

Lands of Adventure™



by Lee Gold



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A FEW PARAGRAPHS FROM THE AUTHOR

I've been writing (and rewriting) rules for most of my gaming career, since 1974 when I devised a spell point system for **D&D**. In 1975 I founded an amateur press association called **ALARUMS AND EXCURSIONS** to allow Role Players to discuss new rules additions and modifications freely with one another, without first being filtered through a letters to the editor column. **A&E** still continues with an international set of contributors at 150 mimeographed pages a month (and new subscribers and contributors still welcome).

In 1980 I wrote **LAND OF THE RISING SUN**, an adaptation of the **C&S** system to medieval Japan, published by FGU. This game attempted both historical accuracy to Japanese history and legend -- and use of the rather intricate **C&S** combat and magic system.

All these years I had been dreaming of the ideal Role Playing System. It would have a minimum of rolling -- and a maximum of role-playing. Combat would be fast but not inevitably fatal -- and players could roleplay characters' choice of various fighting tactics. Magic would be easy to game but feel as though the mage were doing something complicated and mysterious. Miracles would be more up to the will of the deity than of the cleric. The system would be flexible enough that a character could do anything the player could think of -- throw a beer mug across a tavern room, walk a tightrope, whatever -- and the character sheet would be just one page, with enough information that only the GM would need to look at the rules during a game.

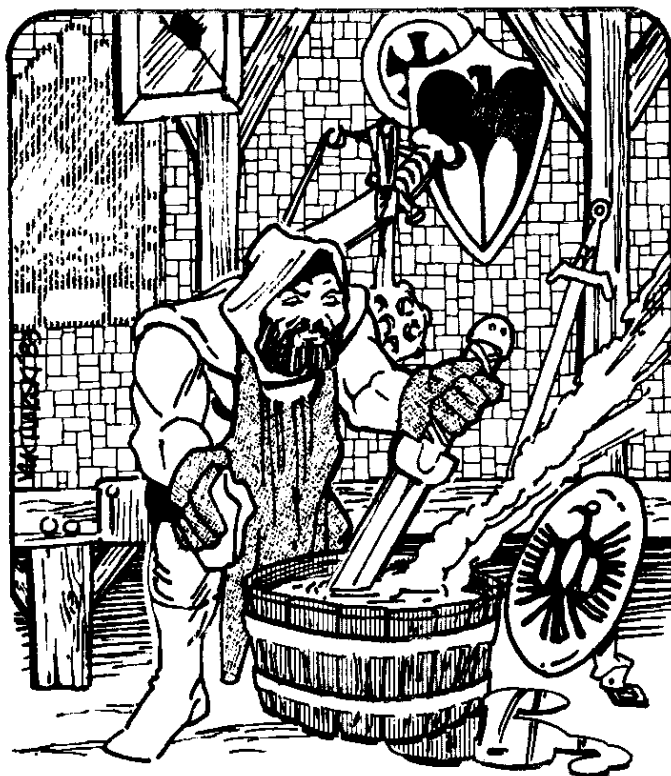
Well, the perfect system is yet to be written. But **LANDS OF ADVENTURE** makes a fair start at fulfilling the goals I dreamed of -- at least for me and my playtesters. Speaking of which, I would like to thank Tim Merrigan, Elizabeth Wolcott, Rick Schwall, Jerry Epperson and Scott Bauer -- and my husband Barry Gold. Thanks are also due to the contributors of **A&E** who helped me work out various sections of the rules with their support and criticism.

To Play this Game, you will need (besides imagination):

1. Pencil, and eraser. (Putting character sheets and maps into plastic protectors and using grease pencils for notes is also useful).
2. Miniatures to represent characters so battle scenes may be set up in detail -- and a battleboard (something ruled off into squares, each large enough for a miniature to stand on) for easy measuring of distances.
3. Dice: two D20s plus one or more D6s.
4. Optional: a pocket calculator.

Players should either ask one of their number to take over all Game Master duties or should divide the campaign territory into several sections, each with one player as its GM, responsible for running the non-player characters there and knowing the region's culture, terrain, etc. The GM's word is law and overrides any of the game rules.

At the back of these rules is a blank character sheet (and another character sheet filled out with appropriate section numbers, so you'll know exactly where to look to fill in each line). There is also an index.



RECOMMENDED REFERENCE WORKS

THE PALLADIUM BOOK OF WEAPONS & ARMOR, compiled by Matthew Balent, 1981., pub. Palladium Books, 5669 Casper Ave., Detroit, MI 48210, giving weapon weights and lengths for a huge variety of weapons.

THROUGH DUNGEONS DEEP: A Fantasy Gamer's Handbook, by Robert Plamondon, 1982, pub. Reston Publishing Co., Inc., Reston, Virginia, giving general discussion of Fantasy Role Playing plus guidelines for the beginning player and Games Master.

WILDLIFE ENCYCLOPEDIA and **WORLD BOOK ENCYCLOPEDIA** for data on animals. (These are found in most libraries' children's sections).

Some commonly used abbreviations with which you should familiarize yourself are listed below:

AGY	Agility	MAG	Magic
APP	Appearance	MAN	Manipulation
BP	Body Points	MED	Medium Weapon
CHA	Charisma	MEL	Weapon -- Melee
COM	Communication	MIR	Miracles
CON	Constitution	MIS	Weapon -- Missile
CRF	Craft	MOD	Moderate Weapon
DEX	Dexterity	MOV	Movement
D3	6-sided die, with 4, 5, 6 counted as 1, 2, 3	NPC	Non-Player Character (role-played by the Games Master)
D6	6-sided die (cube)	OBS	Observation
D10	20-sided die with the numbers 1-10 twice (0=10)	PC	Player Character (role-played by a player)
D20	20-sided die, with one set of the numbers 1-10 colored.	PEP	Prior Experience Points
D100	two D10 read as 01-100 (00=100)	PER	Persuasion
EP	Energy Points	PL	Power Level of Spells
GM	Game Master	PLF	Power Level Factor of Spells
HT	Height	PRU	Prudence
HVY	Heavy Weapon	STR	Strength
INT	Intelligence	TAL	Talent
KNW	Knowledge	VCE	Voice
LP	Life Points	XBOW	Crossbow
LT	Light Weapon	1H	One-handed weapon
		2H	Two-handed weapon

Lands of Adventure™

1.0 CHARACTERS AND CHARACTERISTICS (round all fractions)

SPECIES

Most Player Characters will be humans. See a Culture Pack or consult with the Game Master if the option of running a non-human PC is wished.

HUMANS

Roll dice as indicated OR allot (110+2D10) points among the first 11 characteristics (CRF through CHA), keeping to the bounds indicated by dice rolls.

CRAFT:	D20 (used to create/understand physical items, including weapons, armor and tools)
DEXTERITY:	CRAFT/2 + D10 (skill in use of fingers)
TALENT:	D20 (used to create/understand magic items)
VOICE:	TALENT/2 + D10 (verbal beauty: voice, writing style, etc.)
INTELLIGENCE:	(CRAFT+TALENT+D20)/3 (ability to deal with abstractions, use logic, etc.)
PRUDENCE:	INTELLIGENCE/2 + D10 (caution and practicality). Low Prudence characters may be foolhardy or overly cautious.
APPEARANCE:	D20 (beauty of face and form, as appropriate to gender)
AGILITY:	APPEARANCE/2 + D10 (gracefulness of movement)
STRENGTH:	D20 (muscular power relative to height and normal weight)
CONSTITUTION:	STRENGTH/2 + D10 (endurance, health)
CHARISMA:	(D20+VOICE+INTELLIGENCE+APPEARANCE+STRENGTH)/5 (leadership)
GENDER:	The player determines the PC's gender after inspection of the characteristics. Typically women have CON higher than STR; men the reverse. In some cultures, women have TAL higher than CRF; men the reverse. However, the player's decision is final.
HEIGHT:	Women: 4'6" + 2D6 inches (4'8" - 5'6") Men: 4'11" + 3D6 inches (5'2" - 6'5")

AVERAGE WEIGHT

-1" shorter	-3 lbs	5'	120 lbs	5'5"	136 lbs
4'8"	108 lbs	5'1"	123 lbs	5'6"	140 lbs
4'9"	111 lbs	5'2"	126 lbs	5'7"	144 lbs
4'10"	114 lbs	5'3"	129 lbs	5'8"	148 lbs
4'11"	117 lbs	5'4"	132 lbs	5'9"	153 lbs
		5'10"	157 lbs	6'3"	180 lbs
		5'11"	161 lbs	6'4"	185 lbs
		6'	165 lbs	6'5"	190 lbs
		6'1"	170 lbs	6'6"	195 lbs
		6'2"	175 lbs	+1"	+5 lbs

FRAME: (OPTION) (roll D10)

1-2	Light Frame:	average weight -10%
3-8	Average Frame:	average weight
9-0	Heavy Frame:	average weight +10%

SPECIALIZED CHARACTERS: (OPTION) (see also 3.1)

If CRF is more than double TAL, the player may choose to change TAL to 0 and - VCE = 2D10; INT = ((2xCRF)+D20)/3

If TAL is more than double CRF, the player may choose to change CRF to 0 and - DEX = 2D10; INT = ((2xTAL)+D20)/3

CULTURE'S TECHNOLOGY LEVEL: (OPTION) (apply after determining DEX and VCE)

Level	Major Energy Source	Typical Materials	CRF	TAL
1	Animals; Sentients	Stone, Wood, Bone, Leather	-2	+2
2	Fire, Wind, Water	Bronze, Copper	-	-
3	Steam	Iron, Crude Steel	+3	-3
4	Chemicals, Electricity	Alloys, Plastics	+5	-5
5	Nucleonics	Synthetics	+7	-7
6	Matter Conversion	Force Fields	+10	-10

The career of Hironde will be presented at intervals throughout the rules as a running example for the reader. To begin with, Hironde's characteristics.

CRF = 11	average	CRF 11
DEX = (11/2)+D10 = 6+D10 = 6+6 = 12	average again	DEX 12
TAL = 20	extremely high	TAL 20
VCE = (20/2)+D10 = 10+D10 = 10+4 = 14	above average	VCE 14
INT = (11+20+D20)/3 = (11+20+3)/3 = 11	average	INT 11
PRU = (11/2)+D10 = 6+D10 = 6+5 = 11	average	PRU 11
APP = 17	above average	APP 17
AGY = (17/2)+D10 = 9+D10 = 9+9 = 18	above average	AGY 18
STR = 16	above average	STR 16
CON = (16/2)+D10 = 8+D10 = 8+2 = 10	average	CON 10
CHA = (D20+14+11+17+16)/5 = (D20+58)/5 = (12+58)/5 = 70/5 = 14	above average	CHA 14

Thus Hironde's characteristics are: 11-12/20-14/11-11/17-18/16-10/14

With TAL 20, Hironde will probably be quite interested in and proficient at Magic Spells. With DEX 12 but AGY 18, his fingers are only normally deft, but his body movements are quite graceful, in keeping with his handsome appearance.

GENDER:	chosen as male, based on high STR
HEIGHT:	(4'11" + 9") = 5'8" - average
WEIGHT:	148 lbs.

MODIFICATIONS FOR CREATING NON-HUMANS

ELVES, faeries, etc.

CRF:	2D6
DEX:	CRF + D10
TAL:	10 + D10
APP:	10 + D10
Height:	as human
Weight:	10% less than humans of the same height

DWARVES, gnomes

CRF:	10 + D10
TAL:	2D6
APP:	2D6
AGY:	APP + D10
STR:	10 + D10
Height:	3' + 3D6 inches
Weight:	60 lbs + 3 lbs per inch over 3'

OGRES, Trolls, etc.

CRF:	2D6
TAL:	2D6 (if 12 is rolled, reroll as 11+D6)
APP:	2D6
STR:	10 + D10
Height:	6' + D20 inches
Weight:	200 lbs + 5 lbs per inch over 6' high

GIANTS

CRF:	3D6
TAL:	2D6 (if 12 is rolled, reroll as 11+D6)
APP:	2D6
STR:	10 + D10
Height:	7' + (4xD10) inches
Weight:	250 lbs + 5 lbs per inch over 7' high

ANIMALS

CRF: same range as INT: see below
 DEX: 0 usually; 2D6 if the creature has fingers, tentacles, etc.
 TAL: 0
 VCE: D3
 INT: determine number of years spent growing up until an adult
 ½ year: INT 0 2-3 years: INT D6 7-10 years: INT 2D6
 1 year: INT D3 4-6 years: INT D10 11+ years: INT 2D10
 PRU: INT/2 + 2D6 — or as per standard for the species
 APP: D20 (or in terms of cultural stereotype: e.g. spider APP 1, cat APP 15)
 AGY: 2D10 — or as per standard for the species
 STR: Predators: 10+D10; Others: 2D10
 CON: STR/2 + D10
 CHA: (D10+VCE+INT+APP+STR)/5

Height and Weight: as per standard for the species.

1.1 Piety

The player chooses the character's Initial Piety by designating various of the Pious Actions below as 'customary'. If the GM notices that the character has ceased to perform a customary Pious Action, he should lower Piety to the observed amount. If the character performs any Blasphemous Action (see below), his Piety will immediately drop into the negative range, to the level of the worst Blasphemous Action he has performed; and he will have to propitiate the deities with gifts and services for a year to win back their favor.

NOTE: In an area with several different sets of deities, only the set of deities the character worships is taken into account when determining Piety. It is assumed that the others are stranger or enemy deities.

PIOUS ACTIONS

	PIETY
—Attends major religious festivals	+1
—Attends minor religious festivals	+1
Composes at least one tribute to deities (at Skill 76%+) per year	+1
—Prays daily to deities	+1
—Gives money and valuables to deities' temples	
—per 10% of income given per year	+1
Has Theology (a Knowledge Skill) at 76%+	+3
Per quest performed at a deity's desire in the past year	+2
—Gives a product of own Artisan Skill to temple per year	+1
Converts at least one person per year	+2
—Spends at least one month a year at a temple serving the deities	+2

BLASPHEMOUS ACTIONS

	Maximum Piety
Destroys a deity's Holy Place	-10
Defiles a deity's Holy Place	-9
Steals the Holy Object of a deity	-8
Spreads lies about a deity	-7
Spreads lies about a deity's priests	-6
Rapes/Tortures a deity's priests (or their close relatives)	-5
Cheats/defrauds a deity's Priests	-4
Mocks at a deity, worships an enemy deity	-3
Mocks at a deity's priests	-2
Refuses to admit a deity exists	-1

NOTE: a Blasphemous Action can be atoned for in the eyes of the deity specifically offended only by performing one Quest per -1 of the action's Maximum Piety above.

At first Hironde was a mildly pious person, who attended major festivals and prayed daily to the Moon Lady (Piety 2). However greed tempted him to break into a temple of the Sun Lord, the Moon Lady's brother, and steal a golden statue, a Holy Object. His Piety dropped to -8.

Hironde was rebuked by a wandering priestess and repented. He resumed daily prayers and major festival attendance (+2), gave 30% of his income to the temple of the Moon Lady (+3), served there a month (+2), undertook a quest set by the Moon Lady (+2), and vowed to attend her minor festivals for a year (+1). This brought him back to Piety 2 — except in the eyes of the Sun Lord, to whom he will always be Piety -8, unless he performs a series of eight quests.

1.2 Modifying Charisma

Charisma is a person's leadership ability, not his or her attractiveness (which is more related to APP) nor likability (which is roleplayed). Charisma depends almost as much on a person's self-confidence as on genuine abilities. The GM should use his best judgment in increasing or

decreasing CHA as appropriate to how the character is roleplayed. The following guidelines may be of help.

Increasing Charisma

1. Each Skill at 76%+ increases CHA +1.
2. Obvious wealth in material goods or magic items increases CHA +1.
3. Successful leadership of a group under dangerous conditions increases CHA +1.

Decreasing Charisma

1. A person who is unconscious or badly tired (down to 0-2 Energy Pts) has only half his usual Charisma.
2. A person who is embarrassed has only half his usual Charisma.
3. A person may cloak up to half his usual Charisma if he wishes to be inconspicuous.
4. A person who has led a group ineptly and had them meet with disasters as a result will have his Charisma decrease by half — until the incident is forgotten.

1.3 Role-Playing Characters In Terms Of Their Characteristics

The aim of the player (or Game Master) in role-playing a character is to give the person's personality — the consistency, vitality and depth any good fictional character should have. The primary consideration is to stay in character. Improving skills, gaining wealth and social status, etc. are only secondary considerations from the roleplayer's point of view.

A character's type of personality will be influenced by the interaction of his characteristics. In general assume that the higher a characteristic, the more self-confident the person is when using Skills for which that characteristic is the Major Factor. The lower a characteristic, the more nervous the person is. A person with high DEX typically finds working with his hands to be easy and therefore does so self-confidently. A person with low DEX finds such tasks difficult and tends to be nervous when about to attempt them. Similarly a person with high CHA is calm when giving orders; a person with low CHA is nervous.

Another important factor is the character's social position in the campaign culture (which may be significantly influenced by his social status at birth, if a Culture Pack is being used). Just how these influences interact to make up a personality is up to the player (or GM).

2.0 MEASURING VITALITY: ENERGY, BODY, LIFE (round all fractions)

ENERGY POINTS (EP):	PRU+AGY+STR	45
BODY POINTS: (BP):	Weight/10	14
LIFE POINTS: (LP):	CON	15

EP are typically lowered voluntarily to 1) spellcast or resist spells, 2) move quickly, carry loads, wear armor, etc; 3) parry, dodge, etc; 4) recover from fumbles, falls, etc. At 0 EP, a being is exhausted and cannot perform any EP-consuming voluntary action.

BP are lowered by being injured. At 0 BP a being is comatose and cannot perform any voluntary action. (Note: at below ½ BP and above 0 BP, a being is 0+ BP and is still conscious). OPTION: at 0 BP a sentient has (5%×LP left) chance of making one final short speech (e.g. a farewell or curse) before becoming comatose. If a being is down to 0 BP, further damage is done to LP.

LP are lowered by being badly injured. A being is -2% to Attack Skills and to Active Defense (Parry, Shield, Dodge) per LP injured. At 0 LP, a being is dead.

2.1 Regeneration Of EP

3 EP plus 1 EP per every 10 EP+LP left. Check every hour of rest, every four hours of activity, or every day of coma.

EP+LP left:	1-9	10-19	20-29	30-39	40-49	50-59	60-69	70-79
EP regained:	3	4	5	6	7	8	9	10

2.2 Regeneration Of BP And LP

Occurs by transforming EP.

EP may be transformed into LP at the rate of 5:1.

EP may be transformed into BP at the rate of 2:1.

Success chance is 5% × LP left.

Success results in transforming HALF the remaining EP into LP or — if no more LP are lost — into BP. Check for BP or LP regeneration each time EP are regenerated.

With PRU 11, AGY 18 and STR 16, Hirondel has 45 EP. He weighs 148 lbs and so has 15 BP. With CON 10, he has 10 LP.

Hirondel is exhausted (0 EP left). He is not badly injured and so still has 10 LP. He regains EP as follows:

1. 0 EP + 10 LP (+4 EP)
2. 4 EP + 10 LP (+4 EP)
3. 8 EP + 10 LP (+4 EP)
4. 12 EP + 10 LP (+5 EP)
5. 17 EP + 10 LP (+5 EP)
6. 22 EP + 10 LP (+6 EP)
7. 28 EP + 10 LP (+6 EP)
8. 34 EP + 10 LP (+7 EP)
9. 41 EP + 10 LP (+4 EP)
10. 45 EP + 10 LP — back to full strength

Hirondel with 45 EP/15 BP/10 LP is injured to 31/0/6 and comatose because he has no BP. He regains EP, BP and LP as follows:

1. 31/0/6 (+6 EP)
2. 37/0/6 (5% x 6 LP = 30% BP/LP Regen)
SUCCESS: -15 EP; +3 LP
3. 22/0/9 (+6 EP)
4. 28/0/9 (5% x 9 LP = 45% BP/LP Regen)
FAILURE: (+6 EP)
5. 34/0/9 (5% x 9 LP = 45% BP/LP Regen)
SUCCESS: -17 EP; +1 LP, 6 BP
6. 17/6/10 (+6 EP) (Hirondel is now conscious — but still wounded and tired).

2.3 Encumbrance: (Option)

Normal Maximum Encumbrance: Half Weight.

STR Modifier: +5%/-5% of Weight per 2 points above/below STR 10.

For Encumbrance purposes, weight carried is reckoned in Loads, each weighing 10% of Maximum Encumbrance. The first Load carried has no EP cost and is termed the **free load**. Each additional Load costs 1 EP. (The GM may wish to include overweight in this category.)

STR	MAX ENC	FREE LOAD
1-2	30% Weight	3% Weight
3-4	35% Weight	4% Weight
5-6	40% Weight	4% Weight
7-8	45% Weight	5% Weight
9-11	50% Weight	5% Weight
12-13	55% Weight	6% Weight
14-15	60% Weight	6% Weight
16-17	65% Weight	7% Weight
18-19	70% Weight	7% Weight
20	75% Weight	8% Weight

A living being who wishes to be carried encumbers as half actual weight; one carried against its will encumbers as twice weight. Anything dragged or carried in a hip-pack so legs and back are used instead of arms and shoulders encumbers as half actual weight.

With STR 16 and weighing 148 lbs, Hirondel has a Maximum Encumbrance of 96 lbs, a Free Load of 10 lbs and is -1 EP per each additional Load of 10 lbs carried.

2.4 Shoving/Pushing: (Option)

On colliding with an object, a creature may attempt to shove it aside. This may occur when attempting to push open a door not in good repair — or move through a crowd. The GM should determine the Resistance of the object/creature in accordance with the guidelines indicated below.

SHOVE CHANCE (roll on D20): 20 — (Resistance/Load) +1 per EP expended.

BASH CHANCE (roll on D20): 20 — (Resistance/Load) (see 16.7).

Door Material	Medium Upkeep	Bad Upkeep
Wood	5 lbs Resistance	50 lbs Resistance
Metal-bound Wood	6 lbs Resistance	60 lbs Resistance
Brick	10 lbs Resistance	100 lbs Resistance
Rock/Metal	15 lbs Resistance	150 lbs Resistance

A Creature's Resistance is its Weight modified by its Footing.

Treat a braced, standing creature as having half again its actual number of legs.

Treat a running/sprinting creature as having half its actual number of legs.

Treat a flying creature as having only one leg.

Treat a creeping creature as having six legs.

RESISTANCE PER LEG: One-third Actual Weight.

Hirondel was exploring a cave when a 250 lb Troll strolled in and stood in the doorway. He attempted to run past the Troll to the outside, taking the troll by surprise. The Troll offers (2/3 x 250) 166 lbs Resistance, divided by Hirondel's Load of 10 = 17. Hirondel's shove will succeed on a roll of 1-3 on D20. If Hirondel expends 5 EP, he can improve that to a roll of 1-8. In any case, his Bash Chance is 1-3 on D20.



3.0 SKILLS

Each person has infinite possible Skills, mostly undeveloped. Skills fall into 10 Skill Categories, each with a Percentage Rating, which is the basic success chance for all its Skills. (The individual GM must determine just which classes of activities are considered separate Skills in the campaign. He must avoid setting up overly general Skills (e.g. Animal Training) or overly limited ones (e.g. Training Palominos to Leap Hedges). Skills should be integrated sets of abilities (e.g. Training Horses).

Each Category has one Major Factor and usually two Minor Factors, which combine to produce the total Rating. The standard effects of these factors are:

MAJOR FACTOR:	2% x Characteristic
MINOR FACTOR:	1% x (Characteristic — 10)

The Major Factor usually contributes 2-40% to the Rating, while each Minor Factor contributes -9% to +10%, making for Initial Ratings of -16% to +60%, 20% average. The Magic and Miracle Categories have non-standard Rating Factors.

