RuneQuest

CORE RULEBOOK

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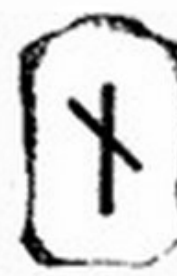
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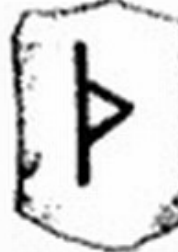| 25. Chaos	24. Sun	23. Ice	22. Magic	21. Knowledge
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Adventurer Creation

The essential element of a Fantasy Role Playing Game is the Player Character. This chapter describes the process of creating a character for your quest.

A character is created with Creation Points (CP) and Background Points (BP). In general, Creation Points are used to create the physical and mental attributes of the character. Every character starts with the same number of Creation Points. Background Points are used to determine the skill ability of the character.

Rules for creating characters who are not human (elves, dwarves, trolls, centaurs, etc.) are in the Creatures Chapter.

Characteristics

Every Adventurer, creature, monster and Non-Player Character is essentially defined by the same seven Characteristics. These are the building blocks for every other aspect of a normal Adventurer, describing their physical, mental and spiritual status. The higher the figure, for a Characteristic, the better. Low scores in Characteristics tend to mean weakness or ill-health – although much depends on the race that the Characteristics describe.

For your first Adventurer it is recommended that you create a human. Other races are available and because all creatures and races are defined in the same way, it means that just about any race or creature type can be created as an Adventurer. Humans, however, are the easiest to understand and the wisest choice for a new Adventurer. Human Characteristics range between 3 and 21 although the upper limit for a starting Adventurer is likely to be 18.

The Characteristics, and their abbreviations, are as follows:

Strength (STR)
Strength is a measure of an Adventurer's raw muscle power. It acts as an indicator of how much someone can lift, push or pull, or how tightly he grasps something. Strength determines if an Adventurer can wield the heaviest hand weapons at full ability. It is also a component in calculating the Damage Modifier, which may increase the effect of physical attacks. Human STR cannot naturally exceed 21. If an Adventurer is reduced to zero Strength for any reason he lacks the ability to move and becomes bed-ridden until STR improves somehow (through natural healing or magic, for example).

Constitution (CON)
Constitution measures the health and vitality of an Adventurer and helps to determine how much physical damage he can sustain. Adventurers with a high CON are likely to have more Hit Points meaning that they can soak-up more damage during combat. CON also determines how long it takes before an Adventurer starts to feel the effects of fatigue and weariness. Human CON cannot naturally exceed 21. If CON is reduced to zero the Adventurer dies.

Size (SIZ)
Size represents the average of an Adventurer's mass. SIZ determines if an Adventurer can see over something, or fit through a small opening. SIZ also helps calculate the Adventurer's Hit Points and damage bonus. Human SIZ cannot naturally be higher than 21. If SIZ is reduced to zero it results in death.

Intelligence (INT)

INT represents an Adventurer's capacity for learning, rationalising and analysis. It is less a measure of cleverness and more how the Adventurer applies what he knows either practically or analytically. INT affects many other game statistics and is important if the Adventurer is to be a competent magician. Human INT cannot naturally exceed 21. If, somehow, INT reaches zero, then the Adventurer is reduced to a witless, drooling idiot until INT is restored in some form.

INT is also used as a bonus when rolling to improve skills. See the Skills chapter for more information.

Power (POW)

A somewhat abstract Characteristic, POW represents the force of both an Adventurer's soul and his innate magical and spiritual presence. The more Power an Adventurer has, the greater their force of will, confidence and capacity for magic. Human POW cannot naturally exceed 21. POW can also be pledged to show devotion to the gods and in exchange for certain divine gifts or benefits. If POW is reduced to zero, the Adventurer usually dies – either completely sapped of his soul or his spirit has been taken into the gods' care.

Dexterity (DEX)

A measure of physical co-ordination, agility, suppleness and nimbleness, DEX is an important component in many physical skills. A decent DEX represents someone who is quick, keen of eye and fleet of movement. DEX determines how often in a fight an Adventurer can move or defend himself – an important consideration if he is outnumbered or the skill of his foes is perhaps greater than his own. Human DEX cannot naturally exceed 21. If it is reduced to zero, the Adventurer is paralysed completely and cannot move in any way until DEX is recovered in some way (through healing or magic, for instance).

Appeal (APP)

A Characteristic that represents attractive. Adventurers with a high APP have the ability to make friends easily, find themselves the focus of attention when it is needed (and sometimes when not) and persuade others to do things. Adventurers with a low APP tend not to be noticed so readily or have a hard time making themselves heard. APP is also a good measure of how beautiful or handsome an Adventurer is.

CREATION POINTS

You start with 250 Creation Points (CP).

Characteristics start with a value of 10. If the player uses no Creation Points for Characteristics, the character has a value of 10 for each characteristic. Use the 250 points to enhance these values at the rates given below. The maximum value for any beginning characteristic is 21.

Characteristic Costs in Creation Points

- STRength costs 10 CP per STR point
- CONstitution costs 10 CP per CON point
- DEX costs 10 CP per DEX point
- SIZe costs 10 CP per SIZ point
- INTelligence costs 20 CP per INT point
- POWer costs 20 CP per POW point
- APPeal costs 5 CP per APP point

Selling Down Character Points

With GM permission, characteristics can be "sold down" to below 10 to gain points to spend on other characteristics or other Backgrounds at a rate of

- 10 creation points for every decreased point of STR, CON, SIZ and DEX,
- 20 Creation Points for every decreased point of INT and POW
- 5 Creation Points for every decreased point of APP.

Hit Points

The number of Hit Points is based on CON and SIZ.

Add the Adventurer's CON and SIZ scores together for total Hit Points and cross reference the result on the Hit Points per Location table.

Hit Points per Location

Location	CON + SIZ								
	1–5	6–10	11–15	16–20	21–25	26–30	31–35	36–40	+5
Each Leg	1	2	3	4	5	6	7	8	+1
Abdomen	2	3	4	5	6	7	8	9	+1
Chest	3	4	5	6	7	8	9	10	+1
Each Arm	1	1	2	3	4	5	6	7	+1
Head	1	2	3	4	5	6	7	8	+1

Magic Points

Magic Points represent a pool of points that are used to fuel spells and other magical effects. Usually the Magic Point total is equal to the Adventurer's POW but this can change depending on whether or not an Adventurer has dedicated any of his POW to the worship of a god. This is explained in more detail later in the book, so, for now, Magic Points are equal to the Adventurer's POW Characteristic.

Expended Magic Points normally recover after a sufficient period of rest.

Damage Modifier

Bigger and stronger Adventurers are able to hit harder than smaller, weaker ones.

To calculate the Adventurer's Damage Modifier, add together the scores for STR and SIZ and look up the result on the Damage Modifier table.

Damage Modifier

STR + SIZ	Damage Modifier
1–5	–1D8
6–10	–1D6
11–15	–1D3
16–20	–1
21–25	+0
26–30	+1
31–35	+1D3
36–40	+1D6
41–45	+2D6
46–50	+3D6
51–60	+4D6
61–70	+5D6
71–80	+6D6
81–90	+7D6
91–100	+8D6

Game System

Skills

Characteristics and Attributes define an Adventurer in terms of what he is – how strong, how fast, how much damage he deals with a well-aimed blow and so on. Skills define what an Adventurer can actually *do*. Ranging from how well an Adventurer can sneak past a guard and how well he can sculpt a statue, to his expertise with a sword. Skills quantify just how good an Adventurer is at specific tasks.

Skill Tests

All skills have a starting value based on the sum of two Characteristics or a single Characteristic multiplied. Cultural Background, Profession and Free Skill Points raise the value of these skills. There is no upper limit to a skill; it can rise over 100% and even higher, indicating truly superhuman capabilities. How skills increase is detailed in Adventurer Advancement.

When an Adventurer is called on to roll against a skill, he uses 1D100 and is attempting to roll equal to, or less than, his skill's value. Achieving this means the skill is used successfully; if the 1D100 roll is above the skill's value, then the attempt has failed.

Levels of Success and Failure

Whether or not an Adventurer succeeds or fails is of high importance, but it is also very important to see how *well* he succeeded or failed. For this reason levels of success are crucial to the game. The levels of success are (from best to worst):

- Critical Success
- Success (sometimes referred to as a Normal Success)
- Failure
- Fumble

When and When Not to Roll

Routine activities; those an Adventurer conducts time and again, under normal circumstances and expected pressures, do not require a roll for success. For example, riding a horse at a trot or gentle gallop across an open field, on a fine day, does not need a Ride test. Similarly a blacksmith making horse shoes with all the right tools and raw materials does not need to make a Craft (Blacksmith) roll.

Skill Tests are required where the circumstances are out of the ordinary and/or impart some degree of stress, urgency or difficulty to the situation. Riding a horse at a gallop across an open field whilst being pursued by bandits is an instance where a Ride roll is called for. Attempting to make horseshoes with poor quality implements or a Skill Tests of resources is another.

The watchword is *circumstance*. The Games Master is the best judge as to whether the conditions and circumstances warrant a Skill Test. An Adventurer might not need to make a Perception test to hear a neighbouring conversation if the surroundings are relatively quiet. However, if there is a degree of background noise it will be necessary to roll to overhear accurately. If the people the Adventurer is eavesdropping on are whispering, then the Skill Test should incur a penalty for the circumstances, as outlined in *Difficult and Haste*.

Difficulty and Haste

Sometimes it will be necessary to make a Skill Test because success or failure needs to be measured but the circumstances in which the skill is being used need to be taken into account. Circumstances can make a skill easier or harder to accomplish. For example, running up a steep hill to out-pace a murderous troll requires an Athletics Skill Test but the hill's gradient means that the circumstances are harder than normal: the skill's value is therefore modified to reflect this. Conversely hiding from ogres in a dark wood as night sets in, requires a Stealth Skill Test but the darkness makes hiding easier and so the skill's value is modified accordingly. Similarly the amount of time invested in using a skill can have a bearing on its outcome. Rushing a job leads to errors whereas paying attention to detail and taking one's time improves the chance of success.

Circumstances are graded in the Difficulty and Haste Modifiers table. These modifiers are applied temporarily to the skill's value until the circumstances change.

Difficulty and Haste Modifiers

Difficulty	Time Taken	Skill Test Modifier
Very Easy	Ten times normal time	+60%
Easy	Five times normal time	+40%
Simple	Double normal time	+20%
Routine	Normal time	+0%
Difficult	—	–20%
Hard	Half normal time	–40%
Very Hard	—	–60%
Formidable	Almost instantly	–80%

The Difficulty Examples table on page 40 lists a few examples of Skill Tests that may occur in a normal game, which skills would be used and what difficulty should be assigned to them. Games Masters can use this table as a reference when creating their own Skill Tests for the Adventurers.

Rolling in Secret

It is a great deal of fun rolling dice and seeing the outcome. Yet there are going to be occasions where the game is better served by the Games Master making the dice roll on behalf of the Adventurers and in secret, only revealing the result through game-play. For example, an Adventurer might be attempting to disguise himself to gain access to a thieves' guild. The Adventurer is not aware of how convincing the disguise attempt has been until it is put into practical use, infiltrating the guild headquarters. If the Disguise Skill Test is made secretly by the Games Master then it becomes easier to build an air of suspense and tension as the Adventurer makes his attempts to bypass the guild's members as he wanders into the guild buildings.

Difficulty Examples

Situation	Skill Used	Difficulty
Climbing a cliff face near a large waterfall.	Athletics	Difficult (−20%)
Travelling by rowboat across a stormy sea.	Boating	Very Hard (−60%)
Accurately steering a rowboat in a swift-flowing but broad river.	Boating	Simple (+20%)
Recalling which plants are edible in farmland.	Lore (Regional)	Easy (+40%)
Recalling which plants are edible in an uncharted jungle.	Lore (Plant)	Difficult (−20%)
Spotting a shiny gold coin on the floor in a well-lit and uncluttered room.	Perception	Simple (+20%)
Finding a gold coin in a large refuse dump.	Perception	Hard (−40%)
Finding food and water in a bleak desert.	Survival	Hard (−40%)
Finding food and water in a forest.	Survival	Simple (+20%)
Locating tracks in the snow.	Tracking	Very Easy (+60%)
Locating tracks on a busy city street.	Tracking	Hard (−40%)
Fixing a complicated lock of foreign design, with nothing more than a knife, while being shot at by archers.	Mechanisms	Formidable (−80%)

Not all tests should be made secretly by the Games Master. The best times to use secret rolls are in the following conditions:

- The Adventurer using the skill would have little or no way of knowing how successful his skill attempt has been until it is put to a practical test.
- The skill's outcome is not immediate.
- Revealing the outcome of the Skill Test incrementally will create a better sense of tension.

Games Master dice rolls are, like all game tools, there to increase the enjoyment of the game for all, not to remove fun and enjoyment from the players. Used with discretion and at times where the outcome may not be immediate, certain or clear-cut, it can be a great way of introducing drama to a situation.

Critical Success

For many Skill Tests it is only necessary to determine whether one is successful or not. However, there may be certain cases where it is important to know *how* successful an Adventurer was – did he just skim by or did he achieve an incredible feat? This is determined by critical successes.

A roll of 01 is *always* a critical success.

If the Skill Test is equal to or less than 10% of the modified skill (rounded up), then the Adventurer has scored a critical success. Note that the chance of a critical success relates to the *modified* skill total being used in the test, not the original 'normal' skill level. If an Adventurer is suffering a penalty to the Skill Test, it will reduce the Adventurer's chance of scoring a critical success. Likewise if an Adventurer has a bonus to the Skill Test, it will increase the Adventurer's critical success chance.

The actual result of a critical success varies from skill-to-skill and the skill descriptions note the effects for a critical success. However Games Masters are quite at liberty to apply additional results to fit the circumstances; for example:

- The task is completed sooner.
- The task is completed to a higher degree of expertise than normal.
- The task is completed with élan and style, generally impressing witnesses.
- The Adventurer gains additional information or insight into the task thanks to their brilliance.

If a critical success is achieved while crafting jewellery, for instance, the Games Master may decide that the finished article is of unusually high quality or that the item was completed faster than usual.

Fumbles

If one can succeed critically, one can also *fail* critically: a situation known as a fumble. A fumble occurs when:

- The modified skill being used is less than 100%, the result is 99 or 00. The modified skill being used is equal to, or more than 100%, 00 is rolled.

Very highly skilled Adventurers, or those in circumstances that make using a skill easier, fail less often than Adventurers with a lower degree of skill, or in situations where circumstances have made a skill more difficult to use.

Essentially, fumbling is the diametric opposite of critical success – the Adventurer has botched the attempt so badly he has experience a dramatic failure.

The precise effects of a fumble depend on the skill and the skill descriptions offer guidance on what effects a fumbling Adventurer experiences. However, as a rule, fumbles normally result in one of the following mishaps:

- The task takes twice as long to finish and is still a failure.
- The task produces a useless result that actually makes further actions more difficult.
- The task is failed spectacularly, opening the Adventurer up to derision and scorn from witnesses.
- The Adventurer becomes impeded or even harmed by his failure.

Sorting Tests

In a sorting test, success is individual. For example, a group of bandits are attempting to outrun the local constabulary, which calls for opposed Athletics tests. Some of the bandits have an Athletics skill of 40%, some of 50% and some of 60%. The Games Master rolls a group test for the bandits, which results in a 49. Those with skills of 50% or more succeed, while the slower bandits begin to fall behind (unless the remainder of the bandits slow their progress to allow their fellows to keep up).

It is up to the individual Games Master when to move from multiple individual rolls to a group test. The former is certainly more authentic but the more individuals involved in the test, the longer it will take (and the more it will break up the flow of the game) to roll separately for each.

Large Groups and Percentile Success

From time-to-time, the Games Master may need to determine the success of a large group of people performing the same task, in a situation in which there is no room for error. In this case, he may simply take the skill or Characteristic being employed and use that as the percentage of success.

For Example: A group of 100 brigands is attempting to swim across a fast-flowing river a scant distance upstream from a 200 metre waterfall, an activity which calls for an Athletics Skill Test. Because of the speed of the current and the nearby waterfall, a failed Skill Test for an individual will result in their being swept away by the current. Rather than rolling 100 Skill Tests, or rolling only one to determine whether all 100 brigands made it across, the Games Master may simply take the Athletics skill as the percentage of success. If the Games Master rules that all the brigands have an Athletics skill of 75, then 75 of them will make it to the other side of the river. The remaining 25 will be swept away over the falls, presumably wondering why none of them had the presence of mind to find a safer place to cross the river.

Assistance

Adventurers often have the opportunity to help one another during various tests. The Games Master is the final judge as to which tests can be helped with assistance and which require an Adventurer to make the test alone. For instance, if an Adventurer is attempting to lift a huge log out of a road, then clearly several others can help him in the Athletics test required. However, an Adventurer trying to break down a barred door may jam up the doorway too much for anyone else's shoulder to fit. An Adventurer trying to recall the details of the local history of his own village cannot have strangers help him but several sages can piece together the history of the kingdom from their own memories.

Every assisting Adventurer adds his critical score to the primary Adventurer's skill. Remember to apply any relative modifiers to the assisting Adventurer's skill before determining the critical score.

The Games Master is the final arbiter of how many Adventurers may assist in any given test and how many attempts may be made in what period of time.

Opposed Skills

An opposed Skill Test occurs when one skill is *actively* resisted by another. For example a thief attempts to sneak past a wily palace guard who, being vigilant, is on the look-out for potential crooks.

In an opposed test both participants roll their respective skills. The winner of the test is the one who gains the higher level of *success*; if both participants have the *same* level of success, then the winner is the one with the *higher* dice roll within his skill range. (In the extremely unlikely situation that both Adventurers have exactly the same dice result *and* the same Level of Success, then the Adventurer with the highest skill wins. If it is still a draw, toss a coin to determine the winner!)

If both fail then a stalemate has occurred, forcing the opposed test to be rolled again at a later point.

For example: The cunning thief is attempting to sneak past the vigilant palace guard. The thief uses his Stealth skill, which is at 75%. The guard is opposing with his Perception skill of 60%. Dice are rolled. The thief rolls 71% and the guard rolls 59%. Both have succeeded but the thief has the higher roll within his skill range and sneaks past. Conversely, if the guard has rolled 59% and the thief had rolled 54%, again, both have succeeded but the guard has the higher roll and so spots the thief as he emerges from the shadows.

If both had failed then other circumstances would have intervened. In the previous example, for instance, a chambermaid might have entered the courtyard distracting the guard but interrupting the thief. Once she has passed, the opposed test can be attempted again.

Example: Alaric and Owain are engaged in a race. This calls for Athletics opposed skills. Alaric's Athletics is 35% and Owain's is 95%. The dice are rolled and Owain scores 94 – a very good roll since it is a high roll and less than his skill percentage. Alaric's roll is 02 – a critical success and this beats Owain's standard success. Alaric's lucky burst of speed clearly overwhelmed Owain's energy-conserving pace. Had Alaric rolled between 05 and 24, Owain would have won because whilst both Adventurers succeed, Owain's is the higher roll whilst still being a normal success.

Opposed Skill Tests are extremely useful for many situations where the skills of one party need to be weighed directly against the skills of another.

- Bargaining (Adventurers match Commerce and Commerce, or Commerce and Influence)
- Evading detection (Adventurer matches Stealth against the opponent's Perception)
- Persuading (Adventurer matches Influence against Persistence)
- Pursuits (participants match Athletics skills, or Evade against Athletics)
- Withstanding torture (Adventurer matches Resilience against Lore (Torture))
- Hiding or palming an object (Sleight against Perception)

Opposed Skills Over 100%

During opposed tests, whichever participant has the highest mastered skill subtracts 100% from it and uses the remainder as a penalty to *everyone* in the contest. Thus the most skilled participant has a skill of 100% and everyone else is less than this. This has the benefit of introducing an increased chance of failure for the lesser skilled opponents in the contest; thus improving the chance of a better victory level.

For example, Mikhail the mercenary possesses a Stealth skill of 120%. Since he is the most experienced character he reduces all his opponents' Perception skills by 20% and he himself is lowered to 100%.

The identification of who has the highest skill must be calculated *after* any other modifiers for circumstances have been applied.

Common Skills

Common Skills	Basic Percentage
Athletics	STR+DEX
Brawn	STR+SIZ
Culture (Own)	INT x2
Dance	DEX+APP
Drive	DEX+POW
Evade	DEX x2
Evaluate	INT+APP
First Aid	INT+DEX
Influence	APP +POW
Insight	INT+POW
Lore (Regional)	INT x2
Perception	INT+POW
Persistence	POW x2
Resilience	CON x2
Ride	DEX+POW
Sing	APP +POW
Sleight	DEX+APP
Stealth	DEX+INT
Swim	STR+CON
Unarmed	STR+DEX

The existence of Common Magic in a game is up to the Games Master. In a high-fantasy setting, then every Adventurer may know a few useful spells. In a grittier, lower-magic game, then only those who have studied a form of magic can cast spells. Ask your Games Master if Common Magic is available in your game.

Skills	Basic Percentage
Each Close Combat style	*STR+DEX*
Each Ranged Combat style	*DEX x2*
Common Magic	*POWx2*

Advanced skills are tied to previous experience, Cultural Background and Profession.

Armour Penalty and Fatigue

Wearing soft leather armour carries no penalties. Wearing armour of any other type puts on all non-Combat skills that involve agility, precision, flexibility or coordination (including Magical skills and spellcasting) a penalty of 10% multiplied by the number of armour points. Example: hard leather armour's penalty is 10% x2 or a 20% penalty. Combat skills are not affected.

Fatigue carries a penalty on all skills, as shown in the Character sheet.

SOFT LEATHER

HARD LEATHER

LINEN CUIRASS

RING MAIL

SCALE MAIL

CHAINMAIL

PLATE

Previous Experience

The next stage of creating an Adventurer is to determine their Adventurer's previous experience. Each Adventurer starts the game between the ages of 17 and 20, and were most likely considered an adult at age 14 or 15, depending on the culture. Therefore the Adventurer has already had many years-worth of learning and experience that needs to be reflected in his skills: this includes skills developed within the Adventurer's culture and those skills developed as part of professional training.

Previous experience therefore has three steps. First the player must pick the Adventurer's **Cultural Background**, which is a reflection of the kind of cultural upbringing the Adventurer has had. This provides certain starting skill bonuses reflecting this upbringing.

Second, the player must pick a **Profession** and gain further skills and skill bonuses associated with that profession. The list of professions provided is considered appropriate to an Adventurer, however, it is entirely possible that an Adventurer might be a tailor, rather than a sailor and the appropriate skills for that kind of profession will have to be determined between the player and Games Master.

Third, the player determines and allocates the Adventurer's **Free Skill Points**. These represent the remainder of the Adventurer's experience outside of his upbringing and profession.

Cultural Background

Adventurers come from one of four cultural backgrounds:

- Barbarian
- Civilised
- Nomad
- Primitive

Players are free to choose which Cultural Background their Adventurer belongs to, although Games Masters may insist that all Adventurers in a group come from the same one. This helps bring a group of Adventurers together, provides opportunities for friendships and community support to develop and provides a strong reason to explain why these individuals have come together. However it is not uncommon for Adventurers in the same group to come from very different Cultural Backgrounds and, where this is the case, a good variety of skills and magic gives the adventuring group flexibility and interest.

A description of each Cultural Background follows and includes a view of the culture from the perspective of one of its members. Included in the description is a list of skill bonuses and new skills appropriate to that culture.

Players should apply the skill bonuses immediately to the Common skills on their Adventurer Sheet and add the additional new skills, known as Advanced Skills, to the appropriate section of the sheet. In many cases a Cultural Background lists a range of skills and invites the player to pick one, or more, that will gain a bonus: in this way players from the same Cultural Background can ensure that their Adventurers are different in the areas they have developed.

Barbarian

Tribal in nature, barbarians tend to shun civilisation, viewing those who live in towns and cities as weak and corrupt. They are much closer to nature and live as one with the land, hunting and tending to their farms far out in the wilderness. Most are adept in the use of weaponry as they must face many dangers throughout their lives. Many have extensive boating or animal handling/riding skills.

Common Skill Bonuses	Combat Styles	Advanced Skills	Starting Money
All barbarian Adventurers gain the following bonuses: *+30% to Culture (Own) and Lore (Regional)* *+10% to Athletics and Resilience* *+5% to Brawn, Perception, Ride and Stealth*	Barbarian Adventurers choose **three** Combat Styles from the following, and gain a +10% bonus to each: *2H Axe, 2H Hammer, 2H Spear, Axe and Shield, Blowgun, Bow, Dagger, Hammer and Shield, Sling, Spear and Shield, Staff, 1H Sword, Sword and Shield, Unarmed*	All barbarian Adventurers gain the following Advanced Skills: *Language (Native)* *+50% Survival* In addition, barbarians choose **one** Advanced Skill from the following: *Craft (any), Lore (any), Play Instrument, Track*	Barbarians begin the game with 4D6 x20 Copper Pieces.

Civilised

Civilised Adventurers hail from an urban culture, which includes a village, town or city that is part of a wider network of similar settlements. In a civilised culture, education is becoming a right, not a privilege and the skills of the civilised Adventurer reflect this. However, he may be lacking in some of the skills that Adventurers from other backgrounds will depend upon for survival in a harsh world.

Common Skill Bonuses	Combat Styles	Advanced Skills	Starting Money
All civilised Adventurers gain the following bonuses: *+30% to Culture (Own) and Lore (Regional)* *+20% to Evaluate and Influence*	Civilised Adventurers choose **one** Combat Style from the following and gain a +10% bonus: *2H Spear, 2H Sword, Bow, Crossbow, Dagger, Polearm, Rapier, Spear and Shield, Spear, Sword and Shield*	All civilised Adventurers gain the following Advanced Skills: *Courtesy Language (Native)* *+50%* In addition, civilised Adventurers choose **three** Advanced Skills from the following: *Art (any), Craft (any), Language (any), Lore (any), Mechanisms, Play Instrument, Streetwise*	Civilised Adventurers begin the game with 4D6 x75 Copper Pieces

Nomad

Nomadic people are constantly on the move, with no home and hearth to call their own. They may move aimlessly about, or they may have several camps they move to and from throughout the year. With no crops and few herd animals of their own, nomads are adept at surviving on what they can quickly and easily scavenge from the land.

Common Skill Bonuses	Combat Styles	Advanced Skills	Starting Money
All nomad Adventurers gain the following bonuses: *+10% to Athletics, Perception, Resilience and Stealth* *+30% to Culture (Own) and Lore (Regional)* *+10% to ONE of either Brawn, Drive, Ride or Swim*	Nomad Adventurers choose **two** Combat Styles from the following and gain a +10% bonus to each: *2H Axe, 2H Hammer, 2H Spear, Axe and Shield, Blowgun, Bow, Dagger, Hammer and Shield, Sling, Spear and Shield, Spear.*	All nomad Adventurers gain the following Advanced Skills: *Language (Native) +50% Survival* In addition, nomad Adventurers choose **one** Advanced Skill from the following: *Boating, Craft (any), Language (any), Lore (any), Play Instrument, Track*	Nomad Adventurers begin the game with 4D6 x20 Copper Pieces.

Primitive

People of other cultures commonly dismiss primitive people as little more than animals. While mostly prejudice, it is true that primitive peoples have not mastered the technology that so many other cultures take for granted, as they still rely on flint spears and arrows and they are highly skilled at the basic knowledge needed for survival in the wild.

Common Skill Bonuses	Combat Styles	Advanced Skills	Starting Money
All primitive Adventurers gain the following bonuses: *+15% to Athletics, Perception, Resilience and Stealth* *+30% to Culture (Own) and Lore (Regional)*	Primitive Adventurers choose **one** Combat Style from the following and gain a +10% bonus. *1H Axe, 1H Hammer, 1H Spear, 2H Hammer, Blowgun, Bow, Dagger, Sling, Spear and Shield*	All primitive Adventurers gain the following Advanced Skills: *Language (Native) +50% Survival Track*	Primitive Adventurers begin the game with 4D6 x10 Copper Pieces.

Professions

Every player Adventurer starts the game having followed a profession. The profession he chooses may not necessarily be the one he continues to follow as he begins his adventuring life but it is the career he embarked on as part of the transition to adulthood and it further defines his skill development. The professions available are dependent on the Cultural Background; in some cultures the list of available professions is quite narrow because the needs of the community are straightforward and cultural traditions will push young adults along a certain path. In others, the list is more diverse, reflecting a more complex community and society with wider needs or cultural traditions that have diversified over the centuries.

Players should therefore examine the list of professions available to them based on the cultural background chosen in the previous stage of Previous Experience. Like the cultural background the profession offers bonuses to Common Skills and access to new Advanced Skills. These are applied to the Adventurer Sheet immediately.

Some professions also introduce Magical Skills. These Magical Skills are described in the Skills chapter, beginning on page 38.

If a profession duplicates an Advanced Skill gained through the cultural background (or the skill is offered as an Advanced Skill option and the player chooses it again) then the Adventurer gains a +10% bonus to it.

Professions

Profession	Cultural Background	Common Skill Bonuses	Advanced Skills	Magic
Acrobat	Barbarian, Civilised	Athletics +15%, Evade +15%, Sleight +10%	Acrobatics	
Alchemist	Civilised	Evaluate +10%, First Aid +10%	Lore (Alchemy)	Manipulate, Sorcery (Grimoire)
Animal Trainer	All	Driving +5%, First Aid +5%, Lore (Regional) +20%, Persistence +10%, Resilience +5%, Riding +5%		
Bard	All	Influence +5%, Lore (Regional) +5%, Perception +5%, Sing +10%, Sleight +5%	Select Two Language, Lore, Play Instrument	
Blacksmith	Barbarian, Civilised	Brawn +15%, Evaluate +5%, Hammer +10%, Resilience +10%	Craft (Blacksmith)	
Champion/ Knight/ Noble Warrior	All	Influence +5%, Athletics OR Brawn OR Riding +5% Pick any **two** Combat Styles appropriate to your culture, receiving both at a +10% bonus.	**Select Two** Courtesy, Culture (Other), Oratory, Play Instrument	
Courtier	Civilised	Influence +15%, Lore (Regional) +5%, Perception +5%, Sleight OR Dance +5%	Select Two Courtesy, Lore (Art), Lore (Heraldry), Lore (Philosophy), Play Instrument	
Craftsman	All	Evaluate +20%, Influence +5%, Persistence +5%	Craft (Any) Select One Craft (Other), Engineering, Mechanisms	

Profession	Cultural Background	Common Skill Bonuses	Advanced Skills	Magic
Diplomat	Civilised	Culture (Own) +10%, Influence +10%, Perception +10%	**Select Two** Courtesy, Culture (Other), Language (Other), Lore (Any), Play Instrument	
Explorer	Barbarian, Civilised	Lore (Regional) +20%, Perception +5%, Resilience +5%	**Select Two** Language (Other), Lore (Astronomy), Lore (Geography), Shiphandling, Survival	
Farmer	Barbarian, Civilised, Primitive	Athletics +5%, Brawn +10%, Driving +5%, Lore (Regional) +10%, Resilience +10%	Craft (Farming)	
Fisherman	All	Athletics +5%, Lore (Regional) +5%, Resilience +10%, Swim +10%	**Select Two** Boating, Craft (Any), Shiphandling, Survival	
Herdsman	Barbarian, Nomad, Primitive	First Aid +5%, Lore (Regional) +10%, Resilience +15%, Sling +10%	Survival	
Hunter	All	Lore (Regional) +10%, Resilience +10%, Stealth +10%, **One** missile weapon style appropriate to your culture +10%	Track	
Mercenary	Barbarian, Nomad, Civilised	Pick any **two** Combat Styles appropriate to your culture, receiving both at a +10% bonus. **Select Two** Athletics +10%, Driving +10%, Evade +10%, Evaluate +10%, Resilience +10%, Riding +10%, Unarmed +10%	Lore (Tactics)	
Merchant	Civilised, Barbarian	Evaluate +20%, Influence +5%, Lore (Regional) +5%	**Select Two** Commerce, Language (Other), Lore (Logistics), Shiphandling	

Profession	Cultural Background	Common Skill Bonuses	Advanced Skills	Magic
Miner	Barbarian, Civilised	Athletics +10%, Brawn+10%, Hammer +10%, Resilience +10%	Lore (Mineral)	
Noble	Civilised	Sword +10%, Influence +10%, Persistence +5%, Riding +5%	**Select Two** Courtesy, Culture (Other), Language, Lore (Any), Play Instrument	
Physician	Civilised	Evaluate +5%, First Aid +20%, Lore (Regional) +5%, Perception +10%,	Healing	
Priest	Barbarian, Civilised, Nomad	Influence +15%, Lore (Regional) +5%, Persistence +10%		Lore (Specific Theology), Pact (Cult or God)
Sailor	Civilised, Primitive	Athletics +10%, Lore (Regional) +5%, Resilience +5%, Swim +10%	**Select Two** Boating, Culture (Other), Language (Other), Shiphandling	
Scholar	Civilised	Culture (Own) +10%, Evaluate +5%, Lore (Regional) +5%, Persistence +10%	2 x Lore (Any)	
Shaman	Barbarian, Nomad, Primitive	First Aid +5%, Influence +5%, Lore (Regional) +5%, Persistence +5%	**Select One** Healing, Lore (Any), Survival	Lore (Specific Theology), Pact (Cult)
Soldier/ Warrior	All	Athletics +5%, Brawn +5%, Evade +5%, Resilience +5% Pick any **two** Combat Styles appropriate to your culture, receiving both at a +10%.	Lore (Tactics)	
Spy	Civilised	Evade +5%, Insight +5%, Lore (Regional) +5%, Perception +5%, Persistence +5%, Sleight OR Stealth +5%	**Select Two** Culture (Other), Disguise, Language (Other), Track	
Thief	All	Evaluate +10%, Perception +10%, Sleight +10%, Stealth +10%	**Select One** Disguise, Mechanisms, Streetwise	

Profession	Cultural Background	Common Skill Bonuses	Advanced Skills	Magic
Tracker	Barbarian, Nomad, Primitive	Athletics +10%, Perception +10%, **One** weapon style appropriate to your culture +10%	Survival, Track	
Witch	All	First Aid +10%, Insight +5%, Lore (Regional) +5%	**Select One** Healing, Lore (Any), Survival	Choose from: Lore (Specific Theology) and Pact (Cult or God) OR Manipulate and Sorcery (Grimoire)
Sorcerer	Civilised	Insight +5%, Lore (Regional) +5%, Persistence +10%	**Select One** Language, Lore (Any)	Manipulate, Sorcery (Grimoire)
Woodsman	Barbarian, Primitive	Athletics +10%, Axe +10%, Brawn +10%, Lore (Regional) +5%, Resilience +5%	Survival	

Free Skill Points

Every player Adventurer receives an additional 250 Skill Points to spend on their Adventurer. The player can add these Free Skill Points to his skills in the following ways:

- Add to a Common skill or Combat Style skill score.
- Add to an Advanced skill score, as long as the Adventurer already possesses the skill.
- Buy an Advanced skill. This costs 10 Free Skill Points and the Advanced skill starts at its basic Characteristic-derived score.
- Buy skills enabling Magic to be cast. If Common Magic is supported in the world setting, then the Adventurer will already have this as a Common skill; otherwise it will need to be bought as an Advanced Skill. The other magic enabling skills are Pact (Deity) and Lore (Specific Theology) – for Divine cult members or Manipulation and Sorcery (Grimoire) for Sorcerers.

