

Introduction and Credits

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I have edited and updated the attached as I saw fit, customizing the material to fit my needs, for my specific campaign. I seek no profit from it; I did this solely for my enjoyment, and that of my gaming companions.

Some of the information was gleaned from the web, online sites, and postings to various Mythus forums. Some came from later publications related to Mythus, including Journeys Magazine, MMM, and other sources.

To Gary Gygax, Dave Newton, Alan Kellogg, Noctifer, and every other person that has added to my Mythus experience – my thanks. To those contributors not listed, my apologies. I would be happy to add your name to this list.

Dalthor

THE K/S AREA DESCRIPTIONS

And here it is - the section that you've all been waiting for! This is the section to consult whenever you have questions about any of the K/S areas or sub-areas. Additional rules for dweomercrafting can be found in the *Mythus Magick* book, but for all the other, less complicated K/S Areas, the full details are given below. Note that it is not necessary, and is probably impossible, to memorize every little rule for every K/S, such as the method by which contests of gambling are resolved. The best thing to do is just to remember which K/S Areas have different rules and to look them up as they are needed.

There are four references listed at the end of each K/S area; they are intended to standardize elements common to many K/S descriptions. These references are as follows:

Cross-feed(s) at #%: Lists the areas fed by the K/S described. Items in parenthesis indicate sub-areas in this section.

Heka Generation: This will be the initial (starting) Heka formula.

STEEP Modifier: This is the formula added to base STEEP, which is the initial amount for the Vocation, as applied to the K/S.

Sub-area gains: Refers to the specific table at the end of this document, listed in Appendix III.

Cross-feeding of K/S Areas

Obviously, each field of ability is not so exclusive as to bar knowledge or skill from another. For instance, an HP with the *Toxicology*, *Herbalism*, or *Botany* K/S areas would know something about the properties of alchemical poisons; and the *Alchemy* K/S would convey some information regarding *Toxicology*, *Herbalism*, and *Botany* to a lesser extent. Some cross-feeds might be quite broad, but most are narrow and specific. In the example above, you will note the application is quite limited. A persona with *Journalism*, however, would be able to tell much about writings of a creative nature, so that cross-feed would be broad and extend to everything but the actual producing of creative work and what was associated with that process of creation.

In many instances we have allowed the persona to have a sort of spillover STEEP from one K/S to another. The Journeymaster (JM) should feel free to allow cross-feed of STEEP where they deem there is such knowledge or skill. They should also be unconstrained in giving a base STEEP addition where there is, in the JM's opinion, a broader cross-feed of the basics and specifics from field to field.

See the *Mythus* book, pages 99-100 for each master list of Mental, Physical, and Spiritual K/S Areas.

Mental K/S Area Descriptions

Administration/Bureaucracy: This K/S allows an understanding of small to mid-level bureaucracies and how they work, as well as how to manipulate them to their advantage. It deals with the structure and delegation of authority, as well as the associated administrative levels. This knowledge can help cut some of the red tape typically encountered in a bureaucracy.

Unlike *Public Administration*, which can deal with government and large bureaucracies, this K/S is generally useful when dealing with entities like temples, mid-size businesses, and smaller community-related groups. It can be the black marketer's best friend, leading to some interesting, and maybe dangerous, contacts!

The lower the bureaucracy level, the easier it is to navigate. Low-level clerks, secretaries, and so on generally require a Moderate roll. The more important an individual or piece of information is, the higher the DR. To cut through a bureaucracy, it is usually necessary to make an Administration roll for each level dealt with.

Cross-feed(s) at 10%: Public Administration

Heka Generation: None

STEEP Modifier: (MMCap + MRCap) * 0.5

Sub-area gains: None

Agriculture: This K/S Area covers all manner of activities as shown by the following list of sub-areas:

1. Animal Husbandry
2. Crop Farming
3. Floraculture
4. Horticulture
5. Micoculture
6. Viticulture

Animal husbandry includes the raising, maintenance, and marketing of all manner of small and large livestock. Bird handling (such as falconry), horse breeding and breaking, herding, and just about anything similar is part of animal husbandry.

Crop Farming includes planting, maintenance, storage, and marketing of anything from alfalfa to zucchini squash. The knowledgeable persona can identify diseases, pests, curses, poor soil, etc.

Floraculture covers all manner of ornamental plants, decorative shrubs, and flowers such as orchids, roses, and so on. Growing of herbs is also covered under this heading.

Horticulture pertains principally to the maintenance of orchards or fruit and nut trees, vegetable gardening, tree farming, and the growing and care of most sorts of other plants not otherwise covered herein.

Micoculture is the growing, harvesting, and preparation of various forms of edible mushrooms and fungi. The HP can identify poisonous varieties.

Viticulture is the narrowest of the sub-areas, pertaining to the planting, growing, maintenance, and harvesting of grape vines and grapes. It includes vintrning, but to be a skilled wine maker, a persona would have to specialize in viticulture, and this would classify the HP as a vintner. K/S areas such as *Cultured Palate* are also needed to become successful at making and purveying wine!

Cross-feed(s): None

Heka Generation: None

STEEP Modifier: MMCap

Sub-area gains: Table 1 (Standard)

Apotropaism: This is the science and art of averting Evil and evils by use of incantations, rituals, talismans, charms, signs, marks, gestures, etc. Unlike *Exorcism*, Apotropaism acts before the malign exists in a person, place, or thing, not afterwards (when the evil must be removed). It is a preventative, not curative, ability.

There are certain powers usable by anyone with Apotropaism ability, but these Heka-engendered operations are of such nature as to be progressively more complex and demanding, so that the STEEP of the individual determines which sorts are available. Note, however, that these powers do not require the typical roll versus STEEP—the apotropaist simply expends the Heka required and calls forth the effect. There are nine different Heka-engendered powers whose name, Base STEEP required, and description follow.

Apotropaist Powers	
STEEP	Power
11-20	Warding Gesture
21-30	Marking of Safety
31-40	Sign of Aversion
41-50	Item of Determent
51-60	Charm of Protection
61-70	Talisman of Security
71-80	Ritual of Closing
81-90	Incantation for Guardians
91+	Spirit Trap

Warding Gesture: This provides Mental and/or Spiritual Armor against Castings directed at the individual. This simple process is faster than Eyebiting, so that all things being equal, it can be employed before evil Heka can be directed against the apotropaist. For each point of Heka invested in the Warding Gesture, 1 point of either Mental or Spiritual Armor is held by the persona. This protection lasts for 1 CT per STEEP in this K/S Area, or until nullified by the force of any assailing Heka.

Marking of Safety: The apotropaist creates a magical sigil for warding against hostile evil creatures and spirits. While touching the marking, Personas will be practically invisible to beings intent on harming them, and may be considered hidden from all save a concerted search. In addition, those in contact with the marking will have an effective increase in armor versus Physical attacks equal to the Heka expended by the apotropaist. It lasts for 1 CT per point of STEEP in this K/S Area.

Sign of Aversion: This works as does the Markings of Safety above, except the symbol can also repel hostile spirits which are in less than a Full Physical Manifestation. Such spirits must succeed at a roll versus their Spiritual TRAIT at DR Difficult or be held at bay for a like number of

ATs. Even if not repelled, this sign still operates as a Marking of Safety with respect to near-invisibility and Physical armor.

Item of Determent: The apotropaist may take substances with natural repelling powers, charge them with Heka, and use them to avert evil and wicked things entering a place. Using items from beans, rice, or sand to garlic, herbs, and silver, the persona uses them to protect an area and those in it. Entrances and the space immediately around the person(s) to be protected are guarded by the placement of the substances. Note that all entrances must be protected, or the space immediately around individuals well-fortified, else the power is not valid. The apotropaist charges the substances with Heka, and any malign beings entering are held at bay for as many ATs as there are points of Heka invested in the Casting upon the substance(s). Each point of Mental TRAIT over 100 of an evil thing threatening entry reduces deterrence by 1 AT.

For example, a vampire with an M-TRAIT of 125 is held at bay by grains of rice on the thresholds of doorways and garlic cloves at windows and in the sleeping chamber of the protected individuals. The apotropaist spent 80 points of Heka, expecting to have eight hours safety (80 ATs time), but the vampire is too clever, so 25 ATs time is nullified by the Mental force of the malign creature. Unless the night is very short, the sleeping individuals will be in big trouble, for the vampire has reduced time of safety by two and one-half hours due to its mental power.

Charm of Protection: This power utilizes a Rune of Power to bring into effect a potent personal shield which seeks to negate Mental and/or Spiritual links directed at the apotropaist. The Charm will nullify 1 point of Heka for each 1 point invested by the persona.

For example, a beast attempting to forge a link with an apotropaist who has activated such protection with an investment of 25 points of Heka (or to another persona the Apotropaist so protected) would subtract a like number of points from the initial amount used to forge the link. Any Heka in excess of that figure would then be applied toward the link.

Talisman of Security: This allows the apotropaist to create an area which absorbs Physical damage within up to a 15-foot radius of his or her person. The radius may range in size from three feet to the 15-foot maximum. This protection applies to all of the caster's associates as well, as long as they remain within the radius. For each point of Heka applied by the apotropaist, 1 point of Physical damage will be absorbed.

Ritual of Enclosing: This power is invoked through a Ritual that holds a hostile spirit within its confines, rendering its Mental and Spiritual attacks useless for a number of CTs equal to the Heka spent by the apotropaist, minus the spirit's TRAIT score. This gives the apotropaist or associates a chance to prepare for combat, attempt an abjuration, or at least get a head start in getting away!

Incantation for Guardians: With the use of this power, the apotropaist is able to summon 1D3+1 beneficent spirit guardians to defend the caster and associates. It requires three ATs to complete this incantation. Summoned guardian spirits will have Mental and Spiritual TRAITS equal to the apotropaist for purposes of Mental and/or Spiritual combat. Note that these spirits are Non-Material Manifestations, and therefore have no Physical TRAIT. They will stay on duty for as many ATs as the caster has points of STEEP in this K/S Area

Spirit Trap: The apotropaist using this Casting-like power is able to create a permanent spirit trap from any mundane container by tracing a series of runes and sigils upon the inside surface of the object. For more information on spirit traps, see the Mythus Magick book.

Castings: In addition to the powers above, HPs have various warding and protective Castings at their disposal. The Casting Grade available depends on STEEP, as shown on the Apotropaist Castings table.

Apotropaist Castings	
STEPP	Highest Casting Grade Available
1-20	I
21-30	II
31-40	III
41-50	IV
51-60	V
61-70	VI
71-80	VII
81-90	VIII
91+	IX

Cross-feed(s) at 10%: Exorcism

Heka Generation: $STEPP + ((MMCap + MRCap) \times 0.5)$

STEPP Modifier: $(MMCap + MRCap) \times 0.5$

Sub-area gains: None

Appraisal: This K/S Area is one which is tailored by the JM to fit the persona's occupation/profession. Appraisal covers such things as:

1. Animals
2. Artworks
3. Buildings
4. China/Pottery
5. Crystal/Glasswork
6. Furs
7. Garments/Cloth/Fabrics
8. General Goods/Workmanship
9. Gold/Precious Metals
10. Handicrafts
11. Jewelry/Gems/Precious Stones
12. Land
13. Rugs & Tapestries
14. Woodworks & Furniture

Having the *Rarities* K/S allows a high degree of broad Appraisal ability. Trying to appraise something outside of what the JM determines is one's general range of knowledge will warrant a higher DR for the roll.

Cross-feed(s) at 10%: Gemology, Rarities

Heka Generation: None

STEPP Modifier: MRCap

Sub-area gains: Table 2

Architecture: The HP with this K/S area knows the art of designing buildings from ancient times, through the ages, and to the current mode of style and architecture. She or he is able to plan, draft, and oversee the construction of buildings—houses, offices, factories, warehouses, hostels, etc. It may not seem that rolls against this K/S will be common during the game. It is noteworthy, however, to consider the practical applications of this K/S with respect to the location of some hidden place in a building, for instance.

Cross-feed(s) at 10%: Fortification & Siegecraft

Heka Generation: None

STEPP Modifier: MMCap

Sub-area gains: None

Astronomy: This field of K/S covers knowledge of the positioning and movements of the visible planets. HPs with this Area will be familiar with the geography of the moon and have information on the relative sizes and physical descriptions of the planets, as well as which planets, stars, and constellations are visible at certain times of the year. They can use this knowledge to predict seasons, tides, eclipses, etc.

Cross-feed(s) at 10%: Navigation

Heka Generation: $STEPP + MMCap$ (applies to *Astrology* only)

STEPP Modifier: MMCap

Sub-area gains: None

Biography/Genealogy: These fields pertain to life histories of people of note and the various lineages of families and individuals of importance. The HP with such knowledge can determine the back ground of an individual and trace the individual's family as to origin, actions, etc.

This is particularly important in this milieu due to Socio-economic Class, the granting of Armorial Bearings, use in poems and ballads and the like, and for use in Castings (the more known about a subject the more ability the caster has to succeed).

Cross-feed(s): None

Heka Generation: None

STEPP Modifier: MMCap

Sub-area gains: None

Biology: This Area assumes that the HP is informed in all areas of the study of living things, from single-celled creatures to humans and humanoids. It assumes bio-ecological knowledge as well. The HP with this K/S will know entomology, herpetology, and even a fair amount of marine biology. Thus, dangerous and poisonous creatures will be known to the astute biologist.

Cross-feed(s) at 10%: Nature Attunement (Natural Cycles)

Heka Generation: None

STEEP Modifier: MMCap
Sub-area gains: None

Botany: While the biologist is principally concerned with animal life, the botanist is chiefly concerned with flora. This K/S assumes knowledge of all sorts of vegetation, including fungi. While not attuned to *Herbalism*, the botanist will have some knowledge of the curative types of plants and know the harmful ones and which poisons can be extracted from them.

Cross-feed(s) at 10%: Agriculture, Herbalism, and Nature Attunement (Growing Things).

Heka Generation: None
STEEP Modifier: MMCap
Sub-area gains: None

Business Administration: The persona is knowledgeable with regard to the administrative aspects of running of a large or small business. This K/S assumes at least basic knowledge of accounting, taxes, business law, banking, management, marketing, and other related fields. HPs with good STEEP levels in this K/S will be able to maximize the efficiency and money-making power of a business, deal with other companies in a professional manner, and find through research the current financial health of just about any corporation. Anyone with a business (other than a craft or trade) must have this K/S to be sure of keeping it going.

Cross-feed(s): None
Heka Generation: None
STEEP Modifier: (MMCap + MRCap) * 0.5
Sub-area gains: None

Chemistry: This field deals with the nature and properties of base elements as well as complex mixtures and formulas. The HP could run chemical analyses, make acids, and create chemical mixtures and compounds. The HP will also be familiar with current research trends in chemistry (such as that for drugs, cures, and rarities with other applications) and might be able to reproduce certain substances that may be frowned on by the local government, such as poisons, etc. The HP might even be able to invent whole new items using this K/S, though the typical DR for even a minor invention would probably range from Very Difficult to Extreme, and would involve months of research, experimentation, and lots of money! The quality of the HP's laboratory, the time and materials available, and the importance of the discovery will all serve to modify a Chemistry DR. Note that chemical formulations which would normally create explosives will not work in this milieu.

Cross-feed(s) at 10%: Alchemy, Toxicology
Heka Generation: None
STEEP Modifier: MMCap
Sub-area gains: None

Criminal Activities: Mental: The following sub-areas are available, including the knowledge and the ability to perform them:

1. Blackmail
2. Bribery
3. Confidence Games
4. Counterfeiting
5. Embezzling
6. Extortion
7. Fencing Goods
8. Forgery
9. Fraud
10. Gambling Operations
11. Misappropriation
12. Money Laundering
13. Racketeering
14. Vice

Generally, a single roll will be enough to spot such activity or to keep one of the above operations running unnoticed by authorities for a month or so. Rolls are made using the STEEP of the leader and/or the average STEEP of the operation's most important participants. When such a roll fails, it means that something has been missed or information leaked and an investigation is imminent. Further rolls, depending on the situation, may allow the personas to locate activity or escape prosecution, or even contain the damage and continue the operation or start over elsewhere.

Cross-feed(s) at 10%: Criminology, Espionage, Street-wise, and Surveillance/Security.

Heka Generation: None
STEEP Modifier: MMCap
Sub-area gains: Table 2

Criminology: For game purposes, this K/S is the opposite of Criminal Activities, Mental. It can be used for gaining leads in a case, finding out information regarding the background of a suspect, and predicting a criminal's next move. HPs with this K/S Area may learn that something smelly is afoot when an EP fails a Criminal Activities, Mental roll, and they may even learn how to obtain damning evidence against the EP by matching their Criminology STEEP vs. the EP's Criminal Activities, Mental STEEP. Needless to say, using this K/S requires a lot of footwork, and the actual act of rolling against it should never replace the process of research and adventure by an HP. The sole purpose of the Criminology K/S is to help an HP be in the right place at the right time to gain certain articles of important information, just as the Criminal Activities, Mental K/S helps the baddies keep that info from getting to the authorities in the first place. It is possible for an HP to track down and destroy an illegal operation with no successful rolls, but it is a lot harder!

Cross-feed(s) at 10%: Criminal Activities: Mental
Heka Generation: None
STEEP Modifier: MRCap
Sub-area gains: None

Cryptography: This is the art of making and breaking codes of various sorts. All that can really be said here is that the higher the STEEP, the better you are at it! The DR of attempts to decode is based upon the maker's STEEP, as the Code Quality table illustrates.

Code Quality			
Code-Maker's STEEP	Base	DR	to
Decode			
1-15	Easy		
16-30	Moderate		
31-35	Hard		
36-40	Difficult		
41-45	Very Difficult		
46 +	Extreme		

It is not necessary to directly match the coder's STEEP against that of the code-breaker, because the table takes that sort of a struggle into account. The DRs on the table assume that the code breaker has some clue as to how the code works; if not, increase the ratings by two. Note that this would make solving codes created by those with STEEP 41+ impossible! One check per day is possible.

Cross-feed(s) at 10%: Mathematics
Heka Generation: None
STEEP Modifier: (MMCap + MRCap) * 0.5
Sub-area gains: None

Current Events: Unlike in many other "modern" genres, current events knowledge in the Mythus game relies on a relatively modest amount of written information and a lot of word of mouth. Sources of this data include the following: broadsides, handbills, posters, newsletters, letters, criers, gossip, rumors, stories, and tales. Naturally, much of this knowledge is gained through socialization, listening, and so forth, so illiterate individuals can still have STEEP of 50 in this K/S Area!

The timeliness of information is likely to be a bit retarded, save where Heka-enabled sources of knowledge are concerned. Thus the average currency of data is summarized in the Current Event Datedness table.

Current Event Datedness	
Origin	Datedness
Immediate locale (up to city)	1 to 23 hours old
Locale's environs (county-like)	1 to 6 days old
Regional (and removed)	7 to 13 days old
National (and removed)	2 to 4 weeks old
Adjoining state	5 to 7 weeks old
Continental (and removed)	1 to 3 months old
Overseas/more than 1,000 miles old	2 to 12 months old

Extremely remote location	1 to 2 years old
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Cross-feed(s) at 10%: Biography/Genealogy
Heka Generation: None
STEEP Modifier: (MMPow + MRPow) * 0.5
Sub-area gains: None

Deception: This K/S applies to governments, organizations, groups, and individuals. The ability enables an HP to use deception to mislead and/or cover the actual facts and make some other explanation plausible to the deceived. It can apply to events— what happened in the past, what is occurring now, what will happen in the future. It can be used with respect to a person—the identity of the individual, the person's origins, beliefs, motives, thoughts, purposes, goals, ethics, morals, or anything else. Although difficult to accomplish, deception can be used to make one place seem like another, with more extensive spaces being more progressively difficult to handle in this regard. A thing can also be the subject of deception, the object altered or placed so as to deceive a person or persons, of course. Information is a good example of the use of the K/S in this regard. Lies, propaganda, misinformation, and misleading data can be employed to deceive.

When using this K/S, the player will describe a scheme to the JM, who will then assign a DR based on the complexity of the scheme and the intelligence/resources of the person(s) to be deceived. One roll will be roughly sufficient for a short, quick attempt—one that will probably take no more than a day or two to resolve. Longer projects will require multiple rolls, perhaps a few made in direct contest with opposing *Criminology* K/S Areas or MR CATEGORIES. Remember, however, that direct contests should be reserved for such times as when the victims already know that something's afoot and are looking out for it.

Additionally, personas possessing Deception may double their effective STEEP in one of the below-listed K/S Areas for one roll by making a successful roll against Deception beforehand. A player doing so should explain what deceiving scheme the HP intends to use to make the second plan easier; then, if the roll is successful, the HP should receive the bonus. If, however, the Deception roll fails, then additional attention will be drawn to the other effort, and the STEEP for that roll will be halved. The following K/S Areas are covered: *Criminal Activity: Mental; Espionage; Law; Military Science; Political Science; Disguise; Escape; Criminal Activity: Physical; Legerdemain; and Police Work*.

Finally, this K/S might be useful for detecting deceptions as well.

Here's an example of how the Deception K/S might be used. Ariadne wants to use her *Criminal Activities: Mental (Fencing)* K/S to organize a network of fences to handle rare items. She has a STEEP of 52 with that K/S, but the JM tells her that she would have to make a roll against DR Difficult to build the network under the current conditions. To make it easier to get away with, Ariadne comes up with another scheme to allow movement of the stolen goods from one place to the next by buying space in legitimate merchant caravans. This scheme, which uses the Deception K/S, is assigned a DR of Moderate, and if Ariadne succeeds in it then she will have an effective STEEP of 104 with which to roll for the fencing operation itself! If, however, she fails the Deception roll, she will only have an effective STEEP of 26 with which to roll against her *Criminal Activities: Mental (Fencing)* sub-area and the authorities might already be on to her besides!

Cross-feed(s): Special (See text)
Heka Generation: None
STEEP Modifier: MRCap
Sub-area gains: None

Demonology: Because this milieu is one pervaded by Heka and Hekau (a collective term for powerful Heka and its use), the definition of Demonology typical of all other milieus must be expanded. The usual (Earth) definition will be given first and then the changes applicable to this milieu are added. Note that when in some other frame of reality, the definition of this area will be that of such place.

The standard definition of this K/S is the understanding of the nature and activities of demons—powerful and malevolent spirits which control and/or work with the ranks of the Accursed enemies. Low levels of STEEP points will indicate a persona is well-versed in traditional lore concerning demons, but higher levels allow the scholar knowledge regarding the truths behind the legends and mythology concerning evil spirits and their physical existence "elsewhere." It is possible to discover the name of a demon for conjuration purposes through this K/S, though

doing so will likely be at a very high DR unless the persona is in possession of the proper grimoires (see the *Mythus Magick* book). Heroic Personas are advised to beware when working with this K/S, for demons aren't fond of mortals who know too much about them.

The broader study of Demonology applicable in the Aerth milieu includes all those who deal with, serve, and make compact (Pact) with Evil. Thus, an individual with this K/S will have knowledge of demonurgists, necromancers, nethercrafters, shamans, sorcerers, warlocks, witchcrafters, and witches. The individual will know about their characteristics, familiars, limitations, needs, paraphernalia powers, etc. The demonologist will know the principles of (but not thereby be enabled to perform) *Exorcism* and will also have information regarding Pacts with Darkness and the Conjurations used by those serving the Netherrealms operate.

Amongst the many sorts of creatures and beings dwelling in the Netherrealms are the following:

Cacodaemons	Devils	Hags
Cacodemons	Dracos	Imps
Daemons	Dreggals	Maslvls
Demodands	Dumalduns	Monsters
Demons	Fiends	Serpents
Demonkin	Ghasts	Vampires (Supernatural)

This listing shows the major races found in the Nether plane, the plane of Pandemonium and its associated spheres, and the Abyssal plane.

Through the pursuit of the study of demonology an individual learns the conjuring/summoning names of the more powerful of the ones who dwell in the lower planes. With each point of STEEP acquired, the persona has a chance of learning name information. Thus, when initial STEEP of 5 points is acquired, the persona will have a 5% chance of having learned the name of five such inhabitants. When a sixth point of STEEP is added the individual will have a 6% chance of learning one more such name, etc. There is a potential to learn over a hundred names thus, although in practice the total of conjuring/summoning names learned through demonology will be somewhere in the range of 30 plus for a persona with a STEEP of 90. Whenever a name might be learned, the player rolls D% to discover if one such name has been learned. If the player succeeds in the roll, the Heroic Persona learns a name, and another pair of D% rolls must be made one the Named Netherbeing table to discover the ranking of the one whose name is known and if the HP has also learned that one's Truename.

Named Netherbeing		
D%	Rank Of Netherbeing	Probability
01-50	Minor	10%
51-75	Medial	7%
76-90	Major	5%
91-99	Greater being	2%
00	Entital being	1%

It must be made clear that each and every intelligent dweller in the lower planes will have no fewer than three names: a common name, a conjuring/summoning name, and a Truename. Medial rank Nether-dwellers will have six names, those of greater status nine, major beings will possess at least 13 names, and entital ones will have a minimum of 18 names. Note also that a major being's Truename is of two distinct name portions, and entital beings have a three-portion Truename. It is thus impossible for anyone to learn the total Truename of a major or entital being from the mere pursuit of demonology. For instance, the greater demon referred to commonly as Baphomet might have a conjuring/summoning name such as Bahamut, the name Behemoth for another reason, several other different names, and a two-portion Truename which is entirely dissimilar from all of his other 12 names!

The demonologist will also know that there are approximately the following ratios of dwellers in the lower planes:

1,000,000 minor ones for every
10,000 medial ones for every
100 greater ones for every
10 major beings for every
1 entital being.

From the above it should be plain that there are not many beings of entital sort. If there were, say, 1,000, there would be about 10,000 major beings, and one billion (1,000,000,000) minor types (even your Journeymaster might not have a complete census on the Netherrealms, however!). Note also that in the ranks of minor dwellers are many creatures of bestial and animal-form sort. There are also the spirits of the evil dead not of minor status, and countless things of unintelligent sort.

With that said, it becomes apparent how deeply the persona must delve to obtain information, and how astute one must be to learn a conjuring/summoning name from the morass of information dealing with Darkness and the host of malign dwellers therein.

Demonology is the activating force in the study of sorcery. The would-be sorcerer must learn the name of at least one intelligent dweller in the lower planes in order to conclude a Pact (Consult *Sorcery* and Pacts for details.) In other respects Demonology is not necessarily an Area of learning connected with those of evil nature or intent. In fact it can be used against the malign and evil.

Cross-feed(s) at 10%: Conjuration, Exorcism

Heka Generation: STEEP + MMCap

STEEP Modifier: MMCap

Sub-area gains: None

Domestic Arts & Sciences: This K/S Area two distinct approaches; the persona must specify which approach is desired for each sub-area. The two approaches are personal and commercial. Personal provides for individual, household, and small (family) group applications. The commercial approach applies to business applications like institutional cooking or restaurants, profession design, and so forth. Thus, although there are only four sub-areas, they effectively consist of eight. These are:

1. Cooking & Nutrition
2. Household Management
3. Interior Design/Decoration
4. Sewing & Tailoring

Note that a persona properly maintaining a large household would have all four, as would an innkeeper, for instance. A chef would have Cooking & Nutrition and Household (in this case the kitchen) Management. A clothing designer would have Sewing & Tailoring, along with other K/S Areas such as Drawing & Painting.

A persona with this K/S Area attempting to impersonate a butler or maid would have a good idea of the duties required. Estimation of the amount of time and/or materials required to restore or redecorate the interior of a building is likewise covered by this Knowledge/Skill.

Cross-feed(s) at 10%: (Cooking & Nutrition) to Cultured Palate

Heka Generation: None

STEEP Modifier: (MMCap + MRCap) * 0.5

Sub-area gains: Table 1 (Standard)

Dweomercraeft: This is the knowledge (and art) of the Laws of Magick and Castings. Essentially, it is the use of Preternatural, Supernatural, and/or Entital forces to influence events on Aerth and elsewhere.

This K/S consists of six (6) distinct Schools – General, Black, White, Green, Elemental, and Gray. Each School is a separate K/S area in and of itself. The General School is normally considered a base for the other schools. Think of General as junior college; the others are specialized Universities. Each School has its own set of Castings. To understand and be able to use a given Casting, an individual must have the requisite STEEP for the Grade of Archetypical Casting, given in Chapter 12.

Only a persona whose Vocation is Dweomercraeft is assumed to have gone to a college (or to have been trained by a great mage or more able full practitioner) and thus have had opportunity to learn a specialized School of Magick (Black, Elemental, Gray, Green, or White). They will start with both General Dweomercraeft and one of the Schools as a free election, both at Vocational starting STEEP values.

Any other persona having Dweomercraeft and *Magick*, whether Full or Partial Practitioner, will have only the General School available. In order to gain a specialized School, a bonus or otherwise acquired K/S area must be used to learn that School. A non-dweomercraeft, such as the Alchemist or Apothecary, who start with a specialized school, must acquire General Dweomercraeft separately to gain access to the general castings – the General school is not a freebie!

An HP expecting to be able to utilize this K/S Area in conjunction with the *Magick* K/S Area so as to have Full Practice (and be known as a

Mage) must have a Mental TRAIT score of 101 or higher. Only after this K/S and that for *Magick* are recorded, however, can the ability for Full Practice be determined. This is done by making a DR Hard roll against MMCap. Failure means that the HP is unable to fully channel Heka and can't be a Mage, but is a Partial Practitioner.

If the Heroic Persona hopes to be a Mage-Priest with Full Practice in both Dweomercraeft and *Priestcraeft*, the HP must have a Mental TRAIT score of 101 or more points and a Spiritual TRAIT of 91 or more points. After applicable K/S Areas are irrevocably recorded, the same DR Hard check as noted above must be made to determine if Full Practice is possible. However, the roll in this case is made against the lower of MMCap or SMCap, so the chance might be slightly worse. Failure means that the individual has only Partial Practice and does not have the full Heka of the Mage. See also the description of *Priestcraeft*.

The HP has one School as their primary. A true Dweomercraeft (White, Black, etc.) will have the Vocational School as their primary by default. No other School's STEEP can exceed that primary School's STEEP score, although they may be equal. If the created persona has more than one School, the primary will automatically be the School with the highest starting STEEP. If more than one School has the same (highest) STEEP the player must indicate which will be the primary.

A true Dweomercraeft has a special benefit when it comes to their primary school. Any time they gain STEEP in their primary school, their General School also goes up by that same amount – in other words, their General STEEP always matches their primary School STEEP.

STEEP in Dweomercraeft is reckoned by School. STEEP is parallel, so that possessing 50 points in the primary, 40 in another and 30 in a third School means that the persona's effective Dweomercraeft STEEP is 50, and in the other Schools the persona has access to such Castings as are known to those of that School with 40 and 30 STEEP, respectively. Put another way, the Schools must be acquired by purchase of STEEP with Accomplishment Points, and such purchase will not generate full Heka or improve the overall mage ability except where such acquisition exceeds the highest Dweomercraeft STEEP otherwise.

If STEEP in *Magick* is lower than their primary School STEEP, the lesser value is used when calculating Heka. See Appendix I for more information, as well as for examples of STEEP and Heka generation.

Basically, you should forget whatever you've read almost anywhere else in the Dangerous Journeys system, such as Unhallowed, about this K/S Area. We are in a milieu which is Heka-active, and that changes nearly everything which is true in places where such force is not as strong. Dweomercraeft learned elsewhere is useful only to the extent that portions of it are translatable, so that such knowledge gives a persona a base of STEEP and the ability to relearn the "truth" as it applies herein.

The Casting Grade available to non-mage personas depends on their STEEP in the School, as shown on the Non-Mage Castings table. Note that Full Practitioners have a casting grade DR bonus of one (1) step.

Non-Mage Castings	
STEEP	Highest Casting Grade Available
1-20	I
21-30	II
31-40	III
41-50	IV
51-60	V
61-70	VI
71-80	VII
81-90	VIII
91+	IX

Cross-feed(s): None

Heka Generation: Special (See Appendix I and V)

STEEP Modifier: MMCap

Sub-area gains: None

Ecology/Nature Science: This K/S confers upon its possessor a certain amount of knowledge regarding the environment and how it is affected by both natural and artificial conditions. A successful roll against this K/S will allow one to notice something odd or out of place in nature and determine what could be causing it as well as how to remedy the

situation. This K/S also assumes a knowledge of various environmental issues as well as who, when, and what is involved with each.
 Cross-feed(s) at 10%: Nature Attunement
 Heka Generation: STEEP (only for Wisemen and Wisewomen)

STEEP Modifier: MMCap
 Sub-area gains: None

Outdoor Trap Damage		
Trap Type	Damage Type	Damage Amount
Deadfall	Impact	8D6+8
Deadfall	Piercing	4D6 + 1D6 per stake or spike
Pit	Impact	As per falling. (See Chapter 12)
Pit	Piercing	+1D6 per stake or spike
Snare	Stunning	3D6 + trapped unless a "Hard" PM roll is passed.
Spring/Swing	Piercing	2D6 + 2D6/spike.

Economics/Finance/Investing: This K/S grants some knowledge in the way money works. Such an HP will understand national and international currency, and know how to profit from investing or trading it. The current and typical financial rates of return will also be known. Naturally, one skilled in this Area will probably know financiers, bankers, etc. The four available sub-areas are:

1. Economics
2. Finance
3. Investing
4. Mercantilism

Note that the sub-areas are different here, because the fourth one has sub-categories, each of which counts as a sub-area. Thus, the persona can never know all the sub-areas of this K/S.

Economics: The ability to understand/employ the function and flow of currency, supply and demand, tariffs and taxation, and state/regional product.

Finance: The ability to understand/employ banking (including costs and interest), loans, instruments of debt/credit, create shares and/or bonds, sell equity, and secure capital.

Investing: The ability to understand and employ cash flow, return on investment, return on equity, exchange rates, mortgage and debenture bonds, common and preferred stock, warrants, options, commodity trading, etc. This doesn't guarantee a sound investment, but the degree of risk (DR) will usually be known with a successful roll.

Mercantilism: The ability to understand/employ the marketing principles contained in this general area to a specific sort of goods. It includes acquisition and purchase, importing/exporting, warehousing sale, distribution, and so forth. Once this sub-area is gained, the individual gets one sub-category hereunder for every 15 STEEP points possessed in the sub-area. There are many sub-categories of this ability. The sorts of goods considered include: armor & weapons, hides and leather, metals, cooking oil, pottery, salt, silk, spices, textiles, timber, wine, and wool. There are many other sorts, in fact, and in this regard the sub-categories of this sub-area are nearly endless.

Cross-feed(s): None

Heka Generation: None

STEEP Modifier: (MMCap + MRCap) * 0.5

Sub-area gains: Table 1 (Standard) and special for Mercantilism, see text

Education: This K/S deals with the education and training of people, including practice and study. Personas with this ability can teach other individuals the basics of one or more other K/S Areas, providing that they themselves possess at a STEEP above 25. Such personas might be able to rapidly teach willing people, explain things clearly, find the salient parts of written works, and so forth.

The K/S may involve working with groups of students or apprentices, and the educator may concurrently train one person for every 20 STEEP points possessed when training involves a Heka-using K/S, or one person per 2 STEEP points otherwise.

The relative amount of information a persona may teach to others is limited by the teacher's STEEP in the desired K/S. Students or apprentices of the persona with this K/S may never gain a STEEP score greater than that of the persona, unless other instructors are involved, or subsequent independent training is undertaken.

The single most important feature for the Heroic Persona, however, is self-teaching. For each 5 points of STEEP in Education, a persona is able to reduce required learning time for acquisition of STEEP in other

K/S Areas by 1%. Thus, a STEEP of 50 points in Education means a 10% reduction in learning time elsewhere, which can be very useful.

Cross-feed(s): None

Heka Generation: None

STEEP Modifier: (MMCap + MRCap) * 0.5

Sub-area gains: None

Engineering: This K/S gives knowledge of mining, construction, dam building, and machinery, as well as how to design, inspect, and repair them. Such machines include vehicles, mills, and pumps, as well as factory machines, printing presses and the like. An HP with this K/S can both diagnose and repair problems, or even design and build such a device from scratch (at a high DR). The DR will have a great deal to do with the available resources. One roll should allow the HP to have a pretty good idea of how the project will succeed and, if malfunctioning, what the problem could be. If building or working on a project, one roll should cover from a day's work to a week's, depending on the complexity and difficulty involved. The sub-areas herein are:

1. Civil: Bridges
2. Civil: Municipal
3. Civil: Roads and Highways
4. Hydraulic: Dams
5. Hydraulic: Other
6. Mechanical
7. Mining

Civil, Bridges: The ability to plan and oversee the building of bridges, from rope suspension to arches and even cantilevered ones.

Civil, Municipal: The ability to plan and oversee the building of communities, including the street layout, municipal structures, plazas and fountains, aqueducts, and sewers.

Civil, Roads & Highways: The ability to plan and oversee the building of thorough fares across the countryside, including various sorts of terrain that must be traversed such as rough, marshy, etc.

Hydraulic, Dams: The ability to plan and oversee the building of dams and reservoirs.

Hydraulic, Other: The ability to plan and oversee the building of canals, locks, and spillways as well as dealing with navigable waterways such as rivers.

Mechanical: The ability to plan and oversee the building of various mechanical devices and engines to move objects, mills, and so forth.

Mining: The ability to plan and oversee the excavation of open pit and tunnels/shafts, whether for the extraction of ore or the like or some other purpose. Note that the latter ability is subsumed in the Physical K/S Area, *Mines & Mining*.

The JM may add other specific sub-areas suitable to their campaign.

Cross-feed(s): None

Heka Generation: None

STEEP Modifier: Fortification & Siegecraft

Sub-area gains: Table 6

Engineering: Military: This K/S covers activities such as modifying, siting and building fortresses, bridges, roads, dumps, bases, and camps. One roll allows the HP to figure out how to accomplish one small task, such as siting a camp, or part of a big one, such as altering the course of a river or draining a swamp. It also assumes the knowledge to build, detect, and disarm (non-magickal) indoor and outdoor traps, as well as how to construct simple shelters, towers, siege engines, stone throwers, and the like using only trees and small

hand tools, similar to *Fortification & Siegecraft*. A single roll usually suffices for those tasks. The table of Outdoor Trap Damage lists some sample outdoor traps which can be built by the use of this K/S, as well as how much damage they can do. Note that armor provides no protection against impact damage, and that all such damage should be multiplied by a 1D3 (not 1D6) Exposure Roll. Stunning damage, however, uses a normal 1D6 roll, and Piercing damage should be rolled on the Strike Location Table. See the Combat chapter for more.

Cross-feed(s) at 10%: Fortification & Siegecraft

Heka Generation: None

STEEP Modifier: (MMCap + MRCap) * 0.5

Sub-area gains: None

Espionage: This K/S provides for a wide array of skills that any spy will find indispensable. Other K/S Areas, such as *Criminal Activities* (both Physical and Mental), *Military Engineering*, and the like, will also prove to be very handy. The following Sub-areas are included:

1. Gathering Information
2. Clandestine Meetings
3. Border Crossing
4. Smuggling
5. Recruiting Agents/Informants
6. Object Concealment

For die rolls, sub-areas 1 thru 5 function like *Criminal Activities: Mental* operations. Sub-area 6 applies to a specific attempt to conceal an object. An object can be as large as can be easily carried.