3.1 Skill Categories

Major Factors are listed first; Minor Factors are parenthesized. Non-standard factors are starred (*) and defined.

3 COMMUNICATION:	VCE (INT, CHA):	communicating ideas and emotions
3 KNOWLEDGE:	INT (PRU, TAL):	researching and remembering relevant data
MAGIC:	TAL* (INT*):	mastery of spells
	Major Factor:	1% x (TAL/2) SQUARED
	Minor Factor:	1% x INT
4 MANIPULATION:	CRF (DEX, INT):	using one's hands
MIRACLE:	CHA* (TAL*):	invoking the deities
	Major Factor:	1% x (CHA/2) SQUARED
	Minor Factor:	1% x TAL
MOVEMENT:	AGY (PRU, STR):	using one's limbs
OBSERVATION:	PRU (INT, CRF):	noticing significant details
2 PERSUASION:	CHA (VCE, APP):	persuading others to agree with one's desires
WEAPONS - MELEE:	STR (AGY, CRF):	using tools to attack someone
WEAPONS - MISSILE:	CRF (DEX, STR):	

SPECIALIZED CHARACTERS: (OPTION)

If TAL = 0, then KNW: INT (PRU, CRF) and MIR: 2% x CHA

If CRF = 0, then OBS: PRU (INT, TAL) and MAN: TAL (DEX, INT)

Hirondel's characteristics are: 11-12/20-14/11-11/17-18/16-10/14. His Skill Category Ratings are:

COM: VCE 14 (INT 11, CHA 14) = (28+1+4) = 33	COM 33%
KNW: INT 11 (PRU 11, TAL 20) = (22+1+10) = 33	KNW 33%
MAG: TAL 20 (INT 11) = (10x10)+11 = 111	MAG 111%
MAN: CRF 11 (DEX 12, INT 11) = (22+2+1) = 25	MAN 25%
MIR: CHA 14 (TAL 20) = (7x7)+20 = 69	MIR 69%
MOV: AGY 18 (PRU 11, STR 16) = (36+1+6) = 43	MOV 43%
OBS: PRU 11 (INT 11, CRF 11) = (22+1+1) = 24	OBS 24%
PER: CHA 14 (VCE 14, APP 17) = (28+4+7) = 39	PER 39%
MEL: STR 16 (AGY 18, CRF 11) = (32+8+1) = 41	MEL 41%
MIS: CRF 11 (DEX 12, STR 16) = (22+2+6) = 30	MIS 30%

NOTE: MIRACLE must be the highest Rating or 0%. See 8.0.

3.2 Skill Performance

Each Skill has a percentage success chance, usually the same as the Category Rating. To determine if a person uses the Skill successfully in a stress situation, roll D100. A roll of 96-00 always fails. Otherwise, if the result is no greater than the Skill percentage, the Skill has been successfully used.

MAXIMUM SUCCESS: 10% of all Skill successes are Maximum. A roll of 10% of the Skill percentage indicates the Skill has been used flawlessly.

FUMBLE: 5% of all Skill failures are Fumbles. A roll of 96-00 followed by another roll which fails indicates the Skill use has failed abysmally.

Hirondel has Riddling at 33%. A roll of 01-33 indicates success; a roll of 34-00 indicates failure. A roll of 01-03 indicates Maximum Success; a roll of 96-00 followed by a roll of 34-00 indicates a Fumble.

OPTION: A Fumble indicates the Skill has deteriorated. Subtract D6% from the Specialized Skill percentage. Or if the Skill Fumbled was non-specialized, subtract 1% from the Category Rating.

3.3 Specialized Skills

Only Specialized Skills may be actively improved (see 3.4-3.7). For each 10% improvement in a Specialized Skill, add 1% to the Category Rating.

A character begins with one Specialized Skill per point of PRU. He may add one more Specialized Skill after each expedition or game month, until he reaches (2xPRU) Specialized Skills.

In any given Category, a character has a maximum of one Specialized Skill per 10% (non-rounded) of Category Rating (so that if the Rating is below 10%, no Specialized Skills are possible).

Hirondel has PRU 11, so he begins with 11 Specialized Skills. Based on his initial Ratings, he can have up to 3 COM Skills, 3 KNW Skills, 11 MAG Skills, 2 MAN Skills, 6 MIR Skills, 4 MOV Skills, 2 OBS Skills, 3 PER Skills, 4 MEL Skills, and 3 MIS Skills - but only 11 Skills total. His player chooses the following Skills, after reading 4-12 and 17.

COM: Lying	33%
KNW: Riddling	33%
MAG: Stop Behavior (a Power Level 5 Spell)	111%-25% = 86%
Stop Emotion (a Power Level 8 Spell)	111%-40% = 71%
High Energy Shield (a Power Level 11 Spell)	111%-55% = 56%
MAN: Sleight of Hand	25%
MOV: Climb Wall	43%
OBS: Spot Hidden Item	24%
PER: Bargain	39%
MEL: Sword & Parrying Dagger (Normal, Medium)	41%
MIS: Javelin (Hard, Medium)	30%-20% = 10%

3.4 Skill Ease

Skill Categories are classed as Easy, Normal or Hard, depending on how easy it is to learn their Skills. Success at improving Skills by training varies accordingly. So does initial competence at Weapon Skills.

HARD	NORMAL	EASY	BY WEAPON
Knowledge	Manipulation	Communication	Melee
Magic	Movement	Observation	Missile
Miracle-Invoking	Persuasion		

3.5 Training A Specialized Skill

A Skill at 25% or less may be trained without any need to use it in real life.

A Skill at 26-50% may be trained for up to two training periods between experience-produced skill gains.

A Skill of 51-75% may be trained for one training period between experience-produced skill gains.

A Skill of 76%+ may not be trained higher, but may only be improved by experience.

To Teach a Skill requires: (Skill percentage + COM Rating) at least equal to (Pupil's Skill percentage + 100% - 1% x Pupil's INT).

Hirondel with COM 33% and MAG 111% can Teach a PL 0 Spell (111%) to a pupil of INT 20 up to (144+20-100) 64%. He could teach the same spell to a pupil of INT 10 only up to (144+10-100) 54%.

3.6 Training Time And Costs

A Training Day is 10 hours of training, 8 hours of sleep, 2 hours for meals, and 4 hours free for personal business.

Training costs are expressed in credits (see 14.1).

A Trainer can teach a maximum class-size of 10 students for Easy Skills, 6 students for Normal Skills, and 3 students for Hard Skills.

Skill	Days in Training Period	Improvement	Cost Per Day in Credits		
			25% or less	26-50%	51-75%
Easy	12 - (INT/2)	6%	1	5	25
Normal	15 - (INT/2)	4%	2	10	50
Hard	20 - (INT/2)	3%	5	25	125

Hirondel has the Specialized Skills Spot Hidden Item (Easy, 24%), Climb Wall (Normal, 43%), and Riding (Hard, 33%). His training time at INT 11 is 6 days for Easy Skills, 9 days for Normal Skills, and 14 days for Hard Skills.

Hirondel takes one training session of six days at 1 credit a day in Spot Hidden Item, raising his Skill to 30%. He considers taking another session but decides he can't currently afford the (6 days @ 5 credits) 30 credits it would cost. For the same reason he decides against taking a training session in Climb Wall (9 days @ 10 credits = 90 credits) or Riddling (14 days @ 25 credits = 350 credits):

3.7 Improving A Skill Through Experience

Specialized Skills used in stress situations may be improved at the end of each gaming session.

TOTAL POSSIBLE IMPROVEMENT FOR ALL SKILLS: 1% x (PRU/2 + D10).

MAXIMUM IMPROVEMENT IN ONE SKILL: 1% + (1% per successful use).

After apportioning the percentage points among the various Specialized Skills the character has used, the player must then roll to see if he actually improves the Skill.

IMPROVEMENT ROLL: roll higher than (Skill percentage minus Category Rating) on D100.

On an expedition to recover the Lost Gem of Argon, Hirondel had to climb three Walls to get in and again to get out. He had either to use Sleight of Hand to get the Gem or out-Riddle its Guardian. He climbed the walls, but failed to get the Gem by Sleight of Hand. In the Riddle Contest, he guessed the Guardian's three riddles but failed to stump it with any of his three — and so went away without the Gem.

Afterwards with PRU 11 and a roll of 8 on a D10, Hirondel had a total possible improvement of (11/2+8) 14%. He allotted 7% to Climb Wall, 4% to Riddling, and 1% to Sleight of Hand. Since he had not tried to use any other Specialized Skills, the remaining 2% went unallotted. His chance of improvement was 100%, as none of the Skills had been improved above its Category Rating. His new Skill percentages were: Climb Walls 43%+7%=50%; Riddling 33%+4%=37%; Sleight of Hand 25%+1%=26%.

3.8 Prior Experience: (Option)

To reflect a character's previous experience and the skill expertise it has led to, modify initial Specialized Skills based on the chart below. Beginning characters have three years of Prior Experience (at 300 Prior Experience Points per year of adulthood). Older characters (NPCs) will have considerably more.

Determine the character's initial Ratings and Specialized Skills. Modify the Skill percentages as follows:

PRIOR EXPERIENCE POINTS (PEP) PER 1% IMPROVEMENT			
Skill Range	Easy Skill (COM, OBS, etc.)	Normal Skill (MAN, MOV, PER, etc.)	Hard Skill (KNW, MAG, MIR, etc.)
25% or less	1	2	3
26-50%	2	4	6
51-75%	5	10	15
76-100%	10	20	30
101-125%	15	30	45
126-150%	25	50	75
151-175%	50	100	150
176%+	100	200	300

Hirondel's player allots PEP in three areas: MAG, MEL, and OBS. He improves SPOT HIDDEN ITEM (OBS, Easy) from 24% to 50% (1+50=51 PEP) and SWORD & PARRYING DAGGER (MEL, Normal) from 41% to 50% (36 PEP). He has used 87 PEP and has 813 to go.

He improves SPOT HIDDEN ITEM to 75% (125 PEP) and SWORD & PARRYING DAGGER also to 75% (250 PEP), then turns to HIGH ENERGY SHIELD at 56% and improves it also to 75% (285 PEP). He has used 660 PEP and has 153 PEP left.

He could bring HIGH ENERGY SHIELD up another 5% or bring SWORD & PARRYING DAGGER up another 7% or bring SPOT HIDDEN ITEM up another 15%, but instead turns to SLEIGHT OF HAND (MAN, Normal, 25%) and raises it to 55% (100+50=150 PEP). He uses 2 of the remaining 3 PEP to raise LYING from 33% to 34%.

The results of Prior Experience leave COM unchanged, MAG +1%, MAN +3%, OBS +5%, and MEL +3%.

3.9 Changing Skill Specialization

A character may abandon one Specialized Skill in order to acquire another one. The discarded Skill reverts to half its previous percentage or to the percentage it would have as a non-Specialized Skill — whichever is higher. The new Specialized Skill is improved normally. NOTE: abandoning a Skill does not lower its Category Rating, even if that Rating was raised through improving that Skill.

4.0 SKILLS OF COMMUNICATION

There are an infinite number of Skills of Communication. The following is presented as a sample list.

Acting	Reporting Accurately	Wit/Jokes
Interrogating	Singing	Writing Plays
Lying	Songwriting	Writing Poetry
Reciting Poetry	Storytelling	

Success in a Communication Skill indicates the performance is satisfactory.

Maximum Success indicates the performance is extremely successful, and if commercial is worth twice the normal amount. (This can be determined by a successful Evaluation of the performance; see 10.3).

Failure indicates the performance is not satisfactory. It does not mean the audience receives a different message than the one the person tried to communicate. Failure at Reporting Accurately means a person delivers an unclear report, not a misleading one.

Fumble indicates the performance is not satisfactory and the content/emotion of the message has been garbled, so the audience has been misled. (Thus Failure at Lying means the audience is not convinced; a Fumble means the audience realizes it has been lied to and has enough clues to figure out what the truth probably is).



5.0 SKILLS OF KNOWLEDGE

5.1 Standard Knowledge Skills

LOCAL KNOWLEDGE SKILL: 100% + KNW Rating.

Speaking/understanding native language, local geography (one day's travel), local cultural mores, recent local history (half lifetime).

GENERAL KNOWLEDGE SKILL: 40% + KNW Rating.

Reading/writing native language, geography (10 days travel), recent general history (half lifetime).

Thus Hironde with KNW 30% has 130% chance of knowing about a battle fought near his home town two years ago, but only 70% chance of knowing about a battle fought elsewhere in the nation.

5.2 Skills Of Knowledge

In addition to Standard Knowledge Skills, there are an infinite number of other Skills of Knowledge, any of which may be chosen as Specialized Skills. The following is presented as a sample list:

Calculate Gambling Odds
 Encipher/Decipher
 Foreign Language (Speak/Understand)
 Foreign Language (Read/Write)
 Know Appropriate Bribe
 Law
 Legend Lore (History and Myths)
 Medical Lore/Herb Lore
 Read Maps
 Riddling
 Star Lore (astronomy, astrology)
 Theology

5.3 Remembering Data

Success in a Knowledge Skill indicates the person remembers the appropriate data.

Maximum Success indicates the person also remembers related useful data.

Failure indicates the person does not remember the appropriate data.

Fumble indicates the person has a mental block about a certain field of data and will need to expend 1 EP per attempt to use this Skill until achieving a Maximum Success.

6.0 MAGIC CATEGORY RATING

Each Spell is a separate Skill with a Power Level (PL) ranging from 0 (the lowest) to 20 (the highest). A person may only cast spells he has learned or devised (see 6.5).

INITIAL SPELL SKILL = Magic Rating - (5% x PL)

Thus Hironde has a Magic Rating of 111%. He has an Initial Skill of 111% with PL 0 spells, 86% with PL 5 spells, and 21% with PL 18 spells.

6.1 Success In A Spell Skill

Success in a Spell Skill indicates the spell was successful.

Maximum Success indicates it was extremely successful - and no Backlash will occur (see 18.2).

Failure indicates the spell did not take effect.

Fumble indicates the spell did not take effect, and PL is +2 for Backlash roll.

6.2 Spell Families And Related Spells

Spells fall into four basic families:

COMPULSIONS: affecting behavior of sentients
 ILLUSIONS: affecting perceptions of living beings
 ENHANCEMENTS: affecting natural abilities
 ENERGY: creating and manipulating various forms of Energy

All spells of the same family are Related.

Skill with a Related Spell = Half Specialized Spell Skill; -5% per PL point higher.

Thus someone with a PL 8 Illusion at 75% would be 38% with all Illusions of PL 0-8, 33% with PL 9 Illusions, 28% with PL 10 Illusions, etc.

Illusions of PL 0-8, 33% with PL 9 Illusions, 28% with PL 10 Illusions, etc.

Note: minimum Skill with a Related Spell is, of course, Magic Rating - (5% x PL).

6.3 Similar Spells

A spell that differs from a Specialized Spell **only** in terms of the Common Power Level Factors (Area, Range, Duration, Intensity - see 17.1) is a Similar Spell.

Skill with a Similar Spell: -5% (and -5% more per PL point higher)

Thus improving the Compulsion CONTINUE BEHAVIOR (5 rounds, 50ft. range, 10ft. x 10ft. area, PL 3) as a Specialized Skill to 100% will automatically improve one's Skill with Continue Behavior (5 rounds, 200ft. range, 20ft. x 20ft., PL 5) to (100-15) 85%.

6.4 Specialized Mages: (Option)

If a person forswears (gives up all use of) all but one Family of Spells (e.g. only learns/devises/casts Illusions), his Magic Rating is +1% x TAL. Note: this option does not apply if only one Family of spells is permitted by the Culture Pack being used.

6.5 LEARNING AND DEVISING SPELLS

Learning a spell from a teacher takes 1 EP per day for PL days.

Learning a spell found in a magic device costs (PL + D10) EP per attempt, and takes D6 rounds. Success chance is 1% x TAL.

Devising a Related Spell takes 1 EP (and 1 round) per PL + 1.

Devising a Similar Spell takes 1 EP and 1 phase.

Any spell on the standard spell list (17.9) is learnable from a nearby teacher. The price is 1 credit x (PL+1)². So learning a PL 7 spell costs (8²) 64 credits.

7.0 SKILLS OF MANIPULATION

There are an infinite number of Skills of Manipulation. The following is presented as a sample list.

Bee Handling	Hide Item
Blacksmithing/Weaponsmithing	Jewelrysmithing/Coining
Butchering	Juggling
Calligraphy/Forgery	Knotting/Binding
Camouflage/Disguise Item	Lock Picking/Trap Disarming
Carpentry	Painting
Candle Making	Playing a Musical Instrument
Cobbling	Sewing/Knitting/Embroidering
Cooking/Refine Poison	Sleight of Hand/Pickpocketing
Drafting/Mapping	

7.1 Success In A Manipulation Skill

Success in a Manipulation Skill indicates the product is satisfactory.

Maximum Success indicates the product is excellent - and if salable is worth twice the normal amount. (This can be determined by a successful Evaluation; see 10.3).

Failure indicates the product is not satisfactory. It does not indicate the product is actively injurious. A Failure at Cooking will produce food that doesn't taste good, but not food that is poisoned. A Failure's product is worthless.

Fumble indicates the product is not satisfactory, and the person's professional reputation may be lowered if word gets out. 50% chance future products will sell at -10% standard price if a Fumbled product is offered for sale. This condition will continue until a Maximum Success is achieved.

MANIPULATION-STEALTH SKILLS

(Hide Item, Sleight of Hand, Forgery, etc.).

Success indicates that an observer must Spot (Specific Stealthy Action) to notice it, if it is within his sense range.

Maximum Success indicates an observer needs a Maximum Success at Spot (Specific Stealthy Action) to notice it.

Failure indicates an observer only needs a Standard Observation roll to notice the action, if it is within his sense range.

Fumble indicates the action will be noticed by any observer who does not himself Fumble his Standard Observation roll.

8.0 MIRACLE CATEGORY RATING

A Priest is someone who serves a deity and who can command the attention of the deities. His ability to do so depends on his Miracle Rating.

Anyone who has Miracle as his highest Category Rating may be a Priest. Any Priest who permits another Category Rating to equal/exceed his Miracle Rating ceases to be a Priest (and has his Miracle Rating

drop to zero). A Priest may always opt to lower other Ratings to keep his Miracle Rating highest.

8.1 Invocation Skill

A Miracle depends on Invoking a Deity and Praying for an Answer (see 20.3+). A Priest's Invocation Skill depends on his acceptability to the Deity invoked.

INITIAL INVOCATION SKILL: Miracle Rating + (5% x Piety)
(see 1.1).

Modifications

- 10% if invoking not the deity primarily served but an allied one
- 25% if invoking a deity worshipped by another culture
- 100% if invoking not the deity primarily served but an enemy one (or one worshipped by an enemy culture).

NOTE: unlike other Skills, Invocation Skill is improved only by experience-produced skill gains, not by training.

8.2 Success In Invocation

Success in Invocation indicates the Invocation was heard.

Maximum Success indicates the Invocation was heard, and the Answer to the Prayer will be affirmative. But the Priest must in turn repay the Deity, by sacrificing something (depending on the deity's tastes, anything from a treasured magical item to a treasured child) or performing a Quest — with the repayment specified by the deity (as role-played by the GM).

Failure indicates the Invocation was not heard.

Fumble indicates the Invocation was not heard, and that the deity may not be Invoked until another day has begun.

9.0 SKILLS OF MOVEMENT

9.1 Standard Movement Skills

Standard Movement Skills are known at 100% + MOV Rating.

Land Movement Per Round (HT = Height; S HT = Shoulder Height).

Incidental (while also attacking/parrying/dodging)
Walk
Run — at 1 EP per 25 rounds
Sprint — at (25-CON) EP per round:

	Predator	Non-Predator
Humanoid	Quadruped	Quadruped
HT	S HT	S HT
10 x HT	10 x S HT	10 x S HT
20 x HT	40 x S HT	40 x S HT
50 x HT	200 x S HT	120 x S HT

Hirondel, at 5'8" (5.7') with CON 10.

Speed	Phase	Round	Hour (300 Rounds)
Incidental	1'	6'	—
Walk	10'	57'	17,100' (3.2 miles)
Run	19'	114'	34,200' (6.4 miles; 12 EP)
Sprint	48' (3 EP)	285' (15 EP)	—

Modifiers to WALK SURELY: move at half Walk/Incidental speed or:
Slippery Surface: —5% per 10' moved per round
Uneven Surface: —5% per 10' moved per round
Downhill Movement: —5% per 10' moved per round
Backwards Movement: —5% per 5' moved per round
Fog/Twilight/Full Moon: —2% per 10' moved per round
Dense Fog/Quarter Moon: —5% per 10' moved per round
Starlit/Torchlit: —10% per 10' moved per round
Blindness: —5% per 5% loss of vision

(Note: add Blindness and Visibility penalty — with maximum penalty of 100% for both).

Thus Hirondel walking at 60'/round with a normal Walk Surely of 143% will walk up a hillside while wounded in one leg at 15'/round. His chance of running (speed 120/round) across a rocky field is 83%. If the field is covered by a dense fog, his chance drops by another 60% to 23%.

9.2 Factors Affecting Movement Speed; (Option)

One foot/leg wounded: Walk/Incidental only at half normal speed.

Both feet/legs wounded: Crawl only at 10% Walk Speed.

Uphill movement: —1 EP per 25' or move at half normal speed.

WALK SURELY is a Standard Movement Skill, normally (100% + MOV Rating), but modified by terrain and visibility. If Walk Surely percentage is below 100%, check once a minute (5 rounds) in non-combat, once a round in combat non-melee, and once a phase (a sixth of a round) in combat melee.

Maximum Success: No further check necessary while situation persists.

Success: No difficulty currently.

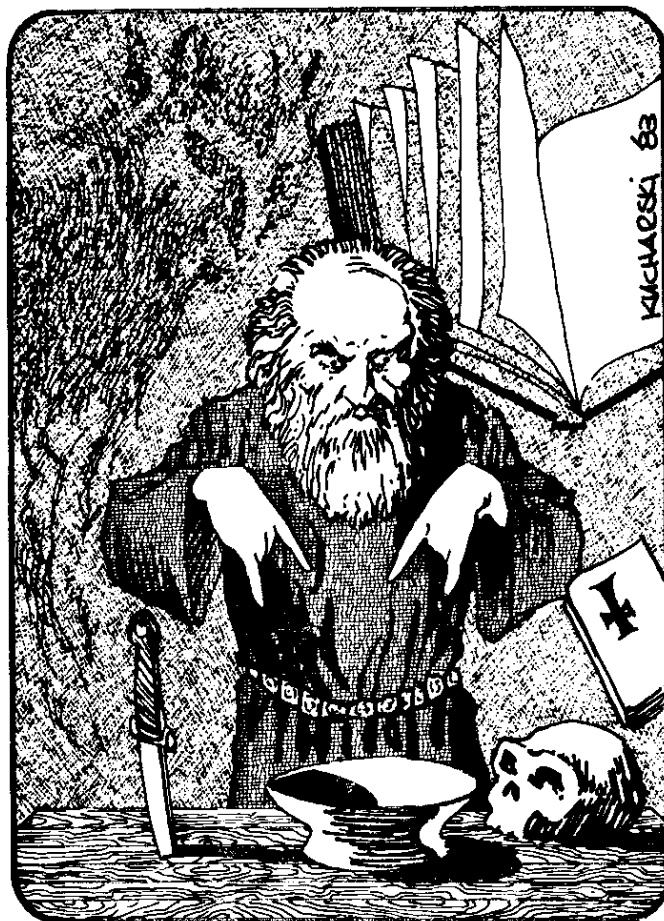
Failure: STUMBLE (move at half Walk speed for one phase).

