Oratory also can sway large crowds. The Orator can affect anyone who sees and hears him in a radius of 20 feet x PSF/10. His powers of speaking persuasively and convincingly will influence 20 people x PSF in Oratory.

The GM decides what Willpower levels are in the crowd and checks responses from highest to lowest. If the Orator sways anyone, **all** those with lower Willpower are considered to have been swayed as well. (This reduces the number of checks.) NPCs may be checked in Will groups. Player-characters alone make Willpower resisted rolls individually.

Combat Skills

Most Combat skills are resisted skills and will be denoted **RES** or **Resisted**. See the ***Combat*** rules in ***Chapter 8*** for more details on how such skills are applied and resisted.

Fighters learn combat skills as **vocational** skills at **-1 DF** except ones marked **(K Only)**, which are learned at **base DF.**

(K) Knights/Squires learn combat skills in their vocational category at **-1 DF**. If no **(K)** the skill is learned at **base DF**.

(K Only) = Only a Knight/Squire may learn these combat skills at **-1 DF**; others learn at **base** DF.

(F) Foresters learn combat skills in their vocational category at **-1 DF**. If no **(F)**, they learn combat skills at **base DF.**

All other player characters learn all combat skills at **base DF.**

Archery: Crossbows (RES)

Agility x2 **Challenging DF*4 (F)**

Missile combat skill in judging range and windage, firing the cross-bow, and maintaining crossbow mechanisms.

Archery: Composite Bows (RES)

Strength x2 **Difficult DF*6 (F)**

Missile combat skill in judging range and windage, and accurately firing long-range composite bows. (Lighter composite bows are included in ***Shortbows***, below.)

Archery: Elvish Longbows (RES)

Agility x2 **Difficult DF*6 (F)**

Missile combat skill in judging range and accurately firing the Elvish longbow. Elvish Bowmen with this skill are able to use the Longbow without penalty. This skill is rarely taught to non-Elves, and some Elven societies even forbid such practices.

Archery: Longbows (RES)

Strength + Agility **Difficult DF*6 (F)**

Missile combat skill in judging range and accurately firing the longbow, a weapon on the classic British pattern.

Archery: Shortbows (RES)

Strength + Agility **Demanding DF*5 (F)**

Missile combat skill in judging range and windage, and accurately firing self-bows and horse bows (including light, short-range composite bows).

Battlefield Tactics

Intelligence + Wisdom **Demanding DF*5: (K Only)**

A leadership skill which involves knowing how to command of large formations of troops in the field. The skill confers advantages when two groups confront each other. Provided that the character with the skill has been able to survey the battle area and has enough information about the opposition, he will be able to formulate a Battle Plan.

If he is successful in his skills SC% roll, the leader possessing Battlefield Tactics will be able to give all those under his command an advantage in the first round of their attacks.

Note that the bonus will be available to each character--both PC and NPC alike--when he actually makes contact with and is able to attack the foe. Thus some in the group may enjoy this first round attack bonus later on if they are not committed to the battle from the first. What is important is that their later entry is part of the Plan.

The Crit Die determines the advantage enjoyed by the leader **and those who obey his orders**: +2% x Crit Die roll to initial attacks plus 1/2 Crit Die x AP in additional Initiative. A Critical Success (Crit Die 10) gives a +30% bonus to initial attacks and +7 AP in additional Initiative.

If both sides have leaders with Battlefield Tactics, the skill becomes resisted. If both leaders are successful, they will neutralize each other and the attacks will go in at normal values.

If one side is successful and the other fails the Battlefield Tactics roll, the successful side enjoys the standard bonus in the first round of attack.

If one side is Critically Successful (Crit Die 10) and the other is unsuccessful, the leader has evolved a Brilliant Plan and the maximum Critical bonuses are applied to the first round attacks.

If one side is Critically Successful and the other has only an ordinary Success, the Crit Success is downgraded to a Success.

The GM may modify the SC% of either or both leaders due to the "fog of war"--lack of information about the terrain, the opposing forces, etc. These modifiers may range from minor to major penalties--or possibly even higher--depending on the situation and how high or low the leader(s) are in skill proficiency.

Brawling (RES)

Strength + Agility **Average DF*3 (K, F)**

Melee combat skill in fighting weaponless, hand to hand, using punches, kicks, and simple wrestling grapples and throws.

Cavalry Lances (RES)

Agility + Discipline **Demanding DF*5 (K only)**

Pre-requisite: **Mounted Combat**. Melee combat skill in using a lance while fighting from horseback, whether in the charge or otherwise. One cannot maintain one's seat, withstand the shock of impact when tilting, etc., without this skill.

Chivalric Great Blow (NS) [~]

No Attribute Requirement **Demanding DF*5 (K Only)**

A character is capable of delivering an especially damaging blow. For he is trained to exert all of his might when wielding a two-handed weapon. Once he has **basic knowledge** in the skill, the Knight can convert a blow into a "great" blow.

By expending 2 FP a character may deliver a devastating blow using any two-handed weapon. The Crit Die range is increased by +1; eg: a Crit. on 9-10 becomes a range of 8-10. An extra point of damage is done for every 3 levels the character has in the weapon skill. A character can learn a number of skill levels equal to his STR level.

Dodge (RES)

Agility + Wisdom **Average: DF*3 (K, F)**

Dodging is the ability to get out of the way. It is a Core skill in which all characters start with basic knowledge in.

The ability to Dodge is actually applicable to a variety of situations besides melee combat.

One can use it to get out of the way of attack spells or to evade a huge variety of potentially dangerous situations (such as a boulder falling on you or jumping aside as a speeding team of horses passes by).

Fighting Staves (RES)
Strength + Agilty **Challenging DF*4 (K, F)**

Melee combat skill fighting with the quarterstaff and other staves. (Even a short spear or the zwei-hander heavy infantry sword can be used like a staff when one has this skill.)

Flails (RES)
Strength + Discipline **Demanding DF*5 (K Only)**

Melee combat skill using mace & chain or the military flail, weapons which non-chivalrics rarely learn to use.

Great Swords (RES)
Strength x2 **Demanding DF*5 (K)**

Melee combat skill with a large, heavy sword wielded two-handed for maximum power and effect. These include the great sword when wielded two-handed, the two-handed scimitar, and the 6' ***zwei-hander*** heavy infantry sword. Note that some of these weapons can be used one-handed, but with less than full damage effects.

Hurling Axes (RES)
Strength + Agility **Average DF*3 (K, F)**

Pre-requisite: Axes. Missile combat skill in judging range and accurately throwing one-handed chopping weapons.

Hurling Javelins (RES)
Strength + Agility **Average DF*3 (F)**

Pre-requisite: Spears. Missile combat skill in judging range and accurately throwing darts, one-handed spear, and javelins. Far from being a purely military skill, many rural people develop the skill for hunting. That it is also useful in war is a fortunate "coincidence."

Horse Archery (RES)
Agility x2 **Demanding DF*5**

Pre-requisite: Riding & Archery. Skill in using a short bow (self-bow, compound bow, composite bow) or a light crossbow on horseback. Medium and heavy crossbows cannot be reloaded on horseback because they have to be braced against the ground and wound up with an attached winching mechanism.

Riding is a skill needed to control one's mount. Severe penalties will be encountered by any character without this skill. For one's missile -firing SC% can be no higher than his Horse Archery SC% while firing from the saddle.

Knife & Dagger Fighting (RES)
Agility x2 **Average DF*3 (K, F)**

Melee combat skill with a 15" blade or shorter. Knife & Dagger Fighting is essentially a "gutter" skill rather than a formal fighting style. Use of such weapons is quite characteristic of Townsmen, particularly Thieves, but is hardly exclusive to them.

Maces, Hammers, & Clubs (RES)
Strength x2 **Challenging DF*4 (K, F)**

Melee combat skill using a mace, club, or war hammer, either one-handed or two-handed, as is appropriate. However, the skill also involves the wielding of improvised clubbing weapons.

Mounted Combat
Agility x2 **Demanding DF*5 (K only)**

Pre-requisite: Riding is needed to **control** one's mount and to use any weapon skill he possesses to full effect while in the saddle. Severe penalties apply to any character without this skill who attempts to fight while mounted. For one's success chances with a weapon can be no higher than his Mounted Combat SC% while fighting from the saddle. Note that using a **cavalry lance** and using a **horsebow** are dealt with in other skills.

Pole Arms (RES)
Strength + Discipline **Difficult DF*6**

Melee combat skill using any two-handed pole arm such as the pole axe, bill, battle scythe, halberd, etc. Improvised arms like an agricultural scythe are included in this skill.

Riding a Warhorse (RES)
Agility + Discipline **Demanding DF*5 (K only)**

Pre-requisite: **basic knowledge** in ***Riding a Horse***. Skill enabling a character to ride a spirited warhorse—to control the animal, calm it, and remain in the saddle. This skill also enables the character to ride the warhorse into combat plus much more:

1. The character may vault into the saddle of a standing horse even if wearing armor, and may do so without a 1D100% SC% roll.

2. The character may vault into the saddle of a moving horse (no faster than 1/4 speed) on making an SC% roll (failure produces a fall to the ground).

3. **RES:** The character may control a frightened, skittish, or stubborn mount. A failure means the animal is out of control for 1 round before another attempt to control is possible. A second failure means the animal begins to buck. A third failure causes the rider to be thrown.

4. The character may control his mount **in battle** by guiding it with the knees. This leaves his hands free to wield weapons, shield, etc. Only if a character is badly injured will he need to make an SC% roll to determine if he can maintain control in this manner, with failure requiring him to take the reins.

5. The character may jump his mount across a ditch 11+ feet wide or jump over a fence or wall or obstruction 3- 5 feet high on making a successful SC% roll. Failure produces a balk, whereupon the rider must make a second SC% roll to find if he maintains his seat or is thrown over the horse's neck! Shorter distances or heights may be jumped safely.

6. The character may leap from his mount to engage a foe in combat on the ground. This can be done without an SC% roll if the mount is barely moving. If the mount is moving faster (up to 1/2 speed), a failure on an SC% roll means that the character stumbles and falls on landing and loses 5 AP. He must get up again, using further AP! A leap from the horse is also possible, with the character landing on and grappling an enemy. A successful SC% roll must be made, of course. A failure means he misses his intended target. Consequences depend on the situation.

7. The character may drop down along the side of his mount, using the horse's body for a shield. This maneuver can be performed only when wearing light or no armor. Please note that an attack cannot be delivered from this position, and the character must spend half the normal AP for mounting a Warhorse to resume his position in the saddle.

If a **successful** SC% roll is made, the enemy can hit the character only if he makes successful resisted roll against the rider's riding a warhorse skill. However he may strike the horse at normal hit probabilities if he so choses.

A **failure** to make the maneuver gives the enemy a normal chance of hitting.

A **failure with a Crit Die roll of 01** means the character falls from his horse.

Shield Play: Light Shields (RES)
Strength + Agility **Challenging DF*4 (K)**

Skill in actively wielding a light buckler-type shield to ward off blows (shield block).

Shield Play: Heavy Shields (RES)
Strength + Agility **Challenging DF*4 (K)**

Skill in actively wielding a heavier target or heater-type shield to ward off blows (shield block) and to deliver buffets with the shield (shield bashes) to push back a foe, throw him off balance, etc. Note that this is a separate skill from light shield play because entirely different techniques are used.

Short Swords (RES)
Strength + Agility **Challenging DF*4 (K, F)**

Melee combat skill with an 16"-27" blade used primarily with a thrusting rather than a slashing stroke.

Slashing Swords (RES)
Strength + Agility **Challenging DF*4 (K, F)**

Melee combat skill with a 24"-48" blade used one-handed with a slashing stroke (the occasional thrust may be attempted). These include one-handed weapons like the longsword, falchion, and scimitar, but also a broadsword, great sword, or two-handed scimitar when wielded with one hand.

Slings (RES)
Agility x2 **Challenging DF*4 (F)**

Missile combat skill in judging range and windage, and accurately firing the shepherd's sling or the military staff sling.

Spears (RES)
Strength + Discipline **Challenging DF*4 (K, F)**

Melee combat skill using various spear arms, either one-handed or two-handed.

Throwing Knives & Daggers (RES)
Agility x2 **Challenging DF*4 (F)**

Pre-requisite: Knife & Dagger Fighting. Missile combat skill in judging range and accurately throwing knives. This skill is particularly characteristic of "shady" characters.

Throwing Objects (RES)
Agility x2 **Average DF*3 (F)**

Missile combat skill in judging range and accurately throwing a variety of small objects used as improvised weapons--literally anything that comes to hand from small rocks to a chair.

War Axes (RES)
Strength x2 **Challenging DF*4 (K, F)**

Melee combat skill using a variety of chopping weapons. These include improvised arms like a meat cleaver, hatchet, wood axe, or sickle as well as war axes, battle axes, etc.

Wearing Light Armor (NS) [~]
Basic Knowledge required **Average DF*3 (K,F)**

Skill in wearing light body armor so that one retains one's balance and agility while not tiring oneself excessively.

Such armor includes reinforced leathers, hardened leathers, brigandines, etc., which protect the torso (including the abdomen and the groin) against a Crit Hit or Targeted Strike. For the game, we include in this protection the arms as well.

Once one has learned basic knowledge in Wearing Light Armor, no further learning is needed. The character can now learn the skill Wearing Light Armor without penalty.

Wearing Heavy Armor (NS) [~]
Basic Knowledge required **Challenging DF*4 (K)**

Pre-requisite: Wearing Light Armor Skill in wearing heavy body armor so that one retains one's balance and agility.

Such armor includes any predominately metal armor—scale mail or chain mail shirts, banded armor, breast & backplates, etc, which protect the torso (including the abdomen but not the groin) and the arms against a Crit Hit or Targeted Strike. It also includes lighter hauberks of reinforced leather (studded leather, ring mail).

Characters must become skilled in wearing light armor (**WLA**) before they can learn to wear heavy armor.

Once one has aquired basic knowledge in Wearing Heavy Armor , no further learning is needed. The character can then learn the skill Wearing Battle Armor.

Wearing Battle Armor (NS) [~]
Basic Knowledge required **Demanding DF*5 (K Only)**

Pre-requisite: Wearing Heavy Armor

Skill in wearing 3/4-length hauberks or full battle armor so that one retain's one's balance and agility, etc.

Such armor includes any predominantly metal armor which protects most or all of the body of the wearer against Crit Hits and Targeted Strikes. (Hauberks are 3/4 armor protecting all parts of the body except the lower legs.)

Once one has learned basic knowledge in Wearing Battle Armor, no further learning is needed.

Note: A character will need a helmet or coif to protect the head. Armor protection skills involve wearing armor on the body--that is, from the shoulders down. Typically, helmets tend to be in the same basic class as the armor itself. That is, one would likely not wear a "battle helm" with light armor or no armor.

Cooking & Innkeeping Skills

Innkeeping

Intellect + Bardic Voice **Challenging DF*4**

The skill involves the everyday operation of an inn, tavern, etc., and adds +1% to the basic monthly income of an innkeeper for every percentage point of skill the innkeeper possesses over **PSF*30%**—provided he rolls his SC%, of course. Otherwise, he receives basic income only.

Having Brewing affects an innkeeper's monthly income, so check at the **beginning** of each month: Success in Brewing and a Crit Die result of 10 = +50% of innkeeper's income; Crit Die 09 = +25%; Crit Die 06-08 = +10%. However, a Failure and Crit Die 06-10 = -10%, while Failure and Crit Die 01-05 = -25%.

Similarly, having Cooking affects an innkeeper's monthly income. See the Cooking ***Results Table*** for the percentage bonuses or penalties that may be applied to an innkeeper's income by the average quality of the food served over the month.

Brewing [~]

Intellect + Wisdom **Average DF*3**

The character knows the fine art of brewing beer and mead. The skill can be used to boost the income of an inn-keeper (see ***Innkeeping***, below), but any character is free to learn ***Brewing***. For the product, needless to elaborate, is very popular.

Success and Crit Die 09-10 means a great beer/mead.
Success and Crit Die 06-08 is a good beer/mead.
Success and Crit Die 03-05 is a passable beer/mead.
Success and Crit Die 01-02 is just bearable beer/mead.
Failure means a thin, rather poor beer/mead.
Failure and Crit Die 01-05 means the swill isn't fit for pigs.

Cooking

Intellect + Wisdom **Average DF*3**

The character is able to prepare food.

Use the following ***Results Tables*** to determine the quality of the dish or meal that has been prepared. The percentages in parentheses refer to the bonus to monthly income earned by professional cooks and by innkeepers who make a monthly check to find the over-all quality of the food they have prepared.

Cooking Results Table: Failure

Crit.Dice Result	Outcome
Irretrievably Ruined Failure: Crit Die 01-02	The food is indescribably awful! Even an old, starving troll wouldn't touch a mess of foul garbage like this! The cook is not very popular right now! (-25% to income)
Slop Fit for Pigs! Failure: Crit Die 03-04	The food is practically inedible! Even the stout soul with a stomach of cast-iron can just barely get the meal down by making a Constitution AR or Discipline AR. Dark looks and much grumbling are directed toward the cook. (-20% to income.)
Really Unappetizing! Failure: Crit Die 05-06	Something is very wrong with the food! (It doesn't look or taste or smell right, or may be burned, scorched, overdone or underdone, too salty, to flat in taste, etc.) It may be eaten by anyone able to make a Constitution AR or Discipline AR to control the gag reflex! (-15% to income.)
Rather Disappointing Failure: Crit Die 07-08	The food is sub-standard. Complaints are definitely in order. (-10% to income.)
Below Average Fare! Failure: Crit Die 09-10	The food is not quite up to scratch. Only a hungry man wouldn't hesitate before asking for seconds. (-5% to income.)

Cooking Results Table: Success in the Kitchen

Crit.Dice Result	Outcome
Average Fare! Success: Crit Die 01-05	The food is passable—satisfactory but not anything special. (Basic income.)
Above Average Fare! Success: Crit Die 06-07	The food is tasty and satisfying fare that is worthy of seconds—even thirds. The cook receives a hearty slap on the back and is told what a grand fellow he is. A result like this brings +10% to income.
A Truly Fine Meal! Success: Crit Die 08	The food is very, good. the kind of fare that will brings eager pleas for seconds. (+15% to income.)
Average Fare! Success: Crit Die 09	The food is fit for a feast and the cook deserves much high praise for his effort. (+25% to income.)
Culinary Masterpiece Success w. Crit Die 10	The food is superb haut cuisine worthy of a Royal Table! (+35% to income.)

The character acquires skill in any **five** of the following areas of Cooking. Additional areas cost an extra 100 experience points each to learn and add to one's Cooking skill. The DF of Cooking remains at DF*3, however, when improving a level. Cooking is a single broad skill and all areas are checked in a body at the same success percentages once they are added to the Cook's culinary repertoire.

Camp Cooking: preparation of a very basic meal over a campfire—roasting meat on a spit, baking a bannock, making a simple stew or soup.

Baking Bread: skill in making a variety of fresh breads, rolls, bannocks, and hard tacks.

Baking Pastries and Making Desserts: preparation of a fruit pies, pastries, and confections.

Soups & Stews: cooking soups, stews, and other dishes containing meat and vegetables mixed together.

Butchering Fresh Meat: skill in slaughtering animals, then skinning, cleaning, deboning, and cutting fresh meat and fowl into attractive cuts—steaks, chops, roasts, etc.

Cooking Meat: roasting, braising, frying, and boiling a variety of meats and fowl.

Baking Meat Pies: the preparation of tasty, meat-fillied pies and pastries.

Preserving Meat: skill in smoking, spicing, and curing hams, bacon, sausages, salt pork, beef, or fish, etc., so that the meat will not readily spoil.

Cooking Seafoods: preparing freshwater and saltwater fish, clams, mussels, oysters, shrimps, lobsters, scallops, etc.

Herbs, Spices, & Seasonings: knowledge of how to use a variety of herbs, spices, etc., to enhance the taste and aroma of foods. The skill adds +1 to the Crit.Dice results when preparing meat and seafood dishes.

Haut Cuisine (must have chosen at least **6** other cooking skills, including Herbs, Spices, & Seasonings): The character has wide knowledge of cooking skills. Having this skill adds +1 to the Crit Die results when preparing any food.

Crafts & Trades Skills

The ***General Critical Outcomes*** apply for all trades and crafts in this section except Masonry & Stonecutting.

General Critical Outcome Table

Abysmal Failure w. Crit Die 01	The task is a complete and dismal failure. There is no way to repair and save the work. One cannot do any worse even if one were really trying to fail!
Botched Failure w. Crit Die 02-05	The task fails, and the reason is obvious. The skills shown are clearly incompetent. The work is so badly done that such efforts could lead to loss of reputation.
Disappointing Failure w. Crit Die 06-09	The task is a truly disappointing effort marked by a potentially disasterous flaw in execution that could reduce business severely if they become habitual.
Heartbreaking Failure w. Crit Die 10	The task is a failure, a squeaker that almost resulted in success save for blind luck. Better luck next time. If an item was fashioned, it can be sold at a discount.
Mediocre Success w. Crit Die 01	The task is barely successful. It could as easily have been a failure. However luck intervened, so a barely adequate technique produced an acceptable result.
Middling Success w. Crit Die 02-04	The task is accomplished in an adequate but hardly inspiring show of basic competence. The work has a few minor flaws--nothing important but still noticeable.
Competent Success w. Crit Die 05-09	The task is accomplished with real style and expertise, a display of competence and skill that comes close to perfect execution of the skill in practice.
Critical Success w. Crit Die 10	The task is accomplished with flare, an outstanding display of professionalism, the work of a true master craftsman. The work is worth the price it commands.

Times to make various objects or to complete a task vary greatly, depending on the craft and what is being done. For instance, a Bowyer could take several weeks to fashion a fine bow. Some things, like weapons, have their average production times given in the goods lists in ***C&S Marketplace, Chapter 5.*** In other cases, some guidelines may be suggested in the skills descriptions. And in still others, we give no guides. We suggest allowing for rather leisurely completion times. In a pre-industrial, crafts-oriented society, things were done with painstaking thoroughness. That means craftsmen didn't rush the job.

Bowery & Fletching [~]

Intellect + Agility **Challenging DF*4**

The character knows how to make bows and the arrows for them—although he needs someone to forge arrowheads. **Success** must be rolled when a bow is completed or it is ruined. In the case of arrows, **Failure** means that the arrow shafts shatter on impact and cannot be recovered and re-used. **Critical Failure** (Crit Die 09-10) means arrows are flawed: 1/2 SC% when fired!

Carpentry & Cabinetmaking

Strength + Agility **Challenging DF*4**

The character knows how to work in wood and may perform a wide range of tasks from building houses to making furniture and chests. He can build many things from experience, but especially complex or unusual equipment may require either the personal direction of or plans drafted by a Master Builder.

Cartwright & Wheelwright [~]

Strength + Agility **Average DF*3**

The character builds carts and wagons, make and repair wheels, etc. The skill can be learned at DF*2 if he has basic knowledge in Carpentry.

Cooper [~]

Strength + Agility **Average DF*3**

The character knows how to make and repair kegs and barrels of all types. The skill can be learned at DF*2 if he has basic knowledge in Carpentry.

Clothes: Sewing, Embroidering, & Knitting

Agility x2 **Simple DF*2**

The character is able to make clothes of average quality, mend clothes, etc. This is a skill which may reach fairly high levels in the hands of an experienced seamstress.

Clothes: Tailoring [~]

Agility x2 **Challenging DF*4**

The character can design and make clothes of superior quality. This skill includes Sewing, Embroidering, & Knitting and is considered a craft skill.

Cloth Making: Dying

Agility x2 **Simple DF*2**

The character is able to make dyes and dye cloth.

Cloth Making: Spinning & Weaving

Agility x2 **Average DF*3**

The character is able to prepare raw wool (clean, card), linen from flaw, etc., spin yarn, and weave cloth on a loom, make clothes of average quality, mend clothes, etc.

Glassblowing & Glazing [~]

Constitution + Agility **Challenging DF*4**

The character knows how to make glass objects and small panes of clear and colored glass. He also has skill in making and fitting stained glass, etc.

The skill is useful to Alchemists and Mages who work with sensitive chemicals and potions and might therefore require special equipment to perform their experiments and magic. A Successful SC% is needed to make any glass object, glaze a pane of glass, etc. Failure of any kind means that the task has failed, for glassmaking is an exacting skill that allows no errors.

It might be noted that no pure panes of glass could be produced until recent times. Panes of glass were relatively small, had bubbles and distortions in them, were uneven in thickness, etc. Large windows had to be made of many panes, joined together by bands of lead. Stained glass was, quite apart from being an art form in itself, also a means of covering up the flaws in the glass--essentially making a virtue out of a defect!

Leatherworking & Tanning

Constitution + Agility **Average DF*3**

The character has skill in the trade of preparing leathers and furs from raw hides and skins. He may fashion and repair a wide variety of leather gear, leather clothing, and leather armor of average quality.

Masonry & Stonecutting

Strength + Constitution **Average DF*3**

The character has skill in working with stone and brick. He can also do basic carvings in stone, including fluting and capitals for columns, lettering, and simple designs.

Once he reaches PSF*21% he can supervise 1 unskilled laborer per 5% of his skill PSF when they are quarrying and shaping stone (1/2 basic Under 60% production for laying walls x number of men.) He can personally build a section of wall at least 5' high x 10' long x 1' thick in a working day, provided he has the necessary tools, cut stone or brick. etc. He may supervise 1 unskilled laborer per 10% of his PSF when they are building

walls. They work at the basic **Under 60%** production rate for laying walls.) **Dwarves**, being masters in masonry and stonecutting, have twice the production of other masons.

The critical rolls for masonry & stonecutting are as follows:

Current SC%	Resounding Success (Crit Die 10)	Success (Crit Die 01-09)
Under 60%	12 cu.ft. of wall laid	10 cu.ft. of wall laid
60-69%	14 cu.ft. of wall laid	10 cu.ft. of wall laid
70-79%	16 cu.ft. of wall laid	12 cu.ft. of wall laid
80-86%	18 cu.ft. of wall laid	14 cu.ft. of wall laid
87%+	20 cu.ft. of wall laid	16 cu.ft. of wall laid
Current SC%	**Failure (Crit Die 02-09)**	**Dismal Failure (Crit Die 01)**
Under 60%	6 cu.ft. of wall laid	3 cu.ft. of wall laid
60-69%	7 cu.ft. of wall laid	5 cu.ft. of wall laid
70-79%	8 cu.ft. of wall laid	6 cu.ft. of wall laid
80-86%	10 cu.ft. of wall laid	8 cu.ft. of wall laid
87%+	12 cu.ft. of wall laid	10 cu.ft. of wall laid

Paper & Ink Making [~]

Intellect + Agility **Average DF*3**

The character can make sheets of parchment, linen (rag) paper, and papyrus, a variety of colored inks, book covers, and scroll cases. Book-binding is also part of this skill.

Perfumery [~]

Intellect + Agility **Challenging DF*4**

The character can prepare a variety of perfumed essences and powders from musk, flower petals, etc. Apart from the aesthetic value, such items also find use in magical preparations.

Pottery Making

Intellect + Agility **Average DF*3**

The character is skilled in the craft of working in clay, using a potter's wheel, glazing of pottery and ceramics, and then firing his works in a kiln to harden and water-proof them. A branch of this craft deals in the making of tiles.

Tinker

Strength + Agility **Simple DF*2**

This humble skill involves making, selling, and repairing pots, pans, cutlery, etc. It is a marginal skill in working metal **and** peddling. A tinker's trade took him from village to village.

Language Lore (NS) [~]

There are many languages characters may learn in ***C&S*** role-gaming. Languages are treated as **Non-Standard skills**:

Learning Languages: A character must have either someone to teach him or else a book in a new language from which he may learn. **Purchasing a level in a language** adds **+3%**, **+5%**, or **+10%** to PSF, depending on the language.

Fluency measures how well one understands others or how well one can make oneself understood in a given language:

Minimal Skill: SC% = under 40%. The character has considerable difficulty making himself understood or understanding others. Make a language check every time the character speaks or attempts to understand another.

Marginal Fluency: SC% = 40-65%. The character speaks hesitatingly and has a limited vocabulary. He may be misunderstood quite easily and will misunderstand what he hears quite often. A language check must be made fairly often to see if the character understands.

Fluent: SC% = 66-79%. The character can both make himself understood and also understand what others say . A language check is rarely needed.

Accomplished: SC% = 80%+. The character has great skill with the language and only very rarely has to make a language check. If it is a foreign language, a character can pass himself off as native-born simply by rolling a language check successfully.

Reading and Writing: The lower one's Intellect, the harder it is to read and write. However, rather than complicate the learning of languages overmuch, we assume all player characters might have the opportunity to read and write as well as use spoken language. **Writing has INT and AGIL as Attributes**.

Speaking a language and **reading/writing** a language are considered as **separate** skills. Literate characters record a SC% for their ability to read/write a language they speak, the percentage based on the language's DF modified by Intellect. Note: DF cannot be higher than DF*7. See table below:

Intellect	DF Modifier	Intellect	DF Modifier
05-06	+3 DF	11-12	+1 DF
07-08	+2 DF	13+	basic DF
09-10	+2 DF		

One's Own Language (NS) [~]

Intellect + Bardic Voice (s) **Very Simple: DF*1**
Intellect + Agility (w) **Improve: +10% per level**

Obviously, this skill involves the ability to speak own's own native tongue. In this regard, a character will always sound like a native, however low his fluency SC% may be—the only exception to the rule. Furthermore, he may have a local accent quite recognizable by others of his nationality which will operate to identify his birthplace, etc. Of course, anyone not native to the language will learn it as any other "Foreign Tongue"!

As in all languages, Writing is a separate skill.

Common Tongue (NS) [~]

Intellect + Bardic Voice **Simple: DF*2**
Intellect + Agility (w) **Improve: +10% per level**

Common Tongue is a simple trade language with a vocabulary of about 1500 words. it was developed by merchants for doing business with foreigners. It can be used for simple communication whenever a common language is not shared. This "tradespeech" is widely understood even by the "enchanted races" and intelligent monsters.

Foreign Language (NS) [~]
Intellect + Bardic Voice **Simple: DF*2**
Intellect + Agility (w) **Improve: +10% per level**

This is the ability to speak a foreign language. A character will always have a foreign accent until his fluency SC% is 80% or better, after which he has a **chance** of sounding like a native.

Ancient Language (NS) [~]
Intellect + Bardic Voice **Average: DF*3**
Intellect + Agility (w) **Improve: +5% per level**

This is the ability to speak a "dead" language—an ancient tongue like Latin or Greek. To reflect history, an ancient language can be chosen as the language of learned men, as in the case of Latin becoming the "common tongue" of educated men in mediaeval times. Being able to read such a language proves useful when researching some subject of ancient lore or when confronted with an inscription found in ancient ruins.

Dwarven Tongue (NS) [~]
Intellect + Bardic Voice **Average: DF*3**
Intellect + Agility (w) **Improve: +5% per level**

This is the ability to speak the language of the Dwarves. If taught by a Dwarf, one will improve **+10%** per level! Dwarves learn it, of course, as their Own Language!

Elven Tongue (NS) [~]
Intellect + Bardic Voice **Demanding: DF*5**
Intellect + Agility (w) **Improve: +3% per level**

This is the ability to speak the language of the Elves. It is very difficult to learn. However, if taught by a Elf, one will improve **+10%** per level! Elves learn it, of course, as their Own Language!

The language is not only exquisitely beautiful but also has the virtue of being in tune with Nature and also with Magic. Anyone possessing Elven Tongue at SC% = 80%+ will be able to learn Beast Tongues at +5% and Mage Speech at +10% improvement per level.

Mage Speech (NS) [~]
Intellect + Bardic Voice **Challenging: DF*4**
Intellect + Agility (w) **Improve: +5% per level**

One of the Ancient Languages can be selected for use by Ancient Mages when inscribing their knowledge and spells on parchment scrolls and in books. Learning Mage Speech enables the character to speak that Ancient Language. Since Mages have a vocabulary all their own,being able to read Mage Speech also aids one in researching the manner in which Mages of old wrote down their Lore.

Mage Speech is essential for Power Word Magery as it, alone, is able to harness and focus magic power in a single word or phrase. Characters with Elven Tongue at SC% 80%+ will be able to learn Mage Speech with improvement at 10% per level! Casting spells in **fluent** Mage Speech gives a caster **+5%** to his **PSF**. If the caster is a Power Word Mage, he enjoys a **+10%** boost to his **PSF** when casting in Mage Speech.

Monster Tongues (NS) [~]
Intellect + Bardic Voice **Average: DF*3**
Intellect + Agility (w)* **Improve: +5% per level**

There are a number of Monster Tongues—languages spoken by sentient monster races. These are somewhat difficult to learn. Here are some examples of the kind of Monster Tongues a character may learn. Others might be added by the GM for races he introduces into his world.

Goblin Tongues Saurian Tongues
Trollish Tongues Ogre Tongues

*GM decides which languages may be written (if any).

Beast Tongues (NS) [~]
Intellect + Bardic Voice **Difficult: DF*6**
Improve: +3% per level

There are a number of ***Beast Tongues***—languages spoken by the creatures of nature. These are difficult to learn. However, anyone with Elven Tongue at SC% = 80%+ will be able to learn Beast Tongues with improvement +5% per level. The Beast Tongues include:

Avian (Bird) Tongues Primate Tongues
Canine Tongues Rodent Tongues
Feline Tongues Reptilian Tongues
Hooven Tongues

Knowing a Beast Tongue will improve a character's Animal Training capability because he can communicate directly with the animal. The degree of the advantage is determined by one's SC% in the applicable Beast Tongue:

SC% in Beast Tongue	Advantage	Time Reduction
Under 50%	none	none
51-65%	+5%	none
66-79%	+10%	-1/4
80%+	+10%	-1/2

Learned Lore

All "skills" involving the mastery of some area of formal knowledge are called "Lore" in ***C&S***. Lore provides the means by which characters can "recall" information they know about their world. Whenever Lore skills are involved, the Game Master may be called upon to provide information about subject matter which the character's have learned through study and experience. That is, the **characters** will know a lot more than the players do, seeing that the characters are presumed to actually live in the fantasy world of the role-playing game.

Lore skills may also be used to "research" particular questions or problems. The character must have the appropriate resources (books, scrolls, inscriptions carved in stone monuments, etc., or else knowledgeable people he can ask questions.)

Lore skills—notably skills like Architecture & Engineering—can also be used to invent new mechanisms, design various equipment a mediaeval expert in such an area might be familiar with, draft plans for a castle, etc.

To determine a character's success or failure in a particular kind of Lore, roll D100 SC% dice and a D10 Critical Die. Then consult the following table to find the outcome:

Crit Die	Outcome of Lore Research
Outstanding Success: Crit Die 10	The character has a **superb grasp** of the question or problem. He knows important information that is accurate and detailed. When doing any task based on his knowledge, he performs it with ease.
Acceptable Success: Crit Die 03-09	The character has a **good grasp** of the question or problem. He has reasonably correct, detailed information. His knowledge is sketchy in some areas—the more so the lower his Crit Die result. When performing knowledge-based tasks, he will obtain satisfactory results. He is quite aware of any minor errors, glitches, etc. He knows enough to check his work, do more research, etc., so that he will be able to perform the task well.
Marginal Success: Crit Die 01-02	The character has **some knowledge** but lacks depth and detail needed to give him a firm grasp of the matter. Still, because he was successful, he knows where the weaknesses are and can do more research to increase his information or to verify the truth of what he does know or what he suspects. If performing a knowledge-based task, he knows he was marginally successful--that he may have missed something significant. But he knows that and acts accordingly.
Marginal Failure: Crit Die 09-10	The character has **incomplete** and **inaccurate** information. Fortunately, he knows enough to be aware of the holes in his knowledge and may do more research to increase his understanding. If performing a knowledge-based task, he will know where he failed and has a -10% to chances of working out what went wrong if he tries again.
Serious Failure: Crit Die 03-09	The character has very **incomplete** information. Some of it is very misleading, inaccurate, even false. This may lead him astray. If performing a knowledge based task, he will have to work hard at figuring out what went wrong. Some penalties can be set against any attempt to do the task again, do further research, etc. What is important is that the character thinks he knows or that he is using the correct procedure when he really has no clue! (-20% penalty on his next try!)
Dismal Failure: Crit Die 01-02	The character has **no information** at all, or else has very **incomplete** and **erroneous** information which leads him seriously astray. Of course, he is certain that he does know what's what and fails to suspect how faulty his knowledge is. If he is performing a knowledge-based task, it is perhaps inevitable that he will make disastrous errors. Yet he completely misses the fact that he is wrong. If he tries to repeat the task or do further research, he has severe penalties to chances of solving the problem (-30%).

Lore Historical

Local Geographical Lore

Intellect x2 **Very Simple DF*1**

The character possesses a storehouse of highly detailed knowledge about the countryside 20 miles around the place where he was born. A person always enjoys the advantages of familiarity with his home "stamping grounds." He will know exactly where he is most of the time. If he gets "lost," it will be a momentary setback at the very worst. He can select the best route to get somewhere else in the locality, etc.

Furthermore, he knows the "Who's Who" of the immediate area, where important personages and others of note may live, what his immediate neighbors do, significant local gossip, etc. In feudal times, few ever went more than a days' journey or so from home during their entire lifetime. But they were familiar with the locality in which they lived. Indeed, few locals are unknown and characters will know locals from strangers most of the time! Outsiders can acquire this skill as a **DF*2** skill.

Regional & National Geographical Lore

Intellect x2 **Simple DF*2**

The character has broad and general knowledge about the geography of the region/country selected for study: the names and details about important places, features, personages, etc. Foreigners acquire such knowledge as a **DF*3** skill.

World Geographical Lore [~]

Intellect x2 **Challenging DF*4**

The character has general knowledge of the present-day, known fantasy world. The farther away one is from one's birthplace, the more general, vague, and even inaccurate the information becomes. On the other hand, as a character visits specific localities, the depth and detail of his knowledge of those areas increases significantly. Ability to read three or more languages will increase the probability of success by +10% and also adds +1 to the Crit Die result of any research project.

Local Ancient Geographical Lore

Intellect x2 **Simple DF*2**

The character possesses fairly detailed knowledge of the historical geography of the locality in which he was born. Such knowledge is often invaluable in locating old ruins, etc. It also provides greater insight into local legends and folk lore by fixing the most likely locations of events, places, etc., mentioned in old tales. Outsiders acquire such knowledge as a **DF*3** skill.

Regional/National Ancient Geographical Lore [~]

Intellect x2 **Average DF*3**

The character possesses general knowledge of the historical geography of the region/nation in which he was born. Foreigners acquire such knowledge as a **DF*4** skill.

World Ancient Geographical Lore [~]

Intellect x2 **Demanding DF*5**

The character possesses general knowledge of the historical geography of the ancient world. As in the case of present-day world geography, the ancient lore becomes less and less detailed and reliable the farther from one's birthplace. Reading 3 languages bonus as for World Geographical Lore.

Local History & Legend Lore

Intellect x2 **Very Simple DF*1**

The character has detailed knowledge of the history, legends, and folklore of the locality in which he was born. Outsiders may acquire such knowledge as a **DF*2** skill.

Regional/National History & Legend Lore [~]

Intellect x2 **Simple DF*2**

The character has fairly detailed knowledge of the history, legends, and folklore of the region/nation in which he was born. Foreigners acquire such knowledge as a **DF*3** skill.

World History & Legend Lore [~]

Intellect x2 **Challenging DF*4**

The character has general knowledge of world history, legends, and folklore. It might be noted that the farther away from one's birthplace, the more general, vague, and inaccurate the knowledge will be. Reading 3 languages bonus as for World Geographical Lore.

Lore Scientific

Accurate Counting

Basic Knowledge Only **Very Simple DF*1**

The character is able to count accurately. The average cloddy could do fairly well if he relied on his Mk. I calculator—that is, his ten fingers. Once he got into larger numbers, however, they just blurred into "big," "even bigger," "bigger than that," "a whole lot," "a huge bunch," and so on. Learning to count accurately and to do basic arithmetic requires a bit of proper education and concentration! Use an Intellect AR for heavy duty addition, etc.

Architecture & Engineering [~]

Intellect + Wisdom **Challenging DF*4**

The character learns how to design major structures like castles, fortifications, large buildings, bridges, aqueducts, metaled (paved) roads, etc. The architect can also supervise large numbers of workers and coordinate their efforts when constructing such structures.

In feudal times, "learned specialists" were really generalists who knew a lot about many different things. To be an architect required engineering knowledge and skills to design and construct complex mechanisms. For some mechanisms like cranes were needed in construction, and there were no machinery manufacturers back then. The architect has to build his own equipment. Consequently, he was also an engineer who could work out the design details so the mechanisms would operate as desired, decide on the right materials to build the device, etc. In short, they were practical inventors.

Such knowledge enables the character to understand the operations of a wide variety of mechanisms once he has an opportunity to examine them.

Everyone has this ability to a degree, but Architect/ Engineers use a methodical, almost "scientific" approach to such problems. They have a much higher chance of understanding how a strange mechanism might work.

Arithmetic & Mathematical Lore [~]

Intellect + Wisdom **Challenging DF*4**

Pre-requisite: basic knowledge in *Accurate Counting*. The character is able to perform basic arithmetic, and can also calculate using the higher forms of mathematics like geometry and algebra.

Astronomical Lore [~]

Intellect + Wisdom **Challenging DF*4**

The character has detailed knowledge of the night sky. He can identify marker stars, constellations, the moving planets, and so on. More important, he is able to predict the seasonal movement of heavenly objects.

The Bestiary

Intellect + Wisdom **Average DF*3**

This area of Lore concerns the animal kingdom. Knowledge enables a character to recognize various animals (occuring in the **natural** environment) on sight and also from the tracks and signs they leave. He also has reasonably detailed and fairly accurate information about the animals, including their habits and behaviors. While much of this information is reliable, it may not necessarily be complete. And there may be some mistaken or false data as well. Remember, the scientific approach to zoology is a modern development.

Cartography

Intellect + Wisdom **Average DF*3**

Skill in *Cartography* enables a character to draw maps with a reasonable degree of accuracy.

Having this skill does away with the tiresome, often frustrating practice of providing detailed descriptions of dungeons, etc., which the characters are traveling through. Often it is hard to make sense of something that would be perfectly clear if the players could see what the characters do. In short, the **GM** will draw a simple map while describing the party's surroundings. Every so often, an accuracy check may be made against the mapmaker's SC% to see whether the map should have a few "flaws" or not.

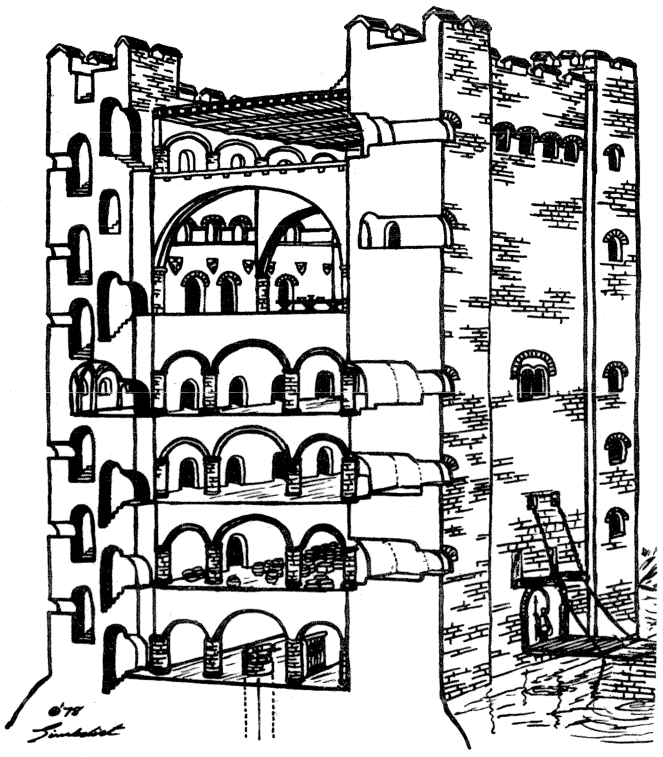
Cartography can also be employed to map large areas with some accuracy. Characters with the skill are better able to **read** maps than those without basic knowledge.

Geological Lore [~]

Intellect + Wisdom **Average DF*3**

Skill in Geology enables the character to recognize minerals in their natural setting, evaluate the richness of ores, raw precious and semi-precious gems, etc. It also enables one to recognize fault lines and shearing planes so that he is more successful as a miner (Dwarvish capability: **see** the *Mining* skill in ***Metalworking***).

Dwarves all possess basic knowledge in *Geology* when they enter the game. The skill is a reflection of a Dwarf's native ability to orient himself when underground—to know approximate depth beneath the surface, whether a passage is sloping upward or downward, directions when underground, and even one's general location despite moving through labyrinthine passages and caverns. Dwarves are completely at home beneath the earth, the subterranean world being no less mysterious to them than the surface is to humans.



Materia Magica

Artifact Lore

Intellect x 2 **Difficult DF: 6**

This skill gives a character knowledge about ancient and powerful items. The GM may impose modifiers if the character isn't familiar with the area the item is from.

This skill enables the character to find and recognize information about ancient items that have been recorded in history or in myth and legend. The more obscure (lesser known) the item is, the less likely that the character will be able to find out the information quickly when using this skill.

The GM may impose hefty penalties to finding information in such instances, which could greatly extend one's time researching the subject.

This skill assumes that the character has basic knowledge of Lore Historical and Legend and Myth Lore to be fully effective. Otherwise, he may apply only ½ PSF in the skill.

Use the Lore Crit Table to determine the outcome of investigations, accuracy of data, etc.

Demon Lore

Intellect x 2 **Demanding DF: 5**

This very powerful skill confers knowledge of demons: how to identify certain types or certain specific individuals, how to summon them and bind them to the Summoner's will, and how to protect against them. The Summoning Method of Magic as well as a Mode of Magic that has Summoning spells are necessary to actually summon them.

When a Summoner rolls successfully with Demon Lore, he knows the secret **Name** of the Demon he is summoning. The **Name** has special power over the Demon. He must remain in the binding circle for up to an hour or until dismissed, and hear the Mage out. He cannot attack the Mage or any others within the protection of a magic Circle. Nor can he attempt to escape until the hour is up, or until the Mage makes an attack upon him!

Use the Lore Crit Table to determine the outcome of investigations, accuracy of data, etc.

Divining the Omens [~]

Wisdom & Discipline **Demanding DF: 5**

This skill is the ability to prophesy--to read omens presaging the future--through charting the stars (Astrology), reading signs in the heavens or the entrails of sacrificial animals (Augury), throwing the Runes, reading the Tarot, seeing through a crystal ball, etc. The player specifies **one** such method when his character learns the skill.

The Crit Die roll on a success determines how much information the character receives, with the higher rolls indicating more information and more accuracy. A failure can indicate increasingly misleading information--although still on the subject.

We've deliberately left how this skill is used in a campaign to be determined by the GM. For it is potentially very powerful in its effects and must be handled with discretion and in keeping with the nature of the campaign the GM is running and how his world works. He may restrict the use of the skill in any way, especially how frequently it can be used effectively when attempting to determine omens on a very specific course of action, etc.

The GM might insist that he **secretly roll** the character's chances of "seeing something" himself. This way he leaves the accuracy of the reading somewhat in the air and in doubt. Such matters, after all, were never a matter of certainty!

If this skill is allowed in the game, the answers given should be very general, the information perhaps signifying a broad trend in events but not specifics. "The path to the left has a cloud of evil over it!" is specific enough to give a strong warning. Why the path has an evil cloud over it is a subject for direct investigation. After all, one is reading omens here! Another approach is to provide the answer in a Riddle which the character then has to solve.

Faerie Lore

Intellect x 2 **Average DF: 3**

This skill provides a wealth of knowledge on the Faerie races, sprites, pixies, brownies etc. Characters with this knowledge may make a skill check when they come across a member of the fairie race to identify them. They may use their skill to find the possible location of such beings, discern signs of their presence, be familiar with their customs and manners, discover their vulnerabilities, recognize their trickeries, etc.

Lore of the Dead

Intellect x 2 **Average: DF: 3**

This skill gives one knowledge about the undead: details on their natures, their vulnerabilities, their possible haunts, and other facts unknown to the average person. Use the Lore Crit Table to find outcomes of investigations, accuracy of data, etc.

Magical Beast Lore

Intellect x 2 **Challenging DF: 4**

This skill gives information on the various magical beasts, trolls, unicorns, dragons etc. The character may use this skill to identify magic beasts, discern areas they may inhabit, learn commonly known weaknesses. Use the Lore Crit Table to determine the outcome of investigations, accuracy of data, making correct identifications, etc On a critical success the character knows a lesser known weakness of the creature.

Magical & Enchanted Races Lore

Intellect x 2 **Average DF: 3**

This skill gives information on the various magical and enchanted races: Elves, Dwarves, Gnomes, Gnolls, Goblins Orcs, Trolls, Ogres, Giants, etc. Characters with this knowledge may make a skill check when they come across a member of such a race to identify them. They may use their skill to determine the possible location of such beings in an area, discern signs of their presence, be familiar with their customs and manners, discover their vulnerabilities, etc. Use the Lore Crit Table to determine the outcome of investigations, accuracy of data, etc.

Methods of Magic [~]

See ***Chapter 9, Magic***, for details.

Modes of Magic [~]

See ***Chapter 9, Magic***, for details.

Spell Enhancement [~]

Discipline x2 **Challenging DF: 4**

This skill allows the character to enhance spells through practice and meditation.

The character may select a number of spells that are fully learned equal to his ML to enhance. For each day(8 hours) the character spends enhancing his spells he receives a 2% bonus to his PSF of casting the spells he's enhancing. He can enhance the spell to a maximum of +10%

The enhancement lasts the total amount of days spent enhancing the spells x the ML of the caster. After that time is reached the caster loses -2% per day until his success chances return to normal.

Spell Research [~]

Intellect x2 **Challenging DF: 4**

This skill allows a character to learn new spells by researching them in books and scrolls. The character needs to have access to a library containing works on Sorcery. (Not all libraries will have these.) The sorcerous books must contain materials on the Method of Magic the character is researching.

For example, if he is researching an Illusion spell, the library must contain one or more works specifically on Illusions, not just writings on Magic in general or on some other Method(s) of Magic. (See the ***Sorcerer's Companion*** for more information on libraries and books of magic)

If a specialist Mage has access to a library, and if there is a book or scroll on the Method of Magic he is researching, he must spend 3 days x MRF of the particular spell he is searching for. A Generalist Mage or Power Word Mage spends 7 days x spell's MRF in research. A Generalist Mage or Power Word Mage must have a book to do research and cannot work things out otherwise. A non-Mage needs a book so he can do research and learn spells in 10 days x MRF. (See ***Chapter 9, Magic***, on ***Learning Spells***.)

At the end of the time required, he must make a successful Research roll and the Crit Die roll must be equal to or higher than the MRF of the spell he is researching. Success means he has found enough information to start learning basic knowledge in the spell(learning the spell to its MRF), after which he can start reducing its MRF to make it fully his to cast and control. (See ***Chapter 9, Magic*** for more details.)

If he does not have a library available containing works on the Method of Magic of the spell he wants to learn, a specialist Mage may still do magical research, but it will take much longer. He must spend 7 days x MRF of the spell trying to puzzle out how it works. At the end of the time required, the character must succeed with a Research roll as described above.

It should be noted that Druids have an oral tradition and do not use books to record their lore. However, they do have the sacred Trees, which are effectively the Druidic "libraries." The **Druids** may visit one of the sacred Trees of their religion to use the 3rd rank **Plant** spell, Commune with the Ogams carved in the living wood and meditate upon their significance, etc.

Researching Original Spells (optional)

Depending upon the Gamemaster's decision, it may be possible for a character to research an entirely new spell--that is, to actually create a spell unknown to Mages in his time.

First of all, the player should discuss his proposal with the Gamemaster to see if it is a spell that is acceptable and reasonable in the fantasy world the GM is running. The exact nature, rank, MRF, and effects of the spell must be clearly established. The rank and MRF of the spell are especially important. The GM **must approve** or the research cannot be undertaken. In such matters, the GM's decision is **final**, for it is his world which will have to accomodate that new spell.

The spell must also fit in with the mode of magic the character is praticing. For example, a Necromancer could not research a new Plant Method spell. He doesn't even have any plant spells on his spell list. The GM has the **right to deny** any player a spell that he believes is in keeping with his Mode.

Second, characters can only create a spell MRF up to his ML.

Third, once the Research project has been approved by the GM, a character needs to spend 10 times the normal research time to do the preliminary investigation and thinking before he can create a "working formula" for the new spell.

He must be successful in his Research, of course. He also must roll +3 higher on the Crit Die than the MRF of the spell he is researching. Only then can he go on to acquire basic knowledge in the new spell he has just created. When he has reduced the Magic Resistance Factor of the spell to MRF*0, the character knows it well enough to teach it to others.

Note that no new spell can be above MRF*7 under most conditions. However, once a character has enough skill to have a TSC% over the Research maximum SC%, he gains +1 on Crit Die rolls per block of 20% his TSC% is over that maximum. Doing high level research requires a very high level of skill!

Word of Guard [~] **RES: -PMF of caster**

Intellect + Bardic Voice **Demanding DF: 5**

This skill gives a character knowledge on how to counter a spell. The character must have at least basic knowledge in the spell being cast to utter the correct Word of Guard.

When the caster starts to cast the spell, the character may attempt to counter the spell. However, to do so, he must be within range to **hear** it, he must have **fluency** in the language the caster is speaking, and he must have at least **basic knowledge** in the spell he wishes to counter.

If the character does not have time to spend AP to speak the counterspell, he may expend a fatigue point to attempt his Word of Guard. This is, after all, a very "hasty" protection designed to meet just such eventualities. (See ***Combat***, ***Chapter 7***, for the AP cost of countering a spell with a Word of Guard.)

The character must make a successful skill check for the Word of Guard to take effect. He will subtract from his chance of countering the spell the PMF factor of the **Mode** the spellcaster is using to cast the spell.

If the character does not speak the language of the caster or has not mastered fluency in the language he may still make the skill roll. For he can still he can judge movements and a few sounds enough to have a very good idea of what is coming. To reflect the increased uncertainty, he will speak his Word of Guard at 1/2 his normal PSF.

If the Word of Guard succeeds, the **caster's** spell casting roll now is treated like a **resisted roll**. He now must subtract the PMF of the Guarding character's **Mode of Magic** from his PSF in the Method of the spell he's cast:

If his roll is a **success** and the Guarding character's roll was also a success, the spell still goes off.

If the Guarding character **critically succeeded** (Crit Die 10 result on a successful Word of Guard), the Mage fails to cast the spell unless he also has a critical success.

If both have a critical success the spell goes off but only is treated like a normal success.

If the spell is successful, the Mage may still make a resisted roll to avoid the spell's effects.

For example, Niral, last of the Magi, wishes to counter a spell being cast by Beltarin, a evil sorcerer. Beltarin is casting a Fireball against three of Niral's friends. Niral knows that spell and wishes to defend them, and the best way is to interfere with Beltarin's chance of successfully getting the spell off. Beltarin is incanting the spell in a language Niral knows fluently, so he utters the Word of Guard without penalty after expending a Fatigue point. Niral's player must subtract Beltarin's PMF in his Mode of Magic from Niral's SC% with the Word. He succeeds in his roll even with the PMF modifying Niral's chances. Now Beltarin's spell is a resisted roll. He subtracts Niral's PMF in his Mode of Magic from his own SC% with the Fireball spell. He fails the roll because Niral's PMF modifier reduced his chances. The Fireball fizzled out!

Materia Medicina: Healing Lore

The ***Treatment Results Table*** is used to find the outcome of procedures involving First Aid, Chirurgery, and Cauterizing & Staunching Wounds. Note that extra body loss only occurs if target is having a Critical hit tended or is -0 body.

Treatment Results Table

SC% Result	Outcome of First Aid Treatment
Failure w. Crit Die 01	**Condition Is Deteriorating Rapidly:** The victim is fading rapidly. He will lose -3 BODY points in the next 10 minutes if his condition is not reversed by treatment. -25% penalty to next SC%. If surgery is being performed, there is a chance the chirurgeon removed the wrong thing! Roll 1D100% again, this time with any failure indicating that just such a mistake has occurred!
Failure w. Crit Die 02-03	**Condition Is Highly Critical:** The victim's condition continues to worsen. He will lose -2 BODY points in the next 10 minutes if his condition is not reversed by further treatment (-15% penalty to next SC%).
Failure w. Crit Die 04-10	**Condition Is Critical**: The victim's condition is now quite critical. He will lose -1 BODY point in the next 10 minutes if any further treatment is unsuccessful. -15% penalty to next SC%
Success w. Crit Die 01	**Condition Is Temporarily Stabilized:** The victim's condition has been stabilized and will not worsen for the moment. Check again in 10 minutes (failed ***First Aid*** SC% means he starts to fade again.)
Success w. Crit Die 02-07	**Condition Is Relatively Stable:** Victim's condition is stable. Check again in 30 minutes (failed First Aid SC% means he starts to fade again.)
Success w. Crit Die 08	**Condition Looks Hopeful:** Treatment has been timely. The victim is showing signs of recovery: +1 BODY point. There will be no need to check on the victim's condition for the next 3 hours.
Success w. Crit Die 09	**Condition Is Definitely Stabilized:** Treatment was very successful. The victim regains +2 BODY points and there is no need to check on his condition for the next 24 hours.
Success w. Crit Die 10	**Condition is Dramatically Improving:** Treatment was totally successful. The victim recovers 3 BODY Points and there is no need to check on his condition again unless he engages in vigorous activity which might open wounds, etc.

First Aid

Intellect + Agility **Simple DF*2**

First Aid enables a character to staunch uncontrolled bleeding, bind up wounds and broken bones, treat for shock, etc. Treatment prevents continuing damage when a victim has suffered critical injuries and is bleeding to death or spiraling down into irreversible coma. Depending on the patient's condition, treatment usually takes from 5 to 10 minutes. Serious wounds, burns, etc., cannot be treated with maximum success using First Aid. Any player-character may learn the skill, but few NPC's have it other than barbers, physicians, priests specializing in Healing, a few fighting men, and women,like mid-wives. Note: basic First Aid skills are surpassed by the Chirurgical Arts.

The Healing Arts I: Chirurgery [~]

Intellect + Agility **Challenging DF*4**

Learning Healing Arts I gives a character a cluster of three sub-skills. These enable him to promote survival and recovery through the employment of a variety of medical procedures:

1. **Chirurgery:** a medical skill involving a variety of surgical procedures. The skill enables a character to extract warheads, etc., from wounds, amputate shattered limbs, immobilize and set broken bones, extract infected teeth, etc. Of course, it also provides skill in stitching up wounds, bandaging, treating for shock, etc. Depending on the Chirurgeon's skill and the seriousness of the patient's condition, the procedures take from 5 to 30 minutes.

2. **Cauterizing & Staunching Wounds:** a medical skill involving using a variety of procedures to stop uncontrolled bleeding, particularly from a **grievous wound** (when a character has been reduced to negative BODY values). First Aid in such cases will only slow but not staunch the flow of blood. To stop it completely requires:

Cauterizing: searing the wound with a heated iron or fire. This procedure is always effective and invariably stops bleeding. However, it also can cause shock on a Failure with Crit Die results of 01- 04. Shock inflicts an additional -2 Body points of damage. Effects are otherwise as given in the ***Treatment Table***.

Staunching: stopping blood flow by the application of compression bandages, stitching, etc. There is a chance of failure when using such procedures, but shock is less likely.

3. **Setting Broken Bones:** a medical skill which enables a character to properly set and immobilize broken bones so that they will mend correctly.

The Healing Arts II: Medications [~]

Intellect + Wisdom **Challenging DF*4**

Learning Healing Arts 2 gives a character a cluster of three sub-skills. These enable him to promote survival and recovery through the employment medicines.

1. **Unguents:** the ability to make salves, balms, ointments, powders, and potions. A great many "secret" preparations are possible, and the individual Healer must research how to make them. Once he learns to make a specific medication, he will be successful with it so long as he makes a batch by following the "recipe" he developed during his research.

Research involves rolling on the ***Healing Ungent Research Table***. Roll D100 SC% dice and D10 Crit Die. Success means that the character found a preparation which works. Failure means that all the research was for naught and must be repeated. Note that the **Research Time** required, whether one succeeds or fails, is indicated by the Crit Die result.

The preparation found is the one indicated by the Crit Die result, and the preparation times, costs, etc., are all given in the ***Healing Ungent Research Table***.

Of course, there is also the possibility that a character has learned a particular "recipe" from a book or scroll on medicine or from another medical man who knows how to prepare it and teaches him. In such instances, his research time is cut in **half.**

Preparation Time is the period required for a particular medication to attain its healing effects. The actual time needed to prepare a medication is much less. In any given day, a character can prepare one medication per 10% PSF he possesses in Healing Arts 2.

For instance, Roderick has PSF 46%. He can therefore prepare 46/10 = 4.6 = 5 different unguents per day. Round **up** fractions: 4.15 =5

The time for a medication to "mature" is the preparation time indicated in the ***Research Table***. Once a medication has "matured," it has full efficacy and can be used to treat a patient.

Cost is the amount required to purchase the necessary ingredients to make the medication.

Doses is the number of daily treatment doses that will be prepared in a given batch.

Price is the usual cost to a patient per dose of the medicine.

Healing Effect is the bonus added to the patient's natural healing rate over the time he is using the medication.

Healing Unguent Research Table

Crit. Die	Efficacy of the Healing Unguent
10	**Research Time:** 90 days - 3 x INT **Preparation Time:** 7 d. **Doses Prepared:** 7. **Cost:** Cr 5. **Price:** Cr 1.20/dose. **Healing Effect:** +10% to patient's natural healing rate.
09	**Research Time:** 90 days - 3 x INT **Preparation Time:** 7 d. **Doses Prepared:** 7. **Cost:** Cr 4. **Price:** Cr 1.00/dose. **Healing Effect:** +8% to patient's natural healing rate.
08	**Research Time:** 90 days - 3 x INT **Preparation Time:** 6 d. **Doses Prepared:** 7. **Cost:** Cr 3. **Price:** 50 P/dose. **Healing Effect:** +6% to patient's natural healing rate.
07	**Research Time:** 90 days - 3 x INT **Preparation Time:** 5 d. **Doses Prepared:** 7. **Cost:** Cr 2.50. **Price:** 42 P/dose. **Healing Effect:** +5% to patient's natural healing rate.
06	**Research Time:** 85 days - 3 x INT **Preparation Time:** 4 d. **Doses Prepared:** 7. **Cost:** Cr 2. **Price:** 33 P/dose. **Healing Effect:** +4% to patient's natural healing rate.
05	**Research Time:** 80 days - 3 x INT **Preparation Time:** 3 d. **Doses Prepared:** 7. **Cost:** Cr 1.50. **Price:** 25 P/dose. **Healing Effect:** +3% to patient's natural healing rate.
03-04	**Research Time:** 75 days - 3 x INT **Preparation Time:** 2 d. **Doses Prepared:** 7. **Cost:** Cr 1. **Price:** 17 P/dose. **Healing Effect:** +2% to patient's natural healing rate.
01-02	**Research Time:** 70 days - 3 x INT **Preparation Time:** 1 d. **Doses Prepared:** 7. **Cost:** 50 P. **Price:** Cr 10 P/dose. **Healing Effect:** +1% to patient's natural healing rate.

Once the character has learned how to make a given unguent successfully, he must roll his SC% and can then prepare a batch in the preparation time indicated. The medication will not always work, even though it was made successfully. **Roll the medication's SC% at the time it was made**. The better the preparer's skill, the more likely it will work.

If it is desired that repeated dice rolls be avoided, make it **optional** that a successful SC% roll the first time an unguent is used means the whole batch is good. If the first SC% roll is a failure, roll each time it is administered. (This is either a slightly faulty batch or else the patient is just not responding to it.)

Ingredients are decided by the player. A formulation should contain **7 or more** components. For example: eye of newt; rosemary, sage, stonewort, olive oil, red wine, and three scrapings of fine gold. Give the medication a name, describe how it looks, tastes, smells, etc. Much "fun" can be had if a player is "chemically minded" or else is a bit "bent" in his sense of humor.

2. Cordials: the ability to make energy-restoring potions--researched and made much like healing unguents.

Cordials restore Fatigue points to a character's depleted Fatigue levels. Just as a healing unguent can be used only once per day to treat a particular illness or ailment, so also are there limits on how often a cordial may be taken beneficially in a day. The limitation is a function of the character's Fatigue Level. No more benefits may be obtained from cordials beyond this in a 24-hour period. For instance, if a character has Fatigue Level*27, he can have no more than 27 FP from cordials in 24-hours.

Many "secret" preparations are possible. The individual Healer must research how to make each one. If he finds a "recipe" for a cordial in a book or scroll, he cuts his research time in **half**. Once he has learned how to make a cordial, he will be successful with it so long as he follows the "recipe" he developed during his research. Roll D100 SC% and D10 Crit Die:

Cordial Research Table

Crit. Die	Efficacy of the Cordial
10	**Research Time:** 90 days - 3 x INT **Preparation Time:** 7 d. **Doses Prepared:** 7. **Cost:** Cr 5. **Price:** Cr 1.20/dose. **Energizing Effect:** +10 points to Fatigue Levels.
09	**Research Time:** 90 days - 3 x INT **Preparation Time:** 7d . **Doses Prepared:** 7. **Cost:** Cr 4. **Price:** Cr 1.00/dose. **Energizing Effect:** +8 points to Fatigue Levels.
08	**Research Time:** 90 days - 3 x INT **Preparation Time:** 6 d. **Doses Prepared:** 7. **Cost:** Cr 3. **Price:** 50 P/dose. **Energizing Effect:** +6 points to Fatigue Levels.
07	**Research Time:** 90 days - 3 x INT **Preparation Time:** 5d . **Doses Prepared:** 7. **Cost:** Cr 2.50. **Price:** 42 P/dose. **Energizing Effect:** +5 points to Fatigue Levels.
06	**Research Time:** 85 days - 3 x INT **Preparation Time:** 4 d. **Doses Prepared:** 7. **Cost:** Cr 2. **Price:** 33 P/dose. **Energizing Effect:** +4 points to Fatigue Levels.
05-04	**Research Time:** 80 days - 3 x INT **Preparation Time:** 3 d. **Doses Prepared:** 7. **Cost:** Cr 1.50. **Price:** 25 P/dose. **Energizing Effect:** +3 points to Fatigue Levels.
03-01	**Research Time:** 70 days - 3 x INT **Preparation Time:** 1 d. **Doses Prepared:** 7. **Cost:** 50 P. **Price:** Cr 10 P/dose. **Energizing Effect:** +1 points to Fatigue Levels.

3. Diagnosis: The ability to assess the nature of an ailment and prescribe treatment . This includes recognition of diseases as well as traumatic conditions (injuries). Anyone who learns to make drugs and poisons can recognize which preparation was used in a given circumstance and can prescribe the proper antidote and treatment to counter their effects.

Making Drugs [~]

Intellect + Wisdom **Challenging DF*4**

This skill involves researching and making drugs. Many drugs are narcotic. That is, they act to dull the senses, reduce pain, or produce relaxing sleep, etc. Other narcotic drugs will have an euphoric effect. Overdoses produce unconsciousness or coma. Some narcotics are outright harmful and dangerous to use. Not all drugs are narcotics, however, and have medical applications besides easing of pain, inducing sleep, etc.

Drugs can be researched and made in much the same way as healing unguents and cordials. The only difference is that success on the SC% roll alone is needed to be successful in one's research. Time required: 90 days - 5 days x Crit Die. Time to make a drug = 3 days.

Delay: Few drugs have an immediate effect. The delay must pass before the drug starts to work. In this period, the right antidote will have maximum effect counteracting the drug.

"Damage": To simulate the impairing effect of drugs, points will be lost from the recipient's Fatigue over a stated period of time. When the Fatigue Level is reduced to zero, the victim has to make a successful **Resistance** roll to remain conscious.

Duration: The time period one "dose" of the narcotic will work its effects on the Fatigue Level of the recipient.

Cost: The cost of the ingredients to the maker.

Price: The usual purchase price of one dose of the narcotic. It should be noted that the more expensive a drug is, the less likely it (or some of its ingredients) can be readily purchased.

Resistance Roll: Make a **Stamina resisted roll** to resist a

drug. Roll 1D100 and subtract the negative modifier from the character's SC% for the resisted roll. If the result is higher than the victim's adjusted SC%, the full effect is felt. If the result is lower, **half** the effect is felt.

For instance, the damage = -5 FP/min. at Stamina -30. The victim's Stamina is 80, so his SC% = 80 - 30 = 50%. A Stamina roll is made each minute. If 68% was rolled, he loses -5 FP. Had the roll been 43%, lower than SC*50%, he would lose -5/2 = -2.5 = -3 FP. Fractional values, like -2.5, are **rounded up** to the nearest whole number.

In some cases, a drug will either have an effect or it won't, depending on whether the victim succeeds or fails in his resisted roll: for instance, Aquae Mendax fails to work if it is successfully resisted, but Aquae Lethe merely has its effect cut from -3 FP to -1 FP/min. because it is a powerful knock-out potion.

The character needs instruction from someone knowing how to make a drug or must find it in a book or scroll on medicine. The following provide a sample of some of the drugs:

Common & Uncommon Drugs

Drug Type	Description of the Drug's Effects
D.I Aquae Dolce **Delay:** none **Duration:** 15 min. **"Damage"** -2 Fat.Pts./min till asleep, then sleep 4 hrs. **Cost:** 25 P **Price:** 50 P **Resist Roll:** Stamina -30	"**The Sweet Waters**": a powerful internally administered pain-killer which increases pain resistance by applying -10% to the Willpower roll to attempt to resist incapacitation from pain. If a character's Fatigue Level is reduced to zero, he will become unconscious. If not, he will experience an euphoric state.
D.II Laudnum **Delay:** 10 min. **Duration:** 20 min. **"Damage"**: -3 Fatigue./min. till sleeping, then sleep 6 hr. **Cost:** 40 P **Price:** 80 P **Resist Roll:** Stamina -50	A strong opiate, internally administered, **Laudnum** is made from poppies. It is a pain killer in normal dosages, with a +50% DM to checks vs. incapacitating pain. In a **double** dose, it also acts as a very powerful sleeping potion. It produces euphoria at all times.
D.III Aquae Nauseum **Delay:** 1 min. **Duration:** x15 min. then a victim sleeps 24 hr. - CON **"Damage"** -3 Fatigue/min. **Cost:** 25 P **Price:** 50 P **Resist Roll:** Stamina -20	"**Waters of Disgust**": an internally administered, "Mickey Finn" type of knock-out drug. It has a definite tell-tale taste and must be disguised in an alcoholic drink. Once this sleeping potion wears off, the victim awakes with a severe headache an also the urge to vomit hourly for 12 hours after awakening. A CON AR is needed to fight off the nausea. Failure causes loss of -1 point from Fatigue Levels. The drug is often used by Thieves.
D.IV Flux Currente **Delay:** 10 min. **Duration:** 26 hr. - CON. **"Damage"** laxative effect **Cost:** 20 P **Price:** 40 P **Resist Roll:** Stamina -25	"**Running Flow**": a medicinal powder acting as a powerful purgative. It has a bitter taste. To disguise it, ***Flux Currente*** may be given in highly spiced food. A Resistance Roll is made each hour of the drug's duration to avoid the sudden onset of the laxative effects. Failure = -1 Fatigue pt. (This drug literally takes it out of you!")
D.V Aquae Mendax **Delay:** 1 min. **Duration:** 1-3 days **"Damage"** disorientation, then affected for 1-3 days **Cost:** 50 P **Price:** Cr 1 **Resist Roll:** Willpower -25	"**Waters of Falsehood**": internally administered potion which causes the victim to lie uncontrollably, sometimes at the most inopportune times. Only characters with a WIS*17+ or DISC*17+ are immune to this compulsion. The drug is sometimes taken by those facing interrogation under torture to prevent their revealing secrets, betraying their friends, etc.
D.VI Lapsus Memoriae **Delay:** 5 min. **Duration:** 10 min. **"Damage"** -5 Fat.Pts./min. till asleep, then sleep 24 hrs. **Cost:** Cr 1.80 **Price:** Cr 3.60 **Resist Roll:** Stamina -30	"**Lost Memories**" : sleeping potion which will wipe out most of the victim's memory of the previous 24 hours. These memories have a chance of returning of1/4 the SC% a normal INT AR. Memories may begin to return about a week later. However, if the victim doesn't begin to remember who he is, etc., he never will.
D.VII Aquae Asinorum **Delay:** 5 min. **Duration:** 3 hrs. **"Damage"** -3 Fat.Pt/5 min. **Cost:** 25 P **Price:** 50 P **Resist Roll:** Willpower -20	"Waters of the Ass": an internally administered drug readily disguised when mixed with alcoholic beverages, especially beer. It has the embarrassing effect of rapidly reducing the victim to a drunken state so he behaves like the proverbial "total ass" until he lapses into unconsciousness. The erratic behavior begins when the victim's Fatigue Level is reduced by a half, and it rapidly degenerates after that.
D.VIII Aquae Non Compus Mentus **Delay:** 1-3 hrs. **Duration:** 1-10 days **"Damage"** psychosis **Cost:** Cr 2 **Price:** Cr 5 **Resist Roll:** Willpower -30	"**Waters of the Unsound Mind**": a potion with the devastating effect of causing a victim to become mentally unbalanced for 1-10 days. At first, the effects appear to be only a mild aberration. However, the repeated administration of this viciously evil drug produces increasingly psychotic behavior until the victim goes completely insane from it.
D.IX Aqua Amore **Delay:** 10 min. **Duration:** 4 hrs. **"Damage"** -3 Fat.Pts./min. till asleep, then sleep 4 hrs. **Cost:** Cr 7 **Price:** Cr 15 **Resist Roll:** Willpower -20	"**Water of Love**": an internally administered sleeping potion which causes a victim to fall hopelessly, passionately, and desperately in love with the person seen in his dreams. The antidote works only if it is taken before the victim falls asleep. The victim, upon awakening, begins to pine for his (her) dream lover and falls into a deep melancholy, unable to eat or sleep, and is not at all easy to get along with. A Willpower roll -20% is made daily to see if the victim will "snap out" of the dark mood for a 24-hour period. This will go on until the "dream lover" is found in the flesh or until the "curse" is magically removed or exocized by an Act of Faith.
D.X Vino Veritas **Delay:** 10 min. **Duration:** 10 min.. **"Damage"** must answer 3 questions truthfully **Cost:** Cr 2.25 **Price:** Cr 4.50 **Resist Roll:** Willpower -25	"**Wine of Truth**" is a potion which loosens the tongue when it is administered in any alcoholic beverage.Three questions may be asked. The victim is able to resist by making a **Willpower** check -25% when questioned. If he fails to make his roll, he is compelled to answer a question truthfully and completely.
D.XI Aquae Lethe **Delay:** 10 min. **Duration:** 4 hrs. **"Damage"** -3 FP/min. till asleep, then sleep 4-8 hours **Cost:** Cr 15 **Price:** Cr 30 **Resist Roll:** Stamina -50	"**Waters of the River Lethe**": one of the most destructive of sleeping potions, this drug wipes all the memories of the victim and only administration of an antidote can reverse the amnesia and restore all of his memories and his awareness of his real Identity. Roll 1D100 + INT to discover the percentage of personal memories he has.

Making Poisons [~]

Intellect + Wisdom **Challenging DF*4**

This skill involves the ability to prepare a variety of poisons. Poisons directly attack the BODY levels of the victim. As in the case of drugs, the effects are cumulative, and damage can mount over the duration indicated. Most poisons are nowhere as deadly as many games portray them. Only a few kill "instantaneously."

Indeed, most are slow acting. **Poisons can be researched and made in much the same way as healing unguents. The only difference is that success on the SC% roll alone is needed to be successful in one's research. Time required: 90 days - 5 days x Crit Die. Time to make a poison = 3 days.**

Delay: This time must pass before the toxin can do damage to the BODY. Antidotes have maximum effect at this time.

Damage: The Body points lost in the time indicated.

Duration: The time period one "dose" of poison works.

Cost: The cost of the ingredients to the maker.

Price: The usual purchase price of one dose of the poison. The more expensive a toxin is, the less likely it (or some of its ingredients) can be readily purchased.

Resistance Roll: Make a **Stamina resisted roll** when resisting the effects of a poison. Roll 1D100. Subtract the modifier from the victim's success chances.. If the result is higher than the Stamina SC%, full effects are felt. If lower, **half** the effect is felt. Rolls are made in the period stated with the Damage.

Contact Poison: a toxin which can be injected by venomous fangs or else smeared on the point or edge of a weapon. Some rare ones may be absorbed through the skin or a small cut.

Internal Poison: a toxin which must be ingested (swallowed). Such poisons are often given in food or drink.

Incapacitation: due to pain and lasting 1 hour or until death or treated with an antidote. Character is virtually helpless.

Poisons: Common and Uncommon

P.I Aqua Serpentis
Delay: 1 min.
Duration: 30 min.
Damage: -2 Body/5 min.
Cost: 20 P
Price: 40 P
Resist Roll: Stamina

"Venom of the Serpent": a toxin characteristic of the venom of most vipers. It will cause immediate, severe pain. Failure of a Stamina roll incapacitates victims having less than CON*12. Contact poison. Incapacitation will last 1 hr. or until death.

P.II Aqua Scorpionis
Delay: 15 sec.
Duration: 30 min.
Damage: -2 Body/5 min.
Cost: 25 P
Price: 50 P
Resist Roll: Stamina -5

"Venom of the Scorpion": a toxin characterIstic of the venom of highly poisonous insects and arachnids. It brings immediate racking pain. Failure of a Stamina roll will incapacitate all victims having less than CON*13.Contact poison. Incapacitation will last 1 hr. or until death.

P.III Aqua Nagii
Delay: none
Duration: 30 min.
Damage: -4 Body/5 min.
Cost: 40 P
Price: 80 P
Resist Roll: Stamina -10

"Venom of the Cobra": a toxin characteristic of the venom of the most poisonous of snakes. It brings immediate, agonizing pain pain. Failure of a Stamina roll incapacitates victims having less than CON*14. Contact poison. Incapacitation will last 1 hr. or until death.

P.IV Aqua Hydrii
Delay: none
Duration: 20 min.
Damage: -2 Body./min
Cost: Cr 3
Price: Cr 6
Resist Roll: Stamina -20

"Venom of the Hydra": a toxin unique to the Hydra, a venom so poisonous that it brings immediate, excruciating pain at the slightest touch. The failure of a Stamina roll incapacitates all victims with less than CON*15. Contact poison which can be absorbed through the skin.

P.V Aqua Draconis
Delay: none
Duration: 10 min.
Damage: -6 Body/min
Cost: Cr 5
Price: Cr 10
Resist Roll: Stamina -25

"Venom of the Dragon": a toxin unique to Dragons--sears and consumes like fire at the merest touch, causing unbearable pain. Failure of Stamina roll incapacitates unless one has CON*16+. It is basically a Contact poison but can be easily administered in strong drink, which masks its sour taste from all but the discerning palate.

P.VI Aqua Meduseii
Delay: none
Duration: 10 min.
Damage: -6 Body pts./min
Cost: Cr 10
Price: Cr 20
Resist Roll: Stamina -30

"Blood of Medusa": blood drawn from the left ventricle of the Medusa's heart, it is a most virulent poison. Failure of a Stamina roll incapacitates victims under CON*16. Victims with less than CON*12 are completely **paralyzed** if they fail their initial Stamina roll and remain so for 21 **weeks** - CON. Contact poison.

P.VII Aquae Aeternum
Delay: none
Duration: 10 min.
Damage: -8 Body/min
Cost: Cr 12
Price: Cr 25
Resist Roll: Stamina -35

"Waters of Eternity": a powerful contact poison which totally incapacitates anyone failing a Stamina roll. **Aquae Aeternum** is toxic when introduced through any kind of cut or puncture. Yet taken internally, it Is used by mystics to induce "visions." For it is quite safe to swallow the poison. Then it produces dreams of the spiritual realms.

P.VIII Aquae Stygium
Delay: none
Duration: 30 min.
Damage: -4 Body/min
Cost: Cr 25
Price: Cr 50
Resist Roll: Stamina -40

"Waters of the Styx": an almost sure-fire but relatively slow-acting contact poison. It is 3 times as toxic (-12 Body/min.) if it is administered internally. (This is a very unlikely possibility because it has a strong reek of sulphur and brimstone that cannot be disguised. The merest touch of Waters of the Styx sears like strong acid, raises instant blisters, etc.

P.IX Aqua Dulci
Delay: none
Duration: 60 min.
Damage: -2 Body/5 min.
Cost: 30 P
Price: 60 P
Resist Roll: Stamina -10

"The Pleasant Water": an internally administered poison disguised by putting it in strongly flavored food or drink. It causes drowsiness and then sleep with pleasant dreams. The victims often die with smiles on their lips!

P.X Aqua Talionis
Delay: 10 min.
Duration: 60 min.
Damage: -4 Body/ 5min
Cost: Cr 1
Price: Cr 2
Resist Roll: Stamina -15

"Water of Retribution": a truly vicious, internally administered toxin which causes excruciating and incapacitating pain in the bowels. It has no odor but its taste is quite unmistakable and must be masked by foods strongly flavored with garlic or with onions to disguise its presence.

P.XI Aqua Vita Brevis
Delay: none
Duration: 10 min.
Damage: -2 Body/15 sec
Cost: Cr 7
Price: Cr 14
Resist Roll: Stamina -25

"Water of a Short Life": a fast-acting and almost undetectable poison (clear liquid, odorless, and almost tasteless). Failure to make the initial Stamina roll results in the victim's instant, total incapacitation. A second check may be made 1 minute after the poison was taken internally. If it fails, the victim will die if an antidote is not given before damage exceeds the limits of his life levels.

P.XII Aqua Mortis
Delay: 1 min.
Duration: 24 hrs.
Damage: -1 Body/10 min.
Cost: Cr 20
Price: Cr 40
Resist Roll: Stamina -25

"Water of Death": a very slow-acting and horrific toxin prepared from an infusion of 3 drops from the mythical Lake of Death in darkest Tartarus. **Aqua Mortis** causes a victim to hemorrhage from all his bodily orifices. Administered internally, its taste can be masked only by sweet red wine. A contact poison can be made and smeared on a blade, causing uncontrolled bleeding from the wound.

P.XIII Aqua Papaver Somniferum Male Fide
Delay: none
Duration: 10 min.
Damage: -3 Body/min
Cost: Cr 12
Price: Cr 25
Resist Roll: Stamina -20

"Water of Treachery": a tasteless, odorless toxin prepared from the resins of the Black Poppy. The poison has an outward effect identical to a related opiate drug--Laudnum (see ***Drugs***). However, it is a very deadly toxin and can kill in minutes. While undetectable in red wine, the pure poison itself is an oily, jet-black liquid that is very recognizable from its particularly ominous appearance.

P.XIV Dies Irae
Delay: none
Duration: 1 day
Damage: -3 Body/hr.
Cost: Cr 25
Price: Cr 50
Resist Roll: Stamina -50

"Day of Wrath": a frighteningly vicious poison which kills very, very slowly. It may be administered in sweets and pastries to disguise its taste, There is no antidote but for a miraculous Great Healing once the Poison has inflicted sufficient damage to bring about negative Body levels. Victims feel intense gastric distress and also have what seems to be diarrhea arising from a "natural" cause, for all the outward signs are that the victim has typhus. In several hours, victims are totally incapacitated. If an antidote is administered before Body levels fall to negative levels or if a **Great Healing** is successfully performed before the victim's actual death, he will survive. Survivors suffer a long term reduction of h Body by 10% and also -2 CON for a full year. (In the campaign world, that is, not in real time!)

P.XV Arsenicum
Delay: none
Duration: 60 min.
Damage: -2 Body/5 min
Cost: 10 P
Price: 20 P
Resist Roll: Stamina

"Arsenic": A toxic powder fairly typical of a wide range of common poisons available at moderate. prices. Most are quite slow-acting, and generally have some kind of a tell-tale odor, taste, appearance, etc., which will give them away unless they are administered in food or drink. Even then, their presence may not be masked completely.

Making Antidotes: Subskill of Making Drugs & Making Poisons

This skill involves the ability to prepare antidotes for poisons and drugs about which the character has knowledge. The skill also includes the ability to detect the presence of a particular drug or poison, to diagnose whether a victim was poisoned and drugged—and by what—and, finally, to prescribe the proper antidote for the offending drug or poison.

Note that this skill is really part of Making Drugs and Making Poisons. It is learned "piggy-back," as it were with each of those skills without added cost.

The success chance one has to **make** an Antidote is the same as the success chance the character has in the skill of making a drug or poison.

The time required to make an Antidote is 1/2 the time required to make a drug or poison.

Knowledge of the Antidote is acquired when the character does successful research on a drug or poison. That is, an Antidote is made first by making a sample of a drug or poison, and then creating an antidote for it by developing a "formula" to counteract it. If you don't know how to make the drug or poison, you can't make the antidote for it.

Antidotes begin working immediately they are taken. They are always successful. What is important is that the character successfully prescribe the correct Antidote. If it is successfully prescribed, it will completely eliminate all effects of a poison or drug if taken soon after the substance has begun to work. However, if the "delay" time has passed, it will merely cut the previous damage in half, and also cuts in 1/4 any damage which is suffered following the administering of the antidote.

Remember: antidotes are not cure-alls. Rather, they serve to counter and reduce the negative effects of drugs and poisons. Short of miraculous or magical interventions, damage of some sort is going to be done by toxic chemicals.

As a general rule, the cost and price of antidotes ranges from 1/4 to 3/4 the cost of the poisons or drugs that they are intended to neutralize.

Herbalism [~]

Intellect + Wisdom **Challenging DF*4**

The study of the medicinal properties of herbs and their application to the curing and prevention of a wide range of ailments is one of the most ancient of the healing arts.

This skill includes the ability to correctly identify herbs in the wild once one has found them in the course of 3 hours of searching. (See **Find** percentages in the ***Apocathary Shoppe*** at the end of ***Chapter 5***). A Herbalist may attempt to find 1 quantity of herbs per bloc of 5 PSF he has in Herbalism skill during the 3 hour's search.

For instance, a Herbalist with PSF 21 has 4 blocs plus part of a 5th bloc of 5 PSF, so he has a chance of finding 5 quantities of a herb in the course of a 3-hour search. He will, of course, declare which herb he is looking for before he rolls his 1D100% success dice.

If he is successful and has a Crit Die 10 result, the Herbalist finds double the amount of the herb he is searching for. Alternately, he may roll for a second herb type which he could have found in the same search period!

A search may be made only once per day for any particular herb, but up to 4 searches may be made in a day for 4 different herbs (12 hours of decent daylight is assumed here).

If a shorter period than 3 hours is available for a search, reduce the success chance by 1/3 if done for 2 hours and by 2/3 if done for only one hour.

Note that herbs can be gathered only in the growing season (May to October).

Provided that the character also has Garden Crops (see ***Agricultural Skills***), Herbalism also includes the knowledge needed to cultivate a herb garden, with 1 quantity of herb being cultivated per PSF in Herbalism.

The skill includes knowledge on the proper way to dry and preserve herbs so that they will retain all of their healing or magical properties for 1 year plus 1 week x PSF of the Herbalist.

If the character has skill in the making of Unguents, Antidotes, etc., the skill further gives a bonus to the research and preparation of herbal infusions and "simples" (healing herbs) into medicines: +1% per bloc of 3 PSF after PSF 30 (eg: PSF 36 = +2%, as it is 2 blocs of 3 PSF over PSF 30).

If he is literate (can read and write), the Herbalist will record his discoveries and the recipes for hismedicinal preparations in a Herbal or book. Otherwise, he will use Poetic Recitation skills to record his lore in verse form to aid him in their easy and precise remembrance.

Materia Theologia

Faith (NS) [~]

See ***Chapter 8, Acts of Faith.***

Theology

Intellect x 2 **Average DF*3**

This skill involves the study and learning of the sacred teachings of one's religion, and also understanding it and being able to interpret it in the light of the religion and the beliefs it upholds. The skill enables the Priest to draw upon his knowledge when discussing religious matters, speaking to his "flock," etc.

Metalworking Skills

As in the case of many of the crafts and trades skills, it is difficult to come up with an easy reference chart to account for how long a particular item might take to be made. Some metal items, like weapons and armor, have the approximate completion times given in the Marketplace, Chapter 5. Again, we suggest that the time to do many jobs will not be particularly rushed. Remember that metal was worked with hammer, anvil, and forge. Machine tools and other technological marvels we take for granted just didn't exist.

A horseshoe, for instance, had to be fashioned out of a slim bar of iron. The bar had to be heated, then pounded into the right shape. Depending on the smith's skill, the job could take half an hour or more. An iron pot, on the other hand, might require a day or two of work. So just "wing it," using some common sense to figure out how long the task might reasonably take.

Similarly, metals were refined in crucibles and small furnaces, not the great smelting plants we are used to today. Large amounts of metal just couldn't be produced.

Blacksmithing

Strength + Constitution Average DF*3

The character has skill in forging and shaping metals into useful items. He may smelt small amounts of base metal as well (see ***Foundryman***). The smith can also shoe horses, etc.

In addition, a blacksmith can fashion arms and armor, but never better than the average. He must learn Weaponsmithing to master the art of Arms and Armor making.

Blacksmith's Weaponmaking Results Table

Current PSF%	Resounding Success (Crit Die 10)	Success (Crit Die 01-09)
Under 10%	av. weapon	-1 weapon
10-16%	av. weapon	-1 weapon
17-23%	av. weapon	av. weapon
24-30%	av. weapon or armor	av. weapon or armor
31%+	av. weapon or armor	av. weapon or armor
Current PSF%	**Failure (Crit Die 02-09)**	**Dismal Failure (Crit Die 01)**
Under 10%	garbage	garbage
10-16%	-2 weapon or -2 armor	garbage
17-23%	-1 weapon or -1 armor	-3 weapon or -3 armor
24-30%	-1 weapon or -1 armor	-2 weapon or -2 armor
31%+	av. weapon or armor	-1 weapon or -1 armor

Foundryman: Smelting & Casting [~]

Strength + Constitution Average DF*3

The character has skill in smelting and refining metals from ore. He may also cast metal into ingots, make metal molds to cast specific objects, etc. The amount of metal that can be smelted would ultimately depend on how large a furnace was being used in the refining process, but a given "melt" would take from 2 to 5 days from start to the finish. A foundry rarely had more than two or three furnaces. Nor would its output be much more than 1000 lbs. of metal a week. (This was not a time of mass production!)

A **Blacksmith** or **Weaponsmith** can smelt small amounts of base metal (about 10 to 20 lbs. at a time).

A **Gold/Silversmith** can smelt small quantities of precious metals (from 1 to 5 lbs. at a time).

A **Foundryman** can smelt or cast 50 lbs. of metal per 10% he has in his SC%. For instance, a foundryman with SC*75% can smelt or cast 7 x 50 = 400 lbs. of metal per melt. (Note that 70% to 79% = 7; 80% to 89% = 8, etc.)

Usethe following Crit Table when working out the result of a "pour" to find out the purity and usefulness of the metal.

Smelting Results Table

Success means that the "pour" is a good batch of metal.

Success with Crit Die 09-10 means the "pour" is metallurgically very pure and especially useful.

Failure means that the "pour" is somewhat inferior because it has impurities in it.

Failure with Crit Die 01-02 means the "pour" is so impure that it must be refined again to be of use.

This scale of purity can be used to determine its usefulness:

A **"pure" batch of iron** can be made into steel for sword blades, etc. A **"good" batch of iron** can be made into decent armor. A **"somewhat inferior" batch of iron** is adequate enough to make horseshoes, farm implements, etc. An **"impure" batch of metal** is worthless .

Or, again, a **"pure" batch of gold** is 90% pure gold or better. A **"good" batch** would be 50% - 75% gold. An **"inferior" batch** is 25%-50% gold. An **"impure" batch** is under 25% gold.

Dwarves are especially adept at smelting, refining, and casting and enjoy +1 to Crit Die rolls. Whenever Dwarves achieve a Success with Crit Die 10 +1 = 11, they have succeeded in making a "Dwarvish Metal," which has special properties.

Gold & Silversmithing [~]

Agility + Discipline Challenging DF*4

The character acquires skills in the craft of working precious metals to make jewelery, ornaments, etc. It includes the knowledge to make accurate appraisals of the value of such items, the gold or silver content of coins, etc.

The skill includes smelting and casting precious metals (use ***Foundryman*** Critical Results to determine purity). The table below sets out the increase in value of items made from gold or silver bullion (bullion = bars/ingots of precious metal).

Current PSF%	Resounding Success (Crit Die 10)	Success (Crit Die 01-09)
Under 15%	1.75 x bullion value	1.25 x bullion value
16-29%	2.00 x bullion value	1.50 x bullion value
30-45%	2.25 x bullion value	1.75 x bullion value
46-59%	2.50 x bullion value	2.00 x bullion value
60%+	3.00 x bullion value	2.25 x bullion value
Current PSF%	**Failure (Crit Die 01-09)**	**Dismal Failure (Crit Die 10)**
Under 15%	1.0 x bullion value	1.0 x bullion value
16-29%	1.1 x bullion value	1.0 x bullion value
30-35%	1.2 x bullion value	1.0 x bullion value
46-59%	1.3 x bullion value	1.1 x bullion value
60%+	1.5 x bullion value	1.3 x bullion value

Gem Cutting [~]

Agility + Discipline Challenging DF*4

We have included this skill in the Metalworking section because it is intimately associated with Gold & Silversmithing. The character acquires skills in the craft of cutting and polishing raw gemstones and semi-precious stones. He also masters the knowledge of how to identify the many varieties of gems and to make accurate appraisals of gem values.

It might be noted that the capability to cut and polish gems was not developed to anywhere near the high degree enjoyed today. Thus the value of cut gemstones is only several times that of the raw stones.

The table below sets out the increase in value of cut and polished gems. Dwarves are often very highly skilled in such

work and add +1 to Crit Die rolls:

Gemcutting Results Table

Current PSF%	Resounding Success (Crit Die 10)	Success (Crit Die 01-09)
Under 15%	2.0 x raw gem value	1.50 x raw gem value
16-29%	2.5 x raw gem value	1.75 x raw gem value
30-45%	3.0 x raw gem value	2.00 x raw gem value
46-59%	4.0 x raw gem value	2.50 x raw gem value
60%+	5.0 x raw gem value	3.00 x raw gem value
Current SC%	**Failure (Crit Die 01-09)**	**Dismal Failure (Crit Die 10)**
Under 15%	0.4 x raw gem value	0.1 x raw gem value
16-29%	0.8 x raw gem value	0.4 x raw gem value
30-45%	1.0 x raw gem value	0.7 x raw gem value
46-59%	1.3 x raw gem value	1.0 x raw gem value
60%+	1.5 x raw gem value	1.0 x raw gem value

Seal Making, Engraving, & Coinage [~]

Agility + Discipline **Challenging DF*4**

Because they really represent high order of specialization rather than an new skill, these sub-skills may be learned at -1 DF if one has basic knowledge in Gold & Silversmithing:

Seal Making & Engraving involve working inscriptions and designs into metal. Seals and signet rings were used to impress an identifying pattern into wax to mark the authorization of a document by some important person. Engraving is not only decorative but also may be essential to placing a magical spell into an object—especially into weapons and armor.

Coinage involves cutting dies (using seal-making and engraving skills) and then striking coins from them. The skill includes the ability to appraise the value of precious metal in coins and bars or ingots of bullion.

The criticals involved in these tasks are given below. Success means the work is quite satisfactory—the higher the Crit Die result the better the job. Resounding Success means a virtually perfect piece of work. A Failure indicates the presence of flaws—the more so the lower the Crit Die result. A Dismal Failure signifies a totally botched job:

Seal-Making, Engraving, & Coinage Results Table

Current PSF%	Resounding Success (Crit Die Result =)	Dismal Failure (Crit Die Result =)
Under 10%	10	01-04
10-19%	10	01-03
20-29%	09-10	01-02
30-49%	08-10	01
50%+	07-10	01

Mining & Tunneling

Strength + Constitution **Average DF*3**

This skill is included in the Metalworking section because mining is closely related to metals—the ores come from mines, after all. The character has skills in driving a tunnel through rock or other material; shoring up tunnels, galleries, and chambers; reading the nature of the rock, fracture and fault lines; etc.

Under normal conditions, in an hour a miner can remove the volume of hard rock indicated. Note that two miners can work side-by-side to carve out a wider/taller tunnel, but they cannot drive a deeper one. There is only room for one person at a time to do the actual mining inward into the rock directly in front of him!

The time involved includes clearing out the rubble, and properly shoring up the works to prevent cave-ins. We assume the miner has an assistant clearing out the rubble. Otherwise the production rate is cut by 1/2. Dwarves can drive a tunnel or shaft at double the standard rate , assuming two assistants)! Other subterranean races goblins or orcs also tunnel at this much accelerated rate.

When tunnelling through soft rock (like tufa), the rate can be increased to 1 1/2 times the rate through hard rock. When tunnelling through soft material like earth, the rate can also be increased to 1 1/2 to 2 times the rate through hard rock.

A cubic foot of hard rock weighs about 275 lbs.; soft rock about 200 lbs.; and soft material about 150-175 lbs.

Check the Crit.Chart below per hour of mining. A work shift is about 10 hours, and even with rest breaks, a miner will expend -2 fatigue points per hour.

Hard Rock Mining Critical Results Table

Current PSF%	Resounding Success (Crit Die 10)	Success (Crit Die 01-09)
Under 10%	4 cu.ft. excavated	3 cu.ft. excavated
10-19%	6 cu.ft. excavated	4 cu.ft. excavated
20-29%	8 cu.ft. excavated	5 cu.ft. excavated
30-49%	10 cu.ft. excavated	6 cu.ft. excavated
50%+	13 cu.ft. excavated	7 cu.ft. excavated
Current PSF%	**Failure (Crit Die 02-09)**	**Dismal Failure (Crit Die 01)**
Under 10%	1 cu.ft. excavated	120 cu.ft. caves in
10-19%	2 cu.ft. excavated	100 cu.ft. caves in
20-29%	3 cu.ft. excavated	80 cu.ft. caves in
30-49%	4 cu.ft. excavated	60 cu.ft. caves in
50%+	5 cu.ft. excavated	40 cu.ft. caves in

A cave-in under an ocean, lake, river, or stream will begin flooding if "luck" is not on the side of the miner(s). Roll D100 percentile dice and D10 Crit Die again. See the Dislodge Rock spell for possible effects (Earth Elemental Spells).

The chance of flooding is 110% - PSF of the (chief) miner. If flooding occurs, the Crit Die indicates the number of inches the water is rising per 60 minutes. A 10 on the Crit Die means an **inch** of water is coming in **per 5 minutes**! In short, get out of there--fast! Unless, of course, the way out is blocked!!! If so, **DIG**!

Weaponsmithing & Armorer[~]

Strength + Constitution **Demanding DF*4 (for each)**

This ancient craft involves the forging of bronze, iron, and steel, as well as working with leather and quilted fabrics, to fashion and repair arms and armor. The skill must be bought and developed separately for Weaponsmithing or Armorer. Arms and armor are rated **+n** or **-n**. **Example:** +3 sword adds +3 points of damage; +2 armor absorbs +2 points of damage; -2 sword does -2 less points of damage; etc.

Weaponsmith & Armorer Results Table

Current PSF%	Resounding Success (Crit Die 10)	Success (Crit Die 01-09)
Under 20%	see Blacksmithing	see Blacksmithing
20-30%	+1 weapon or +1 armor	av. weapon or armor
31-40%	+2 weapon or +2 armor	av. weapon or armor
41-60%	+3 weapon or +3 armor	+1 weapon or +1 armor
61%+	+4 weapon or +4 armor	+2 weapon or +2 armor
Current PSF%	**Failure (Crit Die 02-09)**	**Dismal Failure (Crit Die 01)**
Under 20%	garbage	garbage
20-30%	-1 weapon or -1 armor	garbage
31-40%	-1 weapon or -1 armor	-3 weapon or -3 armor
41-60%	av. weapon or armor	-2 weapon or -2 armor
61%+	+1 weapon or +1 armor	-1 weapon or -1 armor

Dwarves excel in the working of metal, so add +1 to Crit Die rolls made by Dwarvish Weaponsmiths. (Note that a Success with Crit Die 10 + 1 = 11 means **+5** weapon or armor!)

Resolution: Mental Fortitude Skills

Maintaining One's Concentration

Discipline x 2 **Average DF*3**

This skill enables a person to maintain his concentration and keep focused on a task, even when fairly disruptive events are occurring all around him.

The character using the skill does not have to make a skill check in order to use the skill however, if the character Concentrating is himself disturbed so that he might completely lose his Concentration, he must make a Maintaining One's Concentration skill roll - any modifiers the GM may assess depending on the severity of the circumstances.

If the character is trying to maintain his concentration on more than one thing at a time he must make a skill check at a -20% modifier. If he is successful he may maintain his concentration on the new task as well. However should he have to make any other skill checks with this skill to see if someone breaks his concentration or if he wishes to maintain his concentration on yet another task, the character makes a skill check with an additional -10% modifier per thing he's maintaining his concentration on + any other modifiers.

Should the character roll a **Critical** success when checking his concentration he will not receive a -10% penalty.

For Example: Chartan the Enchanter is trying to maintain concentration on a spell. He casts another spell requiring concentration so he makes a concentration roll -20%. His TSC% with the skill is 81% -20%=61%. He rolls a 32 and a Crit Die of 7 and succeeds! He may now maintain his concentration on both spells. Should he be disturbed or wish to add yet another thing to his concentration he will have to make his skill check at -10% + any other modifiers. If he rolled a **Critical Success** he wouldn't had to add the -10% penalty to future rolls.

Meditation [~]

Discipline x 2 **Average DF*3**

This skill allows the character to enter a trance like state. While in this state the character heals at +1% per 2 levels in this skill. If the character stays in the trance for at least 6 hours he require 1/2 the food he normally would need for the day.

Instead of recieving the above healing bonuses, the character may Meditate on a certain task. For each hour spent in meditation, the character will recieve a +2% to the preforming of the skill. The character can meditate on the subject for 1/2 hr. x his Discipline. After meditaion is complete he must maintain concentration on the task. If his concentration is broken, he loses this bonus. Once he uses this bonus on the desired task, he uses up the benefit.

Riddling

RES: - PSF of other Ridder

Intellect + Discipline **Average DF*3**

The ability to "Riddle" was widely respected in elder times. This skill enables a character to do a number of things.

First of all, he may enter into Riddling Games with other characters. This consists of each opponent, in turn, posing a Riddle which the other may solve. The resolution comes in the form of a Riddle resisted roll, in which the Guesser must make his SC% roll - PSF of the skill of the Riddler.

If successful, the Guesser becomes the Riddler, and the process is repeated, with the roles reversed.

The game goes on until one opponent "stumps" the other.

The Riddling Game was regarded as having a binding quality to it. That is, if a wager of some sort was placed on the game--sometimes money but often in the form of some previously stipulated request the loser had to grant the winner--the loser would have to make good. Even the monstrous enchanted races and supernatural beings respected and abided by the terms of such wagers! There is some reason to suspect that the Riddle Game has a immensely strange, and powerful compulsion--perhaps an immensely powerful ancient binding magic-- built into it which mortals have yet to discover. In any event, it exerts a mighty force over the supernatural realm.

The second way in which the skill may be employed is in the interpretation of mysterious riddling inscriptions which a character may encounter in the course of his adventures. Depending on the nature and complexity of the Riddle to be solved, the GM may place a minor to an overwhelming penalty (--1% to -50%) on the SC% of solving it correctly.

If a character fails and cannot decipher a Riddle to tell its meaning, he may resort to the Riddle skill once every 7days - 1 day x levels he has in the skill. Of course, when he reaches 7 levels in the skill, he may attempt to resolve the Riddle once in each day.

Each time he succeeds, the character receives one "hint" -- in other words, a **clue or intuition**--as to what the Riddle might mean. If he rolls a critical Success with Crit Die 10, he solves the Riddle! Otherwise, he needs to detect **21 clues** given in hints before the Riddle will be unlocked!

Note that the GM can work this process in two ways:

If he has a literary bent, he might compose an actual Riddle that needs solving if the characters are to complete some task or quest. If the Riddle cannot be solved by the players themselves, then the dice take over, and each day the GM gives a "clue" about the meaning when the character with Riddle makes his guess.

In the other instance, no real Riddle needs to be posed. All the GM has to do is say there is a Riddle that no one can make any sense of. The dice will determine when--if ever--he has to divulge the secret to the players.

Willpower: Resisting by Sheer Force of Will

RES

Discipline x 2 **Average DF*3**

There are many ways that a person may have his strength of Will tested. Some of these are magical and others are more "natural," perhaps arising out of someone's attempting to exert charismatic influence or even out of one's own failings and flaws, including and especially his deepest fears.

Willpower is a **Core skill which every character has basic knowledge in** upon entering the campaign. It arises out of the very nature of aware beings, whether they are beasts or members of the sentient races.

A character will therefore be called upon from time to time to make a Willpower **resisted roll** in order to Resist by Sheer Force of Will and throw off the urge or the temptation to be led into ways that will not work to the character's best advantage.

This skill represents one's sheer stubbornness, the resistance that a character can put up against **anything** that might sway his mind and deflect him from his course. Willpower rolls will be a relative commonplace over the course a character's gaming life, so it would be well to develop this skill as much as possible, irrespective of the vocation chosen.

This capability is especially important when resisting a good many magical spells as well as the blandishments of characters possessing high Charismatic skills.

Noble Skills

While not unique to the aristocracy, some skills tend to be practiced by nobles far more than by commoners and, indeed, help define and identify them because they are so typical of the noble class in feudal society.

Depending on the nature of his fantasy world, the GM might wish to limit who can have Noble skills as initial skills when they enter the game. However, commoner characters could learn such skills later on.

Chess: The Game of Kings

RES: -Chess PSF of "Foe"
Intellect x2 **Average DF*3**

Chess was very popular with the feudal nobility. The game was regarded not only as a pastime but also as a serious preparation for commanding troops in war. It was often the object of serious wagering. Sometimes it was even used as a means of settling "friendly" disputes—a form of comradely "Trial by Combat" on a games board, as it were.

Chess is played out much like a combat. Each player, in turn, makes an "attack"—which represents an attempt to execute a number of moves which position his pieces on the gameboard and capture his opponent's pieces. The Attacker's SC% is opposed by subtracting the Defender's PSF in Chess, which represents the other's countermoves.

Each side makes an attack in turn until one of the chessplayers succeeds with an uncountered Crit Die result of 10, signifying a "Checkmate." The longer the game, the more hard-fought it is, and therefore the more satisfied both the winner and loser will be.

Courtly Love

Resisted: Willpower - PSF
Bardic Voice + Discipline **Average DF*3**

The character knows the very complex rules of courtly love. The skill properly belongs to the later period of High Chivalry and sets forth in great detail the ways in which a Knight can become the suitor of a noble Lady and win her favor. It also sets out the ways in which the Lady may respond to the attentions of a suitor. The "Courts of Love" regarded the whole thing as a highly intricate game which had to be played out in exactly the right manner:

The Lady always was aloof and reluctant, careful never to commit herself openly, however much she might be attracted to the Knight. Rather, she would demand various "proofs" of his adoration and constancy.