Cross-feed(s): None

Heka Generation: None

STEEP Modifier: (MMCap + MRCap) * 0.5

Sub-area gains: Table 1 (Standard)

Etiquette & Social Graces: This ability conveys a multitude of small things which identify an individual as coming from a certain nationality and/or SEC. Some examples of things covered by this K/S are table manners, mode and rate of speech & vocabulary, dress, hair style, casual interests, political & social awareness, breadth & depth of experiences (such as acquaintances & travel), etc. Rolls against this K/S may prove important when you are trying to impress an OP, dupe an EP, or fit in with a certain crowd. Class distinctions are sharp and SEC is often crucial.

Cross-feed(s) at 10%: Judgment (Background)

Heka Generation: None

STEEP Modifier: MRCap

Sub-area gains: None

Fortification & Siegecraft: This is the study of the construction and use of fortifications of all sorts, the knowledge of how to assault and/or destroy such fortifications, and the tools and weapons used specifically to build, defend, attack, and damage such constructions. It includes the following sub-areas:

1. Besieging
2. Escalade attack
3. Sapping
4. Siege Engines: Missile
5. Siege Engines: Proximate
6. Siting and Construction

Besieging: The ability to plan and construct a fortified encampment and draw siege lines to invest the enemy stronghold. Included hereunder are the destruction of water defenses and supply and the prevention of supplies/defenders reaching the invested fortification.

Escalade Attack: The ability to direct the assault of a stronghold so that the attacking force is able to scale its fortifications and gain the interior of the place. This is typically done by filling in ditches and moats and then using towers and ladders to attain walls.

Sapping: The ability to direct the destruction of the base of walls and other fortifications by sappers, the digging of tunnels by miners to undermine fortifications (then fill the space with combustibles to be burned) and cause the collapse of the fortification, and the use of counter shafts and/or tunnels to prevent undermining of fortifications.

Siege Engines: Proximate: The ability to construct and employ the devices used to assault or protect fortifications. These include ladders, rams, siege towers, and the like.

Siege Engines: Missile: The ability to construct and use devices that discharge missiles and other substances to assault fortifications,

devices, and defenders/operators or the besiegers and their devices and fortifications. Such engines include the ballista, catapult, etc.

Siting & Construction: The ability to select the best location and plan and construct the fortification thereon. This ranges from a temporary military camp to a large, concentric castle or the fortifications of walled community (but not the community itself).

The siting of a fortification is important, of course, and having some ability in *Engineering: Military* is beneficial. The purpose for the construction, its use, and the ground upon which it is built are factors which affect both how a place is built and defended, and how it is assaulted and destroyed. Aside from the temporary military fortification, other such places are assumed to be permanent constructions. Therefore, each must serve its purpose (check local population, guard a route of trade or access (rivers, fords, bridges, roads, etc.), guard a community, protect a coast, etc.) as efficiently as can be managed, all things considered. The terrain should be commanding if at all possible (such as a height), and the walls and buildings of the fortification should be seated upon as solid a foundation (preferably bedrock) as available. There must be such thickness of walls as to defy their being brought down, and sufficient height of walls and towers as to make them unscalable and advantageous to defense. The construction must have a reliable water source (rain cistern, well, etc.) and a place for storage of food and siege materials, and it must be able to contain in safety a garrison and those to be protected within the walls. On the other hand, it should be defensible by as small a number of individuals as possible. Thus details of the construction (walls, towers, turrets, bartizans, machicolations, piercings, murder holes, outworks, galleries, etc.), archery and war engine fields of fire, and placement of defensive machinery needs to be considered by the skilled persona planning and overseeing the construction of the fortification. The use of Heka to prepare a site, construct, protect, defend, assault, and damage fortifications must be known to personas with this K/S, although they would not be expected to perform the actual work there, any more than they would be expected to be a mason or carpenter.

The repair, strengthening, and improvement of existing fortifications are another aspect of this Area. The persona will be able to assess a fortress (castle, keep, moat house, chateau, etc.) and by finding its weak points and prepare strengthening modes (construction or defensive measures). This brings us to the Siegecraft portion.

Knowing the weaknesses of any particular design, skilled personas will be able to employ their knowledge to assail a fortress and bring it into ruin. Should escalate (ladders, siege towers, ramps, etc.) be used? Can mines be dug under the place to bring portions down, so as to create an assailable breach? Are stone-hurling engines and battering/picking machines going to be feasible? Can the water for the place be stopped or polluted? Is its supply of food adequate? How about disease or fire? What use will Heka and Castings be in a siege?

The *Weapons: All Other Military* K/S Area supplements this one. The persona must already know considerable information regarding the following: ballistae, mangonels, scorpions, catapults, onagers, screws, catchers (ram, spow, etc.), picks, towers, movable, crossbows, rams, and trebuchets. The Individual will also have knowledge of abbatis, bridges, castellation, counter-mining, drawbridges, earthworks, escarpments, gates, gate houses, ladders, mantlets, mines, moats, outworks, portcullises, ramps, sows, and tortoises.

Adding immeasurably to this complexity is the fact that Heka almost always plays a part in the construction, defense, attack, and destruction of a fortified place. A Heka user, usually a Mage, will be employed in defense of such a construction, so the assailants must too have practitioners of Heka. Thus, masters of this K/S either work with such a Heka user, are powerful ones in their own right, or perhaps both, in cases of extreme importance.

It is always necessary to employ a persona with this K/S Area when constructing a stronghold. Besieging a well constructed and ably defended citadel is likewise fruitless in most cases unless the attackers can somehow overwhelm it by sheer numbers in escalate or starve it into submission.

Cross-feed(s) at 10%: Architecture, Military Engineering

Heka Generation: None

STEEP Modifier: MRCap

Sub-area gains: Table 1 (Standard)

Gambling: This K/S enables the persona to understand the theory and practice of gambling in a broad spectrum of forms. The following sub-areas match the games the HP will be able to play competently:

1. Cards
2. Dice
3. Table Games
4. Sporting Events
5. Dog/Horse Racing
6. Animal Fighting

The DR for victory will have a lot to do with how much one wishes to win, how many others are competing, and how good they are. When competing directly against one other player, such as against the house in blackjack, have a K/S vs. K/S competition—though give the house an automatic one level of advantage for its DR, and penalize the gamblers one DR or so per two players in the card game. When playing something like poker, however, where several individuals are in direct competition, have each wager a DR, and the one who can succeed against the highest one wins. For example, Dirk Gallagher is playing cards with four other HPs. Two wager that they can roll successfully against a DR of Hard, one bids Difficult, and the other Very Difficult. Dirk bids Difficult and the game begins. The first two succeed in their rolls, Dirk makes his, but the fourth fails. Dirk and the third one, who both succeeded with Difficult rolls, compete in a K/S vs. K/S match. Dirk wins and collects the pot! (Dealing hands can be easier, but then there's Joss...)

One roll should cover one "hand" at cards, one horse race, one sporting event, etc. Alternatively, a roll could be expanded to see who comes out ahead after an evening of card play. Winnings will vary, but could run anywhere from two to 10 times that which was wagered on the average—it's up to the JM.

Cross-feed(s): None

Heka Generation: None

STEEP Modifier: (MMCap + MRCap) * 0.5

Sub-area gains: Table 1 (Standard)

Games: Mental: This K/S includes both purely mental games and those which combine mental and physical coordination. An element of luck might often be involved as well. Resolve the success in the games as per *Gambling* above. The following types of games are covered:

1. Strategic & Table Games* (Chess, Backgammon, etc.)
2. War Games*
3. Darts
4. Croquette/Yard Games
5. Pool (Billiards, Snooker)
6. Parlor Games (Charades, etc.)
7. Guessing/Riddle*
8. Word/Rhyming*

* These K/S Sub-Areas enable the possessor to create Mental Armor equal to 10% of STEEP, or up to the persona's MMPow in strength providing there are sufficient points of personal heka available to power the extra protection. In the latter case, the persona must expend heka equal to the MMPow to gain the extra protection. Example: STEEP 30 means an automatic 3 points of Mental Armor. The persona has an MMPow of 16. To get 16 points of Mental Armor rather than 3, 16 points of heka must be expended.

Cross-feed(s) at 10%: (Darts) to Combat: Missile Hand Weapons (Darts)

Heka Generation: None

STEEP Modifier: MRCap

Sub-area gains: Table 1 (Standard)

Gemology: The HP will know the geographical areas where types of stones are found, their physical and mineralogical location and appearance in that area, mining/location techniques, raw costs, buying practices, markets, cutting, grading, classification, etc. Similarly, the HP will know the history of unique stones, who owns or owned them, and the current values for all types of such work.

First, the reader is alerted to the fact that in this milieu the K/S area gives the possessor information regarding the forms of gems and minerals which are capable of storing, possess, or channel Heka.

This K/S adds 10% STEEP to

Cross-feed(s) at 10%: Appraisal, Gemsmith/Lapidary and Rarities.

Heka Generation: None

STEEP Modifier: MMCap

Sub-area gains: None

Geography/Foreign Lands: A successful roll against this K/S Area will allow an HP to be aware of the general terrain in a particular place, the location of unique and/or famous areas of terrain, how to map an above- or below-ground area successfully, and how to accurately judge distances. The latter two uses for this K/S will see a lot of rolls, and the JM should always make a secret check against an HPs STEEP whenever the persona is making a map upon which someone will rely for navigation. Surveyor's instruments will reduce chance of failure (i.e., make the DR better). A failed roll will allow the JM to lead the party astray, though it is recommended that most inaccuracies be minor unless a Special Failure was rolled!

Cross-feed(s) at 10%: History and Travel

Heka Generation: None

STEEP Modifier: MMCap

Sub-area gains: None

Geology/Mineralogy: This K/S deals with the inner workings of Aearth and the nature of many types of (non-precious) rocks and minerals, or areas where valuable/precious ones might occur. This K/S could be used for everything from predicting the time of an earthquake or volcanic eruption (an extremely hard task—better have the proper equipment!) to recognizing iron ore and knowing where to mine it.

Cross-feed(s) at 10%: Mines & Mining

Heka Generation: None

STEEP Modifier: MMCap

Sub-area gains: None

History: The HP will be familiar with important past events, and, with a successful roll, may be able to recall what happened on a certain occasion, why it may have happened, who was involved, etc. This K/S Area could come in very handy for rooting up information.

In a medieval-type setting such as that of Aearth, historical knowledge will be somewhat limited to regional areas, rather than the overall world. It is possible, however, that a sage or other scholar may have a broad view of the histories of many civilized regions.

Cross-feed(s) at 10%: Geography/Foreign Lands

Heka Generation: None

STEEP Modifier: MMCap

Sub-area gains: None

Hypnotism: This skill allows the user to put a human (or intelligent humanoid) subject into a hypnotic trance and manipulate the way that person's mind functions. While there are many uses for this K/S, all involve causing the subject to go into a "trance," or sort of sleep. A number of CTs equal to the subject's MRCap is required to attain this state if the subject is willing. For reluctant subjects, however, the time required will be counted in BTs. After the trance is established, make the roll using the DR for the hardest type of activity to be attempted. A successful result will allow the hypnotist to proceed. If additional rolls are required during the course of a hypnotism session, then make each one after the time limit for the last has expired. This K/S may be used for the following purposes:

(1) A subject's subconscious memory can be tapped with regard to a certain past event. Such subjects will actually believe that they are again experiencing that event, and they will be able to describe it perfectly to the hypnotist as it occurs. This function can even be used to look into the lives a person led previously to the current one! "Past life regression," however, can be very traumatic—particularly if subjects relive their own death—and it will inflict 1D6 points of Mental damage on a subject for undergoing it (or 3D6 points for subjects made to relive their death). The base DR for this use of hypnotism is Moderate for trying to recall an easy, non-traumatic event, Hard for trying to recall a stressful event in this life (or an easy one in a past life), and Difficult for trying to recall a traumatic event (or a stressful one in a past life). In all cases one roll covers one ATs worth of questioning. If a roll fails before the hypnotist brings the session to a close, the subject automatically wakes up and takes 1D6 points of Mental damage for so doing.

(2) While under the influence of Hypnotism, subjects can also be commanded to perform a certain short, simple task which they will fulfill

to the best of their ability. Good examples are, "Act like a chicken," or "Call to your mother and tell her you love her." Subjects can be made to do a wide variety of strange things, but will not obey commands which are diametrically opposed to their nature—for example, most people won't obey commands to kill themselves. The base DR for this function is Moderate, and one roll covers one AT as well.

(3) A post-hypnotic suggestion which will affect a subject's waking behavior can be implanted. The command must usually be very simple and direct, but it can be quite powerful! One example of a command is to, "Forget the number four." Such subjects, upon awaking, could count from one to 10 as many times as they liked, but they would no longer be able to comprehend the concept of the number "4"! They would know what "14" and "40" were, and would still recognize the symbol "4," but they would quite honestly not know what it meant. In order to remember, they would have to be re-hypnotized, or enough time would have to pass that the post-hypnotic suggestion would wear out and allow them to remember. (Allow a subject one roll against the MM CATEGORY every month to break free of the suggestion.) Another type of suggestion would be to "Go to sleep when you hear the word 'Delta'." When that occurred, the subject would instantly fall asleep and remain so for 1 AT. At the end of the AT the subject could make a roll against the MM CATEGORY to wake up. If the roll failed, the subject would remain asleep for another AT and so on until he or she succeeded, was commanded by a hypnotist to wake up, or died of thirst. Likewise, this suggestion would eventually decay overtime, with the subject rolling once every month to be rid of it.

The Difficulty Rating for this function depends on just how strongly the hypnotist wants the suggestion to be implanted. The base DR at which the hypnotist decides to roll to implant the suggestion is the same DR at which the subject will have to roll in order to resist it. For example, if a hypnotist overcame a base DR of Difficult to hypnotize Alyssa into avoiding cooked meat, then she would have to make a Difficult roll against her MM CATEGORY in order to resist the suggestion and eat it anyway. Likewise, she would have to succeed in a Difficult roll to break out of the influence of the suggestion at the end of the month. Note, however, that any hypnotist can cancel any hypnotic suggestion with a Moderate roll (this does not apply to any magick-related Suggestion Castings). Also keep in mind that, as with function 2, the command must not be directly self-destructive in nature, and it cannot force the subject into making any K/S rolls.

(4) The hypnotist can calm and restore a subject, healing 1D6 points of Mental damage for every level of DR rolled at (i.e., 1D6 for "Easy," 2D6 for "Moderate," 3D6 for "Hard," etc.). A Special Success heals double the rolled amount, but a Special Failure inflicts the attempted amount on the subject. (Should this, however, increase the subject's accumulated Mental damage to above the Mental TRAIT then the subject will be overcome by total insanity and immediately become catatonic, dying in one week.) This calming and restoration may be attempted but once per day per subject.

Additional DR modifications would depend on the conditions under which the hypnotism was taking place. An unwilling subject is usually at a DR of three levels higher (a Moderate task would then become a Very Difficult one, for example), though subjects whose will is broken (i.e., they have taken Mental damage equal to or more than their Mental Effect Level) will cause the hypnotist to incur no such penalty. Note that an unwilling subject with SMPow of 16 or higher cannot be hypnotized at all unless he or she is over the Effect Level. Furthermore, no subject—willing or unwilling—can be hypnotized unless she or he has a Mental TRAIT of from 48 to 100. Those who are higher or lower than this range are completely immune to hypnosis, even when over their EL, although *Magnetism* might work.

Finally, while this description of hypnotism is hardly a clinically accurate picture of the way it works, it is balanced for game purposes.

Cross-feed(s): None
Heka Generation: None
STEEP Modifier: MRPow
Sub-area gains: None

Influence: This K/S measures one's skill at verbal communication of all sorts. The following Sub-areas are covered under this category:

1. Debating
2. Persuasion
3. Salesmanship

4. Demagoguery
5. Misinformation/Disinformation
6. Oration
7. Propaganda

Debating is skill at arguing an opposing view.

Persuasion is the ability to get people to do something you want.

Salesmanship is the ability to sell something with minimal haggling.

Demagoguery is a method of influence which appeals to the prejudices and emotions of others.

Misinformation (or disinformation) is the ability to slip in false facts to weight a situation in the HP's favor.

Oration is public speaking, aimed at influencing a group of people.

Propaganda is the systematic, widespread promotion of a particular doctrine or idea.

A roll against this K/S may be necessary to convince one or more OPs to believe in or agree with what you are trying to say. The precise sub-area you use will vary greatly with the situation. The first three sub-areas are generally one on one, the latter aimed toward groups.

Keep in mind that when you fail an attempt at this K/S, you are unlikely to get another chance with that subject anytime soon, regardless of the sub-area used, or the one you would like to try next.

Cross-feed(s) at 10%: Leadership

Heka Generation: None

STEEP Modifier: MRCap

Sub-area gains: Table 1 (Standard)

Journalism: The art of writing and publishing broadsides, pamphlets, columns, and articles, conducting interviews, and gathering information are all part of this K/S. A roll against this K/S may be necessary for publishing articles which could irritate people in the wrong places (as an attempt to expose a group of EPs might!), and this K/S can also be used in a *Criminology*-like manner to snoop around and find things out, also known as investigative reporting. This skill, combined with *Political Science* and *Influence*, can be very powerful.

Cross-feed(s): None

Heka Generation: None

STEEP Modifier: MRCap

Sub-area gains: None

Language: This K/S allows an HP to read, write (if applicable), and speak one (or possibly more) foreign language(s) of the player's choice, at a level of proficiency comparable to the persona's STEEP.

Each language is a separate K/S area. Rolls against this K/S may be necessary to carry on a conversation in the language and/or read it under difficult conditions. Gaining STEEP points indicates more than a broader vocabulary and improved grammar; it includes an improved accent, increasing ability to use idiomatic forms, understanding of slang terms, and even mimicry of native accents and minor dialects.

This K/S also includes non-human or non-Aerth languages, such as the tongues of Phaeree. A language such as Fair Speech or Gnomish, for example, might come in handy for translation of writings, in chance encounters, or when outside human surroundings. Readers should note that all intelligent denizens of Phaeree speak one (or more) of three tongues. Faeries speak Fair Speech, Borderers use the Hobgoblin tongue, and Goblins have Goblintalk. Knowing these languages usually enables one to speak with any Phaeree being.

Aerth's languages have many interrelated groups, and knowing one might automatically give an HP STEEP in one or more other languages. Because of the assumed unfamiliarity of the reader with the language groups of Aerth, we have provided a Language Interrelationships table in Appendix IV. Note that some languages have many related tongues, thus providing STEEP in several languages to an HP. For example, having 40 STEEP points in Khazirian endows a Heroic Persona with 10 STEEP points in Turkic Sumerian (25% relationship) and 4 STEEP points in each of the Farsi, Greek, Phoenician, and Slavic languages (10% relationship to each).

Obviously, some languages are much more generally useful than others. Don't let this fool you into neglecting less broadly based tongues, for who can tell when the HP will need to know one of them!

Cross-feed(s): None

Heka Generation: None

STEEP Modifier: MMCap

Sub-area gains: None

Language: Native Tongue: This K/S measures how well HPs can speak, read, and write their native tongue. You may choose the HP's native tongue based on nationality, and any STEEP score above 10 indicates basic, functional literacy at the very least. Note that imposture outside a persona's general Socio-Economic Class (Low, Middle, or Upper) requires a STEEP of at least 41 in native Tongue.

Cross-feed(s): None

Heka Generation: None

STEEL Modifier: MMCap

Sub-area gains: None

Language: Trade Language: To facilitate adventure in most FRPGs, it is customary for some form of international tongue to be inserted into the game rules, typically with no rationale given for the widespread common language. This is not wholly the case here, however. We have a strong rationale, and the broadly known speech is by no means universal—no more than was Latin in the Middle Ages or English on modern Earth, albeit one was known to many persons beyond the Mediterranean area and the other very widely used.

On Aerth, a Phoenician dialect, Trade Phoenician, is the Trade Language, because so much commerce is in the hands of Phoenicians. In general, Trade Phoenician is known around the Middle Seas, in ports, in lands bordering Phoenician states, in places which have much Phoenician trade, and in commercial communities which have dealings beyond their own state. Here is the general dissemination of Trade Phoenician on Aerth:

Aeropa: Widely known by all SEC Levels, often used, save in the hinterlands of the northern and eastern portions of the continent.

Afrik: Widely known in the northern, civilized states, and along coasts elsewhere; virtually unknown in the interior of the continent.

Amazonia: Virtually unknown except by government officials in the few ports in the northeastern most portion of the Incan Empire charged with commerce with the ships from across the Lantlan Ocean.

Atlantl: Broadly known, despised, and used with scorn. The Atlantlans once forced all to learn their own tongue, but since their fall nearly a thousand years ago, their language has been forgotten in favor of Trade Phoenician.

Azir: With the state of Hasur in Near Azir, and the Phoenicians plying the Mare Ostrum, most of Western Azir is as well or better versed in Trade Phoenician than is Aeropa. From the Hindic Subcontinent east, however, the tongue is mostly known mostly just to statesmen, merchants, and businessmen dealing with foreign trade. The southeastern islands, and those isles to the Far East—Panay Sulu and Nippon for example—have virtually no knowledge of Trade Phoenician.

Lemuria: Known only to a few select merchants who have dealings with Azir.

Magmur: It is doubtful if the language is known or used at all on this island continent.

Vargaard: Some use along the eastern shore, in Hispanola and the Karrib Isles, and by functionaries and merchants of the Muyan and Teclan Empires.

Elsewhere there is little or no use, but that depends on whether or not the place receives regular visits from foreign merchants/ traders who employ Trade Phoenician.

There is a discussion of Trade Phoenician given in the Universal K/S Areas section of Chapter 10 (on page 96). Your JM might also vary the ability to utilize Trade Phoenician by employing the following rule:

There will be some proportion of word change in the speech due to native word usage. A core of about one-half the vocabulary will remain constant, while the remainder of the words will be derived from the natives. (Think of English dialects to get a sense of this, how American English differs from British, differs from Scots, differs from Australian, etc.) The optional Trade Phoenician Regional Vocabulary table is used to determine what percentage of Trade Phoenician STEEP actually applies in a particular region.

Note that loss of STEEP applies only to natives of the distant region conversing in the tongue, of course, not with Phoenicians or non-natives who happen to be there.

Cross-feed(s): None

Heka Generation: None

STEEL Modifier: MMCap

Sub-area gains: None

Trade Phoenician Regional Vocabulary	
Region	STEEL Applicable
Within 100 miles of base learning point	100%
Within 250 miles of base learning point	90%
Within 500 miles of base learning point	80%
Within 1,000 miles of base learning point	70%
Within 1,500 miles of base learning point	60%
Beyond 1,500 miles of base learning point	50%

Law: This K/S assumes knowledge regarding the nature of laws in the possessor's homeland as well as an assortment of local laws in various places. A successful roll will allow the HP to recall public policy regarding a certain type of occurrence. The HP will also be familiar with various important legal decisions as well. At a STEEL of 41 and above, the HP is assumed to be a qualified courtroom attorney or barrister, if such professions are applicable (a few feudal systems might not have lawyers, and many others require a minimum SEC level of 6 or higher). Such HPs will have one of the sub-areas listed below:

1. Civil
2. Criminal
3. Government
4. Matrimonial
5. Tax
6. Probate

These represent very specific areas of knowledge in the field, and are available only to those with 31 or more STEEL points in the Law K/S.

Cross-feed(s): None

Heka Generation: None

STEEL Modifier: (MMCap + MRCap) * 0.5

Sub-area gains: Table 5

Linguistics: This K/S Area enables the HP to know the origin, structure, and evolution of various languages. It includes etymology and grammar, but not philology per se. A successful roll against this K/S will allow you to establish basic communication with anyone, regardless of the language they speak, and to even translate their tongue to a small extent. The latter operation, however, will require lots of time and numerous successful rolls. In addition, the learning time for new languages is reduced by 10% when you have this K/S.

Cross-feed(s) at 10%: All known Languages, including Native Tongue and Trade Phoenician

Heka Generation: None

STEEL Modifier: MRCap

Sub-area gains: None

Lip Reading: The K/S enables individuals to be able to read lips as if they were hearing a spoken language. But to gain the whole of the speaking observed, a success must be rolled. The lip reader must know the spoken language as well. Failure indicates a percentage of what was spoken is not understood. That percentage is equal to the twice number of points by which the success was missed. Special Failure means nothing could be lip-read by the individual. This K/S must be purchased once for each individual language to be learned.

Cross-feed(s): None

Heka Generation: None

STEEL Modifier: MMCap

Sub-area gains: None

Literature: An HP with this K/S is assumed to be knowledgeable about all types of literature, including numerous classic works in many languages, modern literature, and poetry. This K/S is also a measure of a persona's ability to understand such works. Such ability enables criticism. Not only will possession of this K/S help the HP fit in with the educated crowd, but successful rolls may also be useful for turning up clues during adventures.

This K/S does not enable an HP to write literature or poetry. These are covered by the *Poetry/Lyrics* and *Creative Writing* K/S Areas.

Cross-feed(s) at 10%: Etiquette & Social Graces

Heka Generation: None

STEEL Modifier: MMCap

Sub-area gains: None

Logic: This K/S Area deals with reason. It is the science of analysis and deduction. Using the principles of inference and demonstration, it facilitates the persona to arrive at the most probable answer to any given question. In play, the Heroic Persona with this K/S can attempt to use this ability to find the most likely answer to any question, or solution to a puzzle, through analysis and deduction. The JM will, however, assign a high degree of Difficulty Rating to any such attempts where the HP has not actually used rational thinking, made at least basic inferences, demonstrated why (or why not) certain possibilities are most likely (or unlikely), and generally thought the matter out before resorting to this pseudo-thinking recourse. Naturally, HPs are actually using their intellect when they select Logic as a K/S, but some additional demonstration of thinking is required to avoid DRs in the Hard to Difficult range.

Cross-feed(s) at 10%: Criminology

Heka Generation: None

STEEP Modifier: MRCap

Sub-area gains: None

Magick: Unlike most other role-playing games, the Mythus game develops Magicka into a very important K/S Area. Most important is the requirement of its possession in conjunction with Dweomercraeft in the Full Practice of that ability. In this regard, Magick is the understanding of Dweomercraeft and its Castings, so that if either Area is out of balance (not of equal STEEP), the lower of the two prevails. Simply put, Magick is the study and understanding of the Laws of Magick (see the Mythus Magick book). This K/S is important also for knowledge of how to make many objects, instruments, and reservoirs containing Heka or of enchanted nature, as detailed in the "Magickal Items" chapter of the Mythus Magick book.

Cross-feed(s): None

Heka Generation: Special (See Appendix I and V)

STEEP Modifier: MRCap

Sub-area gains: None

Mathematics: This K/S Area measures an HP's skill with basic and advanced mathematics of all sorts, including algebra, trigonometry, calculus, and the like. Successful rolls against this K/S allows the user to write and solve formulas, find the solutions to word problems, and apply mathematical concepts to practical applications in real life.

Cross-feed(s) at 10%: Cryptography

Heka Generation: None

STEEP Modifier: MMCap

Sub-area gains: None

Medicine: Veterinary: Normal, modern (i.e. Earth-like) medicinal practices for animals are no more workable in this milieu than they are for humans. This ability is similar to veterinary medicine of the 19th century on Earth, but it also uses herbs of Heka-containing sort (the replacement for antibiotics) and is acutely aware of evil Castings and influences working to harm livestock.

Cross-feed(s): None

Heka Generation: None

STEEP Modifier: MMCap

Sub-area gains: None

Military Science: This K/S does not deal with the actual physical practice of warfare (i.e., using weapons), but rather with the tactics and strategy of troop training and deployment, as well as the planning and execution of a military operation and battlefield command, of communications and logistics. The HP will know details of weapons and armor as are covered under the *Fortification & Siegecraft* and *Weapons: All Other Military* K/S Areas, as well as troops and likely use. A successful roll against this K/S will allow the HP to identify a given weapon class or unit or formation, or to gain an idea how to plan some mission for maximum ease and efficiency. One roll should cover one identification question, plan, enemy strategy or tactic, or a relatively short (less than one week) portion of conducting an actual military operation.

Cross-feed(s) at 10%: Construction, Fortification & Siegecraft, and Weapons: All Other Military

Heka Generation: None

STEEP Modifier: (MMCap + MRCap) * 0.5

Sub-area gains: None

Navigation: This K/S allows personas to find out where they are and which way they're headed on land, sea, or air. This K/S also assumes the possession of a "natural compass" of sorts, and a successful roll will always give such HPs a general idea of which way is north, as well as where up and down lie, if they have gotten themselves into a really disorientating situation. The DR for any use of navigation will depend on how many clues the surrounding area provides and what kinds of tools are available. Having a map, compass, sextant, astrolabe, and landmarks about make things a lot easier! The HP with this K/S is qualified to serve aboard a boat or ship in the capacity of navigator.

Cross-feed(s) at 10%: Seamanship

Heka Generation: None

STEEP Modifier: (MMCap + MRCap) * 0.5

Sub-area gains: None

Perception: Mental: This K/S Area measures an HP's skill at observation and using one's senses--sight, hearing, smell, taste, and touch. That is why it is unusual in that its modifying factor is PNCap. This ability and its counterpart *Perception: Physical* is one of the most important and often used skills in the game, covering these sub-areas:

1. Anticipation
2. Understanding
3. Detecting
4. Noticing

Anticipation is the correlation of past sensory data with current so as to have some chance of predicting what will occur from the present circumstances. Its successful use might predict enemy movement or similar action, locate a likely ambush spot, forecast the next objective in a plan (friendly or enemy) and so on.

Understanding also a function of the correlation of past information with current, but its purpose is to link past occurrences to the present circumstances so as to determine the whys and wherefores of things (plans, reasons, motives, goals, strategies, tactics and so forth). It is generally utilized in surroundings which are comfortable, familiar, and removed from threat.

Detecting is the connecting of previously but unconsciously recorded sensory and mental data when triggered by current stimulation. (Think of that bit of information which causes one to shout, "Eureka!") While similar to Understanding, Detecting comes into play most often in cases where the persona is between the stress of imminent danger (where Anticipation is most useful) and the mundane or comfortable. This sub-area also addresses itself to smaller matters, in that things such as whom a subject might be (human or otherwise, male or female, short or tall, and so on), what a criminal's next actions will be, what immediate objective the foe might have, etc. are subject to discovery with this K/S Area.

Noticing is much like the same heading under *Perception: Physical*, but where the second indicates a persona's unconscious attention to surroundings, by means of sharp senses, Mental Perception, noticing indicates a quality of mental attentiveness that more consciously takes note of the persona's surroundings and analyzes them for significance. This sub-area will be commonly rolled against when your HP has the opportunity to notice something important, such as a hidden door, a clue, a sniper waiting in ambush, a discarded item, etc.

Personas with both forms of Perception (Mental and Physical) are entitled to two K/S checks in many circumstances.

Cross-feed(s): None

Heka Generation: None

STEEP Modifier: PNCap

Sub-area gains: None

Phaeree Flora & Fauna: With this K/S Area, the persona gains a growing body of information regarding the animal and vegetable life inhabiting the counter-world of Aerth, Phaeree. Knowledge extends to both the underground and interior of that world. Until a persona has actually visited the place in question, however, that individual's practical STEEP score cannot be counted above 25. For each day spent in a portion of Phaeree, the score can increase by 1 (when purchased or if already existing) for that area, region, etc.

For instance, if a persona spent three months traveling around the outer realms of the place, then the individual could have a STEEP of about 33 with regard to that portion of the exterior, but knowledge of other places and the subterranean and interior portions of the place would still be at the 25 maximum level, and it would require extensive exposure in those places to increase knowledge.

This is a useful K/S when dealing with natives of Phaeree, venturing into Subterranean Aerth, or when preparing for a journey to Phaeree.

Cross-feed(s): None

Heka Generation: None

STEEP Modifier: MMCap

Sub-area gains: None

Political Science: This K/S Area assumes knowledge regarding the political processes in various countries, the trends of political opinion, and current world leadership. It can be used to analyze politicians, policies, and political events for abnormalities and hidden agendas, as well as to predict the likeliest outcome. In other words, this is another K/S which is a good possible source of clues in intrigues, conflicts, etc.

Cross-feed(s) at 10%: Public Administration

Heka Generation: None

STEEP Modifier: (MMCap + MRCap) * 0.5

Sub-area gains: None

Public Administration: Those with high STEEP in this K/S will be familiar with the operations, nuances, customs, and arrangements of local, regional and national governmental bureaucracy. This may come in handy for knowing how to deal with government officials, obtain certain information, get in to see the right people, etc. Someone who succeeds at an Extreme roll, for example, might be able to expose a plot in the royal court or figure out how to get an audience with the king! It is a must for a persona who is to hold any sort of public office successfully for any extended period of time.

Cross-feed(s) at 10%: Administration/Bureaucracy, Political Science

Heka Generation: None

STEEP Modifier: MRPow

Sub-area gains: None

Rarities: This K/S includes the knowledge of, the ability to identify by examination of, and the possession of information regarding the whereabouts (or loss) of various types of valuable items. Some of the general categories of these items include: antiques, art, coins, gold and silver work, museum pieces, pottery, porcelains, rugs, sculptures, crystal, and tapestries. A successful identification will yield information as to the manufacture/craftsmanship, date, number existing, place made, and the current market price. This K/S also can be used to note frauds and forgeries. To do so, a check first must be made for identification, and then a second for authenticity. If either roll fails, of course, then the HP will have no idea of whether or not the item is real.

Cross-feed(s) at 10%: Appraisal

Heka Generation: None

STEEP Modifier: MMCap

Sub-area gains: None

Sign Language: This K/S is similar to a spoken language in that each language learned is a separate K/S. In addition to spoken languages, there may be specialized languages. For example, the following types may exist: Alchemy, Assassin, Beggar, Deaf/Mute, Dweomercraeft (by School), Gypsy, Hunter, Pirate, Priestcraeft (by Ethos, and Pantheon), Soldier, Thieving, plus that of each Secret Society active in the campaign. The JM will typically customize the listing for his or her campaign.

Cross-feed(s): None

Heka Generation: None

STEEP Modifier: MMCap

Sub-area gains: None

Sociology/Culture: A successful roll against this K/S allows a Heroic Persona knowledge regarding the customs, attitudes, etc. of a foreign culture and the people within it. The persona could be familiar with non-traditional attitudes, sub-cultures, and similar movements within a culture as well. This could prove handy to avoid grossly insulting those headhunters whose island you happened to be washed up on, for

example. It raises the persona's perceived SEC by 1 factor when in a foreign place if the persona succeeds in a DR Hard roll.

Cross-feed(s): None

Heka Generation: None

STEEP Modifier: MRCap

Sub-area gains: None

Spellsongs: This unusual K/S Area enables the use of Castings of a sort which are set to music and sung or chanted, accompanied or not by some musical instrument. To employ properly any Spellsong, one must therefore have the *Music* K/S area. (There are two exceptions to this rule, those are Full Practice Mages and Priests, both of which have learned incantation/chanting through their particular discipline.) Also, unless the Casting is made with accompanying music played on some instrument by the Spellsinger (or another of at least equal ability in this K/S Area), the Heka cost of the Casting is double the normal for each Casting Grade. Any disparity in STEEP between *Music* and Spellsongs means that Spellsongs will have only the Heka and Grade of the lower of the two. However, if the two are also combined with both *Musical Composition* and *Poetry/Lyrics*, both of the latter will generate Heka for the Spellsinger and also enable special Castings (see below).

All manner of folk, including many primitive sorts, employ Spellsongs. The time required for a Spellsong Casting is somewhat longer than normal. The shortest is of Cantrip length in time, and the common duration required is of Spell or Formula length.

However, the cost in Heka is less, for the longer vocalization and musical accompaniment enhances the force of the Spellsongs as if Heka were being spent. Thus there are drawbacks and benefits to this form of Casting. Note that the musical singing (or incantation/chanting) and musical accompaniment, if any, must continue throughout the whole time of Casting. Some few Castings of Spellsong nature also require such vocalization (and accompaniment) to continue throughout the Casting's entire Duration, for that keeps the Effects/Force/Material active, and cessation will bring the Casting to an end.

The Grade of Casting available to a persona depends on his or her STEEP, as shown in the Spellsong Castings table.

Spellsong Castings			
STEPP Available	Highest	Casting	Grade
1-20	I		
21-30	II		
31-40	III		
41-50	IV		
51-60	V		
61-70	VI		
71-80	VII		
81-90	VIII		
91+	IX		

Cross-feed(s): None

Heka Generation: STEEP + ((MMSpd + MRSpd) x 0.5)

STEEP Modifier: (MMSpd + MRSpd) * 0.5

Sub-area gains: None

Subterranean Aerth: This K/S is the study of the entirety of the underground maze which honeycombs the world of Aerth. It includes such a diversity of material that sub-areas of study are necessary:

1. Upper Levels (The Byways of Shallow-shadow)
2. Middle Levels (Midgloom Mazes)
3. Lower Levels (The Deepdark Labyrinths)
4. Flora & Fauna of Upper Levels
5. Flora & Fauna of Middle Levels
6. Flora & Fauna of Lower Levels
7. Sapient Dwellers in Subterranean Aerth

Sub-areas 1-3 deal with the conformation of the passages, caverns, etc. of each of the three separate portions of the subterranean places. The Sub-areas also include knowledge of outstanding features (bodies of water, holes and shafts, etc.), lucid areas, oases, and so on. However, the complexities of these tunnels and caves makes it difficult for anyone to know everything, of course, and as there are continual

changes due to disasters, mining, etc., not even the most expert individual can be absolutely certain of the whole of any region.

Sub-areas 4-6 deal with the many forms of non-intelligent animal and vegetable life forms dwelling in the three portions of Subterranean Aerth. Individual characteristics, habitat, populations, etc. are known to the persona with one of these Sub-areas. The general ecological workings of a division are likewise understood by the informed HP.

Sub-area 7 concerns the intelligent life forms in the three underground portions. This knowledge includes semi-intelligent creatures. It also extends to cover non-native species such as those races from Phaeree who have taken up residence in one or another of the levels of the Subterranean Aerth.

Cross-feed(s) at 10%: Speleology

Heka Generation: None

STEEP Modifier: MMCap

Sub-area gains: Table 1 (Standard)

Surveying/Topography: Unlike *Geography/Cartography*, this K/S deals more with mapping and/or preparing terrain to be shaped to accommodate buildings, roads, and the like, as well as creating aesthetically pleasing landscape. A successful roll can also indicate abnormalities in the way structures sit in relation to the land. Sinkholes that are about to form and buildings that have been made unsteady by erosion are examples things that this K/S can help identify.

Furthermore, Topography is the science of making accurate and detailed maps of surface features. With the aid of such maps, an attempt to search a certain area can be made a lot easier for the HP party. This is another K/S where surveying equipment comes in handy.

Cross-feed(s): None

Heka Generation: None

STEEP Modifier: MRCap

Sub-area gains: None

Toxicology: Simply put, this is, for game purposes, the science of poisons. This K/S can be used to mix different types of poisons as well as antidotes for them, and to identify both types of mixtures when found. The DR for making such things has a lot to do with the available materials and equipment, but will also be influenced by the Strength rating of the poison or antidote to be created as well (see Chapter 12). The base DR for this is listed on the Poison/Antidote Creation table.

The amount of time a poison remains potent after being mixed, and the speed with which it works will also serve to modify the DR. Consult the Poison Longevity and Poison Speed tables for that information. When exposed to open air, the poison will last but 10% of its expressed period. There will be similar modifications for mixing Antidotes, but there is no problem with exposing them to open air.

Additionally, poisons may come in various forms. Some types are liquids taking effect upon contact, some must be ingested, and some must be injected into the bloodstream; some are gases, some have multiple parts, etc. Antidotes must likewise be mixed with one general type of poison (either Injury or Incapacitation) in mind. For more information as well as rules for how poisons work, see Chapter 12.