Fumble: FALL; 10% chance of breaking leg (lose 10% BP). Otherwise take one phase to recover footing (no movement).

9.3 Other Skills Of Movement

In addition to Standard Movement, there are an infinite number of other Skills of Movement, falling into three basic groups: Stealth, Attack, and Other.

The following is presented as a sample list.



Stealth	Attack	Other
Escape from Ropes	Bite	Acrobatics/Tumbling
Hide in Cover	Breath	Climb Mountain/Tree (at 3 x Height a round)
Sneak through	Claw	Climb Wall with Rope (at 2 x Height a round)
Cover (at half	Gaze	Dance
Walk speed ONLY)	Grapple	Jump from Heights/Fall without Injury
Walk Silently	Head Butt	(maximum of 5 x Height)
Walk without	Horn/Tusk	Leap Distance (maximum of 2 x Height)
Tracks	Kick	Ride Trained Animal (of specific species)
	Punch	Swim
	Sting	
	Trample	

9.4 Attacks

Attack	Type of Creature	Weight (see 15.3)	Damage (in terms of Creature's Basic BP)
Bite	Carnivore	Heavy	1 x (BP/3)
Breath	Magical	Heavy	1 x (10 BP remaining)
Claw	Clawed/Taloned	Light	1 x (BP/10)
Gaze	Magical (2' x CHA range)	Heavy	1 x (BP remaining)
Grapple	see 16.12	Medium	none; see 16.12
Head Butt	Sentient	Heavy	1 x (BP/20)
Horn/Tusk	Horned	Heavy	1 x (BP/10)
Kick	Herbivore or Sentient	Medium	1 x (BP/8)
Punch	Sentient	Light	1 x (BP/10)
Sting	Stinging	Light	none; see 16.10
Trample	Herbivore	Medium	1 x (BP/5)

The GM should use reasonable discretion in handling Movement-based Attacks. For instance, a dinosaur or other creature with a heavy spiked tail will also have a Tail Wallop which may be treated as equivalent to a Kick.

9.5 Movement Attack Systems

An integrated Movement Attack System can only be set up and learned by a Sentient. Such a system combines multiple Movement Attacks into a Hard Skill (not a Normal one like most Movement Skills). A person's initial MOV Rating limits the number of Attacks combinable into a Movement Attack System: 1 Skill per 10% of Rating. (Thus Hironde with MOV Rating 37% could have a Movement Attack System combining three Movement Attacks). Success in using any of the Skills combined in a Movement Attack System can produce experience-generated skill gain for the entire system.

9.6 Success In A Movement Skill

Success in a Movement Skill indicates the Movement was successful. Maximum Success indicates it was extremely successful. For a Movement Attack, see 16.6 for damage.

Failure in a Movement Skill indicates the movement failed but no actual damage occurred. A rider who Fails is not thrown but merely cannot control his horse's gait and course.

Fumble in a Movement Skill indicates the movement failed and may result in injury. The rider will fall off the horse and may hurt himself, depending on his Skill at Falling. For a Movement Attack, see 16.8-16.9.

An observer's chance of noticing Stealthy Movement is handled in the same way as his chance of noticing Stealthy Manipulation: see 7.1.

10.0 SKILLS OF OBSERVATION

10.1 Standard Observation Skills

Standard Observation Skills fall into three categories:

1. Distant Senses: sight, hearing, smell
2. Immediate Senses: taste, touch, heat, cold, etc.
3. Interior Senses: body shape, pain, balance, etc.

A person's Standard success chance of Noticing something he is not scanning for but which is occurring within the range of his senses is:

CLOSE RANGE: 95% success chance

(Interior and Immediate Senses are always at Close Range. Close Range for Distant Senses is 10% of Maximum Range).

MEDIUM RANGE: 40% + (1% x PRU) success chance

(Medium Range for Distant Senses is half Maximum Range).

MAXIMUM RANGE: 10% + (1% x PRU) success chance

If a person is scanning for something which occurs within the range of his senses, his chance of noticing it is 100%.

10.2 Range Of Distant Senses

HEARING:

Understanding a Conversation

Listener's Noise Level	Speaker's Noise Level	Standard	Yelling
Silent	Whispering	30'	100'
Quiet	5'	20'	90'
Noisy	Impossible	10'	50'

Hearing a Noise

Listener's Noise Level	Noise Level	Medium	Loud
Silent	Quiet	50'	200'
Quiet	5'	40'	150'
Noisy	—	10'	50'

Note: most animals have twice the above maximum ranges.

SEEING:

(For something 10 sq. ft. Adjust range by percentage object is markedly larger or smaller). Range of sight depends on the area's illumination and whether the object is silhouetted against a markedly bright background like the sky or a fire.

Illumination	Unsilhouetted	Silhouetted
Sunlight	1000'	2000'
Daylight with Rain/Light Mist	500'	1000'
Daylight with Fog/Twilight/ Full Moon at Night	200'	400'
Daylight with Dense Fog/ Quarter Moon at Night	100'	200'
Starlit Night/Torchlit or Lantern-lit Night or Cave	20'	40'

Note: Flying animals have twice the above maximum ranges. Animals who rely chiefly on smell have 10% of the above maximum ranges.

SMELLING:

Odor Strength	Human Range	Smell-Reliant Animal Range
Strong	10'	100'
Medium	2'	25'
Weak	.1'	10'

10.3 Skills Of Observation

In addition to Standard Observation, there are an infinite number of Skills of Observation. The following is presented as a sample list.

Analyze a Type of Item	Spot Hidden Item(s)
Evaluate a Type of Item	Spot Hidden Person(s)
Sense Evil Intent	Spot Known Person in Disguise
Sense Fear	Spot Magic Item
Sense Hate	Spot Poisoned Item
Sense Lying	Spot Sleight of Hand
Sense Spirits	Spot Sneaking Person
Sense Truth Telling	Spot Trap
	Track Trail

Note: a person's minimum Observation Skill percentage is that of his Skill at doing the Observed phenomenon. Thus someone with a 40% Observation Rating but Hide Item 75% and Jewelsmithing 63% would have Spot Hidden Item at 75% and Evaluate Jewelry at 63%. Improving an Observation Skill by improving one's Skill in the observed phenomenon will not raise the Observation Rating.

10.4 Success In An Observation Skill

Success in an Observation Skill indicates the Observation was successful.

(For an Analysis, this means the nature of the analyzed item has been determined. OPTION: roll D100 for percentage of item analyzed).

Maximum Success indicates the person also notices related useful data.

Failure in an Observation Skill indicates the person did not observe anything significant.

Fumble indicates the person has a mental block about observing this sort of phenomena and will need to expend 1 EP per attempt to use this Skill in reference to this sort of phenomena in the future until achieving a Maximum Success.

NOTE: To maintain suspense, the GM may wish to get a preliminary list of all PCs' Observation Ratings and Specialized Skills and determine himself what is noticed rather than leave the rolling to the individual players.

11.0 SKILLS OF PERSUASION

There are an infinite number of Skills of Persuasion. The following is presented as a sample list.

Bargain/Negotiate
Command (issue a direct order that is unquestioningly obeyed by non-enemies)
Convert (cause a person to believe in the power of a new deity) (Note: Convert to Abandon a Deity is done at -100%).
Flirt (gain social attentions without implying future sexual relationship)
Oratory (make public speeches and sway the emotions of crowds)
Seduction
Train a certain species of animal

Success in a Persuasion Skill indicates the audience complies with what the Persuader's desires are thought to be. (Check Communication Skill if any misunderstanding seems likely).

Maximum Success indicates the audience complies with Persuader's desires; no Communication Skill check is necessary.

Failure indicates the audience remains emotionally unmoved by the Persuader.

Fumble indicates the audience will feel the opposite of the Persuader's desire.

12.0 WEAPON SKILLS: MELEE AND MISSILE WEAPONS

A Weapon is an object used to attack someone or something. (Attacks made by using one's own body are Movement Attacks; see 9). Weapons are grouped in terms of Ease of Use (easy, normal, hard) and Relative Weight (light, medium, moderate, heavy). Weapons fall into two basic types: Melee and Missile, each Category with its own set of Families.

12.1 Relative Weight Of Weapons

A weapon's relative weight to its wielder affects the speed and EP cost of its blows; see 15.1.

LIGHT weapons are usable 1-handed with a shield, Light weapon, Medium weapon or Moderate weapon (1-handed) in the other hand.

MEDIUM weapons are usable 1-handed with a shield or Light weapon in the other hand.

MODERATE weapons are usable either 1-handed or 2-handed.

Used 1-handed, they have the same Speed (see 15.1) as a Heavy weapon; a Shield or Light weapon may be held in the other hand.

Used 2-handed, they have the same Speed (see 15.1) as a Medium weapon.

HEAVY weapons are usable only 2-handed.

WEAPON WEIGHT CATEGORIES are calculated in terms of the Free Load (see 2.3) and thus depend on the wielder's Weight and STR.

Light:	20% Free Load
Medium:	40% Free Load
Moderate:	60% Free Load
Heavy:	100% Free Load

Hirondel with Free Load of 10 lbs has the following weapon weight categories:

Light:	2 lbs	Moderate:	6 lbs
Medium:	4 lbs	Heavy:	10 lbs

OPTION: Those who wish to avoid figuring out weapon weight categories for each character may prefer to determine the categories for the average member of the species and use them for all characters. Thus the average weapon weight categories for humans are:

Weight Category	Male (Free Load 8 lbs)	Female (Free Load 6 lbs)
Light	1.6 lbs	1.2 lbs
Medium	3.2 lbs	2.4 lbs
Moderate	4.8 lbs	3.6 lbs
Heavy	8 lbs	6 lbs

12.2 Weapon Families And Ease Of Use

There are six Melee Weapon Families and nine Missile Weapon Families. Some weapons may belong to two or more Families; in this case Weapon Ease of Use is that of the hardest Family. (See 12.6, 12.8 for details on individual weapons).

MELEE WEAPON FAMILIES	EASE OF USE
CHOPPING: sharp impact (e.g. axe)	Normal
ENTANGLING: flexible (e.g. rope)	Hard
POKING: blunt point (e.g. quarterstaff)	Hard
SLASHING: blade impact (e.g. scythe)	Normal
SMASHING: dull impact (e.g. mace)	Easy
STABBING: sharp point (e.g. dagger)	Normal

MISSILE WEAPON FAMILIES	EASE OF USE
BOW	Hard
CROSSBOW	Normal
FLUNG BLADE (stabbing, chopping, or slashing) e.g. dagger, hand axe	Hard
FLUNG ENTANGLEMENT: e.g. lasso, rope, whip	Hard
FLUNG SMASHING: e.g. club, rock	Normal
FLUNG SUBSTANCE: e.g. oil, powder	Normal
FLUNG SHAFT: e.g. javelin	Hard
SLING	Hard
SWUNG WEIGHT: e.g. chain, flail, morning star	Hard

12.3 Weapon Skills Modifications By Weight/Ease

A person's Weapons Ratings are modified by the Ease and Weight of the Weapon used.

	Hard	Normal	Easy
Heavy	-30%	-10%	+10%
Medium	-20%	0%	+20%
Light	-10%	+10%	+30%

Note: a Moderate weapon is treated as Medium if used 2-handed, as Heavy if used 1-handed.

Note: A person trying to use a weapon not commonly known in his native culture is -20% additional.

Thus Hironde's initial Weapon Skills are:

	MELEE RATING: 41%			MISSILE RATING: 30%		
	Hard	Normal	Easy	Hard	Normal	Easy
Heavy	11%	31%	51%	0%	20%	40%
Medium	21%	41%	61%	10%	30%	50%
Light	31%	51%	71%	20%	40%	60%

12.4 Similar Weapons: (Option)

A Similar Weapon is one that is used almost but not totally identically to a Specialized Weapon.

a. One craftsman may design a given weapon slightly different from another, depending on whim or cultural tradition. Thus a sword may have one sharp edge and one dull — or two sharp edges; a moderate weapon's hilt may be designed for a one-handed grip or allow a two-handed grip also.

b. A fighter may use a weapon with or without a second, parrying weapon; with or without a shield.

c. A fighter may use a weapon in a normal stance, while standing on the ground — or may instead use it in an unusual stance — while kneeling or lying flat, while flying (or riding a flying creature/device), while riding a land creature, while swimming, while on a boat (or riding a swimming creature).

All of these variations are treated as Use of a Similar Weapon.

SKILL WITH A SIMILAR WEAPON: -10% per difference or Related Weapon Skill (see 12.5) if higher.

After Prior Experience, Hironde's Skill with Sword and Parrying Dagger is 75%. If using the Sword alone, his Skill is 65%.

12.5 Related Weapon Skills

Weapons in the same Family have Related Skills.

RELATED WEAPON SKILL: Weapon Rating (modified by Weight/Ease) plus half the Skill Gain of the Highest Skill in the Weapon Family.

After Prior Experience, Hironde's Skill with Sword and Parrying Dagger is 75% (41% + 34% Skill Gain). Thus his Skill with any other Slashing or Stabbing weapon is Initial Weapon Skill +17% (34%/2). Thus his Scythe Skill is (11%+17%) 28%; his Knife Skill is (71%+17%) 88%.

12.6 Melee Damage And Range

Melee Weapons obviously do different sorts of damage depending on their Mode of attack: bone and organ damage, blood and flesh and skin damage. But all these sorts of damage are covered by Body Points — and for all practical purposes the damage done by a melee weapon of a given weight is the same, regardless of its Family/Mode of attack.

MELEE DAMAGE: 1 point damage per half pound of weapon weight.

The victim may take full damage in BP — or opt to take up to half the damage in EP, representing semi-successful attempts to evade the blow. Thus a person injured by a 3.5 lb sword would take 7 HP damage, which could be taken as 7 BP; as 4 BP and 3 EP; or as any variation of BP and EP between these two amounts. (Damage may not be taken in EP if the blow was a surprise attack).

Sometimes a situation arises in which a GM may need to determine if a melee weapon can reach a given target. Maximum range for melee weapons is armlength (Height/3) plus length of weapon. Maximum weapon lengths are:

Short Melee Weapons:	Height/3
Normal Melee Weapons:	Height/2
Long Melee Weapons:	Height (used Two-handed only)

Note: some long thrusting spears are typically used with their butt ends braced on the ground. These are typically (2 x Height long), with half their length braced behind the wielder and half thrusting out towards the victim.

12.7 Missile Damage And Range

Missile Weapons are not as evadable as Melee Weapons. Most missiles may be dodged or actively parried, but not passively shielded (see 13.2) nor partially evaded by EP expenditure as may Melee blows. Arrows, quarrels and slingstones cannot be dodged or parried at all. Arrows and quarrels do damage unaffected by armor (multiply damage by armor's BP Factor (see 13.1). This will not effect the LP damage.

A missile's range is determined by its Energy (the attacker's Maximum Encumbrance; see 2.3) as modified by its Efficiency Factor. A bow or crossbow's Energy may be limited by the culture's technology. For instance, a self-bow might have a maximum Energy (draw weight) of 40 lbs — and break if more pressure was applied. A Swung Weight's range is, of course, limited by its chain length, typically one armlength (1/3 x Height).

Missile Mode	Efficiency Factor	Hironde's Range (at 96 lbs Maximum Encumbrance)
Flung Substance	.1	9.6ft.
Flung Entanglement	.1	9.6ft.
Flung Smashing	.3	28ft.
Flung Blade	.5	48ft.
Flung Shaft	1	96ft.
Sling	7	672ft.
Bow	7	672ft.
Crossbow: hand-cocked	7	672ft.
foot-cocked	10	960ft.

Missile Type	BP Damage
Flung Smashing	Range/25 x Weight
Bow/Crossbow/Sling	Range/100
Swung Weight/Flung Blade/Flung Shaft	1 per half pound of Weight

Hironde's damage for various missiles is:

Missile	Wt	Damage	Missile	Damage
Rock	3	3	Arrow	7
Axe	1	2	Quarrel	
Javelin	3	6	hand-cocked	7
Flail	5.5	11	foot-cocked	10
Morningstar	4.5	9	Slingstone	7

Short bows or Cavalry crossbows are typically used on horseback. They have half the range and damage of the equivalent longbow or infantry crossbow.

Women's bow or crossbow range is the same as men's, but all other missiles have half men's range and damage. This is because a woman's anatomy forces her to throw or whirl from the elbow rather than from the shoulder.

OPTION: for each 100 rounds (20 minutes) a bow is strung or a crossbow is cocked, -5% to Skill, -1 to Efficiency Factor.

12.8 Success In A Weapon Skill

Success in a Weapon Skill indicates the weapon has hit and done damage.

Maximum Success indicates a Critical Hit (see 16.6).

Failure indicates the weapon failed to hit.

Fumble indicates a Fumble (see 16.8) and possible weapon breakage (see 16.9).

13.0 DEFENSE

Armor is encumbering (and therefore fatiguing). So are shields and parrying weapons — especially when used for active parrying.

Armor does not reduce one's chance of being hit. Parrying weapons and shields do reduce one's chance of being hit — especially when used for active parrying against melee weapons or low efficiency missiles (see 12.7). High efficiency missiles (slingstones, quarrels and arrows) may not be actively or passively parried.

Armor does typically reduce the severity of injury upon being hit. Shields and parrying weapons do not. But arrows and quarrels do damage unaffected by armor, because of their high penetration factor.

Therefore:

a. Wearing armor or carrying shields costs EP. So does carrying anything else (see 2.3). Active parrying with a shield or weapon costs additional EP (see 13.5, 13.7).

b. Wearing armor increases effective Body Points. (Easier than multiplying each blow's damage by an Armor Factor and taking fractional BP damage).

c. Carrying a shield reduces an attacker's hit chance — if he is attacking vs. the shield-side.

d. Active parrying reduces an attacker's hit chance — if he is attacking vs. the parrying-side.

13.1 Standard Armor

Armor Description	Percentage of Weight	EP Cost	BP Factor
Minimal: torso and head (except face)			
cuirboilli (leather boiled in wax)	05%	-1	x1.5
brigandine (leather enclosed scale)	15%	-3	x2.5
chain-mail	20%	-4	x3
plate	25%	-5	x4
Medium: above plus legs			
cuirboilli	08%	-2	x2
brigandine	20%	-4	x3
chain-mail	30%	-6	x3.5
plate	35%	-7	x4.5
Full: above plus face, neck, hands, feet			
chain-mail	35%	-7	x4
plate	40%	-8	x5

With Basic HP 45/15/10 in minimal cuirboilli, Hironde is -1 EP and BPx1½ — and so is 44/23/10. In Medium chain-mail, he is -6 EP and BPx3½ — and so is 39/53/10. EP lost by wearing armor must be regenerated as usual — once the armor is removed. Upon removing armor, divide remaining BP by armor's BP Factor to determine Basic BP remaining.

13.2 Standard Shields

Shield	Carried	Weight	EP Cost	Effect on Attacker's Hit Percentage
Buckler	arm-slung	Lt	0	none if used passively
Target	arm-slung	Med	-1	-1% x MEL Rating for shield-side attacks
Kite	arm-slung	Mod	-3	-2% x MEL Rating for shield-side attacks
	neck-hung	Mod	-2	-2% x MEL Rating for frontal attacks

13.3 Fur And Scales

Some creatures have thick fur or scales which absorb damage as if actually additional armor. The BP Factor of this natural armor should be added to the BP Factor of any other armor worn to determine Usual Body Points.

Thick Fur	1½ x BP
Fleece of Fur	2 x BP
Heavy Scales	2½ x BP
Carapace of Chitin/Bone	3½ x BP

Thus a bear weighing 400 lbs would have 40 BP if shaved. With its natural heavy fur, it has 60 BP. A sentient bear wearing chainmail shirt and hood would have a BP Factor of (1.5+3 = 4.5) and thus have (40 x 4.5) 180 BP.

13.4 Shield Bash

See Shove (2.4).

13.5 Active Shield Parrying Vs. Shield-Side Blows

Effect on Opponent's Hit Percentage: $-\frac{1}{2}\%$ x (MEL Rating) per EP expended.

The Parry (and EP expenditure) take place only when a blow is aimed against the defender. The defender must announce whose blows he is parrying and for how much Hit percentage reduction before the attacker's to-hit roll is made.

Note: A Buckler may be worn on either arm, and one or both used for active parrying. A neck-hung Kite may not be used for active parrying.

13.6 Parrying Weapons

Use of a secondary, parrying weapon is part of a skill (e.g. Sword & Parrying Dagger is a different skill than Sword). The Weight and Ease of such a Skill is determined by the heavier and harder of the weapons. Skill gain is determined for the combined Skill, not for either weapon separately. A parrying weapon has no effect if not used actively.

13.7 Active Weapon Parrying Vs. Weapon-Side Blows

Effect on Opponent's Hit Percentage: $-\frac{1}{2}\%$ x (MEL Rating) per EP expended.

If a primary weapon is used to parry while attacking, its next blow is -5% per EP expended in active parrying.

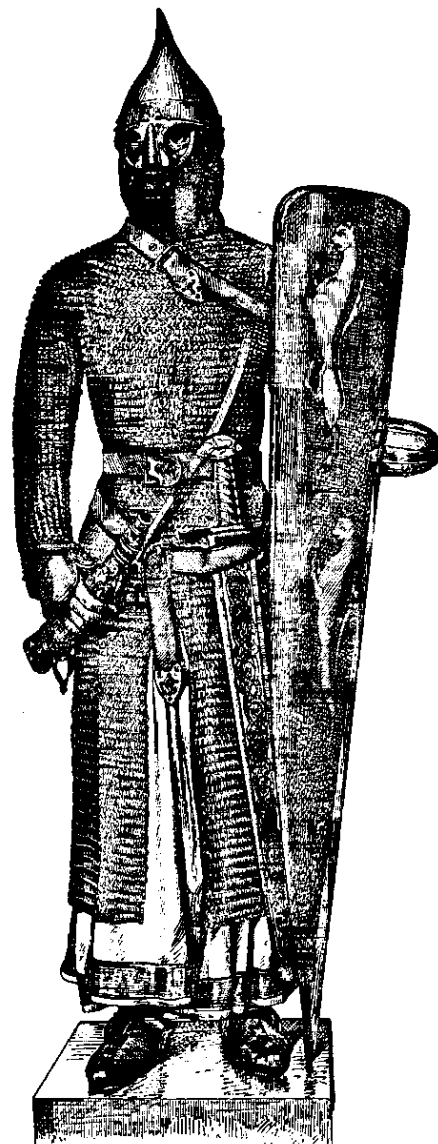
Attacking with a secondary, parrying weapon is not in the usual Skill pattern but is a Related Skill (see 12.5). Attacking with the primary weapon without using the parrying weapon is a Similar Skill (see 12.4).

13.8 Dodge Vs. Blows

Dodge Skill Percentage: MOV Rating + 10% per EP expended that phase.

Effects of Dodge Success:

1. Attacker's Hit Percentage that phase is reduced to 0%.
2. Dodger may choose to break off combat and flee next phase with no chance of being attacked.
3. Dodger may move (within Incidental Move range) to a new position that phase with no chance of being attacked, actively parried or dodged next phase.



14.0 POSSESSIONS (INCLUDING WEAPONS AND ARMOR)

14.1 Money

These rules specify the basic unit of money as a credit. For greater atmosphere, use a Culture Pack or the following system:

.1 Credit: 1 Copper Coin
1 Credit: 1 Silver Coin
100 Credits: 1 Gold Coin

14.2 Initial PC Equipment

Either use a Culture Pack to determine the PC's starting possessions given his social class at birth — or give all beginning PCs the following:

CLOTHING: footwear, one everyday outfit, one dress outfit, underwear, a cloak or coat, a hat or cap.