The Knight, meanwhile, was an ardent suitor, eager to please his Lady in any way possible.

Having skills in Poetry, Singing, and playing a Musical Instrument was definitely in his favor (Add +2 to Crit Die results in ***Courtly Love*** whenever successful with such skills when entertaining the Lady and her friends). He offers himself as her champion. He fights in tournaments, dedicating his victories to her, hoping she might bestow an item of hers (like a scarf) as a favor to wear on his armor or lance. He goes on quests to do great deeds in her name, etc.

When a Knight performs a deed which may please his Lady, make a **Courtly Love** roll. A great feat done in the Lady's honor—like winning a tournament or succeeding in a dangerous quest—will **always** be counted a "success." Roll only the Crit Die in such instances to find the **degree** of the success. In other situations, roll both the D100 SC% dice and the D10 Crit Die in order to determine the outcome of any attempt to win the favor of a Lady and consult the following table:

Courtly Love Critical Outcomes

A mere **Success** would, perhaps, bring only a slight smile or a mildly favoring compliment to her lips—encouragement to him to continue his suit.

Success with Crit Die 09-10 means that the Knight has won her "favor"—for the moment, that is. Ladies may change their minds unless given repeated proofs of a Knight's ardent constancy and worthiness of her interest and affection. She will "reward" him with some token of her favor.

Failure requires that the Knight "redeem" himself in her eyes and prove himself "worthy" of her by performing some noble and spectacular feat in her name. Be forewarned: she will need considerable "convincing."

Failure with Crit Die 01 means that the Knight has given mortal offense to the Lady and has literally "blown" his chances to ever win her favor. (A most unfortunate situation! Truly ardent Knights often did the feudal equivalent of going into the Foreign Legion and join the Crusades in their disconsolate grief.)

To win the **love** of the Lady, a Knight must win her favor 10+ 1D10 times—without ever having a Critical Failure. A commoner must do so 20 + 2D10 times! (Being low-born brings massive penalties when courting noble Ladies!) A commoner wooing a common-born girl must also win her favor 10 + 1D10 times.

On the other hand, to win the love of a commoner, a Knight need win her favor only **three** times to completely turn her head. (She will be nearly swept off her feet simply by having the attention of a noble directed her way, and a few courtly gestures tend to be sufficient to push her over the edge!)

Any **Critical Success (Crit Die 09-10)** counts as winning **two** favors towards winning a Lady or commoner. Mind you, a woman **always** has the perogative of scorning any attentions by her courtly suitor. This requires a successful Willpower roll. Only rarely will this be used by an NPC, who should have good reasons arising out of the situation in the fantasy campaign to be reluctant or hostile. Player-characters always can resist courtly suitors--without explanation.

It might also be noted that the womenfolk quite often initiated the ritual of courtly love. A Lady was always subtle and flirted with great skill and seeming innocence at all times. However, she had a way of throwing a "come-hither" glance to some gallant who caught her attention and could leave him with the clear understanding that any courtly advances on his part would not be unwelcome!

Courtly Manners

Bardic Voice + Discipline **Average DF*3**

The character knows the rather intricate rules of courtly etiquette which govern the daily lives of the aristocracy. When a Knight first enters the court of a noble or meets a Lady for the first time, a Courtly Manners check is made to see what the initial reaction to him will be. If he wishes to "court" the Lady and win her, he will make a Courtly Manners check every time he tries to impress her with his devotion and ardor. Success indicates her receptiveness to his suit. Failure indicates her coolness.

Checks on one's Courtly Manners are also made in situations requiring clear adjudication of how a noble is responding to the character's behavior.

Hopefully, players will try to simulate courtly behavior as much as possible in their role-playing. Those who do this well

may not need to make checks on courtly manners very often. Otherwise, the results of such checks produce the following effects on those around them:

Courtly Manners Critical Outcomes

Success with a Crit Die 09-10: the character is a model of courtly behavior and is regarded with considerable approval by everyone.

Success: the character exhibited "true courtoisie."

Failure: the character has committed a breach of "courtesy," not enough to give offense—yet. But it is enough to raise eyebrows if his manner fails to improve.

Failure with a Crit Die 01 means the character has committed a serious breach of etiquette.

Depending on the circumstances, the offense given might be grievous enough to merit a challenge to combat on the field of honor. Or it might only arouse reactions ranging from disapproval to anger and dismissal of the character as one "out of favor."

Of course, Courtly Manners may be acted out by the gifted role-players in the group. Checks are then less likely to be made. After all, if the player literally has his character speaking and behaving with the "true courtoisie" (pronounced coor'—twa—zee) of a gallant knight, he **is** showing Courtly Manners!

Heraldry [~]

Intellect + Wisdom **Average DF*3**

The character has the ability to "read" the heraldric patterns and devices used in the formal coats of arms and on the shields and surcoats worn by the chivalry of his homeland. Such knowledge enables him to identify an individual from his "arms."

In a foreign land, this skill is penalized -20% until the character has had time to become familiar with the armorial devices of the place. This takes one month or the character can expend enough exp. rise 1 level in the skill. Characters who have maximum SC% in the skill automatically know all foreign arms.

Heraldry was an essential skill in medieval battle. The arms worn by chivalric combatants were often the only way to tell friend from foe when all are clad in armor from head to foot:

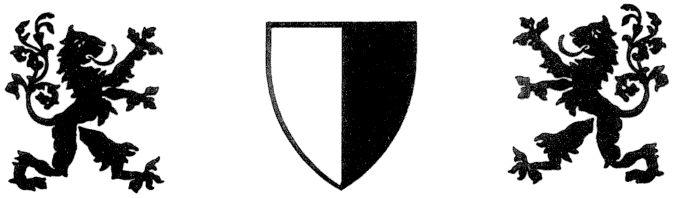
Heraldry Critical Outcomes

Success with Crit Die 09-10 means that the arms have been identified and the background of the wearer has been recalled. If the wearer is an important noble, the Crit Die result needs to be 06-10 because such men are more likely to be known and remembered.

Success means the arms have been identified.

Failure means the arms have not been identified.

Failure with Crit Die 01 means that the arms have not been identified **but** the character mistakenly thinks he has identified them! Such cases of mistaken identity could have serious consequences.



Pro Patria et Rege

Outdoor Skills

Blending into the Surroundings

RES: Alertness: Sight - PSF

Wisdom + Agility **Challenging DF*4**

Provided the character s wearing inconspicuous clothing, he is able to blend into his surroundings and evade detection.

If the character is concealed behind cover **or** is wearing "camouflage" clothing (greens, browns, etc.) which is appropriate to the setting, apply a moderate (+11% to +20%) bonus to his Blending TSC%.

If the character is concealed behind cover **and** wearing camouflage clothing, apply a major (+21% to +30%) bonus to his Blending TSC%. On the other hand, if a character is wearing conspicuous clothing (for instance, a red cloak in the forest), apply a moderate (-11% to -20%) or even a major (-21% to -30%) penalty to his TSC% in Blending.

An observer skilled in Blending can substitute his PSF in the skill when trying to detect someone using the skill to hide from him. In an urban setting, a character has 1/2 his PSF in Blending because he is less used to concealment in such surroundings.

Calm & Attract Small Animals [~]

Resisted: Willpower - PSF

Bardic Voice + Discipline **Challenging DF*4**

Pre-requisite: Intentions of Animals. This skill is **not** magical, however much it may appear so to the uninitiated.This seemingly "magical" ability arises from the knowledge and confidence of the character when facing small creatures. His manner and the force of his will causes the creature to hesitate indecisively, perhaps even to approach him cautiously.

The effective range is 30 feet. The character must first meet the animal's eyes in order to "hold" it with his gaze. He must speak in quiet, soothing tones. Only one animal can be held at a time for 1 round, after which another check is made to see if he maintains his ability to calm the creature for another round. The types of small animals are limited to those found in the character's native environment.

Crit Die Outcomes to Calming & Attracting

Success with Crit Die 09-10 means the animal approaches and "befriends" the character and will not behave in a fearful or hostile manner during this encounter.

Success with Crit Die 06-08 means it will stand motionless while the character approaches to 5 feet of it. A second roll may be made at this time. If successful with a **Crit Die 06-10**, the animal "befriends" the character, etc.

Success with Crit Die 01-06 means the animal will remain motionless only for 10 seconds, provided no one moves toward it, then will run away.

Failure with Crit Die 07-10 means the animal merely slips away without undue haste or alarm.

Failure with Crit Die 01-06 means the animal either charges or flees, according to its nature, size, and the circumstances. (That is, large, fierce bears may charge, but small, timid chipmunks will tend to flee!)

Small "exotic" animals (ones not encountered in the forester's native environment), can be calmed/attracted, but at a minor to moderate penalty (-1% to -20%)

Small legendary beasts can be calmed/attracted at a moderate to major penalty (-10% to -30%) until such time as the

character has actually calmed and attracted one of its kind successfully and won it over. If a character has skill speaking the language of the animal in question, he gains +2% bonus to his skill per level he has in the creature's own tongue.

Calm & Attract Large Animals [~]

Bardic Voice + Discipline **Resisted: Willpower - PSF**
Demanding DF*5

Pre-requisite: basic knowledge in Calm Small Animals. This is essentially the same as Calm Small Animals, except the forester can hold a large creature motionless with his gaze, the sound of his voice, and the force of his will. This skill provides an opportunity to make a shot with an arrow, hurl a javelin, toss a rope or net over the animal, etc.

Large "exotic" animals (ones not encountered in the forester's native environment), can be calmed/attracted, but at a minor to moderate penalty (-1% to -20%)

Large enchanted & legendary beasts can be calmed/attracted at a moderate to major penalty (-10% to -30%) until such time as the character has actually calmed and attracted one of its kind successfully and won it over.

If a character has skill speaking the language of the animal in question, he gains +2% bonus to his skill per level he has in the creature's own tongue.

Use the ***Crit Outcomes Table*** given in Calm Small Animals to determine the reactions of large beasts.

Covering Tracks

Intellect + Agility **Resisted: -PSF of Tracking Prey**
Challenging DF*4

This skill involves the ability to cover or obliterate tracks so that they cannot easily be followed by someone with Tracking skill. A Covering Tracks SC% roll must be made every mile or whenever direction is changed. Also, reduce the pace to 1 mph when masking a trail. Roll D100 SC% dice and D10 Crit Die:

Covering Tracks Critical Outcomes

Success means that a character's PSF (Personal Skill Factor) for covering tracks is subtracted from the chances of the person following him.

Critical Success with Crit Die 09-10 means the trail was completely obliterated. The tracker needs a Critical Success in Tracking to find the trail again after an hour's search.

Failure means the tracker gains a +10% minor advantage to his chances of picking up the trail: signs have been left!

Critical Failure with Crit Die 01 means the tracker has found the trail and has a +30% major advantage of following it!

Detecting Snares

Intellect + Wisdom **Resisted: - PSF of Trapsetter**
Challenging DF*4

See Detecting Traps (***Thievery***). The skill operates the same way, except that the skill applies to detecting traps hidden in a natural environment.

Finding Direction

Intellect + Wisdom **Simple DF*2**

The forester is able to find True North based on his observations of the sun, the stars, or other telltale signs in the natural environment. Note that this is a **skill**, whereas the special ability, ***Sense Direction***, is unerring and need never be checked.

Finding One's Location

Intellect + Wisdom **Average DF*3**

The character is able to figure out his location from known or previously observed landmarks, etc. Note: this skill is at maximum effectiveness only in familiar regions. However, it is of value in a strange setting.

In unfamiliar surroundings, characters with this skill will have 1/2 their normal PSFof knowing their location--provided they were able to observe and take note of prominent and features, etc., at an earlier time.

Similarly, having a map improves the SC% by +10% to +25%, depending on the quality of the map being used and the availability of nearby landmarks corresponding to those marked on the map. Having the appropriate Geographical Lore also improves the SC% by +10% to +25%, particularly in familiar territory, but also in unfamiliar territory if the character has at least some "book knowledge." to assist him in determining the location. Roll D100% SC% dice and D10 Crit Die:

Location Critical Outcomes Table

Success with Crit Die 09-10 means the character knows **exactly** where he is.

Success with Crit Die 01-08 means he knows **approximately** where he is.

Failure means he has a **very vague** idea of where he is.

Failure with Crit Die 01-02 means he is **totally lost** and disoriented. He will remain so for 1D10 x 10 minutes. During this time, even if he has a map, he cannot seem to read it correctly; if he spots familiar landmarks, he fails to recognize them; etc. If he fails his next attempt to figure out his location, he becomes truly lost for a period equal to 1D10 x 1 hour.

Finding Water

Intellect + Wisdom **Average DF*3**

The forester can find drinkable water. This skill assumes a water rich environment.

If conditions are dry (grassy steppes, etc.), there is only 1/2 the normal chance of finding drinkable water. If desert conditions prevail, there is, **at best**, only 1/4 the normal chance of finding water—**and** the Crit Die result on a success must be 06-10 for the water to be safe to drink . (Alkali water is utterly poisonous to both man and beast)).

Mere failure means the character has found no water. A dangerous failure occurs on a failed D100 SC% roll and a Crit Die roll of 01-02. This means he **found** tainted water which can produce unpleasant gastric distress or worse. Note that in the desert, the Crit Die result of 01-05 indicates tainted water even on a successful D100% SC% roll.

Provision must be made for characters who are in familiar country and can ***Find Location***. Such characters have an increased chance of finding water because they know both where they are and where the nearest drinkable water is. The GM should adjust the success chances upward as is appropriate to the situation and setting.

A character may check to see if he has found water after 1 hour's search in a water-rich environment, after 3 hours' search in a relatively dry environment, and after a 6 hour's search in a desert environment. He may check once per 10 minutes once he is in the vicinity of a water source he already knows about.

Fishing

Wisdom + Agility **Average DF*3**

This skill enables the character to catch fish by a variety of methods, including hook & line, fishing spear (trident), tickling, with nets, etc.

Fish "encounters" are rolled on the ***Fish Encounter Table***, below. Check once every 30 minutes. Fishing skill is a chance of catching fish once one is encountered.

If an encounter occurs, roll D100% SC% (and D10 Crit Die in order to find if it is a multiple encounter). Success lands the

catch. Failure means the fish didn't take the bait:

Fish Size	Encounter % (Stream)	Encounter % (Lake)	Encounter % (Ocean)
no fish	01-50%	01-50%	01-50%
½ lb.	51-65%	51-60%	51-60%
1 lb.	66-80%	61-70%	61-70%
2 lb.	81-90%	71-80%	71-80%
3 lb.	91-97%	81-88%	81-85%
4 lb.	98-99%	89-93%	86-90%
5 lb.	100%	94-97%	91-95%
5 + 1D10 lb.	—	98-99%	96-99%
10 + 2D10 lb.	—	100%	100%

There is also a chance of catching more than one fish in a successful encounter. This is determined by the Crit Die result:

10 = chance of catching 3 fish (extra 2xD100 SC% rolls).
08-09 = chance of catching 2 fish (extra 1xD100 SC% rolls).
01-07 = 1 fish might be caught.

Do not roll Crit.Dice for the second or third catch in a multiple encounter except when the character is fishing at sea as a professional Fishman (he knows enough to find himself a school of fish to catch).

Foraging for Wild Foods

Intellect + Wisdom **Average DF*3**

This skill enables a character to find and correctly identify safe wild foods—berries, nuts, mushrooms, roots, etc.The character may do 6 searches in woodlands, 3 searches in open country, and 1 search in desert lands during the course of a day:

Success with Crit Die 10 means enough food for three.
Success with Crit Die 06-09 means enough food has been found for two.
A successful search means the character has found enough wild foods to satisfy one person's needs for a day.
Failure means no food has been found.
A Dangerous Failure with Crit Die 01-02 means the character has found food, but eating it causes a negative reaction—anything from mild food poisoning to delirium and incapacitation.

Forester's Stealth

Resisted: -PSF of Alertness: Sound
Wisdom + Agility **Challenging DF*4**

Success reduces the chance of detecting the character as he stalks another PC, NPC, beast, monster, etc., in a natural outdoors setting.

The "hunted" must succeed with an *Alertness: Sound* resisted roll to detect some noise which may appear suspicious.

If he does succeed in hearing the *Stealthy* character, the observer must still locate the source of the sound. This may be hard to do, even if he is looking in the right direction now. For if the *Stealthy* character also has the skill *Blending in with the Surroundings*, he still has not yet been revealed for a certainty.

An observer skilled in *Stealth* can substitute his PSF in the skill when attempting to detect someone who is acting in a *Stealthy* manner in the wilds. He may also use it at 1/2 PSF in an urban setting.

Intention of Animals

Intellect + Wisdom **Average DF*3**

The character acquires this ability over two **types** of animal each time he purchases a level in the skill. For instance, when he buys basic knowledge, he might choose wolves and deer. When he purchases his first increase in skill level, he adds foxes and ferrets to his list. And so on. If the character has basic knowledge in the *Bestiary*, he may add a third animal type to the ones he knows in each level of skill he purchases.

Crit Die Outcomes :Animal Intentions

Success means he has "read" the animal and knows its general mood (angry, fearful, curious, etc.).

Critical Success with Crit Die 07-10 means he also knows the animal's intentions. If it is going to attack, he anticipates what it is going to do and has +10% advantage when striking at it with a weapon or dodging.

Failure means the character hasn't "read" the animal's mood and intention. He knows the animal is "unreadable" and, therefore, unpredictable. Forewarned, he can take necessary precautions.

Critical Failure with Crit Die 01 means he not only has failed but has **mistaken** the animal's intention for something else! In such instances, the player is **not** informed of just how bad the failure has been. Rather, the GM will lead him to think his character has read the intentions of the animal. This could have surprising and possibly very deadly consequences!

Setting & Disarming Snares

Resisted: - PSF of Trapsetter
Intellect + Agility **Challenging DF*4**

See *Setting & Disarming Mantraps* (***Thievery***). The skill operates the same way, except that the traps are designed to catch animals.

Tracking Prey

Resisted: - PSF of Cover Tracks
Intellect + Wisdom **Challenging DF*4**

After long hours spent in the countryside and the woodlands, a character develops skill in tracking animals or people by reading the signs they leave. The SC% is modified by the following factors:

Tracking Prey Critical Outcomes

Modifying Factor	Modifier
Tracks cross soft earth or ground cover, including snow. There are clear tracks, almost impossible to miss. -10% per 8 hours after the tracks were made.	+60%
Tracks cross tall grass, dense undergrowth, reeds, etc., which will show frequent signs of passage. -10% per 4 hours after the tracks were made.	+40%
Tracks cross normal ground. There are occasional signs of passage. +20%, but -10% per 2 hours after the tracks were made.	+20%
Tracks cross hard earth. There are few signs of passage. -5% per hour after the tracks were made.	+0%
Tracks cross rocky surface or swampy, flooded ground. There are very, very few signs of passage. -10% per hour after the tracks were made.	-10%
Per hour in which bad weather (rain, snow, duststorm, etc.) obscures the tracks. A further 1D10% is added each hour to represent the severity of the conditions.	-10%
Dim light and darkness hide tracks, even if lit up by moon or torch. Depending on the lighting.	-10% to -50%
Cross trails, doubling back, covering trail, etc.	-PSF of PC or NPC using ***Cover Tracks***
Per additional person/animal in the party being tracked.	+5%
Per mph the tracker is moving faster than 3 mph.	-10%
Tracker has keen or poor vison.	Add/subtract % bonus/penalty

In towns & villages: Tracking skills may be used in a town, but treat the trail as crossing rocky ground (even if the streets are dirt or mud). There are so many cross trails and confusing signs, that the tracker's PSF is **reduced by 1/2**. One has to be very, very, very good to trail anyone in an urban setting.

Perception Skills

Perception skills involve using the senses (and also intelligence and Wisdom) to observe the world and the people around one.

First of all, **when a character is actively using his senses**, he would use skilled SC% or unskilled SC% to determine his success chances, depending on the situation:

For instance, if he is actively searching for some hidden object, Find Object (Thieves' Skill) would apply. If the character were **unskilled**, he would use the **base unskilled percentage chance** (BC%) for this DF*4 skill, which is 20%. To the 20% BC% he applies his PSF (bonuses for levels obtained plus bonuses/penalties for Wisdom, Agility, and keen/poor vision.) If the character has **skill** in Find Object, he uses his **skilled percentage chance**, which is 40% plus his PSF.

But how well does a character do if he is not actively trying to find something, etc.? This becomes a matter of Alertness!

Alertness-Sight (NS) RES

Sight Modifier **Very Difficult: DF*7**

Alertness-Sight is a character's ability to detect something **unconsciously** when it is in view. There are no Attribute bonuses for this specialized skill, just a character's sight modifier, if any, but its PSF can be increased by +3% per level purchased.

This skill is used in conjunction with the PSF of another detection skill to determine whether a character has spotted something without consciously looking for it.

For instance, Thomas, a human character, has skill in Detecting Thievery. He and his friends are passing through the crowded marketplace, and he has declared he is alert to thievish acts. He would roll his SC% in Detect Thievery if there was any pilfering, etc., going on within his field of vision.

Alertness-Sight wouldn't be applicable here. The character's knowledge and experience in Detect Thievery would be operating instead. In other words, something suspicious **would** catch his eye **because** he has the knowledge base to spot the signs and also because he is actively alert for such things.

Let us now consider a different situation. Suppose Thomas is not actively detecting Thievery. However, he does have the skill, and his subconscious mind might well pick up on some thievish act that comes within view. That is the point where Alertness-Sight kicks in. Thomas has only 5% in Alertness Sight, having only "basic knowledge" in the skill. Thus his player rolls at Thomas' basic Alertness Sight SC% = 5% + PSF in Detecting Thieves. Notice that his skill in spotting thievish activity kicks in at a **subconscious** level to increase his probability of spotting a thief at work.

When learned skills could bear on a situation, the character's highest PSF with a relevant skill is added to his chances of success at Alertness-Sight. Suppose a character had no skill in ***Detect Thievery***. Only his Alertness-Sight faculty would be working subconsciously, and he wouldn't be able to draw on the boost given by the PSF of a relevant skill like Thomas did. Obviously, this is a much lower order of observation, but that is due to the fact that the character is **not** concentrating on the task.

We have devoted quite a bit of space to Alertness-Sight because it is a wide-ranging and highly flexible Core Skill. It demonstrates how comprehensive and versatile the Skillscape™ system can be when simulating "realistic" actions and tasks.

Alertness-Sound (NS) RES

Hearing Modifier **Very Difficult DF*7**

Alertness-Sound is a character's ability to detect something **unconsciously** with his sense of hearing. There are no Attribute bonuses for this specialized skill, just a character's hearing modifier, if any.

Just like Alertness-Sight, this skill is used in conjunction with the PSF of another detection skill to determine whether a character has heard something without his consciously listening for it. Whatever it is he notices would come under the proper attention of some area of knowledge or skill he does have, and that it would be something he would take note of as being unusual or significant or menacing, etc. Treat the skill in the way described for Alertness-Sight.

Detect Lie **Resisted:** Willpower or - PSF Charisma skill

Intellect + Wisdom **Demanding DF*5**

The ability to tell the difference between a truth and a falsehood is not a simple matter. Success with the skill can be applied in several ways. In the case of certain resisted skills, like being ***Conned***, a successful Detect Lie can oppose the character's PSF against the ***Con*** attempt if that gives one a better chance of resisting the "sales pitch" than does opposing his Willpower. As an option to that, the GM might impose some **penalty** (minor to major) on the success chances of the ***Con*** being attempted, in the light of the Con artist's story being spotted to have some flaws. If a lie was merely being told by another, Detect Lie skill can be applied directly to find out if a character has picked out some tell-tale sign in the other's manner, a discrepency in the story being told, etc.

Clearly, exactly how this skill is applied will depend on the specific circumstances. In fact, ***Detect Lie*** may not be needed at all to discover the untruth for what it is. Indeed, if a character has skill in some specialized area—say, ***Jewelsmithing***—and he has a Con artist foisting a cheap semi-precious stone on him as a valuable ruby, he can use the skill with the highest PSF to spot the lie. That is, if he had a better chance by applying his ***Jewelsmithing*** skill, he would use its PSF in place of his Detect Lie PSF to spot the lie. His own knowledge tells him that what he sees with his own eyes is **not** what he is being told!

Read Character **Resisted:** Willpower or - PSF in Charisma skill

Intellect + Wisdom **Demanding DF*5**

As in the case of trying to Detect Lies, any attempt to "Read" someone's character is not an easy task. Essentially, it involves a high degree of observational skill, intellect, and a basic wisdom that allows the character to look past appearances and read the true significance of those outward signs.

This is a skill that is penalized at first (-25% to -50%) because one is unfamiliar with the subject. But as the character becomes more familiar with the individual under scrutiny, the more he learns about him. That is, he will take in an indication here, a clue there, until he has enough pieces of the puzzle to form a fairly accurate assessment of the person's true nature. This growth in knowledge can be represented by a reduction in the penalties and then by awarding bonus modifiers to the character's chances of "reading" the individual upon whom he has focused his attentions.

Read Character is, therefore, not a hard-and-fast, "magical" kind of ability at all. Rather, it is the capacity to assess the character of someone from ongoing observation of his behavior. If that person is not what he appears to be, the observer will gradually make out the true face behind the mask, so to speak.

Still, if a character is skilled enough with Read Character,

even first impressions can be accurate.

The GM has to use his discretion when dealing with this skill, as there are no easy "answers" on how to use it well in role-playing. This skill is perhaps best suited to application to Non-Player Characters. Players, after all, are very subtle, and the GM cannot get inside their minds. However, they do know what their NPCs are really about because the GM is, after all, every NPC in the game! The following is an example of how to apply this skill:

> Harald is quite skilled at ***Reading Character***. Upon first meeting Richard du Bois, an NPC, his reading was a failure, and the GM informed him that he observed nothing to raise his suspicions nor win his confidence. After several weeks with Richard, Harald read him again. This time he was successful. The GM informs him that Richard seems trustworthy enough, and yet. . . something has Harald doubting Richard's sincerity or honesty or whatever. Nothing definite, but enough to keep Harald alert and watchful. Clearly, Harald is going to have to come to terms with what is really going on.

Note that the skill of Reading Character gives **hints** which one may respond to and search out the real truth of the matter.

Seamanship Skills

Fisherman

Strength + Constitution **Average DF*3**

The character is a fisherman by trade. He knows the habits of fish and where and how to best catch them. Roll for Fish Encounters on the table in the ***Outdoors*** skill, Fishing. If he has made a successful skill check in Fishing, add +3% x Crit Die roll to the percentage rolled on the Fish Encounter table--for having a "Fisherman's Luck!"

Remember, however, that the actual chance of catching the fish is made by using the Fishing skill (see ***Outdoors*** skills).

Mariner [~]

Strength + Constitution **Challenging DF*4**

The character has chosen to follow a life at sea. This skill involves knowing one's way around a ship, being able to tie intricate knots, handle rigging and tackle, tiller, oars, and the many other shipboard tasks required of a sailor.

Landsmen are ill at ease aboard ship and are also unused to the cramped and cluttered spaces, fighting in the rigging, etc. Therefore, a Mariner enjoys an advantage in attack and defense whenever fighting a "landlubber" aboard a ship: **+1% bonus per 3 PSF in Mariner skill** .

This modifier is added to his skill with any weapon in attack or parrying, in using a shield block, or in dodging a blow, etc.

For instance, a Mariner has PSF*30 % in Mariner skills. He has a bonus in sea fighting vs landlubbers = 30/3 x 1% = 10%.

However, the bonus does **not** apply to magic casting **unless** the Mariner is also a Mage with Water Magic as one of his Methods of Magic!

Piloting & Navigation [~]

Intellect + Wisdom **Challenging DF*4**

Pre-requisite: at least basic knowledge in Mariner skills. The character is able to determine the position of a vessel and maintain it in its proper course. The Pilot largely depends on observing the prevailing conditions—winds, tides, currents, important landmarks, channels, hazards, and even kinds of bottom mud brought up when sounding with lead and line. However, he also can navigate by map and observation of the sun in the day and the constellations at night.

If he rolls his Astronomy SC% successfully, a character who has at least basic knowledge in that skill may add +2% x Crit Die to his Navigation SC% as a bonus for exceptional knowledge of the heavens.

Sail & Cordage Making [~]

Strength + Agility **Simple DF*2**

The character is skilled in the making of cords, ropes, cables, and canvas sails and, of course, can not only maintain the running gear aboard ship but can also fully rig anything from a small boat to a large ship, make major repairs, or replace or modify blocks, tackle, etc., as need be.

Sailing Small Boats

Strength + Agility **Average DF*3**

This skill involves knowing how to handle a variety of small rowing boats and sail boats--steering, rowing, making sail, etc. It is an essential skill for Fishermen and Mariners. It is also useful to sail larger vessels like shallow-draft, river-going boats, barges, and small river ships. Ocean-going craft under 50-ton burden may be sailed using this skill, although without navigation anyone passing out of sight of land would become lost and disoriented.

Ship's Carpenter [~]

Strength + Agility **Challenging DF*4**

The character knows how to work in wood and may perform a wide range of shipboard tasks. He is a master at his trade and can repair just about anything made of wood. He can also fashion a large number of items required aboard a ship.

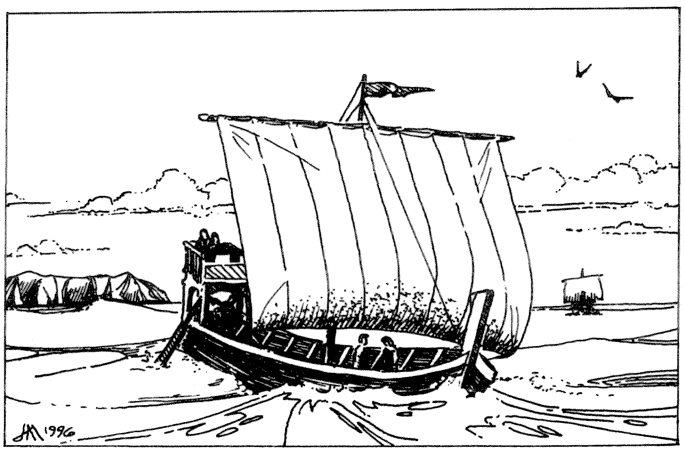
Skilled ship's carpenters are capable of building small craft right up to ocean-going ships. He can build from experience, but especially complex or unusual tasks may require either the personal direction of or plans drafted by a Master Shipbuilder.

Shipbuilder: Maritime Architecture [~]

Intellect + Wisdom **Demanding DF*5**

The character knows how to design and supervise the building of a wide variety of vessels, right up to large ocean-going ships. In effect, he becomes a "Marine Architect" and can become a Master Shipbuilder.

By learning basic knowledge, a character may learn ***Ship's Carpenter*** at -1 DF, so that he could both design **and** build any water-borne craft. Success in such a skill means the design will work. A critical success (Crit Die 10) means a superior craft has been designed (+1% x D10 faster than normal). Failure means back to the drafting board!



"Thievish" Skills

These are skills performed by characters who live on the "edge," so to speak, and have fewer scruples than most about turning to a "shady" or even outright criminal act from time to time in order to put a few silver coins in their pockets. However, some of the skills are practiced by "decent" folk of a law-abiding nature--like disarming mantraps or even picking locks. In short, having a "Thievish" skill or two is not the same as being a Thief!

The GM has the option of rolling rather than the character on any of these skills, so the character does not know if he has succeeded or not with a detection of a trap, etc., etc.

Backstabbing [~]

Intellect + Agility **Challenging DF*4**

This is an assassination skill which enables a character to strike a potentially mortal blow with a blade once he has closed to striking range behind an unsuspecting victim by using Stealth. Alternately, the character must be in place and able to strike the blow, and the victim should not suspect his intentions.

The Backstabbing skill roll replaces the character's combat skill roll with a short-bladed weapon he knows how to use.

Backstabbing Critical Outcomes

Success means that the character has inflicted **damage to Body levels** with the weapon. In effect, he has found a vulnerable chink in the armor and the armor absorbs none of the damage!

Critical Success with Crit Die 09-10 means that the backstabber has inflicted **double damage to Body levels** with his weapon, irrespective of the armor worn by the victim. In other words, he has struck perfectly, not only penetrating the armor but also finding a vital spot with his blade! If the victim's Body level is reduced to negative values, he is "mortally wounded" and falls unconscious. He bleeds until he dies or the wound is staunched. If the victim is not killed outright, he is **staggered** away 5'by the blow.

Failure means the blow went awry--a bungled job!

Critical Failure with Crit Die 01 means the blow lands badly and fails to do appreciable damage. Even worse, the backstabber is off-balance: -5 AP.

Concealing Objects & Finding Objects

Resisted: -PSF of Finder or -PSF of Concealer

Wisdom + Agility **Challenging DF*4:**

This skill involves both the concealment of an object and also the finding of hidden objects. All characters may attempt to hide or find things, of course, but it only becomes effective as a **resisted skill** once one has learned the skill. In addition to the PSF of the Concealer's resisting skill, the GM may impose minor to major penalties (-1% to -30%) due to the concealment used.

Detecting Thievery

Resisted: -PSF of Thievery skill

Wisdom + Agility **Demanding DF*5**

A special awareness skill which enables the character to detect a Thief committing an act of thievery, such as Picking a Pocket. It is a knack of spotting a suspicious individual from the way he is acting, focusing attention on him, and catching him right in the middle of preforming the act.

It should be noted that this specialized Thievish skill not only applies to spotting someone picking your own pocket, etc., but also involves scanning the surrounding area over a radius of 30 feet and detecting **any** thief about his business. He knows exactly what to look for and is subconsciously alert to such things as a matter of course.

Detecting Traps

Resisted: -PSF of trapsetter

Intellect + Wisdom **Challenging DF*4**

A special awareness skill which enables the character to detect a camouflaged man-trap.

Disguises

Intellect + Wisdom **Average DF*3**

This skill is related to the ***A&E*** skill of Costuming & Make-Up, except that it focuses on masking one's identity. The skill also enables a beggar to put on a guise of someone who is disabled, disfigured, etc. It is also a skill of dressing and behaving so that one "blends into the crowd" rather than stands out.

Success chances are modified downward if someone knows the disguised character: -15% from SC%.

Success chances are going to be seriously modified downward if someone knows the disguised character well: -25% from SC%.

If the character has Costuming & Make-Up and makes a successful roll in that skill, he adds +2% x D10 Crit Die to his SC% to create and maintain a successful Disguise.

Evaluating Loot

Intellect + Wisdom **Simple DF*2**

This is a skill which enables a character to arrive at a fairly accurate estimate of the worth of some valuable item. This is a general capability to appraise values. Of course, anyone with a specialized skill automatically can evaluate with accuracy any item comprehended by that skill. For instance, a Gold/Silversmith would be very accurate in evaluating a piece of jewelry. A Weaponsmith would recognize the worth of weapons, and so on. In the case of this skill, that ability is not so acute. Using it allows one to come within +50% to -50% of the actual value—close enough to judge whether it is worth the effort of stealing or not.

Hearing Rumors

Intellect x2 **Simple DF*2**

The character can glean bits of information and gossip about people, events, etc. The GM decides how long it takes for the character to hear a rumor or gossip that can prove of value to him.

Success means that the character has picked up some very interesting and reliable information which could prove useful or profitable to the character. (The higher the Crit Die result the more detailed and reliable the information will be.)

Critical success with Crit Die 09-10 has managed to acquire detailed and highly accurate information on what he has been trying to find out .

Failure means the character has picked up information which may be of use, but some of it may be somewhat unreliable, perhaps even misleading. (The lower the Crit Die result the less reliable the information will be.)

Critical Failure with Crit Die 01 means the character either has gone "dry" and hears nothing of value or he hears information that may well be true but contains some potentially disasterous errors. He might even hears a rumor that is completely untrue but leads to an "interesting" development in the unfolding campaign.

Garotting [~]

Strength + Agility **Challenging DF*4**

This is an assassination skill when enables a character to wrap a wire garotte or strangling cord around the neck of an unsuspecting victim. As in the case of Backstabbing, the assassin must employ Stealth to approach undetected to striking range behind the victim. Alternately, the character must be in

place and able to slip the garotte around the victim's neck. The victim should not suspect his intentions.

Note: Garotting damage is not more than **subdual damage** and has no lasting effects unless the victim's Fatigue and Body levels are both reduced to zero. Fatigue goes first, then Body.

Success means that the wire or cord has been placed around the victim's neck. The strangler has cut off all sound and continues to do 1D10 Crit Die + damage bonus for STR x 2 per combat turn he can keep the garotte or strangling cord in place.

Critical Success with Crit Die 09-10 means that there is a possibility of making an instant kill. Double the maximum damage. If the damage pushes the victim into negative Body levels, his larynx was crushed or his neck broken and he is irretrievably dead.

Failure means the assassin has failed to place the garotte around the victim's neck!.

Critical Failure with Crit Die 01 means the assassin has not only failed to place the garotte around the victim's neck, but also that he is off-balance. The assassin loses -5 AP.

Note that any neck protection, such as a metal or leather coif, plate gorget, etc., will effectively eliminate the lethality of a strangling weapon. In such a situation, a success merely gives the strangler a hold on the victim from behind. This can maximize the chances of a partner to score a hit with his weapon because the victim's ability to counter or evade the blow has been severely restricted. In such circumstances, a **critical success** would successfully cut off any sound the victim might otherwise voice.

To break the garotting hold, the victim must succeed in a contested Strength AR with the strangler (see the ***Wrestling*** skill)

Give Drugs & Poisons without Detection

Intellect + Agility **Challenging DF*4**

This is an assassination skill of a highly criminal nature involving the stealthy administering of a drug or a poison to an unsuspecting victim. The character has a chance of putting the drug or poison in food or drink without being detected by others present. If done out of observation, the chance of success applies to finding an opportunity to do the deed without interruption.

This skill can be resisted by someone with Detect Thievery. Otherwise, it may well go undetected.

Success means no one will have noticed that the assassin has slipped something into the food or drink.

Critical Success with Crit Die 10 means the act went unnoticed and the drug or poison has a maximum effect on the first check. (The victim does not make a Stamina roll to counter the effects on the first check.)

Failure means that the character had no opportunity to slip the drug or poison into the victim's food or drink.

Critical Failure with Crit Die 01 means the character made the attempt but was caught in the act of doing so.

This skill may be **resisted** by a character with Detect Thievery or the skill of Giving Drugs & Poison. Such individuals would be alert to such things and can use their PSF to lower the assassin's chances when acting under observation. However, the observer must have the assassin clearly in view to do this.

Mugging

Strength x2 **Challenging DF*4**

This is a thug's skill which enables a Thief to strike a potentially disabling blow with a blackjack, sandbag, or clubbing weapon. As for Backstabbling and Garotting, the Thief must employ Stealth to sneak into striking range without detection. Armor has no protection value vs a successful first strike.

Success brings a **subduing** blow equal to the maximum damage inflicted by the weapon.

Critical Success with Crit Die 09-10 does double weapon damage.

Failure results in a glancing blow that does no appreciable damage.

Critical Failure with Crit Die 01 means the assassin has not only failed to strike the victim squarely, but also that he is off-balance. The assassin loses -5 AP.

Picking Locks

Intellect + Agility **Average DF*3**

Early locks were large, rather clumsy affairs which could thwart the efforts of someone unskilled in picking them without a key. However, a skilled Thief would have little trouble. Also, if the Thief can manage to imprint a piece of beeswax with an impression of a key, he can make a duplicate that will open the lock. In this case, his SC% is his chance of making a key that will work. No penalties attached to the lock for difficulty or complexity apply when the key is made. A good duplicate opens the lock.

Success means the lock has been picked.

Failure is no huge deal, either. All it means is that the Thief has not yet figured out how to manipulate the wards of the lock to open it.

Critical Failure with Crit Die 01-02 means that the Thief is having trouble with the lock. Increase the time needed for the next attempt. Also increase the lock difficulty by one skill modifier level (by -10%).

The GM may decide on how difficult the lock is to open by assigning it a skill modifier (**minor** to **overwhelming** (-1 to -50%) to reflect the strength and complexity of the mechanism. Only after his first attempt (and failure) at picking the lock can the Thief gauge how difficult the lock is to open.

The GM decides how long the attempt takes. Most locks require 10 seconds to 2 minutes, depending on their difficulty level. A very difficult lock or else one with which a Thief is having difficulty may require up to 5 minutes per try. After three failed attempts, the Thief is baffled by the lock and cannot open it by mere skill at this time. More forceful methods of thwarting the lock are called for, and the Thief may take appropriate action.

Picking Pockets & Cutting Purses

Resisted: - PSF Alertness-Sight or - PSF Detect Thievery

Intellect + Agility **Average DF*3**

This classic Thief's skill enables a character to relieve unwary passers-by of the contents of their pockets or purses without their realizing they have enriched a stranger.

Cutting Purses Critical Outcomes

Success means the pocket has been picked or the purse cut and the contents safely removed.

Failure is no huge deal, either. All it means is that the Thief has not succeeded in making the theft. However, if the intended victim succeeds in his resisted roll, he detects the attempted theft!

Critical Failure with Crit Die 01-02 means that the Thief has bungled the attempt enough to be detected in the middle of his thieving act. Thief loses 1/2 AP in the next round.

If the Pick-Pocket makes a successful Sleight-of-Hand check, he adds +2% x Crit Die to his chances of success in Picking a Pocket or Cutting a Purse.

Setting & Disarming Mantraps

Resisted: -PSF of Trapsetter

Intellect + Agility **Challenging DF*4**

This skill enables a character to design and set a man-trap. Man-traps are essentially "booby traps" designed and made

specifically to be used against sentient beings. Of course, a **failure** at design or setting up a trap means that it just won't work. Period! If **successful** in designing a trap, **the difficulty level of the trap is in the form of a resisted roll -PSF of the trap designer** (who probably also set it).

Needless to elaborate, **successfully setting the trap** means it will go off if it is triggered. The skill does not include camouflaging a man-trap. To do this requires Conceal Object skill to mask the trap's presence.

This skill enables a character to disarm man-traps. A skill roll can be made **before** a disarming attempt to determine his chances. We recommend that the GM roll the dice in secret so that he has wide "discretion" when playing it out. Reveal the dice afterward if "proof" is demanded by a "bushwacked" trap tinkerer who bungled badly with the boobytrap!

Assessment of Trap Disarmament Chances

Success means he has a good idea of how the trap works and knows the odds. He also has a chance of springing the trap **safely** if he cannot disarm it . (Roll Crit Die 07-10 if he fails on a disarming).

Failure means he can only guess at the odds and will **not** safely spring the trap if he fails to disarm it.

Critical Failure of 01-02: The GM may lie through his teeth about this and tell the Thief he knows the odds when he is actually wildly off in his "guesstimate."

Depending on what he learns (or on how gutsy he is), the character may **then** make his attempt at disarming. Imaginative handling of this situation by the GM can make for devastating tension around the games table until the outcome of the attempt is finally known. Game Masters: Have **fun** with this one!

Skulking in the Shadows

Res: -PSF Alertness-Sight

Agility + Discipline **Challenging DF*4**

This skill enables a character to skulk or hide in shadows to avoid detection. The skill in works in all other ways as does the ***Outdoor Skill:*** Blending into the Surroundings, except that camouflage would be dark clothing rather than clothes suited to hiding in an outdoors setting.

Stealth of Thieves & Assassins

Res: -PSF Alertness-Sound

Agility + Discipline **Challenging DF*4**

This skill enables a character to resist a detection roll by his intended victim when he is trying to sneak up to strike a blow, pick a pocket, etc., and has closed to within 30 feet. If successful, he subtracts his PSF from his quarry's chance of detecting him.

In urban settings, including indoors or underground, a character can follow his quarry by making use of shadows, cover, or even by blending into a crowd and seeming to be an innocent bystander. If successful in a skill check, he goes unnoticed if he is more than 30 feet away. Stealth can be used at 1/2 PSF in outdoors settings in the place of Forester's Stealth.

The GM may impose a modifier on the chance of being stealthy ranging from a **minor** to a **major** penalty, depending on the circumstances. A failed skill roll means a detection roll can be made to spot him, provided he is in sight or hearing range.

Streetwise

Intelligect + Wisdom **Challenging DF*4**

A Streetwise character doesn't take long to find out who is who in a town or village. He soon makes contact with members of the local Thieves' Guild and with the Street People. Once accepted, he can more easily obtain information not available to honest folk. Basically, the skill enables him to pick the right person to ask questions of a less than law-abiding nature:

Success gives him some worthwhile leads to follow up, but not the information or the contact he seeks.

Critical Success with Crit Die 08-10 places him in contact with the person he is seeking. How he role plays determines how much information, etc., he obtains.

Failure may lead to a blank look or perhaps a suspicious frown. He either talked to the wrong person or has raised the suspicion of an underworld figure. If he moves on, he will perhaps get away with it.

Critical Failure with Crit Die 01-03 will cause honest folk to become very suspicious and denounce him. Underworld figures will be highly suspicious and must be won over before they will trust the character.

Once the character has made contact, he must role-play the situation as he finds it. If his character has ***Charismatic Skills***, he might use them to establish a more favorable impression on whoever it is he has contacted. After all, the skill does not do it all for him. It just opens the door wide enough for a cunning and insightful player to exploit to the greatest degree possible the opportunity to acquire "insider" information.

And if he fails and manages to meet up with an honest citizen instead, the character is really going to have to "talk fast" to get himself out of what could be a lot of trouble. A ***Con*** may be in order then--either that or some silver-tongued bafflegas from the player character.

Chapter 5: The Marketplace

The "Marketplace" provides information on many subjects, ranging from units of measurement and coinage to the prices and weights of items which PCs may need in the FRP campaign.

Units of Distance

Distance	Abb.	Metric	Equivalent Units	
inch	in. (")	2.54 cm	1/12 ft.	1/36 yd.
foot	ft. (')	30.48 cm	12 in.	1/3 yd.
yard	yd.	91.4 cm	3 ft.	36 in.
pace	pa.	152.4 cm	5 ft.	60 in.
mile	mi.	1609 km	5280 ft.	1760 yd.
league	L.	4827 km	3 mi.	15,840 ft. (5280 yd.)

Units of distance in ***C&S*** are the old inch, foot, yard, and mile. The "pace" is the ancient Roman one, equal to five feet or two standard 30" marching paces. Historically, a "league" varied between 2½ miles and 3 miles, about the distance a person can cover in an hour of walking.

Units of Weight

Weight	Abb.	Metric	Weight.	Equivalent Units
ounce	oz.	30 gm	1 oz.	1/15 lb.
pound	lb.	450 gm	15 oz.	1/100 cwt.
hundredweight	cwt.	450 kg	100 lb.	1/20 t.
ton	t.	900 kg	2000 lb.	20 cwt

Weights are given in "Troy" ounces, a standard measure for precious metals like gold and silver. For computing convenience, we set the Troy ounce at 30 gm—which comes to 15 to the standard pound avoirdupois (454 gm). Notice that 30 conveniently divides into 450 gm (about 1 lb.) by an even 15 times and is actually very close to the Troy weight. (The avoirdupois ounce, 16 to the pound, weighs about 28 3/8 gm, which is a "messy" number to work with.)

A Troy pound is actually12 Troy ounces, a little over 4/ 5^{ths} of a standard pound, but that's a bit confusing. So why have "Troy" ounces at all? Well, Troy weight is standard for precious metals. So an ounce of gold in the game equals a **real** ounce of gold as we know it. This allows easy comparisons of historic values.

Units of Liquid Measure

Measure	Abb.	Metric	Wt.	Equivalent Units	
fluid ounce	fl.oz.	29.573 ml	0.7886 oz.	1/16 pt.	1/32 qt.
pint	pt.	0.473 liters	1 lb.	16 fl.oz.	½ qt.
quart	qt.	0.946 liters	2 lb.	32 fl.oz.	2 pt.
gallon	gal.	3.785 liters	8 lb.	128 fl.oz.	4 qt.

The old British Imperial measures are somewhat larger (eg.: 1 gal. = 4.5 liters). Note that a pint actually weighs 1.05 lb., a quart 2.10 lb., etc., but we rounded the numbers off.

Units of Area

Area	Abb.	Metric	Equivalent Units	
square foot	sq.ft.	0.093m^2	144 sq.in.	0.111 sq.yd.
square yard	sq.yd.	0.836m^3	9 sq.ft.	1296 sq.in.
acre	a.	0.405 ha.	1/640 sq.mi.	
square mile	sq.mi.	2.59 km^2	640 a.	

The C&S Coinage System

The "money metals" are abbreviated as follows:

Au = gold (Au is from the Latin "aurium")
Ag = silver (Ag is from the Latin "argentum")
Cu = copper (Cu is from the Latin "cuprum.")

Values of precious metals varied throughout history. A 15 : 1 ratio is a reasonable average. Relative values of gold, silver, and copper in **C&S** are:

1 gold oz. = 15 silver oz. = 225 copper oz.
1 silver oz. = 0.0666 gold oz. = 15 copper oz.
1 copper oz. = 0.0666 silver oz. = 0.00444 gold oz.

The C&S "Crown"

Since even a penny (**P**) is a fairly valuable coin in a feudal economy, it is subdivided into half-pennies and 1/4 pennies.

Gamers might note that this coinage is quite historical. The ***C&S*** 5 ℙ coin is the same as the old **silver penny** of the original British pound sterling. It is also equivalent to the ancient Roman **denarius**, on which the British silver penny was based, although we are not precisely imitating the exact British system here.

C&S COIN	Abb.	Coin Wt.	No./lb.	Silver Value
1 Farthing	1/4 ℙ	Cu 0.0375 oz.	400	0.0025 oz.
1/2 Penny	1/2 ℙ	Cu 0.075 oz.	200	0.005 oz.
1 Penny	1 ℙ	Cu 0.15 oz.	100	0.01 oz.
5 Pence	5 ℙ	Ag 0.05 oz.	300	0.05 oz.
10 Pence	10 ℙ	Ag 0.10 oz.	150	0.10 oz.
1 Shilling	1𝕊 / 20 ℙ	Ag 0.20 oz.	75	0.20 oz.
1 Crown	ℂr 1 / 5 𝕊	Au 0.0666 oz.	225	1 oz.
2 Crowns	ℂr 2 / 10 𝕊	Au 0.1333 oz.	112	2 oz.
1 Sovereign*	𝕊ov 1 / 25 𝕊	Au 0.333 oz.	45	5 oz.
1 Dragon	𝔻r 1 / 75 𝕊	Au 1 oz.	15	15 oz.

*Also known as a "Crown Imperial."

One Crown is equal to 4 ounces of silver. Remember, there are **15** x **30** gm "ounces" in our pounds, not 16 x 28 gm ounces.

A Crown (ℂr) consists of 5 "shillings. Each **shilling** (𝕊) breaks down into 20 smaller coins, which we call "**pennies**" (ℙ). Even a penny in a feudal society was a fair bit of money, so we break them into **half-pennies** and **farthings** (quarter-pennies).

To make pricing items easy to understand, we state lower prices in **Pence** and higher prices in **Crowns**. For example, a 1-lb. loaf of white bread costs 1 ℙ. A broadsword costs ℂr 8. An entry like ℂr 5.30 means 5 Crowns and 30 Pence. Values stated in terms of silver is easy, too: ℂr 5.30 is 5.3 oz. of silver.

Gold **Sovereigns** may be seen occasionally. However, they represent sums large enough to raise eyebrows and stir lots of curiosity . A thousand-dollar bill today has far less impact—and much less buying power, to boot! After all, in early economies 5 P to 6 P was a fairly typical **daily** wage for a laborer!

As for gold **Dragons**—well, those **really** attract attention! It is said that such coins are of very ancient origin and today are only found in dragon hordes. You can well imagine what people think when a character produces one!

The monetary system is far less complicated than it looks. All you need to do is remember:

1 Penny = 2 half-pennies or 4 farthings
1 Shilling = 20 P or 4 x 5 P coins or 2 x 10 P coins
1 Crown = 5 S, 100 P, 1 oz. of silver.
1 Sovereign = 5 Cr, 25 S, 500 P, 5 oz of silver (1/3 lb.)
1 Dragon = Sov 3, 15 Cr, 75 S, 1500 P, 15 oz. of silver (1 lb)

Starting Off

Now that you have created your character, it's time to fit him out for high adventure! You now have an idea of how money works in ***Chivalry & Sorcery,*** so we can now consider what your character has to begin his life in the role-playing campaign. This, however, will depend upon several factors:

1. Character's social class
2. Character's status in the family.
3. Chosen vocation (if a fighter).

Social Class

As we pointed out earlier during character creation, the position a character's father occupies in life has a considerable influence over what that character begins with in the campaign. Part of that heritage comes in the form of the background experiences the character has, including and especially the skills in which he has acquired at least basic knowledge. Skills, after all, are essential to dealing with the world "out there" beyond one's family doorway.

No less important are the physical and financial resources a character has to rely on once he does leave home to win a place for himself in the world. And, again, these resources are largely determined by his background situation:

Father's Social Class	PC's Basic Purse[1]
Humans:	
Serf	20 P x 1D10
Yeoman in Livery	80 P x Social Status
Yeoman Freeholder	Cr 1 x Social Status
Petit Sergeant	Cr 20[2]
Townsman	80 P x Social Status
Small Businessman	Cr 1 x Social Status
Guildsman	Cr 1 x Social Status
Master Guildsman	Cr 1 x Social Status
"Merchant Prince"	Cr 50
Landless Knight	Cr 1 x Social Status[2]
Landed Knight	Cr 1.50 x Social Status[3]
Bannerette	Cr 1.50 x Social Status[3]
Baronet	Cr 1.50 x Social Status[3]
Baron/Viscount	Cr 1.50 x Social Status[4]
Count/Earl "X-Z"	Cr 60[4]
Count/Earl "AA"	Cr 70[4]
Count/Earl "BB"	Cr 80[4]
Count/Earl "CC"	Cr 90[4]
Count/Earl "DD"	Cr 100[4]
Count/Earl "EE"	Cr 110[4]
Marquis "FF"	Cr 120[4]
Duke "GG"	Cr 135[4]
Duke "HH"	Cr 150[4]
Sovereign Prince	Cr 200[4]
King	Cr 250[4]
Elves:	
Wood Elf	Cr 40
Noble Elf	Roll as for Titled Human[5]
Royal Elf	Roll as for Human Royalty[5]
Dwarves:	
Clan Dwarf	Cr 35
Cousin of King	Cr 70
Brother of King	Cr 100
King	Cr 125

Choosing Fighter Status

The footnotes apply in the ***Basic Purse Table*** apply only if the character chooses a **Warrior Vocation**. It was the custom to fit out a fighter according to his rank, etc.

[1]A Fighter automatically has an average weapon for each of his Weapon Mastery skills.
[2]Plus a light warhorse with riding gear.
[3]Plus a medium warhorse with riding gear.
[4]Plus a heavy warhorse with riding gear.
[5]Plus an "Arabian" type warhorse (representing a fleet Elven-bred mount) with riding gear.

The footnotes apply **only** if the character chooses a **Warrior Vocation (Knight or Fighter)**. It was the custom to fit out a fighter according to his rank, etc. Coming from a family which produces mounted fighters requires a warhorse.

Family Status

The support a character enjoys from his family, particularly the head of the family, has an important bearing on what he starts out with. We represent this by considering the character's status in his family to derive a bonus to the Basic Purse he has to purchase the things he will need to enter the campaign.

Family Status	PC's Purse
Black Sheep	Nothing more! Just go away!!!
Credit to the Family	+5% x 1D10 of Basic Purse
Good Son/Daughter	Double Basic Purse

Purchasing Clothes, Weapons, & Gear for High Adventure

Upon entering the game, a character is assumed to have an average set of clothing. (Serfs have well-worn clothes of relatively poor quality.)

Males: tunic, chemise, belt, breeches (or kilt), and sandals or wooden clogs. Characters who enter holy orders will have a habit of ordinary quality.

Females: tunic, chemise, girdle, skirt, sandals or wooden clogs.

Other than this very basic equipment, characters must use the coin in their **Initial Purse** to purchase anything they want or to upgrade their clothing. It is time to go shopping at the market square. Refer to the ***Market Price Lists*** on the following pages. Characters choosing careers as Mages might also glance at the Magical Materials price and availability lists in ***The Apocathary Shoppe***, found at the very end of this chapter, for they will be using many of the materials there to create magical items.

Feudal Service (Optional)

If the GM is willing, he may assume the role as the NPC Lord of a player character. In this role, the GM may take the character into the Lord's personal service as a fighting retainer and fit him out with the equipment appropriate to his social status. This equipment would tend to be basic infantry gear for most characters. Nevertheless, this is especially useful to serf characters, who start off with a pittance at the best of times.

In the case of characters of an aristocratic background, they would be fitted out with the full panoply of war (arms, armor, and warhorse with battle gear and padded comparisoning), for these characters would be a **Knight** or **Squire** in the service of his father or else his father's immediate overlord. Of course, this obliges the character to serve the lord who was so generous.

The Price Lists

Traveling Gear

Item	Wt.	Cost
Bridle & bit (average)	2	Cr 1
Bridle & bit (fine)	2	Cr 5
War saddle (average)	25	Cr 5
War saddle (fine)	25	Cr 15
Riding saddle (average)	15	Cr 3
Riding saddle (fine)	15	Cr 10
Saddle blanket (average)	2½	60 P
Saddle blanket (fine)	2½	Cr 1.20
Spurs (plain)	8 oz.	Cr 1
Spurs (silvered: .100 Ag)	8 oz.	Cr 2
Spurs (silver: .925 Ag)	8 oz.	Cr 9.20
Spurs (gilded: .100 Au)	8 oz.	Cr 15
Spurs (gold: .916 Au)	15 oz.	Cr 290
Riding whip	1	60 P
Horseshoe	2½	50 P
Saddle bag (10 lb.)	1	30 P
Saddle bag (25 lb.)	2	45 P
Feed bag	½	15 P
Draft harness	5	50 P
Horse collar	5	60 P
Ox yoke	20	50 P
Bull whip	3	60 P
Ox goad	3	20 P
Pony cart (500 lb. cap.)	200	Cr 4.50
Cart, 1-horse (1000 ib.)	500	Cr 7.50
Wagon, 2-horse (1 t.)	850	Cr 10
Wagon, 4-horse (3 t.)	1500	Cr 15
Coach, 2-horse (2+4)	1000	Cr 18
Coach, 4-horse (2+6)	2000	Cr 24
6' Leather boat, 2-seat	50	Cr3
8' Rowboat, 4-seat	150	Cr 6
12' Rowboat, 6-seat	225	Cr 7.50
16' Rowboat, 8-seat	350	Cr 10
20' Longboat, 10-seat	500	Cr 13.50
25' Longboat, 12-seat	750	Cr 18.50
Paddle	3	15 P
Oar	6	25 P
Mast, sail, and rigging	30	Cr 3

Camp Equipment

Item	Wt.	Cost
Torch, pitch (4 hr.)	1	1/4 P
Oil lamp: 8 hr.	1	24 P
Oil lantern: 24 hr.	3	Cr 1.20
Lamp oil (1 pt. = 96 hr.)	1	8 P
Flint & steel	4 oz.	6 P
Tinderbox	8 oz.	20 P
Doubleweight wool blanket	6	80 P
Singleweight wool blanket	3	45 P
Sleeping furs	10	Cr 2.40
Fine woolen sheet	1½	50 P
Linen sheet	1	80 P
8'x8' Mosquito netting	½	50 P
Net hammock	2	24 P
Canvas hammock	3	40 P
Single camp bed	15	80 P
Palisse w/o straw	1½	10 P
Belt Wallet (3 lb.)	--	36 P
Money belt (3 lb.)	--	50 P
Sack (10-lb. capacity)	--	3 P
Sack (25-lb. capacity)	--	6 P
Sack (50-lb. capacity)	--	8 P
Backpack (25-lb. capacity)	2	40 P
Backpack (50-lb. capacity)	4	60 P
Backpack (100-lb. capacity)	7	85 P
Wooden bucket (5 gal.)	2	12 P
Leather bucket (5 gal.)	1	18 P

Camp Equipment (cont'd)

Item	Wt.	Cost
Waterskin (1 gal.)	--	10 P
Waterskin (3 gal.)	--	18 P
Waterskin (5 gal.)	--	4 P
Canteen (1 pt.)	--	12 P
Canteen (2 pt.)	--	6 P
Canteen (4 pt.)	--	20 P
4'x6' Groundsheet	2	40 P
Leather tent (2-man)	30	Cr 2.40
Leather tent (4-man)	50	Cr 4
Leather tent (6-man)	80	Cr 6
Leather tent (8-man)	100	Cr 7.50
Pavilion	100	Cr 10

Cooking Gear

Item	Wt.	Cost
iron kettle (5-gal.)	20	Cr 5.60
Iron kettle (2-gal.)	10	Cr 2.70
Iron pot (1-gal.)	5	Cr 1.80
Iron frying pan (large)	5	Cr 1.80
Iron frying pan (small)	3	Cr 1.20
Wooden ladle	3 oz.	2 P

Containers

Item	Wt.	Cost
Barrel, wood (50-gal.)	60	Cr 2
Barrel, wood (25-gal.)	30	Cr 1.20
Cask, wood (10-gal.)	12	60 P
Cask, wood (2.5-gal.)	4	36 P
Amphora (50-gal.)	120	Cr 3.60
Amphora (25-gal.)	65	Cr 2
Crock, pottery (10-gal.)	27	Cr 1.20
Crock, pottery (5-gal.)	18	72 P
Crock, pottery (2.5-gal.)	12	36 P
Crock/Pot, pottery (1-gal.)	6	12 P
Jug/Pot, pottery (4-pt.)	3½	9 P
Jug/Pot, pottery (2-pt.)	2½	5 P
Vial, pottery (8 fl.oz.)	6 oz.	2½ P
Vial, pottery (1 fl.oz.)	2 oz.	1½ P

Glass container:	x30 Pottery price
Porcelain container:	x200 Pottery
Silvered container:	x60 Pottery
Sterling Silver container:	x300 Pottery
Gilded container:	x450 Pottery

Household Goods

Item	Wt.	Cost
Rushlight (1 hr. x 24)	1	1 P
Torch (4 hr.)	1½	1/4 P
Candle, tallow (6 hr. x4)	1	3 P
Candle, wax (6 hr. x4)	1	5 P
Candle lantern	2	72 P
Oil lamp: 8 hr.	1	24 P
Oil lantern: 24 hr.	3	Cr 1
Lamp oil (1 pt. = 96 hr.)	1	8 P
Candleholder, pottery	8 oz.	20 P
Candleholder, pewter	8 oz.	42 P
Candleholder, brass	8 oz.	60 P
Candelabra, pewter	2½	Cr 2
Candelabra, brass	3	Cr 3
Candlestick, brass	75 oz.	Cr 6

Silvered item:	x2 Brass price
Sterling Silver item:	x20 Brass price
Gilded item:	x30 Brass price
Gold item:	x400 Brass price

Cross, small wooden	2 oz.	6 P
Cross, small silvered	2 oz.	30 P
Cross, small silver	2 oz.	Cr 2.50
Cross, small gilt	2 oz.	Cr 3.80
Cross, small gold	2 oz.	Cr 37.50
Wooden spoon	1 oz.	1 P

Household Goods (cont'd)

Item	Wt.	Cost
Wooden plate/bowl	8 oz	3 P
Wooden mug	8 oz.	4 P
Pewter spoon	2 oz.	15 P
Pewter plate/bowl	1	40 P
Pewter mug	1	40 P
Pewter cup	15 oz.	Cr 1.80
Pewter chalice	2	Cr 3.60

Silvered tableware:	x4 Pewter price
Sterling Silver tableware:	x16 Pewter
Gilded tableware:	x25 Pewter
Gold tableware:	x400 Pewter

Brazier, iron, small	5	Cr 2.40
Brazier, bronze, small	5	Cr 4.80
Brazier, iron tripod	25	Cr 12
Brazier, bronze tripod	25	Cr 32
Charcoal	25	8 P
Stool, pine 3-legged	5	18 P
Chair, pine	123	6 P
Bench, pine (2-person)	20	42 P
Bench, pine (4-person)	40	80 P
Great Seat, pine	50+	3.60
Writing desk, pine	50+	Cr 1.80
Table, pine	50+	Cr 1.20
Large table, pine	100+	Cr 2.40
Pine bed & mattress	50+	Cr 2.40
Pine bed w. canopy	100+	Cr 4.80
Small pine casket	5	96 P
Pine chest	15	Cr 2
Large pine chest	40	Cr 4.20
Pine wardrobe	100	Cr 6

Oak furniture:	x3 pine price
Fruitwood furniture:	x10 pine
Carved furniture:	+50% pine
Ornately carved furniture:	+200% pine
Ironbound Chest:	+50% pine

Seat cushion	2	48 P
Good Seat cushion	2	Cr 1.20
Good Seat cushion	2	Cr 2.40
Pallise (straw pallet)	2	10 P
Bed hangings	20	Cr 2
Good bed hangings	20	Cr 4.20
Fine bed hangings	20	Cr 7.20+
Mosquito Net for bed	2	Cr 2
Metal mirror (6"x6")	4 oz.	72 P
Large metal mirror (2'x6')	25	Cr 30
Straight razor	4 oz.	72 P
Bath soap	1	12 P
Laundry soap	1	6 P

Writing Materials

Item	Wt.	Cost
Papyrus (34"x44")	½ oz.	20 P
Parchment (34"x44")	½ oz.	80 P
Linen rag paper (34"x44")	½ oz.	60 P
Vellum (34"x44")	½ oz.	Cr 1.60
Writing tablet, slate	1	20 P
Writing tablet, wax	1	30 P
Quill pen	½ oz.	1 P
Black ink & pot	8 oz.	10 P
Colored ink & pot	8 oz.	20 P
Chalk sticks (6)	2 oz.	1 P
Stylus (for wax tablet)	2 oz.	4 P
Portable writing desk	10	Cr 4.20
Book covers (8.5"x11")	8 oz.	80 P
Book covers (17"x22")	5-10	Cr 1.60
Book covers (34"x44")	15+	Cr 3.20
Bindery glue (1 pt.)	1	24 P
Personal seal (brass)	4 oz.	Cr 4.80
Personal seal (silvered)	4 oz.	Cr 9

Writing Materials (cont'd)

Item	Wt.	Cost
Personal seal (silver)	4 oz.	Cr 13
Personal seal (gilt)	4 oz.	Cr 20
Personal seal (gold)	4 oz.	Cr 90
Sealing wax (brown)	4 oz.	10 P
Sealing wax (red)	4 oz.	40 P
Sealing ribbon (72")	1 oz.	48 P
Gold leaf (4"x4")	--	20 P

Building Tools

Item	Wt.	Cost
Astrolabe (brass)	4	Cr 6
Yardstick (wooden)	1	12 P
Yardstick (iron)	2	80 P
Cord (waxed), 100'	1	20 P
Carpenter's square	2	30 P
Carpenter's level	2	80 P
Plumb-bob & string	1	20 P
Hatchet	3	90 P
Wood axe	5-7	Cr 2
Crosscut saw (2-man)	10	Cr 7
Wood saw	3	Cr 2
Carpenter's plane	2	60 P
Wooden mallet	2	18 P
Carpenter's hammer	3	Cr 1
Boring auger	3	Cr 1.20
Iron drill bits (6)	1	72 P
Steel drill bits (6)	1	Cr 1.20
Wood chisel	1	60 P
Adze	4	Cr 2
Drawing knife	2	Cr 1
Shingling knife	2	Cr 1
Wood glue (1 pt.)	1	12 P
Paint (1 gal.)	8	72 P
Construction nails (40)	1	50 P
Pennyweight nails (240)	1	75 P
6" Iron spikes (6)	1	36 P
12" Iron spikes (2)	1	36 P
Iron wedge (small x4)	1	12 P

MiningTools

Item	Wt.	Cost
Iron wedge (large)	1	36 P
Crow bar (light)	5	Cr 1.40
Crow bar (heavy)	15Cr	Cr 4.20
Shovel (long handle)	5	Cr 1.90
Spade (short handle)	6	Cr 2.20
Pick axe	7	Cr 2.80
Maul or sledge hammer	9	Cr 3.20
Maul or sledge hammer	16	Cr 5.60
Rock drill	10	Cr 3.60
Heavy rock drill	25	Cr 10
Stonemason's hammer	4	Cr 1.80
Stonemason's chisel	2	Cr 1
Mason's trowel	1	20 P
Mason's hod	5	20 P
Mason's mixing trough	25	50 P
Mortar	100	40 P
Cement	100	40 P

Metalworking Tools

Item	Wt.	Cost
Smith's leather apron	3	Cr 1.80
Smith's hammer	5	Cr 2.40
Armorer's hammer	5	Cr 3
Jeweller's hammer	1-2	Cr 3
Set of engraving tools	3	Cr 4.80

Metalworking Tools (cont'd)

Item	Wt.	Cost
Portable anvil	25	Cr 10.50
Smithy anvil	100	Cr 30
Portable forge	100	Cr 12
Smithy forge	1000	Cr 36
Armorer's forge	1000	Cr 42
Forge coal	100	20 P
Hardwood charcoal	100	40 P
Smelting coal	100	32 P
Smelting crucible (5-lb.)	5	Cr 2.70
Small smelting ladle	2	60 P
Smelting crucible (25-lb)	20	Cr 6
Large smelting ladle	5	Cr 1.50
Small bellows	5	Cr 2.40
Large bellows	25	Cr 6
Small pliers	1	Cr 1.20
Large pliers	2	Cr 2
Small tongs	3	Cr 1.80
Large tongs	5-10	Cr 6
Wire puller & die	10	Cr 7.20
Iron clamp	3-5	Cr 1.80
Whetstone	½	6 P
Grindstone	100	Cr 5
Lead Ingot	25	Cr 2.50
Copper Ingot	25	Cr 25
Tin Ingot	25	Cr 25
Iron Ingot	25	Cr 5
Silver Bar	1	Cr 15
Gold Bar	1	Cr 225

Agricultural Tools

Item	Wt.	Cost
Rake	3	Cr 1.20
Hoe	3	Cr 1.20
Digging fork	4	Cr 1.50
Shovel (long handle)	5	Cr 1.90
Spade (short handle)	6	Cr 2.20
mattock	5	Cr 1.40
Pitchfork (metal tines)	5	Cr 1.20
Pitchfork (wood tines)	3	Cr 0.50
Sickle	3	Cr 1.20
Scythe	5	Cr 1.80
Wooden threshing flail	8	80 P
Walking plough frame	50	Cr 3
Iron plough blade	25	Cr 9

Cordage, etc.

Item	Wt.	Cost
Cord, light, per 100'	1	12 P
Cord, heavy, per 100'	2	24 P
Rope, per 50'	3	36 P
Rope Ladder, per 10'	2	40 P
Grappling Hook	2	Cr 1
Rope Cable, 1", per 10'	1½	30 P
Rope Cable. 2", per 10'	3	60 P
Rope Cable, 3", per 10'	7	Cr 1.40
Rope Cable, 4", per 10'	12	Cr 2.50
Wire, per 10'	1 oz.	12 P
Chain, light, per foot	½	40 P
Chain, heavy, per foot	2	Cr 1
Pulley, 5:1 MA, 250 lb. lift	5	Cr 2.40
Pulley, per 100 lb. add lift	+2	+80 P
Block & Tackle, 3:1 MA, 250 lb. lift	6	60 P
Block, per 100 lb. add.lift	+3	20 P

Pouches & Sacks

item	Sze.	Cost
Pouch (small)	1 lb.	5 P
Pouch (large)	5 lb.	10 P
Sack (small)	25 lb.	20 P
Sack (large)	50 lb.	50 P

Men's Clothing

Item	Average	Good
Cloak(Mantle)	72 P	Cr 1.80
Bliaut (Tunic)	48 P	Cr 1.20
Chemise (Shirt)	30 P	60 P
Pellise (long coat, fur trim)	--	Cr 5
Pellison (long coat)	--	Cr 2
Breeches	48 P	Cr 1.20
Kilt	72 P	Cr 2
Hood	20 P	60 P
Hat	10 P	80 P
Hose	36 P	Cr 1
Gloves	24 P	60 P
Leather Gauntlets	40 P	Cr 1
Belt	20 P	40 P
Sword Belt	50 P	Cr 1.20
Sword Sheath	50 P	Cr 1.20
Dagger Sheath	20 P	40 P
Slippers	50 P	Cr 1.00
Sandals	20 P	50 P
Dress Boots	--	Cr 2
Riding Boots	80 P	Cr 2
Infantry Boots	40 P	Cr 1
Shoes	30 P	60 P
Work Boots	40 P	60 P
Robe	Cr 1	Cr 3

Women's Clothing

Item	Average	Good
Cloak(Mantle)	60 P	Cr 1.50
Bliaut (Tunic)	40 P	Cr 1
Chemise (Shirt)	30 P	60 P
Pellise (long coat, fur trim	--	Cr 6
Pellison (long coat)	--	Cr 2
Gown	Cr 1	Cr 4
Dress	80 P	Cr 1.60
Skirt	40 P	72 P
Wimple	40 P	Cr 1
Hat	15 P	Cr 1
Hose	36 P	Cr 1
Gloves	24 P	60 P
Girdle (Belt)	20 P	60 P
Slippers	50 P	Cr 1
Sandals	20 P	60 P
Robe	Cr 1	Cr 3

Clothing Extras

Item	Additional Cost
Homespun	--
Fine Wool	+50%
Linen	+100%
Damask	+200%
Lace	+300%
Fine Lace	+500%
Silk	+1000%
Leather	+100%
Fine Leather	+200%
Lace Trim	+50%
Fine Lace Trim	+100%
Fur TrimFine Fur Trim	+125%
Embroidered	+50%
Fine Embroidery	+100%
Silver Thread Embroidery	+50%
Gold Thread Embroidery	+600%
Undyed	--
Brown	+05%
Green	+05%
Dark Green	+05%
Forest Green	+10%
Tan	+05%
Yellow	+15%
Black	+10%
White (sun bleached)	+20%

Clothing Extras

Item	Additional Cost
Orange	+20%
Red or Pink	+25%
Motley	+25%
Blue	+100%
Royal Blue	+200%
Violet	+200%
Purple	+500%

Dyes

Item	Wt.	Cost
Brown Dye	1 oz.	3 ℙ
Green Dye	1 oz.	5 ℙ
Black Dye	1 oz.	6 ℙ
Yellow Dye	1 oz.	12 ℙ
Red Dye	1 oz.	16 ℙ
Blue Dye (Indigo)	1 oz.	Cr 1
Purple Dye	1 oz.	Cr 15

An ounce of dye will color about 4-6 sq.yd. of cloth. Note that blue and purple dyes are worth their weights in silver and in gold, respectively.

Bolts of Cloth

Item	Wt.	Undyed Bolt	Per Sq. Yd.
Homespun Wool	16	Cr 1.92	12 ℙ
Finespun Wool	16	Cr 2.80	18 ℙ
Linen	16	Cr 3.64	24 ℙ
Damask	24	Cr 7.68	48 ℙ
Fine Damask	24	Cr 11.52	72 ℙ
Lace	8	Cr 11.52	72 ℙ
Fine Lace	6	Cr 19.20	Cr 1.20
Silk	8	Cr 38.40	Cr 2.40
Fine Silk	8	Cr 57.60	Cr 3.60

A **bolt** is 1 yd. x 16 yd. (36 inches x 48 feet).

First of all, why bother with bolts of cloth in an FRP game? Well, look at the **value** of the cloth--and at the weights, too. Cloth was expensive! Not all "treasure" and "loot" comes in the form of gold and silver but rather in the form of cloth, dyes, and other "luxury" items.

Add the ***Clothing Modifiers*** for dyed cloth.

Some items are sold by the square yard:

Blankets are usually of double-weight (x2 cost) homespun, to which color may be added.

Sheets are of linen.

Rugs are triple-weight (x3 cost) homespun or finespun wool. Add embroidery and color.

Tapestries are made of linen cloth and are valued as richly embroidered (+75%) and multi-colored (at least +50%, probably more. An "artistic quality" bonus from +200% to +2000% reflects how fine a work of art it is. Fine rugs from the Middle East qualify as tapestries.

Sewing, Spinning, & Weaving Gear

Item	Wt.	Cost
Sewing Needle	--	6 ℙ
Knitting Needles	--	12 ℙ
Crochet Needles	--	12 ℙ
Thread (500')	1 oz.	5 ℙ
Colored Thread	1 oz.	10 ℙ
Silver Thread	1 oz.	Cr 1.40
Gold Thread	1 oz.	Cr 16
Sewing Shears	1	Cr 1
Spindle	1	6 ℙ
Carding Comb	1	9 ℙ
Spinning Wheel	25	Cr 3
Weaving Loom	25	Cr 3
Fleece	20	60 ℙ
Spun Yarn	1	6 ℙ

Food

The food a character needs each day will depend on his size and activity level. Food value is rated in **nutrition units** (**NU**). An average adult human male engaged in moderately strenuous activities needs about 12 NU per day. Subsistence is possible on 6 NU per day.

See the ***Game Master's Guide*** for more details on the nutritional requirements of characters.

Field Rations

Item	Wt.	Cost	NU
Jerked (dried) Beef	1	3 ℙ	8
Dried Fish	1	1½ ℙ	4
Smoked Salmon	1	4 ℙ	4
Smoked Sausage	1	3 ℙ	6
Spiced Sausage	1	4 ℙ	6
Salt Pork	1	1½ ℙ	5
Well-cured Bacon	1	2½ ℙ	5
Pork Ham	1	2½ ℙ	5
Mutton Ham	1	2 ℙ	5
Dark Rye Bread	1	½ ℙ	5
Hard Tack	1	1½ ℙ	6

Fresh Meat

Item	Wt.	Cost/ lb.	NU lb.
Veal	1	2½ ℙ	4
Beef, quality cut	1	2 ℙ	4
Beef, average cut	1	1½ ℙ	4
Beef, cheap cut	1	1 ℙ	4
Beef, poor cut	1	½ ℙ	3
Suckling Pig	(15-30 lb.)	3 ℙ	4
Boar's Head	(30-60 lb.)	3 ℙ	3
Pork Spareribs	1	2½ ℙ	3
Pork, quality cut	1	2 ℙ	4
Pork, average cut	1	1½ ℙ	4
Pork, cheap cut	1	1 ℙ	4
Pork, poor cut	1	½ ℙ	3
Lamb, quality cut	1	2½ ℙ	4
Lamb, average cut	1	1½ ℙ	4
Mutton, quality cut	1	1 ℙ	4
Mutton, average cut	1	3/4 ℙ	4
Mutton, cheap cut	1	½ ℙ	4
Goat Meat	1	½ ℙ	4
Rabbit	1	½ ℙ	3

Poultry & Wild Game Birds

Item	Wt.	Cost/ lb.	NU/ lb.
Whole Chicken	(4-7 lb.)	½ ℙ	3
Whole Duck	(4-7 lb.)	½ ℙ	3
Whole Goose	(6-15 lb.)	3/4 ℙ	3
Fatted Goose	(8-15 lb.)	1½ ℙ	3
Whole Swan	(7-20 lb.)	2 ℙ	3
Small Game Bird	1	1 ℙ	3

Wild Game: Fresh Meat

Item	Wt.	Cost/ lb.	NU/ lb.
Boar's Head	(30-75 lb.)	4 ℙ	3
Boar Spareribs	1	4 ℙ	3
Boar, quality cut	1	3½ ℙ	4
Boar, average cut	1	2½ ℙ	4
Boar, cheap cut	1	1½ ℙ	4
Boar, poor cut	1	1 ℙ	3
Venison, quality cut	1	5 ℙ	4
Venison, average cut	1	4 ℙ	4
Venison, cheap cut	1	2 ℙ	4
Venison, poor cut	1	1 ℙ	3

Dairy

Item	Wt.	Cost/ lb.	NU/ lb.
Fine Cheese	1	2½ ℙ	6
Good Cheese	1	2 ℙ	6
Average Cheese	1	1 ℙ	5
Cheap Cheese	1	3/4 ℙ	4
Goat Cheese	1	1½ ℙ	4
Curds & Whey	1	1/4 ℙ	3
Pure Cream, 1 pint	1	4 ℙ	5
Whole Milk, 1 quart	2	1/4 ℙ	1
Butter, salted	1	5 ℙ	7
Butter, unsalted	1	4 ℙ	7
Bantam Eggs (x12)	1	1 ℙ	4
Chicken Eggs (x6)	1	1 ℙ	4
Duck Eggs (x6)	1	1 ℙ	4
Goose Eggs (x4)	1	1 ℙ	4

Vegetables

Item	Wt.	Cost/ lb.	NU/ lb.
Fresh Peapods	1	1/4 ℙ	2
Dried Peas	1	½ ℙ	5
Fresh Beans	1	1/4 ℙ	2
Dried Beans	1	½ ℙ	5
Fresh Cabbage	1	1/4 ℙ	3
Lettuce	1	1/4 ℙ	1
Sauerkraut	1	½ ℙ	4
Fresh Lentils	1	1/4 ℙ	3
Dried Lentils	1	½ ℙ	5
Leeks	1	1/4 ℙ	2
Scallions	1	1/4 ℙ	1
Onions	1	1/4 ℙ	2
Shallots	1	½ ℙ	2
Garlic	1	½ ℙ	2
Carrots	1	1/4 ℙ	3
Parsnips	1	1/4 ℙ	3
Radishes	1	1/4 ℙ	2
White Turnip	1	1/4 ℙ	2
Rutabaga	1	1/4 ℙ	2
Beetroot	1	1/4 ℙ	3
Beet Pickles	1	1 ℙ	2
Cucumbers	1	1/4 ℙ	2
Cucumber Pickles	1	1 ℙ	2
Squash	1	1/4 ℙ	4
Green Olives	1	2 ℙ	2
Black Olives1	2	½ ℙ	3
Fresh Wild Mushrooms	1	3/4 ℙ	0
Dried Wild Mushrooms	1	1½ ℙ	0

Fruits

Item	Wt.	Cost/ lb.	NU/ lb.
Crabapples	1	1/4 ℙ	2
Apples	1	1/4 ℙ	2
Pears	1	½ ℙ	2
Peaches	1	1/4 ℙ	2
Apricots	1	3/4 ℙ	2
Pomegranates	1	3½ ℙ	1
Plums	1	½ ℙ	2
Lemons	1	1½ ℙ	1
Oranges	1	1½ ℙ	2
Cherries	1	1 ℙ	2
Strawberries	1	½ ℙ	2
Raspberries	1	½ ℙ	2
Gooseberries	1	1/4 ℙ	2
Wild Berries	1	1/4 ℙ	2
Table Grapes	1	1 ℙ	2
Melons	1	½ ℙ	2
Fresh Figs	1	1½ ℙ	3
Dried Figs	1	2½ ℙ	5
Fresh Dates	1	1½ ℙ	3
Dried Figs	1	2½ ℙ	5
Various Dried Fruits	1	1½ ℙ	4

Seasonings & Sweetners

Item	Wt.	Cost/ lb.	NU/ lb.
Rock Salt	1	6 ℗	0
Sea Salt	1	4 ℗	0
Honey	1	6 ℗	5
Lump Sugar	1	9 ℗	4
Fresh Cooking Herbs	5 oz.	1/4 ℗	0
Dried Cooking Herbs	1 oz.	1/2 ℗	0

Specific spices and herbs are listed under ***The Apocathary Shoppe*** at the end of this chapter because they are used in magical enchantments and herbal remedies.

Cooking Oils

Item	Wt.	Cost	NU
Lard	1	1/4 ℗	--
Sunflower Oil (1 pint)	1	1 ℗	--
Olive Oil (1 pint)	1	1½ ℗	--
Virgin Olive Oil (1 pint)	1	2½ ℗	--
Extra Virgin Olive Oil	1	5 ℗	--

Baking Ingredients

Item	Wt.	Cost	NU
Whole Wheat Flour	10	3½ ℗	30
White Wheat Flour	10	4½ ℗	20
Rye Flour	10	3 ℗	30
Barley Flour	10	2½ ℗	30
Oat Meal	10	1½ ℗	30
Dried Yeast	1 oz.	1 ℗	--
Baking Powder	1 oz.	1 ℗	--

Note: 1 lb. of flour makes 1 lb. of bread.

Bakery Goods

Item	Wt.	Cost/ lb	NU/ lb.
White bread	1	1 ℗	2
White rolls (x12)	1	1½ ℗	2
Whole wheat bread	1	½ ℗	4
Dark rye bread	1	½ ℗	5
Assorted Pastries (x6)	1	2½ ℗	3
Cake	1	2 ℗	3
Fruit pie	1	1½ ℗	3
Meat pie	1	2½ ℗	5

Grain & Feed: Farm Prices

Item	Wt.	Cost	NU
Wheat	50	10 ℗ **+½D10** ℗	[200]
Rye	50	7 ℗ **+½D10** ℗	[150]
Barley	50	5 ℗ **+½D10** ℗	[150]
Oats	50	3 ℗ **+½D10** ℗	[225]
Hay	50	1½ ℗ **+½D10** ℗	[125]
Straw	50	½ ℗ **+½D10** ℗	[75]

Prices are at the farm gate.

The [NU] rating for grains and feeds refers to the nutritional value when feeding animals. For people, look to **Flour & Bread**.

Note that Millers charge 1/10th the weight of grain to mill it into flour.

Going to an Inn

One could obtain food, drink, and shelter for oneself and for one's animals. While staying at the inn, the guest and his property were under the innkeeper's protection, and he was liable for any losses due to his negligence or carelessness with basic security arrangements.

Prices are fairly typical of the rates at inns, etc. A somewhat reduced rate may be obtained from producers of alcoholic beverages--and an even better one if buying in large quantity. Also, a long-term lodger would receive somewhat better food for the price paid and also preferred service if he held accomodations of a better quality than the average.

The Wine List

Beverage	Alcohol	Wt.	Cost
Grand Cru Red (1 pt.)	12%	1	6 ℗
Vintage Red (1 pt.)	12%	1	4 ℗
Fine Red Wine (1 pt.)	12%	1	2½ ℗
Good Red Wine (1 pt.)	12%	1	1½ ℗
Average Red (1 pt.)	10%	1	1 ℗
Poor Red Wine (1 pt.)	8%	1	1/2 ℗
Sour Wine (1 pt.)	6%	1	1/2 ℗
Red Vinegar (1 pt.)	--	1	1/4 ℗
Grand Cru White (1 pt.)	12%	1	5 ℗
Vintage White (1 pt.)	2%	1	3½ ℗
Fine White (1 pt.)	12%	1	2 ℗
Good White (1 pt.)	12%	1	1½ ℗
Average White (1 pt.)	10%	1	1 ℗
Poor White Wine (1 pt.)	8%	1	1/2 ℗
White Vinegar (1 pt.)	--	1	1/4 ℗

Fortified Wines & Spirits

Beverage	Alcohol	Wt.	Cost
Superb Port (1 pt.)	20%	1	8 ℗
Fine Port Wine (1 pt.)	18%	1	6 ℗
Good Port Wine (1 pt.)	18%	1	4½ ℗
Average Port (1 pt.)	18%	1	3 ℗
Liqueur (1 pt.)	20%	1	4 ℗
Superb Cognac (1 pt.)	40%	1	12 ℗
Fine Cognac (1 pt.)	40%	1	9 ℗
Good Cognac (1 pt.)	40%	1	6 ℗
Average Cognac (1 pt.)	40%	1	5 ℗
Grain Alcohol (1 pt.)	92.5%	1	12 ℗

Cognacs and **Grain Alcohol** aren't available until someone invents the distilling process. In history, this happened rather late--less than 4 centuries ago, in fact. But an alchemist could have come up with a distilling method much earlier on. The alternative to strong spirits would be "Winter Wine"--wine put out in a tub on a very cold winter night, and then the icy slush would be skimmed out to make a stronger wine with 20% to 30% alcohol content. Cost would be comparable to an average or good cognac.

Beer, Mead, & Cider

Beverage	Alcohol	Wt.	Cost
Stout Beer (1 pt.)	8%	1	3/4 ℗
Ale (1 pt.)	5%	1	½ ℗
Bitters (1 pt.)	5%	1	½ ℗
Small Beer (1 pt.)	3%	1	1/4 ℗
Fine Mead	10%	1	1½ ℗
Good Mead	8%	1	1 ℗
Average Mead	6%	1	3/4 ℗
Cheap Mead	4%	1	½ ℗
Fermented Cider	5%	1	3/4 ℗
Fresh Cider	2%	1	1/4 ℗

Eating & Sleeping at an Inn

Accommodation & Meals	Cost
Fine Suite (2 rooms), per night	10 ℗
Good Room, per night	5 ℗
Average Room, per night	3 ℗
Pallet in Common Room, per night	3/4 ℗
Sleep in Stable, per night	1/4 ℗
Banquet Quality Meal (NU = 15)	10 ℗
Fine Meal (NU = 12)	8 ℗
Very Good Meal (NU = 12)	6 ℗
Good Meal (NU = 10)	4 ℗
Average Meal (NU = 10)	3 ℗
Cheap Meal (NI = 8)	2 ℗

Long-Term Accommodation

Accomodations by the Month	Poor	Avge.	Good
Room in country	20 ℗	40 ℗	60 ℗
Country cottage	60 ℗	Cr 1.20	Cr1.80
Board in country	40 ℗	60 ℗	90 ℗
Room in town	40 ℗	80 ℗	Cr 1.20
3-rm. floor in sm. town house	Cr 1	Cr 2	Cr 3
5-rm. floor in lge. town house	Cr 1.60	Cr 3.20	Cr 5
Board in town	60 ℗	90 ℗	Cr 1.20

Boarding is based on food requirements of an average person engaged in moderate activity. Large people and those engaged in strenuous activity might eat 25% to 100% more, with boarding costs going up accordingly.

Note: most employees lived in their Masters' households and received poor board as part of their wages. Several usually shared a room.

Stabling Animals

Animal	Cost/Day
Warhorse stabled at country inn	1 ℗
Warhorse stabled at town inn	1½ ℗
Riding horse stabled at country inn	3/4 ℗
Riding horse stabled at town inn	1 ℗
Pack/draft animal at country inn	1/4 ℗
Pack/draft animal at town inn	1/2 ℗

Stabling includes feed, usually hay and straw for pack and draft animals. Warhorses ate groomed and get a large feedbag of oats twice each day. Riding horses get a smaller feedbag twice a day.

Building Construction

People have to live somewhere. The following section deals with the building of structures ranging from peasant huts all the way up to feudal manorhouses.

Mud & wattle huts are crude one-room, one-storey structures **typical of the peasantry.**

Cottages are the homes of the rural yeomanry. They have lofts under their pitched roofs, with usable space in the loft about 2/3 of the main floor area (no additional cost). Each story is about 8' high, so the roof-peak is 16'-18' above the ground.

Manor Houses & Town Houses have 3-5 storeys, each about 10' high (square footage applies per story. The top story is cost "free." being a loft area with usable space about 2/3 of the floor area of a storey.

Stables, storehouses, warehouses, etc., are of comparable construction to dwellings, but without any frills.

Construction time and **costs** assume that professional tradesmen are employed.

If the characters do the work themselves, the cost is halved. However, they must have the appropriate skills to build a structure or the time is doubled. Also, brick and stone structures are beyond one's ability to construct without the appropriate skills.

The **time** required for any building task is stated in **man-hours**. For instance, 60 man-hours means 1 man working for 60 hours.

If more than one man is involved, divide the time by the number of workers. A 60 man-hour job done by 5 men would take 60/5 = 12 hours.

Assume **10** working hours in a day.

Unit cost = cost per unit of work done; eg: 100sq. feet of cottage of fieldstone built.

Type of Construction	Man Hours	Unit Cost
100 sq.ft. of Site Clearing	4	2 ℙ
Clearing in Light Woods	8	4 ℙ
Clearing in Dense Woods	12	6 ℙ
10 cu.ft. excavated in Dirt	1	½ ℙ
10 cu.ft. excavated in Stone	20	12 ℙ
Hut of mud & wattle, w. thatch roof, beaten earth floor, per 100 sq.ft. of floor area.	60	90 ℙ
Cottage of timber and stucco, w. thatch roof, beaten earth floor, per 100 sq.ft.	180	Cr 3.60
Cottage, as above, w. wood plank floor, per 100' sq.ft.	240	Cr 4.80
Cottage of logs, thatch roof, beaten earth floor, per 100 sq. feet.	150	Cr 3
Cottage, as above, w. wood plank floor, per 100 sq.ft.	210	Cr 4.20
Cottage of logs w. wood floor, shake roof, per 100 sq.ft.	270	Cr 5.40
Cottage of field stone, thatch roof, beaten earth floor, per 100 sq.ft.	250	Cr 5
Cottage, as before, wood plank floor, per 100 sq.ft.	300	Cr 6
Cottage, as above, w. wood plank floor, shake roof, per 100 sq.ft.	360	Cr 7.20
Attached barn/storerooms in same style as cottage, per 100 sq.ft.	60% labor	60% cost
Town house of field stone, wood plank floor, shake roof, per 100 sq.ft.	390	Cr 8
Town house: timber-stucco wood plank floor, shake roof, per 100 sq.ft.	300	Cr 6.20
Feudal Manor House: 1-ft. thick stone walls, wood floors, slate roof, per 100 sq.ft.	500	Cr 10.50
Fortified Manor House: 3-ft. thick stone walls, wood floors, slate roof, battlements, stout gates, etc., per 100 sq.ft.	640	Cr 13.50

Finishing Work	Man Hours	Unit Cost
Brick facing	+20%	+20%
Fieldstone fireplace	40	80 ℙ
Dressed stone fireplace	80	Cr 2
Chimney, per 20' of height	50	Cr 1.60
Poor finishing, per 100 sq.ft.	10	20 ℙ
Av. finishing, per 100 sq.ft.	30	Cr 1
Good finishing, per 100 sq.ft	60	Cr 2.40
Fine finishing, per 100 sq.ft.	90	Cr 4.80

Armaments & Armor

Prod. = average time needed to make a weapon. The actual time was less, but weaponsmithing was done in a series of steps that might require days. Thus an armorer often worked on several pieces at once.

Wt. = weapon weight in pounds (lbs.).

Len. = typical length from hilt to point. A bladed weapon would have a hilt 6-8" long, so blade-length can be estimated by subtracting it.

Cost = typical cost of an average quality weapon, stated in Crowns (Cr). Note that the cost does not including adorning weapons with hilts chased in precious metals, gems for pommel stones, etc.

Balanced knives for throwing are at least twice the cost of a basic knife.

Superior weapons are rated +1, +2, +3, +4, +5 etc. to damage. (weapons +3 or better add +1 to Crit Die roll). Superior arms cost several times the basic cost and are hard to come by.

L = Light Weapon: fast in combat but limited impact and damage.

M = Medium Weapon: a weapon of significant mass and capable of delivering a substantial impact as well as severe damage.

H = Heavy Weapon: a relatively massive weapon which is somewhat slow in combat but delivers a lot of damage and a severe impact.

2H = 2-Handed Heavy Weapon which **cannot** be wielded with one hand at any time, making the use of a shield impossible.

2H^S = Characters with STR*13+ may wield such arms one-handed as Medium Weapons, but this is exceptional.

Melee Arms

Cavalry Lances

	Prod.	Wt.	Len.	Cost
H Kontos	3 d.	10	9'	Cr 2
H Lance	3 d.	10	10'	Cr 2.20
H Chivalric Lance	4 d.	12	12'	Cr 2.60

Knives

	Prod.	Wt.	Len.	Cost
L Throw Knife	1.5 d.	3/4	8"	Cr 1.60
L Knife	1 d.	1	12"	Cr 1
L Dagger	2 d.	1½	15"	Cr 1.80
L Poignard	3 d.	2	18"	Cr 2.40
L Skean	3 d.	3	20"	Cr 2.80
L Dirk	3 d.	3	20"	Cr 2.80

Short Swords

	Prod.	Wt.	Len.	Cost
M Gladius	4 d.	4	24"	Cr 3.60
M Saex	4 d.	4	24"	Cr 3.60

Slashing Swords

	Prod.	Wt.	Len.	Cost
M Spatha	7 d.	5	36"	Cr 4.80
M Arab Scimitar	14 d.	6	40"	Cr 8
M Knight's Sword	14 d.	5	40"	Cr 8
M Longsword	9 d.	6	44"	Cr 5.50

Great Swords

	Prod.	Wt.	Len.	Cost
H Falchon	7 d.	9	33"	Cr 9
2H Claymore	7 d.	9	48"	Cr 8
2H^S Greatsword	14 d.	10+	48"	Cr 15
2H 2-hand Scimitar	14 d.	12+	4½'	Cr 15
2H Zwei-hander	12 d.	15+	6'	Cr 15

War Axes

	Prod.	Wt.	Len.	Cost
M War Axe	4 d.	6	36"	Cr 3
2H Battle Axe	9 d.	12	48"	Cr 5.60
2H Pole Axe	5 d.	12	7'	Cr4.80
2H Halberd	8 d.	15	9'	Cr 6.30

Flails, Maces, & Hammers

	Prod.	Wt.	Len.	Cost
M Cavalry Flail	9 d.	8	5'	Cr 7.20
2H Military Flail	7 d.	12	8'	Cr 6
2H^S Dwarf Hammer	12 d.	7	27	Cr 16
M Warhammer	5 d.	6	30"	Cr 3.80
M Mace	5 d.	7	30"	Cr 4.40
M Morningstar	9 d.	8	30"	Cr 6.60
2H Lucerne Hammer	10 d.	10	48"	Cr 7.8
2H Maul, Sledge	4 d.	9-16	48"	Cr 4.20

War Spears

	Prod.	Wt.	Len.	Cost
M Roman Pilum	3 d.	4	6'	Cr 2
M War Javelin	3 d.	4	6'	Cr 2
M Infantry Spear	3 d.	7	7'	Cr 2
2H Billhook	5 d.	9	7'	Cr3.90

Civilian Spears

	Prod.	Wt.	Len.	Cost
M Hunting Javelin	3 d.	4	6'	Cr 1.60
M Harpoon	4 d.	5-8	7'	Cr 2.70
2H Boar Spear	5 d.	10	7'	Cr 3.60
M Fisher's Trident	5 d.	6	7'	Cr 3.20

Fighting Staves

	Prod.	Wt.	Len.	Cost
LM Quarterstaff	1 d.	4	7'	Make
MH Shod Staff	3 d.	7	7'	Cr 2

Clubs

	Prod.	Wt.	Len.	Cost
L Blackjack	1 d.	2	12"	60 ℙ
L Small Club	--	3	30"	Make
M Medium Club	--	5	36"	Make
2H^S Large Club	--	10	5'	Make

Missile Arms

Missile Weapon

	Prod.	Wt.	Len.	Cost
-- Short Bow[1]	13 d.	2	3-4'	Cr 4
-- Composite Bow[2]	28 d.	2½	3'	Cr10
-- Longbow[2]	28 d.	2½	6'	Cr 6
-- Elvish Longbow[2, 3]	49 d.	2½	5'	Cr 6
L Hunting Arrows[4]	2 d.	½	3'	25 ℙ
M War Arrows[5]	2 d.	1	3'	35 ℙ
M AP Arrows[6]	2 d	1½	3'	50 ℙ
-- Arrow Quiver[7]	2 d	2	32"	Cr 1
-- Light Crossbow	10 d	7½	30"	Cr 9
-- Mdm. Crossbow[8]	15 d.	12	3½'	Cr 12
-- Heavy Crossbow[8]	8 d.	18	3½'	Cr 18
L Hunting Bolts[9]	2 d.	½	18"	25 ℙ
M Lt. X-bowbolts[10]	2 d.	½	18"	50 ℙ
M Mdm. X-bowbolts[10]	2 d.	½	18"	50 ℙ
H Hv. X-bowbolts[10]	2 d.	½	18"	50 ℙ
-- Bolt Quiver[11]	2 d	2	22"	Cr 1
Shepherd's Sling	1 hr.	½	36"	10 ℙ
Slingstaff	½d.	5	7'	Cr 1
Lead Bullets[12]	1 hr.	1	1"	10 ℙ

[1]**Short bows** include all bows suitable for horse archery. The heavier composite bows and longbows are strictly infantry weapons and cannot be used at all well from the saddle.

[2]**Composite bows** and **Longbows** are rated for the strength of the user. If "underbowed," one cannot shoot farther than the ranges stated for that bow rating. If "overbowed," it is impossible to draw the bow

to shoot farther than the ranges stated for one's ideal bow rating. See ***Chapter 7, Combat***.

[3]**Elvish Longbows** will not be sold by Elves except to an Elf. These weapons are can be used in hunting game or as combat armaments with deadly accuracy.

[4]Standard civilian arrows, used to hunt game but not too effective against armor: 20 arrows.

[5]**Standard fighting arrows**, moderately effective vs. armor: 20 arrows.

[6]**Armor-piercing arrows** with limited range but very effective vs. armor: 20 arrows.

[7]20-arrow capacity.

[8]**Arbelist-type crossbow** using a windlass to cock the powerfulweapon, a very time-consuming operation.

[9]**Standard civilian bolts**, used to hunt game, somewhat effective vs. armor: 20 bolts

[10]**War bolts**, very effective vs. armor: 20 bolts

[11]**Lead bullets** fired from a sling are lethal unarmored and lightly armored targets.

Shields

Shield Type	Prod.	Wt.	Cost
Buckler, rimmed	1½ d.	5	Cr 1.80
Buckler, reinf.	2½ d.	6	Cr 2.50
Target, wicker	1 d.	3	75 P
Target, wood	1½ d.	8	Cr 2
Target, rimmed	2 d.	10	Cr 3
Target/Heater. reinf.	2½ d.	12	Cr 5
Shield, wicker	1d.	6	Cr 1.20
Shield, wood	1½ d.	11	Cr 3
Shield, hide	1½ d.	7	Cr 4
Shield, rimmed	2 d.	14	Cr 3.80
Shield, reinf.	2½ d.	16	Cr 4.80
Hv. Kite Shield	2½ d.	16	Cr 5.20
RomanTower shield	4 d.	18	Cr 6.50

Armor

Fatigue Level Reduction: Wearing armor on foot may reduce one's Fatigue Level.

For instance, Sir has a maximum Fatigue Level*33. If he wore a chainmail hauberk and conical helm, the moment he is on foot his Fatigue Level is dropped to 28. If you refer to the Battle Armor chart below, you will find that a 3/4-length chainmail hauberk worn on foot produces a -5 FP reduction in Fatigue Level. (**Double Fatigue** reduction if untrained in wearing armor.) The Fatigue Level is reduced **only** while on foot. When Sir Miles mounts his warhorse, his Fatigue Level rises +5 FP. (He no longer bears the weight of his armor.) In short, he just has a temporarily lower Fatigue Level when afoot.

This simulates how armor saps some energy from moment to moment simply because one has it on and is carrying it around with him. Relieved of bearing that burden, a character will have greater energy levels to draw on. Why cavalry wears heavier armor than infantry may be somewhat clearer now. This rule exists to simplify the energy-sapping effect of armor (rather than having FP deductions every so often).

Lack of Skill Wearing Armor: Those so foolish as to wear armor in which they have no "skill"--meaning that they haven't practiced wearing it to become used to the weight and balance--will have **double** the usual FP Level reduction assessed against them while on foot!

If that isn't bad enough, unskilled armor wearers also have a **major disadvantage** when attempting to Dodge (-10% to -30%, depending on the ground conditions, weight of armor, etc.). Put bluntly, wearing armor when one is unused to it is worse than wearing no armor!

Effect of Armor on Movement: Armor can also decrease ones base movement:

ARMOR TYPE	Skilled	Unskilled
Light Armor	NE[1]	-1 ft.
Medium Armor	NE[1]	-2 ft.
Heavy Armor	-1 ft.	-2 ft.[2]
Battle Armor	-2 ft.[2]	-3 ft.[2]
Heavy Battle Armor	-2 ft.[2]	-4 ft.[2]
Super Heavy Armor	-2 ft.[2]	-4 ft.[2]

[1]NE = no effect on movement.

[2]Dwarves wear such armor at -2 feet penalty if unskilled and -1 foot if skilled. (Dwarves are husky fellows!)

The movement reduction is to the standard move per AP (Action points) expended while in combat. For instance, a Human can move 5 feet per AP expended. If wearing heavy armor, a skilled human character suffers only a slight penalty. However, an unskilled character has his move reduced to 3 feet per AP expended. Being unskilled, he is less steady on his feet, etc., and this slows him down.

Costs: as in the case of weapons, armor may be superior and rated as +1, +2, +3, +4, or +5, which represents their ability to absorb extra damage. Such armor commands a higher cost.

Note that armor protects the defended area against Crit Hits and Aimed Strikes.

Helmets

All helmet types were available since classical times except: pot helm was Middle Ages, 12th century; bascinet, visored, and jousting helms were 13th - 14th century helms.

All helmets before the full pot helm are open-faced. Helms before visored helms require a hood or coif to protect neck and throat areas. The later visored helms come with a full plate gorge to protects neck and throat. Helmets protect against Crit Hits and Aimed Strikes to the head.

HELMET TYPE	FP Cost to Wear	Prod.	Wt.	Cost
L: Quilted Hood	0	5 hr	1	80 P
L: Leather Hood	0	5 hr.	1	Cr 1.40
L Ringmail Hood	0	2 d.	3	Cr 2.20
H: Chainmail Coif	0	3 d.	3	Cr 3.60
H: Cuirbolli Helm	0	4 d.	2	Cr 3
B: Composite Helm	0	6 d.	3	Cr 4.80
B: Conical Helm	0	6 d.	4	Cr 6
B: Open Bascinet	0	8 d.	5	Cr 10
B: Pot Helm	-1	9 d.	7½	Cr 12
B: Visored Helm	-1	9 d.	7½	Cr 16
B: Jousting Helm	-2	12d.	10	Cr 20

L = Light Armor rating

H = Heavy Armor rating

B = Battle Armor rating

Light Body Armor

Light body armor has been available from pre-Roman classical times. Protection is given to the arms, chest, back, and abdomen, but not to groin or legs. The armor provides for light weight and freedom from encumbrance, but it affords littleprotection against powerful strikes. Such armor includes arming doublets which can be worn under heavy and battle armor.

ARMOR TYPE	FP Cost to Wear	Prod.	Wt.	Cost
Quilt Surcoat	0[1]	3 d.	**C**	Cr 2+
Leather/Fur Tunic	0	2 d.	**D**	Cr 3+
Arming Doublet	0[1]	3 d.	**F**	Cr 4+
Cuirbolli Cuirass	1	7 d.	**H**	Cr 12

[1]Wearing a quilted surcoat or arming doublet along with one's armor increases armor damage absorption by +2 against all classes of missile and close combat melee weapons but not against magical energy.

Heavy Body Armor

Reinforced cuirbolli is classical armor. Banded armor is Imperial Roman armor but could have been produced later. Ringmail and scalemail are Dark Ages (5th -9th century) armor. Chainmail is 9th-12th century armor. Brigandine, annealed chaimail, and chain & brigandine are Middle Ages (12th-13th century) armor. Platemail and plate are late Middle Ages (14th century) and Renaissance (15th century) armor.