Important Note: No single skill can benefit from more than 30 Free Skill Points. This means that an Advanced skill purchased with Free Skill Points cannot be increased by more than 20 points.

Local Time

Local Time is anything from a few minutes to a few hours (but not more than about six hours) and is used to generally measure specific activities, such as skill usage, that do not require the detailed attention of a Combat Round but require a specific concentration of effort with a definite end result. Picking a lock might take five minutes and this is a measure of Local Time. Observing the patrols made by teams of guards around a castle's walls might require several hours but is still a measure of Local Time. Usually, in Local Time, the following occurs:

1. The Adventurer states his intention (Local Time starts).
2. The Games Master assigns how long this takes to accomplish.
3. Any appropriate Skill Tests are made and the results noted.
4. The Games Master communicates the results and the time taken in step 2 passes (Local Time ends).

The sequence may then either continue in Local Time, move into Combat Rounds or even go into Strategic Time (see the following section).

Some examples of Local Time tasks and the typical time required are in given in the Local Time Table.

Local Time Table

Example Task	Time
Attempt a Craft or Lore skill.	5 minutes to 10 days, depending on complexity, tools available and so forth.
Attempt to influence, persuade, or seduce someone.	5 minutes to 6 hours, depending on the nature of the person being worked on.
Attempt to sway a crowd through oratory.	20 minutes to 6 hours, depending on the mood of the crowd.
Pick a lock.	1 minute to 1 hour, depending on the complexity of the lock.
Search a room thoroughly.	5 minutes to 2 hours, depending on the room's size.
Observe, note and understand a person or group of people's habits (through following them or observing from a distance).	1 hour to 6 hours.
Effect a functional repair on a piece of broken equipment, given the right tools and resources.	1 hour to 6 hours, depending on the circumstances.
Read a scroll, parchment or several chapters of a book.	10 minutes to 3 hours, depending on the complexity of the language and subject matter.
Pick up a trail and follow it using Tracking.	2 minutes to 2 hours, depending on local conditions.
Build a makeshift shelter, raft or similar.	3 to 6 hours.
Forage for food, set snares and so forth.	2 to 4 hours.
Prepare and cook a carcass for eating.	1 to 12 hours, depending on the SIZ of the carcass.

Strategic Time

Strategic Time is measured in days, weeks, months or even years. Detailed events within Strategic Time do not necessarily need to be described and routine tasks and activities that are generally covered using Local Time are abstracted and presumed to happen automatically and successfully (although this, again, depends on the circumstances).

Use Strategic Time for those periods where it is not necessary to know the detail, just the outcome – 'You sail for 10 days and reach the port by dawn on the 11th day'. 'You travel the moors for two days and spot the village in the distance on the third.' 'You spend a week studying the grimoire but are none the wiser at the end of it.'

Long distances and environmental factors may be important to Strategic Time and may also have an effect on Local Time and Combat Rounds. The Games Masters' Chapter offers some additional guidance on weather conditions and their effects.

Most of the time, Strategic Time will be concerned with how far Adventurers can travel depending on the mode of transport used. The Strategic Time Travel Table offers examples for various conditions. The travel times assume a travelling day of around 10 hours with regular stops for rest, water and food. If Adventurers are desperate and need to increase the distances given in the Strategic Time Travel Table, then they can effectively double the distance travelled in the Strategic Time period but gain a level of Fatigue if a Hard (–40%) Resilience roll is not successfully made. Naturally an appropriate Skill Test (Drive, Ride, Athletics and so on) also needs to be made to double the distance covered, along with dealing with any hazards that might need to be resolved in Combat Rounds or Local Time.

Strategic Time Travel Table

Travel Example	Distance Covered (kilometres)
Walking	30 per Day (10 hours)
Horseback at casual speed	60 per Day (10 hours)
Wagon at casual speed	15 per Day (10 hours)
Open Sea, favourable conditions	300 (in a 24 hour period)
Open Sea, unfavourable conditions	36 (in a 24 hour period)
Coast or River, favourable conditions	60 per Day (10 hours)
Coast or River, unfavourable conditions	32 per Day (10 Hours)
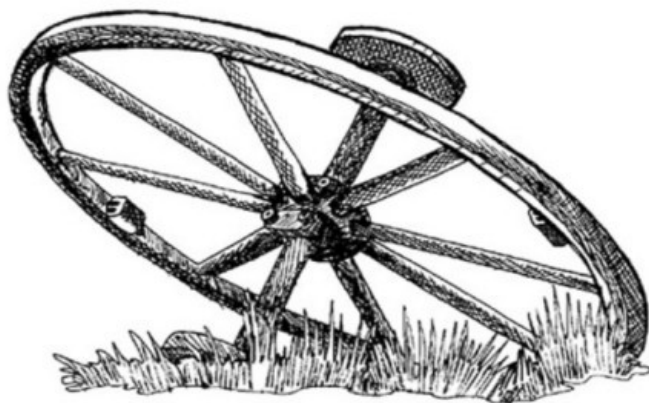
Ageing

The march of Time is inevitable. Unless an Adventurer is the lucky beneficiary of age-halting magic, he will get older and the effects of age will tell upon the frame. Normally the signs of ageing do not begin until the Adventurer reaches the age of 40. At that point, and for each year thereafter (the birthday perhaps, or an anniversary agreed between the Games Master and the player), the Adventurer should make two Skill Tests: one for Resilience and one for Persistence. Each test is at a penalty equal to the number of years over 40 the Adventurer has attained. Thus, a 50 year old Adventurer suffers a –10% penalty to the Resilience and Persistence tests.

If the Resilience and/or Persistence test is made successfully, the Adventurer does not incur any ageing effects *that year*. If either test fails, the Adventurer must roll on the appropriate, or both, columns of the Adventurer Ageing Table to determine which Characteristics suffer from the effects of ageing that year.

Adventurer Ageing Table

1D6	Physical Ageing (Failed Resilience)	Mental Ageing (Failed Persistence)
1–2	STR	INT
3–4	CON	POW
5–6	DEX	APP

Each Characteristic affected by ageing reduces by 1D2 points. These points can be recovered through normal Characteristic improvement, as described on page 71, representing efforts made by the Adventurer to keep themselves trim and alert as they grow older. What specific debilitating effects arise as part of the ageing process are down to the players and Games Master to define. Reducing STR or DEX indicates the general wear and tear on the body, for instance, with creaking joints and a gradual loss of mobility. Reducing INT indicates that age is starting to play tricks on the mind and memory, whilst reducing APP indicates that the Adventurer is getting craggier and more short-tempered, perhaps, as they get older.

Damage

Damage comes from a multitude of sources and the following rules account for the most common forms that Adventurers will face.

Acid

What is important here is the dilution of the acid more than its type or source. Acids are therefore classified as being Weak, Strong or Concentrated. For game purposes, it is assumed that contact with the acid is significant or sustained, rather than just a droplet or two.

A splash or spray of acid lasts only for a single round before it ceases working. Immersion in a considerable volume of acid however, inflicts the damage every round until the victim or location is removed and treated.

Acid Type	Damage per Combat Round	Treatable With...
Weak	1D3	Water – the residual acid can be washed away by the victim if a source of water, or similar fluid, is available. It takes a minute of washing to remove the acid: whilst being washed away the acid does not inflict any further damage but the victim must focus on treating the affected location with water and cannot undertake any further actions. If he interrupts the washing process he continues to suffer 1 point of damage per round until it can be completed.
Strong	1D6	First Aid skill – a successful First Aid roll is required to reduce the acid's type from Strong to Weak; the victim continues to sustain damage from the acid whilst the First Aid treatment is being made. Thereafter the weak acid can be treated as noted previously. If the First Aid roll is a critical success, then the acid is neutralised without needing further attention.
Concentrated	1D10	Healing skill – a successful Healing roll is needed to reduce the acid's type from Concentrated to Weak. Thereafter the weak acid can be treated as noted previously. If the Healing roll is a critical success, then the acid is neutralised without needing further attention.

Armour slows the effects of acid but does not stop it. An armoured location has its APs reduced by the acid's damage until it reaches zero Hit Points, at which point the damage is then transferred to the Hit Location that it had been protecting. Armour reduced to zero AP is rendered useless as the acid burns through bindings, straps and joints.

Asphyxiation/Suffocation/Drowning

If prepared, Adventurers are able to hold their breath for a number of seconds equal to CON x5.

If unprepared (and as the circumstances are too varied to summarise, Games Masters must determine if an Adventurer is prepared, or able to prepare), the Adventurer must make a Resilience roll successfully to be able to gasp enough air and retain it without panicking, for CON x1D6 seconds. If the Resilience roll fails and/or when the Adventurer reaches the point where he must struggle to breathe, then damage sustained through asphyxiation/suffocation or drowning is as follows:

Make a (further) Resilience roll.

- If the roll is a critical success, the Adventurer takes no damage that round.
- If the roll is successful, the Adventurer sustains 1D3 points of damage to the Chest that round.
- If the roll fails, the Adventurer sustains 1D3 points of damage to the Chest and Head that round.
- If the roll is fumbled, the Adventurer sustains 1D6 points of damage to the Chest and Head that round.

The process continues until the Adventurer is able to breathe normally again or they die.

Adventurers struggling for air can attempt to perform any appropriate skills that circumstances permit: Swim, for instance, or grapple with a foe holding them in a position where asphyxiation is occurring. However all such skill attempts are considered to be Hard (–40%).

Disease and Poison

Diseases and poisons take many different forms but for game purposes function in a similar way. First, the *Potency* of the disease or poison must be calculated. All diseases and poisons are rated for Potency between 10 and 100 (or higher). The Potency is then matched against the appropriate resisting skill (usually Resilience or Persistence) in an opposed test.

- If the resisting skill is a success then the effects of the disease or poison are avoided.
- If the resisting skill is a failure then the effects of the disease or poison are felt for the Duration.

Characteristics of Poisons and Diseases

Every disease or poison has a series of Characteristics that govern how it affects the target. The Characteristics are:

Application: How the poison or disease is administered:

- Ingested – The disease or poison is ingested through either eating or drinking.
- Inhaled – The disease or poison is inhaled through breathing or snorting.
- Contact – The disease or poison is absorbed through skin contact.
- Injected – The disease or poison must be injected directly into the body (via a needle, sting or some other direct means).

Onset time: The time prior to the effects taking hold. Poisons or diseases possessing multiple Conditions may have different onset times for each one.

Duration: The duration of the poison or disease's Conditions

Resistance Time: When or how frequently the Adventurer needs to make a Resistance roll to counter the disease or poison's effects.

Potency: The disease or poison's Potency, rated between 10 and 100 (or higher).

Resistance: How the disease or poison is resisted – either Persistence or Resilience, usually, but another roll may be called for.

Conditions: Every poison or disease has one or more Conditions. These have specific effects as described in the Conditions table and if a victim fails to resist the poison or disease, he suffers all the Conditions described. See the Conditions table, following.

Antidote/Cure: If the Adventurer succumbs to the poison or disease's Conditions, there is still a chance that an appropriate cure will mitigate the effects. If so, then the remedy will be noted here. Otherwise all non magical diseases and poisons can be alleviated by specific healing magic, such as the Cure Disease or Cure Poison spells.

Conditions Table

Condition	Effects
Agony	The victim is incapacitated with pain. The affected area, if a location, cannot be used for the poison's duration. If the poison affects the whole body, the Adventurer cannot move save to crawl slowly and scream.
Asphyxiation	Victim suffers asphyxiation – he collapses, unable to breathe and is incapacitated. The rules for Asphyxiation, found on page 76, are used.
Bleeding	Victim suffers a further Hit Point of damage every hour, from each location currently wounded, or from internal bleeding. Internal bleeding generally applies damage to all Hit Locations simultaneously.
Blindness	Victim becomes blind.
Confusion	Victim cannot use any knowledge, communication or magic skill.
Contagious	Victim can transfer the poison or disease by touch.
Deafness	Victim loses his hearing.
Death	Victim must make a Resistance roll. If the Resistance roll fails then the victim dies immediately. If the Resistance roll is successful then all Hit Locations are reduced to a negative equivalent of their starting value: the victim then has a number of minutes to live equal to his CON Characteristic. It requires either the Healing skill or appropriate disease or poison healing magic to stabilise the victim.
Dumbness	Victim's vocal chords are paralysed, preventing verbal communication or the casting of spells.
Exhaustion	Victim gains an extra level of Fatigue, on top of any they are currently suffering from.
Fever	The victim's body temperature fluctuates wildly – from hot to cold – and muscles ache. All skills are halved and the victim also suffers from nausea (see the Nausea entry).
Hallucination	Victim experiences delusions and cannot differentiate between real and imaginary experiences. His skills and abilities are unaffected but his ability to relate to the real world is seriously impaired and characterised by fear, panic, hatred and, in extreme circumstances, irrational violence.
Maiming	Victim suffers a permanent loss of one Hit Point in the location(s) affected, due to necrosis of the injured tissue.
Mania	Victim is driven to follow some compulsion; such as avoid water, paranoia, attack companions and so forth. The mania induced by the disease or poison will be noted in its description.
Nausea	Victim cannot eat and must roll against his Resilience every time he performs a stressful physical action to avoid being physically sick. The sickness lasts for 1D3 rounds during which he cannot act and, once it has ended, he suffers a level of Fatigue until rested.
Paralysis	Victim is unable to physically move.
Sapping	Victim loses Magic Points based on its potency.
Unconscious	Victim loses consciousness for a period specified in the disease or poison's description. When consciousness is regained the victim suffers a level of Fatigue.

Sample Diseases

These are samples of various diseases encountered during game play, to be used as they stand or as a template for Games Master designed infections.

Creeping Chills

Carried by the dreaded, chaos-tainted beastmen, Creeping Chills is spread by skin contact although the skin must be broken (through a wound, for instance) for the disease to take hold. Beastmen sometimes smear their weapons in their own blood, spittle or excrement all of which harbour the contagion. If contracted Creeping Chills takes 1D4 hours before its effects are felt. First, the victim feels a chilling numbness through his arms and legs, before this rapidly overtakes the whole body. As the chills spread, he is rendered partially incapacitated as per the following description.

Application: Contact

Onset time: 1D6 hours

Duration: 1D6+1 weeks

Resistance Time: Weekly. The first Resistance roll must be made at the end of the Onset Time, then weekly thereafter. Successfully resisting the disease allows the Adventurer to avoid suffering the Conditions until the next roll must be made. Thus victims of Creeping Chills often appear to recover, only to suffer a later relapse.

Potency: 50+ CON of Beastman carrying it.

Resistance: Resilience.

Conditions: Fever. If the Resistance roll fails the victim suffers shivering attacks, muscle ache and has all skills halved until the disease is cured.

Antidote/Cure: Cure Disease spell. Creeping Chills is a magical disease, meaning that only the Cure Disease spell can cure it.

Rabies

Carried by certain animals and transferred by a successful bite, rabies works on the brain, inflaming it and paralysing the throat. Victims begin with flu-like symptoms (muscle pains, coughing, fever) but within a few days the disease moves into its far more painful – and invariably fatal – phase.

Application: Contact

Onset time: 2D6 weeks

Duration: 2D6 days

Resistance Time: One Resistance roll

Potency: 80

Resistance: Resilience.

Conditions: Hallucination, Mania (hydrophobia), Death. If the disease takes hold, the victim suffers increasingly acute and debilitating hallucinations. Halfway through the Duration, manic hydrophobia automatically sets-in as the victim's throat swells, the body dehydrates and it becomes physically painful to swallow water. At the end of the Duration, the victim mercifully slips into a coma and dies.

Antidote/Cure: Cure Disease spell. Rabies is not a magical disease but its severity means there is no natural cure or antidote for it; healing magic is essential and must be administered prior to the conclusion of the disease.

Soul Palsy

Carried by certain supernatural creatures, Soul Palsy deliberately targets the victim's soul, eroding Magic Points. The disease is usually contracted through inhaling the demonic breath of the supernatural monster carrying it.

Application: Inhalation
Onset time: 1D3 days
Duration: 1D6 days
Resistance Time: Daily. The first Resistance roll must be made at the end of the Onset Time, then daily thereafter.
Potency: 65
Resistance: Persistence.
Conditions: Sapping. The Sapping condition saps 1D6 Magic Points if the daily Resistance roll is failed.
Antidote/Cure: Either the Cure Disease spell, or by drinking water specially Sanctified by a Priest of the victim's cult. The Sanctified water has a Potency of the Priest's Magic Points multiplied by five and it reduces the Potency of the Soul Palsy by this amount, either completely curing the disease or enabling the victim to better resist it.

Sample Poisons

Blade Venom

Blade venom comes from many sources: poisons milked from venomous creatures and then treated further; toxic plants and herbs; or by alchemy perhaps. Typically blade venom is a sticky paste that is applied to a blade or spear/arrow head. It must be introduced through an open wound and once it takes effect, it inflicts a terrible burning pain in the injured location.

Application: Injection
Onset time: 1D3 Combat Rounds
Duration: 2D6 minutes
Resistance Time: One Resistance roll.
Potency: 55.
Resistance: Resilience.
Conditions: Agony. If the victim fails his Resistance roll the poisoned location is incapacitated with pain. The effect continues until the Duration is completed.
Antidote/Cure: Each specific blade venom usually has a counteracting agent, such as urine or yoghurt, which soothes the pain. If the cure is applied successfully before the end of the Onset time then the blade venom is completely counteracted. Successful use of the Healing skill will also neutralise the pain.

Potent Snake Venom

This venom is of the kind typically injected by a poisonous snake such as a cobra or similar. Fangs are used to inject a neurotoxin in a dose sufficient to kill within a few minutes. The potency of the venom is based on either the quantity injected or the concentration – meaning that small snakes with quite small venom glands can often introduce a small amount of venom that is every bit as harmful as a large dose from a larger snake.

Application: Injection

Onset time: Nausia after 1D3 minutes, Paralysis after 3D6 minutes, Asphyxiation at conclusion

Duration: 1 hour

Resistance Time: The victim must make a Resistance roll at the Onset Time of each stage of the poison. Failure indicates that Condition has taken effect.

Potency: 80

Resistance: Resilience

Conditions: Nausea, Paralysis, Asphyxiation. The venom initially causes the victim to start feeling nauseous if the first Resistance roll is failed. The location bitten then suffers paralysis if the second Resistance roll is failed. At the end of the Duration the victim must succeed in a final Resistance roll or suffer respiratory failure.

Antidote/Cure: Anti-venom. Some cultures have perfected anti-venom remedies which have a Potency of 1D20+10. The anti-venom must be introduced with a successful First Aid or Healing roll and add their Potency as a bonus to the victim's Resilience roll to fight the venom throughout its duration.

Sleeping Draught

Application: Ingestion

Onset time: 1D8 minutes

Duration: 2D6 hours

Resistance Time: Hourly. The first Resistance roll must be made at the end of the Onset Time, then hourly thereafter. Success indicates the victim has woken up but remains groggy for the remainder of the Duration.

Potency: 75.

Resistance: Resilience.

Conditions: Unconscious. If the victim fails the Resistance roll he falls into a deep sleep remaining unconscious until he succeeds in resisting the draught, or the Duration expires. The victim awakes feeling groggy and lethargic, gaining a level of fatigue in addition to any already suffered.

Antidote/Cure: The sap of the foxglove plant can protect against the effects of a sleeping draught if taken in advance of the poisoning. Otherwise, there is no method save magic that can counteract the effects.

Falls

Falling can happen for a number of reasons. Failed or fumbled Athletics rolls to climb or jump often result in falls and Knockback can easily knock an Adventurer off a precipice or over a parapet. An Adventurer that takes damage from a fall ends up prone. Armour Points do not reduce falling damage.

Falling Distance

Distance Fallen	Damage Taken
1m or less	No damage.
2m to 5m	2D6 points of damage
6m to 10m	4D6 points of damage
11 to 15m	6D6 points of damage
16m to 20m	8D6 points of damage
+5m	+2D6 damage.

A creature of SIZ 8 to 9 treats the distance fallen as one metre less. A creature of SIZ 6 to 7 treats the distance fallen as three metres less. A creature of SIZ 4 to 5 treats the distance fallen as five

metres less. A creature of SIZ 2 to 3 treats the distance fallen as eight metres less. A creature of SIZ 1 or less treats the distance fallen as 10 metres less.

As long as the Adventurer was not surprised, they may attempt an Acrobatics test to mitigate falling damage – a successful test allows the Adventurer to treat the fall as if it were two metres shorter than it actually is. In addition, as long as this test is a success and the Adventurer is not reduced to 0 Hit Points in a location due to the fall, the Adventurer lands relatively safely and is not prone.

Adventurers falling onto soft surfaces (such as thick moss or a hay stack) may treat the distance they fall as halved for the purposes of damage. The Games Master will decide whether this applies or not.

Adventurers falling onto damaging surfaces (such as pit spikes or a concrete floor bubbling with two inches of acid) will suffer the effects of the surface to all locations that are damaged in the fall.

Falling Objects

A falling object imparts an amount of damage based on its SIZ and the distance of the fall. An object imparts 1D6 damage for every six points of SIZ (or fraction thereof), plus an amount of damage equal to the Damage Taken column of the Falling Distance chart on page 82 – including any adjustments for objects of smaller size.

For example, an anvil with SIZ 10 inflicts 2D6 damage. If said anvil fell from a height of 5 metres, it would impart an additional 2D6 damage! If a small rock SIZ 1 was dropped from the same height, it would inflict 1D6 damage but would gain no extra damage from the fall.

Fire/Cold

Fire and intense heat can come from numerous sources, such as naked flames or super-heated metal.

An Adventurer normally takes damage from fire or heat only for a single attack. However, if an Adventurer is immersed in the source of the damage (such as standing within a burning room or being burned at a stake), then every round the damage the fire causes will continue. The amount of damage suffered from fire or heat will depend on its intensity, as shown on the Fire and Heat table. The damage from the heat source is applied every Combat Round until the heat source is extinguished or removed, or the Adventurer manages to escape from it.

Fire and Heat

Damage Source	Example	Damage
Flame	Candle	1 point
Large Flame	Flaming brand	1D6 points
Small Fire	Camp fire, cooking fire	3D6 points
Large Fire	Scolding steam, large bonfires, burning rooms	6D6 points
Inferno	Lava, inside a blast furnace	9D6 points

Cold can be just as deadly, though generally harder to implement as a lethal weapon. If something is cold enough to cause damage, it will cause damage according to its intensity, just like fire or heat.

Cold

Damage Intensity	Example	Damage
Chill	A winter wind	1 point
Cold	A frozen pond	1D3 points
Intense Cold	Ocean waves	1D6 points
Freezing	Arctic Environment, summer	2D6 points
Intensely Freezing	Arctic Environment, winter.	3D6 points

Down Time

Down time is the period in between adventures when Adventurer spend their hours relaxing, training, carousing, researching, or simply getting on with their mundane lives. It is deliberately not a period that requires a Games Master to invest with any great detail but it can be interesting and fun to find out what Adventurers have been up to in their down time and, perhaps, use some of their activities either as the basis for a scenario or to form part of one.

Activities

The Adventurers can get-up to countless activities during Down Time and they do not need to be specific about them unless they are associated with improving the Adventurer in some way, or might have a useful implication for further adventures.

If the Games Master (and players) want to know what happens to their adventurers during Down Time and do not wish to fill in the blanks deliberately, here are some suggestions for common activities.

Odd Jobs

The Adventurer takes on paid, part-time work using his skills as an Adventurer. The work is generally non-hazardous and relatively poorly paid. Either choose an odd job or roll randomly. To see how much the Adventurer earns, either decide how many days are spent in the odd job, and multiply it by the Payment per Day figure, or roll 1D20 to randomly determine the number of days.

To see how successful the Adventurer was in the job, roll a second 1D20. If the die roll is a 20, this indicates that the Adventurer was sacked from the job for some reason and pay was withheld (or worse). If a 1 is rolled, then the Adventurer performed a sterling service. Double the earnings

Cost of Living

When not adventuring, Adventurers have living expenses like everyone else; food, rent, taxes, socialising and so forth. Of course, how much an Adventurer chooses to spend depends almost entirely on what they have available to spend. Living luxuriously to one Adventurer may seem like border-line poverty to another, depending on what Adventurers are used to.

Odd Job Table

1D20	Job	Payment per Week	Notes
1	Bar Keep	7 CP	Free lodging
2	Bard/Busker	5D8 CP	
3	Bodyguard	1D6 SP	Free lodging
4	Bouncer	1D2 SP	Free drink
5	Burglary	1D100 SP	
6	Farmhand	3 CP	Free food and lodging
7	Gambler	1D100 SP	Free set of dice or cards
8	Grave Digger	5 CP	Free shovel
9	Hunter	1D10 SP	Free food
10	Librarian/Research Assistant	2 SP	May conduct personal research whilst working
11	Local Politics	2D3 SP	
12	Manual Labourer	7 CP	Free lodging
13	Militia Duty	2 SP	Free food and lodging
14	Odd-Jobber	1D10 CP	
15	Rat Catcher/Pest Control	2D3 CP	Free net
16	Rent Collector	1D6 SP	
17	Salesman	1D3 SP	
18	Tax Collector	1D6 SP	
19	Teacher	1D10 CP	Free chalk and slate
20	Temple Assistant	2 SP	Free lodging
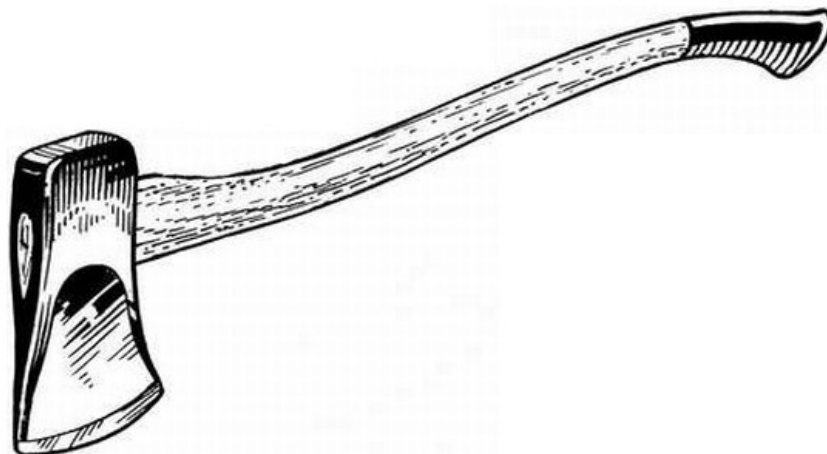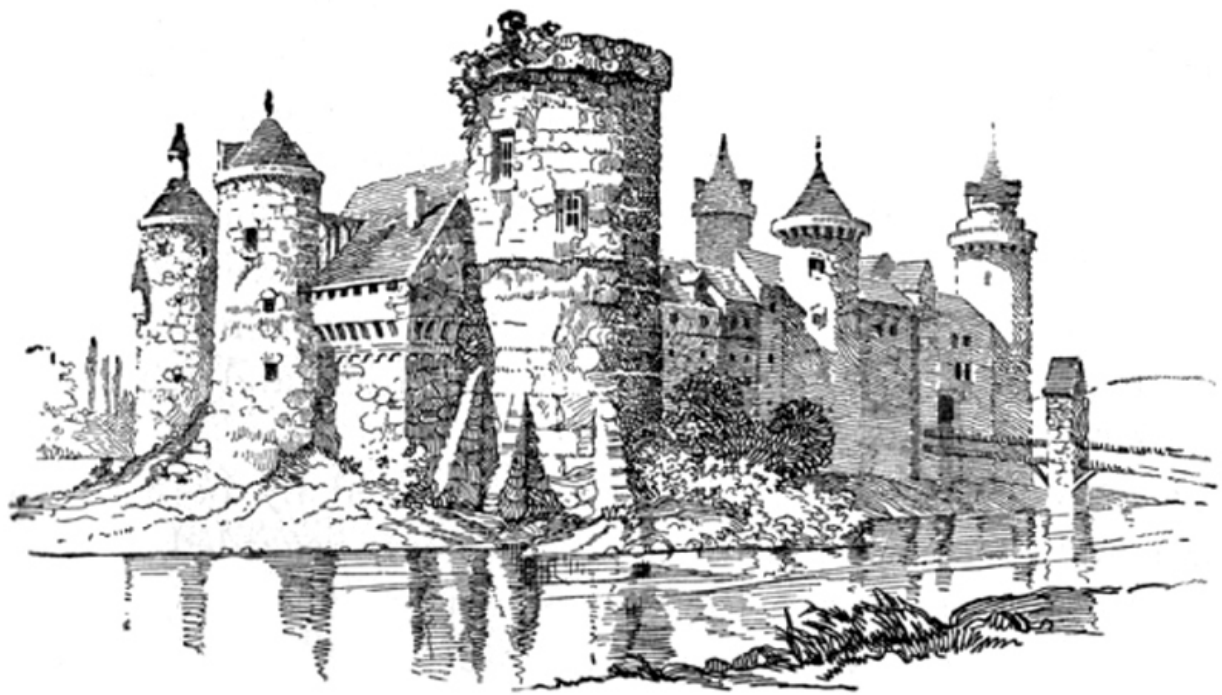
Inanimate Objects

Like Adventurers, inanimate objects – such as doors, walls, statues and so forth – can also sustain damage.

All inanimate objects have Armour Points and Hit Points. Except for the most unusual of circumstances, attacks on inanimate objects will automatically hit – Adventurers simply need to work out how much damage they deal.

The object's Armour Points will be deducted from any damage dealt as normal, with the remainder being applied to its Hit Points. Once an object's Hit Points have been reduced to zero, it is smashed and useless.

The Inanimate Objects table gives a range of examples of inanimate objects, along with their Armour Points and Hit Points.

Inanimate Objects

Object	Armour Points	Hit Points
Boulder	10	40
Castle gate	8	120
Castle wall (2m section)	10	250
Chain/shackle	8	8
Club	2	8
Dagger	5	5
Hut wall (2m section)	3	15
Iron door	12	75
Rope	6	3
War sword	5	10
Wooden chair	2	6
Wooden door (normal)	4	25
Wooden door (reinforced)	6	30
Wooden fence (2m section)	4	5

Overloading

An Adventurer can carry equipment with a total ENC that is less than or equal to his STR+SIZ without penalty.

An Adventurer carrying total ENC greater than his STR+SIZ is Overloaded.

- Overloaded Adventurers suffer a –20% penalty to all tests that require physical actions, including Weapon Skill Tests and most tests that have DEX or STR as a Characteristic (some exceptions being Sleight and Mechanisms).
- Overloaded Adventurers have their Movement halved. They also suffer a –20% penalty to all Fatigue tests.

Healing

Healing can come from a variety of sources: First Aid and Healing skills are obvious, as is magical healing in the form of spells: these healing forms are dealt with in their respective descriptions. However, Adventurers also heal naturally and the rate of natural healing is dependent on the Adventurer's Resilience.

Natural Healing

The amount of Hit Points an Adventurer naturally regains is based on the Resilience value, as shown in the Natural Healing Table:

Natural Healing Table

Resilience Value	Healing Rate
01–10	1 Hit Point per 72 hours
11–30	1 Hit Point per 48 hours
31–50	1 Hit Point per 36 hours
51–70	1 Hit Point per 24 hours
71–90	1 Hit Point per 18 hours
91+	1 Hit Point per 12 hours

There are certain restrictions on natural healing, as follows:

- An Adventurer cannot engage in anything other than light activity: if the Adventurer undertakes anything strenuous then the rate of healing is treated as one stage lower on the Natural Healing Table thus, an injured Adventurer with Resilience 44% heals at a rate of 1 Hit Point every 36 hours. If he decided to assist his colleagues in defending the village from attack, his Healing Rate would drop to 1 Hit Point every 48 hours, for the duration of the time he engages in work related to the village's defence.

- Natural healing will not heal a Major Wound until that location has either been treated with a successful Healing test (see page 60) or significant magical healing has been applied.

Magical Healing

However magical healing is achieved, whether from a spell, prayer or potion, it has an instantaneous effect.

In addition to the restoration of Hit Points, any location suffering a Major Wound that receives even a single Hit Point's restorations through magical healing of commensurate power immediately stops bleeding and can benefit from natural healing.

If an Adventurer has been knocked unconscious due to suffering a Major Wound, the restoration of a single Hit Point to the wounded location that caused the unconsciousness will revive them.

Unless specifically stated in the magic's description, magical healing cannot re-attach severed limbs or revive the dead.

COMBAT

Combat is an inevitable part of the game. Violence, whether it is a squabble descending into fisticuffs between childhood rivals, a drunken bar-room brawl, or a duel to the death between mortal enemies, is handled using these rules.

Combat has certain hallmarks that are worth bearing in mind; these are as follows:

* Combat is a deadly business, irrespective of an Adventurer's level of skill. A well-placed blow can take down the hardest or best armoured Adventurer.