Cross-feed(s): None

Heka Generation: None

STEEP Modifier: MMCap

Sub-area gains: None

Poison/Antidote Creation	
Strength	Base DR
1-10	Easy
21-30	Moderate
31-40	Hard
41-50	Difficult
51-60	Very Difficult
61 +	Extreme
Poison Longevity	
Longevity*	DR Modifier
Very short (minutes)	-3
Short (hours)	-2
Medium (days)	-1

Long (weeks)	0
Very long (months)	+1
Extremely long (years)	+2
Poison Speed	
Speed of Effect*	DR Modifier
Instantaneous	+3
Fast (CTs)	+2
Medium (BTs)	+1
Slow (ATs)	0
Delayed (hours)	0
Very delayed (days)	+1
* 1D10 of the units of time listed in both tables	

Weapons: All Other Military: This K/S covers common weapons that are not held or used individually, in the following sub-areas:

1. Common Assault Weapons
2. Common Defense Weapons
3. Exotic Weapons
4. Missile Engines, Counterpoise
5. Missile Engines, Tension
6. Missile Engines, Torsion
7. Siege Engines, Proximate

Common Assault Weapons: These include the use of boiling oil, dropped missiles, rolled logs, stones, fire carts, wildfire, etc.

Common Defense Weapons: These include stakes, pigsfeathers, abbatis, hidden holes with stakes, and generally passive weapons.

Exotic Weapons: These include all manner of offensive and defensive devices and engines employed in a siege such as man-catchers and anything else that may be considered non-standard.

Missile Engines, Tension: The catapult and its cousins.

Missile Engines, Torsion: The ballista and its cousins.

Missile Engines, Counterpoise includes the trebuchet and its cousins.

Siege Engines, Proximate includes siege towers, rams, mobile ramps, and so on - the usual engines used to assault a stronghold.

Personas with a sub-area will be able to construct and operate all weapons in that sub-area type. They will know how to use them in attack and defense, as well as how to defend against them.

Cross-feed(s) at 10%: Construction and Fortification & Siegecraft

Heka Generation: None

STEEP Modifier: (MMCap + MRCap) * 0.5

Sub-area gains: Table 1 (Standard)

Zoology: An HP with this K/S Area will be knowledgeable regarding the natures of many different types of animals, their habits and habitats. Successful rolls against this Area can detect abnormalities in animal life, give reasons for and/or predict animal behavior, and otherwise provide interesting clues during the course of the game.

Cross-feed(s) at 10%: Animal Handling and Hunting/Tracking

Heka Generation: None

STEEP Modifier: MMCap

Sub-area gains: None

Physical K/S Area Descriptions

Acupuncture: This K/S measures one's skill at performing the ancient Oriental art of acupuncture (and acupressure). The successful use of this K/S can instantly relieve pain of any type, so long as the pins remain in place. Also, an acupuncture treatment will reduce the Strength of any disease by 25% on a one-time basis, and its regular (weekly) use will increase the rate at which Physical damage points are recovered by 50% (see page 274 of Chapter 12). Assume one roll per acupuncture treatment, and—in the latter case—if the roll for one week fails, then the Physical damage points for that week are recovered at the normal rate.

Cross-feed(s) at 10%: Medicine: Oriental

Heka Generation: None
STEEP Modifier: PNCap
Sub-area gains: None

Acrobatics/Gymnastics: For game purposes, this area has little to do with sports but rather measures an HP's skill at various types of special physical movement. The following Sub-areas are included:

1. Tumbling
2. Jumping
3. Vaulting
4. Landing
5. Tight-Rope Walking
6. Swinging
7. Climbing

Tumbling is an evasive type of movement which is twice as effective as normal zigzag running and covers a full BTs worth of movement.

The Jumping Sub-area adds to the distance that one can cover while performing a standing or running jump by one yard (standing) or two (running) per level of the DR.

Vaulting is a kind of jumping which utilizes a pole or other tool to lift the persona into the air. A successful roll at vaulting will allow the HP to travel the same distance through the air in one CT that the persona could travel across the ground trotting.

Landing comes in handy after a fall, as—with a successful roll—it allows one to take the minimum rollable damage. The DR for this feat will have a lot to do with how hard or soft the surface is.

Tight-Rope Walking allows an HP to travel at a crawling movement rate (10% walking rate) over a rope or wire, and one roll covers one BTs worth of such travel.

Swinging is handled just as is vaulting, but the distance is as per running (300% walking rate), and it assumes that one is traveling most of the way by hanging on to a chandelier or the like.

Climbing generally pertains to ropes, ladders, and similar venues. One roll typically covers a 30-foot climb with some difficulty involved.

See the *Juggling* K/S below for full details of the benefits of having a combination of Acrobatics/Gymnastics and Juggling K/S Areas.

Cross-feed(s) at 10%: Dance, Escape, and Juggling

Heka Generation: None

STEEP Modifier: (PMCap + PNCap) * 0.5

Sub-area gains: Table 1 (Standard)

Arms & Armor: This Area includes both knowledge and the ability to judge and maintain arms and armor and perfect and/or don them. The persona knows the item in question, how it is best employed, the quality of components and workmanship, how to sharpen or ready them for use, how to maintain and repair (if possible) the object and even how to craft a weapon of its type. There are many sub-areas associated with this K/S:

1. Armor: Chain Mail
2. Armor: Fitted (Plate)
3. Armor: Lamellar
4. Armor: Leather/Cuir Bouille
5. Armor: Padded/Quilted
6. Armor: Plate Armor/Metal Shields
7. Armor: Ring/Scale
8. Bows/Arrows/Fletching
9. Crossbows/Quarrels
10. Edged Weapons: Swords
11. Edged Weapons: Other (Axes, spears, etc.)
12. Non-Edged Weapons
13. Wood/Leather Shields

Specialization in a sub-area allows an individual to be an expert in the quality of such items as are covered under the specialty and also to construct weapons or armor of that sort. Note that possessing this K/S and its sub-areas, even with Specialization, does not enable a persona to employ those weapons in combat.

It should be understood that this area is meant to cover all armor and small arms typical of Earth's history from Classic times to the Renaissance, save for those employing gunpowder—an inoperative substance in a Heka-active milieu.

Cross-feed(s) at 10%: (Armor: Leather/Cuir Bouille) to Leatherwork

Heka Generation: None

STEEP Modifier: (PMCap + PNCap) * 0.5

Sub-area gains: Table 2

Boating: This K/S imparts knowledge of how to operate and maintain virtually any sort of small or large boat or barge of either the sailing or oared variety. The K/S also applies to skill at operating a boat and applies during chases on the water. A roll against this Area may also be necessary for keeping a small boat afloat during stormy weather.

Note that a boat is *not* a ship!

Cross-feed(s): None

Heka Generation: None

STEEP Modifier: (PMCap + PNCap) * 0.5

Sub-area gains: None

Carpentry: This K/S allows a persona to work with wood. It includes work on ramps and stairs as well the framing of buildings, similar to the Construction K/S. This skill also deals with items such as cabinetry, tables, chairs, and other furniture.

Cross-feed(s) at 10%: Construction

Heka Generation: None

STEEP Modifier: (PMCap + PNCap) * 0.5

Sub-area gains: None

Clothwork: This seemingly innocuous and useless ability is of value in two areas. It enables the individual possessing it to judge the kind and workmanship of fabric and actually make cloth, embellish it, and properly repair it. Thus, from coarse hemp, burlap, and wool, to brocades, satin, and silk, the persona with this K/S Area is both knowledgeable and capable. The individual can also make rope, weave, braid, knit, crochet, embroider, tat, make lace, sew, and darn. Sail making is also included in this ability. Second, the able persona can assess the quality of clothing and cloth armor. Such personae can also construct cloth-type armor for themselves or others—typically a heavy canvas material in two layers with felt or cotton padding between, quilted to prevent movement or loss from tearing, cutting, etc.

If materials are on hand, most cloth work is not exceptionally time-consuming. However, weaving, rug making, lace making, silk weaving, and the like are very laborious and require weeks or months of game time to complete. The same is true of fine needlepoint work. On the practical side, mending and rough work is a matter of minutes—hours at the worst, usually. Hand making a coat of padded armor, for example, will take 2D3 days of game time, 1D3 additional to make up to three others at the same time.

Cross-feed(s): None

Heka Generation: None

STEEP Modifier: PNCap

Sub-area gains: None

Combat: Hand Weapons: This K/S considers the use of all sorts of hand weapons, including the following:

1. Axe
2. Club/Mace
3. Dagger/Knife
4. Spear & Pole-Arms (Thrusting)
5. One-Handed Swords
6. Two-Handed Swords
7. Whip/Flail
8. Pole-Arms (Cutting)
9. Pole-Axe
10. Shields

The various characteristics of each weapon, including damage amount and type, weapon points, etc. are listed on pages 236 and 237 of Chapter 12. The above sub-areas refer only to a general type of skill with each weapon. Someone with the Club/Mace sub-area, for instance, could use it with a morning star, a wooden cudgel, or a lead pipe. Note that the Spear sub-area assumes knowledge of all thrusting pole-arms such as a glaive, partisan, lance, or pike.

As STEEP increases, the HP grows more accurate, inflicts more damage, and gains more attacks with the weapon as well. As usual, your Base Attack Chance (BAC) is equal to your STEEP plus the Weapon Point Rating of your chosen implement of destruction and you may use any attack to parry a foe's weapon instead of striking that foe offensively. Note that the Shields Sub-area assumes parrying actions only. In order to attack with the shield one must have the Weapons,

Special Skill (Florentine) K/S (see below). The table below lists attacks for these weapons according to the HP's STEEP.

Hand Weapons Attack Rate	
STEEP	Attack Rate
1-15	½
16-30	1
31-45	1 ½
46-60	2
61 +	3

In addition to more attacks, you also gain a skill-related damage bonus for high levels of STEEP, and if you have a high PMPow, you will receive a damage bonus for that as well. Consult Chapter 12 for the amounts of these bonuses.

Cross-feed(s) at 10%: Hunting/Tracking (spear, only if you choose the spear sub-area) and Sports (Team)

Heka Generation: None

STEEP Modifier: (PMCap + PNCap) * 0.5

Sub-area gains: Table 1 (Standard)

Combat: Lethal Hand-to-hand: This K/S is based on martial arts skills. It assumes those plus some boxing and street-fighting skills, and includes karate and kung-fu. The sub-areas of this K/S pertain to the different sorts of martial arts-related weapons the user may wield:

1. Hands
2. Feet
3. Nunchaku
4. Sais
5. Tui-fa
6. Bagh Nakh
7. Billy (club)
8. Brass Knuckles
9. Knife, small
10. Hook
11. Cane
12. Kama (paired)
13. Neck-breaking Hold
14. Strangle Hold

Nunchaku consists of a pair of wooden or metal bars connected by a short length of chain and swung during combat.

Sais look a bit like weird but unsharpened daggers, and they are used as punching weapons.

Tui-Fa are deceptively harmless-looking blocks of wood which are also very useful for punching and blocking.

Bagh Nakh are claws, typically on a band wrapped around the hand.

Cane, a seemingly harmless, or at best light defense weapon is as potent as a sword in the hand of the individual steeped in the use of the cane as an attack instrument.

Hook: A dangerous but slow weapon changes to something entirely different when the one wielding it is able to use the weapon properly.

Kama: A pair of these 18-inch hafted, curved-blade headed weapons are used to defend and attack with terrible execution from their cutting and/or piercing blades (adaptations of the simple sickle).

Neck Breaking Hold is attack is an attempt to obtain a lethal grip on the target subject and break that subject's neck. A Special Success indicates that the attack succeeds immediately, while a Special Failure indicates that the attacker has lost the hold and been thrown down prone. Otherwise the attacker must engage in a K/S vs. K/S contest pitting Combat, HTH-Lethal STEEP against the victim's STEEP in Combat, Hand-to-Hand, Lethal or Non-Lethal K/S. In the event neither of these abilities are possessed, the victim's must rely upon PMPow.

All contest checks are made with additions for height and weight as indicated to the attackers K/S roll, while the defender subtracts a like amount from his or her K/S roll. Special Success and Special Failure are treated as indicated above.

This attack form can be applied only against human/humanoid opponents of relatively the same height and weight as the attacker. Height of the target subject may up to 3" greater, or 6" if the opponent is sitting down or prone or totally surprised. Weight of the target subject may be up to from 22 pounds greater if the opponent is sitting down or prone or totally surprised. For each inch or height and/or pound of

weight above the indicated range, the attacker must add 1 to the dice roll for success.

Strangle Hold Attack is essentially an attack equal to that of a Garrote weapon without using such an aid and sans any opportunity for immediate death of the victim. This attack form can be applied only against human/humanoid opponents of relatively the same height and weight as the attacker. Height of the target subject may up to 3" greater, or 6" if the opponent is sitting down or prone or totally surprised. Weight of the target subject may be up to from 22 pounds greater if the opponent is sitting down or prone or totally surprised. For each inch or height and/or pound of weight above the indicated range, the attacker must add 1 to the dice roll for success.

This attack is an attempt to obtain a lethal grip on the target subject and kill the victim by suffocation be preventing air from reaching the subject's lungs. The attacker rolls against FAC to determine success. If the roll is a Special Success, the target subject suffers both maximum Physical damage and is immediately Dazed. A failure indicates that the hold fails and no damage is inflicted. If there is a Special Failure the attacker has lost the hold and been thrown down prone.

A regular success indicates that the attacker has the hold, delivers damage, but must then engage in a non-standard K/S vs. K/S contest pitting Combat, HTH-L STEEP against the victim's STEEP in Combat, Hand-to-Hand, Lethal or Non-Lethal K/S. In the event neither of these abilities is possessed, the victim's must rely upon PMPow. All contest checks are made with additions for height and weight as indicated to the attackers K/S roll, while the defender subtracts a like amount from his or her K/S roll. Special Success and Special Failure are treated as indicated above. The K/S vs. K/S contest continues from CT to CT if both fail or both succeed. If action moves to the following CT, there is a Physical damage roll for damage inflicted on the target subject, and then another K/S vs. K/S roll is made. This continues until the hold is broken (Special Failure or failure by the attacker without the same from the defender, Special Success or success by the defender without the same by the attacker), or else the continuing damage from the Strangle Hold reduces the target subject to below CL, in which case the defender is unconscious for 2D3 BTs time, and attacker may release the hold or slay the opponent automatically in the next CT.

As STEEP increases, the rate at which one attacks and the damage one does increases. Fists and feet can be used to parry fists and feet, not sais or other artificial weapons. The artificial martial-arts weapons, however, can parry swords, spears, and the like very well. During each CT, combatants will select one of the above sub-areas to attack with. The Martial Arts Attacks tables list the numbers of attacks per CT and the damage done by each Sub-area according to the wielder's level of STEEP. See the "Physical Combat Lethal" section of Chapter 12 (page 223) for a complete discussion of the mechanics of combat and the meanings of any of the below terms that you aren't familiar win.

Sais and Tui-Fa both assume that a pair of weapons is being used, otherwise reduce the attack rate by half. On the other hand, if you have the Weapons, Special Skill K/S you may wield two pairs of nunchaku at the same time and increase your rate of attack by 50%! The damage ratings given do not include the bonus for high PMPow, so remember to add that in. Note that you do not receive a damage bonus for high STEEP with any weapon covered by this K/S. But you do, as always, have one parry for every attack that you sacrifice. Also, for armor purposes treat the damage from this K/S as "Blunt."

Finally, martial arts weapons have no Weapon points: your Base Attack Chance is exactly equal to your STEEP. (Hey, no one said that Martial Arts are easy!) Being natural weapons, hands and feet have a Speed Factor of 3. Artificial weapons are also rated Speed Factor 3.

Cross-feed(s): None

Heka Generation: None

STEEP Modifier: (PMCap + PNCap) * 0.5

Sub-area gains: Table 2

Martial Arts Attacks Tables		
Hand Attacks		
STEEP	Attacks/CT	Base Damage
1-15	2	1D3
16-30	3	1D6
31-40	4	2D6

41-50	5	2D6
51-60	6	2D6+2
61+	7	2D6+4

Foot Attacks		
STEEP	Attacks/CT	Base Damage
1-15	½	1D6
16-30	1	2D6
31-40	2	3D6
41-50	3	3D6+2
51-60	3	3D6+4
61+	4	3D6+6

Nunchaku		
STEEP	Attacks/CT	Base Damage
1-15	1	1D6+1
16-30	2	1D6+2
31-40	3	2D6+3
41-50	4	3D6+4
51-60	5	3D6+5
61 +	6	3D6+6

Martial Arts Attacks Tables (continued)		
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Sais		
STEEP	Attacks/CT	Base Damage
1-15	1	2D6
16-30	2	2D6+3
31-40	3	2D6+6
41-50	4	3D6+3
51-60	4	3D6+6
61+	5	4D6+3

Tui-Fa		
STEEP	Attacks/CT	Base Damage
1-15	2	1D6
16-30	3	2D6
31-40	4	2D6+2
41-50	4	2D6+4
51-60	5	2D6+6
61 +	5	3D6+2

Bagh Nakh		
STEEP	Attacks/CT	Base Damage
01-15	2	2D6
16-30	2	1+2D6
31-40	3	2+2D6
41-50	3	3D6
51-60	4	1+3D6
61+	4	3+3D6

Billy		
STEEP	Attacks/CT	Base Damage
01-15	1	2D6
16-30	2	1+2D6
31-40	3	2+2D6
41-50	3	3+2D6
51-60	4	1+3D6
61+	4	2+3D6

Brass Knuckles		
STEEP	Attacks/CT	Base Damage

01-15	2	2D6
16-30	2	1+2D6
31-40	3	2+2D6
41-50	3	3+2D6
51-60	4	4+2D6
61+	4	5+2D6

Cane		
STEEP	Attacks/CT	Base Damage
01-15	1	1+2D6
16-30	2	2+2D6
31-40	2	3D6
41-50	3	1+3D6
51-60	3	2+3D6
61+	4	3+3D6

Kama		
STEEP	Attacks/CT	Base Damage
01-15	1	3D6
16-30	2	3D6
31-40	3	3D6
41-50	4	3D6
51-60	4	1+3D6
61+	4	1+3D6

Knife, Small		
STEEP	Attacks/CT	Base Damage
01-15	1	2D6+1
16-30	1	3+2D6
31-40	2	3D6
41-50	2	1+3D6
51-60	3	2+3D6
61+	3	3+3D6

Martial Arts Attacks Tables (continued)		
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Hook		
STEEP	Attacks/CT	Damage Base
01-15	1	2D6
16-30	1	2+2D6
31-40	2	3+2D6
41-50	2	4+2D6
51-60	3	5+2D6
61+	3	6+2D6

Combat: Missile Hand Weapons: This K/S area includes the following sub-areas of projectile and thrown weapons:

1. Bow
2. Crossbow
3. Blowgun
4. Bolos
5. Slinging
6. Darts
7. Knives/Daggers
8. Boomerang
9. Axes/Clubs/Hammers
10. Spears & Javelins
11. Throwing Stars
12. Nets

This skill does not grant its user any parries, even with weapons that are capable of doing so. While you can throw a spear with this Area, for example, you must have Weapons, Hand (Spear) to attack and parry with it in hand-to-hand combat. Consult the table on pages 238 and 239 of Chapter 12 for the statistics of each type of weapon. For thrown weapons, remember to add in your damage bonus if you have a high PMPow, and that all of these weapons receive the damage bonus for high STEEP. Also, while each missile weapon is listed with a

basic ROF (rate of fire), a persona's STEEP level confers a modifier (bonus or penalty) to that ROF, as summarized on the Missile ROF Modifiers table below. Multiply the weapon's listed rate of fire by the multiplier listed for STEEP to determine the actual number of attacks a persona can make with the weapon.

Missile Rate of Fire Modifiers	
STEEL	ROF Multiplier
1-15	0.5
16-30	1
31-45	2
46-60	3
61+	4

Cross-feed(s) at 10%: (Darts) to Games: Mental (Darts), Sports (Team) events with throwing or passing, and Hunting/Tracking involving matching weapons.

Heka Generation: None

STEEL Modifier: (PMCap + PNCap) * 0.5

Sub-area gains: Table 2

Combat: Non-Lethal Hand-to-hand: This K/S assumes brawling, boxing, wrestling, judo, jujitsu, and similar self-defense forms. These operate by stunning or disabling an opponent and will only inflict minimal real physical damage. See the Physical Combat, Non-Lethal section in Chapter 12 (page 221) for details on how this K/S works.

Cross-feed(s) at 20%: Games: Physical and Sports (Individual Violent)

Heka Generation: None

STEEL Modifier: (PMCap + PNCap) * 0.5

Sub-area gains: None

Construction: This K/S assumes that the persona is skilled at carpentry, plumbing, roofing, and the like. At STEEL 31+, the individual can read and draft blueprints, and do fine carpentry (such as cabinetry)—thus making it easier in some instances to find secret compartments, hidden rooms, and the like. An HP with this K/S could, for example, virtually build a cabin or house without any assistance. Actual rolls against this K/S, however, will not often be required except for fine carpentry, in which case one roll should cover a project of moderate complexity and two to three day's work. As always, the DR will have a lot to do with the tools and materials available. If there is a deficiency of tools and/or materials, a roll may be required to complete a normal task. Also see the *Masonry* K/S for associated skills.

Cross-feed(s) at 10%: Construction: Naval, Construction: Transport, Fortification & Siegecraft, and Weapons: All Other Military

Heka Generation: None

STEEL Modifier: PMCap

Sub-area gains: None

Construction, Naval: This skill provides the HP with understanding and ability relating to the building of small and large watercraft. The persona will be familiar with all of the components of such vessels, their uses, and construction requirements. When joined with the Engineering K/S Area, this skill allows a persona to be able to supervise and work with a team of individuals in the actual construction of waterborne craft—from small boats to large ocean-going ships.

Cross-feed(s) at 10%: Construction and Construction: Transport

Heka Generation: None

STEEL Modifier: PMCap

Sub-area gains: None

Construction, Transport: This Area deals with the construction of vehicles of all types. The most obvious vehicles covered are carts and wagons, but a persona with this K/S can also work as a wheelwright. Transport also covers knowledge of things such as sleds, ice skimmers, and other somewhat exotic means of transportation.

Cross-feed(s) at 10%: Construction and Construction: Naval

Heka Generation: None

STEEL Modifier: PMCap

Sub-area gains: None

Cooper: This area deals with the making of barrels, casks, kegs, tubs, and similar items. These can be water- or air-tight, storing both solids and liquids. It also involves construction of crates and boxes, though this is more of a secondary function. The persona can create (and detect) hidden compartments in these objects with a DR Hard roll.

Cross-feed(s): None

Heka Generation: None

STEEL Modifier: (PMCap + PNCap) * 0.5

Sub-area gains: None

Criminal Activities: Physical: The following sorts of skills are considered under this category, including both the knowledge and the ability to perform them:

1. Sneaking
2. Hiding
3. Lock-Picking
4. Ambushing
5. Pick-Pocketing
6. Forced Entry
7. Strongbox Breaking
8. Shoplifting & Pilfering
9. Mugging & Robbery
10. Robbery (Armed/Threat)
11. Cheating
12. Grab and Run
13. Hijacking
14. Purse Cutting
15. Rustling
16. Smuggling

Sneaking confers the ability to move without being seen or heard (and reduces one's movement rate by half), whereas Hiding measures one's ability to remain unseen by staying still. Sneaking and Hiding will both cover you for a certain amount of time, though how long depends on just how many people are around that you're hoping to keep from discovering your presence. Assume one AT or so normally, or as long as an hour out in the open, or as few as five or so CTs where things are really crowded!

Ambushing allows one to surprise foes in combat. Forced Entry pertains to getting into a place through doors, windows, skylights, etc. by breaking, jimmying, and similar activity. Cheating generally involves cards, dice, and other similar items. Mugging and Robbery typically has a single victim or location, where Armed/Threat Robbery may involve a shop or bank. Grab and Run has nowhere the subtlety of shoplifting. Rustling can include many classes of animals.

One roll generally covers one single action in this K/S; things like cons may have several parts, including setup and the performance.

Cross-feed(s) at 10%: Espionage, Police Work, Surveillance & Security, and Streetwise

Heka Generation: None

STEEL Modifier: (PMCap + PNCap) * 0.5

Sub-area gains: None

Cultured Palate: This K/S measures knowledge an HP has regarding some of the finer things in life. Those with good STEEL levels will be able to make intelligent critiques of items in the following Sub-areas:

1. Foods
2. Beverages
3. Herbs/Spices
4. Wines/Winemaking
5. Beers/Brewing
6. Spirits
7. Perfumes
8. Gourmet Meal Preparation

Note that those with sub-areas 4 and 5 will be actually capable of making beer and ale, just as those with sub-area 8 will be capable of cooking a fine meal. Sub-area 4 assists in being a vintner.

Cross-feed(s) at 10%: (Wines/Winemaking) to Agriculture (Viticulture), and Domestic Arts & Sciences (Cooking and Nutrition, both commercial and personal.)

Heka Generation: None

STEEL Modifier: PNCap

Sub-area gains: None

Disguise: Disguise is the ability to alter one's appearance in such a manner as to seem to be a different person. Thus, such personas could make themselves appear younger, older, shorter, taller, thinner, heavier, better looking, or less handsome to the casual observer. Masters of this K/S Area can even go so far as to alter their racial and/or sexual appearance. Do not confuse Disguise with *Impersonation*, an entirely different sort of ability. In combination with *Impersonation*, however, Disguise becomes far superior (and vice-versa), as the two areas complement and enhance the other.

Naturally, such things as body language, posture, and subtle muscular changes are a part of this K/S. In addition, the individual might have need to resort to various physical props such as wigs, false facial hair, facial putty, padding, heelless shoes, boots with lifts and high heels, regular or special garments, etc.; cosmetics and makeup; and special dyes for skin, hair, and the like. While gait, posture, mannerisms, voice, and such can be altered by conscious effort and practice, certain things cannot. Give-away areas are the individual's eyes, ears, and mouth; and these can usually only be altered by use of Heka, not by disguise alone.

Close scrutiny will usually require a roll at DR Difficult, or DR Hard if the persona is being scrutinized by individuals who are familiar with him or her. However, passing off a disguise in a situation of mere casual observance, or when in a crowd with observers scrutinizing it, is from Moderate to Difficult.

Cross-feed(s) at 10%: Impersonation

Heka Generation: None

STEEP Modifier: PNCap

Sub-area gains: None

Drawing: This entails the skill of drawing detailed and accurate maps, renderings, and plans. This K/S is also useful for portraits and caricatures, sketching scenes, copying drawings, and possibly the creation of fraudulent art.

Cross-feed(s): None

Heka Generation: None

STEEP Modifier: PNCap

Sub-area gains: None

Endurance: The individual is strengthened and toughened through this K/S area. With Endurance ability, a persona is able to undergo longer periods of exertion, or withstand privation, discomfort, or pain with less suffering for a longer period of time than a normal individual.

For each point of STEEP, enabled personas are empowered to perform or endure 1% longer than their actual norm. This includes going without air, water, food, sleep, etc. They can travel, run, work, fight, and hold on longer. Cold and heat will be tolerated to greater extremes by a persona with Endurance. For example, torture used to get information from such an individual will be moved to one DR easier to bear, due to Endurance; thus an average person might have a DR of Extreme, an Heroic Persona Very Difficult, and one with Endurance Difficult or easier depending on STEEP, but never easier than Moderate in any event!

In extreme situations, personas with Endurance in this milieu may subconsciously draw upon their Heka to extend its power, but only the special (Physical) Heka can be so utilized. By using all of it, individuals could effectively double their Endurance limits. This special Heka extension lasts no longer than double the normal duration, of course.

Cross-feed(s): None

Heka Generation: STEEP + ((PMPow + PNPow) x 0.5)

STEEP Modifier: (PMPow + PNPow) * 0.5

Sub-area gains: None

Escape: This K/S deals with physical work, manual and digital dexterity (such as required to untie oneself), contortionism, and the ability to improvise tools in order to escape from confinement. A successful roll will allow such HPs to wiggle free from binding ropes, or free their hands by scraping the cords that tie them against some sharp object and so forth. They might also be able to escape from a cell by figuring out how to knock a bar loose and/or turn a spoon into a lock-pick and, if the *Criminal Activities: Physical (Lock-Picking)* K/S is known, open the door which separates them from freedom.

Obviously, there are many different kinds of ways in which one can be imprisoned, and this K/S may or may not prove helpful in getting

away. A successful escape is likely to require numerous rolls against other K/S Areas as well, particularly *Criminal Activities: Physical (Sneaking, Hiding, or Lock-Picking)*, depending on the specific situation. The JM will determine what additional K/S areas may apply.

It is hard to say exactly what one roll will cover, but, as usual, it should be something of moderate complexity—though in this case not necessarily of moderate time length! It might very well take several hours to worm one's way free of being tied up or even several days or weeks to grind a spoon until it would make a suitable lock-pick, prepare an escape tunnel, etc.

Cross-feed(s) at 10%: Legerdemain

Heka Generation: None

STEEP Modifier: (PNCap + PNCap) * 0.5

Sub-area gains: None

First Aid: This K/S allows one to treat an injured person in a number of ways. First of all, a successful roll can temporarily proof a victim against the effects of shock (see the "Shock" section of Chapter 12, on page 258). Victims who have taken damage equal to or greater than their Wound Level (WL) must be treated for Shock daily, until they receive proper bed-rest.

A successful First Aid roll can also remove 1D10 points of Physical damage taken, or twice that for a Special Success. Note that to both treat someone for Shock and to remove some of that persona's damage would require two separate rolls, and that removing damage can be done only once per person per wound.

When someone has been poisoned, a successful treatment (if there's time) will kill a number of Poison Strength points equal to the user's STEEP. This may be done a maximum of once per poisoning. Attempts may be made by different people until someone succeeds.

Using this K/S takes from one-to two ATs (five to 10 minutes) for each function, and, as usual, the DR is dependent on the materials available (to use as bandages, blankets, etc.), and the surrounding conditions. (Is the person giving First Aid able to concentrate?).

Cross-feed(s): None

Heka Generation: None

STEEP Modifier: PNCap

Sub-area gains: None

Games, Physical: This K/S area covers physical contests between individuals, rather than teams, and involves tests of strength and endurance primarily, for prizes, awards, and honors. The following types of games are covered:

1. Boxing
2. Wrestling
3. Arm Wrestling
4. Leg Wrestling
5. Bowling
6. Climbing
7. Running
8. Jumping
9. Swimming

Cross-feed(s) at 10%: (Boxing) to Combat: Non-lethal Hand-to-hand and (Climbing) to Mountaineering.

Heka Generation: None

STEEP Modifier: (PNCap + PNCap) * 0.5

Sub-area gains: None

Gemsmith/Lapidary: The possessor of this K/S is able to work with precious stones and create items of jewelry, infusing them with Heka and possibly Castings. Such items will contain an amount based in part on the innate power contained by the materials used, as well as the amount channeled by the caster during the enchantment process. Castings may be linked to these items, if the persona is a *dweomer* crafter.

Each Sub-area in this K/S provides skill in making different sorts of items. There are four sub-areas associated, as shown below:

1. Engraving/Enameling
2. Gemcutting
3. Metalsmithing
4. Jewelry

Engraving/Enameling covers the embellishment of an object by inscribing or painting runes, patterns, designs, and other permanent decorations in or on the item.

Gemcutting work involves cutting and polishing rough stones to increase their value and beauty.

Metalsmithing is concerned with working malleable metals (usually of precious sort) into rings, bracers, chains, etc.

Jewelry involves designing and creating attractive pieces of jewelry which might contain gems and other precious stones.

These skills are very important for those who wish to create magical devices such as Charms or Amulets. In addition to Gemsmith/Lapidary skills, a master craftsman will need to have *Dweomercraeft* and *Heka-Forging* K/S Areas to produce a complete range of items. The *Alchemy* and *Mysticism* K/S Areas will also be of use.

Cross-feed(s) at 10%: Gemology

Heka Generation: STEEP + PNPow

STEOP Modifier: (PMPow + PNPow) * 0.5

Sub-area gains: None

Handicrafts/Handiwork: This is a sort of catch-all K/S which is necessary to have for all individuals not served by one or more persons to take care of little things. To live in relative self-sufficiency and comfort in a semi-primitive, primitive, or even modern milieu where there is such work to be done this area is almost necessary. It enables the possessor to use ordinary and natural things for all types of purposes, some seemingly unrelated such as for cooking, eating, convenience, decoration, repair, replacement, etc. A little sewing, carving, whittling, or whatever, and the job is done. Perhaps it is a sort of primitive and smaller-scale *Jack-Of-All-Trades* and *Domestic Arts & Science* derivative, although this K/S applies to many minor, less vocational sorts of skills in general.

The individual possessing this K/S area can manage to survive alone in normal wilderness settings, assuming she or he has some other abilities with regard to food-acquisition and possibly self-protection. That is, a persona with Handicrafts/Handiwork can construct a rude dwelling, fashion rude garments, make a bed and furniture of rough sort, have cooking utensils and dishes, store water and food, and so on. Such personas can also whittle spoons and decorative pieces, carve a whistle, make a flute, fix a leaky bucket, fashion a bit of crude pottery, repair a window, hinge a door, weave a basket, mend a broken chair, replace an axe handle, etc. In short, this area enables individuals to do for themselves those absolute necessities for surviving as well as the little things needed to keep a domicile running and even homey, or keep oneself properly cared for.

Primitive peoples, and those folk dwelling in isolated places and/ or of restricted economic means, will typically have some fair amount of STEEP in Handicrafts/Handiwork. The ability is gained through observation, parental and similar instruction, and living experience.

Cross-feed(s): None

Heka Generation: None

STEOP Modifier: PNCap

Sub-area gains: None

Heka-Forging: This is a special K/S Area which empowers the persona to materially channel Heka so as to make it a part of some physical item the wielder is making—a weapon, musical instrument, piece of jewelry, item of apparel, piece of furniture, or the like. The Heka being used as a part of the object being so forged must come from the persona with Heka-Forging ability, from a Heka Reservoir dedicated to the specific item in question, be innate within the object, or be some combination of these three sources.

There are nine Heka-Forging sub-areas. Sub-areas must be gained sequentially, as a persona builds requisite STEEP. Each sub-area is more powerful than the one preceding it, beginning with Enhanced Object Quality, listed as follows.

Heka-Forging Sub-areas		
Grade	STEOP	Sub-area
1	01-20	Enhanced Object Quality
2	21-30	Enchanted Mechanisms
3	31-40	Heka Reservoirs
4	41-50	Detection/Information items

5	51-60	Defensive Armor
6	61-70	Offensive/Weapons
7	71-80	Casting Storage
8	81-90	Skill Bearing Items
9	91 +	Spirit-Holding Devices

Enhanced Object Quality enables the Heka-Forging persona to magically improve a static, non-living item. This effect makes items shine brighter, last longer, work better, be less likely to break, etc.

Enchanted Mechanisms allows the persona to imbue mechanical items with energy drawn from one or more of the Laws of Magick. The energy is innate to the device, and does not affect personas using such items. It merely powers the device, enabling smooth operation, whether commanded or automatically engaged.

Heka Reservoirs is the ability to create and charge General or Dedicated Heka Reservoirs.

Detection/Information Items is the ability to create devices which function as divination, translator, or enchanted detection items.

Defensive/Armor is the ability to forge defensive items, such as shields, armor, or amulets, et al.

Offensive/Weapons is the ability to manufacture or enchant dweomered weapons or other attack-based objects.

Casting Storage grants the ability to store one or more Archetypical, Tutelary, or Specific Castings within items, charge them with Heka, and specify the command word or phrase required to activate them.

Skill-Bearing Items is a Sub-area which provides the persona with the means to enchant objects with one or more set skills or programmed knowledge. Such devices, if powerful enough, may sometimes appear intelligent, but there is no personality associated.

Spirit-Holding Devices is the final and most powerful Sub-area, granting the Heka-Forging persona with the skill to bind lesser spirits and elemental forces to a device.

The Difficulty Rating for Heka-Forging depends upon the nature of the work, and the relevant table gives a guideline by which JMs can determine what they find the particular DR to be for any specific task.

A sword, being metal is easier to work, so one with 2,000 Heka points in it would be DR Difficult with one function—say a plus to its Weapon Points. Add 1 to the DR for each additional Heka-based thing that the sword can do, but then reduce the DR for such things as preparation, flawlessness of metal alloy, and possible Hekalite content. All functions of the object must be forged at the same time.

Flawless is self explanatory, and perfect nearly so. An ingot of properly refined adamantite, for example, is both flawless and perfect for the making of most weapons. Generally speaking, the finest substance possible for an object, in purest form, with the greatest preparation possible for all normal intents and purposes is what qualifies for this category of DR bonus.

Heka preparation means that the substance(s) to be worked have been specially treated prior to the time by someone, possibly the Heka forger him or herself. This is done by Rituals and/or Castings of the proper sort to prepare the item for what is to be forged into it—an attuning, so to speak. A gem to be used as a trap for a spirit being, for instance, might have to be placed in a silver casket, in a gold one, in a lead one, in an iron one. Before that, the innermost surfaces of the silver casket might have to be inscribed with Glyphs pertaining to Attraction, Powerlessness, Entrapment, etc. Then it might have to stay shut therein for as many days as there are to be points of Heka forged within the gem so as to energize it for its operation.

Remember that Heka produced is 1/100th of that put in – to generate 10 points of Heka, the Heka-forger must invest 100 points!

The most notable substance containing Heka is the mineral Hekalite, from which can be refined a pure metal of the same name. Pure Hekalite metal is worth twice its weight in oricalcum, but having one eleventh of the item's weight comprised of Hekalite qualifies it for the "Heka-containing substance" bonus to DR, and if twice as much Hekalite is used there could be a double bonus. Some few rare substances of other sort, whether of Aerth or Phaeree or elsewhere also contain some small quantity of innate Heka; and these substances would qualify for the DR bonus. Your JM will rule as to what things (woods, shells, etc.) have such innate Heka.

Heka-Forging DRs

Heka Amount & Item Nature	Base DR
250 or less in metal	Easy
250 or less in other material, or 500 or less in metal	Moderate
500 or less in other material, or 1,000 or less in metal	Hard
1,000 or less in other material, or 2,500 or less in metal	Difficult
2,500 or less in other material, or 5,000 or less in metal	Very Difficult
Over 2,500 in other material, or over 5,000 in metal	Extreme
Each additional function of the item	+1 to DR (harder)*
Heka-prepared item	-1 to DR (easier)
Flawless or perfect substance	-1 to DR (easier)
Heka-generating substance	-1 to DR (easier)

There are a limited number of Heka-Forging K/S Area Castings, but when used in conjunction with each other, or with the assistance of another Heka-Using persona, these Operations can create potent

devices. The Casting Grade available to a persona depends on the persona's STEEP in this K/S, as shown in the Casting Grade table.
 Cross-feed(s): None
 Heka Generation: Special (See Appendix V)
 STEEP Modifier: (PMPow + PNPow) * 0.5
 Sub-area gains: Table 3

Heka Forging Castings		
STEPP Available	Highest	Casting Grade
1-20	I	
21-30	II	
31-40	III	
41-50	IV	
51-60	V	
61-70	VI	
71-80	VII	
81-90	VIII	
91+	IX	

Game Traps

Trap Type	Time to Make	Damage & Other Results
Foot Snare*	1D3+ 1 ATS	1D6 "Impact" PD, plus caught and held upside down until able to free self or be freed by another.
Neck Snare**	1D3 + 3ATS	2D6+2 "Impact" PD, roll for Strike Location.
Spring Trap, Spiked	2D3 + 2ATS	2D6 "Piercing" PD per spike, 1D3 spikes can hit.
Falling or Swinging	2D3 + 4 ATs	2D6 "Piercing" PD per spike, 2D6 "Impact"; a spiked trap, 6' to 8' swath, 1D3 spikes per victim in the path.
Deadfall, Spiked, or Very Heavy	3D3 + 5 ATs	8D6 "Impact" or "Piercing"; victim(s) are pinned by spikes or weight or trap until freed by others.
Camouflaged Pit with Sharp Stakes set in Bottom***	3 hours + 2D3ATS	1D6 "Impact" cumulative per 10' fallen****, plus 2D6 "Piercing" PD per stake —1D3 stakes per victim.