EQUIPMENT: an eating knife, a purse or pouch.

MONEY: 10 credits per point of PRU.

ARMOR: Persuasion Rating chance of cuirboilli jerkin and cap.

WEAPONS: up to three weapons are possible

a) Persuasion Rating chance of a weapon

Player may choose any weapon; see 14.3

b) 5% x PRU chance of a weapon (see 14.3)

Player may choose any weapon worth no more than (PRU x 10 credits)

c) Observation Rating chance of a randomly encountered weapon: Characters who did not get weapons as a gift, purchase or find may choose to improvise a wooden club or quarterstaff from the nearest tree — or to spend some of their money to buy one or more weapons.

Hirondel with PRU 11 has 110 Credits. He also has 45% chance of having a weapon given him by a Persuaded friend or relative, 55% of buying a weapon with saved up money, and 10% chance of having stumbled across a weapon. He ends up with one weapon (acquired by Persuasion) and chooses a Sword. He also has a 45% chance of having Cuirboilli jerkin and cap but turns out not have persuaded anyone into giving it to him. He spends some of his money for the jerkin and cap and some more for a parrying dagger and two javelins.

14.3 Combat Gear

STANDARD COSTS AND OTHER CHARACTERISTICS

WT (Weight); Lt (Light); Med (Medium); Mod (Moderate); Hvy (Heavy)

Melee Weapon	WT	Length	Family	USUAL CHARACTERISTICS		
				WT	Damage	Cost
Hand Axe	Lt	Short	Chop	1	2	20
Axe	Med	Normal	Chop	3	6	60
War Axe	Mod	Normal	Chop	4	8	80
Battle Axe	Hvy	Normal	Chop	5	10	100
Pole Axe	Hvy	Long	Chop	5.5	11	115
Club (Wood) — Lt	Lt	Normal	Smash	1.5	3	1 (or Make)
	Med	Normal	Smash	3	6	2 (or Make)
	Mod	Normal	Smash	4.5	9	3 (or Make)
	Hvy	Normal	Smash	7	14	5 (or Make)
Knife	Lt	Short	Stab	.5	1	10
Dagger	Lt	Short	Stab	1	2	20
Sword	Med	Normal	Stab/Slash	3	6	60
Bastard Sword	Mod	Normal	Stab/Slash	4.5	9	90
Greatsword	Hvy	Long	Stab/Slash	6	12	120
Mace —	Lt	Normal	Smash	1.5	3	30
	Med	Normal	Smash	3	6	60
	Mod	Normal	Smash	4.5	9	90
	Hvy	Normal	Smash	7	14	140
Pole Hammer	Hvy	Long	Smash	7.5	15	150
Quarterstaff	Med	Long	Smash/Poke	2.5	5	2.5
— steel-shod	Mod	Long	Smash/Poke	3.5	7	22
Spear (Height)	Mod	Long	Stab	4.5	9	13
(2xHeight)	Hvy	Long	Stab	7	14	15

Missile	WT	Family	USUAL CHARACTERISTICS (80 lbs Max ENC)			
			WT	Range	Damage	Cost
Axe	Lt	Flung Blade	1	40ft.	2	20
Dagger	Lt	Flung Blade	1	40ft.	2	20
Javelin	Med	Flung Shaft	3	80ft.	6	13
Rock	Med	Flung Smash	3	24ft.	3	0
Sling & Stone	Lt	Sling	1.1	560ft.	6	1.1 (stone costs .1)
Composite Bow	Med	Bow	2	280ft.	3	6
			.5			7.5
			3	560ft.	6	12
			1			15
Bowstring			—			1
Quiver			1			1
Cavalry Crossbow (hand-cocked)	Mod	Crossbow	2.5	280ft.	3	100
			.5			7.5
Infantry Crossbow (foot-cocked)	Hvy	Crossbow	5	800ft.	8	200
			1			15
Quiver			1			1
Flail	Hvy	Swung	5.5	2ft.	11	100
Morningstar	Mod	Swung	4.5	2ft.	9	100

Shield	WT	Usual Weight	Usual Cost
Buckler	Lt	1	20
Target	Med	3	60
Kite	Mod	7	140

USUAL CHARACTERISTICS

Armor	WT	Cost
Jerkin and cap/hood:		
Cuirboilli	7.5	15
Brigandine-scale	18	180
Chain	25	500
Plate cuirasse and open helm	30	750
Leggings/Greaves:		
Cuirboilli	5	10
Brigandine-scale	12	120
Chain	17	340
Plate	20	500
Gorget, Gauntlets, etc.:		
Chain	8	160
Plate	10	250

14.4 Usual Prices And Weights Of Custom-Made Combat Gear

ITEM	CREDITS/lb.
Club	.6
Staff (1 lb. per 2ft. long)	1
steel-tipped (+10 credits)	
Composite Bow (½ lb. per 1ft. long)	4
Arrows/Quarrels (.1 lb per 3ft. long per arrow/quarrel)	15
metal weapons	20
metal chain for swung heights (1 lb = 24" long)	40
crossbow	40
sling (5% x Height ² area) (½ lb per square foot)	1
Kite Shield (2/9 x Height ²) (1 lb. per square foot)	20
Target (40% area of Kite) (1 lb. per square foot)	20
Buckler (10% area of Kite) (1 lb. per square foot)	20

ARMOR AREA

jerkin and head gear:	1/2 x Height ²
leggings:	1/3 x Height ²
miscellania:	1/6 x Height ²
barding for mount:	Height ²

cuirboilli (.5 lbs. per square foot)	2
brigandine (1.2 lbs. per square foot)	10
chain (1.6 lbs. per square foot)	20
plate (2 lbs. per square foot)	25

14.5 Usual Prices Of Custom-Made Non-Combat Gear

Note: the prices below are for standard items. The GM may wish to have poor quality items available for 10% of the indicated price — and luxury quality items available for ten times the indicated price.

Clothing, etc.

summer clothes	5 credits
winter clothes	10 credits
knee-high boots	3 credits
cloak/coat	3 credits
blanket	3 credits
rope (10')	.5 credits

Provisions and Inns

meal at inn	1 credit
night at inn with meals	2 credits
stabling at inn with fodder	3 credits
private room at inn with meals	5 credits
1 pint beer at inn	.2 credits
½ pint wine at inn	.5 credits
wineskin (1 pint, 1 lb.)	1 credit
tinderbox	.5 credits
pickled/salted vegetables (1 lb., 1 meal)	.1 credits
pickled/salted meat (1 lb., 2 meals)	1 credit
waybread (1 lb., 1 meal)	.2 credits

Mounts and Gear	
riding horse	50 credits
war horse	300 credits
riding mule	20 credits
pack horse	30 credits
pack mule	10 credits
cart horse	30 credits
riding saddle and gear	10 credits
battle saddle and gear	25 credits
saddlebags (hold 10 lbs.)	5 credits
Pack saddle and gear (hold 100 lbs.)	10 credits
cart and harness (hold 1000 lbs.)	50 credits

15.0 TIME

1 PHASE	= 2 seconds
1 ROUND	= 12 seconds (six Phases)
5 Rounds	= 1 minute (30 Phases)

Use of one Skill typically takes one Round. During combat, however, the GM will find it more convenient to go phase by phase through the round, stating each NPC's action during that phase and asking the players for each PC's action.

15.1 Attack Skills — By Phase

Weapon and Movement Attacks are divided into four weights: Light, Medium, Moderate and Heavy, which determine their basic EP cost. Each phase the attack is delayed and no other Combat Skill is used lowers the EP cost by 1 (with a minimum of 0 EP, of course).

Attack Weight	EP per blow	Speed at 0 EP Cost
Light	1	one attack every second phase
Medium	2	one attack every third phase
Moderate 2-handed	2	one attack every third phase
Moderate 1-handed	5	one attack every sixth phase
Heavy	5	one attack every sixth phase

Thus Hironde using a Medium weight sword may attack:

phases delayed	EP per blow
none	2
one	1
two or more	0

OPTION: There is a chance of (Skill-100%) that NO EP are expended per blow. Roll for each blow to determine if this occurs.

15.2 Non-Attack Movement Skills — By Phase

Skills of Jumping/Falling and Leaping take only one phase. For all other Non-Attack Movement Skills, divide speed per round by six to obtain speed per phase.

	USUAL SPEED		USUAL TURNING RATE	
	Human	Warhorse	Human	Warhorse
Incidental	1ft.	1ft.	90°	60°
Walk	10ft.	10ft.	60°	30°
Run	20ft.	40ft.	30°	20°
Sprint	50ft.	120ft.	20°	10°

15.3 Other Skills — By Phase

Use of a Skill of COM, KNW, MAN, OBS, or PER takes a minimum of one full round (six phases — with the success roll and effects occurring on the sixth phase).

Use of a Magic Skill takes a minimum of one full round (six phases); see 18.1.

Use of the Miracle Skill of Invocation takes a minimum of one full round (six phases); see 20.1.

15.4 One Phase Actions

The following actions are not Skills. No roll need be made for success. Each such action takes one phase.

Stringing/unstringing a bow; Cocking a crossbow.
 Choosing a particular arrow/quarrel (as opposed to a random one).
 Slinging/unslinging a bow/crossbow/etc.
 Sheathing/unsheathing a weapon.
 Mounting/dismounting a riding animal.
 Picking up/putting down an object (Dropping an object takes no time, but may cause it to break; see 16.9).
 Eating/drinking one bite/swallow.
 Standing up, kneeling down, lying down, etc.
 Unrolling/rolling up a scroll.
 Saying up to ten words (e.g. 'Duck'; 'Behind you!'; 'Use your Sword!').

15.5 Multiple Skill Use: (Option)

Only one Skill may be used at full efficiency at a given time. A person can not simultaneously walk on slippery ice (Move Surely; see 9.3), wield a sword, and Lie ('Give up; we have you surrounded.') — all at full efficiency. Up to three Skills may be attempted simultaneously; player must specify priority.

Priority	Hard Skill	Normal Skill	Easy Skill
First	-10%	-5%	-0%
Second	-30%	-20%	-10%
Third	-50%	-35%	-20%

16.0 PHYSICAL COMBAT

Physical combat consists of Weapon and Movement Attacks.

BASIC CHANCE TO HIT = Skill Percentage — modified by:

1. Defender's shield and/or parry (see 13)
2. Defender's relative size (see 16.3)
3. Defender's and/or attacker's movement (see 16.1)
4. Attacker's vision (see 16.2)

16.1 Effect Of Movement On Combat

-5% per 5ft. moved per phase by defender (or attacker's mount)
 -10% per 5ft. moved per phase by attacker

CHARGE: (OPTION)

A running/sprinting person with a Poking/Stabbing weapon does +1 damage per 20ft. moved per phase. (And of course a person running/sprinting onto a Poking/Stabbing weapon receives +1 damage per 20ft. moved per phase). Thus a sprinting horse (moving at 120ft. per phase) that runs onto a pike receives +6 damage.

16.2 Vision

(-5% to hit per 5% loss of vision/visibility)

Illumination	Range of Sight	Effect
Sunlight	1000ft.	-5% per 50ft. away
Rain/Light Mist	500ft.	-5% per 25ft. away
Fog/Twilight/Full Moon	200ft.	-5% per 10ft. away
Dense Fog/Quarter Moon	100ft.	-5% per 5ft. away
Starlit/Torchlit/Lanternlit	20ft.	-5% per 1ft. away

Silhouetted Object:

Double standard range. (Thus a man silhouetted against the horizon can be seen in full sunlight up to 2000ft. away — and an archer shooting from 500ft. away is -25% to hit him, not -50%).

Blindness

Add amount of Blindness AND distance penalty — with maximum penalty of 100%. Thus someone 50% blind shooting at an un-silhouetted target in sunlight 300ft. away is (50%+30%) -80% to hit. / A one-eyed person does not have depth perception and has a missile penalty for distances over 10ft. twice as great as normal.

Relative Size (Option)

The above rules apply to something approximately 6ft. tall (like a human or a horse). Adjust Range of Sight and chance to hit, if something is markedly taller or shorter.

+15% per 1ft. taller than 6ft.
 -15% per 1ft. shorter than 6ft.

Thus a typical Giant is about 9ft. high and is visible at +45% range compared to a Human. Thus in Sunlight a 9ft. Giant is visible at a maximum range of 1450 ft. And a Missile attack is -5% per (1450/20) 73 feet away.

16.3 Relative Size Of Defender: (Option For Melee)

Determine what 10% of Attacker's Height is.

To hit chance is:

+5% per 10% of Attacker's Height that Defender is taller
 -5% per 10% of Attacker's Height that Defender is shorter

16.4 Speeded Up Combat: (Option)

If ALL fighters have hit percentages of 25% or less, the players and GM may agree to proceed at a faster pace than usual.

1. ROUND BY ROUND: multiply hit percentages by blows/round at 0 EP for usual chance to hit per round. (If over 100%, one hit is automatic; roll percentile dice to see if a second hit occurs).

2. MULTIPLE ROUNDS: multiply Round by Round Hit percentage by N rounds.

16.5 Pulled Melee Blows: (Option)

A fighter may pull a melee blow and do half normal damage on making a MOV Rating roll. A pulled blow cannot Critical Hit (16.6) or Bash (16.7).

16.6 Maximum Success Attack = Critical Hit

10% of all hits are Critical (not fatal, merely critical) and do:

Double standard damage.

LP damage (1 LP is lost for each 2 BP lost). (Note: a person attacks/active defends -2% per LP down).

Affects a hit location, possibly disabling it.

Thus a person Critically Hit by a 3 lb sword (6 HP damage) will take 12 HP damage: 12 BP (and 6 LP); 6 EP, 6 BP (and 3 LP); or any variation of BP and EP between those two figures, with 1 LP lost for every 2 BP lost.

If GM and players find it desirably realistic for certain weapons to be less effective vs. certain armor types (e.g. Slash vs. plate, Smash/Stab vs. Chain), they may agree to rule out the possibility of such weapons doing critical hits on locations protected by such armor.

OPTION: after a Critical Hit, check opponent's Shield and/or actively used Parrying Weapon for Breakage (see 16.9).

CRITICAL HIT LOCATION

(Roll D10 — plus/minus 1 per 10% of attacker's height victim is higher/lower than attacker. Minimum of 1; maximum of 10).

50% chance dry bone broken in location hit (e.g. horn, tusk or teeth)

20% chance flesh and bone broken in location hit, causing:

HEAD or NECK AND SHOULDER: instant death

ARM: inability to fly; arm cannot MEL attack/parry or MOV attack
 LEG: fall to knee; leg cannot MOV attack; see 9.2 for Movement speed

SPINE (TORSO from behind): legs paralyzed (10% permanent), fall.

TAIL/STING (TORSO from behind): tail/sting cannot MOV attack

- | | |
|-----|--|
| 1 | HEAD: stunned D3 rounds (no voluntary Skill use or EP expenditure). |
| 2 | NECK AND SHOULDER |
| 3-4 | ARM (or foreleg if quadruped) |
| 5-7 | TORSO: damage is TRIPLE instead of double for stabbing/poking melee weapons, arrows, quarrels or javelins. |
| 8-0 | LEG (roll for Bash) |

OPTION: AIMED CRITICAL HIT LOCATION

Player must specify use of Option and location aimed at before rolling. HALF NORMAL CHANCE TO HIT. Such a blow is either Critical or does no damage at all. Roll D10 as above but using the table below for hit location. If the roll falls within range for desired hit location, that location was critical hit; otherwise the attack failed totally.

HEAD	1-2
ARM	2-5
NECK AND SHOULDER	2-3
TORSO	3-8
LEG	5-0

16.7 Bash: (Option)

Hits by the following Attacks have a chance of Bash: Poking or Smashing weapons; Bow, Crossbow, Sling; Flung Smashing or Swung Weight; Head Butt, Horn, Kick or Punch; Shove, Shield Bash or Grapple-Throw.

Bash Chance: roll higher on D20 than —
 Damage Attack: Resistance/BP damage done
 Other Attack: Resistance/Load

If Bash occurs, roll D6

- 1 Victim's current Attack is Fumbled (see 16.8). Victim's on-going attack (phases delayed for next attack; see 15.1) is interrupted and must begin again.
- 2-3 Like 1 above and victim is thrown back distance of Incidental Move
- 4-5 Like 1 above and victim is thrown back distance of (D3 x Incidental Move). Must make half walk Surely Roll or fall to knees.
- 6 Like 1 above and victim is knocked to knees.

A person riding a horse or other mount will be knocked off by a Bash 2-6. For a Bash 2-5, a thrown rider must make a Jump/Fall roll — or fall to knees.

16.8 Fumbles

5% of all Failures are Fumbles. Fumbles to hit are inefficient blows which cost the attacker extra EP to recover. Some Fumbles actually result in weapon breakage or damage to the fumbler himself.

Heavy Attack: —3 EP per Fumble
 Medium Attack: —2 EP per Fumble
 Light Attack: —1 EP per Fumble

Swung weight fumbles hit the wielder, doing half normal damage unless he makes a MOV Rating roll to get out of the way of the weight.

16.9 Breakage

Material	Breakage Chance
Fibre/Leather (e.g. bowstring, thong)	90%
Wood	50%
Dry Bone/Copper (e.g. horn, tusk)	25%
Flesh & Bone, Bronze (e.g. arm, leg)	10%
Iron/Stone	3%
Steel	1%

Note: for bows/crossbows, a broken bowstring puts so much strain on the wooden part of the weapon that it inevitably breaks too, so check for breakage at 90%.

The GM may wish to allow repairing broken metal weapons at half standard weapon cost. Broken fibre/leather, wood, dry bone or stone is not repairable.

Movement Attack	Breakage Chance	Effect
Bite	25%	D3 teeth broken; —1 APP for Sentients
Breath	0%	no effect
Claw	25%	half damage from that claw for one month
Gaze	0%	no effect
Grapple	10%	arm broken (lose 5% BP) (see 16.6)
Head Butt	10%	lose 15% BP; stunned D3 rounds
Horn/Tusk	25%	horn/tusk broken; half damage for one year
Kick	10%	leg broken; lose 10% BP; see 16.6
Punch	10%	arm broken; lose 5% BP; see 16.6
Sting	10%	stinger broken; unusable forever
Trample	10%	leg broken; lose 10% BP; see 16.6

16.10 Poison

MILD POISON

Victim loses D6 EP per hour for a day. No BP are lost. Caused by naturally corrupt food, allergies, etc.

MEDIUM POISON

Victim loses D6 EP per minute (5 rounds) for 5D6 minutes. If no further EP are left, victim loses BP instead; if no further BP are left, victim loses LP instead. Caused by natural venom, poison plants, etc.

INTENSE POISON

Victim loses 3D6 EP per round for 5D6 rounds. If no further EP are left, victim loses BP instead; if no further BP are left, victim loses LP instead. Caused by refined poisons. (Refining poisons requires both use of Medical Lore/Herb Lore (KNW Skill) and Cooking (MAN Skill).)

Note: Poison Damage to BP is done on Basic BP, not Armor-Modified BP.

Poisoned Weapons are typically Arrows, Quarrels, Javelins, or other Stabbing Missiles. They take 1 phase longer than normal to shoot for DEX 17-20; 2 phases longer than normal to shoot for DEX 15-16; 3 phases longer than normal to shoot for DEX 1-4. The rare Poisoned Melee Stabbing Weapon must be poisoned after being unsheathed (takes 21-DEX phases) and cleaned before being resheathed (takes half the time needed to poison it).

16.11 Burns From Flame, Acid, Etc.

(Unaffected by shielding, parrying or armor).

SMALL BURNS (e.g. a fire arrow): 1 BP damage per phase
 MEDIUM BURNS (e.g. a torch): D6 BP damage per phase
 LARGE BURNS (e.g. a bonfire): 3D6 BP damage per phase

Chance Appearance is affected: 5% per BP lost due to Burns
 Extent Appearance is affected: -1 APP per 5 BP lost due to Burns

16.12 Grapple

The two basic types of Grapple are the Throw and the Hold.

The Throw uses the victim's strength and momentum of attack to toss him aside with a Bash. It can be done by any creature with flexible limbs (e.g. arms, tentacles). (See Bash, 16.7, for results).

CHANCE OF A THROW: Grappling Skill — 5x (Resistance/Load) (see 2.4).

The Hold partially immobilizes a victim. It can be done by any creature with gripping appendages (e.g. fingers, claws, talons, suckers) or entangling weapons (e.g. weighted chain).

CHANCE OF HOLD: Grappling Skill.

BREAKING HOLD

1. Attacker may Release the Grapple in any phase at 0 EP cost.
2. Defender may try to Break the Grapple (at Grappling Skill chance) in any phase — at 2 EP cost (not lowered per phase delayed). If the Grapple was established with a Maximum Success, Breaking it requires Maximum Success. If Defender manages to Shove Attacker away (see 2.4), the Grapple is automatically broken.

COMBAT WITH ESTABLISHED HOLD: (OPTION)

1. Melee Weapon Attacks cost +1 EP (or +1 phase delayed). Weapon on length modifies damage, round to nearest integer.

Short Weapon: normal damage
 Normal Weapon: half normal damage
 Long Weapon: only 10% normal damage

2. Movement Attack as normal, but Head Butt and Stomp cannot occur.
3. No Standard Shield Defense (see 13.2), but both Attacker and Defender may attempt to use Active Shield and Active Weapon Parrying.
4. Grappling Attacks can be made (at Grapple percentage + 25%) at 1 EP loss (not lowered per phase delayed) by creatures with flexible appendages (fingers, legs, talons, etc. but not merely claws).

ARM LOCK:	no attacking/parrying with that arm Maximum Success breaks arm (5% of BP damage)
LEG LOCK:	no attacking with that leg Maximum Success breaks leg (10% of BP damage)
TRIP:	fall to knees; take one phase to recover footing Maximum Success: fall to face/back unless propped up
CHOKE:	-1 HP per round (first EP, then BP, then LP) Maximum Success results in -2 HP per round.

16.13 Damage From Falls

See 23.4.

17.0 DETERMINING A SPELL'S POWER LEVEL (PL) AND EFFECT

A Spell's PL equals its total number of PL Factor Points. These include the standard PL Factors (see 17.1) and the PL Factors specific to the appropriate Spell Family.

A Spell's minimum PL is PL 0. The maximum number of PL Factor Points for a spell is 20. No spell can combine effects whose PL Factor Points total higher than 20.

17.1 Standard Power Level Factors (PLF)

VOLUME in feet	PLF Pts	DURATION	PLF Pts	DURATION	PLF Pts
10x10x10	0	1 round	0	10 days	6
20x20x10	1	5 rounds	1	100 days	7
30x30x10	2	25 rounds	2	3 years	8
40x40x10	3	30 minutes	3	30 years	9
50x50x10	5	3 hours	4	permanent	10
+5000 cu ft	+1	1 day	5		

INTENSITY	PLF Pts	RANGE in feet	PLF Pts
1 (standard)	0	10	0
2	1	50	1
3	2	200	2
+1	+1	+100	+1

see also 17.2, 18.4

Range is a maximum of visibility; see 16.2.

17.2 Intensity Modified By Characteristics

A spell's Intensity is influenced not only by the amount of Power the caster chooses to control but also by his characteristics.

Spell Type	Characteristic	1-4	5-8	9-12	13-16	17-20	each +4
Compulsion	Charisma	-2	-1	-	+1	+2	+1
Illusion	Intelligence	-2	-1	-	+1	+2	+1
Enhancement	Prudence	-2	-1	-	+1	+2	+1
Energy	Talent	-2	-1	-	+1	+2	+1

See 18.4 for effect of Intensity on Resisting a Spell.