* Combat is tactical. Good tactical decisions or choices can greatly influence the outcome of a battle. The combat rules are designed to support tactical options.

* Combat should be fun. Although it deals with violence - and does so seriously - there is little like a good, well orchestrated melee to get the pulse racing and the adrenalin flowing.

* Combat aims to be cinematic. What is meant here is that melees and ranged combat can emulate the feats seen in television and movies - be they dashing, swashbuckling duels; gritty, bloody one-on-one combats, or large-scale, epic stand- offs between heroes. The combat rules are designed to handle all such confrontations in a free-flowing manner and without interruptions.

Components of Combat

Most combats consist of very similar components using very similar timeframes. These components are as follows:

Strike Rank

How long does it take for an Adventurer to perform a Combat Action? This span of time, in seconds, is the Strike Rank of that action. Dexterity and Size are most relevant to determine the Strike Rank of a particular action. Other factors that may affect SR are Fatigue and, for a spell, magical power spent.

As soon as a Combat Action has been performed, whatever the result, the character, if he is still able, can get started on his next action, which will take as long as its own SR to be completed. The basic Ranks are:
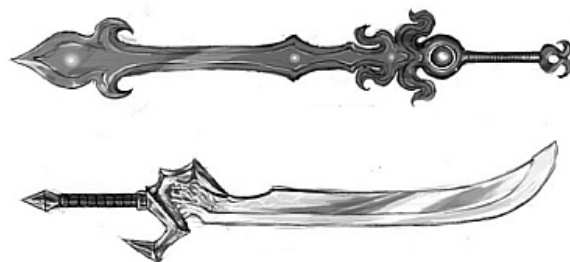
Size Strike Rank:

    SIZ 01/09 -- SizSR: 3
        10/15 -- SizSR: 2
        16/19 -- SizSR: 1
        20/21 -- SizSR: 0

(For SIZ higher than 21, SizSR remains 0)

Dexterity Strike Rank:

    DEX 01/09 -- DexSR: 4
        10/15 -- DexSR: 3
        16/19 -- DexSR: 2
        20/21 -- DexSR: 1

(For DEX higher than 21, DexSR remains 1)

Melee Strike Rank = DexSR + SizSR

Combat Round

Sometimes it's easier to measure time in fixed periods. A Combat Round is a period of 5 seconds. The main use of Rounds is timing natural or magical effects. For instance: a spell may remain active for a span of 10 rounds (50 seconds), a character may lose a level of Fatigue or a fixed amount of Hit Points every round, etc.

Combat Skills and Styles

Combat skills are purchased as styles. Learning the style 'Broadsword and Shield' costs the same skill points as learning 'Greataxe', thus avoiding the necessity of having to train each weapon in a combination separately. Alaric, for example, has the Combat Style 'Spear and Shield'; this Combat Style combines the techniques of spear attack and shield defence but does not cost Alaric two separate skills to gain - they are trained together.

There is a myriad range of different Combat Styles and Adventurers can create their own combinations to mirror personal preferences, cultural fighting styles or professional requirements. Some typical examples are:

Sword and Shield (any one-handed sword and any shield type); Mace and Shield; Sword and Dagger (any one-handed sword coupled with a dagger which is used for parrying but may also be used for attack); Two- Handed Sword (a large sword requiring two hands to stabilise but inflicting greater damage).

In situations where the user of a 'two weapon' or a 'weapon and shield' Combat Style is unable, for whatever reason, to utilise part of the combination, then the wielder's skill is unchanged but he does lose the advantage of having two weapons or the defensive capabilities of his shield. Adventurers trying to decide what sort of Combat Style to select should consider the following:

* Two handed weapons normally grant an advantage in inflicting damage.

* Shields allow the user extra points in Parry, as well as protecting against missile attacks - which most weapons cannot parry.

* Using two weapons simultaneously also permits the wielder an extra attack per Combat Action and maintains combat effectiveness even if one weapon is pinned, entangled or dropped. Secondary off hand weapons must be one size category smaller than the main weapon, unless both are small.

* One handed weapon styles are not as physically damaging, but allow one hand free for casting Common Magic, Sorcery spells and touch-range spells.

* Unarmed Combat Styles have few direct benefits save that the user is always able to fight and protect themselves when lacking a weapon. An unarmed attack can be made with any part of the body, except for the torso. Thus limbs, wings, tails and even the head can be used.

Missing Weapons: An Adventurer who is missing some of the weapons for his Combat Style does not suffer any further penalties. For example, if Alaric is forced to use his Spear and Shield Combat Style when he lacks a shield, he loses the protection of the shield but there is no penalty to his skill.

Combat Actions

Combat Actions (CA), the key steps in a combat's progression, are used when attempting any kind of activity during a combat; for example, to attack, defend, change engagement stance, cast spells and so forth. How an Adventurer's Combat Actions are used is completely up to the player, who may be as aggressive or defensive as he wishes. When combined with Strike Rank, CA take on a dynamic nature, since which CA you choose determines how long it takes to act. Every Combat Action needs time; the exact moment in which a CA takes place depends on how long it takes for the character to be ready and able to perform it. The following are activities an Adventurer can attempt by spending one Combat Action during a fight. Evade and Parry are special in that the first can be used at any time as a reaction to an incoming threat, and the second is always active as long as the user is fighting fit and wielding a weapon or shield.

* Attack in hand-to-hand combat: The Adventurer can attempt to strike an opponent with a hand- to-hand weapon. Melee Strike Rank in seconds.

* Attack with missiles: The Adventurer fires a missile at an opponent. DEX Strike Rank in seconds.

* Cast Spell: The Adventurer can attempt to cast a spell. DEX Strike Rank plus number of Magic Points invested in seconds.

* Change Stance: The Adventurer can shift from standing to prone or vice versa and anything in between. DEX Strike Rank in seconds.

* Delay: An Adventurer can decide to pause to assess the tactical situation. He spends his time doing nothing useful. When he decides to act again, it's a new Combat Action starting from zero seconds.

* Evade: Adventurers can attempt to dive or roll clear of missiles or a charging attack. This action can also be declared in response to an anticipated attack. Evade is an immediate action. The CA the character was trying to perform is lost following an Evade attempt.

* Mount/Dismount: The Adventurer can mount or dismount a riding beast. DEX Strike Rank in seconds.

* Move: If unengaged, tthe Adventurer may move his full movement rate, normally 8 metres. DEX Strike Rank in seconds.

* Sprinting: The Adventurer moves up to 5x his normal Movement. Movement allowance therefore increases to 40m (5x normal Movement of 8m), but a sprint lasts a full round. In other words, when an Adventurer declares that he will sprint, he spends the following 5 seconds running. The time span of the sprint may be cut short if the distance the Adventurer wants to cover is shorter than 40m. For example: sprinting 16m only takes 2 seconds.

* Parry: The Adventurer attempts to deflect an incoming attack. This is an immediate response to attacks and does not hinder any other action the Adventurer is in the middle of performing. Parry is only possible when wielding hand-to-hand weapons, or a shield. This action can also be declared in advance of an expected attack by adopting a purely defensive stance, which is mainly useful to prone Adventurers.

* Ready Weapon: The Adventurer may draw or sheath a weapon. This CA takes DEX Strike Rank in seconds. Dropping a weapon costs no CA. Retrieving a dropped weapon within reach costs two CA: one to retrieve the weapon and a second to return to a readied stance.

The size categories are Small, Medium, Large, Huge, and Enormous. Further sizes are beyond the scope of mere mortal encounters. The Equipment chapter provides more information on sizes for each weapon in the game. However, as a simple guide, use the following to calculate which size category a weapon belongs to.

* Small - Human unarmed combat and light single handed weapons less than a kilo in weight; a dagger, for example.

* Medium - Single handed weapons over a kilo in weight; a scimitar, for instance.
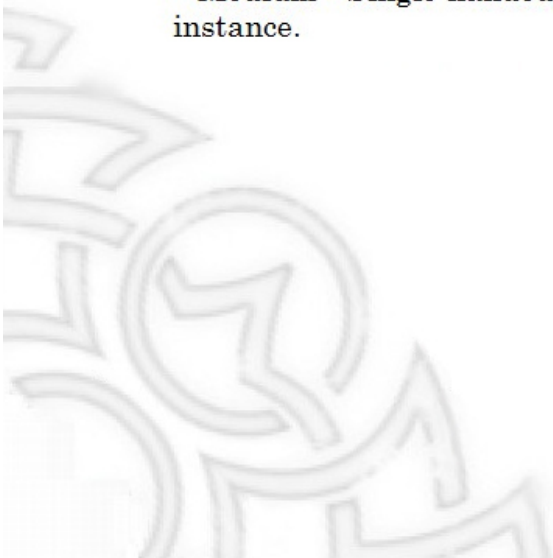
* Large - Long hafted weapons such as polearms or spears.

* Huge -Two handed slashing, chopping or bashing weapons, like great axes.

* Enormous - Weapons used by very large creatures: tree trunks used by giants, for example.

Combat Mechanics

Fighting is a brutal recreation of close combat. Most battles are resolved in a blow by blow progression, each attack representing a single swing of a weapon. Even if an Adventurer manages to roll a successful strike at an opponent, the foe is allowed their own roll to see if they can parry the blow. The same mechanism is used whether the attacks are missile weapons against opponents diving for cover, a ferocious wrestling match, or trying to evade a charge of angry dinosaurs.

Attacks and Parries

To make either an Attack or Parry both the attacker and the defender must roll against their appropriate Combat Style. The attacker's and defender's results are noted because the difference between them is crucial to the outcome of the exchange. If the attack misses then the parrying participant doesn't have to roll to complete the parry.

Successful Roll

If the attacker succeeds with the attack and his foe fails to parry, he rolls weapon damage and adds his Damage Modifier (if any).

If the defender succeeds in his Skill Test, then he can compare his result to the result of the attacker. Higher roll wins. In case the attacker has the higher result, his blow penetrates the defenses of his target and he rolls damage. In case the defender manages to beat the attacker's level of success, the attack fails and causes no damage.

Special Successes

If the attacker's roll is a critical and the defender's is not, the attacker hits and gets to do a Combat Manoeuvre. If both combatants roll a critical, they are treated as normal successes. If the defender's roll is a critical and the attacker's is not, the defender has tricked his foe into fumbling: the attack fails and the attacker must roll in the Fumble table.

If the two rolls are identical both in Levels of Success and in rolled number, the combatant with the higher relevant skill score wins. If these are identical two, both combatants must roll 1d6. The one who rolls higher wins the upper hand.

Unsuccessful Roll and Fumbles

If both combatants fail, then the attack/parry sequence ends and combat continues on. If either combatant rolls a fumble, then they must also make a roll on the fumble table appropriate to their weapon or combat type. Fumbling during a combat can have disastrous results and always results in a roll on

the appropriate Fumble table. There are three Fumble tables; one for Close Combat fumbles (including parries and evading), one for Natural Weapons and one for Ranged Weapons. When a Fumble occurs, roll on the appropriate Fumble table for the action involved.

Close Combat Fumble Table: Roll 1d20

01-03 Falter - Cannot attack on next active Combat Action but may defend.
04-06 Drop Weapon - Weapon falls 1D4 metres away.
07-09 Lose Balance - Lose next 1D3 Combat Actions.
10-12 Damage Weapon - Weapon takes damage from opponent's parrying weapon directly to its HP, ignoring its Armour Points. Else weapon strikes an inanimate object (tree, wall, ground and so on) and does damage to itself.
13-14 Stumble - Trip and fall prone. Forfeit next 1D3 Combat Actions. All defensive actions at a -20% penalty.
15-16 Lose Armour - Armour is smashed and offers no more protection. Needs repairs to be functional again. If not armoured, roll again.
17-18 Hit Ally - Accidentally strike a nearby companion for normal rolled damage. If no ally within reach, hit self instead.
19 Unlucky - Roll twice, ignoring any rolls of 19 or 20.
20 Doomed - Roll three times, ignoring any rolls of 19 or 20.

Natural Weapon Fumbles: Roll 1d20

01-03 Hesitate - Cannot attack on next active Combat Action but may defend.
04-06 Numb Limb - Limb is temporarily paralysed until a successful Resilience roll is made, starting next Combat Action.
07-09 Entangle Self - Lose next 1D3 Combat Actions.
10-12 Damage Limb - Limb is injured from striking opponent's parrying weapon, armour or an inanimate object (tree, wall, ground and so on) and does damage to itself.
13-14 Sprawl - Trip and fall prone. Forfeit next 1D3 Combat Actions. All defensive actions at a -20% penalty.
15-16 Injure Limb - Limb is reduced to 0 Hit Points, suffering a Major Wound.
17-18 Hit Ally - Accidentally strike a nearby companion for normal rolled damage. If no ally within reach, damage is done to self instead from wrenching a random location.
19 Fated - Roll twice, ignoring any rolls of 19 or 20.
20 Cursed - Roll three times, ignoring any rolls of 19 or 20.

Ranged Weapon Fumbles: Roll 1d20

01-03 Disoriented Attacker - loses target and next active Combat Action.
04-06 Drop Weapon - Weapon falls 1D2 metres away.
07-09 Snare Weapon - Lose next 1D3 Combat Actions.
10-12 Lose Weapon - Weapon string either snaps or weapon is lost when thrown.
13-14 Damage Weapon - Weapon, when fired or thrown, suffers rolled damage to itself ignoring Armour Points.
15-16 Hit Ally - Accidentally strike a nearby companion for normal rolled damage.
17-18 Misfire - Inflict normal damage on self.
19 Bedevilled - Roll twice, ignoring any rolls of 19 or 20.
20 Damned - Roll three times, ignoring any rolls of 19 or 20.

Combat Manoeuvres

In a combat situation, the attacker can try for a special manoeuvre to inflict more than simple damage to his target. Such an attempt must be announced before rolling for attack. The attacker must specify the manoeuvre he is trying to do; the roll is then made with a penalty of -40% and, if unsuccessful, the attack fails completely.

A normal attack roll that results in a critical success allows the attacker to perform a free Combat Manoeuvre of his choice from the list below. A critical success in any attack roll is always considered as a successful Combat Manoeuvre, except if bested by a higher critical parry.

Bash Opponent - Attacks can be used to deliberately bash the opponent off balance. The recipient is forced backwards by one metre for every five points (or fraction thereof) of damage rolled. Bashing works only on creatures up to twice the attacker's SIZ. The calculation uses the damage value originally rolled by the attacker, before any subtractions due to armour, magic and so forth. If the bash forces the opponent into an obstacle then the recipient must make a Difficult (-20%) Athletics Skill Test to avoid falling prone.

Bleed (Cutting Weapons) - Causes a wound that begins to bleed critically, if the attack overcomes Armour Points and injures the target. The defender must make an opposed roll of Resilience vs. the attacker's original attack roll. If the defender fails, then a major artery or vein is cut and the wound inflicts a level of Fatigue at the start of each new Combat Round. Bleeding wounds can be stopped by the successful use of the First Aid skill but the recipient can no longer participate in any strenuous or violent action without opening the wound up again. Fatigue levels gained by blood loss remain until sufficient time has passed for the body to recover.

Bypass Armour - The blow finds a gap in the defender's protection. This counts against worn armour or the natural skin/fur/shell of creatures. If striking a target that has both natural protection and wearing armour, then the attacker must decide which one is bypassed. Physical protection gained from magic is considered as being worn armour.

Choose Location - The attacker may freely select the location where the blow lands, as long as that location is normally within reach.

Damage Weapon - The opponent's weapon is damaged. The winner rolls the damage for his weapon and applies it to his opponent's. The opponent's weapon uses its own Armour Points for resisting the damage. If reduced to zero Hit Points the weapon breaks.

Disarm Opponent - The opponent must roll an opposed test of his Combat Skill vs. the original attack roll. If the recipient of the disarm fails, he loses his weapon. Two handed or entangling weapon wielders may add a bonus of +20% to their skill for this check. Disarming works only on creatures of up to twice the attacker's STR. If the attacker has a hand free, he can grab the opponent's weapon on a successful Disarm.

Impale (Thrusting Weapons Only) - Weapons such as spears or daggers may impale. Impaling weapons may roll damage twice with the attacker choosing which damage result to use for the attack. If armour is penetrated and damage results, then the attacker has the option of leaving the weapon in the wound, or to yank it free. Leaving the weapon in the wound inflicts a skill penalty; -10% per size category of the weapon (for example, -10% for small weapons such as arrows or daggers, -20% for medium weapons and so on). Successfully withdrawing an impaled weapon during melee costs a Combat Action and requires a successful Brawn roll. This causes further injury to the same location equal to the normal damage roll for that weapon but without any Damage Modifier. Armour does not reduce withdrawal damage. Whilst it remains impaled, the attacker cannot use his impaling weapon for parrying.

Maximise Damage - One of the weapon's dice automatically does maximum damage. For example a warsword, which normally does 1D8 damage, would instead be treated as an 8 whereas a greatsword with 2D8 damage would inflict 1D8+8 damage. This does not affect the Damage Modifier of the attacker, which must be rolled separately.

Stun Location (Bludgeon Weapons) - Weapons such as maces, hammers and so on, can temporarily numb the location struck. (Roll 1d20 to randomly determine which location.) The defender must roll an opposed test of his Resilience vs. the original attack roll. If the defender fails, then a limb is rendered useless, a torso blow causes the foe to stagger winded (may only defend), or a head shot renders the foe unconscious. The duration of incapacitation is equal, in Combat Rounds, to the damage that penetrated the armour. If no damage penetrated, then the impact was insufficient to stun.

Sunder (Two-handed Weapons) - Damages armour worn by the opponent. Apply the weapon damage (after reductions for magic) against the AP value of the armour. Any surplus damage in excess of the AP is then used to reduce the AP value of that armour location. If any damage remains after the armour has been reduced to zero AP, it carries over onto the Hit Points. This effect may also be used on the natural armour of creatures, as the blow opens up a horrific gash in their hide, smashes chitin and so forth.

Trip opponent - The opponent must roll an Opposed Test of Evade vs. the original attack roll. If the opponent fails, he falls prone. Quadruped opponents may substitute their Athletics skill for Evade and gain a +20% bonus to their skill for this test.

Take Weapon (Unarmed Only) - As for 'Disarm Opponent' but only when using Unarmed skill. If successful, the Defender ends up with the Attacker's weapon in his own hands.

Close Combat Situations

Various modifiers may be applied when using a weapon, or as the result of a Combat Manoeuvre, as shown on the Situational Modifiers table. These modifiers are applied to attacking, parrying and evading equally. The skill modifier applies directly to the skill in question and multiple modifiers stack.

Situational Modifiers:

Target is helpless: Automatic Critical Hit
Target surprised, prone or attacked from behind: +20%
Attacking or defending while prone: -20%
Attacking or defending while on unstable ground: -20%
Attacking in a confined situation: -10%
Defending while on lower ground or against mounted foe: -20%
Weapon pinned: cannot parry unless has a second weapon or a shield, in which case parry is at -20%
Weapon three or more sizes smaller than enemy's weapon: cannot parry unless has a large enough second weapon or a shield, in which case parry is as normal
Fighting in partial darkness: -20%
Fighting in darkness: -40%
Fighting while blind or in pitch black: -60%

Keep in mind that some races have senses that allow them to bypass the problems caused by darkness.

The following tactics and circumstances also affect Close Combat. Each has its own guidelines to reflect the action being undertaken:

Cover

If a target is in cover or partially covered by an object (such as a wall, door or fence), any attack that hits a covered location will instead hit the object. See Inanimate Objects table. Cover affects both Ranged and Close Combat attacks.

The normal way of negating cover is to use the Choose Location Combat Manoeuvre to aim at the visible parts of the target - or to strike through the cover if the weapon is capable of penetrating it.

If the cover is total but the attacker knows his attack will penetrate the cover, he cannot use Choose Location to target a specific location and suffers a -40% penalty to his attack. Note that this only applies where the Attacker:

* Is 100% certain that the target is behind the cover.

* The cover is not so extensive as to permit the target to move freely behind it.

Thus, a target lurking behind a bush can still be attacked, even though the attacker might not be able to see his quarry. However a target behind a lengthy hedgerow is completely obscured and the attack will automatically fail.

Evading

Some attacks such as missile fire, destructive spells, charging creatures or even dragon's breath, can be very difficult to avoid. In these circumstances all an Adventurer can do is hurl himself to the ground, or dive behind cover to escape the effects.

Evasion attempts are always treated as Opposed Tests, pitting the relevant attack skill against the Evade skill of the Defender. If the Attacker wins then inflict damage as normal. If the Defender wins damage is completely avoided. Whatever the result, the evasive gambit momentarily places the Defender at a disadvantage as he regains his balance, preventing him from performing an attack with the CA available on their next Strike Rank.

Some circumstances prevent a character from evading:

* The Adventurer is helpless or prone.

* There is nowhere to evade to (balancing on a rope above a lake of lava, for example).

* A mounted Adventurer may evade only by rolling out of the saddle, automatically dismounting.

If an Adventurer is facing a close combat attack against which he has no applicable defence - either because his weapon has been broken, dropped or - then he may choose to defend himself by using Evade. However, using Evade as a melee defence involves giving ground or leaping aside, placing the Defender at a disadvantage.

Knockback

Any attack which causes more damage than the SIZ of the recipient automatically results in a knockback. The recipient must immediately make an Athletics test to avoid falling prone from the force of the blow. He is also shoved one metre for each five points of damage (or fraction thereof) exceeding the target's SIZ. This calculation uses the original damage roll before subtractions due to parrying and armour.

Note that Knockback is different than the Bash Combat Manoeuvre. A Bash is a deliberate tactic based on timing and technique, whereas a Knockback is the accidental side effect of awesomely powerful blows. The former is not directly affected by SIZ, whereas the latter is.

Mounted Combat

Whilst mounted, the combat skills of a warrior cannot exceed the value of the Ride skill. However, the warrior gains the following benefits:

* The warrior may add the SIZ of his mount to his own for the purposes of avoiding Knockback, as long as he can make a successful unopposed Ride Skill Test.

* He can add the Damage Modifier of his mount to his own when charging with a braced weapon. A weapon braced for a charging attack cannot be used for defence until the charge has been completed. Weapons which impale during a charge remain in the body of their target and will be lost if the mount continues past.

* Using a CA the rider may substitute either his own Combat Style or Ride skill instead of his mount's, to defend the mount against attacks.

Multiple Opponents

No penalties are suffered if facing multiple opponents. The inherent disadvantage occurs simply in the fact that the combatant will become swamped by his enemies.

If outnumbered in an environment where movement is still possible (not pinned against a wall or forced into a corner, for example), a surrounded Defender may use a Combat Action (a normal movement action) to dodge his foes and break free of encircling. The attackers participate in a single (group) Opposed roll matching their Evade skill against the Evade skill of the Defender. Those who fail to beat the Defender cannot attack him, as they become blocked by the position of their allies. Those opponents who win against the Defender may perform a free attack. Unless the Defender wishes to disengage entirely and run away, the number of opponents cannot be reduced to less than one.

An example of how this works in practice would be a swashbuckler using the tables, chairs, stairs and chandeliers in a tavern to block his multiple foes, whilst he whittles them away one-by-one.

Pulled Blows

Sometimes an Adventurer wants to hurt or incapacitate, but not maim or kill, his opponent. By using Pulled Blows, which also includes using the flat of a blade, as well as limiting the force applied, the Adventurer can deliberately halve the damage inflicted for a successful hit. The Adventurer must declare that he is pulling a blow before making the attack; otherwise the damage is applied as per a normal attack.

Surprise

Surprise is gained when one side in a combat manages to launch an attack without the other side being aware of the intention and is thus unprepared for it. A carefully staged ambush is the most common situation for surprise to occur but there will be other circumstances.

A surprised Adventurer is one who:

* Has completely failed to notice an impending attack through a Perception roll.

* Is attacked when completely unprepared (suddenly waking up, or absorbed with another activity). In these circumstances modifiers to combat rolls reflecting the surprised Adventurer's status (a -20% penalty for a freshly awoken and groggy character, for example) may apply. In addition, the surprised party suffers an immediate +5 SR for their first CA: they can only evade or parry for one round.

Unarmed Combat

Adventurers or creatures who can reach an opponent with their natural weapons may use their Unarmed skill interchangeably with any other weapon style they may be using: even with both hands occupied, they can use kicks, head-butts, etc. Unarmed attacks do 1D3 points of damage.

Unusual Combat Conditions

Whilst climbing an Adventurer's Combat Skill cannot exceed the value of his Athletics skill.

Bipedal Adventurers may only use a single limb to attack or defend, requiring the others to cling to the surface they are scaling.

Whilst swimming an Adventurer's Combat Skill cannot exceed the value of his Swimming skill. Only thrusting weapons capable of impaling can be used successfully when immersed in water and those will only inflict half damage. All other weapons are impotent. Natural attacks which involve ramming, biting or strangulation are unaffected.

Ranged Attacks

Ranged weapons include bows, slings and thrown melee weapons such as spears and daggers. Just as with close combat, ranged combat participants use the skill or style associated with their ranged weapon to fire a missile and attempt a successful attack - as long as they are within range of the target. Ranged attacks cannot be used by a character who has opponents fighting him in close combat.

Ranged attacks can usually only be parried by shields: Defenders lacking a shield have the option to dive for cover using Evade (see page 136). What this means is that, unless an opponent can take evasive action or parry, an Attacker using a ranged weapon has an immediate advantage because attacks that are undefended automatically gain the Attacker an appropriate Combat Manoeuvre. This is a deliberate design mechanic highlighting the potential lethality of ranged weapons in the hands of a competent warrior. Certain specific notes concerning ranged attacks are as follows:

Aiming

By increasing the amount of time spent in aiming a missile weapon, an Adventurer can increase his chance to hit. For every Combat Action that an Adventurer spends aiming, he gains a bonus to his Ranged Weapon skill equal to his critical range (10%) in that skill. For example, Alaric has Sling 46%. By doing nothing but aiming for two CA he loses a few seconds (DexSR x 2 in seconds) but gains two additional +5% bonuses, taking his chance to hit to 56%.

Loading Ranged Weapons

Crossbows and similar weapons need extra time to be reloaded after being fired. The number of seconds it takes to load a ranged weapon is listed in its statistical entry in the Ranged Weapons table.

Ranged Attack Situational Modifiers

Wind

Moderate wind: -10%
Strong wind: -50%
Gale force and above: Attack automatically fails

Target Visibility

Target obscured by smoke, mist or is in partial darkness: -20%
Target obscured by thick smoke, fog or is in darkness: -40%
Target is completely obscured: Automatic Failure

Target Condition

Target is helpless: +10%
Target prone: -20%

Attacker Condition

Attacker is prone: -20%
Attacker is underwater: -40%
Attacker is on unstable ground: -20%
Attacker is blinded: Automatic failure

Firing into a Crowd

When firing a ranged weapon into a crowd, Close Combat or any group where the target is adjacent to one or more other potential targets, there is always a chance the Attacker will hit someone other than the target he was aiming at. If the attack misses, the firer might have hit one of the individuals adjacent to the target (the Games Master will decide who). The accidental target may try to evade or parry this attack as normal, with Surprise modifiers if the accidental target is friendly to the firer.

If the accidental target successfully evades a ranged attack, the projectile continues on its original path and is lost.

Firing on the Move

Ranged weapons can be used from horseback or chariots but the chance of success cannot exceed the Attacker's skill with either Ride or Drive, as appropriate. If an Attacker is running then his attack percentage cannot exceed his Athletics skill.

Impaling Ranged Attacks

An Adventurer that impales an enemy with a Ranged attack (a thrown spear or fired arrow) obviously does not have the option of immediately attempting to yank out the projectile.

Range

A target within the weapon's effective Range may be attacked without penalty. A target beyond this Range but within the weapon's maximum Range may be

attacked but the Attacker's effective Weapon skill is halved (before other modifiers are applied). Attacks against targets beyond the weapon's max Range automatically fail.

Damage and Wound Levels

If an attack strikes successfully, it causes damage according to the damage rating for the weapon (see the statistical entries for Close Combat and Ranged weapons in the Equipment chapter). A shortsword, for instance, inflicts 1D6+1 damage. The rolled damage for the weapon or attack is modified in the following ways:

* Add or subtract the Damage Modifier for the Adventurer making the attack.
* Modify the damage from any weapon enhancing (or reducing) magic.

Hit Locations

A successful attack sometimes damages a specific Hit Location. To determine which location has been hit, roll 1D20 and compare the number rolled with the Humanoid Hit Location table.

Humanoid Hit Locations

1D20	Hit Location
1-3	Right Leg
4-6	Left Leg
7-9	Abdomen
10-12	Chest
13-15	Right Arm
16-18	Left Arm
19-20	Head

Some unusual creatures have slightly different Hit Location tables to reflect their own unique physiology. Such creatures have their modified Hit Location tables listed with their description.

Wounds

If the damage inflicted by the attack is above zero, then the Hit Location sustains that amount of damage, which is immediately removed from the location's Hit Points and from total Hit Points. Note how many Hit Points the location has remaining. As long as the Hit Location has positive Hit Points, the wounds are cuts, scratches, bruises and contusions. They hurt, they may bleed but are not significant enough to slow down or hamper the victim.

If a location is reduced to zero Hit Points or below, the victim receives a Major Wound.

If the location is a limb, the victim is permanently scarred and cannot attack (but can still parry or evade) for the next 1D3 Combat Rounds due to being stunned or distracted by the pain of the wound. The limb is rendered useless until the location is restored to positive Hit Points. If a leg, the victim drops prone. If an arm, he drops whatever he is holding unless the object is strapped on. If the location is the head, chest or abdomen, the victim falls unconscious.

If the attacker's weapon is a cutting one, or one that can penetrate flesh and firmly stick to it (for example a monster's jaws or claws) and the location affected by the Major Wound is the head or a limb, the Adventurer must immediately make an Opposed Test of Resilience versus the successful attack roll of his enemy. Failure results in the location, head or limb, considered to be severed or ripped off. If a severed or ripped-off limb is not treated within a number of minutes equal to the Adventurer's CON+POW, the Adventurer dies from blood loss and shock. A severed or ripped-off head results in an instant and gratuitous death.

Since most Major Wounds require some form of surgery or major magic to heal, the sufferer will be very unlikely to recover from a major wound in time to rejoin combat.

Spirit Combat

An incorporeal spirit trying to possess the physical body of a creature, or engaging another incorporeal spirit in combat, must make a Skill Test of Persistence. If successful, the defendant must immediately make an Opposed Test of Persistence versus the successful roll of the attacking spirit. If the being with a physical body is defeated, it is possessed. A defeated incorporeal spirit is forced to return to the Spirit Plane.

The Combat System: an example of gameplay

Taurog the Barbarian (played by Max), Gudwald the Clever (played by Neil)
and Jen Manyskills (played by Lucy) are in the middle of a game session.
After two days of travel through the wilderness they found a crevice
in a wooded hillside, an opening that widens out into a tunnel leading down
into darkness. This could be the entrance of the ancient vault they have been
looking for, where great treasures are said to be hidden! They step inside...

Game Master: "The tunnel winds down through the earth. It smells of mold
and stagnant water. You don't think anyone has been here in a long time."
Neil: "What does it look like?"
GM: "Two metres wide, and high enough for you to stand. The walls are
smooth and natural in formation. The floor feels damp under your feet."
Neil: *(holding the torch)* "Do we see the end?"
GM: "No."
Max: "We move forward, cautiously, watching out for anything weird. Taurog
first, Gudwald with the torch, and Jen behind him."
GM: "Okay. After many twists and turns you reach the end of the tunnel.
It's completely fenced off with a barrier of crude wooden boards."
Max: "Ah! Now we're getting somewhere! I kick it down."
Lucy: "Hey! Careful!"
GM: "The wood is rotten and swollen from waterlog, and breaks easily.
The barrier falls into pieces. Taurog peers into a large, shadowy hall."
Lucy: "A hall? Not a natural cave room?"
GM: "That's right. The hall has a domed ceiling and is about twelve metres
across. The walls are painted with old, faded murals. The floor is made of
canted flagstones. There's a huge pillar of red stone, ten metres ahead, in
what might be the center of the hall... or not, as the torchlight doesn't
reach the darkness beyond."
Max: "Yes! Finally! It's the entry hall of the vault!"
Neil: "Gudwald walks towards the pillar to cast some light on the other end
of the hall."
GM: "Okay, you come face to face with two zombies coming from the shadows."
Neil: "ACK!"
GM: "We go into combat. Everyone, think of your actions."
Lucy: "These zombies, they have weapons?"
GM: "They're gripping wooden clubs. They can claw and bite, too, you know."
(A few moments go by.)
GM: "Ready? Let's start. Second one."
(Nobody is fast enough to act on the first second.)
GM: "Second two."
Max: "I shoot an arrow at a zombie, the one further away from Gudwald."
Lucy: "You're using your bow? Why not charge at them with your axe?"
Max: "Because this is faster, the room is big enough to wield a long bow,
and the enemies don't have shields!"
(Taurog has a DexSR of 2, so he can shoot an arrow on second two. If
he wanted to engage the enemies in melee, he'd have to run at them, an
action that takes DexSR in seconds, then swing his axe, an action that takes
MeleeSR in seconds. His MeleeSR is 3, so he'd need 2 + 3 = 5 seconds.
He wouldn't be able to hit the zombie until second five.)
GM: "Roll."
(Max rolls two 10-sided dice and gets a 64. His Bow skill is 72%, so he
succeeds. Zombies don't have the Evade skill, and these ones can't parry
arrows since they don't have shields, which means the attack is automatically

a critical success. Max gets to perform a free Combat Manoeuvre.)
Max: "Choose Location: I target the chest." (He rolls 2d8+1 for damage
and gets a 12. The zombie has no armor and only 7 HP at his chest.)
GM: "The zombie's chest explodes! The head and both arms fall to the ground.
The legs and the abdomen are still standing, though."
Lucy: "Ugh! Gross."
GM: "Anyone else acts on second two?"
(Neither Jen nor Gudwald are ready to act yet.)
GM: "So, second three. Anyone?"
Neil: "Yeah, me. I strike at the nearest zombie with my sword."
(Gudwald's MeleeSR is 3, so he had to wait until second three to attack.
His Sword skill is 49%. He rolls a 14, a success. His enemy automatically
gets a chance to parry. The zombie's Club skill is 40%, and he rolls
a 30, a better success than Gudwald's.)
GM: "The zombie succeeds at deflecting your sword with his club."
Neil: "But my roll was closer to a critical than his!"
GM: "But it wasn't a critical, so higher success wins. Anyway, second four."
Lucy: "I cast Protection 2 on Gudwald."
(Jen has a DexSR of 2, and wants to spend 2 Magic Points. As 2 + 2 = 4,
she had to wait until second four to act. She has a Common Magic skill
of 43%, but her Linen Cuirass gives her a -20% penalty to cast. She needs
to roll 23 or lower to succeed. She rolls a 38, failing to cast the spell.)
Lucy: "Meh."
GM: "We're still at second four. Anyone else?"
Max: "Yeah. Two seconds passed, so Taurog can use his bow again.
I shoot the other zombie." (He rolls a 56, hitting the zombie. He
goes with Choose Location again, and this time chooses to hit the head.
He rolls 10 for damage, enough to bring the location's HP under zero.
The zombie is beheaded.)
Lucy: "Hah hah! The poor things, they never got to do anything!"
GM: "Zombie number 2 was going to attack on second four... but Taurog has
a better skill score, so he shot him before he could strike."
(Two actions in the same second are simultaneous if they don't interfere
with each other. If they do, the GM has to determine which action happens
first. The higher relevant score wins.)
Max: "Final result: all enemies wiped out in four seconds flat. We rule!"
GM: "Oh no. Sorry to burst your bubble, but a menacing figure emerges from
the shadows at the other end of the hall. It's a huge broo! "
Max, Neil & Lucy: "A BROO!?"
Lucy: "I'm not going near that thing, they carry horrible diseases!"
Max: "Details, please. Weapons? Armor? Shield?"
GM: "The broo is wearing a heavy gown made of black fur. He's empty-handed."
Max: "Haw! What a loser! In second six, I'll shoot an arrow at him."
GM: "Second five. Anyone? No? Then the broo acts, as he has a DexSR of 1.
He sends a spirit to attack Taurog. Max, make a Persistence roll."
Neil: "It's a BROO SHAMAN!?"
Lucy: "Max, that spirit will possess Taurog unless you win in spirit combat!"
(The spirit makes its Persistence roll. Max fails, as he rolls a 87,
higher than Taurog's score of 52%. Taurog is possessed!)
GM: "Sooo... second six. Nobody? Okay, in second seven, Taurog drops his bow,
draws his axe, and turns to attack Jen."
Lucy: "NOOOO!"
(The battle goes on with Jen trading blows with the possessed Taurog while
Gudwald and the broo face each other. Things look grim for the party...)