* No Strike Location roll is made for this device, so damage is as determined by the die.

** If the strike location is "Super-Vital," victim has a broken neck; if "Vital" then death by strangulation will occur in 1D3+3 BT; otherwise, the hit will be considered "Ultra-Vital" for damage.

*** The three-hour time assumes relatively soft/easily dug ground and a good digging tool. Thus, one man working hard and fast might be able to remove 1,000 cubic feet of dirt from the area, set stakes, and conceal the work and pit afterwards. Two working cut the time in half, three to one-third. To double the length or breadth of the pit, double time required, but twice as many can work. To double depth you must triple time (and the work assumes ropes and buckets, ladders, etc. Note that a 5' deep pit delivers only 1D3 PD, while a 20' one gives 3D6, but stake damage is the same in either case. The JM must adjust for harder ground by adding increments of one hour to the above, it would take 12+hours to dig a 10' x 10' x 10' pit in hardpan clay! The 2D3 AT additional time is for final cleaning up and hiding of the trap.

**** Remember to add together the tens of feet fallen, and that gives you the number of D6 to roll for damage: 1 for 10', plus 2 for 20', plus 3 for 30', etc.—so a 40' fall means 10D6 damage (1 +2+3+4 = 10). Then make a roll for damage location.

Hunting/Tracking: This is an ability which enables a persona to use certain weapons to hunt and kill game, trap animals, fish, and follow the trail of game animals or like quarry. Most primitive peoples have developed Hunting & Tracking ability to a high degree. The tribal natives of Aerth's Vargaard, frontiersmen, and mountain men serve as good examples of people with such K/S.

The Heroic Persona with this Area must first select two hunting weapons. The first is a spear, but the exact sort of hunting spear chosen is left to the player and the JM's approval. The second weapon is for distance, and based on the derivation of the persona and/or the persona's training, it can be any one of the following, again with the approval of the JM:

1. Blowgun
2. Bolos
3. Boomerang
4. Bow
5. Crossbow
6. Spears & Javelins
7. Slinging

With the two weapons selected, such personas will be capable hunters of such small and large game as they are familiar with.

In combat, only half of STEEP can apply to use of these weapons, and if Combat STEEP exceeds half of this K/S Area STEEP, then it is used instead of Hunting & Tracking (weapons) STEEP when fighting.

These HPs will each also have a broad general knowledge of the flora and fauna of the immediate region in which they learned their K/S. By a rapid study of the habitat and a searching for signs, such individuals can find fish (and catch/hook/spear/net/trap/poison them so as to have food), game, animal trails, water holes, etc. Tracking is subject to the guidelines on the Tracking DRs table, and the JM will employ them whenever an HP is so doing.

Spoor disturbed by large herds of animals, long or heavy rain, deep snow, wind storm, etc. becomes progressively more difficult to "read," so the JM should move the DR downwards. Personas with this K/S are able to conceal their own spoor and that of their fellow travelers. For every 5 points of STEEP such a persona possesses, the individual can attempt to conceal one person's spoor. A large riding animal, such as a horse, counts as an individual, or two individuals if the animal is shod (has metal or the like shoes). If the STEEP of the individual concealing the spoor exceeds that of the most able individual tracking, then the concealment succeeds, and the tracker(s) loose the trail of the quarry. However, the effective STEEP of the persona concealing spoor must be reduced by 5 for each individual she or he is concealing spoor for, unless that individual also has Hunting & Tracking K/S Area ability (and obviously a typical riding animal cannot have that!).

Also, a persona with this ability can make and set snares and traps for small animals and large game as well. Take note that snares and traps suitable for large game can be employed against humans/

humanoids and other sapient life forms as well. The kind of snare or trap constructed, time required, and damage inflicted upon a victim caught in it are given on the Game Traps table.

Cross-feed(s) at 10%: Botany, Combat: Hand Weapons (Spear), Combat: Missile Hand Weapons (by weapon type), Nature Science, Survival, and Zoology

Heka Generation: None

STEEP Modifier:

Sub-area gains: Table 1 (Standard)

Tracking DRs

Nature of Tracks And Signs	Base DR
Spoor is large, fresh, obvious	Easy
Spoor is small, fresh, mostly hidden	Moderate
Spoor is slight or aging	Hard
Spoor is minute, hidden, confused by crossing tracks, wind, etc.	Difficult
Spoor is faint, old, confused, or mostly obliterated by rain, snow, etc.	Very Difficult
Spoor has been concealed by an able hunter-tracker (see text)	Extreme
Each day in which some partial disturbance or obliteration occurs	-1 DR (harder)

Jack-Of-All-Trades: The HP possessing this K/S can do handiwork, repair, or similar work in (at least) the following fields:

1. Carpentry
2. Construction (Naval and Transport)
3. Masonry
4. Mechanics (repair work)
5. Printing
6. Smithing/Welding
7. Plumbing
8. Roofing/Thatching
9. Clothwork
10. Leatherwork
11. General Repairs (Handyman)
12. Home Improvement

Sub-areas act just like the K/S of the same name. Each sub-area functions at 40% of the possessor's total STEEP (dropping fractions), or specialized ones at 80%. For example, if an HP has 50 STEEP in Jack-Of-All-Trades, that persona would be able to roll against the Construction sub-area at an effective STEEP of 20, or a STEEP of 40 if it was specialized. This K/S is good for performing basic, general work, but is of little help when it comes to more difficult tasks.

Cross-feed(s) at 10%: Jury-rigging and Mechanics

Heka Generation: None

STEEP Modifier: SMCap

Sub-area gains: Table 2

Juggling: This ability must not be confused with that of the singing, playing, and composition of songs of the jongleur. Juggling concerns the Physical capacity for the juggling of objects, maintaining balance in unusual situations, etc. There are five sub-areas of juggling:

1. Balancing Self & Items
2. Fire "Breathing"
3. Knife (et. al) throwing
4. Sword Swallowing
5. Tossing & Catching Objects (Juggling per se)

Balancing allows the HP to use various special items and/or furniture to balance upon, and to balance upon themselves. Thus, such individuals can have things balanced high above them, be balanced high above the floor by use of a pole or stack of furniture, and/or move around to some extent thus. Such personas are also able to spin, toss and catch, etc. relatively small, light objects while balanced above the floor. This would allow, for example, a persona to balance a pole, clamber up it, and while balancing there reach up to grab a ledge, etc.

Fire Breathing allows personas to fill their mouth with a volatile, flammable liquid, jet forth vapors from that liquid, and set that gaseous breath alight with an open flame (a "whoosh" of flame from the mouth), all without causing themselves injury. The fiery jet is 1' to 4' length, at the option of the persona. It will inflict 1D6 damage upon any living creature harmed by flame, and the fire will cause combustion of flammable substances such as hair, paper, clothing, etc.

Knife throwing yields the HP precision use of thrown, bladed/edged weapons, such as knives, daggers, throwing stars, or very light axes. The able individual will be able to throw three such weapons in a single CT. Also, for each 20 STEEP points an individual has gained, add one yard to each of the range categories for that weapon. For example, range for a thrown knife is normally 3/6/9/12/15 yards. A juggler will add one yard for each 20 STEEP possessed, so the following STEEPS would result in the following adjusted ranges:

Adjusted Ranges for Knife Throwing					
STEEP	Pt Blank	Short	Medium	Long	Extreme
20	4	7	10	13	16
40	5	8	11	14	17
60	6	9	12	15	18
80	7	10	13	16	19
100+	8	11	14	17	20

This sub-area gives no combat bonuses to hit a target, but a persona doesn't need a Combat K/S to throw and hit a target, instead using the Juggling STEEP in Knife Throwing. The JM may allow the addition of darts, short swords, cleavers, etc. to the list of usable weapons.

Sword Swallowing is a capacity that is, of course, useful only for the entertainment and amusement of an audience. However, some application of it, such as object concealment, might be found to assist an HP in one or another circumstance. We leave that to the ingenuity of the players and the office of the JM.

Tossing & Catching Objects—classic juggling—includes the use of balls, plates, Knives, short swords, torches, and so forth. The entertainment value of this activity is obvious, but the use of the juggled objects as missiles is not so plain—at least to the Other Personas! Individuals with this Sub-area can both use the juggled objects as missiles and (if not juggling) attempt to pluck out of the air hand-thrown missiles that come within reach. Objects thus caught may then be held, thrown immediately, or discarded. The DRs of accomplishing such a defensive (and/or offensive) maneuver are shown on the Missile Interception (Juggling) table.

Missile Interception (Juggling)	
Type of Missile & Speed Thrown	Base DR
Large size at moderate speed	Moderate
Relatively slow speed	Moderate
Medium size at moderate speed	Hard
Medium size at fast speed	Difficult

Small size at moderate speed	Difficult
Medium at very fast speed	Very Difficult
Small at fast speed	Very Difficult
Small at very fast speed	Extreme
Each Missile above 1 in a CT (harder)	-1 DR

A large missile is an axe, long dagger, big knife, short sword, spear, torch, etc. A medium missile is a typical throwing dagger, knife, or large throwing star. A small one is a small dart or small throwing star. All hand-hurled weapons travel at very fast velocity within Point Blank range, fast within Short and Medium range, moderate within Long range, and slow at Extreme range, for purposes of this consideration. Consider device-hurled weapons to be one category quicker, so at Point Blank range they are absolutely cannot be caught. (Ranges of individual weapons are found on page 239.)

Special Considerations of Juggling and *Acrobatics/Gymnastics*: a persona may apply a bonus of 10% of average STEEP of these two abilities to **ONE** of the following of the following K/S Areas. The K/S Area applicable may never change after having been chosen, and application of the bonus must be immediate at the creation of the HP or upon acquisition of the chosen K/S area: Combat: Lethal Hand-to-Hand, Combat: Non-Lethal Hand-to-hand, Combat: Hand Weapons, Combat: Missile Weapons, or Criminal Activities: Physical.

Obviously, this combination of areas is a favorite one of dedicated combatants and those who practice outlawry on a grand scale.

Cross-feed(s) at 10%: Acrobatics/Gymnastics

Heka Generation: None

STEEP Modifier: (PMSpd + PNSpd) * 0.5

Sub-area gains: None

Leatherwork: This K/S is another that is of dual sort. It is basically used to assess the quality of leather and products of leather—be it a book binding, boot, saddle, scabbard, girdle, garment, or something else. The persona can also repair items, make things out of leather, prepare hides, work with rawhide, tan leather, dye it, tool it, and so forth. The shaping and stitching of leather also falls under this K/S, so the persona can fashion clothing or make shoes or harnesses, etc.

The secondary portion of this skill is armoring. The able persona can make armor and shields using leather, including those of boiled, shaped leather (cuir-bouilli), with whatever studding or other reinforcement is common to such equipment. Note, however, that any and all non-leather materials needed for construction of armor or shields must be furnished completed to the persona for this construction to succeed. A leather shield or covering can be made in about one day (eight hours labor) while a common suit of leather armor takes one week, one studded or cuir about twice as long.

Making a usable saddle will take about a week of regular time, about as long as it to make a pair of good boots or a good coat. Shoes and lesser garments take only 1D3+1 days of work. Crude shoes and small items take only a day, while rough sandals can be fashioned in half a day or even less time.

Cross-feed(s) at 10%: Arms & Armor (Armor: Leather/Cuir Bouille)

Heka Generation: None

STEEP Modifier: PNCap

Sub-area gains: None

Legerdemain: This Area enables an individual to perform manual feats of sleight-of-hand such as in stage magic, close-up magic, card tricks, prestidigitation, ventriloquism, misdirection, and illusions which typically require the utilization of special equipment and props. A brilliant performing stage magician, for instance, will have a STEEP score in both Legerdemain and Deception of around 50 to 60.

This ability is useful in many ways, including earning money, entertaining, trickery by substitution or disappearance, and so forth. As a general rule, a roll should not be necessary to cover a rehearsed performance unless there is some distraction or it is a very important one, such as opening night or a show with an important noble or other royal audience in attendance. Rolls against this K/S mainly come into play when one is trying something on the spur of the moment, such as confusing a monster by making its prized gem seem to disappear into thin air, or substituting a counterfeit object for a real one.

In conjunction with the *Gambling* K/S, it could be used to stack a deck, as well as possibly detect that type of manipulation.

Cross-feed(s) at 10%: Escape

Heka Generation: None

STEEP Modifier: PNCap

Sub-area gains: None

Masonry: This K/S Area deals with the skills and techniques required to build permanent structures out of mortar, stone and brick. Strongly associated with the Construction K/S, this one deals with stone, rather than wood. It also includes the skill of carving basic inscriptions and decorations in stone, but is far from true sculpture.

Cross-feed(s) at 10%: Construction

Heka Generation:

STEEP Modifier:

Sub-area gains:

Mechanics: This K/S Area allows personas to fix simple machinery containing moving parts, similar to the *Engineering* K/S. Unlike that K/S area, however, the Mechanics K/S does not impart knowledge of how such objects work beyond the obvious, nor does it allow personas to design machinery of any complex sort.

This K/S adds 10% STEEP to Construction, Jack-of-all-Trades, and Weapons, Military, All Other.

Cross-feed(s) at 10%: Construction, Jack-of-all-Trades, and Weapons:

All Other Military

Heka Generation: None

STEEP Modifier: PMCap

Sub-area gains: None

Mines & Mining: A persona with this type of knowledge will understand the various methods of underground and surface mining. It includes understanding of mine structures and safety factors. This is a very Important K/S Area for those who are active in underground exploration, excavation, or construction.

Cross-feed(s) at 10%: Engineering (Mining)

Heka Generation: None

STEEP Modifier: PMCap

Sub-area gains: None

Mountaineering: This K/S measures an HP's ability to ascend steep surfaces, whether by the use of ropes and grappling hooks, or employing naught but tiny ledges and shallow cracks as handholds. The K/S applies not only to climbing mountains and hills, but to walls, trees, and the like as well. The DR, speed, and how far one can move on one roll depends on the particular situation. Personas can climb vertically at about 10% of their normal movement rate, or can descend at 25% (or more) of their movement rate if they have the proper equipment. If a persona is equipped for rappelling (rope and harness), this area will allow descent at full trotting rate. Climbing and/or descending is also much easier with a rope and harness than it is using handholds, and thus the DR will vary accordingly. Finally, the standard time covered by one roll will probably be around one BT, though it could be much longer. If a team is steadily ascending Mount Everest, for example, they might make a combined roll once every four hours or so to avoid having an accident.

This ability extends to the knowledge of how to travel through and survive in mountainous terrain, traverse glaciers, etc. It enables the individual to judge the most accessible part of a mountain as regards scaling it and regarding mountain ranges allows the estimation of where passes might be found, and judgment as to height and so forth.

Cross-feed(s): None

Heka Generation: None

STEEP Modifier: (PMPow + PNPow) * 0.5

Sub-area gains: None

Music: This K/S covers one specific musical instrument with which the HP is skilled. While actual rolls against this K/S will probably be rare, save in connection with Spellsongs, the higher your STEEP rating, the better your skill and your reputation with the chosen sub-area will be. The sub-areas are divided as follows:

1. A Cappella

2. Horns

3. Keyboards

4. Percussion

5. Stringed, Bowed

6. Stringed, Plucked

7. Woodwinds and Reeds

A Cappella is unique in that no instrument is used to accompany the persona's singing. While at first this purely vocal form of music may not seem to belong here, it is actually quite powerful. Multiple singers engaged in rhythmic harmony work well together, and the power of a song can thus be enhanced.

Horns include such instruments as trumpets, pipes, and horns.

Keyboards are typically pianos, harpsichords, and organs.

Percussion includes drums, tambours, rattles, bells, and cymbals.

Stringed, Bowed includes as the violin, cello, and similar instruments.

Stringed, Plucked consists of harps, lyres, lutes, etc.

Woodwinds and Reeds include flutes, piccolos, and such.

This K/S is an integral part of Spellcasting; without the Music component, no magical effects are possible.

Cross-feed(s): None

Heka Generation: STEEP + ((PMSpd + PNSpd) x 0.5)

STEEP Modifier: PNCap

Sub-area gains: Table 1 (Standard)

Perception: Physical: This K/S measures a persona's skill at observation and use of the five main senses: sight, hearing, smell, taste, and touch. It is unusual in that its modifying factor is MRCap. This ability, and/or its counterpart, *Perception: Mental*, is (or are) one of the most important and oft used skills in the game. This K/S covers the following Sub-areas:

1. Noticing

2. Hearing

3. Searching

4. Tracking

The noticing sub-area is typically used when your HP has the opportunity to notice something important, such as a hidden book or a sniper waiting in ambush. It relies on a combination of sensory input.

Hearing allows one to detect the noise made by a stalking monster or sneaky assassin and to act upon the information so gained.

Searching, a visually oriented capacity with some additional tactile input, allows one to thoroughly examine a small (roughly 20' x 20') area for secret doors, hidden persons or items, and the like.

Tracking covers the act of following someone or something that's not in your field of vision, by seeing and interpreting the subtle signs of its passage, detecting odors, and so forth. It differs from the *Police Work* sub-area of Shadowing, which allows you to follow someone that is in your field of vision without being noticed. It is only vaguely related to *Hunting/Tracking*, however, in that signs and spoor are not of vital importance, behavior is understood, etc.

Personas having both forms of *Perception* (Mental and Physical) are entitled to two K/S checks in many circumstances, assuming the appropriate sub-areas are known in both skills.

Cross-feed(s): None

Heka Generation: None

STEEP Modifier: MRCap

Sub-area gains: Table 1 (Standard)

Plumbing: Personae with this K/S can install plumbing, to and from sewers and mains, to the terminal location. It includes cutting, fitting, threading, and sealing of pipe, tile, and other similar systems, as well as knowledge of water systems, including aqueducts.

The persona may be aware of alternate accesses to various locations, including entrance and egress points not otherwise known to the average resident.

Cross-feed(s) at 10%: Construction

Heka Generation: None

STEEP Modifier: PMCap

Sub-area gains: None

Police Work: This K/S Area covers a wide-variety of police and/or detective activity, encompassing the sub-areas listed below:

1. Stakeout

2. Shadowing

3. Interrogation
4. Evidence Gathering
5. Evidence Analyzing

Stakeout covers one's ability to observe a subject unnoticed at a relatively stationary location. Over an extended stakeout, more than one person or team may be required.

Shadowing allows one to follow a subject without being noticed, and generally means keeping the subject in sight.

Evidence Gathering is the finding of suspects and motives, establishing opportunity or lack thereof, searching for crime tools or weapons, questioning witnesses, checking alibis, searching for clues, and so on. Subtle clues may require a roll to establish the relevance.

Evidence Analyzing is the process of matching the evidence to the incident. Generally, you do need to gather the evidence first; is the follow-up process.

Cross-feed(s) at 10%: Criminal Activities: Physical

Heka Generation: None

STEEP Modifier: PNCap

Sub-area gains: Table 1 (Standard)

Printing: This K/S is quite straightforward at first glance. Those individuals who possess skill in this relatively novel field (consider the era!) will be able to use and understand the workings of equipment required to place text and illustrations on parchment and paper. This ability enables all manner of useful things, including the production of special publications, false or counterfeit documents, doctrines, and so forth. Evil Personas certainly might use such K/S ability, so it is something which the HPs must be on guard against from time to time.

Cross-feed(s): None

Heka Generation: None

STEEP Modifier: PNCap

Sub-area gains: None

Riding: This skill includes equestrian ability with various sorts of animals in various sorts of situations. Rolls may be necessary to control a mount under difficult conditions and to successfully negotiate obstacles (such as hurdles on an equestrian field). The following types of Sub-areas are included:

1. Horses, Mules, and Asses
2. Camels
3. Elephants
4. Racing
5. Difficult/Unbroken Animals
6. Mounted Combat
7. Teamstering

The HP must know the sub-area of the type of mount employed in order to use this successfully for any purpose other than riding at a walking pace; in other words, if a roll is required, you need the appropriate sub-area. Racing competitions are resolved in the same way as are gambling competitions. A roll against the racing sub-area also allows one to flee pursuers while mounted.

Difficult/Unbroken Animals also requires the base sub-area for the animal in question, and is needed for particularly troublesome beasts which are beyond the scope of the base sub-area. For example, a persona who wished to try to ride a wild horse would need both the Horse and the Difficult/Unbroken Animals Sub-area.

Mounted Combat STEEP level is the maximum your Base Attack Chance (BAC) can be while mounted. Riding does confer a bonus to attacking when fighting an unmounted foe. The exact effect will have a lot to do with your STEEP in this sub-area.

As an example, an HP has a BAC of 45 with the longsword when dismounted, and Mounted Combat STEEP of 35. The BAC will drop to 35 should the persona fight from horseback. It is, however, still to the HP's advantage when fighting non-mounted opponents, as there is a +15 "to hit" bonus for those who attack from a higher position (See the Position Modifiers Table in Chapter 12.) Thus, this confers a 50% chance to hit instead of the HP's dismounted 45% chance. While on a mount, it is harder for non-mounted foes to strike a mounted opponent (see the table mentioned above), and thus it can often be to one's advantage to fight from a mount.

Teamstering is actually riding in a conveyance while driving the draft animal(s). This sub-area, then, includes carts, traps, sleds, sledges, wains, wagons, carriages, coaches, and the like. Draft animals

considered are dogs, oxen, and buffalo. However, the use of other animals as a teamster can be included according to possession of riding sub-areas which treat such animals.

The really handy thing about all this, however, is that when riding you receive your mount's/draft animal's movement rate and don't expend a lot of energy walking. The movement is calculated the same way for mounts/draft animals as it is figured for people, but each species has its own base Physical TRAIT and Trotting/Running modifiers (see page 117 of Chapter 10 for rates of mounts and draft animals pulling conveyances). The Sample Running/Trotting Modifiers table lists modifiers for some standard mounts.

Sample Running/Trotting Modifiers				
Mount	Base P TRAIT	Trotting	Running	
Camel	4D6+100	None	2.5	
Elephant	6D6+120	None	3.0	
Horse	5D6+95	1.5	3.0*	
Mule	6D6+80		1.5	2.0

* More of a canter, actually. A full-out gallop might be faster, but the horse and its load are factors here.

Cross-feed(s) at 10%: Sports (Mounted Individual) and Sports (Mounted Team)

Heka Generation: None

STEEP Modifier: PNCap

Sub-area gains: Table 1 (Standard)

Seamanship: This K/S covers the skills required to operate small and large ships and other craft (such as galleys) on the open sea, and it is a must for the persona planning to captain a ship. Sub-areas include

1. Combat & Boarding
2. Command
3. Hull
4. Masts, Spars, & Rigging
5. Oared Vessels
6. Sailing
7. Signaling & Multi-vessel Operations
8. Supply & Cargo
9. Vessel Identification
10. Weather

Combat & Boarding: The ability to maneuver and fight one or more enemy vessels, ram, or grapple and board an enemy vessel.

Command: The ability to command the crew of a vessel in all other operations included hereunder.

Hull: The ability to know the vessels hull construction, maintain it, careen the vessel to clean its bottom of barnacles and weeds, repair damage to it, and generally keep it watertight and clean.

Masts, Spars, & Rigging: The ability to understand the upper portion of the vessel in relation to its hull, to maintain the parts thereof, to replace lost or damaged masts, spars, and/or rigging (or jury-rig substitutes for emergency sailing to a place where proper repairs can be effected), and to alter the components to achieve a desired end.

Oared Vessels: The ability to apply the other sub-areas to a vessel which uses both sails and oars. This area is useless by itself.

Sailing: The ability to achieve optimum results for the vessel in any given wind condition, as well as the ability to stow cargo or jettison it to gain speed. The ability enables the best use of the sails to counter adversity due to poor construction, round-bottomed vessels, etc. It also includes the ability to use extra sails to gain speed if the persona so ordering also possesses the "Masts, Spars, & Rigging" sub-area.

Signaling & Multi-vessel Operations: The ability to understand and use devices such as flags, pennants, and lanterns to pass information to and from other vessels. It also includes the ability to maneuver a vessel in conjunction with one or more others to form a unified group (and thus form line ahead, turn in unison or at a point, etc.).

Supply & Cargo: The ability to provision a vessel, prevent spoilage of food and water, load, stow, and unload cargo and supercargo, and keep that cargo safely secured.

Vessel Identification: The ability to identify by sight of rigging and/or hull the type and probable nationality of a vessel. This includes the ability to judge its burden, sailing qualities, speed, etc.

Weather: This is the ability to "feel" the weather. Its possessor can judge how long prevailing conditions are likely to last, sense when and where nearby variable light breezes are likely to play, detect an approaching storm, and so forth.
Cross-feed(s) at 10%: Boating
Heka Generation: None
STEEP Modifier: (PMCap + PNCap) * 0.5
Sub-area gains: Table 2

Smithing/Welding: This handy K/S imparts the ability to work with metal, whether the task is making special devices or forging a sword. As with *Construction*, no rolls are usually necessary, as it is assumed that the persona will complete the task eventually. One could try to roll in order to finish the work faster than it would normally take, and a roll will always be required for especially fine work, as well as for attempts to complete some task when tools and/or materials are lacking.
Possession of this K/S is absolutely mandatory if one wishes to use harder metals in conjunction with *Heka-Forging*.
Cross-feed(s) at 10%: Arms & Armor
Heka Generation: STEEP + ((PMPow + PNPow) x 0.5)
STEEP Modifier: PMCap
Sub-area gains: None

Speleology: This K/S area deals with the exploration and mapping of caves. While traveling long distances in an unfamiliar cave system, the HP might be required to make rolls against this skill to successfully navigate the twisting paths without getting lost, falling, or running into pockets of poison gas. While traveling underground might be done safely via the use of *Mountaineering* or *Geography/Cartography* K/S areas, a single Speleology roll will make it unnecessary to roll against any other such areas except in the most unusual of circumstances.
Cross-feed(s) at 10%: Subterranean Aerth
Heka Generation: None
STEEP Modifier: PMCap
Sub-area gains: None

Sports: There are fewer sports, per se, in this milieu than many others, so there is only one K/S area covering them all. HPs from outside this one must apply their lowest Sports STEEP relative to one of the following sub-areas:

1. Mounted Individual Sports
2. Mounted Team Sports
3. Individual non-violent Sports
4. Individual Violent Sports
5. Team Sports

Mounted Individual Sports includes such things as racing, hunting, jumping, and individual mock combat (jousting, etc.).

Mounted Team Sports include polo and similar games and group mounted mock combat.

Individual Non-Violent Sports include such surprising things as golf and tennis, besides such typical endeavors as running, jumping, archery, and throwing things.

Individual Violent Sports include boxing, wrestling, and mock foot combat.

Team Sports include lacrosse and team mock combat.
Cross-feed(s) at 10%: Sports (Individual, Violent) to Combat: Non-Lethal Hand-To-Hand; Sports (Mounted Individual) to Riding; Sports (Mounted Team) to Riding; Sports (Team) to Combat: Hand Weapons
Heka Generation: None
STEEP Modifier: (PMCap + PNCap) * 0.5
Sub-area gains: Table 1 (Standard)

Subterranean Orientation: This ability is a training of the direction sense so that even below ground a persona so trained can get a bearing, so to speak. Such personas will know the general direction they are traveling and have some rough idea as to how far beneath the ground they are at the time. The ability is probably based on a sensing of magnetic lines of force, but regardless of what it uses to function, the individual with this K/S has the capacity to find direction and depth. In normal circumstances it is only DR Moderate to use this skill, but once lost or if stressed the DR becomes Hard or Difficult, while if actually fleeing from a life-threatening situation the DR is Very Difficult but only at that time. This is an area which most of those who frequent

Subterranean Aerth train and develop, for without it their already dangerous work becomes near-fatal.

There is a side benefit. The ability usually functions just as well above ground, so that directional sense is usable just about anywhere!
Cross-feed(s): None
Heka Generation: None
STEEP Modifier: PNCap
Sub-area gains: None

Surveillance/Security: This K/S Area is used when guarding and protecting an item from theft, acting as a bodyguard, or watching an area to prevent intrusion and unwanted access (or as a method of monitoring it). The persona will be able to recognize any setting that is conducive to an attempted theft, ambush, or breach, and will know how to correct the situation as well as circumstances might allow.

High STEEP in this K/S is extremely useful. It helps negate Total and natural Surprise (sometimes for the possessor only, not always for an entire group). Personas with STEEP over 50 may add each excess point to their rolls versus either type of Surprise if they have previously made a successful roll against this K/S to check the setting for security.
Cross-feed(s): None
Heka Generation: None
STEEP Modifier: PNCap
Sub-area gains: None

Survival: This K/S Area involves using what is at hand in order to stay alive and well under extreme conditions. Locating water, shelter, food, warmth, etc. are all part of this skill, as are improvising clothing, game traps, finding and using materials for primitive tools, and so forth.

While actual rolls against this K/S are not really practical, as it covers such a wide range of activity, what one is capable of accomplishing depends on one's STEEP. Generally speaking, the more skilled personas are the longer they will be able to survive, the fewer resources they must start with, and the more diverse are the conditions they can tolerate (i.e., desert, jungle, arctic tundra, etc.) are. The basic skill for an Inuit is Arctic, while an Amazonian jungle native is familiar with rain forest conditions. Exactly how much STEEP will suffice for what circumstances is up to the JM, but, as a general guideline, to manage the extreme opposite of native conditions for an indefinite period of time with almost no starting resources would require a STEEP base of around 61 or so.

Day-to-day K/S checks start at Moderate for familiar conditions and become more difficult as familiarity decreases.

Cross-feed(s): None
Heka Generation: None
STEEP Modifier: PMCap
Sub-area gains: None

Swimming/Diving: Swimming measures an HP's ability to swim in any body of water, from a small lake to the open sea, while Diving refers to the skill of a persona when diving from a stable or semi-stable location into water. The rate for Swimming is 25% of the walking rate for normal travel and 50% or—with a successful roll—75% for fast swimming. A successful use of the Diving sub-area allows an HP to dive into a body of water without injury. The base DR for diving will depend on how far the persona is trying to dive, and is shown below.

Diving DRs	
Distance (in feet)	Base DR
Up to 10	No roll required
11-20	Easy
21-30	Moderate
31-40	Hard
41-50	Difficult
51-60	Very Difficult
61+	Extreme

Increase the DR by one for fancy or acrobatic-style dives, or dives from a shaky surface. Failure means that the HP took 50% of the falling damage (no multiplier) for that distance. Special Failure will inflict full maximum damage on the HP. Special Success will yield very

high marks to an HP participating in a judged diving event, or it could add a point to STEEP.
Cross-feed(s): None
Heka Generation: None
STEEP Modifier: (PMCap + PNCap) * 0.5
Sub-area gains: None

Tolerance: This K/S is a persona's capacity to deal with insinuated, inhaled, or ingested non-lethal intoxicants, and toxic substances of other sorts. This general category includes alcohol, many types of drugs, and even poisons meant to kill in the dosage administered. Tolerance does not negate effects, but enables possessors to better manage them, so that their Physical systems can to some degree mitigate the Physical damage and/or loss of Mental abilities.
To discover the possible effects of Tolerance K/S Area in regards to an individual, the Journeymaster will have the player make a K/S check for the HP, using the guidelines of the Tolerance DRs table.

Tolerance DRs		
Exposure Is To:	Base DR	
Weak and/or minimal amount	Easy	
Moderate strength in small amount	Moderate	
Average amount of moderate strength	Hard	
Average/above-average amount/strength	Difficult	
Heavy/strong amount/strength	Very Difficult	
Massive quantity/strength	Extreme	

Here's an example: Let's assume that an HP has had three big tankards of strong ale, DR Hard to remain fully capable and unaffected. However, suppose someone slipped a drug into the third tankard. A second check is then required, and that will be based on the drug, so it will be Difficult or worse to avoid being knocked out, but it can still be avoided with a lot of luck or a very high STEEP in Tolerance. A Special Success will mean that the HP somehow avoided all effects of the drug after 1D3 ATs of wooziness. Even a success will mean that the persona will be unconscious for 2D3 ATs and then Dazed for another 1D3 ATs. Failure means the HP is out like a light for the duration of the drug, if applicable—probably 1D3+1 hours, less one BT for each STEEP point of Tolerance. A Special Failure means there is absolutely no benefit from this area.
Cross-feed(s): None
Heka Generation: None
STEEP Modifier: PNPow
Sub-area gains: None

Travel: This K/S includes information about the world which the HP has gained through actual travel and/or the reading of pamphlets, brochures, travelogues, and so forth. A successful roll will yield useful information about interesting places, prices, hazards, etc. This K/S has tremendous potential for use if you plan to visit some new, strange locale, and will help you get there and once arrived manage properly or even fit in like a native.
Cross-feed(s) at 10%: Geography/Foreign Lands
Heka Generation: None
STEEP Modifier: (PMCap + PNCap) * 0.5
Sub-area gains: None

Weapons: Special Skills: This K/S allows individuals to perform a variety of useful tricks with any weapons that they know how to use. One sub-area covers exactly one trick with one type of weapon. For every 25 points of STEEP personas have, they gain one of the four general tricks listed below, and for every 10 points of STEEP that they have, they are able to apply one weapon skill to a trick that they know. They must, however, know the skill for a weapon in order to be able to apply the trick to it. The following types of tricks are covered:

1. Florentine
2. Fast-Draw
3. Specific Target
4. Blind Fighting

For example, Kamatasha Nekomura, the samurai, has a Weapons Special Skills STEEP of 56 and the following weapons skills:

Weapons, Hand (One-Handed Swords, Two-Handed Swords, Spears, and Daggers/Knives)
Weapons, Missile (Bows, Knives/Daggers)
Combat, HTH, Lethal (Hands, Feet, Nunchaku)
Since he has a STEEP of 56, he can choose two tricks and five weapons to apply them to. He chooses Florentine and Fast-Draw, and after matching them up with his weapons skills, comes up with the following Sub-areas for this K/S:
One-Handed Swords, Florentine
Two-Handed Swords, Fast-Draw
Nunchaku, Florentine
Nunchaku, Fast-Draw
Bow, Fast-Draw

Note that he could not have chosen (Shield, Florentine) because he does not know how to use a shield.
Florentine allows you to effectively wield a weapon in each hand. If these weapons are of two different types, you need to have a Florentine sub-area in each type. For example, if you want to fight with a longsword and an axe at the same time, you must have both the (One-Handed Swords, Florentine) and the (Axes, Florentine) sub-areas. This applies to shields as well if you want to use them to attack. While you can have a sword in one hand and a shield in the other and parry with the shield normally, you must have the (One-Handed Swords, Florentine) and the (Shields, Florentine) sub-areas in order to use the shield offensively. When employing this two-handed fighting style, each weapon receives its full attack rate (except nunchaku—see Combat HTH, Lethal). An expert swordsman using this style could deliver out as many as eight blows per CT! Note, however, that the total Base Attack Chance is limited to your Florentine STEEP with each weapon. For example, Nekomura's Base Attack Chance with the Katana is 75, and his Weapons, Special Skill (One-Handed Swords, Florentine) STEEP is 48. When fighting with both his Katana and Wakizashi at once, he is limited to a Base Attack Chance of 48 until his Florentine STEEP rises. Also, keep in mind that this K/S applies only to one-handed, artificial weapons (and it's true that the usual Katana style was two-handed, but it is light enough to really be more of a longsword). Finally, ambidextrous personas may fight Florentine without this K/S and at no penalty whatsoever!

Fast Draw: a successful roll will allow a persona to whip a weapon out of its sheath with no Initiative penalty! The DR will vary with exactly where the weapon is in on the body of the persona. DR Easy applies if the persona were already holding the sheathed weapon. DR Moderate applies if it was strapped at the persona's side or DR Hard if it was strapped around the persona's back. Note that weapons buried in backpacks or peace-bonded cannot be fast-drawn.
Specific Target, allows you to choose the part of your foe's body where your blow will land if you make a successful roll. The procedure for doing this is to first announce specifically the part of the body the persona is aiming for, then to see whether or not you hit in the first place, and then make a roll against this sub-area to see if it landed where you wanted it to. If the roll fails, then roll normally to see where the blow landed, but at +20 (see the Strike Location Table on page 229). If the result is above 100, the attack actually missed (as it will have if your Specific Target roll was a Special Failure)! If the second roll was successful, apply the damage to that part of the target and continue the process as usual. The Specific Target DRs table lists the base DR according to the body part-type you are trying to hit.

Specific Target DRs	
Location Type	Base DR
Non-Vital	Easy
Vital	Moderate
Super-Vital	Hard
Ultra-Vital	Difficult

Blind Fighting allows you to attack, with no penalty, targets that you can't see, provided your weapon is ready and you are calm and alert. A successful roll allows you to fight for 1D6 CTs, and the DR will vary with how much noise the foe is making, how strongly the foe smells, etc. The base DR is Hard for a noisy, smelly target. If the foe is an invisible opponent who makes only the slightest whisper of sound and has no noticeable odor, the DR would be Very Difficult at best!

Cross-feed(s): None
Heka Generation: None
STEEP Modifier: PNCap
Sub-area gains: Table 4

Spiritual K/S Area Descriptions

Alchemy: Every Alchemist seeks the Prima Materia, or Tau, for that is the stuff of the multi-verse into which Heka and the four other essences, the elements, are infused to create all things. With such principal stuff, virtually anything can be compounded or created in the laboratory. Next in importance is the elixir of youth, an extraction of the animal, vegetable, and mineral principle. If also containing Prima Materia, it will be both rejuvenating and age inhibiting!

Because it does contain some concepts of science, this Area is always a difficult and uncertain practice. However, alchemy allows the mind to work under the guidance of the spirit, so success can be had. In many ways it resembles chemistry and mineralogy with a leavening of herbalism, but then the strange concepts of scientific medicine crop up, and things get difficult. However, alchemy is neither a combination of those Areas nor adjunctive to them.

Alchemy deals with the five elements, conversion of one substance to another (such as lead into gold), the refinement of substances, the refinement and perfecting of the individual, youth and longevity of the individual, the creation of quasi-life (as a step toward the creation of life!), and the return of life to the dead. Of course there are other activities, and this is reflected in the Operations and Castings.

Operations: The Alchemical Operations possible are fully detailed in the Magickal Items chapter of Mythus Magick. Operations concerns the mixing, compounding, creating, and transmuting of various mineral and vegetable substances of special nature, known as Materia. Operations are performed in order to create substances which are valuable, have use as special Materia, or else are Heka-filled or enchanted.

Apparatus of many sorts, the tools of the alchemist, are required for Alchemical Operations. These are instruments and devices of various kinds. The minimum pieces of Alchemical Apparatus are listed in the Minimum Alchemical Apparatus table, broken down in terms of cost and Heka storage. Note that the Heka in an Apparatus is self-regenerating every 24 hours as long as the item is in the possession of the alchemist and no other persona attempts to use it. Thus, the practitioner will have from 150 to 180 additional points of energy for Operations. Other pieces of Apparatus needed for Operations are summarized in the Additional Alchemical Apparatus table.