17.3 Compulsions

A Compulsion does not affect a person's logic or perceptions; it only affects his behavior and emotions on an irrational basis. All sentient lifeforms in the spell's area will be affected.

Emotions affected by Compulsions are the basic spectrum: hate, love, fear, hope, distrust, loyalty — each with its object specified by the caster (e.g. LOYALTY to one's leader, HOPE of surviving the battle, FEAR of snakes).

Behavior patterns affected by Compulsions include both Skills and all semi-voluntary physical activities like sleeping and eating, which are treated as 200% Skills. They do not include involuntary physical activities like breathing nor mental activities like thinking. A Compulsion affecting a Skill also affects all its Similar Skills.

PLF Pts	COMPULSION
0	INHIBIT BEHAVIOR: a person is inhibited from a behavior pattern (e.g. Don't Sense Ambush)
1	CONTINUE BEHAVIOR: a person is compelled to continue a behavior pattern shown last round (e.g. Continue Sleeping)
2	STOP BEHAVIOR: a person is inhibited to cease a behavior pattern (e.g. Stop Sword Fighting)
3	INHIBIT EMOTION: a person is inhibited from feeling an emotion towards a particular object (e.g. Don't Fear Me)
4	CONTINUE EMOTION: a person is compelled to continue feeling an emotion towards a particular object (e.g. Continue Loving Me)
5	STOP EMOTION: a person is inhibited to stop feeling an emotion towards a particular object (e.g. Stop being Loyal to your leader)
6	BEHAVIOR OBSESSION: a person is compelled to begin a behavior pattern and to continue it (e.g. Run)
7	EMOTION OBSESSION: a person is compelled to begin feeling an emotion towards a particular object and to continue doing so (e.g. Fear Me)

10	BEHAVIOR DISRUPTION: a person's behavior is disrupted by confusion, inhibiting all behavior patterns
15	WILL ANNIHILATION: a person has no control over his behavior patterns but will act to the limit of his skills as specifically commanded by the spellcaster

The Intensity of a Compulsion is affected by the intensity of the behavior pattern or emotion being affected. (See 18.5).

17.4 Illusions

An Illusion does not affect a person's sense of logic or his emotions, only his perceptions. All beings in the spell's area will be affected by it. An illusion may be used to fool any of the victim's perceptions: distant, immediate or interior (see 10.1). Thus an illusion may be of darkness shrouding the vision or of a blindfold over the eyes or of blindness; it may be of chains binding the arms and legs or of weakness in the arms and legs or of muscle spasms in the arms and legs.

An illusion may not do any actual damage. A merely illusory sword cannot injure anyone. However, an illusion can trick people into injuring themselves. An illusory bridge over a pit may trick people into falling into the pit.

NOTE: an illusion of a moving being must be affixed to a moving being whose movements it will mimic — or it will require the mage's total concentration, so he cannot exercise any other Skill or undertake any other activity.

PLF Pts	ILLUSION
1	Distant Senses Illusion of one moving object/being or up to ten motionless objects/beings.
2	Immediate and Distant Senses Illusions as above
3	Interior Senses Illusion only affecting one body area: head; arms and torso; or legs.
4	Interior, Immediate and Distant Senses Illusion of one moving object/being or up to ten motionless objects/beings affecting one body area.
+1	per affixation of moving illusion to actual object/being
+1	per additional body area affected by Interior Senses Illusion
+1	per additional illusion of a moving object/being or up to ten motionless objects/beings.

The Intensity of an Illusion is affected by its probability. See 18.6.

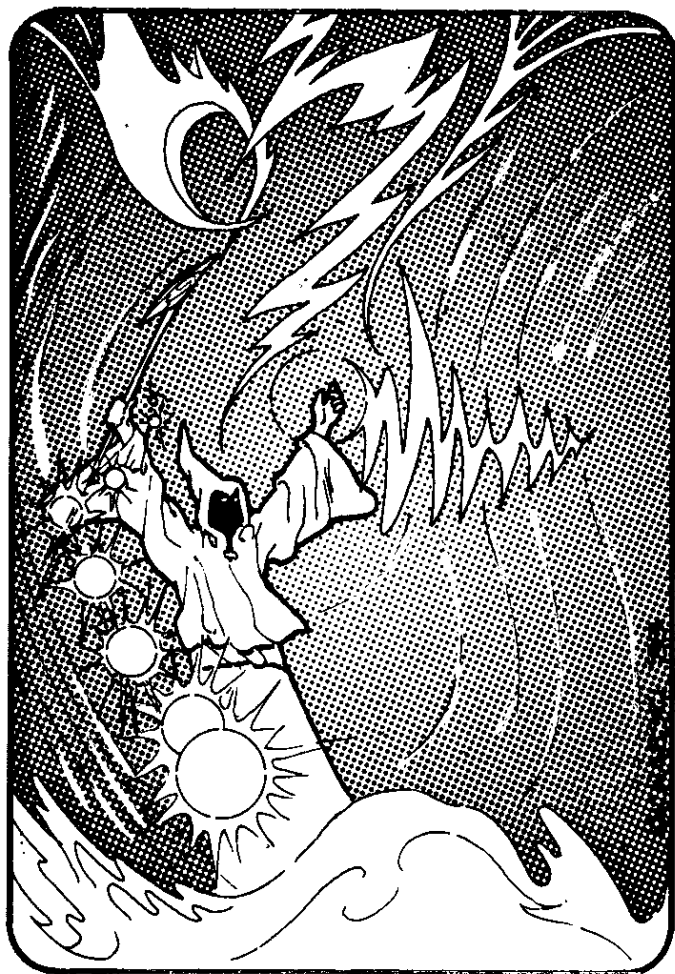
17.5 Enhancements

An Enhancement raises Skill percentage with a natural ability, whether a Specialized Skill or not. For its duration, it also raises all Similar Skills, but not any Related Skills. (Check for experience-produced Skill gain using the Enhanced Skill percentage if the successful use was made while the Skill was enhanced.)

ENHANCEMENT PLF Pts. = Units of Enhancement x PLF Points of Duration (minimum 1). Thus Enhancing a Skill 2 Units for one round (Duration PLF 0) makes the Enhancement PLF 2; the same units of Enhancement for 1 day (Duration PLF 5) would make the Enhancement PLF 10. This is, of course, in addition to the standard PL Factors (see 17.1).

Ease of Skill	Amount Enhanced per Unit
Easy3D6%
Normal2D6%
HardD6%

NOTE: Spell Skills and Invocation may not be Enhanced.
Maximum Enhancement is Rating +100%.



17.6 Energy

Energy Spells represent the release and manipulation of the Magical Forces by the spellcaster. Unless disguised by an Illusion, Energy normally appears as a flickering, pale blue flame, like the pale blue cone at the base of a candle flame. It is this aura of pale blue that can be spotted or analyzed by the observant to determine if an item is magical — and if so, what kind of magic is present within it.

Energy spells cannot do any damage to BP or LP, merely to EP. Energy spells cannot directly restore the loss of BP or LP, only of EP. However, Energy Recharge like all EP regeneration does have a chance of causing BP/LP regeneration (see 2.2).

All people in the Energy spell's area of effect will be affected by it each round that it is in operation (during melee, the effect will occur once every six phases). Thus, a spell that causes D6 EP loss per round and has a 5 round duration will each round for five rounds cause D6 EP loss to each person within its area of effect.

PLF Pts per UNIT of Energy

- | | |
|---|--|
| 1 | Energy Manifestation
ENERGY AURA: an energy spell affixed to an artificial object (e.g. a chest, a weapon, but not a person or tree). Causes D6 EP loss per unit of Energy if touched. 10ft.x10ft.x10ft. area only. |
| 1 | ENERGY BIND: an energy spell binding two motionless objects (e.g. a chest and its lid). Takes D6 EP to overcome each Unit of Energy used. (Thus to open a chest with an Energy Binding of 5 units would require that one person expend 5-30 EP). |
| 1 | ENERGY SENSE: an energy spell affixed to an artificial object and used to detect phenomena at the spellcaster's normal Observation chance. If the phenomenon being scanned for occurs, the field will either flare up (a bright blue light 'like a small candle') or trigger another spell also on the item into operation. (Thus a chest might have Energy See Person linked to Illusion of Invisibility and Intangibility). One unit of Energy is needed per Observation Skill sensed). |
| 2 | ENERGY BLOW: a melee damage spell aimed at a single target with the success chance of one's highest Melee Weapon Skill, and resembling that weapon in shape. Causes D6 EP loss per unit. Not affected by shield or parry. |
| 2 | ENERGY BOLT: A missile damage spell aimed at a single target with the success chance of one's highest Missile Weapon Skill and resembling that weapon in shape. Causes D6 EP loss per unit. Not affected by shield or parry. |
| 2 | ENERGY SHIELD: lowers the Intensity of an attacker's spells by -1 per Unit, increasing the chance of Spell Resistance (see 18.4). |
| 3 | ENERGY LIGHT: a blue flickering light
1 Unit: as bright as torchlight
2 Units: as bright as the light of the full moon
3 Units: as bright as sunlight
5 Units: as bright as the sun's face (i.e. too dazzling to look upon) |
| 3 | ENERGY RECHARGE: recharges one person's EP at D6 EP per Unit. (Will NOT enable a person to possess more than his Basic EP). |
| 3 | ENERGY MIRROR: Each Unit can handle the energy of 5 BP of a Gaze or Breath Attack — or 1 unit of an Energy Spell, reflecting it back to its source, which if alive will suffer 1 EP loss. Thus a Breath doing 13 BP damage which encounters a 2 Unit Energy Mirror will do only 3 BP damage, and the creature which emitted the Breath will lose 2 EP. Similarly a 2 Unit Energy Blow or Energy Recharge which encounters a 1 Unit Energy Mirror will have only half effect, and the caster will lose 1 EP. |

17.7 Combination Spells

A Combination Spell combines two or more simple Illusions, Compulsions and/or Energy Spells. The procedure for determining the PL of such a spell is:

Combined Spells of the Same Type (e.g. both Compulsions)

1. Type PLF for the highest cost Spell
2. Standard PLF Pts for area, duration, intensity, range.
3. 1 PLF Pt per additional Spell
4. +2 PLF Pts for originality

So (Don't Fear Me & Don't Sense Lying) would be 3 Inhibit Emotion) plus 0 (10ft.x10ft.x10ft. area) +1 (5 rounds) +1 (Intensity 2) +0 (10 ft. range) plus 1 (additional Compulsion) plus 2 for originality = PL 8.

Combined Spells of Different Types

1. Type PLF for the Highest Cost Spell of each Type
2. Standard PLF Pts for area, duration, intensity, range
3. 1 PLF Pt per additional Spell of each Type
4. +5 PLF Pts for Originality.

NOTE: for Energy Spells: the highest cost spell is the one with the highest PLF Pts., not merely the one with the highest PLF cost per unit.

17.8 Spell Storing In Enchanted Items: (Option)

Enchantment is a unique PL 1 spell, which takes one full hour of uninterrupted concentration to cast and which consumes one credit worth of materials per casting. A person can cast Enchantment ten times in a day of uninterrupted rest; once only in a day of activity.

There are four types of Spell Storing Enchanted Items: powders, scrolls, artifacts and symbols.

1. **POWDERS** may be found as dry, loose dust (held together in one dose amounts rather than separating if thrown) . . . or mixed with a liquid to produce a Potion or mixed with a salve to produce an Ointment. One dose of a Powder in any form causes the target to be affected by the spell it contains. Thus drinking a Potion of Illusion will cause one to see an Illusion, not be able to cast an Illusion. Once a Powder's magic effect is produced, it will vanish.

CREATING A POWDER: $(PL+1)^2$ Enchantments create 1 dose

SUCCESS CHANCE: same as creator's

RANGE: touch (or drink for a Potion)

2. **SCROLLS** are typically used by non-mages. They raise the user's Spell Skill with the inscribed Spell by 50% but delay casting by needing to be gotten out and unrolled (see 15.4). A Scroll is only usable once a day. After it has been used, the writing on it fades out and only reappears one day later.

CREATING A SCROLL: $5 \times (PL+1)^2$ Enchantments

3. **ARTIFACTS** are typically used by mages. They raise the user's

Spell Skill by $5\% \times TAL$. They also carry Energy Recharge which replaces all EP lost by spellcasting the spell contained. An artifact is usable only once a round (six phases). It can be made to contain up to ten charges. After all its charges have been expended, it crumbles into grey dust. It cannot be recharged.

CREATING AN ARTIFACT: $10 \times (PL+1)^2$ Enchantments plus
10 x PL Enchantments per Charge

4. **SYMBOLS** are rare items, which spellcast automatically when the conditions specified by the symbol's creator occur. A symbol may spellcast only once a round (once every six phases). If a sentient is wielding its powers, a symbol will draw D6 EP per use from that wielder; otherwise it expends one of its 20 original charges. After all its charges have been expended, it crumbles into grey dust. It cannot be recharged.

CREATING A SYMBOL: $10 \times (PL+1)^2$ Enchantments plus
1 LP of the creator's permanently
lost per PL of Spell

SUCCESS CHANCE: same as creator's

DISENCHANTING AN ENCHANTED ITEM

Powders and Scrolls are disenchanted by being charred with fire.

Artifacts and Symbols are disenchanted by reversing the creation process (i.e. casting the same number of Enchantments required to create them and, in the case of Symbols, permanently and voluntarily losing LP).

17.9 Standard Spells

The GM should feel free to add spells he considers useful for his campaign -- or withdraw ones he considers too powerful.

Spell Type: C = Compulsion; E = Energy, + = Enhancement, I = Illusion
* specify when spellcasting

Spell	Type	PL	Volume	Duration	Intensity	Range in feet	
Inhibit Behavior*	C	2	10x10	5 rounds	1	50	
Continue Behavior*	C	3	10x10	5 rounds	1	50	
Stop Behavior*	C	5	10x10	5 rounds	1	200	
Inhibit Emotion*	C	6	10x10	25 rounds	1	50	
Mass Inhibit Behavior*	C	6	30x30	25 rounds	1	200	
Behavior Obsession*	C	8	10x10	5 rounds	1	50	
Stop Emotion*	C	8	10x10	25 rounds	1	50	
Mass Stop Behavior*	C	10	50x50	5 rounds	1	200	
Emotion Obsession*	C	10	10x10	30 minutes	1	10	
Mass Stop Emotion*	C	10	30x30	25 rounds	1	50	
Behavior Disruption	C	12	10x10	25 rounds	1	10	
Permanent Continue Emotion*	C	14	10x10	permanent	1	10	
Will Annihilation	C	15	10x10	1 round	1	10	
Units							
Energy Shield	1	E	3	10x10	5 rounds	1	10
Energy Blow	2	E	4	10x10	1 round	1	10
Energy Bolt	1	E	4	10x10	1 round	1	200
Energy Recharge	1	E	4	10x10	5 rounds	1	10
Energy See Intruders	1	E	5	30x30	25 rounds	1	10
Mass Energy Shield	1	E	5	20x20	25 rounds	1	10
Energy Mirror	1	E	6	10x10	30 minutes	1	10
Energy Spot Poison	1	E	6	10x10	1 day	1	10
Energy Spot Trap	1	E	7	20x20	1 day	1	10
High Energy Blow	4	E	8	10x10	1 round	1	10
Energy Light	1	E	8	30x30	30 minutes	1	10
High Energy Recharge	3	E	9	10x10	1 round	1	10
Energy Sense Spirits	1	E	10	50x50	30 minutes	1	50
High Energy Bolt	4	E	10	10x10	1 round	1	200
High Energy Shield	5	E	11	10x10	5 rounds	1	10
Permanent Energy Aura	1	E	11	10x10	permanent	1	10
Permanent Energy Bind	2	E	12	10x10	permanent	1	10
High Energy Mirror	4	E	13	10x10	5 rounds	1	10
Permanent Energy See Intruder	1	E	13	30x30	permanent	1	10
High Energy Aura	5	E	15	10x10	permanent	1	10
High Energy Light	5	E	15	10x10	1 round	1	10
Enhancement							
Enhancement	1	+	6	10x10	30 minutes	1	10
Mass Enhancement	1	+	7	20x20	30 minutes	1	10
High Enhancement	5	+	12	10x10	25 rounds	1	10
Mass High Enhancement	5	+	13	20x20	25 rounds	1	10
Maximum Enhancement	15	+	15	10x10	1 round	1	10

Spell	Type	PL	Volume	Duration	Intensity	Range in feet
Illusory Self Invisibility	I	2	10x10	5 rounds	1	10
Illusory Invisibility — Affixed	I	3	10x10	5 rounds	1	10
Illusory Sounds* or Silence	I	4	20x20	5 rounds	1	50
Illusory Darkness	I	5	30x30	5 rounds	1	10
Illusory Wall (distant/immediate)	I	6	30x30	25 rounds	1	10
Illusory Blindness	I	7	10x10	5 rounds	4	10
Illusory Vertigo (victim cannot stand up, falls to ground)	I	7	10x10	5 rounds	4	10
Long Term Illusory Appearance* — affixed (distant/immediate)	I	7	10x10	5 rounds	4	10
Illusory Weakness of Arms and Legs	I	8	10x10	5 rounds	4	10
Illusory Damage (any amount of BP)	I	9	10x10	5 rounds	4	200
Illusory Line of Trees (up to 30)	I	9	30x30	5 rounds	4	10
Illusory Wall of Fire (distant/immediate/BP damage to arms)	I	10	30x30	5 rounds	4	10
Long Term Illusory Surroundings* — up to 20 objects (distant/immediate)	I	12	30x30	1 day	1	200
Illusory Transformation to animal* affixed — affects all senses of others too	I	13	10x10	25 rounds	4	50
MAGIC DEFENSE (Energy Shield — 1 Unit & Stop Attack*)	E/C	11	10x10	5 rounds	2	10
MAGIC SNEAK (Inhibit Observation & Illusory Invisibility — affixed)	C/I	11	10x10	30 minutes	2	10
RUNES OF FASCINATION (Energy See Reader & Continue Reading)	E/C	12	10x10	30 minutes	2	50
MAGIC BINDING (Distant/Immediate Illusory Rope & Inhibit Escape)	I/C	13	10x10	25 rounds	4	50
ENTHRALL (Illusory Music & Continue Listening)	E/C	13	20x20	25 rounds	3	50
VANISH (Energy See Intruder & Illusory Invisibility)	E/I	13	10x10	25 rounds	5	10
MAGIC FLAME BOLT (Energy Bolt — 1 Unit & Illusory BP Damage)	E/I	14	10x10	5 rounds	3	50
BLAST INTRUDER (Energy See Intruder & Energy Aura — 9 Units)	E	14	10x10	5 rounds	1	10
ATTACK HEALING (Illusory Healing & Energy Aura — 1 Unit)	I/E	15	10x10	30 minutes	4	10

18.0 SPELLCASTING

1. Choose spell and length of casting (see 18.1).
2. Begin casting. Check for Backlash (see 18.2).
3. End casting; check for Success. If spell is about to fail, a Spell Save may be attempted (see 18.3). If spell succeeds, announce Intensity.
4. Victims check Resistance vs. Intensity (see 18.4). One round (six phases) later, victims may check Resistance again for Compulsions (see 18.5) and Illusions (see 18.6) or attempt Counterspells (see 18.7).

18.1 Length Of Casting

Spellcasting takes 1 EP per (PL+1) of spell — and one round (six phases) of evocation, during which the mage is obviously focusing his magic powers. (Standard Observation chance of noticing the mage is preparing to spellcast).

Spellcasting's EP loss may be lowered (to 0 EP minimum) by additional phases of evocation — at —1 EP per additional phase spent in evocation of the Spell Type (or combination of Spell Types). (Since evocation is of a Spell Type, not of a particular spell, a mage suddenly pressed for time may switch to a lower PL spell of the same Type).

During evocation:

1. The caster exercises any other Skill as priority two or lower (see 15.5).
2. The caster receives full BP damage from melee blows (no EP may be expended); the caster may not actively parry or dodge blows.
3. The caster must be conscious. He need not be able to gesture or speak.
4. Various atmospheric effects may occur (see 18.8).

Thus Hironde may attempt to cast High Energy Shield (PL 11) at his leisure, taking 0 EP and (6+12) 18 phases (3 rounds). Or he may cast it in 6 phases at 12 EP cost. Or he might choose 10 phases at 8 EP cost.

18.2 Backlash

Casting a spell may go smoothly, or the magic forces may get out of control, depending on the spell's Power Level. A Backlash does not affect the spell's success chance, unless the caster's resources cannot cope with the spell's demands.

BACKLASH ROLL: below spell's PL on D20 (i.e. chance of Backlash is 5% x (PL - 1))

BACKLASH EFFECT

—1 EP and —5% in a randomly rolled Rating for each point Backlash Roll was below spell's PL. Thus for a PL 7 spell with a Backlash Roll of 3, the spellcaster is —4 EP and —20% total in various Ratings. Roll D10 to see which Rating(s) is affected.

1	COM	3	MAG	5	MIR	7	OBS	9	MEL
2	KNW	4	MAN	6	MOV	8	PER	0	MIS

EP lost through Backlash are regained normally. (If a Backlash would lower EP to below 0, EP drop to 0 only — and the spell is not cast). Rating percentages lost through Backlash lower all Skills in the Category accordingly. Lost Rating percentages are regained like BP/LP at 1% regained per EP converted.

Hironde casts Stop Emotion (PL 8). He fails to control the spell (Backlash roll of 6). For awhile Hironde will be —2 EP, —5% MOV and —5% MIS.

18.3 Spell Save: (Option)

If the initial roll for success indicates the spell will fail, the caster may opt to Spell Save by expending EP, temporarily raising his Spell Skill that round at D6% x EP expended. A Spell Save may be attempted only once per Spell cast. It does not take any additional time, just additional energy.

Thus Hironde casting Stop Emotion at 71% rolls 75 and seems to be failing. Instead, however, he expends 2 EP and temporarily raises his Spell Skill to 77%, so that the Spell succeeds.

18.4 Resisting Spells

A spell's victim always has one last moment of awareness in which to struggle against the spell. His chance of successful Resistance depends on his PRU or CON, whichever is higher. Members of a group may choose to resist Illusions or Compulsions on the basis of the highest PRU in the group — making only one roll for the entire group. (NOTE: if a person is unconscious, his Resistance must be based on his own CON, not on his PRU or on someone else's PRU). Spell Resistance is not a Skill and does not take any additional time, though it may consume additional energy.

RESISTANCE CHANCE: (2% x CON or PRU) minus (10% x Spell's Intensity) plus (5% per EP spent)

Thus Hironde with CON 10 and PRU 11 was in a group affected by an Intensity 4 Illusion. Among the group members was someone with PRU 14, upon whom the group relies for 'true sight' against Illusions and Compulsions. That person's chance of Resistance is (28-40) — 16%. But when that person first feels the tingling aura of magic creeping over him, he expends 16 EP, raising his resistance by 80% to 64%, and successfully Resists.

18.5 Compulsion Resistance: Relative Intensity: (Option)

A person who fails to Resist a Compulsion at first may make a second attempt to do so the next round (six phases later) if the Compulsion has a lowered Relative Intensity.

Intensity	Percentage of Skill Affected	Duration of Emotion Affected
standard	75% or less	less than half a year
-1	76-125%	half a year to ten years
-2	126%+	over ten years

Thus a person of PRU 12 and CON 16 affected by a Compulsion of Intensity 1 would at first have only (32-10) 22% chance of Resisting a Compulsion to Stop Sword Fighting. However, if his Sword Skill was 100%, the next round he would have a second chance of Resistance vs. the spell at Intensity 0 (32-0) at 32% chance of success. Similarly a person who has served under a leader for over six months is better able to fight off a Compulsion to Stop Loyalty than a new recruit.