Heavy body armor protects the arms, chest, back, abdomen, and groin.

ARMOR TYPE	FP Cost to Wear	Prod.	Wt.	Cost
Ringmail Cuirass	-2	10 d.	**J**	Cr 12
Reinf. Cuirbolli	-2	14 d.	**L**	Cr 30
Scalemail Cuirass	-2[2]	14 d.	**M**	Cr 20
Brigandine	-2	14 d.	**O**	Cr 24
Chainmail Cuirass	-2[2]	12 d.	**N**	Cr 22
Annealed Mail	-2[2]	16 d.	**O**	Cr 27
Platemail Cuirass	-2[2]	21 d.	**P**	Cr 35
Plate Cuirass	-2[2]	14 d.	**P**	Cr 40

[2]Rate as **Battle Armor** for Fatigue and movement if worn with arming doublet or quilted surcoat.

Also note that the platemail cuirass provides protection to the arms (annealed chain). All other types provide only torso protection (chest, abdomen, and groin).

3/4 Heavy Battle Armor

Ringmail and Scalemail is Dark Ages armor, Chainmail is early Middle Ages (10th-12th century) armor, and Annealed Chaimail is Middle Ages (12th-13th century) armor.

A hauberk is a mail coat which provides for protection to the entire body below the neck and to the knees. If a leg hit occurs, roll D10, with 01-07 falling on the armor.

ARMOR TYPE	FP Cost to Wear	Prod.	Wt.	Cost
Ringmail Hauberk	-3[2]	14 d.	**R**	Cr 18
Scalemail Hauberk	-3[2]	21 d.	**S**	Cr 30
Chainmail Hauberk	-3[2]	28 d.	**T**	Cr 33
Annealed Mail Hauberk	-3[2]	35 d.	**U**	Cr 42

[2]Rate as **Super Heavy Battle Armor** for Fatigue and movement purposes if worn with an arming doublet or quilted surcoat.

Heavy Battle Armor

Field plate and cavalry plate are fairly late models of full battle armor (15th century Renaissance). These armors are remarkably light for the protection they give--especially field plate, designed specifically for battlefield fighting on foot rather than from the saddle.

ARMOR TYPE	FP Cost to Wear	Prod.	Wt.	Cost
Field Plate	-4[4]	42 d.	**S**	Cr 100+
Cavalry Plate	-5[4]	48 d.	**U**	Cr 125+

[4]Typically worn with arming doublet or quilted surcoat.

Super Heavy Battle Armor

Full chainmail is fitted annealed chain from head to foot (13th century armor) and is easier to wear than a hauberk. Platemail is 14th century chainmail reinforced by iron plates at key areas and with an iron breastplate or a brigandine. Full cavalry plate and jousting armor are 15th century Renaissance armors and would not likely be available in most fantasy campaigns.

ARMOR TYPE	FP Cost to Wear	Prod.	Wt.	Cost
Annealed Mail	-3[4]	49 d.	U	Cr 64
Platemail	-4[4]	49 d.	U	Cr 100+
Late Cav. Plate	-5[4]	70 d.	T	Cr 150+
Jousting Armor	-5[4]	84 d.	U	Cr 200+

[4]Worn with arming doublet or quilted surcoat.

Body Armor Weight

PC Wt.	Armor Weight Class Rating A	B	C	D	E	F	G
<99	1½	2	3	4	4½	5	6
100-124	2	3	4	5	6	7	8
125-149	2½	4	5	6	7½	9	10½
150-174	3	4½	6	7½	9	10½	12
175-199	3½	5	7	9	10½	12	14
200-224	4	6	8	10	12	14	16
225-249	4½	7	9	11	13½	16	18
250-274	5	7½	10	12½	15	17½	20
275-299	5½	8	11	14	16½	19	22
300-350	6	9	12	15	18	21	24
351-400	8	11	14	17	21	24	28

PC Wt.	Armor Weight Class Rating H	I	J	K	L	M	N
<99	7	7½	8	9	10	10½	11½
100-124	9	10	11	12	13	14	15
125-149	11	12½	14	15	16	17½	19
150-174	13½	15	16½	18	19½	21	22½
175-199	16	17½	19	21	23	24½	26
200-224	18	20	22	24	26	28	30
225-249	20	22½	25	27	29	31½	34
250-274	22½	25	27½	30	32½	35	37½
275-299	25	27½	30	33	36	38½	41
300-350	27	30	33½	36	39	42	45
351-400	31½	35	38	42	45½	49	52½

PC Wt.	Armor Weight Class Rating 0	P	Q	R	S	T	U
<99	12	13	14	15	16½	18	21
100-124	16	17	18	19	20	22	26
125-149	20	21	22	24	25	28	35
150-174	24	25	27	29	30	33	40
175-199	28	30	32	33	35	39	46
200-224	32	34	36	38	40	44	52
225-249	36	38	40	43	45	50	58
250-274	40	42	45	47	50	55	65
275-299	44	47	50	52	55	60	72
300-350	48	52	55	57	60	66	78
351-400	56	60	63	66	70	77	90

The ***Armor Weight Tables*** are provided so that players can quickly and easily work out the over-all weight of a character's armor.

For instance, Sir Miles is a large knight, weighing 210 lbs. He has a full suite of Annealed Chainmail (Wt. Class "U") and a crusader-style pot helm. His helm weighs 7½ lbs. (See ***Helmets Table***.)

Cross-referencing his 210 lbs. with Wt.Class "P" in the ***Armor Weight Table***, we find his body armor weighs 52 lbs. He is assumed to be wearing an arming doublet under his armor (Wt. Class "C"), which is another 8 lbs. for a man weighing 200-225 lb.

Suited up for battle, Sir Miles is carrying a weight of 7½ + 52 + 8 = 67½ lbs. Add in at least a medium-sized "heater" shield and a broadsword, and we find he could be packing well over 90 lbs. of fighting gear alone!

This is a massive amount of weight to bear while engaging in combat sitting in the saddle, let alone tramping about the countryside on foot. Coupled with the fatigue drain of wearing battle armor, this largely explains why Knights were cavalry troops. No man on foot can bear such weight for hours and also be effective as a fighting man.

Mounts

The following entries present the relevant data on the various animals one can ride or use as pack or draft animals:

WT: the weight of the animal in pounds.

BODY: the animal's Body level. Body Recovery Rate (BRR) is the same as for PC's.

FL: the animal's Fatigue level (FP points total). Fatigue Recovery Rate (FRR) is also the same as for PC's.

STR: the animal's Strength level.

CON: the animal's Constitution level.

INT: Beast Intelligence level (roll 1/2 D10 and add to the dice modifier for the particular animal

WILL: the animal's Willpower PSF.

CCAP: the animal's Carrying Capacity.

MOVE: the animal's Movement in 15-seconds.

Speeds: Hourly rates at walk/march, trot, canter, gallop, and all-out charge/race speed.

ATTK: the animal's attack modes in combat. See ***Chapter 12*** for details on animal armaments. Under this heading, **PSF:** The animal's PSF in battle when fighting with hooves and teeth, dodging, etc.

WILL: PSF for Willpower checks.

STAM: PSF for Stamina checks.

DODGE: PSF for all Dodging actions to evade blows, keep footing, etc.

COST: the average cost of the animal.

All hooved animals in this section have the following "natural" armor protection:

Armor	Slash	Crush	Pierce	Missile	Energy
Hide	1	0	0	1	1

Long Distance Movement

The following table sets out Fatigue Costs for Mounts, Draft Animals, and Pack Animals. See ***Chapter 6: Movement & Time*** for ***Journey Time***, ***Pushing the Pace***, etc.

Move Rate	Fatigue Loss
March	-1 FP per hr.[1]
Trot	-5 FP per hr.[1]
Canter	-1 FP per 2 mi.[2]
Gallop/Charge	-1 FP per mi.[2]

[1]Fatigue is expended per hour for these speeds.
[2]Fatigue is expended for distance covered for these speeds.

Warhorses

The man on horseback not only dominated the historic feudal ages, but he also proved to be supreme in legend and in fantasy fiction as well. However, the greatest warrior can be undone by an unreliable horse! Unfortunately, warhorses are very expensive, for mounts with the right temperament and breeding are quite rare. Also, a great warhorse took years to train.

We offer the following warhorses in the Marketplace for your inspection and approval. Oh, yes--before you buy that spirited charger, remember to check the teeth!

	VERY HEAVY WARHORSE	HEAVY WARHORSE	MEDIUM WARHORSE
WT.	2000 - 2400	1700 - 1900	1400 - 1600
BODY	76	69	63
FAT.	46	42	38
STR	23	21	19
CON	23	21	19
AGIL	10	10	13
INT	4 + 1/2 D10	4 + 1/2 D10	4 + 1/2 D10
WILL	20% + D10	20% + D10	20% + D10
CCAP	675 lbs.	600 lbs.	475 lbs.
MOV	15	15	16
D.Time	1 AP per 12'	1 AP per 12'	1 AP per 12'
1/2	1 AP per 16'	1 AP per 16'	1 AP per 16'
Charge	1 AP per 24'	1 AP per 24'	1 AP per 24'
Jump	L:20' / H:4'	L:20' / H:4'	L:20' / H:4'
ATTK.	H Hoof +12 PSF 30	H Hoof +11 PSF 28	H Hoof +8 PSF 21
	L Bite +3 PSF 27	L Bite +1 PSF 25	L Bite +1 PSF 18
DODGE	PSF 10	PSF 10	PSF 12
STAM	PSF 35	PSF 33	PSF 27
TRAVEL:			
March	4 mph	4 mph	4 mph
Trot	8 mph	8 mph	8 mph
Canter	15 mph	15 mph	15 mph
Charge	28 mph	28 mph	30 mph
COST	Cr 130+	Cr 115+	Cr 90+

	LIGHT WARHORSE	Lt. ARABIAN WARHORSE	STEPPES WAR PONY
WT.	1100-1300	1200 - 1400	900-1100
BODY	58	63	57
FAT.	34	40	34
STR	16	17	15
CON	18	21	19
AGIL	19	25	13
INT	4 + 1/2 D10	4 + 1/2 D10	4 + 1/2 D10
WIL	20% + D10	20% + D10	15% + D10
CCAP	300 lbs.	285 lbs.	225 lbs.
MOV	18	23	16
D.Time	1 AP per 12'	1 AP per 12'	1 AP per 12'
1/2	1 AP per 16'	1 AP per 16'	1 AP per 16'
Charge	1 AP per 24'	1 AP per 24'	1 AP per 24'
Jump	L:20' / H:5'	L:20' / H:5'	L:15' / H:3'
ATTK.	H Hoof +5 PSF 14	H Hoof +6 PSF 16	H Hoof +3 PSF 12
	L Bite +0 PSF 12	L Bite +0 PSF 10	L Bite +0 PSF 09
DODGE	PSF 15	PSF 15	PSF 12
STAM	PSF 22	PSF 22	PSF 22
TRAVEL:			
March	4 mph	4 mph	4 mph
Trot	8 mph	8 mph	8 mph
Canter	15 mph	15 mph	15 mph
Charge	33 mph	36 mph	30 mph
COST	Cr 70+	Cr 100+	Cr 70+

Only warhorses are effective mounts in battle. Other riding animals are somewhat unmanageable in combat. Indeed, they might balk or panic in the din and chaos of a fight. Nor will they position themselves well nor be easily guided with knee movements and voice commands alone. These factors significantly reduce even a skilled cavalryman's ability to use his arms to best effect.

Warhorses, especially the great destriers (heavy warhorses) are much more disciplined because of their highly specialized training and stoic temperaments. Destriers and feudal medium horses (called "Hunters") were also trained to rear, kick, trample foes under hoof, and whirl round in place to prevent dismounted enemies from getting near. (The horse impacts them with his body if they do.)

The feudal warhorse actually fights as a member of a combat team, quite in tune with the knight on his back. No other warhorses have this training for war, although light warhorses and warponies may rear and kick at foes.

Warhorse Armor

Medium and heavy warhorses are large and powerful enough to wear armor protection. Of course, the kind of armor is governed fairly much by the same rules as stated earlier for personal body armor.

Light warhorses and war ponies cannot wear better than quilted comparisoning.

Medium warhorses may wear only 1/2 armor (**frontal armor**) of metal, with side/rear comparisoning of quilting or studded leather.

Heavy warhorses can be armed in the full panoply of war and decked out in full cavalry plate (if available).

Armoring a horse will reduce its Fatigue levels considerably if the steed's CCAP limits are exceeded. In this regard, treat the mount's Fatigue point loss exactly the same as in the case of a person carrying excessive weight.

A mount's speed will also be reduced if both rider and armor exceed 60% CCAP. In distance modes of travel, drop the speed by 1 mph per 5% overload. In combat mode, drop the movement rate by 1' each 10% of excess weight carried.

It might be noted that, except for light quilted comparisoning, warhorses were rarely armored except when formal battle was immanent. Cavalry mounts were kept fresh as possible for battle.

When traveling, warhorse armor was typically borne by pack animals. Similarly, a knight often rode a saddle mount, leaving the warhorse carrying perhaps no more than the knight's armor and some of his armaments. This spared the warhorse and kept him fresh for battle.

The following table sets out the stats for the kinds of warhorse armor which are available in ***Chivalry & Sorcery*** role-playing. With regard to the protection against various kinds of weapons, warhorse armor is essentially the same in effect as body armor worn by characters. Note: Frontal Armor always protects the head and face of the horse first!

WARHORSE ARMOR: TYPE OF BARDING	WT. AS % OF MOUNT'S WT.	COST
1/2: quilted comparisoning	3%	Cr 12
1/2: studded leather comparisoning[1]	6%	Cr 20
1/2: brigandine (splint) armor	9%	Cr 40
1/2: scalemail armor	9%	Cr 60
1/2: platemail armor	10%	Cr 100
1/2: cavalry plate armor	12%	Cr 150
1/2: Renaissance plate armor	14%	Cr 22
Side/Rear: quilted comparisoning	3%	Cr 8
Side/Rear: studded leather[1]	5%	Cr 12
Side/Rear: brigandine	8%	Cr 30
Side/Rear: scalemail	8%	Cr 45
Side/Rear: platemail	8%	Cr 65
Side/Rear: cavalry plate	10%	Cr 100
Side/Rear: Renaissance plate	12%	Cr 160

[1]Equivalent to ring mail.

Riding Mounts, Pack Horses, & Draught Animals

In addition to the fighting mounts, there are a great many animals available for more mundane duties--light riding horses (palfreys), ponies, donkeys, draught horses, pack horses, mules, even camels! The animal for you will depend on what you need it for-and how much you can afford!

As a general rule, large characters will need to ride large mounts to avoid fatiguing them or breaking them down under a heavy load.

Consider the amount of weight the animal may carry without exceeding its CCAP limits (which causes it to tire unduly). Any animal carrying more than its CCAP will expend each hour it is active -1 Fatigue point per 10% over its CCAP in the burden, in addition to any other Fatigue expenditures imposed on it.

No less important is one's riding ability. The skill ***Ride Animal*** is needed to maintain a steady seat and retain control over a mount.

Different riding skills are needed to have effective control over horses, donkeys, camels, and exotic animals.

The skill, ***Ride Warhorse***, is essential to controll the animal or fighting while in the saddle. Even then it cannot be commanded to attack. Only trained warhorses can do this.

The skill, ***Handle Animals***, is sufficient to keep a draught or pack horse, mule, or donkey in line when using them as draught or pack animals.

For camels, ***Ride Camel*** also imparts ***Handling*** skill with that very contrary, ornery beast of the arid regions. Similarly, exotic beasts may be ***Handled*** using ***Ride Exotic Beast*** skill.

Long Distance Movement

The following table sets out Fatigue Costs for Mounts, Draft Animals, and Pack Animals. See ***Chapter 6: Movement & Time*** for J***ourney Time***, ***Pushing the Pace***, etc.

Move Rate	Fatigue Loss
March	-1 FP per hr.[1]
Trot	-5 FP per hr.[1]
Canter	-1 FP per 2 mi.[2]
Gallop/Charge	-1 FP per mi.[2]

[1]Fatigue is expended per hour for these speeds.
[2]Fatigue is expended for distance covered for these speeds.

	Lt. RIDING HORSE	RIDING PONY	LIGHT PONY
WT.	1000-1200	800-900	500-700
BODY	61	48	44
FAT	30	27	24
STR	15	15	12
CON	15	12	12
AGIL	17	16	15
INT	4 + 1/2 D10	4 + 1/2 D10	4 + 1/2 D10
WIL	20% + D10	20% + D10	20% + D10
CCAP	275 lbs.	200 lbs.	150 lbs.
MOV	16	14	13
D.Time	1 AP per 12'	1 AP per 12'	1 AP per 12'
1/2	1 AP per 16'	1 AP per 16'	1 AP per 16'
Charge	1 AP per 24'	1 AP per 24'	1 AP per 24'
Jump	L:20' / H:5'	L:15' / H:3'	L:12' / H:3'
ATTK.	H Hoof +3	H Hoof +3	M Hoof +1
	PSF 6	PSF 6	PSF 2
	L Bite +0	L Bite +0	L Bite +0
	PSF 03	PSF 03	PSF 0
DODGE	PSF 07	PSF 07	PSF 07
STAM	PSF 15	PSF 15	PSF 12
TRAVEL:			
March	4 mph	4 mph	4 mph
Trot	8 mph	8 mph	8 mph
Canter	15 mph	12 mph	12 mph
Gallop	26 mph	22 mph	20 mph
Race	30 mph	26 mph	24 mph
COST	Cr 30+	Cr 18+	Cr 10+

	DRAUGHT HORSE	DONKEY	CAMEL
WT.	1800-2400	350-450	1700-2400
BODY	72	41	64
FAT.	42	28	32
STR	21	14	16
CON	21	14	16
AGIL	07	14	16
INT	4 + 1/2 D10	2 + 1/2 D10	3 + 1/2 D10
WILL	20% + D10	30% + D10	30% + D10
CCAP	460 lbs.	190 lbs.	360 lbs.
MOV	14	11	14
D.Time	1 AP per 12'	1 AP per 10'	1 AP per 12'
1/2	1 AP per 16'	1 AP per 15'	1 AP per 16'
Charge	1 AP per 24'	1 AP per 20'	1 AP per 24'
Jump	L:20' / H:3'	L:12' / H:3'	L:12' / H:3'
ATTK.	H Hoof +11	M Hoof +2	H Hoof +4
	PSF 16	PSF 04	PSF 08
	L Bite +1	L Bite +0	L Bite +1
	PSF 10	PSF 01	PSF 02
DODGE	PSF 0	PSF 05	PSF 0
STAM	PSF 25	PSF 15	PSF 20
TRAVEL:			
March	4 mph	3 mph	4 mph
Trot	8 mph	6 mph	8 mph
Canter	15 mph	10 mph	18 mph
Gallop	22 mph	18 mph	22 mph
Race	26 mph	21 mph	26 mph
COST	Cr 20+	Cr 8+	Cr 50+

A mule is identical to the heavy draught horsein most respects except **WILL** PSF 30% + D10 (Mules can be the stubbornest beasts alive when in a contrary mood!) Also, they are **nasty** in a fight and have a vicious kick (PSF*7 to 14 +5 damage with **H** Hooves) and can also give a sharp **L** Bite (PSF*7 to 12 +1).

All hooved animals in this section have the following "natural" armor protection:

Armor	Slash	Crush	Pierce	Missile	Energy
Hide	**1**	**0**	**0**	**1**	**1**

The Apothecary Shoppe

The following materials are used to make Magical potions, powders, & devices. Skill in ***Herbology*** may be used to **Find** herbs and woods in the wild (minus penalties indicated).

Herbs & Flowers

All quantities of Herbs/Flowers = 1/4 oz.

Herb/Flower	Find	Shop	Cost
Anemone	-25	60%	3 P
Angelica	-30	50%	9 P
Anise	-10	70%	3 P
Apple	-20	90%	1 P
Ash	-15	90%	1 P
Astafoetida	-35	40%	5 P
Avens	-30	50%	5 P
Balm of Gilead	-40	30%	40 P
Basil	-15	90%	1 P
Bay	-25	80%	1 P
Benzoin	-35	40%	35 P
Betony	-25	50%	6 P
Bistort	-25	40%	9 P
Bittersweet	-20	80%	2 P
Broom	-10	70%	3 P
Bryony	-20	60%	6 P
Burdock	-05	80%	2 P
Cactus	-90	20%	10 P
Camomile	-05	80%	1 P
Camphor	-90	60%	3 P
Caraway	--	90%	1 P
Carnation	-50	70%	3 P
Catnip	-15	80%	2 P
Celandine	-25	60%	4 P
Cinnamon	--	30%	16 P
Cinquefoil	-20	60%	4 P
Clover	-05	90%	1 P
Clove	-50	80%	2 P
Comfrey	-20	70%	3 P
Coriander	-45	60%	4 P
Cumin	-50	50%	5 P
Dragon's Blood	-50	30%	40 P
Elder	-05	80%	2 P
Fennel	-20	80%	2 P
Fern	-20	90%	1 P
4-Leaf Clover	-90	10%	1 Cr
Frankincense	-35	20%	1 Cr
Garlic	-25	90%	1 P
Geranium	-70	60%	4 P
Gooseberry	-25	90%	1 P
Hawthorn	-20	90%	1 P
Hazel	-20	90%	1 P
Heather	-20	90%	1 P
Henbane	-35	70%	3 P
Holly	-45	70%	3 P
Honeysuckle	-10	70%	3 P
Hops	-30	90%	1 P
Horehound	-35	60%	4 P
Hyssop	-40	60%	4 P
Ivy	-10	90%	1 P
Juniper	-30	80%	2 P
Lavender	-50	60%	3 P
Laurel	-35	70%	3 P
Mandrake	-90	10%	20 P
Pepper	-90	30%	10 P
Marigold	-30	70%	3 P
Marjoram	-50	80%	2 P
Mistletoe	-25	20%	15 P
Mugwort	-25	50%	5 P
Myrrh	-70	20%	Cr 1.50
Mint	-10	90%	1 P
Myrtle	-35	60%	3 P
Nettle	-10	80%	2 P
Nutmeg	-80	30%	80 P
Oak	-30	30%	6 P
Onion	-30	90%	1 P
Parsley	-30	90%	1 P
Pepper	-90	40%	Cr 4
Peppermint	-20	90%	1 P
Periwinkle	-35	50%	3 P
Pimpernel	-35	50%	5 P
Poppy	-40	40%	10 P
Primrose	-30	80%	2 P
Rose	-30	80%	2 P
Rosemary	-30	70%	3 P
Rue	-30	50%	4 P
Saffron	-40	30%	40 P
Sage	-20	90%	1 P
St. John's Wort	-40	50%	12 P
Snapdragon	-40	80%	2 P
Solomon's Seal	-40	50%	10 P
Star Anise	-40	50%	8 P
Thistle	-0	90%	1 P
Thyme	-10	90%	1 P
Valerian	-25	60%	5 P
Vervain	-30	50%	6 P
Vine	-10	90%	1 P
Violet	-10	80%	2 P
Walnut	-20	70%	4 P
Wolfsbane	-30	60%	6 P
Wormwood	-50	20%	10 P
Yarrow	-10	80%	2 P

Magical Materials: Woods

Wood	Find	Shop	Cost
Acacia 1 oz	-70	20%	10 P
Apple 1 lb.	-20	70%	3 P
Ash 1 lb.	-15	50%	5 P
Cypress 1 lb.	-50	20%	10 P
Elder 1 lb.	-05	70%	3 P
Elm 1 lb.	-10	70%	3 P
Fir 1 lb.	-10	70%	2 P
Hawthorn 1 lb.	-20	50%	5 P
Hazel 1 lb.	-20	50%	7 P
Myrtle 1 lb.	-35	60%	4 P
Oak 1 lb.	-30	20%	25 P
Pine 1 lb.	-10	70%	1 P
Rowan 1 lb.	-30	30%	10 P
Sandlewood 1/4 oz.		30%	10 P
Walnut 1 lb.	-20	60%	5 P
Willow 1 lb.	-10	70%	5 P

Magical Materials: Stones

All quantities are 1 caret of stones.

Stone	Available	Cost
Agate	90%	7 P
Alum	90%	1 P
Amber	50%	Cr 1
Amethyst	50%	Cr 1
Aquamarine	90%	20 P
Asbestos	90%	3 P
Aventurine	70%	12 P
Azurite	60%	70 P
Beryl	60%	25 P
Bloodstone	60%	80 P+
Calcite	60%	3 P
Carnelian	60%	15 P
Cats-Eye	60%	40 P
Chalcedony	60%	15 P
Chrysocolla	60%	15 P
Coral	60%	15 P
Crystal	60%	Cr 1+
Diamond	50%	Cr 15+
Emerald	50%	Cr 15+
Flint	80%	3 P
Fossil	30%	Cr 7
Garnet	60%	50 P+
Hematite	60%	10 P
Holey Stones	60%	40 P
Jade	60%	Cr 4+
Jasper	60%	50 P
Jet	50%	50 P+
Lapus Lazuli	40%	Cr 3+
Malachite	60%	30 P
Moonstone	50%	Cr 1.20+
Obsidian	60%	80 P
Onyx	60%	60 P
Opal (Black)	50%	Cr 3.50
Pearl	64%	Cr 5+
Petrified Wood	60%	Cr 5+
Pumice	60%	20 P
Ruby	50%	Cr 12+
Salt crystals	80%	7 P
Sapphire	50%	Cr 12+
Sardonyx	50%	Cr 2+
Sodalite	50%	Cr 1
Sphene	50%	Cr 4+
Staurolite	50%	Cr 1
Sulfur	90%	1 P
Sunstone	50%	Cr 1.20+
Tiger's Eye	50%	Cr 3+
Topaz	50%	Cr 3+
Tourmaline (black)	50%	Cr 3+
Tourmaline (blue)	50%	Cr 3+
Tourmaline (green)	50%	Cr 3+
Tourmaline (pink)	50%	Cr 3+
Tourmaline (red)	50%	Cr 3+
Zircon (clear)	50%	Cr 3+
Zircon (orange)	50%	Cr 3+
Zircon (red)	50%	Cr 3+
Zircon (yellow)	50%	Cr 3+

Magical Materials: Metals

Metal	Available	Cost
Antimony 1/4 oz.	50%	Cr 1
Brass 1 oz	80%	9 P
Copper: 1 oz.	90%	7 P
Electrum 1/2 oz.	60%	Cr 2.25
Gold 1/2 oz.	90%	Cr 7.50
Iron 5 lb.	90%	Cr 1.20
Lead 5 lb.	90%	Cr 1
Lodestone 1 oz.	30%	Cr 10
Mercury 1 oz.	50%	Cr 5
Pyrite 1 oz.	50%	Cr 1
Silver 1/2 oz.	90%	Cr 1
Tin: 4 oz.	60%	20 P

Magical Materials: Miscellaneous

Materials taken from enchanted beasts, etc. are given in the ***C&S Creatures Bestiary***.

Misc. Material	Available	Cost
Blood 1/4 pt.	Var.	Var.
Bone (horn, teeth, tusks, hooves) 1 oz.	Var	Var.
Brandy/Cognac 1/4 pt.	Var.	Market
Feathers, Hair 1/4 oz.	80%	2 - 20 P
Internal Organ 3 oz.	70%	2 - 20 P
Nail Clippings 1/4 oz.	Var.	Var.
Oil (olive, etc.) 1/4 pt.	90%	Market
Papyrus 1 22"x35"	90%	Market
Parchment 1 22"x35"	90%	Market
Pure Water 1/4 pt.	70%	Collect
Red Wine: 1/4 pt.	90%	Market
Skin/Hide 1 oz.	Var.	Var.
Vellum: 1 22"x35"	80%	Market

Chapter 6: Movement & Time

Movement Modes	
Movement Mode	**Time Period**
Down/Journey Time	1 hr. to 1 week
Combat Round	15 seconds

Downtime

Downtime is that period in which the characters are not doing anything which requires role playing. ***Chivalry & Sorcery*** was the first FRP game to formally introduce this concept. For right from the beginning, we saw that an FRP campaign could be a simulation of the actual lives of our imaginary characters.

We all know there are long periods in our lives in which nothing significant happens. Life is, after all, not a series of life-threatening events coming at us so thick and fast that we can hardly catch our breaths! As in real life, so it will be in a fantasy life. Characters may go for days, weeks, even months with their lives being quiet and routine, without any eventful occurrences.

In Downtime, game mechanics involving characters tiring themselves out, etc., can be ignored. They will have ample time to rest, to sleep, to engage in personal projects, and so on. Only if they are driving themselves beyond reasonable limits might attention to such matters be required.

Downtime, then, is the period between actual adventures. It should be taken into account. Downtime has the important function of allowing characters to use their skills to make something, to enchant magical items, to improve their proficiency with skills they have basic knowledge in, or to learn new skills. Events may gradually develop around them, slowly building to a crisis which they will have to confront with all their skills and knowledge. But not right away! There is time to prepare. See ***Chapter 11, Experience***, for more information about ***Downtime***.

Journey Time

Journey Time is very much like Downtime in that considerable periods of time pass without action. Journey Time allows characters to "cover ground" when traveling.

Basic Journey Movement Table

Conditions	On Foot	By Cart	Mounted
Good road & level terrain	2 mph x 8 hr.	2 mph x 8 hr.	4 1/2 mph x 8 hr.
Good road & hilly terrain	1 1/2 mph x 8 hr.	1 1/2 mph x 8 hr.	3 1/2 mph x 8 hr.
Poor road & level terrain	1 1/2 mph x 8 hr.	1 1/2 mph x 8 hr.	3 1/2 mph x 8 hr.
Poor road & hilly terrain	1 1/4 mph x 8 hr.	1 1/4mph x 8 hr.	3 mph x 8 hr.
Forest path & level terrain	1 1/4 mph x 8 hr.	1 mph x 8 hr.	1 1/2 mph x 8 hr.
Forest path & hilly terrain	1 mph x 8 hr.	3/4 mph x 8 hr.	1 1/2 mph x 8 hr.
Crosscountry In open terrain	1 mph x 8 hr.	3/4 mph x 8 hr.	3 mph x 8 hr.
Crosscountry In dense terrain	3/4 mph x 8 hr.	impossible	3/4 mph x 8 hr.
Crosscountry In marshes, etc.	1/4 mph x 8 hr.	impossible	3 mph x 8 hr.

How far and how fast characters can move in Journey Time is therefore determined by the means of travel, the circumstances encountered on the way, the rate at which the characters are willing to travel. The table is only a basic, no calculations system. If one wants to get hyper realistic, see the rules on ***Pushing the Pace*** on the next page to find out just how much Fatigue will be involved in the various movement situations faster than the basic pace, which costs 1 FP per hour, provided one is not carrying more than 50% CCAP.

If riding an animal, the animal takes the Fatigue loss. However, even a rider will become fatigued over time (-1 FP per 2 hours of travel).

Real Speeds over Ground

It may come as a surprise to some players that a man on horseback can cover only around 36 miles a day, traveling on a good, level road--assuming good weather conditions, of course. However, please remember that no horse may gallop along, hour after hour, at close to top speed. Indeed, the "marching" pace of a horse is little faster than a man on foot walking briskly.

Moreover, a good rider will dismount to walk his horse regularly. This gives the animal a rest from carrying his weight. Time must also be taken for rest stops, meal breaks, and occurrences along the way. Remember also that a horse can do better than 36 miles a day, but he will not be able to do as well the **following** day. And, finally, it is wise to spare one's mount so he will have ample energy left in case combat occurs.

These are the kinds of realistic conditions we considered when working out movement rates. The statistics are readily available in historic sources. Going all the way back to Julius Caesar's time, that great Roman general was very satisfied when his legionaries could march more than 15 miles per day. Historically, few armies marched much over 10 miles a day.

Of course, this is for well-trained bodies of soldiers. A few individuals would take less time to get organized, their gear packed, and on the road. Even so, 20 miles per day is a very good hiking pace.

As for wagons and carts, we again know from history that rarely could they travel more than 10 miles a day with any kind of a load, and often much less if the roads were poor.

These give us an idea of the true limits on sustained marching, whether on foot or horseback.

River Craft

Boats and small ships move at about the speed of the current when heading **downriver**. The speed of the current will be determined by the GM. A 2 mph to 7 mph current is reasonable. Rarely will it be faster.

Heading **upriver** against the current, whether under sails or oars, small craft would average about **half** their downstream speeds. River traffic tends to anchor or tie up to the shore in darkness, so figure on 12 hours of travel time per day at best.

Ocean-going Craft

Players may again be surprised to learn that, giving fair sailing conditions, most sailing ships average about 4 to 4 1/2 knots. That is around **5 mph,** which comes to a modest **120 miles per day**. Daytime speeds may be faster, but sailing vessels usually remain under shortened sail at night and therefore travel shorter distances.

The Game Master could vary this distance from perhaps around +90 miles to -90 miles a day to account for favorable or

unfavorable wind and currents, the type and condition of the ship, the quality of the navigator-pilot and crew, etc. Storms will slow passage. Fair winds will speed passage. Tubby merchant hulls move far more slowly than sleek warship hulls. And so on.

Oared Craft

Galleys may proceed independent of the wind because they can use oars as well as sails. However, it was the standard practice for galleys to put into shore at night or else to proceed under shortened sail. Consequently, they would cover from **60 to 120 miles per day,** on average, and might make up to 160 miles in excellent cruising conditions.

Viking ships were equally suited to proceeding under oars or sail and made good speed under most conditions. So would fast **War Galleys** and **courier vessels**. Such craft would cover distance like ocean-going craft (see above).

Mythological Winged Creatures

Legendary creatures like winged Pegasus-type horses, gryphons, hippogriffs, dragons, and their like, were all fabled to be very, very fast. However, their **ranges** would not be excessively great.

Consider the speeds of mythological winged creatures as being several times that of a horse over good ground. Thus, in an 8-hour period, they might fly 4x to 8x the distance a horse would cover--from 144 to 288 miles per day.

Incidentally, few migrating birds do any better in a full days' flying. A beast, even a mythological one, must rest. A maximum effort should exhaust it no less than it would a mere mortal man, horse, or bird.

Pushing the Pace (optional)

A forced march is possible, but by the end of the day it will exhaust anyone with less than above average Constitution and Strength and also well above average Fatigue Levels.

Running (Athletic skill) provides for movement at a higher rate of speed not only in combat but also in journey mode. A character can move at the **Double-Quick**, for instance. Or he might choose to do some serious **Distance Running**.

Movement Rate	Speed*	Fatigue Loss
Walking Pace	2 mph[1]	-1 FP per hr.
Marching Pace	3 mph[2]	-2 FP per hr.
Double-Quick	4 mph[3]	-3 FP per hr.
Double-Quick	5 mph[3]	-3 FP per hr.
Double-Quick	6 mph[3]	-3 FP per hr.
Distance Running	1 mph x 1/2 MOV[4]	-1 FP per mi.
Fast Running	1 mph x 1/2 MOV[5]	-1 FP per 1/4 mi.

*See ***Chapter 5, Marketplace*** for Mount speeds attainable by pushing the pace.

[1]**Moving at an Easy Walking Pace:** The character may bear 50% CCAP without extra Fatigue. If carrying more than 50% CCAP, -1 FP additional Fatigue per 10% over that limit per 3 miles or part thereof.

[2]**Marching Pace:** The character may bear 40% CCAP without extra Fatigue. If carrying more than 40% CCAP, -1 FP additional Fatigue per 10% over that limit per 3 miles or part thereof.

[3]**Moving at the Double-Quick** using the **Running Skill** (1 to 3 levels). (See Running, ***Athletic Skill*** for MOV and rate). The character may bear 20% CCAP without extra Fatigue. If carrying more than 20% CCAP, -1 FP additional Fatigue per 10% over that limit per 3 miles or part thereof.

[4]**Using the Distance Running Skill** (1 to 6 levels) and a modified MOV factor. (See Running, ***Athletic Skill*** for MOV and rate). The character cannot bear more than 20% of CCAP without extra Fatigue. If carrying over that limit, -1 FP additional Fatigue per 20% CCAP carried per 2 miles or part thereof.

[5]**Using the Fast Running (Marathon) Skill** (1 to 6 levels) and a modified MOV factor. (See Running, ***Athletic Skill*** for MOV and rate). The character ideally should be stripped right down for such a run. If carrying over 20% of CCAP, -1 FP additional Fatigue per 20% CCAP carried per 1/4 mile or part thereof.

Animals can also be pushed. See ***Chapter 5, Marketplace***, for information about traveling at march, trot, canter, and gallop for mounts and for pack and draft animals.

Fatigue point recovery is at the standard rates enjoyed by a character, based on his Constitution. Without rest breaks, etc., one will become fatigued rather quickly. And characters with higher Fatigue levels, lighter loads, etc., will be able to maintain the pace longer than those with lower Fatigue levels or heavier loads. The same is true for animals.

Terrain Effects (optional)

Terrain, road conditions, etc., will also have an effect on the pace and Fatigue loss. If proceeding at a faster pace than given on the first page of this chapter, the following **restrictions** on speed and the **additional Fatigue loss** incurred are as follows:

Good road & level terrain:	**no effect**
Good road & hilly terrain:	**-1 FP per hr.**
Poor road & level terrain:	**3/4 speed and -1 FP per hr.**
Poor road & hilly terrain:	**3/4 speed and -2 FP per hr.**
Forest path & level terrain:	**3/4 speed and -1 FP per hr.**
Forest path & hilly terrain:	**1/2 speed and -2 FP per hr.**
Crosscountry in open terrain:	**3/4 speed and -1 FP per hr.**
Crosscountry in dense terrain:	**1/2 speed and -3 FP per hr.**
Crosscountry in marshes, etc:	**1/4 speed and -4 FP per hr.**

Combat Movement Rounds

Combat Mode is reserved for any situation in which the action is unfolding very quickly. Players can literally make moment to moment decisions about actions their characters are performing. This is especially vital in combat situations.

Knowing exactly what a character's capabilities are and then being able to simulate them easily is what these rules are all about. Can a character accomplish the task in 15-seconds, given his level of skill, speed, etc.? Or will he need more time?

To call it a "Combat" round is a bit misleading for this 15-second time period, for it actually applies to **any** situation that requires a character's urgent attention in order to meet some challenge or problem confronting him. Only at this level can decisions and actions be broken down into a series of steps, each perhaps carrying the possibility of success or failure. The 15-second "Combat" round is, therefore, appropriate to any situation, combat or otherwise, in which a character has to react quickly and decisively.

See ***Chapter 7, Combat***, on how to handle movement in action situations.

Chapter 7: Combat

Combat Initiative

The **Combat Initiative** system determines when your character may attack and how many attacks he can make in a combat turn. Your character's Movement factor, type of weapon, skill with that weapon, and to a degree, luck, all factor in to decide how quickly your character may engage in combat, perform a given action, etc.

Base Initiative

During ***Character Creation***, you found your character's Movement Factor or **MOV**--the basis upon which a character's Initiative is determined in any given situation. The MOV is also the **Base Initiative Level** for the character.

Random Initiative Modifier

A degree of "luck" always intrudes on any action. To represent this random factor, at the beginning of each combat turn, every character rolls **1D10** and adds the result to his **Base Initiative Level**.

Initiative Rating

A character's **Initiative Rating** is the total found by adding **Base Initiative** + **1D10** random initiative modifier. This determines everyone's action capabilities and who does what first in that combat round. The character with the highest Initiative Rating goes first, then the second, and so on.

The Basic Initiative System

In ***Chivalry & Sorcery***, we use two systems for determining initiative in combat situations.

The Basic Initiative System allows for quick yet realistic combat simulations. It's a simpler version of the *Advanced* Initiative System and automatically takes certain things into account which are decided by the players in the advanced system. We recommend the basic system to beginning players because it is the easiest, and also because combat rounds move along smoothly and very quickly.

Once the basic rules are mastered, players who crave the highest realism in combat can graduate to the *Advanced* Initiative System, in which characters spend AP's to move, change facing or body position, and perform a large number of discrete actions not covered by the basic system in detail.

Action Points (AP)

The number of **Action Points** your character has will determine the number and kinds of actions he can perform in a 15-second combat round--such as attack, parry, cast spell, etc. Use the following procedure at the start of each combat round.

1. **Basic Action Points** = character's **MOV**.
2. **Random AP Modifier** = **D10** roll.
3. Action Points for the combat round = **MOV + D10**.

The Action Points Bar

The ***C&S Character Profile*** sheet contains a black bar with numbers in a descending order on the right-hand side of the page. This is the Action Points Bar or AP Bar. Use the AP bar to keep track of the Action Points your character has for each combat round. At the start of the round, place a token on the bar indicating the total AP you have to expend in the round.

For example, because he has MOV*16, Sir Miles has basic AP*16. He rolls 9 on D10. This gives him 16 + 9 = 25 AP total to use in the combat round. The player therefore places a token on 25 on the AP Bar.

The Initiative Countdown

All actions in a 15-second combat round begin with the highest initiative total for the round. This sets the number of **phases** in the round.

For instance, Sir Miles has the highest total, with 25 AP, so the countdown begins at 25. When everyone is ready, the GM call out the countdown, starting, "25 - 24 - 23 - 22. . ." until "1" is reached.

End of Round occurs when the countdown reaches **phase zero**. The last action must be completed on **phase 1**.

Incompleted Actions

It can easily happen that the combat round ends before a character completes an action. The action is not lost. Figure out the AP spent on the action by the end of the round. Subtract that from the AP needed to perform the action. The difference is the number of AP into the next round's **phase** countdown that the action will be completed.

For instance, Rolf begins to strike with his quarterstaff (cost of the action is -12 AP), but he starts the swing at phase 9 in the countdown. Clearly, he will not be able to complete the blow when the combat round ends. He has 12 - 9 = 3 AP left to expend when the round ends.

These 3 AP are carried into the next round of combat. When Rolf is 3 into his countdown in the next turn, he will have a chance of landing a blow. Suppose he begins his countdown on 22 in the next turn. Three AP later, at phase 19, his quarterstaff blow can be delivered.

Distance Moved in a Round

In the Basic Initiative System, a character is able to move 5' per 2 MOV factors possessed by his character. We assume a Double-Time pace during combat, which allows time for characters to move, turn, jump, etc. Such actions are "free" in that there is no AP cost to perform them. A character can make his move **anytime** in the round. The movement rates in the Basic Initiative System for most humanoid characters are:

Standard Combat Movement: **5' per 2 MOV factors** (3' for Dwarves) and engage in combat, cast spells, etc.

Running: **5' per MOV factor** (3' for Dwarves) and do nothing except move--no combat, spell casting, etc.

Sprinting: **8' per MOV factor** (5' for Dwarves) and do nothing except move in the combat round. Sprinting skill may add to this: See ***Athletic Skills*** in ***Chapter 4*** for details. Sprinting costs 1 Fatigue point per **bloc of 50'** covered.

For example, Rolf has MOV*10. He can move 25' and engage in combat in the same turn. If he was not engaging in combat, he could **run** 5' x MOV*10 = 50' in the combat round. And, if Rolf chose to **sprint** and expend 1 Fatigue point per bloc of 50' moved, he could run at a fast 8' x MOV*10 = 80' at a cost of -2 FP.

In keeping with almost every system in ***Chivalry & Sorcery***, there is an ***Athletic Skill***, Running, which characters may learn and develop to improve their movement rate.

Performing Actions

To perform an action, the character must simply subtract the action point cost of that action from the AP he has for the round, as indicated by the token on the AP bar.

For example, Sir Miles has 25 AP at the start of the combat round. He elects to swing his Longsword against an Orc who is menacing him with his scimitar. The cost to perform that action is 12 AP, Now 25 - 12 = 13, so Sir Miles will deliver his blow on phase13 in the countdown to the end of the round.

To mark the point the action will be completed, move Sir Miles' token down the AP Bar to 13 as a reminder. When the GM's countdown reaches phase 13, Sir Miles will strike his blow and, hopefully, hit the Orc.

When the character completes his action, if he has enough AP to complete another action by the end of the round, he may do so. If not, the action will carry into the next round. See ***Incomplete Actions***, page 88.

For example, Sir Miles completed his sword swing on phase 13. He opts to make another attack with his longsword, which costs another 12 AP. He begins on phase13 in the countdown, the point where his previous action was completed. Now 13 - 12 = 1, so he will be able to complete a second sword blow by the end of the round.

Delaying an Action

A character may **delay** an action in the middle of performing it. All he has to do is **declare he is delaying** it, then move the token on the AP bar down to the countdown phase when he intends to complete it.

For example, Garth is striking at a bandit with his quarterstaff. It is phase 12, and he will strike on phase 10. However, the bandit is suddenly struck by a javelin hurled by one of Garth's companions. He is knocked down. Garth declares a delay in his strike in order to find out whether the bandit still has any fight left in him or is prepared to yield.

To call upon the fallen foe to surrender and then receive an answer would take several AP's. In short, Garth will hit the man before he can answer unless he holds his strike. Suppose the man shakes his head and spits at him on phase 9. Garth has held his blow, but he can deliver it in the 2 AP that were left when he paused. That would be on countdown 9 - 2 = phase 7.

When delaying an action, a character can delay a maximum of 1 round. If he delays longer, he pays 1 FP every other round to maintain concentration or state of readiness. (Consider the effort keeping an arm cocked to hold a heavy weapon in striking position or keeping a bowstring drawn for any length of time!) If the action is non-strenuous--like delaying an action with a **Light** weapon or concentrating on a spell, the cost is 1 FP per minute.

"Paranoid" characters who constantly ready an action then delay it, ready it again then delay it, will lose 1 FP every time they do it because they are maintaining a virtual constant state of readiness, which rapidly burns "nervous energy." This rule exists to prevent players from clicking in and out of a readied action repeatedly to avoid expending FP.

Delaying in Order to Defend

A character may be in the middle of performing an action when he finds that he must defend against an attack. He may **delay** his own action in order to parry with his own weapon, shield block, or dodge the attack.

For example, Bors is swinging his sword against a bandit. He began his countdown on phase 19 and will strike on phase 7 (-12 AP in Basic Initiative to strike with a medium weapon). However, the bandit is armed with a dagger and begins his countdown on phase 17. He will strike on phase 8 (it costs only -9 AP to strike with a light weapon in Basic Initiative). So he will have a chance to stab at Bors just before Bors can strike him with his sword.

Bors will have to declare that he is going to parry the dagger **before** the enemy can complete his dagger blow. He may do this several ways:

1. He may **delay** his sword stroke by -3 AP (the cost of parrying with his weapon). He therefore cannot strike the bandit until phase 4 (#7 - 3 = #4). Because his sword parry requires -3 AP, he must say he is delaying to parry by phase 11 (because the dagger is hitting on phase 8, he needs 3 AP to defend: 8 + 3 = 11). Otherwise he will not have enough time to parry.

2. He may choose to expend **Fatigue points** to avoid any delays. This allows him to parry on countdown phase 8 and then strike back with his sword on phase 7. He can also expend a Fatigue point if he just didn't have time to defend himself otherwise.

Attack before the Defender Can Enter the Initiative Countdown

It may happen that an Attacker has such an Initiative advantage that he may make an attack **before** the Defender has the opportunity to exercise his Initiative.

All is not lost! Defense is possible. If this occurs, the Defender may expend 1 Fatigue point (2 for a large shield) to defend against the attack immediately.

For example, Hrolf has Initiative*14, only Sir Giles, continuing an attack started in the previous combat round, can land his blow on phase 16 in the countdown! Hrolf decides to expend -1 FP and make a Shield Block. He is able to enter the countdown at phase 14, too late to use his AP's to defend himself! But he can draw on his Fatigue levels to make a frantic counter. He still enters the countdown at phase 14 because he has not expended AP in defense. Rather, he has depleted his energy reserves slightly to make an extra action occur.

When Attacked by Multiple Foes

It may happen that a character will be engaged by several foes at the same time. Provided they are not directly behind him, he may defend against them all. However, such a frantic defense will cost him dearly.

He may pay either in APs or in Fatigue points or both to conduct his defense.

For instance, Martin the Yeoman is set upon by three thugs in an alleyway. All are armed with knives. Martin wants to get a strike or two in quickly. Being a very husky fellow with a superb Fatigue level, he expends FP's to Dodge one thrust and Parry two others. This saves AP's for Martin to expend in the attack instead!

Clearly, any extended fight is going to wear down an outnumbered combatant. But at the same time he isn't going to be a helpless rabbit waiting to have his throat cut. He can attack quite effectively for a while and still defend himself. If he gets in a few good thrusts or slashes, he just might come out on top!

Basic Initiative Action Points Costs

The following action point costs are the APs required to perform certain actions in the Basic Initiative System.

Please note that the AP costs here **are not the same** as in the Advanced Initiative System! Nor are there as many different actions in the Basic System because some are contained in the basic movement rate used while engaging in combat.

The following table sets out the Basic Initiative actions which one may attempt during combat rounds. The choices are more limited than in the Advanced Initiative System. However, players and Game Masters alike might remember that the Basic Initiative System is a **simplified** form of the Advanced Initiative System and cannot offer the same range of options and opportunities and remain "quick and dirty."

Basic Initiative Action Attempted	AP Cost
Finding an object in a pocket, pouch, etc.	10 to 20 AP
Mounting or dismounting	6 AP
Getting to one's feet from a prone position	10 AP
Drawing a weapon	2 AP
Unslinging a weapon or shield	5 AP
Sheathing or slinging a weapon	5 AP
Dropping a weapon or any object	0 AP
Hurling a missile (knife, javelin, axe, sling, etc.)	8 AP
Notching an arrow and drawing a shortbow	9 AP
Notching an arrow & drawing a composite bow or longbow	12 AP
Shooting a missile weapon (bow, crossbow)	5 AP
Reloading a shepherd's sling or staff sling	10 AP
Reloading a light crossbow	20 AP
Reloading a medium crossbow	35 AP
Reloading a heavy crossbow	65 AP
Setting a spear, pike, polearm to receive attack	5 AP
Setting a cavalry or chivalric lance	5 AP
Attacking with a light weapon	9 AP
Parrying with a light weapon	2 AP or 1 FP
Attacking with a medium weapon	12 AP
Parrying with a medium weapon	3 AP or 1 FP
Attacking with a heavy weapon	15 AP
Parrying with a heavy weapon	4 AP or 1 FP
Dodging a blow	2 AP or 1 FP
Shield Block with a buckler	2 AP or 1 FP
Shield Block with a target	3 AP or 1 FP
Shield Block with a large shield	4 AP or 2 FP
Casting a Cantrip	9 AP
Casting a Hex	16 AP
Casting a Sorcery	25 AP
Utter a Word of Guard	5 AP

Tied Initiative Phase

If it turns out that opponents are going to hit on the same countdown phase, **the longer weapon will strike first**. For instance, if a longsword 40" long is engaging a dagger 15" long, the longsword strikes first because it has a greater reach. If the weapons are of the same length, it is a **simultaneous strike**. Either character has the option to parry, shield block, dodge, or go on with the blow.

For example, two opponents are armed with longswords and will strike on countdown phase 8. On phase 8, one of the fighters declares he will Parry and expend 1 Fatigue point. Had he not said this, both blows would strike simultaneously! They would effectively strike at each other without thought for self-defense.

Note that if the fighter choosing to defend had preferred to expend 3 AP to parry with his sword, he would have had to declare that by countdown phase 11, which is +3 AP before the blows are due to strike on phase 8. Remember that the Action Points represent **time** to do something. If you don't have the time to spend setting up the action, you cannot complete it in time!

Example of Basic Initiative Combat

Sean's character, Ian, a mercenary, is in combat with two NPC Orcs, Smugh and Yegnal, who are being run by the GM.

Ian has MOV*18 and is armed with a longsword and target shield. Smurgh has MOV*14 and is armed with a scimitar. His buddy, Yegnal has MOV*11 and is armed with a waraxe and buckler. All three roll D10 to add to their MOV factors to find their initiative this combat round:

Sean rolls 7 + 18 MOV = Initiative 25 for his character Ian. The GM rolls rolls 6 + 14 MOV = Initiative 20 for Smurgh, and a 8 + 11 MOV = Initiative 19 for Yegnal. Since Sean's character's Ian had the highest Initiative of 25 he will go first. The countdown begins at phase 25:

Ian swings his sword at Smurgh and will strike at - 12 AP (medium weapon), so Sean places his token on countdown phase 13 on his AP bar (25 -12 = 13). The countdown begins:

25 . . . 24. . . 23. . . 22. . . 21. . . 20, and Smurgh now can initiate an action. He declares he is striking with his scimitar, also a medium weapon, so he will strike -12 AP later on 20 - 12 = phase 8. The GM marks his GM AP bar accordingly.

19, and now Yegnal can initiate an action. He also declares he is striking with his waraxe, another medium weapon, so he will strike on phase 7. The GM marks his GM AP bar accordingly.

18. . . 17. . . 16. . . 15. . . 14. . . 13, and Ian's weapon is now about to strike. The GM must declare what Smurgh is going to do, if anything, to defend against the action. The GM decides to burn 1 fatigue point to parry the blow since he would have had to declare on phase 16 to parry by expending 3 AP. Sean rolls and Ian obtains a hit! The GM rolls Smurgh's parry, fails, and Ian's sword slices into the Orc! Sean declares he will strike at Smugh again, the attack going in on 13 - 12 = phase 1.

12. . . 11. . . 10. . . 9. . . 8, and Smurgh returns the favor, his scimitar flashing toward Ian. Sean decides to expend 1 Fatigue point on a Shield Block to avoid delays in Ian's making a second strike. He has two enemies and needs to finish them off as fast as possible, so he decides not to delay his sword strike! He could have declared a Shield Block on phase 11 at 3 AP cost, but Sean felt that Ian is simply too pressed for time to delay his attacks. Better to take out an opponent fast than to hoard his Fatigue points. Smurgh also scores a hit, but Ian's Shield Block successfully absorbs the blow.

Smugh now can declare his next action, and the GM goes for a scimitar blow. However, he cannot land the blow this combat round. He is 4 AP short and has to carry the difference over into the next round.

7, and now Yegnal chops frantically at Ian. Sean chooses to expend another fatigue point on a Shield Block to avoid delays on Ian's sword blow. Again, Ian barely succeeds in deflecting the axe blow.

The GM declares that Yegnal will again attempt to strike Ian. Needing 12 AP for an axe blow, he will go 5 AP into his countdown the next round.

6. . . 5. . . 4, and Smugh declares he is expending 3 AP to parry the coming blow with his scimitar, delaying his scimitar blow until he is 7 AP into his countdown in the next round. . .

3. . . 2. . . 1, and Ian strikes out at Smurgh again, right at the very end of the combat round. . . .

Advanced Initiative System

Once you have mastered the Basic Initiative System, you may wish to move on to the Advanced System, which is not a different system but rather an extension of the Basic System. The Advanced System is designed to be more realistic in its simulation of combat and its outcomes. This requires it to be more detailed as well, which may make it somewhat more time consuming--at least until players become familiar with it.

One important difference between the two systems is that the Advanced Initiative System allows for Action Points to be spent to move, change facing, and perform a great many other actions not covered in the Basic System. One's combat skill also affects how quickly skill-based actions may be performed.

The **Action Points Cost Table** also varies in the Advanced System. There are many more actions possible, and the costs of actions found in the Basic System may be different in many cases. The whole idea behind the Advanced System is to permit players to develop tactical plans in detail, to orchestrate their characters' every move, and to react to the actions of others quickly and with precision. It is a system devoted to hyper-realistic combat and has been designed for players with a strong competitive instinct and fighting spirit.

Miniatures & Gaming Aids: Since location of characters, spacing, and maneuvering is quite important in C&S combat, you may wish to use miniature figures to represent player characters and NPC's.

You can also acquire hex mats or squared mats from several manufacturers or even make them yourself. Such battle mats permit easy judging of distances and are helpful in keeping track of everyone, whether in large battles or small skirmishes.These can be laid out on a table to divide the "battleground" into 5-foot areas (1 hex/square = 5 feet), with each hex/square large enough to contain a 25 mm figure and its base. If you are making your own battle mats, several sheets of paper taped together or heavy posterboard can be used.

Base Initiative: During ***Character Creation***, you found your character's Movement Factor or **MOV**--the basis upon which a character's Initiative is determined in any given situation.

Random Initiative Modifier: A degree of "luck" always intrudes on any action. To represent this random factor, at the beginning of a combat turn, every character rolls **1D10** and adds the result to his **Base Initiative**.

Initiative Rating: The total found by adding Base Initiative and the 1D10 Random Initiative Modifier. This determines everyone's action capabilities and who does what first in that combat round. The character with the highest Initiative Rating goes first, then the second, and so on. After the initiative roll is made by all participants at the start of the combat round, the GM starts the initiative "countdown."

Initiative Countdown begins with the highest initiative total in the round. For instance, Sir Miles has the highest total, with 19 AP. The countdown begins at phase 19 - 18 - 17 - 16, etc.

End of Round occurs when the countdown reaches **phase zero**. The last action may be completed on **phase 1**. If an action is in progress, it continues into the next combat round.

Advanced System Movement

Movement in the **Advanced Initiative System** is based upon the concept that all actions, including movement, are measured out over time.

Action Points are the measure of time in a 15-second combat round. Therefore, movement can be accomplished by

expending Action Points (time) to move from location to location:

Race	Double-Quick	Sprint & Fatigue Cost
Humans	5' per AP	8' per AP: 1 FP per 50' bloc
Elves	5' per AP	8' per AP: 1 FP per 50' bloc
Dwarves	3' per AP	5' per AP: 1 FP per 50' bloc

The standard movement rate per AP expended for other beings and animals will be found in the descriptions of such creatures. Most bipeds will have comparable speeds to the three character races. Four-legged animals will tend to move farther per AP expended.

Running skills may increase a character's movement rate. See the Athletic Skills section of Chapter 4: Skills.

Remember that actions considered automatically as part of movement in the Basic Initiative System are now subject to AP costs to perform. These include such things as facing changes, standing up, kneeling, etc. The best way to acquaint yourself with these changes is to look through the various actions given in the ***Advanced Initiative Action Points Costs*** table.

Moving & Performing Actions at the Same Time

Some actions may be readied while a character is moving:

For every bloc of 10 feet a character moves, he suffers a -3% penalty to his success chances if he is simultaneously moving and readying a weapon, etc, during the Action Points countdown.

Example: There is a bear 35 feet from your character. Your Character moves toward it, expending 7 AP (1 AP per 5 feet). He wishes to attack the bear soon after arriving. He is carrying a longsword (9 AP to swing). **Counting down simultaneously**, he arrives with 2 AP to go. Because he has moved between 30 and 40 feet, he suffers 4 x 3% = 12% penalty to his SC% of hitting.

Facing

Facing refers to the direction the character is facing forward. Facing affects field of vision (90^0 to left and right of front) and also where one may cast a spell or wield a weapon or shield (again 90^0 to left and right of front). To change direction by turning in place or while moving costs Action Points.

Actions Based on Initiative

All actions in Combat Mode are governed by a character's **Initiative Rating** or the total number of **Action Points** (AP) a character can spend in a 15-second combat round.

The following tables list the AP costs of various actions. The list is not exhaustive by any means, and other actions may be added, with appropriate costs, at the GM's discretion.

Advanced Movement Action Point Costs

Basic Movement Action	AP Cost
Moving, per 5', or Sprinting, per 8' (Human, Elf)	1 AP[1]
Moving, per 3', or Sprinting, per 5' (Dwarf)	1 AP[1]
Jumping	3 AP
Backing up, per foot	1 AP
Change facing, per 90°	1 AP
Kneel down	2 AP
Stand from kneeling position	4 AP
Rise from prone to kneeling position	4 AP
Rise from prone to standing position	8 AP
Scaling ladder, per foot	1 AP
Climbing carefully, using handholds, per foot	2 AP[2]
Climbing fast, using handholds, per foot	1 AP[3]
Mounting/Dismounting an animal	8 AP[4]
Vaulting into the saddle (***Warhorse*** skill)	4 AP[5]
Dismounting (***Warhorse*** skill)	4 AP[5]
Swimming, per 3 feet	3 AP[6]
Standing motionless, doing nothing	1 AP

[1]Haste over unfavorable ground brings penalties vs success.
[2]Using climbing aids (rope, climbing axe) reduces this by -1 AP.
[3]Haste usually brings a penalty against success.
[4]Animal is standing. Mounting/dismounting a moving animal brings penalties against success.
[5]Warhorse may be standing or moving up to 1/4 speed.
[6]Assumes that the waters are calm. High waves, contrary currents, etc., will increase cost by 3 AP per 3 feet.

Miscellaneous Advanced Action Point Costs

Basic Movement Action	AP Cost
Finding an object in a pocket, pouch, etc.	5 to 15 AP
Securing an object in a pocket, pouch, etc.	3 to 6 AP
Saying more than 1 sentence, per sentence	1 AP
Igniting a tinderbox	6 AP
Lighting a torch, etc.	6 AP
Lighting a fire with flint & steel	40-60 AP
Lighting a fire with tinderbox	15-20 AP

Advanced Combat Action Costs

Combat Action	AP Cost
Drawing a sheathed weapon	1 AP
Unslinging a weapon or shield	3 AP
Sheathing or slinging a weapon	4 AP
Dropping a weapon or other object	0 AP
Hurling a missile (javelin, axe, knife, sling, etc.)	6 AP
Shooting a missile weapon (bow, crossbow)	3 AP
Notching an arrow & drawing a shortbow	6 AP
Notching an arrow & drawing a composite bow or longbow	9 AP
Reloading a shepherd's sling or staff sling	10 AP
Reloading a light crossbow	15 AP
Reloading a medium crossbow	30 AP
Reloading a heavy crossbow (arbelist)	60 AP
Setting a spear, pike, polearm to receive attack	3 AP
Setting a cavalry or chivalric lance	3 AP
Attacking with a **Light** weapon	7 AP
Parrying with a **Light** weapon	1 AP or 1 FP
Attacking with a **Medium** weapon	9 AP
Parrying with a **Medium** weapon	2 AP or 1 FP
Attacking with a **Heavy** weapon	12 AP
Parrying with a **Heavy** weapon	3 AP or 1 FP
Dodging a blow, etc.	1 AP or 1 FP
Shield Block with a **Buckler**	1 AP or 1 FP
Shield Block with a **Target** or **Heater**	2 AP or 1 FP
Shield Block with a **large Shield**	3 AP or 2 FP
Cast Cantrip	7 AP
Cast Hex	13 AP
Cast Sorcery	21 AP
Utter Word of Guard	3 AP

Remember that attacks can be extended into subsequent rounds if a character has insufficient AP to complete the action in the current round. This is especially true in the case of very time-consuming actions, like reloading a crossbow.

AP Reductions for High Skill

As characters advance in combat skill, they become faster. The following table sets out AP costs for skill-reduced actions performed in combat by characters of superior skill:

Combat Action	25 PSF	50+ PSF
Mount/dismount Warhorse	3 AP	2 AP
Attacking with a Light Weapon	6 AP	5 AP
Attacking with a Mdm Weapon	8 AP	7 AP
Attacking with a Heavy Weapon	11 AP	10 AP
Shooting a Missile Weapon	2 AP	1 AP
Notching Arrow to Shortbow	5 AP	4 AP
Notch Arrow to Composite or Longbow	8 AP	7 AP
Setting a pole arm	2 AP	1 AP
Setting a lance (on horseback)	2 AP	1 AP
Hurling a missile	5 AP	4 AP
Reloading a sling or slingstaff	9 AP	8 AP
Reloading a Light Crossbow	13 AP	10 AP
Reloading a Medium Crossbow	26 AP	22 AP
Reloading a Heavy Crossbow	55 AP	50 AP
Casting a Cantrip	6 AP	5 AP
Casting a Hex	12 AP	11 AP
Casting a Sorcery	21 AP	19 AP
Uttering a Word of Guard	2 AP	1 AP

Example: Advanced Initiative Combat

Let's consider a combat round between Don's character, Sir Miles, and Hrolf the Viking, an NPC played by the Gamemaster, so that we may see how Advanced Initiative is applied:

The characters have already rolled for Initiative. Sir Miles has Initiative*19, so he is first to decide what he is going to do and start off the action. Don wants him to move 15 feet toward Hrolf so he can then strike with his Greatsword.

Being human, Sir Miles expends 1 AP per 5' moved, for 3 AP total to move the 15 feet to Hrolf. A blow with his Greatsword, a Heavy Weapon, costs 12 AP. However, he has PSF*25 in Greatsword skill, so his cost is 11 AP. He has 5 AP left for contingencies, like parrying with his Greatsword.

Hrolf has Initiative*16, and he is second to decide what he is going to do. He has just slain an opponent--one of Sir Miles' NPC men-at-arms--and has his back to Sir Miles. The GM wisely decides to turn Hrolf 180° in place (2 AP.) to meet the charging knight, hoping to strike at Sir Miles with his Nordic broadaxe. The axe is a Medium Weapon (9 AP.). After that attempt, he then hopes to counter Sir Miles' blow with a target shield block (2 AP). That leaves Hrolf with 5 AP for contingencies.

Incidentally, the players do not have to declare their characters' intentions for the entire round, just an action at a time. After all, there is room here to change one's mind as the situation develops over the round.

So Sir Miles (Don) might start off by saying:"I'm moving toward the Viking now, and I'm starting my swing with my sword so I'll strike as soon as possible when I arrive."

GM: "All right, but you'll be moving Sir Miles 15' and that will cost him -6% to his hit probs. because he's moving between 10' and 20' while performing an action."

Don: "No problem. He's going for it."

Hrolf (the GM) says nothing for the moment about his intentions because he doesn't enter the countdown until later.

Now notice how the action proceeds.

Countdown begins. . .

#19 = Sir Miles moves 5' while starting his swing, which will land -11 AP later because of his PSF reduction. Don places Sir Miles' token on #8 on the AP Bar to indicate the action phase when his blow will be landing.

#18 = Sir Miles moves another 5', a total of 10'.

#17 = Sir Miles moves the last remaining 5' to come into combat range of Hrolf.

#16 = Hrolf now enters the countdown and turns 90° towards Sir Miles. The GM says, "Hrolf's turning around to face the knight." He places Hrolf's token on #14 on the AP Bar to indicate when the turn will be completed.

#15. . . 14 = Sir Miles continues with his swing, while Hrolf completes his 180° turn so that he is now facing Sir Miles.

Hrolf starts his backswing with his axe. The GM (as Hrolf) says, "I'm going to chop that knight into dog food!" His blow will land -9 AP later, on #5 in the countdown. However Hrolf is facing an attack that will come before that, and the GM decides to delay his attack by -2 AP in order to parry Sir Miles' attack. Thus Hrolf's attack will occur on #3 in the countdown, and the GM places the Viking's token on #3 on his AP Bar.

#13 . . . 12 . . . 11 . . . 10 . . . 9 . . . 8 = Sir Miles now can try to strike Hrolf with his sword. . .

We leave this combat, as enough of the Advanced Initiative System has been illustrated to give an idea of how it works.

Conducting Attacks

While Initiative determines who can do what and also when he can do it, actual combat involves the application of skills with weapons, various maneuvers, etc. In essence, combat skills are handled by rolling D100 SC% and D10 Crit Die, much like any other skill in the **Skillscape**™ system.

Combat Skills: All combat skills are in ***Chapter 4***. Each combat skill has a Difficulty Factor (DF) which may be modified by vocational skill category and by selection for Mastery.

Difficulty Factor: The DF of any particular Combat Skill determines the base success chance at using that skill.

First of all, a character may be **unskilled** or **skilled** in the use of a particular weapon or defensive arm or maneuver. This determines which BC% will be the base chance of success.

Consequently, a character will be able to use any combat skill. How effective he is with that skill depends on whether he has basic knowledge in it , on his Attribute bonuses or penalties, and on how much experience he has acquired in the skill (if any).

The following table repeats the essentials from **Skillscape**™ for reference while considering the way combat is conducted:

Skill DF & Descriptor		Unskilled BSC%	Skilled BSC%
1	Very Simple	50%	60%
2	Simple	40%	50%
3	Average	30%	40%
4	Challenging	20%	30%
5	Demanding	10%	20%
6	Difficult	05%	10%
7	Very Difficult	02%	05%

For example, Sir Miles has skill in Greatswords, a DF*5 skill. Sir Miles is a Warrior and so enjoys -1 DF advantage learning and improving the skill. He also chose Greatswords for Mastery, which gives him another -1 DF. Thus his Difficulty Factor is DF*3. Having basic knowledge in a combat skill at DF*3 gives him a base 40% success chance of striking a foe with his chosen weapon.

Personal Skill Factor: A character's PSF in any combat skill is the sum of adding his experience level bonuses in that skill (+3% per level) to any bonuses or penalties he has for his Primary and Secondary Attributes in that skill.

Picking up our previous example, Sir Miles has skill with the Greatsword. He also has 5 Experience Levels in the skill. Now 5 ExL gives him +3% x 5 = +15% to his chances of success.

Sir Miles also has STR*17. Wielding a Greatsword has Strength as both Primary and Secondary characteristics. From the ***Attribute Bonus/Penalty Table*** in ***Chapter 3***, we find the sum of these characteristics, 34, gives Sir Miles +10% as a success dice modifier. He therefore has a PSF = 15% + 10% = +25% added to his base success chance of 40% when fighting with his Greatsword.

Total Success Chance (TSC%): The sum total of the character's base success chance + PSF acquired in the skill through experience. This probability may be further modified by special conditions, etc.

Situational Modifiers further alter the success chance of a character. The following bonuses or penalties apply, based upon the **Skillscape**™ universal ***Skill Modifier Table:***

Minor:	**TSC% +/- 1 to 10%**
Moderate:	**TSC% +/- 11 to 20%**
Major:	**TSC% +/- 21 to 30%**
Astounding:	**TSC% +/- 31 to 40%**
Overwhelming:	**TSC% +/- 41 to 50%**

How are such factors applied to combat? The following situations can develop during the course of a fight:

Combat Situation	SC% Modifier
Attacking from above	Minor to Moderate Bonus
Attacking kneeling foe	Moderate Bonus
Attacking while kneeling	Minor to Moderate Penalty
Attacking while prone	Moderate to Major Penalty
Attacking prone foe	Moderate to Major Bonus
Attacking from behind	Astounding Bonus
Target under 1 foot tall	Minor to Moderate Penalty
Target 1 - 4 feet tall	Minor Penalty
Target between 300 - 500 lbs.	Minor Bonus
Target 500 - 3000 lbs.	Moderate Bonus
Target 3001+ lbs.	Moderate to Major Bonus

This is only a sample of the kinds of situations that may easily occur in the course of the action. To give the GM maximum discretion, we did not give a long table of "authoritative" bonuses or penalties. The only guideline is to be fair and reasonable. The GM may consult the **Game Master's Handbook** for more detailed guidelines on assigning situational modifiers.

Countering Attacks: Resisted Rolls

There are three actions possible for a Defender to counter an attack against him. All of these actions involve a **resisted roll**. Roll D100 SC% dice and D10 Crit Die for a defensive action **only if the Attacker succeeds** (meaning he **will** land his blow **if** the Defender cannot prevent it). A resisted roll enables an opponent to subtract his PSF in a relevant skill from the success chance of an opponent. In combat, the Attacker's PSF with his weapon is subtracted from the Defender's success chance to counter the blow by Dodging, Parrying, and Shield Blocking.

Dodging

The Defender may attempt to **Dodge** a blow--**provided he is aware it is coming at him**. He might move left or right, back up slightly (less than a standard move increment, like 5' for Humans/Elves or 3' for Dwarves), or even duck under or leap up over a blow. A Dodge costs AP. If the Dodge fails, of course the blow lands. If the Dodge succeeds, several outcomes could arise:

1. If both the blow and the Dodge succeed, the blow is evaded.
2. If the Attacker had a Critical Hit, while the Dodge was merely successful, the Defender has **not** evaded the blow. The Attacker still hits, but not as solidly. The Attack is downgraded to a mere success (no Critical damage or specific hit location).
3. If the Attacker and the Defender both have Critical Successes, the Defender dodges the blow entirely.
4. If the Attacker has merely a Successful Hit while the Defender has a Critical Success with his Dodge, the Defender has successfully evaded the blow.

A Dodge can be made 5 feet to either side or 1 foot back by Humans and Elves, and up to 3 feet to either side and 1 foot back by Dwarves. Players may determine where their characters have moved if they Dodge successfully. Alternately, the character may stand in place. (He just "ducked" the blow or whatever!)

Parrying with a Weapon

The second type of defense is a **Parry**--successfully interposing a weapon between oneself and the oncoming blow. A Defender uses his Weapon skill to Parry vs attacks from the left, right, or immediately in front. He cannot Parry **Missiles**, only Dodge or Shield Block them. The AP cost to make a defensive Parry with a weapon is determined by the weapon class:

Light weapons (L) are handy to wield, and this speed in use is reflected by an AP cost to make a Light Weapon Parry.

Medium weapons (M) are heavier armaments, not overly weighty so they still are capable of reasonable speed in use, reflected by a AP cost to make a Medium Weapon Parry.

Heavy weapons (H) are most definitely weighty and sometimes even cumbersome weapons. They are relatively slow in use, especially when compared to light weapons. This is reflected in the AP cost to make a Heavy Weapon Parry.

Of no less significance is the effect of parrying against a weapon which is lighter or heavier than the Defender is wielding:

Light weapon parrying:
1. **light** attack weapon: **no modifier** to Parry SC%.
2. **medium** attack weapon: **minor penalty (-5%)** to the Parry SC%. (No penalty if the light parrying weapon has a basket hilt which wards off an attacking blade.)
3. **heavy** attack weapon: **moderate penalty (-20%)** to the Parry SC%.

Medium weapon parrying:
1. **light** attack weapon: **no modifier** to Parry SC%.
2. **medium** attack weapon: **no modifier** to Parry SC%.
3. **heavy** attack weapon: **minor penalty (-5%)** to the Parry SC%.

Heavy weapon parrying: no modifier to Parry SC%.

If the Parry fails, of course the blow lands. If the Parry succeeds, however, several situations may develop:

1. If both the blow and the Parry succeed, the blow is deflected.
2. If the Attacker had a Critical Hit, while the Parry was merely successful, the Defender has not parried the blow. The Attacker gets past the defense but does not score a Critical Hit. The Attack is **downgraded** to a simple success (no Critical damage or specific hit location).
3. If the Attacker and the Defender both have Critical Successes, the Defender has parried the attack and deflects the blow harmlessly away.
4. If the Attacker has merely a Successful Hit while the Defender has a Critical Success with his Parry, he has successfully evaded the blow.

Disarms (optional)

If a Parry **succeeds** and the Defender has solidly countered the Attack by taking the blow on his weapon, there is a possibility of a **Disarm**. If the Attacker's hit succeeds and he rolls **1 or 2 on his Crit Die**, a successful Parry deflects the blow **and** has a chance of striking the **Attacker's** weapon from his hand. The **Defender's** Crit Die result determines whether the Attacker is disarmed in such a situation:

Melee Combat Situation: Attacker Succeeds w. Crit Die 01-02 Parry Has Also Succeeded	Defender Makes a Disarm on Parry Crit Die Result of
Light Parry vs Light Attack	09-10
Light Parry vs Medium Attack	10
Light Parry vs Heavy Attack	No Chance
Medium Parry vs Light Attack	09-10
Medium Parry vs Medium Attack	10
Medium Parry vs Heavy Attack	10
Heavy Parry vs Light Attack	08-10
Heavy Parry vs Medium Attack	09-10
Heavy Parry vs Heavy Attack	10

Of course, if a Parry fails to stop a successfully rolled hit, the Attacker gets through the defense to deliver his blow.

If the Defender succeeds in the Parry but rolls Crit Die 01-02, there is a chance that the **Defender's** weapon was struck from his hand. The **Attacker's** Crit Die result determines whether the Defender is disarmed:

Melee Combat Situation: Attacker Succeeds Parry Succeeds w. Crit Die 01-02	Attacker Makes a Disarm on Attack Crit Die Result of
Light Parry vs Light Attack	10
Light Parry vs Medium Attack	09-10
Light Parry vs Heavy Attack	08-10
Medium Parry vs Light Attack	09-10
Medium Parry vs Medium Attack	10
Medium Parry vs Heavy Attack	10
Heavy Parry vs Light Attack	No chance
Heavy Parry vs Medium Attack	10
Heavy Parry vs Heavy Attack	10

Parries Made with "Natural Weapons"

In the case of characters, animals and, monsters fighting with "natural weapons," an attempt to "Parry" is an attempt to somehow deflect the weapon with a hand, claw, foot, or whatever. A "success" means the blow was deflected, but the Crit Die roll must be **higher** than the Crit Die roll of any successful blow if injury is not to result. Otherwise, the blow is deemed to have struck the parrying limb with 1/2 force!

We do not recommend this kind of defensive action except when in dire straits and truly desperate. Incidentally, most beasts know better and prefer to Dodge!

Shield Blocks

The third form of defensive counter involves interposing a shield between oneself and the oncoming blow. The shield was always used as an **active** defensive armament and was kept in motion to position it to cover the Defender's body. The idea was to angle it so as to deflect a blow efficiently or, at least, to keep a barrier between the Defender and a blow coming from the front or shield-arm side. The other side is unprotected and the Defender must turn to take the blow on the shield.

Slashing or crushing: shield takes the blow's force.

Piercing or Missile: deflected by successful Shield Block.

To use a shield well requires Shield Block skill. **The Defender adds his base SC% chance in Shield Blocking + PSF + one of the following bonuses** reflecting shield size:

Buckler	no bonus
Target	**minor (+5%)** bonus
Large Shield	**moderate (+15%)** bonus
Tower/Kite Shield	**moderate (+20%)** bonus

The purpose of a shield is for it to get **hit** instead of the Defender! Failure means the Defender didn't get his shield in the way of a blow. Success means he did get it in the way!

If the Defender successfully blocks a **Slashing** or **Crushing** weapon, his shield absorbs damage up to its protection value. The excess damage is not absorbed by armor. Rather it is taken at the rate of **1 Fatigue point per 3 over the shield's protection** and assessed directly against the Defender's Fatigue or Body levels because of the shock of impact.

Piercing weapons and **Missiles** are deflected by a successful shield block, and no damaging energy is imparted to the shield or Defender. Magical energy darts and bolts, such as a Lightning Dart or a Fire Bolt, are Shield-Blocked like slashing or crushing attacks. However, any energy attack with a radius effect, like Fire Ball cannot be blocked as it "explodes" through the entire target area.

Hits vs Successful Shield Blocks (optional)

These following modifiers may be added to a successful shield block:

1. If the shield is struck by 20+ in damage, the shield bearer is forced back 3' + 1' per 3 damage points over 20.
2. If the character is knocked back more than 5', he must make a Dodge resisted roll - damage received to avoid being knocked down. If a Successful Dodge, he only drops to one knee. If the Dodge is Critically Successful, he remains standing. (The Defender has been hit hard and he has only a limited chance of keeping his feet.)
3. If the total amount of damage inflicted is x2 the protection of the shield vs. that form of attack, the shield is shattered and destroyed. Any damage over the base protection of the shield is taken 1 for 1 on the defender, not 1 for 3, because the blow is devastating! The armor he wears can absorb whatever it can of this remaining damage. If any is left, it scores against the Fatigue levels of the character.

Critical Success vs Shield Block

Critical Hit and Missed Shield Block: If the defender **misses** his shield block, the blow strikes the character directly and is resolved on the ***Critical Hits Tables***.

Critical Hit vs Successful Shield Block: The character succeeds with his shield block. However, the attacker scores a **critical success** with his hit, so any impact, including missile or piercing, strikes the shield and the damage is absorbed by the shield. The Attacker rolls an **extra Crit Die** of damage for the Critical Hit.

The Defender subtracts his shield's damage absorption capacity from the total damage inflicted. The remaining damage is applied directly to the defender at -1 FP (or -1 Body point once Fatigue levels are exhausted) per 3 damage points remaining in the blow after shield absorption. Note: armor does **not** absorb this damage as it is due to **impact**--the sheer shock force of the blow that got through the shield.

Note the following situations totally deflect the blow, so **no** damage falls on the shield:

Critical Hit vs Critical Shield Block: blows from slashing and crushing weapons are absorbed by the shield's protection value, but piercing weapons are deflected. **No** extra Crit Die is rolled in this instance.

Successful Hit vs Critical Shield Block: blow is deflected.

If the force of the blow is equal to **double** the absorption factor of the shield, the shield is destroyed. Any damage over the base protection of the shield is taken 1 for 1 on the defender, not 1 for 3, because the blow is devastating! The armor he wears can absorb whatever it can of this remaining damage. If any is left, it scores against the Fatigue levels of the character.

Mounted Combat

Mounted Combat works differently from normal combat. A character's skill in any melee weapon used from the saddle (except the lance) can be rated no higher than his *Mounted Combat* skill. If the character has a lower *Mounted Combat* skill than his weapon skill, while on horseback his skill in the weapon will be reduced to his *Mounted Combat* success chances.

Characters on horseback may expend AP to preform actions such as preparing a weapon at no penalty while the horse is moving. The horse performs actions on its own MOV, and its rider perform actions on his own MOV. The player must keep separate AP bars, one for his character and one for the character's mount.

Momentum is vital to the effects of mounted attacks. The very speed and mass of the horse is used to deliver massive energy of impact when wielding a lance. They also contribute equally well to the destructive forces exerted by slashing and crushing weapons:

1. If a mount is moving at 1/2 speed, a rider does **+1 extra point of damage per 500 lbs.** of his mount's weight when striking from the saddle.

2. If a mount is moving at full speed (charging), a rider does **+1 extra point of damage per 250 lbs.** of his mount's weight when striking from the saddle.

Speed Affects Hit Probability: At full speed (charging), a major -25% penalty applies to all attacks **except** for charging with a lance. See *Lance Combat* for more details.

Horse Weight Modifiers in Mounted Attacks: The horse must travel **at least 30 feet** to build up enough speed to add in the horse weight modifier.

Mounted Attacks against Targets on Foot: If the character on horseback is attacking targets on the ground at less than a full charge, he receives a minor +10% bonus to his attacks with any weapon other than a missile weapon.

Dodging while in the Saddle: Characters on horseback have only 1/2 Dodge PSF because one simply has very limited movement options in such a situation. You can duck and that's about all you can do!

Falling from a Mount: If a mounted character receives an attack that does 20+ points of total damage, he must make a *Riding a Warhorse* check to determine if he can keep his seat or is knocked from the saddle. For every 3 points of damage taken over 20, the character reduces his success chances by -3%. This rule replaces bash-back rules elsewhere in this chapter.

Lance Combat

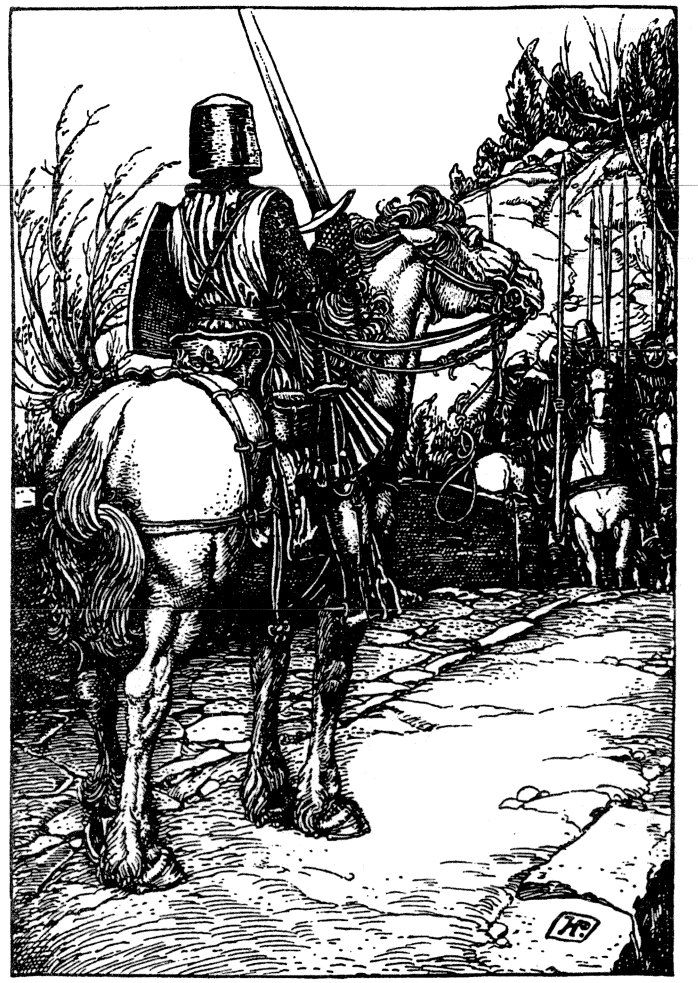
If a character on horseback is **charging with a lance** a slightly different set of rules apply:

1. There is no penalty to hit probabilities for charging at full speed using a lance once the rider sets it for the attack.

2. Used at less than half-speed, a lance is no better than the kontos, used for stabbing thrusts, and and does no extra damage.

3. If a lance strikes and does 36+ points of total damage, at least 1/2 the damage must get through the armor protection resisting it and score directly against the target's Fatigue and/or Body levels, or the lance shatters!

4. **Jousting lances automatically shatter** if they do more than 25 points of damage, the excess going only into an unhorsing determination.



An Example of Mounted Combat

Sir Miles is sitting on his 2000 lb. destrier, Storm, watching the battle unfold 100' away. He sees his hated enemy, Robert de la Croix, and snarls in defiance.

It is the beginning of the combat round. Sir Miles has MOV 16 and rolls 8 on D10 for 24 AP. Storm has MOV 19 and rolls 7 on D10 for 26 AP. Some character in the fight has Initiative 29, so the countdown begins on phase #29. . . 28. . . 27. . .

On #26, Don, the player of Sir Miles, sets Storm into motion, declaring he is charging the warhorse toward Robert de la Croix, who is fighting on horseback at the edge of the swirling melee. The horse must cover 100'. At 10' per AP, he arrives at #16 in the countdown. Don places **Storm's** token at #16 on the AP bar.

#25. . . #24. . .Don declares that Sir Miles is setting his lance for the charge, an action costing 3 AP, so Don places **Sir Miles'** token at #21 on the AP bar to indicate when the knight will be ready to deliver his attack. From #21 on down, anyone in his way could be struck down by his lance!

#23, and Storm is now up to a full gallop. A lance delivered at that speed will do full and massive damage!

#22. . . 21. . . 20. . . 19. . . 18. . . And at that moment Sir Robert sees the English knight charging down upon him! He is facing broadsides on to the charge, his right side exposed to the lance! Desperately, he hauls around on his mount's reins to turn his facing toward Sir Miles. This costs 1 AP to his horse's movement.

#17. . . Sir Robert is now facing the charge. He expends 1 FP to quickly set his heater shield against the attack and puts spurs to his horse, but his destrier cannot accelerate to a gallop in the time remaining before. . .

#16 Sir Miles arrives. . . or, rather, his lance point does. Sir Robert is at a serious disadvantage. His horse is not up to speed, but Sir Miles' destrier is. He does have his shield set, but if he cannot deflect a good portion of the blow and Sir Miles' aim is true, he is going to be skewered!

Jousting (optional)

A joust is tournament combat between two knights charging on destriers at the full gallop, each with his lance couched and aimed at the shield or the helm of the opponent. The idea was to unhorse one's opponent or else "break three lances" against him, signifying solid hits. The jousting lance was blunt-tipped and designed to shatter on heavy impact. Still, a knight who is solidly struck may still be badly shaken up, despite his armor protection.

Detailed jousting rules are not included here because of space but will appear in ***Knights: the Chivalric Order™.***

Missile Fire

Missiles may be hurled or shot. Attacks are made in much the same way as with melee weapons, attacks being declared and delivered during the countdown according to the AP costs of the armaments. However, there are several important differences between melee and missile combat:

1. **Range to the target** determines the accuracy, damage, and chances of a critical hit for any missile weapon. Tables at the end of this chapter set out the details. Ranges are given in increments, the actual distances being different for each weapon because their characteristics are different. Still, once one is shooting beyond short range, there is a percentage penalty subtracted from the **Total Success Chance (TSC%)** to hit with a given weapon. Similarly, the damage that can be inflicted drops off with increased range. The chance of a critical hit is also reduced with increased range.

2. Moving targets tend to be much harder to hit than stationary targets:

In addition to range reductions, targets moving toward or away from the missile firer or missile hurler are a flat -10% harder to hit past long range and -20% harder past extreme range.

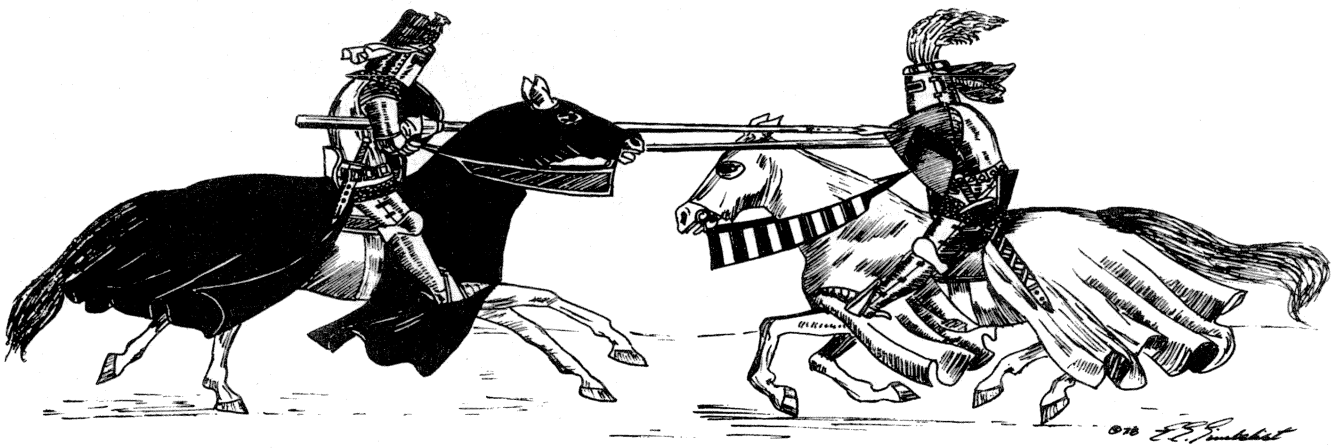
Targets moving across the front of the missile firer or missile hurler have a penalty to hit no matter what range they are at. **In addition to range reductions**, decrease the chance to hit by -1% per foot targets are traveling per AP in the phase **when the missile is loosed**.

3. The **size of a target** can greatly affect accuracy. See ***Situational Modifiers*** in this Chapter.

4. All missile weapons have **reload times**. While they may be readied earlier and then snap-fired, they require some time for reloading. If interrupted to perform any other action with the hands, the loading of any missile weapon **must be started over** from scratch!

5. Once engaged by a foe in melee, an archer cannot reload a melee weapon. There is no time, no space, and no opportunity to fit an arrow to a bowstring when someone is swinging a sword at you. Drop the bow and draw a sidearm to defend yourself.

6. To fire a Shortbow or a Light Crossbow from the saddle requires Horse Archery, just as Mounted Combat is needed in order to wield a melee weapon without severe penalties while mounted.



Damage from Attack

All damage inflicted by melee weapons, missiles, or magic is scored against the target as described below:

Melee Weapon Damage : Weapon damage done with a melee weapon is worked out in the following way:

1. Each melee weapon has a **basic damage** effect. For example, Bors is carrying a Longsword, which does 5 points of basic damage. (See ***Melee Armaments: Slashing Swords***, below.)

2. To the basic damage is added the **weapon damage bonus** arising from one's primary and secondary Attributes with the weapon. For example, Bors has STR*16 and AGIL*19 = 35 in Slashing Swords, so he adds +6 to his Longsword's damage effects, for a total of 5 +6 = 11 points. (See ***Weapon Damage Arising from Attributes Table***, given at the end of this Chapter.)

3. Now the **Crit Die result** is added to the total. For example, Bors rolls 07 on the Crit Die when he hits, so he adds +7 to the total: 5 + 6 + 7 = 18 points of **slashing** damage!

Missile Weapon Damage : Weapon damage done with a missile weapon is worked out in the following way:

1. Each missile weapon has a **basic damage** effect which is related to the range to the target and also, in the case of weapons like bows and slings, the kind of ammunition being used. For example, Robert the Forester has a target at 65'. He is carrying a Shortbow. He is using a war arrow, which is rated at medium range (MR) at 40' to 90' and does 6 points of damage at that range when fired by a Shortbow. (See ***Missile Armaments Tables*** at the end of this Chapter.)

2. To the basic damage is added the **weapon damage bonus** arising from one's primary and secondary Attributes with the weapon. This represents the power of the Shortbow that Robert can draw. For example, Robert has STR*14 and AGIL*17 = 31 in Shortbows, so he adds +4 to his Shortbow's damage effects. Firing within LR (out to 90'), the total would be 6 + 4 = 10 points of basic damage. (See ***Weapon Damage Arising from Attributes***, below.)

3. Now the **Crit Die result** is added to the total. For example, Robert rolls 04 on the Crit Die when he hits, so he adds +4 to the total: 10+ 4 = 14 points of **missile** damage!

Magically Inflicted Damage : Damage done with magic is worked out in the following way:

1. Each offensive spell either has a **basic damage** effect or damage x ML of the caster. For example, Niral, Last of the Magi™, at ML*8, hurls a Mana Bolt which does 2 x ML of damage. (See ***Arcane Magic in Chapter 10, Magic Spells***.)

2. Now the **Crit Die result** is added to the total. For example, Niral rolls 07 on the Crit Die when he hits, so he adds +7 to the total: (2 x 8) + 7 = 23 points of **energy** damage!

Taking Damage

Damage is reduced by the damage resistance of armor, the amount depending on the kind of armor and the weapon used. **Aimed Attacks** and **Critical Hits** to unarmored locations are inflicted directly on the Defender's Fatigue or Body levels.

For instance, against platemail, Bors Longsword strike of 18 points will have -10 deducted against a slashing weapon because of the armor's protection values, so he scores 8 against the target's Fatigue levels (and then from the Body if Fatigue levels have been exhausted).

Against platemail, Robert's war arrow strike of 14 has -9 deducted against a missile so he scores 5 points.

Against platemail, Niral's Mana Bolt strike of 23 has -7 deducted against energy attack, so he scores 16 points.

The following rules govern the assessment of damage against any character due to combat or any other procedure which might reduce Fatigue and/or Body levels:

> The damage is first taken from the character's Fatigue levels. When all his Fatigue points are exhausted, damage is taken from the character's Body levels.
>
> Once a character has lost all of his Fatigue levels, his **PSF is halved** in **all** of his skill areas.
>
> Once a character has lost all of his Fatigue levels, any actions requiring expenditure of Fatigue points will now be taken from the Body levels.

Negative Body Damage Levels

As long as a character has so much as a single Body point, he can remain conscious and active. However, once he is into negative body levels, he lapses into unconsciousness.

> While unconscious, a character's Body level will continue to decline by -1 Body point every 10 minutes until death ensues.
>
> A character may sustain up to 1/2 negative Body damage. Beyond that causes death.

This represents the character's being in deep shock from his injuries, perhaps bleeding from slashing or piercing wounds, etc. An ordained priest, a magical healer, or a physician may stabilize and then reverse this condition. Without some form of medical attention, however, the character will die.

Aimed Attacks (optional)

To take an **aimed** shot or blow at an enemy, one must declare what part of the body is being targeted. To do this involves accepting a lower hit probability because now the fighter is attempting to strike a much smaller target area rather than just scoring a hit anywhere on the body of his foe. However, the possible outcome of such an attempt may well outweigh the reduction in success chances to hit.

The effects of targeting a specific part of the body is discussed in Critical Hits, on page 99. The modifiers for targeting a specific area are listed below. Deduct the location's modifier from the Total Success Chance (TSC%) to hit:

Hit Location	Modifier
Head	-50%
Neck	-50%
Arm	-25%
Chest	-0%
Abdomen	-35%
Groin	-50%
Upper Leg	-25%
Lower Leg	-35%

For protection afforded by armor to various Body locations, see ***Chapter 5, Marketplace***, in the ***Armor*** section. If attack stikes unarmored area, all damage is inflicted directly on the Defender.

Critical Hits (optional)

Critical Hits in the ***C&S*** combat systems operate in much the same way as Critical Successes do for non-combat skills in the **Skillscape**™ system. The chief difference is that each weapon has its own Critical Hits range.

For example, a Knight's Greatsword, a "heavy" melee weapon, scores a Critical Hit on a D10 Crit Die result of 08-10. A dagger, on the other hand, scores a Critical on Crit Die 10.

Essentially, then, an Attacker rolls D100 SC% dice and a D10 Crit Die when he makes his attack: If the attack results in a Critical Hit but the Defender counters the attack successfully with a Dodge, Parry, or Shield Block, there is no longer a Critical Hit. The attack is **downgraded** to a basic success. If the attack produces a Critical Hit and the Defender fails to counter the blow, roll D100% dice and D10 Crit Die again and consult the following ***Hit Location Table***.

Hit Location Table

D100 Result	Location of the Hit
01-10%	Head
11-15%	Neck
16-25%	Left Arm
26-35%	Right Arm
36-65%	Chest
66-70%	Abdomen
71-75%	Groin
81-86%	Upper Left Leg
87-90%	Lower Left Leg
91-96%	Upper Right Leg
97-100%	Lower Right Leg

Body Location Hit Modifiers

On higher level, striking down	-35%[1]
On lower level, striking up	+15%[1]
Enemy is prone on the ground	no modifier[2]

[1]Except with spear, pole arm, lance, or other long **thrusting** weapon capable of reaching high or low on the foe, despite the difference in levels. Other melee armaments have a tendency to strike the upper body if aimed from above or to strike the lower body if aimed from below.

[2]A foe lying on the ground could be struck almost anywhere because all parts of him would be an equal distance from the attacker striking from above and could be struck with equal ease as a result.

For protection afforded by armor to various Body locations on, see ***Chapter 5, Marketplace***, in the ***Armor*** section. If attack stikes unarmored area, all damage is inflicted directly on the Defender.

When the Crit Die result enters the Critical range (see ***Armaments Tables***), a **Critical Hit** is scored. A second **Crit Die** rolled with the D100 Hit Location percentage pair determines the severity of the blow struck. At such times the target loses -1 Body point x the second Crit Die.

1. Critical Hit damage is suffered **over and above** the weapon damage already taken.

2. The damage arising from the second Crit Die is deducted directly from the **Body** levels **without any of that damage being absorbed by the target's armor**.

3. Furthermore, the character is **dazed** and also loses -1 Action point x Crit Hit Die, representing the loss in timing, etc., caused by such a devastating blow.

Effects of Hits on Specific Body Locations (optional)

When a hit is scored upon a part of the body, the area hit could be deeply slashed, severed, broken, crushed, pierced, or impaled, depending on the weapon used. Use the following outcomes to determine the effects on specific body locations.

The Head

Slashing Weapon: skull cleaved & instant kill if slashing weapon does 1/2+ Max. Body in total damage after armor reduction.

Crushing Weapon: skull crushed & instant kill if crushing weapon does 1/2+ Max. Body in total damage after armor reduction.

Piercing Weapon: skull penetrated & instant kill if the piercing weapon does 1/2+ Max. Body in total damage after armor reduction. If 1/3+ Max. Body total damage after armor reduction, victim loses an eye and makes a Willpower check vs pain! Failure = -20 PSF in all skills for 10 combat rounds.

Missile Weapon: skull penetrated & instant kill if the missile weapon does 1/2+ Max. Body after armor reduction. If 1/3+ Max. Body total damage after armor reduction, victim loses an eye! Make Willpower check vs pain. Failure = -20 PSF in all skills for 10 rounds.

The Neck

Slashing Weapon: Neck severed & instant kill if slashing weapon does 1/2+ Max. Body in total damage after armor reduction, etc. Medium or heavy slashing weapon decapitates the target and sends the target's head flying!

Crushing Weapon: Neck shattered & instant kill if the crushing weapon does 1/2+ Max. Body in total damage after armor reduction, etc.

Piercing Weapon: Cartoid artery severed or spinal column severed & instant kill if piercing weapon does 1/2+ Max. Body in total damage after armor reduction, etc.

Missile Weapon: As for piercing weapon if arrow, crossbow bolt, javelin, knife, etc.; as for crushing weapon if slingstone, bullet, rock, etc.; and as for slashing weapon if a thrown axe.

Criticals to the Arm or Leg

Slashing Weapon: Arm/leg severely slashed and incapacitated if weapon does 1/2+ Max. Body in total damage after armor reduction, etc. Victim falls to the ground and can do nothing because of the pain if he fails a Willpower roll -50%. Medium or heavy slashing weapon completely severs the arm, hand, etc.

Crushing Weapon: Arm/leg broken and incapacitated if crushing weapon does 1/2+ Max. Body in total damage after armor reduction, etc. Victim falls to the ground and can do nothing because of the pain if he fails a Willpower roll -25%. Medium or heavy crushing weapon completely shatters the arm, hand, etc., requiring immediate medical treatment and possible amputation.

Piercing Weapon: Arm/leg pierced and incapacitated if piercing weapon does 1/2+ Max. Body in total damage after armor reduction, etc. Victim falls to the ground and can do nothing because of the intense pain if he fails a Willpower roll -20%.

Missile Weapon: As for piercing weapon if arrow, bolt, javelin, etc.; as for crushing weapon if slingstone, bullet, rock, etc.; and as for slashing weapon if a thrown axe.

Criticals to the Chest

Slashing Weapon: Chest severely slashed if weapon does 1/2+ Max. Body in total damage after armor reduction, etc. Victim falls to the ground and can do nothing because of the pain if he fails a Willpower roll -20%. Heavy slashing weapon completely severs the torso and cuts the target completely in two! Instant kill!

Crushing Weapon: Several ribs broken and incapacitated if weapon does 1/2+ Max. Body in total damage after armor reduction, etc. Victim falls to the ground and can do nothing because of the shock and pain if he fails a Stamina roll -20%. Heavy crushing weapon completely smashes in the rib cage and drives splintered bones into the heart and lungs! Instant kill!

Piercing Weapon: Chest has been pierced and target is incapacitated if weapon does 1/2+ Max. Body in total damage after armor reduction, etc. Victim falls to the ground and can do nothing because of the pain if he fails a Willpower roll -20%. Heavy piercing weapon completely runs the target through and impales him. Instant kill!

Missile Weapon: As for piercing weapon if arrow, bolt, javelin, etc.; as for crushing weapon if slingstone, bullet, rock, etc.; and as for slashing weapon if a thrown axe.

Criticals to the Abdomen

Slashing Weapon: Target disemboweled and incapacitated if weapon does 1/2+ Max. Body in total damage after armor reduction, etc., producing a "slow kill" (-3 Body points lost per 10 min. without medical attention). If he fails a Stamina roll -65%, the victim is incapacitated by the pain. Heavy slashing weapon cuts the target in two for a quick and spectacular kill!

Crushing Weapon: Severe blow if weapon does 1/2+ Max. Body in total damage after armor reduction, etc. Victim falls to the ground and can do nothing because of the impact and pain if he fails a Stamina roll -50%. Heavy crushing weapon ruptures internal organs and kills the target in an instant unless it is a large beast like a horse, ox, etc., which have the bone structure and musculature to withstand even such a vicious blow.

Piercing Weapon: Impaled if the piercing weapon does 1/2+ Max. Body in total damage after armor reduction, etc. Victim falls to the ground and can do nothing due to the pain if he fails a Stamina roll -50%. Heavy piercing weapon inflicts a mortal wound by ripping through intestines, stomach, etc.

Missile Weapon: As for piercing weapon if arrow, etc.; as for crushing weapon if slingstone, bullet, rock, etc.; and as for slashing weapon if a thrown axe.

Criticals to the Groin

Slashing Weapon: As for Abdomen hit: see above.

Crushing Weapon: Severe blow if weapon does 1/2+ Max. Body in total damage after armor reduction, etc. Victim falls to the ground and can do nothing because of the excruciating pain if he fails a Stamina roll -65%. Heavy crushing weapon ruptures organ: instant kill!

Piercing Weapon: Groin artery severed and bleeding is rapid and uncontrolled--virtually an assured kill. Victim incapacitated if he fails a Stamina roll -50%

Missile Weapon: As for piercing weapon if arrow, etc.; as for crushing weapon if slingstone, bullet, rock, etc.; and as for slashing weapon if a thrown axe.

Criticals Scored by Energy Attacks

Energy Strikes to the Head:

Fire, Lightning, Mana:

Over 1/3 Max. Body in total damage after armor reduction = Target is blinded, burned, and **stunned**. (See Stun, later in this Chapter.)

Over 1/2 Max. Body in total damage after armor reduction = Instant kill!

Energy Strikes to the Rest of the Body:

Fire:

Over 1/2 Max. Body Damage after armor reduction = Targeted area useless if a limb. For example, an Arm Hit makes it impossible to use that arm or hand. If a torso area is hit: 1/2 PSF. Victim is in intense pain: Willpower roll - 10% to success chances to remain conscious.

Lightning:

Over 1/2 Max. Body Damage after armor reduction = As for Fire, except Stamina roll -20% to success chances. **Failure** = victim **Stunned** by electrical discharge. **Success** = victim escapes being stunned.

Mana:

Over 1/2 Body Damage after armor reduction = Chance of **stun** from the massive mana surge through the target's body. Make Stamina roll - 20% to success chances. Failure = victim **stunned**. Success = victim escapes being stunned.

An Example of Combat

Let us now consider how combat is fought. For detailed rules and examples on how Initiative is conducted, see Basic and Advanced Initiative at the beginning of this Chapter.

Eric is being attacked by a thug in an alley. Eric's Long Sword blow goes on phase 12 and he takes a swing at the thug. The thug only has a knife and decides to Parry the blow by expending 1 Fatigue point so he won't delay his action, a Knife blow on phase 9.

Eric has a BC% of 50% and a PSF of 42% in Slashing Swords, giving him a TSC% of 92%. The thug has a 40% BC% and a PSF of 26% in Knife-Fighting, giving him a TSC% of 66%.

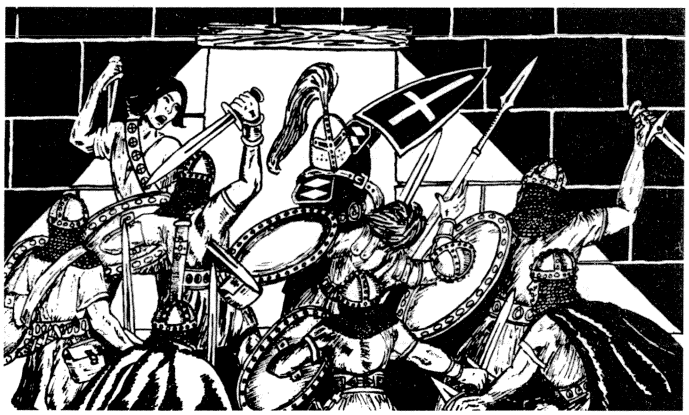
Eric rolls 33% with Crit Die 06, so he will hit. The thug subtracts -42% (Eric's PSF) from his Parry chance: 66% - 42% = 24%. He rolls a 14% and an 8 on the Crit Die. Because both Attack and Parry were Successful, they cancel each other out.