A successful roll against the possessor's Alchemy STEEP will allow an item or substance to be charged with Heka. Before an attempt is made to infuse an item, the item must first be analyzed and prepared for 2D3+1 (non-adventuring) days, whereupon the Alchemist may make the roll and try to start the process. Liquids and gases should be sealed in a container made by the alchemist before being prepared. (K/S Areas such as Construction, Handicraft/Handiwork, and Jack-Of-All-Trades could prove helpful here). Solids, however, require no other special measures. The process works in such a way that, over a period of time, the alchemist may give a certain amount of Heka to the item as if charging a General Heka Reservoir. The difference is that the Heka becomes a permanent part of the item and may not be drawn back out, save in the case of Apparatus, of course. Note that items charged with Castings may use their Heka in the performance of the Castings, and require recharging, but that is different.

The base DR varies with the total amount of Heka the item will hold. Failure means the preparation was done incorrectly. The alchemist must go back and prepare the item for another 2D3+1 days. The Heka Infusion table lists the base DR according to total Heka to be infused.

Another consideration is the type of laboratory facilities the alchemist has. One way of measuring these is by total value in BUCs, which are shown on Alchemist Laboratory Facilities table. Aspiring alchemists may wish to allocate funds for a lab in their list of Possessions Categories when their HPs are first being created, although the JM might rule that some funds from "Miscellaneous" cover it.

Once a successful roll has been made, the alchemist may then infuse an amount of Heka equal to or less than his or her STEEP each day (solids), week (liquids), or month (gases). Thus, to charge a quartz crystal with 50 points of Heka would require two weeks if you had a STEEP of 30—provided that your Heka supply could handle it.

There is no problem with an alchemist working on multiple items, except that she or he can only prepare one at a time. Likewise, alchemists cannot charge an item at the same time they are preparing one they plan to charge later. Fortunately, alchemical work can be put down and taken up again later. A persona could prepare four items in row and not begin charging any of them until having finished with all. Likewise, such a persona could stop temporarily charging one item to begin preparing another. Note, however, that individual alchemists can charge only an item prepared by themselves or by a very close friend.

Once the infusion of Heka is complete, the item's new "enchantment" is permanent and need not be repeated, unless it is destroyed by a future error, or the magick of the item is such that it needs recharging.

Transmutation Of Materia: This is done by infusing an item with Heka and scheduling the first charging so that it occurs during a waxing (transitioning toward full) or waning (toward new) moon, depending on what sort of transformation is desired. The item must first be prepared for 2D3+1 days, and then two rolls must be made. The first is for the total amount of Heka required (see the Alchemical Operation table) and the second for the actual transmutation using the DR given on that table. After having succeeded in both rolls, the alchemist may begin process of infusion normally and the transmutation will occur after the amount required has been added.

The precise nature of the effect depends on the phase of the moon when the infusion begins. The Alchemical Operation table lists several effects which come in pairs, such as "Heavy-Light," "Alive-Dead," and "Gold-Lead." The term that appears under the appropriate column for the moon on the table lists how the item starts, and the term opposite that lists how it will end up. If an alchemist had a lead item, for example, it could be transformed to gold by performing the operation during the waxing moon. A gold object it could be transformed to lead during the waning moon. The Heka cost required for a transmutation varies with the weight of the subject and the difficulty of the actual process, both of which are given on the table as well.

Note that restoring life without including a Spiritual essence is no problem with most animal subjects, as they have no spirits to begin with. But it would make restoring a human to life a rather tricky prospect. Re-animating a human corpse without giving it a spirit is how a persona creates an alchemical zombie (or Corpse Golem), but the alchemist must be on constant guard against it being possessed and turned against him or her by a "walker/ demon, etc (by using a protective Casting, for example).

Alchemists can try binding a being that they or a dose friend reanimated, in order to ensure its continued service. This requires expending 1 point of Heka per 14 pounds of the subject's weight (if soulless) and making an "Easy" roll against the alchemist's Dweomercreaft K/S. A being with a psyche, however, will have to be bound through the use of a Casting, or by Spiritual Combat (see Chapter 12 for further details). Such control is permanent unless the target is later possessed, as was mentioned above.

Base Weight lists the amount of the subject's weight that will be covered by 20 points of Heka. Changing 3 pounds of lead into (a little less weight in) gold, for example, would require 960 points of Heka. Keep in mind that there are 16 ounces in one pound.

Base DR lists the DR for the second roll according to the type of operation attempted. Note that this DR is not modified according to the type of laboratory facilities available.

Material Cost shows the range of money spent on all alchemical necessities (materials) in order to conduct the Operation.

Note that the table lists only a few examples of what can be done with alchemical transmutations. Feel free to invent more types of effects for transmutation. No doubt there are hundreds of possibilities. The above should serve to give you a good idea what sort of things can be done.

Materia Classifications: Standard Alchemical Operations are diverse, so in order to cover the many sorts possible the Standard Alchemical Operations table on page 178 classifies them by nature of the Materia operated upon or its resultant form. Thus, for example, under Metal you will find such things as the creation of "Inflammable Metal" the transmutation of lead to gold, and the production of "Lighten Steel." On the other hand, under Potions you will see a straightforward listing of the sorts of elixirs, philters, potions, and so on than can be created. Note that all require Materia of some sort and the expenditure of Heka. Descriptions of the products resulting from Alchemical Operations are given in the Mythus Magick book.

The alchemist must know the correct time for any Operation. Failure to have an astrological reading of time means that the Difficulty Rating of the Operation is at least 1 DR harder than indicated. Wise alchemists have the Astrology K/S!

Alchemical Castings: There are a limited number of Alchemical K/S Area Castings, because most of an alchemist's attention is demanded by work on Operations. The information regarding these Castings are provided in the Mythus Magick book. The Grade of Casting available to personas depends on their STEEP in the K/S Area. This is shown on the Alchemist Castings table.

Cross-feed(s): None

Heka Generation: STEEP + SM CATEGORY

STEPP Modifier: SMCap

Sub-area gains: None

Minimum Alchemical Apparatus		
Apparatus Type	Cost in BUCs	Storage
Cup: Commanding Water (Triton, Necksa) of blue metal or mineral, and of the East	10,000	10
Dagger: Commanding Aerth (Bull, Gob) of black metal or mineral, and of the South	10,000	10
Pentacles: Commanding Air (Eagle, Paralda) of gold/oricalcum, and of the north	10,000/30,000	10/30
Ring: Commanding Heka (Star of the Astral, Elhiem) of silver/platinum and rock crystal, and of the Center	10,000/20,000	10/20
Rod: Combining all Elements of clear crystal tip and set with bands of metal or mineral of black, yellow, blue, and red	100,000	100
Wand: Commanding Fire (Lion, Djinn) of red wood or mineral, and of the West	10,000	10

Additional Alchemical Apparatus		
Apparatus Type	Cost in BUCs	Heka Storage
Alanthor: Alchemical furnace which fuses or alters Heka in the Operation	10,000-50,000	10-50
Basin: The special container for the Water needed for certain Operations	5,000-25,000	5-25
Bellows: The provider of Air needed in certain Alchemical Operations	5,000-25,000	5-25
Brazier: The container of Fire necessary for some Operations	5,000-25,000	5-25
Lodestones: The provider of Aerth for Alchemical Operations so requiring	5,000-25,000*	5-25

* Include necessary Heka-Forging work.

Alchemical Operation Table					
Waxing	Waning	Base Weight		Base DR	Materials Cost
Heavy	Light	5 pounds*		Moderate	2D%
Alive		Dead	1 stone**	Extreme	6D%
Gold		Lead	1 ounce	Extreme	6D%
Shiny	Dull	10 pounds		Easy	1D%
Smooth	Rough	10 pounds		Easy	1D%

* The base weight listed refers to that of the object before the transformation.

** This process can restore the Physical essence of an object, but not that of the Mental or Spiritual. Mental energy could perhaps be restored via a Casting, but one would have to conjure a spirit to do it if one wished for a Spiritual Trait. See the notes in the text.

Alchemist Laboratory Facilities	
Lab Value (BUCs)	DR Modifier
No real lab	+2
501-1,000	+1
1,001-5,000	0
5,001-10,000	-1
10,001-20,000	-2
20,001-40,000	-3
40,001+	-4

Heka Infusion	
HEKA to be Infused	Base DR
1-10	Easy
11-25	Moderate
26-50	Hard
51-90	Difficult
91-150	Very Difficult
151+	Extreme

Alchemist Castings	
STEEP	Highest Casting Grade Available
1-20	I
21-30	II
31-40	III
41-50	IV
51-60	V
61-70	VI
71-80	VII
81-90	VIII
91+	IX

Standard Alchemical Operations

Alchemical Operation	Materia and Cost in BUCs	Heka Cost	Base DR
CRYSTAL			
Clean	25	20	Moderate
Color	50	40	Hard
Grow	75	40	Hard
Harden	150	75	Difficult
Imbue with Heka	300	100	Very Difficult
Imbue with Mental force	200	100	Very Difficult
Imbue with Physical force	200	100	Very Difficult
Imbue with Spiritual force	200	75	Difficult
Phosphorescent	50	40	Hard

GAS			
Explosive	150	20	Moderate
Hallucinogenic	150	75	Difficult
Poisonous	100	40	Hard
Sleeping	150	75	Difficult
Stunning	200	100	Very Difficult
Weakening	150	75	Difficult

GLUES			
Contact	100	75	Difficult
Metal to metal	200	100	Very Difficult
Universal	300	150	Extreme

METAL			
Copper to oricalcum	300	150	Extreme
Harden bronze	75	40	Hard
Harden steel	150	75	Difficult
Inflammable	150	75	Difficult
Insinuate Hekalite	500	75	Difficult
Iron to adamantine	300	150	Extreme
Lead to gold	150	75	Difficult
Lead to platinum	300	100	Very Difficult
Lead to silver	80	40	Hard
Lighten adamantine	150	75	Difficult
Lighten bronze	80	40	Hard
Lighten steel	150	75	Difficult
Transparent steel	300	100	Very Difficult

OIL			
Cooling	150	75	Difficult
Frictionless	300	150	Extreme
Inflammable	50	20	Moderate
Poison	50	20	Moderate
Warming	75	40	Hard

POWDER			
Aqua-respiration	100	40	Hard
Astrality	500	150	Extreme
Etherality	400	100	Very Difficult
Inflammable	150	20	Moderate
Itching	25	10	Easy
Netherhedging	250	40	Hard
Phosphorescent	25	20	Moderate
Poison	25	20	Moderate
Pyrorespiration	200	100	Very Difficult
Sneezing	25	10	Easy
Terra-respiration	100	75	Difficult

SOLVENTS			
Crystal/Gem	150	75	Difficult
Glue	50	20	Moderate
Leather	75	40	Hard
Metal, Hard	300	150	Extreme
Metal, Soft	200	100	Very Difficult
Stone	200	100	Very Difficult
Wood	75	40	Hard

Alchemical Operation	Materia and Cost in BUCs	Heka Cost	Base DR
LIQUID			
Elixir of longevity	500	150	Extreme
Elixir of youth	500	150	Extreme
Poison	25	20	Moderate
Potion of airform	100	40	Hard
Potion of aethereality	200	75	Difficult
Potion of alertness	50	20	Moderate
Potion of aquaform	100	40	Hard
Potion of diminution	100	40	Hard
Potion of element obedience	200	75	Difficult
Potion of enlargement	100	40	Hard
Potion of fast reactions	100	40	Hard
Potion of fireform	100	40	Hard
Potion of forgetfulness	100	40	Hard
Potion of health	200	40	Hard
Potion of Hekasource	400	100	Very Difficult
Potion of Mental power	200	75	Difficult
Potion of metalform	200	100	Very Difficult
Potion of Physical power	200	75	Difficult
Potion of regeneration	300	150	Extreme
Potion of Spiritual power	200	75	Difficult
Potion of terraform	100	40	Hard
Potion of weightlessness	200	75	Difficult

Animal Handling: This K/S is akin to an empathic rapport with creatures and employs a near animal magnetism; thus it is a Spiritual ability. A persona possessing animal handling capability can relate to all sorts of semi-intelligent and non-intelligent creatures. The following sub-areas apply:

1. Arachnids (spiders)
2. Avians (birds)
3. Bovines (cattle and similar creatures)
4. Canines (dogs)
5. Chiroptera (bats)
6. Crocodilians (alligators, crocodiles, etc.)
7. Equines (Horses, zebras, etc.)
8. Felines (cats)
9. Insects (bees and pollinators, silkworms, etc.)
10. Loxodonts (elephants)
11. Ophidians (snakes)
12. Porcines (pigs and swine)
13. Simians (monkeys and apes)
14. Ursines (bears)

If such personas are successful in their initial approach, the creature(s) in question will regard the individual as at least (1) indifferent, non-threatening and non-food, i.e., not to kill and eat but to be ignored. At best the creature(s) will consider the persona as a friend and be (5) bonded to him or her. In between these two extremes are (2) docile, (3) responsive, and (4) obedient. Naturally, mistreatment, abuse, harm, and the like will reduce by one or more steps the rapport between the persona and the creature(s) in question—assuming this comes from the persona (or seems to). An animal at a "0" is not affected by the ability and will behave normally (maybe aggressively if reduced due to mistreatment!). An animal guarding an individual would not lose rapport if attacked by others while in the role of protector.

The persona must approach the creature(s), have it (them) in sight and looking at him or her, and be able to speak or croon to it (them) as a part of the establishing of the rapport.

From the foregoing, it should be obvious to the reader that this is a very useful ability for anyone at all, especially one who is in the wilderness, has dogs, hawks, deals with animals of wild and/or dangerous sort, etc. The use of this K/S on any non-domestic or non-domesticated creatures always requires a check when the persona is in proximity of the creature(s) after a period of a days (or more) absence. The DR for initial and subsequent animal rapport is determined as summarized on the Animal Handling DRs table.

Animal Handling DRs		
Creature Type and General Nature	Base DR	
Semi-intelligent, warm-blooded non-carnivore	Easy	
Semi-intelligent, warm-blooded omni- or carnivore	Moderate	
Non-intelligent, warm-blooded non-carnivore	Hard	
Non-intelligent, warm-blooded omni- or carnivore	Difficult	
Semi-intelligent creature of any other sort (such as a reptile, vegetable or mineral life for, etc.)	Very Difficult	
Non-intelligent creature of any other sort	Extreme	
Already succeeded in rapport with same creature(s) (easier) being confronted now	-1	DR*
Individual actually touching and speaking to creature(s)	-1	DR*
Creature(s) lost to rapport due to mistreatment	+1	DR
Savage-natured creatures in pack or group	+2	DR

* Never applicable beyond a DR of Hard, however, so that it has no effect on cases where the DR is already Hard, Moderate, or Easy.

Cross-feed(s) at 10%: Zoology
Heka Generation: None
STEEP Modifier: SPPow
Sub-area gains: Table 4

Astrology: Not only is Astrology a special Area of foretelling some probable course of future events, as is indicated by this K/S listing, but it has broader applications in a Heka-active milieu such as this one.

The Castings of Astrology give insight into singular events, general courses, and the current conditions (specific or general) existing in a place of such Casting. The zodiac, stars, sun, moon, planets, comets, other astral bodies, elements, gems, and even herbs are part of the multifaceted purview of the astrologer. By studying the heavens, examining records of the past which are connected to a person, place, or thing, astrologers are able to learn a fair amount of information and make predictions of the probable course of future events. Determination of the most propitious time for the performance of some act, and especially an Alchemical Operation, is possible through use of this K/S. Influences of all manner—planar, spheres, elemental, etc.—can also be discovered through the use of this Area.

The Grade of Casting available to a persona depends on STEEP in the K/S Area, as shown on the Astrologist Castings table.

Astrology Castings		
STEEP Available	Highest Casting	Grade
1-20	I	
21-30	II	
31-40	III	
41-50	IV	
51-60	V	
61-70	VI	
71-80	VII	
81-90	VIII	
91+	IX	

Cross-feed(s): None
Heka Generation: STEEP + SPCap
STEEP Modifier: SMCap
Sub-area gains: None

Buffoonery: Jestng, jokes, pranks, funny stories, double entendres, rude analogies/remarks, and many physical forms of entertainment such as capering, clowning, gaping, grimacing, leering, prancing, and pratfalls are the stock in trade of the buffoon. Clowning, miming, mimicking, tricks, and practical jokes typically round out the buffoon's repertoire. Some practitioners might combine this K/S with the *Juggling* and *Legerdemain* K/S Areas so as to be a highly sought-after entertainer in royal courts or employed by some noble.

Although it requires a sharp mind and an able body, Buffoonery is a Spiritual ability because of the particular combination of the above with the capacity to judge people, assess their character, and with insight use the K/S to do or have an audience be so affected by one or more of the following 12 sub-areas during a given Action Turn of time:

1. Amuse
2. Distract
3. Pay Heed
4. Suspect
5. Belittle
6. Enrage
7. Question
8. Trust
9. Confuse
10. Feel Assured
11. Re-evaluate
12. Value

Amuse: By use of story telling, comedy, miming, japes, jokes, and so on, buffoons attempt to keep an audience watching them, with chuckles and laughing, and generally maintaining at least a jovial attitude, perhaps merriment and hilarity. Think of a typical stand-up comedian to get the picture. Base Difficulty Rating for this is Hard.

Belittle: A buffoon selects some subject (person, place, or thing), making it the butt of his or her sharp tongue, pointed remarks, and japes. Usually at least a part of the audience is highly amused at the expense of the subject. Base DR for Belittle is Moderate, with a progressively worse DR for each successive AT of its use. Violent reaction from the subject is always a possibility.

Confuse: By using whatever is necessary, a buffoon attempts to mislead an audience as to the actuality of facts, i.e., who did what,

went where, how it occurred, why it happened, etc. By clever use of words, it is possible for a time that the plain truth and seemingly straightforward facts of a matter can become muddled—usually because nothing is clearly black and white in the first place! Base Difficulty Rating for this is Difficult.

Distract: By means of this, the buffoon seeks to cause an audience to forget some matter (or person or thing) in preference to another which the persona brings up to distract them. For instance, a buffoon might bring up the subject of a bawdy occurrence involving some important members of the court while another individual slips away—possibly with something of value. The base DR for this act is Hard.

Enrage: Similar to distract, the buffoon uses this tactic to provoke an audience into great anger. Ire and wrath can be directed at a number of targets, and the Difficulty Rating depends on the nature of such target, as revealed in the Enrage DRs table.

Enrage DRs		
Target Subject	Base DR	
Present and hated	Easy	
Absent and hated, present and disliked, or the buffoon personally	Moderate	
Present scapegoat	Hard	
Absent scapegoat, typical member of audience	Difficult	
Generally liked member of the audience	Very Difficult	
Respected member of the audience	Extreme	

Success will absolutely fix the attention of the enraged audience on the target for the duration of the AT. A Special Success means two Action Turns of attentive rage, or else Physical threat to the target, at the option of the buffoon. Note that failure to enrage will make the audience disregard the buffoon, paying no attention at all. Special Failure brings the likelihood of Physical harm to the buffoon, especially if there are armed aristocrats in the audience.

Feel Assured: The Buffoon uses their skills to reinforce the attitudes and opinions of the audience. Thus the lightness of action or decision, the assertion of another, and the like can be more firmly fixed in the minds of those listening, and objectors be silenced. The base DR for establishing a feel assured attitude in an audience is Moderate. An adjustment is then made for the true nature of the assurance being delivered. For example, it is much harder to bring this about for a malign, unjust assurance; somewhat harder for a questionable one.

Pay Heed: The buffoon uses her or his wits and skills to bring the audience's attention to him- or herself or another so that they will listen, hear, and possibly understand/agree with something which was said or is about to be spoken. Base Difficulty Rating for Pay Heed to be effective is only Moderate, but the state of mind and body of the audience is a big factor; i.e., if they are hostile and drunk it could be Difficult or worse to make it work.

Question: By means of this ability, a buffoon persona brings into question something in the minds of the audience—an official act, the act(s) of one or more personas present, a document's contents, the words of someone (especially if just spoken). Humor might hardly be used, or the attention can be of sarcastic sort heaped on the subject in great measure. Pantheological, moral, ethical and other strongly held beliefs and loyalties greatly influence the degree of ability to succeed in this. Revered, heroic, and honored personas, too, have the effect of being unquestionable. The state of mind of the audience is also a factor which the Journeymaster will take into consideration when adjusting the base DR of Moderate.

Re-evaluate: This capacity is one which affects individually the members of the buffoon's audience. The able persona uses wit, japes, etc., seeking to have the audience think again about a matter recently before them. In this regard, the buffoon is rather like a trial attorney (if you'll pardon the expression) picking apart testimony for inconsistencies, holes, and questionable portions. Influential members of the audience must be checked for individually, to see if they will reconsider and speak up indicating a change of opinion or not. Alone, the base Difficulty Rating is Hard. If used after a successful Confuse or Question activity, however, the DR is at least one step easier.

Suspect: The persona uses buffoonish antics to point out something phony, dishonorable, doubtful, suspicious, etc. in something or about someone's behavior. If the buffoon is successful, the audience then suspects (the worst). The base DR is Hard, and then the nature of the target and the point(s) which can be used must be considered to adjust upwards or downwards.

Trust: While buffoons cannot draw the trust of the audience to themselves by means of this ploy, they can attempt to have the audience feel trust in the word or deeds or person of another persona, present or not. For something or someone held in some degree of esteem, the DR is Moderate; for average sorts it begins at DR Difficult. The Value play below is useful for getting a more favorable DR.

Value: This is a ploy by which a buffoon seeks to cause an audience to respect or esteem a thing or the actions/person of someone other than him- or herself. It operates similar to the Trust play (above), and its DR is likewise the same. If this succeeds, it is then easier to have the audience be trustful.

Physical Actions: In addition to the plays above, Buffoons are able to use other means to achieve their ends. There are three areas of physical means used by this Area:

1. Cause Minor Injury
2. Precipitate Stumbling, Tripping, or Falling
3. Set Minor Trap

Each of these physical means is detailed hereafter.

Cause Minor Injury: By means of this ability, the buffoon uses minor props and joke items to inflict a modest amount of Physical damage upon a victim. There are typically two sorts of devices used to cause minor injury. One is mechanical—a jack-in-the-box, a mock scepter, or the like. A spring-loaded portion will deliver damage of 1D6 PD and stun the target for 1D3 Critical Turns. The second form used is imbued with some natural or concocted substance causing 1D6 Physical damage and 2D6 CTs of stunning due to tearing of the eyes, sneezing, coughing, choking, and the like. It uses an irritant/toxic substance (powder, dust, pollen, gas, etc.) which is expelled by physical means (blowing, breathing, flicking, hurling, etc.) upon the subject.

The buffoon selects one of each of the above "weapon" items for minor Physical injury. The player describes the form and function of each to the JM. If approved, these are added to the buffoon's arsenal. Base DR for these to operate is Hard; if the target is suspicious of the device, the DR is at least Difficult.

Precipitate Stumbling, Tripping, or Falling: It is likely that some tricks, props, and preparation will be needed for this means. The usual things to cause precipitation of this sort are marbles, waxed floor and rug, grease, a trip-wire/cord/rope, a tied cord (from foot to something, for example), a cane, a low piece of furniture slid into the path, etc. The buffoon knows the placement and time for this, and subjects can avoid the event only if they know about its probable use. Base DR is Hard, Moderate against the totally unsuspecting, and Difficult against one prepared. Otherwise, the precipitation occurs, only Joss expenditure reversing it. The buffoon must announce the intended purpose of the precipitation: humiliation, delay, or Physical damage.

Humiliation makes the subject appear clumsy and foolish. Onlookers will be prone to either be embarrassed for the victim or else to snicker or guffaw at the sight. The subject can then be targeted rather easily for a play (see above).

Delay is meant to cause one or more individuals (those in the forefront of a group) to be slowed, and in this process suffer minor injury as well. Thus, by this ability the buffoon causes stumbling into things and persons, tripping, bumbling, staggering, falling, careening, sprawling, and so forth.

Physical Damage of from 1D3 to 3D6+3 (such as this happening on a flight of steps) can be caused. The JM will listen to the player's specifications of how the buffoon is delaying the target(s) and then adjudicate Difficulty Rating and damage if the K/S roll succeeds. For each 1 point of PD there will be a like delay of 1 CT of time.

Set Minor Traps: To manage this serious act, the buffoon must make some considerable, often elaborate, preparation beforehand. Typically, the persona will ready an area with devices such as tripwires, collapsing furniture, and so on, and then lure the subject(s) into the place. For example, a buffoon might wax a floor area, place a light throw rug there, and then weaken a railing, so that a victim will be likely to slip on the rug, fall or slide to the railing, and then pitch through to the space below! The player will have to carefully plot out the whole for

the JM, and then the latter will determine DR for success in the K/S roll and the damage. Physical damage will normally run from 3D3 to 3D6+6, and the target subject will be rendered unconscious for as many ATs, and be stunned for as many BTs thereafter. For instance, if the victim suffered 3D6 PD, and the dice roll came up 11, then the individual would take 11 points of PD, be knocked out for 11 ATs, and then in a Dazed state for 11 BTs.

The buffoon can prepare one such trap for every 5 points of Buffoonery K/S Area STEEP possessed. Thus, at 35 STEEP for example, a buffoon could make and set out seven such Minor Traps. There are eight sorts of Minor Traps: (1) Catching, (2) Damaging, (3) Gas, (4) Light, (5) Noise, (6) Prank, (7) Severing, and (8) Spraying.

Catching traps are made to hold fast to an object or a part of a person. For example, what appears to be a keyhole might actually be a catching trap. The object caught by such a trap might be lost. The key put into the seeming keyhole, for instance, might be drawn into the space and sent down to a crack in the floor where it might never be found, save by the buffoon. Victims can free themselves from such traps in 150 minutes minus their Mental TRAIT, with a minimum time of 1D3+3 minutes. This minimum applies even if an individual held by this trap uses physical means to destroy the device, or associates do so.

Damaging traps are like the minor prop above, and when triggered will deliver 2D6 PD points to the victim. It can be disguised as any normal object the size of a large book or larger.

Gas traps, when triggered, will produce a cloud of noisome vapors which cause victims within a five-foot radius vicinity of the trap to choke and retch. All individuals within that radius will be helpless for 2D3 Critical Turns, then in stunned condition for a like number of CTs.

Light traps cause a very bright flash when a victim triggers them. If the light conditions are dim or dark, then all persons within a 10-foot radius will have their vision affected. The victim and all looking at him/her or the trap will be blinded for 10 CTs time, five if the light is dim rather than dark. Those individuals not directing their gaze in its direction will be blinded only for one or three CTs, depending on darkness or dim conditions. The brilliant light flash can be of virtually any hue and can be visible as a beacon of one second duration.

Noise traps, when tripped, engender a loud bang or similar noise. The sound so produced can be heard for a distance equal to the buffoon's STEEP in feet (in yards when out of doors), regardless of walls, doors, ceilings, floors, etc. Obviously, there are some circumstances which will reduce or negate the noise—certainly Heka in action at the time of the triggering would do so. However, the adjudication is left to the JM.

Prank traps cause only some mark, stain, covering, or damage of visible or otherwise sensed kind. From a black ring around the victim's eye to a hard-to-remove dye on some body portion, through hair clipped short or a bad odor sprayed over the target, the prank trap can be devastating. Perhaps the trap is meant to embarrass the victim, or perhaps to annoy the victim and at the same time alert the buffoon.

Severing traps are devices designed to cut off smallish, relatively soft things placed within their area of operation. A finger or a wrist might be the subject of such a device's operation. The trap is mechanical of course, and it can be quite destructive if one is unwary. The damage inflicted will vary from 3D3+3 to 3D6+6, and any appendage lost will be permanently lost unless some form of Heka is brought into play to restore it. (Watch out for this kind of trap!)

Spray traps, when triggered, will shoot forth a jet of liquid. The stuff sprayed forth can be scented and/or colored to mark a victim, or it can be a volatile, flammable liquid which ignites for 4D6 damage and whatever resulting combustion of flammable materials the victim wears, acid which delivers 8D3 PD points, or some sort of poison. This is perhaps the nastiest of the buffoon's arsenal of traps!

The buffoon makes traps as noted. There is no check needed for the placement of traps, but their successful operation when triggered is another matter. Generally, the Difficulty Rating for each is considered as Hard. There must be considerable player input and JM sagacity in handling the Buffoonery K/S, and the JM should feel quite at ease in setting harder DRs for any of the activities of this sort of ability.

Cross-feed(s): None
Heka Generation: None
STEPP Modifier: SPSpd
Sub-area gains: Table 7

Charismaticism: This K/S assumes skill in the art of winning friends, influencing people, and otherwise behaving in such a manner that people can't help but like you. This Area functions similarly to the Deception K/S in that a successful roll will allow you to double your effective STEEP in a second K/S Area for one roll. The K/S Areas covered by Charismaticism include: *Influence, Espionage, Leadership, Thespianism, Hypnotism (!), and Mediumship (!!)*. See the description of the *Deception* K/S for further details on how this works. Note that Charismaticism can also be used like a normal K/S to make a good impression on an important person. In either case, the DR will have a lot to do with how such HPs present themselves and what, if any, preconceived notions the subject has about the HP. Finally, effective Attractiveness rating increases by one for every 20 STEEP points of Charismaticism you have, subject to a maximum rating of 20.

Cross-feed(s): Special (See Text)
Heka Generation: None
STEPP Modifier: SPCap
Sub-area gains: None

Conjuration: Those steeped in Heka-channeling Areas and the arcane arts utilize the knowledge and skill of Conjuration to bring spirits and beings of various sorts from other spheres and planes into a prepared Pentacle. In fact, basic to this ability is the creation of various forms of protective markings—magick circles, thaumaturgic triangles, pentagrams, and so forth—referred to collectively as Inscribed Pentacles (see the *Mythus Magick* book for details). Such protection includes the construction of the Pentacle of Conjuring (in which the spirit/being appears) and the Pentacle of Protection (in which the (wise) conjurer stands). These basic abilities and the Castings are learned through this K/S Area, but the names by which to conjure spirits and other beings are not so gained. For that, the persona must have either the Occultism (for Preternatural spirits and beings such as Elementaries and Elementals) or Demonology (dwellers in the Netherrealms) K/S Areas, or both.

This K/S is absolutely necessary to the theurgist, and one which is often used by other sorts of practitioners for various purposes of their own, as the conjured spirit/being can have many uses. Thus, this K/S is often known to alchemists, dweomercreafters, and so on.

The various procedures of conjuring spirits and beings include knowledge of the instruments needed (wands, staves, knives, daggers, swords, etc.), the Materia for powering the conjuration (candles, incenses, oils, chemicals, liquids, etc.), the writings necessary to bring control and enforce (glyphs, runes, signs, symbols, etc.), and the rituals and words to be spoken (incantations, evocations, pleadings, calls, offers, threats, demands, etc.). Note that instruments and the rest may be Heka Reservoirs at the option of the Journeymaster. Generally speaking, no more than 10 to 25 points of energy of this sort can be stored in any solid item, and the cost per point of Heka so dedicated is 1,000 BUCs. Therefore, a sword of Conjuration holding 25 points of Heka would cost 25,000 BUCs (material and Heka-Forging costs). See the *Heka-Forging* and *Alchemy* K/S descriptions.

Conjuration proper concerns all of the above, but it excludes certain Heka Castings which are dealt with hereafter (see the *Mythus Magick* book). The type of spirit or being that is being conjured by the practitioner will determine the Base Difficulty Rating. Other things influencing DR of the conjuration are concentration of the persona performing the act, the instruments used, Materia, Heka-powering of the glyphs, bribe offerings or other attractions, means of compulsion, and the spirit name, conjuring name, or whatever other name (for beings of other, higher, planes and spheres) of the one being brought to the Pentacle. The difficulty is shown on the Conjuration DRs table.

Conjuration DRs		
Conjuration	Heka Cost	Base DR
Disembodied spirit	25	Easy
Semi-corporeal spirit or minor being	50	Moderate
Corporeal spirit or medial being	75	Hard
Major being	100	Difficult
Greater being	150	Very Difficult
Entital being	200	Extreme
Knowing Truename		-1 DR (easier)

Descriptions of the types of beings listed on that table are as follow:

Disembodied Spirit: This includes weaker spirits of the dead, nature spirits (Elementaries), and non-corporeal things like poltergeists.

Semi-Corporeal Spirit: This class includes the strong spirits of the dead, lesser spirits of Preternatural sort, and the weakest Supernatural spirit creatures. All can form a semi-material body at will, but do not otherwise have such.

Minor Being: This is a minor Preternatural or weak Supernatural creature having the power to take spirit form. Average Imps fall into this class, for instance.

Corporeal Spirit: Corporeal spirits are those most powerful non-material creatures able to form a solid body at will. Preternatural vampires and ghosts, for example, fall into this category.

Medial Being: This is a more powerful form of Preternatural or Supernatural being. Average demons, for example, fall into this group.

Major Being: These are very powerful Preternatural and Supernatural creatures.

Greater Being: Those Preternatural and Supernatural ones of near-maximum power fall into this class. Elemental princes, for instance, are greater beings, as are Powers, Quasi-Deities, and Demigods.

Entital Being: These are the most powerful of Preternatural and Supernatural ones, and the great of the Entital planes and spheres. There are relatively few of the Preternatural sort, more of Supernatural kind, but most are from the highest or lowest places.

Note that no deity of anything above Lesser status can ever be conjured. Thus, Greatest, Greater, and Great ones can never be affected by this K/S. (Summoning is another matter...)

Success brings the one conjured, although what occurs thereafter is not certain. A Special Success means that the conjured one is not unwilling to listen and won't necessarily be absolutely horrid and obtuse. Failure wastes the Materia and Heka expended, but has no other bad result. A Special Failure will waste the Materia and Heka and destroy 1D3 of the instruments used in conjuration. (Don't complain, for the JM could also have it bring in the one conjured outside the Pentacle area...perhaps inside the conjuror's own Pentacle!)

In order to "encourage the cooperation" of the conjured one, the individual practicing this K/S Area must also have at hand Castings of various sorts. Most are aimed at a spirit/being held in a Pentacle, but some few of these Castings have other purposes. The Grade of Casting available to the persona depends on STEEP in the K/S Area (and sub-area), as shown on the Conjuror Castings table.

Conjuror Castings			
STEPP Available	Highest	Casting	Grade
1-20	I		
21-30	II		
31-40	III		
41-50	IV		
51-60	V		
61-70	VI		
71-80	VII		
81-90	VIII		
91+	IX		

Cross-feed(s) at 10%: Demonology and Sorcery

Heka Generation: STEEP + ((SMPow + SPPow) x 0.5)

STEPP Modifier: (SMPow + SPPow) * 0.5

Sub-area gains: None

Dance: This is the rigorous discipline of performing dance, such as with a troupe of acrobatic entertainers or ballet dancers. This area does not include social dancing. While it is a Spiritual K/S, it brings a distinct benefit to the persona's Physical being. For each 20 points of STEEP possessed, this area adds one (1) point to both PMCap and PNCap. This increases Physical TRAIT as a result, subject to the human maximum totals of 30 per ATTRIBUTE and 180 TRAIT total.

There is an important caveat. Each year the individual with this K/S must spend a minimum one month of time working to retain the STEEP possessed. For game purposes this may be done at intervals during

the course of the game year. Furthermore, the individual must reflect this dedication by expending APs to retain current STEEP: 1 AP per 10 STEEP possessed. Each additional week of practice reduces the required AP expenditure by one factor. Thus, for example, a persona with 50 STEEP must spend one month's time and 5 APs to retain ability (50), but each week of time devoted only to practice of Dance in excess of the mandatory month reduces APs required by one.

Failure to both devote time to practice and expend AP (unless made up for by adding practice time to meet the requirement stated) results in the loss of 2D10 points of existing STEEP, mitigated by a -1 on the total of the dice for each week of practice and/or AP point spent to retain ability, up to the normal possible to expend, i.e. 1 AP per 10 STEEP. Drop in STEEP can result in loss of Physical TRAIT and ATTRIBUTES. (So don't take this K/S unless you are going to make sure your HP keeps up with the discipline!)

Cross-feed(s) at 10%: Acrobatics/Gymnastics and Etiquette & Social Graces

Heka Generation: None

STEPP Modifier: (SMCap + SPCap) * 0.5

Sub-area gains: None

Divination: This K/S enables an individual to forecast and predict the likely results of a certain action or course of action, or to learn something about an area or thing. (Compare to *Astrology*)

The methods used for divination are more varied than those used in astrology and fortune telling. They may be as simple as crystal-gazing, burning laurel leaves, or even making predictions based on inspection of the entrails of sacrificial animals, like a Haruspex. Divination also includes similar techniques to those used in astrology and fortune telling, i.e., Tarot cards, divining rods, numerology, tea leaf reading, rune-stone casting, etc. For game purposes, they are all assumed to deal with the future as it pertains to a known or anticipated action.

In general, divinations are broken into five sub-areas:

1. Augury
2. Dreams
3. Lots
4. Omens
5. Water

When attempting a divination, the player should specify a certain question to which an answer is desired. It's up to the JM to decide what kind of answer to give, based on what lies ahead in the scenario and campaign, and possibly upon how well the HPs are progressing. The answer should be brief and somewhat vague, though not so vague as to be meaningless, unless the roll was a Failure. If a Special Failure is rolled, then the answer given by the JM will be false, perhaps disastrously so. This, of course, brings up another point. The JM should always secretly make the HP's Divination rolls. The HPs should never be certain if the Divination rolls were successful or not (at least until after the fact!). If the message was vague and/or not applicable to the question, then they can be pretty sure that it failed, but in the case of a Special Failure, they will have to be very clever to figure out that the results are dead wrong.

The DR of a Divination roll will be based on the type of question asked and how specific is the information asked for. Yes/No questions are the easiest to answer and have a base DR of Moderate. Questions with short (less than 10 word answers) are Hard, and those with answers of up to 50 words are Difficult. Broad questions like, "Is there a monster in the lake?" have no DR modification. Slightly specific questions such as, "How deep down is the monster's lair?" are at a DR of +1, and very specific questions such as "In what part of the lake is the monster's lair?" are at a DR of +2. Very complex questions might be at an additional +1 or +2 DR as well. Some types of questions are too broad or specific to be answered at all. "What's the future of humanity?" or even "What's my future?" are far too broad to be answerable by standard divination techniques. Likewise, there is no way one can use Tarot cards to predict a winning hand of cards (though it may help to determine whether or not an evening of gambling may be successful). An Oracular board might be able to answer such specific questions, but that's a completely different sort of thing than a Tarot deck, and Oracular boards can be dangerous as well—refer to their description and use in the Mythus Magic book.

Here are some examples of answers to various likely questions and how they come about: "Can we defeat the monster in the lake?" is one

type of question that the JM will hear often. The DR for this question is Difficult (It starts out at Moderate for being a yes/no question and goes up two for being very specific). Answering this question is easier than you might think. Just flip to the description of the beast and see how it compares with the current party. If it looks as if the party has it outmatched answer "Yes." If it appears the beast has the advantage, then "No" should be the answer. Remember, divination only reveals what will probably happen, not what will happen for certain. This is true even if multiple attempts are made for the same question.

If our HP Alyssa were to ask, "How deep in the lake is the monster's lair?" our JM would roll against a DR of Difficult (one-line answer, moderate specificity); and, if the roll was successful, might reply, "Deeper than most fish swim" (or something like that). Then, after receiving this answer, Alyssa would be but a successful *Zoology* roll away from discovering the minimum depth of the lair.

See the *Astrology* and *Fortune Telling* K/S's for more information.

The Grade of Casting available to the persona depends on STEEP in the K/S Area (and sub-area), as shown on the Diviner Castings table.