PLAYER CHARACTERS: NON-HUMAN RACES

ELVES

Elves are intelligent and mobile half-plant creatures, descendants of humans from long ago who used chaos to change themselves. Elves still have the shape and appearance of their distant human ancestors, but they cannot breed anymore with the 'meat-people'. They have a natural affinity with magic. Their largest communities can be found in forests or woody environments. Elves need very little food, as they can survive for long periods of time on sunlight and water. Known types of elf are as follows:

Brown Elves: These are associated with deciduous trees, and are the most common type of elf. They can pass as humans.

Green Elves: Associated with coniferous trees, they are usually found in pine forests, but they also live in most brown elf forests.

Red Elves: Also known as 'goblins', these beings are associated with ferns and mosses and are common in the great swamps.

ELVES AS PLAYER CHARACTERS:

* Only brown elves can be player characters.

* A brown elf PC at the creation stage starts with POW 14, but only has 150 Creation Points and 150 Free Skill Points. He doesn't have limits on maximum scores for Characteristics.

* He starts with the Survival skill at double the normal score.

* A brown elf PC has natural Infravision.

* A brown elf PC can completely recover his total Magic Points by dropping one level of Fatigue.

DWARVES

Dwarves are short, stocky humanoids, with smooth grey skin and reddish marble-like eyes, who look somewhat like walking stone statues. They are the descendants of humans who lived in barren caves during the chaotic ages and assimilated hard stone into their bodies in order to survive. Some of them make their homes in human cities, but most still favor rocky environments, like mountains or the deep underground. They can eat human food as well as all sorts of stones, ores and gems.

DWARVES AS PLAYER CHARACTERS:

* A dwarf PC at the creation stage starts with STR 14, CON 14 and APP 6. He only has 150 Creation Points and 150 Free Skill Points. He doesn't have limits on maximum scores for Characteristics.

* He starts with the Survival skill at double the normal score.

* A dwarf PC has natural tough skin worth 5 Armour Points

* A dwarf PC has natural Infravision.

TROLLS

Trolls are sometimes called Men of Darkness, but their race has no ties with mankind. Their true origin is in the Dark Underworld. The original trolls reached the surface world following the secret pathways of the great demon invasion in the Age of the Dead Sun, and quickly populated the world wherever they could, fighting many wars against the other intelligent races. The Dark Trolls of today are their offspring.

Trolls look like huge humanoids with very dark skin, bestial faces, claws and fangs. They live in their Darklands and sometimes, if they are tolerated, in human cities. They can be active during the day, but they prefer a nocturnal lifestyle. They can eat anything.

TROLLS AS PLAYER CHARACTERS:

* A Troll PC at the creation stage starts with STR 16, SIZ 18 and APP 6, but only has 150 Creation Points and 150 Free Skill Points. He doesn't have limits on maximum scores for Characteristics.

* He starts with the Survival skill at double the normal score.

* A troll PC has natural Echovision.

* A troll PC can completely recover his total Hit Points and heal all Hit Locations by dropping one level of Fatigue.

PLAYER CHARACTERS: WORLD BACKGROUND

There are four playable races in the area of Eldarad: the PC can be a human, an elf, a dwarf or a dark troll. There are five possible backgrounds relative to geography and culture: the Armavair Empire, the Broda kingdoms, the Nathri kingdoms, the Laharabad nomadic tribes or (at the discretion or the GM) the native Immaril people.

The vast majority of the residents in the Eldarad city community come from the Empire. The Armavair Empire is a more or less civilized state with a cultural/technical level similar to that of the Roman Empire. A player character born in the Empire can be of any race (all four exist in the Empire, and have a status of equality) and belong to any religious cult - except for those of Maiestas Legifera (because in that case the character would be a civil official, not an adventurer) and Dekus Abavus (because that cult is inimical to the Empire). He may also learn sorcery.

The Broda kingdoms are a barbaric confederation of human tribes and dwarven clans. They have a very crude feudal organization, and are ruled by a hereditary aristocracy. Some areas within Broda territory are Darklands - powerful troll enclaves under the control of the cult of Sors Immanis - but the Broda refuse to treat with them, and wars are frequent. The Broda are also

hostile to the Empire, but in the area of Eldarad the two peoples coexist in mutual tolerance. A Broda barbarian PC is limited in his selection of races and cults, and cannot be a sorcerer.
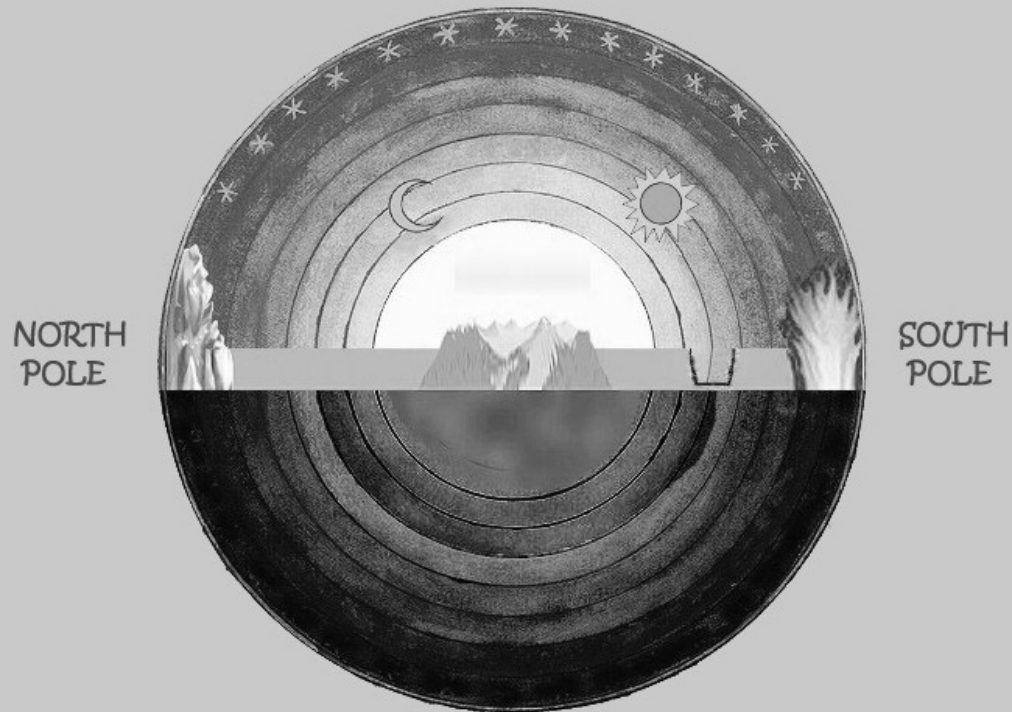
The Nathri state is a theocracy, under the rule of the barbarian cult of Dekus Abavus. Dekus is a war god who opposes everything that entered the world after the death of the Sun Emperor. The Nathri cult of Dekus follows a very strict policy of being anti-elf, anti-dwarf, anti-troll, anti-sorcery, anti-chaos and, in broad terms, against anything and everything that is non-human and non-Nathri. The Nathri in Eldarad are quite numerous; they have their own district in the city community, and maintain a large temple to Dekus Abavus. They are, however, forced to accept the presence of other races and cultures, as they are not strong enough to wipe them out. A Nathri barbarian PC must be a renegade who gave up his homeland and his religious tenets (otherwise he wouldn't be able to get along with the other PCs). He must be human, his choice of cults is very limited, and he cannot be a sorcerer.

The character may have arrived to Eldarad from the far north, from the steppes of the Laharabad tribes. The Laharabad are horse-riding nomads, warriors and herdsmen. A Laharabad PC must be a human, his choice of cults is very limited, and he cannot be a sorcerer.

If the character is an Immaril, then he didn't come to Eldarad from faraway lands in search of adventure - he was born there, in the area of the campaign setting! The Immaril are a human tribe of primitive hunters and fishermen, the only native people in the lands around Eldarad. An Immaril PC must be a human, his choice of cults excludes all major organized religions, and he cannot be a sorcerer.

The world sphere from the side

NORTH POLE

SOUTH POLE

UNDERWORLD

AIR

WATER

LANDMASS

PIT OF AESTUS

Earth disc from above

NORTH POLE

OCEAN

OCEAN

THE PIT
OF AESTUS
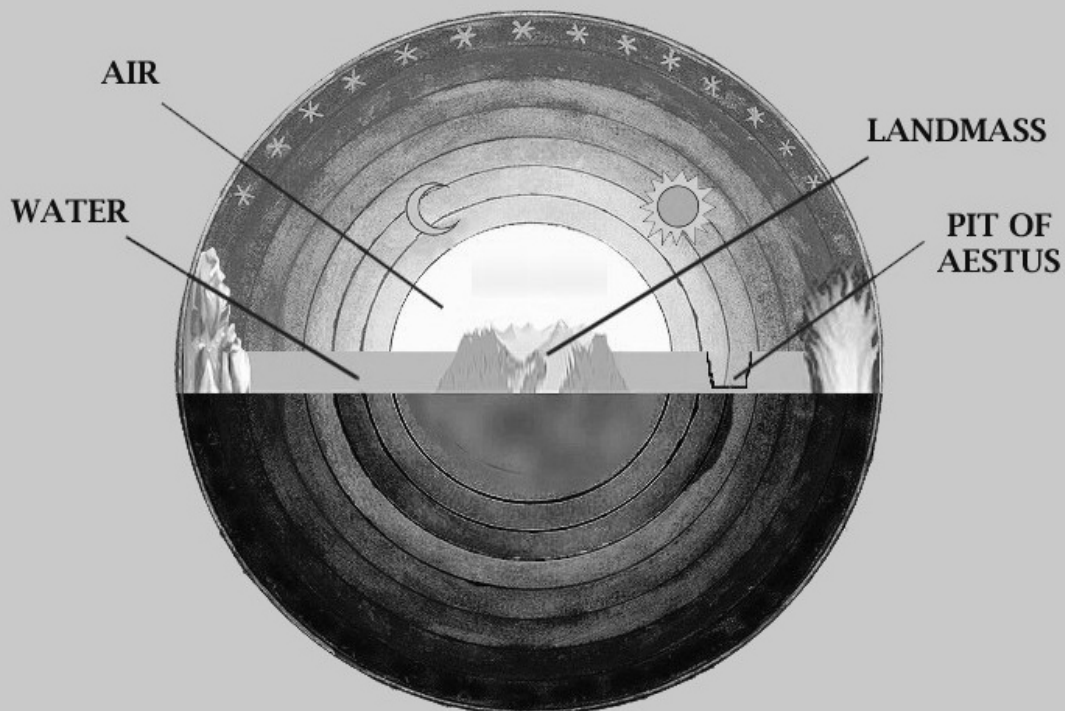
SOUTH POLE
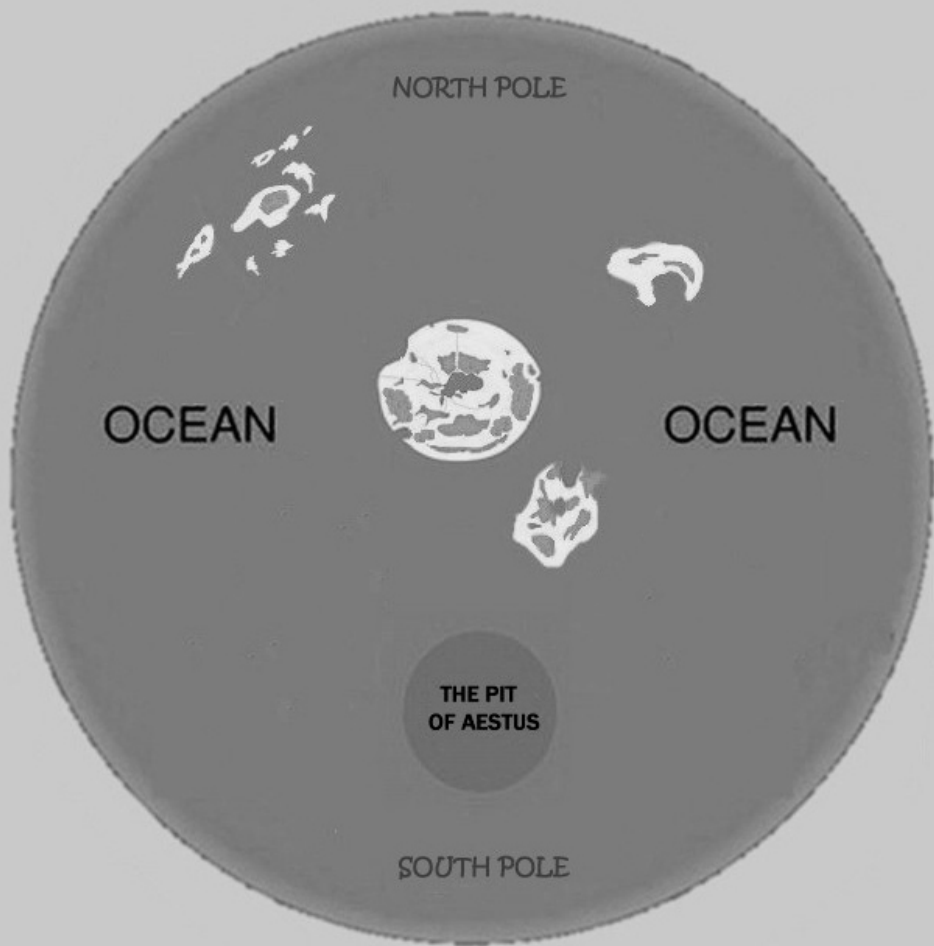
Central area of
the major continent

NOMADS

◆ Eldarad

THE SEA

NATHRI

BRODA

ARMAVAIR
EMPIRE

CULTS

1) Cults of Deities: Ubera Spicae
                        Aestus Maris
                        Sors Immanis
                        Prodiga Gemmea
                        Arma Millena
                        Mira Generosa
                        Luminar Mundi
                        Rutilus Ignipotens
                        Maiestas Legifera
                        Dekus Abavus

2) Cults of Spirits: Green Spirits
                        Sun Spirits
                        Moon Spirits
                        Dark Shore
                        Great Snake
                        Great Wolf
                        Great Bear
                        Secret Claw
                        Bronze Anvil
                        Outer Light

CULTS OF DEITIES: DESCRIPTION

COMMON TRAITS

All cults have a similar rank hierarchy: Lay member (lowest), Initiate, Acolyte Priest, Priest, Rune Priest (highest).

All cults ask a candidate for Initiation to have at least 25% in four different cult skills.

All cults ask a candidate for Priesthood to have at least 40% in four different cult skills.

All cults have their own Lore (Specific Theology) as a cult skill.

All cults teach the Divine spells Consecrate and Warding.

All cults request services and tithes from their members. Lay members are obligated to help other cult members, defend their community against any attack, take part in Worship ceremonies, and drop a few coins in the tithe bowl from time to time. Higher ranks have even more duties on top of those: they are requested to give a fixed part of their time and income to the cult.

Initiates: 10% of their time and 20% of their income.

Acolytes: 30% of their time and income.

Priests: 50% of their time and income.

Rune Priests: 70% of their time and 100% of their income.

CULT DESCRIPTION

UBERA SPICAE (Goddess of: Earth, Farming)
Runes: Earth, Summer, Oak
Celestial Body: Plenty (planet, brown)
Attitude towards Chaos: Neutral
Symbol: oak staff
Cult Skills: Hammer, Bow, Axe, Craft, Brawn, Survival, First Aid,
Culture (Own), Lore (Regional), Drive, Resilience
Divine Spells: Bless Crops, Rain, Clear Skies, Extension, Exorcism,
Elemental Summoning, Heal Wound, Cure Disease/Poison
Common Magic: Light, Armoursmith's Boon, Mason's Boon, Endurance,
Heal, Protection, Countermagic, Bludgeon, Speedart, Multimissile,
Vigour, Warmth, Beast Call, Clear Path

AESTUS MARIS (God of: Sea, Rivers, Navigation)
Runes: Sea, Change, Ice
Celestial Body: Haven (planet, blue)
Attitude towards Chaos: Neutral
Symbol: horn carved in conch
Cult Skills: Spear, Javelin, Swimming, Resilience, Play Horn, Boating,
Shiphandling, Perception
Divine Spells: Ebb and Flow, Breathe Water, Call Winds, Fog, Blessing,
Extension, Summon Imp, Elemental Summoning, True Spear
Common Magic: Bladesharp, Heal, Frostbite, Protection, Endurance,
Strength, Coordination, Mobility, Slow, Speedart, Parry, Pierce,
Befuddle, Water Breath

SORS IMMANIS (God of: Death, Destiny, Darkness)
Runes: Death, Night, Rule
Celestial Body: Saidak (star, indigo)
Attitude towards Chaos: Neutral
Symbol: white horned demon skull mask
Cult Skills: All weapon skills, Insight, Perception, Persistence,
Resilience
Divine Spells: Eclipse, Fear, Summon (Demonic Entity), Exorcism,
Channel Strength, Elemental Summoning, True Mace, True Maul
Common Magic: Bludgeon, Dullblade, Heal, Disruption, Demoralise, Fate,
Boon of Lasting Night, Protection, Countermagic, Strength, Darkwall,
Slow, Multimissile
Duties: Help trolls whenever possible.

PRODIGA GEMMEA (Goddess of: Peace, Prosperity, Trade)
Runes: Wealth, Change, Knowledge
Celestial Body: Cherry (planet, cherry)
Attitude towards Chaos: Neutral
Symbol: dove
Cult Skills: Insight, Influence, Commerce, Courtesy, Craft, Evaluate
Divine Spells: Disarm, Spell Trade, Spirit Block, Heal Wound,
Dismiss Magic
Common Magic: Light, Glamour, Golden Tongue, Understanding, Protection,
Heal, Countermagic, Detect Gold, Repair, Befuddle, Mindspeech

ARMA MILLENA (God of: War)
Runes: Heroism, Rule, Horse
Celestial Body: Rhazawa (star, red)
Attitude towards Chaos: Neutral
Symbol: spear, axe or sword
Cult Skills: All weapon skills, Athletics, Brawn, Evade, Persistence,
Resilience, Ride, Track
Divine Spells: Gleam, Channel Strength, Shield, Blessing, Sever Spirit,
True (Weapon)
Common Magic: Bladesharp, Bludgeon, Fireblade, Disruption, Fanaticism,
Heal, Befuddle, Coordination, Pierce, Speedart, Critical Strike
Duties: Honor, loyalty, courage, give service to your liege and fight
his enemies, even if they too are cultists of Arma.

MIRA GENEROSA (Goddess of: Healing)
Runes: Gift, Joy, Ash Tree
Celestial Body: Miracle (planet, pink)
Attitude towards Chaos: Neutral
Symbol: ash staff
Cult Skills: First Aid, Healing, Insight, Common Magic, Perception,
Teaching
Divine Spells: Heal Wound, Heal Mind, Heal Body, Cure Disease/Poison,
Regrow Limb, Resurrect, Sleep, Exorcism
Common Magic: Heal, Cauterise, Coordination, Protection, Countermagic,
Demoralise, Endurance, Vigour, Second Sight, Spirit Bane
Gifts: +30% casting bonus to healing spells
Duties: Always heal those in need, never hurt a living creature
unless in a situation of desperate danger.

LUMINAR MUNDI (God of: Knowledge, Writing, Magic)
Runes: Sun, Magic, Knowledge
Celestial Body: Double Wonder (star, orange/purple)
Attitude towards Chaos: Positive
Symbol: seven-spoke wheel
Cult Skills: Lore, Common Magic, Culture, Language, Meditation,
Sorcery, Manipulation, Persistence, Teaching
Divine Spells: Absorption, Reflection, Mindblast, Mindlink,
Dismiss Magic, Dismiss Elemental
Common Magic: No
Sorcery Spells: Mystic Vision, Glow, Intuition, Spell Resistance,
Spirit Resistance, Damage Resistance, Damage Enhancement,
Treat Wounds, Regenerate, Abjure (various), Palsy
Duties: Always seek new knowledge, especially sorcery. Share at will.

RUTILUS IGNIPOTENS (God of: Transformation, Theft, Deception)
Runes: Deception, Torch, Change
Celestial Body: Hidden Ember (star, orange)
Attitude towards Chaos: Positive
Symbol: red candle
Cult Skills: Athletics (Climb), Acrobatics, Gambling, Sleight, Stealth,
Streetwise, Mechanisms, Disguise
Divine Spells: Illusion, Laughter
Common Magic: Bandit's Cloak, Bladesharp, Disruption, Light, Ignite,
Detect Enemy, Detect Gold, Babel, Coordination, Entertainer's Smile,
Lucky, Mobility

MAIESTAS LEGIFERA (Goddess of: Law, State, Administration)
Runes: Alliance, Man, Rule
Celestial Body: Pearl of Alabaster (star, white)
Attitude towards Chaos: Neutral
Symbol: incense burner
Cult Skills: Lore (Admnistration), Lore (other), Culture, Language
Divine Spells: Soul Sight, Mindlink, Spirit Block, Dismiss Magic, Exorcism
Common Magic: Detect (all), Heal, Protection, Countermagic, Befuddle, Glamour, Understanding, Dullblade, Second Sight
Duties: Always respect the law.

DEKUS ABAVUS (God of: Strength, Lightning, Defense of Mankind)
Runes: Man, Heroism, Bull
Celestial Body: Sentinel (star, yellow)
Attitude towards Chaos: Hostile
Symbol: blue inverted triangle (the "Mountain Down")
Cult Skills: All weapon skills, Survival, Perception, Ride, Drive, Track, Brawn, Persistence, Resilience, Lore (Chaos)
Divine Spells: Berserk, Blessing, Crash of Thunder, Lightning Strike, Spirit Block, True (Weapon)
Common Magic: Bladesharp, Dullblade, Heal, Disruption, Fanaticism, Befuddle, Demoralise, Speedart, Protection, Countermagic, Skybolt, Detect Enemy, Detect Species (all), Strength, Thunder's Voice
Duties: Fight enemies of mankind (top five: chaos, sorcery, elves, dwarves, trolls).

CULTS OF SPIRITS: DESCRIPTION

COMMON TRAITS

All cults have three ranks: a member is either an Initiate, a Shaman apprentice or a master Shaman.

All cults have their sacred domains and fulcrums of afterlife in Menog, the Spiritual Plane. There is no association with celestial bodies.

All cults are tied to the Spirit Rune. There are no ties to other runes unless otherwise specified. All cults are neutral towards chaos except those with a focus on chaos; those, of course, favor it.

All cults teach Divine Magic and Common Magic. The spells that are made available to cultists are whatever spells the Shaman who is in charge of the teaching knows, which determines the Magic Spirits he can summon for the cultist to face. Since this is pretty much random, in theory, any form of Divine or Common Magic can be learned this way. Also, some cults have special cult spells that every Shaman in the cult knows and can teach if he thinks the Initiate is worthy.

Cults of Spirits don't use the spells Consecrate and Warding, which are useless to them (their ceremonies can be performed anywhere, as long as time and place are right; see below for details).

CULT DESCRIPTION

GREEN
Symbol: green tree
Focus of the cult: nature, forests
Ceremonies: any forest
Gifts: -
Special spells: -

SUN
Symbol: yellow circle
Focus of the cult: Sun spirits, daylight
Ceremonies: anyplace where the Sun can be seen
Gifts: -
Special spells: Sunspear

MOON
Symbol: white circle
Focus of the cult: Moon spirits, moonlight
Ceremonies: anyplace where the Moon can be seen
Gifts: Infravision
Special spells: -

DARK SHORE
Symbol: anything black-coloured
Focus of the cult: darkness, the underworld
Ceremonies: anyplace dark
Gifts: Echovision
Special spells: -

GREAT SNAKE
Symbol: snake
Focus of the cult: wilderness, serpents
Ceremonies: anyplace where serpents can be found
Gifts & Special spells: Beast Form (received as a Gift)

GREAT WOLF
Symbol: wolf
Focus of the cult: wilderness, wolves
Ceremonies: anyplace where wolves can be found
Gifts & Special spells: Beast Form (received as a Gift)

GREAT BEAR
Symbol: bear
Focus of the cult: wilderness, bears
Ceremonies: anyplace where bears can be found
Gift & Special spells: Beast Form (received as a Gift)

SECRET CLAW
Symbol: 4-pointed grey star
Focus of the cult: dragons, draconic power
Ceremonies: any area where dragons live, or any secret hidden room
Gifts: -
Special spells: Dragon's Breath

BRONZE ANVIL

Symbol: anvil
Focus of the cult: crafts, especially smithing
Ceremonies: any workshop
Gifts: -
Special spells: -

OUTER LIGHT

Runes: Spirit, Chaos
Symbol: multicolour swirl
Focus of the cult: chaos
Ceremonies: anyplace where chaos is strong
Gifts: 1) Chaos gift: dedicate 1 POW to gain a positive chaos feature
(POW cannot be undedicated)
2) Chaos touch: give a living creature a chaos feature (cannot
be resisted; must succeed in touching creature)
Special spells: -

Adventurer Advancement

Adventurers begin the game as callow youths and, through time and game play, may develop into heroes. They do this by improving the Common and Advanced skills they have, learning new skills, studying magic, seeking the secrets of Heroquests and by improving their Characteristics which, in turn, help other Attributes to improve.

Improving Skills

Improvement Rolls

Skills are increased through the use of Improvement Rolls, which are gained at any point in the game where the Adventurer uses a skill successfully under suitably difficult or stressing conditions. Improvement Rolls aren't immediate: when they are obtained they are saved to be made later, when there is a pause in the adventure or at the end of a game session. As a rule, each Adventurer can stockpile up to three Improvement Rolls at a time for any given skill.

Using Improvement Rolls

A player who has won an Improvement Roll for a certain skill is able to use it to increase that skill. This is how:

* Roll 1D100. Add the Adventurer's INT Characteristic to the result of the 1D100 roll.

* If this 1D100 result is greater than the skill's current score, the skill increases by 1D3 points.

* If this 1D100 result is equal to or less than the skill's current score, the skill only increases by one point.

For example Alaric wishes to increase his Athletics skill, which is currently at only 35%. Alaric practises the skill in earnest, and wins one Improvement Roll. He rolls 1D100 and results in 29. However, he also adds his INT of 16 and this makes a result of 45. Since this is greater than the 35% of his current Athletics skill, it is improved by 1D3 points. If the result of the 1D100 roll and the addition of his INT had been less than or equal to 35, his Athletics skill would have increased by only one point.

Skills Above 100%

There is no limit to the score a skill can reach; a skill can reach 100% and exceed it. However, the more adept an Adventurer becomes at any particular skill, the more difficult it becomes for him to learn something about that skill he did not already know. Thus, as an Adventurer's skill percentage climbs, it will become more difficult and time consuming for him to raise that skill.

* When an Adventurer wants to improve a skill that exceeds 100%, he only needs to roll against a target value of 100. However, if his current skill is between 101-200% he only adds half his INT to the roll.

* If the skill is 201-300% he only adds one quarter of his INT to the roll; and, between 301-400% an eighth (and so forth).

* If the Adventurer manages to roll over 100, with his INT bonus as outlined above, then the skill improves by 1d3 points. If the result is less than 100 then the Adventurer only gains 1 point, as usual.

For example Jurgen, a master swordsman, has Sword and Shield at 153% and INT 16. To improve his Sword and Shield he rolls 1D100 and adds 8 (half his INT) to the result. The roll is 94 and Jurgen's INT bonus takes the result to 102 meaning that Jurgen gains a 1D3 increase. Years later, Jurgen's Sword and Shield has reached a dizzying 203%. To increase it, Jurgen must roll 1D100 and score 100 or more, adding only a quarter of his INT (4) to the roll. The 1D100 roll is 43 and Jurgen's INT bonus of 4 takes it 47 - nowhere near enough for the skill to increase by 1D3% and so it climbs to just 204%.

Improving Skills Through Training

As well as using Improvement Rolls to increase skills, skills can also increase through dedicated training. For this to occur, the following conditions need to be met:

* The Adventurer has sufficient time to dedicate to training - usually a period of Downtime.

* Access to a teacher or mentor, either one-to-one or via a school, academy or cult.

* Funds to pay for training.

To achieve any skill increase the Adventurer must spend a week in training and not undertaking any other activities. At the end of the training period a 1D100 roll is made to see if the Adventurer has made any headway and, if so, the skill improves. The amount of the improvement depends on the Adventurer's ability to learn and the teacher's ability to teach. Both are explained here.

Teachers and Mentors

Two names for the same thing, anyone can act as a teacher or mentor as long as they have at least 20% more in the skill being taught than the Adventurer.

Teachers also benefit from the Teaching Advanced Skill. Teaching is the ability to train, coach and mentor to best effect, ensuring the right conditions for learning and cementing the knowledge conveyed. The value of the Teaching skill provides a bonus to the skill increase for the student. If the teacher has Teaching, he adds the critical range of the Teaching skill (i.e., one 10th of the skill's score) to the Adventurer's increase - if the Adventurer successfully learns anything from the time in study.

The Teaching skill also confers another benefit: the teacher can instruct an additional student for every 20% he has in Teaching. Thus, a teacher with Teaching 60% could teach four students simultaneously.

Training Procedure

To attempt a skill improvement through training the Adventurer spends a week

in full time study with his teacher or mentor. At the end of the week he makes a 1D100 roll and compares it to his current score in the skill. Only one skill at a time can be increased through training.

If the roll is equal or less than the skill's current score, the skill increases by 1%. The Adventurer has not made significant progress through study. If the roll is greater than the skill's current score, the skill increases by a number of points equal to the Adventurer's INT divided by five (rounded up), plus the teacher's Teaching critical range (if the teacher has the Teaching skill).

Learning New Advanced Skills Through Training

It takes one month for the Adventurer to emerge with the Advanced Skill at its basic, Characteristic derived score. From that point on, the skill can then be improved through either Improvement Rolls or training.

The teacher of the skill must be a professional, i.e. know the skill at 50% or higher. Learning a new Advanced Skill does not require a 1D100 roll to be successfully made; all that is necessary is the time and money needed for training. However, if the trainer has the Teaching skill, the time it takes to learn the new Advanced Skill is reduced by one day for every 10% he has in Teaching. Thus, in Alaric's example, if his mentor in Lore (The Thunderer) has Teaching 70%, Alaric would need only 21 days - three weeks - rather than 28 to learn the skill to its starting level.

Improving Characteristics

Adventurers can gradually improve their Characteristics, becoming more intelligent, stronger or dextrous over time. Characteristics improve at a much slower rate than skills but can have more of an effect on an Adventurer. The process of increasing a Characteristic through exercise is abstracted through a special Improvement Roll. Take the current score of the Characteristic, multiply by 5, then try to roll higher than the result on a 1d100 roll. If the roll is successful, the Characteristic's current score increases by 1 point. If failed, the score doesn't increase.

The normal way to improve Characteristics is through Training. The method is the same as for Skill training. Teachers, however, are much more difficult to find. Anyone who teaches Characteristic improvement must be a professional with the Teaching Advanced Skill and must be completely dedicated to his special trade. No casual training by improvised teachers is possible.

Adventurers get a chance of increasing POW every time they do a successful Persistence roll. These Improvement Rolls are made later, when the game pauses, same as with Skill Improvement Rolls. Rolls to increase POW cannot be stockpiled; only one Roll at a time is allowed.

The Size Characteristic can be increased through overeating: as the Adventurer gets fatter, his physical mass increases. However, every point of SIZ gained through overeating automatically drops one point of STR, DEX and CON.

When a Characteristic increases, all skills that derive their base scores from it will change accordingly, as will the Adventurer's Attributes such as Strike Ranks or Damage Modifier.