18.6 Illusion Resistance: Relative Intensity: (Option)

A person who fails to Resist an Illusion at first may make a second attempt to do so the next round (six phases later) if the Illusion has a lowered Relative Intensity.

Intensity	Believability of Illusion
standard	Caster is as familiar as victim with what Illusion simulates.
-3	Victim is more familiar than caster (e.g. the illusion is of Victim's wife or horse or sword).
standard	Probable (e.g. a camel in the desert)
-2	Improbable (e.g. a camel in a swamp)
-5	Virtually impossible (e.g. a camel sitting on a cloud)

18.7 Counterspells Vs. Illusions And Compulsions

A Counterspell takes 1 round (six phases) to cast. It must be cast by someone unaffected by the Illusion or Compulsion being countered.

SPECIFIC COUNTERSPELL: affects one person at touch range — cast at 1 EP loss. If successful, that person is no longer affected by the Illusion/Compulsion.

GENERAL COUNTERSPELL: affects all victims of spell within countered spell's range — cast at 1 EP per PL of countered spell loss. If successful, none of the victims are affected any longer by the Illusion/Compulsion.

COUNTERSPELL CHANCE: Half Magic Category Rating.

18.9 Atmospheric Effects During Spell Casting: (Option)

Roll D20 once per round of spellcasting evocation. Effects will surround the caster, possibly startling both his friends and foes. The GM may wish to use effects only if there is a good chance of Backlash.

- 1 glowing area
- 2 shadowed area
- 3 thunder
- 4 sound of wind
- 5 dead silence
- 6 cold
- 7 heat
- 8 heavy perfume
- 9 howling
- 10 sobbing
- 11 laughter
- 12 shrieks of terror
- 13 hoofbeats
- 14 wood feels slimy
- 15 sound of beating of wings
- 16 disagreeable smell (e.g. sulphur)
- 17 anything said echoes
- 18 metal feels strangely warm
- 19 metal feels strangely cold
- 20 light changes color balance (e.g. bluish, reddish)

18.8 Combination Spells: Relative Intensity: (Option)

A Combination Spell containing one or more Illusions and/or Compulsions has its Relative Intensity lowered by all applicable factors. Thus, the use of Illusory Vision (a vampire seen approaching the party at noon) and Behavior Obsession (Run Away) would on the next round have a Relative Intensity of -2 (affecting Run, probably at 126%+; see 9.2) and -5 (the virtually impossible Vampire) for a total Relative Intensity of -7.

19.0 SUPERIOR SPIRITS: DAEMONS, DEITIES AND DEMONS

A Spirit is a non-material sentient entity. Among the various NPCs roleplayed by the GM are Superior Spirits (Daemons, Deities and Demons). Like all other PCs and NPCs, Spirits are of course fictional.

DAEMONS are Nature Spirits, linked to a natural phenomenon or location. Typical Daemons are the Winds, River Spirits, Tree Nymphs, Frost and Snow Sprites, the Dawn, the Rainbow, etc. A Daemon cannot go out of range of sight of its area of power. (Thus a River Spirit cannot go out of sight of its river; a Snow Sprite cannot go out of sight of a snowfall). Daemons typically are not noticed by and cannot affect anyone carrying iron or a technologically superior material (see 1.0).

DEITIES are Daemons who have somehow become identified with abstract principles and who are worshipped for their benevolence to their followers. Thus a Deity might be the Storm Lord, who is identified with Justice and Victory in Battle — or the Sea Goddess who is identified with Beauty and Love. A Deity has a home area, but may leave it for up to half a year without loss of power. (After half a year, his power fades to that of a Daemon, and it takes him one year in his home area to regain his normal power).

Each Deity has a limited number of Aspects (and Powers; see 19.2). To maintain its Powers, the Deity needs the worship of Holy Priests (Piety 10+); the typical Priest is only Piety 6. A Deity needs 100 Holy Priests per Aspect. A Deity whose worship declines will either lose its power and return to being a Daemon or lose its benevolence and become a Demon.

DEMONS are Deities who are no longer worshipped, usually due to the advent of new and more popular Deities (typically those worshipped by a conquering culture). Demons are enemies of the new, superseding Deities. They do not require priests; instead they allow mortals to make pacts with them, devouring life force in exchange for Diabolist abilities (see 22). They have no homes or areas of power; when their enemy Deities are no longer worshipped, they disappear altogether.

The GM should establish the number and powers of Superior Spirits found in the campaign. A culture will typically have 1-6 Major Deities and any number of Minor Deities and Daemons, and 1-3 Demons.

19.1 Aspects Of Deities

A culture's Major Deities each usually have several Aspects. A Major Deity may have a spouse (usually a former Major Deity of a previous culture) and children (usually with Aspects somehow related to the Major Deity's Aspects). The number of possible Aspects is infinite, and what may be a Major Deity's Aspect in one culture will only be a Minor Deity's Aspect in another. The following is presented as a sample list of Aspects.

Artisanry/Smithing	Fire	Marriage	Thieving
Childbirth	Healing	The Moon/Night	Victory
Crops/Harvest	The Hunt	Poetry/Eloquence	War/Combat
Death	Justice	The Sea	Wealth
Domestic Animals	Love/Beauty	Storms/Weather	Wine/Beer/Drunkenness
Dreams	Magic	The Sun/Daylight	Wisdom/Lore

19.2 Powers Of Superhuman Spirits

The GM should choose a set of Powers for each Daemon, Deity and Demon, which seems appropriate to its nature (and Aspects, if any). The players (and PCs) will not necessarily know ALL a Spirit's Aspects and Powers.

Daemon:	no Aspects — one Lesser Power
Minor Deity:	one Aspect — one Full Power
Major Deity:	2-3 Aspects — each carrying one Full Power and one Lesser Power
Demon:	no Aspects — same areas of Power as when a Deity

An area of Power is a Miracle Subtype (see 20.6 - 20.9).

A Superhuman Spirit's CHA = 10 + (3 per Lesser Power) + (7 per Full Power).

19.3 Naming A Deity

The GM may wish to use traditional Deities (Thor, Baldur, Odin; Zeus, Hades, Poseidon; Persephone, Kore, Demeter; etc) or to create unique Deities with unique names. Those who need inspiration in concocting strange names for Deities (or other beings), may wish to try the following table.

Number of Syllables	Type of Syllable
1 One	1 Vowel
2-3 Two	2-3 Vowel and Final Consonant
4-5 Three	4-6 Simple Initial Consonant and Vowel
6 Four	7 Simple Initial Consonant, Vowel and Final Consonant
	8-9 Complex Initial Consonant and Vowel
	10 Complex Initial Consonant, Vowel and Final Consonant

D20 Roll	INITIAL Simple	CONSONANT Complex	FINAL CONSONANT	VOWEL
1	S	BL	B	A' (as in ash)
2	N	BR	D	A' (as in ash)
3	B	DR	G	AH (as in fall)
4	D	FL	K	AY (as in bay)
5	F	FR	L	AY (as in bay)
6	G	GL	M	E' (as in let)
7	H	GR	N	E' (as in let)
8	J	KL	R	EE (as in see)
9	K	KR	S	EE (as in see)
10	L	PL	T	I' (as in hit)
11	M	PR	B	IE (as in die)
12	N	SH	D	IE (as in die)
13	P	SK	G	O' (as in ox)
14	R	SL	K	OH (as in no)
15	S	SM	L	OH (as in no)
16	T	SN	M	OI (as in oil)
17	V	SP	N	OO (as in moon)
18	W	SW	R	OO (as in moon)
19	Y	TH	S	OW (as in now)
20	Z	TR	T	U (as in hut)

Thus a sample name would be: 3 Syllables (rolls 3, 4, 5)

No. 1 (Vowel & Final Consonant: 17, 8) OOR

No. 2 (Simple Consonant & Vowel: 11, 6) ME'

No. 3 (Simple Consonant & Vowel: 6, 19) GOW

Name: OORME'GOW

20.0 MIRACLES

Miracles are wondrous acts performed by a Deity. For a Miracle to occur, a Priest must first get the Deity's attention (by Invocation). The result may be Silence (Invocation Failure) or Inspiration or a Miracle. There are four types of Miracles:

Gifts:	A supernatural ability or disability.
Natural Forces:	Changing the natural environment.
Spirits:	Power over one Spirit.
Transformations:	Changing the body of a Sentient to another form.



20.1 Modes Of Invocation

A Priest's Invocation success chance depends on his Invocation Skill (see 8.1) plus the elaborateness of the ceremony he performs.

Mode	Time Needed	EP Cost	Credits Cost	Success Chance
Ritual	2D6 hours	0	10 x Aspects of Deity	Invocation Skill
Chant	2D6 rounds	D3	1 x Aspects of Deity	Half Invocation Skill
Thought	D3 rounds	D10	none	10% of Invocation Skill

Thus someone with Invocation 120% attempting to Invoke a Major Deity (two Aspects) by Ritual would take an average of seven hours, lose 0 EP, spend 20 credits — and have 95% success chance (remember 96-00 always fails); 12% Maximum Success chance. If he used Chant instead, he would take an average of seven rounds, lose an average of 2 EP, spend 2 credits — and have 60% success chance, 6% Maximum Success chance. If he used Thought instead, he would take an average of two rounds, lose an average of 5 EP, spend no credits — and have 12% success chance, 1% Maximum Success chance.

It is recommended that even for PC Priests the GM roll for Invocation success. At his option he may alter the success chance according to the Deity's Mood (role-played or see 28.1). Thus a GM who prefers a campaign in which Miracles rarely if ever occur may alter standard Invocation success chance accordingly, so that, for instance, Invocation only evokes Inspiration or Silence except in a truly dire emergency.

20.2 Enhancing Invocation Skill: (Option)

(See also 20.10, Holy Altars).

GROUP PRAYERS: a Priest leading a group of people in a Ritual or Chant has Invocation Skill raised by (1% x total Group Piety) — to a maximum of double normal Skill. Thus a Priest with Invocation 70% leading 30 people of average Piety 2 would have Invocation 130%.

COSTLY RITUALS: +1% to Invocation Skill per 10 credits additional spent.

SACRIFICES: if all available Blasphemers or worshippers of Enemy Deities are sacrificed during the course of a Ritual or Chant, Invocation Skill is +100%.

20.3 Prayer

After successful Invocation, the Priest will state the nature of the problem and Pray for aid. (The chance the Deity will respond depends partly on how specific his Prayer is; see 20.4). A Prayer takes one round

(six phases). The GM may, if he wishes, restrict players to stating the problem within 12 seconds.

A Deity may respond to Prayer by an Inspiration or by a Miracle. If a Response occurs, it will dispose of the Priest's problem, but not necessarily in the way the Priest may expect or desire. Thus take the case of a party lost in the desert whose Priest prays for help. The Deity has an infinite number of possible Responses, including all the following:

INSPIRATION: The Priest has a hunch he should lead the party on a course two miles north to an oasis (local geography: a Knowledge Skill).

GIFT: Endurance: the party is given the Gift of Going without Water.

GIFT: Observation: the party's mule is given the Gift of Smelling Water.

NATURE: Weather: a rainstorm occurs

NATURE: Water: a fountain wells up at the group's feet

TRANSFORMATION: the group is transformed into a herd of camels.

A Deity will act in character but usually choose the simplest Response. Unless the Priest specifies otherwise, the GM should use the following list as a guide.

- | | |
|-------------|--|
| 1st Choice: | Inspiration |
| 2nd Choice: | An area of Full Power |
| 3rd Choice: | An area of Lesser Power |
| 4th Choice: | An area of Power for an allied but subordinate Deity |

If the Priest specifies a Miracle Type or Subtype which is not within the Areas of Power of the Deity being prayed to or any of its subordinate Deities, the Response will be the Inspiration of the correct Deity to pray to.

20.4 Chance Of Response To Prayer

Specificity of Prayer	Chance of Response	Type of Response
Divine Help	Invocation Skill	Inspiration or Miracle
A Miracle	20% Invocation Skill	Miracle
A Certain Type of Miracle	10% Invocation Skill	That Type of Miracle
A Certain Subtype of Miracle	5% Invocation Skill	That Subtype of Miracle

Area of Full Power Specified: Response Chance +5%

FRIVOLOUS PRAYERS: A Prayer for a frivolous Miracle (e.g. 'Heal this Mule I just whipped for the fun of it') will never be granted — and the Priest will lose 1 Piety Point.

PRAYERS AFFECTING THE BLASPHEMOUS (those with Piety below 0)

Beneficial Prayers: Response Chance is —5% per point Piety is below 0.

Malefic Prayers: Response Chance is +5% per point Piety is below 0.

Thus a Priest with Invocation Skill 120% who is wounded may successfully Invoke his Deity and then pray. If he asks for Divine Help, he has 95% chance of some Response. If he asks for a Miracle, he has 24% chance of a Response. If he asks for a Miraculous Gift, he has 12% chance. If for a Miracle of Healing, he has 6% chance. (And if he asks that his burned face not only be cured but be made incredibly handsome, he will have 0% chance — and be —1 Piety Point).

20.5 Inspiration

Duration: One Round per Deity's areas of Power.

Information: The results of one Skill of Knowledge or Observation per round.

20.6 Gifts

This Miracle Type includes both super-natural abilities (at 100%) and inexplicable disabilities (Skill falls to 0%). Gifts' Skill percentages are not modifiable through training or experience — nor do they affect Category Ratings.

DURATION (except Healing):	Lesser Power:	1 day
	Full Power:	permanent unless reversed
	Healing:	permanent and unreversible
RANGE:	5ft. from Priest	



SUBTYPE	ABILITIES	DISABILITIES
Attack	One MOV-Attack, MEL or MIS Skill	Lose one such Skill
Communication	One COM Skill Telepathy (hear/project thought)	Lose one such Skill
Endurance	Go without sleep Go without water Go without food Run without tiring Breathe water	Tire Easily (lose 3x normal EP) Unquenchable thirst Insatiable hunger
Healing*	Heal Wounded/Maimed Bodies Heal Withered Plants Immunity to disease Invulnerable to one Weapon Family	Plague Infertility Critically wounded by mere touch of (something)
Information	One KNW or OBS Skill Understand Animals' Speech Night Sight as if by Sunlight Smell Water Sense Blasphemer/Holy Person	Lose one such Skill
Manipulation	One non-Stealth MAN Skill	Lose one such Skill
Movement	One MOV-Other Skill Fly (at 5 x Sprint speed)	Lose one such Skill
Persuasion	One PER Skill	Lose one such Skill
Resistance	Resist Compulsions of Behavior Resist Compulsions of Emotion Resist Illusions	Be affected by one such Spell Be affected by one such Spell Be affected by one such Spell
Stealth	One MOV-Stealth or MAN-Stealth Skill	Lose one such Skill

* Healing: Healing only affects wounds already suffered, not those that occur after the Miracle has occurred.

Lesser Power: BP and LP are restored to normal
Full Power: EP, BP, and LP are restored to normal. Any broken/severed body parts are restored to normal. Any disease or poison is nullified and its effects are reversed.

20.7 Natural Forces

This Miracle Type affects Nature only — not natural materials that have been worked by people. (So an Earthquake may open a tunnel into a mountain but not shake down a house; a Fire may burn people's flesh but not their clothes). This Miracle Type can only damage Blasphemers. Thus a Fire will only burn people of Piety —1 or lower, leaving any others unaffected (e.g. burn a Blasphemer but not his horse).

Duration:	Lesser Power: 5 minutes (30 rounds) Full Power: 1 hour
Range:	within Priest's line of sight, over entire area Priest can see.
Damage:	Lesser Power: Chance of Death is 5% x Negative Piety. Full Power: Chance of Death is 10% x Negative Piety If Death does not result, victim loses half Basic BP, half LP.
Subtype	Possible Effects
Animals	Summon/Banish animals within range Command Animals as if trained — if of trainable species Age animals up to half lifespan (e.g. make a dog a maximum of 5 years old)
Plants	Send plants to any point of the yearly cycle: flowering, fruiting, shedding leaves, etc. Turn juice to wine. Age plants up to half lifespan (maximum of 100 years) with consequent growth.
Water	Send rivers to any point of the yearly cycle: spring floods to fall trickles to winter freezing. Send tidal areas to any point of the yearly cycle from spring high to low tide. (If tidal waves are likely in the course of a year, a tidal wave can also be summoned). Cause well to fill or dry up. (For Maximum Success, cause artesian spring to break forth or dry up).
Ground	Earthquake with Fissures (only swallowing up the Blasphemous).
Fire	Kindle, quench, and control wildfire. (A controlled wildfire will only harm the Blasphemous).
Weather	Evoke any of a region's natural yearly climate conditions — rain, snow, fog, hail, heat, cold, wind, lightning, etc.
Light	Evoke any of an area's natural yearly light conditions — darkness, moonshine, sunshine, etc.

20.8 Spirits

This Miracle Type affects all Spirits but Deities. It affects Daemons and Demons (see 19.0); Ghosts of the dead and the Souls of the living (see 26).

Duration:	Lesser Power: one hour Full Power: permanent unless reversed
Range:	1ft. x OBS Rating
Effects:	Binding: binding a Spirit to a physical object Unbinding: reversing the effects of a Binding (including the natural Binding that Binds the Souls of the living to their bodies) Conjuring: evoking the presence of a Daemon, Demon, Ghost or Unbound Soul. Banishing: causing a Daemon, Demon, Ghost or Unbound Soul to leave the area. Commanding: commanding the services of a Spirit. Freeing: reversing the effects of a Commanding.
Resistance:	a Spirit may attempt to Resist each Miracle Effect sent upon it. Its chance of success is 5% x CHA.
Subtypes:	Daemons, Demons, Ghosts and Souls

A Spirit can only be bound to a living body or a corpse/skeleton. A Spirit bound to a living body that is not its own takes on the body's APP, AGY, STR, and CON, but otherwise has its own characteristics. A Spirit cannot be bound to a living body without the consent of any Soul/Spirit already bound there.

Unbinding a Soul leaves the body in a coma but does no damage. Binding a Spirit to a dead body produces a Skeleton or Zombie (see 26.1). Binding a Spirit to a living body produces a Possessed person. Conjuring a Ghost and Binding it to its former body now Fully Healed produces a living person . . . for the duration of the Miracle.

20.9 Transformations

This Miracle Type affects all sentient persons, but not animals, plants, dead matter or pure Spirits. (Thus if a person is transformed into a stag, its Soul remains that of a person and is not reduced to the soul of a stag).

Duration: Lesser Power: one hour
 Full Power: permanent unless reversed
 Range: line of sight:

Subtype	Resistance Chance
To Domestic Animal	
similar size (within 20% of original weight)	3% x CON
small (10-80% of original weight)	5% x CON
large (up to ten times original weight)	5% x CON
To Wild Animal	as above by size
To Tree (from half to twice original height)	5% x CON
To Stone (Petrify)	5% x CON
To Different Age (young adult, mature adult, elder)	1% x CON

20.10 Consecrating Holy Items

There are three general categories of Holy Items: Charms, Emblems and Altars.

Holy Charms may be consecrated at major or minor Festivals by any Priest. Their efficacy lasts one year, when they must be reconsecrated. (A typical fee for consecration is the same as that for Invoking a Deity by Ritual; reconsecration costs half as much). A Charm will defend a Pious wearer (Piety 1+) against some of the powers of stranger or enemy Deities.

Chance of Resisting a Miracle: $10\% + (5\% \times \text{Piety})$.

Add to standard chance of Resisting Spirits or Transformation Miracles.

Holy Emblems may be consecrated at major festivals by Pious Priests (Piety 10+). Their efficacy lasts for one year, at which point they must be reconsecrated. (A typical fee for consecration or reconsecration is three times that of Invoking a Deity by Ritual). Their effect is to defend a Pious wearer against the powers of Daemons, Demons, Ghosts, and Vampires.

Chance of Resisting: $10\% + (5\% \times \text{Piety})$.

Holy Altars are consecrated at the cost of 100 total (EP, BP and/or LP) by the Priest and the Sacrifice(s). (Sacrifices may be animals or sentients). To consecrate an Altar requires an Invocation Skill of 150%+; may be done by Group Players (see 20.2). The area within 10ft. of an Altar is a Holy Place — and all Invocations done within it are affected by the presence of the Altar.

Deity Invoked	Invocation Skill Modification
Deity Altar is dedicated to	+50%
Allied Deity	+10%
Stranger Deity	-10%
Enemy Deity	-50%

21.0 THAUMATURGISTS: MAGES WITH QUASI-PRIESTLY ABILITIES

Thaumaturgists are Mages who have become initiated into the rites of a Deity. They have weaker spellcasting abilities than true Mages and weaker Invocation ability than true Priests. A Thaumaturgist may be initiated into any number of Deity rites — but if MAG Rating is below 1% he cannot use any Thaumaturgic Invocations or other Spell Skills.

Each Thaumaturgist initiation has the following effects:

1. -10% of property per Aspect of Deity as a one-time donation.
2. -20% to MAG Rating (dropping all Spell Skills accordingly).
3. Acquiring a new Spell Skill: Thaumaturgic Invoke (Deity), which allows the Thaumaturgic Invocation PL = (Deity's CHA/2) (see 19.2).

Invoke Minor Deity (1 Aspect; CHA 17):	PL 9
Invoke Major Deity (2 Aspects; CHA 20):	PL 10
Invoke Major Deity (3 Aspects; CHA 30):	PL 15

3. Invocation Skill percentage = $\text{MAG Rating} + (5\% \times \text{Piety}) - (5\% \times \text{PL})$. Raisable only through increasing Piety or through experience.

Spellcasting Thaumaturgic Invocation is like casting any other spell of that PL. If the spell succeeds, the Thaumaturgist's Prayer (and Deity's Response) is the same as for a Priest (see 20.3 - 20.4). Thaumaturgic Invocation is not modified by Group Prayers, costly rituals or sacrifices — but is modified by the presence of an altar (see 20.10).

Thus there may be a different type of Thaumaturgist for each Deity in the campaign, each with his or her own specialized powers. There may be Thaumaturgists of Healing, of Fire, of Necromancy (initiates into the rites of a Deity with Spirits — Ghosts and Souls as an area of Power), etc.

Hirondel decides to become initiated into the rites of the Moon Lady. His MAG Rating falls from 112% to 92%, dropping each of his Spell Skills by 20% also. The Moon Lady is a Major Deity (CHA 20) with Moon and Healing as Aspects. Hirondel must donate 20% of his wealth (which incidentally raises his Piety from 2 to 4). Hirondel's new Spell Skill of Thaumaturgic Invoke Moon Lady is PL 10 and begins at (92+20-50) 62%.

22.0 DIABOLISTS

Diabolists are characters (typically low PRU) who have made pacts with Demons, giving up life force, piety and magic skill in exchange for quasi-priestly abilities.

Initially Invoking a Demon to Sign a Pact takes 2D6 rounds, costs 1 credit per Power of Demon, with an EP loss of 2D6.

Signing a Pact lowers the Diabolist's Piety to -3 (for the Deities to whom the Demon is an enemy); lowers the Diabolist's MAG Rating by 20%; and lowers the Diabolist's LP by at least 1 LP permanently and voluntarily lost.

Invoking a Pacted Demon:	takes 1 round (six phases)
Success Chance:	$1\% \times \text{CHA} \times \text{LP}$ permanently given up to Demon (If roll is a Fumble, the Diabolist loses an additional LP permanently to the Demon. If roll is a Maximum Success, the Demon stays twice the normal amount of time.)

COMMANDING A PACTED DEMON

The Demon will stay at the Diabolist's Commands for one round per Area of Power — and then vanish. It will use its Powers at the Diabolist's command at one 'Miracle' per round (six phases). (A Demon has the same areas of Power it did in the days it was a Deity. Each Miracle Subtype (see 20.6 - 20.9) is an area of Power).