Divination Castings		
STEPP Available	Highest	Casting Grade
1-20	I	
21-30	II	
31-40	III	
41-50	IV	
51-60	V	
61-70	VI	
71-80	VII	
81-90	VIII	
91+	IX	

Cross-feed(s): None

Heka Generation: STEEP + SPCap

STEPP Modifier: SPCap

Sub-area gains: Table 8

Exorcism: This is a strong and frequently utilized K/S Area—quite natural indeed in such a milieu. Because of the vast difference between this cosmos and others, any persona from outside this milieu with Exorcism ability applies 20% of that K/S to this one, but any further STEEP must be purchased as usual.

In this milieu exorcism is the removal, driving away, and barring from return of various spirits, beings able to assume non-corporeal form, and beings of non-corporeal form. Regardless of the nature of such spirits and beings, they can inhabit with the whole or a portion of their being a place, thing, animal, or person. Individuals with Exorcism ability then utilize their capacity to force the spirit or being in question out of what it is residing in, drive it away, and establish guards to inhibit its return (cf. *Apotropism*).

There are nine Degrees of exorcism, each such step based on the ability of the exorcist and the power of the spirit or being to be exorcised. Personae of low level of ability will be unable to affect more powerful spirits or beings, and in fact run the risk of being harmed or possessed themselves! This is hazardous work, too, for it is difficult to determine the Degree of power of the possessing spirit or being in most cases. (Some foreknowledge ability is most useful in such cases!) Degrees of ability are shown on the Exorcist Ability table.

Exorcist Ability			
STEPP	Degree Of Spirit/Being Affected By Exorcism		
01-21	1st: Weak, once-living spirit, or a weak spirit/being	Mundane	
21-30	2nd: Strong, once-living spirit, or strong spirit/being	Mundane	
31-40	3rd: Elementary or weak Preternatural spirit/being		
41-50	4th: Strong Preternatural spirit/being		
51-60	5th: Weak Supernatural spirit/being		
61-70	6th: Moderate Supernatural being (Power)		

71-80	7th: Strong Supernatural being (Quasi-deity)
81-90	8th: Greatest Supernatural being (Demigod)
91+	9th: Weak Entital being

To perform an exorcism, the individual with this K/S will need to have certain things for the ritual that must be performed to accomplish the task. In all there are nine steps for an exorcism, six of which involve special items. All of the following items must be employed:

1. Candles
2. Symbol
3. Fumigant
4. Wash
5. Incense
6. Oil

1. Candles: Three or more candles of virgin beeswax, dyed to a color repulsive to the possessing spirit/being, must be set alight in the proximity of the possessed one. Candles must be made by the exorcist, cost 100 BUCs each, and provide 1 Heka point each when needed if they are burning, but each can deliver only 1 point of Heka once. Each candle will burn away to nothing in 10 ATs.

2. Symbol: The exorcist must have a symbol which is repellant to the possessing one. Generally, this symbol is of some deity inimical to the possessing spirit/being. It is consecrated to ends or a nature opposite to those of the possessing one. This symbol must be plainly displayed, thus repulsing the possessing spirit/being and protecting the exorcist. The symbol will cost at least 500 BUCs and generate, once per exorcism, 5 Heka points when she or he draws upon it.

3. Fumigant: This is a substance composed of herbs and chemicals which are repellant to the possessing spirit/being when set alight so as to fume and affect the possessed. The fumigant must be burned during the exorcism's initial stage. The cost of it is 20 to 200 BUCs (2D10x10). It generates no Heka. It will burn away in three ATs.

4. Wash: As the fumigant is burning, and the smoke fills the air, the exorcist must use the wash liberally. A small thing or person is actually laved with the wash, but larger objects or places are sprinkled liberally with the liquid. The wash must be baneful and repugnant to the possessing spirit/being. The liquid is typically of pure, blessed water and might also have attar, essences of herbs, perfumes, etc. to make it more effective. For every 100 BUCs invested by the exorcist in this wash, he or she will be able to draw 1 point of Heka upon need, but for one time only during the rite, and thereafter the wash is useless. New wash must be used if the exorcism has not succeeded.

5. Incense: When the fumigant is nearly exhausted, the exorcist must set alight the specially prepared incense. The smoke of the incense must be of an odor repellant to the spirit/being to be exorcised. It will cost between 30 and 300 BUCs (3D10x10), but if it is burning the exorcist can draw as many points of Heka from it as it cost in 10s of BUCs, i.e., 3 to 30 points of Heka. The energy can be used once, for upon its employment the incense is consumed. The incense burns for only 1 AT, so the exorcist must be quick to work once it is burning!

6. Oil: After using the wash, the exorcist must anoint with a special oil the place, thing, or person to be exorcised of the possessing spirit/being. The exorcist makes the oil him- or herself, but it must then be consecrated to a force/nature inimical to the possessing spirit/being. The oil must be compounded of substances which are repellant to the possessing one. The cost of such oil is 100 BUCs per ounce. Up to five ounces can be employed, and each ounce delivers 1 Heka point for the exorcist's use when needed, but this energy can be used but once.

When all six of the above items have been properly employed in the steps required, the exorcist is ready to commence the remainder of the rite to drive out the possessing spirit/being. This will require the following spoken words, the final three steps of the rite of exorcism.

7. Naming the Possessor: At worst, the general nature of (at least one of) the possessing spirit(s)/being(s) needs to be known to the exorcist so it can be named, thus directing Heka at it later on. (Think of sighting a weapon, for that is, in effect, what is done thus.) If the exorcist can identify the possessor further, then there might be no Heka penalty. If the exorcist knows the possessing spirit is of a dead human and is strong, there is only a one degree penalty. If the identity, power, and name (or at least one of the names) of (at least one of) the possessor(s) is known, there is no Heka penalty, and the full amount of

Heka sent to dispossess the spirit/being will strike. Penalties/bonuses are listed on the Exorcism DR Modifiers for Name table.

Exorcism DR Modifiers for Name	
Name Situation	DR Modifier
Unknown type (spirit or being)	-3 degrees
Unknown nature (malign, neutral, benign)	-2 degrees
Unknown origination (Mundane, Preternatural, Supernatural, Entital)	-1 degree
Unknown power (weak, moderate, strong)	-1 degree

Unknown name	-1 degree
Two names known (not Truenames*)	+1 degree
Overlord of possessor known	+2 degrees
Half (only) of Truename known	+3 degrees
Truename* known	+7 degrees

* See Conjuration and Demonology for details of Truename

Possessor S-TRAIT	Exorcism Heka Effect Result
No ratable S-TRAIT	Dispossessed, all Heka causes M or P damage
Heka < S EL	Takes S damage on a 1 for 1 basis but is not dispossessed
Heka > S EL	Dispossessed, takes 1 point of S damage per point of Heka over S EL
Heka > STRAIT	Dispossessed, destroyed unless an Entital being

Exorcism DR	
Possession is of	Base DR
Mineral, vegetable, or natural object	Easy
Worked, created, and/or crafted object	Moderate
Small building or area	Hard
Animal	
Difficult	
Large building or area	Very Difficult
Person	
Extreme	
Each Degree of superiority of exorcist (easier)	-1 DR
Each Degree of inferiority of exorcist	+ 1DR (harder)
Each additional possessor involved	+1 DR (harder)

Each degree requires, as noted above, the expenditure of 5 Heka points. Negative degrees require equal Heka for the exorcist to get through to the possessor to drive it forth, but any positive degrees give that amount of power to the exorcist for affecting the spirit/being.

8. Rebuking the Possessor: After naming the possessing spirit/being as precisely as possible, the exorcist must deliver rebukes. Rebukes must effectively revile, censure, condemn, castigate, denounce, and execrate the subject. To do so with effect, the nature (benign, neutral, or malign) of the possessing one must be known, or else something of its history. The exorcist may guess, but errors cost Heka, while correct information adds Heka. The JM will need to adjudicate this, but in general a non-specific rebuke will cost between 5 and 10 Heka points wasted, a wrong one as much more in addition, and a correct one gains 10 points as to nature and each detail of history

9. Reading The Verses: When naming and rebukes are finished, and while the candles and incense are still burning, the exorcist must begin reading from a scroll or book containing verses of a nature which are opposed to that of the possessing spirit/being, while supplicating powers of such opposition to aid the exorcist in the exorcism of the subject. If the verses being read are of correct sort as defined above, then the rite is nearing its completion. At this point, the spirit/being may attempt to leave willingly. The JM will announce this to the persona. The exorcist may allow voluntary dispossession, or may immediately attempt to launch a blast of Heka at the subject. This is chancy with subjects of power, for they might turn and have battle with Heka forces. The HP is cautioned: If in doubt, let the spirit/being leave! The JM will handle all matters of combat if a subject voluntarily giving up possession is assaulted before it can leave.

It is during this reading of verses that the only K/S check needs be made, and that only if the subject has not voluntarily abandoned the possession. All Heka generated by the items of exorcism (candles, incense, etc.) that gained from favorable degrees (in 5-point increments) or lost (ditto), plus Heka from the exorcist at a minimum expenditure of 25 points (no maximum), is totaled to arrive at a final amount which is going into the rite. That is the base amount which will affect the subject if the rite succeeds.

Assuming the persona is capable of successful exorcism, the DR of the task is determined by consulting the Exorcism DR table.

Multiple Possessors: Only one spirit/being can represent multiple possessors. Whatever happens to the chief one happens to all others. In addition to making the DR worse, these added beings bolster the effective S-TRAIT of their chief by lending their own Spiritual force to that one. Each additional possessor adds 1 point. They cannot lend their Heka to the chief spirit/ being, so multiple possession is rare.

There are certain rare and invaluable objects of power which enhance the ability of exorcists with respect to the Degree of their capacity against powerful opponents. Some will also enable ability when faced by multiple possessors. Consult with your JM regarding these items.

Any exorcism with a DR of greater ease than "Easy" automatically succeeds and destroys the possessing spirit/being of Supernatural or lesser sort. Any exorcism with a DR above "Extreme" (or is a Special Failure) automatically fails and exposes the exorcist to Spiritual damage and/or the risk of possession. Spiritual damage occurs if the Spiritual TRAIT of the possessor is higher than that of the exorcist. Any difference in favor of the possessor is scored as Spiritual damage against the persona attempting exorcism. (For example, the persona has an S TRAIT of 110 and the possessor's is 150, so the exorcist then takes 40 points of SD.) A K/S versus K/S contest then takes place with S TRAITS of exorcist and possessor being used. The exorcist also counts the Heka expended in the exorcism, and may add additional points; however, the possessing spirit/being may also expend Heka to win the struggle, and therein lies the problem.

The persona using this Area should certainly invest in special, portable Heka Reservoirs when undertaking an exorcism!

Possessed personas are under the complete control of their possessing spirit/being until it frees them or is exorcised.

Heka which is channeled by the exorcist to the subject, and which is not negated by counter-Heka of the spirit/being, will have an effect described on the Exorcism Heka Effect table.

A Special Success doubles the effective force of the Heka being sent to dispossess the spirit/being; and if dispossession occurs the exorcist automatically gains 1D3 STEEP points in this K/S, double with an extra 1 point if dispossession destroyed the subject or banished it from the plane/sphere. Failure simply means that the exorcism didn't work at all. All items which expend themselves are worthless. All Heka utilized is lost. Special Failure is covered above.

Dispossessed subjects cannot ever again possess the exorcised place, thing, or person. Supernatural beings dispossessed are banished from which they were so dispossessed for as many years as there were points of Heka exceeding their Spiritual Effective Level. Entital beings dispossessed are treated likewise, and if their S TRAIT is exceeded by the Heka blast, they are confined to their own plane/sphere for as many years as their S TRAIT was exceeded, and in that period of time they suffer a Heka power loss of 1% per point of Heka which exceeded their Spiritual TRAIT (ouch!).

Exorcists also have a limited number of Castings which they can utilize. The Grade of Casting available to the persona depends on STEEP in the K/S Area, as shown in the Exorcist Castings table.

Exorcism Castings			
STEEP	Highest	Casting	Grade
Available			
1-20	I		
21-30	II		
31-40	III		
41-50	IV		
51-60	V		
61-70	VI		
71-80	VII		
81-90	VIII		
91+	IX		

Cross-feed(s): None
Heka Generation: STEEP + SMCap
STEPP Modifier: SMCap
Sub-area gains: None

Fortune Telling: Similar in nature to *Divination*, but unlike that and other areas which attempt prognostication, this K/S pertains mainly to the individual, or to an individual being queried about. It does little in the way of predicting the outcome of some event or action. It answers broad, general, and sometimes specific questions regarding a person. The sub-areas are:

1. Card Reading (includes Tarot)
2. Palmistry & Phrenology
3. Runes (includes I-Ching)
4. Tea Leaf Reading
5. Crystal Gazing
6. Numerology

Only one sub-area can be known until the persona gains 41 or more STEEP points, at which time a second sub-area may be selected if desired. Note that the JM may choose to add more sub-areas, but even so, the above limit should hold firm.

Obviously, like Astrology and Divination, this ability seeks answers to questions regarding the future. It is useful as a check against other means of such prognostication, of course, and the limit is set to prevent too much foreknowledge coming into the game. As with any device in play, it can answer nothing specifically, unless the game is scripted and choice no longer exists. Thus, it is up to the JM to give general answers, making them seem specific if necessary, based on probabilities. Mitigating this uncertainty are conditions which are fixed in an adventure; i.e., the opponent will be at a set location, have certain powers, and so on. An OP will be there to assist if approached correctly. The opportunities are plain. Naturally, failure to make the K/S roll will bring misleading and false answers, so the cautious player makes certain and is skeptical at all times, too! Note that as with the other methods of divination, the Journeymaster should secretly make the roll to determine success or failure.

Castings used in this K/S are detailed in the *Mythus Magick* book. The Grade of Casting available to the persona depends on STEEP in the K/S Area, as shown on the Fortune Teller Castings table.

Fortune Teller Castings			
STEEP	Highest	Casting	Grade
Available			
1-20	I		
21-30	II		
31-40	III		
41-50	IV		
51-60	V		
61-70	VI		
71-80	VII		
81-90	VIII		
91+	IX		

Cross-feed(s): None
Heka Generation: STEEP + SPPow
STEPP Modifier: SPCap

Sub-area gains: Table 9

Herbalism: This K/S Area gives the possessor information regarding which forms of vegetation may possess, store, or channel Heka. It is the art of knowing and using some of the usual as well as mystical properties found in natural vegetation. The HP can brew up various natural concoctions (tinctures, infusions, oils, powers, etc.) from poisons, to antidotes, to love philters, to sleeping pills via the use of this K/S Area—provided that the proper herbs can be found.

Various forms of plants contain medicines in their bark, leaves, flowers, fruit, sap, roots, etc. Uses of these natural substances range from healing to curing diseases. Thus the persona with Herbalism skill can accomplish the following:

- (1) Heal Physical damage at twice the normal rate at DR Moderate.
- (2) Heal Mental damage at a rate of STEEP x 0.2/day, if a DR Hard check is made. Round down when finding the amount of damage healed. One K/S check suffices to begin the course of treatment.
- (3) Heal Spiritual damage at the rate of STEEP x 0.1/day, if a successful roll against the K/S at DR Difficult is made. This is otherwise the same as healing Mental damage.
- (4) Cure disease at double normal rate at a DR of Very Difficult. Treatment of a disease at normal rate is only Moderate DR if the disease is known to the Herbalist, Extreme if it is unknown, as shown in the Cure Disease DR (Herbalist) table.

Cure Disease DR (Herbalist)	
Commonness of Disease	DR
Common to area	Moderate
Uncommon to area	Hard
Rare to area	Difficult
Uncommon everywhere	Very Difficult
Rare everywhere	Extreme

- (5) Immunize against disease weekly at the DRs for "Curing," above; i.e., Moderate for a known disease, Extreme for an unknown one.

Note that the above assumes that the herbalist has the medicinal vegetation on hand and that the patient receives applications of the curative substances daily. One check is all that is needed to receive daily benefit otherwise, and curing of disease is assumed to have a course of 2D3+2 weeks of treatment. A K/S failure means that further attempt at using Herbalism cannot be made for one week.

Various courses of healing can be undertaken at the same time, but a separate roll against Herbalism must be made for each sort of treatment attempted (see the Healing, Chapter 12, page 274).

Developing a preventative course of herbalistic treatment may be allowed at the Journeymaster's option. This assumes both knowledge of the disease or like malady to be safeguarded against and the medicinal plants on hand to use in the course of prevention.

Herbalism allows a fair knowledge of vegetable and plant toxins and poisons, as well as a range of possible antidotes. The JM will determine how powerful they will allow this knowledge to be in their milieu. See Toxicology for additional information.

In addition to the natural, healing-type applications of Herbalism are those resembling magickal Castings. These utilize certain natural chemicals, mostly articles of vegetation from herbs and the like, that are found to contain Heka. When combined properly, these are used to make magickal potions, as mentioned earlier.

This K/S differs from *Alchemy* when mystical powers are concerned in that instead of infusing materials with Heka, the herbalist uses Heka that is already a natural part of the material.

Items which naturally contain Heka are referred to as Reagents, and plants such as Belladonna, Mandrake, Mistletoe, and the like are famous examples. (There are also mineral Reagents, of course, but the herbalist is not concerned with these substances.) As there are hundreds of these, we will not attempt an encyclopedic listing here, holding such detail for the subject of another work. Rather, in the "Items of Magick" chapter in the *Mythus Magick* book, a general classification system is given, and this includes the strengths and purposes of different classes of Reagent herbs. For more information regarding Reagents and other sources of Heka refer to both the "Heka Sources" and the "Items of Magick" chapters in *Mythus Magick*.

Finally, those personas possessing this K/S Area have the ability to perform a number of Castings—used by the herbalist to create potions, balms, ointments, etc, from the various Reagents as well as for other purposes. (See the Mythus Magick book.) The Grade of Casting available to the persona depends on STEEP in the Herbalism K/S, as shown on the Herbalist Castings table.

Herbalism Castings			
STEPP Available	Highest	Casting	Grade
1-20	I		
21-30	II		
31-40	III		
41-50	IV		
51-60	V		
61-70	VI		
71-80	VII		
81-90	VIII		
91+	IX		

Cross-feed(s) at 10%: Toxicology
Heka Generation: STEEP + SM CATEGORY
STEPP Modifier: SMCap
Sub-area gains: None

Impersonation: This Area has two great divisions. The first is impersonation of a general nature. The second is impersonation of a specific sort. Each type of use will be detailed below. Be sure to refer to the *Disguise* K/S after reading what Impersonation covers.

General Impersonation is the pretense of being an individual of a specific sort, a generic sort or role. Thus, the impersonator is feigning to be an aristocrat, a military officer, an officer of the law, a mage, a noble, and so forth. Of course the impersonator is nothing of the sort, and in fact a man might impersonate a woman, or vice versa, quite successfully and not be that at all, obviously. General impersonation is of class or role or kind, not of a specific individual. This is the easier of the two divisions of this ability, and its base Difficulty Rating is Moderate. There are modifiers, of course. Personas impersonating a class of individual about whom they know little or nothing suffer a 1 or 2 DR penalty. Personas trying to impersonate a class before others of that class have a 2 or 3 DR penalty and must make a K/S check for each and every such person of the class they closely interact with. Having K/S Areas of the same sort as the actual class would have will reduce penalties, as will having been or being the same SEC Level.

Specific Impersonation is harder still. It means that such individuals are attempting to impersonate exactly a specific individual, passing themselves off as the Duke, not a duke, or as Bailiff Grumbald, not any of the general office. To manage such a role, one must have some general resemblance to the specific individual to be impersonated if anyone who is encountered during the course of such Impersonation has an inkling of the general appearance of the impersonated individual. If those met are very familiar with the individual being impersonated, then a near resemblance and a lot of makeup (or Heka) will be necessary. Thus, the less familiar the audience pretended before, the easier the task; and, conversely, the more intimate their knowledge of the individual impersonated, the more demanding and difficult the work. Before audiences generally ignorant of the individual being impersonated, the Difficulty Rating will be only "Moderate," but as soon as personas with knowledge of the specific individual are encountered, there must be a K/S check, and the DR will be modified downwards in all likelihood. JMs will have to use their best judgment. They may allow the HP to add 10% of *Buffoonery* (*Mimicking*), *Thespianism*, as well as *Disguise* to the STEEP of the impersonator. Planning, preparation, study of the role, etc. will help keep the DR from slipping down into the Very Difficult and Extreme modifier slots.

Cross-feed(s) at 10%: Disguise
Heka Generation: None
STEPP Modifier: SMPow
Sub-area gains: None

Judgment: This is the ability to be able to assess things and situations too. There are five sub-areas:

1. Animals
2. Background
3. Business
4. Occupation
5. Situation

Animals: This sub-area conveys the capacity to assess an animal as to its state of mind, training, aggressiveness, and so forth.

Background: This is the ability to discern the SEC of the persona, although judgment of those from other cultures will be at a DR of Difficult, Very Difficult or even Extreme, depending on the differences. For instance a persona of Keltic background would find it Easy or Moderate to judge those of like culture, Hard for all states bordering the Keltic ones, and Difficult and greater for those beyond that circle.

Business: This is the capacity to assess both existing enterprises and determine potential for new ones. Without extensive background information most DRs will be at Hard and Difficult.

Occupation: This is the ability to determine what the probably occupation of an individual is by seeing them. The more interaction and observation, the easier the DR gets, of course. If used in conjunction with Perception, Mental, it can be quite telling, for successes in Detecting and this sub-area should indicate a very near understanding of the subject individual's work.

Situation: This sub-area is the comprehension of what is occurring, whether in the immediate surroundings or somewhere removed but of which details the individual is fully and properly advised.

Cross-feed(s): (Animals) to Animal Handling, (Business) to Economics/Finance/Investing, (Occupation) to Street-wise, (Situation) to Street-wise.

Heka Generation: None
STEPP Modifier: SPCap
Sub-area gains: None

Jury-Rigging: This is a skill which blends Mental knowledge and Physical ability with an inner skill which enables an individual to envision or sense what can be done to repair, fix, restore, or improvise something so as to enable it to function (at least partially) for a limited period of time. It might be a mechanical device, a sail, or just about anything which isn't working and needs to be put into operating order. The DR for performing such a feat will vary greatly and depend on how skilled you are with the type of item being worked on (it's easier to jury-rig a mechanical device if you have a high Mechanics STEEP), how complicated the problem is, what resources are at hand, etc. The beauty of it is that it's theoretically possible to jury-rig something with no knowledge of how it works, no tools, and no help whatsoever. (That is, if you can beat a DR of Extreme!)

Cross-feed(s) at 10%: Jack-of-all Trades
Heka Generation: None
STEPP Modifier: SMCap
Sub-area gains: None

Leadership: This K/S allows one to inspire confidence and gain loyalty in a group of persons. It covers such activities as commanding, disciplining, counseling, planning, organization and the delegation of authority, etc. Actual rolls against this K/S will only be necessary to keep one's followers from rebelling and/or panicking during difficult conditions, such as that of a challenge to the leader's authority, a fight going badly, etc.

Cross-feed(s): None
Heka Generation: None
STEPP Modifier: SMCap
Sub-area gains: None

Magnetism: This K/S is similar to that of *Hypnotism*, but it functions differently and operates in relation to the Spiritual aspect of a persona rather than the Mental. First, Magnetism can affect anybody, but unwilling and resisting subjects with Spiritual damage ratings under their EL must be defeated in a contest of SMCAT scores by the magnetist. Likewise, Difficulty Ratings for unwilling subjects are at +3. Otherwise, the practitioner should roll normally (with the DR to be determined by the activity performed— see below), although those who are over their Spiritual EL are always magnetized at a DR two

levels easier than usual. A number of ATs equal to the subject's SPCap is required to pass in order to attain the necessary state of trance. The two different functions of Magnetism are as follows:

(1) All individuals seeing and hearing the persona with the Magnetism K/S and in near proximity (20-foot radius or less) who are not unwilling (hostile or opposed is unwilling) find that the persona is quite to their liking. She or he will seem friendly, clever, and congenial. If one person is selected and concentrated upon by the magnetist, that individual will become effectively under hypnosis after a number of ATs equal to his or her SPCap, and while in the physical presence of the magnetist will behave accordingly. However, no post-hypnotic suggestion is possible, so when not in the presence of that persona, the magnetised individual will not be affected thus. Such personas, though, will neither admit to being magnetised nor believe they were or are. At any traumatic juncture, such an individual may make an SM versus SM contest against the persona with Magnetism K/S, assuming that the subject is not under his or her Spiritual EL at that time. Success enables the subject to realize the magnetism, break it, and never be subject to its effect (by that particular magnetist) again. Affected subjects can be controlled in the same manner as if they had been affected by the Spiritual attack to Subvert (see page 215 of Chapter 12). This condition lasts for 1 hour per 10 STEEP points of the magnetist (or fraction thereof), requiring no additional rolls on the part of the magnetist to be maintained. Any particular subject, however, can only be so affected once per week. The base DR for this function is Hard.

(3) Magnetism can also be used to Spiritually heal a persona at the same rate that Hypnotism restores Mental damage—1D6 points per level of DR, or 1D6 for an "Easy" roll, 2D6 for a "Moderate," etc. Special Successes heal double the rolled amount, and Special Failures inflict the damage on the subject! This Spiritual healing may be attempted but once per day per subject.

There are no other functions of Magnetism, but this K/S is otherwise similar to Hypnotism.

Cross-feed(s): None

Heka Generation: None

STEEL Modifier: SPPow

Sub-area gains: None

Medicine: Oriental: This K/S represents a very wide array of different Oriental healing techniques, many of which focus in on correcting an imbalance of yin (a feminine, passive element such as darkness, cold, wetness) and yang (a masculine, active element such as light, heat, and dryness) which is said to be the cause of all sickness and injury. A successful roll at the beginning of the week allows individual HPs to obtain the prime rate of healing (see Chapter 12) if they don't already have it, or to halve the time in which damage is recovered if they do. For example, a physically wounded persona with a PMCAT of 40 and the benefit of both regular and Oriental medicine would recover at the rate of 2 points every 12 hours! Furthermore, these techniques are cumulative with the *Acupuncture* K/S.

The JM may allow HPs who receive regular weekly care from a practitioner of this K/S to have a basic resistance to any disease, equal to 10% of the practitioner's STEEP, due to the taking of proper herbs, tonics, acupressure, etc. This would, of course, apply to individual personas possessing this K/S, too, assuming they cared for themselves as well as they did for others.

Cross-feed(s) at 10%: Acupuncture

Heka Generation: None

STEEL Modifier: (SMCap + SPCap) * 0.5

Sub-area gains: None

Mediumship: This K/S is, more or less, the reverse of *Exorcism*. It allows the medium to use a Dweomercraeft-style ritual to attract or summon a friendly or neutral spirit, although failure or Special Failure could bring a hostile or malicious spirit! The spirit cannot be compelled to appear, only invited to do so. It cannot be bound or forced to appear within a Pentacle by the use of Mediumship. The medium is likewise unable to force the spirit to leave, so be careful not to make it angry!

The medium will, if the spirit entity so desires, contribute ectoplasm to the said spirit when it is in the presence of the persona. For each point of STEEP involved in the process, including all members of the séance group, the spirit can draw 0.5 points of Partial Physical Manifestation (PPM). If there is sufficient force present to allow the spirit to draw over

100 points, it can then use the ectoplasm to create a Full Physical Manifestation with half the PPM value. For example, a persona with the Mediumship K/S STEEP of 80 is joined by a group of others in a séance to bring the total Mediumship STEEP to 160. A spirit appearing could have a PPM of 80 points (of ectoplasm). However, if at a later time, others joined to bring the combined STEEP utilized to 210, the spirit could have a Partial ectoplasmic Physical Manifestation of 105, or a Full ectoplasmic Physical Manifestation of 52.

There is a corresponding loss in Physical TRAIT points from each persona involved until the spirit dematerializes and the ectoplasm returns to the individuals involved. If a loss brings a persona below WL, CL, or P total, then Dazing (below WL) or unconsciousness (below CL or P total) results until the ectoplasm returns. If unconsciousness lasts beyond a number of hours equal to P total, the persona will die! Otherwise, ectoplasm loss will be replaced as are Physical points at the normal rate of healing.

The JM may rule that there are magickal Castings to prevent loss of ectoplasm. Likewise, the JM may allow such K/S Areas as Mysticism, Dweomercraeft, and/or Yoga to prevent unwilling loss of ectoplasm.

The Grade of Casting available to the persona depends on STEEP in the K/S Area, as shown in the Medium Castings table.

Medium Castings			
STEEL Available	Highest	Casting	Grade
1-20	I		
21-30	II		
31-40	III		
41-50	IV		
51-60	V		
61-70	VI		
71-80	VII		
81-90	VIII		
91+	IX		

Cross-feed(s): None

Heka Generation: STEEP + SPPow

STEEL Modifier: SPCap

Sub-area gains: None

Metaphysics: By means of this K/S, a persona is able to study and know that which is unseen and not normally measurable. It is an understanding of the multi-verse, and in particular the other planes and spheres beyond the material ones. It also deals with existence as a being. Metaphysics also considers what is knowledge, knowable, and reasonable. For game purposes, this K/S conveys knowledge of a sort opposite to *Demonology*. That is, it allows the individual to understand and know the nature of and the beings who dwell in the Upper (as opposed to Nether) and Medial planes and spheres. A persona with Metaphysics STEEP could, for example, tell if agencies from such places were concerned with a particular situation, if a successful roll against the K/S were made.

In addition, after exceeding 40 STEEP points, and with each additional acquisition of 10 STEEP points thereafter, the persona may attempt to gain 1 additional point of SMCap, subject to a maximum of 40. The DR for any attempt is at least Hard, and after gaining 2 SMCap points this way it becomes at least Difficult. A failure prevents trying again until the next plateau is reached; i.e., 51 STEEP, 61 STEEP, etc. A Special Failure may result in the loss of 1 SMCap point!

Cross-feed(s) at 10%: Pantheology

Heka Generation: STEEP + SMCap

STEEL Modifier: SMCap

Sub-area gains: None

Multiversal Planes & Spheres: Personas possessing knowledge of the multiverse will understand the relative position and makeup of the various planes as they relate to the Material Plane and each other. Knowledge generally begins with that of the Material Plane (and the many mundane spheres within it), and extends to the adjacent, linking planes, and finally to the more distant outer planes—although this is not always the case. Those who concentrate their studies on the outer planes such as the Abyssal or Entital may actually have only minor

understanding of the Preternatural and Supernatural Planes. This is unusual, however, for some education regarding the latter two is desired for proper understanding of those outer, Entital Planes. A formal education in this K/S (as would be gained from the many schools of dweomercraefing) will almost always progress from Material to Preternatural, to Supernatural, and finally to Entital.

Multiversal Planes & Spheres is divided into the following sub-areas:

1. Alternate Material Planes
2. Elemental Planes
3. Shadow Plane
4. Negative and Positive Planes
5. Aethereal Plane
6. Nether and Pandemonic Planes
7. Empyrean and Concordelysian Planes
8. Entropical and Celestial Planes
9. Temporal and Panprobable Planes
10. Abyssal Plane
11. Astral Plane
12. Dimensional Relationships

Dimensional Relationships and Planes & Spheres: This sub-area relates to the dimensional presences and their role in the formation of other planes and of spheres. It includes a grasp of the nine known dimensions, their form or function, and existence or lack thereof as a measure of other planes and spheres. (See Appendix H of Mythus)

Cross-feed(s): None

Heka Generation: None

STEEP Modifier: SPCap

Sub-area gains: Table 2

Musical Composition: This K/S Area is similar to *Creative Writing*, but applies to the composition of music. The HP must know how to play some kind of musical instrument (i.e., have that K/S) to use this skill. Note that this applies only to music, not to the writing of lyrics, which is covered by the *Poetry/Lyrics* K/S. This K/S also assumes extensive knowledge of music theory on the part of the HP. Rolls against this K/S may be made to read some bit of music not associated with the instrument the persona plays, at a base DR of Easy.

Cross-feed(s): None

Heka Generation: STEEP + SMPow

STEEP Modifier: SMCap

Sub-area gains: None

Mysticism: This K/S is considerably broader and more valuable to the possessor in this milieu than in most others where Heka is less active. It includes the knowledge of Wicca and many other sorts of like things, including much Eastern wisdom.

Mysticism includes interpretation of dreams and visions, the sensing of unseen presences and spirits, detection of Heka currents, the influences of elements and years, and many other things. All of these are accomplished through Castings, which are detailed in Mythus Magick. First, another capacity of this Area needs to be explained.

Crystals, minerals, and gems (gems, precious, fancy, and ornamental stones) can be used alone or in combination as amulets, for Materia, to generate their innate Heka, as substances for Heka Working, etc. The mystic will know which to use in a given situation (DR Hard).

Singular Crystal and Gem Use: Crystals and gems are used for many purposes. The shape, clarity, color, and inscription affect such objects. The various uses of crystals are:

(A) **Meditation (Self-Improvement):** HPs who spend an hour each day meditating with the crystal in such a fashion can receive an AP/General bonus of +1 for every 4 points (or fraction thereof) awarded them. Such personas must announce when they are meditating each game day, and must succeed in an Easy roll. Skipping even one day or failing even one roll will negate the bonus entirely.

(B) **Self-Healing, Mind & Heart:** This requires two hours and can only be done once per day. Success on a DR Hard roll will heal 2D6 points of damage to both the user's Mental and Spiritual TRAITS. This can be done only for the one wielding the device.

(C) **Mental/Spiritual Defense:** In combat against Heka forces, Castings, or Heka-engendered Powers, strongly presenting a crystal provides a certain amount of armor for both the Mental and Spiritual TRAITS, depending on the DR of the roll made, as detailed in the M/S Armor from Crystals table.

M/S Armor from Crystals	
DR	Armor
Easy	4
Moderate	8
Hard	12
Difficult	16
Very Difficult	20
Extreme	24

The armor lasts for one BT or until the Crystal is used for something else. Re-establishing it requires another roll. Failure means that the HP must wait for one BT before using any more of the crystal's powers. A Special Success, however, means that double the listed amount or protection is provided. The user may not attack physically or utilize any other device while being so protected, but can still employ Heka-based attacks (although not with the crystal's powers).

(D) **Mental/Spiritual Offense:** One may use a crystal to make a Mental Draining or a Spiritual Weakening attack against a spirit with either a Partial or Non-Physical Manifestation. This can be done regardless of whether the persona has the necessary Heka Castings or abilities. The attack will be made at one-half of either one's Mysticism or Dweomercraft STEEP, whichever is better. HPs who do have the ability to use the proper Heka-based attacks may make Amplified (see below) attacks against such spirits with no meditation necessary, even if the crystal is otherwise incapable of Amplification.

(E) **Mental Heka Force Amplification:** One hour's worth of meditation at a base DR of Hard allows a persona to boost the Mental-based efforts of one Heka-using K/S Area's STEEP totals by 50% for the next AT. This can only be done once per week, and the crystal must be present on the user's person throughout the AT or else the Amplification will be broken.

(F) **Heka Concentration:** One Heka point can be generated per minute of meditation (maximum of two hours per day; DR "Hard") and stored either in the crystal, added to the practitioner's personal supply, or put in another Heka Reservoir. This cannot be done on the same day that the Ritual of Concentration (see "Heka Replenishment" in the Mythus Magick book) was performed, and Dweomercraft is the only applicable K/S to roll against for this power.

(Q) **Visions:** The persona can gaze into the crystal and try to have a vision. One need not be asleep to have the vision, and the DR will be one level easier than normal.

(H) **Self-Healing, Body:** This is just like Power B, but it applies to Physical damage and has a DR of "Difficult"

(I) **Healing Others, Mind & Heart:** This is also just like Power B, but it can be used on other people. Users can try to heal both themselves and a number of other people simultaneously as well. The base DR for one subject is Hard, increasing by one for each additional subject.

(J) **Healing Others, Body:** As per Power I, but affects Physical damage. Note that each healing power can be used once per day. Through the use of Powers B, H, I, and J, it is possible for user to heal himself four times in the course of one day!

(K) **Srying:** A spherical crystal of clear or smoky sort must be used. The former will function to see the material and mundane planes and spheres. A smoky one is needed for the Preternatural planes and spheres. A flat, highly polished crystal of very dark color is needed to scry the Lower planes and spheres. The persona can also view any invisible spirits present simply by looking through the crystal and making an Easy DR roll. Note that the sights of some spirits (especially those originating on the Nether Planes) may require an Insanity check! Crystals come in all manner of shapes and sizes, though clear is usually the best color. They are widely used for serving as effective foci of Heka and can prove to be valuable tools for any practitioner and/or mystic. Before any crystal can be fully utilized, however, the owner must "attune" it to him- or herself by meditating a total of seven hours and making an "Easy" Mysticism or Dweomercraft K/S roll. The unlikely (and embarrassing) event of failure on said roll means that the mystic is incompatible with that crystal and must find another one to use. Should anyone touch a crystal that has been attuned to someone else, then the crystal will become "scrambled" and useless until it is "attuned" again, as above. The specific powers of a crystal vary with its quality, as indicated on the Crystal Quality table. The Cost of a crystal

is a rough retail value, though the rarer ones might actually sell for two or three times that. The different Powers, A through K, are those discussed previously, and the column labeled Heka indicates how much Heka energy the crystal can store for the user in the manner of a General Heka Reservoir. (Crystals do count against your total of number of Heka Reservoirs!) An "Unsurpassed" Quality crystal, for example, could hold up to 400 points of Heka. DR lists the modifiers to the DR of the rolls made to operate the crystal's Powers. If a Power normally had a DR of "Hard," for example, then practitioners would have to roll against but a DR of "Easy" if they were using an Unsurpassed Quality Crystal. Similarly, the DR would be "Difficult" if using a Poor Quality Crystal.

Crystal Quality				
Quality	Cost (BUCs)	Powers	Heka	DR Mod
Poor	25-75	A-D	25	+1
Below Average	100-200	A-F	50	0
Average	400-1200	A-H	100	0
Above Average*	1600+	A-I	200	-1
Exceptional*	3200+	A-J	300	-2
Unsurpassed*	6400+	A-K	400	-3

One must be sane, sober, and not dazed to use a crystal with any degree of success. Also, unless specified otherwise, all rolls involving the use of these Powers can be made using either the Mysticism or the Dweomercraft K/S. Any Special Failure on any of these rolls will destroy the Crystal. Only one such Power may be used at a time.

Dreams and Visions: The dreams and visions of the mystic can be handled much the same as Astrology, Fortune Telling, or Divination, questions, but the base DR will depend on how many times during the past 28 days the HP has tried to have a vision, whether it was a successful attempt or not. The first attempt is rated at a base of "Easy," the second at "Moderate," the third at "Hard," etc. Modify from there according to how complex the question is and how many secrets the HP wants to pry out. Note that unlike divination, however, one does not usually ask a specific question of a dream, and it should be at a DR of +1 if one wants to dream about something very specific. Also keep in mind that dreams are very seldom literal, and that the dream's message will often be buried deep in symbolism.

A problem may arise if a party also has access to the *Astrology*, *Divination* and *Fortune Telling* K/S Areas, in which case JMs may find themselves handing out too many hints. Feel free to make information overlap or repeat. You might also throw in some added complications to the plot and have cryptic hints relate to those instead of the current problem. Make the HPs work for most of their information. Solving a scenario should require much more than a few rolls against an occult K/S! Thinking is worth a score of successful rolls.

Detection of Spirits and/or Magick: Another useful function of this K/S is the detection of normally invisible spirits. Mystics will be able "feel a presence" (i.e., sense that it is there), as well as get a faint idea of whether or not it is hostile. They will not be able to see it and will still suffer the usual problems if they try to attack it physically. There will be no problem with using a Mental or Spiritual attack against it, however. It is an "Easy" feat to detect a spirit with a partial physical manifestation (such as a poltergeist) while in a quiet, peaceful room, or a Moderate feat if there is some distraction not caused by the spirit. Those with no physical manifestation are Hard and Difficult to detect accordingly.