The Thug attacks on phase 9. At the end of phase 12 Eric stated that he would Parry the thug's knife strike. The thug rolls a 54% and Crit Die of 10, a **Critical Success**! Eric rolls a 32% with Crit Die 10! Also a Critical Success--he parries the attack even after subtracting -26% (thug's PSF) from his chances.

On phase 1 Eric attacks again. The thug spends a Fatigue point to avoid using AP. Eric rolls 13% with Crit Die 09, which is in the Crit range of his Long Sword. The thug rolls an 40% with Crit Die 04, failing his Parry due to Eric's - 42% PSF. If he had rolled a normal **Success** he would have reduced Eric's **Critical Success** to a normal **Success**.

Eric now rolls a 69% to determine Critical hit location--the Addomen! He rolls Crit Die 03 for extra damage. The thug has Fatigue 28 and Body 25. The normal damage Eric inflicts is 5 (Longsword) +3 (Damage Bonus) = 8. He adds+9 (Crit Result) = 17. Deduct -3 armor absorption, and the normal hits = 17 - 3 = -14 from the thug's Fatigue 28 = 14 FP left.

The Hit Location damage on Crit Die 03 inflicts another -3 to the Body level, **ignoring the armor**. The thug now has only Body 22 (25 - 3). However, Eric has scored a Critical Hit to the abdomen with a total of 14 + 3 = 17 points of damage. The thug has a max. Body of 25. Half Body is 13. Eric has scored more than that in total damage. Turning to the ***Critical Hits to Abdomen*** table, we find that Eric's slashing sword disembowelled the thug. The thug must make a Stamina roll -65% to remain active, is dazed 3 AP, and dying from a mortal wound.



Dazing & Stunning

A character may be **dazed** by a blow, a fall, impact, or a strike from magical energy. He loses -1 AP x second Crit Die (rolled with location hit: See ***Criticals***). This represents his being shaken up for the moment but he can still expend FP to defend.

A character may be **stunned** by a blow, a serious fall or impact, or by a strike from magical energy. He loses all capability to act in the current round, is on the ground, and on the edge of unconsciousness. He remains incapacitated for at least one round (or more, if indicated).

Surprise!

Surprise is just that--getting the drop on the other side so that the Initiative lies with oneself and one's comrades. To achieve Surprise essentially involves knowing that the opposition is coming and then preparing an ambush to greet them. In other words, the Surprisers have to have some way not only of concealing themselves, etc., but also must know where the opposition is (through scouting, direct observation, or magical means) so that they will not be spending Fatigue points trying to maintain a constant state of readiness to act on the instant the opposition has entered the trap.

The Surprised party has 1/2 AP (MOV + Initiative D10 roll) in the Surprise round. Normal Initiative resumes in the next round. Those who, after halving their AP, still have an Initiative higher then the Surprisers' Initiative, enter the Initiative countdown on the same phase as the **Surprisers** rather then their own.

Anyone in the Ambushed Group has a chance of not being surprised if successful with an Alertness check. (Either the GM or the players make ***Alertness-Sight*** or ***Alertness-Sound*** checks, taking the Stealth of the Surprisers into account. The GM may wish to make such determinations himself to "orchestrate" the action and not give any surprises away.) If the Ambushed character(s) detect the ambush at the last minute, they begin avoid the ambush and can react normally.

Surprised characters have only **1/2 their Initiative** and cannot react until each enters the countdown and may begin to act. A Surprise can be very nasty! Before entering the countdown, Surprised characters can react defensively only by expending Fatigue points to bring up a shield, etc., to block a blow. If the Surprisers are using Stealth and succeed in sneaking up from behind, the Ambushed party is in deep trouble.

Here's an example of how Surprise works in combat:

Sir Miles' group is traveling in the forest and is walking into an Orcish ambush. The Orcs wait until the group is close, then charge from cover, screaming their war-cries.

All the characters must make an Alertness check. The GM rules they may make either an Alertness Sight or Sound check, whichever is higher for them, due to the way the Orcs charged. Had the Orcs crept up behind the characters, they would have made an Alertness-Sound roll to hear their approach (minus Stealth PSF of the Orcs). If the Orcs chose to fire missiles from ambush, the GM would require an Alertness-Sight roll to see if the party spotted the Orcs aiming their weapons(-minus Blending in Forest PSF of the Orcs).

All fail their Alertness rolls except John, the Forester, so they have -1/2 their AP and enter the countdown on the Orcs' surprise phase or their own, whichever is lower. John made his Alertness roll and acts as normal. Even with 1/2 his AP, Ralf, the cutpurse, had a higher Initiative than the Orcs but he was Surprised so he enters the countdown on the Orcs' Initiative. The other members of the party all had lower Initiative than the Orcs so they will enter the combat round later--on 1/2 their AP.

Melee Armaments

SP = speed rating of the weapon.

Wt. = typical weight of the weapon in pounds (lbs.). Some weights may seem excessive, but they are quite authentic.

Len. = typical length of the weapon from hilt to point. A bladed weapon would have a hilt at least 6-8" long, so the length of a blade can be approximated by subtracting that amount.

Weapon Damage = damage done before allowing for armor.

Critical Hit = result required on Crit Die to score a Critical Hit.

Weapons Damage Arising from Primary & Attributes

Add/subtract the following damage points to basic weapon damage:

Attribute Total	Damage Points	Attribute Total	Damage Points	Attribute Total	Damage Points
4 or less	-10	14-15	-3	31-32	+4
5	-9	16-17	-2	33-34	+5
6	-8	18-19	-1	35-36	+6
7	-7	20-24	+0	37	+7
8-9	-6	25-26	+1	38	+8
10-11	-5	27-28	+2	39	+9
12-13	-4	29-30	+3	40+	+10

Knives

SP	WEAPON	Wt.	Len.	Damage	Attribute	Type	Crit.Hit
L	**Throw Knife**	.75	8"	1	AGILx2	Pierce	10
L	**Knife**	1	12"	1	AGILx2	Pierce	10
L	**Dagger**	1.5	15"	2	AGILx2	Pierce	10
L	**Poignard**	2	18"	2	AGILx2	Pierce	10
L	**Skean**	3	20"	3	AGILx2	Pierce	10
L	**Dirk**	3	20"	3	AGILx2	Pierce	10

Short Swords

SP	WEAPON	Wt.	Len.	Damage	Attribute	Type	Crit.Hit
M	**Gladius**	4	24"	4	STR+AGIL	Pierce	10
M	**Saex**	4	24"	4	STR+AGIL	Pierce	10

Slashing Swords

SP	WEAPON	Wt.	Len.	Damage	Attribute	Type	Crit.Hit
L	**Goblin Scimitar***	4	27"	4	STR+AGIL	Slash	10
L	**Yataghan**	4	30"	4	STR+AGIL	Slash	10
M	**Spatha**	5	36"	4	STR+AGIL	Slash	10
M	**Arab Scimitar**	6	40"	5	STR+AGIL	Slash	9-10
H	**Kt's. Sword**	8	40"	6	STR+AGIL	Slash	9-10
M	**Orcish Scimitar***	6	42"	5	STR+AGIL	Slash	9-10
M	**Longsword**	6	44"	5	STR+AGIL	Slash	9-10

*If not wielded by a Goblin or Orc -10% minor penalty to hit.

Great Swords

SP	WEAPON	Wt.	Len.	Damage	Attribute	Type	Crit.Hit
H	**Falchon**	9	33"	6	STRx2	Slash	9-10
2H	**Claymore**	9	48"	8	STRx2	Slash	9-10
H	**Greatsword***	10+	48"	6	STR+AGIL	Slash	9-10
2H	**Greatsword***	8	40"	9	STRx2	Slash	9-10
2H	**2-hand Scimitar**	12+	48"	9	STRx2	Slash	8-10
2H	**Zwei-hander**	15+	72"'	10	STRx2	Slash	8-10

*Can be wielded 1 or 2-handed. Use **Slashing Sword** skill if wielded 1-handed and **Great Sword** skill if wielded 2-handed.

War Axes

SP	WEAPON	Wt.	Len.	Damage	Attribute	Type	Crit.Hit
M	**War Axe**	6	36"	5	STRx2	Slash	9-10
2H	**Battle Axe**	12	48"	8	STRx2	Slash	9-10
2H	**Pole Axe***	12	7'	8	STR+DISC	Slash	9-10
2H	**Halberd****	15	9'	10	STR+DISC	Slash	8-10

*Pole arm

Can be wielded as a pole arm or as a 2-handed infantry spear (See ***Spears* for combat characteristics.)

Flails, Maces, & War Hammers

SP	WEAPON	Wt.	Len.	Damage	Attribute	Type	Crit.Hit
M	**Cavalry Flail**	8	60"	6	STR+DISC	Crush	9-10
2H	**Military Flail**	12	8'	9	STR+DISC	Crush	8-10
M	**Dwarf Hammer**	7	27"	6	STRx2	Crush	9-10
2H	**Dwarf Hammer**	7	27"	8	STRx2	Crush	9-10
M	**Warhammer**	6	30"	6	STRx2	Crush	9-10
M	**Mace**	7	30"	6	STRx2	Crush	9-10
M	**Morningstar**	8	30"	6	STRx2	Pierce	9-10
2H	**Lucerne Hmr.**	10	48"	10	STRx2	Pierce	8-10
2H	**Maul, Sledge**	9-16	48"	10	STRx2	Crush	8-10

*Dwarvish warhammers are wielded one-handed or two-handed.

Cavalry Lances at the Gallop

SP	WEAPON	Wt.	Len.	Damage	Attribute	Type	Crit.Hit
H	**Kontos**	10	9'	5	STR+AGIL	Pierce	9-10
H	**Cavalry Lance**[1]	10	10'	8[2]	AGIL+DISC	Pierce	6-10
H	**Chivalric Lance**[1]	12	12'	10[3]	AGIL+DISC	Pierce	5-10
H	**Jousting Lance**	12	12'	5[4]	AGIL+DISC	Crush	9-10[5]

[1]These damage and Critical Hit numbers assume that the horse is charging at full speed. If charging at ½ speed, add +2 to the Crit ranges (eg: the lance becomes 8-10 and chivalric lance = 7-10). If going at a lesser speed, treat lances as kontos.

[2]Charge at full speed adds +1 extra point of damage per **250 lb.** of horse. Charge at 1/2 speed adds +1 extra point of damage per **500 lb.** of horse.

[3]Charge at full speed adds +1 extra point of damage per **100 lb.** of horse. Charge at 1/2 speed adds +1 extra point of damage per **250 lb.** of horse.

[4]**Jousting** Lances break after 25 points of damage. Damage over that counts only towards determining if Defender is unseated.

[5]Roll 1D10 extra Crit Die of jousting "damage," which is applied to unseating an opponent in the lists.

War Spears

SP	WEAPON	Wt.	Len.	Damage	Attribute	Type	Crit.Hit
M	**Roman Pilum**	4	6'	5	STR+DISC	Pierce	10
M	**War Javelin**	4	6'	5	STR+DISC	Pierce	10
M	**War Javelin**	4	6'	5	STR+DISC	Pierce	9-10
M	**Infantry Spear**	7	7'-9'	5	STR+DISC	Pierce	10
2H	**Infantry Spear**	7	7'-9'	7	STR+DISC	Pierce	9-10
2H	**Billhook**	9	7'	5	STR+DISC	Pierce	10*

*Normally used as spears, Billhooks may also be used to hook an opponent. No damage is done then unless success with a Crit Hit of 7-10 is scored. If successful on a hooking attempt a knock-down occurs if the foot target fails a Dodge resisted roll orit can result in a cavalryman being pulled from his horse if the cavalryman fails a Riding or a Dodge resisted roll - PSF of billhook man!

Civilian Spears

SP	WEAPON	Wt.	Len.	Damage	Attribute	Type	Crit.Hit
M	**Huntg Javelin**	4	6'	5	STR+DISC	Pierce	10
M	**Harpoon***	5-8	7'	6	STR+DISC	Pierce	9-10
2H	**Boar Spear**	10	7'	7	STR+DISC	Pierce	9-10
MH	**Trident**	6	7'	4	STR+DISC	Pierce	9-10

*Barbed head will catch in the target, so a harpoon is good for one successful thrust. Alternatively, it can be thrown as a javelin but with war-axe range and same damage as when hand-held.

Fighting Staves

SP	WEAPON	Wt.	Len.	Damage	Attribute	Type	Crit.Hit
LM	**Quarterstaff**	3	7'	5	STR+AGIL	Crush	10
MH	**Shod Staff**	7	7'	6	STR+AGIL	Crush	9-10

Clubbing Weapons

SP	WEAPON	Wt.	Len.	Damage	Attribute	Type	Crit.Hit
L	**Blackjack**	2	12"	1	STRx2	Crush	10
L	**Small Club**	3	30"	2	STRx2	Crush	10
M	**Medium Club**	5	36"	3	STRx2	Crush	10
2H	**Large Club**	8+	5'	5	STRx2	Crush	9-10

Miscellaneous Weapons Attacks

SP	WEAPON	Len*	Damage	Attribute	Type	Crit.Hit
L	**Buckler Bash**	24"	2	STRx2	Crush	10
M	**Target Bash**	20"	3	STRx2	Crush	9-10
H	**Lge.Shield Bash**	16"	4	STRx2	Crush	10
L	**Punch**	24"	1	STR+AGIL	Crush	10
M	**Kick**	30"	2	STR+AGIL	Crush	10
M	**Body Throw**	18"	5**	STR+AGIL	Crush	10

* "Length" is unarmed combat reach. On a tied initiative, a weapon goes first on a draw because it will have a longer reach.

**See Wrestling in Athletic Skills.

Missile Armaments

SP = speed rating of the weapon when hurling or firing:

Ranges are given as SR (short range), MR (medium range), LR (long range), ER (extreme range). The ranges given are the **limits** for a particular range. eg: for a War dart, SR 10' = 0 -10'; MR 30' = 11-30'; LR 60' - 31-60'; ER 90' = 61-90', and ER 150' = 91-150'. Reduce hit probabilities by the negative % value listed.

			-0%	-05%	-10%	-20%	-30%
SP	WEAPON	Attributes	SR	MR	LR	ER	MaxR
M	**Dart**	STR+AGIL	10'	30'	60'	90'	150'
M	**Hunting Javelin**	STR+AGIL	10'	30'	60'	90'	120'
M	**War Javelin**	STR+AGIL	10'	30'	60'	90'	120'
M	**Pilum**	STR+AGIL	10'	30'	60'	90'	120'
M	**Thrown Axe**	STR+AGIL	10'	20'	40'	60'	90'
M	**Thrown Knife**	AGILx2	05'	10'	20'	30'	40'
L	**Short Bow**[1]	STR+AGIL	10'	30'	90'	150'	500'
	War Arrow		10'	30'	60'	100'	400'
	AP Arrow		10'	20'	40'	60'	180'
L	**Composite Bow**[1]	STRx2	20'	40'	120'	300'	700'
	War Arrow		20'	40'	90'	175'	525'
	AP Arrow		20'	40'	80'	150'	375'
L	**Longbow**[1]	STR+AGIL	20'	40'	150'	350'	800'
	War Arrow		20'	40'	125'	250'	600'
	AP Arrow		20'	40'	80'	175'	450'
L	**Elvish Longbow**[1]	AGILx2	20'	60'	200'	450'	900'
	War Arrow		20'	50'	150'	250'	600'
L	**Light Crossbow**	AGILx2	20'	50'	100'	200'	600'
L	**Mdm. Crossbow**	AGILx2	20'	50'	100'	200'	900'
L	**Heavy Crossbow**	AGILx2	20'	50'	100'	200'	1200'
M	**Shepherd Sling**	AGILx2	10'	20'	40'	80'	300'
M	**Slingstaff**	AGILx2	10'	20'	60'	150'	600'

[1]Add +50' per STR over 12 to ER & MR if bow is made for Archer.
[1]First entry is for Hunting Arrows (used with all bows).

Missile Damage Table

SP	WEAPON	SR	MR	LR	ER	MaxR	Type	Critical*
L	**War Darts**	6	6	3	-1	-4	Missile	9-10
M	**Hunting Javelin**	8	8	5	0	-3	Missile	9-10
M	**War Javelin**	9	9	6	3	0	Missile	9-10
M	**Pilum**	10	10	7	3	0	Missile	8-10
M	**Thrown Axe**	8	7	5	2	-1	Missile	8-10
M	**Thrown Knife**	1	1	0	-2	-4	Missile	8-10
L	**Hunting Arrow**[1]	5	3	1	-1	-4	Missile	10
M	**War Arrow**[1]	7	6	3	0	-2	Missile	9-10
M	**AP Arrow**[1]	10	7	5	3	0	Missile	8-10
L	**Lt.Hunting Bolt**	5	5	3	-1	-3	Missile	9-10
M	**Lt. X-B Warbolt**	6	6	6	2	-1	Missile	9-10
M	**Md.X-B Warbolt**	12	12	9	5	0	Missile	8-10
H	**Hv.X-B Warbolt**	18	18	13	7	2	Missile	7-10
L	**Stone Bullets**	4	3	1	-2	-5	Crush	9-10
M	**Lead Bullets**	9	7	4	1	0	Crush	8-10

[1]Damage is for Short Bows. **Composite Bow** adds +3 at SR, +2 at MR, +1 at LR. **Longbows & Elven Bows** add +5 at SR, +3 at MR, +2 at LR, and +1 at ER. Elven Bows do not fire AP arrows due to their weight.

Missile Critical Hits

SR	MR	LR	ER	Max.R
10	10	10	10	none
9-10	9-10	10	10	10
8-10	8-10	9-10	10	10
7-10	7-10	8-10	9-10	10

*Criticals for all missile weapons drops off with range. Values given are for SR. For Crit Hit numbers at other ranges, compare the weapon's SR Crit to those in the table to the left.

Shields

SHIELD TYPE	Slash	Crush	Pierce	Missile	Energy	Critical*
Buckler, rimmed	12	8	15**	nil	**0**	10
Buckler, reinf.	15	10	15**	nil	**0**	10
Target, wicker	10	12	8**	8**	**4**	9-10
Target, wood	10	9	12**	12**	**6**	9-10
Target, rimmed	14	12	12**	12**	**6**	10
Target/Heater. reinf.	15	15	18**	18**	**9**	10
Lge. Shield, wicker	10	14	8**	8**	**6**	9-10
Lge. Shield, wood	10	10	12**	12**	**9**	10
Lge. Shield, hide	10	9	15**	12**	**9**	10
Lge. Shield, rimmed	14	12	14**	14**	**10**	10
Lge. Shield, reinf.	16	15	18**	20**	**16**	10

*Critical refers to a **Critical Shield Block**. For critical results on a **shield bash**, see the ***Miscellaneous Attack Table***.

****Piercing & Missile** weapons are deflected by a successful Shield Block unless a Critical Hit is scored, whereupon damage applies.

Helmets & Protective Hoods

Type of Helm	Slash	Crush	Pierce	Missile	Energy
0 Bare Head	0	0	0	0	**0**
L Cloth Headgear	1	0	0	0	**1**
L Quilted Hood	2	3	1	2	**2**
L Leather Hood	3	1	1	2	**7**
L Ringmail Hood	5[1]	3[1]	3[1]	3[1]	**4**
H Chainmail Coif	6[1]	3[1]	5[1]	5[1]	**4**
H Cuirbolli Helm	5	5	4	4	**7**
B Composite Helm	7	5	6	6	**4**
B Conical Helm	9	7	7	8	**4**
B Open Bascinet	10	10	9	10	**4**
B Pot Helm	12	10	12	12	**7**
B Visored Helm	12	10	14	15	**7**
B Jousting Helm	16	12	16	18	**7**

[1]If worn with padding to absorb impact, etc., add +2 armor resistance level except for energy.

Body Armor

Type of Armor		Slash	Crush	Pierce	Missile	Energy
0	Flesh	0	0	0	0	**0**
L	Cloth	1	0	0	0	**0**
L	Animal Hide	1	0	1	1	**3**
L	Quilt Surcoat/Doublet	2	3	1	2	**3**
L	Leather/Fur Tunic	3	1	1	2	**3**
L	Cuirbolli	5[1]	7[1]	4[1]	5[1]	**7[1]**
H/B	Ringmail	6[1]	4[1]	3[1]	3[1]	**4[1]**
H	Reinf. Cuirbolli	8[1]	8[1]	6[1]	6[1]	**7[1]**
H/B	Scalemail	7[1]	5[1]	4[1]	6[1]	**7[1]**
H	Brigandine	7[1]	8[1]	5[1]	6[1]	**7[1]**
H/B	Chainmail	7[1]	4[1]	6[1]	7[1]	**7[1]**
H/B	Annealed Mail	8[1]	4[1]	6[1]	8[1]	**7[1]**
B	Platemail	10[1]	7[1]	7[1]	9[1]	**7[1]**
B	Field Plate	10[1]	8[1]	8[1]	9[1]	**7[1]**
B	Cavalry Plate	11[1]	10[1]	9[1]	10[1]	**7[1]**
B	Late Cav.Plate	12[1]	10[1]	12[1]	12[1]	**7[1]**
B	Jousting Armor	15[1]	12[1]	16[1]	18[1]	**7[1]**

[1]If worn with an arming doublet and other padding to absorb impact, etc., add +2 armor damage resistance levels except for energy.
[2]Rate as **Battle Armor** for Crit Hit purposes if worn with an arming doublet or quilted surcoat.

See ***Armor*** in ***Marketplace, Chapter 5***, for descriptions of various types of armor and the protection they provide to the different areas of the body.

Chapter 8: Acts of Faith (optional)

This chapter is optional. The rules in this chapter may not be appropriate to all game worlds. The player should consult the GM to find out what the nature of his world is, and especially the details about the religion(s) in it.

One style of playing ***Chivalry & Sorcery*** can be along the lines of a historical simulation, even if it includes fantasy elements. We have therefore based the Acts of Faith upon the Christian religion, which did have a major place in feudal life and events. On a broader view, most organized religions, whether historical or found in fantasy fiction, tend to follow similar lines. Therefore, the Acts of Faith should not be regarded as exclusively Christian! They could, with little modification, be adapted to other organized historical religions like Islam or Judaism. For all do agree on many of the same things--particularly on the issue of their general opposition to the practice of magic. This is one reason why many of the Acts of Faith included in the rules below tend to have an anti-magical flavor.

It might well be that the GM may have created a fantasy world in which these rules do not apply. Or he may have created an entirely new organized religion which could easily include modification of these rules to suit his view of how things should be in his campaign setting. He might even develop new Acts of Faith specifically for that religion.

In other words, the rules as stated below should not be regarded as limiting in any way. Game Masters are encouraged to feel completely free to develop (or ignore) religion in their fantasy role-playing campaigns. We also assure them that any changes to the rules, whether omissions of some rules, modifications of others, or addition of new "house" rules is both perfectly legitimate and necessary if a GM is to have the freedom to shape his fantasy campaign environment the way he wants.

See the ***Game Master's Handbook*** for suggestions and guidelines on how to go about setting up organized religions in your campaign setting.

The following rules should be used to simulate a Christian context **only** if all the gamers in the group are mature enough to role-play clerical characters or else deal with them in ways that will not give offense to the beliefs of any present.

The Gift of Faith

Faith is a non-standard skill. Though the game mechanics treat its use like a skill, it should be understood as being a kind of "gift" which one must develop in order to learn the individual Acts of Faith. In the basic game, the Faith "skill" is based on Christianity, and that is what the Acts of Faith represent. However, new Acts of Faith may be created and new Faiths based on organized religion could be established with relative ease. See the ***Game Master's Handbook*** for suggestions.

If your campaign uses the Acts of Faith rules given here, once a character has been created, the player should declare the character's religion. Those who are of a different religion than a cleric using the Acts of Faith do not receive the benefits a believer receives, only the benefits a priest bestows.

For example, a Christian cleric might Bless a pagan Viking. The Viking receives +1% x Faith Level of the priest. However, he does **not** receive the benefit a believer has of also adding +1% per 4 Piety points. See Blessing later in these rules.

Note that we draw a distinction between one's religion and Faith, which is a special kind of gift within that religion. There are a great many possible outcomes for an Act of Faith. The nature of the intervention depends upon such factors as the **Piety** of the believer and whether he is a lay member of the Faith or an ordained priest.

Organized Religion vs. Magic

Magic and organized religions do not mix. However, this does not mean that the Church hunted and killed all who practiced magic (at least not early on). In fact, for a large part of the Middle Ages there was an uneasy truce between the Church and those who were practitioners of magic.

Indeed, not only Christianity, but also Islam and Judaism disapproved of the practice of magic. In the view of all of three religions, magic flew in the face of the Will of the Deity. The same is also true of a good many organized religions depicted in fantasy novels.

One thing is abundantly clear: practice of the **Black Arts** was forbidden. Necromancy, conjuring and consorting with demons, and the casting of any magic to harm the innocent were regarded as crimes against both humankind and the Deity. Such practices were punishable by death. It was also believed that the practitioner would be condemned to everlasting punishment in the hereafter for being in league with the Dark Forces.

Other types of magic were frowned upon, but the religious authorities did not interfere overmuch with Mages who practiced less odious forms of magic.

The Power of Faith can be a thorn in the side of even the most powerful practitioners of magic:

1. Provided a Mage is of the same organized religion as a cleric, he may receive the benefits of an Act of Faith. That is, a practitioner of magic is no different than any other believer, except that his Piety has a maximum limit of 15 for Faith purposes, and he also suffers penalties practicing Magic while receiving the benefits of an Act of Faith.

2. A Mage doesn't receive a bonus to his spell castings from an AoF. Rather, he receives a **penalty** to his success chances equal to the bonus bestowed by an AoF over the duration the AoF is in effect. For example a Christian Mage with Piety*12 is blessed by a priest. He receives all bonuses of a Blessing **except when concerning his magic**. The Blessing is **anti-magical**, so he receives a penalty equal to the bonus to all of his spell castings for the Blessing's duration. He just can't have it both ways!

3. A Mage is affected by the penalties imposed by an AoF, no matter what his religion or Piety may be.

4. If unwilling to accept the effects of any Act of Faith directed toward him, a Mage or any other character may make a **resisted roll**. This involves a Willpower resisted roll minus the Personal Faith Factor of the one invoking the AoF. In this case, it doesn't matter whether one is a believer or not. The AoF works. For example, if a priest had PFF*31, the Mage subtracts -31% from his chance of resisting the AoF by exercising his Willpower.

Common Terms in Acts of Faith

In the following rules, we shall be using a few terms repeatedly. Here we present brief explanations so that players and Game Masters will understand their precise meaning and use in the game:

AoF = abbreviation for Act of Faith.

(✣) designates Acts of Faith solely within the competence of **ordained** priests.

(✣✣) designates Acts of Faith which only ordained Priests, Monastics (monks, nuns), and members of Holy Fighting Orders may invoke.

Auto indicates that the Act **automatically takes effect** (no Piety AR% roll, etc., is necessary).

Piety AR indicates that one must make an Attribute Roll based on Piety level to be successful in invoking an Act of Faith. We use AR's because the Acts are bestowing "gifts" rather than determining the outcome of learned skills. (See ***Chapters 1*** and ***3*** for details on AR Rolls.)

Crit Result of --: The result on the Piety AR Crit Die needed for some AoF to be successful or else the result indicates the enhancement of the divine "gift" bestowed.

Time Required: The time needed to perform an AoF.

Duration: The time the effects of the AoF apply.

Note that the Acts of Faith seem to follow no discernible pattern with regard to Fatigue costs, durations, dice rolls, etc., whereas Magic follows definite guidelines and patterns of operation. This is **not** accidental. Acts of Faith simply do not follow predictable guidelines because such occurrences and events are really like that. To simulate them, we had to take some liberties and also sacrifice game-system consistency to give the proper "feel" to such occurrences.

Some Acts of Faith require Piety AR's, but others don't. Some require small Fatigue costs to the invoker of the Act of Faith, while others carry massive Fatigue costs. Some may have no Fatigue cost at all. Some can be invoked by anyone with the Faith "skill." Others are reserved for the ordained priesthood of an organized religion. Some affect everyone. Others have special effects or even exclusive effects on believers alone. Some have no Crit Die rolls and outcomes, while others have. And some not only require success to be rolled on a Piety AR, but also that a high Crit Die result be obtained.

Please read each Act of Faith carefully to see how the rules are applied to arrive at the Faith outcome. Pay especial attention to the effect a particular invocation has on the priest (or lay person) requesting the intervention of the Deity. For these often differ widely, even between Acts of Faith which outwardly appear to be similar.

Faith (NS)

Piety x2* **Demanding DF: 5**

Faith is a non-standard "skill" which determines the character's **Faith Level (FL).** One's **Faith Level**, in turn, establishes which rank of **Acts of Faith** the character is able to acquire (learn) and develop (improve).

Faith is a gift which believers in a particular religion have is one's ability to invoke the powers from above. As we use the term, Faith does not measure one's belief in God. That is represented by the character's **Piety** level. Rather, Faith is the ability to invoke blessings and miracles--a way of simulating in a game system whether one's requests are heard. Such requests tend to be more successful when asked on behalf of others, and also when they are not extreme or outrageous.

Put another way, it is one thing to ask a blessing and quite another to part the Red Sea! To measure this sort of thing in gaming terms requires that we place the rate the Acts of Faith in ascending ranks for learning purposes. We also consider who might or might not be granted a request through an Act of Faith.

*Magic is considered to be a **forbidden art** in an organized religion. Any character who is a follower of an organized religion and buys a Mode of Magic will have his effective Piety level limited to Piety*15 for purposes of applying Faith. A devout believer is unlikely to dabble in magic of any kind. Indeed, many Acts of Faith are **anti-magical** in nature and interferes with the practice of Magic.

Who May Practice the Gift of Faith?

In basic ***C&S***, Faith may only be developed by those characters who follow a specific **organized** religion. **Anyone with the Faith "skill"** can call upon the Deity for assistance, Therefore a priest, monk, or any lay person may develop the Gift of Faith. However, remember that some Acts of Faith can be performed **only** by an ordained priest or a member of the clergy of the organized religion.

A priest must have a Piety*10+ to be able to invoke the benefit of an Act of Faith **for himself**. However, others may still receive those benefits from a Priest with Piety under 10 because they are "gifts" bestowed by the Deity upon those who are pious believers in the religion. By virtue of his holy office, even a low Piety priest can be used as an instrument to benefit the believers. He just doesn't personally benefit!

The other clergy--members of Monastic Orders or Holy Fighting Orders--have no minimum requirement for Piety, as a person can enter such orders to atone for great sins. They can invoke Acts of Faith marked **(✣✣)** and also Acts open to the laity.

Lay people (everyone not in the clergy) may invoke any of the unmarked Acts of Faith once they have acquired them.

Personal Faith Factor

The character's Personal Faith Factor or **PFF** is a term for the Attribute bonus/penalty arising from his Piety + 3% per level of Faith he acquires after basic knowledge (level 0). Consult the ***Attribute Bonus Table*** in ***Chapter 3, Skillscape***, for the percentage bonus or penalty arising from the character's Piety Attribute total.

The **PFF** determines the Faith Level **(FL)** of the character.

The **PFF** determines the percentage a character subtracts if he wishes to resist having an Act of Faith applied to him.

Faith Level

Acts of Faith are all rated for their Faith Level **(FL)** which determines how quickly a character learns and improves in his ability to call upon divine aid and assistance.

Faith Level Table

PFF	FL	PFF	FL
15 or less	1	51-65	5
16-25	2	66-80	6
26-35	3	81+	7
36-50	4		

Some Acts of Faith in a character's range may be denied to him because they are **Ordained Acts of Faith,** signified (✣). Those marked (✣✣) can be learned and invoked only by an ordained Priest, monk, or member of a Holy Fighting Order.

Learning Acts of Faith

A character learns new Acts of Faith through fasting, meditation, and study of holy texts.

Acts of Faith do not come easily, and a character may have to devote considerable time to improvement in this area. On the other hand, he may also be favored and achieve rapid improvement at other times.

To acquire basic knowledge in an Act of Faith, a character must fulfill the following conditions:

1. He cannot learn Acts of Faith beyond his current Faith Level limits.

2. He cannot learn Ordained Acts of Faith (✣) unless the character is an ordained priest.

3. He cannot learn Acts of Faith (✣✣) unless the character is an ordained priest, a monastic, or in a Holy Fighting Order.

3. To learn basic knowledge in any Act of Faith, a layman, monk, or Knight in a Holy Order must spend 7 days in meditation and study x rank of the Act of Faith.

4. Ordained Priests learn basic knowledge in any AoF at a faster rate than characters who have not joined the priesthood. They have received more formal training and also have the advantage of access to more information on their religion, etc., from Church libraries and from elder Priest-teachers. An Ordained priest must spend 3 days in meditation and study x rank of the Act of Faith.

5. When the time of study and meditation is over, the character will make a **Piety AR roll**. He must obtain success and his Crit Die roll must be equal to or higher than the rank of the Act of Faith he is trying to learn.

If he fails to acquire basic knowledge, he must repeat the entire process of meditating and studying, then make a Piety AR roll again. He may do this as long as it takes him to receive divine enlightenment concerning the Act of Faith he is studying. Until he does receive enlightenment, he will not be able to call upon the benefits provided by that Act of Faith.

Initial Acts of Faith

All characters who are **members of an organized religion**, whether laymen or ordained clergy, automatically start out with Common Prayer. Ordained priests start out with **all of the rank 1 Acts of Faith**, for all of these are part of their training for their holy office of priest:

Anoint the Sick	Bury the Dead
Anoint the Wounded	Common Prayer
Baptize	Hear Confession
Bless	Sanctify
Bless Item	Say Mass

If a priest starts the game under the age of 18 (see Age rules in Chapter 1), he has only Bless and Common Prayer. As a condition of his being ordained a priest, an Initiate has to learn the remaining eight of the rank 1 Acts of Faith but cannot practice them until he is ordained. However, he may learn and practice any Acts of Faith marked (✣✣) because these are open to any member of a holy order, whether initiates to the priesthood, monastics, or members of Holy Fighting Orders.

The Acts of Faith

Rank 1
Acts of Faith

Anoint the Sick (✣) — Auto

This **Ordained Act of Faith** can be invoked on the behalf of **anyone** who has a disease or is sick. **Time Required:** 5 minutes (although additional prayers, etc., will usually be said, which can extend the time past the minimum). Character's chance of dying is reduced by a percentage equal to 1% x anointing priest's FL + 1% per 4 Piety points of the patient . (The last only if the patient is of the same religion.)

The patient can be anointed only once, and the anointment lasts for the length of the sickness.

Anoint the Wounded (✣) — Piety AR

This **Ordained Act of Faith** allows a priest to anoint the wounded. **Time Required:** 1 minute.

Success adds 1% per 2 FL of the priest + 1% per 4 Piety points to the character's natural healing rate for 24 hours. **Critical Success** (Crit Die 08-10) enables a character to heal at one activity level higher than his recovery status. If full bed rest, **double** the modified healing rate for the 24-hour period.

The anointing may be done only once per 24-hours per person receiving the benefit.

Baptize (✣) — Auto

This **Ordained Act of Faith** empowers a priest to baptize a convert (or newborn) into the religious Faith he serves. **Time Required:** 1 hour.

Because the subject is a **willing** convert to the new religion, success is automatic. At that point, the new convert may enjoy all the benefits of belief in the Faith. In times of emergency, any believer may baptize in the absence of a priest.

Bless — Auto

This **Act of Faith** enables a believer to bless other believers or himself. **Time Required:** 3 AP in either Initiative System.

A priest may bestow 1 Blessing on a particular believer per 3 FL in any 24-hour period. (FL*1-3 = once per day; FL*4-6 = twice per day; etc.)

A Blessing bestows a bonus of +1% x FL of the Priest + 1% per 4 Piety points of the recipient. A lay person's Blessing bestows only +1% bonus per 4 Piety points the recipient possesses, and he can do this for a particular believer once per 3 FL in any 24-hour period. A character can benefit from only one Blessing at a time.

The bonus applies to the probabilities the character has to accomplish any task which would be deemed lawful and proper. This includes offensive combat against evil and all forms of self-defense and resistance to magical spells.

If a character already enjoys the benefits of a Mass, he cannot benefit further from a simple Blessing (the Mass provides all that a character can get). **Duration** of Blessing = 1 min. x Piety of the recipient.

Bless Item (✣) — Piety AR

This **Ordained Act of Faith** enables a priest to place a special Blessing on a religious object such as a cross or a religious amulet, etc. **Time Required:** 1 minute.

Any item that contains a Blessing will have the following effects in the game:

Requires a Willpower roll - PFF of the sanctifying priest for a supernatural being to pick up the item.

Using a Blessed Item increases one's PFF +5% when performing an Act of Faith. Only one Blessed Item at a time may bestow its benefits on the possessor.

Bury the Dead in Hallowed Ground (✠) Auto

This **Ordained Act of Faith** empowers a priest to bury a Christian in hallowed (blessed) ground. **Time Required:** 15 minutes to 1 hour.

Those buried in this matter lie at rest under divine protection against such sacrileges as reanimation through the Black Arts of Necromancy. The chance of such reanimation is reduced by -30% plus -2% x Piety of the deceased.

Common Prayer Auto

All characters with the Faith skill automatically start with the Common Prayer , which protects a believer in an organized religion from magic and the supernatural. Spirits, Demons, extra-dimensional beings, Undead, and Fairies or Fey (but not Elves) must make a Willpower roll modified by the PFF of the person praying. If they fail their Willpower rolls, such beings cannot approach within 5 feet of the person praying, and no **harm** may be done to him with weapons or magic or by any other means. His Faith has saved him, and the supernatural beings will leave him alone so long as he continues praying. After a round or two time, they will depart unless there is someone else to harass.

There are three different ways one may invoke divine aid with Common Prayer:

1. The character prays while performing other actions (including combat) This expends 1/3 of his AP per round. The supernatural being subtracts 1/2 the character's PFF from his Willpower chance to approach.

2. The character prays with more reverence while performing other actions. This expends 1/2 of his AP per round. The supernatural being subtracts all of the character's PFF from his Willpower success chance to approach.

3. The character drops to his knees and prays intensely, **doing nothing else** for that entire round, expending all his AP to do so. (This is a last-ditch, all-out effort to invoke divine aid, and the character places his fate in the hands of his Deity.) The supernatural being subtracts **double** the character's PFF from his Willpower success chance to approach.

If the character also has a **Blessed Item** to aid his prayer, he adds +5% to his PFF vs the supernatural being's Willpower roll.

Hear Confession (✠) Auto

This **Ordained Act of Faith** gives the priest the ability to absolve people of their sins, and to impose a proper penance. **Time required:** 10 minutes.

This is used to restore Piety levels lost through committing acts condemned by the character's religion. The character seeking absolution must be truly remorseful for the actions that caused a loss in his Piety and must preform a penance which may require prayer, fasting, or perhaps a quest to redeem himself.

For more information on what can cause a drop in Piety and what penances are appropriate and necessary to absolve oneself, please refer to the ***Game Master's Handbook***.

Sanctify (✠) Auto

This **Ordained Act of Faith** enables a priest to sanctify the following items:

1. **Holy Water:** 1 pint x FL per week. **Time required:** 1 hr. He will use 1/4 oz. in performing Blessings, etc. The Holy Water also **burns** any demonic spirit, undead, Faerie, or other supernatural being of Evil nature on contact: 1 x Crit Die of burn damage and a Willpower resisted roll - PFF of the cleric to avoid fleeing.

2. **Holy Oil:** 1 pint x FL per month. **Time required**: 3 hr. 1/4 oz. required to anoint the sick or wounded, perform last rites, anoint holy symbols or amulets that have been blessed, etc.

3. **Altar Stone:** 5 lb. x FL stone slab into which a Holy Relic has been placed, with anointment by 3 oz. of Holy Oil and 3 sprinklings (3/4 oz.) of Holy Water. **Time required:** 3 hours, followed by 3 Masses.

4 **Altar Cloth, Chalice, etc.:** used in religious services.

5. **Hallowed Ground:** This AoF purifies and sanctifies an area of ground to be consecrated for use as the site of a church, chapel, graveyard, etc. Supernatural creatures must make a Willpower roll to enter sanctified ground plus the PFF of the priest who cleansed the ground +25% PFF bonus for the sanctified earth.

Time required: 1 hr., followed by a Mass. The priest can sanctify 250 sq.ft. of ground x FL per ceremony. He will sanctify only as much ground as is needed.

Say Mass (~) Auto

This **Ordained Act of Faith** enables a priest to say Mass. **Success** is automatic and provides all who participate receive a Blessing that lasts for 24 hours. **Time required** = 1 hour.

We use the term "Mass" here to mean the sacred sacramental rites of an organized religion. Any believer in the religion who celebrates Mass receives a 7% + 1% per 4 Piety of the worshiper as a bonus to accomplish any task which would be deemed lawful and proper. **Duration of this benefit:** 24 hrs. or until the character performs an unlawful or improper act. GM's decisions on this are **final**!

A Mass said for the benefit of a specific individual will give him a 7% + 1% per 4 Piety bonus for 3 days, under the usual conditions. A character cannot have a Mass said for him more than once a month, and then only to aid him in a Holy Quest or to aid him to recover from serious illness, wounds, etc.

Traditionally, Mass requires the presence of a sanctified altar containing a holy relic. Some priests had portable altar stones or altar cloths containing a holy relic so that they could say Mass outside a church.

A very holy and powerful sacrament, celebration of a Mass generates an immensely powerful protective field around the celebrant and the worshipers. This protective field is **absolute**! No magic can affect anyone within its bounds. No supernatural being can pass the invisible barrier that guards the congregation. (The Faith holds that the Deity is literally present during the Mass. There is more than enough Power present, therefore, to ward off **any** magic or **any** supernatural being!)

Further, if performed on hallowed ground (as in a church), the protection of the Mass extends to the bounds of the sanctified ground, with impenetrable wards protecting all entrances, windows, etc., and barring the entrance of supernatural beings.

A Mass **cannot** be celebrated frivolously. It is a most sacred celebration of the relationship of believers to their Deity. It is not an easy means of casting great protections around a band of menaced characters. Misuse of the Mass by a priest could bring very serious reductions in his Piety level. Similarly characters who are believers may suffer similar reductions if they show disrespect for the sacrament. GM will assess such penalties.

Rank 2 Acts of Faith

Courage of the Righteous **Piety AR**

Courage of the Righteous is basically the belief that God is on one's side, that the forces of Justice and Light will support and protect those who fight against Evil and Darkness. This gives the character the courage to stand in the face of fearsome adversaries and dangerous situations. That is, it increases a character's **Willpower** success when resisting **Fear**, making a Morale check, etc. **Time Required:** 1 round. **Duration:** 5 min. x Piety of recipient.

Success: add bonus of 1/2 PFF + 1% per 2 Piety points **of the character** to his Willpower roll.

Critical Success (Crit Die 10) adds bonus of full PFF + 1% per 2 Piety of the character to his Willpower roll.

If exhorted by a priest to "take heart" after he succeeds with a Piety AR in this AoF any believers within hearing range receive a further bonus of 3% x FL **of the priest** to make this Act of Faith.

Smite the Godless (✣✣) **Piety AR**

Smite the Godless is the summoning up of justifiable fury to strike down what is truly evil by bringing greater than normal force against the servants of Darkness. Such foes are typically hostile supernatural monsters and demons. However, mortals who are the avowed or declared enemies of mankind and the Faith may also receive the hard blows of one's righteous wrath.

Time Required: 1 round. **Duration**: 1 r. x FL of the priest/ monk giving the blessing + 1 r. per 4 Piety of recipient, at a cost of 3 FP to the bestower at the time of the blessing. If invoked for oneself by a priest/monk/member of a Holy Fighting Order, the 3 FP cost is expended **after** the duration of the AoF has passed. **Limitations:** A person may receive the benefit only once per day.

Success with Crit Die 02-09 bestows on the recipient +1 damage point per 4 Piety of the recipient of the AoF, This is added to the damage done by the weapon he is using when fighting anyone serving the forces of Evil.

Success with Crit Die 10 bestows the same damage bonus as above, but also **adds +1** to the Crit Die result.

Strength of the Righteous (✣✣) **Piety AR**

This **Act of Faith** empowers a priest/monk/member of a Holy Fighting Order with the Strength of the Righteous when battling the Forces of Evil or attempting a good deed requiring physical strength to benefit another in trouble. It may also come through a special blessing which a **priest/ monk** gives to others of the Faith (using their own Piety AR as the success chance).

Time Required: 1 round. **Duration**: 1 r. x FL of the priest/ monk giving the blessing + 1 r. per 4 Piety of recipient, at a cost of 3 FP to the bestower at the time of the blessing. If invoked for oneself by a priest/monk/member of a Holy Fighting Order, the 3 FP cost is expended **after** the duration of the AoF has passed. **Limitations:** A character may receive these benefits only once per day.

On a **Success** (Crit Die 02+) the character's Strength Level is raised 20% (round fractions **up**).

On a **Critical Success** (Crit Die 10), the character's Strength Level is raised 30% (round fractions **up**).

This may increase the character's Attribute bonuses for his Strength-related skills. If it does so, just add the extra bonus to all Strength-related skills for the duration of the effects.

It also increases Body by +1 per 2 STR points and Fatigue by +1 per extra STR point. Any damage comes off the enhanced Body and Fatigue points first. After the crisis, these damage points are lost along with the enhanced characteristics.

For example, Brother Arbutus (FL*7) bestows the blessing upon Rolf (FL*3), a man-at-arms with STR*14. His STR level is increased by 20% or 0.2 x 14 = 2.8. We round fractions up here, so Rolf has +3 to give him STR*17. Note that STR*17 gives him +2 Body and +3 FP (round fractions **up**).

Seeing as calculating increases to a character's Strength-related skills and abilities could be irritating during an adventure, we suggest that players work them out before the session starts. That way, when enhancement of Strength does occur, the player will already have the new carrying capacity, lifting capacity, or bonuses for using a weapon, etc., available for instant use.

Detect the Presence of Magical Forces (✣) **Piety AR**

This **Ordained Act of Faith** alerts a priest to the presence of magical forces nearby. **Duration** 1 round at 3 Fatigue point cost (the effort is quite telling upon a priest). Each successful use of this AoF in an area enhances the Crit Die roll by +2. **Range**: 10 ft. radius around the priest + 3 ft. x FL

If **Successful**, he knows the direction of the magic.

If **Critically Successful (Crit Die 10)**, he knows exactly where the magic is located.

Purify Food and Water (✣) **Piety AR**

This **Ordained Act of Faith** enables the priest to Bless food and water so that it is purified from tainted materials which are in it naturally, making them safe for consumption. **Time Required:** 1 minute, at a cost of 3 FP.

Success (Crit Die 03 -09): The AoF will not remove poisons drugs, or other unnatural contaminants. Rather, their presence may be revealed to a perceptive cleric, who can then warn others that the food or water is unfit.

Critical Success (Crit Die 10) means the priest takes no Fatigue cost to perform the Purification AoF. The results are as described for Success, above.

Rank 3
Acts of Faith

Cure the Wounded (✠) Piety AR

This **Ordained Act of Faith** permits a priest in a moment of relative quiet (a lull in a battle qualifies, even being away from an ongoing fight and left undisturbed), to bestow a special benediction and sprinkle holy water on a character to restore his Body levels. **Time Required:** 1 minute.

Body restored = 1 Body pt. + 1/2 Body pt. x priest's FL.

A character may receive the benefits of such a benediction only **once** per day. The priest loses 5 FP for doing this rather tiring Act. The total Body that can be restored = 1/3 the Piety of the recipient of the benefit (round fractions **up**).

On a **Critical Success (Crit Die 10),** the priest loses no Fatigue for this AoF.

Find the Open Way (✠✠) Piety AR

A priest/monk/member of a Holy Fighting Order may invoke the benefits of this AoF. **Time Required:** 1 minute at cost of 1 FP.

This AoF can be used only once each day per 3 FL.

Success with Crit Die 03+: Points the direction to safety. When in a dangerous situation or when lost and potentially facing some peril because of it, the character receives some kind of assistance. Like a *Minor Miracle* (see below), it may be some coincidental event which nudges the observant character in the right direction. Or it might actually be some kind of sign which the character will read aright and act accordingly. It is an Act of Faith available to any believer, who knows that one's footsteps are sometimes guided by a Higher Power.

For instance, Brother Arbutus and his companions are lost in a dense woods. They can hear the baying Hell Hounds of their pursuers not too far away. Then Brother Arbutus sees a deer. It leaps away through what seems an impenetrable thicket. Only there is a gap there which reveals a path. They can now make good time, no longer having to fight their way through the thick undergrowth.

Or again, a group of characters are in a maze of caves. There is a branching of the tunnel-like passage in three directions. The Templar (member of a Holy Fighting Order) in the group invokes the AoF and is informed by the GM that he suddenly has a strong, inescapable **conviction** that they **must** take the right branch. This turns out to be the only safe passage of the three.

Guard Against the Supernatural (✠)* Piety AR

This *Act of Faith* forms an anti-magical protective barrier in a 5 ft. + 3 ft. x FL radius around the priest invoking the Deity as a shield against Supernatural forces and beings. The priest must say prayers and do **nothing** else. As in the case of all such protections, the holy barrier of guard remains fixed in place; it does not move if the priest moves.

Time Required: equivalent of magical Cantrip and cost of 3 FP or instantaneous reaction at a cost of 5 FP. **Duration:** 3 min. + 1 min. x FL. To extend the time further costs 1 FP per extra minute. **Enhancement:** If the priest has a *Blessed Item* with him, his PFF is enhanced +5%.

***Pious monks or members of Holy Fighting Orders with Piety*15+ may learn this Act of Faith at rank 5.**

Ordinary mortals may cross its boundaries and engage those inside in combat. But Magic will not pass through unless a resisted roll is made minus PFF of the priest. If the magic does get through, the individuals targeted inside gain 7% x FL of the priest when resisting such magics. In the case of attack spells or area effects spells (such as Elemental or Arcane attacks), if they penetrate the barrier, **all damage is halved** if the characters fail their individual resisted rolls and **no damage** occurs if characters save from the spell.

Nor can supernatural beings, Undead, Faeries, Were-creatures, etc., cross the barrier or attack anyone inside without first making a Willpower resisted roll minus PFF of the priest. Lesser Undead won't even attempt to cross the barrier unless their Master is present and willing them on.

The holy barrier of guard is a "dead space" produced by the sheer denial of believers that any magic or demon or unnatural monster can prevail against the awesome Power of the Deity. Indeed, so strong is the negative power of this holy barrier that Supernatural beings, Mages, etc., can "feel" its presence up to 300 feet away, though they cannot tell its direction, etc.

Even if such foes are able to cross the barrier, they have a penalty of -7% x FL of the priest when attempting to perform any skill, etc., including and especially magic and combat. Nor can they or **anyone else** (including friendly Mages in the Circle) use magic within the boundaries of the holy barrier of guard without experiencing the -7% x FL penalty. Similarly, magical items, including weapons, lose their magical characteristics within the protective circle.

Minor Miracle Piety AR

The *Minor Miracle* involves a character's calling upon his faith to create a small miracle. **Time Required:** 1 round (15 sec.) at cost of 1/3 Fatigue.

Success with Crit Die 06-10 brings a *Minor Miracle* for an ordained Priest.

Success with Crit Die 08-10 brings a *Minor Miracle* for a monk or member of a Holy Fighting Order.

Success with Crit Die 09-10 brings a *Minor Miracle* for lay persons (ordinary believers) in the organized religion.

Critical Success with Crit Die 10: The invoker loses no Fatigue and the recipient makes a Piety AR roll. If he is of the same religion and succeeds in his AR roll with Crit Die 10, his Piety increases **+1**.

A minor miracle is something that could be explained away as natural phenomenon. It appears to be a "coincidence" that just happens to work in your favor. For that matter, a character might also pray that **another** character be aided in some way.

Note that the character praying for a "minor miracle" to save him, etc., cannot stipulate exactly what he wants to happen. All that he can do is ask for some kind of divine assistance to solve a problem he feels is beyond him.

It is up to the Game Master to decide what occurrence or event might be appropriate under the circumstances. Whatever he does decide, it should not be anything outrageously impossible or even very improbable. It should fit into the situation and seem fairly natural, a likely possibility.

An example of a *Minor Miracle* could be that your character's ship has just sunk. He is trying to keep his head above water. He prays for assistance, and a piece of wood just happens to float by for him to hang onto! Another example could be that your character falls off the edge of a cliff. Desperately praying for help (even a shouted, "Help me, Lord!" is enough to qualify), he suddenly sees an outstretched branch within reach. . . .

Who can really say what happened in either case? In any event, it is the Game Master's responsibility to provide some kind of an **opportunity** for the character to save himself. Note that the characters see an opportunity to save themselves but they **still** have to catch hold of it. They have been given a chance, but it is up to the individual himself to seize the opportunity.

And such opportunities may carry a "price." For instance, if the falling character has his prized sword in his hand at the time, he would have to drop it to catch hold of the branch. With all respect, may we point out that "the Lord helps those who help themselves!" Minor Miracles involve the possible, nothing more.

In most instances, to invoke a Minor Miracle a believer must pray for 1 round. However, he may make a desperate plea at a cost of 7 FP in the form of a blurted prayer--as in the case of our falling character, who has **no** time for lengthy prayers!

It should be noted that the Mediaeval mind was very prepared to accept even a coincidence as a possible assistance from the Deity. Our shipwrecked sailor, for instance, might well regard the fact that a piece of mast floated by for him to grab as being a "miracle!" He was drowning and the mast was "placed" in his reach by a benevolent Deity!

What would be the response of even a minimally pious person to such an event? A mediaeval person would count himself specially blessed and would be very thankful. Even if he was scarcely religious, he would think to make a special offering to the saint he felt had interceded for him, or perhaps he would even go on a pilgrimage to the saint's shrine.

To one who believes that such events are divine in nature, it is plain **stupid** and ungrateful not to give thanks in some way! You do want to remain in the good graces of the Deity, after all. And, besides, to a believer, it was the right and proper thing to do!

Furthermore, from the purely gaming stand point, the GM will find that pilgrimages are ideal for introducing yet another adventure, for bringing characters together, etc.

Recognize Evil **Piety AR**

Upon performing a successful Piety AR, any believer is able to sense underlying evil in someone or in some object. **Time required:** 1 round (15 sec.) at a cost of 1 FP. **Duration:** 1 round.

Success: An awareness manifests itself as a disturbing unease in the presence of that person or object, a feeling of dread, perhaps, or maybe even revulsion.

Crit Die 08-10: An insightful "reading" of the nature of the person or thing. If it is a person, any malevolent intentions he has will be transparent to the believer who is "critically" successful in this Act of Faith. If it is an object, the believer will know that it is Evil and unclean!

Remove Curse (*) **Piety AR**

This **Ordained Act of Faith** empowers the priest to remove any magically placed curse upon a character. However, to be effective, the character must be of the same religion and believe that the Deity can remove the curse through the intercession of the cleric. **Time required:** 3 hrs. at a loss of 1/2 the priest's Fatigue level.

Success and a Crit Die result that counters the PSF of the Curse-caster are required to lift the curse:

PSF of Curser	Crit Die	PSF of Curser	Crit Die
Under 20	01+	61-70	06+
21-30	02+	71-80	07+
31-40	03+	81-90	08+
41-50	04+	91-100	09+
51-60	05+	101+	10*

*A **Crit Die 10** result lifts any Curse, no matter how high the PSF of the Curse-caster might be!

Only one attempt to lift a Curse may be made by a priest in a day. An accursed character may have a Remove Curse attempted on him only once each week. Furthermore, the accursed character must take holy communion at mass, confess, and do assigned penances as his part in seeking release from the curse. He must also refrain from any conduct which his religion regards as "unworthy" or wrong.

Since only a willing person may have a Curse removed (see ***Commands*** in ***Chapter 10***), the priest may have to "convince" him. Should the accursed person not wish to have the Curse removed (certain curses call for him to make a Willpower resisted roll), then the priest may use a ***Charismatic Skill*** + 2% x his Piety to oppose the Willpower check--that is, to talk the person into accepting the Remove Curse being performed on him.

Restore the Faithful (*) **Piety AR**

This Ordained Act of Faith permits a priest in a moment of relative quiet (a lull in a battle qualifies, even being away from an ongoing fight and left undisturbed), to bestow a special benediction and sprinkle holy water on a character to restore his energy levels. **Time Required:** 1 minute.

Fatigue points restored = 3 FP + 1 FP x priest's FL.

A character may receive the benefits of such a benediction only **once** per day. The priest loses 5 FP for invoking this rather tiring Act. The total Fatigue that can be restored = 1/2 the Piety of the recipient of the Act of Faith.

On a **Critical Success (Crit Die 10),** the priest loses no Fatigue for this AoF.

Rank 4 Acts of Faith

Neutralize Toxins (*) **Piety AR**

This **Ordained Act of Faith** empowers a priest to halt the effects of a poison or drug and "draw them forth" from a victim or he may purify food and drink for one person x FL of priest. Time Required: 1 round (15 sec.) at a cost of 3 FP.

Success with Crit Die 03+ stops the damage from a poison or restores a victim to consciousness and lucid thought by destroying the foul chemicals in his system.

Critical Success with Crit Die 10: as above, except the priest pays no FP cost.

Note that the AoF does not "cure" any Body damage done to the recipient of the benefit. Rather, it halts the damage and

eliminates the damaging materials so that the recipient survives and natural healing can repair the damage done by the toxin.

Smite the Godless 2 (✠✠) Piety AR

This is a much more powerful form of Smite the Godless (see rank 2). The same conditions govern when and on whom it may be used. **Time Required:** 1 round. **Duration**: 1 r. x FL of the priest/monk giving the blessing + 1 r. per 4 Piety of recipient, at a cost of 5 FP to the bestower at the time of the blessing. If invoked for oneself by a priest/monk/member of a Holy Fighting Order, the 5 FP cost is expended **after** the duration of the AoF has passed. **Limitations:** A person may receive these benefits only once per day.

Success with Crit Die 02-04 bestows on the recipient +1 damage point per 4 Piety of the recipient of the AoF. This is added to whatever damage is done by the recipient's weapon when fighting the forces of Evil.

Success with Crit Die 05-09 bestows on the recipient +1 damage point per 4 Piety he possesses, and also **adds +1** to the Crit Die result as well!

Success with Crit Die 10 bestows the same damage bonus as above, but also **adds +2** to the Crit Die result **instead** of +1.

Strength of the Holy Piety AR

This Act of Faith is the same as the 2nd rank AoF Strength of the Righteous except that it requires a Successful AR with a Crit Die 02+ to be invoked successfully.

Time Required: 1 round at cost of 5 FP. If the character is invoking the benefit himself, he loses the FP cost when the AoF duration runs out. **Duration**: 1 r. x FL of the priest/monk giving the blessing + 1 r. per 4 Piety of recipient, at a cost of 5 FP to the bestower at the time of the blessing. If invoked for oneself, the 5 FP cost expended **after** the duration of the AoF has passed. **Limitations:** Benefits may be received once per day.

On a **Success with Crit Die 02-03**, the character's Strength Level is raised 20% (round fractions **up**).

On a **Success with Crit Die 04-09**, the character's Strength Level is raised 30% (round fractions **up**).

On a **Critical Success with Crit Die 10**, the character's Strength Level is raised 50% (round fractions **up**).

Rank 5
Acts of Faith

Cure Disease (✠) Piety AR

This **Ordained Act of Faith** empowers a priest to ensure the survival of a very ill person. **Time Required:** 10 minutes at a cost of 1/2 Fatigue level. If successful, the patient will begin to heal and will have fully recovered from the effects of a **major** illness in **11 weeks - 1 week per Crit Die** result. Note that **minor** illnesses will see full recovery in 11 **days** - Crit Die result.

Success with Crit Die 06+: The patient is not immediately returned to health. The illness will run its course, but it cannot kill nor permanently injure or impair him now that the priest has called upon the healing powers that Faith provides for those who serve the Deity. In the case of incurable diseases (like leprosy) or magical "curse" diseases (Leprosy of the Tomb, The Mummy's Curse, etc.), the disease will be instantly halted and healing will occur in 1 - 11 weeks - 1 week per Crit Die result.

Success with Crit Die 10: as given above, only the priest has no FP cost.

Limitations: The priest can preform this AoF only once per day. He may not perform the AoF on the same person again until a week has passed.

Exorcize Demons (✠) Piety AR

This **Ordained Act of Faith** empowers a priest to banish any demonic spirit back to its Plane of Existence if it fails its Willpower resisted roll - PFF of the exorcist. **Time Required:** 1 round at a cost of 10 FP if successful with the exorcism. Only 5 FP is expended by the priest if the exorcism is unsuccessful.

Success means the demon must succeed with its Willpower resisted roll or it will be exorcized and banished for 1 day x FL of the exorcist.

Success with Crit Die 10: as above, only the priest has no FP cost and the demon has only 1/2 its PSF when making the Willpower resisted roll. If it fails, it is exorcized and banished for 101 days!

Heal Grievous Wounds (✠) Piety AR

This **Ordained Act of Faith** permits a priest In a moment of relative quiet (a lull in a battle qualifies, even being away from an ongoing fight and left undisturbed), to bestow a special benediction and sprinkle holy water on a character to restore his Body levels. **Time Required:** 1 minute.

Body restored = 1 Body pt. + 1 Body pt. x priest's FL.

A character may receive the benefits of such a benediction only **once** per day. The priest loses 7 FP for doing this very tiring Act. The total Body that can be restored = 1/3 the Piety of the recipient of the benefit (round fractions **up**).

On a **Critical Success (Crit Die 10),** the priest loses no Fatigue for this AoF.

Miracle Piety AR

This AoF is available to any believer in an organized religion. It can be invoked for the benefit of another or requested for oneself. **Time Required:** 1 round at cost of 1/2 Fatigue level.

Success with Crit Die 08-10 brings a Miracle for an ordained Priest.

Success with Crit Die 09-10 brings a Miracle for monks and members of Holy Fighting Orders.

Success with Crit Die 10 brings a Miracle for lay persons who are believers in the organized religion.

Critical Success with Crit Die 10, the invoker loses no Fatigue and all those who were part of the Miracle will make Piety AR rolls.

If a believer in the religion succeeds in his Piety AR roll with a Crit Die 09-10, his Piety level increases +1 (up to a maximum level of Piety*20).

A nonbeliever who was part of the Miracle must also make a Piety AR roll to test his faith in his own beliefs. **If he fails his Piety AR roll and rolls Crit Die 01, he converts to the other religion!** He will be unconverted if he succeeds or if he has Piety*12+. But his beliefs will be badly shaken and he will be stunned for 1 round by what he has witnessed, as will any nonbeliever who witnessed the miraculous event.

Miracles are a more powerful form of divine intervention in the lives of believers. Mediaeval people believed in Miracles. They expected them to happen, and they often read the hand of some protective Saint in the many fortunate occurrences in their lives. Anything which appeared truly "miraculous virtually **demanded** a show of thanks to the Saint who had assisted them.

Put another way, if your campaign contains this religious component, then characters should act in accordance to what history and the legends of the times says they would do.

What constitutes a "**Miracle**"?

Any Act of Faith involving a **"miraculous"** recovery from illness, poisoning, wounds, etc., would definitely be regarded as a Miracle. So would any occurrence which appeared quite **out of the ordinary** and most **fortunately** happening at a time, place, and way so it benefitted someone **beyond expectation**. To rephrase this, a Miracle is an event which just wouldn't be seen as a normal occurrence, given how favorable the result was, and given also the fact that someone had prayed for **HELP!** at just the moment before aid arrived.

Note also that any religious person, especially one in holy orders, may attempt a Miracle to convert a nonbeliever.

The Game Master decides the shape the Miracle will take. Players cannot dictate the outcome, like they were making a specific ***Wish*** for some Djinn to grant them. Rather, it is an event which perhaps strains the odds of probability. It fits the situation, is remarkable in nature, but does not in and of itself solve all of the character's problems.

Remember the example in the Minor Miracle in which a ship went down and someone had a piece of wood float by just in time for him to grab hold and save from drowning? Well, it so happened that Brother Arbutus was aboard. We find seven survivors, one of whom is a pagan Viking. They are all members of the adventure group and are clinging to a makeshift raft (a deck hatch cover). They are in the middle of the sea, many leagues off the shipping routes, three days have passed, and they are weak from thirst, hunger, exposure, and fatigue. They cannot last much longer. . .

The survivors ask the good monk to pray for them. He does, asking the deity to save them. A 34% is rolled on his piety AR, an easy success, and he also has a **10** on the Crit Die! Within an hour, a sail appears on the horizon. A ship! It sails directly for them. When they are picked up, the puzzled captain explains that he suddenly had the inescapable impulse to change course, the thought in his mind that he had to go that way, that there was desperate need he do so.

The survivors all look at one another, knowing that a Miracle has saved them. They give thanks for their deliverance. Brother Arbutus and the five others of his religion all succeed in their Piety rolls! Three also roll 09 or 10 Crit Die results and are raised +1 in their Piety.

The Viking survivor is also awed by the experience and must roll a Piety AR to test his own beliefs. He has a Piety of 9 and must roll 54% or less to remain firm in his beliefs. However, he rolls 87%. His Crit Die is 07, and he remains unconverted. But he is thunderstruck and stands jaw agape, stunned by what he has witnessed.

The Captain is a believer, too, and he also makes a Piety AR, for he has played an important part in the Miracle and was touched by it. Like the Viking, the Captain has Piety*9 for a 54% chance of success, and if he rolls Crit Die 09-10, he will add +1 to his Piety level.

Handling Miracles is a tricky business. The Game Master has to exercise great discretion when deciding how the miracle will occur. One guideline is to make the event just striking and unusual enough to make the event really stand out. A second guideline is to put a limit on just how much miraculous activity is going to be tolerated--repeat: **tolerated**--in the game as a whole.

The essential difference between Acts of Faith and Priestly Magic lies right here. A priest in the Christian tradition cannot call upon the Deity whenever it seems "convenient" or "easy" to do so. The circumstances must warrant requesting divine intervention. The more intervention one wants, the more serious and important the situation had better be!

Indeed, what helps to make the prayer for a miracle justifiable is the sheer **rarity** of such requests. Remember, we already noted that the Deity prefers humanity to help itself where possible. So a Miracle might be forthcoming only when people are truly pushed to their limits and beyond.

Unlike for Minor Miracles, which are not especially powerful interventions and might easily be natural occurrences, at this level, Game Masters might consider limiting the total number of Miracles a character might call upon in his **entire game lifetime.** For instance, 1 Miracle per Faith Level the character possesseswould be quite reasonable for lay people. A priest might have 2 x FL because their holy office demands that they use their prayers on the behalf of others, not just for themselves. A monk might have 1x FL, as would a member of a Holy Fighting order, for their duties do not place the same demands on them as for a priest. Setting such limits means that a character has to reserve his prayers for a Miracle for really important matters and not use them frivolously.

Restoration (*) Piety AR

This **Ordained Act of Faith** permits a priest In a moment of relative quiet (a lull in a battle qualifies, even being away from an ongoing fight and left undisturbed), a priest may bestow a special benediction and sprinkle holy water on a character to restore his energy levels. **Time Required:** 1 minute.

Fatigue points restored = 6 FP + 2 FP x priest's FL.

A character may receive the benefits of such a benediction only **once** per day. The priest loses 7 FP for doing this very tiring Act. The Fatigue restored = believer's Piety level and no more.

On a **Critical Success (Crit Die 10),** the priest loses no Fatigue for this AoF.

Visions (**) Piety AR

This **Act of Faith** allows the priest/mon/member of a Holy Fighting Order to meditate on some information or insight he needs. He must fast, meditate, and pray for 3 days and nights without sleeping, then he must sleep. The answer to his concerns will come to him in the form of a dream **if he succeeds with a Crit Die 06+**.

The process of preparation and purification for a Vision is very fatiguing. Each day of preparation costs him 1/3 of his Fatigue Level (ignore all means of recovering FP; this demands massive effort!) When the character goes to sleep, he will be totally exhausted, his Fatigue Levels drained to zero.

Rank 6
Acts of Faith

Cure Blindness (*) Piety AR

This **Ordained Act of Faith** empowers a priest to restore lost sight, and the recipient now can see at his original acuity. **Time Required:** 10 minutes at a cost of 1/2 Fatigue level. **Limitations:** The priest can do this AoF only once per day. He may not perform the AoF on the same person again until a week has passed.

Success with Crit Die 07+: The blindness is cured!

Success with Crit Die 10: as above, and the priest has no FP cost.

Cure Deafness (✠) Piety AR

This **Ordained Act of Faith** empowers a priest to restore the power to hear. **Time Required:** 10 minutes at a cost of 1/2 Fatigue level. **Limitations:** The priest can do this AoF only once per day. He may not perform the AoF on the same person again until a week has passed. **Limitations:** The priest can do this AoF only once per day. He may not perform the AoF on the same person again until a week has passed.

Success with Crit Die 07+: The deafness is cured and the recipient's hearing is fully restored to original levels!

Success with Crit Die 10: as above, and the priest has no FP cost.

Restore Use of Limb (✠) Piety AR

This **Ordained Act of Faith** empowers a priest to restore full use to a badly damage limb (but not to restore a limb that has been amputated). **Time Required:** 10 minutes at a cost of 1/2 Fatigue level. **Limitations:** The priest can do this AoF only once per day. He may not perform the AoF on the same person again until a week has passed.

Success with Crit Die 07+: The limb is fully restored to its normal healthy levels in every respect!

Success with Crit Die 10: as above, and the priest has no FP cost.

Rank 7
Acts of Faith

Call Back the Dead (✠) Piety AR

This very powerful **Ordained Act of Faith** requires great Piety on the part of the priest attempting it. **It should not be regarded as a "Resurrection"!** However, when a character is injured past all mortal limits (damage at more than negative 1/2 Body level), the priest has a chance to "call back the soul" of the character **before** it passes over to the Other Side. The body must be reasonably intact and capable of survival once the soul returns to it. That is, the AoF has no chance of success if the victim's spine was severed or his skull was crushed, or if the body was massively mutilated, burned, disintegrated, etc.

Time required: 1 minute, and the AoF must be performed within 7 min. + 1 min. x FL of cleric after the victim has passed beyond 1/2 negative Body level.

Calling Back of the Dead is a very exhausting experience for the priest attempting it. **He will lose all of his remaining Fatigue Levels** when he reaches out with his own spirit to contact and draw back the life-force of the victim before the soul passes entirely into the next plane of existence.

Success occurs on making the Piety AR roll and obtaining a **base Crit Die result of 09-10**. The Crit Die roll may be modified by the following factors:

The victim died	Add to Crit Die
--while on a Holy Quest, before completing it	+1
--before his time (murdered, accidental death, etc.)	+1
--at the "hands" of a Demon	+1
--when his time had come (valiantly as a hero, at the end of a Quest, in the service of the Faith, etc.	-1
--from execution for crimes he did commit	-2

Success brings the soul back into the body. Now it remains for the healing arts to help the victim survive, and prompt medical attention may be needed to stabilize the patient's condition and help the healing process to start.

Successful with a Crit Die of 10: the FP expended by the **priest** is halved.

Greater Miracle (✠✠) Piety AR

This Act of Faith is available to a priest or monk of an organized religion. **Time Required:** 1 round at a cost of 1/2 one's total Fatigue Level.

Success with Crit Die 10 brings a Great Miracle for a monk or member of a Holy Fighting Order. His Piety also increases by +1.

Success with Crit Die 09-10 brings a Great Miracle for an ordained priest. His Piety also increases by +1.

Critical Success with Crit Die 10, the invoking priest/monk/member of a Holy Fighting Order loses no Fatigue.

Witnesses who are of the same religion and who also **succeed** in their Piety AR rolls with **Crit Die 09-10** have their Piety increased +1.

Witnesses who are not of the same religion must make Piety AR rolls to test their belief. If they fail their AR and also have **Crit Die 01-02**, they convert. Only non-believers with Piety*15+ will remain firm in their beliefs. All non-believers witnessing the Great Miracle will be shaken to the core of their being and will be **Stunned** for 2 rounds. (See ***Stun*** in ***Chapter 7, Combat.***)

If the Great Miracle is invoked for the benefit of a specific person or persons who believe in the religion, each one has a chance of Piety increasing +1 on making a successful Piety AR with **Crit Die 06+**.

If the Great Miracle is invoked to convert, those affected will make a Piety AR roll to test their belief. If anyone fails, he will convert on the spot on rolling **Crit Die 01-03**. Note, however, that conversion of a priest of another organized religion or a pagan priest-mage cannot be brought about in this way if he has Piety*15+.

Everyone in the area who witnesses the event sees it as being either an undoubted intervention from on High or else a very powerful magical effect. Believers in the same religion are likely to see such an event as miraculous, for it was called down by the prayers of a priest. Non-believers will be more likely to see the event as a form of magic.

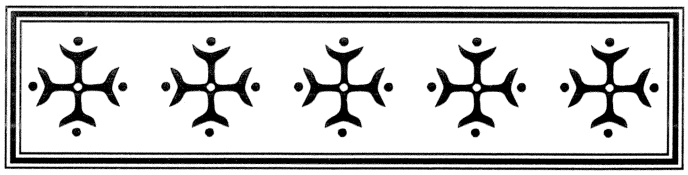
A Great Miracle is akin to a spectacular event like the parting of the Red Sea or to a miraculous curing of an incurable disease, etc. The Game Master will have to exercise his discretion in such matters, but he should be prepared to make this a rather spectacular effect--at least on the order of the effects created by rank 9 and rank 10 magical spells.

Game Masters might seriously consider limiting the total number of Great Miracles a character might call upon in his **entire game lifetime** :

A priest might have 7 chances at a Great Miracle because his holy office demands that he use his prayers on the behalf of others, not just for himself.

Monks and members of Holy Fighting Orders might have 3 chances at a Great Miracle.

Because it is so rarely granted, this Act of Faith should never be wasted on less than the most serious and important matters that might confront a priest in his lifetime.



Chapter 9: Magic

Magic is the art of manipulating natural forces by supernatural means in order to accomplish your goals. A character's aspect, in part, determines how powerful he is at manipulating the forces of magic or how resistant he is to them.

How Magic Works in C&S

In ***Chivalry & Sorcery***, magic is cast by learning the **Modes** and **Methods** of Magic. Read the following sections for more information on these two subjects.

Who May Practice Magic?

Who may or may not practice magic is up to the GM. This will depend, in part, on the mana level of the campaign he is running. A character's Aspect also has an effect on his ability to practice Magic. (See ***Chapter 1, Determining the Omens***, for details.) Game Masters may consult the ***GM's Handbook*** on how to structure the mana level of their campaign worlds.

Attribute Modifiers Applied in Magic

As for virtually any other kind of skill, a character will enjoy advantages or disadvantages when attempting to practice magic. These come in the form of bonuses or penalties added to or subtracted from his success chances.

The following table sets out the success chance modifiers arising out of the Primary and Secondary Attributes applying to a particular Mode or Method of Magic:

Attribute Bonus Table

Attribute Total	Dice Modifier	Attribute Bonus	Dice Modifier
4 or less	-20%	25-26	+2%
5	-18%	27-28	+4%
6	-16%	29-30	+6%
7	-14%	31-32	+8%
8-9	-12%	33-34	+10%
10-11	-10%	35-36	+12%
12-13	-8%	37	+14%
14-15	-6%	38	+16%
16-17	-4%	39	+18%
18-19	-2%	40	+20%
20-24	+0%	41+	+20% +1% x pts above 40

Modes of Magic

A **Mode of Magic** is the particular way a mage practices magic. For a character to practice magic, he must know at least one Mode of Magic.

For example, an **Enchanter** uses the **Enchantment Mode**, which employs incantory verse and music to cast his spells. For the Enchanter to be able to cast spells, he must be able to speak an incantation and/or play his music. If he cannot speak in verse or play an instrument than he cannot cast spells.

A Mode of Magic also determines the spells a character may or may not access. For instance most of an Enchanter's spells have to do with Commands.

Some Mage Vocations are considered to be specializations, and the characters learning these specialized Modes do so at -3 DF--provided, that is, they choose that vocation. See ***Chapter 2, Vocations***, for further details and explanations on the specialized Mage Vocations.

Of course, characters who are Mages may learn more than one Mode of magic. Non-mages will rarely learn more than one Mode, and often not even one. The difficulty and experience costs involved are immense.

For that matter, it is almost as rare that even a Mage would learn more than one or two Modes of Magic. The cost in time and experience is tremendous, even with the special advantages Mages enjoy. Besides, some Masters will be very hesitant about teaching their craft to those who are not truly dedicated to their Mode of Magic to the exclusion of all others.

Modes of Magic are learned as non standard skills. A character learns basic knowledge in a Mode, but this brings no base percent chance of success in that Mode of Magic. Modes determine a character's Magical Level (ML).

Primary and Secondary Attributes are given in the descriptions below for each Magical Mode.

Personal Magic Factor

A character's **Personal Magic Factor, or PMF** is a term for his **Mode's** attribute bonus + Aspect + 3 per level learned in the **Mode** of Magic.

+10 PMF Bonuses for Well and Poorly Aspected characters are added to the Mage's PMF in a Mode of Magic **if** the character has chosen one of the **Mage Vocations**.

+10 PMF Bonus is added to a Neutrally Aspected character's PMF in a Priestly Mode of Magic if he chooses one of the two Priestly Magic Vocations--but **not** in any other Mode (if he is allowed to practice another Mode at all, that is).

> **Note:** The PMF bonuses are applied **only** to the Modes of Magic, **not** to the Methods of casting Magic **nor** to the chances of casting a specific spell.

The **Mage's Personal Magic Factor** in the Mode is found by adding his Attribute Bonus + 3 per level he advances in the Mode past level 0 (basic knowledge) + bonus for well or poorly Aspected characters. This PMF determines the Magic Level (ML) of the caster in that Mode of Magic. This Magic Level, in turn, determines the rate at which the character may learn spells.

The 7 Modes of Magic

Listed below are the 7 Modes of Magic presented in the basic game, along with their Primary and Secondary Attribute requirements. More will be available in future supplements.

Magic Mode	Primary Attribute	Secondary Attribute
Druid*	Wisdom	Piety
Witchcraft*	Intellect	Piety
Enchantment	Intellect	Bardic Voice
Magecraft	Intellect	Discipline
Necromancy	Intellect	Discipline
Power Word	Intellect	Bardic Voice
Thaumaturgy	Intellect	Wisdom

*indicates a Priestly Mode of Magic

Magic Level (ML)

Modes all are rated for **Magic Level (ML).** The Magic Level determines how quickly a Mage learns spells in his Mode. A character's **PMF** determines how quickly one's ML raises. (See ***Learning Spells*** on p.118 for more information.)

The ML chart for the Modes of Magic is presented on the following page:

Magic Level Table

PMF	ML	PMF	ML
20 or less	1	61-70	6
21-30	2	71-80	7
31-40	3	81-90	8
41-50	4	91-100	9
51-60	5	101+	10

A character's PMF can be used to find a Mage's Magic Level from the Magic Level Table given immediately above:

Example: Garrond wishes to learn the Mode of Enchantment Magic. He acquires basic knowledge in the Enchantment Mode then looks at the ***Magical Mode Table*** on the previous page.

His Primary and Secondary Attributes are Intellect and Bardic Voice. Garrond is Well-Aspected and has INT*17 and BV*19, for a total of 36. This Attribute total gives him PMF*12 on the ***Attribute Bonus Table***. He adds +10 for being Well-Aspected. Garrond has a starting PMF*22.

The basic PMF a Mage starts with can be improved by learning additional levels in the Magical Mode at the indicated Difficulty Factor (DF). (See ***Chapter 3, Skillscape***, or ***Chapter 11, Experience***, for details.) Each level of improvement raises the PMF by +3.

Garrond, if he advanced his skill in Enchantment Magic by 6 levels over time, would have 22 + (6 x 3) = PMF*40, making him **ML 3**.

A Mage's ML in a Mode determines how fast he may learn any given spell within that Mode. (See ***Learning Spells***, ***Limits on Learning Spells***, and ***Casting Spells*** later in this Chapter.)

A Mage's ML will also determine the strength of certain spells he casts, how much damage they cause or how large an area is affected by the spell. See the individual spell descriptions in ***Chapter 10, Spells***.

Methods of Magic

A **Method of Magic** is the type of Magic being cast. Each spell belongs to a specific Method. For example, the spell Charm Person is a spell in the Command Method, while a Circle of Protection is in the Ward Method.

Methods of Magic are developed like any other standard skill. When a Mage wishes to cast a spell, he rolls his chance of success with his Method for the spell. (See ***Casting Spells***)

There are **13 Methods of Magic** in the basic game:

Air	Earth	Transcendental
Arcane	Fire	Transmutation
Command	Illusion	Wards
Divination	Plants	Water
	Summoning	

The Modes of Priestly Magic

One form of magic is known as **Priestly Magic**. Priest Mages worship various supernatural Powers and receive their ability to cast magical spells from these Powers. Priest Mages actually practice the Magical Arts. This differs significantly from the Priest-Clerics who receive **Divine aid** through Acts of Faith. See ***Chapter 8, Acts of Faith***.

It doesn't matter what Aspect the Priest Mage has. At the time the character is created and chooses to become a Priest-Mage, he must pledge vows of service to some deity. He may have to preform certain rituals or do certain tasks to obtain the capability to do Priestly Magic. He must remain true to his vows if he is to retain his powers. Should he stray from his faith in his deity or fail in his duties, the character will lose all of his spell casting abilities.

Well or Poorly Aspected characters who take these vows receive no bonuses other than those associated with their normal Aspect bonus (+10 PMF). A Neutrally Aspected character gains the +10 PMF in the Priestly Mode of Magic he choses to follow.

In other words, Priestly Magic is the route for Neutrally Aspected characters to follow if they wish to become Mages.

Characters may select only one Priestly Mode of Magic. Priest-Mages may not learn Magic Modes that conflict with their own faith. Nor may other characters learn a Priestly Mode of magic unless their religion is the same as the Priestly Mode.

The Neutrally Aspected Priest-Mages enjoy a +10 PMF bonus only when applied to the Priestly Mode. Any other Magical Mode practiced by the Priestly Mage only receives PMF arising from his Attributes and additional levels learned in the Mode.

There are two types of Priestly-Mages in the basic game: The **Druid** and the **Witch**.

Druidic Magic

Wisdom & Piety **DF: 6**

Druidism is a Priestly Mode of Magic found in Celtic cultures. The Druidic Priest-Mage corresponds in some ways to the Shaman (Medicine Person) found in many tribal cultures.

In Celtic societies, Druids were held in high esteem and enjoyed considerable status. They functioned as priests and judges, for theirs was a "scholarly" tradition in which a Druid was expected to become very learned in the lore and traditions of his people. Theirs was an Oral Tradition, as well, knowledge being committed to memory rather than written down.

Oghams were carved in sacred trees, but these were symbols rather than a detailed, written language. The Oghams were aids to memory rather than line-by-line text. Yet, by studying and contemplating the Oghams, the Druid could fix vast quantities of information in his memory, typically in verse form.

Many Druidic Priest-Mages were physicians and healers as well, combining both medical and magical skills to aid the injured and the sick.

Druidic magic centers around the worship of nature and natural forces. Always close to nature, the Druid acquires as a matter of course a thorough knowledge of all plants and herbs. The Druids cast a good deal of their magic through the use of herbs and plants.

Most of a Druid's spells need some herbal component to be cast successfully. Herbalism is therefore a vital knowledge skill which must be learned if a Druid is to do any serious magic. Furthermore, he must gather all the plants and herbs himself if he wishes to use them in his magic.

Mistletoe is sacred to the Celts. A Druid will almost always incorporate it in any magical preparation, such as a potion. Most significant, if gathered properly it is fully enchanted for a Druid and may be employed immediately, without reducing its Magical Resistance to zero. See Plant Magic in ***Chapter 10, Spells***.

Oak trees are also sacred to Druids. Within a sacred grove of oaks, Druids enjoy a +7% enhancement to spellcasting.

Oghams are used to learn new spells by the Druids and

function similar to a Mage's library. See the Commune with Oghams spell in ***Plant Magic*** as well as the Spell Research skill in the ***Materia Magica.*** (See ***Chapter 4, Skills***).

Druids advance in the "priesthood" according to their Personal Magical Factors:

Ranks within the Druidic Order

Aspirant: ML*1-3 Aspirants are candidates studying to enter the Druidic priesthood.

Ovate: ML*4-5 An Ovate has advanced far enough in his learning to evidence knowledge of the religion and traditions of his people. He now takes a higher order of vows of service to his deities and begins serious study for the Druidic "priesthood."

Druid: ML*6-8 A Druid is an "ordained priest" of his religion, empowered to officiate at religious rites and ceremonies. He also may act as an arbitrator in disputes, as a judge, etc.

High Druid: ML*9 A High Druid can ordain Druids and has authority to overrule the decisions of Druids. The High Council is the highest level of authority in the faith. All High Druids belong to it.

Filid: ML*10 The truly wise and great Druids become Seers (Filid) of great power and vision. These Druids were especially influential. By virtue of his great knowledge of the traditions and deep insight into men and events, the Filid was a kind of High Justice or chief magistrate to whom serious offenders would be brought to answer for their crimes. The Filid was also a member of the innermost circle of power in the High Druidic Council.

Witchcraft

Intellect & Piety DF: 6

Witchcraft is a Priestly Magic Mode. It is tied to the ancient religions, particularly those associated with the worship of Nature and the Great Mother goddess. As in the case of Druidism, which may have a witchcraft component, the practitioners of Witchcraft combine both religion and magic to cast their spells.

The Mode of Witchcraft has access to many of the methods of magic. However, the Witch learns most of her spells at slower rates due to the large number of Methods she has access to. Most higher level spells are unavailable to her. (See the Witches ***Spell List*** in ***Chapter 10, Spells***.) She is a in a sense, the "Generalist" of Priest Mages.

Witches work largely with herbs, therefore Herbalism is a skill in which they excell at. Witches use Herbs to create healing potions and salves. A witch can also Enchant Herbs to MRF *0 in half the normal amount of time! (See ***Creating Magic Items*** for rules on ***Enchanting Materials***.)

It is important to note that not all the witches who practice magic were evil. Far from it! As a matter of fact, relatively few witches during any time period actually practiced "Black Magic". The **common or hedge witches** simply worshiped their own gods in their own way. For information on the "Black Witches" refer to the ***Sorcerer's Companion***.

Magery: The Modes of Magic

Magery is magic which involves the Mage's being able to channel mana forces directly by virtue of natural talents which he has honed and sharpened by study and practice. Magery usually requires that a character be Well or Poorly Aspected. Unlike Priestly Magic, Magery does not require that a character vow service to a particular deity or pantheon of deities.

Enchantment

Intellect & Bardic Voice DF: 6

The practice of Enchantment is accomplished by the spoken word and through the playing of musical instruments. The Enchanter must be able to speak in verse or song or play an instrument to cast enchantment spells.

The Magical Mode of Enchantment largely centers on the method of Command. There are also a large number of spells from Illusion and Transmutation Methods as well.

Musical Instruments: Enchanters in the **Bardic** tradition tend to commit their magical knowledge to memory. Since music is an integral part of their Enchantment magic, they will focus their magics through an enchanted instrument.

The Book of Enchantments: If he is literate, an Enchanter may write down his spells in a magical book made particularly beautiful with Calligraphy and Illumination. Being exceedingly sensitive to the power of words, the Enchanter will preserve his spell chants perfectly, with a profusion of marginal notes. For any failure in the pitch, tone, and certainly in the wording of a chanted spell will result in failure.

Meditation: Enchanters are especially contemplative and gain in their power if they are able to work in an unhurried manner away from disturbing influences. If an Enchanter Meditates before casting a spell, he has a +1% bonus to success chances per hour he meditates, in addition to all other meditation bonuses. See Meditation in ***Chapter 4, Skills***.

Magecraft

Intellect & Discipline DF: 7

This is the Mode of the standard fantasy "generalist" Mage. The Mode of Magecraft has the most spells associated with it. However, it is also the hardest to learn because the Magician does not enjoy the advantages of specialization and because it takes him longer to research spells. He also has trouble learning higher rank spells until he becomes a Wizard and is able to harness the full power of Magecraft. The ranking Hierarchy of Generalist Mages is listed below:

Ranks of Magery

Initiate: ML 1 The character is an apprentice in the magical arts and is learning the rudiments of Magery.

Adept: ML 2-3 The character has acquired the basic skills of Magery and is now displaying a degree of expertise and power in the practice of magic.

Hex Master: ML 4-6 The character has attained a significant level of knowledge in the magical arts and has at his command spells of considerable power.

Sorceror: ML 7-9 The character is a Mage of great power who enjoys a wide knowledge of magical spells.

Wizard: ML 10 The character is at the pinnacle of his craft, a great Mage with vast powers and great knowledge of Magery at his disposal. If a member of a magical order, he will sit within its Inner Council.

Necromancy

Intellect & Discipline DF:6

The mode of Necromancy involves exercising power over the dead and the demonic. The practice of Necromancy was forbidden by most cultures and religions. Those who practice the Art are generally Poorly Aspected. Should a Neutral or Well Aspected character pick up the Art, the character will have a 10% x ML per game year of becoming Poorly Aspected.

A Necromancer devotes his Magical Arts to the reanimating of the Dead. Once he has reanimated the Dead, he will command it to do his bidding. In short, this Black Art emphasizes the Methods of Command and Summoning.

The Art also requires a good knowledge of Wards to protect him from the powerful spirits and demonic beings he summons.

Secrecy is absolutely necessary both to keep the knowledge of such forbidden magics from others. Besides, it is a sure death sentence to be discovered practicing the Black Art.

Power Word Magic

Intellect & Bardic Voice DF: 6

The Power Word Mage is a linguist, for he must learn languages to improve his powers in his Mode of Magic. There is great power in the single Word which names and summons up the very essence of a magical event, shaping it from the mana forces and manifesting it in the world. Linguistic Mastery enables the Power Word Mage to find the precise Word to trigger a magical event. Ancient Mage Tongue gives him **double** the bonuses usually associated with its use when he is casting magical spells. For that ancient magical tongue is particularly suited to performing magic in his Mode.

However, the very Power that lies in the Word is more than any mortal being can safely channel. The Power Word Mage **must have a Focus to cast Magic**:

Least Focus: **ML*1 to ML*2**
Lesser Focus: **ML*3 to ML*5**
Greater Focus: **ML*6+**

If he hasn't created a Focusing device of the indicated type when he attains the given ML, he will suffer from all of the penalties attached to having lost a Focus. (See p. 126.) One of the Power Word Mage's first tasks, then, is to fashion a Focus.

He masters the Words of Power spells in the Command Method. He also can master one of the Elements or the Arcane as well, but he must choose one of those alternatives alone for Mastery. (See ***Chapter 2, Vocations***, and ***Chapter 10, Spells***.) Like the Generalist Mage, he requires research materials (like a book) to learn new spells, and the time required is 7 days x rank of the spell. Without such materials, he cannot learn a new spell.

All magic cast in this Mode requires the saying of specific Words of Power, the quintessence of magical spell-casting cut to the very bone. A Power Word Mage **must be able to speak** in order to cast his spells. Speed is the Power Word Mage's strength. **Cantrips** are cast as almost instantaneous **Words of Guard**. **Hexes** that are part of his magical repertoire are cast as very speedy **Cantrips**. **Sorceries** are cast as **Hexes**. This is so because his Mode is geared to rapid spell-casting far more than is any other Mode. See ***Casting Spells***, for more details on spell-casting speeds.

Power Word Mages follow the same hierarchy as Generalist Mages, however between ML's 4-6 they are known as the Master of the Word rather than the Hex Master.

Thaumaturgy

Intellect & Wisdom DF: 6

The Thaumaturge is the worker of "miracles", a true master of Illusion Magic. In its most powerful form, his magic appears to create things out of thin air, Though the magical effect is pure Illusion, if it is believed by the beholder, the effect will be no less real to him than the real thing.

Although it is not essential to the practice of Thaumaturgy, most Thaumaturges tend to have fairly high Agility, for the urge toward this Mode of Magic also manifests itself in a delight in performing Sleight of Hand, Juggling, and even Thieving tricks like Picking Pockets.

The mode of Thaumaturgy also deals with spells of **Command**. For the Thaumaturge specializes, by definition, in magics which affect the mind and influence the will.

Powders, Smokes, and Perfumes are the means by which he casts much of his magic. His quarters will be found filled with vials and bottles of powders, essences, herbs, and the like, which he uses to prepare his magical flash-powders, incenses, perfumes, etc. If he uses one of these when casting illusions he receives +7% to his spell casting chances.

The 13 Methods of Magic

Listed below are brief descriptions of the **13 Methods of Magic**. All spells in the basic game will fall under one of these methods of casting magic. Whereas the Mode determines how and what kinds of magic a Mage may cast, a Method determines one's SC% of casting a particular type of spell. See ***Casting Spells*** in this Chapter for more information. Also see ***Chapter 10, Spells*** for the spells lists of each **Mode of Magic**.

Also refer to the Mage ***Vocations*** in ***Chapter 2*** to determine what **Methods** are learned in the vocational and secondary categories of each Mage.

Air: Elemental Magic

Intellect & Constitution DF: 4

Air Magic involves the manipulation and control of Air in all its forms--one of the four traditional "elements" from which the world was made.

Arcane

Intellect & Constitution DF: 5

Arcane Magic involves the manipulation and control of extra-dimensional forces. Arcane Magic tends to be very demonstrative and spectacular. Teleportation, or the channeling and projection of energy, such as mana, are examples of this type of magic.

Command

Intellect & Bardic Voice DF: 4

Command Magic involves casting spells which influence the will of another by charming or controlling him in some way.

Divination

Intellect & Wisdom DF: 4

Divination Magic involves the seeking of knowledge through magical means.

Earth: Elemental Magic

Intellect & Constitution DF: 4

Earth Magic involves the manipulation and control of Earth in all its forms--one of the four traditional "elements" from which the world was made.

Fire: Elemental Magic
Intellect & Constitution DF: 4

Fire Magic involves the manipulation and control of Fire in all its forms--one of the four traditional "elements" from which the world was made.

Illusion
Intellect & Wisdom DF: 4

Illusion Magic involves the influencing of the perception of others through spells that make things appear which do not actually exist. The most powerful of these spells will actually impart seeming physical reality to an object if the beholder believes in its existence. In short, the beholder will react as if what he sees, hears, feels, etc., is real. Damage may be suffered from such illusions as a consequence.

Plant Magic
Intellect & Wisdom DF: 4

Plant Magic is Nature Magic and involves the casting of spells which affect vegetative growth, health, etc. All healing magics making use of herbs, etc. is part of this Method of Magic.

Summoning
Intellect & Discipline DF: 4

Summoning involves the conjuring or summoning of supernatural beings to do the bidding of the Mage. This includes summoning the Undead. In many cultures, this is at least a highly suspect magical art and may easily cross into the realm of **Black Magic** if used for purposes other than to protect from "demonic" forces or drive out spirits and demons.

Transcendental
Intellect & Discipline DF: 4

Transcendental Magic arises out of mysticism and involves the ability to cast spells that effect one's inner self or enable one to gain entry to the spirit realm.

Transmutation
Intellect & Constitution DF: 4

Transmutation Magic involves the casting of spells which physically change the shape and nature of living beings and inanimate objects.

Wards
Intellect & Discipline DF: 4

Wards involve all **Magics of Guard**--defensive spells which protect against magic and supernatural beings or against physical objects and living beings.

Water: Elemental Magic
Intellect & Constitution DF: 4

Water Magic involves the manipulation and control of **Water** in all its forms--one of the four traditional "elements" from which the world was made.

Learning Spells

A Mage's ability to learn spells depends on his **Magic Level (ML)**, which is itself determined by his **Personal Magic Factor (PMF)** in a particular **Mode of Magic**.

The **higher** the character's Magic Level, the **less** time it takes him to learn new spells.

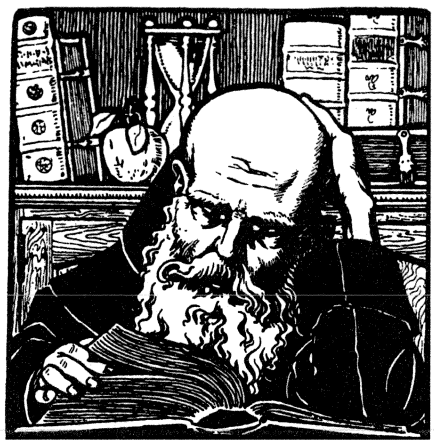
All inanimate (and also many living) things have an innate resistance to magical manipulation. This we refer to this as the Magical Resistance Factor (**MRF**). The MRF of an item is a measure of how difficult it is to bend it to the will of a Mage and channel mana forces through it to produce magical effects. In this sense, a spell is like any object. It is a magical pattern which the Mage must learn to manipulate and control. Spells are learned by reducing the **Magical Resistance Factor** (**MRF**) of the spell to 0. The MRF of a spell is based on the rank of the spell and the Mode of Magic the Mage has. See ***Chapter 10, Spells, for the MRF of spells for the different Modes of Magic.***)

To learn a spell:

1. The character must first research the spell.

or 2. The character must ask his Master to teach it to him.

or 3. The character must discover a spellbook with the spell written in the exact form it must be cast.



Researching A Spell

If the character is a specialist Mage and has access to a book on the Method of magic he is researching, he spends 3 days x MRF of the spell. If he has no book, he spends 7 days x MRF of the spell. A Generalist Mage or Power Word Mage needs a book and spends 7 days x MRF of the spell . A non-Mage also needs a book and spends 10 days x MRF of the spell. If these last three have no book, research is impossible. At the end of this time, the Mage makes his research roll. (See ***Spell Research*** skill in ***Materia Magica***). If the roll is successful, he goes on to learn the spell according to the ***Magical Resistance Reduction Table***.

Instruction by the Master

The character is directly under the tutelage of his Master and needs not do any research nor make a successful research roll. He immediately goes to the ***Magical Resistance Reduction Table*** and starts reducing the MRF of the spell.

Finding the Spell in Learnable Form

If a Mage finds a book with a spell in the precise form used to cast it and his ML is equal to or less than the MRF of the spell, he does not need to research the spell. He immediately goes to the ***Magical Resistance Reduction Table*** and learns the spell in **half the time** indicated.

If the character's ML is only **1 to 2 levels** below the spell MRF, he doesn't need to research the spell in a learnable form. Immediately go to the ***Magical Resistance Reduction Table*** to find his learning time for the spell.

Basic Knowledge & Mastering a Spell

Once he has completed these preliminaries, the character may learn "**basic knowledge**" in the indicated time. He must then **reduce** the spell's MRF by spending time indicated for each rank below the initial rank of the spell until he masters it at MRF*0.

The times indicated in the table below are in days:

Magical Resistance Reduction Table

MRF	ML 1	ML 2	ML 3	ML 4	ML 5	ML 6	ML 7	ML 8	ML 9	ML 10
0	6	5	4	3	2	1	1	1	1	1
1	7	6	5	4	3	2	1	1	1	1
2	13	7	6	5	4	3	2	1	1	1
3	21	13	7	6	5	4	3	2	1	1
4	--	21	13	7	6	5	4	3	2	1
5	--	--	21	13	7	6	5	4	3	2
6	--	--	--	21	13	7	6	5	4	3
7	--	--	--	--	21	13	7	6	5	4
8	--	--	--	--	--	21	13	7	6	5
9	--	--	--	--	--	--	21	13	7	6
10	--	--	--	--	--	--	--	21	13	7

For example, your character is a Mage at ML*5. He is learning a spell at rank 7 which also happens to be MRF*7 in his Mode. Go to the MRF*7 row and read across to the ML*5 column.

To acquire **basic knowledge** of the spell at MRF*7 requires 21 days. To reduce it from MRF*7 to MRF*6 takes 13 days, and so on. To completely learn the spell to MRF*0 requires 21 + 13 + 7 + 6 + 5 + 4 +3 + an additional 2 (from MRF*1 to MRF*0) = 61 days. Only then is the spell be fully learned and mastered.

This may seem like a lot of time, but remember that a rank 7 spell at MRF*7 is very powerful to begin with. Secondly, the Mage may attempt to cast the spell once he has learned Basic Knowledge in the spell, in this case to MRF*7. He will have a much lower chance of succeeding in casting it, of course, than if he knew it fully at MRF*0. But he **can** cast it. (See ***Attempting to Cast Partially Learned Spells*** later in this Chapter.)

Limits on Learning Spells

The following rules apply when learning spells:

A Mage can learn a magical spell up to 2 MRF higher than his Magic Level.

The spell's MRF is based on its rank and the Mode of Magic in which it is cast. For instance, a Mage has ML*2. He can learn spells up to MRF*4. However, a spell is at MRF*7. Look at the ***Magical Resistance Reduction Table***. There is no learning time indicated for a MRF*7 spell if you are a ML*2 Mage. A Mage cannot learn spells more than 2 MRF's above his ML.

A Mage can learn only those spells which are included in the Methods of Magic he has acquired.

To clarify, if a Mage wishes to learn a **Circle of Protection**, he cannot do so unless he has acquired **Wards**, for that Method is essential to being able to cast any Magic of Guard.

A Mage can learn only those spells which are included in his Mode of Magic.

Remember, also, that even if a Mage has acquired a particular Method of Magic, he does not necessarily have the ability to learn every spell in that Method. For his Mode of Magic may impose limits on the spells available to him. (See ***Chapter 10: Magic Spells***, for the Modes of Magic spell MRF lists.)

For instance, the **Druidic** Priestly Mode of Magic does not allow for learning ***Mana Bolts***. If a Druid **also** acquired **Magecraft**, which does allow for ***Mana Bolts***, he could learn and cast them through his Magecraft Mode, **not** his Druidic Mode. Characters who know the same spell in more than one Mode of Magic must choose which Mode to cast the spell.

The Master

Every character choosing a vocation as a Mage may have a Master if he wishes. The Master provides the character with a safe place to study, access to the Master's library where the character may study and research his spells, and aid and instruction in the Arcane Arts.

As an apprentice, the character's duties include guarding and maintaining his Master's quarters and possessions, greeting visitors who come to call and screening out those the Master may not wish to see, carrying out errands, assisting with his Master's magical activities (which is also a learning situation!), and doing whatever the Master requires--including going on missions or accompanying the Master on a journey.

An apprentice's duties to a Master cease when he attains ML*3 and knows enough to go off on his own. However, if he has maintained good relations with his Master, he will still be welcome as a visitor. He may also seek advice and instruction from his old teacher from time to time. The Master may also ask his former pupil for a little favor now and then.

The character that doesn't have a Master and who doesn't have access to a library will learn spells at a slower rate. (See ***Learning Spells*** for details.)

Characters who learn a Mode of Magic but have not chosen a Mage vocation do not always start with a Master. The chance of having one is 1% x PMF in the character's Mode of Magic. If he fails this roll on entering the campaign, he must **find** a Master if he wishes one. Remember that Mages do not readily take pupils who are not totally dedicated to learning the Arcane Arts.

Having a Master provides a young Mage with many advantages which he may not otherwise enjoy. However, we emphasize that it is possible to learn magic without apprenticing to a Master of the Arcane Arts. It is just a great deal harder!

Casting Spells

A Mage casts his spells in the same way that **Skillscape™** actions or combat is resolved.

A Mage's chance of casting a spell is determined by his skill in the Method of Magic he is using to cast the spell.

Always roll D100 percentile dice + D10 Crit Die in the **Method of the spell** to find if he is successful in casting the spell or not:

If the D100 result is within his success chances, he **succeeds** in casting the spell.

Below is an abbreviated **Skillscape** Table for easy reference when calculating your base chances for casting a spell in a particular method:

Spellcasting Chances

METHOD DF	Skilled SC%	Min. SC%	Max. SC%	Cost in EXP
2	50%	06%	98%	400
3	40%	05%	97%	500
4	30%	04%	95%	600
5	20%	03%	92%	700

Example: Suppose a Mage wanted to learn the ***Command*** Method of Magic, rated at DF*4. However, if the Method was in his Vocational Category, he would learn it at -1 DF or DF*3. If he chose Mastery, he would learn it at -2 DF or DF*2. (See ***Chapter 3, Skillscape***.)

Some spells may be resisted. see ***Resisting Spells*** and ***Basic Magic Resistance*** later in this Chapter.

Attribute Modifiers to Spellcasting

Refer to the ***Attribute Bonus Table*** at the beginning of this chapter to find the modifiers arising out of the Primary and Secondary Attributes applying to a particular Method of Magic:

For example, supposing our Mage had INT*17 and BV*19 (the primary and secondary Attributes for Command Method of Magic). The total of the Attributes = 36, so he would add a bonus of +12% to his basic chance of success to cast a spell in the Command Method.

Personal Skill Factor (PSF)

A character's **Personal Skill Factor** or **PSF** for a particular Method of Magic is found by adding:

A Character's *Attribute Modifier* for the Method of Magic

***+3% per level* of proficiency he has attained in the Method.**

Spellcasting Total Success Chance (TSC%)

A character's **Total Success Chance** in casting a magical spell is found by adding and/or subtracting the following factors:

1. **PSF in a particular Method of Magic**
2. **+ bonuses for using a particular magical item**
3. **+ bonuses for using some magical enhancement**
4. **- penalties for casting spells one has not fully learned**
5. **+/- any other modifiers applying to the situation.**
6. **- penalties for wearing restrictive clothing/armor.**

Skill in Magic works the same way as other skills in **Skillscape**™. See **Max %** & **Min %** in ***Chapter 3, Skillscape***, on how to handle situations in which Mages have greater than their maximum chance or lower than their minimum chance to successfully cast a spell. Spellcasting is also affected by **wearing armor: -30%** to TSC% when wearing leather and **-50%** when wearing metal armor due to restriction in essential movements. **Iron** has strong anti-magical and add addional penalties. See **Iron** under Magic Materials for more information.

Attempting to Cast Partially Learned Spells

Each spell is itself rated at a Magical Resistance Factor or MRF. A spell reduced to MRF*0 has been fully learned and may be cast without penalty. However. . .

For every MRF the spell is above MRF*0 when the Mage attempts to cast it, subtract a further -10% per rank it is above MRF*0 from his chance of success.

For instance, Garrond is learning a 5th rank Command spell which he has reduced to MRF*3. Our Mage has not yet completely learned it and would subtract -10% x 3 = -30% from his success chances.

Resisting Spells

Any spells that affects a target can be **resisted**. Spell descriptions tell if they are resisted and what skill is used to resist them. The resisted roll in Magic works the same way as in ***Skillscape***. (See ***Chapter 3*** for how resisted rolls work.) Spells can also be resisted by Circles & Wards or Words of Guard. See Wards in ***Chapter 10*** and ***Materia Magica*** in ***Chapter 4***.

Basic Magic Resistance (BMR)

Basic Magic Resistance is an innate resistance to magical forces which some races and individuals possess, while others do not. BMR protects against certain kinds of magics targeted against the individual. If the magic takes a tangible form and becomes a physical force (wind, fire, water, air, mana energies, etc.) or if a being is magically summoned from another plane of existence and assumes a corporeal (material) form, then BMR has no effect.