Thus a character with 9 LP and CHA 11 might begin by giving up 3 LP to a Demon — and having (3x11) 33% chance of Invocation. As time wore on, he would eventually Fumble and give up another LP — and find his chance of Invocation raised to 44%. Eventually, of course, the Demon would take his last LP — and he would die.

23.0 BASIC ANIMALS

The GM may find more animals in a Culture Pack — or introduce animals himself based on a description in an encyclopedia or work of fiction.



23.1 Land Animals: Characteristics

If the source doesn't indicate speed or shoulder height, assume that shoulder height is roughly half a quadruped's length from nose to rump. (See 9.1 for Animal Standard Movement Speeds).

Animal	EP	Armor		CON	PRU	MOV	OBS	MAN	SPEED PER PHASE		
		x BP							Walk 'in feet'	Run 'in feet'	Sprint 'in feet'
Bear	33	1½ x 80	10	10	21%	12%	—	7	28	84	
Boar	31	40	15	6	21%	0%	—	5	20	60	
Bull	26	200	12	6	11%	0%	—	8	32	96	
Camel	27	1½ x 130	15	12	12%	14%	—	11	44	132	
Elephant	41	1000	15	18	29%	36%	20%	20	80	240	
Hound	42	1½ x 6	10	15	37%	22%	—	4	16	80	
Leopard	41	1½ x 15	10	10	39%	12%	—	4	16	80	
Lion	37	1½ x 50	10	8	27%	8%	—	6	24	120	
Mule	43	80	18	15	33%	22%	—	8	32	96	
Ram	26	2 x 25	10	6	14%	0%	—	5	20	60	
Riding Horse	28	100	10	6	20%	0%	—	8	32	96	
Stag	34	75	10	12	26%	16%	—	7	28	84	
Tiger	38	1½ x 42	10	8	33%	4%	—	5	20	100	
Viper	23	.5	10	3	18%	0%	—	3	6	12	
Warhorse	34	200	15	10	26%	10%	—	10	40	120	
Wolf	40	1½ x 10	12	10	35%	10%	—	4	16	80	

23.2 Land Animals: Attacks

For animals' attacks in general, see Skills of Movement (9.3, 9.4). For the GM's convenience, animals may be divided into Typical and Superior specimens, for determining number of Prior Experience Points for Attacks.

	Typical	Superior
Young Adult	30 x PRU PEP	60 x PRU PEP
Mature Adult	60 x PRU PEP	100 x PRU PEP

Average Attack Damage and Skill for Typical animals are shown below.

Animal	Attacks (Damage)	Young	Mature
Bear	Bite (27), Claw (8), Grapple	48%	59%
Boar	Bite (13), Tusk (4)	45%	57%
Bull	Horn (20), Kick (25), Trample (40)	33%	48%
Camel	Kick (16), Trample (26)	55%	73%
Elephant	Grapple, Tusk (100), Trample (200)	60%	76%
Hound	Bite (2)	82%	103%
Leopard	Bite (5), Claw (2), Grapple	56%	66%
Lion	Bite (17), Claw (5), Grapple	47%	57%
Mule	Kick (10), Trample (16)	66%	82%
Ram	Horn (3), Kick (3)	42%	56%
Riding Horse	Kick (13), Trample (20)	45%	57%
Stag	Horn (8), Kick (9)	55%	70%
Tiger	Bite (14), Claw (4)	55%	67%
Viper	Sting: Medium Poison (see 16.10)	44%	57%
Warhorse	Kick (25), Trample (40)	55%	70%
Wolf	Bite (3)	74%	90%

23.3 Flying Animals: Flight Modes

Fliers fall into three groups:

Flappers (like hawks): can dive or soar rapidly; must flap to stay aloft.

Glider (like eagles): can dive rapidly but not soar. Usually glide on updrafts, but can fly rapidly for short distances by flapping.

Hoverers (like bats): can hover in one place and ascend/descend almost vertically, but cannot dive or soar rapidly.

Flight speed is chiefly determined by Flight Mode — and by how much EP the flier expends on short spurts of Rapid Flight (like Sprint for a land animal).

Mode	EP Needed to Take Flight	SPEED PER PHASE			
		Fly	Rapid Flight	Dive	Soar
Flapper	2 EP	100ft.	300ft.	50ft.	20ft.
Glider	5 EP	25ft.	250ft.	50ft.	5ft.
Hoverer	1 EP	40ft.	200ft.	10ft.	5ft.

Taking Flight/Landing/Nosediving: takes one phase.

Gliding Circle: a glider typically turns 10 degrees per phase, so it takes 36 phases (6 rounds) to complete its circle. At 25ft. per phase, the circle is 900ft. circumference, 287ft. diameter.

Rapid Flight: 1 EP per round (see 23.5).

Except in emergencies, fliers avoid Rapid Flight in an area/altitude cluttered by trees, buildings, fires, etc. These things are not only obstacles to the flight path, but may also create unpredictable updrafts and downdrafts.

23.4 Nosediving And Falling

Rapid Flight in a cluttered area OR any Critical Hit on the Shoulder or Wing while flying mean the flier must make a Fly Surely roll. Failure indicates the creature loses the same EP as for Taking Flight. Fumble indicates the creature is nosediving out of control.

Fly Surely: MOV Rating + 100% — (1% per 5ft. flown per phase)

Falling Damage Per Ten Feet Fallen (up to 50ft. maximum) By Surface Hit

	Rock/Dirt	Sand/Vegetation	Water
non-flier in metal armor	50% BP	40% BP	10% BP
non-flier in other garb	40% BP	30% BP	5% BP
flier	20% BP	10% BP	5% BP

23.5 Large Flying Animals: Characteristics

Animal	Mode	EP	BP	CON	PRU	MOV	OBS
Bat	Hoverer	21	.1	10	3	5%	0%
Eagle	Glider	43	1	12	10	38%	12%
Owl	Flapper	28	1	10	8	18%	8%
Vulture	Glider	18	2	15	5	6%	0%

23.6 Large Flying Animals: Attacks

A flying attack is typically made at the end of a dive, with damage depending on number of phases the dive has taken (as per Charge damage bonus). Charge to-hit penalty and Relative Size to-hit bonus roughly counterbalance one another, so both factors may be neglected.

Animal	DIVE DAMAGE					Claw Percentage	
	1 phase	2 phases	3 phases	4 phases	5+ phases	young	mature
Bat	1	2	3	3	3	35%	44%
Eagle	2	4	6	8	8	75%	90%
Owl	2	4	4	4	4	48%	72%
Vulture	2	4	6	8	10	6%	6%

Note: Vultures only attack motionless creatures (i.e. those dead, dying, stunned, or sleeping). If threatened, they will flee.

23.7 Legendary Animals

Legendary animals should be rare but rumored — either active and the object of fear in the local area — or dormant and remembered only by a few skeptical scholars and credulous peasants. In either case, such creatures are not the stuff for random encounters. Adventurers may hear of a dozen such fabulous creatures, for each one they encounter. Legendary animals typically den in the wilderness, perhaps coming to the outskirts of civilization once a year to startle an outlying village.

Many legendary animals are recombined normal animals like the manticore (a man-faced lion with a stinging serpent for a tail) or uni-

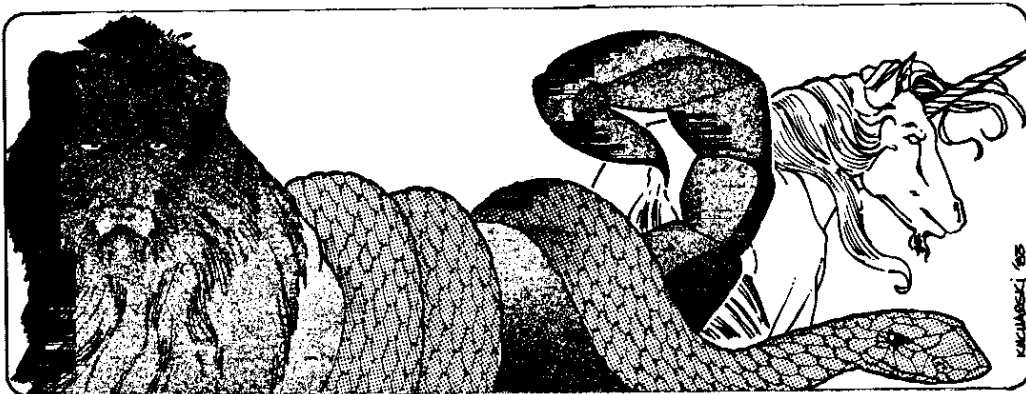
corn (a stag with a horn jutting out of its forehead). The imaginative GM should be able to create many such creatures.

Many other legendary animals are gigantic versions of normal animals, like the giant snake. Such creatures may be created by any GM with no interest in the dictates of the Square/Cube Law. They will typically run about 15 BP for Giant Insects and Birds (about the size of a human) and 100 BP for other Giant Animals (about the size of a horse). As a rule of thumb for weight, compute the animal's cubic feet (Height or Length times Radius Squared $\times 22/7$) at 55 lbs. per cubic foot. Giant Animals are $APP=D10$; $AGY=APP/2 + D6$; $STR=10+D10$.

Animal	Armor		CON	PRU	MOV	OBS	SPEED PER PHASE		
	EP	x BP					Walk	Run	Sprint
Giant Snake	25	2½ x 140	10	10	15%	10%	3ft.	6ft.	12ft.
Manticore	35	50	10	10	25%	20%	6ft.	24ft.	120ft.
Unicorn	50	75	10	20	50%	40%	7ft.	28ft.	84ft.

Animal	Attacks (Damage)	young	mature
Giant Snake	Bite-Grapple (47)	68%	87%
Manticore	Claw (5); Sting (Medium Poison)	60%	75%
Unicorn	Horn (8); Kick (9); Trample (15)	70%	83%

Note: The Giant Snake's Bite is treated as a Grapple-Hold (see 16.12), since the bitten prey is swallowed.



24.0 BASIC HUMANOIDS

The GM may introduce more humanoids himself, based on a description in a work of fiction — or on his own imagination.

DWARVES/GOBLINS: typically live in labyrinthine caves. Skilled at crafts. Short, bearded, obstinate. They use Chopping Weapons as Easy, not Normal.

ELVES: typically live in deep forests. Skilled in magic. Thin, graceful, elegant; sometimes haughty. They use Bows as Normal, not Hard.

GIANTS: typically live in unsettled mountains. Burly, clumsy; often with vulgar tastes in humor and other amusements.

HUMANS: typically live in farming or herding villages — or nearby cities. Typically more skilled at handicrafts than at magic.

OGRES/TROLLS: typically live on the perimeter of a wilderness, often preying upon solitary travellers. Burly, ungainly, sometimes sadistic.

Most humanoids typically have a deep-seated, xenophobic fear of other species, which may manifest itself in distrust, fear or hatred of such aliens. This xenophobia may also be directed at any member of their own species who is willing to associate with alien species.

24.1 Humanoids: Prior Experience

The most realistic (and most time-consuming) method of determining a person's Skills and Ratings is use of the Prior Experience System

(see 3.8). Treat a young adult as having 900 PEP, a mature adult (about age 30) as having 3500 PEP, and an elder (about age 50) as having 10,000 PEP.

The GM in a hurry may wish to use the following system instead as a rough approximation.

1. Specialized Skills of COM, KNW, MAN, MOV, OBS, PER, MEL and MIS

Young Adult:	2 x Initial Rating
Mature Adult:	4 x Initial Rating
Elder:	5 x Initial Rating
Random:	(2D6/2) x Initial Rating

2. Specialized Magic Spells

Young Adult:	D3 spells (up to PL D6) at Rating Percentage
Mature Adult:	3+D3 spells (up to PL 2D6) at Rating Percentage
Elder:	4+D6 spells (up to PL 3D6) at Rating +2D10%
Random:	D10 spells (up to PL D20) at Rating +D20%

3. Invocation Skill

Young Adult:	Rating + (10% x Piety)
Mature Adult:	Rating + (20% x Piety)
Elder:	Rating + (30% x Piety)
Random:	Rating + (D6 x 5% x Piety)

24.2 Typical Humanoid Characteristics And Initial Ratings

Humanoid	EP	BP	CON	PRU	CHA	COM	KNW	MAG	MAN	MIR	MOV	OBS	PER	MEL	MIS
DWARF/GOBLIN															
Average	41	9	13	12	11	20%	21%	27%	36%	43%	34%	31%	18%	41%	41%
Superior	49	10	16	14	13	29%	27%	37%	44%	58%	46%	38%	27%	50%	50%
ELF															
Average	35	14	10	12	12	29%	30%	75%	17%	40%	28%	22%	32%	20%	16%
Superior	42	15	13	13	16	40%	94%	95%	26%	79%	36%	29%	42%	33%	27%
GIANT															
Intellectual															
Average	36	36	14	11	12	28%	29%	61%	25%	50%	25%	25%	23%	32%	29%
Superior	42	38	15	14	14	37%	35%	77%	31%	64%	32%	34%	32%	39%	36%
Muscular															
Average	35	36	14	10	10	17%	15%	25%	22%	22%	24%	16%	16%	32%	29%
Superior	39	38	15	11	12	23%	22%	36%	29%	35%	29%	26%	23%	39%	36%
HUMAN															
Dexterous															
Average	36	15	10	11	11	23%	25%	37%	28%	48%	31%	25%	26%	26%	26%
Superior	40	17	11	12	13	28%	29%	49%	39%	62%	39%	32%	32%	41%	41%
Intellectual															
Average	30	15	9	10	11	32%	38%	77%	33%	41%	19%	34%	23%	18%	26%
Superior	42	16	15	14	13	38%	46%	95%	40%	67%	24%	40%	30%	25%	33%
Muscular															
Average	37	15	15	10	12	22%	20%	35%	21%	46%	29%	20%	27%	32%	26%
Superior	44	17	16	12	14	28%	27%	48%	31%	60%	38%	29%	33%	43%	37%
OGRE/TROLL															
Intellectual															
Average	33	26	12	11	10	24%	25%	61%	16%	39%	22%	19%	19%	22%	19%
Superior	37	28	13	12	13	32%	33%	77%	25%	64%	27%	26%	28%	29%	27%
Muscular															
Average	34	26	13	10	10	17%	15%	25%	17%	32%	23%	18%	16%	28%	23%
Superior	39	28	15	11	13	24%	22%	35%	22%	58%	29%	23%	25%	36%	29%

24.3 Typical Humanoid Attacks And Speed Per Phase

Species	Attacks (Damage) & Missile Range	Walk	Run	Sprint
Dwarf/Goblin	2-H Mod Axe (8); Inf Xbow (6) at 605 ft.	7ft.	13ft.	33ft.
Elf	2-H Mod Sword (8); Longbow (5) at 469 ft.	10ft	20ft.	49ft.
Giant	Punch (3), Hvy Club (50), Throw Med Rock (20) at 70 ft.			
Human		15ft.	29ft.	73ft.
Dexterous	Punch (2)/Kick (2); Dagger (3); Sling (5) at 120ft.	10ft.	20ft.	49ft.
Intellectual	Dagger (3), Flung Substance (0) at 8ft.			
Muscular	Med Sword (6), Javelin (10) at 80ft.			
Ogre/Troll	Punch (2), Hvy Club (36), Throw Med Rock (14) at 50 ft.	12ft.	23ft.	59ft.

24.4 Skin Shifters/Weres

Many cultures have legends of strange humans, dwelling on the outskirts of civilization, who can change into the forms of such animals as bears, tigers, wolves and eagles. The were-animal resembles a normal animal in weight, attacks, etc.

Often Skin Shifters may only appear in animal form by moonlight — or by the light of the full moon. In some cultures the animal form is vulnerable only to the moon's metal (silver). In other cultures, it is the moon's enemy, the sun, whose metal (gold) can wound them and they may also be injured by fire, another symbol of the sun. In yet other cultures, such creatures are only woundable by iron or steel, symbols of human civilization.

The player of a Skin Shifter should keep two character sheets, one for the human form with its characteristics, Ratings and Skills — and one for the animal form, with its characteristics (see below), Ratings — and half the usual number of Specialized Skills (and half the usual number of Prior Experience Points). (CTA = Characteristic Typical of Animal; choose the higher of the two choices).

CRF: Half Human Form or CTA DEX: CTA
TAL: 0 VCE: CTA
INT: Half Human Form or CTA PRU: Half Human Form or CTA
APP: Human Form or CTA AGY: Human Form or (10+D10)
STR: Human Form or (10+D10) CON: Human Form

A Skin Shifter cannot use human specialized skills in animal form or vice versa. Experience or Training in human form cannot affect animal skills or vice versa.

24.5 Ghouls

Human-like creatures who eat little if anything by day, and at night change form to develop formidable claws and teeth, with which they scratch open graves and eat the bodies within. They are intelligent and malignant and capable of great subtleties of deceit. Their characteristics are like humans.

ATTACKS: Bite and Claw, with wounds often infected by Mild Poison (90% if left uncleaned; 10% if cleaned).

25.0 DRAGONS

A Dragon is a sentient creature with the body of a giant snake, the head of a lion, and the clawed legs and wings of an eagle. In many cultures, dragons are greedy for wealth, particularly gold and gems and magic artifacts, which they spend most of their time guarding. In other cultures, dragons are fond of the taste of human flesh, particularly that of maidens, and may attack villages or cities unless given a yearly sacrifice. Sometimes dragons can speak the language of the countryside or an older language of a forgotten civilization, known only to scholars. They often breathe fire (10% x TAL chance of this ability). They are typically neither mages nor priests, though in some cultures they may have the powers of a Daemon.

CRF: D10	DEX: CRF/2 + D6
TAL: D10	VCE: 5% x TAL chance that VCE is 2D10; otherwise 0
INT: (CRF+TAL+D20)/3	PRU: INT/2 + D10
APP: 10+D10	AGY: APP/2 + D10
STR: 10+D10	CON: STR/2 + D10
	CHA: (D20+VCE+INT+APP+STR)/5 + 1

DRAGON	CRF	DEX	TAL	VCE	INT	PRU	APP	AGY	STR	CON	CHA	EP	MOV	OBS
Average	6	6	6	0	8	9	16	13	16	13	11	38	35%	12%
Superior	8	8	8	15	10	12	18	16	18	17	16	46	42%	22%

Age	LAND MOVEMENT PER PHASE			AIR MOVEMENT PER PHASE				EP Needed to	
	Walk	Run	Sprint	Fly	Rapid Flight	Dive	Soar	Take Flight	
Baby	3ft.	12ft.	60ft.	25ft.	250ft.	50ft.	5ft.	5 EP	
Adult	6ft.	24ft.	120ft.	25ft.	250ft.	50ft.	5ft.	5 EP	

Age	Armor x BP	Attack Damage	Attack Percentage
Baby	2½ x 100	Claw (10); Bite (33); Breath (1-10)	35%
young adult	2½ x 750	Claw (75); Bite (250); Breath (1-75)	53%
mature adult	2½ x 2500	Claw (250); Bite (833); Breath (1-250)	62%
elder	2½ x 3500	Claw (350); Bite (1167); Breath (1-350)	74%

Flying Attacks: The dragon is a glider and so does +2 damage on claw attacks per phase dived (up to 5 phases).

25.1 Breath Attacks AREA AND RANGE

1. Horizontal Breath Attack: 5ft. x CHA range jet of fire, doing full damage to target if successfully used. (Doing Critical Hit damage if Maximum Success). Any left over damage is done to the next creature in line of fire within range.

2. Vertical Breath Attack: done from a maximum of 5ft. x CHA in altitude, blankets a circle of (5ft. x CHA) diameter, doing 10% of full damage to everyone in the circle.

DAMAGE

1 BP per 10 BP remaining — unaffected by parrying or shielding or armor. Thus a young adult who is unwounded has a Breath of 75 BP. If he is down to a mere 50 BP, his Breath is merely 5 BP. (See 16.11 for effect on APP).

DURATION OF BREATH

1 phase per LP remaining.

26.0 SPIRITS OF SENTIENTS

GHOSTS

The souls of dead sentient. Once a body is destroyed or religiously buried, its Ghost will pass into the domain of the Afterlife, where it is accessible only with the permission of an appropriate Deity. Until then, it will remain within (10ft. x CHA) of the body. A Ghost has the characteristics and EP it had in life, but no BP or LP. Its 'body' is made not of flesh but of magical Energy and will inflict D6 EP damage upon touch (a MOV Skill: Light, 40%, not affected by shielding or parrying). A Ghost may only be 'killed' by destroying or religiously burying its body.



SOULS

The minds of living sentient. A Soul is strongly attached to its body; only a Priest, Thaumaturgist or Diabolist can break this binding by non-material means (see 20.8). An Unbound Soul behaves like a Ghost but can do no damage.

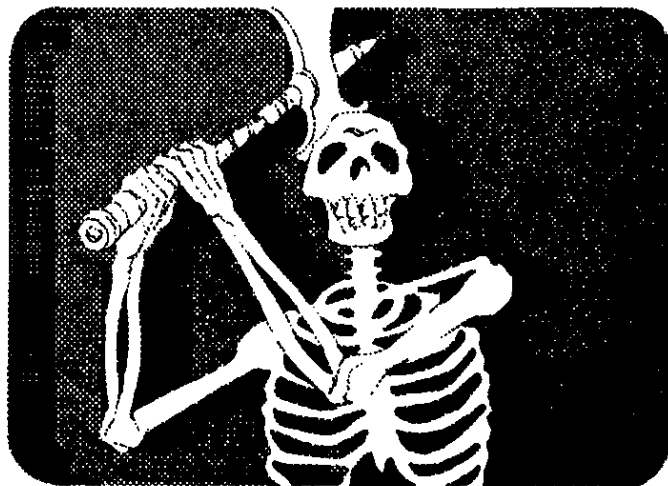
26.1 Bound Spirits

SKELETONS

The bodies of long dead people or creatures, which were not destroyed or religiously buried. They are animated by Spirits bound to them (see 20.8).

AGY and STR:	those of the former person or creature
APP and CON:	1

Other characteristics: those of the Spirit (including CHA) Skeleton's bones are held together by magical Energy, and they inflict D6 EP upon touch (a Light MOV Skill, not affected by shielding or parrying). Skeletons may also carry the same weight weapons and have the same MOV, MEL and MIS attack skills as when alive. They have normal EP; BP is 10% normal; no LP. A Skeleton may only be 'killed' by destroying the body (lowering BP to 0).



VAMPIRES

The hungry dead, whose bodies have not been destroyed or religiously buried, and whose (CONxCHA) = 200+, allowing the Ghost to cling to the body. A Vampire has EP and BP but not LP. It remains active by stealing the energy and life of others. Its Characteristics and Ratings are the same as in life. It attacks by Blood-sucking (a Light MOV-Attack) and Gaze, both at (MOV+50%).

Attack	Damage	Crit Hit Damage	EP Gained by Vampire
Blood-sucking	5 EP and 1 LP	stunned D6 hours	1 per LP drained
Gaze	1 EP per BP left	stunned D6 rounds	1 per 5 EP drained

LP drained are non-regenerable until the Vampire's is 'killed' by destroying its body (lowering BP to 0). A victim who has all LP drained will die — and unless its body is destroyed or given religious burial, it will arise in D6 nights as a Vampire. Vampires have standard BP; they regenerate EP and BP as normal. They begin with standard EP but with no maximum EP limit; treat an experienced Vampire as having D6 x (PRU+AGY+STR)/2 EP. Vampires operate at only 10% normal EP during the day.

ZOMBIES

Like Skeletons, but with body still intact. APP and CON are half normal. Touch does not damage. EP is half-normal; BP is normal; no LP. A Zombie may only be 'killed' by destroying the body (lowering BP to 0).