Mystics can also roll to determine the presence of magick within their line of sight. The DR starts at Extreme and goes down one level, to a minimum of Easy, for every 100 points of Heka involved. Mystics can also make a roll to notice when they or one of their close friends are the targets of a magickal "Link." See the sections on Mental and Spiritual combat in Chapter 12.

The JM will adjust the DR according to the nature of the manifestation. Most beings and magick will be of the Preternatural sort. If it is Supernatural (removed by two or more Spheres or Planes) then DR is at +2. The extremely rare Entital beings and Heka are at a +4.

See the Mythus Magick book for details of Castings used by Mysticism. The Grade of Casting available to the persona depends upon STEEP, as shown in the Mystic Castings table.

Mysticism Castings			
STEEP	Highest	Casting	Grade
Available			
1-20	I		
21-30	II		
31-40	III		
41-50	IV		
51-60	V		
61-70	VI		
71-80	VII		
81-90	VIII		
91+	IX		

Cross-feed(s): None

Heka Generation: STEEP + SP CATEGORY

STEEP Modifier: SPCap

Sub-area gains: None

Nature Attunement: Individuals with this ability are in harmony with natural life of all sorts, even the elemental things which make it up. Possessing this K/S Area thus enables personas to "feel" the health of soil and growing things, the "purity" of water, and "sense" impending weather (what is absolutely going to happen in 24 hours, and weeks, Months, and seasons in general in longer range); all of this is at DR "Hard." They are able to blend with their surroundings (hide or conceal their presence) at a DR of "Easy," with adjustments for actual terrain and vegetation and the sort of people around/searching for them. Sub-areas are as follows:

1. Growing Things
2. Natural Cycles
3. Personal Relationship
4. Animal Relationship
5. Exotic Places

Natural Cycles: This sub-area lets the persona "sense" (know) both climatology and meteorology so that prediction of weather for several days ahead and trends several seasons ahead can be made with a DR of Hard and Very Difficult respectively.

Cross-feed(s) at 10%: (Growing Things) to Agriculture and Herbalism, (Natural Cycles) to Biology and Geology/Mineralogy, (Personal Relationship) to Hunting & Tracking and Survival, (Animal Relationship) to Animal Handling, and (Exotic Places) to Phaeree Flora & Fauna and Subterranean Aether

Heka Generation: None

STEEP Modifier: SPCap

Sub-area gains: None

Necromancy: This K/S is one of Dark nature, and enables a persona to work and deal with the remains of the dead of all sort, death, the undead, unlife, unliving creatures, and all that inhabit those planes and spheres of the Lower Preternatural and Netherrealms upon which such things or Negative energy dwell in spirit or corporeal form. The persona can communicate with such things, has certain Powers, and is able to use Castings of Archetypal Necromancy. The ability also generates Heka equal to the individual's STEEP plus SMPow, which can be used for the purposes of this K/S or for others at the player's option.

There are three "innate" Powers gained when the individual acquires this K/S. These are:

1. Coldbody
2. Darksee
3. Shadowskulk

Coldbody: This Power enables necromancers to have a body temperature below normal and as cold as the surroundings or even colder, down to as low as 35° F. without harm to their physical well-being. Note that this Power might allow the persona to be "invisible" to creatures relying on infrared (visual/detection) senses and similar senses using thermal input. For each 1 point of STEEP possessed, such individuals are able to lower their body temperature by 1° F (remember the minimum limit of 35°, of course). The Power of Coldbody functions for 1 AT per point of STEEP, so a persona who had 20 points of STEEP in necromancy could have the effect last 20 ATs (nearly two hours).

Darksee: The Power of Darksee enables a necromancer to see in the infrared and ultraviolet spectrums. Thus, using it, the persona's visual ability will extend into regions which are "lightless" to creatures relying on the human-norm visual spectrum to see. For each point of STEEP possessed, the persona can Darksee for one yard as if the surroundings were illuminated by the twilight sky. The Power has no limit on its use, and the necromancer can employ it continually without paying or needing to worry about its expiration.

Shadowskulk: This Power enables necromancers to use the dimness of shadows to conceal themselves. The more and thicker the shadows, the darker the overall conditions, the easier the Difficulty Rating for use of Shadowskulk Power. If the DR is "Moderate" or "Easy," then personas can move as well as conceal themselves, but Physical attack will reveal such an individual's presence, of course. Note that total darkness is always DR "Easy" for necromancers if those from whom they are concealing themselves can use only human-norm visual ability. Again, this is a power with no cost, per se, but it lasts only 1 BT per point of STEEP, and the necromancer needs 24 hours time to regain used Shadowskulk ability.

The Grade of Casting available to necromancer personas depends on their STEEP in the K/S Area, as revealed in the Necromancer Castings table.

Necromancer Castings			
STEPP Available	Highest	Casting	Grade
1-20	I		
21-30	II		
31-40	III		
41-50	IV		
51-60	V		
61-70	VI		
71-80	VII		
81-90	VIII		
91+ *	IX		
* Necromancers with both a Necromancy STEEP in excess of 100 and Occultism STEEP in excess of 50 have certain Special Castings available to them (see the Archetypical Castings in the Mythus Magick book).			

Necromancy can be employed by a good persona to counter the evils possible for this K/S. See Appendix VI.

Cross-feed(s): None

Heka Generation: STEEP + SMPow

STEPP Modifier: SMPow

Sub-area gains: None

Occultism: This K/S yields information regarding the spirit names of Elementaries and Preternatural spirits (those of the dead and other sorts as well) and beings such as Elementals. This is very necessary for conjurors, for instance (see Conjuraton, above). For each point of Occultism STEEP possessed, the persona has a chance of learning the spirit name of one such creature. Whenever a name might be learned, the player rolls D% to discover if the HP has learned one such name. If the roll is a success, then the HP knows a name, and another pair of D% rolls must be made to discover the ranking of the being whose name is known and if the HP has also learned that one's Truename. This is done using the Named Preternatural Being table.

Named Preternatural Being		
D% Roll	Rank of Being	% Chance for Truename
01-50	Minor	10
51-75	Medial	7
76-90	Major	5
91-99	Greater Being	2
00	Entital being	1

Note that each and every Preternatural being has no fewer than three names: a common name, a conjuring/summoning name, and a Truename. Medial rank ones will have six names, those of Greater status nine, Major beings will possess at least 13 names, and Entital ones have a minimum of 18 names. A Major beings' Truename is of two distinct name portions, and Entital beings have a three-portion Truename. It is impossible for anyone to learn the total Truename of a Major or Entital being from the mere pursuit of Occultism.

Cross-feed(s): None

Heka Generation: STEEP + SMPow

STEPP Modifier: SMCap

Sub-area gains: None

Painting (Artistic): This Area measures a persona's skill at drawing, composition, painting, and the like. It covers the creativity involved in producing good original works of art. This K/S is also useful for evaluating the quality and value (monetary) of artwork and grants the possessor knowledge of famed artists and their works.

Cross-feed(s): None

Heka Generation: None

STEPP Modifier: SMCap

Sub-area gains: None

Pantheology: Just as theology is the study of a single system of belief and service and the deities concerned, the works of direct or indirect sort attributed to those entities, and all else pertaining to them and their service, pantheology is the study of all the (major) pantheons of deities. Pantheology includes the same aspects of each pantheon as theology, but in less detail, for the latter is an intensive study of a single pantheon. Also, pantheology compares and contrasts the various deital groups. It yields all manner of knowledge, including deities, works, natures, status, powers relationships, and soon.

In the Epic of Aerth milieu there are over a dozen different pantheons spanning the globe of Aerth from Atlantl to Lemuria, northernmost Skandia to the South Titanic Ocean islands which make up Panay Sulu. Thus, a pantheologist will know of the deities of Atlantlan to Vodoun (Afrikkan) sort, with the major pantheons of Aegypt and Ch'in, the Greco-Roman, Hindic, etc. in between. It will also reveal the potential and existing conflicts of intra- and inter-pantheon kind, for just as states of the same region have disputes, and alliances contend with other alliances, so too do pantheons have inner rivalries and strife and contests with other groups of deities. This applies to even seemingly like groups—benign, neutral, or malign.

Knowledge of pantheological sort is determined by the usual K/S check. A pantheon near to the homeland or permanent place of residence of the Heroic Persona will be better known than those more distant, even with the acquisition of considerable STEEP. So unless specialization is indicated (see below for more information) this will be reflected by a DR which grows more difficult with distance. Proximate pantheons are Hard, those distant are Difficult and Very Difficult, but each and every pantheon (or major sort) is known. Exact information of detailed nature (how many people recognize Artemis, for example) is one step harder than general knowledge; minutia is two steps harder.t.

Pantheologists may elect to acquire more specific knowledge by specializing in a specific Aerth pantheon. This is done by taking this K/S again, in a specific Pantheon. The Pantheons available are:

Aegyptian	Chinsungese	Kalevalan	Manitou
Morse	Slavic	Atlantlan	Greco-Roman
Keltic	Mongolian	Persian	Tecla
Babylonian	Hindic	Lemurian	Niponese
Phoenician	Vodoun	Inca	

Cross-feed(s) at 10%: Metaphysics and Religion

Heka Generation: STEEP

STEPP Modifier: SMCap

Sub-area gains: Special (See Text)

Phaeree Folk & Culture: This is the study of the many intelligent races inhabiting Aerth's counter-world. Individuals with this K/S will know a great deal of information about the folk inhabiting Phaeree, even though never having been to that world, but until they have visited Phaeree their effective STEEP cannot exceed 35. For each week of time spent in one or another of its three divisions, the persona

may add 1 STEEP point, although this is not an automatic acquisition, and it must be purchased in the usual fashion. The sub-areas are:

1. Races of Seelie Nature (Exterior Phaeree)
2. Culture of Seelie Races
3. Races of Borderer Nature (Subterranean/Neutral Phaeree)
4. Culture of Borderer Races
5. Races of Unseelie Nature (Interior Phaeree)
6. Culture of Unseelie Races

Races: This means that the persona will know about the individual details of the races in the sub-area. Such personas will know their potentials, strengths, weaknesses, general likes, dislikes, etc. They will not have information on the culture of the various races, however.

Culture: Culture means information of the states, politics, economies, music, art, dress, habits, etc. of the races. It includes data on who is ruler, general population ruled, and so on. It does not concern itself with individual information per se, the study of the races of Phaeree.

Cross-feed(s): None

Heka Generation: None

STEEL Modifier: (SMCap + SPCap) * 0.5

Sub-area gains: Table 1 (Standard)

Philosophy: This K/S assumes broad knowledge regarding the field of philosophy—including ethics—and the works and views of great philosophers. In addition to making the HP a sophisticated kind of person (who may be able to impress an important OP by carrying on an intelligent conversation in this field!), this Area could prove useful for gaining clues. For example, one could predict the behavior of certain individuals by analyzing their belief system. An HP with a strong knowledge of this subject is also not likely to be misled by sophistries and falsely persuasive arguments.

Cross-feed(s) at 10%: Influence

Heka Generation: None

STEEL Modifier: SMCap

Sub-area gains: None

Poetry/Lyrics: This K/S includes familiarity with, technical knowledge of, and the capacity to write new works. That is, an individual with this K/S will know the works and histories of past authors and lyricists. Such personas will be capable of analysis of critical nature, and will be able to write couplets, quatrains, sonnets, and all manner of other forms of verse and poetry. In addition, they will be able to write words to be set to music, i.e., lyrics. The DRs for a rhyme in a simple ditty or a folk song or ballad is Easy, Moderate, and Hard, respectively, and varies mostly by length and complexity. The JM will have no particular problem assessing the Difficulty Rating of some other form of Poetry & Lyrics composition, based on the above benchmarks. It is undeniable that a well-educated and sophisticated persona will have knowledge of this sort, and this applies across all cultures and societies. It is also necessary to have this ability if an individual desires the capacity to create songs, musical theatrical plays, operettas, and/or operas.

Cross-feed(s) at 10%: Etiquette & Social Graces

Heka Generation: STEEP + ((SMSpd + SPSpd) x 0.5)

STEEL Modifier: SMCap

Sub-area gains: None

Priestcraft: General Priestcraft and Vested (or ethos-specific) Priestcraft are two separate K/S areas, although they are together under this K/S description. Vested STEEP must always be less than or equal to General STEEP. The free and full use of this K/S subsumes the HP in question having attended a religious training organization, or has been inculcated in the K/S ability by Priests and/or Priestesses or similarly dedicated holy person or their equivalent in the social structure of the individual's culture. Personae of other vocations that possess Priestcraft (and *Religion*) do not necessarily conform to this requirement, so there are the following strictures:

1. Priestcraft Vocational personae such as Priests, Healers, Theurgists, and Wise(wo)men who wish to use Basic Tutelary, General Tutelary, and Ethos-specific castings must commit to a Pantheon and deity by taking a Vow of Priestcraft, as described in Appendix VI of this document. This Vow then aligns, or Vests, the individual to an Ethos. A true Priest starts with both General Priestcraft and a Vested Ethos. Healers, Theurgists, and Wise(wo)men personae must use an elective K/S area slot to acquire an Ethos of Priestcraft in addition to the initial Priestcraft K/S. Until such personas do so, they are not

Vested, and cannot ever attempt to become Full-Practitioner Priests (see below). Having to use an elective slot for this purpose reflects the need for training, study, etc. Even if the Full Practice check fails, this does not remove knowledge of the General Tutelary or Ethos Castings and the ability to employ the Basic Tutelary Castings of the applicable Ethos as a partial practitioner.

2. Non-Priestcraft practitioners do not initially have ability to use the General Tutelary Castings. If a partial practitioner makes a Vow of Service, as described on page 11 of the *Mythus Magick* book, and that Vow is accepted, that individual will be able to know and use General and Basic Tutelary Castings. They must also use an elective slot to become Vested, and thereby gain the Ethos-specific castings.

3. Non-Priestcraft practitioners without a Vow of any sort can employ only the Basic Tutelary Castings.

Note that an HP expecting to be able to utilize this area in conjunction with the *Religion* K/S Area as a Full Practitioner (a Priest) must have a Spiritual TRAIT of 101 or more points. After irrevocably recording this K/S area and that of Religion as well, a K/S check at DR Hard must be rolled against the HP's SMCap. Failure means that the HP is unable to fully channel Heka, and so is not a Priest but rather a Partial Practitioner. Note that a Priest (Full Practitioner) gains a bonus to Casting Grade DR of 1, while Partial Practitioners get no such benefit.

Heroic Personas desirous of being mage-priests must have a Spiritual TRAIT of 101 or more points and a Mental TRAIT of 91 or greater. After irrevocably recording applicable K/S Areas, a K/S check at DR Hard is made as noted above, but the roll is against the lesser of SMCap or MMCap. Failure indicates Partial Practice capacity, not full channeling of Heka, and the individual is unable to be a Priest. (See also Dweomercraft above.)

As you can see from the foregoing, the area is similar to Dweomercraft, for it enables Full Practice in able individuals, and brings the knowledge of Castings to its possessor. However, another step is required beyond simply having K/S in Priestcraft and *Religion* to be a Priest (a Full Practitioner). To gain full Heka, the individual must also make a Vow Of Priestcraft and keep it. Then, and only then, does the individual become a Priest. The Priestcraft-Religion STEEP scores of the persona must be in balance, or the lower of the two predominates with regard to Heka generated as a Full Practitioner.

Part and parcel of being a Priest is commitment to the chosen pantheon and a particular deity therein, as evidenced by the Vow. If a Vow is ever truly broken, then the guilty persona loses Full Practice capacity then and forevermore, with respect to all pantheons, deities, etc. In respect to Priests of commitment to Evil, the Journeymaster is free to rule that the Vow is, in fact, a form of Pact, so that violation of a Vow made to Evil forfeits life! In any event, the persona who has this K/S Area as an able Priest must select a pantheon and deity within it, establish the Vow, and only then become a Full Practitioner.

Unlike any other K/S Area, Priestcraft has insular Ethoi, or Vestings. A persona may only have one such Ethos, each of which is defined by the deities concerned. An HP, whether or not they hold a Vow, can only belong to the Ethos pertaining to their deity or nature. There are five divisions of Priestcraft, each identified as an Ethos, and these five Ethoi are the whole of the Vestings available under this K/S. Note that all five of these Ethoi are possible within single pantheon!

The five Ethoi are:

1. The Ethos of Balance
2. The Ethos of Gloomy Darkness
3. The Ethos of Moonlight
4. The Ethos of Shadowy Darkness
5. The Ethos of Sunlight

Ethos of Balance: This is the neutral, sometimes disinterested Ethos. It favors life over no life, evolution over entropy, but it tends to level all things within a class to a common mean. In general, Balance tends to hold everything as both relatively important and unimportant at the same time, depending on the need of the whole at the time in question. The Elemental School of Dweomercraft is similar, but the two do not match as much as Sunlight-White and Gloomy Darkness-Black. A perusal of its Tutelary Castings reveals its nature is mixed, for it draws upon those of Darkness and Light as well as its own, unique sort. Nature and its unfettered course are typical of this Ethos.

Ethos of Gloomy Darkness: This is the Ethos of malevolence and anarchy. It is often contradictory, with a chaotic whole and rigidly ordered parts, hierarchies and bureaucracies spreading turmoil and

derangement. Above all it promotes domination of the strong over the weak, the unprincipled over the principled and the individual over the group. Of course, the strongest individual, the most ruthless and able IS the group per se! It is tyranny and dictatorship personified. This Ethos borrows from no other Ethoi in formulating its Tutelary Castings. The Black School of Dweomercraeft is its counterpart. Disease, plague, death, war, wildfire, and destruction are typical of this Ethos.

Ethos of Moonlight: Of the nature of Light, this Ethos is a less orderly, often chaotic sort, and does not see all in black and white terms. A glance at the Tutelary Castings will reveal this, for it borrows from Sunlight, Balance and Shadowy Darkness as well. The moon, voluntary aid, rain, waters, and the starry night are typical of this Ethos.

Ethos Of Shadowy Darkness: This Ethos is dichotomous in that portions of it, or even its individuals, lean toward the very same principles as those of Moonlight, while in part it (or they) follows Gloomy Dark, and betwixt those two lies a sort of middle Balance. A reading of the Tutelary Castings of the Shadowy Darkness Ethos will reveal the same. It has its own peculiar ones, some of those of Gloomy Darkness, some of Moonlight, and even a sprinkling of the Castings known to Balance. It cares for life, but it seeks its end at the same time, offering the twilight instead. Who can really say what typifies this Ethos? Its nearest counterpart in Dweomercraeft is the Gray School.

Ethos of Sunlight: This is an ethical nature of benign and ordered sort. Those within it are the utmost of Light. The Ethos of Sunlight is structured and tends toward rigidity and laws. It concerns all manner of things from the cosmos to humanity's affairs. The White School of Dweomercraeft is somewhat similar to this Ethos. The noonday sun, open sky, winged creatures, warmth, and institutions for service are typical of this Ethos.

In addition to the Tutelary Castings of each Ethos, the particular pantheon and deity of individual Priests might make specific tutelary-like Castings also available to them. This will be up to the JM.

The Grade of Casting available to the non-Priest persona depends on STEEP in the Priestcraeft K/S Area, as shown on the Non-Priest Castings table.

Non-Priest Castings		
STEPP Available	Highest Casting	Grade
1-20	I	
21-30	II	
31-40	III	
41-50	IV	
51-60	V	
61-70	VI	
71-80	VII	
81-90	VIII	
91+	IX	

Cross-feed(s): None
Heka Generation: Special (See Appendix II and V)
STEPP Modifier: SMCap
Sub-area gains: None

Religion: This K/S measures an HP's knowledge regarding the customs, rituals, and beliefs of one religion and pantheon, which must be chosen for this K/S. While actual rolls against this K/S will not really be necessary, except regarding knowledge of dogma which is unique to the religion in question, one must have a STEEP of 31 or higher in this K/S to be considered a full, ordained Priest of a pantheon.

Cross-feed(s) at 10%: Pantheology
Heka Generation: Special (See Appendix II and V)
STEPP Modifier: SMCap
Sub-area gains: None

Sculpture: An HP with this ability will be skilled at making sharp, vivid, three-dimensional images—whether with hammer, chisel and stone, wood or bronze and other metals, clay, etc. This K/S deals both with the physical ability to make sculpture as well as the creative process behind coming up with a good, original piece. The Heka caster making golems and the like must have this ability.

Cross-feed(s): None
Heka Generation: None
STEPP Modifier: (SMCap + SPPow) * 0.5
Sub-area gains: None

Sorcery: This K/S is similar to *Dweomercraeft*, *Priestcraeft*, and *Spell/songs* in that it requires a second Area to be fully active. Sorcery requires the persona to have *Demonology* as its activator. It also resembles *Priestcraeft* and *Witchcraeft* in that it needs a pledging of fealty and service—a Vow in the case of the former. However, Sorcery, as does *Witchcraeft*, demands of its dedicated servant a Pact with Evil! Thus, the initiated can learn of and even know, but not employ the Powers and Castings of Sorcery, unless the persona is also steeped in *Demonology* and has made a Pact with Evil—of Netherrealms and Darkness. There is an exception to this rule, and that is for the individual with diverse arcane abilities in other areas as well, who has made a Vow to a like (Evil) entity. If that pledge is accepted (JM's ruling), then such a persona, a Nethercrafter, is able to employ the Castings (but not the Powers) of sorcery, and gains the full benefit of its Heka as explained below.

This K/S normally generates 1 point of Heka per STEEP. A Pact-holding Sorcerer (Sorcery + Demonology + Pact) or Nethercrafter, however, adds his or her Spiritual TRAIT score in Heka to the base amount gained from possession of this K/S. See Appendix VI as well.

Example: Rasp Talonhands has Demonology and Sorcery and decides to forge a Pact with the Netherrealms, so he calls forth (through knowledge, sending out clouds of Heka, and probably some choice sacrificial items, too) the (Major ranking) Rend, Ebonpitts, the latter in its Pentacle, Talonhands in his. The Fiend is "sympathetic" to Talonhands' pleadings, and for no more than a few ritual bad deeds and the would-be sorcerer's soul, Ebonpitts arranges to octuple Rasp's Sorcery STEEP from that moment on. Thus, Talonhands, having a STEEP of 50 at the time, would have at least the following heka: Sorcery (400) + SM TRAIT (105) + Demonology STEEP (45) in Heka points - 550. That is really nasty, even before other K/S Heka!

Knowledge in this area begins with such things as the construction of Inscribed Pentacles (see Castings of All Types, in the *Mythus Magick* book) needful for the calling forth and dealing with Netherrealm dwellers. Concurrently, practitioners learn to create protections, wards, guards, alarms, etc. so that if something goes awry during a Calling Up (or Conjunction), they will be prepared to defend their life, for a Pact is no guarantee of safety in such regard.

Called Beings		
Netherrealms Dweller Called Up	Heka Cost	Base DR
Least sort (a weak imp, for instance)	25	Easy
Minor (the low and stupid)	50	Moderate
Medial	100	Hard
Major	200	Difficult
Greater	350	Very Difficult
Entital	500	Extreme

Sorcerers must learn the various rites of Calling Up, words with which to enable Negotiations, enforce Service, make Exactions, bestow Rewards (Heka gifts, other gifts, sacrifices, etc.), and force subdual and mete out the Punishments (Pangs, Pains, and Extermination) and suchlike which are to be their stock in trade, so to speak. This is the process of getting some creature from the Netherrealms to the location of the sorcerer, so as to make it answer questions, create things, obey commands and so on. To accomplish the Calling Up requires the instruments listed below, as well as the candles, incenses, and various Materia (chemicals, powders, herbs, etc.) for performing rites and so forth in their proper pronunciation, usage, order, timing, inflection, destruction, offering and what not:

- Staff, rod, wand, or baton
- Sword, chopper, dagger, or knife
- Necklace, bracelet, or ring
- Bowl
- Ewer
- Mall, mallet, or hammer
- Brazier
- Book (of Nether workings)*

Altar

*This is a Grimoire, a complete tome dealing with all that the sorcerer needs to have, and it is delivered to such personas after they have used their Demonology STEEP to call forth a Netherbeing, after which a Pact is made and the work is delivered into the individual's hands. Note that a Nethercraft, using Conjurat and other K/S abilities, forces (or cajoles, wheedles, and/or negotiates) a book of similar sort from some Netherrealms dweller.

At the option of the JM, the instruments of the sorcerer can be costly and imbued with modest amounts of Heka (as set forth in the description of Alchemy, as Dedicated Reservoirs for the sole use of the individual... or not!). In any event, note that basic Materia for a Calling Up will cost at least 1,000 to 3,000 BUCs (1D3X1000). For more information on Vocational items, please see the Mythus Magick book.

Collateral with all of this is the gaining of knowledge as to the manner of dweller desired in a Calling Up. The Heka cost for this act, and the Difficulty Rating is shown on the Called Beings table.

Note that beasts or brutes might be the subject of a Calling Up, and if so, they probably will be classed as "Minor" or "Medial" due to lack of intellect, Powers, etc. They are, however, efficient enforcer/killers.

Heka cost does not include any other precautionary measures that may be taken.

Powers of the Sorcerer: Sorcerers automatically gain the following special abilities:

- Delusions
- Impsummon
- Ratseyes
- Flamesdance
- Kiteseyes

Delusions: This is the Power to cause a delusion of horrid sort to pervade the mind of any one individual within sight of the sorcerer and less than one chain (66') distant. If the persona resists the delusion, then the sorcerer may abandon it or else engage in a K/S versus K/S contests based on respective Spiritual TRAITS, and Heka can be invested in this by either or both contestants. This Power may be used three times per day.

Flamesdance: This Power enables the sorcerer to cause existing flames from fire, torch, candle, etc. to grow brighter, dimmer, sway and dance, and possibly lick out to set something afire if it is combustible and near the fire source. The individual can elongate flames to six times their normal length, so that a fire in a fireplace generating two-foot-long tongues of flame would enable a sorcerer to generate 12-foot-long ones! (Allow 1D3 of PD per one foot of flame for initial exposure, then treat combustion of hair, clothing, etc. normally.) This Power can be used once per day.

Impsummon: This is the sorcerers' Power of instantly bringing into their presence an imp from the Netherrealms. It requires only 1 CT to accomplish, and the imp will obey the sorcerer who summoned it. This can be done no more frequently than once per week.

Kiteseyes: This Power is one by which the sorcerer can see through the eyes of a kite or similar carrion bird, such as a crow, raven, buzzard, or vulture. The bird must be within a one-mile radius initially, but thereafter the creature can be mentally controlled by the persona and caused to fly up to six leagues distance before the Power grows too weak with distance and fails. This can be done once per day.

Ratseyes: This Power is the same as Kiteseyes, above, but it works through rodents of distasteful sort (rats and Mice generally, but check with your JM; if there are black squirrels, for instance, in your campaign, these are good candidates for being pawns of this power!).

Personas with the Sorcery K/S Area will determine the Casting Grade available using the Sorcerer Castings table, based on STEEP.

Sorcery Castings			
STEPP Available	Highest	Casting	Grade
1-20	I		
21-30	II		
31-40	III		
41-50	IV		
51-60	V		
61-70	VI		

71-80	VII
81-90	VIII
91+	IX

Sorcery can be employed by a good persona to counter the evils of this K/S. See Appendix VII.

Cross-feed(s) at 10%: Conjurat and Demonology

Heka Generation: Special (See text and Appendix V)

STEPP Modifier: SMCap

Sub-area gains: None

Street-Wise: This K/S Measures one's ability to avoid problems endemic to and fit in with, dress, and behave as, a member of a certain ethnic group or sub-culture in one's home region. The HP will know how to approach, deal with, and be accepted by these individuals, and will also be aware of the slang, habits, taboos, hangouts, meeting places, etc. in various areas. For every 10 points of STEEP such HPs have, they gain knowledge of one sub-culture of their choice, each of which counts as a sub-area. Examples of sub-cultures include urban peasants, rural peasants, hired mercenaries, beggars, street-kids (12 years and younger), etc. The skill enables an HP to identify criminals, prostitutes, and other typical denizens of the area. Exactly what one roll will cover is highly variable, but, as a general rule of thumb, it can be assumed to take care of one interaction of moderate complexity, or of anywhere from a day's to a week's worth of close contact with such people, depending on how familiar the HP is with them.

Note the difference between this K/S and that of *Sociology/Culture*, which deals with knowing what to expect from ethnic groups and sub-cultures from unfamiliar lands. A combination of rolls from the two, however, could allow one to fit in with an obscure sub-culture in a foreign place, though that might be difficult to do.

Cross-feed(s) at 10%: Judgment (Occupation), Judgment (Situation)

Heka Generation: None

STEPP Modifier: SPCap

Sub-area gains: Special (See text)

Thespianism: This K/S measures an HP's ability to perform as an actor, whether on stage or before an audience of another sort. One roll before a performance will allow a persona to pull it off with some degree of competence, and, if desired, the persona may roll before important scenes as well, in order to do them especially nicely (or mess them up especially badly!). A general knowledge of lighting, props, special effects, and the like is also assumed by this K/S. Impersonations and change of character are also aided by this skill.

Cross-feed(s) at 10%: Disguise, Impersonation

Heka Generation: None

STEPP Modifier: SPCap

Sub-area gains: None

Witchcraft: This K/S is one wholly of Evil. One might have esoteric knowledge of this subject (that is, possess it in incomplete form as explained hereafter), but any individual practicing Witchcraft is of vilest malevolence and dedicated to Evil. (Don't confuse this with Wicca, which is the domain of Mysticism.) Females with operative Witchcraft are Witches, and males are Warlocks.

Merely knowing this Area produces Heka on a basis of 1 point per point of STEEP possessed by the persona. However, operative Witchcraft requires a Pact with Evil/the Netherrealms (cf. Sorcery). If this is done, the compacting Witch/Warlock gains Heka equal to STEEP times a multiplier of from 2 to 10, plus SMCat. For example, Rolaine Virriams, already a thoroughly disgusting and degenerate persona, decides to complete her ability in Witchcraft, in which her STEEP is 66, by making a Pact with a handsome devil from the Central Pits of the Abyss. She offers herself, and in order to avoid this, the devil agrees to a Multiplier of 10 (with few strings attached in the bargain—the individual is revolting even to a Netherbeing!—and she will certainly spread evilness, so the bargain is right). Thus, Rolaine the Witch now has 66 x 10 + SM CATEGORY in Heka points to work her perverted ends. For information on Pacts see Appendix VI.

The Witch/Warlock is devoted to malign activities and the spreading of Evil. To enable this, the individual will receive certain instruments, have Powers bestowed, and gain ability to use the Castings peculiar to

this Area. These are all discussed in detail hereafter. First however, it is necessary to discuss the required activities of the Witch/Warlock.

Witches/Warlocks Esbats & Sabbats: An Esbat is a monthly meeting of Witches/Warlocks. A Sabbat is another meeting, less frequent and more important. At Esbats, all members of the Witch's/Warlock's Coven (see below) of 13 such individuals gather together. At Sabbats, 13 Covens (or six if there are insufficient Covens in the area) meet for a special ceremony. All meetings must take place in isolated and private locations, typically outdoors and at night, or underground. These Meetings convene at the stroke of Midnight and end one hour before dawn. During the course of such a gathering, the Witches/Warlocks acknowledge their Evil overlords, engage in a dark ceremony of service to the Malign, and revel in vileness.

Attending a Monthly Esbat gains the Witch/Warlock an extra 39 Heka points which must be used to wreak badness of some sort prior to the next gathering of the Coven. Failure to attend an Esbat will result in the individual losing the use of some special Instruments, or the loss of a Power until she or he undergoes punishment at a future meeting and regains the loss or losses.

Attending a Sabbat brings the individual 66 extra Heka points to use in working vileness prior to the next Sabbat Meeting. If specially honored for their Evil works, the Witch or Warlock will receive up to 13 more Heka awards, in multiples of 13, to a maximum of 169 (13x13). Failure to be at the Sabbat brings loss of all Witchcraft Casting ability but does not lift the onus of the Pact! The grand celebrations of Evil known as Sabbats are held four times per year, each occurring on the eve of a season, i.e., the vernal equinox, the summer solstice, the autumnal equinox, and the winter solstice.

The Coven: Each Witch/Warlock must belong to a Coven, a group of individuals similarly compacted to the Netherrealms and dedicated to Evil and the working of malevolent things. The number of a Coven is always 13, with one of that number being the chief persona (who gains a multiplier of 3 times the Coven's number of points of Heka at each Esbat and Sabbat, in addition to other such awards, because of holding the position as the most vile of the group). If for any reason one or more members of the Coven are lost, then its members must find new Witches/Warlocks to restore the Coven to 13, or else the group falls into disfavor. A disfavored group gains no extra Heka, and unless its members perform extra bad deeds of great vileness to make up for their shortcoming, they will fall into total disfavor—a counting off of days below the required number of 13 Coven members, each day shortening the time of foreclosure on their Pact and the collection of their black souls to be brought down to the Netherrealms and the tender mercies of their masters dwelling there. If ever a Coven should have exactly seven members for even so short a time as seven hours, the remaining members are lost, for their Pacts are foreclosed thus, and each and every one is doomed! Obviously, Witches/Warlocks work hard to assure full-strength Covens.

Powers of Witchcraft: A Witch/Warlock will have the following two special Powers granted to them by their Pact: Eyebite and Beastform.

Eyebite is the Power to deliver any Charm by merely staring fixedly at the subject of the Casting and willing the effect to occur. The Eyebite requires 1 CT of time so staring to function. The cost to the user is only 3 additional points of Heka over that of the Archetypical Charm cost shown. (See below for full details of Charms and base Heka costs.)

Beastform is the Power to transform into a savage animal, which is bestowed upon Witches and Warlocks upon first making their Pact. The Beastform must be that of a vicious carnivore or omnivore such as a bear, boar, leopard, lion, tiger, wolf, etc. There is no Heka cost for assuming Beastform, but the Witch/Warlock can do so only between midnight and dawn on nights when the moon is full or dark.

Individual Witches and Warlocks will also have some form of Grimoire containing their various Cantrips, Charms, Spells, Formulas, and Rituals. All Witchcraft Castings will be inscribed in the work, but some might not yet be usable by the owner.

The Grade of Casting available to a Witch/Warlock depends on STEEP in this K/S, as shown on the Witch/Warlock Castings table.

Witchcraft Castings			
STEEP	Highest	Casting	Grade
Available			
1-20	I		

21-30	II
31-40	III
41-50	IV
51-60	V
61-70	VI
71-80	VII
81-90	VIII
91+	IX

Witchcraft can be employed by a good persona to counter the evils possible for this K/S. See Appendix VII.

Cross-feed(s) at 10%: Demonology and Conjunction

Heka Generation: Special (See text and Appendix V)

STEEL Modifier: SMCap

Sub-area gains: None

Writing, Creative: This K/S covers the ability to compose publishable short stories and novels. It also enables an author to make works of non-fiction more readable and enjoyable. One roll will cover anything short of a novel, which will probably take from two to three rolls in order to complete successfully. The actual time required for writing will vary greatly, though keep in mind that the disciplined novelist works every day (except perhaps on special weekends)! At the JM's option, a separate roll against the SP CATEGORY may be required to determine whether or not the author's imagination is in gear.

Cross-feed(s) at 10%: Influence

Heka Generation: None

STEEL Modifier: SMCap

Sub-area gains: None

Yoga: While this K/S is of the spirit, it is a combination of Mental, Physical, and Spiritual disciplines aimed at developing the path to individual enlightenment. For game purposes, this K/S assumes working knowledge of all the various types of yoga, so the HP yogi gains commensurately as expertise increases. As STEEL points rise, such personas gain additional resistances to Mental and Spiritual Attacks, immunity to normal fires, the ability to heal Mental, Spiritual, and Physical wounds, and the ability to slow their physical body functions. These abilities are listed on the Yogi Abilities tables.

In the first table, the number under the Mental and Spiritual columns works just like armor—it indicates the amount of Mental or Spiritual damage deducted from an attack rolled against the yogi. For example, if rolling mental damage against a Yoga Master with a STEEL of 70, deduct 32 points from the roll. That also means that at least 33 points of damage would have to be inflicted to hurt the yogi at all! Note that this armor does not apply to damage due to failed Insanity checks!

The dice figure beneath healing lists the amount of Physical, Mental, or Spiritual damage yogis can heal on themselves by making a successful Yoga roll. They may do one healing of each type per week.

The column entitled Insane DR Modifier lists the modifications that should be made to the DR of any Insanity check the yogi has to make.

Using either of the abilities on the second table requires a successful roll. Resistance to hot coals provides an additional and continuous 5 points of armor versus fire, as well as immunity to temperatures as much as 50 degrees warmer than the "tolerable" range, or fires of the "torch" or "candle" size. (See page 263 of Chapter 12.) The latter function lasts only for the stated duration of the power (one AT or one hour). Resistance to bonfires is as resistance to hot coals, but provides 10 points of such armor and allows the persona to stand temperatures as much as 100 degrees outside of the range.

By slowing body functions, a yogi can assume an almost death-like physical state, with no detectable pulse or heartbeat and breathing very little air. Additionally, the persona cannot go into shock or suffer the effects of poison or disease while in this state, though a persona in danger of it before "slowing down" would be again upon waking up.

Both of these abilities are usable once per week. The base DR for the roll is Moderate, though it will be higher if the HP has been injured or is assailed while trying to perform one or the other. Assume a Hard roll for yogis who have taken over their WL in damage, or a Difficult roll if they are over their CL or either EL, and a Very Difficult roll if they are over their CL and either of the ELs, or over both of the ELs at once.

The possession of this ability also enables the individual to resist and endure cold temperatures. 'Normal' hereafter indicates the temperature and wind condition at which the individual would be healthy and relatively comfortable, considering the clothing worn and the moisture in/on that clothing. In regard to immunities, the individual is considered to be unharmed in such conditions even naked and wet. For instance, a yogi with 41 to 50 STEEP can endure any temperature above 30 degrees Fahrenheit.

Yogi Abilities, Table I				
STEPP	Mental	Spiritual	Healing	Insane DR Modifier
1-10	1	—	None	—
11-20	2	1	None	—
21-30	4	2	None	—
31-40	8	4	1D6	-5
41-50	16	8	2D6	-10
51-60	24	12	3d6	-15
61-70	32	16	4D6	-20
71 +	40	20	5D6	-25

Yogi Abilities, Table II		
STEPP	Fire Resistance	Slow Body Functions
1-10	None	None
11-20	None	6 hours
21-50	None	12 hours
31-40	Hot coals will not harm for 1 AT	1 day
41-50	Hot coals will not harm for 1 hour	2 days

51-60	Bonfires will not harm for 1 AT	3 days
61 +	Bonfires will not harm for 1 hour	5 days
Yogi Abilities Table III		
STEPP Cold Resistance (Degrees F)		
01-10	10 degrees below normal for up to 6 hours	
11-20	20 degrees below normal for up to 7 hours	
21-30	30 degrees below normal for up to 8 hours	
31-40	40 degrees below normal for up to 9 hours; cold above 45 degrees will not harm at all	
41-50	50 degrees below normal for up to 10 hours; cold above 30 degrees will not harm at all	
51-60	60 degrees below normal for up to 11 hours; cold above 15 degrees will not harm at all	
61+	70 degrees below normal for up to 12 hours; cold above -10 degrees will not harm at all	

Cross-feed(s) at 10%: Acrobatics/Gymnastic, Endurance, Hypnotism, Mysticism, Nature Attunement, Perception: Mental, and Perception: Physical

Heka Generation: STEEP x 2

STEPP Modifier: SMCap

Sub-area gains: None

Appendix I – Dweomercraeft/Magick Heka Generation and Examples

Any persona may learn *Dweomercraeft: General*, and gain access to the relevant General Castings, even if they do not have the *Magick* K/S area. Essentially, this is similar to a 2-year college, where the persona gains their foundation in Dweomercraeft. This automatically qualifies the persona as a Partial Practitioner, and would be considered their Primary School until they move on to a specific (dedicated) School – Black, Elemental, Gray, Green, or White. Once the caster learns a specific School, that School is the Primary.