SKILL DESCRIPTION

Common Skill Descriptions

Every Adventurer has access to all the Common skills during Adventurer Creation. These skills detail the most common actions every person in the world can succeed in to one degree or another. Each skill is derived from a combination of two Characteristics or a single Characteristic multiplied.

Athletics (STR+DEX)

This broad skill covers a range of athletic activities useful to Adventurers, including climbing, jumping and running.

If an Adventurer is wearing armour, the distances he can climb, run or jump are affected by the Armour Penalty. When using Athletics for the following specific actions the rate of Movement is determined by how it has been modified by the effects of any armour worn.

* Climbing: Given enough hand and footholds, the right equipment and enough time, an Adventurer can climb any surface without the need for a test. Under normal circumstances, an Adventurer can climb or descend one quarter of his Movement as a Combat Action.

* Climbing a rough surface (trees, steep hills and so on): The Armour Rating is subtracted from three quarters of the base Movement (6 metres per Combat Action for human Adventurers). If the result is zero or less, they are too burdened by their armour to climb. Thus, our hero in his plate armour cannot climb as his Climbing Movement is 6-6 = 0.

* Climbing a sheer surface (walls, cliff faces and so on): The Armour Rating is subtracted from the base Movement divided by two. As with climbing a rough surface, if the result is zero or less, the Adventurer cannot climb.

* Tests should be made for treacherous surfaces (such as sheer cliffs or wet surfaces) and if an Adventurer is trying to increase the rate of his ascent or descent. An Adventurer can double the rate of his modified Movement by taking a -20% penalty on his Athletics test.

A critical Climbing success allows the Adventurer to triple his Movement rate for the climb.

A fumbled Climbing roll means the Adventurer falls and cannot make an Acrobatics test (if he has the skill) to attempt to reduce the falling damage.

* Jumping: In general, a successful Athletics test allows an Adventurer to jump up to twice his own height horizontally or up to half his own height vertically, if he has at least five metres to run first. If he is making a standing jump, these distances are halved. Leaps of over half an Adventurer's maximum distance result in him falling prone on landing.

* If armoured, reduce the distance in metres the Adventurer can jump by the Armour Rating divided by two.

* For every full 20% he possesses in this skill, the Adventurer may add an extra metre to a horizontal jump, or 20 centimetres to a vertical jump, if he has space to perform a run up.

* For a critical success the Adventurer adds a further metre to his total distance and remains upright on landing.

A fumbled Jump roll indicates the Adventurer has landed awkwardly. He must immediately make a Resilience test. If the Resilience test is successful he sustains 1 point of damage. If the Resilience test fails, then he sustains 1D6 points of damage.

* Throwing: Athletics is also used for throwing items and is used to judge the accuracy of the Adventurer when throwing improvised objects, from small stones to bar stools. Weapons that are thrown use their own specific skill, such as Spear for javelins.

A small, light object (like a pebble or a marble) has a maximum thrown range of five metres multiplied by the Adventurer's STR. A heavy thrown object has a maximum range of five metres for every point the Adventurer's STR exceeds the object's SIZ. The Athletics roll measures the Adventurer's accuracy during the throw and the Games Master may choose to treat this as a Ranged Combat attack, if the situation warrants it. As a mass equivalent, one point of SIZ equals, roughly, 3.5 kilograms.

Brawn (STR+SIZ)

Brawn is used where physical force (pushing, pulling and lifting) needs to be implemented; forcing a jammed door, for instance, or pulling a cart free of a rut in the road.

An Adventurer can lift up his STR x1.5 in SIZ without making a Brawn roll. As a mass equivalent, one point of SIZ equals, roughly, 3.5 kilograms.

For SIZ and mass above this, the Adventurer needs to succeed in a Brawn roll and if successful he can lift up to three times his STR. If the roll is a critical success, then up to five times STR can be lifted.

If the Brawn roll is fumbled, the Adventurer risks injury: he must make a successful Resilience roll or sustain 1D3 points of damage to the chest (armour does not protect against this damage).

Common Magic (POW x 2)

This skill relates to the magic commonly used by the Adventurer's community and to which he will have had daily exposure whilst growing up, becoming familiar with a variety of spells and magical effects that are used in the daily tasks of his society. The spells of Common Magic are described in the Common Magic chapter and cover a wide variety of different effects, situations and scenarios. If a Common Magic roll is a critical success, then the spell costs 1 less Magic Point (to a minimum of 1) to cast.

If the roll fumbles, then the Adventurer expends all the Magic Points for the spell's Magnitude but the spell still fails.

Culture (Own) (INT x 2)

The Culture skill is actually several separate skills, each dealing with a specific culture. The Culture skill is distinct from Lore and Language skills, as it represents a person's understanding of, and ability to heed, the behaviours, habits, customs and everyday rituals of a specific cultural group. For example, someone making a successful test in Culture (Nomads of the Wastes) understands that it is considered good manners to remove all head-gear and footwear whenever entering a person's tent; or knows that it is considered polite to pass the bread from left to right at a Waste-Nomad feast, whilst the fermented milk is always passed from right to left.

A critical success grants the Adventurer a unique understanding or insight into the workings of a particular cultural group, subgroup or type. The Games Master should reveal one or two key, previously unknown, facts about the culture to the Adventurer. Additionally the Adventurer may add the critical value of his Culture skill to any communication or personal credibility tests made in the immediate circumstances.

A fumble indicates the Adventurer has completely misunderstood a particular cultural practice, reference or social code, which causes an embarrassment that will be, at best, humiliating or, at worst, insulting. The Adventurer will be ostracised until suitable reparations are made.

Culture (Specific Culture) can also be learned as an Advanced skill when the Adventurer studies a different culture to his own.

Dance (DEX+APP)

An Adventurer with this skill is accomplished at moving gracefully in time with music or other rhythm, using standardised and often intricate steps and movements. A successful test with Dance results in the audience or partner being pleased by the Adventurer's performance. On a critical success the dance is expressive, fluid and deeply affecting for all who witness it. Music is accompanied by perfect movement and emotion. The dance is as persuasive as any Influence test and can be used as such in situations resting on communication and personal credibility. Alternatively any subsequent Influence test is given a bonus to the critical score of the Dance skill.

A fumbled dance is deeply humiliating to both the dancer and those who watch it. The dancer trips or stumbles. Passion is lost, the execution is clumsy and the dance fails to interpret the music in any shape or form. Any skills resting on communication and personal credibility will suffer a penalty at the discretion of the Games Master.

Drive (DEX+POW)

If an Adventurer is driving a wagon, chariot or similar vehicle at not more than a walking pace across flat terrain, a Drive roll is not required. Rolls are needed when an Adventurer wants to do something out of the ordinary with a vehicle - traverse treacherous terrain, jump obstacles and so on.

A critical result either increases the vehicle's movement by half again, if the skill is being used in a straightforward manner. If being used to perform a special manoeuvre, such as evading an enemy, a critical success allows half the Adventurer's normal Drive skill to be used as a negative modifier against any applicable skills being used by pursuers for the rest of the Combat Round.

For example: Vadrus the Charioteer is being pursued by the war chariot of his enemy, Kortek. Kortek is hurling javelins with abandon and Vadrus declares he's going to try to wheel his horses in a bid to evade the javelins. The Games Master calls for a Drive Skill Test from Vadrus's player. Vadrus's Drive skill is 70% and the dice roll is 06. This means that a -35% penalty is now applied to Kortek's attack rolls as Vadrus's chariot weaves and swerves.

A fumbled Drive roll indicates either a reduction in the vehicle's speed by half or, if the vehicle is trying to perform a special manoeuvre, it becomes unstable and overturns. If the vehicle overturns all occupants need to make a successful Athletics test to leap clear of the wreckage or sustain 1D6 points of damage to a random location as the vehicle crashes.

Evade (DEX x 2)

Evade is used to escape from impending danger and can be used against ranged weapons (by dodging or diving out of the way), avoiding traps (triggered, sprung or otherwise), changing the engagement distance in combat and generally getting out of the way of a potential physical hazard.

For most tasks such as dodging traps or spells, the skill is opposed by the deadliness of the trap (i.e. the skill of its setter) or the casting skill of the sorcerer. Winning the opposed test allows the user to completely escape harm. On the other hand, if they lose they suffer the normal consequences.

For example, Alaric, investigating a murky old burial mound of (perhaps) Jade Throne Kingdom origin comes across a sarcophagus. He tries to open it and triggers the dart trap set 500 years ago, by the sarcophagus's designers. The trap-setter's skill at the time was 65%; Alaric's Evade is 46% - he must pit this against the trap in an opposed roll. Alaric scores 45 and the Games Master rolls 31. Both are successful but Alaric wins the contest with the higher roll. The trap is sprung as Alaric lifts the sarcophagus lid and a hail of darts whirr towards his face: Alaric, prepared for such an eventuality, ducks deftly to one side and the darts strike the wall behind.

In combat, Evade can be used instantly against a perceived threat. However, the action the character was about to perform at the time is automatically lost. Evade in combat cannot be used two times in a row.

Since most quadruped or swimming creatures lack the Evade skill, they may substitute their Athletics skill for these situations instead. In a the same way, flying creatures can substitute their Fly skill for Evade when aloft.

If the Evade roll is fumbled, then the Adventurer has left himself open to the hazard and sustains its maximum damage.

Evaluate (INT+APP)

Every Adventurer places a sense of worth on valuables, trades or propositions. The Evaluate skill enables the Adventurer to determine the value placed on something by others, effectively guessing its market value. With the Evaluate skill, the Adventurer can try to determine the value of specific objects. Particularly common or obscure objects might give a bonus or penalty to the test but success will allow an Adventurer to guess the average monetary value of the object (normally guessing accurately to within 10% of its actual value).

For a critical success the Adventurer not only estimates the item's value precisely, he also determines a secret or hitherto unknown fact about it that can be used to increase the item's value by half again.

For example, examining a rare alabaster vase, Matvalk the Merchant scores a critical Evaluate and correctly values the vase at 500 SP. He also notices a minute signature on the base meaning that the vase came from the Shah of Ashan's renowned slave potter, Gustubus. This means the vase is highly sought after and could be sold for up to 750 SP.

If the Evaluate fumbles, not only does the Adventurer completely misjudge the value of the object, he devalues it by half again. Thus, if Matvalk in the previous example had fumbled his Evaluate roll, he would have valued the vase at only 250 SP.

First Aid (DEX+INT)

Living in a dangerous world, most Adventurers are adept at First Aid to one degree or another. First Aid is always applied to a specific location. See the First Aid Actions table. An Adventurer may apply First Aid to himself, though there is usually at least a -10% penalty owing to the awkwardness of applying the treatment.

It normally takes 1D3 minutes to administer First Aid. Neither person can move and Combat Actions cannot be used for any other activity.

A location that has had any variation of First Aid administered to it cannot benefit from First Aid again until it has fully healed (it is restored to maximum Hit Points once more).

The use of First Aid requires suitable medical equipment such as bandages or salves. Makeshift medical equipment (such as bandages made from strips of cloth hastily torn from a dirty tunic) will bestow a -20% penalty on the test.

First Aid Actions:

* Impalement: A successful First Aid test removes the impaling item without causing more damage to the victim.

* Bleeding: A successful First Aid test stops the bleeding and restores one level of Fatigue.

* Stunning: A successful First Aid test removes the numbness.

* Unconsciousness: A successful First Aid test can revive an Adventurer from

unconsciousness, though drugged patients may inflict a penalty on the First Aid test.

* Injury: A successful First Aid test on an injured location (but not one of 0 or less Hit Points) heals 1D3 Hit Points to that location.

* Major Injury: A successful First Aid test on a location suffering from a Major Injury does not restore the location's Hit Points. This First Aid merely stabilises the patient at 0 HP so that they will not die from the injury.

A critical success in First Aid reduces the treatment time by half. If being used to treat an Injured location, then 1D3+1 Hit Points are restored to the hurt location.

A fumbled First Aid attempt causes more harm than good: the Hit Location being treated suffers a further 1 point of damage.

Influence (APP+POW)

Adventurers skilled in Influence find it easy to persuade others to their way of thinking, whether they are trying to persuade a king to send armies to fight a distant enemy, bribe a guard or merely get a merchant to sell them something at a reduced price.

Influence tests are normally opposed by the Perception, Persistence or Influence skill and are modified by how much an Adventurer is trying to change an opponent's mind. For instance, getting a merchant to accept gems instead of coinage as payment is relatively easy, whilst trying to buy a sword for a 50% discount is not.

For a critical success the Adventurer's efforts are incredibly persuasive, so much so that not only is the Adventurer successful in what he is trying to attain with his Influence skill but his next Influence test with the same person, no matter when it takes place, is at a bonus equal to the Adventurer's APP.

For example, Matvalk the Merchant, having now determined the vase he is studying is worth 750 SP tries to convince the seller that it is a worthless piece of tat. His Influence test is a critical success and Matvalk walks away with the vase for a trifling 200 SP. In his next Influence test with the same merchant, Matvalk's Influence will be at a +14% bonus, for Matvalk's APP value.

A fumbled Influence roll indicates that not only does the Influence attempt fail; it also insults or offends the person being influenced. The reaction depends on the individual and the situation but at the very least it means that all future Influence tests against the same person will be at a -40% penalty.

Insight (INT+POW)

Insight is the ability to read a person's verbal and non-verbal behaviours and signals to determine their motives and state of mind. Insight is used to decide if someone is telling a lie, or to predict how someone feels about a particular situation. It is distinct from the Perception skill, since it is used to detect subtle expressions of character and attitude, rather than tangible effects that can be assessed through general observation alone.

Sometimes it may be more effective for the Games Master to roll the outcome of an Adventurer's Insight attempt, keeping the result of the roll secret and revealing information according to the degree of success (or failure) - as the results for a critical success or a fumble suggest.

For a critical success the Adventurer gains the ability to second guess how the person under analysis will react to a given situation. The Games Master should offer private hints to the Adventurer regarding the person's motivations and likely actions.

For a fumble, the Adventurer completely misjudges the analysed person's motives and actions. The Games Master should offer the Adventurer a series of private, deliberately misleading hints regarding the person's motivations and likely actions.

Lore (INT x 2)

The Lore skill is actually many different skills, each of which must be improved separately. Each Lore skill defines an area of knowledge for the Adventurer and tests are made whenever a player wants to see if his Adventurer knows something about the subject at hand. This effectively allows the player to ask the Games Master direct questions if the test is successful.

Every Adventurer has, as a Common Skill, Lore (Regional). This is a measure of the Adventurer's familiarity with the geography, flora and fauna of the area where he has grown up or spent the most significant amount of time prior to his adventuring career. Attempting to use this skill in unfamiliar circumstances will be at a disadvantage. For instance, an Adventurer raised in an arctic mountain range will suffer a penalty to Lore (Regional) skills in an equatorial desert.

For a critical success the Adventurer has gained some specific insight or made a startling discovery as a result of the critical success in the Lore skill. The Adventurer should be given one specific fact, relevant to the scenario or campaign that the he can then use as he sees fit.

A fumbled Lore test indicates a complete misunderstanding of the tenets of the Lore in question. In the case of Lore (Regional), for instance, this might mean mistaking a poisonous fungus for an edible one or placing the capital of a country 1,000 miles from its true position.

Perception (INT+POW)

The Perception skill is used to represent the senses of the Adventurer when detecting objects or other persons. It covers listening for sounds, searching a room, hunting for a specific clue and so on. On a critical success the Adventurer has picked-up on a nuance unseen, or unheard, by everyone else. A critical Perception test offers a single burst of enlightenment or recognition that helps avert disaster or completely reveals the concealed.

Fumbling a Perception test leads to the Adventurer being utterly oblivious to his surroundings. He is blissfully unaware of the impending ambush; he has not got a clue that a missing diamond ring layinglies a metre away from his left foot. Fumbling a Perception test in circumstances where the Adventurer is likely to face some threat, such as an attack, provides a bonus to the initial attacks of the opposing side when it launches its schemes.

Persistence (POW x 2)

Persistence is used whenever an Adventurer has his mental willpower called into question. This may be for anything as simple as concentrating on a task at hand amidst distraction, or it may be to resist the baleful effects of a mind- controlling spell.

A critical success in resisting magic means that no further spells cast by the opponent have any affect on the Adventurer for a number of Combat Actions equal to the Adventurer's current Magic Points.

In the case of utilising willpower or mental fortitude, a critical Persistence roll enables the Adventurer to shrug-off any psychological effects of the situation and to remain undeterred by whatever it is he is experiencing.

Fumbling the Persistence test when resisting magic makes the psychological effect of the spell permanent until healed.

If the fumble concerns a matter of willpower, not only does the Adventurer completely fold under the pressure of the experience but becomes unable to conduct any other actions for 1D6 minutes due to the sheer mental strain.

Resilience (CON x 2)

Resilience is the physical counterpart to Persistence. The higher an Adventurer's Resilience, the more likely he is to handle adverse physical conditions, such as weathering a vicious sandstorm, surviving in a drought or overcoming the effects of poison or disease. It is an important skill for assessing the reaction to injury, as outlined on page 11.

When resisting poisons or diseases a critical success allows the Adventurer to avoid making any further Resistance rolls against that specific dose or infection.

Fumbling when resisting means that the poison or disease has overwhelmed the Adventurer and that they automatically fail any further Resistance rolls against it.

Persistence and Resilience as Skills

Whilst described as skills, both Persistence and Resilience are a combination of natural capability, personal fortitude and training to deal with situations involving mental and physical stress, including pain. All of us have untapped reserves of Persistence and Resilience; these skills measure the Adventurer's ability to draw upon them to resist a variety of different pressures and conditions.

Optional Rule - Limits to Persistence and Resilience

There are limits to mental and physical endurance; barriers beyond which the mind and body cannot be pushed and surrender becomes inevitable. To represent this, Games Masters may wish to rule in their campaign that Persistence cannot exceed the value of the POW Characteristic multiplied by 5 and Resilience cannot exceed the CON Characteristic multiplied by five. The starting values for each skill are both calculated as normal but they are now no longer 'limitless' skills. Of course, their limits can be extended through the improvement of their respective Characteristic scores.

Ride (DEX+POW)

If an Adventurer is riding a creature (with the help of whatever riding equipment is common to his Cultural Background) at not more than a walking pace across flat terrain, a Riding test will never be required. Tests are required when an Adventurer wants to do something out of the ordinary with a mount - traverse treacherous terrain, jump obstacles, ride bareback and so on. Riding an unfamiliar species is at least a Difficult (-20%) test; riding a species in a different medium (a horseman riding a dolphin or a griffin, for example) is at least a Hard (-40%) test. A critical Ride test allows the Adventurer to double the mount's Movement for a number of Combat Rounds equal to the rider's critical range for the Ride skill. Thus, an Adventurer with a Ride skill of 50% would double the movement rate for five Combat Rounds.

Fumbling a Ride test means the Adventurer must make an Athletics test to avoid losing control and being thrown from the mount (sustaining any falling damage as appropriate).

Sing (POW+APP)

All Adventurers are gifted with the tools for singing (unless mute), unlike those who play other musical instruments. Few, however, develop the skill beyond their innate talent (or lack of). A successful test with this skill results in the audience being pleased - or even pleasantly surprised - by the Adventurer's performance.

A critical Sing success can have one of several effects. If singing to earn money, increase by half again the amount earned due to the audience's appreciation of the performance. If being used to impress someone, add the Sing's critical score to the Adventurer's Influence skill. Thus, an Adventurer with a Sing skill of 70% would add +7 to his Influence test.

If fumbled, then the song was truly terrible; off-key, out of tune and poorly performed. Halve the earnings and the singer suffers a penalty to future Influence rolls at the Games Master's discretion and the circumstances of the fumble.

Sleight (DEX+APP)

This skill is used to hide or take objects, without drawing undue attention. It is usually opposed by a Perception test if trying to avoid getting caught.

The object being manipulated can be of any size but particularly small or large objects will bestow bonuses or penalties to the test. For instance, hiding a dagger on a well-clothed person is relatively easy (+20%) but attempting to hide a war sword on the same person is far harder (-20%).

If the Sleight attempt is being made whilst others are around, perhaps with some vigilance, then the attempt is an opposed roll against the Perception of likely observers.

On a critical success the Adventurer has concealed or palmed the object so successfully that any subsequent attempts to locate it, using a Perception test, for example, are subject to a penalty (decided by the Games Master) plus the critical score of the Sleight skill.

On a fumble, not only is the item not concealed, it is dropped or otherwise

exposed in full view of whoever is watching. If no one is actively watching for the deception, the sound of the item falling, or some other commotion immediately attracts their attention.

Stealth (DEX+INT)

The Stealth skill is used whenever an Adventurer attempts to personally evade detection by another Adventurer. This usually happens when an Adventurer either tries to move quietly past an enemy, hide from one or perform a combination of both. Stealth tests are typically opposed by the Perception skill and are modified according to the situation.

On a critical success any subsequent attempts to locate the Adventurer (follow him, find him and so on) are at a penalty plus the critical score of the Stealth skill.

For a fumble the Adventurer stumbles and causes some form of commotion that immediately attracts the attention of anyone in the vicinity. Furthermore, if any other Adventurers are attempting a Stealth test in the fumbling Adventurer's company, they suffer a penalty to future Stealth rolls at the Games Master's discretion and the circumstances of the fumble.

Swim (STR+CON)

Adventurers normally swim at half their usual Movement. Swim rolls are only required when conditions are less than ideal - swimming while heavily encumbered or in strong currents, for example. Failure of a Swim test while swimming will usually result in the Adventurer not moving at all, though repeated failures may result in drowning. See the Game System chapter on page 76 for more details.

A critical Swim test allows the Adventurer to swim at his normal Movement rate.

On a fumble the Adventurer gets into difficulties due to the water conditions. He must make a successful Resilience test or sustain Suffocation damage as described on pages 76-78.

Unarmed (STR+DEX)

The Unarmed skill covers all trained and untrained unarmed combat from simple brawling to esoteric martial arts. Punches, kicks, head-butts and all other Unarmed attacks do 1D3 points of damage.

Advanced Skill Descriptions

Advanced skills are those that Adventurers are not expected to have automatically. These skills often require long and difficult training and Adventurers who possess any level of expertise in them often identify themselves according to their expertise. An Adventurer will not have access to many of these skills during Adventurer Creation but others can be learnt through experience.

Acrobatics (STR+DEX)

Acrobatics covers a range of entertainments, for things such as juggling or tightrope walking. It also includes gymnastics such as tumbling and recovering from falls. Acrobatics can be used in its own right as a performance to impress an audience; but can also provide a bonus to Athletics and Evade Skill Tests. If used in this way, it adds its critical range as a bonus to the base skill. Normally, an Adventurer can move at half his base speed across an unstable surface without penalty. To move at his full rate requires an Acrobatics test. A successful Acrobatics test will also halve the damage suffered from falling.

A critical success allows the Adventurer to double his movement rate when performing a feat of balance or when negotiating an unstable surface. If falling, a critical success will reduce falling damage to a quarter.

A fumbled Acrobatics roll means that balance and agility has been lost catastrophically. Not only does the Adventurer fall, he falls awkwardly, sustaining the full damage from the fall!

Art (POW+APP)

This skill allows an Adventurer to create works of art. Like the Lore and Craft skills, it is actually a large number of skills grouped together under one heading. There are literally dozens of different artistic endeavours an Adventurer may pursue and each of them is its own individual skill. For instance, an Adventurer who wishes to take up the brush and palette would take Art (Painting). A critical success indicates that the artwork produced is of stunning quality - worth half the standard value again of similar products. If being used as part of an Influence test, to impress a prospective client or ally perhaps, then the Influence test will receive a bonus plus the critical score for the Art skill.

Conversely a fumble means that the artwork is a disaster and worth only what recoverable raw materials were used in its creation. Such artwork cannot be used to influence another party, without causing insult.

Boating (STR+CON)

This covers small waterborne craft propelled manually by oars or paddles (sail- driven craft are used with the Shiphandling Advanced skill). Travelling across calm water does not usually require a test but adverse conditions such as currents and weather can bestow penalties. A critical Boating success increases the Movement rate for the craft by half again.

If a Boating test is fumbled, the Adventurer should make an Athletics test. If the Athletics test succeeds then the Adventurer has lost an oar or the controlling device for the boat has been broken. Reduce the craft's movement by half. If the Athletics test is a failure or fumble, then the boat is in danger of capsizing. All on board need to make either an Acrobatics or Athletics test (whichever is higher) to remain in the boat. Those that fail fall into the water.

Commerce (INT+APP)

This skill is used to secure the best price for goods being either bought or sold and it can be opposed by another Commerce roll, with the victor securing

the advantage. Commerce is more than just haggling or simple bargaining; it is concerned with negotiation, compromise, brinksmanship and knowledge of the strength (or weakness) of the market for what is being traded. Where highly complex commercial deals are being discussed, a succession of opposed Commerce rolls might be called for, with cumulative bonuses or penalties (no greater than +/- 10% at a time) applied to the winner or loser, simulating the ebb and flow of the negotiation before settlement is reached.

A critical success allows the Adventurer to secure the commodity or service at half its usual price (or selling it for double).

A fumble indicates that the commodity or service is secured at twice the price or sold for only half the value.

Courtesy (INT+APP)

A noble court, from that of a minor lord to the grand palace of an emperor usually conducts its business, or communicates, in ways that would seem utterly alien to a commoner. With this skill, the Adventurer knows how to navigate the murky and treacherous waters of life amongst the nobility. He understands the subtleties and extravagances of courtly behaviour and can use them to his own advantage.

A critical success means the Adventurer has made a superb impression with his courteousness and gains a bonus, plus the critical value of his Courtesy skill, in any Influence or similar tests, made soon after the Courtesy skill.

A fumble causes a devastating faux-pas. The Adventurer is prevented from performing any subsequent Skill Tests involving communication or personal credibility, until reparations have been made.

Craft (DEX+INT)

Like the Lore skill, the Craft skill is actually several separate skills grouped under a single heading. For example, Craft (Armourer), Craft (Carpenter), Craft (Torturer) and Craft (Potter) are all individual skills.

Craft skills are used to fashion and create various items and there are literally hundreds of different crafts in the world, from the mundane to the exotic. The following list is by no means exhaustive:

Armourer, baker, basketweaver, bowyer, brewer, butcher, candlemaker, carpenter, cartographer, cobbler, cook, cooper, fletcher, jeweller, joiner, leatherworker, mason, painter, potter, (metal)smith, tailor, torturer, weaver.

A critical success allows the item being crafted to be of superior quality, in terms of durability, value or utility (choose one area of excellence). In terms of durability, it has additional AP and HP, distributed as the Adventurer sees fit, equal to the critical score of the skill. For example, a weaponsmith who crafts an especially fine longsword using his skill of 81% can distribute 8 additional points between the sword's AP and HP. In terms of value, increase the item's value by half again. In terms of utility, the item provides a bonus equal to its maker's critical score to whichever skill the item is used for.

A fumbled roll halves the Armour and Hit Points of the item and reduces its value by half.

Culture (Specific Culture) (INT x2)

Learning the ways of a Culture other than one's own is an Advanced skill. However it works in precisely the same way as for the Culture (Own) Common Skill.

Disguise (INT+APP)

This skill is used to change an Adventurer's appearance, imitate cultural accents and mannerisms, or assume a different persona. It is usually opposed by an Insight or Perception test if the Adventurer is trying to avoid being identified.

A Disguise test will often be modified by the materials an Adventurer has to hand. For instance, it would be very hard to disguise an Adventurer as a royal guardsman if he has no uniform available, whereas an old and moulding cloak will go a long way to helping an Adventurer pull off a disguise as a beggar.

A critical success indicates that the disguise is completely perfect. The Adventurer gains the confidence of those being deceived and receives a bonus, plus the critical score in the Disguise skill, to any further Skill Tests relying upon the effectiveness of the disguise.

A fumble means the disguise is so unconvincingly executed as to be obvious. Even in a dark room, it fools no one.

Engineering (INT x2)

This skill is used to design, build, activate, repair, sabotage or disassemble large mechanisms, traps or constructs such as siege machines, city gates, drawbridges, mineshafts, sailing ships and so forth.

A critical success indicates that the quality of the engineering project is first rate in terms of its durability and utility. The project is completed ahead of time and budget.

A fumble means the results of the project are simply unusable or may have failed to materialise. Indeed, the initial attempts have failed so badly that it takes double the time to complete it, whereupon it fails or collapses!

Gambling (INT+POW)

The ability to understand and play games of chance, including calculating odds, keeping one's composure under high stakes and noticing when someone is cheating or when a game has been rigged.

A critical success with gambling allows the Adventurer to win a game even if it has been rigged to the highest degree. In terms of calculating or assessing odds of success, the Adventurer will be infallibly accurate in his assessment. If the result is a fumble, then the Adventurer has utterly misread the circumstances, signals and other indicators surrounding the game. He loses everything save the shirt on his back (unless he was stupid enough to stake that too).

Healing (INT+POW)

This includes a number of advanced cures and restorative abilities, including surgery, developing antidotes to poisons and remedying diseases. Use of this skill will always require a healer's kit. Each use of the Healing skill generally takes 1D3x10 minutes to perform.

Curing Diseases: A successful Healing test allows a patient under the effect of a disease to add a bonus to his next opposed Resilience versus Potency test to resist the disease, equal to the critical value of the skill.

Curing Poisons: A successful Healing test allows a patient under the effect of a poison to attempt a second opposed Resilience versus Potency test, with the patient gaining a bonus to his Resilience test equal to the critical value of the skill.

For a critical success in treating diseases and poisons, the patient gains a bonus to his Resilience test equal to the healer's Healing skill divided by 5.

If the roll is fumbled, the remedy weakens the patient's ability to fight the cause of the affliction; all Resilience tests are at -10% penalty.

Surgery: Surgery is the only way, other than magical healing, that an Adventurer may recover from a Major Wound. Once a successful First Aid test has been made to stabilise a Major Wound at 0 points, a successful Healing test can attempt to set broken bones, stitch flesh together and restore the location so that it is on the road to recovery. As long as the Healing test is a success, the stricken location will begin to heal normally (see Natural Healing).

Surgery can re-attach a severed limb but this will not make it usable once more.

Critical success in surgery indicates that the patient gains a Hit Point due to the superior quality of the healing. Reattached limbs will heal at half the normal rate described under Natural Healing on page 86.

If the roll is fumbled the affected location remains permanently maimed and never recovers any Hit Points.

Language (INT+APP)

Like the Lore skill, the Language skill is actually several separate skills grouped under a single heading. Language (English), Language (German) and Language (French) are all individual skills.

Every Adventurer with a Language skill of 50% or more is fluent in that language, though they will likely bear an accent if it is not their native tongue.

Civilised cultures are more likely than other cultures to have developed literacy although this does not mean that every barbarian or nomad culture, for example, has no written form of its language. It is therefore up to the Games Master to decide if fluency in a language also includes the ability to read and write it, depending on the nature and circumstances of the campaign. If the Games Master wishes the literacy percentage of the Adventurer's

language may be higher or lower than the spoken skill, in which case an appropriate bonus or penalty can be applied to the base Language skill.

If the Adventurer scores a critical success he has achieved a superb grasp of the language. He gains a bonus equal to his Language critical score for any tests involving communication of personal credibility.

On a fumble the Adventurer has completely misunderstood or mangled the nu of the language. All immediate Skill Tests involving communication and personal credibility suffer a penalty.

Lore (INT x2)

This skill is used in the same way as the Lore skill described before. The Advanced range of possibilities for this skill is limited only by a player's imagination but a list of potential areas of Lore study are listed here:

Alchemy, art, astronomy, geography, heraldry, law, logistics, military tactics, mineral, philosophy, poisons, theology.

Mechanisms (DEX+INT)

This covers an Adventurer's ability to both assemble and disassemble mechanical devices, including traps and locks. Mechanisms generally involve delicate contraptions with small working parts, as opposed to Engineering, which deals with massive constructions. Picking a lock or disassembling a trap usually takes at least one minute to perform, while larger devices will take longer.

Usually, an Adventurer will simply make a Mechanisms test in order to succe at assembling or disassembling a device, with appropriate bonuses or penaltie decided upon by the Games Master. However, if a device has been designed to specifically resist attempts at disassembly, the Mechanisms test becomes opposed by the Mechanisms skill of the Adventurer who created it. On a critical success the Adventurer achieves success in half the usual time and with flawless results.

On a fumble the mechanism is broken and requires the attention of its maker to fix properly.

Meditation (POW x2)

The use of Meditation helps to focus concentration and is psychically soothing. Meditation is a skill that must be learned either by study or practice. A successfully meditating Adventurer may recover lost Magic Points at twice the normal rate. Meditating Adventurers retain full awareness of their surroundings and may make Perception tests at no penalty.

On a critical success the Adventurer triples the rate of Magic Point recovery.

Fumbling increases the Adventurer's Fatigue by one level as unwanted thoughts intrude on the psyche.

Oratory (POW+APP)

This skill is used when addressing large groups of people, such as a priest addressing the faithful or a general exhorting his troops to victory on the eve of a battle. In effect, it is much like Influence, save that it relies more upon emotional appeal than intellectual stimulation and is used for larger groups of people.

On a critical success the Adventurer wins over the audience completely and utterly, gaining their vociferous agreement. He gains a bonus equal to the critical score of his Oratory skill for all immediate tests concerning communication and personal credibility.

If fumbled the Adventurer's arguments come across as shallow and ill-communicated - even insulting. He gains a penalty equal to the critical score of his Oratory skill for all immediate tests concerning communication and personal credibility.

Play Instrument (DEX+APP)

Like the Lore skill, the Play Instrument skill is actually several separate skills grouped under a single heading. Play Instrument (Dulcimer), Play Instrument (Flute) and Play Instrument (Spoons) are all individual skills. A successful test with this skill will result in the audience being pleased by the Adventurer's performance.

On a critical success the music produced is of stunning emotional quality. If being used as part of an Influence test, to impress a prospective client or ally perhaps, then the Influence test receives a bonus of +40 plus the critical score for the Play Instrument skill.

For a fumble the music is discordant and unpleasant to listen to. If being used as part of an Influence test, to impress a prospective client or ally perhaps, then the Influence test receives a penalty appropriate to the circumstances.