However, if the magic does not take a material form (as in the case of a Charm Person or an Illusion), then BMR can be applied to resist it. The BMR is added to the resisted roll's chances of succeeding.

Example: A character has Willpower*42% and BMR*10%. His BMR is added to the Willpower SC% to give him a 52% chance of resisting - PSF of the spellcaster directing the spell against him.

BMR-resisted spells can be readily identified because they are **not** Dodge-resisted. Dodge-resisted spells deal in **real** matter in that magical energy has been summoned and transformed into a material form **before** being directed at a target in an attack. BMR-resisted spells affect the target directly, and so they may be resisted by a character's magical resistance--eg: a **Charm Person** as opposed to a **Fire Ball**.

Dwarves, being a highly anti-magical race, have an intrinsic BMR*20%, which reflects their very natures.

Neutrally aspected characters are less in tune with the magical realm and have an intrinsic BMR*10%.

Well and poorly aspected characters are in tune with the magical realm and so have no intrinsic BMR.

There are some creatures that also have an intrinsic BMR. These have their magical resistance given in their descriptions.

It is also possible for a character to have a Special Talent or Ability that can increase his BMR or else give him a BMR when he would otherwise not have one (ie: BMR*0). This bonus will be added to any BMR the character has to begin with. See ***Special Abilities*** in ***Chapter 1*** for details.

BMR cannot be increased by any form of training in a skill. It is a fundamental characteristic of those creatures who possess it, nothing more nor less.

The Fatigue Costs to Cast Spells

Everything has a price and that goes double for magic. To cast a spell the mage must tap the magical energy, or mana around him to create the energy needed to cast the spell. This costs the Mage Fatigue points (FP), or if exhausted, Body points. The costs for casting spells vary on how mana rich the world you play in is, and the mana level in the area the caster is currently in. The usual Fatigue point cost to cast a spell is:

3 FP +1 FP x spell rank.

To successfully cast a spell, the minimal spell cost would be 4 and the maximum would be 13, depending on the spell rank:

If the Mage fails, he expends 1/2 spell's Fatigue cost.

Also, some theories hold that mana forces are stronger in some locations and weaker in others. Where they are stronger, the Fatigue cost might be slightly lower (magical power is readily available). Where they are weaker, it might require more exhausting efforts to draw upon the magic powers to cast spells, thereby raising the Fatigue cost slightly.

Players who have Mages should always keep it in mind that:

Once Fatigue levels have been exhausted, spell casting costs are deducted from the Body levels of the Mage casting the spell.

Critical Success and Failure

Critical results in Magic are similar to the critical results in ***Skillscape***. Below are the basic rules governing Magic Criticals:

The base for a Critical Cuccess is 10 and the base for a Critical Failure is 01. Some spells may have a higher Crit range however.

If a spell is not fully learned and the Mage attempts to cast it, Failure reduces the Crit result by -2.

Some spells describe what occurs on a critical result. For those that don't have a description, consult the ***Skillscape Crit Table*** or the ***Magical Critical Outcomes Tables*** in the ***Sorcerer's Companion*** for guidelines on possible results.

We do not include a generic Crit Table for Magic because there are such widely differing effects. The circumstances of casting are also very diverse. For example, when casting a low-level Plant spell, it strains believability to have an irritated Demon appear. Furthermore, the nature of campaign worlds will differ widely from GM to GM. We feel that Game Masters should have some freedom to decide what special effects occur in their campaigns when spells fail or succeed with critical results.

Creating Magic Items

Creating magic items is not easy. A magic device is fashioned by using "enchanted materials" to create an object in which spells are placed. Within the next few pages are the basic rules needed to create magic items. **Note that any Ritual spell having a radius may not be placed in a magical device using the basic rules.** Advanced rules and alternate systems governing this and other higher order Magic are given in the ***Sorcerer's Companion.***

Enchanting Items

For any material to become a repository of magical energy, it must be "enchanted." Only then will the item permanently hold the magical energy . Magics placed materials with an MRF rapidly dissipate back into the mana field, rendering the spell inert. To hold a magic spell for an appreciable time the MRF must be reduced to **MRF*0**, also denoted as "E" (Enchanted).

Quantity is the amount of any solid or liquid which equals **1 "quantity"** of material that can be enchanted down in MRF. All materials used in enchantments are rated in terms of **quantity** and **MRF**. For instance, pure gold has Quantity 1/2oz. and MRF*2. Or iron/steel has Quantity: 5 lb. and MRF*9. What this means is that a Mage can enchant 1 "quantity" of gold or 1 "quantity" of iron/steel as if they were equal amounts, even though the iron/steel is actually **150 times** the weight of the gold.

A Mage may enchant down only one kind of magical material at a time. For instance, he can work on gold, but no other substance. However, he can enchant one quantity of gold x ML. In other words, an ML*1 Mage can enchant 1/2 oz. of gold at a time (1/2 oz. being the standard "quantity" of gold). On the other hand, an ML*8 Mage can enchant 8 x 1/2 oz. = 4 oz. of gold at a time. If it were oak the Mage was enchanting, the quantities would be 1 lbs. and 8 lbs., respectively.

The times required to reduce MRF indicated in the table below are in days:

Magic Materials Resistance Reduction

MRF	ML 1	ML 2	ML 3	ML 4	ML 5	ML 6	ML 7	ML 8	ML 9	ML 10
E	6	5	4	3	2	1	1	1	1	1
1	7	6	5	4	3	2	1	1	1	1
2	13	7	6	5	4	3	2	1	1	1
3	21	13	7	6	5	4	3	2	1	1
4	--	21	13	7	6	5	4	3	2	1
5	--	--	21	13	7	6	5	4	3	2
6	--	--	--	21	13	7	6	5	4	3
7	--	--	--	--	21	13	7	6	5	4
8	--	--	--	--	--	21	13	7	6	5
9	--	--	--	--	--	--	21	13	7	6
10	--	--	--	--	--	--	--	21	13	7

Enchantment Capability: The previous table sets out the MRF reduction capability of Mages according to the ML they have attained. As we've noted before, item **Enchantment** is very similar to learning spells. The reducing of the MRF is done in much of the same way. The only difference is that a Mage starts to reduce the MRF immediately from its starting number.

For example, when reducing the herb Basil from MRF*1 to MRF*0. An ML*3 Mage would require 4 days to enchant it down from MRF*1 to MRF*E (MRF*0).

Enchanting Down the MRF: The Mage casts a **spell of enchantment** (all Mages know it as part of their vocation) each day onto all the material to reduce the MRF. The time required for such enchantments is one hour per quantity being enchanted. This must be done each day. Once started, the enchantment process is continued until the material is enchanted down to MRF*0 or E. At that time, the material is fully enchanted and is able to receive and hold a lasting spell.

> **Example:** A Mage of ML*3 is making a Ring and has accumulated 1 oz. (2 quantities) of gold (MRF*2) to fashion ithe Ring. He will need to spend two hours per day to enchant 2 quantities of material--in this case 2 x 1/2 oz. quantities of gold.
>
> Referring to the ***Materials Resistance Reduction Table***, we find that a Mage with ML*3 will require 5 + 4 = 9 days to reduce MRF*2 to MRF*0. Now the gold is fully enchanted to "E" and can receive lasting spells!

Note that the Mage need not check to see if he succeeds or fails at this task. Enchanting materials is something any Mage can do unfailingly, for it is part of the very practice of Magic itself. However, there is one very important condition attached to the enchantment process which cannot be ignored:

> **WARNING: An enchantment process can be interrupted, but only when a material has been reduced by a full MRF level.**

Let's return to our example begun earlier. Suppose the Mage was interrupted during his enchantment of the 2 quantities of gold **before** he had reduced it fully from MRF*2 to MRF*1. Suppose also that the interruption lasted more than a **day**. The gold would return to MRF*2 .

On the other hand, if he had **already** reduced the gold to MRF*1 before interrupting the enchantment process, he could come back months later and find the gold waiting for him at MRF*1. He could then complete the enchantment process and reduce it to MRF*0.

The 10 Steps of Creating Simple Magic Devices

A simple magic device can contain one or more spells and has a limited number of charges. Permanent items such as wands, staffs, rings, amulets, talismans, etc., may be recharged by a Mage. Items such as potions, powders, incenses, etc., may be used only once, as they are consumed in the discharge of the spell they contain. A mage may place only fully learned spells in a simple magic device.

The 10-step process for creating simple magical items is:

1. A simple magical device must be made of **at least** 7 different magical materials.

2. The first **4 materials** must be appropriate to the structure of the device being made.

> **For instance**, a wand requires structural materials such as wood, a gemstone, a metal, etc., as its base construction to form the physical item itself.

3. The last **3 materials** must relate to the type of spell(s) being cast and are used to "**anoint**" the device so that it can receive the spell.

> Suppose our **example** wand is a wand of Fire Creation. The mage would have to use materials such as Basil (a Fire Element herb), Greek Fire, or the Blood of Dragons, all of which relate to fire.

4. The Mage must add one material for each rank the **initial spell** is above the first rank.

> **Example:** If he wanted to create a wand that shoots Fireball, a **rank 3 spell**, he would have to add **2 more** magical materials to the wand in order to hold rank 3 spells--a total of 9 materials in the device. These extra materials may be added to the structure of the device or used in "anointment" to receive the initial spell.

5. For each **additional spell** in the same Method of Magic the Mage wishes to add to the device, he must use **3 magical materials +1 material for every rank the spell is above rank 1**. **Two** materials must be structural. **One** material must be used to "anoint" that type of spell. The rest can be applied to the structure, anointment, or both (the combination doesn't matter).

> **Example:** the Mage wishes to add Firebolt to the wand. This is a **rank 2 spell**, so he must use **3 materials** for the extra spell **+ 1** material for the spell being +1 over rank 1.

6. To add an additional spell that is not in the same Method of Magic as the initial spell will require 6 magical materials +1 material for every rank the spell is above rank 1. Three of the materials must be applied to the structure of the device, and three to the "anointing" to receive that type of spell. Any remaining materials can be devoted to structure, anointing, or both. This last rule gives the character the incentive to design an item around a particular Method of Magic but does not lock him to spells in only that Method. He can place spells of another Method in the device!

However, to do this requires that he add in materials to extend the capability of the device. If the device was designed to cast Fire Elemental spells, to put a Water Elemental spell into it raises complications. The structure of the wand has to be extended with extra material, and additional anointing material is also required to handle the new Method of Magic.

7. All of the MRF's of all the materials used in the device must be reduced to MRF*0.

8. The Mage must either fashion the device himself, using the appropriate skill, or hire a craftsman to do it . The craftsman

must have the appropriate skill(s) to do the task correctly.

9. The Mage must spend one 10-hour day x rank of the spell to empower the device with the spell so that it will remain permanently in the item. The Mage must devote a good part of his waking time to do this step, with no more than a 3 hour interruption at any time in the process. If the process is interrupted more than that time, it must be started over again from the beginning. Little wonder that most Mages tend to be "unavailable" to callers during this delicate process.

10. At the end of the time period, the Mage must make a successful skill roll in his Method of Magic. If he succeeds, the spell is permanently placed in the device. If he fails, he must return to **Step #9** and repeat the process. For critical successes and failures, the ***Sorcerer's Companion*** contains tables specifically for possible outcomes to creating magical devices. This process must be repeated for each spell the Mage wishes to permanently place in the magical device.

Once all the spells have been placed, the simple magical device has been created.

Charge Levels in Simple Magical Devices

Once the magical device is created, it contains a number of spell charges equal to the Mage's ML x 1/2 the number of magical materials in the device.

Note that some materials may count as being the equivalent of **2** or **3** materials when preparing items. For instance, 1 quantity of Blood of Dragons is equivalent to 3 quantities of most liquids. Furthermore, it also counts as **3 quantities for holding magical charges** even though 1 quantity of it is used.

This gives the Mage the incentive to use some very rare and valuable materials to greatly reduce the time spent making a magical device.

If the same material is used more than once to anoint the device for a spell, the number of times the material is used is divided in half when counting the number of quantities used to determine the amount of charges a device holds. Round fractions down.

Example: A Mage anoints a Wand of Fire with three quantities of enchanted red wine (3 x 1/4 pints). While he used 3 quantities, they were the same material. Therefore, when computing the charge level the anointing imparts to the device, divide 3 by 2 = 1 1/2 materials. Since fractions are rounded down, the 3 quantities of red wine count as only 1 quantity when determining the charges they impart to the device!

Obviously, it is better to use as many different materials as possible when creating a magical device. Repeating the use of the same material in the anointment of the device only leads to its having a lower charge level than if different materials are used. This is a sheer waste of time, effort, and money.

When a spell is cast from a device, one charge x rank of the spell is exhausted from the total charge level.

Example: Our wand has 43 charges in it. The Mage casts a rank 3 Fireball. The magical charges in the wand are therefore depleted by 1 x 3 = -3 spell charges, so 40 charges remain in it.

Fatigue Loses in Simple Magical Devices

Even though the magical device contains charges, the Mage must tap some of his own personal energy to trigger the spell and channel its energies through the device.

If the user has basic knowledge in the Method of Magic of the spell, the cost of casting the spell through a simple magical device is -1 Fatigue point per 3 ranks of the spell.

Example: Our Mage casts a rank 3 spell from the wand he has created. He has basic knowledge in the Method of Magic, of course, for he could not create the wand and placed the spell in it otherwise. The Fatigue cost is 3/3 = 1 FP. If he cast a 2nd rank spell, the cost would be -1 FP because he has to expend Fatigue to cast the magic. If he cast a 4th rank spell, the cost would be 4/3 = -2 FP (rank 4 - 6 cost -2 FP). And so on.

If someone without basic knowledge in the Method of Magic of a spell attempts to cast that spell through the device in which it has been placed, he expends the standard fatigue cost of a Mage casting a spell, which is 3 FP + 1 x spell rank.

Recharging a Simple Magical Device

A simple magical device can be recharged provided that the device contains at least one spell charge.

1. To recharge a simple magical device, a Mage must repeat steps #9 and #10, given immediately above in the 10 Steps of Creating a Simple Magical Device.

2. The device recharges to its original level.

If the charge level of a magical item is totally exhausted, the device disintegrates into powder and is destroyed!

The magical device must contain at least one charge to maintain its magical integrity and to enable magical recharging.

3. To place charges in the device, a Mage must have fully learned **all** the spells in the device. If he doesn't know even so much as one of the spells, he **cannot** recharge the device at all!

Creating Magical Devices of Power

A Device of Magical Power differs from Simple Magical Devices in that the magical charge level **self-regenerates** daily. The process of creating a Device of Power also differs. A Mage cannot place a spell in a Device of Power until he has fully learned it. There are two kinds: Lesser and Greater Devices of Power.

Lesser Device of Power

A Lesser Device of Power can have no more than a total of 13 spell ranks in it, and no spell can be higher than rank 7.

Example: A Ring has 13 spell ranks in it: 2 x rank 1 spells, 2 x rank 2 spells, 1 x rank 3 spell, and 1 x rank 4 spell (2 + 4 + 3 + 4 = 13).

The process for making a Lesser Device of Power is :

1. A Lesser Device of Power must be made of **13** different magical materials.

2. The first **7** materials must be appropriate to the structure of the device being made.

3. The last **6** materials must relate to the type of spell(s) being placed in the item and are used to "**anoint**" the device to receive the initial spell.

4 - 6. Follow the same process as described for Creating a Simple Magical Device.

7. If the Mage wishes to make a spell **constant**, which means it is always working and the Mage does not have to activate it, **the Mage must include an additional material x rank of the spell**. The materials must pertain to the spell and be **magical** in nature (eg: bone or blood or skin of a magical creature, etc.) dedicated to the structure of the item or to the anointing to receive spells, or to both.

> **Example:** If a Mage was placing a constant protection vs Fire Elemental Magic into a device, the bone, blood, scales, or teeth of a Dragon or salamander qualify as magical materials pertaining to the spell. Or again, if one was making a Cloak of Shadows that would shroud one in constant Shadow spell, a **Shadow** Being might have to be captured and "sewn" into the cloak! Powerful magic never comes easy!

Not all spells can be constant! A spell placed in a Ring to make the wearer Invisible could be constant., or an amulet contain a constant Ward spell. However, spells of offensive magic like a bolt, ball, etc., cannot be constant. The GM has the right to veto placement of any spell which doesn't seem suitable.

8. All of the MRF's of all the materials used in the device must be reduced to MRF*0.

9. The Mage must either fashion the device himself, using the appropriate skill, or else hire some craftsman. The craftsman must have the appropriate skill(s) to do the task correctly.

10. The Mage must spend a 10-hour day x rank of the spell to empower the device with the spell so that it will remain permanently in the item. The Mage devotes most of his waking time, with no more than a 3 hour interruption at any time, in order to do this. If the process is interrupted longer than 3 hours, it must be started over again from the beginning.

11. At the end of the time period, the Mage must make a successful skill roll in his Method of Magic. If he succeeds, the spell is permanently placed in the device. If he fails, he must return to **Step #10** and repeat the process. For critical successes and failures, the ***Sorcerer's Companion*** contains tables specifically for possible outcomes to creating magical devices.

12. This process must be repeated for each spell the Mage wishes to permanently place in the magical device.

13. The Mage must now **embed** the spell so that it has the capacity to permanently recharge. This is done by bringing the spell from MRF*0 (enchanted) up to the original MRF of the spell for his Mode of Magic.

> **Example:** A Mage of ML*3 is embedding an MRF*3 spell which he has placed in the device. To make it self-recharging, he must now raise its MRF back to MRF*3, the same as the MRFof the spell for his Mode of Magic.
>
> The process is exactly the same as that used to reduce **magical materials** to MRF*E (0), only now done in reverse! Treat the spell as if it were a magical material being raised rather than reduced in MRF. Raising it from MRF*0 to MRF*1 would take him 5 days, to MRF*2 another 6 days, and then from MRF*2 to MRF*3 another 7 days, a total of 18 days. (See ***Magic Resistance Reduction Table***.)

The minimum time to embed a spell in a Lesser Device of Power is 13 days.

If the Mage can embed the spells in less than 13 days, it still takes a minimum of 13 days! The task simply cannot be done in less time. Each spell must, of course, be embedded **separately** to make it self-recharging.

Each **constant spell** must be embedded **twice**!

The Mage has to embed the spell into more materials, and this increases the time to render the spell constant. Of course, each constant spell must be embedded separately to make it both self-charging and radiating constantly.

This process must be performed for each spell. When all this is done, the Lesser Magical Device is completed and all spells and recharges are permanent.

Charge Levels in Lesser Devices of Power

Once the Lesser Device of Power is created, it will contain a number of spell charges equal to the ML of the creator x number of magical materials used to create the device.

None of the materials used in placing and embedding constant spells in the device count toward the charge level. The charges that would come from these materials are dedicated to the constant radiation of their spells and no others.

Just as in the case of simple magical devices, some materials may count as being the equivalent of two or three materials. Again, **if the same material is used more than once to anoint the device for a spell, divide the number of times it is used in half when counting the number of materials to determine the spell charge level.** (See ***Charges in Simple Magical Devices***, as it applies here as well.) Note also:

When a spell is cast from a Lesser Device of Power, one charge x spell rank is drained from the total charge level.

Fatigue Loses When Using Lesser Devices of Power

The Mage must tap some of his own personal energy to trigger the spell and channel its energies through the device.

If the user has basic knowledge in the Method of Magic of the spell, the cost of casting the spell through a simple magical device is -1 Fatigue point per 3 ranks of the spell.

If someone without basic knowledge in the Method of Magic of a spell attempts to cast that spell through the device in which it has been placed, he expends the standard fatigue cost of a Mage casting a spell, which is 3 FP + 1 x spell rank.

Unlike the standard spells in a device, the constant spells cause no FP loss. They are self-activating and require no additional energies to trigger them or direct them in any way.

Self-Recharging of Lesser Devices of Power

A Lesser Device of Power automatically recharges **3 spell charges** per day until it reaches its maximum charge level.

Creating Greater Devices of Power

A Greater Device of Power can contain any spell or any amount of spell ranks without limit. They are enchanted in much the same way as a Lesser Device of Power, have the same charge limits, and any spell must be fully learned before it can be put into the device.

The process for making a Greater Device of Power is:

1. A Greater Device of Power must be made of **21** different magical materials.

2. The first **13** materials must be appropriate to the structure of the device being made.

3. The last **8** materials must relate to the type of spell(s) being placed in the item and are used to "**anoint**" the device to receive the initial spell.

Steps 4 - 13 are the same as for a Lesser Device of Power.

14. Before the Greater Device of Power is activated, the stars must be properly aligned. The Mage goes to a Diviner or uses the Divination skill himself. On a successful skill check, the Mage rolls on the ***Horoscope Table*** in ***Chapter 1*** to discover the **Sign** in which the final activating spell must be cast.

The result may be modified upward or downward +/- 1% x Crit Die result on a successful Divination roll. This represents the accuracy of the reading by the character casting the Horoscope (and gives the anxious Mage a chance to modify the result a little bit in his favor.)

On the favorable day under the Sign, the Mage must make a successful Method skill check for each of the Methods of Magic used in placing the spells in the device.

Success means that the spells for that Method of Magic are operational. Failure means they cannot be accessed. If he fails, he may make the skill check up to 3 times for each Method. If a Mage fails **and** a Crit Die roll of 01- 03 turns up at any time, or if he fails all 3 checks, **that Method fails completely and cannot be checked again for a whole year** (until the Sign returns). None of the spells for that Method can be accessed in the device in the meantime.

If he fails with all the Methods used to place spells in the device, the magical item remains inert until the following year.

Charge Levels in the Greater Device of Power

Charge levels in a Greater Device of Power are worked out in the same way as for Lesser Devices of Power.

Fatigue Loses When Using a Greater Device of Power

Fatigue costs for using a Greater Device of Power are worked out in the same way as for Lesser Devices of Power.

Self-Recharging of the Greater Device of Power

A Greater Device of Power self-recharges **7 spell charges** per day until it reaches its maximum charge level.

Magical Level, PSF, & AP Costs in Simple Devices & Devices of Power

A Simple Magical Device or a Device of Power is rated at the ML of the Mage who created it.

> **Example:** Blancandrin, a Mage of ML*5, creates a Ring which is a Lesser Device of Power. The Ring is rated at ML*5, the Magic Level of its creator. All spells in the Ring will therefore be cast at a Magic Level of ML*5, no matter what the ML might be for the person who actually casts the spells. The Magic Level is effectively the **power rating** of the spells.

On the other hand, PSF is a measure of personal ability to direct the spell aright. This quality exists in the Magical Device, but only at 1/2 the PSF of the creator if anyone else is using the Magical Device.

Therefore, with regard as to which PSF to apply toward the success chance, it is **either** the PSF of the person actually using the device **or** 1/2 the PSF of the Mage who created the device. The user may pick the higher of the two PSF in the Method of Magic of the spell being cast. If his own personal skill in the Method of the spell is higher than the 1/2 PSF in the Device, he will use his own PSF.

> **Example:** Suppose the Ring with ML*5 contains two spells: Fire Dart and Mana Shield. Blancandrin, the creator, had PSF*52 in Fire Elemental Magic and PSF*38 in Arcane Methods.
>
> Wren, a Mage of ML*3, has found the Ring. He has PSF*8 in Fire Magic, which he has barely started to develop, and PSF*46 in Arcane Magic. If he casts the Fire Dart, he will likely choose to use 1/2 of the PSF*52 (PSF*26) which is in the Ring rather than his own PSF*8 in Fire Elemental Magic.
>
> On the other hand, should Wren cast the Mana Shield, he will undoubtedly opt to use his own PSF*46 in Arcane Magic because it is higher than 1/2 of the Arcane PSF*38 (PSF*19) in the Ring. Note that, in either case, the ML of the Ring remains at ML*5. Only the PSF changes, depending on the course of action followed.

The **AP cost** of using a Simple Magical Device or a Device of Power to discharge a spell is the equivalent of casting a **Word of Guard**, no matter what the spell's true **Type** may be when it is cast directly by the Mage. (See ***Initative*** in ***Combat, Chapter 7.***)

Limits on Putting Spells in Simple Magical Devices & Devices of Power

Some spells, particularly higher level Rituals, are not appropriate to be placed into magical devices. Some of the magics unleashed by these Rituals are too powerful to be harnessed within a magical device. Again, we remind players and Game Masters that **any Ritual spell having a radius may not be placed in a magical device using the basic rules.**

Those players who are interested in the complexities of Greater Magic should refer to the ***Sorcerer's Companion*** for more detailed discussion of how Magic works.

Creating the Magical Focus

Some Mages prepare a Magical Focus through which they cast their spells at a lower fatigue cost and an enhanced chance of success. However, there is an important drawback when using a Focus. Those who attune themselves to a Focus suffer penalties to their spellcasting success if the Focus is destroyed or taken from their possession. Only after a long period of time has passed or after the Mage has created a new Focus will these penalties disappear. The exact penalties and the times they are in effect will depend on the power of the Focus.

A Mage may create three types of Focus. These are the Least Focus, Lesser Focus, and Greater Focus.

Please note that a Magical Focus can become akin to a crutch. When a Mage has one, his powers are enhanced. However, if he loses it, remember that he has become so dependent on it that his powers will now suffer penalties until he recovers from the shock of the loss or else replaces the Focus.

Creating the Least Focus

Any Mage of **ML*1** or higher may create a Least Focus. A Least Focus requires **7** materials appropriate to the device. The first **4** materials pertain to the structure. For example, a ring would be made out of metals and gemstones; a wand or staff would be made from wood, etc. The remaining **3** materials must be personal and intimate to the caster, and they cannot be duplicated (cannot be doubled up, etc.).

Personal Focus materials may be the character's birthstone, birth plant, pint of the caster's blood or nail clippings or hair clippings, a pound of dirt from his birthplace, a very personal item the caster has had all of his life; etc. Each of these materials must be individual and unique. He cannot, for instance, use both nail clippings and a pint of his blood--both come from his **body**.

All of the materials must be enchanted to MRF*0. The Focus then must be fashioned by the Mage himself. Simple wands and staves require no special skills, but rings, amulets, etc., do! Afterward, he must spend **7 weeks** in which he attunes himself to his Focus. When the 7 weeks are up, he receives the following benefits when casting any spell he knows through his Least Focus:

1. **+7%** to PSF.
2. **1/2 Fatigue costs** to cast the spell (round fractions **up**).

If the Least Focus is destroyed within 1000' of the Mage, he must make a **Stamina roll - 14%** (-2% for each material in the Focus). If he fails, he loses all of his Fatigue level and is stunned for 10 rounds - 1 x Crit Die. If he succeeds, he loses 1/2 his Fatigue and is stunned for 1 round if the Crit Die was 01-05. If the Crit Die is 06-10, he is not stunned.

If he is more than 1000' away, he is not near enough to the destruction of such a personal item to be fully affected because distance dissipates the effects. However, if he is 10 miles x ML away, he will still have to make a **Stamina roll -14%**. If he fails, he suffers 10 FP -1 FP x Crit Die from Fatigue levels because the knowledge of the loss staggers him.

Without his focus, the Mage loses **-14%** to his **PSF** when casting spells. Further, the cost of casting spells will be **doubled**. Example: cost is now 6 FP + 2 per rank, so a rank 1 spell would cost -8 FP, rank 2 costs -10 FP, and so on.

These penalty effects to the PSF last for 7 months - 1 week x Discipline level or until the Mage fashions a new Focus and spends 7 weeks afterward to attune himself to it. Once a character is attuned to his new Focus, destruction of the old one (if lost or stolen) will not affect him.

Creating the Lesser Focus

A Mage must be at least at **ML*3** or higher in his craft to create a Lesser Focus. A Lesser Focus requires **13** materials appropriate to the device. The first **7** materials will pertain to the structure of the item. For example, a Ring would be made out of metals and gemstones, etc. The remaining **6** items must be personal and intimate to the caster. They cannot be duplicated; each material must be different.

Personal Focus materials may be the character's birthstone, birth plant, pint of the caster's blood or nail clippings or hair clippings, a pound of dirt from his birthplace, etc. Each material must be individual and unique, as for a Least Focus.

All of these materials must be enchanted to MRF*0. The Mage must fashion his Lesser Focus himself. After that, he must spend **13 weeks** attuning himself to the Focusing device. When the 13 weeks are over, he receives the following benefits when casting any spell he knows through the Lesser Focus:

1. **+13%** to PSF.
2. **1/2 Fatigue costs** to cast the spell (round fractions **up**).

If the Lesser Focus is destroyed within 1000' of the Mage, he must make a **Stamina roll - 26%** (-2% for each material in the Focus). If he fails, he loses all of his Fatigue level and is stunned for 10 rounds - 1 x Crit Die. If he succeeds, he loses 1/2 his fatigue and is stunned for 1 round if the Crit Die was 01-05. If the Crit Die is 06-10, he is not stunned.

If he is more than 1000' away, he is not near enough to the destruction of such a personal item to be fully affected because distance dissipates the effects. However, if he is 20 miles x ML away, he will still have to make a **Stamina roll - 26%**. If he fails, he suffers 10 FP -1 FP x Crit Die from Fatigue levels because the knowledge of the loss staggers him.

Without his focus, the Mage loses **-26%** to his **PSF** when casting spells. Further, the cost of casting spells will be **doubled**.

These penalty effects last for 13 months - 1 week x Discipline level or until the Mage fashions a new Focus and spends the time afterward to attune himself to it. Once a character is attuned to his new Focus, destruction of the old one (if lost or stolen) will not affect him.

Note that, rather than waiting out the penalty period, if he wishes to eliminate the full penalty to his success chances he must create a Lesser Focus or a Greater Focus as a replacement. A Least Focus would only counter 7% (PSF bonus) x 2 = 14% of the -26% penalty to PSF, not end it. Of course, once the penalty period has passed, he would enjoy the normal benefits of using a Least Focus.

Creating the Greater Focus

A Mage of ML*6 or above may create a Greater Focus. A Greater Focus requires **21 materials** appropriate to the device. The first **13** materials will pertain to the structure of the item. That is, a Ring would be made out of metals and gemstones, etc. The remaining **8** materials must be personal and intimate to the caster, and they cannot be duplicated.

Personal Focus materials may be the character's birthstone, birth plant, etc. Each material must be individual and unique, as for a Lesser Focus.

After all of these materials are enchanted to MRF*0 and after the Greater Focus is fashioned by himself, he must now spend **21 weeks** attuning himself to the Focusing device. When the 21weeks are over, the Mage receives the following benefits when

he is casting any spell he knows through the Greater Focus:

1. **+21%** to PSF.
2. **1/2 Fatigue costs** to cast the spell (round fractions **up**).

If the Greater Focus is destroyed within 1000' of the Mage, he must make a **Stamina roll - 42%** (-2% for each material in the **Focus**). If he fails, he loses all of his Fatigue level and is stunned for 10 rounds - 1 x Crit Die. If he succeeds, he loses 1/2 his fatigue and is stunned for 1 round if the Crit Die was 01-05. If the Crit Die is 06-10, he is not stunned.

If he is more than 1000' away, he is not near enough to the destruction of such a personal item to be fully affected because distance dissipates the effects. However, if he is 30 miles x ML away, he will still have to make a **Stamina roll - 42%**. If he fails, he suffers 10 FP -1 FP x Crit Die from Fatigue levels because the knowledge of the loss staggers him.

Without his focus, the Mage loses **-42%** to his PSF when casting spells. Further, the cost of casting spells will be **doubled**.

These penalty effects last for 21 months - 1 week x Discipline level or until the Mage fashions a new Focus and spends the time afterward to attune himself to it. Once a character is attuned to his new Focus, destruction of the old one (if lost or stolen) will not affect him. Note: he does not have to replace the lost or destroyed Greater Focus. He can make a Least or Lesser Focus. However, they will have only limited effects countering the massive -42% to PSF penalty the Mage is labouring under (see ***Lesser Focus***), and the only way to eliminate the problem is to create a replacement Greater Focus. Of course, the Mage could wait out the penalty period, but that seems a futile choice.

Potions & Powders

A potion or powder (incense) is created in the same way as a simple magical device. However, only one spell can be placed in any potion or powder.

One of the main differences from magical devices is that herbs can be used both as structural materials and also to anoint the potion or powder. A potion does require one liquid component, however.

"Powders" may be cast into the air or even onto a target, or they may be burned as incense in a fire or a brazier. "Potions" have to be drunk, although some might also be prepared as an unguent to be rubbed onto the skin, provided that is appropriate to the spell. (An armoring spell from the Transformation Method is very suitable for putting into an unguent because it affects the skin of the recipient.)

The number of "doses" one obtains when creating a potion or powder is equal to the charge level divided by the rank of the spell it contains.

After the amount of charges are calculated (see ***Simple Magical Devices*** for details), the Mage divides that number by the rank of the spell. Therefore a potion with 30 charges with a 6th rank Berserker Rage spell (***Command Method***) would yield 30/6 = 5 doses. (Round all fractions **down**.)

A "dose" of potion or powder is **totally consumed** when it is used to cast a spell and cannot be recharged as a consequence.

Scrolls

Scrolls are made in a slightly different way than a simple magic device. First a base of only 3 materials is required. The first must be the paper on which the spell will be written. The second must be a liquid for the ink. The third must be a wax for the seal.

One extra material must be added for each rank of the spell after the first. The extra material can either go into the ink, the seal (blended into the wax), or a possible upgrade of type of paper being used. (such as a demon's hide rather than paper.)

The Mage will scribe the spell onto the scroll(either himself using Caligraphy and illumination or hiring a scribe to do it.) The Mage must know the spell being scribed and all the materials used must be enchanted to MRF* Ɛ (0). The time needed for scribing is one hour per rank of the spell.

A successful Caligraphy and Illumination roll means the spell was properly scribed. A failure means all the materials are wasted and the Mage must start over.

If successful the Mage must spend 1 hour x rank of the spell empowering the spell into the scroll. Once this is done, he must roll his success chance in his Method, and the scroll is complete. It contains enough charges to power the spell **once**. A scroll is not rechargable and disintegrates upon discharging its spell. When casting a spell, the ML and PSF work the same as any magic device. However, when using a scroll, the "**Type**" of the spell is increased by one level; that is: a Cantrip is cast as a Hex; a Hex is cast as a Sorcery; a Sorcery is cast as a 1-minute Ritual; and all Rituals are cast in the times indicated for their Type.

If a Mage already knows the spell, he expends 1 FP per 3 ranks of the spell when discharging the scroll. While the complete formula is not on the scroll, Words of Power pertaining to the spell are inscribed on the scroll and give the invoker +13% bonus to **TSC%** when discharging a spell he **knows**. If the Mage does not know the spell, he expends 3+1 FP x rank when discharging the spell and receives no bonus to his SC%.

Any Mage or character may invoke a spell on a scroll if they are **fluent** in the language in which the spell was written **and if** he knows a Mode of Magic which lists that spell as accessible to it.

A scroll is useful as a resource when researching a spell. As noted before, the entire spell formula is not on the scroll, but there is enough there to research that particular spell and gives the Mage +13% to his research skill check and +3 to his Crit Die roll to see if he learns it.

The Spell Book

Some Mages may wish to keep **The Spell Book**, in which they inscribe the formulas for all of the spells they know. A spell book will aid in casting spells and researching new ones.

To create **The Spell Book** each page must be reduced to MRF*Ɛ (0), and the magic spell formulas must be inscribed with liquid enchanted to MRF*Ɛ. The spell formula takes up 1 page and one quantity of liquid per rank of spell.

The Mage must spend 1 hour x rank of spell to inscibe it. Then he must make a Caligraphy and Illumination skill check. **Success** = he successfully wrote the spell into the Spell Book. **Failure** = he got it wrong, and wasted the page and ink!

When referencing a spell directly from a Spell Book, the Mage has +21% bonus to his spellcasting chances. However, the time to cast the spell is **increased** to reflect the added care taken: a Cantrip becomes a **Sorcery**, a Hex becomes a **1-minute Ritual**, and a Sorcery or 1-Minute Ritual becomes a **3-minute Ritual**. Longer Rituals take no more time to cast because the Book is typically (but not always) used to cast them.

The Spell Book also can aid in researching a spell if there are **at least 3 spells in the Method** of that spell. Further, the spells in the Book **must be of equal or higher MRF** (in accordance with the Mage's Mode of Magic). If this is the case, the spell may be researched as if the Mage had a library.

Example: Garrol wishes to use his spell Book to research an Arcane spell. Since Garrol's Spell Book has 8 Arcane spells in it : 3 x MRF*1 spells, 2 x MRF*2 spells, 2 x MRF*3 spells, and 1 x MRF*4 spell. Garrol may use the book to do his

research on any MRF*1 to MRF*3 spell. (He has at least 3 spells of each of those MRF's or higher in the Book.) However, he only has 1 MRF*4 Arcane spell and no other higher MRF Arcane spells, so he needs to use a different text to research an MRF*4 spell.

Spirit Binding

Spirits may be bound in magical devices in two ways:

Animation

A Mage may use an *Animate* spell in the Summoning Method to summon a spirit and **conjure it directly** into a construct like a statue or Golem to power it. In Necromancy, the Necromancer summons a Minor Spirit and conjures it into a dead creature rather than an object to bring it to "life." A Minor Spirit is too weak to resist being conjured into the device and bound there.

Such bindings are only **temporary** if cast to conjure a minor spirit into an unenchanted item or corpse. If the item or body does not have the amount of enchanted materials required, the spell will only have the listed duration, after which the spirit breaks free and returns to its own dimension.

For the spirit binding to be **permanent**, the Mage needs quantities of magical materials (at MRF*E) equal to 3 x rank of the *Animate* spell. These enchanted materials are placed in the item or creature into which the spirit will be conjured. Such materials are dedicated solely to keeping the spirit bound and cannot be used for any other purpose. Half of the materials (round any fractions **up**) must be dedicated to the creation of the item. If it is a dead creature to be animated, the enchanted materials will be in the form of the required number of quantities of the bones or body of the creature.

Example: using the 1st rank *Animate Lesser Dead* spell, a Necromancer wants to permanently animate a skeleton. Before he can do that, he must first enchant 3 materials to permanently bind a Minor Spirit into the skeleton (3 x 1st rank = 3). Half of these would be dedicated to the "creation" of the item. In the case of a skeleton, the "item" is already "created," so the Necromancer might enchant a portion of its skull and a piece of arm bone, rib, leg bone, etc. He might then annoint it with an enchanted liquid. Note that not every bit of the skeleton needs to be enchanted, just enough to bind the Minor Spirit in it!

Conjuring & Binding a Spirit in a Device (optional)

The second method permanently conjures a Spirit into a magical device. The Spirit must first be **bound to the service of the Mage**. (See ***Summoning*** in ***Chapter 10, Magical Spells***.)

Once the spirit is bound, it must do the Mage's bidding. The Mage may then conjure the Spirit to enter a magical device. To do this successfully, the Mage must enchant quantities of materials equal to the number of times he had to summon the spirit in order to bind it. Half the enchanted materials (round up) must be used in the structure of the device, and the other half to anoint it.

Example: An Imp must be summoned 3 times on different occasions before the Mage can bind it to his service. Once he has done this, the Mage requries 3 enchanted materials to be placed in the magical device for the sole purpose of binding the Imp in the device.

To bind the Imp with the 3 enchanted materials, 2 would have to be structural items such as gems, metal, wood, etc., while the other would be a herb, liquid, etc., used in annointing the magical device.

After the device is fashioned the Mage casts the appropriate Summoning spell to conjure the spirit into the device. The spirit's Willpower resisted roll is rated at 1/2 of its PSF because it is already bound to the Mage's service. If the Spirit successfully resists being conjured into the device, it is **free** and no longer bound to the Mage. In such a circumstance, it may either leave or attack, depending on its nature. (Staying within a protective Circle is advisable during any Summoning or Conjuration.)

The Spirit provides a number of benefits, the nature and power of which depend on the type of spirit summoned:

1. A Spirit bound in a magical device can **power a constant spell**, if it is dedicated solely to that function from the moment the spirit is bound in the device. A constant spell requires expenditure of 7 Fatigue points per day (see chart below) and operates constantly without ever switching off.

2. If the spell cannot be constant, as in the case of a Fireball, the spirit can be used to **absorb the Fatigue** involved in shaping and controlling the magical charge released by the spell. This means that the Mage activating the spell in the device has no Fatigue costs. The devices still have to be charged with Magic, and it expends those charges like any other magical device.

The amount of Fatigue the spirit can absorb is equal to the number of times it had to be summoned before the Mage could bind it to his service. See the chart below:

Spirit	Materials Required To Bind the Spirit*	Fatigue Points Absorbed/Day
Imp	3	3
Least Spirit	7	7
Lesser Spirit	13	13
Greater Spirit	21	21

*Do not count toward the charge level of the device. Materials are dedicated to "house" the Spirit and keep it bound in the device.

The Fatigue expended by the bound spirit is at the "Mage rate" of 1 FP per 3 spell ranks, expended to cast a spell without a device. Thus, if casting a rank 1-3 spell, the bound spirit would expend 1 FP instead of the Mage. A rank 4-6 spell expends 2 FP, a rank 7-9 expends 3 FP, and a rank 10 spell expends 4 FP. Anyone using the device receives the benefits, whether they have knowledge of the spell or not, for the Spirit does the work.

If a spell is dedicated to the bound Spirit to activate, **only** the Spirit can activate the spell. If a Mana Dart (rank 1) is dedicated to a bound Imp for activation, the spell can be activated 3 times a day. (The Imp has only 3 FP per day to expend.) Though acting on the user's command, only the Spirit can access and activate the spell. This is one of the downsides of using a bound Spirit in a device to absorb FP costs.

All the spells in a device can be dedicated to Spirit activation. However, that limits use of the device to the spirit's FP levels. A Mage may dedicate only certain spells to spirit activation, leaving others open for himself to activate at a cost to his own Fatigue levels. This maximizes use of the magical device.

Example: A Mage is creating a Lesser Device of Power. He adds 7 materials to the device to hold a Least Spirit which he has bound. If he successfully summons the Least Spirit and then successfully conjurs it into the device (the Least Spirit gets 1/2 Willpower PSF to resist the conjuring) the Spirit will be permanently placed in the device. The Mage may use the least spirit to power 1 constant item (expending the Least spirits 7 fatigue per day), or he can use it to power one or more spells in the device. Whichever spells in the device he states the Least Spirit will power will be able to be cast using the Spirits 7 fatigue per day. However each spell dedicated to the spirit can only be cast using its Fatigue.

Magical Materials:

The more than 175 materials which follow may be used in magical enchantments to make Potions, Incense, Powders, Simple Magical Devices, Lesser & Greater Magical Devices of Power, Foci, & Scrolls

Element: a material has affinity to that form of Elemental Magic and several other Methods of Magic. Other properties are stated in the descriptions:

Air: Air, Divinination, Transcendental

Earth: Earth, Plants, Wards

Fire: Fire, Arcane, Command

Water: Water, Illusion, Transmutation

Summoning: Element required is based on the type of creature or spirit summoned:

Earth: animals, people, woodland spirits (faeries, Totems) enchanted land-dwelling beasts and monsters.

Fire: demonic spirits

Air: birds, free spirits, enchanted flying creatures.

Water: fish, aquatic mammals, crustaceans, sea spirits, enchanted sea creatures and monsters.

A "**purifying**" or "**consecrating**" material is usable with any Method of Magic as an anointment.

Anointing materials must contain at least one liquid (blood, water, oil, wine, brandy, etc.).

Counts as (n) materials means that the material is equal to (n) quantities.

Energizes means the material will hold additional spell charges. This is especially true of gemstones.

Some materials may list Magical Methods or specific uses for that type of material. For instance, Betony is a Fire element but can be used in **Healing** as well. Ivy is a Fire Element but can be used in **Wards** as well.

A magical material must be enchanted to MRF*℄ (MRF*0) before any bonus it imparts may be received.

See the ***Sorcerer's Companion*** & ***C&S Creatures Bestiary*** for more information on magical materials and their properties.

Herbs & Flowers

All of the **quantities** of Herbs and Flowers are **1/4 oz.** unless otherwise stated in the herb descriptions.

In ***C&S*** Magic, a Mage does not require any materials to cast a spell. However, there are benefits for using herbs in spellcasting, provided the herb is attuned with the Method of Magic the Mage wishes to cast.

Herbs form the base for simple potions and powders and can be used to anoint devices or to cast spells. To use herbs, their MRF must be reduced to MRF*℄.

If a Mage casts a spell with herbs, **the quantity of herbs is consumed.** He will need **1 quantity of herbs per 3 ranks of the spell:** 1-3 = 1; 4-6 = 2; 7-9 = 3; 10 = 4. He can use more, but that will not increase the benefits above those listed below. Note also that those herbs that **count as several materials** can be applied to satisfying multiple quantities.

The enchanted herbs empart a **+7% casting bonus to the TSC% if it is of the same Element** as the spell; eg: a Fire herb would give +7% to a Fire, Arcane, or Command spell. If a Method is listed in the herb description, the herb may be useable as well, giving a +7% bonus to the TSC%; eg: Bistort is an Earth herb, but **Divination** is in the description, so it gives +7% TSC when casting Divinations as well.

If the herb has a **specific power associated with it**, any spell affected has a **+13% bonus to the TSC%**; eg: Vine enhances Climbing or dealing with heights, so it will impart +13%TSC% to spells involving climbing or overcoming fear of heights or depths because the herb is specific to such things.

If the Mage uses **double the quantity of herbs**, he may use them to cast magic through a **focus**. A Mage will have a +3% bonus to TSC% in Methods of Magic attuned to the herb's Element. If casting a spell specific to the herb's powers, he gains +7% bonus to TSC%.

Anemone (windflower; Pasque flower) Element: **Fire** MRF*2 Flower: Healing.

Angelica Element: **Fire** MRF*2 **1 oz root:** Fire Wards; Exorcisms.

Anise (sweet Cicely; British myrrh; Aniseed) Element: **Air** MRF*1 aromatic seed: Healing; Aphrodisiac. Used with bay laurel by witches in 3-hour ritual baths to enhance powers +7% TSC% for 13 hours.

Apple (Aball; silver bough; silver branch; tree of love) Element: **Water** MRF*1 **1/4 oz.** blossom, **4 oz.** fruit or **1/4 pint** cider: Healing; cider replaces blood.

Ash Element: **Water** MRF*1 leaves.

Astafoetida Element: **Fire** MRF*2 acrid herb: Wards; Exocisms; Healing.

Avens (goldenstar) Element **Fire** MRF*1 herb: Purification; Exorcism; counts as **2 materials.**

Balm of Gilead (Mecca balsam) Element: **Water** MRF*0 bud: **Summoning all non-demonic Spirits** (burn for smoke in which spirits materialized); Cure broken heart; Love.

Basil (the "Witches' herb;" St. Joseph's Wort) Element: **Fire** MRF*1 herb: Exorcism; Purification; Attract Lovers.

Bay (bay laurel) Element: **Fire** MRF*2 herb: Divination; Healing; Purification.

Benzoin (Benjamin) Element: **Air** MRF*1 herb: Purification incenses; tinctures to preserve magical oils; counts as **3 materials in potions & incenses.**

Betony (Bishopwort) Element: **Fire** MRF*2 herb: Healing; Purification.

Bistort (Snakeweed;Dragonwort) Element: **Earth** MRF*2 **herb:** Divination.

Bittersweet Element: **Water** MRF*2 gum: Summoning (Water); Purification.

Broom Element: **Air** MRF*2 herb: Wards; Purification; counts as **2 materials if used by witches.**

Bryony (Ladies' Seal) Element: **Earth** MRF*4 root: replaces **Mandrake** (see below).

Burdock (Benjamin) Element: **Water** MRF*2 herb: Purification.

Cactus Element: **Fire** MRF*2 plant or spines: Wards; Plant spell: ***Hedge of Thorns***.

Camomile (maythen) Element: **Water** MRF*1 herb: Healing; Sleep; Calms.

Camphor Element: **Water** MRF*2 gum: Healing; Anti-Aphrodisiac; Sleep-incenses.

Caraway Element: **Air** MRF*2 seed: Attract Lovers; Fidelity; Improves Memory.

Carnation Element: **Fire** MRF*2 flower: Energizing.

Catnip (Catmint; Field Balm) Element: **Water** MRF*2 herb: Bookmarks in Magic Texts; Attracts Felines & Lovers.

Celandine (Devil's Milk) Element: **Fire** MRF*2 herb: Escape Entrapment; Healing.

Cinnamon (sweet wood; cassia) Element: **Fire** MRF*2 bark: Divination; Summoning; Transcendental; Healing; Male Aphrodisiac.

Cinquefoil (five-finger grass) Element: **Earth** MRF*2 herb: Healing; Attract Lovers.

Clover Element: **all 4!** MRF*3 herb.

Clove Element: **Fire** MRF*2 bud: Wards; Enhances Memory & Concentration.

Comfrey (yalluc; boneset; healing blade:) Element: **Air** MRF*2 herb: Wards; Healing.

Coriander Element: **Fire** MRF*2 herb.

Cumin Element: **Water** MRF*2 spice: Wards; Fidelity; Arouse Lust.

Dragon's Blood Element: **Fire** MRF*1 herb: Enhances magic-- doubles duration of a **Fire** Cantrip, Hex, or Sorcery (maximum +1 hr.)

Elder (Alder; Lady Elder; devil's eye; tree of doom) Element: Air MRF*2 berries & leaves Purification; love; Finding food in the wild.

Fennel Element: **Fire** MRF*2 herb.

Fern Element: **Earth** MRF*2 herb.

Four-leaf Clover: Element: **all 4!** MRF*℄ herb: a **single** four-leafed clover Prevents madness; Repels serpents.

Frankincense Element: **Fire** MRF*0 gum: Wards; Purification & Consecration when burned.

Garlic Element: **Fire** MRF*1 bulb: Wards vs Vampires & Lycanthropes (+21% TSC%); Healing.

Geranium Element: **Water** BMR*2 flower: **White**: Fertility & Growth; **Red**: Wards and Healing.

Gooseberry (Spin) Element: **Fire** BMR*2 berries: Transmutation; Healing; Growth.

Hawthorn (Sceith; Huath; May bush; thorn) Element: **Fire** BMR*2 leaves: Wards; Good luck fishing (+13%); Enhances Beauty.

Hazel (Fincoll; coll; witch hazel) Element: **Air** BMR*2 nuts: Transmutation; Enhance Wisdom; Luck; Fertility; & Growth.

Heather Element: **Water** BMR*2 blossoms: Healing; Love.

Henbane (devil's eye) **Element:** Water & Air BMR*2 leaves: poison if taken internally.

Holly Element: **Air** BMR*2 herb.

Honeysuckle (woodbine) Element: **Earth** BMR*2 blossoms: Divination; Attracts money.

Hops Element: **Water** BMR*2 Fruit: Healing.

Horehound (Maruil; Bull's Blood; Llwyd y cwn) Element: **Earth** MRF*2 herb.

Hyssop Element: **Earth** MRF*2 herb.

Ivy (Eideand) Element: **Fire** MRF*2 herb: Wards; Healing, esp. vs intoxication. Magically "married" to holly.

Juniper Element: **Fire** MRF*2 berries Attract Lovers; living plant Wards vs intrusion; herbs (sprigs) Protects vs Accidental injury.

Lavender Element: **Air** MRF*1 blossoms: Wards; Healing; Purification; Sleep; Love.

Laurel Element: **Fire** MRF*2 leaves: when burned: Clairvoyance; Clairaudience; & Prophecy. Narcotic is poison (cyanide) & lethal if used more than once every 3 days.

Mandrake Element: **Earth** MRF*1 root: Wards; Sexual Potency; Fertility; Growth; Healing (esp. emetics & purgatives); counts as **2 materials in Necromancy.**

Pepper Element: **Fire** MRF*2 berries: Wards; Purification; Exorcism.

Marigold Element: **Fire** MRF*2 blossoms.

Marjoram (mountain mint; wintersweet; joy of the mountain) Element: **Air** MRF*2 herb: Wards; Purification; Love charms.

Mistletoe Element: **Air** & **Earth** MRF*1 herb: especially potent when cut 6 days after New Moon (+13%) or on Midsummer's Eve (+13%) & counts as **2 items**. Protection vs Wounds if blessed by a Druid (absorbs 7 damage points x3 times if worn as an amulet). Many uses, especially in the hands of a Druid.

Mugwort Element: **Air** MRF*2 herb: Wards, esp. **vs wild beasts**; counter poisons (+13% vs toxins).

Divinations (in drink, **scrying** devices, incenses, etc. If sprigs are put into one's shoes, it wards off Fatigue while traveling (+20% distance possible per day).

Myrrh Element: **Air** MRF*2 resinous gum: Purifiy & Preserve. Anoint & Consecrate talismans, amulets, rings, & ritual items; counts as **2 materials**.

Mint (mismun) Element: **Air** MRF*2 herb: Healing; Attract Lovers; Enhance Intellect.

Myrtle (bayberry) Element: **Water** MRF*2 herb: strongly enhances love charms.

Nettle Element: **Fire** MRF*2 herb: Wards; Exorcism; and **Remove Curse** .

Nutmeg Element: **Air** MRF*2 seeds.

Oak (Dair; Duir) Element: **Fire** MRF*1 leaves: Purification when burned. MRF*1 **Acorns** for Sexuality; Fertility; Growth; Youth. Strings of acorns protect home (**Wards vs Intrusions**). Gather leaves at night and nuts during day. A libation of wine is poured on the roots when gathering anything from the sacred tree.

Onion (Yn-leac; Oingnum) Element: **Fire** MRF*2 flowers/bulbs: Purification; Exorcism; Wards vs Evil.

Parsley (devil's oatmeal) Element: **Water** MRF*2 herb: Protects food vs contamination; Purification.

Pepper Element: **Fire** MRF*2 berries: Purification; and Exorcism.

Peppermint Element: **Air** MRF*2 herbs: Healing; Calming.

Periwinkle (Devil's eye; Sorcerer's violet) Element: **Water** MRF*2 blossoms: **Wards vs Intruders, Evil, & Supernatural.**

Pimpernel Element: **Air** MRF*2 blossoms: Wards, esp. **vs deception** & **intruders**; Healing.

Poppy Element: **Water** MRF*2 seed pods **Divination**; Transcendental; Fertility; Growth; Sleep.

Primrose Element: **Fire** MRF*2 blossoms: Wards are powerful if placed on live plants (consider as **7 quantities** for enchantment) at entrances to homes.

Rose Element: Water MRF*2 : Divination; inducing Love; Enhances Fertility & Growth.

Rosemary (dew of the sea) Element: **Fire** MRF*2 herb: Purification; Love; Intellect.

Rue (Mother of the Herbs) Element: **Fire** MRF*2 herb: Wards; Purification; Exorcism; Intellect;Healing.

Saffron Element: **Fire** MRF*2 flower: Divination; Healing; Purification; counts as **2 materials.**

Sage Element: **Earth** MRF*2 herb: Healing.

St. John's Wort Element: **Fire** MRF*1 Wards (esp. in battle); Exorcism; Healing.

Snapdragons Element: **Fire** MRF*2 blossoms: **Wards vs Magics**.

Solomon's Seal Element: **Fire** MRF*1 leaves or roots : Wards; Purification.

Star Anise Element: **Water** MRF*2 herb.

Thistle Element: **Fire** MRF*2 herb: **Wards** (esp. **vs lightning**); Speeds recuperation (halves the time).

Thyme Element: **Air** MRF*2 herb: Purification; Relief of grief/sadness.

Valerian (all-heal; set-well; garden heliotrope; St.George's herb) Element: **Water** MRF*2 herb: Harmony; Calm; Love; Purification; Healing.

Vervain (enchanter's plant; Holy Herb; Herb of Grace; Juno's tears) Element: **Water** MRF*2 herb: Wards (personal protections); Purification; Growth; Aids in escape from enemies; Learning; Love.

Vine (Muin) Element: **Water** MRF*2 herb: Climbing; vs Fear of Heights; powerful entangler.

Violet Element: **Water** MRF*2 flowers: Love; Cures headaches; Changes Luck; Enhances **Water**, **Illusion**, & **Transmutation** spells at sunset and twilight. (+13%).

Walnut (tree of Evil) Element: **Fire** MRF*2 nuts: Cures madness & amnesia; Healing; Enhances Fertility & Growth; Necromancy.

Wormwood (absinthe) Element: **Air** MRF*2 herb: Wards vs Supernatural & vs Undead; Summoning; Exorcism.

Yarrow (milfoil; thousand seal; arrow root; wound wort; staunch weed; tansy; devil's bit; snake's grass; death flower) Element: **Water** MRF*2 flowers: Wards (esp. vs Magic & Fear); Divination; Healing; Love.

Woods

All quantities of wood are in 1 lb. lots except where stated otherwise. Wands = Mages' wands (at least 1 lb.needed) or staves (at least 3 lbs. needed), etc. Some woods will count as more than one material when creating a Focus and dedicated to its structure.

Acacia (Gum Arabic) Element: **Air** MRF*4 **1 lb. wood:** Magic wands.

Apple (Aball; silver bough; silver branch; tree of love) **Element: Water** MRF*2 Quantity: **1 lb. wood**: Magic wands.

Ash Element: **Water** MRF*3 **1 lb. wood:** Magic wands; Healing; **Protection vs drowning**; counts as **3 materials** for a witch's Focus; essential to magical spears, lances, arrows. Wood and leaves valuable in sea & water rituals.

Cypress (tree of death) Element: **Earth** MRF*5 **1 lb. wood**: Wards (esp. vs Spirits & Undead). **Necromantic** Wands; counts as **2 materials** when used in any Focus.

Elder (Alder; Lady Elder; devil's eye; tree of doom) Element: **Air** MRF*4 **1 lb. wood** Wands of **Air & Fire Elemental Magic**; counts as **3 materials** when used in any Focus.

Elm (Leam) Element: **Earth** MRF*3 **1 lb. wood:** Magic wands; counts as **3 materials** when used in any Focus.

Fir (silver fir) Element: **Air** MRF*3 **1 lb. wood:** Magic wands.

Hawthorn (Sceith; Huath; May bush; thorn) Element: **Fire** BMR*5 **1 lb. Wood:** Magic Wands; counts as **3 materials** when used in any Focus. Wands of **Protection** (esp vs lightning; Fire; Arcane); Purification. Unlucky to cut down (-13% to all actions for 7 days!) so gather as dead branches.

Hazel (Fincoll; coll; witch hazel) Element: **Air** BMR*2 **1 lb. wood:** Magic wands, esp. for drawing protective circles.

Myrtle (bayberry) Element: **Water** MRF*4 **1 lb. wood:** Magic wands; amulets.

Oak (Dair; Duir) Element: **Fire** MRF*2 **1 lb. wood**: branches for magical wands and staves, esp. performing **Plant Magics**, but also in almost all magic; counts as **5 materials** in a Focus (**7** for a Druid). It also counts as 1 personal material in a Focus when gathered within a mile of the Mage's birthplace. Wood is gathered at night. Oaks may be felled only when the moon is waning. A libation of wine is poured on the roots when gathering wood or horrifically bad luck will haunt the Mage (-13% to all skills for 1 year!)

Pine (Ochtach) Element: **Air** MRF*4 **1 lb. wood:** Magic wands; Wands of Healing; enhancement of athletic abilities.

Rowan (Caerthann; Luis; mountain ash; witchwood; witchbane; Wiccan tree; sorb apple) Element: **Fire** MRF*1 **1 lb. wood** or **twigs:** Magic wands; count as 2 magic materials for a Focus; Healing; Divination; Protection--esp. vs Faeries (+21%).

Sandlewood **Element: Air** MRF*3 Quantity: **1/4 oz wood** with properties of Healing, Purification, and Protection when burnt as an incense.

Sycamore Element: **Fire** MRF*4 **1 lb. wood:** Magic wands; **most useful for** Wands of **Necromancy** & **Summoning**. P rotection vs Supernatural & Undead.

Walnut (tree of Evil) Element: Fire MRF*4 **1 lb. wood:** Magic wands; Healing.

Willow (Osier; tree of enchantment; withy willow) Element: **Water** MRF*1 **1 lb. branches:** Magic wands; counts as 3 materials in a Focus; Witches' wands; Healing; Protection, esp.**vs Fear.**

Gemstones, Semi-Precious Stones, & Minerals

All quantities are 1 caret of stones unless otherwise stated . Energizing stone are useful in any self-charging magical device. Ground up, gems can be used to anoint a device but lose their energizing powers.

Agate: Element: **Fire; Earth; Water** MRF*5: Wards; Healing; Strength.

Alum: Element: **Earth** MRF*7.

Amber: Element: **Fire** MRF*1: Wards; Transmutations; Healing.

Amethyst: Element: **Water** MRF*3: Wards; Divination; Plants; Transcendental; Healing.

Aquamarine: Element: **Water** MRF*5: Divination. Use with silver.

Asbestos: Element: **Fire** MRF*10: Wards, esp. vs **Fire & Arcane**.

Aventurine: Element: **Air** MRF*5.

Azurite: Element: **Water** MRF*5: Divination.

Beryl: Element: **Water** MRF*7: Arcane; Divination; **Healing**.

Bloodstone: Element: **Fire** MRF*3: Plants; **Invisibility**; **Summoning Demons**; Healing, esp. staunching bleeding; Courage; Strength.

Calcite: Element: **Earth; Fire; Water** MRF*8: Transcendental; Healing; Purification; Meditation.

Carnelian: Element: **Fire** MRF*7: Wards: Healing; Courage;Berserker Rage. Energizing (holds up to **+3** magical charges!)

Cats-Eye: Element: **Earth** MRF*7: Arcane; **Transmutation**; Healing; Beauty; Prosperity **Luck** in gambling and gaming (+5% TSC%). Use with silver.

Chalcedony: Element: **Water** MRF*5: Wards. Arcane; Transcendental.

Chrysocolla: Element: **Water** MRF*7: Ward vs Fear; Soothing; Attracts Lovers.

Coral: Element: **Water** MRF*3: Wards; Plants; **Healing**; Wisdom. Use with silver & copper.

Crystal (Quartz): Elements: **Fire; Water** MRF*2: Wards; Divination; Transcendental; Healing; **Energizing** (holds up to +3 magical charges!). Use with gold, silver, copper.

Diamond: Element: **Fire** MRF*10: Wards; Divination; Transcendental; Healing; Courage; Strength; **Energizing**: holds up to +7 magical charges! Use with platinum; gold; electrum; silver.

Emerald: Element: **Earth** MRF*7: Wards vs Air; Divination; Transcendental; Exorcism; **Energizing:** holds up to +5 magical charges! Use with silver & copper.

Flint: Element: **Water** MRF*5: Wards vs Fire; Divination; Fire; Healing; Use with silver.

Fossil (Draconite): Element: **Fire** MRF*0: Wards; Divination; Transcendental; Transmutation; **Energizing:** holds up to +3 magical charges!; promotes Longevity. Use with gold, silver.

Garnet: Element: **Fire** MRF*6: Ward vs Water; Healing; Strength.

Hematite: Element: **Fire** MRF*6: Healing.

Holey Stones: Element: **Water** MRF*4: Wards; Transmutation; Healing.

Jade: Element: **Water** MRF*3: Wards; Plants; Healing; Wisdom; Attracts Love & Money; Health; Longevity.

Jasper (Green): Element: **Earth** MRF*7: Healing (+1%!)

Jasper (Mottled): Element: **Air** MRF*7: Protection vs drowning: +5% Swimming!)

Jasper (Red): Element: **Fire** MRF*5: Wards; Divination.

Jet (Witches' Amber): Element: **Earth** MRF*3: Wards; Divination; Healing; counts as **3 materials when used by a witch.**

Lapus Lazuli: Element: **Water** MRF*1: Wards; Divination; Transcendental; Healing; Love; Fidelity.

Malachite: Element: **Earth** MRF*7: **Energizing:** holds up to +3 magical charges!

Moonstone: Element: Water MRF*1: Wards; Divination; Plants; Transcendental; Sleep; Youth.

Obsidian (Smoking Mirror): Element: **Fire** MRF*5: Wards vs Water; Divination.

Onyx: Element: **Fire** MRF*7: Wards; Summoning; **Energizing:** holds up to **+3** magical charges! Counts as **3 structural materials in Summoning devices.**

Opal (Black): Element: **all 4!** MRF*10: Wards; Arcane; Commands; **Energizing**: holds up to **+7** magical charges!

Pearl: Element: **Water** MRF*1: Wards; Luck; Love; Money.

Petrified Wood: Element: **Earth MRF*3:** Protection vs Aging; Longevity; Healing.

Pumice: Element: **Air** MRF*6: Wards.

Ruby: Element: **Fire** MRF*9: Wards; **Energizing**: holds up to **+7** magical charges.

Salt crystals: Element: **Earth** MRF*3: Purification; Salt water is a good substitute for blood & also purifies gemstones.

Sapphire: Element: **Water** MRF*8: Wards; Divination; Healing, **Energizing:** holds up to **+7** magical charges!

Sardonyx: Element: **Fire** MRF*4.

Serpentine: Element: Fire MRF*4: Wards (esp. **vs poisonous creatures**: 25% bonus when resisting toxic bites, etc.)

Sodalite: Element: **Water** MRF*3: Meditation; Wisdom; Peace; Healing.

Sphene (Titanite): Element: **Air** MRF*8: **Mental powers**: +13% to learning TSC%.

Staurolite (Fairy Cross; Fairy Tears): Element: **all 4!** MRF*5: Health.

Sulfur: Element: **Fire** MRF*5: Wards (esp. vs Demons); Healing.

Sunstone: Element: **Fire** MRF*7: **Energizing:** holds up to **+3** magical charges! Strength; Endurance; Healing. Use with gold.

Tiger's Eye: Element: **Fire** MRF*7: **Energizing:** holds up to +3 magical charges! Use with gold.

Topaz: Element: **Fire** MRF*6: **Energizing:** holds up to +3 magical charges! Healing.

Tourmaline (black): Element: **Earth** MRF*1.

Tourmaline (blue): Element: **Water** MRF*5: Sleep: doubles Fatigue recovery rate.

Tourmaline (green): Element: **Earth** MRF*4.

Tourmaline (pink): Element: **Water** MRF*7: boost ***Charismatic*** skills by +5%.

Tourmaline (red): Element: **Fire** MRF*9: Wards; Courage; ***Willpower*** + 5%.

Zircon (clear): Element: **Fire** MRF*5: magical substitute for diamond; **Energizing:** +3 charges!

Zircon (orange): Element: **Fire** MRF*4.

Zircon (red): Element: **Fire** MRF*9: Healing; Protects vs injuries; +5 FP.

Zircon (yellow): Element: **Fire** MRF*8: Enhances Alertness +5%.

Metals

All quantities of metals are as stated below. When gemstone is used, a metal must be used to set it in an item. When a particular metal is specified with a gem, the gem must be to set with that metal or no other.

Antimony: Element: **Fire** MRF*3: **1/2 oz.**

Brass: Element: **Fire** MRF*4: **1 oz.**

Copper: Element: **Water** MRF*3: **1 oz.** Use with **energizing stone**; Healing; Luck; Love.

Electrum: Element: **Air** MRF*2: **1/2 oz. Wards;** Use with **energizing stone.**

Gold: Element: **Fire** MRF*2: **1/2 oz.** Use with **energizing stone**; useful with all kinds of Magic.

Iron: Element: **Fire** MRF*9: **5 lb. Wards**; Strength. Mages have a -13% per 5 lbs. of "cold iron" above MRF*E they are wearing or carrying. Also wards off Faeries; Prevents theft by supernatural beings (iron boxes!), etc.

Lead: Element: Earth **MRF*10: 5 lb.** Divination. Lead ensures long continuance of spells & **doubles** Wards spell durations). Blocks Clairvoyance; Clairaudience; Teleportation; and Astral Travel.

Lodestone: Element: Water MRF*7: **1 oz.** Use with energizing stones. Enhances ***Charismatic*** skills & ***Willpower*** by +5% . Also +7% to Finding spells & skills because of its attraction properties.

Mercury (Quicksilver): Element: **Water; Earth; Air** MRF*3: **1 oz.** Divination; Wards.

Pyrite: Element: **Fire** MRF*7: **1 oz.** Very **Lucky**: add +5% to gambling and income rolls if enchanted and worn as an amulet or charm.

Silver: Element: **Water** MRF*2: **1/2 oz.** Useful in all kinds of Magic. With 3 oz. of enchanted silver, the following bonuses can be obtained: Wards vs Lycanthropes & Undead(+21% TSC%); Divination (+1 to Crit Die); ***Mental Fortitude*** +5%.

Tin: Element: **Air** MRF*6: **1 oz. Lucky** in an amulet or charm: add +5% to gambling and income rolls. If Used with **pyrites**, the charm is doubly enhanced when gambling & wagering.

Miscellaneous Magical Materials:

The following list is only minimal in size, for it does not includespecific materials from enchanted beasts, etc., which often are of great use in the creation of magical devices, potions, powders, elixirs, etc. These are in the ***C&S Creatures Bestiary***, which contains along with the descriptions of the creatures themselves also the materials that can be taken from their carcasses and the many magical uses to which such materials may be put.

Blood: Element **as for creature's nature** MRF*3: **1/4 pt.**

Blood (Mage's own): Element: Well or Poorly Aspected = **Astrological Sign**; Neutrally Aspected = **Earth.** MRF*2 **1/4 pt**. Useful especially in Mages' Foci as personal item.

Bone (incl. horn, teeth, tusks, hooves): **Element: as for creature's nature** MRF*4: **1 oz**. If used to create a Necromancer's focus, counts as **2 materials.**

Brandy/Cognac: Element: **Air** MRF*3: **1/4 pt.** Usable in all Magics.

Feathers, Hair: Element: **as for creature's nature** MRF*3: **1/4 oz**.

Internal Organ: Element: as for creature's nature MRF*5: **3 oz.**

Nail Clippings/Claw/Talon: Element: **as per creature's nature** MRF*3: **1/4 oz.**

Oil (olive, etc.): Element: **Water** MRF*4: **1/4 pt.** Usable in all kinds of Magics.

Papyrus: Element: **Water** MRF*4: **34"x44" sheet.** Usable in **all** kinds of Magics.

Parchment: Element: **Earth** MRF*3: **34"x44" sheet.** Usable in **all** kinds of Magics.

Pure Water: Element: **Water** MRF*6: **1/4 pt.** Usable in all kinds of Magics except Fire and Arcane.

Red Wine: Element: **Fire** MRF*3: **1/4 pt.** Usable in al kinds of Magics.

Skin/Hide: Element: **as for creature's nature** MRF*5: **1 oz**.

Vellum: Element: **Earth** MRF*3: **34"x44" sheet.** Usable in **all** kinds of Magics.

Astrologer's Way

The following entries provide information on the birthstones which might be used as personal items in a Focus. They also give a potpourri of information about lucky days, numbers, and colors, as well as divined recommendations for places which are most propitious for the character born under the Sign. A Mage might do well to establish his Sanctuary in such locations. See the ***Sorceror's Companion*** for details on creating a Mage's Sanctuary.

Aries: Fire Sign: Diamond, Bloodstone; Tuesdays, 6 & 7, color bright red. Seek large cities to do best work.

Taurus: Earth Sign: Sapphire, Fridays, 1 & 9, color blue. Seek quiet places to do best work.

Gemini: Air Sign: Emerald, Wednesdays, 3 & 4, and colors silver & gray. Seek high places far from sea.

Cancer: Water Sign: Moonstone, Pearl, Fridays, 3 & 8, colors silver & white. Seek places near/on water.

Leo: Fire Sign: Ruby, Sundays, 5 & 9, colors gold & orange are auspicious. Seek out open, wild places.

Virgo: Earth Sign: Sardonyx, Wednesdays, 4 & 8, color gray. Seek out small towns/cities to do best work.

Libra: Air Sign: Chrysolite, Fridays, 6 & 9, color pastel blue. Seek places of social activity to do best work.

Scorpio: Water Sign: Topaz, Tuesdays, 3 & 5, color dark red. Seek places near/on water to do best work.

Sagittarius: Fire Sign: Turquoise, Thursdays, 9, color purple. Seek the wide outdoors to do best work.

Capricorn: Earth Sign: Onyx, Saturdays, 7 & 3, color dark green. Seek secluded places far from noise to do best work.

Aquarius: Air Sign: Garnet, Wednesdays, 4 & 8, color pastel greens & blues; Seek busy places, especially in large cities.

Pisces: Water Sign: Bloodstone, Fridays, 5 & 8, color lavender. Seek the seashore, coastal towns & cities.

Chapter 10: Magical Spells

The following pages present spells for the 13 Methods of Magic:

Air	Plants
Arcane	Summoning
Command	Transcendental
Divination	Transmutations
Earth	Wards
Fire	Water
Illusion	

Magical Terminology Used in this Chapter

Type: This indicates the time required to cast the spell.

Cantrip: A spell quickly cast in 9 Action Points (AP) if you are using the Basic Initiative System and 7 AP if using the Advanced Initiative System.

Hex: Most spells are Hexes. These are spells cast in 16 Action Points (AP) if you are using the Basic Initiative System and 13 AP if using the Advanced Initiative System.

Sorcery: A rather time-consuming spell cast in 25 Action Points (AP) if you are using the Basic Initiative System and 21 AP if using the Advanced Initiative System.

Ritual: A spell taking a minute or more to cast.

Range: Either the distance the spell can be cast or else the **radius** of the spell's effect around the caster. Any spell that has **radius** after the range indicates that the center of the **radius** is the caster. **(R)** means that the radius of the spell = the range and that the center of the radius can be targeted out to the full range of the spell. For instance 100' (R) means the spell can be cast on a point 100' away. The radius is up to 100' around **that** point.

Resisted: This indicates whether the spell can be resisted or not, and if so, what skill will resist it.

Duration: The length of time the spell lasts.

Starting Out: Spells

When entering the campaign, characters with basic knowledge in a Mode of Magic and at least one level in a Method of Magic will begin with a number of spells. To determine how many spells a character starts play with, use the following rules:

1. Find the number of levels a Mage has in each Method he has learned past Level 0 (basic knowledge).
2. Multiply the number of levels in each Method x the ML of the Mage in his highest Mode (if in the rare circumstance the character starts play with more than one Mode).
3. The number found for each Method x the ML is the total number of **initial spell MRF's** the Mage has at the start of the campaign.

Example: Entering the campaign, Beltar the Mage has one Mode of Magic: **Magecraft** (ML *2). He also has 3 Methods of Magic: **Arcane** (1 level); **Commands** (0 levels); and **Wards** (2 Levels). Taken separately, his total number of initial spell MRF's in **Arcane** = 1 lvl. x ML 2 = 2 initial spell MRF's. In **Commands** = 0 lvl. x 2 = 0 spell MRF's. In **Wards** = 3 lvls. x ML*2 = 6 initial spell MRF's. Beltar has a total of 2 + 0 + 4 = 8 initial spell MRF's to spend on basic knowledge and reducing spells.

4. The number of initial spell MRF's a Mage has in **each** Method allows him to do that many reductions on the ***Magical Resistance Reduction Table***. Depending on the "House" Rules in the campaign, either the GM or the Player chooses the spells the character starts out with. The character must spend:

1 initial spell MRF to learn basic knowledge in the spell. A character may only learn spells up to 2 MRF's higher then his starting ML.

1 initial spell MRF to reduce the spell's MRF by -1.

Example: Beltar decides to spend his 2 initial spell MRF's in **Arcane** to fully learn the 1st rank spell Mana Dart. He must use 1 initial spell MRF to learn **basic knowledge** in Mana Dart, then he uses his remaining initial spell MRF to reduce the MRF of the spell from MRF*1 to E (MRF*0).

In similar fashion, Beltar chooses to spend his 6 initial spell MRF's in **Wards** as follows. He fully learns the 1st rank spells Ward against Evil (1 MRF to learn and 1 MRF to reduce to E = 2 initial spell MRF's) and Circle of Protection vs. Evil (again costing 2 initial spell MRF's). He then chooses to partially learn the 2nd rank spell Ward against Undead to MRF*1(using up the 2 remaining initial spell MRF's, 1 to learn basic knowledge in the spell and 1 to reduce its MRF from MRF*2 to MRF*1).

Beltar has no initial spell MRF's in **Commands** as yet, so he has no spells in that Method of Magic when he enters the campaign.

The system outlined above is an accurate simulation of the learning and MRF reduction process detailed in ***Chapter 9, Magic***. However, seeing as we are considering what a character enters the campaign with in the way of magical prowess, we have eliminated the need to find the number of days a Mage would require to perfom the process, as given in the example of Beltar. After all, he already did it before he entered the game, so we don't have to bother our heads about it. Nevertheless, we closely reflect what the starting Mage might well know when he does venture forth in the world, and **that** is important!

Mode of Magic Spell Lists

Each Mode of Magic has a list of spells stating which spells a character can learn and cast through that Mode. **Note:** Just because a Mode has access to spells in a particular Method of Magic doesn't mean the Mage can learn and cast the spells. **The Mage must also have basic knowledge (at least) in that Method of Magic**. The Method of Magic determines the Mage's success chance of casting a spell from that Method.

Each Mode learns some Methods of Magic at different rates. The reason is that some Modes are more closely attuned with a particular Method of Magic, while others aren't. Indeed, some Modes of Magic are so opposed in nature to some Methods that a Mage in that Mode cannot learn nor cast any spells at all from that particular Method. He is simply too out of tune with it.

In the following four pages you will find the spell lists for each of the Modes of Magic. These lists tell what Methods are accessible to each Mode of Magic and also give the MRF's for the spell ranks within the Methods (for learning purposes). Note that spells of the same rank may be learned at a different MRF by Mages of different Modes. This is due to the fact that certain Methods of Magic are more assessible to some Modes of Magic than they are to others.

See the example on page 135 for a clearer idea of how this works in practice in the ***C&S*** Magical System.

The Druidic Mode of Magic

The Druidic Mode of Magic centers around Nature, specifically the forest and woodlands. Plants are the Druid's specialty and he may advance in the Plant Method without hindrance to the 10th rank. He can also advance Wards to the 7th rank, for a great deal of what he does is protective both of Nature and the people he ministers to. He has great powers in Air Elemental Magic, for the Weather is vital to the health of the woods and glades which he guards. In addition, he may learn spells in Commands, each of the remaining Elementals, Divination, and Transmutation, but the spells are at increased MRF for learning purposes because they are less attuned to the Druid's Mode, however useful he may find them to be.

Notes to Table: [1]Does not include Necromantic spells.
[2]Only Summonings of Animals, Woodland Spirits, & Totems.

Spell Rank	Methods of Magic: MRF Rating of Spells Arising from the Druid's Mode of Magic									
	Air	Command[1]	Divination	Earth	Fire	Plant	Summoning[2]	Transmutation	Wards	Water
1 =	1	1	2	2	2	1	1	1	1	2
2 =	2	2	4	4	4	2	2	2	2	4
3 =	3	3	6	6	6	3	3	4	3	6
4 =	4	4	8	8	8	4	4	5	5	8
5 =	5	5	10	10	10	5	5	7	7	10
6 =	6	*	*	*	*	6	6	*	9	*
7 =	7	*	*	*	*	7	7	*	10	*
8 =	8	*	*	*	*	8	8	*	*	*
9 =	9	*	*	*	*	9	*	*	*	*
10 =	10	*	*	*	*	10	*	*	*	*

Witchcraft Mode of Magic

Witchcraft, along with the Druidic Mode, is one of the two "Priestly" Modes of Magic in the game. Witchcraft has access to many Methods of Magic. Although Witches develop a degree of capability in those Methods, they cannot advance beyond the 7th rank in any Method of Magic because Witchcraft does not focus upon any one Method but rather has a wide-ranging nature.

The Witch might be described as the "generalist" of the Priestly Mages. This is appropriate. Of all the Mages, the Witch is most often found performing healing magics and providing protective charms, etc., to common folk in whose midst they lived.

Notes to Table: [1]Does not include Necromantic spells.
[2]No Necromantic Summonings.

Spell Rank	Methods of Magic: MRF Rating of Spells Arising from the Witches' Mode of Magic											
	Air	Command[1]	Divination	Earth	Fire	Illusion	Plant	Summon[2]	Transcent.	Transmut.	Wards	Water
1 =	1	1	1	3	3	2	1	1	1	1	1	3
2 =	2	2	2	6	6	4	2	2	2	2	2	6
3 =	4	4	3	9	9	6	3	4	4	4	3	9
4 =	6	6	5	10	10	8	6	6	6	7	5	10
5 =	8	8	7	*	*	10	8	8	8	10	7	*
6 =	10	10	9	*	*	*	10	10	10	*	9	*
7 =	*	*	10	*	*	*	*	*	*	*	10	*
8 =	*	*	*	*	*	*	*	*	*	*	*	*
9 =	*	*	*	*	*	*	*	*	*	*	*	*
10 =	*	*	*	*	*	*	*	*	*	*	*	*

The Enchantment Mode of Magic

The Enchantment Mode of Magic centers upon Commands. However, since it tends toward affecting the mind and the body, Illusion and Transformation are also encompassed by this Method of Magic. The Enchanter is also fairly effective with protective magics and can advance to the 7th rank.

In basic ***C&S***, the Enchanter appears to have a very limited magical repertoire, but this is illusory. The Magics of Command, Illusion, and Transmutation can be formidable in the hands of a skilled adept. Similarly, possession of the full range of protective magics makes the Enchanter a very difficult adversary to take out with any kind of magic. He can guard against them all, using the most resistant of Circles of Protection and Wards.

Also, being an "enchanter," such a Mage possesses great capabilities when it comes to placing his magic in devices he has fashioned. Of all the Modes of Magic introduced in the basic game, it is ***Enchantment*** which is most intensely devoted to the creation of simple magical devices and devices of power.

Notes to Table: [1]Does not include Necromantic spells.

Spell Rank	Methods of Magic: MRF Rating of Spells Arising from the Enchantment Mode of Magic			
	Command[1]	Illusion	Transmutation	Wards
1 =	1	1	1	1
2 =	2	2	2	2
3 =	3	3	3	3
4 =	4	5	5	4
5 =	5	7	6	5
6 =	6	9	7	6
7 =	7	10	9	7
8 =	8	*	10	*
9 =	9	*	*	*
10 =	10	*	*	*

Magecraft Mode of Magic

The Magecraft Mode of Magic is the "generalist" of all the Magical Modes. It has access to all of the Methods of Magic except **Plants** and allows one to learn **any** of the other Methods to the 7th rank except for Necromantic spells. However, to learn the higher rank spells, the Mage must have a higher ML. Due to his Generalist nature, it takes him longer to learn such spells than it would one of the specialist Mages. Only when he attains ML*10 is he able to learn any of the spells marked **{ - }**, for he is now a "Wizard," the "Wise Man" of the Magical Arts, and all doors open to him. Admittedly, this is a long "apprenticeship," but the advantages are great: Of all the Mage types, the Wizard alone can do just about everything. It just takes him time to become a Master of the Arcane Arts rather than a "jack of all trades."

Notes to Table: [1]Does not include Necromantic spells.
[2]No Necromantic Summonings or Totem Spirits.

Spell Rank	Methods of Magic: MRF of Spells Arising from the Magecraft Mode of Magic											
	Air	Arcane	Command[1]	Divination	Earth	Fire	Illusion	Summon[2]	Transcent.	Transmut.	Wards	Water
1 =	1	1	1	1	1	1	1	1	1	1	1	1
2 =	2	2	2	2	2	2	2	2	2	2	2	2
3 =	3	3	3	3	3	3	3	3	3	3	3	3
4 =	4	4	4	4	4	4	4	4	4	4	4	4
5 =	5	5	5	5	5	5	5	5	5	5	5	5
6 =	6	6	6	6	6	6	6	6	6	6	6	6
7 =	7	7	7	7	7	7	7	7	7	7	7	7
8 =	{8}	{8}	{8}	{8}	{8}	{8}	{8}	{8}	{8}	{8}	{8}	{8}
9 =	{9}	{9}	{9}	{9}	{9}	{9}	{9}	{9}	{9}	{9}	{9}	{9}
10 =	{10}	{10}	{10}	{10}	{10}	{10}	{10}	{10}	{10}	{10}	{10}	{10}

The Necromantic Mode of Magic

The Necromantic Mode of Magic centers upon dealing with the Undead and with Spirits, particularly those of a demonic nature. Necromancers are, needless to say, masters of Summoning Magic. They have rather strong capabilities in the area of magical protections as well, for Wards are essential to ensure that the Necromancer is safe from the often horrific beings he summons to do his bidding. He has a modest ability in Command Magic. However, within Command Magic is a Necromancy subcategory dealing with the control of Undead and the like. Necromantic Magics are the Necromancer's specialty, and he may learn these **at a ML equal to the rank stated in the spell descriptions** right up to the 10th rank. Only two such spells are in the basic game, but there are others in the appropriate ***C&S*** gaming supplements. The Necromancer has limited but useful abilities in Illusion Magic, which he is hard-pressed to learn.

The Necromancer sacrifices the chance to do much of his magic personally. Rather, by using his powers to summon and command Undead and Spirits of the most powerful nature, he is able to have his bound servants perform the tasks he needs. The Necromancer can therefore call on the often great magics of those supernatural beings without needing to learn the spells himself. Similarly, he can bind Spirits into objects (including corpses) to animate them or to energize his magical devices. These are hardly limited powers!

Spell Rank	Methods of Magic: MRF of Spells Arising from the Necromancer's Mode of Magic			
	Command[1]	Illusion	Summoning[2]	Wards
1 =	1	3	1	1
2 =	2	6	2	2
3 =	4	9	3	3
4 =	7	10	4	4
5 =	10	*	5	5
6 =	*	*	6	6
7 =	*	*	7	8
8 =	*	*	8	10
9 =	*	*	9	*
10 =	*	*	10	*

Notes to Table: [1]Necromantic spells are at MRF = spell rank; others are at the indicated MRF.
[2]No Summonings of Animals, Woodland Spirits, & Totems.

The Thaumaturgic Mode of Magic

The Thaumaturgic Mode of Magic centers upon creating Illusions which delude and confuse. Using incenses and powders, the Thaumaturge is a master at leading people to see and hear what isn't really there. Such illusions will appear entirely real to those who believe their senses are telling them the truth. Furthermore, the Thaumaturge enjoys a particular advantage when casting Illusions in the form of an extended duration to some spells when he has advanced to the appropriate ML.

The Thaumaturge also has a considerable ability in the Magic of Command, for his capability in concocting incenses and powders lends itself admirably to the casting of such spells. He also has considerable powers in Wards Magic. Beyond these areas, however, the Thaumaturge has no appreciable magical abilities of note.

Remember, most of the other Modes deal in tangible things, and the very nature of Illusion is that it deals with the intangible, with appearances instead of reality. In the realms of illusory effects, the Thaumaturge has no equals. But to attain that exalted level of mastery, he has to forego the capability of dealing with material objects through his magic. The worlds of illusions and the world of material things are simply too alien to each other.

Spell Rank	Methods of Magic: MRF of Spells Arising from the Thaumaturge's Mode of Magic		
	Command[1]	Illusion	Wards
1 =	1	1	1
2 =	2	2	2
3 =	3	3	3
4 =	5	4	5
5 =	7	5	7
6 =	9	6	8
7 =	10	7	9
8 =	*	8	10
9 =	*	9	*
10 =	*	10	*

Notes to Table: [1]Does not include Necromantic spells.

Power Word Mode of Magic

The Power Word Mode of Magic is centers on the spoken word as the source of the Mage's power. The Mage is able to learn and cast any Command spell up to the 6th rank. From the 7th to 10th ranks, however, he may learn and cast only those Commands which are **Words of Power**, with their MRFs denoted **{ }** in the table below.

The Power Word Mage also has a **choice of learning** the spells from Arcane Magic or one of the Elemental Magic Methods at the basic MRF for the rank of the spells. The very nature of Power Word Magic is to focus intensely on the very essence of the magical controls over the energies the Mage is unleashing. This requires him to devote a great deal of attention to the kind of magic he is trying to master. Consequently, he must so completely attune himself to it that he cannot maintain the same rapport with other related magics.

This explains why he must choose only one of the Elements or else the Arcane energies as his "specialization" Magic for Power Word casting. To choose Air Magic, for instance, automatically precludes him from casting Earth, Fire, Water, or Arcane Magics with ease. He so attunes himself to Air that he finds it harder to deal with the other kinds of Magic.

Some Modes of Magic simply do not attune themselves to Power Word methods. A Summoning, for instance, involves some form of incantation or ritual which simply cannot be reduced to a single uttered Word of Power.

Of course, one area of Magic the Power Word Mage truly shines in is the practice of protective Magic. Even the strongest defensive spells available in Wards Magic can be reduced to an invocative Word of Power in this Mode. That is very fortunate, for the Power Word Mage is the "quick draw" specialist among the practitioners of magic. He can get his spells off faster than anyone else. When confronted by another Power Word Mage, he needs to invoke a magical defense with the same speed!

Notes to Table: [1]Does not include Necromantic spells.

[2]Either an Elemental Method or Arcane Method.

Spell Rank	Methods of Magic: MRF of Spells Arising from the Power Word Mode of Magic				
	Choice[2]	Command[1]	Elements	Arcane	Wards
1 =	1	1	3	3	1
2 =	2	2	6	6	2
3 =	3	3	9	9	3
4 =	4	4	10	10	4
5 =	5	5	*	*	5
6 =	6	6	*	*	6
7 =	7	{7}	*	*	7
8 =	8	{8}	*	*	8
9 =	9	{9}	*	*	9
10 =	10	{10}	*	*	10

An Example of How to Apply the Mages' Spell Lists

Allison has a character by the name of Selene, who has chosen the Vocation of Witch. Allison turns to page 133 to determine what Methods of Magic the Witchcraft Mode has access to and at what rate she learns spells in those Methods. Allison discovers that her character will have access to all but one Method of Magic, the Arcane Method. She notes that although her character can learn a wide range of Methods, she will not advance to high levels in those Methods of Magic because of the very nature of Witchcraft.

Her character will learn her spells at the MRF's indicated for the particular Method and rank of the spell. For example, Selene would learn Air Elemental Spells at the following MRF ratings:

Rank 1 Air Spells: MRF*1 These would include such spells as Create Air, Breeze, Snuff, or any other of the rank 1 spells.

Rank 2 Air Spells: MRF*2 These include spells like Air Bolt, Clap of Thunder, or any other of the rank 2 spells.

Rank 3 Air Spells: MRF*4 At this rank, Selene is starting to experience greater difficulty in learning Air spells and the MRF is increased accordingly to MRF*4. Note that the rank of the spells **should not be confused** with their MRF ratings. The MRF of the same spell will vary, depending on the Mode of the Mage learning it.

Selene therefore can learn spells like Lightning Darts or Northwind at MRF*4.

Rank 4 Air Spells: MRF*6 By the 4th rank, Selene is finding it harder and harder to learn and master Air Elemental spells. At an MRF*6, she has access to such spells as Air Wall or Gale Force Winds, but she has to work hard to master them.

Rank 5 Air Spells: MRF*8 The 5th rank Air Elemental spells are at a difficulty level that will press Selene to the limit, for even very experienced witches require much time and effort to learn and master spells of such high MRF. Mind you, having the capability to cast Lightning Bolts or call down Torrential Rains may prove well worth the anguish of having to struggle to learn them.

Rank 6 Air Spells: MRF*10 Reaching the very limit of her capacity to learn and control Air Elemental Magic, Selene will learn such powerful Air spells as Calm the Hurricane and the Battering Ram of Aeolius at MRF*10.

Beyond 6th rank Air spells Selene nor any other Witch cannot go. Witchcraft simply has not the power to access the higher ranked spells past rank 6. This is the nature of the price paid by the Witchcraft Mode for having a broad enough scope to enable those who have chosen the Vocation to learn and cast spells in up to twelve different Methods of Magic.

Note that Allison's Witch will find that other Methods of Magic will be easier or harder to learn and Master. For instance, a 6th rank Divination spell like Legend Lore is learned by Selene at MRF*9, one MRF level lower than a rank 6 Air Elemental Spell. On the other hand, should Selene wish to learn Earth Elemental Magic, she would find a 3rd rank spell like Dislodge Rock is also rated for Witchcraft at MRF*9! Clearly, Earth Magics are very much harder for Witches to learn and master than are Air Magics or Divinations!

The kinds of Magic that can be practiced and the ease or difficulty a character encounters is therefore bound tightly to the Mode of Magic. Players should consider their options carefully before opting to develop a character in one Mode or another, for each will have very definite advantages, as well as disadvantages. All have limits of one sort or another placed on the power a Mage can attain, and these invariably arise out of the very nature of the Magic each Mode practices. A few minutes of attention to the capabilities and limitations of each Mode can be of great value to the conscientious player.

And now on to the Spells!

Chapter 10:
Magical Spells

Air: Elemental Spells
Rank 1
Air Spells of the Outermost Circle

Create Air
Type: Cantrip **Resisted:** no
Range: 10 ft. x ML **Duration:** 1 min. x caster's ML

This spell creates a 2' x 2' x 2' pocket of air x ML of the caster. The air in each pocket will sustain a human-sized creature for 5 minutes. Two pockets will sustain a person 10 min., etc. This is a basic **Air** spell.

Breeze
Type: Cantrip **Resisted:** no
Range: 20' x ML **(R)** **Duration:** 1 min. x caster's ML

This spell generates a simple breeze which blows at 2 mph per ML of the caster. Breezes may be used to help guide levitated characters, disperse harmful airs, even fan fires. They can also fill the sail of small boats during calms and move the craft along at 1/4 the speed of the breeze! This is a basic **Wind** spell.

Snuff
Type: Cantrip **Resisted:** no
Range: 10 ft. x ML **Duration:** instantaneous effect

This spell extinguishes fires by removing air needed to keep it burning. The fire that can be Snuffed depends on the ML of the caster:

Caster	Fire Type	Caster	Fire Type
ML*1	candle	ML*6	15' radius fire
ML*2	torch	ML*7	20' radius fire
ML*3	campfire	ML*8	25' radius fire
ML*4	5' radius fire	ML*9	35' radius fire
ML*5	10' radius fire	ML*10	50' radius fire

Still Light Winds
Type: Hex **Resisted:** -PSF of Wind caster
Range: 20 ft. x ML **(R)** **Duration:** 5 min. x caster

This spell quiets a wind by -2 mph x caster's ML. Should another Mage cast an Air spell in the affected radius, subtract the -PSF of the Still caster from his success chances. Even if he succeeds, his wind is slowed by -2 mph x ML of the Still caster.

Rank 2
Air Spells of the Second Circle

Air Bolt
Type: Hex **Resisted:** Dodge -PSF of caster
Range: 10 ft. per ML **Duration:** instantaneous effect

An Air Bolt is a quick, sharp blast of air fired in bolt form. It has enough force to push the target back a distance. Push = Wt. of Caster + 50 lbs. + 25 lbs. x ML over distance remaining between target and maximum range of thespell:

Blows back target the remaining distance when he/it weighs within the caster's push weight.
Pushes back targets up to 2x push weight for 1/2 remaining distance.
Pushes back targets up to 3x push weight for 1/4 remaining distance.
Stops targets weighing up to 3x that weight dead in their tracks!

A character pushed back by an Air Bolt suffers no damage unless he is blown into a solid object. If that happens, he suffers:

-3 damage points per 10' blown back at full speed. Make a Dodge resisted roll - PSF of Air Bolt Mage to avoid falling down.
-2 damage points per 10' blown back at ½ speed. Make Dodge resisted roll - PSF of Air Bolt Mage to avoid falling down.
-1 damage point per 10' blown back at 1/4 speed. Make a Dodge roll (unresisted) to avoid falling down.

If the character is blown back into others, have all of them make Dodge rolls (unresisted) to avoid falling down: 1/2 damage against everyone failing their Dodges.

Clap of Thunder
Type: Cantrip **Resisted:** See below
Range: Overhead **Duration:** instantaneous effect

This spell generates a Thunderclap overhead. This sound effect might be used to signal others. (It can be heard clearly several miles away.) It will also startle and distract others, requiring a Willpower resisted roll - PSF of Thunderclap caster. If distracted, they lose 1% x D10 Crit Die result +1% x ML of caster from magic casting, missile, melee probabilities in their next casting, shot, or blow, if made within the current or next round.

Fog & Mist
Type: Cantrip **Resisted:** no
Range: 100 ft. x ML **Duration:** 10 min. x caster's ML

Elemental Water Magic is needed as a Magic Method if a Mage is to cast this spell, for it combines Air and Water magic:

Caster	Light Mist	Mist	Fog	Dense Fog
ML*1	300' radius	200' radius	100' radius	50' radius
ML*2	600' radius	400' radius	200' radius	100' radius
ML*3	900' radius	600' radius	300' radius	150' radius
ML*4	1200' radius	800' radius	400' radius	200' radius
ML*5	1800' radius	1200' radius	600' radius	300' radius
ML*6	2400' radius	1600' radius	800' radius	400' radius
ML*7	3000' radius	2000' radius	1000' radius	500' radius
ML*8	4000' radius	2600' radius	1300' radius	650' radius
ML*9	5000' radius	3200' radius	1600' radius	800' radius
ML*10	6000' radius	4000' radius	2000' radius	1000' radius

Light Mist completely obscures objects over 300 ft. away and reduces missile hit probabilities and spell casting by -5% per 30' of intervening space.

Mist completely obscures objects over 200 ft. away and reduces hit probabilities with missile weapons and spell casting by -5% per 20' of intervening space.

Fog completely obscures objects over 100 ft. away and reduces missile hit probabilities and spell casting by -5% per 10' of intervening space.

Dense Fog completely obscures objects over 50 ft. away and reduces missile hit probabilities and spell casting by -5% per 5' of intervening space.

In combination with a Breeze, Mist or Fog can be made to drift along at the speed of the Breeze. However, the Breeze cannot blow more than 5 mph per round or it will begin to unravel and lasts 1/2 the spell duration.

Ghostly Touch
Type: Cantrip **Resisted:** Willpower -PSF of caster
Range: 5 ft. x ML **Duration:** instantaneous effect

This spell enables the caster to gather a shaft of dense Air and reach out to touch, tap, nudge, tug, or lightly push a person or object. The seemingly incorporeal Touch can prove unnerving to many and may require a Willpower resisted roll - PSF of Touch caster to check morale. Failure could result in a startled jump (Crit Die 05-10), Fear and -10% to all actions for 1/2 r. x ML of caster (Crit Die 02-04), or even Panic and flight (on a Crit Die 01).

Touch also exerts enough force to put out a candle or oil lamp flame, and it can knock over small objects or move them a few inches (1/2 lb. x ML of caster). This, too, can be unnerving to someone seeing it happen with no apparent reason!

Rise on the Wind

Type: Cantrip **Resisted:** Willpower-PSF of caster
Range: 10 ft. per ML **Duration:** 1 min. x caster's ML

This spell levitates a character or object up to 10 ft. x caster's ML: and leaves him/it hanging there. The caster has full control over the height moved. He can also shove the target as far horizontally as he can move it vertically. Speed is 1' per round x ML of the caster.

Characters must make a Willpower resisted roll - ML of the caster to avoid being carried upward.

What goes up must also come down! When the spell ends, the target will drop to the ground if not already landed. Falling produces -2 points of crushing damage per 10 ft. fallen onto soft ground and -4 points crushing damage onto hard ground. If the fall is more than 20 feet, add the D10 Crit Die result for additional damage. Crit Die 10 means a very nasty fall: **double** the damage!

Whispers on the Wind

Type: Cantrip **Resisted:** Willpower - PSF of caster
Range: 5 ft. per ML **Duration:** instantaneous effect

This spell creates eerie and mysterious, like muted voices that one cannot quite make out the menacing sounds (furtive footsteps, heavy breathing, etc.). Such sounds may cause those hearing them to panic. If they fail their Willpower resisted rolls, the result could be a startled jump (Crit Die 05-10), *Fear* with a -10% penalty to all actions for 1/2 r. x ML of caster (Crit Die 02-04), or even outright Panic and flight (Crit Die 01). Undead, Demons, and Spirits are quite unaffected by such shenanigans and immediately begin "sniffing the air" to find who is responsible! (It takes a **lot** to inspire Fear in such beings!!!)

Rank 3
Air Spells of the Third Circle

Air Ball

Type: Hex **Resisted:** Dodge -PSF of caster
Range: 10 ft. per ML **Duration:** instantaneous effect

This spell creates a dense Ball of Air which the caster may hurl at a target as if it were a missile. When the Ball arrives, it "explodes" with great concussive force and a loud bang! The blast does 1 x D10 Crit Die of damage to anyone within a radius of 10 ft. + 2 ft. x ML of the caster. In an enclosed space, the concussion will do an additional 1 x ML in damage.

A character suffers only 1/2 damage if he makes a successful Dodge resisted roll - PSF of the caster. Those failing their Dodges will not only take full damage but will also be stunned if they fail a Stamina roll. Those stunned will be out cold for 1 r. x 1/2 + D10 Crit Die result. Damage is crushing.

Lightning Darts

Type: Hex **Resisted:** Dodge -PSF of caster
Range: 5 ft. x ML **Duration:** instantaneous

This spell generates a powerful electric charge that springs from the fingertips of the spellcaster in the form of *Darts of Lightning*. One dart is created per 2 ML of the caster. Each may be targeted separately on the same target or on different targets in range. Each dart causes 1 x D10 Crit Die of damage. Damage is **doubled** if conditions are wet, as water conducts electricity and grounds the victim. Metal armor gives no protection against such magic as it conducts electricity.

If the target makes a successful Dodge resisted roll - PSF of the caster, the *Lightning Dart(s)* will miss him. But if the conditions are **wet**, he takes 1/2 x D10 Crit Die of damage from the miss: the water conducts some of the shock to him anyway!

Failure to Dodge and a Crit Die 10 will require a Constitution roll. Failure knocks out the victim for 1 r. x CON Crit Die result. If conditions are wet on a Dodge Crit Die 07-10, roll a CON check for stunning. Again, the wet conditions magnify the effects of the electric shock!

Northwind

Type: Sorcery **Resisted:** -PSF of *Southwind* Mage
Range: as *Wind* spell **Duration:** *Wind* spell duration

This spell can be used in association with one of the *Wind* spells to raise a bitter *Northwind* that causes a windchill of -1°F per 1 mph of wind. There will be additional cooling of -3°F x ML of the *Northwind* caster.

Such winds can prove brutally chilling and may force characters to seek shelter, bundle up in warm clothes, etc. If the temperature drops below 32°F (freezing point), fresh water will freeze into ice at the rate of 1" per 5 minutes. If this seems unrealistic, remember we have a **magical** *Northwind* here!

Characters without the proper clothing, shelter, fire for warmth, etc., will suffer 1 point of damage per D10 minutes for every 10°F the temperature drops below zero.

Rain

Type: Ritual: 3 min. **Resisted:** no
Range: 1/4 mi. x ML **(R)** **Duration:** 1/4 hr. x caster's ML

This spell requires knowledge of **Air** and **Water Elemental Magic** to be cast. As the spell is being cast, clouds gather and thicken. At the end of the ritual, a steady, drizzling rain starts to fall. About 1/4" of rain falls per hour. It can be used to do more than water the plants. The rain will obscure tracks at -10% per hour. In two hours it completely washes away all scent. The *Rain* caster may also let the storm drift naturally on the prevailing wind or he can move it along with him as he walks.

Southwind

Type: Sorcery **Resisted:** -PSF of *Northwind* Mage
Range: as *Wind* spell **Duration:** *Wind* duration

This spell can be used in association with one of the *Wind* spells to raise a hot *Southwind* that causes a temperature rise of +1°F per 1 mph of wind. There will be additional heating of +3°F x ML of the *Southwind* caster.

Such winds can prove furnace hot and may force characters to seek shelter, strip off clothes, etc. If the temperature rises over 32°F (freezing point), ice will melt into fresh water at the rate of 1" per 5 minutes. If this seems unrealistic, remember we have a **magical** *Southwind* here!

If the temperature rises to 90°F and characters are exerting themselves, they will lose 1 Fatigue point per 10 minutes of travel mode time. If in combat, they will lose 1 Fatigue point per minute. Increase the Fatigue loss by 1 FP per 10°F over 90°F.

Still the Winds

Type: Cantrip **Resisted:** -PSF of **Wind** caster
Range: 25 ft. x ML **(R)** **Duration:** 5 min. x caster's ML

This spell quiets a wind by -4 mph x caster's ML. Should another Mage attempt to cast an Air spell in the affected radius, he must subtract the -PSF of the *Still* caster from his success chances. Even if he succeeds, any wind he raises will be slowed by the -4 mph x ML of the *Still* caster.

Walk the Winds

Type: Hex **Resisted:** Willpower-PSF of caster
Range: 10 ft. x ML **Duration:** 10 min. x **Walker's** ML

Walk the Winds enables the caster or another to be lifted into the air on an updraft and take flight like a bird. Full control is exercised by the spellcaster. If he is "flying" another, he must keep the flier in sight or the spell ends! See the 2nd rank spell, Rise on the Wind, for damage sustained from a bad fall.

The Mage may produce flying "lift" for 100 lbs. x ML. After ML*5, double this weight to 200 lbs. x ML.

Flying speed in Basic Initiative combat mode is 50 ft. + 10 ft. x ML of the spellcaster per 2 MOV.

Flying speed in Advanced Initiative combat mode is 10 ft per Action point + 2 ft. x ML of the spellcaster per AP.

Flying speed in Travel Movement modes is 25 mph + 3 mph x ML of the spellcaster.

Winds

Type: Cantrip **Resisted:** no
Range: 100 ft. x ML **(R)** **Duration:** 5 min. x caster's ML

This spell raises a steady Wind that blows up to 4 mph x ML of the Wind caster. A Wind can be used to fill the sail of a ship and move the craft along at 1/4 windspeed. It will also blow fire in the direction of the wind, dispel mists, fogs, etc.

Rank 4
Air Spells of the Fourth Circle

Air Cone

Type: Hex **Resisted:** Dodge -PSF of caster
Range: 5 ft. x ML **Duration:** instantaneous effect

This spell produces the same effects as the 2nd rank spell Air Bolt, except that its effects spread outward in a 90° cone shape in the direction the caster is facing. Anyone caught in the air blast cone must succeed with a Dodge resisted roll or be blown back, knocked down, etc.

Air Wall

Type: Hex **Resisted:** Strength -PSF of caster
Range: 10 ft. per ML **Duration:** 5 min. x caster's ML

This spell creates a 10' x10' x10' block of very dense, swirling air x ML of the Wall caster. The Mage can place, bend, and shape the wall into any form he wishes if it is within his range limits. Air Walls impede thrown and fired missiles, throwing them off target by -25% to hit probability per 10 feet of Air Wall penetrated + Mage's PSF. Fire spells and fires are also disrupted by Air Walls, for the swirling currents within them will blow Fire Darts, Bolts, and Balls hither and thither, reducing hit probability by -10% per 10 feet of wall penetrated -PSF of the **Wall** caster . Flames are blown back from the face of the Air Wall at 5 feet per 15-second round. Anyone attempting to walk through the wall must make a successful STR AR -10% per ML of the caster. Even so, progress will be at 1/2 speed.

Calm the Gale

Type: Sorcery **Resisted:** no
Range: 50 ft. per ML **(R)** **Duration:** 10 min. x ML of caster

This spell quiets a wind by -8 mph x caster's ML. Should another Mage attempt to cast an Air spell in the affected radius, he must subtract the -PSF of the Calm caster from his success chances. If he fails under such conditions, he will still raise a wind, but that wind will be slowed down by the -8 mph x ML of the Calm caster.