27.0 NPC POSSESSIONS

27.1 Character Difficulty

Character Difficulty is the chief factor in determining NPC possessions. Use the chart below to find out the total Difficulty of the character's five highest Specialized Skills that could be used to protect valuables (e.g. MOV, MEL or MIS Attack Skills; Magic Skills; MAN or MOV Stealth Skills).

Skill	Difficulty	Skill	Difficulty
25% or less	0	96-105%	6
26-50%	1	106-115%	7
51-65%	2	116-125%	8
66-75%	3	126-135%	9
76-85%	4	136%+	10
86-95%	5		

For a Treasure Hoard with multiple Guardians:

1. Determine the highest five Skills usable to protect valuables among all the Guardians. Determine the number of Guardians (ignoring those without at least one Skill at 51%+ that could be used to protect the Treasure).

1-3 Guardians: Standard Difficulty
+3 more: +10% to Standard Difficulty

2. Remember that the initial cost of magic defenses should not be greater than half the value of what is being defended. Remember that the yearly salary and general upkeep of Guardians should not be greater than 10% the value of what is being guarded.

27.2 Coins And Jewelry

COINS

Carried on person: (D20 x Difficulty) credits.

At home: (PRU x Difficulty) credits

JEWELRY

Wearing/owning Jewelry is heavily influenced by Social Position.

Social Position	Social Position	Social Position
Royal 20	Bandit 5	Dwarf 20
Noble 10	Vagrant 1	Elf 10
Wealthy 8	Tradesman .5	Giant 5
Courtesan 7	Servant .2	Goblin 4
Priest 6	Peasant .1	Ogre/Troll 3

Worn on person: Social Position x APP chance
Social Position x Difficulty x D10 value in credits
At home: Social Position x 10 chance
Social Position x Difficulty x 3D6 value in credits

27.3 Other Valuables

Chance on person: 1% x Difficulty

Chance at home: D6% x Difficulty (one valuable item per 100%; roll D100 if there is a fraction of 100%).

VALUE IN CREDITS (roll D20 and check vs. Difficulty)

Difficulty	TREASURE GRADE					
	A	B	C	D	E	F
01-10	1-14	15-20				
11-20	1-12	13-18	19-20			
21-30	1-10	11-15	16-20			
31-40	1-8	9-12	13-16	17-20		
41-50	1-6	7-10	11-14	15-18	19-20	
51-60	1-4	5-8	9-12	13-16	17-20	
61+	1-2	3-6	7-10	11-14	15-18	19-20

Treasure Grade Value

A	10-100 credits
B	101-500 credits
C	501-2000 credits
D	2001-5000 credits
E	5001-10,000 credits
F	10,001+ credits

27.4 Chance-Found Weapons

Melee Weapons: see 12.2 for Mode and Ease; see 12.6 for damage.

Missile Weapons: see 12.2 for Mode and Ease; see 12.7 for range; see 12.7 for damage.

Maker of Weapon (roll D20)	Magical Weapon	Consecrated Weapon
01-15 Human	5%	20%
16-18 Dwarf	1%	5%
19 Elf	50%	5%
20 Giant	0%	5%

Type of Weapon (roll D100)

01-05	Hand Axe
06-09	Light Club
10-11	Knife
12-16	Dagger
17-22	Mace
23-26	Throwing Axe
27-30	Throwing Dagger
31-34	Axe
35-37	Medium Club
38-41	Sword
42-46	Medium Mace
47-49	Quarterstaff
50-52	Javelin
53-55	Short Bow/Arrows
56-58	Sling/Stones
59-61	War Axe
62-64	Bastard Sword
65-68	Moderate Mace
69-70	Quarterstaff (Steel Shod)
71-73	Spear
74-75	Long Bow/Arrows
76-78	Cavalry Crossbow/Quarrels
79-80	Morningstar
81-82	Moderate Club
83-84	Battle Axe
85-86	Pole Axe
87	Heavy Club
88-89	Greatsword
90-92	Heavy Mace
93-95	Pole Hammer
96-97	Heavy Spear
98-99	Infantry Crossbow/Quarrels
00	Flail

Consecrated Weapon (roll D6): 1-5 Holy Charm; 6 Holy Emblem
Magical Weapon: see 27.5

27.5 Chance-Found Magic Item

Type of Item (roll D100)

01-70	Powder (or ointment/potion)
71-80	Scroll
81-00	Artifact (roll D10)
1	staff
2	weapon
3	shield/armor
4	artisan's tool
5	footwear
6	cloak
7	belt/sash/scarf
8	jewelry
9	headgear
0	other

Type of Spell (roll D20)

01-04	Magic Compulsion (PL 3D6+2 or less)
05-08	Magic Energy (PL 3D6+2 or less)
09-12	Magic Enhancement (D6 Units)
13-16	Magic Illusion (PL 3D6+2 or less)
17	Thaumaturgic Magic Spell (roll D6)
1-2	Gift
3-4	Natural Force
5	Spirits
6	Transformation
18-20	Counterspell vs. specific Illusion or Compulsion (Amulet)

Area	Roll	Range	Average
Ruin	D20	1-20	10.5
Wilderness	3D6+2	5-20	13.5
Village	10+3D6	13-28	20.5
Town	25+D10	26-35	30.5
Road	5+3D10	6-35	20.5
Footpath	2D20-1	1-39	19.7
1	Vampire	19	Stag/Mule/Horse
2	Skeleton	20	Hound/Wolf
3	Zombie	21-25	Peasant
4	Ghoul	26	Artisan/Peddler/Merchant
5	Ghost	27	Priest/Mage/Thaumaturgist
6	Skin Shifter	28	Thief/Gambler
7	Giant	29	Pilgrim
8	Ogre/Troll	30	Entertainer/Artist
9	Goblin/Dwarf	31	Courtesan
10	Elf/Human	32	Official/Noble
11	Bat/Owl	33	Servant
12	Viper	34	Guard/Soldier
13	Bear	35	Messenger
14	Songbird	36	Roll D20
15	Eagle/Vulture	37	Roll 2D6
16	Boar	38	Roll D10
17	Bandit/Hunter	39	Roll D6
18	Bull/Ram/Other Domesticated Animal		

28.0 CHANCE—MET BEINGS: ENCOUNTER TABLE

An encounter table is useful for atmospheric detail irrelevant to the main storyline; it may also serve to jog the GM's imagination. For example, a party trooping off to rescue a kidnaped princess will find its journey enlivened by occasional description of other travelers or even by occasional minor menaces. Then again the GM may have decided that the princess's wicked stepmother (who arranged the kidnaping, of course) has sent an assassin after the party — but not in what guise the assassin will appear. In both cases, an encounter table is useful.

What follows is a very elementary encounter table, for a medieval-style culture, set in a land similar to Western Europe after the fall of the Roman Empire, with a few large cities and even more ruins. A table will appear in each Culture Pack, keyed to that particular culture. In any case, the GM should feel free to modify any encounter table for his own campaign — or make up his own.

Difficulty of creatures encountered should be roughly keyed to Difficulty of Party (see 27.1). Certain creatures (Dragons, Legendary Animals) should not be encountered randomly but only by GM decision, and therefore do not appear on the table below.

28.1 Mood Of Chance-Met Beings

Roll D20 (D20+2 if being is reacting to a creature of another species).

Being	Kindly	Egocentric	Irritable	Hostile
Dwarf	1-2	3-12	13-18	19+
Elf	1-3	4-17	18-19	20+
Giant	1	2-6	7-15	16+
Goblin	1	2-10	11-15	16+
Human	1-4	5-12	13-18	19+
Ogre/Troll	1	2-3	4-13	14+
Carnivore	1	2-7	8-13	14+
Herbivore	1-4	5-10	11-16	17+
Dragon	1-3	4-13	14-18	19+
Spirit	1-5	6-10	11-15	16+

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Agility	1.0
Altars	20.10
Animals	1.0, 23
Animals, Legendary	23.7
Appearance	1.0
Armor	13.0+, 14.2+
Artifact	17.8
Aspect (of Deity)	19.1+
Attack — Movement	9.3+, 15.1, 16.12, 25.1, 26.1
Attack — Weapon	12, 15.1, 16.12
Backlash	6.1, 18.2
Bash	2.4, 16.2, 16.7
Blasphemy	1.1, 20.4, 20.7
Body Points	2.0, 2.2
Breakage	16.9
Breath Attack	9.4, 25.1
Burns	16.11
Characteristics	1.0
Charge Bonus	16.1, 23.6
Charisma	1.0, 1.2
Charms (holy)	20.10
Combat	12, 13, 16
Communication	4
Compulsions	17.3
Consecration	20.10

Constitution	1.0
Counterspell	18.7
Craft	1.0
Credits (see Money)	
Critical (see Maximum Success)	
Critical Hit	12.8, 16.6
Daemon	19, 20
Damage	12.6+, 16.1, 16.6, 16.9+, 20.7, 23.6, 25.1, 26.1
Deity	19, 20, 21
Demon	19, 22
Dexterity	1.0
Diabolist	22.0
Difficulty	27.1
Dispel (see Counterspell)	
Dodge	13.8
Door Opening	2.4
Dragons	25
Dwarves	1.0, 24
Elves	1.0, 24
Enchantment	17.8
Encounter Table	28.0+
Encumbrance	2.3, 12.7
Energy Points	2.0+, 17.6
Enhancement	17.5

Exorcism	20.8	Pulled Blow	16.5
Experience and Skill Gains	3.7+	Rating	3.0, 3.2
Failure	3.2, 4.0, 5.3, 6.2, 7.1, 8.2, 9.6, 10.4, 11.0, 12.8	Regeneration of EP, BP, LP	2.1+, 17.6
Falling	23.4	Related Skills	6.3, 12.5
Flight	23.3	Resistance	
Free Load	2.3	to Miracles	20.8+
Fumble	3.2, 4.0, 5.3, 6.2, 7.1, 8.2, 9.6, 10.4, 11.0, 12.8, 16.8	to Spells	17.6, 18.4+
Gender	1.0, 12.7	Role Playing	1.2+
Ghosts	20.8, 26	Round	15.0
Ghouls	24.4	Saving Throw (see Resistance)	
Giants	1.0, 24	Scroll	17.8
Gnomes	1.0, 24	Shields	13.2, 13.4+, 14.3+
Goblins	1.0, 24	Shopping List (see Prices)	
God (see Deity)		Shoving	2.4
Grapple	2.4, 16.7, 16.12	Similar Skill	6.4, 12.4
Healing	2.1+, 17.6, 20.6	Skeletons	20.8, 26.1
Height	1.0	Skill Ease	3.4, 9.5, 12.2
Holy Items	20.10	Skill Gain	
Horses	14.4+, 15.2, 23.1+	Experience	3.7+
Humanoids	24	Training	3.5+
Illusions	17.4	Skills	3-12, 15.1+, 16.0+, 16.12, 17.3, 17.5
Inspiration	20.5	Skills, Simultaneous	15.5
Intelligence	1.0	Skills, Specialized	3.3, 3.9
Intensity of Spell	17.1+, 18.4+, 18.9	Skin Shifters	24.4
Invocation Skill	8.1, 20.1+, 20.10, 21.0, 22.0	Soul	20.8, 26.0
Knowledge	5	Specialized Mage	6.4, 21.0
Life Points	2.0, 2.2	Spell Casting	18.0+
Load	2.3+	Spell Resistance (see Resistance)	
Lycanthropes	24.4	Spell Save	18.3
Magic	6 (see also Spells)	Spell Skills	6; 17.0+, 18
Manipulation	7	Spells, Learning	6.5
Maximum Success	3.2, 4.0, 5.3, 6.2, 7.1, 8.2, 9.6, 10.4, 11.0, 12.8, 16.6	Spirits	19, 20, 21, 26
Melee Weapon Skills	12.2, 12.6, 16.5	Standard KNW Skills	5.1
Miracles	8, 20, 21, 22	Standard MOV Skills	9.1+
Missile Weapon Skills	12.2, 12.7	Standard OBS Skills	10.1+
Money	14.1	Stealth Skills	7, 9.3, 9.6, 10.3
Monsters (see Animals, Dragons, Humanoids, Spirits)		Strength	1.0, 2.3
Mood of Beings	28.1	Success	3.2, 4.0, 5.3, 6.2, 7.1, 8.2, 9.6, 10.4, 11.0, 12.8
Movement	9	Symbols	17.8
NPC	24, 27	Talent	1.0
Observation	10, 16.2+, 17.6	Technological Level	1.0
Ogres	1.0, 24	Thaumaturgy	21.0
Parrying	13.5+	Throw	2.4, 16.7, 16.12 (see also Grapple)
Persuasion	11	Training	3.5+
Phase	15.0+	Transformations	20.9
Piety	1.1	Treasure	27
Poison	16.10	Trip	2.4, 16.7, 16.12 (see also Grapple)
Polymorph (see Transformation)		Trolls	1.0, 24
Possession	20.8	Vampires	26.1
Powder	12.2, 12.7, 17.8	Vision	10.2, 16.2
Power Level	6.1, 6.3+, 17.0+	Voice	1.0
Prayer	20.3+	Walk Surely	9.2
Prices	14.3+	Weapons	9.3+, 12, 14.2+, 17.4, 27.4 (see also Attack)
Prior Experience	3.8, 23.2, 24.1	Weight	1.0
Prudence	1.0, 18.4	Weres (see Skin Shifters)	
		Wrestling (see Grapple)	
		Zombies	26.1

Lands of Adventure™

NAME HIRONDEL SPECIES HUMAN GENDER MALE PIETY 2
 HEIGHT 5'8" WEIGHT 148 lbs. CULTURE/RELIGION WORSHIPS MOON LADY

CRF <u>11</u>	DEX <u>12</u>	COM <u>33</u>	MOV <u>43</u>
TAL <u>20</u>	VCE <u>14</u>	KNW <u>33</u>	OBS <u>24+5</u>
INT <u>11</u>	PRU <u>11</u>	MAG <u>11+1</u>	PER <u>39</u>
APP <u>17</u>	AGY <u>18</u>	MAN <u>25+3</u>	WEAPONS
STR <u>16</u>	CON <u>10</u>	MIR <u>0</u>	Melee <u>41+3</u>
CHA <u>14</u>		Missile <u>30</u>	

MOVEMENT PER PHASE	MONEY
Incidental <u>1'</u>	At Home _____
Walk <u>10'</u>	
Run <u>19'</u>	Carried <u>35 SILVER</u>
Sprint <u>48'</u>	Income _____
Sprint Cost <u>3 EP</u>	Expenses _____

NON-COMBAT SPECIALIZED SKILLS

LYING <u>33+1=34</u>	CLIMB WALL <u>43</u>	SLEIGHT/HAND <u>25+30=55</u>
RIDDLING <u>33</u>	SPOT HIDDEN ITEM <u>24+51=75</u>	
	BARGAIN <u>39</u>	

SPECIALIZED SPELL SKILLS

STOP BEHAVIOR	PL	AREA	DURATION	INTENSITY	RANGE
<u>86+1=87</u>	<u>5</u>	<u>10 x 10</u>	<u>5R</u>	<u>1+1=2</u>	<u>200'</u>
<u>71+1=72</u>	<u>8</u>	<u>10 x 10</u>	<u>25R</u>	<u>1+1=2</u>	<u>50'</u>
<u>56+19=75</u>	<u>11</u>	<u>10 x 10</u>	<u>5R</u>	<u>1+2=3</u>	<u>10'</u>

SPELL INTENSITY MODIFIERS: Compulsion +1 Energy +2 Enhancement — Illusion —

BASIC POINTS	USUAL POINTS	Usual Armor <u>MINIMAL CUIRBOILLI</u>	effects <u>-1EP; BP x 1.5</u>
EP <u>45</u>	EP <u>43</u>	Usual Shield <u>—</u>	effects <u>—</u>
BP <u>15</u>	BP <u>23</u>	Parrying Weapon <u>DAGGER</u>	<u>-22% PER EP</u>
LP <u>10</u>	LP <u>10</u>	Free Load <u>10</u> Usual Load <u>20</u>	effects <u>-1EP</u>

SPECIALIZED COMBAT SKILLS

Weapon (Family) / Movement	DAMAGE	WEIGHT	RANGE	EP/BLOW
<u>SWORD & DAGGER (STAB/SWASH)</u>	<u>8+4</u>	<u>4+2</u>	<u>—</u>	<u>2+1</u>
<u>JAVELIN (FLUNG SHAFT)</u>	<u>6</u>	<u>3</u>	<u>96'</u>	<u>2</u>

WEAPON WEIGHT CATEGORIES

Light <u>2</u>	Moderate <u>6</u>
Medium <u>4</u>	Heavy <u>10</u>
Local KNW <u>133%</u>	
General KNW <u>73%</u>	
Walk Surely <u>143%</u>	

MAGIC/HOLY ITEMS

OTHER POSSESSIONS SWORD, DAGGER, 2 JAVELINS
MINIMAL CUIRBOILLI

OTHER INFORMATION PRAYS DAILY TO MOON LADY AND ATTENDS HER MAJOR FESTIVALS.

CHARACTERISTICS: D20: CRF, TAL, APP, STR. (CRF + TAL + D20) / 3: INT

½ + D10: DEX, VCE, PRU, AGY, CON. (VCE + INT + APP + STR + D20) / 5: CHA

CATEGORY RATINGS: 2% x Major Factor; 1% x (Minor Factor - 10)

MOV: AGY (PRU, STR)
 OBS: PRU (INT, CRF)
 PER: CHA (VCE, APP)

COM: VCE (INT, CHA)
 KNW: INT (PRU, TAL)
 MAN: CRF (DEX, INT)

WEAPONS
 Melee: STR (AGY, CRF)
 Missile: CRF (DEX, STR)

MAG: TAL/2² + INT
 MIR: (CHA/2)² + TAL

Lands of Adventure™

NAME UP TO PLAYER SPECIES 1.0 GENDER 1.0 PIETY 1.1
 HEIGHT 1.0 WEIGHT 1.0 CULTURE/RELIGION UP TO PLAYER

CRF <u>1.0</u>	DEX <u>1.0</u>	COM <u>3.1</u>	MOV <u>3.1</u>
TAL <u>1.0</u>	VCE <u>1.0</u>	KNW <u>3.1</u>	OBS <u>3.1</u>
INT <u>1.0</u>	PRU <u>1.0</u>	MAG <u>3.1</u>	PER <u>3.1</u>
APP <u>1.0</u>	AGY <u>1.0</u>	MAN <u>3.1</u>	WEAPONS
STR <u>1.0</u>	CON <u>1.0</u>	MIR <u>3.1</u>	Melee <u>3.1</u>
CHA <u>1.0, 1.2</u>		Missile <u>3.1</u>	

MOVEMENT PER PHASE	MONEY
Incidental <u>9.1</u>	At Home <u>14.2</u>
Walk <u>9.1</u>	
Run <u>9.1</u>	Carried
Sprint <u>9.1</u>	Income
Sprint Cost <u>9.1</u>	Expenses

NON-COMBAT SPECIALIZED SKILLS

<u>3.3, 4-5, 7-11</u>		

SPECIALIZED SPELL SKILLS

<u>1, 3.3, 17.3-17.7, 17.9</u>	PL	AREA	DURATION	INTENSITY	RANGE

SPELL INTENSITY MODIFIERS: Compulsion 17.2 Energy 17.2 Enhancement 17.2 Illusion 17.2

BASIC POINTS	USUAL POINTS	Usual Armor <u>13.1</u>	effects
EP <u>2.0</u>	EP	Usual Shield <u>13.2</u>	effects <u>13.5</u>
BP <u>2.0</u>	BP	Parrying Weapon <u>13.6-13.7</u>	
LP <u>2.0</u>	LP	Free Load <u>2.3</u> Usual Load	effects <u>2.3</u>

SPECIALIZED COMBAT SKILLS	DAMAGE	WEIGHT	RANGE	EP/BLOW
Weapon (Family) / Movement				
<u>9.3+, 12, 14.3</u>	<u>12.6+</u>		<u>12.7</u>	<u>15.1</u>

WEAPON WEIGHT CATEGORIES	
Light <u>12.1</u>	Moderate
Medium	Heavy
Local KNW <u>5.1</u>	
General KNW <u>5.1</u>	
Walk Surely <u>9.2</u>	

MAGIC/HOLY ITEMS 17.8, 20.10, 27.4

OTHER POSSESSIONS

OTHER INFORMATION PARENTAGE + OTHER BACKGROUND INFORMATION, RELIGIOUS PRACTICES (FOR PIETY), LIKES & DISLIKES, ETC.

CHARACTERISTICS: D20: CRF, TAL, APP, STR. (CRF + TAL + D20) / 3: INT

$\frac{1}{2}$ + D10: DEX, VCE, PRU, AGY, CON. (VCE + INT + APP + STR + D20) / 5: CHA

CATEGORY RATINGS: 2% x Major Factor; 1% x (Minor Factor - 10)

MOV: AGY (PRU, STR)
 OBS: PRU (INT, CRF)
 PER: CHA (VCE, APP)

COM: VCE (INT' CHA)
 KNW: INT (PRU' TAL)
 MAN: CRF (DEX' INT)

WEAPONS
 Melee: STR (AGY, CRF)
 Missile: CRF (DEX, STR)

MAG: $TAL/2)^2 + INT$
 MIR: $(CHA/2)^2 + TAL$

Lands of Adventure™

NAME _____ SPECIES _____ GENDER _____ PIETY _____

HEIGHT _____ WEIGHT _____ CULTURE/RELIGION _____

CRF _____	DEX _____	COM _____	MOV _____
TAL _____	VCE _____	KNW _____	OBS _____
INT _____	PRU _____	MAG _____	PER _____
APP _____	AGY _____	MAN _____	WEAPONS _____
STR _____	CON _____	MIR _____	Melee _____
CHA _____			Missile _____

MOVEMENT PER PHASE

Incidental _____ At Home _____
 Walk _____
 Run _____ Carried _____
 Sprint _____ Income _____
 Sprint Cost _____ Expenses _____

NON-COMBAT SPECIALIZED SKILLS

SPECIALIZED SPELL SKILLS	PL	AREA	DURATION	INTENSITY	RANGE

SPELL INTENSITY MODIFIERS: Compulsion _____ Energy _____ Enhancement _____ Illusion _____

BASIC POINTS	USUAL POINTS	Usual Armor _____	effects _____
EP _____	EP _____	Usual Shield _____	effects _____
BP _____	BP _____	Parrying Weapon _____	
LP _____	LP _____	Free Load _____ Usual Load _____	effects _____

SPECIALIZED COMBAT SKILLS	DAMAGE	WEIGHT	RANGE	EP/BLOW	WEAPON WEIGHT CATEGORIES
Weapon (Family) / Movement					
					Light _____ Moderate _____
					Medium _____ Heavy _____
					Local KNW _____
					General KNW _____
					Walk Surely _____

MAGIC/HOLY ITEMS _____ OTHER POSSESSIONS _____

OTHER INFORMATION _____

CHARACTERISTICS: D20: CRF, TAL, APP, STR. (CRF + TAL + D20) / 3: INT

½ + D10: DEX, VCE, PRU, AGY, CON. (VCE + INT + APP + STR + D20) / 5: CHA

CATEGORY RATINGS: 2% x Major Factor; 1% x (Minor Factor - 10)

MOV: AGY (PRU, STR)
 OBS: PRU (INT, CRF)
 PER: CHA (VCE, APP)

COM: VCE (INT, CHA)
 KNW: INT (PRU, TAL)
 MAN: CRF (DEX, INT)

WEAPONS
 Melee: STR (AGY, CRF)
 Missile: CRF (DEX, STR)

MAG: $TAL/2^2 + INT$
 MIR: $(CHA/2)^2 + TAL$