Seduction (INT+APP)

Seduction combines charm, flirtatiousness, tenacity and cunning. This skill allows the Adventurer to completely win-over the target of the seduction attempt using overt romantic or sexual signals, leading to the target becoming deeply enthralled to the Adventurer and willing to perform one suggested service or command. The target may try to resist a seduction attempt with an opposed Persistence test.

Shiphandling (INT+CON)

This skill is used in the same way as Boating but is instead applied to waterborne craft that are driven by sail or rows of oars.

A critical Shiphandling success increases the Movement rate for the craft by half again. If the test is fumbled, reduce the craft's Movement by half.

Streetwise (POW+APP)

In some ways, this skill could be considered the urban version of Survival. Rather than helping the Adventurer find food and water, however, this skill

allows him to find other things he might need in an urban setting. Streetwise allows an Adventurer to find fences for stolen goods, black markets and general information. Such uses of Streetwise normally require a minimum of 1D6 hours.

A critical success allows the Adventurer to find what he is looking for 1D2 hours, rather than usual 1D6.

A fumbled Streetwise means the Adventurer makes some mistake that causes insult or offence, attracting the attention of undesirables who may wish to cause him harm. The Games Master should decide on the specifics according to the circumstances.

Survival (POW+CON)

This is a broad skill, used whenever the Adventurer has to rely on his own wits to survive outside the comforts of civilisation.

One Survival test will be required every day that an Adventurer lacks either food, water or a safe place to sleep. Success indicates the Adventurer manages to find whatever he is lacking - failure means he will go without which, over several days, could result in very serious consequences. Survival tests are not used when the Adventurer is in a city or town.

Survival tests may be required in other circumstances as well, such as hunting or gathering food for other Adventurers or attempting to locate the best place in the local terrain to permit a group to rest for an extended period.

On a critical success the Adventurer has been able to weather the conditions for a number of days equal to half his critical score in Survival (rounded up) without needing to make any further tests against Resilience, for instance.

On a fumble the Adventurer has done something that causes immediate harm. A Resilience test is required immediately. If failed, the Adventurer suffers 1D3 points of damage and the Games Master should adjudicate the specifics according to the environment.

Teaching (INT+APP)

The Adventurer is skilled in the instruction, coaching and tutoring of others. The skill does not work in the same way as other skills. When teaching someone else the teacher's skill acts as a bonus to the Improvement Roll for his pupil (the teacher adds his critical score).

Track (INT+CON)

With this skill an Adventurer can locate the tracks (footprints, disturbed vegetation and so on) of a specific creature and follow them. A test must be made to locate the trail and then again once every hour they are being followed. Modifiers will be imposed depending on what terrain the trail is across (following footprints in the sand is Easy while doing the same across hard cobbles is Formidable), how long ago the tracks were made and whether anything has been done to cover them (either deliberately or via the weather).

With a critical Track test the Adventurer will not need to make any further Track tests in pursuit of the quarry and is able to anticipate and follow the trail without difficulty. For a fumble the trail is lost and cannot be recovered.

Magical Skills

The magical skills here are distinct from Common Magic and apply to the specific magical paths of Divine Magic and Sorcery. These styles use a combination of two skills to govern how magic works - both the power of spells and their casting. A more thorough explanation of how the skills work can be found in the respective magic chapters but a summary of each skill follows:

Lore (Specific Theology) (INT+POW)

This is the knowledge and understanding of one's cult or religion; its history, myths and context in the world. The skill allows the Adventurer to call upon miracles or magic from his deity and is used in casting Divine Spells (see the Divine Magic chapter).

Critical success - The Divine Spell is not lost when cast and can be cast again. Fumble - The spell does not work but is also lost and must be regained as if it had been successfully cast.

Pact (Specific Cult or Deity) (APP + Dedicated POW)

This is a measure of one's devotion to a Divine cult (see the Divine Magic chapter) and its object of veneration. The higher the Pact skill, the more dedicated the follower. Dedicating POW to a Divine cult automatically creates the Pact at a base percentage equal to: APP+Dedicated POW. It is not a measure of how much an Adventurer knows about the cult or god; that is still measured by the Lore (Specific Theology) skill. Pacts are further explained in the Cults chapter. If a critical success is rolled when recovering Divine Spells, the Adventurer recovers all the Divine Spells associated with the Pact simultaneously.

If the Pact roll is fumbled then any Divine Spells used cannot be recovered and the Adventurer, irrespective of his standing in the cult or church, must return to a shrine or temple to pray for their return.

Sorcery (Grimoire) (INT x2)

Sorcery (Grimoire) is a measure of a sorcerer's knowledge and intimacy with a particular group of spells, collectively known as a Grimoire. This skill is the ability of the sorcerer to cast all spells known to a particular school or church of sorcery; i.e. those held within its Grimoire but also measures the depth of relationship and arcane standing the sorcerer has achieved within the order. The sorcerer must have studied and memorised the spell to be cast; he cannot use the Sorcery skill to cast spells that are not in a grimoire he is familiar with, as represented by the skill. Even if a sorcerer possesses knowledge of several Grimoires, he is still limited to memorising a maximum number of spells (including those known from Common Magic) equal to his INT.

The scale of what can be affected by a spell is dependent on the skill in the Sorcery School. The higher the skill, the greater the effect or the target it can be used against.

To cast a spell, the sorcerer must succeed in a test of his Sorcery (Grimoire) skill. If the spellcasting attempt is a critical success, the entire spell costs zero Magic Points irrespective of the number of manipulations the sorcerer is attempting.

If the spellcasting attempt is fumbled, then the spell does not work and the sorcerer loses the full Magic Point cost of the spell.

Manipulation (INT+POW)

The Manipulation skill is used to manipulate the components of Magnitude, Combine, Duration, Range and Target. When manipulating a spell, the Adventurer must choose which of these components he is manipulating.

Every 10% or fraction thereof of the Manipulation skill allows 1 point of Manipulation to be assigned to the manipulated component. Sorcerers therefore need to specify, at the moment of casting, how the points of their Manipulation skill will be used. For example: a sorcerer with Manipulation of 50% could place three points into Manipulate Duration and two into Range; or five into a single component.

This skill is not rolled against when spellcasting. Its value merely limits how much the caster may manipulate a Sorcery spell. However, Sorcery spells cost as many Magic Points to cast, as the number of manipulation components applied to it; with a minimum cost of 1.

MAGIC

Magic is inherent to the world. Access to it is not restricted by culture or profession; in many cases, magic is a common element used by most people to aid their daily lives. In a high- fantasy setting, for example, most Adventurers begin with some common magic, taught to them along with all the other mundane skills of their society. In other settings magic may be less common but still apparent: it remains, however, as fundamental as the physical laws of the planet or plane of existence.

The Pursuit of Magic

Even though the magical types work very differently and are, to a large extent, mutually exclusive, there is nothing to prevent Adventurers from learning and developing more than one magical style. An Adventurer may therefore freely learn Common Magic, dedicate himself to a god to gain Divine Magic and even learn a smattering of Sorcery. Sorcerers will more than likely have a good understanding of Common Magic but may also pray to their gods to gain a few Divine Spells. In reality Adventurers who desire great magical power will choose one form to pursue above the others and many societies or cults consider some magical styles to be taboo - but these are cultural limitations rather than a limitation of the rules. In reality any Adventurer can pursue any magical style and develop several style simultaneously, if they so wish. To use Common magic or Sorcery, the Adventurer needs to have a hand free to cast the spell.

Types of Magic

The three magical types are:

Common Magic

Spells and cantrips that are ubiquitous to many cultures and societies. Common Magic manipulates the natural order with varying degrees of subtlety and offers a host of effects that ease daily life or augment specific endeavours, such as combat and skill use. The range of Common Magic spells an Adventurer might know may be based on how his culture has shaped and prepared its own use of magic, with some spells being more common, or accepted, than others. However the nature and effects of Common Magic are visible to all, understood by most and recognisable from one culture to another.

Although the name - Common Magic - denotes it as being rather banal, Common Magic spells can still be very powerful, if used carefully and thoughtfully. Sorcerers, Shaman or Priests might sneer at Common Magic's limitations but only the most foolish of them would ignore or denigrate Common Magic's utility and capabilities.

Divine Magic

Divine Magic stems from the gods. It reflects their natures, ways, spheres of influence, desires, needs, successes, failures and mythic standing. Gaining access to Divine Magic requires a dedication of faith and the willingness to enter into a personal relationship with the deity worshipped. In return for this devotion the worshipper channels aspects of the god's power and abilities. With greater devotion comes greater levels of power: the more the relationship deepens the more like the god the worshipper becomes.

Divine Magic is not limited in the same way as Common Magic but it does have certain inherent restrictions based on the depth of faith and the strength of the relationship between worshippers and worshipped. A character can use Divine spells even with both hands occupied.

Sorcery

Sorcerers find their power by unlocking the fabric of reality and shaping it through their ability to manipulate the rules of creation - moulding it, bending it or breaking it. Sorcery is not based on a cultural relationship with magic, or a relationship with a god: it is based on formulae and intellect and an overt desire to manipulate reality to suit the caster.

At its most fundamental level Sorcery appears to lack power. However through a mastery of manipulation, massive levels of power are possible - effects that go far beyond what is here and now and visible. The best sorcerers are rightly feared; but to pursue Sorcery to these levels requires dedication to its cause and a willingness - or need - to engage in lengthy study and research. The learning of Sorcery may be taboo amongst some cultures and societies because it breaks the tradition of establishing a relationship with a god. This does not make Sorcery evil necessarily but it does reinforce the belief that Sorcery is essentially a self- centred activity - an acquirement of personal power that obviates the need for, and reliance upon, gods. Sorcery is the key to the universe and sorcerers are often driven to seek and attain power that places them on a par with the gods.

Magic Points

All living creatures possess a basic affinity with magic, whether or not they ever become trained in it. It is this raw magical power that is nursed and improved by spellcasters over time. This nascent magical power fuels spells and other magical or mystical abilities and can also provide a degree of protection against magical attacks. An Adventurer's magical power is measured by Magic Points. All Adventurers start play with Magic Points equal to their POW Characteristic score. An Adventurer's POW score also acts as a maximum limit for the amount of Magic Points an Adventurer can store at any one time. However there are certain things that affect available Magic Points:

* Certain Magic Items or Spells can raise or lower these limits.

* POW dedicated to a god or cult cannot be used for Magic Points, reducing the available number for fuelling Common Magic, Sorcery spells or other mystical abilities.

Using Magic Points

Whenever Magic Points are used to power a spell, the total is temporarily reduced by the amount used. The Magic Point total cannot fall below zero. Using all one's Magic Points takes its toll on the body's physical reserves; if an Adventurer reaches zero Magic Points he must make a successful Resilience roll to remain conscious.

If the Resilience roll is successful, he gains a level of Fatigue (see page 88 for more on how Fatigue works); if he fails it and falls unconscious, he remains that way for a number of minutes equal to his CON subtracted from 21.

Regaining Magic Points

Adventurers automatically regain Magic Points equal to their POW, less any POW dedicated to a Pact, every 12 hours. They will regain this amount in six hours if they are fully resting, such as sleeping, or through the use of the Meditation Advanced skill (see page 62).

COMMON MAGIC

Common Magic is the name given to a variety of spells that are routinely encountered throughout many societies where magic is used on a daily basis. Separate cultures may place a different emphasis on Common Magic's importance and have very different spells in regular use; but Common Magic is just what it says: magic that is common to all and encountering it is not considered to be out of the ordinary.

Common Magic is taught as part of a culture's approach to and understanding of magic. Thus, in settings where magic is prevalent, a certain set of Common Magic spells will be taught to the community as a part of their cultural learning and development. Religious cults and schools of sorcery generally offer a certain set of Common Magic spells reflecting their nature.

Casting Common Magic

The casting of any Common Magic spell requires a successful Common Magic roll. This one skill covers casting of any Common Magic spells known. An Adventurer who knows Bladesharp and Thunder's Voice casts both at the same Common Magic value; the two spells do not have discrete casting skills.

Whenever a Common Magic spell is cast there is always a sight and sound that nearby creatures can detect, be it a flash of light, a crack of thunder or a shimmering in the air. The exact effects are up to the Games Master and player to decide for any given spell but will automatically be detected by any creatures within 10 metres times the Magnitude of the spell. Example effects are included with each spell description.

Situational Modifiers for Common Magic

Like any skill, Common Magic is subject to circumstances which may inhibit a spell's chance of success. The Common Magic skill modifiers are as follows:

*Spellcaster is gagged or silenced: Automatic Failure
*Spellcaster is restrained -30%
*Spellcaster is prone -20%
*Spellcaster is on unstable ground -20%
*Partially obscured target -20%
*Heavily obscured target -40%
*Totally obscured target: Automatic Failure

These modifiers are cumulative - a prone spellcaster casting at a partially obscured target decreases his Common Magic skill by -40%. The three "target" modifiers only apply if the spell has a target other than the spellcaster, his immediate location, his carried possessions or a touched object/individual.

Casting Time

All Common Magic spells take a number of seconds to cast equal to their Magnitude plus the DEX Strike Rank of the caster. Thus a magic-user with DexSR 2 casting a Bladesharp 3 spell would take 5 seconds to cast. More powerful spells take longer to cast as the Adventurer seeks to harness the spell's inherent power.

A spell's result takes effect at the end of the casting Combat Action.

Distractions or significant injuries inflicted on a spellcaster as he casts require unopposed Persistence tests to maintain concentration on the spell. If the spellcaster is incapacitated from a Major Wound or by some other effect, blinded for instance, then the spell automatically fails.

Magic Point Cost

A Common Magic spell costs a number of Magic Points equal to its Magnitude. So, casting a Magnitude 2 spell costs 2 Magic Points.

Dismissing Spells

As a single Combat Action, a caster can dismiss any spell he has cast. This action takes a time equal to DEX Strike Rank in seconds. Ceasing to focus on a Concentration spell is immediate and not a Combat Action.

Learning Common Magic Spells

In order to learn a spell, an Adventurer must locate a teacher who already knows it and is willing to teach it in exchange for money, services or even undertaking a quest to prove themselves worthy. An Adventurer with connections to a religious cult or sorcerous order will have an easier time finding teachers for more powerful spells. Beginning Adventurers may already have a selection of Common Magic spells at the start of their adventuring career, depending on their Cultural Background.

Every Common Magic spell is graded by its Magnitude, a score that indicates its relative power. Magnitude 1 spells are the weakest and easiest to learn. Learning a new spell takes one day per point of Magnitude. Succeeding in a Common Magic roll is also required.

A spell's Magnitude also defines the intellect required by the individual to absorb, memorise and articulate its fabric. The maximum Magnitude of a Common Magic spell any Adventurer can learn is equal to his INT divided by three (rounding up).

Increasing the Magnitude of a known spell is similar to learning the spell at that Magnitude from scratch. Thus, if Alaric wanted to increase from Bladesharp 2 to Bladesharp 3 he would need to find a teacher who knows Bladesharp 3 and spend three days in study of the spell.

Learning a spell at a higher Magnitude means that the Adventurer can still cast the spell at a lower Magnitude if he so chooses or needs. Thus Alaric could learn Bladesharp 3 but still cast Bladesharp 1 and Bladesharp 2.

Spell Traits and Descriptions

Every Common Magic spell is defined by a series of traits that tells you what kind of spell it is and how it is used in the game. A description then follows describing the spell's precise effects. The traits used by spells are detailed here.

Area (X): The spell affects all targets within a radius specified in metres.

Concentration: The spell's effects remain in place as long as the Adventurer concentrates on it. Concentrating on a spell is functionally identical to casting the spell, requiring the spellcaster to continue to chant and ignore distractions.

Duration (X): The spell's effects will stay in place for the number of minutes indicated. Instant: The spell's effects take place instantly. The spell itself then disappears.

Magnitude (X): The strength and power of the spell. Also the minimum number of Magic Points required to cast it. If two identical spells are cast on the same target, only the spell with the greater Magnitude takes effect - their Magnitudes do not stack.

Progressive: This indicates that the spell can be learnt and cast at greater levels of Magnitude. The spell can also be cast at a lower Magnitude if the caster desires.

Ranged: Ranged spells may be cast upon targets up to a maximum distance of the Adventurer's POW x 5 in metres.

Resist (Evade/Persistence/Resilience): The spell's effects do not occur automatically. The target may make an Opposed Test of their Evade, Persistence or Resilience (as specified by the spell) against the casting roll, in order to avoid the effect of the spell entirely. Note that Resist (Evade) spells require the target to be able to use a Combat Action in order to Evade.

Touch: Touch spells require the Adventurer to actually touch his target for the spell to take effect. The spellcaster must remain in physical contact with the target for the entire casting.

Trigger: The spell temporarily lies dormant until an event stated in the description takes place. The spell then takes effect and is expended. If the triggering event does not occur within five minutes, the spell fades.

Common Magic Spells

Armoursmith's Boon

Instant, Magnitude 1, Progressive, Trigger

This spell grants the caster a +10% bonus per point of Magnitude to his next Craft Skill Test involving any sort of forged metal and cannot stack with any other spell-effect bonuses.

Babel

Duration 5, Magnitude 2, Ranged, Resist (Persistence)

If this spell is successful, it garbles the language of the affected creature. The target can still think and, for the most part, act normally but anything it says comes out as gibberish. Thus, a commanding officer would be unable to give orders to his men and a spellcaster would be unable to cast spells.

Bandit's Cloak

Instant, Magnitude 1, Progressive, Trigger

This spell grants the caster a +10% bonus per point of Magnitude to his next Stealth Skill Test involving any sort of hiding or lurking and cannot stack with any other spell-effect bonuses.

Bearing Witness

Instant, Magnitude 1, Progressive, Trigger

This spell grants the caster a +10% bonus per point of Magnitude to his next Skill Test made to discover lies, secrets or hidden objects and cannot stack with any other spell-effect bonuses.

Beast Call

Instant, Magnitude 2, Ranged, Resist (Resilience)

The Beast Call serves to attract an animal within range. When the spell is cast, it affects a targeted creature with a fixed INT of 7 or less. If it fails to resist, the creature will be naturally drawn to the place where the spell is cast, whereupon the spell effect terminates. Any barrier, immediate threat or counter control also ends the effects of the spell, leaving the creature to react naturally. For example, the Beast Call spell might cause a horse to turn and walk towards the spell but a single yank of its reins by the rider would end the spell's effect. This spell is a potent aid to hunters and herders.

Befuddle

Duration 5, Magnitude 2, Ranged, Resist (Persistence)

If successful, this spell confuses an opponent to the extent that it may forget who it is or who its friends are. The affected target may not cast spells and may only take non-offensive actions. The target may run if it so chooses or Evade and Parry normally in combat, though it may not make any attacks unless it is attacked first.

Spirits and non-corporeal creatures are not affected by this spell.

Bestial Enhancement

Duration 5, Magnitude 1, Progressive, Touch

This spell causes the creature to become more bestial, augmenting its natural weapons and reflexes. For every point of Magnitude, it increases the target's chance to hit with natural weapons by +5% and they deal one point of extra damage. This extra damage is magical and will affect creatures that can only be hurt by magic. The base natural weapon damage remains non- magical.

Bladesharp

Duration 5, Magnitude 1, Progressive, Touch

This spell can be cast on any weapon capable of cutting and/or thrusting. For every point of Magnitude, it increases the attack chance with the weapon by +5% and deals one point of extra damage. This extra damage is magical and affects creatures that can only be hurt by magic. The weapon's base damage remains non-magical. A weapon under the effects of Bladesharp cannot benefit from other damage enhancing spells such as Pierce or Fireblade.

Bludgeon

Duration 5, Magnitude 1, Progressive, Touch

This spell can be cast on any crushing or smashing weapon, such as a warhammer, club or mace. For every point of Magnitude, it increases the attack chance with the weapon by +5% and deals one point of extra damage. This extra damage is magical and will affect creatures that can only be hurt by magic. The weapon's base damage remains non-magical.

Boon of Lasting Night

Area Special, Duration 5, Magnitude 1, Progressive

If successful, the spell turns the area of effect into a sphere of darkness equal to a moonless night. All non-magical light (including sunlight) passing or present within the boundary is reduced to the equivalent of a candle. The radius of this area is equal to 5 metres increased by 1 metre per point of Magnitude of the spell.

Cauterise

Instant, Magnitude 1, Progressive, Trigger

This spell grants the caster a +10% bonus per point of Magnitude to his next First Aid or Healing Skill Test made to mend open wounds and cannot stack with any other spell-effect bonuses.

Clear Path

Duration 5, Magnitude 1

This spell allows the caster to move through even the most tangled, thorny brush as if he were on an open road.

Co-ordination

Duration 5, Magnitude 1, Progressive

For every point of Magnitude of this spell, the caster's DEX score increases by two. This may have an additional effect on his skills and Attributes, such as Strike Rank. The caster cannot increase his DEX in this way to more than twice its original value.

Countermagic

Duration 5, Magnitude 1, Progressive

This spell actively disrupts offensive spells aimed at the caster or his equipment. Countermagic will attempt to block the effects of any spells cast toward it. It will not have any effect on spells that are already affecting an Adventurer. The effects of Countermagic depend on the relative Magnitude of both itself and the incoming spell. If Countermagic's Magnitude is equal or stronger, the incoming spell will be stopped. If the incoming Spell's Magnitude is 1 or more points stronger than Countermagic's Magnitude, Countermagic is eliminated and the incoming spell takes effect.

Critical Strike

Duration 5, Magnitude 1, Progressive, Touch

Adds 1% to the critical range of all weapon skills. For instance, if the maul skill of the recipient is 55% he needs to roll 6% or less to get a critical, this spell at Magnitude 4 makes it 10% or less.

Darkwall

Area Special, Duration 5, Magnitude 2, Ranged

By casting this spell, the Adventurer creates a sphere of pitch blackness that fills the target area. Light sources within this area shed no illumination and normal sight ceases to function. Other senses such as a bat's sonar function normally. The radius of the area is equal to the Magnitude of the spell in metres.

Demoralise

Duration 5, Magnitude 2, Ranged, Resist (Persistence)

The target of this spell will become demoralised, losing all hope of victory and losing faith in its own abilities. When attacking, the target's weapon skills are halved (before modifiers) and it may not cast offensive spells. However, the target continues to defend at its full skill. If this spell takes effect before combat begins, the target will try to avoid fighting and will either run or surrender. The effects of this spell are automatically cancelled by the Fanaticism spell and vice versa.

Detect X

Concentration, Magnitude 1, Ranged, Resist (Special)

Detect is several spells, which allow the caster to locate the targets of the spell within its range. This effect is stopped by dense or thick materials such as metal, or earth and stone at least one metre thick. It is also blocked by Countermagic (or equivalent spells) of a greater Magnitude. The separate Detect spells are listed here.

Detect Enemy: Gives the location of creatures who intend to harm the caster. Targets attempting to keep their motivations hidden may resist with Persistence.

Detect Magic: Gives the location of enchanted items, magical creatures or active spells.

Detect Species: Each unique Detect Species spell will give the location of members of the specified species. Examples of this spell include Detect Duck, Detect Rhino or Detect Trollkin.

Detect Substance: Each unique Detect Substance spell will give the location of substances of the specified type. Examples of this spell include Detect Coal, Detect Gold or Detect Wood.

The Games Master should provide the rough power of the detected subject ('weak magic' or 'rich gold lode') and require further Common Magic tests for more detailed information.

Disruption

Instant, Magnitude 1, Progressive, Ranged, Resist (Resilience)

A particularly grisly offensive spell, Disruption literally pulls a target's body apart. For each point of Magnitude the target suffers 1D6 points of damage, ignoring any Armour Points.

Dragon's Breath

Instant, Magnitude 2, Ranged, Resist (Evade)

With this spell, the caster spits a stream of fire at his target. If the fire is not evaded, it inflicts 2D10 points of heat damage to a random location. Armour Points are effective against this damage and it counts as both magical and fire damage.

Dullblade

Duration 5, Magnitude 1, Progressive, Ranged

This spell can be cast on any weapon but will not affect unarmed attacks or natural weaponry. For every point of Magnitude, it reduces the damage dealt by the targeted weapon by two.

Endurance

Instant, Magnitude 1, Progressive, Touch

For every point of Magnitude, this spell restores one level of Fatigue that the target is currently suffering from.

Entertainer's Smile

Instant, Magnitude 1, Progressive, Trigger

This spell grants the caster a +10% bonus per point of Magnitude to the target's next Dance, Sing or Play Instrument Skill Test involving the observations and appreciation of others and cannot stack with any other spell-effect bonuses.

Extinguish

Instant, Magnitude 1, Progressive, Ranged

This spell instantly puts out fires. At Magnitude 1, it can extinguish a Flame, Magnitude 2 a Small Fire, Magnitude 3 a Large Fire and Magnitude 4 will put out an Inferno (see page 83 for sizes of fire).

Fanaticism

Duration 5, Magnitude 2, Ranged, Resist (Persistence)

The target of this spell becomes fanatical, believing he can defeat any foe and overcome any obstacle. His attacks with Close Combat Weapon skills are increased by half but he may not attempt to evade, parry or cast spells. The effects of this spell are automatically cancelled by the Demoralise spell and vice versa. Willing targets of Fanaticism may surrender to the spell without resisting it.

Fate

Instant, Magnitude 1, Progressive, Touch, Resist (Persistence)

This spell allows the caster to influence fate, either for the good or ill of the target. The caster can increase or decrease the target's next Skill Test by 10% for each point of the spell's Magnitude. The caster must choose at the time of the casting whether to increase or decrease the target's chances - allowing him to give his friends an advantage or hobble his enemies. Only the next Skill Test made after (resisting) the spell's casting is affected.

Firearrow

Instant 1, Magnitude 2, Touch, Trigger

Casting this spell on a missile weapon (such as an arrow, bolt, rock or dart) will cause it to burst into flame when it is fired or thrown. When it hits a target, the missile will deal an extra 2D6 points of magical fire atop its normal damage. A missile under the effects of Firearrow cannot benefit from Multimissile or Speedart.

Fireblade

Duration 5, Magnitude 3, Touch

By touching a cutting or impaling weapon, the caster causes its blade to burst into flame. For the duration of the spell, this weapon will deal an extra 2D6 points of magical fire damage atop of its normal damage. A weapon under the effects of Fireblade cannot benefit from other damage enhancing spells such as Bladesharp or Pierce.

Frostbite

Instant, Magnitude 2, Ranged, Resist (Resilience)

This attack spell allows the caster to freeze his opponent, dealing 2d6 points of damage to Hit Points, ignoring any Armour Points. Magical effects that protect against cold damage can block this effect but undane items (such as cold weather gear) are ineffective.

Glamour

Duration 5, Magnitude 1, Progressive

For every point of Magnitude of this spell, the caster's APP score increases by +2. This may have an additional effect on his skills. The caster cannot increase his APP in this way to more than twice its original value.

Golden Tongue

Duration 5, Magnitude 1, Progressive

The caster gains a bonus to any Commerce, Evaluate or Influence test equal to +5% x the Magnitude of the spell. This bonus only applies when an Adventurer is evaluating, buying or selling goods or equipment.

Hand of Death

Instant, Magnitude 4, Resist (Resilience), Touch, Trigger

This fearsome spell allows the caster to deal an awful wound with the merest touch. Casting the Hand of Death, charges his body with the spell. Touching an unsuspecting target, or succeeding at an Unarmed attack against a wary target, releases the spell's effect. If the Resilience test to resist the effect is failed, the Hit Location touched immediately suffers enough damage to cause a Major Wound. If the Resilience test is a success, the target only loses 1d3 Hit Points. Armour does not protect against this damage.

Heal

Instant, Magnitude 1, Progressive, Touch

For every point of Magnitude of this spell, the caster can repair one Hit Point of damage to an injured character or location. Casting this spell on animals will have half the Hit Points restored.

This spell cannot re-attach a severed limb, or heal a maimed one. Such wounds require stronger magic.

Ignite

Instant, Magnitude 1, Ranged, Resist (Resilience)

Ignite sets fire to anything flammable within range, creating a Flame (see page 88). Living creatures cannot be ignited and if the target is worn or held by a living being (such as clothing) then the wearer/wielder may resist.

Light

Area Special, Duration 60, Magnitude 1, Ranged

When cast on an inanimate object, this spell produces a steady radiance which extends one metre per point of Magnitude. The area is considered to be illuminated. Note that only the specified area is illuminated - everything outside the area of effect is not.

Lucky

Instant, Magnitude 2, Trigger

This spell allows the caster to re-roll his next failed or fumbled Skill Test. A caster can only benefit from one casting of Lucky at a time.

Mason's Boon

Instant, Magnitude 1, Progressive, Trigger

This spell grants the caster a +10% bonus per point of Magnitude to his next Craft Skill Test involving any form of natural earth, stone or sand and cannot stack with any other spell-effect bonuses.

Mindspeech

Duration 10, Magnitude 1, Progressive, Ranged

This spell affects one target for every point of Magnitude. It allows telepathy between the caster and any target, though targets will not have telepathy with one another. The words transmitted by telepathy must be whispered and will be heard directly in the head of the recipient, in the same language in which it was spoken.

Mobility

Duration 5, Magnitude 1, Progressive, Touch

For every point of Magnitude of this spell, the target's Movement score is increased by one metre.

Multimissile

Instant, Magnitude 1, Progressive, Touch, Trigger

Cast on a missile weapon (such as a knife, arrow, javelin or rock), this spell is triggered when it is fired or thrown. Multimissile creates one additional magical missile for every point of Magnitude. Each magical missile's attack is rolled for separately and compared against the target's single Evade or (shield) Parry roll. They use the same dice of damage as the original and will benefit from the firer's Damage Modifier. The additional missiles created through Multimissile will affect creatures that can only be hurt by magic. A missile under the effects of Multimissile cannot benefit from Firearrow, Pierce or Speedart.

Parry

Duration 5, Magnitude 1, Progressive, Touch

Parry improves the caster's defences whilst parrying with a weapon or shield. Each point of Magnitude increases his parry chance by +5% and this magical bonus can even be used to stop missiles.

Pierce

Duration 5, Magnitude 1, Progressive, Touch

This spell can be cast on any weapon with a blade or point. For every point of Magnitude, it ignores two Armour Points when it strikes an armoured location, including magical Armour Points. A weapon under the effects of Pierce cannot benefit from other damage enhancing spells such as Bladesharp or Fireblade.

Protection

Duration 5, Magnitude 1, Progressive

For every point of Magnitude of this spell, one Armour Point is added to every Hit Location of the caster. This stacks with any existing armour and is treated in the same manner.

Push/Pull

Instant, Magnitude 1, Progressive, Ranged, Resist (Resilience)

This spell allows the caster to move an item of up to 1 SIZ per point of Magnitude either towards or away from the caster in a straight line, as if pushed suddenly from one direction or the other. The item is not moved with significant enough force to inflict damage unless it is naturally damaging (a bottle of acid, for instance) and the caster has no control over the distance pushed or pulled; as this depends on the location of the item or the surface it rests on. Living creatures targeted by this spell are allowed a Resilience roll to resist.

Repair

Instant, Magnitude 1, Progressive, Touch

Every point of Magnitude of this spell repairs one Hit Point of damage to a non- living target. The marks of repair remain visible, probably reducing the target's market value, unless an appropriate Craft test is made at the time of casting.

Second Sight

Duration 5, Magnitude 3, Ranged

Second Sight allows the caster to gauge the POW aura of every creature and magic item within range, which is not blocked from his vision. The caster will know if each aura is less than his own POW, within three points of his own POW or greater than his own POW. Second Sight also reveals invisible entities, such as spirits or ethereal undead, though only a hazy image will show (treat such targets as partially obscured).

Skybolt

Instant, Magnitude 3, Ranged, Resist (Evade)

The caster summons a lightning bolt from the heavens regardless of the weather. The target must be outdoors in plain view. Skybolt inflicts 2D6 points of damage to a single chosen location. Only magical Armour Points offer protection against this damage.

Slow

Duration 5, Magnitude 1, Progressive, Ranged, Resist (Resilience)

For every point of Magnitude of this spell, the target's Movement score will be decreased by one metre. A target's Movement may not be reduced to below one through use of this spell.

Speedart

Instant, Magnitude 1, Progressive, Touch, Trigger

Cast on a missile weapon (such as a knife, arrow, javelin or rock), this spell is triggered when it is fired or thrown. Attempts to parry or evade the missile suffer a -5% penalty per Magnitude of the spell and damage is increased by one point per Magnitude. A missile under the effects of Speedart cannot benefit from Firearrow, Multimissile or Pierce. There's no limit to the number of missiles enchanted with Speedart that a character can carry, and the missiles remain charged with the magic until fired or thrown.

Spirit Bane

Area Special, Duration 5, Magnitude 1, Progressive, Resist (Persistence)

This spell creates a zone with a radius of one metre per point of Magnitude, which spirits find exceptionally hard to enter. Any spirit with a POW less than the caster's cannot stay in the protected area. A spirit with POW equal or greater than the caster's attempting to enter the protected area must resist the spell in order to do so. Spirits within the zone at the time of its creation must resist it or be compelled to leave as quickly as possible.

Strength

Duration 5, Magnitude 1, Progressive

For every point of Magnitude of this spell, the caster's STR score increases by +2. This may have an additional effect on his skills and Attributes, such as Damage Modifier. The caster cannot increase his STR in this way to more than twice its original value.

Thunder's Voice

Duration 5, Magnitude 1, Progressive

This spell grants the caster a thunderous voice of command. For every point of Magnitude of this spell, the caster has +10% added to his Influence skill and can also be heard at up to the spell's Magnitude x 100 in metres.

Understanding

Duration 5, Magnitude 1, Progressive

This spell grants the caster a +5% per point of Magnitude bonus to any Language skill he currently knows.

Vigour

Duration 5, Magnitude 1, Progressive, Touch

For every point of Magnitude of this spell, the caster's CON score increases by +2. This may have an additional effect on his skills and Attributes. The caster cannot increase his CON in this way to more than twice its original value.

Warmth

Duration 5, Magnitude 1, Progressive

This spell keeps the caster warm and comfortable in a bitter cold environment. He suffers no penalties to Fatigue tests from a cold environment while this spell is functioning. Warmth also protects the caster from one point of cold damage (magical or mundane) for every point of Magnitude.