Gale Force Winds

Type: Sorcery **Resisted:** no
Range: 100 ft. x ML **(R)** **Duration:** 10 min. x ML of caster

This spell generates a very powerful, gusting wind which can reach to 80 mph (8 mph x ML of the Gale caster).

A Gale can be used to fill the sails of a ship and move the craft at 1/3 windspeed! It will blow fire with the wind, dispel mists, fogs, etc. When winds reach more than 40 mph, they reduce movement by -10% per 10 mph if walking into it. Furthermore, all characters caught in the Gale make a Dodge roll from time to time to see if they can stay on their feet. Those falling must make a successful Strength roll to stand up again. Fighting in such conditions is severely impaired. All PSF for combat and magical attack skills is 1/2 PSF. Conventional missile fire is useless.

Heavy Rains

Type: Ritual: 7 min. **Resisted:** no
Range: 1 mi. x ML **(R)** **Duration:** 20 min. x ML of caster

Both Air and Water Elemental Magic methods are needed to cast this combination spell. Clouds gather, thicken, and darken as a heavy, pelting rain begins falling at a rate of about 1" per hour! The rain obscures tracks rapidly, at -10% per 10 minutes, and completely obliterate all signs and all scents in an hour. Visibility is checked with the Crit Die D10 roll. Consult 1st rank Mist & Fog table:

Crit Die 01-04	=	"misty conditions"
Crit Die 06-08	=	"foggy conditions"
Crit Die 09-10	=	"dense fog conditions"

Used with Gale, Heavy Rains can be quite a storm!

When a Mage learns this spell, Rains is cast as a sorcery.

Weather Play

Type: Sorcery **Resisted:** no
Range: 200 ft. x ML **(R)** **Duration:** 10 min. x ML

This delightfully flexible, multi-purpose spell enables a Mage to perform a number of "playful" tricks with the weather that can affect a large area around him. Every 10 minutes, the "Playful" Weather Mage may make one change per ML he possesses:

- Change wind direction up to 180°;
- Increase/decrease ambient air temperature by 5°F x ML;
- Cause **Rain** (3st rank spell).
- Increase/decrease **Rainfall** (1/4" up by 1/4" x ML" or down to 1/8")
- Cause ground mist;
- Cause hail to fall (ML*7+ can create golf-ball sized hailstones doing, 1/2 D10 Crit.Dice of clubbing damage with 20% hit chance per individual per minute out in the storm;
- Cause thunder and lightning.
- Turn rain to snow and snow to rain if able to manipulate temperature under or over 32°F freezing point.

Rank 5
Air Spells of the Fifth Circle

Deflect the Lightnings

Type: special **Resisted:** -PSF of Lightning caster
Range: self **Duration:** instantaneous effect

If the Mage knows Lightning Darts and Lightning Bolts, he may use this counterspell to dissipate an electrical discharge fired directly at him. The Mage "senses " the gathering of electrical potential around him. He can "drop everything" and make a magical "parry" which will divert and ground the Lightnings thrown at him. If successful, the counterspell negates

the effects of the Lightnings. It cannot be cast on behalf of any other character because there is no time to do more than protect oneself. The parry can be made by expending AP for a Word of Guard, or by spending 1 Fatigue point for an instantaneous response.

Lightning Bolts

Type: Hex **Resisted:** Dodge -PSF of caster
Range: 20 ft. per ML **Duration:** instantaneous effect

This spell generates a powerful electric charge that springs from the fingertips of the spellcaster in the form of a Bolt of Lightning. The Bolt causes 2 x ML + 1 x D10 Crit Die of damage. Damage is **doubled** if conditions are wet, as water conducts electricity to ground the victim. Metal armor give **no** protection.

If the target makes a successful Dodge resisted roll - PSF of the caster, he avoids the Bolt. If the conditions are wet, he takes 1/2 standard damage from the near miss: the water will conduct some of the shock to him anyway!

Failure to Dodge and Crit Die 10 requires a resisted **Stamina** roll. Failure knocks out the victim for 3 r. x Crit Die result. If conditions are wet, make a Stamina check for stunning if Crit Die 08-10. Again, the wet conditions magnify the effects of the electric shock!

Torrential Rains

Type: Ritual: 3 min. **Resisted:** no
Range: 2 mi. x ML **(R)** **Duration:** 1 hr. x caster's ML

Both **Air** and **Water Elemental Magic** methods are needed to cast this combination spell. Clouds gather, thicken, and darken into towering, very menacing storm clouds as a very heavy rain begins lashing the earth, falling at a rate of about 1/2" per hour x ML of the caster! The rain obliterates all tracks and scents within several minutes. Such rains flatten crops and cause flooding in low-lying areas. The storm drifts naturally on the winds or moves along with the caster. Visibility is determined on the Crit Die D10 roll. Consult 1st rank Mist & Fog table:

Crit Die 01-05 = "foggy conditions"
Crit Die 06-10 = "dense fog conditions"

The aftermath can be compared to the **Water Elemental** 1st rank spell, Create Mud, over the entire region struck by the storm. Such conditions last 3 hours x 3" of rain that fell.

When this spell is learned, Rain is cast as a hex and Heavy Rains as a sorcery.

Rank 6
Air Spells of the Sixth Circle

Calm the Hurricane

Type: Ritual: 3 min. **Resisted:** no
Range: 100 ft. x ML **(R)** **Duration:** 10 min. x ML of caster

This spell quiets a wind by -12 mph x caster's ML. Should another Mage attempt to cast an Air spell in the affected radius, he must subtract the -PSF of the Calm caster from his success chances. If he fails under those conditions, he will still raise a wind, but any wind he causes will be slowed by the -12 mph x ML of the Calm caster. When this spell is learned, Calm Gale Force Winds can be cast as a hex.

Hurricane Force Winds

Type: Ritual: 13 min. **Resisted:** no
Range: 100 ft. x ML **(R)** **Duration:** 10 min. x ML of caster

This spell generates savage winds of Hurricane Force that may reach to 120 mph (12 mph x ML of the Hurricane caster). A Hurricane will blow a ship before it 1/3 windspeed! This may make for a fast passage, but it also strains the vessel mightily (a Crit Die result of 01-02 indicates it may have had the masts torn out or that the ship is foundering, etc.). Seamanship just doesn't matter anymore once the winds hit over 80 mph.

When winds reach more than 40 mph, reduce movement of by -10% per 10 mph when walking into it. All characters caught in the Hurricane must make a Dodge resisted roll - PSF of caster from success from time to time to remain on their feet. Those falling must make a successful Strength AR to get to their feet.

Fighting in such conditions is severely impaired. All PSF for all combat and magical attack skills is reduced to 1/4 PSF. Conventional missile fire is useless.

When this spell is learned, Gale Force Winds can be cast as a hex.

Battering Ram of Aeolius

Type: Hex **Resisted:** Dodge - PSF of caster
Range: 10 ft. x ML **Duration:** instantaneous

This spell produces a massive column of super-dense air of large tree-trunk diameter that blasts away from the caster's hands out to the range limits of the spell with a thunderous sonic boom! The Battering Ram of air will hurl back any target weighing less than 50 lbs. x ML as if it were a rag doll. Heavier living targets may stand their ground. However **any** struck target will suffer 3 x ML + D10 Crit Die in crushing damage. On a **Critical Success with Crit Die 08-10** the target is blasted back 10' x ML of the caster and is stunned for 21 combat rounds - CON level.

A successful Dodge resisted roll -PSF of the caster does 1/2 the basic damage from a grazing hit.

A successful Dodge avoids any damage to anyone behind a target hurled back by the titanic blast of air. Failure means he is bowled over by the "missile" and receives the same damage.

The Battering Ram will blast most doors off their hinges or punch a man-sized hole through a house. Stone structures will stand up to the shock of the almost "solid" column of air.

Rank 7
Air Spells of the Seventh Circle

Changeable Weather

Type: Sorcery **Resisted:** no
Range: 1/4 mi. x ML **(R)** **Duration:** 30 min. x caster's ML

This far more powerful multi-purpose spell is a much beefed-up version of the 4th rank spell, Weather Play. The spell enables a Mage to cause massive changes in the weather that can affect a large area around him. Every 10 minutes, the "Playful" Weather Mage may make two different changes per ML he possesses:

- Change wind direction up to 180°;
- Change wind speeds by 12 mph per 10 minutes.
- Increase/decrease ambient air temperature by 10°F x ML;
- Cause **Torrential Rain** (5th rank spell).
- Increase/decrease **Rainfall** by up to 3" every 10 minutes
- Cause ground mist, fog, or dense fog;
- Cause hail to fall (ML*7+ can create golf-ball sized hailstones doing 1/2 D10 Crit Die of clubbing damage with 20% chance of hitting, checked per individual per minute out in the storm;
- Cause thunder and lightning.
- Turn rain to snow and snow to rain if able to manipulate temperature under and over 32°F freezing point.

When this spell is learned, Weather Play is cast as a hex.

Rank 8
Air Spells of the Eighth Circle

Ball Lightning: "Will O' the Wisp"

Type: Sorcery **Resisted:** Dodge -PSF of caster
Range: 10 ft. radius x ML **Duration:** 5 minutes x caster's ML

This spell creates a "wandering" charge of Ball Lightning that roams around the battlefield and seeks out enemies, one at a time, flashing away to the next target the moment it is "done" with the current one. It targets anyone within the caster's range radius. Its MOV is 10 and its traveling rate is 5', with its Initiative independent of the caster's. (See ***Combat, Chapter 7***.)

Each target makes a Dodge-resisted roll - PSF of the caster to evade the Ball Lightning (or "Ole Willie" as it is fondly called by Mages who use it). Success in a Dodge means the target is not struck. Failure to Dodge means that "Ole Willie" delivers a shock of 1 x ML +1D10 Crit Die in damage (**doubled** in wet conditions). Victims make a Stamina resisted roll - PSF of caster - damage suffered to avoid being stunned for 1/2 round x D10 Crit Die. Metal armor provides no protection vs. the Ball of Lightning.

The Ball Lightning will have a total number of attacks equal to 1 x ML of the caster. Its electrical charge will be reduced by the attacks done to each target until it is exhausted.

Rank 9
Air Spells of the Ninth Circle

Thunderbolts from on High

Type: Sorcery **Resisted:** special
Range: 10 ft. per ML **Duration:** instantaneous

There is nothing nastier than the static electrical charges built up by the friction of wind and water in a thunderstorm, and this immensely powerful spell calls down a Thunderbolt from the heavens, even though the Mage is really casting it. Nothing is more awesome to the ignorant and superstitious, who will jump to the wrong conclusions right away if they do not suspect the real source of the Thunderbolt!

The Thunderbolt targets a 10-ft. radius within the caster's range. It strikes with enough energy to shatter a great tree and set it afire. Houses are severely damaged. Even a stone structure will have a large hunk torn from it. If it strikes the ground, it will leave a smoking crater 10 feet across and 3 feet deep!

No one in the target zone can escape being hit unless he has magical protection vs Lightning. Anyone in the blast zone of the Thunderbolt suffers 4 x ML + 1D10 Crit Die of damage and is stunned if Crit Die 05-10 and he fails a resisted Stamina roll. Stunning lasts for 13 r. - 1 x Crit Die of his Stamina check.

If conditions are wet, **double damage** is sustained. Successful Dodge brings 1/2 the damage. No metal armor protects against Lightning.

Rank 10
Air Spells of the Innermost Circle

Tornado

Type: Ritual: 13 minutes **Resisted:** by pure blind luck!
Range: 200 ft. x ML **Duration:** 5 min. x ML of caster.

Once the Mage has started a fierce Torrential Rainstorm with Gale Force Winds, he may generate a Tornado.

The Tornado funnel will touch down at the targeted area, affecting a radius of 100 feet around its center. It will then move randomly at a speed of 200 feet every 15-second combat round or at about 10 mph + 1D10 mph in travel mode time.

A check may be made every 3 minutes to see what the Tornado is doing next. Roll D10 Crit Die:

Crit Die 01-02 = Tornado moves northward.
Crit Die 03-04 = Tornado moves eastward.
Crit Die 05-06 = Tornado moves northward.
Crit Die 07-08 = Tornado moves eastward.
Crit Die 09-10 = Tornado jumps a mile (Roll for direction)

Tornadoes generate winds of incredible velocity, often reaching well in excess of 300 mph in the core of the funnel. Such winds will tear most structures apart and will do moderate damage even to stone buildings and fortifications. They sweep any living thing away with ease. At sea, a waterspout would smash a stout ship to splinters and sink it immediately.

Any character so unfortunate as to be caught in the funnel of a Tornado has a flat 20% chance of surviving the experience. (We are being very generous here with the favor of Fickle Fate!) Survivors will invariably be battered within an inch of their lives and will be terrified whenever such an apparition appears again. Even bad storms will give them the shakes. (**Major Phobia**!)

Only a Mage with Calm Hurricanes and the Discipline to stand in the teeth of such a storm (preferrably in the appropriate circle of protection) has any hope at all of coming through such an experience relatively unscathed.

Arcane Magic

Arcane Magic is the practice of summoning extra-dimensional energies into this Plane of Existence. These extra-dimensional energies cause "rifts" between this and other planes, allowing teleportation, dimensional journeying, and astral travel. Arcane Magic allows a Mage to tap extra-dimensional forces to create areas of light and darkness. Lastly, Arcane Magic allows a Mage to conjure pure magical energy or mana from extra-dimensional sources, which he then shapes and projects in this world. Because of the many capabilities and properties of Arcane Magic, it is the hardest of the Methods to learn. In historical settings, some GMs may not wish to allow the practice of such powerful magics. Consult your GM for details.

Some spells involve travel in the Astral Realm. The Astral Realm co-exists with our own plane of existence, so the Astral Traveler will see things in our plane of existence, but in their spiritual equivalents, not the forms we normally see:

Solid, inanimate objects appear grey and lifeless.

Living things are revealed by their auras.

Magical beings appear shrouded in an irridescent glow corresponding to their mana force.

Rank 1
Arcane Spells of the Outermost Circle

Arcane Shield

Type: Cantrip **Resisted:** no
Range: self **Duration:** 3 r. + 1 r. x ML of caster

This spell creates a shield of arcane force with an Armor Value of 10 against all kinds of attacks, including magical attacks. The Shield deflects the first 10 points of damage from any attack.

The remainder is absorbed by the Shield's "Body," rated at 10 damage points + 3 x ML. When the Shield's "Body" of Arcane energies has been reduced to zero, the Shield collapses and disappears!

Dazzle

Type: Cantrip **Resisted:** no
Range: 2 ft. per ML **Duration:** 1 combat round

Dazzle taps other dimensions to cause a bedazzling effect in the form of small glowing sparks of light that whirl and dance and flicker in intricate and complex patterns in the air at the location chosen by the Mage. The radius of the effect is about 1 foot per ML and is generally used to impress the superstitious and momentarily distract the unsuspecting (-7 AP lost if looking at it).

Hold Portal

Type: Cantrip **Resisted:** no
Range: 3 ft. x ML **Duration:** 10 min. x ML of caster

This spell locks any door, gate, etc., so that it cannot be opened except by physical destruction of the door or the application of a more powerful unlocking spell, like a Knock.

Mana Dart

Type: Cantrip **Resisted:** Dodge - PSF of caster
Range: 3 ft. per ML **Duration:** instantaneous

This spell creates a dart of pure mana or magical energy which flashes from the hands of the caster to the target. One Dart is created per 2 ML of spellcaster, so several may be cast by the same spell--either at the same target or different targets within spell range.

If it hits, the Mana Dart does D10 Crit Die in damage to a character. A Crit Die result of 10 indicates a Critical Hit, which dazes the target. (See page 101)

Mana Globe

Type: Cantrip **Resisted:** no
Range: 20 ft. radius **Duration:** 30 min. x ML of caster

This spell creates a globe of softly glowing mana light which illuminates an area with light about the intensity of a torch. The Globe may radiate from the Mage himself or be placed into an object which may be carried by anyone.

Shadowcast

Type: Cantrip **Resisted:** no
Range: 2' x ML of caster **Duration:** 2 min. x ML

Shadowcast literally casts a dark shadow in a targeted area within the range of the spellcaster. The Shadow is 5' x ML of the Mage creating it. Ordinary light--as from a torch--will not dispel the darkness thus created.

The Shadow enables anyone inside it to hide without chance of detection by normal observation or finding skills. Of course, the Shadow must itself be inconspicuous and seem to be a natural darkness or its very presence will call attention to it.

Rank 2
Arcane Spells of the Second Circle

Mana Bolt

Type: Hex **Resisted:** Dodge - PSF of caster
Range: 10 ft. x ML **Duration:** instantaneous

A Mana Bolt is a dense blast of pure magical energy in the form of a bolt. The range of a bolt is 10 ft. x ML of the caster. It does 2 x ML + 1 x D10 Crit Die of damage to anyone it strikes.

A **Crit Die result of 09-10** is a Critical Hit, which dazes the target as well.

Astral Lock

Type: Hex **Resisted:** Knock - PSF of caster
Range: 2 ft. x ML **Duration:** until dispelled

This powerful binding seals any portal and prevents passage until the Astral Lock is dispelled by another. A portal bound by Astral Lock sustains **double** damage level before it is destroyed.

Darkness of the Pit

Type: Hex **Resisted:** no
Range: 10 ft. x ML **(R)** **Duration:** 1 min. x ML of caster

Darkness creates a zone in which there is no light whatsoever. It eliminates Nightvision, which does depend upon some light being present. Light from torches, lamps, etc.is reduced to 5' radius around the light source. Magical light and fire have illumination reduced to 10' radius around the light source. Anyone in Darkness is at 1/2 PSF when performing any skill.

Dispel the Darkness

Type: Hex **Resisted:** - PSF of **Darkness** caster
Range: 10' x ML **(R)** **Duration:** 10 min. x caster's ML

Dispel the Darkness creates near daylight conditions in a defined area of darkness.

The Mage may tailor the size of the area as desired. He may concentrate the light to bright noonday intensity by cutting the radius of the light in half. He may also produce a traveling "bubble" of light that moves with him by cutting the radius in half. Bright, "traveling" noonday light would be 1/4 the standard radius.

Knock

Type: Hex **Resisted:** Astral Lock - PSF of caster
Range: 2 ft. x ML **Duration:** instantaneous

As the mage casts this powerful unlocking spell. He knocks at the portal. This is sufficient to unlock all ordinary locks and bars, and it will also dispell Hold Portal and unlock the door. The portal will swing open at a touch.

Astral Lock will resist an Knock. If it is successful, it will hold if it has a Crit Die result equal to or higher than the Knock's Crit Die roll. Otherwise, the portal is blown open rather violently. If the Knock Crit Die is 10, the door will be torn asunder.

Rank 3
Arcane Spells of the Third Circle

Mana Ball

Type: Hex **Resisted:** Dodge - PSF of caster
Range: 10' x ML **Duration:** instantaneous

This spell creates a dense Manaball which the caster may hurl at a target within the range of the spell, as if it were a missile. Once the ball arrives at its targeted location, it explodes into a coruscating flare of incandescent light of blinding intensity.

The exploding ball of pure energy does 3 x ML + 1 x Crit Die result in damage points to all those caught within the blast radius of 10 feet + 2 feet x ML of the caster.

If the Crit Die roll is 08-10, everyone suffering the full effects of the blast will also be dazed!

A successful Dodge resisted roll - PSF of the caster results in 1/2 damage (target is still in the flash zone of the Mana Ball.) The target is not dazed and does not suffer any AP penalties.

Mana Coat

Type: Hex **Resisted:** Dodge - PSF of caster
Range: 10' x ML **Duration:** 3 r. + 1 r. x ML of caster

This spell creates a "coat" of pure mana force which sheathes a person or object. The Coat protects the wearer against 2 x ML mana damage. It delivers 1 x ML of damage to anyone the wearer touches. This damage is added to whatever the character might inflict with a weapon, fists, etc. Anyone attempting to pick up a Mana-coated object also takes damage.

On a Crit Die result of 08-10, **double damage** is inflicted.

The Shining Path

Type: Ritual: 30 min. **Resisted:** no
Range: see note, below **Duration:** until an exit is found

The Shining Path is a spell which opens very ancient Astral Gates of a permanent nature, created in the great days of magic in the First Age, very long ago. The spell of opening is fairly common knowledge and not especially difficult to learn. However, where to find such Gates and how to find one's way once one enters them is quite another matter!

The locations of these ancient Gates may be discovered in old texts and inscriptions in the oldest ruins (a matter for research in Ancient Lore). They open onto the Shining Paths--enchanted roads of mana force that wind through one of the Astral planes and link the Gates, which are located here and there throughout the world known to men.

Travel on the Shining Paths is at 10 times the rate possible in this plane of existence. However, it is possible to become lost in the dark world that is the Astral plane of the roads because one must know which road to take when a crossroads is encountered. Further, that eldritch dimension is far from benign. Astral beings dwell in it, along with a variety of terrifying monsters, and travellers must be prepared for the worst.

Rank 4
Arcane Spells of the Fourth Circle

Mana Flower

Type: cantrip **Resisted:** no
Range: self **Duration:** 1 r. x ML of caster

So-called because of its dazzling, colorful appearance, the Mana Flower is an energy shield that sheathes the caster and absorbs energy from any Mana, Fire, or Electric attack made against the spellcaster. The Flower absorbs 3 damage from energy x ML of the Mage per round for the spell's duration.

Mana Wall

Type: Hex **Resisted:** Willpower - PSF of caster
Range: 5 ft. x ML **Duration:** 3 r. + 1 r. x ML of caster

A Mana Wall appears as an opaque, kaleidoscopic barrier of swirling iridescent light that is 10' x 10' x 10' per ML of the spellcaster. It is so bright it hurts the eyes. It is impassable to all physical beings and objects, and to most magics.

Falling into or touching a Mana Wall without appropriate protection will result in 3 x ML of caster + D10 Crit Die in damage. A magically charged item will discharge if it touches a Mana Wall. See Overcharge.

Phase

Type: Hex **Resisted:** no
Range: self **Duration:** 3 r. + 1 r. x ML of caster

Phase enables the spellcaster to pass between this plane of existence and the Astral realm. The activation time is 3 AP to Phase in or out of the Astral Plane. He may be detected while in the Astral plane only by those using spells which will detect Astral beings. While in the Astral plane, he can be harmed only by magics that affect Astral beings, like mana attacks.

In the Astral realm, the Mage may move at three times his normal movement rate . He may move and then Phase back as if he had Teleported from one place to another.

Rank 5
Arcane Spells of the Fifth Circle

Area Light

Type: Hex **Resisted:** no
Range: 10 ft. x ML **(R)** **Duration:** 1 hour x ML of caster

This spell fills an area with Mana light of noonday intensity. Dark-loving creatures **lose** -10% from all skills, combat, magic, etc. They check morale and make a Willpower resisted roll - PSF of the Light caster in order to remain in the presence of the light.

Overcharge

Type: Hex **Resisted:** -Mode PMF of creator Mage
Range: 10 ft. x ML **Duration:** instantaneous

This disruptive spell directs a massive surge of pure mana force into a magically charged item. The item resists this spell at the PMF of the person who created it.

If the spell fails, there are no ill effects. However, if it succeeds, the magical item "overcharges" and loses 1 magical charge x D10 Crit Die Crit Die 10 means an **additional** 1 x ML of charges is lost from the device. If the magical item is totally depleted of charges, it **explodes**, doing 1 damage point x charges to everyone in a 5 ft. radius, and 1/2 damage to everyone else in a 10-ft. radius of the flare of fierce mana light.

Not all magical devices have charges. Those which don't, like magical weapons, lose their magical capabilities for a number of rounds equal to the D10 Crit Die result. A Crit Die 10 extends this time to **hours**!

Rank 6
Arcane Spells of the Sixth Circle

Area Darkness

Type: Sorcery **Resisted:** see below
Range: 10 ft. x ML **(R)** **Duration:** 10 min. x ML of Mage

This spell fills an area with Darkness of the Pit. Ordinary torches, lamps, and flames cast no illumination, their light being completely absorbed by the darkness. Magical light and fire pales to the intensity of dim moonlight 3' around the source.

If there is dim illumination, Light-loving creatures **lose** -10% from all skills--combat, magic, etc. If in complete Darkness, they have 1/2 PSF in addition to the -10% penalty!

On the other hand, dark-loving creatures **are completely at home in the absence of light and gain** +10% in all skills--combat, magic, etc.--and move through the darkness without penalty.

Lesser Teleport

Type: Sorcery **Resisted:** no
Range: 10 miles x ML **Duration:** instantaneous

This spell transports the caster plus a group of willing companions to a known location within the spell range. The caster has the power to teleport himself + 125 lbs. x ML.

Eldritch Attack

Type: Hex **Resisted:** Dodge - PSF of caster
Range: 5 ft. x ML **Duration:** instantaneous

This spell creates small Eldritch Bolts that may be fired at any target within range. If the target is within half-range, he makes his Dodge resisted roll at 1/2 his Dodge PSF because the bolts spread out and are particularly hard to dodge when closer in. Those struck by the bolts take damage of 1 x ML + D10 Crit Die. The target must then make a Stamina resisted roll - PSF of the caster - **the damage sustained from the bolt.** Those failing the Stamina roll are stunned for 1 r. x Crit Die result. Those succeeding will suffer a -10% penalty to all their PSF in skills, magic, combat, etc., in the next round.

Sunburst

Type: Hex **Resisted:** Dodge - PSF of caster
Range: 5' radius x ML **Duration:** instantaneous

Sunburst creates a flare of such intense Mana light around the Mage that anyone looking at him can be dazzled and loses 2 AP x D10 Crit Die) and will be blinded for 1 round x D10 Crit Die. If a 10 is rolled, the blindness lasts for a period of hours rather than minutes! To duck and avert one's eyes in time, everyone within range of the Sunburst who is looking at the Mage must make a successful Dodge resisted roll - PSF of the Mage. This prevents the dazzling effect and temporary blindness.

Rank 7
Arcane Spells of the Seventh Circle

Teleportal

Type: Ritual (10 minutes) **Resisted:** no
Range: 50 miles per ML **Duration:** 7 hours x ML of caster

This powerful traveling spell must be cast upon a vertical surface, such as a wall. The caster must designate the location to which he intends to Teleport at the time of the casting. If he doesn't know the location well, he may overshoot or undershoot 5% of the distance x D10 Crit Die when he activates the Teleportal and steps through. No more people than 1 x ML of caster may travel through the portal in any one hour. Animals and other creatures taller than 10 feet cannot go through the portal.

The Teleportal provides one-way access to the desired location. If the caster wishes to return through the original Teleportal, he must cast another Teleportal at the destination point to form a return link.

When the Teleportal is activated, the Mage must say how long it will remain open. Otherwise, he might be followed through the Teleportal. As he activates the portal, he may also utter a Password (see Wards) which must be spoken before anyone may enter. Those not speaking the Password cannot enter the Teleportal.

Rank 8
Arcane Spells of the Eighth Circle

Astral Traveler

Type: Ritual: 30 min. **Resisted:** no
Range: see notes, below **Duration:** instanteous effect

This Arcane spell enables the caster + 20 lbs. of gear x ML to travel to another plane of existence. He must have Astrally visited that plane before or else have read texts on the location he desires to visit. Using only a book, the spell is cast at 1/2 PSF. Failure may bring very serious consequences to the Astral Traveler. A Crit Die 06-10 means the spell fails, causing the complete exhaustion of the would-be traveller for a number of hours equal to the Crit Die result. An 02-05 result means he is transported to a dimension of the **Gamemaster's** choosing or maybe just to a foreign location. Crit Die 01 maroons the traveller on a plane of existence in which Astral Travel will not function!

Greater Teleport

Type: Sorcery **Resisted:** no
Range: 50 miles x ML **Duration:** instantaneous

This spell transports the caster plus a group of willing companions to a known location within the spell range. The caster can teleport himself + 250 lbs. x ML. Also, once the spell is learned, Lesser Teleport may be cast as a cantrip.

Vanish!

Type: Sorcery **Resisted:** Willpower - PSF of caster
Range: 5 ft. x ML **Duration:** 1 r. x ML of caster

This spell Vanishes someone or something to another plane of existence for the duration of the spell. The caster may transport 250 lbs. x ML in this manner. At the end of the spell, the target returns to this plane of existence. However, the question is whether he or it returns to the same location. The Crit Die result for the Willpower resisted roll determines this. An 01-02 means he lands somewhere else--the Gamemaster decides where. An 03-10 has him return to the point he left.

Rank 9
Arcane Spells of the Ninth Circle

Astral Gate

Type: Ritual: 1 hour **Resisted:** no
Range: dimension shift **Duration:** 7 hours x ML of caster

This spell opens an Astral Gate to another dimension and must be cast on a vertical surface, in the same way as Teleportal. The Mage must have visited the dimension before, such as through an Astral Traveler spell, and he must have visited the location on which the Gate will open. The Gate works in all other ways as described for a Teleportal spell.

Rank 10
Arcane Spells of the Innermost Circle

Astral Voyager

Type: Ritual: 3 min **Resisted:** Dodge - PSF of spellcaster
Range: see notes, below **Duration:** 3 combat rounds

This Arcane spell enables the caster + 250 x ML to travel to another plane of existence. He may take willing companions with him. Essentially, this is a much expanded and far more powerful version of the rank 8 spell, Astral Traveler, and all of the same conditions apply. Knowledge of this spell enables the Mage to cast Astral Traveler as a **Sorcery**!

Banish!

Type: Sorcery **Resisted:** Willpower - PSF of caster
Range: 5 ft. x ML **Duration:** instant

This spell Banishes someone or something to another plane of existence. The exile can return only if he has Astral travelling

capabilities. If not, he is stuck in the other dimensional plane untilhe finds some way to get back--if he can. When this spell is learned, the Mage will be able to cast Vanish! as a Hex.

Disintegrate!

Type: Hex **Resisted:** Dodge - PSF of caster
Range: 3 ft. per ML **Duration:** instantaneous

The Mage has mastered the mana forces to such a degree that he is now able to Disintegrate a target in a single blast of awesome magical energy. Only one target may be selected at a time, and material up to a 1' x 1' x 1' volume x ML of the caster may be blasted into its constituent atoms.

Living targets must fit into the dimensions of the volume a Disintegration spell will affect or there will be no destructive effects whatsoever. In other words, a Dragon or some other very large creature will be unaffected by the spell. This differs from inanimate targets, which may be destructed in bits and pieces.

The residue of a Disintegration is a very fine white powder that gives off a faint greenish-blue glow in darkness!

Command Magic

Command Magic is the ability to directly influence someone's actions through sorcery, effectively breaking one's Will to resist and turning him to do the Will of the Mage who holds him enthrall. Such sorceries can be in the form of a minor suggestion, a simple charm, direct control over someone's physical actions, control over someone's Will, or even a long-term compulsion which the affected individual can ignore only at dire cost to himself.

Necromantic spells involving command of the Undead are included in this Method of Magic. However, only a Necromancer may learn these spells, identified by the header Necromancy. They are closed to any other Mage who may otherwise practice Command Magic.

Rank 1
Command Spells of the Outermost Circle

Awaken

Type: Hex **Resisted:** no
Range: 20 ft. radius **Duration:** instantaneous

Awaken will arouse even deeply sleeping characters. It affects a number of characters equal to the Mage's ML. The spell will awaken anyone from a regular sleep or magic sleep, but **not** from an enchanted sleep. The spell is "target-specific," so the Mage can wake "friends" and leave others lying within the radius of the spell still sound asleep. When attempting Awakening from a magic sleep, the caster subtracts the PSF of the Mage who cast the sleep spell from his chance of Awakening the victim(s).

Charm Small Animal

Type: Cantrip **Resisted:** Willpower - PSF of caster
Range: 2 ft. x ML **Duration:** variable: see notes

This spell will Charm a small animal such as a rabbit, cat, squirrel, rat, mouse, etc. The Mage will be able to affect a number of animals x his ML if they are within the radius of his spell. The animals will remain charmed for 1 hour x ML of the spellcaster and will follow him, act in a friendly manner, etc.

Command the Lesser Dead: Necromancy

Type: Hex **Resisted:** Willpower - PSF of caster
Range: 3 ft. x ML **Duration:** 1/2 hr. + 1/2 hr. x ML of caster

This spell will Command a Skeleton, Zombie, or Ghoul. The Undead gets to make a Willpower resisted roll - PSF of Command Mage. If the Undead has a "Creator," it may use the PSF in Summoning Method if the Mage is within his command range. One Undead may be Commanded per 2 ML of the caster

Lesser Charm

Type: Hex **Resisted:** Willpower - PSF of caster
Range: 10 ft. per ML **Duration:** variable: see notes

A Lesser Charm may be cast upon a target which is "neutral" (not unfriendly or hostile) toward the Mage. Furthermore, it must be cast in non-combat situations. This spell is ineffective against combatants and enemies. Should it be cast successfully against someone who is unfriendly, the best the Mage can do is shift that person's view so that he is guardedly neutral toward the Mage. A Lesser Charm affects the targeted person for 10 min. x ML of spellcaster minus 1 min. x 1/2 PSF of target.

Lesser Fright

Type: Hex **Resisted:** Willpower - PSF of caster
Range: touch **Duration:** 3 r. + 1 r. x ML of caster

This spell is used to inspire Fear in the heart of one person. The Mage must actually touch the intended victim or else be close enough to reach out and touch him as their eyes meet.

The effects are temporary, but the person the Mage touches is filled with fright and recoils. Those failing in the face of a Critical Success by the Mage (Crit.Die 10) will turn and run in blind panic in a combat situation and will be totally paralyzed with fear in other circumstances.

In any event, for the duration of the spell, the victim will be utterly intimidated and reluctant to take any action against the Mage or his friends. If he is still around, he has a penalty of -10% + 1% x ML of the caster subtracted from all aggressive skills--which can be performed only after making a Willpower roll (resisted) in the turn action is contemplated.

Bravery may also be used to dispell Fright . But since the fear is magically induced, the victim has to make a Willpower resisted roll (with the Bravery Mage's PSF added to his chance of success) - PSF of the Fright Mage. Note that Undead and Spirits are quite unaffected by Fear spells and may even be "grimly amused" by any which are directed in their way!

Mesmerize

Type: Cantrip **Resisted:** Willpower - PSF of caster
Range: 2 ft. x ML **Duration:** variable: see notes

When this spell is cast, the targeted individual is caught by the gaze of the caster and cannot move, cast spells, etc.

The spell lasts as long as the spellcaster meets and hold the gaze of the person. He may ready a weapon or item as long as it doesn't require him to avert his eyes from the mesmerized person. If the caster breaks his gaze, the target remains Mesmerized for a number of AP equal to the Crit Die result and then can move under his own Will.

The mesmerized person may attempt to break the caster's control at the end of each round by making a resisted roll at 1/2 PSF. Success breaks the spell. The spell will also be broken if the enthralled person is attacked, struck, or startled by a loud sound (a yell, clap of thunder, etc.). If the spell is broken the released character may instantly use AP in the combat round.

Sleep

Type: Hex **Resisted:** Stamina - PSF of caster
Range: 10 ft. x ML **Duration:** variable: see notes

This spell can be used to put one or more characters to sleep. Targeted characters must be in a calm state (ie. not agitated, excited, hostile, etc.). Those in combat, arguing, or whatever, enjoy +10% to their SC% when making their resisted roll. Sleep has an effect based on weight. The Mage can Sleep 300 lbs. + 200 lbs. x ML in character weight. For instance, a Mage with ML*10 can put 300 + 200 x 10 = 2300 lbs. of target asleep. That's enough to take down ten men or a super-heavy warhorse.

Rank 2
Command Spells of the Second Circle

Clumsiness

Type: Cantrip **Resisted:** Willpower - PSF of caster
Range: 10 ft. x ML **Duration:** 3 Combat rds. + 1 x ML

The spell affects a targeted person, animal, etc., so that it finds coordinating its body movements difficult. This makes it much harder to avoid attacks. If affected, the target subtracts the Crit Die result and also -2% x ML of spellcaster from his Dodge and Parry chances of success (but not from his attacks).

If used in a non-combat situation, Clumsiness inflicts the same penalties on the chance of success of performing any action requiring coordination.

Greater Fright

Type: Hex **Resisted:** Willpower - PSF of caster
Range: radius 3' + 1' x ML **Duration:** 3 r. + 1 r. x ML of caster

This spell is used to inspire Fear in a number of individuals equal to 1 x ML of the caster who come within range will be affected for the duration of the spell, for it radiates a steady emanation of Fear that encloses the Mage and moves with him. It is otherwise like the 1st rank Command spell, Lesser Fright. When the Mage has learned this spell, he obtains Lesser Fright as a Cantrip and increases the spell duration for Lesser Fright to 3 r. + 2 r. x ML of caster!

Hold Small Animals

Type: Cantrip **Resisted:** Willpower - PSF of caster
Range: see notes, below **Duration:** 3 Combat rds. + 1 x ML

This spell enables a Mage to hold small animals completely still. The area affected is a 20-ft. radius + 1 ft. x ML around the caster. The Mage may hold 2 animals x ML.

Muscle Spasm

Type: Cantrip **Resisted:** Willpower - PSF of caster
Range: see notes, below **Duration:** 3 Combat rds. +1 x ML

The spell creates muscle twitches and spasms affecting spellcasting and combat attacks. The target subtracts the Crit Die result and also -2% x ML of caster from his own spellcasting attack and combat attack chances of success (but not from his Dodges or Parries). Muscle Spasm affects **offensive** abilities of the target, just as Clumsiness affects **defensive** capabilities.

Suggestion

Type: Hex **Resisted:** Willpower - PSF of caster
Range: 10 ft. **Duration:** see notes, below

This spell enables the spellcaster to make a "suggestion" to the targeted person (humanoid). If the targeted person fails its resisted roll, he will heed the suggestion, provided that it will not take longer to do than a minute. Nor can the suggestion require anything unnatural or abnormal or unreasonable.

For instance, the Mage might cast the spell on a guard to "suggest" that he is a person who could be allowed to pass, and that the guard should immediately forget about it afterward. This would not be unnatural for the guard to do if the Mage really were someone suitable to let by. On the other hand, an order to kill himself or his comrade beside him would probably lead to alarm and a hostile response.

This spell **cannot** be used in a combat situation. The GM may also impose modifiers on success chances, resisted rolls, etc., to reflect the situation and the nature of the role playing. Suggestions are instantly broken by attacks on the "victim."

Rank 3
Command Spells of the Third Circle

Command Small Animals

Type: Cantrip **Resisted:** Willpower - PSF of caster
Range: 5 ft. x ML **Duration:** 3 Combat rds. + 1 x ML

This spell is essentially the same as the 1st rank Charm Small Animals except that the spellcaster gains full control over the small creature he has enthralled. He may control only one animal at a time, and he must keep the animal within line of sight to maintain the control. The animal so commanded will do the spellcaster's bidding, so long as it is in its power to do so.

Greater Charm Person

Type: Hex **Resisted:** Willpower - PSF of caster
Range: 2 ft. x ML **Duration:** see notes, below

This spell allows a Mage to cast a powerful Charm on a person. If the target is engaged in combat, he may apply double his normal PSF in his Will resisted roll. Otherwise, he makes only a normal resisted roll.

If the Charm is successful, the charmed person will feel that the spellcaster is his best friend and will follow his "advice" if it is within reason. The duration of the Charm is 1 hour x ML of spellcaster minus 1 hour per 10 PSF in the Willpower of the charmed person. The charmed person must remain in the **presence** (line of sight or earshot or no more than 10 ft. x ML distant) of the Mage. Otherwise, the spell is broken.

At the end of the spell, the charmed person may make another resisted roll to see if he has thrown off the effects of the magic. If he fails, the spell remains in effect for another full duration, and then the charmed person checks again, and so on.

The charmed person will be able to make a Willpower resisted roll whenever he is asked to do something against his beliefs or his well-being and personal interest. However, if he is treated well--in a genuinely "friendly" fashion, that is--he will possibly continue to regard the spellcaster as "not so bad a fellow" when the spell wears off. In any event, he will be quite unaware of having been influenced in a magical manner.

Hold Animal

Type: Cantrip **Resisted:** Willpower - PSF of caster
Range: 5 ft. x ML **Duration:** 3 Combat rds. + 1 x ML

This spell can hold a large animal still for the duration of the spell. It will affect dogs, wolves, even bears and larger animals. Moderate sized animals are fairly susceptible to being held: 1 animal x ML of spellcaster. Larger animals, such as bears, are less easily Held: 1 large animal per 3 ML of spellcaster may be affected by the spell.

Note that Hold Animal merely keeps an animal motionless and in place. The effects of the spell can be broken by an attack on the animal, loud noises, etc.

Hold Person

Type: Cantrip **Resisted:** Willpower - PSF of caster
Range: see notes, below **Duration:** 3 Combat rds. + 1 x ML

This spell holds humanoid people in place in much the same way that Hold Animals affects medium and larger-sized animals. In this instance,however, it may be used several ways:

Target individual: range 10' x ML of spellcaster.

Target group: affects 1 person x ML of spellcaster in a radius of 10 ft. + 1 ft. x ML of spellcaster.

Rank 4
Command Spells of the Fourth Circle

Bravery

Type: Hex **Resisted:** Willpower - PSF of caster
Range: 5 ft. x ML **Duration:** see notes, below

This spell is used to inspire Bravery in the hearts of men.

If cast before characters go into battle, it adds 1/2 of the Mage's PSF to the success chances of any Willpower resisted rolls the characters may have to make against Fear or Phobias.

Bravery may also be used to dispell Fear from those gripped by it, etc. If the Fear is natural, it will dissipate immediately. If magically induced, the character makes a Willpower resisted roll (with the Bravery Mage's PSF added). The spell affects 1person x ML.

Command Animal

Type: Hex **Resisted:** Willpower - PSF of caster
Range: 5 ft. x ML **Duration:** 3 r. + 1 r. x ML

The spell is the same as Command Person (see immediately below) but applies to animals rather than human-like beings.

Command Person

Type: Hex **Resisted:** Willpower - PSF of caster
Range: 5 ft. x ML **Duration:** 3 Combat rounds + 1 x ML

This spell gives the spellcaster full control over the character he has enthralled. He may control only one person at a time; otherwise he has to make a ***Concentration*** check when casting a spell, etc. He must keep the person in line of sight to maintain control. The commanded person does the spellcaster's bidding. He may try to break the compulsion half-way through the spell duration with a second Willpower resisted roll - x2 caster's PSF.

Fear

Type: Hex **Resisted:** Willpower - PSF of caster
Range: 5' + 3' x ML **Duration:** 3 min. + 1 min. x ML of caster

This spell is an extension of the 2nd rank Command spell, Greater Fright except that it emanates over a much wider area, affects an unlimited number who come in contact with the Fear radiating from the Mage, and lasts a significantly longer time. When the Mage has learned this spell, he obtains Greater Fright as a Cantrip and increases the spell duration for both Lesser **and** Greater Fright to 3 r. + 3 r. x ML of caster!

Rank 5
Command Spells of the Fifth Circle

Command the Greater Dead: Necromancy

Type: Hex **Resisted:** Willpower - PSF of caster
Range: 2 ft. x ML **Duration:** 1/2 hr. + 1/2 hr. x ML of caster

This spell will Command a Mummy, Vampire, Wight, and other like Undead having a corporeal body. The Undead gets to make a Willpower resisted roll - PSF of Command Mage. If the Undead has a "Creator," it may use the PSF in Summoning Method if the Mage is within his command range. One Undead may be Commanded per 2 ML of the caster.

Confusion

Type: Hex **Resisted:** Willpower - PSF of caster
Range: 5 ft. x ML **Duration:** 3 Combat rounds + 1 x ML

This spell Confuses 1 person x ML within a 20 ft. radius + 1 ft. x ML. The spell may be cast around the Mage or it may be directed outward up to the maximum range to set the area affected by the spell. If successful, the spell has one of the following effects, based on the Crit Die D10 roll:

1-2: Confused beings attack the Mage and his party.
3-6: Mill around in confusion, not knowing what to do.
7-8: Attack each other.
9-10: Depart the area.

Enthrall

Type: Cantrip **Resisted:** Willpower - PSF of caster
Range: 2 ft. x ML **Duration:** see notes, below

Enthrall is like the 3rd rank Greater Charm Person spell, except the caster needs only to meet the gaze of the target for the spell to take effect. The targeted person, animal, or monster is Enthralled and does not have to remain in the presence of the Mage to remain under the compulsion. Enchanted monsters have an initial bonus of +10% to their initial Willpower resisted roll. Once Enthralled, their escape attempts are rolled as normal.

The duration of the spell is 3 days + 1 day x spellcaster's ML minus 1 day per 10% in the enthralled person's Willpower PSF.

The enthralled person cannot himself break the spell by a Willpower resisted roll except when commanded to do something that is seriously against his strongest beliefs. Also, as in the case of a Greater Charm Person, at the end of the spell duration, the enthralled person must make a Willpower resisted roll. If he fails, he remains Enthralled for twice the initial time period.

If he fails to break the compulsion on three occasions, the Enthrallment lies upon him like a Curse. He will not seek to have that "Curse" lifted from him and will make a Willpower resisted roll if anyone attempts to release him besides his Master (using the PSF of his Master instead of his own PSF).For he will become the devoted follower of the Mage and will act with all his powers to further his "dear Master's" interests and safety.

Hold Monster

Type: Hex **Resisted:** Willpower - PSF of caster
Range: 5 ft. x ML **Duration:** 3 r. + 1 r. x ML

This spell enables the caster to Hold a living monster the same way the 3rd rank spell Hold Person does human-like beings. In the case of large Monsters, only one may be Held: use the formula 500 lb. x ML to determine how large a Monster the Mage can Hold.

Word of Power: "Deafen"

Type: Cantrip **Resisted:** Willpower - PSF of caster
Range: 10 ft. x ML **Duration:** 3 r. + 1 r. x ML

The character must utter the words, **"Be Deafened!"** All those within range of the Mage and standing within a circle of radius 10 feet + 1 foot x ML of the spellcaster must then make a Willpower resisted roll or lose their hearing for the duration of the spell. This affects their detection capabilities, etc.

Mages suffer -10 PSF when deafened and trying to cast spells. Power Word Mages suffer -25 PSF. Enchanters can't practice magic at all when deafened!

Rank 6
Command Spells of the Sixth Circle

Berserker Rage

Type: Hex **Resisted:** Willpower - PSF of caster
Range: 2 ft. x ML **Duration:** 3 r. + 1 r. x ML

This spell is used to enhance a fighter's morale to the point that he will not know **Fear** of any kind while engaged in combat.

If cast before characters go into battle, the spell is not activated until the Mage calls out the person's name and says "**Kill them! Kill them all!**" (Or something to that effect.) If cast upon a character in battle, it will take effect immediately.

Berserker Rage causes the berserker to go completely amok and engage in all-out battle. The D10 Critical Hit die adds +2 to results because the berserker is striking with furious energy that is virtually superhuman. If a Critical Hit results, double the damage added from the Crit Die in addition to any other effects called for by the relevant ***Critical Hit Results Table***. The berserker also acquires extra energy, which is reflected in his being awarded +5 Action points to be expended in initiative

In a berserker fury, a character is virtually immune to all Magics of Command, etc., which might otherwise take control of him or influence him. Battle magics are not always reliable in the emotional heat of close combat, and in the case of berserkers only the most direct applications of force have any effect.

When taking damage, the berserker may be grievously wounded and fall into negative Body levels. However, he will continue fighting, though he is literally dying on his feet.

Nothing short of being beheaded or having a spine severed stops a Beserker. He will continue fighting for up to 3 Combat rounds following the round in which he drops to a level **below** negative 1/2 Body ! He is dead but determined to attain Valhalla! If he loses a leg, he will fight on his knees. If he loses a hand, he will fight with the other one. He may even use his **teeth** on an enemy in his bloodrage!

When the spell ends, beserkers with negative body but not in mortal levels, will collapse into unconsciousness and might be saved by prompt attention by a healer or physician. Those below negative 1/2 Body levels **will** die, virtually hacked to pieces.

This is not a spell to be used lightly. But it can serve everyone very well in desperate circumstances.

Demoralization

Type: Hex **Resisted:** Willpower - PSF of caster
Range: 3 ft.radius x ML **Duration:** 3 r. + 1 r. x ML

This spell enables the caster to radiate Despair around him, whether he moves or remains motionless. Two targets x ML of spellcaster are affected whenever they enter the radius of the spell. Those with the lower Willpower ratings check first, then those who are higher. Anyone affected by the spell will be deemed to have broken in morale and will **run** from combat.

In non-combat situations, anyone affected by the spell are feeling overawed and abjectly fearful of the Mage. A Command spell to influence or control their actions has a 10% + 1% x D10 chance of succeeding when they are in this state of mind.

Love

Type: Ritual: 1 min. **Resisted:** Willpower - PSF of caster
Range: 5 ft. x ML **Duration:** 10 min. + 10 min. x ML

This spell causes the targeted person to fall madly in love with a member of the opposite sex. This can be a person of the spellcaster's choice, or it can be with the first person seen after the spell takes effect. The spellcaster does require an personal item belonging to the person to be affected by the spell. It could be a lock of hair or some item the person wears regularly. If the D10 Crit Die result is 10, the spell is permanent and can be removed only as a "Curse." Of course, the empassioned individual will fight with all his or her Willpower against any attempt to remove the spell.

Mass Charm

Ritual: 10 min. **Resisted:** Willpower - PSF of caster
Range: radius: see below **Duration:** see below

This spell enables the spellcaster to attempt to Charm large crowds. He can affect anyone who sees and hears him in a radius of 50 feet + 10 feet x ML. The spell affects 10 + D10 people per ML of the spellcaster. The nature of the spell is such that it would appear the Mage is swaying the crowd by the force of his arguments, etc., not by magical means.

The GM decides what Willpower levels are present in the audience and will check from highest to lowest. (This reduces the number of checks.) NPCs may be checked in Will groups. Player-characters alone will check Willpower reactions individually.

Oratory or Sing and/or Play a Musical Instrument must be used by the Mage to be effective with a Mass Charm spell. With such skills he adds +1% to his chances of success per 10 PSF he has in one of those skills.

If successful, the spell has the duration and effects of the 3rd rank Greater Charm Person spell, only it exerts influence over larger numbers.

Rank 7
Command Spells of the Seventh Circle

Geas

Type: Ritual: 1 day **Resisted:** Willpower - PSF of caster
Range: 10 ft. **Duration:** see notes, below

A Geas is a most powerful ensorcelment which compels the person on whom it is cast to perform a task for the spellcaster.

While it takes only a day to cast, the spell itself must be carefully prepared beforehand over a period of 21 days if the intended subject is not to be able to make a daily Willpower resisted roll to escape the conditions of the Geas. If the character fails his Willpower roll, he is compelled to perform the task given to him by the spellcaster.

The task imposed cannot be suicidal, but it can involve great dangers. If the affected character fails to set out on the quest immediately, or if he deviates from his quest, he loses 3 points of Fatigue per day which will not be restored until he resumes the quest.

A character's sole excuse for any delays in his quest are that he was too injured to continue or that he had been captured and held by enemies.

A Geas is a powerful ensorcelment, as we have mentioned, and it cannot be removed except by another Mage knowing how to cast the spell. Remove Curse must be given - PSF of the Geas Mage. If unsuccessful, the Geased person will suffer 1 x Crit Die result in Body damage that heals at 1/ML the normal rate. (ML = Magic Level of the Geas Mage.)

Further attempts to remove the Geas will bring a -10% cumulative penalty. That is, the second attempt is made at -10%, the third attempt at -20%, and so on.

Word of Power: "Stun"

Type: Cantrip **Resisted:** Stamina - PSF of caster
Range: 5' x ML **Duration:** instantaneous effect

This spell projects a cone of stunning force at a 90° angle out in front of the spellcaster. Any living creature within that cone's area will have to make a Stamina resisted roll to remain conscious and on his feet.

Anyone failing the resisted roll is knocked unconscious for a period of time = 1 r. x Crit Die result. Size and numbers of living creatures is irrelevant. **Any** of them can go down, from buzzing gnat up to lumbering elephant and anything in between. The spell also exhausts 1/2 the Fatigue level of a target, **whether or not** it goes down.

Alternately, the Mage may fire a stunning bolt 10' x ML and affect any one creature with the stunning force. In such an instance, the concentration of stunning force triples the time a victim will be knocked unconscious. It also exhausts all the current Fatigue levels the victim possesses.

Word of Power: "Weaken"

Type: Cantrip **Resisted:** Stamina - PSF of caster
Range: 5 ft. x ML **Duration:** 1 hour + 1 hour x ML

The spell drains 1 Fatigue point per minute until the target's Fatigue level reaches 0. Once the spell ends, the character regains his Fatigue back at 1/2 the normal FRR.

Rank 8
Command Spells of the Eighth Circle

Forgetfulness

Type: Sorcery **Resisted:** Willpower - PSF of caster
Range: 5 feet x ML **Duration:** 1 day x ML of caster

This powerful spell causes the target to forget things. The Intellect level is temporarily reduced by the amount indicated by the D10 Crit Die result. Such a victim will have to make Intellect AR rolls to remember even the commonest things. A Crit Die result of 10 indicates total amnesia which must be cured by a cleric or reversed by the spellcaster himself.

Word of Power: "Explode!"

Type: Cantrip **Resisted:** Dodge - PSF of caster
Range: 10 ft. per ML **Duration:** instantaneous

Explode causes an iridescent, shimmering globe to issue forth from the hands of the Mage as he says the Word of Power. The globe will explode into a blast of dazzling light and concussive force over a 10-foot radius around the target point.

Anyone caught in the explosion will suffer 3 x spellcaster's ML in damage if they fail a Dodge resisted roll to get out of the blast zone. A successful Dodge results in 1/2 damage.

The spell is especially destructive when it strikes solid targets. It will completely destroy small buildings--huts, cottages, barns, and the like, and it will also do extensive local damage to larger targets.

A castle gate, for instance, would have a good chance of being blown to splinters. Stone walls will have a gouge torn out that is 2 feet deep and 6 feet across. Wooden bridges would be smashed over a 20-foot span, while stone bridges would be seriously weakened. (Several shots might open a gap.)

After this spell has been acquired as basic knowledge, all lower "Word" spells now have the same 10' x ML range when the Mage casts them.

Rank 9
Command Spells of the Ninth Circle

Enchanted Sleep

Type: Ritual: 9 days **Resisted:** Stamina - PSF of caster
Range: 50 ft. per ML **Duration:** until broken

This immensely powerful spell must be placed into the food or drink that has had its MRF reduced to 0. The spell causes a person or beast or living monster to go into an enchanted sleep after eating or drinking it. The victim does not age or require any sustenance while he is sleeping. Heat, cold, even complete immersion in water will not harm the victim, who is in a state of suspended animation and protected by the spell.

The spellcaster must set some condition by which the Sleep spell may be lifted, and this must be done at the time the spell is placed in the food or drink that will transmit it. The condition may be difficult, but it must be achievable. The GM has the right to deny or modify any condition as he deems fit. Only by accomplishing this task may the sleeper be awakened.

Any attempt to dispel the ensorcelment will cause the sleeper to go into sudden distress, a clear sign that the attempt must be discontinued if the demise (death) of the sleeper is to be averted. Incidentally, if a Crit Die result on a successful dispel is a 10, the sleeper **will** die!

Word of Power: "Lightning Blast!"

Type: Cantrip **Resisted:** Dodge - PSF of caster
Range: see notes, below **Duration:** instantaneous

This exceedingly powerful spell fires a bolt of lightning from the caster's hand after he utters the Words of Power, "Blast you!" As typical of such attacks, targets wearing metal armor receive no protection from electrical discharges. The bolt is 5 feet wide and 50 feet + 5 feet x ML in length. Anyone caught inside the bolt incurs damage equal to 3 points x ML + Crit Die result. Damage will be **doubled** if wet conditions prevail. A successful Dodge results in 1/2 damage from the shock of the near miss.

If the bolt strikes a solid object, it is deflected and continues the remaining distance in a different direction. Use the Crit Die roll to determine the direction:

Crit Die 1-3:	Bolt deflected 45° to the left
Crit Die 4-6:	Bolt deflected 45° to the right
Crit Die 7-8:	Bolt directed skyward
Crit Die 9-10:	Bolt deflected straight back in the direction from which it came.

Rank 10
Command Spells of the Innermost Circle

Miracle

Type: Ritual: 7 min. **Resisted:** no
Range: Varies **Duration:** variable

This spell produces the magical equivalent of a rank 5 Miracle (see Acts of Faith.) No Piety increase occurs, however.

Word of Power: "Death!"

Type: Cantrip **Resisted:** Stamina - PSF of caster
Range: 5 ft. per ML **Duration:** instantaneous

This spell is one of the most powerful and destructive of all the Words of Power, for it causes the designated target to **die instantly** if his Stamina resisted roll fails.

Divination Magic

Rank 1
Divination Spells of the Outermost Circle

Detect Hidden Door

Type: Hex **Resisted:** no
Range: 2 ft. x ML **Duration:** 1 r.

This spell detects a hidden door within a 90° arc in front of the caster and within the range of the spell. The outlines of the door will glow a soft blue-white.

Detect Life

Type: Cantrip **Resisted:** no
Range: 10 ft. radius x ML **Duration:** 3 r. + 1 r. x ML

This spell detects the presence of all life forms within an 180° arc in front of the caster and within the spell's range.

Detect Magic

Type: Cantrip **Resisted:** no
Range: 10 feet x ML **Duration:** 1 r.

When cast upon an item, this spell tells whether it is magical. It also reveals the degree the item is magical, for the item will glow for the caster to see. The more powerful the magic, the brighter the glow.

Detect Metal

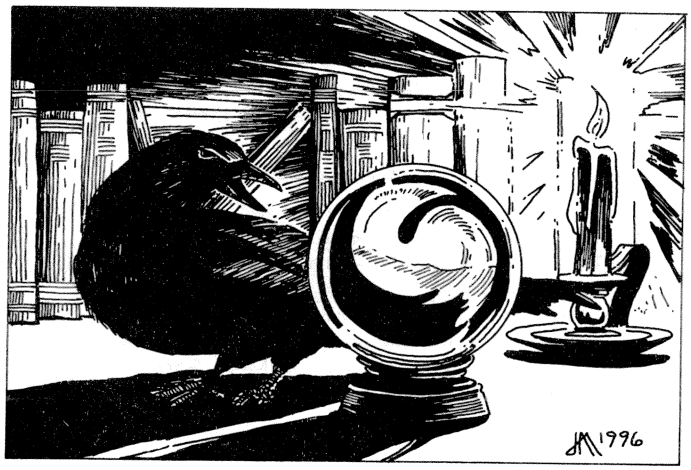
Type: Cantrip **Resisted:** no
Range: 10 ft. radius x ML **Duration:** 3 r. + 1 r. x ML

This spell detects the presence of any specified metal that was uttered at the beginning of the spellcasting. The detection area is a 90° arc in front of the caster out to the extreme limit of the spell's range. The caster will have the general direction and "feels" the approximate distance. Range is 1/5th when the spell is cast through rock.

Detect Tracks

Type: Hex **Resisted:** no
Range: 10 ft.radius x ML **Duration:** 5 min.

This spell can be used to track someone, provided the caster has some item belonging to the quarry or has found the signs or scent of the quarry's passing. Using sympathetic magic, he is then able to pick up the presence of the quarry's tracks. The success chance of the tracking Mage is modified by the same factors as indicated for the ***Outdoor Skill:*** Tracking. If the Mage has not found tracks which are within his detection radius, he may try again in 10 minutes, but at a -25% major penalty. He can try only twice in the same area when using this spell. If he can't find the tracks after a second attempt, he just **can't** find them! A character with the ***Outdoor Skill:*** Cover Tracks uses his -PSF to reduce the Mage's chances.



Rank 2
Divination Spells of the Second Circle

Detect Astral Beings & Forces

Type: Hex **Resisted:** no
Range: 10 ft. radius x ML **Duration:** 3 r. + 1 r. x ML

The spell enables the spellcaster to detect the presence of Beings and Forces on the Astral Plane.

The spell merely indicates presence within the radius of the Mage's detection magics, not location. However, the closer a Mage is, the stronger the sense of Astral Presence! It is much like the finding game, in which the finder is told: "cold . . . very cool . . . warm . . . warmer . . . very warm . . . hot. . . very hot.

Detect Evil

Type: Hex **Resisted:** no
Range: 5 ft. x ML **Duration:** 1 r.

When this spell is cast, the Mage can examine everyone/everything in a 90° arc in front of him and within spell range. He is able to perceive all that hold Evil in their hearts or, if inanimate, hold menace or danger in them. In the latter instance, weapons could be menacing/dangerous but would not be dangerous in the sense that they **will** cause a danger to the beholder or his companions. Such weapons would not be detected as Evil. On the other hand, a Cursed weapon would be dangerous and revealed by the spell.

A glowing aura will surround the person(s)/object(s) holding Evil or menace in them.

If merely Evil but not immediately menacing, the aura will have a shadowy quality. The greater the Evil present, the darker the shadow lying around the person/object.

If Evil and also menacing to the beholder or those with him, the aura will have a blood-red hue. Again, the greater the menace and the more likely the chance that some attack or other hostile or malevolent act may be made against the beholder or his companions, the darker will be the bloody aura.

It must be noted that this spell does not identify "enemies" in the true sense of the word. Rather, it detects Evil and also reflects the state of mind of those who are Evil. The bloody tones of the Evil aura reflect only the degree to which such persons are capable of doing violence, etc., not that they actually intend to do it to the Mage or his companions.

See Detect Enemies for the differences in the spells.

Detect Illusions

Type: Hex **Resisted:** no
Range: 2 ft. x ML **Duration:** 1 r.

This spell allows the spellcaster to detect Illusion magic. The caster must subtract the PSF of the Mage who cast the Illusion from his success chance of detecting it.

The Mage cannot normally detect an illusion of a rank higher than his ML. However, if the Crit Die result is 05-08, he can detect an Illusion one rank higher than his ML. If Crit Die 09, he detects Illusions two ranks higher. If Crit Die 10, he detects any Illusion, whatever the rank.

Detect Invisible Beings & Forces

Type: Hex **Resisted:** no
Range: 5 ft. x ML **Duration:** 3 r. +1 r. x ML

The spell enables the spellcaster to detect the presence of anyone or anything cloaked by invisibility. The spell merely indicates direction within the radius of the Mage's detection magics, not location. However, the closer a Mage is, the stronger the sense of Invisible Presence! It is much like the finding game, in which the finder is told: "cold . . . very cool . . . warm . . . warmer . . . very warm . . . hot. . . very hot.

Detect Observation

Type: Hex **Resisted:** no
Range: 10 ft. radius x ML **Duration:** 3 r. + 1 r. x ML

This spell magically sharpens all of the Mage's natural senses and instincts to the point that he has a fairly good chance of becoming aware that someone is watching him. The location of the observer is unknown, but the Mage can sense which general direction the observation is coming from. The feeling comes in that utterly certain conviction, "I'm being **watched**!"

Detect with the Sight of the Unicorn

Type: Hex **Resisted:** no
Range: 10 ft. or touch **Duration:** 3 r. + 1 r. x ML

This spell detects the presence of a poison or drug in food, drink, smeared on a weapon, etc. The Mage can sense a toxin or poison on a naked blade or weapon point up to 10 feet away. But he must actually touch the food or drink or their container to detect poison or drugs hidden in it.

If a poison or drug was placed by magical means, that Mage's PSF is subtracted from the chance of detection if his PSF is equal to or higher than the Mage attempting the detection. On the other hand, if a non-Mage put the poison or drug in, the spellcaster enjoys his full probabity of detecting it.

Essentially, this is the magic of the Unicorn's Horn, which partakes of the Unicorn's capacity to know all poisons and drugs for what they are, however much they may be masked.

Detect Traps

Type: Hex **Resisted:** nil
Range: 10 Ft. x ML **Duration:** 1 r.

This spell detects traps in a 180° arc in front of the caster and within spell range. Normal trapped doors/objects will radiate white while magically trapped doors and objects will radiate blue.

Rank 3
Divination Spells of the Third Circle

Area Magic Detection

Type: Cantrip **Resisted:** no
Range: 5 ft. radius x ML **Duration:** 1 r. x ML

This spell has considerably more power than the 1st rank Detect Magic because it can warn of the presence of magic over a considerable radius surrounding the spellcaster. Magic may be "cloaked" by the appropriate protections. In such cases, the successful Magic Detection can be met by a resisted roll based on the Cloaking Magic spell trying to block the Detection spell.

Detect Enemies

Type: Cantrip **Resisted:** Willpower - PSF of caster
Range: 10 ft. radius x ML **Duration:** 3 r. + 1 r. x ML

This spell detects the presence of actual enemies who wish to harm the spellcaster and his companions, or who at least have ill-feelings toward them.

The spell merely indicates their location within the radius of the spell, but if they are in line-of-sight, the Mage knows they are enemies. The enemy can make a Willpower resisted roll against a successful detection, representing the ability to mask true intentions under a guise or manner of harmlessness.

Find the Path

Type: Hex **Resisted:** no
Range: 10 ft. radius + 1 ft. x ML **Duration:** 1 min. x ML

When lost or uncertain as to which way to go, this divinatory spell points the spellcaster in the proper direction. If the Mage has geographical knowledge of the area or has passed through this place before, the probabilities are increased by +25%.

Rank 4
Divination Spells of the Fourth Circle

See the Invisible

Type: Hex **Resisted:** no
Range: 10 ft. x ML **Duration:** 3 r. + 1 r. x ML

The spellcaster can actually see invisible beings or astral beings who are within his line of sight.

Rank 5
Divination Spells of the Fifth Circle

Discern the Magical

Type: Ritual: 5 minutes **Resisted:** no
Range: Touching distance **Duration:** 1 hour

When cast on an item, Discern the Magical will identify and reveal its magical properties to the spellcaster. The process may be stunningly successful, or it may involve lengthy study. Consult the following outcomes table to discover what has been learned through Divination. The Crit Die result indicates how much the spellcaster learns about the item through this Divination spell. Note also that several attempts to Discern the nature of the item may be necessary.

Crit Die	What the Spellcaster Discerns in the Item
01	The spellcaster knows only whether the item is magical in nature or not.
02	The spellcaster also knows the ML of the Mage when he fashioned and enchanted the magical item.
03	The spellcaster also knows the number of spells placed in the item, and also detects any protective spells, curses, etc., placed in the item to limit its use. . . or perhaps to damage a "wrongful" possessor.
04	The spellcaster also finds out the Ranks of the spells placed in the item and knows which protections, etc., guard the secrets the item contains.
05	The spellcaster also finds out the Methods used to place the spells in the item.
06	The spellcaster also finds out one spell placed in the item.
07	The spellcaster also finds out up to **3** spells in the item.
08	The spellcaster also finds out **all** spells place in the item.
10	The Mage has learned everything there is to know about the item, including who made it, how to make it, its history, etc.

To discover the secrets of any given item, a Mage may attempt this spell once per week x ML. Each success at Discerning adds +1 to the Crit Die result of the next success, as the spellcaster has learned something significant about the item he is examining.

Scry

Type: Ritual: 10 min./ML **Resisted:** if magically protected
Range: 1mile x ML **Duration:** 5 min. x caster's ML

Scrying enables the spellcaster to look at a specified area (10-foot radius) through a crystal ball, mirror, large jewel, bowl/pool of water, fire, etc., which focuses the magical energies and provides a surface into which he may gaze.

The Scryer must be relaxed and in safe surroundings to concentrate solely upon the task at hand. Any interruption whatsoever may break the spell. He must have a good idea of the location of the target area. Otherwise, he must spend 5 minutes per square mile examined to find the desired location.

The scryer's ML determines how long he may look, and also how many times he may shift the location of the area he is examining. A scryer with ML*5, for example, may look up to 5 miles away. He may examine up to 5 different locations. The duration of the entire spell is 25 minutes, no less than 5 minutes of which must be spent gazing at each location selected.

Scrying involves not only seeing, but also overhearing everything said within the area he is Scrying. When the search SC% is rolled, the success chance is modified upward or downward by the following factors:

-50%	Quarry is a person or thing unknown to the scryer and he is attempting a random search, hoping to spot an individual or group which he can investigate further.
-30%	Quarry is unknown to the scryer but he has a personal item belonging to the person or a reasonably accurate description of him.
-10%	Per 20% of the range being scryed if location is unknown.
-0%	Quarry is an item or person known to the scryer.
+10%	Quarry is a person known to the scryer and he has a personal item belonging to that person.
+10%	Quarry's location is known to within 1 mile.

Rank 6
Divination Spells of the Sixth Circle

Legend Lore

Type: Ritual: 10 minutes **Resisted:** Willpower - caster's PSF
Range: 2 ft. x ML **Duration:** see notes, below

The Mage must meditate 1 day x number of questions he wishes to have answered. When he is ready, he must immediately enter a trance-state which lasts 1 hour x number of questions to be answered. During his trance, the answers come to him in the form of visions. If he is disturbed in any way at this time, he will awaken and the spell will be broken.

The GM may impose modifiers to the success chances with any question, depending on the nature of the inquiry, etc.

Rank 7
Divination Spells of the Seventh Circle

Scry from Afar

Type: Ritual: 100 min./ML **Resisted:** if magically protected
Range: 10 mi. x ML **Duration:** 10 min. x ML

Scry from Afar is exactly the same as the rank 5 Scry spell except that it has **10 times the range** and the spellcaster can view 10 square miles at a time to zero in on a specific location, and he needs 10 minutes to do so.

Rank 8
Divination Spells of the Eighth Circle

Scry the Land

Type: Ritual: 100 min./ML **Resisted:** if magically protected
Range: 100 mi. x ML **Duration:** 30 min. x ML

Scry the Land is exactly the same as the rank 5 spell, Scry, except that it has 100 times the range and the spellcaster can view 100 square miles at a time to zero in on a specific location and needs 30 minutes to do so.

Rank 9
Divination Spells of the Ninth Circle

True Sight

Type: Hex **Resisted:** Willpower - PSF of caster
Range: 10 ft.radius x ML **Duration:** 3 r. + 1 r. x ML

This spell enables the spellcaster to penetrate any disguise, camouflage, transmutation spell, illusion, etc., to see the true nature of what lies underneath.

Rank 10
Divination Spells of the Innermost Circle

Scry to the Ends of the Earth

Type: Ritual: 100 min./ML **Resisted:** if magically protected
Range: 1000 mi. x ML **Duration:** 1 hour x ML

Scry to the Ends of the Earth is exactly the same as the 5th rank Scry spell except that it has 1000 times the range and the spellcaster can view 1000 square miles at a time to zero in on a specific location and needs 1 hour to do so. The success chance depends on the scryer knowing what or whom he is looking for and the size of the area he is searching.

Earth: Elemental Magic

Earth magics can be very powerful once a Mage has mastered a number of spells and has also a reasonably cunning mind which suggests novel ways to employ those spells.

For those mathematically inclined, we also include [in brackets] the volume of material created by some spells. This enables players to figure out how they might spread it around (and how deeply, too) in confined spaces. Remember, Elemental Magic leaves a "residue" when a spell ends. If one creates dust, for instance, the dust doesn't exactly go away once the spell is over. It just settles to the ground. Consider the implications:

A cubic yard is 9 cubic feet, a pile 3 feet on each side and 3 feet high. Put another way, a good sized dump truck carries 7 to 9 cubic yards of dirt (63 - 81 cubic feet). A room 10 feet x 10 feet is 100 square feet in area, and a ML*5 Mage creating a dust cloud in that room (perish the thought!) would end up dumping over half a foot of dust over the entire floor area when the spell was done! A ML*10 Mage, would leave 6½ feet of dust in that room!

We don't have specific rules for what people in such dust-filled rooms will do afterwards, but being buried alive does bring a certain risk of smothering. . . .

Some spells will only work on "living" rock--which means rock in its natural form in the environment, not rock which has been carved out into blocks, etc., and then piled or mortared in place to form artificual structures.

We hope this brief introduction gives players an idea of what might be accomplished by an imaginative Mage using even low-level Earth Elemental spells.

Rank 1
Earth Spells of the Outermost Circle

Create Dust Cloud

Type: Cantrip **Resisted:** Stamina - caster's ML
Range: 10 ft. per ML **Duration:** 4 r. x caster's ML

This spell creates a cloud of swirling dust, the volume created depending on the ML of the spellcaster. The Dust Cloud can be made to appear anywhere within his range:

Caster	Radius of Spell	Volume of Dust
ML*1	= 10 ft. radius	[6 cu.ft.]
ML*2	= 15 ft. radius	[15 cu.ft.]
ML*3	= 20 ft. radius	[25 cu.ft.]
ML*4	= 25 ft. radius	[40 cu.ft.]
ML*5	= 30 ft. radius	[60 cu.ft.]
ML*6	= 40 ft. radius	[100 cu.ft.]
ML*7	= 50 ft. radius	[150 cu.ft.]
ML*8	= 60 ft. radius	[250 cu.ft.]
ML*9	= 80 ft. radius	[400 cu.ft.]
ML*10	= 100 ft. radius	[600 cu.ft.]

The dust obscures vision, limiting visibility to 10 feet . Its gritty grains also sting the eyes and exposed flesh enough to distract anyone by **-10%** when performing any skill. At the end of the spell, the dust settles, leaving 1/4-inch coating over everything in the radius of the spell. It effectively obscures all tracks and signs of passing. In confined spaces, the depth of the dust may be considerably more than 1 inch. When it exceeds a foot in depth, movement is impaired, for it costs -1 Action point per 5 feet moved across foot-deep dust, 2 AP per five feet over 2-foot dust, etc., for one sinks in deeply in the fine material.

The spell is a basic Earth spell.

Dust Beam

Type: Cantrip **Resisted:** Dodge - PSF of caster
Range: 5 ft. per ML **Duration:** instantaneous

The Dust Beam produces a blasting stream of dust which may be sprayed into the faces of opponents directly in the path of the stream. Those failing to make their Dodge resisted rolls are blinded for 1round x Mage's Crit Die **(1/2 PSF)**.

Rank 2
Earth Spells of the Second Circle

Sandblast

Type: Cantrip **Resisted:** Dodge - PSF of caster
Range: 5 ft. x ML **Duration:** instantaneous

Sandblast produces a blasting jet of sand 5 feet wide which can scour paint from a wall, shred cloth, and most definitely do damage when it strikes flesh. Anyone in its path suffers 1 point of crushing damage x Crit Die roll if he cannot Dodge the blast. If the target is human-sized, he is also pushed backward 3 feet x ML of the spellcaster. Armor protection is 1/2 vs crushing weapons.

Worst of all, a Crit Die result of 10 indicates that the blast sprayed gritty sand into the eyes of anyone facing the jetting sandblast. These unfortunates are blinded for 1 r. x ML of the spellcaster. A Crit Die result of 07-09 means the victim suffers a -10% impairment to all skills, including combat and magic, during the remainder of the combat round and in the following combat round. (Their eyes are watering, etc.)

Sandstorm

Type: Hex **Resisted:** Stamina - PSF of caster
Range: 10 ft. x ML **Duration:** 4 r. x caster's ML

This spell creates a cloud of swirling sand. The volume of sand created depends on the ML of the spellcaster and can be made to appear anywhere within his range:

ML*1	= 10 ft. radius	[12 cu.ft.]
ML*2	= 15 ft. radius	[40 cu.ft.]
ML*3	= 20 ft. radius	[100 cu.ft.]
ML*4	= 25 ft. radius	[200 cu.ft.]
ML*5	= 30 ft. radius	[350 cu.ft.]
ML*6	= 40 ft. radius	[550 cu.ft.]
ML*7	= 50 ft. radius	[800 cu.ft.]
ML*8	= 60 ft. radius	[1150 cu.ft.]
ML*9	= 80 ft. radius	[1600 cu.ft.]
ML*10	= 100 ft. radius	[2700 cu.ft.]

The swirling cloud of sand obscures vision, limiting one's sight to **5 feet** in any direction. It also stings the eyes and exposed flesh enough to distract anyone caught in it by **-20%**. At the end of the spell, the sand settles to leave a 1/2-inch coating over everything in the radius of the spell. This effectively obscures all tracks and signs of passing. See Create Dustcloud for details on movement restrictions.

Rocky Path

Type: Hex **Resisted:** Dodge - caster's ML
Range: 20 ft. per ML **Duration:** 4 r. x caster's ML

Rocky Path causes sharp stones to cover a pathway. The area covered is the range of the Mage x 5 feet wide. An ML*6 Mage, for instance, can create 120 feet of Rocky Path that is 5 feet wide or 60 feet that is 10 feet wide, etc.

Those walking on the path will have their movement reduced to 1/2 normal, provided they are well shod with thick-soled boots. Hooved animals slow down to 1/4 speed to maintain their footing. Persons in bare feet or poor quality shoes, and animals with padded paws suffer 1 point of damage per 10 feet they walk on such a surface, for it will cut into their feet like broken glass. Only by slowing to a literal crawl can they pass without injury.

A Dodge resisted roll is made every round a character is on the Rocky Path and proceeding at regular speed or quicker! Failure produces a **Bad Fall**, inflicting 1 x ML damage and loss of 10 AP.

At the end of the spell, the rocks no longer are sharp enough to cause grievous damage. Movement is still impaired, and a fall on the loose rocks will cause 1 damage point and a loss of 10 AP.

Shower of Stones

Type: Cantrip **Resisted:** Dodge - caster's ML
Range: 20 ft. per ML **Duration:** instantaneous

Shower of Stones casts small stones at a targeted zone of 5-foot radius out to the maximum range of the Mage. Each stone does 1 x Crit Die in crushing damage.

The number of stones cast is 3 + 1 x ML of the spellcaster, fired in a shotgun pattern. The initial Crit Die result determines the number of stones out of the total which may hit someone in the

targeted area. Each target is designated separately and in the order hits will be checked. The following sets out how many stones can be cast at one normal-sized target, each stone being Dodged on a separate Dodge resisted roll:

Crit Die 01-05 = 1 stone
Crit Die 06-08 = 2 stones
Crit Die 09-10 = 3 stones

If the target is particularly large (eg: a Giant), and more than 3 stones are hurled, roll the Crit Die **twice** for such targets to see how many hits are scored.

For instance, a Mage of ML*5 may cast 3 + 5 = 8 stones in total. If firing at three human-sized in the target zone, note that no more than 8 stones could hit, and no more than 3 could hit any one person. If it was an ogre, however, up to 6 stones could be fired at the target.

If the Crit Die is 10, check for **location** of the hit with a **crushing weapon**, etc., as these are physical missiles and may do special damage.

Rank 3 Earth Spells of the Third Circle

Boulder

Type: Hex **Resisted:** Dodge - PSF of caster
Range: 10' x ML **Duration:** instantaneous

This spell creates a Boulder 3 feet in diameter which the Mage may **bowl** at a target within the range of the spell.

Once the ball of rock arrives at its targeted location, it behaves much like a giant bowling ball. It does 2 x ML +1 x Crit Die in crushing damage to any and all creatures in its path, bashing them out of its way as it proceeds to the end of its run and comes to rest.

Full damage is avoided only if the potential target Dodges successfully. Even then, some damage occurs (1 x Crit Die) as the rock ball "brushes" the dodging character.

If those struck by the full force of the Boulder fail to Dodge, they not only take the indicated damage but also are knocked backward 1 ft. x Crit Die result. A Crit Die 09-10 **dazes** a struck character as well.

Finally, the Boulder may also be used to blow a hole in a wall. It will take out a section of rock wall 6' in diameter and 1/2 ft. deep x ML of the caster, punch a hole through any wooden barrier, and rip through any door short of a heavy iron-bound fortress gate or portcullus. (In the latter case, 10 on the Crit Die indicates that it has taken the gate/portcullus out!).

Note: A Mage capable of placing a volume of earth, rock, or other such material in the path of the rolling ball will be able to deflect it 30° left or right upon making a successful casting - PSF of the Mage casting Boulder. Otherwise, the ball just bounces over the barrier (or punches through it if it is a Rock Wall) and keeps coming!

Dislodge Rock

Type: Hex **Resisted:** Stamina - PSF of caster
Range: 10 ft. x ML **Duration:** 3 r.

Dislodge Rock is a spell which breaks a volume of "**living**" rock loose from a cliff, overhang, cavern, etc., which can create an avalanche or cave-in. Rock which has been sculpted and mortared is unaffected.

The volume of rock that will be dislodged from a rock face or from overhead depends on the ML of the spellcaster:

Caster	Rock Volume Dislodged	Weight	Damage Inflicted
ML*1	= 3'x3'x3' = 27 cu.ft.	= 4 tons	= Crit Die +1
ML*2	= 4'x4'x4' = 64 cu.ft.	= 9.5 tons	= Crit Die +2
ML*3	= 5'x5'x5' = 125 cu.ft.	= 19 tons	= Crit Die +4
ML*4	= 6'x6'x6' = 216 cu.ft.	= 32 tons	= Crit Die +6
ML*5	= 8'x8'x8' = 512 cu.ft.	= 77 tons	= Crit Die +8
ML*6	= 10'x10'x10' = 1000 cu.ft.	= 150 tons	= Crit Die +10
ML*7	= 12'x12'x12' = 1728 cu.ft.	= 260 tons	= Crit Die +12
ML*8	= 15'x15'x15' = 3375 cu.ft.	= 510 tons	= Crit Die +15
ML*9	= 20'x20'x20' = 8000 cu.ft.	= 1200 tons	= Crit Die +20
ML*10	= 25'x25'x25' = 15,625 cu.ft.	= 2350 tons	= Crit Die +25

The rock does not fall instantaneously. At first, there are cracking sounds, and shards of stone begin to rain down in the targeted area in the first combat turn the spell is in effect. Everyone in the zone skedaddles or else must **stop**, look toward the falling rock, and roll a Discipline check to check morale (-9 AP cost) to stay or continue onward. Morale failure results in beating an instant retreat away from the direction of the Mage who cast the spell (and out of the zone threatened by the falling rock).

The fall begins in the second round. Anyone still in the zone will be struck by falling rock. Too much rock is falling to dodge it. A successful Stamina resisted roll means ½ **crushing** damage is taken. A failure results in full crushing damage. Armor has only ½ protective effect against rockfalls.

If a failed Stamina resisted roll has a Crit Die 01-05, the target is **buried** under rock, stunned, and immobilized at least for the moment. Buried victims may be able to dig themselves out--if they are strong enough. Most will require help from friends.

Note also, anyone struck in the second round, when the rockfall really begins, will also be struck in the third round if they are still in the affected zone. This includes buried victims, who take 1/2 damage because of the rocks shielding them.

This is a spell with many possible complexities. One of these is the ability of the Mage to extend the **area** of the zone affected. For instance, a Mage with ML*4 can drop a 5'x5'x5' cube of rock on an area of 25 square feet (5'x5'). Or he can drop rock 1 foot thick on an area of 125 square feet (use the volume as a measure of how big an area will receive a foot of rockfall over its surface).

Clearly, if he wishes to block a passageway, etc., he will drop a dense block of rock in the way. If he wants to do damage to foes, he will drop a foot-thick mass of rock over a larger area to hit as many enemies as he can.

Earth Grasp

Type: Hex **Resisted:** Dodge - PSF of caster
Range: 10ft. x ML **Duration:** until dispelled/broken free

This spell causes the earth to rise up in the shape of two large hands and grapple the target. The target will be held by the Grasp of the Earth until he is able to break free.

The Strength of the grapple is measured as a dice modifier subtracted from the target's Strength AR to break free. Subtract the following dice modifier based on the spellcaster's ML:

ML*1 = -5	ML*4 = -30	ML*7 = -60	ML*10 = -90
ML*2 = -10	ML*5 = -40	ML*8 = -70	
ML*3 = -20	ML*6 = -50	ML*9 = -80	

The Strength of the Grasp of the Earth drops one level per round. For instance, a Mage of ML*9 casts a Grasp producing a Strength AR -80 in the first round, STR AR - 70 in the second, STR AR - 60 in the third, and so on, until the AR no longer has a modifier. Each escape attempt expends -2 Fatigue points. The character is held until he breaks loose or friends can dig him free.

Pass Rock

Type: Hex **Resisted:** no
Range: 1 ft. radius x ML **Duration:** 1 min. x ML

Pass Rock enables the caster and those within the radius of his spell to pass through any form of earth or rock as if moving through water. Speed is 5 feet per 15-sec. round x ML of the caster. If the caster (and his companions, if any) are still within earth, rock, etc., and the spell is ending, Pass Rock may be extended +1 minute per FP expended by the Mage. Extentions may be done until the Mage exhausts his Fatigue level. Beware! Materialization in earth or rock causes instant death!

Rank 4
Earth Spells of the Fourth Circle

Earthen Wall

Type: Hex **Resisted:** no
Range: 5 ft. x ML **Duration:** permanent

Earthern Wall can be cast wherever there is earth or sand. The magical forces heap up the earth to form a 10' x 5' x 5' section of "wall" per ML of the caster. The Mage may bend and shape the wall of earth into any dimensions and may position it anywhere within his limits. The wall becomes a **permanent fixture** of the landscape and provides cover against missiles, etc.

The spell also allows the Mage to perform very rapid excavations in loose earth by gouging out a hole while pushing the earth into a "wall." At the end of the spell, the permanent feature can be "dispelled" only by moving the earth away. Remember: **real** material was moved, and the "residue" of any Elemental spell will be the natural material it affected.

Pave the Way

Type: Hex **Resisted:** no
Range: 20 ft. x ML **Duration:** instantaneous

The Mage can cast a path 3 feet wide for the length of his spell range which is paved with stone. This is a very effective spell to cross swampy or boggy regions and has the virtue of being a permanent improvement to the landscape unless he dispels his magic within the hour.

Rock Wall

Type: Hex **Resisted:** no
Range: 5 ft. x ML **Duration:** instantaneous

Rock Wall can be cast wherever there is stone. The magical forces heap up the rock to form a 10' x 5' x 3' "wall" of stone per ML of the spellcaster. The spell is otherwise exactly like Earthen Wall.

Rank 5
Earth Spells of the Fifth Circle

Polish Stone

Type: Ritual (10 min) **Resisted:** no
Range: 100 ft. x ML **Duration:** instantaneous

This spell smoothes a stone surface so that it is as slick as glass, all crevices and fissures, etc., being eliminated so there is no handhold or foothold whatsoever. The area that can be "polished" is 10' x10' (100 sq.ft.) x ML of the spellcaster.

Such a surface is very hard to climb (**-25%** from any Climbing attempt). If it is wet as well, there is no chance of climbing it except by using a rope secured above, a ladder, etc.

If the spell is cast on a floor, etc., of stone, it will also become very slick, producing the need for an Agility AR with a **-10%** penalty to success chances when trying to walk across it. Any attempt at haste adds a further **-5%** to the penalty because of the increased chance of falling. If the surface is wet, a further penalty of **-10%** is asssessed (**-20%** if moving faster than a walk!). Any attempt at haste will result in a fall.

Falling while crossing such a surface requires expenditure of 12 Action points to regain one's feet again.

Stone Bridge

Type: Ritual (10 min) **Resisted:** no
Range: 5 ft. x ML **Duration:** instantaneous

The Mage can bridge a gap with a stone span 3 feet wide for the length of his spell range. This is a very effective spell to cross chasms, streams, etc.,and has the virtue of being a permanent alteration to the landscape unless "dispelled" within 1 hour.

Rank 6
Earth Spells of the Sixth Circle

Battering Ram of Atlas the Titan

Type: Hex **Resisted:** Dodge - PSF of caster
Range: 5 ft. x ML **Duration:** instantaneous

This spell produces a massive column of rock of tree-trunk dimensions. It will hurl back anyone caught in its path like a rag doll, doing 3 x spellcaster's ML + D10 Crit Die in points of **crushing damage**. Roll on the ***Crushing Weapons Critical Hit Table*** if a Critical Success with Crit Die 6-10.

The victim will be **stunned** and hurled back 3 feet x ML. Anyone behind the victim who fails to Dodge out of the way of his hurtling body must also make a Dodge. If he fails, he suffers 1/2 crushing damage and is knocked down.

Directed against a door, gate, or portcullus unprotected by strong magics, the battering ram will shatter it and rip it from its hinges. It can punch a man-sized round hole through the sides of houses. It will penetrate a foot of magically unprotected stone wall or 3" of magically protected stone wall per ML of the caster!

Large objects or large creatures (a ton or more in weight) may also be displaced. The push-back equals 2000 lbs. x spellcaster's ML/Wt. of object.

For example, a Mage with ML*7 can displace a 1000 lb. object 2000 x 7/1000 = 14 feet! In other words, he could toss a heavy warhorse a good distance with that punch!

Rank 7
Earth Spells of the Seventh Circle

Floating Earths

Type: Sorcery **Resisted:** no
Range: 10 ft. x ML **Duration:** 5 min. x spellcaster's ML

This spell will cause dense Earth Elements to float in a liquid like water. The amount of earth, sand, rock (cubic feet) or even metal (weight) that can be floated depends on the caster's ML:

ML*5 = 125 cu.ft./250 lbs. metal	**ML*8** = 500 cu.ft./0.5 ton metal
ML*6 = 225 cu.ft./450 lbs. metal	**ML*9** = 750 cu.ft./1.5 tons metal
ML*7 = 350 cu.ft./700 lbs. metal	**ML*10** = 1000 cu.ft./2 tons metal

At the end of the spell, the material returns to its normal density and literally sinks like a stone.

Rank 8
Earth Spells of the Eighth Circle

Growing Rock

Type: Sorcery **Resisted:** no
Range: 10 ft. x ML **Duration:** instantaneous

This powerful spell enables the spellcaster to **double** the volume of earth or rock he is able to work with through his Elemental Magics. This spell must be cast immediately before the Earth Elemental Spell he wishes to double volume, and he must maintain concentration until he casts the enhanced spell. Otherwise, the doubling effect is lost.

Rank 9
Earth Spells of the Ninth Circle

Call Forth Lava

Type: Ritual: 1 min. **Resisted:** Dodge - PSF of spellcaster
Range: 10 ft. per ML **Duration:** 3 min. x ML of Mage

This immensely powerful spell requires basic knowledge of Elemental Fire Magic, as heat is needed to generate the effect. The spell instantly turns any "**living**" rock into molten lava, which will flow like water, although much more slowly--usually around a walking pace for a man. If cast on a cavern ceiling, etc., treat the fall as for Dislodge Rock (rank 3 Earth spell) when it starts to fall--in short, there is a momentary delay before it floods down.

When the spell ends, the rock cools in whatever shape it has flowed into. The amount of rock affected is directly related to the ML of the spellcaster:

Caster	Lava Volume Created	Weight
ML*7	= 12'x12'x12' = 1728 cu.ft.	= 260 tons
ML*8	= 15'x15'x15' = 3375 cu.ft.	= 510 tons
ML*9	= 20'x20'x20' = 8000 cu.ft.	= 1200 tons
ML*10	= 25'x25'x25' = 15,625 cu.ft.	= 2350 tons

As for the damage done to anyone caught in a lava flow, they suffer 3 x ML + Crit Die of the caster per round in burn damage. If they are creatures of Fire (like Dragons) or have protections against fire and heat., hey suffer no damage unless Lava is **dropped** on them (damage is then 1/2 of Dislodge Rock because the Lava is "soft" rock). The only way to escape injury is to make a Dodge successfully out of the way of the Lava flow.

Secrets in the Earth

Type: Sorcery **Resisted:** no
Range: 5 ft. x ML **Duration:** 2 hr. x spellcaster's ML

The Mage can cause a small cave to appear in "**living**" rock, into which he can place an object. The cavity can be as deep as his range allows, if he so desires it. He may enter this temporary, artificial cave, place an object he wishes to conceal, and then return before the spell ends. The rock then closes over the place, assuming its original shape so that there are no signs it was ever disturbed.

In the heart of the rock will be a small cave up to a 3' radius x ML of the caster. If he does not mark the location in some way, the Mage will have a percentage chance of finding the spot again equal to Intellect AR -10% when he makes an attempt.

If he fails, he cannot search again for a full month! If he does find the place, he can open up the passage and retrieve what he has hidden.

Rank 10
Earth Spells of the Innermost Circle

Earthquake

Type: Ritual: 3 hours **Resisted:** no
Range: 100 ft. per ML **Duration:** instantaneous

The spell will instantly open a crack in the "**living**" earth spreading outward an equal distance to either side of the targeted epicenter. The dimensions of the crack depend upon the ML of the caster:

Length	= Crit Die. x (100' + 10' per ML of spellcaster))
Width	= Crit Die x (10' + 2' per ML of spellcaster)
Depth	= Crit Die x (25' + 5' per ML of spellcaster)

The opening of the crack also produces a shock wave that spreads out in a radius of 1 mile x ML of the caster from the epicenter of the quake. Any structure within this region may be affected, depending on the severity of the quake, which is determined by the Crit Die result. Use the following table to find out just how violent a quake occurred on the Magical version of the Richter scale:

Quake Outcome

Crit Die 01-02 = minor tremors; no appreciable damage beyond the rattling of dishes, etc.

Crit Die 03-04 = noticeable tremors: no appreciable damage but animals are alarmed, people grow fearful, etc.

Crit Die 04-05 = strong tremors: minor damage to frame buildings; animals and people shaken up and definitely fearful.

Crit Die 06 = powerful tremors: moderate damage to frame buildings; minor damage to stone buildings. It is hard to stand up and most people are panicky. Animals are terrified and flee or are unmanageable.

Crit Die 07 = severe tremors; heavy damage to frame damage; moderate damage to stone buildings; slight damage to fortifications. Virtually impossible to stand. Most people have panicked; animals are maddened with fear.

Crit Die 08 = intense shock waves; frame structures are flattened; major damage to stone buildings; moderate damage to fortifications, bridges, etc. People are terrified.

Crit Die 09 = viciously powerful shock waves smash frame structures and stone buildings; severe damage done to fortifications, bridges, etc. People and animals are scared out of their minds.

Crit Die 10 = colossal shock waves smash frame structures and stone buildings, fortifications, bridges--everything man-made short of great structures like the Pyramids will be cast down into the dust!

Embrace of the Earth

Type: Ritual (15 min.) **Resisted:** no
Range: 100 ft. per ML **Duration:** 3 min. x ML of caster

The Embrace of the Earth transforms the solid ground underneath an area into the consistency of quicksand. Anyone or anything in the area will begin to sink into the material at a rate of 1 foot every minute. Movement in such a medium is also greatly reduced to 1/4 standard values and becomes impossible once one has sunk half one's height into the muck. The targeted area affected depends on the ML of the caster:

ML*8 = 60-foot radius ML*9 = 80-foot radius
ML*10 = 100-foot radius

Fire: Elemental Magic

Rank 1
Fire Spells of the Outermost Circle

Calm the Fires

Type: Cantrip **Resisted:** no
Range: 10 ft. per ML **Duration:** instantaneous

This spell can extinguish a fire by removing the air needed to keep it burning. The amount of fire that can be snuffed out depends upon the ML of the caster:

ML*1: snuff candle	ML*6: 15' radius
ML*2: torch	ML*7: 25' radius
ML*3: campfire	ML*8: 40' radius
ML*4: fire, 5' radius	ML*9: 50' radius
ML*5: fire, 10' radius	ML*10: 75' radius

Create Fire

Type: Cantrip **Resisted:** no
Range: 10 ft. per ML **Duration:** fuel supply

This spell ignites any flammable substance within the range of the spellcaster. This is the basic fire spell. The size of fire depends on the caster's ML:

ML*1 candle flame	ML*6 = bonfire, 20 ft. radius
ML*2 torch flame	ML*7 = wildfire, 30 ft. radius
ML*3 campfire	ML*8 = conflagration, 40 ft. radius
ML*4 blaze, 5' radius	ML*9 = inferno, 50 ft. radius
ML*5 beaconfire, 10 ft. radius	ML*10 = holocaust, 60 ft. radius

Fire Darts

Type: Cantrip **Resisted:** Dodge - PSF of caster
Range: 3 ft. per ML **Duration:** instantaneous

This spell creates a Dart of Fire which flashes from the hands of the caster to the target. The Fire Dart does D10 Crit Die in damage to a character. One Dart is created per 2 ML of spellcaster, so several may be cast by the same spell--either at the same target or different targets within spell range.

A Crit Die result of 10 indicates a Critical Hit, with anything flammable the character is wearing catching fire and doing 1D10 damage per turn until extinguished! Flammable substances catch fire on Crit Die 09-10 when struck by a Fire Dart.

Rank 2
Fire Spells of the Second Circle

Fire Bolt

Type: Hex **Resisted:** Dodge - PSF of caster
Range: 10 ft. x ML **Duration:** instantaneous

A Fire Bolt is a dense blast of flame in the form of a bolt. The range of a bolt is 10 ft. x ML of the caster. The Firebolt does 2 x ML +1 x D10 Crit Die of fire damage to anyone it strikes.

A Crit Die result of 09-10 indicates a Critical Hit, with anything flammable the character is wearing catching fire and doing 1D10 damage per turn until extinguished.

Flammable substances catch fire on Crit Die 06-10 when struck by a Fire Bolt. A Crit Die 10 indicates that it literally "explodes" into a fire which completely engulfs the object and incinerates it within a few rounds.

Flare

Type: Cantrip **Resisted:** Dodge - PSF of caster
Range: 5 ft. x ML **Duration:** instantaneous

This spell causes any ambient light source (such as a torch) to Flare suddenly into dazzling intensity. Anyone unable to make a successful Dodge resisted roll (to avert one's eyes in time) is dazzled by the Flare and is reduced to 1/2 PSF when performing any skill dependent on sight.

The effects last for 1 r. x ML of the spellcaster. If the Crit Die result is 10, he is completely blinded for the duration of the round in which the Flare was cast.

Pass Through the Flames

Type: Hex **Resisted:** no
Range: 1 ft. radius x ML **Duration:** 3 r. x ML

Pass Flames enables the caster and those within the radius of his spell to pass through any form of flame and heat without being harmed or affected in any way. It is not a protective spell against Fireballs, etc., just a safe magical "gateway" through flames. Pass Flames may be extended 1 r. x ML at a cost of 1 FP. Extentions may be done until the Mage has exhausted his Fatigue level. If it is cast as a 10-minute ritual, the spell can be extended to 1/2 hr. x ML.

Smoke Bomb

Type: Cantrip **Resisted:** Stamina - PSF of caster
Range: 5 ft. x ML **Duration:** 1 min. x ML of caster

Smokebomb fills an area with dense, acrid smoke. It may be countered and dispelled by Winds (see Air Elemental Spells).

The size of the smoke cloud depends upon the ML of the spellcaster: 10 ft. radius x ML. Visibility within the smoke cloud is a 10-foot radius for everyone except the Mage who cast it. He can see in a radius of 10 feet + 5 feet x ML with complete clarity!

Except for the Mage, anyone within the smoke must make a Stamina resisted roll or his eyes will start to water from the smoke, and he will also start coughing and fighting for breath. This produces a -10% impairment to all skills while the affected character is inside the smoke.

Note also that magic and missiles cannot be cast with any accuracy except in the area that is visible to the character.

The Smoking Path

Type: Hex **Resisted:** Dodge - PSF of caster
Range: 10 ft. x ML **Duration:** 10 min. x ML of caster

The Smoking Path is an offensive Fire spell which requires knowledge of Earth Elemental magic. It creates an area of scorching hot ground **which the Mage can arrange in any pattern he wants**, not just as a pathway.

Those walking on the scorching ground experience a real "hot foot." Unshod persons and creatures suffer 1 x Crit Die in damage. If they make a Dodge resisted spell, 1/2 damage, provided they get out of the area before the end of the next round. Shod individuals suffer 1/2 x Crit Damage. If they make a Dodge resisted roll, they suffer 1 point of damage.

Whether successful or not in Dodging, anyone on a Smoking Path will be distracted by the discomfort or pain it causes. Persons wearing footgear suffer -15% from all skills. Barefooted persons and creatures suffer -25%. Magic requiring concentration is impossible to do on such a surface.

It might also be noted that to stay on a Smoking Path or to continue advancing across it requires a Willpower roll resisted by the -PSF of the Mage casting the spell. That sort of thing takes real courage--or foolheartiness!

The following chart sets out the areas that can be affected by the spell. The area can be arranged in any dimensions which the Mage desires. For example, 1000 sq.ft. can be arranged in a path 5' wide x 200' long or an area 50' x 20' or whatever, depending on the situation and what the Mage wants to accomplish.

ML*1:	250 sq.ft. (eg: 5' x 50'; 10' x 25'; etc.)
ML*2:	500 sq.ft. (eg: 5' x 100', 10' x 50'; etc.)
ML*3:	750 sq.ft. (eg: 5' x 150'; 10' x 75'; etc.)
ML*4:	1000 sq.ft. (eg: 5' x 200'; 10' x 100'; etc.)
ML*5:	1500 sq.ft. (eg: 5' x 300'; 10' x 150'; etc.)
ML*6:	2000 sq.ft. (eg: 5' x 400'; 10' x 200'; etc.)
ML*7:	2500 sq.ft. (eg: 5' x 500'; 10' x 250'; etc.)
ML*8:	5000 sq.ft. (eg: 5' x 1000'; 20' x 250'; etc.)
ML*9:	10,000 sq.ft. (eg: 5' x 2000'; 40' x 250'; etc.)
ML*10:	15,000 sq.ft. (eg: 5' x 3000'; 50' x 250'; etc.)

Rank 3
Fire Spells of the Third Circle

Fire Ball

Type: Hex **Resisted:** Dodge - PSF of caster
Range: 10' x ML **Duration:** instantaneous

This spell creates a dense Fire Ball which the caster may hurl at a target within the range of the spell. Once the ball arrives at its targeted location, it explodes with great concussive force, a loud bang accompanied by a huge gout of flames and smoke!

The exploding ball does 3 x ML + 1 x Crit Die in fire damage to all within a radius of 10 feet + 2 feet x ML of the caster. A Crit Die result of 08-10 indicates a Critical Hit, with anything flammable the character is wearing catching fire and doing 1D10 damage per turn until extinguished.

Flammable substances catch fire on Crit Die 03-10 when struck by a Fire Ball. A Crit Die 09-10 indicates that it literally "explodes" into a fire which completely engulfs the object and incinerates it within a few rounds.

Only 1/2 damage is taken if a target makes a successful Dodge resisted roll - PSF of the Fire Ball caster. (He still suffers damage because of the heat flash of the exploding ball of fire.)

Firecoat

Type: Hex **Resisted:** no
Range: touch **Duration:** 3 r. + 1 r. x ML of caster

This spell creates a "coat" of Fire which completely sheathes someone or something in its embrace. The Firecoat will deliver 1 x ML Crit Die of fire damage to anyone the character touches while "immolated" in the magical flames. This damage is added to whatever the character might inflict with a weapon, fists, etc. Similarly, anyone attempting to pick up a Firecoated object will take fire damage of D10 because it is literally aflame!

On a Crit Die result of 09-10, flammable materials catch fire when touched by a Firecoated person or object.

Cloaked in a Firecoat, a character is protected 2 x ML vs ordinary fire magic fire and may walk within such fires with impunity. Salamander Fire, however, may do him damage because it is a particularly intense magical fire of a higher nature than generated by a Firecoat, so protection is 1/2 against it.

Dispel attempts against a Firecoat using Water or Fire Elemental spells will consider it as equivalent to a fire of radius 20' even though it only covers an individual or object. The Dispell is reated against the **intensity** of the fires in the Firecoat in this case, not the actual area.

Rank 4
Fire Spells of the Fourth Circle

Bolt of Steam

Type: Hex **Resisted:** Dodge - PSF of caster
Range: 5 ft. x ML **Duration:** instantaneous

If he has basic knowledge in Elemental Water Magic, the Mage is able to direct a narrow jet of superheated steam at any target within his spell range. Steam Bolt inflicts a rather devastating 1 x ML of caster + 1 x D10 Crit Die of searing damage. Steam can penetrate any chink, so armor has no protective effects against it.

Cloud of Death

Type: Hex **Resisted:** Stamina - PSF of caster
Range: 20 ft. x ML **Duration:** 3 r. + 1 r. x ML of caster

The Mage creates an area of dense smoke so thick that no one in it sees much past his nose! The acrid, sulfurous fumes choke anyone failing a Stamina resisted roll - PSF of the caster and reduces his PSF to 1/2 normal. Undead, Spirits, Demons, and Fire creatures are immune to such noxious effects. If he fails his Stamina check and has Crit Die 01-03, the choking character collapses on the spot, and suffers 1/2 D10 points of asphyxiation damage per round. Note: all characters must make a Stamina resisted roll each round to remain in the cloud.

The area of a Cloud of Death is based on the caster's ML:

ML*2: 20' radius	ML*6: 60' radius
ML*3: 30' radius	ML*7: 70' radius
ML*4: 40' radius	ML*8: 80' radius
ML*5: 50' radius	ML*9: 90' radius
ML*10: 100' radius	

As is the case with all smokes, fogs, etc., the Cloud of Death may be dissipated by Winds.

Wall of Flames

Type: Hex **Resisted:** no
Range: 5 ft. x ML **Duration:** 3 r. + 1 r. x ML of caster

A Wall of Flames creates a magical barrier of intense fire that is 10' x 5' x 5' per ML. The Mage may bend and shape the flames into any dimensions and may position the wall anywhere within his limits. If placed amongst flammable materials, the fire will burn there as long as the fuel lasts. Where there is no fuel to feed it, the flames subside when the spell ends.

A Wall of Flames is bright and shimmering, and it also procuces smoke. That greatly impairs the vision of anyone looking through it: -10% penalty per 5' of thickness to all missile and magic casting success chances, in addition to - PSF of the wall caster. It negates Water spells cast through its zone. No living creature will normally enter a Wall of Flames unless protected by Pass Through the Flames or some similar protective spell. A character does have the option of running or jumping through a Wall of Flames, but the appropriate damage will be suffered in the process. Of course, fire-loving beings (some demons, dragons, etc.) will be unfazed by fire, even a Wall of Flames.

Falling into or touching or endering a Wall of Flames without protection results in 1 x ML + D10 Crit Die in damage per 5 feet one penetrates. There is also ignition of flammable material on a damage result of 8+. That produces D10 in continuing burn damage in following rounds until the fire is extinguished or runs out of fuel.

Rank 5
Fire Spells of the Fifth Circle

Calm the Salamander

Type: Cantrip **Resisted:** no
Range: 10 ft. per ML **Duration:** instantaneous

Calm the Salamander extinguishes any ordinary fire by removing the air needed to keep it burning. It also extinguishes purely magical fire. The amount of fire that can be snuffed out is based on the caster's ML:

ML*3: campfire	ML*6: 15' radius	ML*9: 50' radius
ML*4: fire, 5' radius	ML*7: 25' radius	ML*10: 75' radius
ML*5: fire, 10' radius	ML*8: 40' radius	

Salamander Fire

Type: Ritual (3 min) **Resisted:** no
Range: 5 ft. x ML **Duration:** 13 min. + 3 min. x ML

Salamander Fire creates a magical flame without the need for any flammable materials to feed it. It must be dispelled to put it out completely, although a substantial amount of water will reduce its area of coverage dramatically over a period of several minutes (-1 ML size per min.) until it reaches a candle flame size, which will continue to burn for the spell duration. The amount of *Salamander Fire* created is based on the caster's ML:

ML*3 campfire	ML*7 bonfire, 12 ft. radius
ML*4 blaze, 5' radius	ML*8 bonfire, 15 ft. radius
ML*5 blaze, 8' radius	ML*9 wildfire, 30 ft. radius
ML*6 beacon, 10 ft. radius	ML*10 inferno, 50 ft. radius

The Salamander's Sting

Type: Cantrip **Resisted:** Dodge - PSF of caster
Range: 5 ft. x ML **Duration:** instantaneous

This spell produces a dart of *Salamader Fire* which the Mage is able to direct at any target within his spell range.