Certain vocations, such as the Alchemist, start with a specific School instead of *Dweomercraeft: General*. Those vocations have no access to General Castings until they acquire *Dweomercraeft: General*. This may be as simple as using an available K/S slot, spending accomplishment points, or otherwise acquiring the K/S.

A vocational Dweomercrafter (Black, Elemental, Gray, Green, or White) gets an extended benefit in this K/S with regard to their Primary School. Any time they gain STEEP in the Primary, their General School increases by that same amount – in other words their General STEEP will always match their Primary School STEEP.

To become a Full Practitioner, even in a campaign that allows any persona to become one, the persona must have at least three distinct, related K/S areas, remembering that each School is a separate K/S:

1. Dweomercraeft: General
2. Dweomercraeft: Primary School (Black, Elemental, Gray, Green, or White)
3. Magick

In addition, the persona must have a minimum M-TRAIT of 101. A Full Practitioner gains a multiplier to their STEEP, as well as bonus heka from their M-TRAIT.

Heka generation – Full Practice

A Full Practitioner calculates Heka as follows:

First, their basic Dweomercraeft STEEP is determined – it is the highest level of Dweomercraeft STEEP, regardless of the School.

Second, compare that Dweomercraeft STEEP to *Magick*. The lesser of these STEEP totals gets the multiplier, generating heka using $(\text{STEEP} \times 10) + \text{M-TRAIT}$. The greater STEEP K/S is calculated as STEEP + M-TRAIT. If Dweomercraeft is the lower score, the multiplier is applied against *Dweomercraeft: General*, even if its STEEP is lower than that of the Primary School.

Third, the Primary School is calculated as STEEP + MM CATEGORY.

Finally, any additional Dweomercraeft Schools are calculated, using STEEP plus MMCap for each.

Heka generation – Partial Practice

A Partial Practitioner calculates Heka as follows:

First, *Dweomercraeft: General* Heka is calculated as STEEP + MM CATEGORY.

Second, *Magick* Heka is calculated as STEEP + MR CATEGORY.

Third, the Primary School is calculated as STEEP + MM CATEGORY.

Finally, any additional Dweomercraeft Schools are calculated, using STEEP plus MMCap for each.

Examples

All of the following examples will be based on the following statistics: M-TRAIT of 110, MM CATEGORY of 60, MR CATEGORY of 50, MMCap of 20, and MRCap of 18. The Primary School will be marked with an asterisk (*) in the examples.

Partial Practice White Dweomercrafter			
K/S Area	STEPP	Formula	Heka
Dweomercraeft: General	38		
		STEPP + MM CATEGORY	98
Magick	38	STEPP + MR CATEGORY	88
Dweomercraeft: White*	38	STEPP + MM CATEGORY	98

Full Practice White Dweomercrafter			
K/S Area	STEPP	Formula	Heka
Dweomercraeft: General	38		
		(STEPP x 10) + M-TRAIT	490

Magick	38	STEPP + M-TRAIT	148
Dweomercraeft: White*	38	STEPP + MM CATEGORY	98

Full Practice Black Dweomercrafter with 1 added School			
K/S Area	STEPP	Formula	Heka
Dweomercraeft: General	38		
		(STEPP x 10) + M-TRAIT	490
Magick	38	STEPP + M-TRAIT	148
Dweomercraeft: Black*	38	STEPP + MM CATEGORY	98
Dweomercraeft: Green	23	STEPP + MMCAP	43

Partial Practice Black Dweomercrafter with 2 added Schools			
K/S Area	STEPP	Formula	Heka
Dweomercraeft: General	38	STEPP + MM CATEGORY	98
Magick	38	STEPP + MR CATEGORY	88
Dweomercraeft: Black*	38	STEPP + MM CATEGORY	98
Dweomercraeft: Grey	32	STEPP + MMCAP	52
Dweomercraeft: Green	13	STEPP + MMCAP	33

Partial Practice Alchemist			
K/S Area	STEPP	Formula	Heka
Dweomercraeft: Elem*	51	STEPP + MM CATEGORY	101
Magick	46	STEPP + MR CATEGORY	96

This persona could not become a Full Practitioner until adding Dweomercraeft: General to their K/S list.

Partial Practice Alchemist			
K/S Area	STEPP	Formula	Heka
Dweomercraeft: Elem*	51	STEPP + MM CATEGORY	101
Magick	46	STEPP + MR CATEGORY	96
Dweomercraeft: General	16	STEPP + MM CATEGORY	76

Full Practice Alchemist			
K/S Area	STEPP	Formula	Heka
Dweomercraeft: Elem*	51	STEPP + MM CATEGORY	101
Magick	46	STEPP + M-TRAIT	156
Dweomercraeft: General	16	(STEPP x 10) + M-TRAIT	280

Note that since Dweomercraeft: General was the lowest STEEP score, it got the multiplier, and Magick got M-TRAIT bonus.

Partial Practice Mountebank			
K/S Area	STEPP	Formula	Heka
Dweomercraeft: General	51	STEPP + MM CATEGORY	101

This persona cannot become a Full Practitioner until both Magick and a Primary School (Black, Gray, Green, Elemental, or White) is added. The persona is able to use General Castings, as the Magick K/S is not required for spell use.

Appendix II – Priestcraft Heka Generation and Examples

Any persona may learn both Priestcraft: General and Religion, and gain access to the Basic Tutelary castings. The persona is affiliated with a specific pantheon, generally their local or native pantheon. At this basic level, the persona has not taken a vow of any sort.

To gain access to the General Tutelary and Ethos-specific castings, the persona must have Religion STEEP of 31 or more, make a vow to a specific Deity in the pantheon, and have the Priestcraft: Vested K/S area. Any persona that is not a Priest vocation must make a Vow of Service; a vocational Priest must make a Vow of Priestcraft.

A vocational Priest gets an extended benefit with this K/S with regard to their Ethos. Any time they gain STEEP in the Vested (Ethos) K/S, their Priestcraft: General increases by that same amount – in other words their General STEEP will always match their Vested STEEP.

To become a Full Practitioner, even in a campaign that allows any persona to become one, the persona must have three K/S areas, remembering that General and Vested are considered separately:

1. Priestcraft: General
2. Priestcraft: Vested (Ethos)
3. Religion

In addition, the persona must have a minimum S-TRAIT of 101. A Full Practitioner gains a multiplier to their STEEP, as well as bonus Heka from their S-TRAIT. The multiplier is 10 for a vocational Priest, and ranges from 2 to 7 for a non-priest vocation.

Heka Generation – Full Practice (Vow of Priestcraft)

A Full Practitioner vocational Priest calculates Heka as follows:

First, their basic STEEP in Priestcraft is determined – it is the highest level of Priestcraft STEEP, either General or Vested, possessed by the persona.

Second, compare that Priestcraft STEEP to Religion. The lesser of these STEEP totals gets the multiplier, generating Heka using the formula $(\text{STEEP} \times 10) + \text{S-TRAIT}$. The greater STEEP K/S is calculated as $\text{STEEP} + \text{S-TRAIT}$. If Priestcraft is the lower score, the multiplier is applied against Priestcraft: General, even if it's STEEP is lower than that of the Vested K/S.

Third, Priestcraft: Vested is calculated as $\text{STEEP} + \text{SM Category}$.

Heka Generation – Partial Practice (Vow of Priestcraft)

A Partial Practitioner vocational Priest calculates Heka as follows:

First, their basic STEEP in Priestcraft is determined – it is the highest level of Priestcraft STEEP, either General or Vested, possessed by the persona.

Second, compare that Priestcraft STEEP to Religion. The lesser of these STEEP totals gets a multiplier, ranging from 2 to 7, generating Heka using the formula $(\text{STEEP} \times \text{Multiplier}) + \text{S-TRAIT}$. The greater STEEP K/S is calculated as $\text{STEEP} + \text{S-TRAIT}$. If Priestcraft is the lower score, the multiplier is applied against Priestcraft: General, even if it's STEEP is lower than that of the Vested K/S.

Third, Priestcraft: Vested is calculated as $\text{STEEP} + \text{SM Category}$.

Heka Generation – Full Practice (Vow of Service)

A Full Practitioner non-vocational Priest calculates Heka as follows:

First, their basic STEEP in Priestcraft is determined – it is the highest level of Priestcraft STEEP, either General or Vested, possessed by the persona.

Second, compare that Priestcraft STEEP to Religion. The lesser of these STEEP totals gets a multiplier, ranging from 2 to 7, generating Heka using the formula $(\text{STEEP} \times \text{Multiplier}) + \text{S-TRAIT}$. The greater STEEP K/S is calculated as $\text{STEEP} + \text{S-TRAIT}$. If Priestcraft is the lower score, the multiplier is applied against Priestcraft: General, even if it's STEEP is lower than that of the Vested K/S.

Third, Priestcraft: Vested is calculated as $\text{STEEP} + \text{SM Category}$.

Heka Generation – Partial Practice

Any partial practitioner calculates Heka as follows:

First, Priestcraft: General is calculated as $\text{STEEP} + \text{SM Category}$.

Second, Religion Heka is calculated as $\text{STEEP} + \text{SP Category}$.

Third, Priestcraft: Vested is calculated as $\text{STEEP} + \text{SM Category}$.

Examples

All of the following examples will be based on the following statistics: S-TRAIT of 110, SM Category of 60, SP Category of 50, SMCap of 20, and SPCap of 20.

Partial Practice Priest (Vow of Priestcraft)			
K/S Area	STEEP	Formula	Heka
Priestcraft: General	38	$(\text{STEEP} \times \text{Mult}) + \text{S-TRAIT}$	*
Religion	38	$\text{STEEP} + \text{SP CATEGORY}$	88
Priestcraft: Vested	38	$\text{STEEP} + \text{SM CATEGORY}$	98

This persona has a multiplier, ranging from 2 to 7, applied to Heka. The Heka in this example could range from 186 to 376.

Full Practice Priest (Vow of Priestcraft)			
K/S Area	STEEP	Formula	Heka
Priestcraft: General	38	$(\text{STEEP} \times 10) + \text{S-TRAIT}$	490
Religion	38	$\text{STEEP} + \text{S-TRAIT}$	148
Priestcraft: Vested	38	$\text{STEEP} + \text{SM CATEGORY}$	98

Partial Practice Alchemist			
K/S Area	STEEP	Formula	Heka
Priestcraft: General	38	$\text{STEEP} + \text{SM CATEGORY}$	98

This persona has no access to castings until the Religion K/S is added.

Partial Practice Alchemist			
K/S Area	STEEP	Formula	Heka
Priestcraft: General	38	$\text{STEEP} + \text{SM CATEGORY}$	98
Religion	30	$\text{STEEP} + \text{SP CATEGORY}$	80

This persona has access to the Basic Tutelary Castings, but cannot take a vow until Religion STEEP is increased to 31 or higher.

Partial Practice Alchemist (Vow of Service)			
K/S Area	STEEP	Formula	Heka
Priestcraft: General	38	$\text{STEEP} + \text{SM CATEGORY}$	98
Religion	38	$\text{STEEP} + \text{SP CATEGORY}$	88
Priestcraft: Vested	38	$\text{STEEP} + \text{SM CATEGORY}$	98

This persona has access to Basic and General Tutelary Castings as well as the Ethos-specific castings.

Full Practice Alchemist (Vow of Service)			
K/S Area	STEEP	Formula	Heka
Priestcraft: General	38	$(\text{STEEP} \times \text{Mult}) + \text{S-TRAIT}$	*
Religion	38	$\text{STEEP} + \text{SP CATEGORY}$	88
Priestcraft: Vested	38	$\text{STEEP} + \text{SM CATEGORY}$	98

This persona has a multiplier, ranging from 2 to 7, applied to Heka. The Heka in this example could range from 186 to 376.

Full Practice Alchemist (Vow of Service)			
K/S Area	STEEP	Formula	Heka
Priestcraft: General	38	$\text{STEEP} + \text{S-TRAIT}$	98
Religion	34	$(\text{STEEP} \times \text{Mult}) + \text{S-TRAIT}$	*
Priestcraft: Vested	38	$\text{STEEP} + \text{SM CATEGORY}$	98

Note that since Religion was the lowest STEEP score, it got the multiplier, and Priestcraft got the S-TRAIT bonus.
 This persona has a multiplier, ranging from 2 to 7, applied to Heka.
 The Heka in this example could range from 178 to 348.

Appendix III: Sub-area Tables

Table 1 - Standard	
STEPP	Sub-areas
01-20	1
21-30	2
31-40	3
41-50	4*
51+	All
* All sub-areas if the K/S has less than six	

Table 2 – 1 sub-area per 10 STEEP	
STEPP	Sub-areas
1-10	1
11-20	2
21-30	3
31-40	4
41-50	5
51-60	6
61-70	7
71-80	8
81-90	9
91-100	10
101-110	11
111-120	12
Each added 10 STEEP +1	

Table 3 – Heka Forging	
STEPP	Sub-area
01-20	Enhanced Object Quality
21-30	Enchanted Mechanisms
31-40	Heka Reservoirs
41-50	Detection/Information items
51-60	Defensive Armor
61-70	Offensive/Weapons
71-80	Casting Storage
81-90	Skill Bearing Items
91 +	Spirit-Holding Devices

Table 4 – 1 sub-area per 25 STEEP	
Steep	Sub-area
1-25	1
26-50	2
51-75	3
76-100	4
101-125	5
126-150	6
Each added 25 Steep +1	

Table 5 - Law	
Steep	Sub-area
0-30	0
31-50	1
51-70	2
71-90	3

91+	4
-----	---

Table 6 – 1 sub-area per 20 STEEP	
Steep	Sub-area
1-20	1
21-40	2
41-60	3
61-80	4
81-100	5
101-120	6
121+	7
Each added 20 STEEP +1	

Table 7 – 1 sub-area plus 1 per 10 Steep	
Steep	Sub-area
1-10	2
11-20	3
21-30	4
31-40	5
41-50	6
51-60	7
61-70	8
71-80	9
81-90	10
91-100	11
101-110	12
Each added 10 STEEP +1	

Table 8 – 1 sub-area plus 1 per 20 STEEP	
1-20	2
21-40	3
41-60	4
61-80	5
Each added 20 Steep +1	

Table 9 – 1 sub-area plus 1 per 40 STEEP	
1-40	2
41-80	3
81-120	4
121-160	5
161-200	6
Each added 40 STEEP +1	

Appendix IV – Language Inter-relations

Known Language	Related Languages	Known Language	Related Languages
AEgyptian	AEgyptian Dialect—75%	Iberian	Iberian Dialect—90%
AEgyptian Dialect	AEgyptian—75%	Lantlan	75%
Annamese	Camcham—25%		Atlantlan, Lantlan Dialect—50%
	Chinese Dialect (Nan-Chao, Sung, and Tongking only)—25%		Atlantlan Dialect—25%
	Chinese—10%		Berberian—10%
Armenian	Greek—25%	Iberian Dialect	Iberian—90%
	Sumerian—25%	Atlantlan	25%
Atlantlan	Atlantlan Dialect—90%		Atlantlan Dialect and Lantlan—10%
	Lantlan—75%	Iroukian	Cherokee-Iroukian and Suskirouk—50%
	Iberian and Lantlan Dialect—50%		Iroukian dialects of surrounding tribes—25%
	Berberian and Iberian Dialect—25%	Khazirian	Turkic-Sumerian—25%
	Teclan, Vardish, and Vardish Dialect—10%	Farsi, Greek, Phoenician, and Slavic	10%
Atlantlan Dialect	Atlantlan—90%	Keltic	Brythokeltic and Keltic Dialect—90%
	Berberian and Lantlan—50%		Vardish Dialect—25%
	Iberian and Lantlan Dialect—25%		Neustrian and Vardish—10%
Bantu	Bantu Dialect (and all other Bantu tongues)—50%	Kongolese	AEgyptian Dialect (Darfurian)—10%
Beniyorub	Ewe and Yoruban—50%	Lakota	all Lakota Dialects, and vice versa—50%
	Tribal tongues within 25 miles of the border—10%	Lantlan	Lantlan Dialect—90%
Berberian	Atlantlan Dialect—50%		Atlantlan and Iberian—75%
	Atlantlan and Lantlan—25%		Atlantlan Dialect—50%
	Iberian and Lantlan Dialect—10%		Berberian—25%
Boideutsch	Deutsch, Francodeutsch, and Latideutsch—75%		Iberian Dialect—10%
	Skanddeutsch—50%	Lantlan Dialect	Lantlan—90%
	Skandian—25%	Atlantlan and Iberian	50%
	Skandian Dialect and Slavic—10%		Atlantlan Dialect—25%
Brythokeltic	Keltic—90%		Berberian—10%
	Keltic Dialect—75%	Latideutsch	Boideutsch, Deutsch, and Francodeutsch—75%
	Vardish and Vardish Dialect—25%		Skanddeutsch—25%
	Deutsch and Skandian—10%		Skandian—10%
Bulgarian	Greek, Roumanian, and Vlachian—10%	Latin	Latin Dialect and vice versa—75%
Burmese	Hindic and Malay—25%		French—50%
	Camese, Malay Dialect, and Siamese—10%		French Dialect, Greek, and Latideutsch—25%
Camese	Annamese—25%		Magyar and Roumanian—10%
	Burmese, Malay, and Siamese—10%	Lemuyan	Teclan—25%
	Cherokee-Irouk		Lemurian (any sort)—25%
	Iroukian and Suskirouk—50%	Lemurian	Lemurian Dialect—90%
	Iroukian Dialects of surrounding tribes—25%		Lemurian-aleffa and Lemurian-dekasta—75%
Chinese	Chinese Dialect (any)—75%		Lemuyan—10%
	Manchurian, Nipponese, and		Lemurian—90%
	Nipponese Dialect (Liang)—25%		Lemurian-aleffa and Lemurian-dekasta—50%
	Mongolian—10%		Lemuyan—10%
Deutsch	Boideutsch, Francodeutsch, Latideutsch, and Skanddeutsch—75%	Lemurian-aleffa	Lemurian—75%
	Skandian—50%	Lemurian Dialect and Lemurian-dekasta	50%
	Skandian Dialect—25%	Lemurian-dekasta	Lemurian—75%
	Brythokeltic and Vardish—10%		Lemurian Dialect and Lemurian-aleffa—50%
Farsi	Farsi Dialect—75%		Lemurian—10%
	Hindic, Hindic Dialect (western), and Khazirian—10%	Magyar	Latin and Slavic—10%
Farsi Dialect	Farsi—75%	Malay	Malay Dialect—75%
	Mongolian Dialect (northern Farsi Dialect)—10%		Burmese—25%
Francodeutsch	Boideutsch, Deutsch, and Latideutsch—75%		Siamese—10%
	Skanddeutsch—50%	Malay Dialect	Malay—75%
	French and Skandian—25%		Burmese—10%
	French Dialect and Skandian Dialect—10%		Chinese Dialect (southern, Sung and Tongking, and vice versa)—10%
French	French Dialect—90%		Chinese, Chinese Dialect (northern, and vice versa)—25%
	Francodeutsch—25%	Manchurian	Mongolian—25%
	Neustrian, Vardish, and Vardish Dialect—10%		Nipponese Dialect (Liang, and vice versa)—10%
Greek	Greek Dialect—75%		Mongolian Dialect—75%
	Armenian and Latin—25%		Manchurian—25%
	Bulgarian, Khazirian, Roumanian, and Vlach—10%		Chinese Dialect (Khitain and Tartar, and vice versa)—25%
Hindic	Hindic Dialect—90%		Chinese and Turkic-Sumerian—10%
	Burmese—25%	Mongolian Dialect	Mongolian—75%
	Farsi—10%		Turkic-Sumerian—25%
			Farsi Dialect—10%

Appendix IV – Language Inter-relations

<u>Known Language</u>	<u>Related Languages</u>
Nepalese	Hindic Dialect (northern, and vice versa)—25% Tibetan—10%
Neustrian	Skandian—25% French and Keltic—10%
Nipponese	Nipponese Dialect—75% Chinese—25% Chinese Dialect (northern, and vice versa)—10%
Phoenician	Trade Phoenician—90% Phoenician Dialect—75% Sumerian—25% Khazirian and Sumerian Dialect—10%
Phoenician Dialect (Mago)	Phoenician and Trade Phoenician—75% Iberian—25% Sumerian—10%
Quechuan	Subject tribes native languages—75%
Roumanian	Slavic Dialect (southern/Balkans and vice versa)—25% Latin, Slavic—10%
Siamese	Burmese, Camese, and Malay—10%
Skandeutsch	Deutsch and Skandian—75% Boideutsch and Francodeutsch—50% Latideutsch and Skandian Dialect—25% Soumi—10%
Skandian	Skandian Dialect and Skandeutsch—75% Deutsch—50% Boideutsch, Soumi, and Francodeutsch—25% Brythokeltic, Latideutsch, Neustrian—10% Vardish, and Vardish Dialect—10%
Skandian Dialect	Skandian—75% Deutsch and Skandeutsch—25% Boideutsch, Francodeutsch, and Vardish—10%
Slavic	Slavic Dialect, and vice versa—75% Boideutsch—25%
Soumi	Magyar, Roumanian and Vlach—10% Soumi Dialect—75% Skandian—25% Skandeutsch—10%
Sumerian	Sumerian Dialect—75% Turkic-Sumerian—50% Armenian and Phoenician—25% Trade Phoenician—10%
Suskirouk	Cherokee-Iroukian and Iroukian—50% Native Iroukian tribal tongues—25%
Teclan	Lemuyan—25% Atlantlan—10%
Tibetan	Nepalese—10%
Turkic-Sumerian	Sumerian—50% Khazirian and Mongolian Dialect—25% Mongolian—10%
Vardish	Vardish Dialect—75% Atlantlan, Deutsch, French—10%
Vardish Dialect	Iberian, Keltic, and Skandian Dialect—10% Brythokeltic and Keltic—25%
Vlach	Atlantlan, French, Keltic Dialect and Skandian Dialect—10% Bulgarian, Greek, Roumanian and Slavic—10%

• This percentage serves as a multiplier for an HP's STEEP in the "Known Language," to determine the HP's STEEP in the related language(s). For example, an HP with a STEEP of 80 in Malay would automatically have a STEEP of 60 (75%) in Malay Dialect, of 20 (25%) in Burmese, and of 8 (10%) in Siamese.

Note: Different dialects of the same speech are generally understood by different speakers at a ratio related to geographical separation and the influence of foreign languages. As a rule of thumb, use 75% if contiguous, 50% average, 25% if widely separated, and 10% if separated and divergent over a long period of time.

Appendix V – Heka Generation

Casting Area	Heka Generated
Alchemy	STEEP + SM CATEGORY
Apotropaism	STEEP + ((MMCap + MRCap) x 0.5)
Astrology	STEEP + SPCap
Astronomy (1)	STEEP + MMCap
Conjuration	STEEP + ((SMPow + SPPow) x 0.5)
Demonology (2)	STEEP + MMCap
Divination	STEEP + SPCap
Dweomercraeft (3)	
Full (General)	(STEEP x 10) + M-TRAIT -or- STEEP + M-TRAIT
Partial (General)	STEEP + MM CATEGORY
Primary School	STEEP + MM CATEGORY
Other schools	STEEP + MMCap
Endurance	STEEP + ((PMPow + PNPow) x 0.5)
Exorcism	STEEP + SMCap
Fortune Telling	STEEP + SPPow
Gemsmith/Lapidary	STEEP + PNPow
Heka Forging (4)	
Full Practice	STEEP + P-TRAIT
Partial Practice	STEEP + ((PMPow + PNPow) x 0.5)
Herbalism	STEEP + SM CATEGORY
Magick (3)	
Full	(STEEP x 10) + M-TRAIT -or- STEEP + M-TRAIT
Partial	STEEP + MR CATEGORY
Mediumship	STEEP + SPPow
Metaphysics	STEEP + SMCap
Music	STEEP + ((PMSpd + PNSpd) x 0.5)
Musical Composition	STEEP + SMPow
Mysticism	STEEP + SP CATEGORY
Necromancy	STEEP + SMPow
Occultism	STEEP
Pantheology	STEEP
Poetry/Lyrics	STEEP + ((SMSpd + SPSpd) x 0.5)
Priestcraeft (5)	
Full (General)	(STEEP x 10) + S-TRAIT -or- STEEP + S-TRAIT
Partial	STEEP + SM CATEGORY
Vested (Ethos)	STEEP + SM CATEGORY
Religion (5)	
Full	(STEEP x 10) + S-TRAIT -or- STEEP + S-TRAIT
Partial	STEEP + SP CATEGORY
Smithing/Welding (6)	STEEP + ((PMPow + PNPow) x 0.5)
Sorcery	
Pact*	(STEEP * multiplier) + S-TRAIT
No Pact	STEEP + ((SMPow + SMSpd) x 0.5)
Spellsongs (7)	STEEP + ((MMSpd + MRSpd) x 0.5)
Witchcraeft	
Pact*	(STEEP * multiplier) + SM CATEGORY
No Pact	STEEP + SPSpd
Yoga (8)	STEEP x 2

* The multiplier can range from 1 to 10.

1) Astronomy heka applies to Astrology castings only.

2) Demonology is the "activator" of Sorcery. Once a pact is made, it provides Sorcery a multiplier of 2 to 10.

3) Dweomercraeft and Magick are both required before the persona can be checked for Full Practice. For a Full Practitioner, the higher STEEP total between General Dweomercraeft and the primary School is compared to Magic STEEP. The lesser of Magick or Dweomercraeft (General Dweomercraeft, if both values are equal) STEEP totals gets the multiplier. The greater STEEP K/S is calculated as STEEP + M-TRAIT. The primary school is always calculated as STEEP + MM Category. For any additional Dweomercraeft Schools, STEEP plus MMCap is used to calculate heka. Note that if the multiplier is on Dweomercraeft, it is ALWAYS applied on General Dweomercraeft! See Appendix I for further information, as well as examples.

4) If a caster has only P-TRAIT heka, they add P-TRAIT to the heka total. This includes the Yoga K/S area, as per note 8 below. If they have M or S heka of any other sort, they only get the average of PMPow and PNPow added to their heka-forging heka.

8) Yoga is unique in that its heka, regardless of STEEP, is considered P-TRAIT only heka! At 33 or less STEEP, it may only be used for Physical uses. At 34 to 66 STEEP, it may be used for P or M uses. At 67+ it may be used for all 3 (M, S, P) uses, although it is still considered to be P-TRAIT heka.

Appendix VI – Vows and Pacts

Vows and Pacts

Vows and pacts are a means for the persona to ally themselves with a being, entity, or deity having great power in the milieu. These vows or pacts bring a multiplier to the persona's STEEP. A persona with Full Practice can never make a vow or pact, or gain a multiplier from a vow or pact – it is already considered in their Full Practice status. Under no circumstances may an individual have more than one vow or pact, nor may they have both – it is one or the other, or none at all.

Vows differ from Pacts in that breach of the terms and conditions of Vows result in loss of abilities to the personas concerned, but there is no forfeiture of (material form) life. This is not to imply that all Vows are good in nature, but they are contracts without promise of extreme payment. Some vows are, in fact, made to those of Evil. In most cases, the breaking of such a pledge will not automatically or absolutely bring great enmity and set in motion some form of retribution by agents of Mundane, Preternatural, Supernatural, or Entitled sort. However, Vows made to a malevolent Power will most probably bring some difficulty upon the head of the violator. Even the breaking of a pledge with a benign deity will certainly make the individual shunned by all who hold true, serve the Pantheon, etc. A Vow is a serious and binding pledge to perform faithfully and truly. In return, the persona making the promise receives Heka benefit. Only one Vow can ever be made, and if it is broken another will be useless. There are two sorts of Vows, the Vow of Priestcraft, and the Vow of Service.

Vow of Priestcraft

The Vow of Priestcraft is the final step of a vocational Priest. It is taken to subsume an entire pantheon and a specific deity within that pantheon. If accepted (only the JM will know which personae are not acceptable – it is assumed herein that all are acceptable), the persona gains a STEEP multiplier commensurate with their status. A Full Practitioner gains a multiplier of 10 to their STEEP, while a Partial Practitioner gains a multiplier of 2 to 7, at the JM's discretion. The partial practice multiplier generally starts at 2, and increases as per the Vow of Service, described below.

Vow of Service

This pledge is also made subsuming a Pantheon and a particular deity therein. A Vow of Service can be made in conjunction with one of the following K/S Areas, and applies only to one:

<i>Exorcism</i>	<i>Mysticism</i>	<i>Priestcraft*</i>
<i>Herbalism</i>	<i>Necromancy</i>	<i>Sorcery</i>

* This is different from the Vow of Priestcraft, above, and is made by the persona who is not of a Priest vocation.

The JM can make alterations to the list above, if they have good cause, but the use of non-spiritual TRAIT K/S areas is cautioned against, save in the case of *Apotropaism* and *Spellsongs*.

Players of such Heroic Personas devise their own Vow, and the HP makes it to whatever particular greater power desired. If the pledge is accepted by the deity chosen, the chosen K/S receives a multiplier of 2 to its Heka calculations. Thereafter, periodic Tests of Faithfulness may possibly increase or decrease the multiplier. Being true and performing well will increase the multiplier by steps of one. The maximum multiplier of a Vow of Service is 7, but this high a number is virtually unheard of and so rare as to focus much attention upon such an individual, so be warned. If the multiplier is reduced to 0 due to failure of Tests, then the Vow is broken, and another may never be made by the same persona. Note that a Vow of this sort is one of prescribed nature or of a formulation of the persona's own making. The JM will serve to be the Power adjudicating the matter and will decide whether or not the personal making the Vow is true in pledge and dedication.

The actions of personas with Vows will be scrutinized by the astute JM during the course of play. Such performance on an ongoing basis will enable the JM to see how well each keeps to the general and specific terms of the pledge. For instance, a Wisewomen might have made a vow to "serve the needy and impoverished, protect and serve the weak, and to oppose all Evil" in return for added Heka for her *Mysticism* K/S area STEEP. It is an easy thing to compare her

behavior with the conditions of the pledge. Furthermore, the JM will make special provisions for those with Vows of Service by including Tests of Faithfulness in the course of play.

Tests of Faithfulness: From one to three times a year, upon the request of the player whose HP has made a Vow, the JM will devise some special problem, trial, or quest for that HP. If an HP so tested proves faithful, then an increase of 1 is added to the multiplier, up to the maximum allowed multiplier of 7. Once such test annually is the minimum, and no more than a total of 10 can be faced in an HP's entire lifetime. Thus, those making a Vow should be very determined to keep it, and their conduct must be kept in line with the conditions which were set by their own words of pledge.

What about a failed test? Failure brings one of three possible results:

(1) A dismal failure will negate the Vow entirely. After all, the persona is dealing with greater intellect and power, and it is nothing to quibble with. Total negation of a Vow means that the HP in question may never make another. There will certainly be some sanctions taken against the individual, and if the Vow was made to non-beneficent powers, then there will likely be some nasty retributive actions in store for the HP.

(2) A questionable performance where a major factor of the pledge was ignored or violated in part brings a loss of 1 to the multiplier. That's how a persona with a starting multiplier of 2 can get to a 1 – no multiplier at all, but indicating that the Vow is still intact.

(3) A nearly successful test is rare, but it can occur. If there is a doubt, then the whole test is a wash, with no change to the multiplier. This does still count against the 10 total tests the HP can undergo in the course of their lifetime.

Broadening Vow of Service effects: The JM might wish to broaden the scope to allow benefit to those HPs who don't normally use Heka. Some special but limited Heka-enabled Power might be granted to such an individual, and/or the persona might gain an added point of Joss each game month instead of a multiplier. For example, a knight making a Vow could gain the benefit from this type of service.

Pacts with Evil

A pact brings a multiplier to a persona's STEEP so as to generate added Heka. A pact is made with Evil only, never with benevolent Powers or Deities. A persona with Full Practice can never make or gain a multiplier from a Pact per se. Under no circumstances may there be more than one Pact operative for any individual. Under no circumstances may there be a Pact operating for more than one K/S area. Under no circumstances may a Pact and a Vow ever be operating at the same time for one individual.

Pacts are made between a human(oid) individual and Evil forces of the Netherrealms only. Pacts are similar to Vows, bringing the benefit of a K/S area multiplier to the persona agreeing to such a contract, but they are dissimilar with respect to the ultimate consideration for the benefit being gained. Not only will the benefit of a multiplier be lost if a Pact is broken, but personas so doing will suffer the loss of life and forfeiture of their soul. Breaking a Pact brings early foreclosure by Evil on the consideration – life and soul – and an agent of the Netherrealms will come and collect. Collection is inescapable; the agent will be inexorable. The malign persona can never escape such forfeiture.

Any Pact made demands the eventual forfeiture of the persona's spirit (or soul). The time of the Pact may be until death occurs, or for a set period of time. In either case, the violation of the exact terms and conditions set forth in the compacting document means that the concerned individual loses then and there. That is, the multiplier is lost, and within a short period of time, if not immediately, the agent of the Netherrealms will be on hand to collect the consideration. In due course of time or upon violation, the Pact's consideration will be collected by the Netherrealms, and JMs will see to it that this occurs with such swiftness and sureness as they deem appropriate.

Pacts are made in two K/S areas only: *Sorcery* and *Witchcraft*.

In either case, the JM will assume the role of the forces of the Netherrealms and play that of the being called up to discuss the Pact. The JM will then negotiate for the Evil powers, playing their part with at least the same determination and skill used by the player whose

persona is involved on the other side of the affair. No agreement needs be reached, and a Pact need not be forged. On the other hand, a highly complex, multi-conditioned document might be drawn up and

signed (in blood) at the conclusion of the meeting. The guidelines for use by the JM are set forth on pages 12 and 13 of *Mythus Magick*.

Appendix VII – Countering Necromancy, Sorcery, and Witchcraft

Certain K/S Areas can seemingly be utilized for wicked ends only. There are three such areas: *Necromancy*, *Sorcery*, and *Witchcraft*. They need to be included for the sake of allowing these abilities for evil and malign opponents, the Evil Personas (EPs) and Monstrous Personages (MPGs). Yet HPs can also employ such K/S Areas.

A good persona, while never able to use the castings or abilities of *Necromancy*, *Sorcery*, or *Witchcraft*, could employ the STEEP possessed in the Evil K/S Area to identify and possibly counter the malign workings of these three K/S areas. This is accomplished by checking against possessed abilities as follows:

1. Identify use of the K/S Area: STEEP at base DR of Easy. Has a necromancer, or a sorcerer or a witch/warlock been at work here? Possession of the appropriate K/S Area will enable the HP to try to find this out. If the check succeeds, then the persona will know for sure.

2. Identify specific practice within the K/S area: rolling against STEEP at base DR of Moderate. Was a Casting, Power, or some other sort of action employed by the offender? If not a Casting, the Power of other activity can be identified by succeeding in the check.

3. Identify an Archetypal Casting employed from within the K/S Area by rolling against STEEP at base DR as if the persona were actually using such a Grade of Casting. Ignore prohibitions regarding use above STEEP. That is, one able to otherwise employ Castings of given a Grade at DR Hard can identify those above that Grade by three steps, at DRs of Difficult, Very Difficult, and Extreme respectively. With practice found, and a Casting indicated, pinpointing the exact one requires a successful roll as indicated.

4. Negate an Archetypal Casting employed within the K/S Area by rolling against STEEP at base DR as if the persona were actually using such a Casting, but at one Grade higher than the Casting in question is in actuality -- Heka cost for negation paid before check but at same Grade as the Casting is in actuality, however. The increased DR here is because this is a difficult thing to do, identifying and negating all in one, and at the same time expending Heka to manage the negation.

5. Disjoin or negate a Casting being employed prior to or at the moment of its activation within the K/S Area by rolling STEEP at base DR as if the persona were actually using such a Casting, but at two Grades higher than the Casting in question is in actuality -- Heka cost for disjoining/negation paid before check but at one Grade higher than the Casting is in actuality. Here the persona is attempting something truly difficult, the identification and countering of a Casting in progress. The two-step DR increase and the added Heka cost to try to accomplish this reflect the demanding nature of this use of the K/S. Special Success indicates, as applicable, identification and success at the next higher level of attempt. In regards to 4, it might actually disjoin/negate. In regards to 5, it lowers the Heka cost to one Grade below that of the Casting employed. Success indicates the correct answer to the question. Failure indicates uncertainty. Special failure indicates a false answer in very positive form.

Example Use of Counter-Evil Knowledge

The Mage Lucan possesses STEEP in all three Areas: *Necromancy* (at 37), *Sorcery* (at 43), and *Witchcraft* (at 33). Of course, being right-minded, he would never utilize the actual abilities of these dark, malign practices. He has studied them in order to thwart those foul creatures who would stoop to such wickedness. Someone has been brutally murdered, and there are few clues, save that Heka was used. Lucan tries counter-Sorcery. Was that K/S employed? His base chance of success is 41, and the roll is made at DR "Easy," so there's a 129% chance of Success. Let's assume that Necromancy was at work, though. Lucan rolls a 12, which indicates Special success. He knows that Sorcery wasn't used, and the JM decides that he detects it was indeed Necromancy, for he has that K/S at 27 STEEP. Lucan now tries to discover what sort of Necromancy practice was employed -- a Casting, Power, or some other thing. The DR is Moderate for this, so a score of 74 or less is needed. The roll is 59, a Success. Lucan

discovers that some Undead thing was involved, one sent by the persona employing Necromancy.

Later on, Lucan and his comrades track down the Nethercrafter-Necromancer who is guilty of the hideous crimes they have been investigating. This malign foe has placed a Ghostlyguards Formula (Grade V) casting in his stronghold for protection. Lucan can theoretically use Grade II castings at DR Hard. As this is a Grade V casting, he must use a DR of Very Difficult to identify it: 0.25 times 57 yields 14, so Lucan's chance of success is only 14%. He gives it a go, adding 2 Joss factors to help the process. The JM considers. He could lower the DR to Hard, one step easier for each Joss Factor, or else he could allow a -10 per JF on the dice score. He decides on the former, as he doesn't want to allow a big chance (score 01-21) for Special Success. The roll is made, and the score is 52. Because the DR was considered at a mere Hard, Lucan has succeeded, and he identifies the casting and knows what is opposing his team.

A bit later on they then confront the villain, who of course has a force of guards, and a major fight ensues. In the course of this conflict, Lucan sees, via a successful *Perception (Noticing)* roll, the vile foe doing something that likely invokes some Heka. Lucan therefore attempts to disjoin/negate this activity. It turns out the Nethercrafter-Necromancer is using a Grade III Necromancy Casting, Arrowbones Charm, the missiles to be directed at none other than Lucan. Although the casting is only Grade III, which Lucan could normally handle at DR Hard, the act of disjoining/negating is as if two Grades higher; he must perform as if it were a Grade V casting. Lucan expends 100 points of Heka. The dice are then rolled, hoping for a 14 or lower. Again Lucan expends 2 JFs to help assure success. The JM considers alternatives, rules that the foe in the midst of casting activation is thus unable to expend Joss, and this time allows a -20 on the result rolled. The dice read 19, and that translates to a Special Success! Lucan has managed not only to disjoin the Arrowbones Charm, but he did so at the cost of only 35 Heka points, while the other 65 he thought had been spent are actually still there in his reserve!