Water Breath

Duration 5, Magnitude 2,

This spell allows the caster to breathe water for the duration of the effect. Water Breath has no effect on the target's ability to breathe air.

DIVINE MAGIC

Whereas Common Magic is available directly to Adventurers, Divine Magic is not. Divine Magic is gifted by the gods and is usually available only through membership of a cult - and even then, only to cult members who have attained an appropriate level of standing within the cult. Lay members of a cult - those who follow the cult's precepts and generally adhere to the faith but make no formal commitment to it - have no access to Divine Magic. Initiates and above - those who have opted to serve the cult and their god directly - do have access to Divine Magic and Divine spells are often a significant enough lure to secure this depth of commitment.

How Divine Magic Works

Divine Magic has a number of essential Characteristics separating it from other types of magic: Spells offered reflect the god. -Unlike other forms of magic, where the Adventurer may seek out any spells he wishes, Divine Magic is inextricably linked to the god it springs from. No matter how great her faith, a priestess of the Sea God will never be able to hurl a blast of fire, as her divine patron has no authority over fire.

Divine spells are significantly more powerful than Common Magic spells in that no Magic Points are needed to cast them; instead they are channelled directly from the god. However, the amount and strength of Divine Magic any Adventurer can use is dependent on how deep a relationship that Adventurer has cultivated with his god, through the dedication of POW and increasing the pact with the deity.

Divine Magic relies on two skills: the Pact skill, which reflects the strength and depth of the divine relationship and is used to both gain and regain spells; and Lore (Specific Theology) to cast the spell.

Pact (APP+Dedicated POW)

Essentially a Pact is a commitment to serve a god through devoting one's soul through worship. The making of a Pact is represented by dedicating one or more points of POW to the god. The Adventurer still possesses the POW for calculating skills but it is the god that harvests the Magic Points from the dedicated POW.

Making a Pact is simple: the Adventurer, at the point of cult initiation, declares how many points of POW he intends to dedicate to the Pact. He must dedicate a minimum of one point and a maximum of one quarter of his available POW. The dedicated POW then forms the basis of his Pact Skill. An Adventurer may be initiated into more than one cult and thus have several concurrent Pact skills.

The Magic Points available to the Adventurer are limited to the amount of his undedicated POW. Thus, an Adventurer with a POW of 12 dedicating 7 points to his cult would have only 5 Magic Points available for use elsewhere. Once a point of POW has been dedicated to a cult, it cannot be used for any other Pacts, until membership of that cult is renounced. Thus, a follower of the Thunder God with a POW of 10 might dedicate six points to the Thunderer cult but this would leave only a further four points to be dedicated to another cult. Leaving a cult reduces the related Pact skill to zero and prevents him from using any Divine Magic from that god - but releases the POW previously dedicated to that Pact.

Dedicated POW forms the basis of a 'pool' of points used to power Divine Magic spells. For example, a priest with 4 POW dedicated to his god has 4 POW to invest in Divine spells. The starting value of the Pact skill is equal to APP + Dedicated POW. Like any other skill it can be developed through the spending of improvement rolls, improving the APP characteristic, or dedicating further POW. Pact can also be increased in other ways, as the Pact Improvement table, following, demonstrates. The higher the Pact skill, the more dedicated the follower. It is not a measure of how much an Adventurer knows about the cult or god; that is still measured by the Lore (Specific Theology) skill.

Pact Improvement:

Undertaking and completing a great quest for your god or cult: 1D10+1
Undertaking an unsuccessful great quest: 1D6
Undertaking a successful lesser quest for your god or cult: 1D3+1
Undertaking an unsuccessful lesser quest for your god or cult: 1D2
Emulating the behaviour of your god in extreme circumstances: 1 point per instance

Multiple Pacts

Adventurers may join more than one cult, thereby establishing more than one Pact with a deity - as long as the different cults are compatible (being allied in some way or a sub-cult of a larger organisation). The only restriction on having multiple cult membership is the amount of POW the Adventurer is willing or able to devote to each Pact: a Pact always requires a dedication of at least one POW. Of course, more POW can be dedicated at any time after joining the cult, if the Adventurer wishes so.

As the Pact increases, so does the propensity to act in the way or ways the god or focus of veneration acts. The higher the Pact, the more like the god, or object of veneration, the character becomes. Thus his character, judgements, deeds and actions reflect those of his god, because the character is essentially becoming more and more like his god. This kind of behaviour requires roleplaying for its effectiveness and Games Masters should watch for situations where the strength of the Pact will assert itself in an Adventurer's actions. Adventurers can, as their Pact increases, undergo complete personality changes as a result, although the circumstances where this happens are judgement calls for the Games Master.

Quests

Gods demand service from their followers, in the form of quests. The nature and scope of the quest varies from deity to deity. A servant of the Thunderer, for example, might be sent to slay a terrible frost-worm that dwells atop a distant mountain. Those who worship the Green might be charged with bringing water to the desert lands, so they bloom with new life. Most quests involve furthering the god's aims, protecting other worshippers, gathering new followers, or thwarting enemies. Not every quest involves travel or adventure; the god of knowledge might demand that a petitioner solve an ancient riddle or obtain a copy of a lost book of secret wisdom.

Many cults have rituals or myth-cycles that must be enacted again and again as lesser quests. For example, to advance in the cult of the Thunderer, Alaric must enter the underground pits in the Vale of Storms and fight his way past

the snake- men who dwell there until he finds the Great Green Gong and sounds it. Completing this lesser quest increases his Pact score by 1D4+1%. Every aspiring follower of the Thunderer in Alaric's tribe undertakes this quest. By contrast, every great quest is unique and extremely perilous.

<u>Limits to Dedicated POW</u>

The amount of POW that can be dedicated to any particular Pact is dependent on the rank and the cult itself. Some cults will have a minimum dedication but all cults have a maximum dedication, based on the rank. The Cults section of this chapter provides more detail on the different ranks.

Lay Member (Level 0) - No Dedicated POW
Initiate (Level 1) - POW/4
Acolyte (Level 2) - POW/2
Priest (Level 3) - 3/4 of POW
Rune Priest (Level 4) - All POW

Lore (Specific Theology) (INT x2)

A specific theology skill is associated with every god. Thus Lore (The Thunderer) exists discretely from Lore (Moon Goddess). The skill is used in two ways: first as a measure of the knowledge the Adventurer has of the god's myths, aspects, behaviour and so forth and of the rituals, ceremonies and practices associated with the god's cult. Secondly Lore (Specific Theology) is used as the skill roll for casting any Divine Spells associated with the god successfully. So, an Adventurer with Lore (The Thunderer) 60% has a 60% chance to cast any of the Divine Spells he has gained from his worship of the Thunder God.

If a deity is part of a wider pantheon then the Adventurer understands the Lore of gods associated with the pantheon at half his Lore (Specific Theology) value but he cannot use this to cast Divine Spells. Pantheistic cults do, frequently, teach the spells from one member god to cult members of an allied cult and where this is permissible then the Adventurer uses his full Lore (Specific Theology) for spell casting.

Casting Divine Magic

Divine Magic spells are prayed for by the worshipper before they can be called upon. Each Divine spell takes up a single point of Dedicated POW to store. However, Divine Spells do not cost any Magic Points when cast, as the caster is channelling the power of their god and is not fuelling the spell through his own, personal, magical reserves.

As a measure of the faith of the worshipper, when a Divine spell is cast it possesses an inherent Magnitude of one tenth of the caster's Pact skill. Priests and High Priests are able to channel so much of their god's power that their spells are exceptionally hard to block or dismiss. The same Divine Spell can be learned multiple times.

To cast the spell the Adventurer must successfully roll against his Lore (Specific Theology). Note the result of the roll.

Critical Success: The spell is cast and may be cast again. It is not placed beyond use.

Success: The spell is cast successfully and is then placed beyond use until the Adventurer can regain it as per his rank in the cult (see the Regaining Divine Spells).

Failure: The spell does not work but the Adventurer can attempt to cast it again later.

Fumble: The spell does not work and is also placed beyond use until the Adventurer can regain it as per his rank in the cult (see the Regaining Divine Spells).

When a spell is placed beyond use it is not forgotten; it is merely the case that the Adventurer cannot channel his god's power via that spell again, until he has successfully regained the god's ongoing trust in their relationship.

Regaining Divine Spells

Depending on their rank within the cult, a spell can be regained upon a successful Pact test, showing that the Adventurer has re-established their faith with the god and is able to channel that god's power once more through the Divine spell.

Lay Members - No access to Divine spells.

Initiates - May test to regain a Divine spell the day after it was used but must return to a shrine or temple to pray for the spell. It requires a successful Pact test to recover; failure requires that they try again the following day.

Acolytes - May test to regain a Divine spell the day after it was used; however, if the test fails they must return to a shrine or temple and recover the spell there.

Priests - May test to regain a Divine spell an hour after it was used; however, if the test fails they must return to a shrine or temple and recover the spell there.

Rune Priests - May test to regain Divine spells an hour after they have been used; failing the roll simply incurs a delay of another hour before they can try again, whereas a fumble means the spell must be recovered at a temple.

Dismissing Divine Magic Spells

Like Common Magic, a caster can dismiss any Divine Magic spell(s) he has cast as a single Combat Action. Ceasing to maintain a Concentration spell is immediate and not a Combat Action.

An Adventurer may also willingly release a Divine Magic spell from their Dedicated POW. This immediately frees the spell from their psyche, harmlessly dissipating the divine link and liberating the point of Dedicated POW to store a different spell if desired.

Acquiring Divine Magic

Learning Divine Magic requires a sacrifice of time and effort. To acquire a new Divine Magic spell, the Adventurer must possess the Lore (Specific

Theology) skill appropriate to the religion from which the spell is requested and be of sufficient rank within the cult.

<u>Learning a new Divine Magic Spell</u>

The Rank within the cult determines whether the character is to be granted access to a particular spell. The most powerful Divine Magic is withheld for those who have proven their faith and prowess. The character must be at a sufficiently holy site, a shrine or a temple, in order for the god in question to grant the spell to the Adventurer. The greater temples will also have experienced Acolytes or Priests that can aid the Adventurer in their religious supplications. Once learned, the Adventurer must return to a temple of similar status in order to regain the spell.

Depending on the setting, cults rarely charge a monetary cost for learning Divine Magic, although they sometimes set tests for worshippers to prove themselves worthy of being granted such spells. This is for the simple reason that anyone learning Divine Magic from a cult is already an active member and it benefits the cult to make active members more powerful.

Divine Magic Spells Traits and Descriptions

Every Divine Magic spell is defined by a series of traits describing the spell and how it is used in the game. A description then follows describing the spell's precise effects. By default, the Magnitude of any Divine spell is equal to one tenth of the caster's Pact. Unless specifically stated in its description, Divine Spells take one Combat Action to invoke. The other traits used by Divine Magic spells are detailed here.

Area (X): The spell affects all targets within a radius specified in metres.

Concentration: The spell's effects remain in place as long as the Adventurer concentrates on it. Concentrating on a spell is functionally identical to casting the spell, requiring the spellcaster to continue to gesture with both arms, chant and ignore distractions.

Duration (X): The spell's effects stay in place for the number of minutes indicated.

Instant: The spell's effects take place instantly. The spell then disappears.

Ranged: Ranged spells may be cast upon targets up to a maximum distance of the Adventurer's POW x 10 in metres.

Rank: The minimum cult rank the spell is available to.

Resist (Evade/Persistence/Resilience): The spell's effects do not occur automatically. The target may make an Opposed Evade, Persistence or Resilience test (as specified by the spell) in order to avoid the effect of the spell entirely.

Touch: Touch spells require the character to actually touch his target for the spell to take effect. The spellcaster must remain in physical contact with the target for the entire casting.

Absorption

Duration 15, Rank Initiate, Touch

This spell absorbs incoming spells aimed at the target or his equipment, converting their magical energy into Magic Points which are then available to the target. Once cast on a subject, Absorption will attempt to absorb the effects of any spells cast at the target. It will not have any effect on spells that are already affecting an Adventurer. There's no limit to the number of spells absorbed as long as Absorption remains. Any spell absorbed by this spell is cancelled and has no effect. Absorption will stop any spell with magnitude equal to or weaker than Absorption's magnitude. Spells 1 or more points stronger eliminate Absorption and take effect normally.

An Adventurer may not accumulate more Magic Points than his undedicated POW while Absorption is in effect - excess Magic Points garnered through Absorption simply vanish. Absorption is incompatible with Reflection, Shield and Spirit Block.

Alter Target

Duration 15, Rank Initiate, Ranged

The caster of this spell has the ability to re-direct ranged attacks away from their intended target. Each missile attack or spell of lesser Magnitude requires a Combat Action to deflect, turning it away from its original target and towards another victim of the caster's choice. This new recipient has to be a viable target for the source of the attack and cannot be the original source of the attack.

Amplify

Duration 15, Rank Initiate, Touch

The caster requests that his god boosts the magical abilities of the recipient. While the spell is in effect all castings of Common Magic with the Progressive trait have their Magnitude boosted by the Magnitude of this spell. No Common Magic spell can have its Magnitude boosted beyond 10. This increase in Magnitude does not cost the recipient any more Magic Points than normal. For example, Thrace casts a Magnitude 3 Bladesharp, spending the required 3 Magic Points and makes the Common Magic Skill Test. Since he is currently under the effects of a Magnitude 5 Amplify cast by Lilina a few minutes before, the Bladesharp counts as having been cast with Magnitude 8 for all purposes.

Animate Bones

Duration permanent, Rank Acolyte, Touch

This spell must be invoked on the corpse of a dead humanoid creature, to grant artificial animation to its bones. The animated skeleton will be completely under the control of the caster. There's no limit to the number of animated skeletons one person can control.

Aphrodisiac

Duration 15, Rank Initiate, Touch

This spell increases the target's sexual attraction. Any failed Influence or Streetwise rolls toward members of the opposite sex (or those of the same sex that would find the target sexually attractive), are treated as successes instead. Fumbles, normal successes and criticals are unaffected. Aphrodisiac makes all opposite-sex individuals around the target friendlier and more focussed upon them - which could be a very good or very bad thing depending on the circumstances.

Beast Form

Duration 15, Rank Acolyte, Touch

This spell transforms the caster and all his personal belongings into an animal that is sacred to his cult or faith. The caster retains his INT, APP and POW scores but exchanges his STR, DEX, CON and SIZ scores for average values of the animal shape and gains a bonus to each physical Characteristic of +1 per point of Magnitude. He also gains the natural abilities of the creature. The animal cannot be mystical or magical in any way and the Games Master should have the final say as to what manner of creature would fit a specific cult if it is not obvious.

Behold

Duration 15, Rank Initiate

The caster sees what another cult member of equal or lesser rank is currently experiencing. The image is from the point of view of the cult member being beheld, so there could be some confusion as to what is happening in certain circumstances (member is sleeping, blindfolded and so on). This spell does not convey sound, only image and if the member is dead or magically protected against scrying by a spell of greater Magnitude the caster will be rendered effectively blind for the duration.

Berserk

Duration 15, Rank Acolyte, Resist (Persistence), Touch

The recipient of this spell is overcome with bloodlust, causing him to disregard his own safety and loyalties but imbuing him with tremendous stamina and combat ability.

For the spell's duration the Close Combat skills of the recipient are increased by half again, his Damage Modifier increased by one step and he automatically succeeds any opposed or unopposed Resilience or Fatigue test... although a Major wound will still incapacitate him. However, in return the subject may not Parry, Evade or cast any magic while under the influence of Berserk. Unwilling targets receive a chance to resist. Normally, the recipient remains in the Berserk state for the entire duration of the spell but Games Masters may allow a Berserk Adventurer to shake off the effects with an unopposed Persistence test. At the end of the spell, the recipient immediately drops two Fatigue levels. Berserk may not be combined with Fanaticism - Berserk will always take precedence in such cases.

Bless Crops

Duration Special, Rank Priest, Touch

Cast on cultivated farmland Bless Crops affects a number of square kilometres equal to the Magnitude of the spell. It guarantees a harvest if maintained for a year irrespective of weather or other conditions. This spell cannot be recovered or released, for as long as the spell is maintained.

Blessing

Duration 15, Rank Initiate, Touch

This spell grants a bonus to a cult skill. The target receives a bonus of +20% per Magnitude of the spell. The specific skill is determined by the caster but must be one of the cult's skills. For instance, an Earth Cult might grant a bonus to Craft (Masonry) but a War Cult could grant the bonus to all Weapon Skills. This bonus cannot be stacked with any other spell-effect bonuses.

Breathe Water

Duration Special, Rank Initiate, Touch

Breath Water allows an air-breathing creature to breathe water (the subject will still be able to breathe air as well), for up to one hour per point of Magnitude. This spell cannot be recovered or released, until the spell ends.

Call Winds

Area Special, Duration 15, Rank Acolyte

Allows the caster to summon or bend the winds to his will, in an area whose diameter is equal to the Magnitude of the spell in kilometres. The maximum strength of winds the caster can control or invoke depends on their Cult Rank. Acolytes can summon up to Moderate Winds, Priests up to Gales and Rune Priests up to Hurricanes. If the caster can control the wind he may reduce it to Calm or change its direction if desired. This spell cannot alter magically-created weather effects of greater Magnitude.

Channel Strength

Duration Special, Rank Initiate, Touch

Through this spell the caster can help to prevent the target from suffering from the ill effects of Fatigue. The target of this spell will not receive another level of Fatigue for up to one hour per point of Magnitude. This spell cannot be recovered or released, until the spell ends.

Clear Skies

Area Special, Duration 15, Rank Acolyte

This spell grants a short reprieve from poor weather. The caster creates mild, pleasant weather conditions in an area with a diameter equal to the Magnitude of the spell in kilometres. Rain stops, sweltering heat becomes cool breezes and dark clouds separate to reveal the bright and warming sun. This spell cannot alter magically-created weather effects of greater Magnitude.

Consecrate

Area Special, Duration Special, Rank Priest

This spell is as much a part of a temple's foundation as is its cornerstone but may actually be cast almost anywhere. It creates a sphere with a radius of 10 metres per point of Magnitude. The consecrated sphere is sacred to the spellcaster's god. Consecrate by itself does nothing to keep outsiders at bay but the caster of the spell will know immediately if a spell, missile, spirit or someone who is not a member of his cult crosses the boundaries of the Consecrate spell.

While within the area of a Consecrate spell, an Initiate of the same religion gains a bonus to all Skill tests equal to 10% per point of Magnitude; and all Lore (Specific Theology) tests made to cast Divine spells automatically succeed. Initiates of other gods and hostile creatures in the area of the spell suffer an equal penalty to their Skill tests.

Consecrate requires one hour per point of Magnitude to cast. This spell cannot be recovered or released, for as long as the spell is maintained. It is usually the duty of the Priest in charge of a temple or shrine to maintain the spell.

Crash of Thunder

Area Special, Instant, Ranged, Rank Acolyte, Resist (Resilience)

This spell allows the caster to summon a powerful blast of thunder from the open sky, directed toward his foes. The spell affects an area around the caster equal to 10 times the Magnitude in metres, forcing all non-Cult members to resist the spell. Those who fail are knocked from their feet for 1D2 Combat Actions and struck deaf for 1D6 minutes. Should anyone fumble the Resistance roll against the spell, they are struck permanently deaf. Also, any items of glass or pottery will shatter automatically within the area of the spell.

Cure Disease/Poison

Instant, Rank Acolyte, Touch

This spell lifts the effects of any mundane disease or poison afflicting the target; or magical ones whose potency is less than the Pact % of the caster. If the disease is the result of a Disease Spirit and therefore magical in nature, the spell exorcises the Spirit as long its POW is within three times the spell's Magnitude. For example, a Magnitude 5 Cure Disease/Poison will exorcise any Disease Spirit of POW 15 or less.

Disarm

Instant, Ranged, Rank Acolyte, Resist (Persistence)

This spell gives the caster a powerful ability to take weaponry from the hands of a number of targets equal to the Magnitude of the spell. When cast, the target makes a Resistance roll for every weapon or shield in their hands at the time. Each failed roll means that the item is flung or torn from the target and lands 1D6 metres away in the direction toward the caster. It obviously has no effect on natural weaponry of any type.

Dismiss Elemental

Instant, Ranged, Rank Initiate, Resist (Resilience)

Dismiss Elemental may be cast against Gnomes, Salamanders, Shades, Sylphs or Undines. The spell affects an elemental of up to one cubic metre in size per point of Magnitude. Failure to resist the spell causes the elemental to be dismissed and leaves the material substance of its body in place.

Dismiss Magic

Instant, Ranged, Rank Initiate

Dismiss Magic may be cast against either a general target or a specific spell. Dismiss Magic will eliminate a combined Magnitude of spells equal to its own Magnitude, starting with the most powerful affecting the target. If it fails to eliminate any spell (because the spell's Magnitude is too high), then its effects immediately end and no more spells will be eliminated. A spell cannot be partially eliminated, so a target under the effects of a spell whose Magnitude is higher than that of Dismiss Magic will not have any spells

currently affecting it eliminated. The caster can also target Dismiss Magic against a single specific spell. As long as Dismiss Magic's Magnitude equals or exceeds the target spell's Magnitude, the target spell is eliminated.

Ebb and Flow

Duration Special, Rank Initiate, Ranged

This spell allows a caster to seriously speed up or slow down a water- going vessel of any kind by forcing the water it rests in to either push faster or work against it. The caster can increase a craft's speed by half-again, or decrease it to one- half, chosen at the time of the spell's casting. The spell continues until dropped, allowing for higher-powered castings of the spell to make considerable changes to travel time by boat, ship or raft. This spell cannot be recovered or released, for as long as the spell is maintained.

Eclipse

Area Special, Duration 15, Rank Acolyte

This spell turns day into night for a short period of time. Animals flee in confusion, people tend to question what they are seeing and fear is widespread. Whatever the reason for doing so, the caster can choose whether it is twilight or midnight black in an area whose diameter is equal to the Magnitude of the spell in kilometres.

Elemental Summoning

Duration 15, Rank Initiate, Touch

This spell summons forth an elemental associated with the god's portfolio. For example cults associated with an Earth god would summon Gnomes. The caster summons an elemental of one cubic metre per point of Magnitude in 1D3 Combat Rounds and remains in the area for the entire spell duration. For obvious reasons, the caster must have access to the same volume of the element's

material to cast this spell successfully. If less volume is available, then the caster can animate the material with a smaller elemental if desired. The elemental follows the directions of the caster for the duration of the spell but disperses once the spell expires.

Exorcism

Instant, Rank Acolyte, Resist (Persistence), Touch

By means of this spell, a divine spellcaster calls upon their god to drive out a spirit currently possessing a corporeal being. Whether the possession is dominant or covert is immaterial. The spellcaster must be open to the spirit world in order to cast this spell - he may not be shielded by a Spirit Block, or similar effect.
The spirit receives a -5% penalty per point of Magnitude to resist the spell. Failure severs the possession but leaves the spirit free to engage any other nearby target in Spirit Combat if it desires. Thus this spell can be potentially dangerous for the caster.

Extension

Duration Special, Rank Acolyte

This spell lengthens the duration of any Divine Magic spell with the Duration trait, for as long as the caster wishes to maintain it. Extension, and the spell it is extending, is cast simultaneously by the caster - this is an exception to the normal rule that only one Divine Magic spell may be cast during a single Combat Action.

If the Extension spell fails to cast while the augmented spell succeeds, the augmented spell is not extended and operates normally. If the augmented spell fails to cast while the Extension spell succeeds, the Extension spell is not cast. Extension prevents recovery or release of both the extended spell and the Extension itself, for as long as the spell is maintained.

Fear

Instant, Ranged, Rank Initiate, Resist (Persistence)

This spell causes the target to be gripped with overwhelming fear. Fear has no effect on unconscious targets, targets without an INT Characteristic or targets that are currently under the effect of another emotion controlling spell of higher Magnitude. Targets that fail to resist flee in terror for a number of minutes equal to the Magnitude of the spell. Victims will avoid engaging in combat unless forced to.

Fireshield

Duration 15, Rank Initiate, Touch

This spell allows the recipient's body to radiate intense heat capable of burning anything which is touching it with 6d6 damage, though the heat reduces at a distance from the body and cannot harm things which are not touching or almost touching it. As an anti-missile shield, the spell is very effective, causing arrows to burn into fire and turn into ashes before hitting the recipient. Bigger missiles and hand-held weapons can be destroyed by a Fireshield, too. A magical missile can cancel Fireshield if its damage roll is higher than the Fireshield's damage roll. (The magical missile dissipates after that.)

Fog

Area Special, Duration 15, Rank Acolyte

The caster creates a thick fog that obscures all vision and muffles hearing, in an area with a diameter equal to the Magnitude of the spell in kilometres. Anyone caught in the fog has their Perception skill reduced by half. The fog will remain in the area it was cast but can be pushed away or dispersed by a significantly strong wind. This spell is useful for stealthily moving large numbers of animals or troops.

Gleam

Duration 15, Rank Initiate, Touch

This Spell enchants a single weapon with a speck of bright light that dances along its edge, always shining through the eyes of the target opposing its attacks. Anyone attempting to Parry or Evade a weapon currently under the effects of Gleam has their Skill Tests reduced by -10% per point of Magnitude, due to the dazzling light. Gleam is compatible with all damage boosting or weapon skill improving magic, such as Bladesharp, Bludgeon or similar spells.

Heal Body

Instant, Rank Acolyte, Touch

This powerful spell instantly heals a creature, restoring its maximum Hit Points. Heal Body will even heal maimed, or reattach severed, locations if cast within an hour of receiving the Major Wound. Beyond this period the Regrow Limb spell is required.

Heal Mind

Instant, Rank Initiate, Touch

This spell gives the caster the ability to remove derangements from a single target. In the case of magically-induced madness or similar instabilities, the spell works on a permanent basis if its Magnitude is equal to or greater than that of the magical disorder.

Heal Wound

Instant, Rank Initiate, Touch

Heals a character for 20 general Hit Points OR heals one location back to its full Hit Points but will not cause a severed limb to reattach or regenerate.

Illusion

Duration 15, Ranged, Rank Initiate, Resist Special

This spell is used to temporarily modify the sensory projections of a single target, for example a cow can be made to look like a tiger, sound like a howling wolf when it moos, smell of roses, taste of butterscotch, feel like it is icy cold, or a combination of these. The caster can adjust one sensory projection per point of Magnitude. Once set, the illusion can no longer be modified for the duration of the spell.

Depending on the target, the illusion can extend up to its Magnitude in metres in any dimension. To cover a larger target, multiple castings of Illusion can be combined together, thus a small fortress could be made to appear as a briar covered hill for example.

If the spell is cast directly upon an unwilling living target, it may resist with its Resilience. Observers who interact with the illusion are permitted an opposed Persistence roll against the spell, in order to resist any debilitating psychosomatic effects it creates, i.e. deafness, pain, nausea and so on. The illusion itself is incapable of causing harm but the underlying target remains as dangerous as it was before the spell.

Laughter

Duration 15, Ranged, Rank Initiate, Resist (Persistence)

This spell infects the caster's foes with laughter, making common activity difficult and exhausting. The caster picks a number of targets equal to the Magnitude of the spell, who all must resist the spell individually. Those who fail are subject to gut-wrenching laughter for the duration of the spell, suffering a - 20% penalty to all DEX-related Skill Tests and a level of Fatigue when the spell expires.

Lightning Strike

Instant, Ranged, Rank Initiate, Resist (Evade)

This spell causes a sizzling bolt of lightning to streak from the hand of the caster toward the target. The spell, if not evaded, will stun a specified Hit Location, reducing it to 0 Hit Points, OR cause 3D6 damage to general Hit Points. Natural and worn armour offers no protection against this damage but magical protection does. However, any magical Armour Points the target possesses are reduced by 1 AP per point of Magnitude.

Madness

Instant, Ranged, Rank Initiate, Resist (Persistence)

This spell causes the target to lose contact with reality and become a gibbering loon. Madness has no effect on unconscious targets, targets without an INT Characteristic or targets that are currently under the effect of another sanity influencing spell of greater Magnitude. Targets that fail to resist, gibber and rave uncontrollably for a number of minutes equal to the Magnitude of the spell. Victims will perform random Combat Actions during this period. Roll 1D6. 1: Move to Close Combat attack a random target. 2: Run in a random direction. 3: Cast a spell at random target. 4: Use ranged attack against random target. 5: Shout at random target. 6: Dance wildly. In non-combat situations, the Games Master should allow the target to perform passive but perhaps more frightening or entertaining actions.

Mindblast

Duration 15, Ranged, Rank Initiate, Resist (Persistence)

This spell applies a penalty to the victim's INT equal to the Magnitude of the spell. This may cause the target to lose access to some Sorcery spells, or

reduce the maximum magnitude of cast some magic. If the target's INT is reduced below 8 they lose the power of speech and become animalistic in their thought processes.

Mindlink

Duration 15, Ranged, Rank Initiate

This spell allows the transmission of conscious thoughts, spell knowledge and Magic Points between participants. Each point of Magnitude in Mindlink allows mind-to-mind communication between two people, either creating several separate pairs of Mindlinked people, or making the caster the central hub of a small Mindlink network. In the second case, only the 'central' Adventurer is linked directly to other participants. Thus, if Alaric is linked to Lilina and Thrace, Lilina and Thrace are not linked to each other.

Mindlink must be cast upon all participants at the same time and it is limited to consenting participants. Those participating in a Mindlink may use the spells and Magic Points of others they are linked to without consent, but only if they have the needed skill to cast it. Example: to take a Divine spell from a Thunderer worshipper and cast it, an Adventurer must have Lore (the Thunderer) as one of his skills. Divine spells used in this way must be recovered normally by the original owner.

Participants in a Mindlink have a special vulnerability to INT, POW, APP and morale-effecting spells. Such a spell cast against any member of a Mindlink will affect all those connected, though all participants are entitled to resist individually.

Although participants in a Mindlink share Magic Points and conscious thought, they remain their own entity. Mindlink does not include hidden thoughts, memories, unconscious urges, skills or permanent spell knowledge. Any participant may sever their connection to the Mindlink as a Combat Action, or by leaving the spell's range.

Rain

Area Special, Duration 15, Rank Acolyte

This Spell grants the caster the ability to bring rain from a clear sky. For the duration of the spell rain falls from the sky in an area whose diameter equals the Magnitude of the spell in kilometres. The rain can be as heavy or light as the caster desires, though not heavy enough to cause severe flooding but can be the difference between life and death for plants and thirsty men. If Rain is cast in sub zero temperatures, snow is created instead.

Reflection

Duration 15, Ranged, Rank Initiate

This spell reflects incoming spells aimed at the target or his equipment, redirecting the spell back at the original caster. It will not have any effect on spells that are already affecting the target. The effects of Reflection depend on the relative Magnitude of both itself and the incoming spell. If the incoming spell's Magnitude is equal to or weaker than Reflection's Magnitude, the incoming spell is reflected and Reflection remains. If it is 1 or more

points stronger than Reflection's Magnitude, Reflection is eliminated and the incoming spell takes effect.

Reflection is incompatible with Absorption, Shield and Spirit Block.

Regrow Limb

Concentration Special, Rank Acolyte, Touch

This spell causes a location severed or maimed by a Major Wound to regenerate, or if the detached location is still present, for it to reattach itself to its stump.

Regenerate Limb takes a number of rounds equal to the location's HP to reattach or repair, during which time the caster must maintain concentration on the spell. The Hit Location is immediately restored to 1 Hit Point at the end of this period. Regenerating a severed location works the same way but takes minutes instead of rounds.

Resurrect

Concentration Special, Rank Priest, Resist (Persistence), Touch

This spell brings the dead back to life. The body of the deceased must be present and cannot be lacking any Hit Locations vital for life. If the target died due to disease or poison, the ailment must be eliminated first or the spell will fail.

Resurrect summons the deceased spirit to approach its former body. The caster of the spell must then persuade the returning spirit to re-enter its body - while those with unfinished aims or seeking revenge may be more than willing to return to life, those who died in lingering pain due to old age or persistent illness may be less than happy at a return to corporeality and may resist the summoning.

Resurrect takes a number of hours equal to the target's POW Characteristic to take effect, during which time the caster must maintain concentration on the spell. A resurrected Adventurer returns to life with zero Hit Points on all locations.

After death, Resurrect must be cast within a number of days equal to the Magnitude of the spell, otherwise the magic automatically fails.

Sever Spirit

Instant, Rank Priest, Resist (Resilience)

This spell severs the bond between body and soul, to devastating effect. The target may resist the spell by opposing his Resilience with the caster's Lore (Specific Theology) roll made to cast the spell. If the resistance attempt fails, then the target dies. If the resistance roll succeeds, then the target takes one point of damage for every two points of Magnitude of the spell to each Hit Location simultaneously. This may, in some cases, still result in the death of the spell's target, if further Resilience rolls for the damage sustained are failed.

Shield

Duration 15, Rank Initiate, Touch

This spell protects the caster from physical and magical attacks. Each point of Magnitude gives the caster two extra Armour Points and two points of magical protection as per Countermagic.

These effects are cumulative with other Common Magic spells, as well as any physical armour the caster is wearing. Shield is incompatible with Absorption, Reflection and Spirit Block, as well as further castings of Shield on the same recipient.

Sleep

Duration 15, Rank Priest, Ranged, Resist (Persistence)

This special spell has an area effect of 10m radius centered on the target. Every creature in the area is put to sleep. (Those beings incapable of sleep, like animated skeletons, are not affected).

Soul Sight

Duration 15, Rank Initiate, Touch

This spell allows the recipient to see the POW aura of anyone he looks at, enabling him to discern that creature's current Magic Points, as well as the nature of any active spells, the source of their magic and any enchanted items the creature is carrying. It also allows the recipient to see into the spirit world.

Spell Trade

Instant, Rank Initiate, Touch

This spell allows the caster to trade one of his divine spells for another divine spell from a member of a different cult. The caster and the target must be in agreement for the magic to work. The traded spells can be used under the same conditions (% casting chance, etc.) as the original spells would.

Both the caster and the target of a Spell Trade can regain normally their original spells after spending the traded spells.