The Salamander's Sting creates a dart of magical fire which flashes from the hands of the caster to the target. It inflicts 1 x ML of caster + Crit Die of Fire damage,

A Crit Die result of 08-10 indicates a Critical Hit, with anything flammable the character is wearing catching fire and doing 1D10 damage per turn until extinguished. Flammable substances catch fire on Crit Die 08-09 when struck by a *Salamander's Sting*. A Crit Die 10 indicates that it "explodes" into a fire engulfing the object and incinerates it!

The Mage may hurl a *Salamander's Sting* at 1 target for every 2 ML he has. Each target is dealt with in a separate attack.

Vulcan's Forge

Type: Hex **Resisted:** no
Range: Contact **Duration:** instantaneous

Either by touching it with his hand, his Focus, or a Magical Device, the Mage uses *Vulcan's Forge* to apply concentrated heat to metal and instantly turns it red-hot! If one is holding an object or wearing metal armor, to continue holding it or wearing it, one must make a Willpower roll - 3 x damage received.

The red-hot item will do 1/2 x Crit Die of fire damage in the first round and then burn damage for 1 r. per 2 ML of the spellcaster before the material will cool down enough to be bearable again. The following table presents the amount of burn damage inflicted per 15-second round if the victim cannot cease contact with the hot metal:

Wt. of Metal	Damage / r.	Wt. of Metal	Damage / r.
under1 lb.	1	25 lb.	5
1 lb.	2	35 lb.	5
3 lb.	2	50 lb.	6
5 lb.	3	65 lb.	6
10+lb.	3	75 lb.	7
15+lb.	4	85 lb.	7
20+lb.	4	95+ lb.	8

The amount of metal affected by the spell depends on the ML of the caster. The table below indicates the amount of metal the spell can heat red hot and also examples of heated items:

Caster	Wt. of Metal	Example Items of Metal
ML*3:	3 lb.	Dagger, dirk
ML*4:	5 lb.	Sword, war axe, helmet, mail coif
ML*5:	7 lb.	Broad sword
ML*6:	10 lb.	Great sword
ML*7:	30 lb.	Heavy weapons, metal cuirass
ML*8:	60 lb.	3/4 metal battle armor
ML*9:	90 lb.	Full metal battle armor
ML*10:	150 lb.	Metal horse armor, anvil

Optional: Tempered items, like blade weapons, may be seriously damaged by the heat. A Crit Die result of 10 will damage a tempered item, requiring it to be repaired by a weaponsmith. Otherwise, it will shatter any time a Crit Die 01 is rolled when the weapon is used to hit or parry.

Optional: Some magical devices containing metal may also be affected and lose 1 magical charge per 3 damage points inflicted by the heat.

Lesser Vulcan's Tempering

Type: Hex **Resisted:** no
Range: 1 ft. x ML **Duration:** instantaneous

Lesser Vulcan's Tempering will instantly turn a quantity of **red hot** metal cool to the touch. The magic will prevent any damage being done to the temper of the metal, etc.

The spell is effectively a counter to *Vulcan's Forge*, so use the table in *Vulcan's Forge* (immediately above) to determine the amount of heated metal that can be cooled down by a Mage with a given ML.

Rank 6
Fire Spells of the Sixth Circle

The Salamander's Strike

Type: Hex **Resisted:** Dodge - PSF of caster
Range: 15 ft. x ML **Duration:** instantaneous

This spell produces a bolt of *Salamader Fire*, which is pure magical flame which the Mage is able to direct at any target within his spell range.

The Salamander's Strike inflicts 3 x ML of caster + Crit Die of Fire damage. A Critical Hit occurs on Crit Die 07-10, and a Crit Die 10 sees the target burst into an engulfing explosion of fierce *Salamander's Flames*.

Anything flammable which the flame touches is ignited on Crit Die 04-10 and burns as ordinary fire until the fuel is exhausted (doing D10 of damage per turn until the fire is extinguished.)

Vulcan's Casting

Type: Sorcery **Resisted:** no
Range: Contact **Duration:** instantaneous

This spell will turn red-hot metal completely molten. Anyone touching metal turned **molten** suffers 1 x Crit Die in burn damage. If wearing metal that cannot be instantly dropped, add the damage given in the following table:

Wt. of Metal	Damage / r.	Wt. of Metal	Damage / r.
under1 lb.	1	25 lb.	8
1 lb.	2	35 lb.	9
3 lb.	3	45 lb.	10
5 lb.	4	55 lb.	11
10 lb.	5	65 lb.	12
15 lb.	6	75 lb.	13
20 lb.	7	90+ lb.	14

Note that items containing metal will slag down in **3 rounds** and become totally useless puddles of smoking garbage! Note that the Mage must make contact with the metal to superheat it.

Only a powerful cooling spell like *Greater Vulcan's Tempering* or else immersion in a pool of water to conduct away the heat (if done in time) can save a metal object from destruction. The immersion method can warm a considerable body of water. For instance, 75 lbs. of metal would heat up a small duck pond to near boiling before the heating spell ended!

Use the second table in *Vulcan's Forge* as a guide to how much metal can be liquified per ML when using this spell.

Greater Vulcan's Tempering

Type: Hex **Resisted:** - PSF of caster
Range: 1 ft. x ML **Duration:** instantaneous

This spell will cool **molten** metal down to red hot. It will also cool down **red-hot** metal so that it is cool to the touch. Use the table in *Vulcan's Hammer* as a guide to how much metal can be cooled using this spell. Casting this spell on anyone whose armor has been liquified with *Vulcan's Casting* has his damaged halved if it is done within one round of that unfortunate event.

Rank 7
Fire Spells of the Seventh Circle

Cool Rock

Type: Hex **Resisted:** no
Range: 5 ft. x ML **Duration:** 3 r.

This spell rapidly draws heat from molten rock and cools it down until it is solid and merely warm to the touch. The lava flow will solidify on the surface on the first turn the spell is cast.

Anyone standing on that surface will feel heat which is equivalent to that experienced on *The Smoking Path* for that turn and two turns thereafter. In the fourth turn, one may stand without being harmed on the cooling surface.

Caster	Lava Volume Cooled	Weight
ML*5	= 8'x8'x8' = 512 cu.ft.	= 77 tons
ML*6	= 10'x10'x10' = 1000 cu.ft.	= 150 tons
ML*7	= 12'x12'x12' = 1728 cu.ft.	= 260 tons
ML*8	= 15'x15'x15' = 3375 cu.ft.	= 510 tons
ML*9	= 20'x20'x20' = 8000 cu.ft.	= 1200 tons
ML*10	= 25'x25'x25' = 15,625 cu.ft.	= 2350 tons

The Salamander's Kiss

Type: Hex **Resisted:** Dodge - PSF of caster
Range: 15 ft. x ML **Duration:** instantaneous

This spell produces a ball of magical fire that bursts forth from the extended finger of the spellcaster to strike one target with the full force of *Salamander Fire*. Once the ball arrives at its targeted location, it explodes with great and searing force!

Damage is 4 x ML of spellcaster + 1 x Crit Die to the to all within a radius of 10 feet + 3 feet x ML. On Crit Die 06-10, the a target is completely engulfed in an explosion of flames which do an extra 1D10 in damage per round until extinguished. On Crit Die 02-06, flammable material ignites. On Crit Die 07-10, any flammable material in the affected area bursts into flame and continues to burn until all the fuel has been exhausted. If fires are burning in the area, anyone there will risk taking damage and catching fire themselves if they remain.

Full damage can be avoided only if a target makes a successful Dodge resisted roll - PSF of the *Salamander Kisser* (the spellcaster). Even then, he will suffer 1/2 damage because he is still within the heat flash range of the exploding ball of fire.

Rank 8
Fire Spells of the Eighth Circle

Vulcan's Furnace (Volcanic Ash Storm)

Type: Ritual: 3 min. **Resisted:** Stamina - PSF of caster
Range: 100 ft. x ML **Duration:** 10 min. X ML of caster

The Mage needs both *Fire* and *Earth Elemental Magic* to cast this very powerful spell. The spell takes 3 + 1D10 - ML of the spellcaster minutes to take effect after it is cast. When it does go off, the ground bulges up at the targeted location, forming a small volcanic cone 20 feet in diameter and 10 feet high. Out of the crater issue blasts of superheated ash and cinders hurled high into the air and then falling over the surrounding region.

Anyone the falling ash and cinders touch suffers burn damage. A successful Stamina resisted roll reduces the damage to 1/2. Armor has no protective effect because the fine ash finds its way through the chinks.

Caster	Radius of Ashfall	Initial Damage	Per Min. After
ML*6	100'	Crit Die +10	½ D10
ML*7	150'	Crit Die +12	½ D10
ML*8	250'	Crit Die +15	½ D10
ML*9	500'	Crit Die +20	1 D10
ML*10	1000'	Crit Die +25	1 D10

After the Initial damage is taken, anyone remaining in the area will continue to take damage each minute, so clear out fast!

A Mage of ML*8+ can tailor the extent of the ashfall from a 50' radius all the way out to his maximum range. However, Mages with ML*6-7 lack this control and only produce the maximum effect at their Magic Levels.

Rank 9
Fire Spells of the Ninth Circle

Call Forth Fiery Rock

Type: Sorcery **Resisted:** Dodge - PSF of spellcaster
Range: 10 ft. per ML **Duration:** 3 min. x ML of Mage

This immensely powerful spell requires knowledge of Elemental Earth Magic, as rock is needed to generate the effect. The spell is identical to Call Forth Lava in Earth Elemental Magic , the only real difference being it is cast by a different Method, so refer to the 9th rank spell there for details.

Meteor Storm

Type: Ritual: 3 hr. **Resisted:** Dodge - PSF of spellcaster
Range: 50 ft. per ML **Duration:** 1 r. x ML of caster.

The Mage requires Earth Elemental Magic to cast this spell. When it takes effect, the spell produces a shower of meteors--red-hot stones. The area affected depends on the ML of the Mage:

ML*7: 75' radius	ML*9: 250' radius
ML*8: 100' radius	ML*10: 500' radius

Damage done is 1 x ML + Crit Die per hit! **Each** person/creature within the radius of the Meteor Storm has a chance of being struck by 1 meteor per 3 ML of the spellcaster! The Meteors shower down at the following times:

	Meteors Appearing per Individual Target In the Initiative Phase in the Round		
Caster	**Beginning**	**Middle**	**End (#1)**
ML*10	1 meteor	2 meteors	1 meteor
ML*9	1 meteor	1 meteor	1 meteor
ML*8	1 meteor	1 meteor	--
ML*7	1 meteor	--	1 meteor

A Dodge resisted roll is made against **each** possible strike. Characters should try to get out of the area fast! Either that or get under good, solid, fireproof cover.

Character's with targets or large shields may prefer to hold their shields overhead to Shield Block a Meteor. However, if the shield is not reinforced (ie: it is only wooden or wicker), it will catch fire if struck and must be discarded in 13 AP or the character will start taking burn damage of D10 per round. It will also be **shattered** if the Crit Die result is 01-05, rendering it useless.

Rank 10
Fire Spells of the Innermost Circle

The Salamander's Embrace

Type: Sorcery **Resisted:** Dodge - PSF of spellcaster
Range: 10 ft. per ML **Duration:** instantaneous

This spell literally conjures up what some call the Elemental of Fire, although it is really just a frighteningly intense concentration of flame, smoke, and heat of the fiercest intensity. It is targeted on one individual alone.

Brilliant sparks gather around the target, moving in toward him and growing thicker and ever more brilliant. Then there is a blinding flare, followed by a horrific pyre of swirling fire that completely engulfs the target like a miniatuare flaming tornado. The fiery maelstrom fills a volume 1 foot x ML across, so an ML*10 mage would produce an Embrace of Salamander Fire **10** feet across. Anything completely fitting inside is **totally incinerated** and utterly destroyed!

If the target is bigger than the Embrace--that is, it is taller or longer than the zone affected by the spell, tall, total inceneration doesn't occur. However, the target takes 5 x ML + Crit Die in damage from this intimate Embrace of Salamander Fire.

Dodge or be incinerated!

Firestorm

Type: Ritual: 3 days **Resisted:** no
Range: 250 ft. per ML **Duration:** until fuel is exhausted

Firestorm starts a widespread holocaust over a vast area. It requires flammable materials (woods, ripe fields of grain and hay, buildings, towns, and even cities!!!) to fuel the fires. Such conflagrations must be started in the open, as well, for they require huge amounts of oxygen to fuel the fire. The area affected depends upon the ML of the spellcaster:

ML*8: 200' radius	ML*10: 1000' radius
ML*9: 500' radius	

In the first round, everyone under the blossoming Firestorm overhead takes D10 in fire damage. After that, anyone caught in the Firestorm suffers 2 x ML + Crit Die damage per round he remains in the area. A Crit Die 10 result means he catches fire, too and suffers an additional Crit Die of damage per round. There is no armor protection against such an attack: there is fire everywhere in the Firestorm.

Only magical protections can help a character to survive in such a fiery nightmare, unless he has only a short distance to flee to safety. Once the Firestorm is blazing, it burns like a holocaust until all the flammable material in the area has been exhausted.

Illusion Spells

A player must declare that he is resisting an Illusion to get his resisted roll. A character does not automatically get a resisted roll, he must state that he disbelieves it and expends -5 AP to do so. After that time he may make his resisted roll to see if he uncovers the truth of the Illusion.

Where the serious Illusions begin is on the grand scale--where an item has its nature fully concealed, or where an area is made to appear like something else entirely. Such Illusions appear to be the real thing, and a character must have some reason to suspect they are not what they seem, then make a Willpower resisted roll to find out if he becomes aware of the illusory nature of the thing.

We suggest the GM handle Illusions by making secret rolls to disguise the situation as much as possible. Remember, an Illusion is, to all intents, real **until** one has reason to disbelieve it.

We would also like to point out that the Thaumaturge is the Master of Illusion Magic and can get far more out of some spells than can any other Mage. Once he attains a certain ML (stated in the individual spells), the duration of his Illusions will become much longer than the basic duration given for such spells.

Rank 1
Illusions of the Outermost Circle

Blurred Image

Type: Hex **Resisted:** no (but see note)
Range: self **Duration:** 3 r. + 1 r. x ML

This spell allows the caster to blur his image, giving those wishing to attack him with melee weapons, missiles, or offensive magic (bolts, etc.) a penalty of -10% from their success chances. Mages with knowledge of Illusion Magic may attempt a Willpower resisted roll (- PSF of spellcaster) to negate this penalty. Characters with True Sight are unaffected by it.

Sleight of Hand

Type: Cantrip **Resisted:** Willpower - PSF
Range: self **Duration:** 1 r. x ML

This spell allows the Mage to do Magical Sleight of Hand tricks as described for Sleight of Hand skill (A&E). If he fails at the **Magic** and knows Sleight of Hand skill, he may roll again for the Entertainment skill to "save" the situation and accomplish the "trick" anyway! Or, if he knows the skill, he can try to perform it and, if he fails, use Magic to cover up the mistake!

Wall of Smoke

Type: Hex **Resisted:** Willpower - PSF
Range: 10 ft. x ML **Duration:** 3 r. + 1 r. x ML

This spell creates the illusion of smoke in a 10ft. x 10 ft. X10' volume (100 sq.ft of "wall" that is 10 feet thick.) x ML of the spellcaster. The smoke is so thick that one cannot see more than 5 feet in any direction while inside it.

Rank 2
Illusions of the Second Circle

Delusion

Type: Hex **Resisted:** Willpower - PSF
Range: 5 ft. X ML **Duration:** 3 r. + 1 r. x ML

Delusion makes the target believe that he is far more powerful and capable than his actual ability. He therefore will act in a much more daring manner. He gains +20% to his resistance of any Fear-generating conditions or spells. His morale being magically "inflated," he will not easily retreat or surrender. Delusion has many applications outside combat. A deluded character has an inflated sense of his abilities. Thus he can be pushed into doing things he would not do in his "right" mind.

Disguise

Type: Hex **Resisted:** Willpower - PSF
Range: self **Duration:** 10 min. x caster's ML

This spell allows the caster to change his or an others appearance. The disguise persona must be of roughly the same mass and size as the Mage. However, he can deviate 1 inch in height and/or 10 pounds in weight per ML. The duration of the spell can be extended, but at a cost of 1 FP per 10 min.

Fairy Gold

Type: Hex **Resisted:** Willpower - PSF
Range: touch **Duration:** 1 day x ML of caster

This spell can be placed on any item to give it the appearance of pure gold coins. The illusion of gold will last for 1 day per ML of the spellcaster. The mage can cast the spell on 1/2 pound of material per ML. Success transforms each half-pound into 10 x D10 pieces of gold (use Crit.Die result x 10). A Mage of ML 3 may cast this spell on 3 x 1/2 = 1½ pounds of material. If successful and rolling Crit Die 05, he creates 3 x 5 x 10 = 150 gold coins. Note: the merest touch of cold iron dispells the magic and reveals the deception for what it is!

Illusory Deafness

Type: Hex **Resisted:** Willpower - PSF
Range: 10 ft. X ML **Duration:** 3 r. + 1 r. x ML of caster

This rather cunning spell makes the affected character believe that he has gone completely deaf if he fails his Willpower resisted roll. At the end of the spell's duration, he must succeed with a resisted roll to lift it; otherwise, he will continue to believe in his deafness until the next time arrives to make a check.

Mages suffer -10 PSF when deafened and trying to cast spells. Power Word Mages suffer -25 PSF. Enchanters can't practice magic at all when deafened!

Lesser Illusion

Type: Hex **Resisted:** Willpower - PSF
Range: 10 ft. x ML **Duration:** 3 r. + 1 r. x ML of caster

This spell allows the caster to create an illusion of an object or person that the character has seen before. A Mage can extend the duration of the spell by 1 minute x ML at an expense of 1 FP. Once a **Thaumaturge**, who specializes in Illusions, attains ML*3, the duration becomes **1 hr. x ML**. He can extend the duration an additional hour per Fatigue point expended.

Illusory Script

Type: Ritual (10 min.) **Resisted:** Willpower - PSF
Range: touch distance **Duration:** until Dispelled.

Illusory Script is a very special protective magic which completely garbles written text and makes it unreadable to all but those the Mage intends to read it. A Mage may permanently enchant a page that has been reduced to MRF*0. Otherwise, a page will be affected only for 1 day x ML of the spellcaster.

Anyone else who attempts to read the script must make a Willpower resisted roll or else become "Confused" for 1 Combat round x ML of the spellcaster. While in a state of confusion, the victim will not be able to think clearly. All personal factors (PSF, PMF, etc.) are at 1/2 normal values for the duration of the confusion. Those making the resisted roll will not be confused. However, the text still remains garbled and unreadable.

Only a Dispel Illusion will render the text clear enough to be able to be read correctly. If the Dispel fails, that Mage cannot attempt to Dispel and thereby decipher the writing again for 12 months - his ML.

Rank 3
Illusions of the Third Circle

Cloak Self

Type: Hex **Resisted:** Willpower - PSF
Range: self **Duration:** 3 r. + 1 r. x ML

This spell Cloaks the caster and from the sight of all living creatures. Concentration is essential to maintain the spell. If the caster wishes to attack or cast another spell, Cloak is broken at the time the action occurs. The spellcaster may move (walk, ride, etc.) and the spell moves with him. It Cloaks him and anything he is wearing, holding, etc. If cast in a quiet, safe environment, the spell takes 10 minutes to complete. In such instances it Cloaks the caster for 20 min. x ML. Detect the Invisible will not reveal a Cloaked person because the illusion does not render one truly invisible. One would need a magic like True Sight to see a Cloaked person.

Diminish
Type: Hex **Resisted:** Willpower - PSF
Range: self **Duration:** 3 r. + 1 r. x ML

Diminish creates the illusion that a figure or object is smaller than it actually is. The caster appears to decrease the size of the target to 1/20th of its normal size. If belief occurs, the target will seem to be able to do anything someone that small could do.

Dispel Illusion
Type: Hex **Resisted:** - caster's PSF in Illusions
Range: 10 ft. radius x ML **Duration:** instantaneous

This spell alows the caster to Dispel an illusion over a large area, or it can be cast on a single item or person. The Crit Die roll indicates the rank of illusions that will be dispelled:

Crit Die	Dispel Effects
01-07:	Dispel equal/lower rank to Mage's ML.
08:	Dispel one rank higher than Mage's ML.
09:	Dispel two ranks higher than Mage's ML.
10:	Dispel three ranks higher than Mage's ML.

Growth
Type: Hex **Resisted:** Willpower - PSF
Range: self **Duration:** 3 r. + 1 r. x ML

Growth creates the illusion that a figure or object is much larger than it actually is. The caster appears to increase the size of the target to 20 times its normal size. If belief occurs, the target will seem to be able to do anything that large could do.

Mirror Self
Type: Hex **Resisted:** Willpower - PSF
Range: self **Duration:** 3 r. + 1 r. x ML

This spell creates an exact duplicate of the spellcaster. One mirror image may be created per ML he possesses. If an illusory mirror image is touched, it will disappear.

Those attacking have a chance equal to 100%/number of images to chose the real Mage out of the crowd. Thus a Mage with ML*7 would have 7 images plus himself, so the chance of correctly choosing him would be 100%/8 = 12%!

Shadow Darts
Type: Hex **Resisted:** Willpower - PSF of caster
Dodge - PSF of caster
Range: 3 ft. x ML **Duration:** instantaneous

This spell creates a quasi-real force from the Shadow dimension that simulates any of the Elemental or Arcane Darts, Plant "darts" (thorns), etc. The Mage appears to cast 1 dart for every 2 ML he possesses. He may cast them all at one or at several targets.

Believers (failed Willpower roll) see the darts in their illusory form and suffer damage as if hit by a real Fire Dart, Lightning Dart, Arcane Dart, Thorn. etc.

Non-believers (success with Willpower roll) see them in their true form as Shadow Darts and suffer 1/2 x Crit Die in simple energy damage when struck, with no Critical Hits occurring. Successful Dodge = evaded the Dart(s).

Trustworthiness
Type: Hex **Resisted:** Willpower - PSF of
Range: 10 ft. x ML **Duration:** 10 min. x ML

This spell is not performed in combat, only in moments of relative quiet. It creates the illusion that the character is trustworthy. Reactions are moved up one level as a result. That is hostility becomes a guardedly neutral response to him, etc.

Once a **Thaumaturge** attains ML*4, the duration of the spell becomes 1 hr. x ML.

Rank 4
Illusions of the Fourth Circle

Greater Illusion
Type: Sorcery **Resisted:** Willpower - PSF
Range: 3 ft. x ML **Duration:** 1 day x ML

This spell allows the caster to create an illusion of an object or person the character has seen before, The illusory image is so realistic and precisely accurate in detail that the character cannot tell the difference between it and the actual object or person. The Illusion will act normally and will stay as long as the mage is present and do what he wishes it to do. If he is absent, the image will merely perform a set task.

Hallucinatory Landscape
Type: Sorcery **Resisted:** Willpower - PSF
Range: 10 ft. radius x ML **Duration:** 1 day x caster's ML

Hallucinatory Landscape is a spell that conceals or alters terrain features so that the altered scene appears quite real to the beholder. For example, the Mage could cast the spell on a small cottage, giving it the appearance of an outcropping of rocks, upon which brambles grow. Or he could cast a spell such that a narrow wooden bridge appears to cross a creek when, in fact, there is no bridge. Those crossing the "bridge" would believe they are high and dry, when they are actually up to their hips and soaking wet!

Image Projection
Type: Hex **Resisted:** Willpower - PSF
Range: 100 ft. X ML **Duration:** 1 min. x caster's ML

This spell projects an image of the caster 100 ft per ML. The image will move talk, etc, and all spells will seem to emulate from the image. However the spells range will be figured from the caster's distance from the target, not the image's. The image will dissipate if touched. It can be maintained through concentration, at 1 FP per minute after the basic duration runs out.

Shadow Bolt
Resisted: Willpower - PSF of caster
Time to Cast: Hex Dodge - PSF of caster
Range: 10 ft. X ML **Duration:** instantaneous

This spell creates a quasi-real force from the Shadow dimension that simulates the effects of any of the Elemental or Arcane Bolts, etc.

Believers (failed Willpower roll) see the Bolt in its illusory form and suffer damage as if hit by a real Fire Bolt, Lightning Bolt, Arcane Bolt, etc.

Non-believers (success with Willpower roll) see it in its true form as Shadow Bolt and suffer 1/2 damage of the attack it was simulating (as simple energy damage when struck, with no Critical Hits occurring). Successful Dodge = evaded the Bolt.

Rank 5
Illusions of the Fifth Circle

Great Disguise
Type: Sorcery **Resisted:** Willpower - PSF of caster
Range: self **Duration:** 1 hour x ML

This spell is similar to the 2nd rank illusion. Disguise, the exception being the spell length. It can also be extended in duration by expending 1 FP per hour past the standard duration. At ML*6, the **Thaumaturge** is able to cast the spell with a duration of 1 day x ML.

Greater Cloak Self

Type: Hex **Resisted:** Willpower - PSF
Range: self **Duration:** 3 r. + 1 r. x ML

This spell is similar to the 3rd rank illusion Cloak Self. However the Mage need not concentrate on maintaining the illusion and may engage in other activates without losing his "invisibility." He may extend the duration of the spell 1 r. per Fatigue point he expends. If cast as a 10-minute Ritual, the duration will be 10 minutes x ML.

Phantasmal Weather

Type: Ritual: 1 minute **Resisted:** Willpower - PSF
Range: ½ mi. x ML **(R)** **Duration:** 10 min. x ML

This spell gives the illusion of actual weather conditions. Rain seems to be wet to the skin snow is cold etc. The spell simulates the effects described for the 4th rank Elemental Air Spell, Weather Play.

Shadow Ball

Resisted: Willpower - PSF of caster
Type: Hex Dodge - PSF of caster
Range: 10 ft. x ML **Duration:** instantaneous

This spell is similar to the 3rd and 4th rank Illusion spells, Shadow Darts and Shadow Bolt except that it creates a Shadow Ball of quasi-real force from the Shadow dimension that simulates any of the Elemental or Arcane Balls, etc.

Believers (failed Willpower roll) see the Shadow Ball in its illusory form and suffer damage as if hit by a real Fire Ball, Ball Lightning, Arcane Ball, etc. Non-believers (success with Willpower roll) see them in their true form as Shadow Balls and suffer 1/2 damage of the attack it was simulating (in simple energy damage when struck, with no Critical Hits occurring). Believers who successfully Dodge will take 1/2 "blast" damage if they are in the "explosion" zone of the Ball, just as if it were a real Fire Ball,etc. Non-believers take no damage if they Dodge successfully.

Rank 6
Illusions of the Sixth Circle

Illusory Landscape

Type: Ritual: 3 min. **Resisted:** Willpower - PSF
Range: 100 ft. x ML **(R)** **Duration:** 1 day x ML

Illusory Landscape is, in most respects, the same as the 4rd rank spell, Hallucinatory Landscape. The essential difference is the increased range of 100 ft per ML. In short, the Mage can now affect a relatively large area and alter the appearance of the natural landscape. A Dispel will affect only the radius of the Dispel, not the entire area affected by this 6th rank Illusion.

Shadow Monsters

Type: Sorcery **Resisted:** Willpower - PSF
Range: 5 ft. x ML **Duration:** 3 r. + 1 r. x ML

This spell creates quasi-real monsters. The Mage can create any living animal or living monster he has seen before which is up to 1 foot long or tall x ML. It will have the melee fighting potential equal to 1/3 caster's PSF in Illusion Method. Its Fatigue level is 3 x ML of the caster, while the Body level is 2 x ML of the caster.

Since Shadow Beings all take the damage indicated by the ML of the spellcaster, a Shadow Cat appears to absorb as much punishment as a Shadow Giant!

The Mage can create the illusion that the Shadow is casting magic when it is really coming from him (at his own ranges). Non-believers take 1/2 damage meted out by the Shadow Monster. Believers take full damage.

Rank 7
Illusions of the Seventh Circle

Dispel Phantasm

Type: Hex **Resisted:** -caster's PSF in Illusions
Range: 25 ft.radius x ML **Duration:** instantaneous
Pre-requisite: Dispel Illusion.

This is a much more powerful Dispel Illusion which enables the caster to dispel illusions over a considerable area. The Crit Die roll indicates the rank of illusions that will be dispelled:

Crit Die	Dispell Effect
01-07:	Dispel equal/lower rank to Mage's ML.
08:	Dispel one rank higher than Mage's ML.
09:	Dispel two ranks higher than Mage's ML.
10:	Dispel three ranks higher than Mage's ML.

Rank 8
Illusions of the Eighth Circle

Faerie Glamor

Type: Hex **Resisted:** see below
Range: 5 ft. x ML **Duration:** 3 days
Pre-requisite: A ML *8 Mage or a; Elven Mage at ML*6.

Faerie Glamor is a highly specialized Illusion Magic which cannot be easily learned or cast except by a very few Mages. Those having it can enhance their outward Appearance by +1 App level x ML. Only True Sight and several magical charms--known only to a few--may reveal the true appearance of one masked by the magics of Faerie Glamor. One cannot see through such magic with Willpower resisted rolls unless he is a Mage who knows the Method of Illusion Magic.

Phantasmal Landscape

Ritual: 5 minutes **Resisted:** Willpower - PSF
Range: 1000 ft. radius x ML **Duration:** 1 day x ML

The spell is the same as Hallucinatory Landscape (4rd rank spell) with the exception being the increased radius of effect now at 1000 ft per ML of the spellcaster.

Phantom Monster

Type: Hex **Resisted:** Willpower - PSF
Range: 5 ft. x ML **Duration:** 3 r. + 1 r. x ML

This spell creates quasi-real monsters and is essentially the same as Shadow Monsters except it is a more powerful spell. The Mage can create any living animal or living monster he has seen before which is up to 2 feet long or tall x ML. It will have the melee fighting potential equal to 1/2 caster's PSF in Illusion Method. Its Fatigue level is 4 x ML of the caster, while the Body level is 3 x ML of the caster.

The caster may give the illusion that the Phantom is casting spells, although they are really coming from him instead (at his own ranges).

Non-believers suffer 1/2 damage meted out by Phantom Monsters. When the spell is learned, Shadow Monsters may be cast as a Hex.

Rank 9
Illusions of the Ninth Circle

Spectral Monster

Type: Sorcery **Resisted:** Willpower - PSF
Range: 5 ft. x ML **Duration:** 3 r. + 1 r. x ML

This spell creates quasi-real monsters and is essentially the same as Shadow Monsters except it is a vastly more powerful spell. The Mage can create any living animal or living monster he has seen before which is up to 3 feet long or tall x ML. It will have the melee fighting potential equal to the caster's PSF in Illusion Method. Its Fatigue level is 5 x ML of the caster, while the Body level is 4 x ML of the caster. The caster may give the illusion that the Phantom is casting spells, although they are really coming from him instead (at his own ranges).

The Mage Dispelling such illusory foes must be of equal or higher ML in Illusory Magic to the one who cast the spell. Otherwise, the Monster merely degrades into a Phantom Monster and continues functioning.

When this spell is learned, Shadow Monsters may be cast as a Cantrip and Phantom Monsters may be cast as a Hex.

Rank 10
Illusions of the Innermost Circle

Chaotic Landscape

Type: Ritual: 5 min/100 sq.ft **Resisted:** Willpower - ML
Range: 10 ft.radius x ML **Duration:** 1 minute x ML

This spell causes **confusion** within the area prescribed area due to its ever changing shape and color. Those within the spell's area of effect must make a Willpower resisted roll or one of the following outcomes will result:

Failure, Crit Die 01 = go insane
Failure, Crit Die 02-03 = go insane for 1 day per ML of spellcaster
Failure, Crit Die 04-10 = become unable to take any coherent action whatsoever for the duration of the spell.

The spellcaster may maintain the spell for as long as he wishes. However he must expend 1 additional point of Fatigue each minute after the usual duration of the spell has passed. Those who make their resisted rolls and stay in the area must make another check each minute he is inside the magical effect. In such instances, treat all failed Crit Die results as being 04-10.

Djinn Creation

Type: Ritual: 10 min/100 sq.ft **Resisted:** no
Range: 100 sq.ft. x ML **Duration:** until dispelled

This exceedingly powerful illusion permits the caster to create material objects such as palaces, castles, bridges, roads, forests, etc. Once created the objects are **real** unless dispelled. The spellcaster fills 100 sq.ft. per ML with the illusion.

Plant Magic

Most spells of the Plant Method need to be cast in a natural environment. For example, any spell that affects vegetation or manipulates vegetation requires vegetation to be affected. A Tangleweed spell requires undergrowth to slow an opponent. The spell would not work on a bare stone floor.

Enchanted Mistletoe enhances any plant spell by adding +7% to the TSC%. Oaken Mistletoe MRF*1 must be reduced to MRF*0 (Enchanted) to be used in this manner.

Druids acquire Mistletoe in a nightly ritual taking an hour. The Mistletoe is now enchanted and may be used right away.

A Druid gathers **Enchanted** Mistletoe at night at the full of the Moon with a gold sickle. The amount he can gather depends on his Herbalism skill. (See ***Chapter 4, Skills***). He may gather Mistletoe at any time, but only that amount cut at the full of the Moon will not require enchantment down to MRF*0. See also the ***Magical Materials*** descriptions in ***Chapter 9***.

Rank 1
Plant Spells of the Outermost Circle

Demeter's Touch

Type: Sorcery **Resisted:** No
Range: touch **Duration:** Instant

This spell effects the growth rate in plants. The Mage can enhance plant growth dramatically. For each ML of the caster, the spell will affect an area 66 feet x 66 feet (1/10th of an acre). All the plants in that area will instantly **double** in size once per season, including their fruit or grain yields.

A Mage may cast this spell once per day x ML, but not on the same area. The spell can be cast on a particular group of plants only once per season--that is, they can only be doubled in size.

For instance, a Mage with ML*10 can affect an area of 66 x 66 x 10 = 43,560 sq.ft. That's exactly one acre of land (1/640th of a sq.mi.). He can cast up to 10 such spells per day. Thus he can double the growth of 10 acres of plants each day.

Discern the Oghams

Type: Cantrip **Resisted:** no
Range: touch **Duration:** see below

This spell enables a Druid to see the Oghams which have been magically cloaked by High Druids after they have carved the sacred symbols in a Tree (usually an Oak, but also Fir, Ash, and Yew). Without the spell, the Oghams are incomprehensible symbols without meaning. The spell's duration lasts as long as the Druid remains in the vicinity of the Tree.

Elder Berries

Type: Ritual: 10 min. **Resisted:** no
Range: touch **Duration:** eat within a day

This spell is cast by using a sprig of elder berries to triple the size and nutritional value of wild berries gathered while foraging in the wilds: 6 NU x ML of the caster.

Thorn Dart

Type: Cantrip **Resisted:** Dodge - caster's ML
Range: 3 ft. per ML **Duration:** Instant

Thorn Dart creates a dart for each 2 ML of the caster. The darts may be fired at one or more targets. The dart does D10 Crit Die in damage to a target. Armor is 1/2 vs these piercing attacks. The caster must have the right number of thorns **in hand** to throw them at the target(s).

Wither

Type: Sorcery **Resisted:** No
Range: touch **Duration:** Instant

This spell withers vegetation (not trees), reducing them instantly to half size. It also reduces their fruit or crop yield to only1/2 as well. See Touch of Demeter for details about the area affected, etc.

Rank 2
Plant Spells of the Second Circle

Salve of Lesser Healing

Type: See notes, below **Resisted:** no
Range: touch **Duration:** instant

This spell must be cast on specially prepared herbs, either bought or found with *Herbal Lore* skill. The salve will heal 1 Body point of damage per 2 ML of the caster. An additional point of Body will be recovered per 3 on the D10 Crit Die. Three applications of the Salve may be prepared in a day. A wounded character may receive the benefits of the salve only once per day and no more than 3 times per week.

Elixir of Renewed Vigor

Type: See below **Resisted:** no
Range: touch **Duration:** instant

This spell must be cast on specially prepared herbs, either bought or found with **Herbal Lore** skill, which are steeped in honey mead for 3 days. The Potion will restore 1 Fatigue point of per 2 ML of the caster. An additional point of Fatigue will be recovered per 3 on the D10 Crit Die. Three applications of the Elixir may be prepared in a day. A wounded character may receive the benefits of the salve only once per day and no more than 3 times per week.

The Overgrown Path

Type: Hex **Resisted:** No
Range: 10 ft. per ML **Duration:** Instantaneous

This spell covers a trail by causing the plant growth in the area to cover it up in a matter of moments, all but obliterating signs of passage.

A tracker must proceed at ½ walking speed to have any chance of finding such a concealed trail. He must also succeed with a Tracking resisted roll - PSF of the caster **and** must also roll Crit.Die 08-10 to find the trail. Every 50' of trail hidden by this spell the tracker would have to make a resisted roll in order to follow the rack. If he loses it, he must spend an hour searching before he can attempt to find it again. After 3 hours, such a trail is too cold to follow at all.

Tangle Weeds

Type: Cantrip **Resisted:** no
Range: 10 ft. per ML **Duration:** 10 min per ML

This spells causes the undergrowth of the area to hinder the movement of those traveling within the area of effect. Those traveling in the area will have their movement rate cut in half for the duration of the spell. Those wishing to go at normal speed or higher must make a Dodge resisted roll or fall.

One check must be made each round the character is in the area affected. Fast movement will expend 1 Fatigue point per 10 minutes of movement.

Rank 3
Plant Spells of the Third Circle

Find the Oghams

Type: Ritual: see below **Resisted:** no
Range: To nearest Oghams **Duration:** variable

This spell enables a Druid to *Research Magic* in order to learn basic knowledge in spells. Coming from an oral tradition, he has no books to study. But he can "read" the symbolic markings or Oghams carved in the living wood of Great Oaks, Fir, Ash, or Yew Trees in sacred groves. He must first find a Great Tree carved with Oghams. This spell enables him to locate the whereabouts of such sacred trees.

The Druid must name the spell he wishes to research, and the ritual takes 3 hours. The Druid's chance of locating the tree is his success chance -7% x spell rank.

The Oghams are magically cloaked (by High Druids) and a failure does not mean that a tree with the information he seeks is not in the area, just that his magic has failed to discover it. If he succeeds with the spell, he will know the whereabouts of the Oghams he seeks.

The distance he must go is 10 days journeying on foot - Crit Die result. Crit Die 10 result means it is in one day's travel.
If he fails with the spell, he cannot cast it again to find the location of Oghams about that particular spell until 21 days have passed. He may still attempt to locate Oghams for other spells.

Once he reaches a Tree, he must cast *Discern Oghams* to be able to see the Oghams and search them for keys to the information he requires. It takes him 3 days x MRF of the spell. He then must make a successful *Spell Research* check. If he is successful, he may go on to acquire basic knowledge and fully learn the spell. See ***Chapter 9***, ***Magic*** for ***Learning New Spells***.

If there are no forests with oak groves in them within 10 days of the Druid's location, the GM will have to modify the Crit Die results accordingly. For instance, the Druid is in a plains region. The nearest trees might be a month's journey or even several month's journey away.

Faerie Ring

Type: Sorcery **Resisted:** see below
Range: 10 ft. radius **Duration:** 7 min. + 1 min. x ML

Faerie Ring creates an enchanted ring of toadstools which encircles the Mage and protects all those inside it from magic and all magical beings. It must be cast in wooded areas.

While inside the *Faerie Ring*, the Mage can see through *Faerie Glamor* or any other illusion cast by the Fey as if he had True Sight. No magical creature can pass the bounds of the *Faerie Ring*, including and especially Faeries, but also Undead, Demons, Astral Spirits, etc. Living creatures may enter and leave freely. Enchanted beings like Goblins, Trolls, etc., must check morale and succeed with a Willpower resisted roll - PSF of the caster to enter the charmed circle.

Heal Plants

Type: Hex **Resisted:** no
Range: touch **Duration:** instant

This restorative spell enables the caster to heal damage done to a plant, whether by the elements or by physical or magical attack. By casting the spell as a Ritual (30 minutes), the Mage can restore 1 acre of plant life x ML. This is especially valuable when crops have been flattened by storms, etc.

Speak with Plants

Type: Hex **Resisted:** no
Range: 10 ft. x ML **Duration:** 1 question per 3 ML

This spell enables the caster to communicate with plants on a very simple level. The caster must have knowledge of *Herbism* and successfully identify the plant before he can speak with it. The caster may ask one question per 3 ML, and the plant will answer to the best of **its** knowledge.

Questions must be stated as simply and directly as possible, for the plant will be able to respond only in purely factual terms.

Tangle Vines
Type: Cantrip **Resisted:** Dodge - caster's ML
Range: 10 ft. x ML **Duration:** Instantaneous

This spell causes the vegetation to sprout up and entangle a target within the spell's range. The target will be held by the Tangle Vines until he is able to break free.

The Strength of the grapple is measured as a dice modifier subtracted from the target's Strength AR to break free. Subtract the following dice modifier based on the spellcaster's ML:

ML*1 = -5	ML*4 = -30	ML*7 = -60	ML*10 = -90
ML*2 = -10	ML*5 = -40	ML*8 = -70	
ML*3 = -20	ML*6 = -50	ML*9 = -80	

The Strength of the Tangle Vines drops one level per combat round until it falls to half its original Strength.

For instance a Mage of ML*9 casts a Entangle that will produce a Strength AR -80 in the first round, STR AR - 70 in the second, STR AR - 60 in the third, and so on, until the AR has dropped to -40 half the original amount.

Each escape attempt expends 2 Fatigue points. The character remains held until he breaks loose or friends cut him free. Tangle Vines take 7 x ML of caster in damage and can be cut with relative ease with axes or a sickle. Other edged weapons do 1/2 damage!

Warp Wood
Type: Hex **Resisted:** no
Range: 10' x ML **Duration:** instantaneous

This spell Warps 3 lbs. of wood x ML of caster. The wood, once warped, becomes brittle and bent.

Any weapon with a wooden shaft will be at -10% in attack and defense. On any hit or parry with a Crit Die 06-10, the weapon shaft will shatter! Missiles that are Warped have a -25% to hit.

Warped bows and crossbows will **shatter** when fired and a Crit Die 06-10 turns up.

A Mage knowing this spell may Dispel (reverse the effects) by casting it as a Sorcery. Magical armaments will resist the spell with an resisted roll based on the PMF of the Mage who enchanted them and minus the PSF of the Warp Wood caster.

Rank 4
Plant Spells of the Fourth Circle

Cure Blight
Type: Hex **Resisted:** no
Range: touch **Duration:** 4 r. x caster's ML

This spell cures blight in a tree or plant and restores it to health. If cast as a Ritual (30 minutes), the spell will restore a much wider area back to health: 1 acre x ML of the caster.

Hedge of Thorns
Type: Hex **Resisted:** no
Range: 5 ft. x ML **Duration:** instantaneous

A Hedge of Thorns can be cast wherever there are bushes. The plants will become a thick, intertwined hedge of sharp thorns which will do 10 + Crit Die x ML damage per 5' of the barrier to any living creature of dog-size or larger which attempts to force through the Hedge.

The Mage creates a 10' x 6' x 5' section of Hedge x ML, and he can bend and shape the thorn barrier any way he desires, just as for any other kind of magically created "wall."

Open the Way
Type: Hex **Resisted:** -PSF of Plant Barrier Caster
Range: 20 ft. x ML **Duration:** 1 r. + 1 r. x ML

The Mage can open a path 3 feet wide through any plant barrier with this spell (except for Faerie Ring).

Rowan Grove
Type: Hex **Resisted:** no
Range: 5 ft. x ML **Duration:** 11 minutes - ML of caster

Rowan Grove enables the caster to find a stand of Rowan trees, which provide +21%/-21% protection against Faeries and Faerie-cast magic, but only so long as one stays within the bounds of the grove.

Salve of Greater Healing
Type: Hex **Resisted:** no
Range: touch **Duration:** instantaneous

This potent healing spell is prepared in much the same way as the 2nd rank spell, Salve of Lesser Healing, except that it heals 1 Body point of damage per ML of the caster. An additional point of Body will be recovered per 2 on the D10 Crit Die.

Rank 5
Plant Spells of the Fifth Circle

Glade of Dreams
Type: Ritual (10 min) **Resisted:** see below
Range: 20 ft. radius **Duration:** dusk to dawn

This spell opens a small clearing in the forest which can be used as a secure camp site during the night. Stretching 100 feet beyond the bounds of the clearing are dry twigs, leaves, etc., on the ground which will make noises that will alert those sleeping in the Glade to the presence of potentially dangerous intruders.

Those using Stealth to approach must make a Stealth resisted roll - PSF of the spellcaster every 20 feet to avoid making alarming noises. Anyone not attempting to be quiet will **always** set off this magical alarm system. If certain trees are present in the area when the spell is cast, certain bonuses may be gained:

If Rowan (mountain ash) trees are present in the area, they will guard [-21%] against Stealthy approach by Faeries (see Rowan Grove).

If Oak trees are present, they will warn [-21%] of the Stealthy approach of Demons, Undead, and other such spirits by rustling their leaves.

If Mistletoe is present, growing on the oaks, the spell casting of a Druid is enhanced [+7%] when casting their magical spells.

If Yews are present, they will warn [-21%] of theStealthy approach of deadly forces and foes with deadly intentions by creaking their branches loudly.

If Elders are present, they will enhance a witch's spell casting powers [+7%].

The Memory of Trees
Type: Ritual: 7 hours **Resisted:** no
Range: touch **Duration:** see below

Among the Celts, trees were regarded as sacred repositories of memory, lore, and the presence of spirits. Taking some liberties with this great tradition, we present five Great Trees which are guarded by powerful Duidic Mages and their servants. Provided that he can obtain permission of the Guardian to do so, a character possessing Speak with Plants may consult these trees to research matters of lore and ancient tradition.

We rate these trees as having a success chance at having "memories" of the questions asked of them. Since trees are far from hasty, their response times will be 21 days - ML of the caster - Crit Die result per question asked. Still, their knowledge is quite substantial and often covers the most esoteric of subjects, so the wait is often well worth it.

The Tree may also "instruct" someone in a particular skill, which reduces his time to acquire **basic knowledge** in the skill by 1/2, after which he can improve it at normal.

Use the following table to determine whether the Tree has "knowledge" of the matter about which the Druid wishes to seek enlightment and instruction.

Great Tree	SC% for Lore	SC% for Magic	SC% for Skills
The Oak of Mugna	90%	90%	30%
The Ash of Dathi	50%	70%	90%
The Yew of Ross	90%	60%	80%
The Ash of Uisnech	80%	80%	50%
The Ash of Tortu	80%	70%	60%

Of course, the first problem a Mage has is finding the Great Trees. This is, itself, a matter for research.

The Oak Bridge

Type: Ritual (5 min) **Resisted:** no
Range: 3 ft. x ML **Duration:** 10 minutes x ML of caster

Provided that wood is present, the Mage can bridge a gap with a wooden span 3 feet wide for the length of his spell range. This is a very effective spell to cross chasms, streams, etc. If oak was the wood used, the bridge has the virtue of being a permanent improvement to the landscape unless he dispels his magic before the spell ends.

Rank 6
Plant Spells of the Sixth Circle

Sap of the Ancient Oak

Type: Hex **Resisted:** Dodge - PSF of caster
Range: 5 ft. x ML **Duration:** instantaneous

The Mage must find an old oak (a tree at least 3 feet in diameter). He can tap the Sap, which provides nourishment of 15 NU for one person. The Sap also increases a character's strength by 20% for 10 min. x his STR level.

Secrets in the Wood

Type: Sorcery **Resisted:** no
Range: touch **Duration:** 1 min. x spellcaster's ML

The Mage can cause a cavity to appear in the bole of a tree, into which he can place an object (5 lbs. x ML capacity). The wood then closes over the place so that there are no signs it was ever disturbed.

In such a hiding place, even a magical item will be undetectable, for the living wood will mask its presence with its own mana. (Dead wood will not do so).

If he does not mark the location in some way, the Mage will have a percentage chance of finding the spot again equal to his Intellect AR - 10% when he does make such an attempt. If he fails, he cannot make another search for a month!

Of course, if he does find the place, he can open up the guardian tree and retrieve what he has hidden there in the heart of the wood.

If the forest has **moved** (it can, you know), subtract the PSF of the Mage who performed the magic from the Intellect AR. However, if he is a friend, he may tell you where things are.

Rank 7
Plant Spells of the Seventh Circle

The Greenway

Type: Sorcery **Resisted:** no
Range: 10 ft. x ML **Duration:** 10 min. x spellcaster's ML

The Greenway opens a grassy path before the caster (and his companions) which enables them to pass through dense vegetation as if walking on a good road! As they pass by, the vegetation closes in behind them again to impede any pursuit.

Greenwood

Type: Sorcery **Resisted:** no
Range: 100 ft. radius x ML **Duration:** 1day x caster's ML

The Greenwood is a potent Druidic protective spell which guards trees and plants from the ravages of fire.

Any vegetation within the protected area will resist ignition by fire and cannot be set ablaze unless the Crit Die result is 10 when starting a fire or casting Fire spells. Even if a fire is kindled, it burns fitfully and has a chance of going out equal to 7% x ML of the Greenwood mage, subjected to a check every minute.

Rank 8
Plant Spells of the Eighth Circle

Blessings of Danu

Type: Sorcery **Resisted:** No
Range: touch **Duration:** Instant

This spell effects the growth rate in plants. The Mage can enhance plant growth dramatically. For each ML of the caster, the spell will affect 1 acre. All the plants in that area will instantly **double** in size, including their fruit or grain yields.

A Mage may cast this spell once per day x ML.

For instance, a Mage with ML*10 can affect an area of 10 acres of land. He can cast up to 3 such spells per day. Thus he can double the growth of 30 acres of plants each day.

Note that the spell can be cast on a particular group of plants only once per season--that is, they can only be doubled in size.

Rank 9
Plant Spells of the Ninth Circle

Embrace of the Oak

Type: Ritual: 10 min. **Resisted:** no
Range: touch **Duration:** indefinite

Knowledge of Speak with Plants is required to cast this powerful healing spell, for the Mage must request the aid and protection of the sacred tree. The oak opens to make a cavity into which the Mage or someone he wishes to heal can step or be placed. The wood will "embrace" him, closing again to leave no visible sign of what has happened. Within the living wood, he heals at double his natural rate. The living wood masks his presence from all but the most powerful Detection or Divination spells cast within 10 feet of the tree. If found, the character has the option of staying or leaving the tree to deal with the situation.

Rank 10
Plant Spells of the Innermost Circle

Embrace of the Willow

Type: Ritual (15 min.) **Resisted:** no
Range: touch **Duration:** until dispelled

The Embrace of the Willow is an imprisoning spell which causes a large willow to open a cavity, into which a prisoner may be placed, after which the wood closes over him again. The prisoner falls into a deep, enchanted sleep and remains in the living wood in a state of near suspended animation until released by reversing a spell or else chopped out of the tree.

The New Forest

Type: Ritual (24 hrs.) **Resisted:** no
Range: 3-mile radius per ML **Duration:** see notes, below

The New Forest literally alters the layout of a large area of woodlands so that it is no longer familiar or recognizable to those who knew it before the spell was cast. Trees and plants move to different locations, groundcover obscures outcroppings of rock, grows over paths, roads, etc., that might have been landmarks, and so on. Other formerly overgrown features might be exposed, again altering the appearance of the landscape.

Only the vegetation shifts, but that is usually enough to completely mask physical features or alter their appearance so that they will no longer be easily recognized.

The New Forest is essentially a very powerful defensive spell which creates a kind of natural maze in which it is very easy to become disoriented and lost. Only a Mage with New Forest will be able to determine the outlines of the new landscape quickly by Divining what the spellcaster had done).

Summoning

Summoning involves more than the mere "calling" or "attracting" of some creature or being. A magical Summons carries with it a powerful element of Authority to **order** the desired creature or being into the Mage's presence.

Whether a summoned being turns up or not depends on whether one is near. Where a **radius** is given for a Summoning, the GM decides if such a creature or being is close enough. Clearly, the more common the creature and the more likely it would be in the surroundings, the more likely it will appear. However, it may need time to get there in answer to the summons, which is indicated by the entry: **Appearance**. The GM can modify the time frame for **Appearance** according to availability in the area. Supernatural beings in another plane of existence pose no such problem; they **will** hear the call through an Astral linkage, **must** respond if they fail their Willpower resisted rolls, and **must** stay for the duration of the spell.

Living creatures (people or intelligent animals) must appear when summoned. However, unless willing to help the Mage, they will not automatically perform services for him. Nor will they do anything strongly against their natures. Some form of Command magic may be needed to bend them to the Mage's will.

Unless specifically **created** by the Summoner as his own personal servants, Undead are not fully under his control, especially Higher Undead, who are fully sentient.

Demons and Spirits also are difficult to deal with. They resist a Summons with Willpower. They resist every attempt to make them answer questions or perform services. Indeed, they do everything they can to subvert the Summoner's desires and twist the meaning of requests, orders, and wishes. Yet they never are overtly disobedient. **Treacherous** and **tricky** best describe such beings. If the Mage can threaten them with appropriate dire punishments, he may keep them in line. Remember, a **promise** by such beings must be kept! See the ***Chivalry & Sorcery Creatures Bestiary*** for more information on Spirits and Demons.

Remember always to cast a Circle of Binding (see Wards) or the Summoned Spirit will be free to roam at will.

Binding the Summoned Supernatural Being

Supernatural beings can be bound to the Summoner's Will and compelled to do his bidding. These supernatural beings must be summoned a specific number of times in order to be bound by the Mage. The precise number of summonings required for particular type of supernatural being is given in the appropriate spell descriptions.

Once the Being has been summoned the required number of times, it is considered to be bound and must obey the Mage, who is now its Master, whenever it is summoned into his presence. A Bound Being may be summoned quickly and automatically, with a Sorcery. The Master now has a powerful control over his servant and need no longer go through lengthy summoning rituals to make it appear.

However, the Master must still protect himself with a Protective Circle. So long as the Master is in the Circle, the Bound Being cannot attack him. Nor may it use more than 1/2 its PSF to resist its Master's demands (as in making Willpower resisted rolls, etc.) Remember, the Bound Being bears no love for the one who has enslaved it and will take hideous revenge if the Master is not careful to guard himself.

Animation through Summoning

Mages may Animate objects by summoning a spirit and conjuring it to enter the object and give it powers of movement, etc. This can be done to man-made objects, such as statues and images, or it can be Necromantic re-animation of skeletons and corpses. For an explanation of how to perform permanent animations and fashion magical animated constructs, see ***Chapter 9, Magic: Spirit Binding.***

Rank 1
Summonings of the Outermost Circle

Animate the Lesser Dead: Necromancy

Type: Ritual: 15 min. **Resisted:** no
Range: 13 ft. **Duration:** ½ hr. + ½ hr. x ML

This spell summons a spirit to possess and animate 1 skeleton or corpse x ML for the duration of the spell. Once the Undead is animated, it must remain within a certain distance of the Necromancer or the spell will terminate, releasing the spirit from the skeleton or corpse. If the spirit is permanently bound in the skeleton or corpse will collapse when the Master passes out of range and will re-animate when he returns within range. The range is as follows:

ML*1 = 100'	ML*5 = 500'	ML*8 = 2000'
ML*2 = 200'	ML*6 = 1000'	ML*9 = 3000'
ML*3 = 300'	ML*7' = 1500'	ML*10 = 5000'

The Undead **skeleton** or **zombie** will be completely under

the Summoner's command so long as he is in range and the spell remains in effect.

If **permanently** binding a skeleton or zombie, he must provide **an extra** enchanted material per additional being. Example: If he wanted to bind 3 spirits in 3 skeletons at the same time, he would need **5 materials--3 for the rank of the spell plus 1 per additional** skeleton (3 + 1 + 1 = 5). See ***Chapter 9, Magic: Spirit Binding*** for details.

Summon Animals: Birds

Type: Sorcery **Resisted:** Willpower - PSF
Range: 3 mi. x ML **Appearance:** 100 min - 10 min. x ML

This spell summons songbirds and upland game birds, but not birds of prey. The number of small birds that may be summoned is equal to 1 per 2 ML of the Summoner.

The Summons includes ability to command the bird within reason. That is, it cannot be compelled to do anything violently against its nature. Moreover, without knowledge of the bird's language, the Mage must cast the appropriate Command spell once it appears to bend it to his Will. Possession of a feather or claw or beak from the type of bird summoned extends the spell radius to 13 mi x ML.

Rank 2
Summonings of the Second Circle

Familiar Search

Type: Ritual: 1 hr. **Resisted:** no
Range: 13 ft. **Appearance:** 3 hr. - 1/4 hr. x ML

This spell Summons a creature willing to become a Familiar to the Summoner. Success indicates that a willing creature appears in 13 hours - ML of the Summoner. The Crit table (given below) determines what type of creature is summoned.

The Summoner may decide to reject the "applicant" for the position of Familiar if he is unhappy or uncomfortable with the creature who appears. However, the spell may be cast only once per month, on the occasion of the Dark of the New Moon. So there is no use trying for another 28 days until the next New Moon: no one is going to show up.

Crit Die	Creature Appearing	Crit Die	Creature Appearing
01	frog, salamander	06	med.dog, bird
02	reptile, viper	07	lge.dog, bird of prey
03	mouse, rat	08	wolf
04	rabbit, squirrel	09	small bear
05	cat, small dog, fox	10	Sprite, Imp

The GM may decide which creature to send, or the decision may be left to the player. If the GM decides, he might consider any clear prejudices the player has toward a particular creature and not inflict it on him.

Having a Familiar is a serious matter to some Mages. On being accepted, the Familiar automatically has the ability to Mind Link with the Mage (see ***Transcendental Spells***), and the linkage is **permanent** and ongoing.

Should the Familiar die, the Mage must make a Discipline AR - 2% x Body points the Familiar had. If he fails, he loses all his Fatigue level and is stunned for 10 rounds - his Crit Die result because the shock of the death is transmitted through the Mind Link. Success resisting this shock results in 1/2 Fatigue loss.

In addition to being an intelligent servant, the Familiar will be able to "lend" half of his Fatigue to the Mage for spellcasting, provided the Familiar is within 10 ft. x ML of the Mage.

Summon Animals: Birds of Prey

Type: Ritual: 30 min. **Resisted:** Willpower - PSF
Range: 3 mi. x ML **Appearance:** 100 min. - 10 min. x ML

Except for the fact this spell Summons birds of prey like owls, falcons, hawks, eagles, and their like, it is otherwise the same as the 1st rank Summon Animals:Small Birds spell.

Summon Animals: Small Creatures

Type: Sorcery **Resisted:** Willpower - PSF
Range: 1 mi. x ML **Appearance:** 120 min. - 10 min. x ML

This spell Summons small creatures to come to the aid and assistance of the Summoner. Animals of the wilderlands like rabbits, squirrels, chipmunks, and the like are affected by the spell. Even insects, snakes, and small reptiles and amphibians may be included in this spell. Small domesticated animals like cats or small dogs may also be summoned.

The number of small creatures that may be summoned is equal to 1 per 2 ML of the Summoner. Without knowledge of the animal's language, the Mage must castthe appropriate Command spell once it appears to bend it to his Will.

Possession of a fur or claw or tooth from the type of animal summoned extends the spell radius to 7 mi x ML.

Rank 3
Summonings of the Third Circle

Awaken the Lesser Dead: Necromancy

Type: Ritual: 30 min. **Resisted:** no
Range: 13 ft. **Duration:** 3 hrs. + 1 hr. x ML

This spell Animates 1 skeleton or zombie per ML of the Necromancer. It is essentially an extended Animate the Lesser Dead which enables the Necromancer to give several skeletons or zombies simple orders (21 words or less). The Undead will not collapse and will follow his orders for the duration of the spell even though the distance between them and the Master exceeds the control ranges given for the rank 1 spell. They evidence a minimum of intelligence when carrying out their orders. If the Master comes within the control range he may, of course, assume direct control.

If **permanently** binding a skeleton or zombie, he must provide an extra enchanted material per additional being. Example: If he wanted to bind 3 spirits in 3 skeletons at the same time, he would need **9** materials for **the first** skeleton plus 1 additional material for each of the others to make the binding permanent. This would be a total of 9 + 1 + 1 = 11 materials. (See ***Chapter 9, Magic: Spirit Binding***.)

Speak with the Dead

Type: Ritual: 15 min. **Resisted:** Willpower - PSF
Range: 13 ft. **Duration:** 1 question x ML

This spell enables the Summoner to call back the spirit of a corpse. The spirit will be most upset about being summoned and, while it must answer the Summoner truthfully, it will attempt to give the quickest answer possible, and in the most equivocal, literal manner, too. Try to avoid asking questions that can be answered with a simple "yes" or " "no" if you want details.

Short of outright lying, the spirit will do everything it can to fog its answer so as to mislead the Summoner or cause him to jump to the wrong conclusions. The spirit will answer only those questions it would have had knowledge of while alive. If it cannot answer, it will say, "I know it not!" and the question is lost.

Once the spell is spent, the spirit will return to the next plane of existence and cannot be required to appear again for a month

by the Mage who summoned him. If the spirit is summoned again within a month by other mages, it will become increasingly truculent, then stubbornly uncooperative, and ultimately hostile the more it is "bothered" by mortal. Even spirits like their privacy!

Summon Animal: Beast of Prey

Type: Ritual: 30 min. **Resisted:** Willpower - PSF
Range: 1 mi. radius x ML **Appearance:** 3 hr. - 1/4 hr. x ML

This spell Summons beasts of prey to come to the aid and assistance of the Summoner. Animals of the wilderlands like wolves, the larger hunting cats, bears, etc., are included under this spell. Only one large animal can be summoned (eg: bear). Possession of a fur, claw, etc. from the type of animal summoned extends the spell's radius to 7 mi x ML. The spell is otherwise identical to the 2nd rank spell, Summon Animal: Small Creatures.

Summon Animal: Large Animal

Type: Sorcery **Resisted:** Willpower - PSF
Range: 1 mi. radius x ML **Appearance:** 3 hr. - 1/4 hr. x ML

This spell Summons larger wild and domestic animals to come to the Summoner. Animals of the wilderlands like deer, antelope, aurochs, etc., or domestic animals like horses, cattle, sheep, pigs, goats, etc. are all included under this spell.

Possession of an item from the type of animal summoned extends the spell radius to 7 mi x ML. The spell is otherwise identical to the rank 2 spell, Summon Animal: Small Creatures.

Rank 4
Summonings of the Fourth Circle

Summon Animals: Enchanted Beasts

Type: Sorcery **Resisted:** Willpower - PSF
Range: 1 mile radius x ML **Appearance:** 6 hr. - 1/2 hr. x ML

Enchanted beasts are not all that common and are rarely to be found in settled lands. One must track them down, learning their likely whereabouts by researching Lore, following up rumors, etc. A Summoning may be attempted in the territory of such creatures. Enchanted Beasts include gryphons, hippogryphs, pegasii, wyverns, basilisks, etc. The Summoning just calls it to the Mage, who must use the 5th rank Command spell Enthrall to bend it to his Will.

Summon Imp

Type: Ritual: 30 min. **Resisted:** Willpower - PSF
Range: not relevant **Duration:** 1 hour

Imps are the lowest level of "Demon"--small supernatural beings with limited but useful magical powers. Imps are rather weak and may be safely Summoned without a Protective Circle. Once the Mage Summons a particular Imp 3 times, he may permanently bind it to his service. Thereafter, the Imp comes instantly when he casts this spell as a Sorcery. A Mage can control 1 Imp servant per 3 ML. However, he may have only **one** present in the same location at any one time. (Demons do not get along with one another!) The others must be absent, performing some service or else back in their own plane of existence.

Summon Woodland Spirit: Sprite

Type: Ritual: 30 min. **Resisted:** Willpower - PSF
Range: not relevant **Duration:** see below

Sprites are small enchanted creatures (Pixies, Nixies, etc.), usually with a very flighty or mischievous bent. They should be Summoned in the wilderland settings they frequent, preferrably where a Faerie Ring of toadstools is found in a wooded clearing. Once a particular Sprite has been Summoned 3 times by a Mage, he may Summon it with a Sorcery.

The Sprite might answer a question, assist the Summoner in some way, or just leave. It has total free Will. Some "deal" will be negotiated between the Mage and the Sprite if the Mage wishes it to do something for him, and the Sprite will remain until the matter is discussed.

Rank 5
Summonings of the Fifth Circle

Summon Ghoul: Necromancy

Type: Ritual: 30 min. **Resisted:** Willpower - PSF
Range: 1 mi. radius x ML **Appearance:** 3 hr. -1/4 hr. x ML

Ghouls are frightful enchanted creatures who feed upon the rotting flesh of corpses. They are likely found near graveyards and battlefields. They can be summoned only at night. Once a Ghoul has been summoned 3 times by the Necromancer, he may bind it to his service. Thereafter, he may Summon it to his presence with a Sorcery. He may bind 1 Ghoul to his service per 3 ML he possesses. The Necromancer can retain control over the Ghoul even though he is beyond his spell range. Once bound, the Ghoul will not betray its master and will follow his orders. Being intelligent, it also can exercise a limited degree of initiative to deal with situations not specifically covered by the orders it has received.

Summon Person

Type: Ritual: 3 hrs. **Resisted:** Willpower - PSF
Range: 1-mi. radius x ML **Appearance:** at max. speed

This spell enables the Mage to Summon a particular individual, provided that person is within range of the spell. The Mage requires 3 personal items worn by the individual, an image of the individual, and 3 items from his body (ie: hair, nail clippings, etc.). The spell compels the individual to come immediately at the maximum speed possible and without explaining to anyone his sudden and uncontrollable impulse. However, once the Mage has him present, what he does with him is another matter. The compulsion was only to come to the Mage, not to stay or to obey the Mage, etc.

Rank 6
Summonings of the Sixth Circle

Summon Greater Undead: Necromancy

Type: Ritual: 30 min. **Resisted:** Willpower - PSF
Range: 1 mile radius x ML **Appearance:** 6 hr. - 1/2 hr. x ML

This spell only Summons one of the Greater Undead--a mummy or vampire--and only at night. It should be noted that such beings are generally very malevolent and possibly quite intelligent and possessed of strong magical powers. Command Greater Undead must be successfully cast to bend such beings to the Necromancer's Will. Be especially careful of the **Vampire**, who will constantly seek to turn the tables and become Master.

Summon Least Spirit

Type: Ritual: 3 hours **Resisted:** Willpower - PSF
Range: not relevant **Duration:** 1 hour

This spell Summons from the Astral planes one of the lower ranks of demons or one of the large variety of Least Spirits , not all of which can be considered evil.

The Least Spirit must be Summoned 7 times before it can be bound to the will of the Summoner. After that it can be Summoned to the Master with a Sorcery.

Summon Woodland Spirit: Lesser Totem

Type: Ritual: 3 hours **Resisted:** no
Range: not relevant **Duration:** up to 1 hour

This spell Summons one of the Totem Spirits of the Lesser Animals--birds, rodents, small predators, etc. The Totem must be summoned in a sacred grove. Such beings are much too powerful to be bound to anyone's service and must be treated with deep respect to win their cooperation and assistance.

The Lesser Totem will answer up to 3 questions, the Totem having a 75% chance of knowing the answer. The GM may impose modifiers to reflect the degree of ease or difficulty posed by the questions.

Alternately, the Lesser Totem may "lend" one or a number of its creatures to assist the Druid in some **reasonable** task which serves the broad interests of the Forest Creatures. The Totem may require a service of the Druid in return. If the Totem agrees, the Druid may then Summon the appropriate creature(s), who will do his bidding without any need to compel them to do so. Depending on the task, 3 x ML of the creatures may be summoned if the Totem agrees. (If very small, like mice, up to 7 x ML of the creatures may be summoned.)

Rank 7
Summonings of the Seventh Circle

Animate Golem of Flesh: Necromancy

Type: Ritual: 7 days **Resisted:** no
Range: 13 ft. **Duration:** until released

This spell enables the Necromancer to summon the spirit of a dead **person** (not a demon, as in animation of skeletons and zombies) to animate a body assembled from the body parts of a number of different corpses. The body parts must all be from freshly dead people (less than 24 hours deceased), and 13 different corpses must be robbed of parts. One quantity of each body part must be fully enchanted to fashion the Golem. Once attached to the Golem, the new body part stops decaying because the body is itself packed in 8 enchanted preservative herbs and liquids which magically ward off the rotting. A Necromancer can then animate it **permanently**.

A Flesh Golem is very powerful--hard to kill, strong, and possessed of real intelligence. Indeed, it has all the knowledge and skills of the dead person (save the ability to cast magics), yet entirely the obedient servant of his Master. The Master can exert direct control over it so long as he is within 30 feet x ML away. The Golem can be left alone and acts with considerable intelligence. However, it is literal-minded when carrying out any specific orders (1 order x ML) when out of the Master's control range. If the Master dies, it will wander off on its own.

This form of Necromantic magic was regarded with almost universal horror and revulsion in most cultures, whether Christian, Islamic, or pagan. Indeed, the Mage involved in such abominations faced burning at the stake if he was discovered.

For detailed information on Golem creation and statistics, see the ***C&S Bestiary***.

Summon Lycanthrope

Type: Sorcery **Resisted:** Willpower - PSF
Range: 3 mi. radius x ML **Appearance:** 6 hrs - 1/2 hr. x ML

This spell Summons a Lycanthrope into the Mage's presence at Night. The spell merely calls the creature to the Mage and holds it within sight and hearing for 3 combat rounds. To control such a wild and ferocious creature requires other measures, such as an Enthrall spell.

Rank 8
Summonings of the Eighth Circle

Animate Golem of Stone

Type: Sorcery **Resisted:** no
Range: 13 ft. x ML **Duration:** 3r + 1 x caster's ML

This spell Summons a spirit to inhabit and animate a stone statue. With a high armor value and capacity to absorb damage, Stone Golems are fearsome adversaries.

Once the Mage has summoned the same spirit 3 times, he may activate the Golem by casting a Sorcery and binding the animating spirit in the statue provided the statue was fashioned for that purpose. The Mage may place 1 **specific** order x ML in it--usually an order to guard and kill/capture intruders, etc.

For detailed information on Golem creation and statistics, see the ***C&S Creatures Bestiary.***

Summon Lesser Spirit

Type: Ritual: 3 hours **Resisted:** Willpower - PSF
Range: self **Duration:** 1 hour

This spell Summons a powerful demon or spirit to answer 3 questions or to do the Mage's bidding and perform one service for him. A very powerful spirit on its own plane of existence, it will bitterly resent such a blatant indignity. Only the greatest care will prevent it from escaping its binding circle to destroy the presumptuous mortal in a hideous fashion.

Be forewarned!

Those consorting with such beings had better be prepared for treachery, for the spirit will do its very best to thwart the Mage's desires. At the same time, it must obey its Summoner so long as the Mage stands inside a Circle of Protection. Once the Mage has Summoned a particular Greater Spirit 13 times, he will have bound it to his service and may Summon it in a 7-minute Ritual any time he wants to see the Spirit face to face.

Summon Woodland Spirit: Greater Totem

Type: Ritual: 30 min. **Resisted:** Willpower - PSF
Range: not relevant **Duration:** 1 hour

This spell Summons one of the Totem Spirits of the Great Animals--deer, bears, wolves, great hunting cats, eagles, etc. The Totem must be summoned in a sacred grove. Such beings are too powerful to be bound and must be treated with deep respect to win their cooperation and assistance.

The Greater Totem will answer up to 3 questions. The Greater Totem will have a 90% chance of knowing the correct answer. The GM may impose modifiers to reflect the degree of ease or difficulty posed by the questions.

Alternately, the Greater Totem may "lend" one or a number of its creatures to assist the Druid in some **reasonable** task which serves the broad interests of the Forest Creatures.

Note that the Totem may require a service of the Druid in return for any requests it is prepared to grant. If the Totem agrees, the Druid may then Summon the appropriate creature(s), who will do his bidding without any need to compel them to do so.

Depending on the task, 1 x ML of the creatures may be summoned to do what the Druid requires of them. When they have completed the task, he will "reward" the animals in an appropriate manner. Remember that the relationship is not one of Master and servant here, but rather one of friends and allies assisting each other and showing due respect for one another. Failure in this can earn the displeasure of the Totem Spirits.

Rank 9
Summonings of the Ninth Circle

Animate Golem of Metal

Type: Sorcery **Resisted:** no
Range: 7 ft. x ML **Duration:** 3r + 1 x caster's ML

This spell *Animates* a metal statue in much the same way as a *Stone Golem* is animated. If the spell is to be permanent, the statue must be specifically fashioned for that purpose. Otherwise the statue is just animated for the duration of the spell. These are truly fearsome adversaries and are ideal guardians, but move slowly and ponderously due to their mass.

The Mage may place 1 **specific** order x ML in the *Metal Golem*--usually an order to guard and kill/capture intruders, etc.

For detailed information on Golem creation and statistics, see the ***C&S Creatures Bestiary.***

Rank 10
Summonings of the Innermost Circle

Summon Greater Spirit

Type: Ritual (3 hrs.) **Resisted:** Willpower - PSF
Range: **Duration:** 1 hour

The *Greater Spirit* appears instantly upon completion of the ritual. These are exceedingly powerful Beings, and to *Summon* them is to take one's life and future quite literally into one's hands. They are exceedingly proud and regard mortals as a nuisance at best. To Summon one and require it to do his bidding is enough to earn any Mage its implacable hatred.

A *Greater Spirit* has to be *Summoned* a total of **21** times before it can be bound to the Mage's service! It will do the Summoner's bidding, but will also be literal-minded, legalistic, devious, scheming, conniving, cunning, and plain nasty as he tries to find the tiniest loophole in the Mage's "requests."

Transcendental Magic

Transcendental Magic reaches into the alternate planes of existence and into realms of the mind and spirit. This most esoteric of Magical Methods is one which can be used to great effect by a thoughtful Mage, for it enhances some aspect of the self. For example, *Clairaudience* extends one's abilty to listen, to hear things from afar. *Clairvoyance* similarly extends one's ability to see things beyond the normal bounds of vision. Using such magic, the Mage may enhance his very Will. He may increase his strength or project his ability to perform physical actions far beyond the reach of his hands.

Indeed, he is able to project both thought and physical bodies and objects over great distances, even into the Astral Realm. The Astral Realm co-exists with our own plane of existence, so the Astral Traveler will see things in our plane of existence, but in their spiritual equivalents, not the forms we normally see:

Solid, inanimate objects appear grey and lifeless.

Living things are revealed by their auras.

Magical beings appear shrouded in an irridescent glow corresponding to their mana force.

Transcendental magic truly lives up to its name. It allows the Mage to rise beyond all normal limits.

Rank 1
Transcendental Spells of the Outermost Circle

Clairaudience

Type: Hex **Resisted:** no
Range: 10 ft. per ML **Duration:** unbroken concentration

Clairaudience enables a Mage to eavesdrop magically and overhear targeted subjects as if he were present, even though he is blocked by a thick wall, etc. The spellcaster can hear the smallest whisper within the spell's range. He must remain relatively still as he goes into a trance. Any loud noises, etc., will jar his concentration and break the spell. Additional cost: 1 Fatigue point per minute in trance. A very thin layer of lead is sufficient to block the spell entirely.

Clairvoyance

Type: Hex **Resisted:** no
Range: 10 ft. per ML **Duration:** unbroken concentration

Clairvoyance enables a Mage to magically see anyone or anything within the range of the spell as if he was standing there. In a sense, it is the ability to look through walls as if they weren't there. Otherwise, the spell is the same as *Clairaudience*, including lead being a perfect shield against it.

Iron Will

Type: Cantrip **Resisted:** no
Range: self **Duration:** 10 min per ML

Iron Will increases the spellcaster's Willpower PSF by +10 for the duration of the spell.

Levitate

Type: Hex **Resisted:** no
Range: self **Duration:** 3 r. + 1 per ML

Levitate enables a Mage to ascend or descend at the rate of 1/2 ft. x ML for each Action point expended in combat movement. In Basic Initiative he can ascend or descend 20 feet in a combat round. The duration can be extended by the Mage expending 1 Fatigue point per round.

Mind Speak

Type: Hex **Resisted:** Willpower - PSF of caster
Range: 10 ft. x ML **Duration:** 3 r. + 1 per ML

Mind Speak enables a Mage to communicate to a number of people within the spell's radius equal to his ML.

The caster may speak to each of them singly or as a group as if he were talking to them. Each of these people may also communicate back to him over the mental linkage, but they can't communicate with the others. He alone can do that and will act as a "go-between" to pass messages between them.

Move with the Mind

Type: Cantrip **Resisted:** Dodge - PSF of caster
Range: 5 ft. x ML **Duration:** 3 r. + 1 per ML

Move with the Mind enables a Mage to move objects and people by thinking that movement in his mind. This focuses and directs transcendental forces to move an object or person. The living must make a Dodge resisted roll to avoid being moved. The caster may lift and move an object 1 ft x ML per AP expended from Initiative. The weight moved depends on the caster's ML:

ML*1 = 1 lb.	ML*5 = 50 lbs	ML*8 = 300 lbs.
ML*2 = 5 lbs.	ML*6 = 100 lbs.	ML*9 = 400 lbs.
ML*3 = 10 lbs.	ML*7 = 200 lbs	ML*10 = 500 lbs.
ML*4 = 25 lbs.		

Rank 2
Transcendental Spells of the Second Circle

Hurl Object
Type: Cantrip **Resisted:** Dodge - PSF of caster
Range: 20 ft. per ML **Duration:** instantaneous

This spell allows the caster to hurl a small object weighing 5 pounds or less towards a target within his spell range. The object will do 1 x ML + 1x Crit Die in crushing damage if it is a blunt object or 1 x ML + 1x Crit Die of piercing damage if it is sharp.

Sleep of the Dead
Type: Sorcery **Resisted:** no
Range: self **Duration:** 1 day per ML

Sleep of the Dead puts the spellcaster into a very deep trance that outwardly resembles death. It is really a state of suspended animation in which all life and healing functions stop. While in such a state, the character is magically undetectable even by the strongest divinatory magics.

Rank 3
Transcendental Spells of the Third Circle

Communicate
Type: Hex **Resisted:** Willpower - caster's ML
Range: ½ mi. per ML **Duration:** 1 min. x ML of caster

Other than the range and duration increase, *Communicate* is the same as the 1st rank spell, *Mind Speak*.

Deflect Missile
Type: cantrip **Resisted:** -Weapon PSF
Range: 3 ft radius + 1 ft. x ML **Duration:** 3 r. + 1 x ML

Deflect Missile acts like a magical shield block against any missiles cast into the protected area of the spell. If Crit Die 10 results with a successful deflection, an ordinary missile is caught and hurled back at the one who hurled or fired it at his **own** success chances!

Flight
Type: Hex **Resisted:** no
Range: self **Duration:** 10 min. x ML of caster

Flight enables the caster to fly 5 mph per hour x ML of caster (travel modes), or at double the human movement rate in Basic Initiative or at 5 ft + 2 ft. x ML of caster per AP in Advanced Initiative per 15-second round (combat mode).

Pass Through
Type: Sorcery **Resisted:** no
Range: self **Duration:** 1 r. per 2 ML of caster

Pass Through enables the caster to become incorporeal (without substance) for a short period of time.

While in this state the character may not be harmed by any weapon or magic other then mana attacks. Nor may he touch anything or attack with any weapon or magic other than mana attacks. Incorporeal beings may touch him, however, and vice versa, for he now exists on their plane.

The spellcaster moves at ½ speed when he is incorporeal. He may pass through dirt, stone or metal with ease. If within a solid object when the spells expires, the caster must make a Constitution AR at 1/2 normal chance of success.

If the roll succeeds, the caster is transported right outside the object, loses half his total Body level, all his Fatigue points, and is knocked unconscious for 10 hours - Crit Die roll. If he fails, he dies walled up in the object.

Mind Link
Type: Sorcery **Resisted:** no
Range: touch **Duration:** 3 hr. x ML of caster

This spell allows the caster to *Mind Link* with another **willing** character. For the duration of the spell they may communicate with each other, no matter the distance, provided they are still on the same plane of existence.

The bond formed at the casting of *Mind Link* is very strong and each person experiences the strong emotions of the other. If one is injured by an attack, the other will know about it.

Damaging spells and attacks will exact Fatigue points from the character linked to the one who was injured, -1 for every 10 FP suffered in a single blow. He will also lose - 1 FP for every - 5 Body points taken in 1 blow by his friend. If this reduces his Fatigue level to zero, he must make a Willpower check or the linkage to the injured party is broken.

Of course, the caster may cancel the spell at any time. The other party to the Mind Link may break the linkage only by making a successful Willpower resisted roll (- PSF of the spellcaster).

The spell's duration may be lengthened if the caster performs a 3-hour ritual with the one to whom he will be *Mind-Linked*. This extends the duration to 3 days per ML.

Once the spell has expired or has broken, it cannot be renewed until the two characters come into personal contact and the sorcery or ritual is performed again. Nor can the spellcaster maintain more than one *Mind Link* at a time.

Rank 4
Transcendental Spells of the Fourth Circle

Duel at a Distance
Type: Sorcery **Resisted:** no
Range: 5 ft. x ML **Duration:** concentration
Pre-requisite: *Move in the Mind*

This spell allows the caster to use any melee weapon at a distance. The caster animates the weapon then attacks with it with his own weapon skill level at the range of 5 ft per ML. The caster must also be able to see the target to attack with the weapon. In Basic Initiative, the weapon moves at the same speed as the Mage who controls it. In Advanced Initiative, the weapon will move through the air at 5 ft. per AP expended, as if the character himself were moving and carrying it. The AP costs remain the same as making an attack with a weapon in either Initiative System. To compute Strength for damage purposes, the weapon is wielded at STR*10 + ML of the spellcaster.

If the spellcaster's concentration is broken, the spell fails and the weapon falls inert to the ground. Concentration may be maintained at a cost of 1 Fatigue point per minute during a *Duel at a Distance*, as the effort required of the Mage is considerable.

Group Link
Type: Ritual: 1 minute **Resisted:** no
Range: touch **Duration:** see below

Group Link may be cast after one of the telepathic spells like *Mind Speak* or *Communicate* has been cast, with all recipients present and holding hands with each other and the spellcaster. *Group Link* has the same telepathic range and duration as the enabling spell (*Mind Speak* or *Communicate*).

However, it links all the characters together so that they may communicate directly with one another without having to use the caster as a go between to pass messages back and forth.

Strength of the Mind

Type: Sorcery **Resisted:** Dodge - PSF of caster
Range: 10 ft. x ML **Duration:** 1 r. x ML of caster

Strength of the Mind enables a Mage to move heavy objects and living beings. The spell is similar to the 1st rank spell, *Move with the Mind*, except the weight of the objects is greatly increased. The living must make a Dodge resisted roll to avoid being moved. The spellcaster may lift and move the object 1 ft x ML per 2 AP expended from his Initiative. The weight that can be moved depends on the caster's ML. The following table sets out the movement capacities of different Magic Levels:

ML*1 = 100 lbs.	ML*5 = 1000 lbs	ML*8 = 4000 lbs.
ML*2 = 250 lbs.	ML*6 = 1500 lbs.	ML*9 = 6000 lbs.
ML*3 = 500 lbs.	ML*7 = 2000 lbs	ML*10 = 8000 lbs.
ML*4 = 750 lbs.		

In addition, once the Mage has learned , he will cast the 1st rank spell, *Move with the Mind*, as a cantrip.

Project Image

Type: Sorcery **Resisted:** no
Range: 25 mi. x ML **Duration:** 1 r. x ML of caster

This spell allows the caster to project his image across a great distance to deliver a pre-planned message to those within the area to which the caster sent the image.

The image is a one-way communication, so the caster cannot hear what the recipient says. If the caster does not know the location of those he wants to send the message to, apply the following modifiers:

Caster *Mind Linked* with the recipient:	Full SC%
Caster knows the recipient well:	-20% from SC%
Caster knows the recipient:	-30% from SC%
Caster doesn't know the recipient personally:	-50% from SC%
Caster has a personal article of recipient:	+10% to SC%

Rank 5
Transcendental Spells of the Fifth Circle

Astral Projection

Type: Ritual: 10 min. **Resisted:** no
Range: see notes, below **Duration:** 10 min. x caster's ML

The Mage enters a deep trance. His spirit leaves his body and enters the Astral Plane.

In the Astral realm, he may "fly" at a speed of 1 mile per minute, undetected except by those in the Astral realm. Nor may he be harmed by anything save pure mana energy (*Mana Darts*, *Mana Bolts*, and the like). The Astral traveler is able to cast Divination, or Transcendental magic while in Astral form. He may attempt to cast Arcane spells but does so at ½ PSF and double fatigue cost.

The caster loses -3 FP per 10 minutes he spends in Astral form beyond the spell's standard duration. If his Fatigue level reaches zero before he can return his spirit to his body, the Astral traveler must succeed with a Willpower roll - 25%.

Success breaks the spell and the caster returns to his body. However, he is totally exhausted and and unable to do anything for 3 + D10 Crit Die hours thereafter. Failure of the Willpower roll means the character has severed his life cord and his spirit is wandering the Astral realm, lost and unable to return to its body. He must find his way back to his body within his Crit Die result x 1 hour or his spiritless body will perish. After all, it has already "given up the ghost" quite literally and is in a most fragile state.

His chance of returning in time is literally based on the time he has left: +5% per hour and +3% per ML he possesses. For instance, if he has 5 hours and is at ML*6, he has 25% + 18% = 43% chance of finding his body in time. If he doesn't, the character "passes away"into the hands of the GM as an NPC.

Choke: Hands of the Sorcerer

Type: Cantrip **Resisted:** Stamina - PSF of caster
Range: 1 ft. x ML **Duration:** 1 r. per ML

Hands of the Sorceror enables the spellcaster to "reach out" with transcendental forces so that he can constrict the windpipe of a targeted individual, effectively choking off his breath. The target must make a Stamina resisted roll in order to draw breath.

If he succeeds, he manages to fight off the "*Hands of the Sorcerer*" enough to be able to breathe in a gasp of air.

If he fails, the "*Hands*" choke him for the duration of the spell, doing 1 x ML + 1 Crit Die of damage, rolled in each combat round. If he is not killed, he will recover after the spell ends and regains 1/2 the damage suffered.

Armor provides no protection against such an attack. Also, while fighting the "*Hands*" clutching his neck, the character is not able to do much of anything else. Indeed, if he did, he would pass out from oxygen insufficiency.

Unshakable Will

Type: Hex **Resisted:** no
Range: self **Duration:** 10 min per ML

Iron Will is a very powerful enhancement spell which increases the spellcaster's Willpower PSF by +20 for the duration of the spell.

Rank 6
Transcendental Spells of the Sixth Circle

Project Self to Distant Lands

Type: Sorcery **Resisted:** no
Range: 50 miles x ML **Duration:** 3 r. + 1 x ML of caster

This spell is very much like the 4th rank spell, *Project Self*, except the caster now has a greatly increased range and can also carry on a two-way conversation with those who can see and hear the projected image.

Rank 7
Transcendental Spells of the Seventh Circle

Greater Astral Projection

Type: Ritual **Resisted:** no
Range: see notes, below **Duration:** 1 hr. x ML of caster

This ritual spell requires 30 minutes to cast. It is like the 5th rank spell, *Astral Projection*, except the caster now has a speed of **2 miles per minute** and an increased time in the Astral realm.

Immovable Will

Type: Hex **Resisted:** no
Range: self **Duration:** 10 min per ML

Immovable Will is a highly potent enhancement which increases the spellcaster's Willpower PSF by +30 for the duration of the spell.

Teleport
Type: Sorcery **Resisted:** no
Range: 50 mi. x ML **Duration:** instant

Teleport transports the caster + 25 lbs. instantly through the Astral Plane to a place up to the maximum range he possesses. He must have knowledge of the destination. Otherwise, he can overshoot or undershoot the distance by +5% or -5% of the distance x Crit Die. This exhausts his Fatigue levels by the percentage of the error.

Rank 8
Transcendental Spells of the Eighth Circle

Grand Audience
Type: Sorcery **Resisted:** no
Range: 300 mi. x ML **Duration:** 1 min. x ML of caster

Grand Audience is a two-way telepathic communication spell with a greatly augmented range. If cast through a crystal, it has a 500-mile range per ML of the caster.

Rank 9
Transcendental Spells of the Ninth Circle

Crush the Defiant
Type: Sorcery **Resisted:** Stamina - PSF of caster
Range: 1 ft.. x ML **Duration:** 1 r. x ML of caster

Crush the Defiant exerts constricting force on the target's internal organs. No armor can prevent the damage, but a successful Stamina resisted roll results in 1/2 damage. If the Stamina roll fails, he crumples to the ground, totally incapacitated by excruciating pain. It does initial damage of 1 x ML + 1 x Crit Die, then continues to do 1 point of damage x ML each combat round until the spell expires.

Rank 10
Transcendental Spells of the Innermost Circle

Continue from Beyond
Type: Ritual **Resisted:** no
Range: self **Duration:** see notes, below

This very powerful ritual requires 7 days to perform. It attunes the spellcaster to the Astral realm.

If he dies at any time thereafter, he must make a successful Willpower roll and also must obtain a Crit Die result of 06-10. If he does, the spellcaster becomes an Astral Spirit (see the ***C&S Bestiary*** for details).

In this form he may "Continue from Beyond," influencing the fantasy campaign by reaching out from the Spirit Realm from time to time to contact other characters, affect events, etc.

Furthermore, the Mage **always** has a chance **to prepare** himself to receive the mortal blow whenever it might come. To do this, he must cease all activity and be able to expend -3 AP **before** the blow lands. He cannot do anything else in this period of time up to and including the moment when the blow actually lands. In such a situation, he automatically succeeds with Continue from Beyond and and passes Beyond to the Other Side.

Magic of Transmutations

Magic of Transmutation involves changing the very physical shape and/or nature of something or some person. All Transmutation spells may be resisted **if the targeted individual desires to do so.** If the subject is willing, no resisted rolls are necessary.

Some Transmutation spells may be cast by the Mage **only** upon himself. These spells are conspicuous by the absence of words like "target" or "recipient" indicating who is affected. Any Transmutation spell denoted as having a range of "**self**" are spells that the Mage is able to cast only on himself.

"**Touch**" means that the intended recipient of the spell be either the Mage himself or someone or something else **within touching distance** (5 feet). He doesn't actually have to touch the other person or object; he can cast it from such a short range.

However, if the target **is** personally touched by the Mage, by his hand, or through his focus or a device of power, as he casts the spell, +10% bonus is added to the success chances. The unique magical forces of Transmutation Magic flow most readily through direct contact. He doesn't enjoy this bonus when casting the spell on himself however.

The reason why "touch" spells recieve the 10% bonus when the caster makes contact with the target is because they are based upon the principles of contagious and sympathetic magic.

Unless otherwise stated, all Transmutations can be reversed or dispelled by another Mage who knows the particular spell.

Rank 1
Transmutations of the Outer Circle

Armor of Stout Leather
Type: Cantrip **Resistance:** no
Range: touch **Duration:** 3 r. + 1 r. x ML of caster

The magically "toughens" the recipient's skin against attack. It is proof against all ordinary and magical attacks. Reduce damage by 3 points. This protection is in addition to normal armor absorption of weapon damage.

Jump
Type: Cantrip **Resistance:** no
Range: touch **Duration:** 1 r. x ML of caster (max. 3 jumps)

The recipient of this spell may jump +2 feet x ML of caster above and beyond his normal jump ability.

Also, when under the influence of this spell, any armor a character is wearing does **not** count as a weight penalty! He may make his jumps as if he had no extra weight burden.

Keen Sight
Type: Cantrip **Resistance:** no
Range: touch **Duration:** 30 min. x ML of caster

The recipient of the spell can see with special sharpness. This increases his Alertness-Sight skill by +2% x ML for the duration of the spell.

If he already has keen sight, any bonuses from that special ability are added to his Magically enhanced success chances.

Listen
Type: Cantrip **Resistance:** no
Range: touch **Duration:** 30 min. x ML of caster

The recipient of the spell can hear with special sharpness. This increases his Alertness-Sound skill by +2% x ML for the duration of the spell. If he already has keen hearing, any bonuses from that special ability are added to his success chances.

Nightvision
Type: Cantrip **Resistance:** no
Range: touch **Duration:** 30 min. x ML of caster

This spell enhances the recipient's ability to see in the dark as if it were a dull, overcast day, provided there is moonlight or starlight. In very dark conditions, vision will be limited to 10 ft. If there is **no** light present, Nightvision will not help one see any better than with normal vision. It bright light is reflected at someone with this spell cast on them, they must make a Agility AR or be dazed and lose half their AP for 1 round. This in addition to any effects that may be caused from a spell, etc.

Rank 2
Transmutations of the Second Circle

Farsight
Type: Cantrip **Resistance:** no
Range: touch **Duration:** 1 r. x ML of caster

Farsight enables the recipient to see 1/2 mile away x ML of caster as if he were viewing from 100 feet away. When cast upon an archer or crossbowman, he may hit anything between Medium Range and Extreme Range at his Medium Range SC%.

Fleet of Foot
Type: Cantrip **Resistance:** no
Range: touch **Duration:** 3 r. + 1 r. x ML of caster

The recipient of this spell increases his movement rate in Double-Quick or Sprint +1ft. per 2 ML of the caster. For every +2 feet of movement bonus thus gained, the character must expend -1 Fatigue point when the spell wears off. If he has no Fatigue levels left, the points come from the Body.

The Mantle of Borealis
Type: Cantrip **Resistance:** no
Range: touch **Duration:** 10 min. x ML of caster

Also known as "A Cool Cloak," the Mantle of Borealis enables the recipient to stand the effects of hot temperatures. Each ML of the caster provides protection against +10°F of hot temperatures (with base 75°F). A recipient with a ML*6 Mantle would be able to withstand +60°F temperatures or 135°F in ordinary clothing as if it were a pleasant summer's day. The Mantle of Borealis is highly resistant to intense heat and flame. It will also absorb 2 points of damage x ML whenever struck by magical or natural fires. Wearing it will negate the effects of spells which might otherwise turn metal armor into a furnace or even into molten metal!

The Mantle of Helios
Type: Cantrip **Resistance:** no
Range: touch **Duration:** 10 min. x ML of caster

Also known as "A Warm Cloak," the Mantle of Helios, enables the recipient to stand the effects of cold temperatures. Each ML of the caster provides protection against -10°F of cold temperatures, beginning at 30°F. A recipient with a ML*6 Mantle of Helios would be able to withstand 30°F -60° = -30°F temperatures in ordinary clothing! The Mantle of Helios absorbs 2 points of damage x ML from any form of cold magic.

Strength
Type: Hex **Resistance:** no
Range: touch **Duration:** 10 min. x ML of caster

Strength increases the recipient's STR level by 10% per 2 ML of the caster. The spell affects his skill Attribute skill bonuses, carrying and lifting capacities, Body and Fatigue levels, Strength AR rolls, and the amount of damage he can both inflict and sustain in combat. Any Fatigue or Damage is first deducted from the extra Fatigue and Body points coming from the spell's enhancement effects, and then from the normal Fatigue and Body levels of the character.

When the spell wears off, the recipient will lose -1 Fatigue point for every +10% his Strength was increased. If he reaches zero Fatigue points, reduce all combat and other skills to 1/2 effectiveness until his Fatigue levels rise above zero again.

Rank 3
Transmutations of the Third Circle

Pain
Type: Hex **Resistance:** Stamina - PSF of caster
Range: touch **Duration:** 7 r. + 1 r. x ML of caster

The spell affects any **living** being the Mage touches. If the Stamina resisted roll is **Successful:** target feels severe pain: -1/4 PSF from all skills until the spell fades. **Failure:** -1/2 PSF. **Critical Failure with Crit Die 01:** unconscious from pain.

Release from Pain
Type: Hex **Resistance:** - PSF of Pain caster
Range: touch **Duration:** instantaneous

This spell immediately relieves Pain and restores the victim of such magic. Cast against Agony, it relieves one level of pain such a spell causes. (For example, total incapacitation = 1/2 PSF lost, while 1/2 PSF lost = 1/4 PSF lost.) It also relieves normal pain for 1/2 hour x ML of the caster.

Slow
Type: Hex **Resistance:** Stamina - PSF of caster
Range: touch **Duration:** 7 r. + 1 r. x ML of caster

The target has his Initiative AP reduced to 1/2 for the duration of the spell. The spell can readily be dispelled by reversing it, a simple procedure available to anyone knowing the Slow spell.

Water Breathing
Type: Hex **Resistance:** no
Range: touch **Duration:** 10 min. x ML of caster

The recipient of this spell is capable of breathing underwater as if he were on dry land.

Rank 4
Transmutations of the Forth Circle

Agony of the Damned
Type: Hex **Resistance:** Stamina - PSF of caster
Range: touch **Duration:** 7 r. + 1 r. x ML of caster

The Mage's touch totally incapacitates any living being with Agony. If the target makes a successful Stamina resisted roll, he is still in severe pain and loses 1/2 PSF until the spell fades.

Armor of Guard
Type: Hex **Resistance:** no
Range: touch **Duration:** 7 r. + 1 r. x ML of caster

The recipient of this spell has his skin magically "toughened" against attack. It is proof against all ordinary and magical attacks.

Reduce damage by 7 points. This protection is in addition to normal armor absorption of weapon damage. The Mage cannot cast this spell on himself or anyone else wearing any armor protection which has metal as a component.

Release from Agony

Type: Hex **Resistance:** - PSF of Pain caster
Range: touch **Duration:** instantaneous

This spell immediately relieves Pain or Agony and restores the victim of such magic back to his normal levels of performance. The spell may also be used to block all ordinary pain for a period of 1 hour x ML of spellcaster.

Shape Shift

Type: Sorcery **Resistance:** no
Range: self **Duration:** 10 min. x ML

The Mage transforms himself into some creature. The ML of the spellcaster determines the creature that may be chosen for transformation. While in this form, the Mage gains the abilities and characteristics of the creature. If the caster is at least ML*7 or higher, he may cast Divination spells, or spells with a range of "self".

If the caster in animal form is "killed" (Fatigue & Body of animal is exceeded), the Mage must make a Stamina resisted roll -2 x damage points suffered. If he succeeds, he loses all of his Fatigue and is stunned for a round. If he fails, he is knocked unconscious for 10 hours - 1 hr. x Crit Die result.

If the "killed" animal takes less damage than the recipient of the spell, he instantly changes back to his normal form--with the damage still assessed against the Mage's own Fatigue and Body levels, of course.

If in an "enhanced" animal form, the Mage may be able to take considerably more damage than in his normal form. When he changes back to his "natural" form, the damage he suffers is **proportionate** to damage suffered in his transformed shape.

For instance, if his shifted form takes 39 points of damage to the Body and suffers 31 points, he has his own Body levels reduced by -31/39. Suppose he has a Body of 20 in normal form. That will be reduced 20 x 31/39 = -15.8 = -16 points. In short, he has only 4 Body points left when he resumes his form.

ML*2	small animal, bird, etc., under 5 lbs.
ML*3	animal up to 50 lbs.
ML*4	animal up to 125 lbs.
ML*5	animal up to 500 lbs. or enchanted beast up to 5 lbs.
ML*6	animal up to 2000 lbs. or enchanted beast up to 50 lbs.
ML*7	animal over 2000 lbs. or enchanted beast up to 500 lbs.
ML*8	enchanted beast up to 2000 lbs.
ML*9	enchanted beast up to 4000 lbs.
ML*10	enchanted beast up to 10,000 lbs.

If cast as a ritual (taking 15 min.), Shape Shift can be extending into a duration of 3 hr. + 1 hr. x ML of the caster!

Speed

Type: Cantrip **Resistance:** no
Range: touch **Duration:** 3 r. + 1 r. x ML of caster

The recipient of this spell increases his Action points by 2 AP x ML of the spellcaster when in combat.

Transform Person

Type: Hex **Resistance:** Stamina - PSF of caster
Range: self **Duration:** 3 r. + 1 r. x ML of caster

The caster takes on the outward appearance of the person he wishes to impersonate. He looks and sounds exactly like the other, but he has none of the physical capabilities of the one he impersonates.

The spell is also of relatively short duration. However, if cast as a Sorcery, its duration is extended to 7 minutes + 2 min. x ML of the spellcaster. And if cast as a 1-hour Ritual, its duration is 7 hours + 2 hours x ML of the spellcaster.

Rank 5
Transmutations of the Fifth Circle

Regenerate

Type: Ritual (10 min.) **Resistance:** no
Range: self **Duration:** 1 day

The Mage may cast this spell only upon himself, and he cannot do it more than once a day or 3 times in a week. The spell accelerates the healing rate of his own body by +3% x ML. For it to be effective, the Mage must have complete bedrest.

For instance, a Mage with Body 22 and a healing rate of 3% is at ML*7. He can accelerate his healing 3% + 3 x 7 = 24% per day. And 24% of 22 = 5.28 Body points per day! During this time, he cannot attempt more than light activity. And he most definitely cannot practice any magic or the rapid healing effect is lost because of the strain of handling magical powers.

At ML*10, a Mage can literally regenerate a severed finger, toe, hand, foot, or limb or he can remove a scar, disfigurement, etc., in 21 days by casting this spell 3 times per week for 3 weeks. He may do research at this time--learn spells, etc.-- but cannot cast magic on the days he casts the regenerative spell on himself. If circumstances require him to cast any other spells on regenerative spell days, the regeneration ends at that moment.

Shape Change: Circe's Touch

Type: Sorcery **Resistance:** Stamina - PSF of caster
Range: self **Duration:** 10 min. x ML

The Mage transforms another into some creature. Since the spell can be used offensively, an unwilling individual can make a Stamina resisted roll. The ML of the spellcaster determines the creature that may be chosen for transformation. While in this form, the recipient of the spell possesses only the abilities and characteristics of the creature. He must also make an willpower resisted roll to avoid losing his own personal awareness and being lost in that of the beast.

The transformed person has the Fatigue and Body levels of the animal. If he is killed while in animal form, he dies. If he is transformed back to his original form, he will carry with him any damage and fatigue suffered while in animal form.

The forms available for transformations are:

ML*3	small animal, bird, etc., under 5 lbs.
ML*4	animal up to 50 lbs.
ML*5	animal up to 125 lbs.
ML*6	animal up to 500 lbs. or enchanted beast up to 5 lbs.
ML*7	animal up to 2000 lbs. or enchanted beast up to 50 lbs.
ML*8	animal over 2000 lbs. or enchanted beast up to 500 lbs.
ML*9	enchanted beast up to 2000 lbs.
ML*10	enchanted beast up to 4000 lbs.

In such a situation, the transformed person may make a Stamina resisted roll - PSF of the caster on three occasions.

First, he tries at the end of the spell's duration. If he fails, he lingers in animal for 10 min. x ML. He may then try again. If he fails the second time, he lingers in animal form for another 10 min. x ML. At the end of that time, he tries a third and last time. If he fails again, he will remain in his changed shape until released by reversing the spell or Remove Curse.

Of course, if the transformed character succeeds with any one of his three Willpower resisted rolls, he will change back to his normal shape.

The caster may remove the spell from the category of a Curse by imposing some reasonable condition that must be fulfilled to restore the person to his original form. Thus a mere dispel (unless performed by the caster) or a Remove Curse will be insufficient to reverse the spell. The GM **must** approve that condition for it to take effect.

Wither

Type: Hex **Resistance:** Stamina - PSF of caster
Range: touch **Duration:** 7 r. + 1 r. x ML of caster

This rather vicious spell causes flesh to Wither. That is, a hand, arm, or leg loses all capability and strength for the duration of the spell. When the spell fades, the victim must succeed with a Stamina resisted roll or the effects will linger 10 min. x ML of the Mage who cast the magic. A check must be made thereafter at the end of the allotted time until the Stamina resisted roll succeeds. If the spell's effects do not dissipate by the third attempt, only a Remove Curse or a **reversed** Wither may restore the use of the affected hand, limb, etc.

Rank 6
Transmutations of the Sixth Circle

Gaseous Form

Type: Hex **Resistance:** no
Range: self **Duration:** 13 r. + 1 r. x ML of caster

The spellcaster is able to assume a Gaseous Form. This renders him all but immune to all magic except Arcane, Fire, and Air magics. Arcane and Fire magics do1/2 damage. If a wind is blown up, the Mage in Gaseous Form must expend -1 Fatigue point per 10 mph of wind to maintain the spell for the duration (ie. to hold himself together!) If he cannot, he must immediately rematerialize or be destroyed.

Nor may the caster cast anything except defensive magics and non-offensive magics while in Gaseous Form. Not having tangible form himself, he is incapable of combat. Also, in Gaseous Form he can carry his material possessions with him using magical means: 5 lbs. x ML. He has a movement rate of 1 per 2 ML of caster. His Dodge is at 1/4 PSF in Gaseous Form.

Journey in Haste

Type: Sorcery **Resistance:** no
Range: touch **Duration:** 1 day and night

Journey in Haste is a powerful traveling spell that enables a person to move an average of 2.5 mph or a horse to move an average of 6 mph for 24 hours straight, taking only brief rest stops. In short, one can travel 60 miles on foot or 144 miles on horseback in a single 24-hour period! Anyone receiving this benefit cannot repeat the effort for 3 days, but will be able to travel at a normal rate after getting 6-8 hours of sleep.

Turn to Stone

Type: Hex **Resistance:** Stamina - PSF of caster
Range: touch **Duration:** 7 r. + 1 r. x ML of caster

This spell turns anyone the Mage touches into stone. When the spell fades, the victim must succeed with a Stamina resisted roll or the effects will linger 10 min. x ML of the Mage who cast the magic. A check must be made thereafter at the end of the allotted time until the Stamina resisted roll succeeds. If the spell's effects do not dissipate by the third attempt, the effects are likely to be permanent. Only a Remove Curse or a **reversed** Turn to Stone may restore the victim to life.

Rank 7
Transmutations of the Seventh Circle

Armor of Preservation

Type: Hex **Resistance:** no
Range: self **Duration:** 7 r. + 1 r. x ML of caster

The Mage can transform his skin so that it is magically "toughened" against attack. It reduces damage from **all** attacks by 13 points. The Mage cannot cast this spell on himself if he is wearing any armor protection which has metal as a component.

Gaze of the Basilisk

Type: Hex **Resistance:** Dodge - PSF of caster
Range: 5 ft. x ML **Duration:** 7 r. + 1 r. x ML of caster
Pre-requisite: Turn to Stone

For 1 round, the Mage transforms his eyes into those like the Basilisk's. Anyone within range who meets his gaze is instantly paralyzed and cannot move. The Dodge resisted roll represents a character's actually averting his eyes before the spell does more than start to numb him slightly. Whenever he looks in the Mage's direction, he must make another resisted roll, or else he may gaze into a mirror to look at the Mage without fear of transformation into stone.

Rank 8
Transmutations of the Eighth Circle

Eyes of the Medusa

Type: Hex **Resistance:** Dodge - PSF of caster
Range: 5 ft. x ML **Duration:** until dispelled

For 1 round, the Mage transforms his eyes into those like those of the Gorgon, Medusa. Anyone within range who meets his gaze is instantly turned into stone! The Dodge resisted roll represents a character's actually averting his eyes before the spell does more than start to numb him slightly. Whenever he looks in the Mage's direction, he must make another resisted roll, or else he may gaze into a mirror to see the Mage.

Only a Remove Curse or a **reversed** Turn to Stone may restore the victim to life.

Rank 9
Transmutations of the Ninth Circle

Age Prematurely

Type: Sorcery **Resistance:** Stamina - PSF of caster
Range: touch **Duration:** until dispelled

Age Prematurely causes the victim to age 1 year x ML of the spellcaster + 1/2 year x Crit Die. A Mage may control the exact aging rate within his limits; eg: ML*9 can age someone from 1 to 9 years, + the Crit Die if he wished (which could produce aging of a half-year up to 5 years).

To reverse the effects completely requires a Youth spell.

Rank 10 Transmutations of the Innermost Circle

Become Another

Type: Ritual: 21 days **Resistance:** no
Range: self **Duration:** 21 days (initially: see notes)

This very powerful Transmutation spell changes the form of the spellcaster into that of another person, the transformation being perfect in every way. The spellcaster becomes a precise physical duplicate of the person whose form he has assumed. Indeed, so perfect is the guise that the spellcaster cannot be told apart from the original even by those who have known the person all their lives.

The spell must be cast once a week for 3 weeks. The success of the spell depends on using 7 personal items belonging to the individual whose form is desired, 3 of which must be from his body (hairs, nail clippings, etc.).

Once the Mage has succeeded with this ritual spell, he may cast it on himself at any time as a **Hex.** The Hex should then be considered as the spell used in the field once the Mage has perfected how to transfom himself into the desired individual. He needs to re-cast it every three days to maintain his impersonation He look and sounds exactly like the one he is impersonating but does not have that person's knowledge, memories, and skills. His **physical capabilities** are those of the other--including Body, Fatigue, CCAP, LCAP, STR, CON, AGIL, etc.

When this spell is learned, Shape Shift and Shape Change: Circe's Touch are cast as Cantrips, and the transformations are permanent unless dispelled.

The Bloom of Youth

Type: Ritual **Resistance:** Stamina - PSF of caster
Range: touch **Duration:** instantaneous

Youth causes the victim to grow younger by 1 year x ML of the spellcaster + 1/2 year x Crit Die. The Mage can control the exact amount of growing younger within his limits. For example, an ML*9 Mage could restore 1 to 9 years of youth.

The benefits of the spell can be received only once per month. During his entire lifetime, the recipient can receive the benefit once per 2 CON levels without ill effects. After that, he may still receive the benefit, but at a cost of -1 STR, -1 CON, and -1 DISC point each time he has the spell cast on him. There are limits on what even magic can accomplish, and the body and mind will eventually suffer from prolonged longevity.

The lower limit of this spell is one year of age! The spell is, needless to say, one which aging people may be desperate to receive from a Mage, and they may pay dearly to gain its benefits.

In addition, the Mage himself must pay a price to cast such powerful magic. He suffers a rather severe -1 Fatigue point reduction from his Fatigue levels x number of years he removes from someone's age. Worst of all, **his Fatigue level remains reduced by that amount from 8 to 42 days!**

This time of reduced Fatigue level may be extended or reduced by the Crit Die result:

Crit Die 01 = 42 days	Crit Die 06 = **21 days**
Crit Die 02 = 34 days	Crit Die 07 = **21 days**
Crit Die 03 = 30 days	Crit Die 08 = 18 days
Crit Die 04 = 28 days	Crit Die 09 = 14 days
Crit Die 05 = 24 days	Crit Die 10 = 8 days

Obviously, most Mages are reluctant to cast such a spell unless the need (or the reward) is great.

Magical Wards

A Warding spell is a magical protection against something. There are two basic types of Warding spells. One is a stationary spell, the other a spell which moves with the person it protects:

Circles of Protection: an area very hastily inscribed on the ground, either with the tip of a staff drawn through the ground or else with a piece of chalk.

The magical laws governing Circles of Protection are very specific on one matter: **the boundary line must be unbroken**. If it is erased (broken) by anyone inside the protective Circle, the spell is instantly ended by that action and all protections vanish. Of course, no action by anyone outside the protections of the Circle can, in any way, mar the integrity of the boundary line and so break the spell.

The protective spell itself is cast with a **cantrip**. However, the Circle must be drawn before the cantrip is cast, at an action cost of 1 AP per 3 ft. of the radius of the Circle.

The Circle is a stationary **area** defense and cannot move. Its magic protects those inside its boundaries against some form of conventional or magical attack.

Wards: a short-term, portable **personal** protective spell which is placed on a person or on some item. It will protect against some form of conventional or magical attack. The chief virtue of a Ward is that it is a protection which moves along with a person, whereas a Circle is a stationary protection which can shield a number of individuals in a form of magical redoubt.

Wards of a more permanent nature can be magically placed in a device (see ***Chapter 9, Magic***). Such magically charged items can be carried by a person and used at need.

Until a Mage attains the highest level of proficiency in protective magic, most Circles and Wards are quite specific in what they are defending against. In fact, they are subdivided into two categories: Lesser Circles and Lesser Wards, which have restricted protective capability, and Greater Circles and Greater Wards, which have comprehensive defensive capabilities.

Rank 1 Wards Spells of the Outermost Circle

Circle of Protection vs Evil

Type: Cantrip **Resisted:** no
Range: 3 ft. radius x ML **Duration:** 1/2 hr. x caster's ML

This Circle protects the caster and all those within the circle from direct attack those with evil intent in their hearts.

The protection does **not** prevent those with "evil" intentions from crossing the barrier line. However, anyone penetrating the circle with "evil" intentions or outright hostility toward those under its protection will suffer a penalty of -13% to **all** actions performed within the bounds of the guardian circle.

Circle of Protection vs Good

Type: Cantrip **Resisted:** no
Range: 3 ft. radius x ML **Duration:** 1/2 hr. x caster's ML

This Circle protects the caster and all those within the circle from direct attack by those who are pure at heart.

The protection operates exactly as described, above, for a Circle vs Evil, only this time the penalty of -13% to all actions is imposed on those serve the cause of Justice and the Right!

Lesser Circle of Protection vs "Method of Magic"

Type: Cantrip **Resisted:** no
Range: 3 ft. radius x ML **Duration:** 1/2 hr. x caster's ML

This Circle protects the caster and all those within the Circle from attack by one specific **Method of Magic** by boosting their resisted rolls +13%. Note that while it does protect from magics, etc., coming from outside, once a Circle is drawn, anyone guarded inside the Circle may cast magic beyond its boundaries.

There are 13 Methods of Magic, 11 of which may be directed against others in some way. Each Method requires a specialized Circle of Protection able to reduce or block the effects of spells cast through that Method. Therefore, the Circles of Protection must be learned as **separate** defensive spells for **each** of the 11 Methods of Magic in the list below:

Air Magic	Illusion
Arcane Sorcery	Plant Magic
Command	Transcendental
Divination	Transmutation
Earth Magic	Water Magic
Fire Magic	

Wards are defensive spells and therefore no protections exist against them.

Summoning is also excluded because protections in this Method require detailed and exacting knowledge of the appropriate protective and binding spells, depending on what one is summoning. See Circle of Binding.

Lesser Ward vs Evil

Type: Sorcery **Resisted:** no
Range: Touch **Duration:** 3 r. + 1 r. x caster's ML

This Lesser Ward provides the possessor with protection against Evil doers by penalizing all their actions directed against him. by -13%.

Lesser Ward vs Good

Type: Sorcery **Resisted:** no
Range: Touch **Duration:** 3 r. + 1 r. x caster's ML

This Lesser Ward provides the possessor with protection against servants of Good by penalizing all their actions directed against him by -13%.

Lesser Ward vs "Method of Magic"

Type: Sorcery **Resisted:** no
Range: Touch **Duration:** 3 r. + 1 r. x caster's ML

This Lesser Ward provides the possessor with protection against a stipulated Method of Magic by boosting his resisted roll +13%. As in the case of any Circle of Protection vs. Method of Magic, the caster must learn the Warding spell against each Method separately.

Rank 2
Ward Spells of the Second Circle

Circle of Protection vs Lycanthropes

Type: Cantrip **Resisted:** Willpower-PSF of caster
Range: 3 ft. per ML **Duration:** 1/2 hr. x caster's ML

This circle protects the caster and all those within the circle from Lycanthropes, who must succeed with a Willpower resisted roll just **to enter** the circle. Lycanthropes penetrating the circle suffer -13% to **all** actions performed within the circle.

Circle of Protection vs Undead

Type: Cantrip **Resisted:** Willpower-PSF of caster
Range: 3 ft. per ML **Duration:** 1/2 hr. x caster's ML

This Circle protects the caster and all those within the Circle from Undead, who must succeed with a Willpower resisted roll just **to enter** the Circle. Undead penetrating the circle suffer -13% to **all** actions performed within the circle. If the Master is not personally present, the Lesser Undead will not even attempt to penetrate the Circle.

Lesser Ward vs Lycanthropes

Type: Sorcery **Resisted:** Willpower-PSF of caster
Range: Touch **Duration:** 3 r. + 1 r. x caster's ML

This Ward provides the possessor with protection against Lycanthropes by penalizing their actions against him. A Lycanthrope must make a resisted willpower roll **to come within 5 feet** of the posser of the Ward. If the Lycanthrope succeeds in his willpower roll he will still receive -13% to preforming any actions to the possessor of the Ward.

Lesser Ward vs Undead

Type: Sorcery **Resisted:** Willpower-PSF of caster
Range: Touch **Duration:** 3 r. + 1 r. x caster's ML

This Ward provides the possessor with protection against Undead by penalizing all their actions against him. An Undead creature must make a resisted willpower roll **to come within 5 feet** of the posser of the Ward. If the Undead succeeds in his willpower roll he will still receive -13% to preforming any actions to the possessor of the Ward.

Rank 3
Ward Spells of the Third Circle

Circle of Protection vs Supernatural

Type: Cantrip **Resisted:** Willpower-PSF of caster
Range: 3 ft. radius x ML **Duration:** 1/2 hr. x caster's ML

This circle protects the caster and all those within the circle from Supernatural beings (faeries, demons, spirits, etc.), who must succeed with a Willpower resisted roll **to enter** the circle. Those penetrating the circle suffer a penalty of -13% to **all** actions performed within the circle.

Lesser Ward vs Supernatural

Type: Sorcery **Resisted:** Willpower-PSF of caster
Range: Touch **Duration:** 3 r. + 1 r. x caster's ML

This ward provides the possessor with protection against Supernatural beings (faeries, demons, spirits, etc.) by penalizing their actions against him. A supernatural being must make a resisted willpower roll **to come within 5 feet** of the possessor of the Ward. If the supernatural being succeeds in his willpower roll he will still receive a penalty of -13% to performing any actions against the possessor of the Ward.

Password

Type: Hex **Resisted:** no
Range: Touch **Duration:** see below

This spell enables a Mage to code a spell so that it is accessed only when the Password is spoken. For example, a Hold Portal might be placed on a door and left activated. However, by knowing the Password, one can open the door and pass through without interfering with the guarding spell. The Password has the duration of the spell.

The Password can be placed in a magical device, etc., so that unauthorized parties cannot use the spell it is guarding. One extra quantity of material must be added to the amount required to hold a given spell in a device. This extra material binds the Password to the spell. No other materials are needed to hold the Password. The material holding the Password does not count toward the magical charges in the device, and the Password is considered a constant spell. (See ***Chapter 9, Magic***.)

Rank 4
Ward Spells of the Fourth Circle

Circle of Binding

Type: Cantrip **Resisted:** Willpower-PSF of caster
Range: 10 feet **Duration:** duration of the Summoning

A Circle of Binding holds a Summoned person, creature, supernatural being, within its boundaries.

The Summoned creature or being may attempt **one** Willpower resisted roll to escape. If it fails, it is considered to be securely held for the duration of the spell. A Summoned creature or being may not leave the circle or perform any magic or use any other special abilities while trapped.

If a Summoned creature or being escapes with a resisted roll, what it will do next depends on the circumstances. Most simply leave, quite glad to be free and eager to be far away as soon as possible. However, higher demons may choose to remain and "punish" the impudent mortal who dared Summon them. However, they may experience damage in doing so.

Several Circles must be drawn to perform a Summoning in reasonable safety. (It is never completely safe!)

1. A Circle of Protection vs the Supernatural being to be summoned must be created. One of these is necessary for the Mage. A second is needed for his Familiar, if he has one. A third is needed for any others present whom he wishes to protect from the being he is Summoning to appear before him.
2. A Circle of Binding is needed to hold fast that which has been Summoned.

Should anyone be so foolish enough to leave the protection of a Circle, or should someone enter accidentally during the Summoning, the bound being can do anything it wishes to them.

Anyone insane enough to enter the Circle of Binding itself, the Summoned being enjoys +13% bonus to any actions performed against them!

A Summoned being may require "punishment" to force it to mind the Summoner's orders. However, if any spell is cast into the Circle to "punish" or "chastise" the reluctant being, the Summoned creature may attempt to escape with another Willpower resisted roll -PSF of the Summoner.

Lesser Circle of Protection vs All Magics

Type: Cantrip **Resisted:** no
Range: 3 ft. radius x ML **Duration:** 1/2 hr. x caster's ML

This Circle protects the caster and all those within from attacks cast with **all** Methods of Magic by boosting their resisted rolls +13%.

Lesser Ward vs All Magics

Type: Sorcery **Resisted:** no
Range: Touch **Duration:** 3 r. +1 r. x caster's ML

This Ward protects the possessor against attack with **all** Methods of Magic by boosting his resisted roll +13%.

Rank 5
Ward Spells of the Fifth Circle

Greater Circle of Protection vs "Method of Magic"

Type: Cantrip **Resisted:** -PSF of caster
Range: 3 ft. radius x ML **Duration:** 1/2 hr. x caster's ML

This Circle protects everyone inside from attacks cast by **one specific** Method of Magic. Note that **the Circle itself will put up a resisted roll** equal to the Mage's resistance. If the Circle blocks the spell, the effects are dissipated harmlessly against the magical barrier. If the spell passes through the protective barrier, **each** individual targeted makes his own resisted roll against the magical attack--including the Mage.

Greater Ward vs "Method of Magic"

Type: Sorcery **Resisted:** - PSF of caster
Range: Touch **Duration:** 3 r. + 1 r. x caster's ML

This ward provides the possessor with protection against a specific Method of magic . Note that the ward puts up a resisted roll and, if the spell gets past, the possessor then makes a resisted roll against the magical attack.

Rank 6
Ward Spells of the Sixth Circle

Lesser Circle of Protection vs Melee Weapons

Type: Cantrip **Resisted:** no
Range: 3 ft. radius x ML **Duration:** 1/2 hr. x caster's ML

Any foe penetrating the Circle suffers -3% x ML to **all** actions involving use of melee weapons.

Lesser Circle of Protection vs Missile Weapons

Type: Cantrip **Resisted:** no
Range: 3 ft. radius x ML **Duration:** 1/2 hr. x caster's ML

The Circle confers on all persons it protects by reducing the attacker's chance of success by -3% x ML with missiles directed at them through the protective barrier.

Lesser Ward vs Melee Weapons

Type: Sorcery **Resisted:** no
Range: Touch **Duration:** 3 r. + 1 r. x caster's ML

This Ward protects the possessor from melee attacks by reducing the attacker's chances of successfully hitting him by -3% x ML of the Ward caster.

Lesser Ward vs Missile Weapons

Type: Sorcery **Resisted:** no
Range: Touch **Duration:** 3 r. + 1 r. x caster's ML

This Ward protects the possessor from **all** missile attacks by by reducing the attacker's chance of success by -3% x ML with missiles directed through the protective barrier.

Rank 7
Ward Spells of the Seventh Circle

Greater Circle of Protection vs All Magics

Type: Cantrip **Resisted:** -PSF of caster
Range: 3 ft. radius x ML **Duration:** 1/2 hr. x caster's ML

This Circle protects the caster and all those within the Circle from attacks cast with **all** Methods of Magic. Note that the Circle

will put up a resisted roll and, if the spell gets past, each individual then makes a resisted roll against the magical attack.

Greater Ward vs All Magics

Type: Sorcery **Resisted:** -PSF of caster
Range: Touch **Duration:** 3 r. + 1 r. x caster's ML

This Ward provides the possessor with protection against **all** Methods of Magic . Note that the ward puts up a resisted roll and, if the spell gets past, the possessor then makes a resisted roll against the magical attack.

Rank 8
Ward Spells of the Eighth Circle

Greater Circle of Binding

Type: Cantrip **Resisted:** Willpower -PSF of caster
Range: 3 ft. radius x ML **Duration:** duration of the Summoning

A Great Circle of Binding holds a Summoned person, creature, Supernatural being, or whatever within its bounds. A Summoned creature or being may attempt **one** Willpower resisted roll to escape. If it fails, it is held for the duration of the Summoning. It cannot cast magic nor make any attack on anyone outside its Circle **and** in a protective Circle of his own. If it escapes, it usually leaves. A higher demon may choose to attack the Summoner if it succeeds in a **second** resisted roll . However, it has a penalty of -3% x ML to its attacks, spell castings, etc., against those inside a protective Circle. If it fails, it must depart immediately or else suffer 3 x ML of Summoner + 3 x Crit Die in damage, without any armor reduction effects.

Rank 9
Ward Spells of the Ninth Circle

Greater Circle vs Weapon Attacks

Type: Cantrip **Resisted:** Willpower - PSF of caster.
Range: 3' radius x ML **Duration:** 1/2 hr. x caster's ML

Note that the Circle puts up a resisted roll. A foe must succeed with a Willpower resisted roll to enter the Circle. If he succeeds, he makes a melee attack at -3% x ML penalty from his SC%. If he fails his resisted roll, he may not enter the Circle.

Similarly, a foe must succeed with a Willpower resisted roll to hurl or fire a missile past the Circle. Failure deflects the missile. If the missile passes the Ward, it may attack the target -3% x ML penalty from its SC%. A Dodge resisted roll or Shield Block may be used to thwart the attempt.

Greater Ward vs Weapon Attacks

Type: Sorcery **Resisted:** Skill -PSF of Mage
Range: Touch **Duration:** 3 r. + 1 r. x caster's ML

The Ward protects the **possessor** against anyone attacking him with a weapon. Otherwise, this spell acts exactly like a Greater Circle vs Weapon Attacks.

Rank 10
Ward Spells of the Innermost Circle

The Great Circle of Protection

Type: Cantrip **Resisted:** see below
Range: 3 ft. radius x ML **Duration:** 1 hr. x caster's ML

The Great Circle of Protection combines all Great Circle spells into one massive protection against virtually anything. To determine the protection against a particular kind of attack, merely consult the Circle spell which would apply to the situation.

The Great Ward

Type: Sorcery **Resisted:** see below
Range: Touch **Duration:** 3 min. + 1 min. x ML

The Great Ward combines all Ward spells into one massive protection against virtually anything. To determine the protection against a particular kind of attack, merely consult the Ward spell which applies to the situation.

Water: Elemental Magic

Rank 1
Water Spells of the Outermost Circle

Create Water

Type: varied: see notes **Resisted:** no
Range: 10 ft. per ML **Duration:** instantaneous

This spell Creates Water on the ground or in a container. This is a basic water spell. The amount created depends on the Mage's ML:

ML*L:	1 gallon
ML*2:	10 gallons
ML*3:	100 gallons
ML*4	1000 gallons (130 cu.ft. = 40' x 40' x 1")
ML*5:	10,000 gallons (1300 cu.ft. = 40' x 40 'x 10")
ML*6:	100,000 gallons (13,000 cu.ft. = 40' x 40' x 8')
ML*7:	1,000,000 gallons (130,000 cu.ft. = 90' x 90' x 16')
ML*8:	10,000,000 gallons (1,300,000 cu.ft. = 255' x 255' x 20')
ML*9:	100,000,000 gallons (13,000,000 cu.ft. = 720' x 720' x 25')
ML*10:	1,000,000,000 gallons (130,000,000 cu.ft. = 2100' x2100' x30)'

As a means of comparison, a ML*4 Mage could fill a typical basement with a couple of feet of water, a ML*7 Mage could fill an Olympic-sized swimming pool; and a ML*10 Mage could create a modest sized lake of considerable depth!

Depending on the amount of water to be created, the spell is a Cantrip (to 1000 gallons), a Hex (to 10,000 gallons), a Sorcery (to 100,000 gallons), and a ritual (over 100,000 gallons), with the ritual taking 5 minutes + 1 min. per 1,000,000 gallons created.

Evaporate Water

Type: Ritual: variable times **Resisted:** no
Range: 10 ft. per ML **Duration:** instant.

This spell causes water to evaporate into the atmosphere. It effectively is a reversal of Create Water, so use the same table to determine the rate of removal.

Rank 2
Water Spells of the Second Circle

Create Mud

Type: Sorcery **Resisted:** no
Range: 10 ft. x ML **Duration:** 1 hour x ML of caster

This spell causes any soil to become a gumbo nightmare over an area determined by the ML of the caster. About 2½ feet of thick, clinging mud is created, which slows everyone down to 1/4 speed. Any speed-enhancing spells are nullified when crossing such ground. Characters lose 1 FP per 30' they wade through the Mud.

A Crit Die of 10 causes those in the Mud to become stuck for 1 combat round, unable to move. The area affected is as stated below, depending on the ML of the spellcaster:

ML*1: 10' radius is muddy	ML*6: 60' radius is muddy
ML*1: 20' radius is muddy	ML*6: 70' radius is muddy
ML*1: 30' radius is muddy	ML*6: 80' radius is muddy
ML*1: 40' radius is muddy	ML*6: 90' radius is muddy
ML*1: 50' radius is muddy	ML*6: 100' radius is muddy

Ice!

Type: Hex **Resisted:** Dodge - PSF of caster
Range: 10 ft. x ML **Duration:** 3 r. + 1 r. x ML of caster

Ice! lays down a sheet of glare ice over an area determined by the ML of the caster: 10' x 10' x ML. This sheet can be arranged in any shape the caster wishes. For instance, a 10' x 10' sheet could be cast as a path 5' wide and 20' long.

Ice is so slippery that any character caught on it must make a Dodge resisted roll - PSF of the caster to stay upright. Anyone falling suffers 1/2 x Crit Die in damage, 10AP will be needed to get up, and then the character must make another Dodge resisted roll to stay on his feet.

Pass Through the Waters

Type: Cantrip **Resisted:** no
Range: 3 ft. radius + 1 ft. x ML **Duration:** 3 r. x ML

Pass Through the Waters enables the spellcaster and those within the radius of the spell to pass through any form of water barrier without being harmed by it in any way.

The spell also enables those protected by it to breathe under water as if they were breathing air.

The spell may be extended an additional 3 rounds at a cost of 1 FP. Extentions are possible as long as the Mage has Fatigue points to expend maintaining the spell.

If it is cast as a 10-minute ritual, the spell can be extended to 1/2 hr. x ML. However, in such cases the Mage may take only 1 person or larger animal x ML with him.

Showers

Type: Hex **Resisted:** no
Range: overhead **Duration:** 10 min. x ML

Showers causes a small rain cloud to form in moments over an area of radius 100 ft. x ML. A light but steady rain will fall and puts 1/4 inch of precipitation down each hour. This will put out small fires and slow large ones. It will also tend to obscure old tracks (-20% penalty to ***Tracking***), but since the ground will be somewhat muddy afterward, new tracks will show up clearly (+10% bonus to ***Tracking***).

Water Bolt

Type: Hex **Resisted:** Dodge - PSF of caster
Range: 10 ft. x ML **Duration:** instantaneous

A Waterbolt is a dense stream of water. The range of a bolt is 10 ft. x ML of the caster. It does 1 x ML of damage to anyone it strikes and hits with 2000 ft.lbs. of Force. It is a single blast of water, but anyone caught in the 5' wide stream of jetting water will be affected. Any creature under a ton in weight must make a Dodge-resisted roll to stay on its feet if hit by the stream of water.

Failure to Dodge results in the stream of water bowling the target over and sends it tumbling for 10 feet, causing the loss of 3 damage points and also a loss of 3 AP + 1 AP x Crit Die.

Success in the Dodge means the character keeps on his feet but loses 1 AP x Crit Die due to the push-back of the high-pressure stream.

Water Bomb

Type: Hex **Resisted:** Stamina - PSF of caster
Range: 10 ft. x ML **Duration:** instantaneous

Waterbomb projects a globe of water into the targeted area, where it "explodes" into a shower of water that drenches the area. It is an ideal counter to fire spells, for it acts much like a Snuff spell. Any ordinary fire within the area is extinguished.

If cast in the same combat round as a character is burned by fire or intense heat, it reduces the damage to 1/4. If cast in the following round, it reduces the damage to 1/2.

The amount of fire that can be put out depends upon the ML of the caster:

ML*1: small fire	ML*6: fire, 20' radius
ML*2: campfire	ML*7: fire, 25' radius
ML*3: fire, 5' radius	ML*8: fire, 30' radius
ML*4: fire, 10' radius	ML*9: fire, 35' radius
ML*5: fire, 15' radius	ML*10: fire, 40" radius

Rank 3
Water Spells of the Third Circle

Acid Bomb

Type: Sorcery **Resisted:** Dodge - PSF of caster
Range: 10 ft. x ML **Duration:** instantaneous

Acid Bomb fills the targeted area with a corrosive acid spray which will eat its way through most materials, including metal and flesh. A successful Dodge resisted roll reduces damage to 1/2.

The acid does 3 x ML of spellcaster + 1 x Crit Die of damage to characters. It also destroys metal armor and weapons on Crit Die 10, cloth and leathers on Crit Die 05-10. Plants and even trees will be killed on contact. Undead are particularly vulnerable to acids and suffer double damage. Demons are unaffected, being used to bathing in acid lakes "back home."

The acid will also eat through 1 inch of wood per ML of the caster and 1 inch of rock or metal per 2 ML of the caster. The area affected is determined by the ML of the caster:

ML*1-2: 3' radius	ML*7-8: 10' radius
ML*3-4: 5' radius	ML*9: 15' radius
ML*5-6: 8' radius	ML*10: 20' radius

Quicksand

Type: Hex **Resisted:** see below
Range: 5 ft. x ML **Duration:** 3 r. + 1 r. x ML of caster

Quicksand turns ground into thin, oozing Quicksand that will not support the weight of most creatures. When caught in Quicksand, a character will be unable to move unless he succeeds with a Strength AR roll -10% per ML of the caster in each round he attempts to move. Even then, he may move only 1 foot per 3 AP expended, and at a cost of -1 Fatigue point to boot!

Anyone caught in Quicksand will slowly sink into the ooze at a rate of 1' per combat round. After the first round, roll D10 Crit Die. A result of 01-06 means the character sinks another foot; 07-10 means he doesn't sink--provided, that is, he is not struggling against the Quicksand, that is.

The area turned into Quicksand depends on the caster's ML:

ML*1-2: 3' radius	ML*7-8: 10' radius
ML*3-4: 5' radius	ML*9: 15' radius
ML*5-6: 8' radius	ML*10: 20' radius

Steam Bolt

Type: Hex **Resisted:** Dodge - PSF of caster
Range: 5 ft. x ML **Duration:** instantaneous

If he has basic knowledge in Elemental Fire Magic, the Mage is able to direct a narrow jet of superheated steam at any target within his spell range. Steam Bolt inflicts a rather devastating 1 x ML of caster + 1 x D10 Crit Die of searing damage. Steam can penetrate any chink, so armor has no protective effects against it.

Thirst

Type: Cantrip **Resisted:** Stamina - PSF of caster
Range: 5 ft. per ML **Duration:** 10 min. x ML of caster

Thirst creates an instant desire to drink water, lots of it. This is not a magically induced illusion or command. The Thirst is real because the spell causes dehydration! The thirst can be satisfied only by drinking the Waters of Lir, by the spell running its course, or by a dispel by reversing the spell. Ordinary water temporarily slakes the Thirst, but within minutes, it begins again! Characters unable to make a Discipline roll will likely drink up all the water they have with them.

Thirsty characters lose -5 PSF from all their skills per minute until they reach ½ normal PSF, due to the distraction and the dehydration caused by the Thirst. Only those making a successful Stamina resisted roll will be unaffected by the spell.

Wall of Water

Type: Hex **Resisted:** no
Range: 5 ft. x ML **Duration:** 3 r. + 1 r. x ML of caster

Wall of Water creates a magic barrier of water 10' x 5' x 5' per ML of the spellcaster. The Mage may bend and shape the wall into any dimensions and may position the wall anywhere within his limits. If placed over a burning area, the fire will be extinguished.

Wall of Water greatly impairs the vision of anyone looking through it, with a -10% penalty per 5' of thickness to all magic casting success chances, in addition to the - PSF of the wall caster. It will also negate any Fire spells cast through its zone.

Undead will enter a Wall of Water without hesitation, being unaffected by it except for movement reduction.

Fire-loving beings (some demons, dragons, etc.) enter a Wall of Water only upon making a Willpower resisted roll - PSF of the spellcaster, for water does double damage to them.

Falling into or touching a Wall of Water without appropriate protection will result in D10 Crit Die in damage unless one is able to breathe under water. Only by holding one's breath can one avoid this penalty.

Movement through a Wall of Water is greatly reduced -- down to 1/4 movement for non-swimmers and 1/2 swimming speed for swimmers, for the waters strongly resists passage and pushes one away with strong counter currents.

Wetcoat

Type: Hex **Resisted:** no
Range: 10' x ML **Duration:** 3r.+1 x ML of caster

This spell creates a magical "coat" of Water which sheathes the "wearer" in water. If the character succeeds with a Dodge resisted roll, he suffers no damage from ordinary fires and only 1/4 damage from Salamander Fires of all types If he fails his Dodge roll he takes 1/2 damage from fire and 3/4 damage from Salamander Fires. Cloaked in a Wetcoat, a character is immune to ordinary fire and may walk within such fires without fear of ignition of flammable materials on his person. He may also pass through any form of water without harm, even being able to breathe underwater for the duration of the spell.

Rank 4
Water Spells of the Fourth Circle

Cloudburst

Type: Sorcery **Resisted:** no
Range: overhead **Duration:** 10 min. x ML

Cloudburst causes a small thundercloud to form in moments. A heavy rain will fall and puts 1/2 inch of precipitation down per 10 minutes. Even 10 minutes of this will put out small fires. Large fires will be severely retarded in half an hour, or even extinguished if the storm lasts more than an hour. Such storms soon obliterate old tracks (-10% penalty x duration to ***Tracking***). Again, since the ground will be muddy afterward, new tracks will show up clearly (+20% bonus to ***Tracking***). The area affected is a radius 500 ft. x ML around the caster.

Surging Streams

Type: Cantrip **Resisted:** no
Range: 20 ft. x ML **Duration:** 3 min. + 1 min. x ML

This spell causes any stream under 20 feet wide to rise 1 foot in depth x ML of the caster for a distance up and downstream equal to 100 x his spell-casting range. The water will rise at a rate of 1 ft. every combat round (15 secs.) or 4 feet per minute. The current will be running so fast that swimming is a matter of surviving rather than going anywhere one wants! If the banks overflow, the affected area is turned into a mire.

Wall of Ice

Type: Hex **Resisted:** no
Range: 5 ft. x ML **Duration:** 1 hr. x ML of caster

A Wall of Ice creates a 10' x 5' x 5' magical barrier of solid material per ML in much the same way as Wall of Water creates a fluid barrier. Vision is totally blocked, so missiles and magical spells cannot be targeted through it.

To pass quickly requires a Pass Through Water spell--effective only if a Mage knows Ice Wall. Otherwise, one must mine through it (see ***Mining*** skills), climb over it, go around it, or melt it. Fire attack spells will melt through 1/2 ft. of ice x ML if using ordinary fires, and by 1 ft. of ice x ML if using Salamander Fires. (These are the penetrations per spell cast.)

Rank 5
Water Spells of the Fifth Circle

Create the Waters of Lir

Type: Sorcery **Resisted:** no
Range: 10 ft. per ML **Duration:** instantaneous

Create the Waters of Lir produces 1 quart of the magical water per ML. Lir Water does everything that ordinary water does, except that it never changes state--that is, it never freezes and it never evaporates, even when boiled!

A pint of Lir Water causes a plant to grow at 10 times its normal rate. A barrel (400 pints) can be used to water an acre of crops and increase yields to Bumper levels. A pint quenches Thirst or sustains a man for 1 day in the hottest desert. If sprinkled on a person burned by fire, even Salamander fire, a pint puts out fire and reduces burn damage by -10% x ML of the Mage who made the Lir Water (up to -90% reduction in damage) if applied within 10 minutes of the injury.

Rust

Type: Sorcery **Resisted:** no
Range: Contact **Duration:** instantaneous

Rust causes an iron or steel item to crumble into rust when the Mage touches it with his hand, Focus, or Device of Power. The ML determines amount of metal affected:

Caster	Wt. of Metal	Example Items of Metal
ML*3:	3 lb.	Dagger, dirk
ML*4:	5 lb.	Sword, war axe, helmet, mail coif
ML*5:	7 lb.	Broad sword
ML*6:	10 lb.	Great sword
ML*7:	30 lb.	Heavy weapons, metal cuirass
ML*8:	60 lb.	3/4 metal battle armor
ML*9:	90 lb.	Full metal battle armor
ML*10:	150 lb.	Metal horse armor, anvil

Rank 6 Water Spells of the Sixth Circle

Calm the Waters/Raise the Waves

Type: Hex **Resisted:** no
Range: 5 ft. x ML **Duration:** 13 r. + 1 r. x ML of caster

The Mage can control the action of the waves. He may increase or decrease the height of waves in the sea or a lake from 1 to 3 feet per ML. It might be pointed out that 30-foot waves are encountered in very serious storms at sea! When in rapids, a Mage with ML*7+ may calm the waters to allow a boat to cross, swimmer to swim over to the other side, etc.

Hard Water

Type: Hex **Resisted:** no
Range: 20 ft. x ML **Duration:** 1 min. x ML of caster

This spell creates a path of "Hard Water" 3' wide and up to the full distance of the spell range. The hardened liquid supports the weight of one character per ML of the caster (up to and including large horses). The path can be crossed safely without getting one's feet wet, yet it looks no different than ordinary water.

Rank 7 Water Spells of the Seventh Circle

Eroded Rock

Type: Sorcery **Resisted:** no
Range: 10 ft. per ML **Duration:** 1 min. x ML of Mage

This powerful spell will crumble rock away at a rate of 3 cubic feet x ML of spellcaster per minute, as if it was being eroded and carried away by the action of water and ice at an accelerated rate.

The Morass of Misery

Type: Sorcery **Resisted:** no
Range: 5 ft. x ML **Duration:** instantaneous

This spell produces a swampy mess which the Mage can arrange in any pattern he wants, not just as a pathway:

ML*5:	2500 sq.ft.	(eg: 50" x 50'; etc.)
ML*6:	5000 sq.ft.	(eg: 50' x 100'; etc.)
ML*7:	10000 sq.ft.	(eg: 100' x 100'; etc.)
ML*8:	20000 sq.ft.	(eg: 100' x 200'; etc.)
ML*9:	30,000 sq.ft.	(eg: 100' x 300'; etc.)
ML*10:	45,000 sq.ft.	(eg: 150' x 300'; etc.)

Those walking in the Morass of Misery are slowed to 10% speed and expend 1 FP per 50' they proceed.

Rank 8 Water Spells of the Eighth Circle

Blizzard

Type: Ritual: 30 min. **Resisted:** Stamina - PSF of caster
Range: overhead **Duration:** 1 hr. + 1 hr. x ML of caster

Blizzard causes the temperature to drop by -30°F plus an additional -5°F per hour x ML of the caster. A large cloud forms overhead in the first hour. Then heavy snows begin to fall, putting down 3" of snow per hour. The area covered is determined by the ML of the caster: 3-mile radius x ML.

When the storm ends, the temperature climbs by +5°F per hour until it reaches the original temperature before the storm. If the temperature is above freezing, the snow melts at 6" per day if the weather is cool, 24" per day if warm, and 36"per day if hot.

The Deluge

Type: Ritual: 30 min. **Resisted:** no
Range: overhead **Duration:** 1 hour x ML

Deluge causes a large thundercloud to form in minutes. A heavy rain falls at 6" per hour. A few minutes puts out small fires. Large fires are severely retarded in 10 minutes and completely extinguished in an hour. Such storms obliterate old tracks. The area is determined by the ML of the caster: radius 3 mi. x ML.

Uplands turn into Mud for 3 hrs. x Crit Die. Lowlands become Morasses for 3 days + 1 day x Crit Die.

Rank 9 Water Spells of the Ninth Circle

Raging Rivers

Time to Cast: Ritual (15 min.) **Resisted:** no
Range: 3 mi. per ML **Duration:** 10 min. x ML

The Mage can make the waters of a stream rise in flood. For **each** ML of the caster, the river will rise 3 feet in its bed and a wall of water rushes down its length for a distance of 3 miles x ML of spellcaster, stretching to either side of the place targeted. After the initial flood wave passes, the waters will be a turbulent rapids in which few survive, whether swimming or in small boats. (The current flows at 7 mph x ML of the caster!) Only when the spell reaches its indicated duration, or if the spellcaster terminates the spell early, will the waters begin to subside and the stream return to its normal level and flow within its banks as before.

Rank 10 Water Spells of the Innermost Circle

Acid Rain

Time to Cast: Ritual: 3 hr. **Resisted:** no
Range: 150 ft. per ML **Duration:** 3 r. + 1 r. x ML

Acid Rain drizzles a corrosive spray over a large area determined by the ML of the spellcaster:

ML*8: 150' radius ML*9: 300' radius
ML*10: 500' radius

Anyone who is caught in the Acid Rain storm suffers 1 x ML damage + D10 Crit Die. It also has all the effects on metal, wood, rock, cloth, etc. of an Acid Bomb (rank 3 spell).

Chapter 11
Experience

As characters acquire "experience," they grow in their knowledge and abilities. We measure this in terms of the **experience level** a character has attained.

The growth a character experiences is counted in terms of **experience points**, representing how much he may have learned or had a chance to practice his skills.

We keep track of experience points in two places:

Accumulated Experience Pile: as a character earns experience points (exp.) through performing various activities, these exp. are put into a kind of "current account."

Total Experience Pile: When a character wishes to "purchase" basic knowledge in some skill or to improve his ability in a skill by a level, he will draw exp. from his Accumulated Experience Pile to make the purchase. When he does this, that amount is subtracted from his Accumulated Experience Pile and deposited in his Total Experience Pile. The Total Experience Pile is the measure of the overall advancement the character has made in his abilities and knowledge.

To sum up, as a character learns and develops his skills, his experience points move from the accumulated pile to his Total Experience Pile. As his Total Experience rises, so does his **Experience Level**.

A character's Experience Level is important because it determines how many experience points it costs to raise a skill by one level. As already mentioned in **Chapter 3: Skillscape™**, a character can raise his level of skill in any area to his Experience Level. **Each level he purchases up to his ExL costs the base cost of the Difficulty Level (DF) of the particular skill.** However, if he wishes to "push the envelope" and increase his skill level **beyond** his current Experience level, additional costs in experience points will be necessary.

To find this added cost:

1. **Subtract the character's current Experience Level from the level of the skill**.

2. **Multiply that difference x the experience point cost for the skill at the DF the character has with the skill.**

For example, Mike's character, Grond, is currently at Experience Level 3. He has 3 levels in ***Slashing Sword*** skill, and he wishes to buy level 4 in the skill. Since Garond is a Fighter, he was able to learn and develop ***Slashing Swords***, a DF*4 skill, at -1 DF. Since he chose it as a Mastery skill as well, he got a further -1 DF in ***Slashing Swords***. He therefore learns the skill at DF*2.

First, subtract Grond's Experience level from the new level he wants to purchase in Slashing Swords: 4 - 3 = 1. Then multiply the difference times the exp. cost for a level in the skill. At a 2*DF cost, he purchases levels in ***Slashing Swords*** at 400 exp. each. His cost is therefore 1 x 400 = 400 exp.

However, let us suppose that Grond is a very eager and ambitious young man who wants to get ahead in his chosen vocation as fast as he can. A little later on, we find that he has advanced his skill in ***Slashing Swords*** to level 4 and wants to improve it again to level 5. However, Grond is still at Experience Level 3 in his over-all development. He hasn't even earned enough total experience to reach ExL*4 yet. What is the cost of purchasing that rise from level 4 to level 5 in ***Slashing Swords***?

First, subtract Grond's Experience Level from the new level he wants to purchase in ***Slashing Swords***: 5 - 3 = 2. Then multiply the difference times the exp. cost for a level in the skill: 2 x 400 = 800 exp. is the answer!

So what's to stop a character from purchasing a whole lot of levels in a skill like ***Slashing Swords*** and becoming "invincible" in no time at all?

The answer to that is absolutely nothing. That is, we have no arbitrary "rule" preventing it. But then, we don't need one. ***Chivalry & Sorcery*** is intended to realistically simulate both the actual world and also worlds of fantasy. In either of those kinds of worlds, it is very possible for someone to specialize in something to the virtual exclusion of everything else. So why not in a game?

We anticipate howls of protests about "play balance," but let us point out a few things:

1. Using Grond as an example, observe how much it will cost him to fanatically pursue development of his skill with ***Slashing Swords***. Let us say that he has 10,097 exp., just enough to put him at ExL*3. He decides to really overreach himself and obtain 7 levels above his current Experience Level 3. Here are the costs in exp. for his doing that:

Level 4 = 400 exp.
Level 5 = 800 exp.
Level 6 = 1200 exp.
Level 7 = 1600 exp.
Level 8 = 2000 exp.
5800 exp.

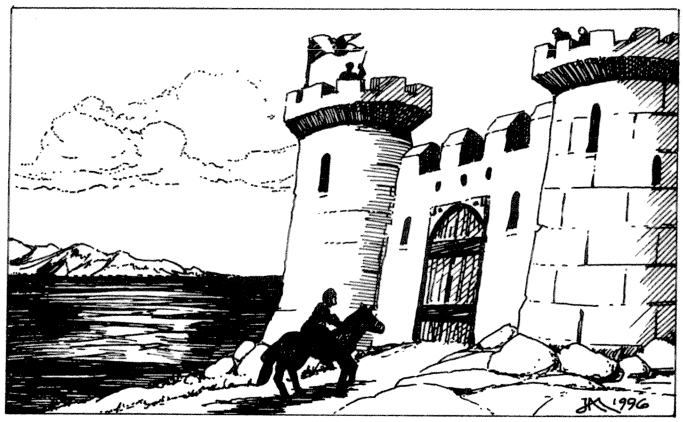
2. We pause at this point because, to expend 5800 exp., Grond had to earn enough experience points to put him into Experience Level 4! This changes the equation slightly. Level 9 - ExL*4 = 5, so the cost will be 5 x 400 = 2000 exp., the same cost as Level 8 in ***Slashing Swords***. Remember, Grond went up an Experience Level? Now back to the cost of getting the skill up:

Level 9 = 2000 exp.
Level 10 = 2400 exp.
Total = 10,200 exp.

3. With that last advance, Grond jumped up another Experience Level to ExL*5. However, in all that time (and he did have to spend a good amount amassing all those experience points) he did nothing to improve any other skills. Unfortunately for Grond, the world has a lot more in it than sword-fighting.

In the basic ***Chivalry & Sorcery***, we have over 250 different areas of skill. Even in the narrower area of fighting, there is a lot more to learn and develop than fighting with a Slashing Sword. In his rush to get ahead in swordsmanship, Grond neglected learning to ride a horse, let alone a warhorse, wearing armor, using shields, etc., etc., etc. He has not developed his ***Willpower*** and ***Stamina***. He is sadly lacking in those essential skills a well-prepared fighter knows he must take with him into battle.

Play balance is having a character who can handle a number of situations, who is prepared for a wide range of eventualities. Grond may meet up with many situations for which he is totally unskilled and unprepared!



Experience Levels

The Experience Level a character currently has is a reflection of his total experience--the experience points in his Total Experience Pile. The following chart sets out the total experience needed for each Experience Level:

Experience Level	Total Experience Points
1	Up to 5,000
2	5,001 - 10,000
3	10,001 - 15,000
4	15,001 - 20,000
5	20,001 - 30,000
6	30,001 - 40,000
7	40,001 - 50,000
8	50,001 - 65,000
9	65,001 - 80,000
10	80,001 - 95,000
11	95,001 - 110,000
12	110,001 - 130,000
13	130,001 - 150,000
14	150,001 - 170,000
15	170,001 - 195,000
16	195,001 - 220,000
17	220,001 - 245,000
18	245,001 - 270,000
19	270,001 - 300,000
20	330,001 - 360,000

From this point on +30,000 exp. for each Experience Level.

Using Downtime to Promote Character Development & Projects

Characters will have a huge number of projects they would like to get on with, and they need time--sometimes lots of it--to do the things they need to do.

Most obvious is the need of the Mage to spend time on researching and learning new spells. He needs time to enchant magical materials and then to fashion magical devices charged with spells. He may wish to research how to design an entirely new spell. If the GM does not make provision for the passage of Downtime, the Mages will never get anywhere in the practice of their Art.

Characters may wish to use their skills to fashion items that may be of use to them or their friends, or even just to sell to make a living while waiting for the next adventure. A weaponsmith, for instance, will need weeks to make a proper suit of armor which his friend, the Knight, has commissioned. It will be rather difficult to deliver that armor without provision for adequate Downtime. Time is needed for characters to address such needs.

Setting Up Downtime Sessions

Downtime can occur anywhere in the course of a gaming session or between gaming sessions. However, to make the "bookkeeping" easy and to allow players an opportunity to discuss their plans, develop their characters' skills, produce items, etc., the Game Master should devote an occasional session to Downtime Activities.

A Downtime Session enables everyone to deal with all those matters that do not come under the heading of role-playing in an actual adventure. A new character can be rolled up. Players may do some shopping to prepare for an adventure that is coming up. Wounded characters have a chance to recover from their wounds so they can go on the next adventure. Characters can have their experience totals updated by the GM, have new skills confirmed and recorded, or have improvements in learned skills approved. The GM can go over new rules or rule-changes, discuss problems, or outline important events, etc., in the fantasy world.

Downtime Sessions are used to deal with everything that shouldn't be dealt with during actual adventuring. A role-playing session should be an action-filled, exciting time. It should not be interrupted by "housekeeping" matters. When we come to play, guys, we come to **play**! Nothing is a bigger "turn-off" then waiting for someone to take care of some statistics or to debate a new rule. That's better left for a non-playing Downtime Session.

We strongly recommend setting aside an hour or two for Downtime every so often. A lot of problems can be eliminated in a role-playing group by doing that. And the players will be able to develop their characters to the fullest in the ***Chivalry & Sorcery*** and ***Skillscape*** gaming systems. Note that such a session need not be an entire evening. It could be the first hour or so of a gaming session, taken every few weeks perhaps, or more frequently if everyone agrees and wants it. **The whole idea is to separate all of the game mechanics and background stuff from the actual role-playing**, so that we can get on with the action and see it through to the end without unbearable pauses for things best left done at other times!

Learning New Skills after Character Creation

There are two different ways a character can learn new skills after Character Creation. Remember, he is in the world now:

1. Learning skills in "Downtime"
2. Learning by "Trial and Error"

Downtime Learning: Since its inception, ***Chivalry & Sorcery***™ made provision for the idea that characters "live" in a "real" fantasy world. In a "real" world, people don't just adventure. There are often considerable blocks of time in which a character is inactive, adventure-wise. What does he do at such times? The answer is that he could just laze about, but likely an ambitious fellow--and heroic characters tend to be that--will do something to "better" themselves.

One way to do that is to hone the skills one already has, and we will deal with that a bit later. Another way to improve oneself is to learn new skills and acquire new areas of knowledge so that one is better prepared to deal with what the wide world out there throws at you next time you venture out into it!

Learning New Skills in Downtime

Downtime Learning is the way that a character in ***Chivalry & Sorcery*** learns new things. He may learn a **new** skill by doing one of the following:

1. Study from books and scrolls.
2. Train with a character who knows the skill.
3. Find a teacher.

Studying from books and scrolls requires, of course, that the character be able to read in the first place and also that there be books and scrolls available for him to study.

Training with a character who knows the skill means finding a PC or NPC who will work with the character as he learns a new skill. In effect, he is being "shown the ropes" by someone who knows!

A Teacher can be a PC or NPC whom the character has hired to teach him the skill. The fees are negotiated, but a Teacher could get anything from 10 P to 50 P per day of instruction, depending upon the nature of the skill involved. The

advantage of having a Teacher is that the character can learn twice as fast as normal.

To qualify as a Teacher, the PC or NPC must have 10 levels in the skill. If the skill is Non-Standard (NS) and has no levels or less than 10 levels, the Teacher must have learned that skill to the maximum in order to be able to teach it.

Learning Skills in Downtime Table

Skills DF	No. Days to Learn Basic Knowledge	No. Days to Learn Basic Knowledge from a Teacher
1	30 days	15 days
2	45 days	22 days
3	60 days	30 days
4	75 days	37 days
5	90 days	45 days
6	120 days	60 days
7	150 days	75 days

Note that the Skill DF is the modified difficulty factor after the character's Vocational category is taken into account. A Fighter, for instance, would have -1 DF in those skills in his Vocational category which he chooses to learn.

Once the character has completed his Downtime learning period, he acquires basic knowledge in the skill. The experience point cost of learning that skill is added to his Total Experience Pile, for he has now earned part of his total life experience!

For example, Merf was learning Winemaking, a DF*4 skill. He found a book on winemaking and, fortunately was literate. He studied for the 75 days needed for DF*4 skills. At the end of the time, he learned basic knowledge in the skill, for which he receives 600 exp. (the cost of a DF*4 skill). 600 exp. is added to his Total Experience Pile and therefore counts towards his advancement to the next Experience Level.

Discipline Modifiers to Learning New Skills

It is possible to reduce the time acquiring basic knowledge in new skills by having a high Discipline level. The following table sets out the number of days deducted from the character's total learning time for having a particular level of Discipline. Note that a low Discipline level **adds** days to the time required.

	Level of Difficulty						
DISC	**1**	**2**	**3**	**4**	**5**	**6**	**7**
02-05	+8	+11	+15	+19	+23	+30	+38
06-08	+4	+6	+8	+9	+11	+15	+19
09-12	--	--	--	--	--	--	--
13	-2	-3	-5	-6	-7	-9	-11
14	-3	-4	-6	-7	-8	-12	-15
15	-4	-6	-8	-9	-11	-15	-19
16	-4	-7	-9	-11	-14	-18	-23
17	-5	-8	-11	-13	-16	-21	-26
18	-5	-9	-12	-15	-18	-24	-30
19	-6	-10	-14	-17	-20	-27	-34
20	-7	-11	-15	-19	-23	-30	-38

Having self-Discipline enables the character to be more focused on the task at hand. It also enables him to stay with the task--in this case, the task of learning--for a far longer time than less self-disciplined people are capable of doing.

The result is considerably greater efficiency. This efficiency is, of course, reflected in a much lower learning time, the more so the higher the character's discipline level and the more difficult the task.

Learning by Trial and Error (optional)

With the GM's approval, a character may attempt to learn a skill by Trial and Error if it is possible to perform such tasks without having basic knowledge. That is, one can literally teach himself by finding out what works and what doesn't.

For example, you can learn to juggle by doing it and doing it until you get it right. It's inefficient, but it does work.

Trial and Error Learning works in the following way. A character may learn by Trial and Error **only** while adventuring, not in Downtime! The character, while adventuring, may make a skill check each time he wishes to use the unlearned skill. However, the skill must be used when it is needed. Mere "practicing" is not enough. Let the following examples set the spirit of "necessary use" we intend to apply here:

Merf is alone in the wilderness, having been separated from the merchant caravan he was traveling with. He has found an old barbarian longsword near a burned out cabin in the woods, and he takes it with him because he has no weapons. He has no skill with Slashing Swords, either, but that found sword is all the weapon protection he has.

This is a classic Learning by Trial and Error situation. There is nothing contrived about it. Merf has to learn how to use that sword. Now how **can** he learn? What **experience** will teach him something? Merely swinging the sword around or hacking at inanimate objects that can't harm him back--like chopping at trees and weeds-- just won't win him any experience points, None! If he wants experience with a sword, he is going to have to use that sword when it really counts. For example, he may have to fight off hungry wild dogs, or perhaps a marauding orc.

For each **Success** the character has, he gains **5%** of the **exp.** needed to learn that skill. Therefore a DF 3 skill which would need 500 exp. to learn Basic Knowledge would earn 25 exp. for each success. A character attempting trial and error on a DF 4 skill would earn 30 exp. for each success (5% of 600). It does not go into his Accumulated Experience Pile. It is recorded separately as being applied exclusively to that skill alone. If the character accomplishes anything while using that skill, the experience points earned for accomplishing that deed also goes directly to acquiring the skill.

For instance, Merf fights off three wild dogs, actually managing to kill one and drive the others off. He receives 5% exp. toward ***Slashing Swords*** **each time he is successful** with his sword in a skill check. Suppose he struck successfully 3 times with his sword while fighting the wild dogs. He would receive 5% of 500 (DF 3)=25 x 3 = 75 exp. for using the sword successfully three times in a situation that really mattered.

The GM also awards him 25 exp. for killing the wild dog, and that, too, is applied to his experience with ***Slashing Swords*** skill.

If the character fails the skill roll, he earns no experience. Better luck next time!

If the character Critically Succeeds when using the skill, he earns **an extra 75 exp.** for succeeding so well with the skill. In other words, he had an opportunity to really learn from the experience of doing the task very well. Of course, he also may be awarded bonuses for completing tasks.

For instance, had Merf scored a Critical Hit with his sword while fighting the dogs, thereby killing one, he would be awarded an extra 75 exp., on top of the 5% for **successfully using his unlearned skill** with Slashing Swords. And the GM could award him another 25 exp. **for killing the dog**.

If the character has a **Critical Failure**--and actually survives

the experience--he knows that what he did was very, very **WRONG**, that it would be a good idea not to do that again! Even failing can be a learning experience, and so we award him **50 exp.** for definitely learning what **not** to do!

For instance, Mike's character, Pierre, is trying to learn use of the crossbow. He is being attacked by an Orc, and he is going to fire the crossbow at it. Mike rolls an 87%, which is well over Pierre's 20% unskilled SC% to fire it successfully. Mike also unfortunately rolls 01 on the Crit Die. The GM rules that just after he cocked the crossbow, Pierre shot himself through the foot. Should Pierre manage to get out of the encounter in one piece, he will be awarded 50 exp. for having learned never to keep a finger on the trigger while cocking a light crossbow!

We do insist that the character have at least **one** success to qualify for learning the skill by Trial by Error, though he might earn a fair number of exp. for major failures--hopefully surviving those failures intact.

We'd like to note that the experience points awards here are as high as they are because:

1. He is using the skill at rather low SC%
2. He is often going to be using the skill in risky situations.

The Trial and Error method is to be used only to acquire basic knowledge in a skill. After basic knowledge is acquired, advancement will be along the guidelines set out for ***Acquiring Experience in Play,*** given in the ***Game Master's Handbook.***

Keep in mind that the character uses the unskilled SC% when using this skill. Remember also that the unskilled Crit Roll is reduced by -2 **on a failure of the SC% roll** when using an unlearned skill.

"Spending" Accumulated Experience Points on Learned Skills

A character may "spend" the experience points in his **Accumulated Experience Pile** to advance the skills he already has learned at basic knowledge. (See page 186 for information.)

The GM, at his option, may restrict a character from spending accumulated experience points on skills he doesn't use while adventuring. The idea of "experience" is that one uses a skill and becomes more proficient at it **because** it is used.

For example, Sir Miles, after a lengthy adventure, decides to raise his language skill in the Ancient Language, Latin, by one level in spoken and one level in written skill. However, while adventuring, Sir Miles read no books in Latin, saw no signs, inscriptions, etc., on buildings and monuments in Latin, and never conversed with anyone in Latin . The GM may not allow Sir Miles to apply his accumulated "experience" to improve his Latin skill.

However, if the player had stated that Sir Miles was bringing a book in Latin with him for leisurely reading or if Sir Miles had discussions with the Priest in the party in Latin, he would have been using his skill. Therefore he would qualify for the use of his experience to raise his skill.

Acquiring Accumulated Experience in Downtime

While learning new skills, characters do not earn accumulated experience. However, once they do learn the skill, they obtain the DF cost in exp. to add to their Total Experience Pile. (See page 187.)

Characters can also improve skills in downtime by acquiring accumulated experience points and expending them on purchasing levels. Some Vocations learn more experience in downtime than others because they are more scholarly Vocations. Mage and Priest Vocations earn more experience in downtime. Warriors and Thieves earn less experience. (Their Vocations require more in the way of "actual" practice of their trade.) Warriors must be "warring," and thieves must be "pilfering" to gain good amounts of experience. Mages and Priests are much more scholarly and often are engaged in magical research or meditating upon Acts of Faith.

However, Mages and Priests earn less experience when adventuring than Warriors and Thieves. Why? Because these vocations learn much more honing their craft or learning new acts of faith than slaying monsters and going on quests. Priests do these tasks in general to right a wrong or conquer a great evil. Mages in general perform these tasks to acquire new materials for their magic or to acquire greater knowledge.

This is not always the norm, however, and players should not feel that they must limit their role-playing in this way.

Below is the Downtime Experience Awards Table. It lists the base amount of experience each Vocation learns. It also determines how much extra experience is earned because of high Discipline levels. Last, it determines at what levels characters get extra experience points and what activities may earn them extra experience points in Downtime.

Downtime Experience Awards

Everyone	per 2 levels over DISC*10[1]	1 exp./day
	per 3 Experience Levels[2]	1 exp./day
Warrior	Between Adventures	1 exp./day
Thief	Between Adventures	1 exp./day
Adventurer (Active)[4]	Between Adventures	1 exp./day
Mage	Magical Research[3]	5 exp./day
	Performing other Duties	3 exp./day
Priest	Meditating on Acts of Faith	5 exp./day
	Performing other Duties	3 exp./day
Adventurer (Scholarly)[4]	Performing scholarly activities	3 exp./day

[1]Awarded per bloc of two levels after DISC*10: +1 at DISC*11-12; +2 at DISC*13-14; +3 at DISC*15-16, etc.

[2]Awarded after every 3rd level: +1 at EXL*3; +2 at EXL*6, etc.

[3]Includes researching, learning, and designing new spells, and creating magical items.

[4]Adventurers may be scholarly **or** active in their natures. A Scribe would be scholarly, while a Mariner would be active.

Example: Jeffrey is an 8th level warrior and has 3 months (90 days) of Downtime between adventures. First, he has a DISC*10, so he receives no bonuses for a high Discipline level. He earns a base of 1 exp./day + 1 exp. per 3 EXL, meaning he will earn 3 exp. per day in Downtime. During the three months he earns 90 x 3 exp. = 270 exp. (When he reaches EXL*9, he will receive 4 exp. per day: 1 exp. base award + 3 exp. for being 9th level (+1 exp. per 3 EXL.)

Mages and Priests do well in Downtime, for many of their activities are suited to long periods of research and study.

Just as Warriors and Thieves are men of action, Mages are men of learning and contemplation. They experience their greatest growth when they are engaged in activities of the mind. When they go adventuring, they will not benefit nearly as much from the experience as will men of action.

Example: Morgan the Enchanter, an EXL*8 Mage with DISC*17 is engaged in magical research in order to learn a new spell. In the same 90-day period, he earns a base of 5 exp. + 2 exp. (EXL*8) + 3 exp. (DISC*17) = 10 exp./day or 90 x 10 = 900 exp. over three months. Morgan also receives bonuses for successfully researching spells, creating magical items, etc., for that is what he does.

Special Experience Bonuses:

Mage[1]

Reducing a new spell to MRF*0 (E)	10 exp. x rank
Per Spell put in a Magical Item	10 exp. x rank
Simple Magical Device created	50 exp.[2]
Lesser Device of Power created	100 exp.[2]
Greater Device of Power created	500 exp.[2]
Least Focus of Power[3]	50 exp.[2]
Lesser Focus of Power[3]	100 exp.[2]
Greater Focus of Power[3]	250 exp.[2]

[1]Non Mages with a **Mode of Magic** earn 10% of the amount indicated.

[2]+10 exp. per material (MRF*Ⓔ) used

[3]Awarded for the first one created of the type. Creating additional foci of the same type does not receive a bonus.

Priest[4]

Learning a new Act of Faith	10 exp. x rank

[4]Non Priests with **Faith** skill earn 10% of amount indicated.

Spending Accumulated Experience in Other Areas (optional)

It's possible for a character to use his experience for more than just learning new skills or improving learned skills. Below are several options a character may chose to expend his **accumulated experience** on. Note that all of these rules are **optional** and the GM should be asked if he allows any of the following rules in his campaign.

The Total Experience Pile

Any time a character expends any accumulated experience the it is moved from his ***Accumulated Experience Pile*** to the ***Total Experience Pile***. Therefore while spending experience in this way doesn't directly effect skills it does effect his Experience Leve, and that does affect how quickly he can improve a skill.

Expending Accumulated Experience

Only experience points in the ***Accumulated Experience Pile*** may be expended to obtain the following benefits. Note that the character must have the required experience points in his ***Accumulated Experience Pile*** when he wishes to expend them. If he doesn't have the required exp., he cannot obtain the benefit.

Expending Accumulated Experience to Raise an Attribute

A character may raise his starting Attributes up to 30% over starting values by using **accumulated experience**. An Attribute must be raised **1 level** at a time. The cost for raising an attribute is **500 exp x its new level**. No attribute can be raised past its racial maximum.

For example, Rolf, has Constitution 11. He can raise it a maximum of 30% past its initial value, so his Constitution can rise to 14.3 (round **up**) to 15. Rolf must pay 6000 exp. to raise his CON level from 11 to 12(500x12). If he later wishes to raise his CON to 13, it would cost 6500 exp. (500 x 13).

Expending Accumulated Experience to Reduce the Effects of a Deadly Result

A character may reduce the effects of a Death Blow or a Critical Hit by expending accumulated **experience**. **The cost is 100 exp. x the amount of damage taken from the blow to avoid its critical effects.**

For example, Rolf receives a Critical Hit in battle to his arm. After checking damage it is determined it is enough to sever Rolf's arm. Since Rolf doesn't like the idea of being named Rolf the One-Armed, he spends 100 exp. x the amount of damage he took (23) = 2300 exp.

If the blow would have normally killed the character, he would also have to make a Stamina roll -50% to his success chances in order to remain conscious. Failure means he is rendered unconscious for 1 r. x Crit Die! The character still takes all the damage. If it was a limb is struck, it is temporarily rendered useless for 1 minute x the damage taken.

Notice that although Rolf manages to use his years of experience to avoid his arm being taken off, he will end up with a nasty scar to show for it. Nor does he avoid the damage.

Similarly, if a character was Critically **stunned** by a blow, he avoids unconsciousness, etc., but he does not get off unscathed. The character suffers a temporary 1/2 PSF penalty on all his skills for 1 round while he shakes off the effects of the blow.

Expending Accumulated Experience to Avoid Lapsing into Death

When a character enters negative Body levels, he has a chance of bleeding to death, etc., if left unattended. A character may avoid doing this and stabilize his condition temporarily. (see ***Negative Body*** earlier in this Chapter). A character may spend 50 exp per ten minutes so he doesn't lose another Body Point. He can do this for a number of hours equal to his Constitution.

Enhancing One's PSF in a Skill Temporarily

A character may enhance a skill check by expending accumulated experience. He gains the benefit for only one action. He may enhance his skill by the following amounts:

PSF in skill	Maximum Enhancement
1-25%	+5%
26-50%	+10%
51%+	+15%

It costs 25 exp. to raise his chances per 5% if the character has at least 1 minute (4 combat rounds) to study the task and work out a tactical plan, or 50 exp. per 5% if he doesn't. The bonus is available for one check, whether successful or not.

For example, Rolf has PSF 28% with his Longsword and is facing **The Black Knight** himself, who has PSF 74% with his Greatsword! Rolf is not at all happy with the situation, for obvious reasons. Since he has 1123 exp. in his Accumulated Experience Pile, he chooses to expend 100 exp. to enhance his hit probabilities by +10% (allowable for PSF 26-50).

The experience points are deducted from his Accumulated Pile (reduced -100 to 1023 exp.) and are placed in his Total Experience Pile. He will therefore have one attack (or defense) at PSF*38%. It's not a huge increase, but he needs all he can get to have a chance against The Black Knight.

Remember, all the uses for accumulated experience are **optional**. Therefore, you will need your GM's approval to use them. Also remember that any experience you use in this fashion goes to your total experience pile.

Chapter 12: Beasts & Monsters

The tables on the following pages summarize the essential characteristics for creatures of the woodlands, enchanted beasts, Undead, and monsters. Due to space limitations, we cannot give them exhaustive treatment, but there is enough to enable the GM to get started. For detailed treatment of these and many more creatures, see ***The C&S Creatures Bestiary***.

The Beast and Monster tables contain terms and abbreviations for economy of presentation. Their meaning is as follows:

Creature Type: literally, the common name of the creature.

. . . of the Woodlands: animals and birds normally found in a natural setting. These are grouped as "small" and "large" creatures and as "birds" for Summoning purposes.

Weight: the average weight of a typical creature.

H: the average height of a typical creature.

L: the average length of a typical creature--"L" is usually reserved for 4 ft.+ beasts and birds in length.

W: the average wingspan, tip-to-tip, of a flying creature.

BODY: the Body level of the typical creature.

FAT: the Fatigue level of the typical creature.

MOV: the Movement Factor of the typical creature.

DT: "Double-Time" movement rate in a combat turn.

Sprint: the maximum (racing or full charging) speed in a combat turn.

Gd: the movement rate of a flying creature while on the ground in a combat round. Note that some are rated as **horses** for this purpose and move accordingly.

Fly: the maximum speed of a creature while airborne in a combat round. This is equivalent to **Sprinting**, and they usually cruise at 1/2 that speed.

Attack Mode & Damage Bonus: the weapon rating (L, M, or H for AP allocation purposes) and the attack modes of the creature. The PSF% added to the base success chance, and the damage bonus is added because of the creature's strength:

Attack Mode	Base SC%	Crit. Hit	Type of Damage	Base Damage
L Small Bite:	40%	10[1]	Slashing	0
M Medium Bite:	40%	10[2]	Slashing	7
H Large Bite:	50%	09-10[3]	Piercing	12
L Small Beak	40%	10[1]	Slashing	0
M Medium Beak	40%	10[2]	Slashing	4
L Large Beak	50%	09-10[2]	Slashing	8
L Small Tusk:	40%	10[1]	Slashing	2
M Medium Tusk:	40%	10[2]	Slashing	6
H Large Tusk:	50%	09-10[3]	Slashing	12
L Small Claw:	40%	10[1]	Slashing	0
M Medium Claw:	40%	10[2]	Slashing	8
H Large Claw:	50%	09-10[3]	Crushing	12
L Small Horn:	40%	10[1]	Slashing	1
M Medium Horn:	40%	10[2]	Piercing	8
H Large Horn:	50%	09-10[3]	Piercing	12
L Small Hoof:	40%	10[1]	Slashing	0
M Medium Hoof:	40%	10[2]	Crushing	7
H Large Hoof:	50%	09-10[3]	Crushing	12

[1]1/2 x Crit Die in additional damage.
[2]1 x Crit Die in additional damage.
[3]1xCrit Die in additional damage.

Some creatures have special weapons, which are dealt with in footnotes because they are unconventional in nature.

BMR: Creature's Basic Magical Resistance factor.

Dodge: the basic Dodge for all animals is at a success chance of 40%. To this SC% is added a PSF representing the typical animal's skill at avoidance of the unpleasant.

Stamina: the PSF to be added to the basic 40% success chance for a Stamina check. This represents the robustness of the creature and its ability to endure pain, stunning impacts, etc.

Willpower: the PSF to be added to the basic 40% success chance for a Willpower check. This represents the resistance of the creature to attempts to influence its own free-will and also its resistance to many forms of magical effects.

Armor: the nature of the "armor" the creature has in the way of hide, scales, etc. Some enchanted creatures have extraordinary resistance to weapons damage. This simulates their capacity to absorb damage as suggested in myth and legend. Also, some natural creatures, like bears, are powerful and sturdy, so they also absorb plenty of damage.

Slash / Crush / Pierce / Missile / Energy: the armor value (damage absorbed from the 5 standard types of attack effects).

Exp. Award: the experience points awarded for vanquishing a typical creature. The exp. are divided amongst those characters who actively participate in vanquishing the creature.

Note that some creatures may be quite dangerous and yet have few exp. allocated to them. This reflects the fact that such creatures bring little in the way of real "experience." Kill them if you must, but don't expect a reward. They are all over the place as a part of nature, not rare and not intrinsically hostile to anyone who leaves them alone or gives them a wide berth. Similarly, there is no exp. award for most small creatures.

Some enchanted beasts, notably the Gryphon, Hippogriff, Pegasus, and Unicorn bring limited exp. awards. Understand that there is little glory in slaying such creatures in the wild. However, to **capture** one is another question. In such cases, increase the exp. award x3. They are worth far more alive and healthy!

If a character tames such a beast through Animal Training, he receives an exp. award 3 x basic exp. for the beast. Similarly, if a trained beast of this type is encountered as a fighting mount ridden by a foe, slaying it brings an exp. award 3x the basic exp. award for the creature in the wild.

Variations on the Basic Statistics

We give only a single set of values for each of the creatures included here in the basic game, due to space limitations. However, that should not discourage the GM from introducing variations in the statistics to simulate a wider range of individuals which the characters might encounter in the course of their adventures.

The GM can easily vary the statistics by as much as +30% to -30% for a given creature. However, when doing so, please adjust exp. awards to reflect the greater or lesser power of the creatures. Remember that an increase of +30% for some of the more powerful beasts represents a lot more than a mere +30% increase in experience points, for they will be truly formidable opponents.

For example, a typical Cave Troll's stats can be adjusted upward or downward by up to 30% to give the following range:

Ht. 8' = 10' to 6'	Hurl PSF 19 = 25 to 13
Wt. 800 lbs. = 1040 to 560 lbs.	Claw PSF 61 = 81 to 41
BODY 71 = 92 to 50	Damage bonus: +12 = 15 to 8
FAT. 55 = 71 to 39	Dodge = 0
MOV 11 = 14 to 8	Stamina 50 PSF = 65 to 45
Movement rate = don't change	Will 34 PSF = 44 to 24
Melee PSF 52 = 68 to 36	Exp. 3500 = 5000 to 2000 (140% to 60%)

Small Creatures of the Woodlands

Creature Type	Weight	H / L	BODY	FAT.	MOV	DT	Sprint	Attack & Damage Bonus	BMR	Dodge	Stamina	Will	Armor	Slash	Crush	Pierce	Missile	Energy	Exp. Award
Badger	20 lbs.	15"/30"	6	7	09	3'	8'	Sm.Bite (12 PSF) Sm.Claws (9 PSF)	10	+5 PSF	+5 PSF	+3 PSF	Hide	1	0	1	1	1	--
Bat	1 lb.	5"l./12"w.	2	4	10	15'	25'	Sm. Bite (3 PSF) max.1/2	10	+21 PSF	+0 PSF	+3 PSF	Skin	0	0	0	0	0	--
Cat	6 lbs.	9"/21"	2	5	10	5'	12'	Sm. Bite (6 PSF) max.1/2	10										
Ferret	3 lbs.	6"/15"	3	5	08	5'	8'	Sm. Bite (6 PSF) max.1	10	+18 PSF	+0 PSF	+3 PSF	Skin	0	0	0	0	0	--
Fox	6 lbs.	12"/24"	4	5	12	8'	16'	Sm. Bite (5 PSF) max.3	10	+18 PSF	+0 PSF	+6 PSF	Skin	0	0	0	0	0	--
Frog/Toad	8 oz.	6"	2	3	08	3'h/6's[1]	5'h/9s[1]	---	10	+12 PSF	+0 PSF	+0 PSF	Skin	0	0	0	0	0	--
Mouse	2 oz.	2"/5"	1	2	06	2'	5'	---	10	+18 PSF	+0 PSF	+1 PSF	Skin	0	0	0	0	0	--
Rabbit	4 lbs.	8"/14"	3	3	10	5'	9'	---	10	+16 PSF	+0 PSF	+2 PSF	Skin	0	0	0	0	0	--
Rat	1 lb.	5"/12"	2	3	08	3'	6'	Sm. Bite (3 PSF) max.1	10	+15 PSF	+0 PSF	+4 PSF	Skin	0	0	0	0	0	--
Squirrel	4 oz.	2"/7"	1	2	08	3'	7'	Sm. Bite (0 PSF) max.1/2	10	+18 PSF	+0 PSF	+2 PSF	Skin	0	0	0	0	0	--
Weasel	3 lbs.	6"/15"	2	4	09	5'	8'	Sm. Bite (9 PSF) max.2	10	+18 PSF	+0 PSF	+3 PSF	Skin	0	0	0	0	0	--
Woodchuck	20 lbs.	15"/30"	5	5	08	3'	7'	Sm. Bite (3 PSF) max.4	10	+3 PSF	+3 PSF	+3 PSF	Hide	1	0	1	1	1	--

[1]Frog's movement rates given for hopping/swimming (h/s).

Large Animals of the Woodlands

Creature Type	Weight	H / L	BODY	FAT.	MOV	DT	Sprint	Attack & Damage Bonus	BMR	Dodge	Stamina	Will	Armor	Slash	Crush	Pierce	Missile	Energy	Exp. Award
Antelope	40 lbs.	15"/2.5'	16	16	15	7'	30'	Sm.Horns (6 PSF) Sm.Hooves (3 PSF)	10	+24 PSF	+6 PSF	+6 PSF	Hide	1	0	1	1	1	02 exp.
Bear, Black	300 lb.	3.5'/6'	50	35	13	5'	15'	Md. Bite (21 PSF) +3 Md. Claws (30 PSF) +5	10	+0 PSF	+30 PSF	+21 PSF	Hide	8	12	7	8	6	200 exp.
Bear, Brown	500 lbs.	3.5'/6'	55	39	13	5'	14'	Md. Bite (24 PSF) +5 Md. Claws (32 PSF) +8	10	+0 PSF	+40 PSF	+21 PSF	Hide	9	14	8	9	6	500 exp.
Bear, Great	900 lbs.	4'/7.5'	72	55	12	5'	14'	Lge. Bite (30 PSF) +6 Lge. Claws (39 PSF) +12	10	+0 PSF	+50 PSF	+30 PSF	Hide	13	18	11	15	10	750 exp.
Boar	250 lbs.	30"/4'	41	36	12	7'	16'	Md. Tusks (27 PSF) +8 Sm. Hooves (3 PSF) +5	10	+0 PSF	+30 PSF	+16 PSF	Hide	8	12	6	8	5	90 exp.
Boar, Great	500 lbs.	40"/6'	58	47	12	7'	16'	Md. Tusks (39 PSF) +12 Sm. Hooves (10 PSF) +5	10	+0 PSF	+40 PSF	+24 PSF	Hide	8	12	6	8	5	350 exp.
Deer, Doe	60 lbs.	42"/4'	19	17	15	7'	21'	Sm. Hooves (0 PSF)	10	+24 PSF	+3 PSF	+6 PSF	Hide	1	0	1	1	1	--
Deer, Stag	100 lbs.	54"/5'	22	20	16	7'	24'	Md. Antlers (12 PSF) Sm. Hooves (6 PSF)	10	+21 PSF	+10 PSF	+6 PSF	Hide	1	0	1	1	1	05 exp.
Dog	30 lb.	16"/27"	15	15	10	6'	18'	Md. Bite (6 PSF)	10	+9 PSF	+10 PSF	+15 PSF	Hide	1	0	1	1	1	--
Dog, Hunting	50 lb.	20"/36"	16	17	12	6'	21'	Md. Bite (15 PSF) +1	10	+12 PSF	+12 PSF	+15 PSF	Hide	1	0	1	1	1	05 exp.
Dog, War	60 lb.	24"/40"	17	18	12	6'	19'	Md. Bite (21 PSF) +2	10	+15 PSF	+15 PSF	+15 PSF	Hide	1	0	1	1	1	15 exp.
Lion, female	400 lb.	36"/6'	48	31	14	6'	21'	Lge. Bite (31 PSF) +5 Lge. Claws (37 PSF) +7	10	+18 PSF	+26 PSF	+24 PSF	Hide	7	9	7	9	6	300 exp.
Lion, male	600 lb.	42"/7'	53	45	12	6'	18'	Lge. Bite (31 PSF) +8 Lge. Claws (40 PSF) +10	10	+10 PSF	+34 PSF	+24 PSF	Hide	7	9	7	9	6	400 exp.
Wolf	60 lbs.	24"/40"	22	24	15	6'	21'	Md. Bite (24 PSF) +2	10	+14 PSF	+18 PSF	+15 PSF	Hide	2	3	2	2	3	20 exp.
Wolf, Alpha	100 lbs	27"/48"	27	27	16	6'	21'	Md. Bite (30 PSF) +3	10	+17 PSF	+20 PSF	+25 PSF	Hide	2	3	2	2	3	50 exp.

Note: Being domesticated animals and rarely found wild, **Horses**, **Ponies**, **Mules**, **Donkeys**, and **Camels are to be found in *Chapter 5, Marketplace***, under ***Mounts*** and ***Draft & Pack Animals***.

Birds of the Woodlands

Creature Type	Weight	H / L	BODY	FAT.	MOV	Gd.	Fly	Attack & Damage Bonus	BMR	Dodge	Stamina	Will	Armor	Slash	Crush	Pierce	Missile	Energy	Exp. Award
Duck	5 lb.	15"l./30"w.	3	5	15	2'	25'	---	10	+0 PSF	+0 PSF	+3 PSF	Feathers	0	0	0	0	0	--
Eagle	10 lbs.	24"l./60"w.	9	12	18	3'	40'	Md. Beak (18 PSF) +2 Mdm. Talons (26 PSF)	10	+12 PSF	+9 PSF	+6 PSF	Feathers	0	0	0	0	0	50 exp.*
Falcon	2 lbs.	8"l./18"w.	4	7	24	2'	48'	Sm. Beak (10 PSF) max.1 Sm. Talons (24 PSF)	10	+24 PSF	+3 PSF	+6 PSF	Feathers	0	0	0	0	0	20 exp.*
Goose	12 lbs.	30"l./60"w.	3	5	12	2'	25'	Md. Beak (3 PSF) max.1	10	+0 PSF	+3 PSF	+3 PSF	Feathers	0	0	0	0	0	--
Hawk	3 lbs.	12"l./27"w.	5	8	20	2'	40'	Sm. Beak (16 PSF) max.1 Sm. Talons (26 PSF)	10	+21 PSF	+0 PSF	+6 PSF	Skin	0	0	0	0	0	35 exp.*
Owl	3 lbs.	12"l./27"w.	4	7	15	2'	30'	Sm. Beak (10 PSF) max.1 Sm. Talons (16 PSF)	10	+16 PSF	+0 PSF	+9 PSF	Skin	0	0	0	0	0	--
Raven	3 lbs.	12"l./24"w.	3	6	18	2'	30'	Sm. Beak (6 PSF) max.1	10	+15 PSF	+0 PSF	+9 PSF	Skin	0	0	0	0	0	--
Song Bird	3 oz.	3"l./7"w.	1	2	15	1'	25'	Sm. Beak (0 PSF) max.1/2	10	+15 PSF	+0 PSF	+3 PSF	Skin	0	0	0	0	0	--

l. = body length of avian w. = wingspan from tip to tip Gd. = speed on the ground Fly = maximum airspeed; cruising = 1/2 max. airspeed. Dodge = dodging while airborne; 1/2 on land.

*Note that the experience awards are for **capturing** Eagles, Falcons, and Hawks for Falconry, not for killing them.

Serpents of the Woodlands

Creature Type	Weight	Len.	BODY	FAT.	MOV	Slither	Attack & Damage Bonus	BMR	Dodge	Stamina	Will	Armor	Slash	Crush	Pierce	Missile	Energy	Exp. Award
Constrictor	100 lbs.	15'	28	30	12	2'	Md.Coil (13 PSF)[1] +1	10	+0 PSF	+0 PSF	+3 PSF	Skin	0	0	0	0	0	25 exp.
Lge.Constrictor	300 lbs.	25'	44	38	12	2'	Lge.Coil (26 PSF)[1] +5	10	+0 PSF	+6 PSF	+6 PSF	Hide	0	0	0	0	0	75 exp.
Viper	5 lb.	5'	5	5	14	2'	Bite (10 PSF) + Poison[2]	10	+0 PSF	+0 PSF	+30 PSF	Hide	0	0	0	0	0	25 exp.
Viper, large.	12 lbs.	8'	9	8	14	2'	Bite (20 PSF) + Poison[2]	10	+0 PSF	+0 PSF	+40 PSF	Hide	0	0	0	0	0	75 exp.

[1] Constrictors grapple on a successful hit as if **"Wrestling."** Once they have a hold, they coil their bodies around their victims and squeeze with crushing force. Coil does base 0 crushing damage + Crit Die + damage bonus, beginning the round following the grapple and coiling around the victim. Damage continues per turn until the victim escapes or is smothered or crushed. The victim must make a Strength AR to escape. Constrictors have STR*16 and Lge.Constrictors have STR*20 for the purpose of making STR AR's.

[2] Viper strike injects **Pi Poison** (see ***Chap.4, Materia Medicina***), which does -2 Body/5 min. in damage. Victims must make a successful Stamina check to. Failure if under CON*12 results in total incapacitation from pain, etc.; failure for CON*12+ = 1/2 PSF. Large viper strike injects **Piii Poison** (See ***Chap.4***), which does -4 Body/5 min. damage/5 min. Victims must make a successful Stamina roll - 10% from SC%. Failure if under CON*14 results in total incapacitation; failure for CON*14+ = 1/2 PSF.

Enchanted Beasts

Creature Type	Weight	H / L	BODY	FAT.	MOV	DT	Sprint	Attack & Damage Bonus	BMR	Dodge	Stamina	Will	Armor	Slash	Crush	Pierce	Missile	Energy	Exp. Award
Centaur[1]	1800 lbs.	9'/9'	45	40	16	Md. Horse		Melee Wpn (24 PSF) +2 Lge. Hooves (16 PSF) +6	0	+10 PSF	+28 PSF	+10 PSF	Hide	1	0	0	1	1	75 exp.
Minotaur	500 lb.	7'	59	48	13	5'	10'	Melee Wpn (46 PSF) +11 Lge. Horns (21 PSF) +11	20	+03 PSF	+32 PSF	+30 PSF	Hide	6	7	6	6	5	1500 exp.
Unicorn	1400 lb.	42"/7'	63	37	23	12'	24'	Lge. Horn (42 PSF)[2] +8 Md. Hoof (35 PSF) +3	100	+36 PSF	+32 PSF	+68 PSF	Hide	1	0	0	1	1	500 exp.
Warg	140 lbs.	33"/48"	28	28	13	6'	20'	Md. Bite (32 PSF) +3	0	+9 PSF	+20 PSF	+20 PSF	Hide	2	3	2	2	3	75 exp.

[1] The Centaur may wear horse barding (1/2 armor protecting the frontal area) and also human-type armor to protect its torso, arms and head. However, such armor will rarely be more than leather or scalemail at best. For weapons, the typical Centaur might carry a variety of melee weapons, but it is not uncommon to find them with lance, and sword. Some Centaurs are also "horse archers" in a very literal sense.

[2] The Unicorn is quite a fearsome foe when cornered and will use its formidable horn like a **calvary lance**, lowering its head and charging straight for its enemies. Few Knights are more adroit with the lance, and quite a few of those so foolish and impudent as to hunt this charmed beast have met with most unpleasant surprises. Treat the horn as a cavalry lance in combat.

Enchanted Flying Creatures

Creature Type	Weight	H / L/W	BODY	FAT.	MOV	Gd.	Fly	Attack & Damage Bonus	BMR	Dodge	Stamina	Will	Armor	Slash	Crush	Pierce	Missile	Energy	Exp. Award
Cockatrice	300 lbs.	6'h./8'l. 20'wingspan	36	27	10	6'	18'	Md. Beak (13 PSF) Md. Talons (26 PSF) Petrification[1] (36 PSF)	15	+10 PSF	+16 PSF	+14 PSF	Feathers & Scales	4	6	3	3	5	600 exp.
Eagle, Great	400 lbs.	8' long 24' wingspan	58	47	15	3'	60'	Lge. Beak (21 PSF) +4 Md. Talons (36 PSF) +5	15	+18 PSF	+26 PSF	+24 PSF	Feathers	1	0	0	1	1	350 exp.
Gryphon	2500 lbs	9'h./10'l. 30'wingspan	76	45	15	Hv. War Horse[2]	40'	Lge. Bite (32 PSF) +8 Md. Claws (40 PSF) +10	15	+10 PSF	+32 PSF	+30 PSF	Hide	8	9	8	8	5	600 exp.
Harpy	180 lb.	5'8" 14'wingspan	32	30	13	5'	25'	Melee Wpn (10 PSF) Md. Talons (21 PSF) Screech[3] (21 PSF)	15	+20 PSF	+16 PSF	+25 PSF	Skin & Feathers	1	0	1	1	1	750 exp.
Hippogriff	1400 lb.	8'h./10'l.' 30'wingspan	57	34	17	Arab Horse[2]	50'	Lge. Bite (27 PSF) +4 Md. Claws (35 PSF) +7	15	+15 PSF	+24 PSF	+16 PSF	Hide	6	7	6	6	4	350 exp.
Pegasus	1400 lb.	8'/9' 30'wingspan	65	40	20	Arab Horse[2]	75'	Sm. Bite (16 PSF) Md. Hoof (35 PSF) +3	15	+33 PSF	+29 PSF	+36 PSF	Hide	1	0	0	1	1	300 exp.
Wyvern	3000 lbs	8'/15' 30'wingspan	93	58	16	8'	60.'	Lge. Bite (42 PSF) +8 Lge. Claw (71 PSF) +14 Stinger (42 PSF)[4]	15	+18 PSF	+52 PSF	+30 PSF	Hide	6000 exp.					

Note: All flying creatures have 1/2 Dodge when on the ground; full PSF applies to flying.

[1]**Petrification:** When a character is touched by the feathers of the Cockatrice through skin, cloth, or leather, must make a Stamina resisted roll - 60% or he will be "petrified"-- paralyzed in position as if turned into "living" stone. This condition will last for 11 hrs. - Crit Die. On its initial attack against a victim, the Cockatrice will try to capture its prey by "brushing" it with its feathers. The effect is constant, so touching the creature's feathers at any time will bring the risk of "petrification."

[2]**Gryphons, Hippogriffs**, and **Pegasi** all move like the indicated type of horse when on the ground.

[3]Anyone within 60 feet of the Harpy when it *screeches* will have to make a Willpower resisted roll - PSF of Harpy. The Harpy will screech continuously while it is engaging in combat, etc., and anyone within the hearing range must make a Willpower resisted check once per minute. Those failing their resisted roll lose 1/2 their AP for the round and also suffers a penalty of -21% from all skill checks. If the Crit Die roll is 01-02 on a Failure, the character is paralyzed so long as Harpies keep on screeching. If several Harpies are pesent, increase the screech PSF by +3 per Harpy present after the first.

[4] Stinger paralyzes victim if a Stamina resisted roll of -25 PSF fails. If target succeeds, it is dazed for 10 AP -1 AP x Stamina Crit Result.

The Trolls

Creature Type	Weight	HT.	BODY	FAT.	MOV	DT	Sprint	Attack & Damage Bonus	BMR	Dodge	Stamina	Will	Armor	Slash	Crush	Pierce	Missile	Energy[1]	Exp. Award
Cave Troll	800 lbs.	8'	71	55	11	5'	7'	Melee Wpn (52 PSF) +12 pts. Hurling Wpn (19 PSF) +12 pts. Mdm. Claw (61 PSF) +12 pts.	25	+0 PSF	+50 PSF	+38 PSF	Hide	16	12	15	16	18	3500 exp.
Mountain Troll	1000 lbs.	10'	80	65	12	5'	10'	Melee Wpn (41 PSF) +14 pts. Hurling Wpn (16 PSF) +14 pts. Mdm. Claw (76 PSF) +14 pts.	25	+0 PSF	+60 PSF	+26 PSF	Hide	20	14	18	19	21	5500 exp.
Wood Troll	600 lbs.	7'	64	50	13	5'	8'	Melee Wpn (38 PSF) +12 pts. Hurling Wpn (19 PSF) +12 pts. Mdm. Claw (41 PSF) +12 pts.	25	+3 PSF	+37 PSF	+23 PSF	Hide	13	10	12	13	13	2500 exp.

[1]Energy protection vs Fire = 1/2 normal value.

Trolls are very powerful creatures and should in no circumstances be treated lightly. Some sub types of the trolls listed above have a stroung aversion to sunlight, while others it is said to turn them to stone. It is up to the GM to determine the exact effect of sunlight to these dark creatures. At the least, they all have 1/2 their PSF in Sunlight, and -10 to all actions in bright light, such as a Mana Globe.

Trolls are generally of low 4-8 Intellect. Cave trolls however do have a higher intellect (8-11) and are very cunning. Remember, Trolls are among the most powerful of the monsters in ***Chivalry & Sorcery***, and should not be taken at all lightly. For considerably more detailed information on trolls, and for more types, such as the dreaded Water Troll, see the ***Chivalry & Sorcery Creatures Bestiary***.

Creatures of Darkness

Creature Type	Weight	HT.	BODY	FAT.	MOV	DT	Sprint	Attack & Damage Bonus	BMR	Dodge	Stamina	Will	Armor	Slash	Crush	Pierce	Missile	Energy	Exp. Award
Bugbear	350 lbs.	6'6"	41	33	12	5'	8'	Melee Wpn (31 PSF) +3 pts.	0	+0 PSF	+40 PSF	+10 PSF	Hide	4	6	4	5	6	150 exp.
Gnoll	210 lbs.	6'2"	28	24	12	5'	8'	Melee Wpn (24 PSF) +2 pts.	0	+18 PSF	+16 PSF	+13 PSF	Leather	3	1	1	2	3	60 exp.
Goblin	90 lbs.	4'5"	19	18	10	4'	7'	Melee Wpn (13 PSF) +0 pts.	0	+19 PSF	+0 PSF	+08 PSF	Leather	3	1	1	2	3	25 exp.
Kobold	70 lbs.	4'	16	15	12	3'	6'	Melee Wpn (3 PSF) +0 pts.	0	+21 PSF	+0 PSF	+05 PSF	Leather	3	1	1	2	3	15 exp.
Ogre	500 lbs.	7'	65	47	16	6'	9'	Melee Wpn (41 PSF) +10 pts.	0	+0 PSF	+56 PSF	+15 PSF	Hide	5	7	4	5	6	500 exp.
Orc	170 lbs.	5'10"	27	24	12	5'	9'	Melee Wpn (19 PSF) +1 pts.	0	+12 PSF	+12 PSF	+12 PSF	Leather	3	1	1	2	3	50 exp.

The Undead

Creature Type	Weight	HT.	BODY	FAT.	MOV	DT	Sprint	Attack & Damage Bonus	BMR	Dodge	Stamina	Will	Armor	Slash	Crush	Pierce	Missile	Energy	Exp. Award
Ghoul	170 lbs.	5'8"	27	24	12	5'	8'	M Claw (25 PSF) +2 pts. Melee Wpn (10 PSF) +2 pts.	20	+16 PSF	---	+20 PSF	Dead Flesh	3	12	16	20	3	100 exp.
Skeleton	25 lbs.	5'8"	13	16	13	5'	8'	Melee Wpn (10 PSF)	10	+25 PSF	---	+10 PSF	Bone	8	4	18	24	6	30 exp.
Wight	200 lbs.	6'	45	40	13	5'	8'	Melee Wpn (31 PSF) +5 pts. M Claw (40 PSF) +5 pts. Drain[1] & Special[2]	30	+22 PSF	---	+50 PSF	Dead Flesh	5	12	16	20	5	3500 exp.
Vampire	200 lbs.	6'	40[3]	40	17	5'	8'	Melee Wpn (30 PSF) +10 pts M Claw (45 PSF) +10 pts. S Bite (36 PSF) +5 pts. Special[4] & Blood Drain[5]	50	+30 PSF	---	+47 PSF	Dd. Flesh	5	12	16[3]	20[3]	5	5000 exp.
Zombie	160 lbs.	5'8"	23	20	07	3'	3'	M Punch (10 PSF) +2	10	+0 PSF	---	+10 PSF	Dd. Flesh	3	12	16	20	3	30 exp.

[1] **Drain** occurs on touching any non-metal armor. **+20% TSC%** to claw: **2 FP x Crit Die.** **Stamina AR - 2% x FP lost** made at zero Fatigue level; failure = unconscious for 1 hour.

[2] **Special:** Wight has supernatural ability as if an ML*3 Mage able to cast Magic at PSF*21, with **Illusions** to 3rd rank; **Commands** to 2nd rank plus **Charm Person** and **Hold Person** from 3rd rank. "Spells" cast as if "Words of Guard" in both Initiative systems.

[3] Unless damaged by silver, magic, enchanted weapons, or natural weapons of enchanted beasts, the Vampire's Body regenerates 5 Body pts. every minute. Wooden stake or an untipped wooden arrow targeted at the heart (-50% to hit) will automatically penetrate on hitting and renders the Vampire inert so long as the stake remains embedded. To destroy the Vampire, cut off the head and burn the body. Sunlight causes Vampires 1 x Crit Die in damage per round exposed to the sun.

[4] **Special:** Vampire has supernatural ability as if ML*6 Mage able to cast Magic at PSF*32: ***Commands*:** 1st rank **Mesmerize**; 2nd rk. **Greater Fright** & **Suggestion**; 4th rk. **Fear**; 5th rk. **Enthrall** (while drinking blood of victims); 6th rk. **Demoralization**. ***Transcendental:*** 3rd rk. **Flight.** ***Transmutations:*** 4th rk. **Shape Shift** into bat, wolf, rat; 6th rk. **Gaseous Form**. Spells cast as if "Words of Guard" in both Initiative systems.

[5] **Blood Drain:** Vampire must bite the victim to drain the blood and do Body damage; otherwise, the same as for the the touch of a Wight. The bite activates the Enthrall, and the Vampire will gain power over a victim he leaves alive or complete control of a victim he turns into a Vampire. He must completely drain the victim and inject venom from his fangs. On the night of the third day after burial, the new Vampire will rise and do the bidding of its Master.

Giants

Creature Type	Weight	HT.	BODY	FAT.	MOV	DT	Sprint	Attack & Damage Bonus	BMR	Dodge	Stamina	Will	Armor	Slash	Crush	Pierce	Missile	Energy	Exp. Award
Cave Giant	1200 lbs.	10'	75	55	14	7'	12'	Melee Wpn (46 PSF) +14 pts. Hurl Boulder (12 PSF) +14	20	+0 PSF	+49 PSF	+22 PSF	Hide	7	9	8	10	7	1750 exp.
Cyclopes	2000 lbs.	16'	90	64	13	9'	16'	Melee Wpn (47 PSF) +16 pts. Hurl Boulder (26 PSF) +16 pts.	20	+0 PSF	+60 PSF	+26 PSF	Hide	7	9	8	10	7	2500 exp.
Hill Giant	1350 lbs.	12'	78	57	12	7'	12'	Melee Wpn (35 PSF) +15 pts. Hurl Boulder (16 PSF) +15 pts.	20	+0 PSF	+52 PSF	+16 PSF	Hide	6	8	7	9	6	1500 exp.

C&S Glossary of Common Terms

Attributes: Core characteristics defining a character's nature and capabilities.

Attribute Roll (AR): Acheck to see if an Attribute can aid in accomplishing a certain task not covered by a specific skill.

Aspect: Whether the character is favored or disfavored by the "stars."

Accumulated Experience: Experience points accumulated during adventures and also in downtime by studying, practicing, or working on projects.

Accumulated Experience Pile: experience points which a character has earned but not spent on advancing his skills.

Action Points (AP): Determine the number and kinds of actions one can perform in a 15-second combat round--such as attack, parry, cast spell, etc.

Basic Magic Resistance (BMR): a special resistance factor (-%) applied by some creatures against magical spells.

Body Level: Represents how much physical damage a character may sustain before he becomes unconscious.

Cantrip: A spell quickly cast in 9 Action Points (AP) in Basic Initiative and 7 AP in the Advnced Initiative System.

Carrying Capacity (CCAP): The weight a character can carry (1/2 LCAP).

Character: Any personality who "lives" in the role-play world.

Combat Initiative: Determines when a character may attack and how many actions he can perform in a combat turn.

Core Skills: Skills every character starts out in with basic knowledge because they are always learned as a matter of course during one's youth.

Crit Die™: The D10 die used to make all Critical Outcome determinations in **Skillscape™** systems.

Critical Results Tables: "Crit Tables" set out a range of possible outcomes for successful and failed skill checks.

Difficulty Factor (DF): determines learning costs, experience required to advance the skill one level; and basic percentage chance (BC%) of performing the skill successfully.

Dodge: Evade a blow one is aware of by moving left or right, backing up, etc.

Downtime: Time spent between adventuring in which characters may attend to other matters (learn, enchant, make things, recuperate, etc.).

Duration: Time spell effects last.

Experience Cost: The **experience points (exp)** needed to raise a skill level.

Experience Level: based on one's total experience, ExL determines exp one can earn in "down time" between adventures. It also acts as a governor on how far skills can advance skills without paying inflated exp costs to rise skill levels.

Faith Level (FL): Rates how a character learns and improves in his ability to call upon divine aid and assistance

Fatigue Level: A character's energy level, measured in Fatigue points (FP).

Game Master (GM): The person in charge of the fantasy role playing world, referee, story teller, and manager of the role-play.

Hex: A spell cast in 16 Action Points (AP) in Basic Initiative and 13 AP in the Advnced Initiative System.

JUMP: A factor determining a character's jumping distance.

Lifting Capacity (LCAP): The weight a character can lift over his head.

Magic Level (ML): Determines the rate at which the character may learn spells, magical power levels when casting, etc.

Mastery: Character devotes extra time and effort to certain skills within his vocational skill category: -1 DF in addition to any other reductions. One also enters the campaign with **basic knowledge** in chosen Mastery skills.

Maximum Success Chance (Max %): The highest success chance possible when performing a task.

Method of Magic: the type of Magic being cast. Each spell belongs to one of 13 specific Methods.

Minimum Success Chance (Min %): The lowest success chance possible when performing a task.

Mode of Magic: The particular way a Mage practices his magic (7 Modes).

MOV: A factor determining, in part, what can be done in a 15-second combat round.

Non-Player Character (NPC): A character, monster, animal, etc., run by the GM.

Non-standard skills may have different percentages or rules applied than for standard skills in **Skillscape™**. See each non-standard skill for details.

Parry: Successfully interposing a weapon between oneself and the oncoming blow in order to deflect its path.

Percentage Modifier: A number added or subtracted from a total success chance.

Percentage Pair: D100% dice.

Personal Faith Factor (PFF): The Attribute bonus/penalty arising from a PC's Piety + 3% per level of Faith.

Personal Magic Factor (PMF): The Attribute bonus/penalty arising from a Mage's Attribute bonus/penalty + 3% per level of skill in Magic.

Personal Skill Factor (PSF): The Attribute bonus/penalty + 3% per level of skill added to one's chances of success when trying to perform any skill.

Player: Anyone running a character.

Player Character (PC): The player's persona or alternate personality who "lives" in the role-play world.

Primary Attribute: Strongly affects the number of Mastery slots in his vocational skills a character has at the start.

Range: Either the distance a spell can be cast or else the **radius** of the spell's effect around the caster. Placed after the range of the spell, **(R)** indicates the radius of the spell is the same as the spell's range.

Resisted Skill (RES): Any skill that can be countered by another character's skill.

Ritual: Spell requiring 1+ min. to cast.

Secondary Attribute: Affectssuccess in a given vocation and helps determine number of Mastery slots a character has.

Sibling Rank: Character's birth order.

Skill: The ability to use an area of one's knowledge effectively to perform a task. A skill is learned and then improved by further practice, study, and actual experience in using the skill in one's activities.

Skill Check: rolling 1D100% and a 1D10 Critical Die to determine success/failure with a skill, and special outcomes.

Skilled BC%: Basic percentage chance to do some task with at least basic knowledge of the skill.

Skill Level: The level of proficiency a character currently has in a learned skill.

Social Class: Rank in society. Birth is a key factor settling one's position in society.

Sorcery: A spell cast in 25 Action Points (AP) in Basic Initiative and 21 AP in the Advnced Initiative System.

Standard skill: Success chance will rise by +3% per "level" purchased after the PC has learned **Level*0** or "**basic knowledge**." Each level represents more experience and proficiency with the skill.

Total Experience Pile: total experience points spent in the campaign. It determines a character's **experience level** .

Total Success Chance (TSC%): Total of Personal Skill Factor + Basic Chance + any modifiers affecting one's ability to perform the skill .

Type: Casting time required for a spell.

Unskilled BC%: Basic percentage chance to do a task without having basic knowledge of the skill. Some skills cannot be attempted without basic knowledge.

Vocational Primary Skills category: A list of skills in a character's chosen career specialization: -1DF normally and -2 DF with a Mastery slot when learning such skills central to one's chosen vocation.

Vocational Secondary Skills category: Skills a PC has an opportunity to learn in his youth at ordinary cost. However, a character can use a **Mastery** slot to learn them at -1 DF.

Chivalry & Sorcery™ Character Profile

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Name_____

Vocation_____ Father's Vocation_____ Social Rank_____

Race _____ Gender ___ Sibling Rank ___ Family Status _____ Social Status____ pts.

Birth _____ Hair_____ Height_____

Sign _____ Eyes _____ Build_____

Aspect_____ Complexion _____ Weight _____lbs.

Age _____ years Special Features _____ LCAP _____lbs.

Flaws_____ Special Abilities_____ CCAP _____lbs.

_____ _____ JUMP _____ft.

Phobias_____ Curses_____ MOV _____

_____ _____

Character Attribute	Level	AR%
AGIL Agility	____	= ____%
APP Appearance	____	= ____%
BV Bardic Voice	____	= ____%
DISC Discipline	____	= ____%
CON Constitution	____	= ____%
INT Intellect	____	= ____%
STR Strength	____	= ____%
PTY Piety	____	= ____%
WIS Wisdom	____	= ____%

Max. BODY Level ____ Current BODY _____

Max. FATIGUE Level ____ Current FATIGUE _____

BODY Recovery (BRR%) FATIGUE Recovery (FRR)

Total Rest _____% /day Sleep / hr. _____ FP

Lt. Activity _____% /day Rest / 10 min. _____ FP

Active _____% /day RESIST DISEASE ____%

Character Experience Level _____

Accumumated Experience Pile _____ exp.

Total Experience Pile _____ exp.

Core Skill	DF	Level	BC%	Att. Bonus	PSF	TSC%
Alertness-Sight						
Alertness-Sound						
Stamina						
Dodge						
Willpower						
Language (Own)						

Armor Protection

Head _____

_____

Body _____

_____

_____

Shield _____

Combat Skill	DF	Level	BC%	Att. Bonus	PSF	TSC%	Spd = AP	Damage	Crit Hit
1.									
2.									
3.									
4.									
5.									
6.									
7.									
8.									
9.									
10.									

Mark "Mastery" slots "M", and Primary Skills "P" to identify them. Identify Basic Knowledge as: Level 0

40 1
39 2
38 3
37 4
36 5
35 6
34 7
33 8
32 9
31 10
30 11
29 12
28 13
27 14
26 15
25 16
24 17
23 18
22 19
21 20

Skillscape™ Skill	DF	Level	Base SC%	Att. Bonus	PSF	TSC%
1.						
2.						
3.						
4.						
5.						
6.						
7.						
8.						
9.						
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35.						

In Purse	In Safekeeping
Crowns _____	Crowns _____
Shillings _____	Shillings _____
Pence _____	Pence _____
Farthings _____	Farthings _____
Gemstones:	Gemstones:
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

Clothing	Cost
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

Equipment	Weight.	Cost
_____	_____ lbs.	_____
_____	_____ lbs.	_____
_____	_____ lbs.	_____
_____	_____ lbs.	_____
_____	_____ lbs.	_____
_____	_____ lbs.	_____
_____	_____ lbs.	_____
_____	_____ lbs.	_____
_____	_____ lbs.	_____
_____	_____ lbs.	_____
_____	_____ lbs.	_____
_____	_____ lbs.	_____
_____	_____ lbs.	_____
_____	_____ lbs.	_____
_____	_____ lbs.	_____
Total Weight Carried	lbs.	

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C&S Character Profile

Mode of Magic	DF	Level	Att. Bonus	PMF	ML

Magic Method	DF	Level	Base SC%	Att. Bonus	PSF	TSC%
1.						
2.						
3.						
4.						
5.						
6.						
7.						
8.						
9.						
10.						
11.						
12.						
13.						

Magical Spells	Method	MRF Status

Mage's Personal Scroll

Magical Spells	Method	MRF Status

Magical Spells	Method	MRF Status

Magical Materials	Quantity	MRF Status

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Notes

Notes

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Chivalry & Sorcery™

3rd Edition

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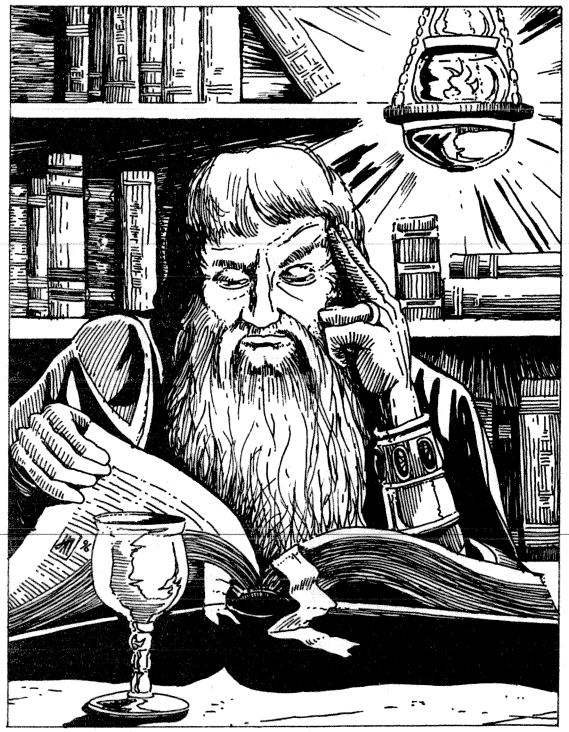

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