Spirit Block

Duration 15, Rank Initiate, Touch

Spirit Block is one of the most powerful ways in which to block the malign influence of ghosts, wraiths and other creatures of the spirit world. The recipient of Spirit Block may only be affected by spirits with a POW greater than the spell's Magnitude, squared.

Magnitude 1: POW 2 or higher
Magnitude 2: POW 5 or higher
Magnitude 3: POW 10 or higher
Magnitude 4: POW 17 or higher
Magnitude 5: POW 26 or higher
Magnitude 6: POW 37 or higher
And so on.

Spirit Block is incompatible with Absorption, Reflection and Shield.

Summon (demonic entity)

Duration 15, Rank Acolyte

This spell summons forth a being from Hell to do the caster's bidding, to the best of his abilities, for the duration of the spell. There are many different versions of Summon (demonic entity), each one calling forth a different demon from the Underworld. Some versions: Summon Imp, Summon Incubus/Succubus, Summon Demon Warrior, Summon Demon Knight, Summon Demon Lord. The last one is an extraordinarily powerful spell; it is also the only known way to remove Chaos features from a creature. Preciously few people can cast it.

Sunspear

Instant, Ranged, Rank Priest, Resist (Evade)

This spell will only function in direct sunlight. When cast a shaft of light, two metres wide, streaks from the sky to blast a single target. If the target does not evade, the blazing light will burn it for 5D6 Hit Points of damage. Armour Points are not effective against this damage and it counts as both magical and fire damage.

Sureshot

Duration 15, Rank Initiate, Touch

Sureshot magically guides the trajectory of missiles thrown or fired by the recipient so that they almost always hit, no matter the situational modifiers or cover, as long as the target is within range of the weapon.

For the duration of the spell, any failed missile attack roll is treated as a success instead. Fumbles, normal successes and criticals remain unaffected. The target of the missile attack can still attempt to Parry or Evade as normal.

Sureshot may not be combined with Firearrow, Multimissile or Speedart - Sureshot will always take precedence in such cases. Precise Attack attempts do not work whilst this spell is operating.

True (Weapon)

Duration 15, Rank Initiate, Touch

Cast on the specified type of Close Combat Weapon, this spell doubles that weapon's normal damage dice. Other bonuses, such as Damage Modifiers, are not affected. The wielder of the weapon should roll the weapon's damage twice and total the result.

Warding

Area Special, Duration as Consecrate, Rank Priest

This defensive spell must be cast within the area of a Consecrate spell. Warding is triggered automatically when hostile creatures cross the boundaries of the Consecrate spell. Every round, the hostile entities suffer 1 point of magical damage to their physical bodies per point of Magnitude of the Warding spell. Neither armour nor spells can block this damage.
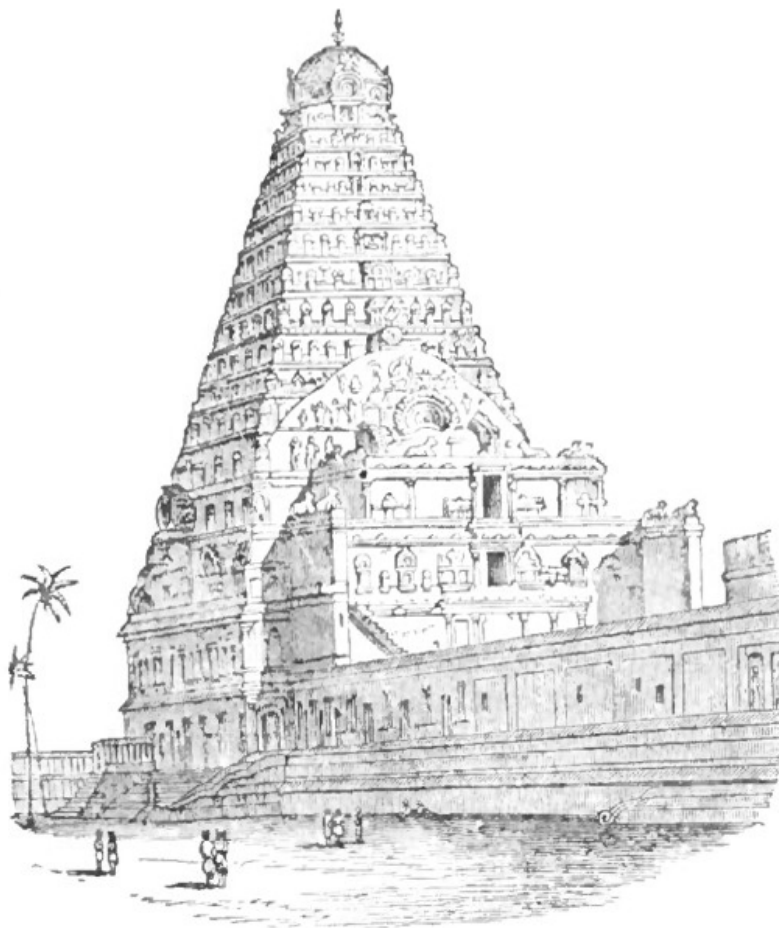
SORCERY

Sorcery uses formulae, both written and mentally envisaged, to achieve magical effects. A somewhat crude way of looking at Sorcery is to consider it as short-cuts and bypasses that alter the fabric of creation to serve the caster's own ends. Whereas Common Magic is a miscellany of charms and cantrips, and Divine Magic channels the powers of the gods, Sorcery is a deliberate attempt to bend the way the universe functions.

Sorcery Grimoires

Sorcerers record their spells in grimoires. A grimoire can hold just one spell or many. Some grimoires are disparate collections with no single theme whereas others are deliberate collections of spells of a particular nature, gathered together to reflect a particular mindset or requirement. Grimoires can take unusual forms. In some cultures they are often recorded on scrolls or within tomes. However these are perishable, so some civilisations engrave grimoires on plates of metal, carve them into stone walls or even embed them in crystalline formations. Since the recording of a spell takes up a large amount of space, most enduring grimoires are near immovable and even the smallest scroll with a single spell is large and unwieldy.

Sorcery and Other Types of Magic

Because Sorcery is based on deliberate endeavours and has little basis in naturally occurring magic, many cultures view it with deep suspicion and may shun it completely. Sorcery may be viewed as heretical and manipulative - magic that breaks the very nature of a divine relationship or corrupts the stability of the spirit world.

Some sorcerers view Common and Divine Magic with contempt. A good sorcerer does not need to rely on the relationships these kinds of magic require; all he needs is his own intellect and his grimoire. Sorcery can remove the tiresome, restrictive constraints necessary to the other kinds of magic. He can, if he chooses, stand alone and still wield great power. In more open minded societies where Sorcery forms part of a cult's structure, it is often at the expense of Divine Magic - either because those who established the cult possessed no celestial or otherworldly relationships to begin with, or have lost it through overly dedicating their energies to developing the power Sorcery offers.

How Sorcery Works

A sorcerer works magic through two skills, Sorcery (Grimoire) and Manipulation.

Sorcery (Grimoire) (INT x2)

The Sorcery (Grimoire) skill reflects the knowledge of all the spells learned from within a particular grimoire. It is this skill which a sorcerer rolls against to see if they cast a spell correctly. The skill also limits the effect of the spell. A sorcerer can study more than one Grimoire and thus sorcery possess many Sorcery (Grimoire) skills. Sorcerers are not in the habit of carrying their grimoires around with them: a grimoire is a powerful

document and the physical thing is often closely guarded. Therefore sorcerers are forced to memorise spells from their grimoire(s). The complex equations, symbols, incantations and arcane gestures consume a great deal of mental capacity. Therefore no sorcerer can ever memorise more spells, from one or multiple grimoires, than he has INT, with one spell occupying one point of the INT Characteristic. A sorcerer with INT 16 could thus keep in his mind up to 16 spells from the same or multiple grimoires. Casting a spell does not erase it from his mind; but to change which spells he has memorised a sorcerer must spend 1D6 hours expelling an old spell from memory and memorising a new one from its grimoire.

For Example, Jedekiah is a sorcerer of one of the illustrious Jade Circle Schools. As a member of the Seventh Circle sect he has Sorcery (Seventh Jade Grimoire) 60% and Sorcery (Book of the Whisperer) 45%. His INT is 14. The Seventh Jade grimoire has over a dozen spells in its pages whilst the Whisperer's Bookhas only six. Jedekiah can therefore memorise any combination of spells from either grimoire as long as the total number of spells does not exceed 14. To successfully cast those spells found in the Seventh Jade Grimoire he needs to roll 60% or less; and 45% or less to cast those from the Whisperer'sBook.

If the same spell is found in one or more grimoires a sorcerer knows, he always casts it at the highest rated Sorcery (Grimoire) percentage.

Manipulation (INT+POW)

On their own, Sorcery spells can be quite weak and limited in their scope. However a sorcerer's true power lies in his ability to extend the fundamental aspects of all spells, enhancing their reach. By default, Sorcery spells cast without any Manipulation have a Magnitude of 1, a Range of touch, a Duration equal to the caster's POW in minutes and focus upon a single target. However, the Manipulation skill allows a sorcerer to modify the spell's Magnitude, Range, Duration, Targets and even Combine several spells into a single casting.

Manipulation is a single skill which can be applied to all known Sorcery spells; a separate Manipulation per Grimoire is not necessary.

The Manipulation skill is never rolled against when casting a spell. Instead, each 10% or fraction thereof of the Manipulation skill allows one point of Manipulation to be assigned to a single Sorcery spell component. Sorcerers therefore need to specify at the moment of casting how the points of their Manipulation skill will be used. For example, Jedekiah with Manipulation 50% could place three points into manipulating Duration and two into manipulating Range; or five into a single component.

Manipulation of the following components is possible:

Magnitude: Used to penetrate magical defences or resist magical attacks.

Range: Used to increase the distance a spell can be cast over.

Duration: Used to extend the period of time the spell's effects last.

Targets: Used to increase the number of targets affected by the spell.

Combine: Used to fuse together several spells into a single casting.

Magnitude

Sorcery spells have a default Magnitude of 1 at no additional Magic Point cost. It costs one Magic Point to augment the Magnitude of a Sorcery spell, regardless of its final intensity. Manipulating this component allows the sorcerer to increase the Magnitude of a spell. For Sorcery spells Magnitude is only used to see if it will overcome magical defences or resist magical attacks. It does not modify the effect of the spell which is controlled by the Sorcery (Grimoire) skill.

Range

Sorcery spells have a default Range of Touch, at no additional Magic Point cost. It costs one Magic Point to augment the Range of a Sorcery spell to a maximum distance of POW in metres. Further manipulating this component allows the sorcerer to increase the Range even further, enabling sorcerers to cast spells over great distances. However since most spells require the target to be under direct observation, a sorcerer often needs other forms of perception or magical aid to cast sorcery reaching beyond their immediate senses. See this table:

No Manipulation - Range 0 (touch)
Add 1 Magic Point - Range POW in metres
Add 2 Magic Points - Range 50 metres
Add 3 Magic Points - Range 100 metres
Add 4 Magic Points - Range 500 metres
Add 5 Magic Points - Range 1 km.
Add 6 Magic Points - Range 5 km.
For each extra MP added - Range increases 5 km.

Spells cast at a Range of Touch require the sorcerer to make a successful Unarmed attack on a resisting target. To avoid touch spells a recipient must use Evade to dodge the attack, since defending with a Combat Skill will still transfer the magical effect through the parrying weapon or shield.

If Range is augmented beyond Touch then the caster automatically strikes his intended target, unless the target is able to dive for cover or flee out of reach before the spell is completed.

Duration

Sorcery spells have a default Duration equal to the POW of the caster in minutes, at no additional Magic Point cost. It costs one Magic Point to double the Duration of a Sorcery spell, regardless of its final time span. Each Magic Point further invested in Duration doubles again the time span of the spell.

Example: a sorcerer with POW 20 casts spells with a default Duration of 20 minutes. Investing 1 Magic Point in extending Duration takes it to 40 minutes. Another Magic Point would take it to 80 minutes, then 160 minutes, 320 minutes and so forth.

Targets

Sorcery spells have a default Target of one person or item, at no additional Magic Point cost. It costs one Magic Point to augment the Targets of a Sorcery spell, regardless of the final number of recipients.

Manipulating this component allows the sorcerer to increase the number of targets of a Sorcery spell. The number of targets the spell can affect is one per Magic Point invested. If the spell is successful, the effect of the spell is applied multiple times, once for each target included; the spell's potency is never divided between them.

Combine

Manipulating this component allows the sorcerer to combine the effects of multiple Sorcery spells in a single casting, so they will affect the target simultaneously. This is the most powerful aspect of Sorcery, as it allows a skilful sorcerer to use his Magic Points judiciously and achieve multiple effects within a short space of time.

A spell may not be combined with itself - only different spells may be combined.

If the combined spells come from different grimoires, then the lowest Sorcery (Grimoire) skill is used as the base casting chance.

The spells must all have the same target or targets. A sorcerer cannot combine a Palsy targeting an enemy and a Spell Resistance targeting himself, for instance.

Any other Manipulation effects applied in a combined spellcasting apply to each and every one of the spells involved. Only one Magic Point need be spent per Manipulation effect, regardless of the number of spells involved.

Each additional spell added to a combined spellcasting costs one extra Magic Point and reduces the casting chance by 10%.

Casting Sorcery Spells

A sorcerer must be able to gesture with his hand, be able to visualise the lay-out of the spell as it appears in the grimoire and be able to chant in order to complete the casting. Whenever a spell is cast, there is always a sight and sound that nearby creatures can detect, be it a flash of light, a crack of thunder or a shimmering in the air. The exact effects are up to the Games Master and player to decide but attempting to invoke a spell subtly permits nearby observers an opposed roll of their Perception versus the casting roll to spot the invocation.

Casting a Sorcery spell requires a successful Skill Test of the Sorcery (Grimoire) skill to which that spell belongs.

Magic Points

Sorcery spells cost one Magic Point plus as many Magic Points as the number of Manipulation effects applied to it. Jedekiah, for example, casting a Sorcery spell upon himself with no Manipulation uses only a single Magic Point. Applying five Manipulations would cost six Magic Points (one for the basic spell, plus one point per Manipulation). Casting two spells upon himself at the same time with the same Manipulations applied to both spells would cost seven Magic Points, as well as reducing his Sorcery (Grimoire) skill by 10%.

Casting Modifiers

Sorcery spellcasting tests apply the same modifiers as Common Magic spellcasting tests.

Casting Critical Successes

If the Sorcery (Grimoire) roll is a critical success, the spell costs no Magic Points to cast, irrespective of the amount of Manipulation applied to it.

Casting Failures

If the casting test fails the spell does not take effect and costs the caster a single Magic Point.

Casting Fumbles

If the Sorcery roll is fumbled the spell fails and the sorcerer loses the full Magic Point cost of the spell.

Casting Time

All Sorcery spells take as many seconds to cast as DexSR plus the number of Magic Points used to cast them, with a minimum casting time of 1. No other Combat Action may be taken while casting a spell.

Physical and magical attacks on a sorcerer as he casts automatically ruin the spell if he is immobilised, majorly wounded or is prevented from observing the target. Lesser distractions require successful Persistence tests to maintain concentration on the spell.

Dismissing Sorcery Spells

Like Common Magic, a caster can dismiss any active Sorcery spell(s) he has cast as a single Combat Action, at any point.

Acquiring Sorcery

Adventurers desiring to learn Sorcery must fulfil certain conditions:

* Have access to the grimoire from which the spell originates.

* Be able to read the language of the grimoire.

* Have time to conduct the study in quiet and solitude.

No matter how many spells are contained within, it requires one week of studying a grimoire to gain its specific Sorcery (Grimoire) skill. This is treated as learning a new Advanced Skill and starts at a base percentage of INT x2. Once the theories and philosophy described by the grimoire are understood, the sorcerer may then begin to learn the spell or spells contained within. Each spell takes a further week to learn, after which the sorcerer will then be able to cast that spell using the Sorcery (Grimoire) skill for the grimoire it belongs to.

A sorcerer belonging to a sorcery cult is usually forbidden from transcribing the spells from the grimoire - as doing so may allow the knowledge to spread beyond their reach.

Depending on the setting and culture, admittance to such grimoires may be difficult. Whilst membership of some sorcery cults or schools may allow study of their grimoire free of charge; others might require gifts paid, quests performed or attaining a specific membership rank before granting access.

Spell Traits and Descriptions

Every Sorcery spell is defined by several traits defining the spell and how it is used in the game. A description then follows describing the spell's precise effects. The traits used by Sorcery spells are detailed here.

By default all Sorcery spells are binary in effect rather than progressive: they either work or they do not. The strength of the effect, or scope of the target they can affect, is dependent on the caster's Sorcery skill in the grimoire from which that spell comes.

Autonomous: The spell's effects will remain until its duration ends, without need for concentration.

Concentration: The spell's active effects continue so long as the Adventurer concentrates on it. Once focus is dropped, the spell's effect ceases or remains static until concentration can be resumed. Stressful situations, such as walking a narrow ledge, engaging in combat, suffering serious injury, or casting another spell immediately require a Persistence roll to maintain focus. By default a sorcerer may only concentrate on a single Concentration spell at any one time.

Resist (Evade/Persistence/Resilience): An offensively cast spell does not take effect automatically. The target may make an Opposed Test of their Evade, Persistence or Resilience skill (as specified by the spell) against the casting roll of the sorcerer, to avoid the effect of the spell entirely. To resist using the Evade skill, the Adventurer must expend a Combat Action.

Abjure (Substance/Process)

Autonomous

There are many Abjure spells; for instance, Abjure Air, Abjure Food, Abjure Water and so on. Each discrete Abjure spell permits a sorcerer to forgo a single specific substance or process necessary for life, such as air, water, food, sleep and so forth. The sorcerer can affect a living target of up to three points of SIZ for every 10% of his Sorcery (Grimoire) skill, utterly removing the need for that particular requirement until the spell ends. Thus an Abjure (Air) spell could allow a sorcerer to move underwater without needing to breath.

Many exotic versions of this spell exist, which affect dreams, pain or even aging.

Animate (Substance)

Concentration, Resist (Special)*

This spell animates a specific type of substance as indicated by the particular spell; thus there are many variants of Animate available. The sorcerer animates three points of SIZ or a cubic metre of insubstantial material for every 10% of his Sorcery (Grimoire) skill, causing it to move

about and interact clumsily with its surroundings. The substance moves at a rate of one metre by default, although points of SIZ or ENC may be substituted for extra movement on a three for one basis; and cubic metres on a one for one basis.

Example: Jedekiah knows the Animate (Wind) spell and has increased his Sorcery (Grimoire) to 73%. He is sailing a small skiff across the sea when he sees a warship bearing down on him. In desperation he tries to escape and invokes the wind to his aid. The Games Master decides that the skiff 's sails hold two cubic metres of air, so the remaining six cubic metres Jedekiah can normally control may be used instead to increase the wind's speed. Converting them over and adding to the base one metre speed provided by the spell, allows the skiff to be blown at an additional seven metres per round. More than enough to outdistance the warship.

The sorcerer's chance to have the animated object perform any complex physical skill is equal to his own chance to perform that action halved (before any modifiers). If combined with the appropriate Form/Set spell (through application of the Combine Manipulation), the caster can perform much finer manoeuvring of the target. In this case, the animated object will use the caster's full skill scores for physical activities.

*The myriad versions of this spell normally only affect inanimate matter, such as clay, steel, dead flesh and so on; or ethereal substances such as air, fire, darkness. If the substance is already under magical control or is a living elemental, then the target gains a Resistance roll of some form, such as an opposed magical skill or Persistence. Darker versions of this spell are rumoured which allow sorcerers to animate living creatures and control them like puppets.

Attract (Harm)

Autonomous, Resist (Persistence)

This spell steers attacks of a singular type within its range, so they strike the recipient instead. It works differently according to the type of harm affected by the spell variant. This can even cause a spell or missile attack to turn back upon its own caster! Magic - Draws offensive spells of up to 1 Magnitude per 10% known in the Sorcery (Grimoire) skill.

Missiles - Attracts all missile attacks which inflict up to a maximum (including magical augments) of 1 Hit Point per 10% known in the Sorcery (Grimoire) skill.

Spirits - Baits any hostile spirit with up to 3 POW per 10% known in the Sorcery (Grimoire) skill.

Energy - Redirects all sources of harm linked to a particular energy or effect, such as fire, poison, cold, undeath and similar forces.

Banish

Autonomous, Resist (Persistence)

Allows a sorcerer to dismiss spiritual or demonic entities of up to 3 POW per 10% of his Sorcery (Grimoire) skill. If the spell overcomes the Persistence of the targeted entity it is sent back to the Plane from whence it originally

came. The spell does not work against otherworldly beings which are bound within a material object or fetish. However, if the entity is temporarily freed from its binding to perform a service, then the spell breaks whatever magical hold linking it to its owner/master. Likewise the spell cannot cast forth a spirit or demon possessing a victim, only one that is first tricked into abandoning the host.

Castback

Autonomous

Castback is a defensive invocation shielding the sorcerer from hostile magic and has a chance of sending it back to the attacking spellcaster. It reflects hostile magic of up to 1 Magnitude per 10% of the caster's Sorcery (Grimoire) skill and only affects spells that target the user specifically and possess the Resist trait. Such spells may affect the protected Adventurer normally but if it is resisted, the spell is launched back at the person who cast it.

Chaos Channel

Autonomous

This spell is an invocation calling upon the power of chaos to give the sorcerer wings, gills and scales. The recipient of the spell cannot be anyone but the caster himself. The scaly skin provides a natural armour of 3 points. The gills allow underwater breathing. The wings let the caster fly at a speed of 2m per round, which can be further increased by 2m per extra magic point invested. For the duration of the spell, the sorcerer is considered chaotic and can be located through the use of the Sense Chaos spell.

Create Matrix

Autonomous

A very difficult spell, it allows the sorcerer to create magical matrixes that can be used by any character to cast a certain spell. It is also possible to use this spell to make MP matrixes, containing magical points that anyone in possession of the matrix will be able to use. Common magic spells can be made into matrixes as well.

This is one of the rare spells that needs ingredients. The sorcerer must know the exact recipe and have all the ingredients to fix a particular magical design on a particular type of object.

Create Potion

Autonomous

A difficult spell, it allows the sorcerer to create magical potions that will mimic the effect of a certain spell when ingested. It is even possible to make potions that will reproduce the effect of a Common Magic spell.

This is one of the rare spells that needs ingredients. The sorcerer must know the exact recipe and have all the ingredients to mix a particular potion with the desired effect.

Damage Enhancement

Autonomous

This spell can be cast upon anything capable of inflicting physical damage; weapons, traps, unarmed attacks or even other offensive spells. Attacks and weapons, where maximum damage does not exceed two Hit Points per 10% of the caster's Sorcery (Grimoire) skill, will always do the maximum amount of damage without needing to roll. Otherwise, the attack or weapon will do a damage of two Hit Points per 10% of the caster's skill plus extra damage rolled normally. Thus a sorcerer with Damage Boosting 43% could cast the spell on a blade which normally does 1D8 damage and, if successful, the weapon would then automatically inflict eight points of damage every hit until the spell ended. If the weapon normally did 1d10 damage, after the casting it would inflict 8+1d2 every hit.

Damage Resistance

Autonomous

This spell protects the body of the recipient (including clothing and small belongings carried upon his person) by generating an invisible force field, which deflects incoming damage. Any attack where damage does not exceed one Hit Point per 10% of the caster's Sorcery (Grimoire) skill, glances off with no effect - although the protected Adventurer may still suffer from Knockback if applicable. Attacks that inflict more damage than the spell can handle, completely bypass it with no reduction.

Damage Resistance may be combined with other spells which provide magical Armour Points. In this case the damage is compared to the Damage Resistance spell first and only encounters the Protection spell if the Damage Resistance is bypassed.

Diminish (Characteristic)

Autonomous, Resist (Persistence/Resilience)

A Diminish spell exists for each Characteristic (so, Diminish Strength, Diminish Constitution and so on). The spell temporarily reduces a target's Characteristic by two points per 10% of the sorcerer's Sorcery (Grimoire) skill. To be effective, the targeted creature must possess the Characteristic in question. If used malevolently Diminish (STR, DEX, CON or SIZ) are resisted with Resilience; Diminish (INT, POW or APP) are resisted with Persistence. The minimum value any Characteristic can be reduced to is 1. Note that creatures affected by Diminish SIZ actually shrink. Diminish is incompatible with any other Characteristic reducing spell.

Dominate (Species)

Concentration, Resist (Persistence)

This spell gives the caster control over a creature belonging to a specific species: thus many variations of this spell exist. A sorcerer may attempt to dominate a target of up to 3 INT per 10% of his Sorcery (Grimoire) skill. If the target fails to resist, it must obey the commands of the caster for the duration of the spell. Suicidal commands instantly break the spell, although

the target might be tricked into doing something indirectly fatal. Commands which run contrary to the target's ethics or instincts allow the dominated subject another opposed Persistence roll to escape control.

The controlled target shares a limited one-way telepathic link with the sorcerer by which it can receive orders. If the sorcerer and the dominated creature do not share a common language, the sorcerer can order it by forming a mental image of the actions he wishes it to perform. However, control of the subject lapses once it leaves the normal Range parameters. To keep track of what a dominated subject is doing once out of sight; the sorcerer must use some other form of magic. A separate Dominate spell must be learned for different species. However, each variant is quite broad in scope, covering an entire family of a type of creature. For example: felines, canines, bears, fish, snakes and so forth.

Eldritch Armour

Autonomous

This protective spell shields the body of the recipient (including clothing and small belongings carried upon his person) in an invisible damage-absorbing defensive field. If a character has an Eldritch Armour on him, all forms of incoming damage are absorbed by the magical force field, leaving the recipient of the spell unharmed. Eldritch Armour can absorb up to 10 points of damage; any more will eliminate the spell and the non-absorbed points of damage will hit their target normally.

Enhance (Characteristic)

Autonomous, Resist (Persistence/Resilience)

An Enhance spell exists for each Characteristic (so, Enhance Strength, Enhance Constitution and so on). Essentially the reverse of the Diminish spell, Enhance temporarily increases the specified Characteristic by two points per 10% of the caster's Sorcery (Grimoire) skill. A creature must have the Characteristic in question to be affected and the Characteristic cannot be boosted beyond twice its original value.

If used malevolently, Enhance (STR, DEX, CON or SIZ) are resisted with Resilience; Enhance (INT, POW or APP) are resisted with Persistence.

This spell is incompatible with any other Characteristic boosting spell.

Explosive Coin

Autonomous

The sorcerer enchants a normal coin to turn it into an explosive missile. Throwing the coin at a target makes it explode on impact. Damage for the target is 1d10. If the coin misses its target and hits a wall, the floor or other inanimate surface, it will explode with a blast radius of two metres, causing 1d6 damage to everyone in that area. No more than 5 coins can be enchanted at a time.

Fly

Concentration, Resist (Evade)

Using this spell allows the caster (or whomever or whatever he targets with the spell) to fly. A sorcerer can affect a target of up to 3 SIZ per 10% of his Sorcery (Grimoire) skill. Those affected by this spell move at the spellcaster's behest, not their own. By default the spell grants a Movement rate of one metre per action, although points of SIZ may be substituted for extra movement on a three for one basis.

Offensive use of the spell allows a victim to attempt an opposed Evade roll (or equivalent) to initially break free of the spell's grip.

Form/Set (Substance)

Autonomous, Resist (Resilience)

There are many Form/Set spells in existence, each one controlling a general type of substance. The categories are broadly based upon form and material, for example; gases, liquids, earth and stone, metal, wood, flames, darkness, ice, flesh and bone and so on.

The spell affects up to three points of SIZ (or one cubic metre of an ethereal/gaseous substance) per 10% of the caster's Sorcery (Grimoire) skill. For the duration of the spell, the affected material can be formed into whatever shape the sorcerer desires; although complex configurations require an appropriate craft skill and several rounds of concentration to mould. Assuming the material is solid, the substance retains its shape at the end of the spell. More mutable substances like water immediately flow back to their natural form.

This spell can also be used to mend damage done to an object. The sorcerer must be able to affect the entire object and must succeed at an appropriate Craft test; but if successful he will restore the full Hit Points to an item.

Normally this spell is only employed on inanimate substances. However, if used against a living or animate creature, the spell must be able to affect the entire target and the target receives an opposed Resilience roll to resist. No damage is inflicted on those that fail but their appearance and outward physique may be warped as desired.

Glow

Autonomous, Resist (Evade)

This spell causes an area to glow with a soft light, bright enough to be able to read by. Sorcerers can illuminate a space of up to one metre radius for every 10% of their Sorcery (Grimoire) skill. The light is able to counter Darkness spells equal to or less than its Magnitude. However, if the Darkness spell is centred upon an animate creature, then the target may resist using its Evade skill.

Haste

Autonomous

Haste increases the Movement rate of whatever it is cast on. The spell affects targets of up to 3 SIZ per 10% of the caster's Sorcery (Grimoire) skill. By default, the base Movement of the target is doubled. To further improve speed a sorcerer may substitute surplus points of SIZ for extra movement, each 3 SIZ giving an extra one metre. Haste is incompatible with other Movement boosting spells.

Hinder

Autonomous, Resist (Evade)

Hinder decreases the movement rate of whatever it is cast on. The spell affects targets of up to 3 SIZ per 10% of the caster's Sorcery (Grimoire) skill. By default, the base Movement of the target is halved. To further reduce speed a sorcerer may substitute surplus points of SIZ for extra effect, each 3 SIZ giving an additional reduction of one metre per round. A target's Movement cannot be lowered to less than one with this spell. Hinder is incompatible with other Movement slowing spells.

Holdfast

Autonomous, Resist (Resilience)

Holdfast causes an object of up to 3 SIZ per 10% of the caster's Sorcery (Grimoire) skill, to merge with another, contacting surface. The binding is unbreakable by normal means, save for the destruction of the target or the surface it is bonded to. Only magic can dispel the effect, by overcoming the Magnitude of the Holdfast.

This spell can affect both organic and inorganic substances. However, if a sorcerer attempts to bond a living being, or anything it is holding or wearing, the spell may be resisted using the Resilience skill. Failing to resist indicates the victim is bound to an object it touches, or his sword is bound inside its scabbard for example.

Intuition

Concentration, Resist (Persistence)

Intuition allows a sorcerer to discern the emotions and motives of the target, as if he had made a successful Insight roll. The caster may affect targets of up to 3 POW per 10% of his Sorcery (Grimoire) skill. The sorcerer however is unable to read memories or guarded thoughts, so a target who is aware that this spell is being used may attempt to veil his feelings, gaining another opposed test of their Persistence roll against the caster's Sorcery (Grimoire) percentage, each time the caster attempts to discern a new fact.

Mystic Vision

Concentration

This spell allows the caster to perceive magic, by augmenting his primary senses. It allows him to see, hear or perhaps even smell spells, enchanted

items and even a creature's Magic Points. The sorcerer must be able to actually detect the creature or object for this spell to work. Mystic Vision also enables observation into the hero, spirit and essence planes - although the spell does not grant access.

Sorcerers will either roughly know how many Magic Points an object or creature currently has (1-10, 11-20, 21-30 and so forth), or will automatically be aware of a spell's magical origin (Common, Divine or Sorcery).

Spells or enchantments of up to one Magic Point (or POW) per 10% of the caster's Sorcery (Grimoire) skill, have all their attributes revealed - including what the spell does, whether it has been overcharged, enchantment conditions and the unique 'aura' of who cast it; which can be used to identify other spells cast by the same person.

Neutralise Magic

Autonomous

Neutralise Magic negates a combined Magnitude of spells on a target. The spell affects up to one point of Magnitude for every 10% of the sorcerer's Sorcery (Grimoire) skill. It works by dismissing the most powerful spell it can act on, reducing its own effect by the Magnitude of the eliminated spell, then continues to dismiss the next most powerful spell it can still affect. A spell cannot be partially eliminated, so only 'complete' spells are negated.

Jedekiah is under the effect of a Magnitude 2 Protection spell, a Magnitude 4 Haste spell and a Magnitude 6 Damage Resistance spell. When hit by a Neutralise Magic cast at 44% (affects 5 Magnitude), the Damage Resistance spell is ignored as it is too powerful. The Haste spell is neutralised but this reduces the Neutralise Magic's effect to 1, which is not enough to take out the Protection spell.

Enchantments and other permanent magical effects are temporarily neutralised for the duration of the spell.

Palsy

Autonomous, Resist (Resilience)

This spell paralyses one random Hit Location on the target. The sorcerer can affect locations of up to ome Hit Point per 10% of his Sorcery (Grimoire) skill. The effect of the spell depends on the location struck. A limb stops working; the abdomen causes both legs to collapse and the head or chest results in unconsciousness.

Permanency

Autonomous

This rare, difficult spell is used to permanently enchant an object. The sorcerer (or someone else) casts a spell on an object, then the power of Permanency is called upon to make the enchantment permanent. For instance a common magic user may cast Bladesharp 5 on a sword, then, if a sorcerer successfully casts a Permanency spell, the sword will turn into a magical one that will give the wielder a permanent bonus of +25% skill and +5 damage.

This is one of the rare spells that needs ingredients. The sorcerer must know the exact recipe, and have all the needed ingredients, to fix a particular enchantment on a particular type of object.

Phantom (Sense)

Concentration, Resist (Special)

Each specific Phantom spell produces an illusion which affects a different sense or perception. There are five basic versions, one for each of sight, sound, smell, taste and touch; but there are also variants for unusual sensory mechanisms (such as the darksense of trolls). Illusions produced by each Phantom spell are stimulations of the target's own perceptions and nervous system - not temporary manifestations of reality.

Targets of a phantasm must succeed in an opposed test of their Persistence against the caster's Sorcery (Grimoire), otherwise they truly believe what they are experiencing. Phantasms cannot cause direct harm, although they may be injurious in an indirect manner, such as creating an illusion of a cow over a griffon, or by masking the taste of a virulent poison. However, most effects are psychosomatic in nature and permit further Resistance rolls when used offensively.

Phantom spells can react to their surroundings as long as the sorcerer maintains concentration over them. If concentration lapses, then the illusion remains static within the victim's mind, continuing to produce the last effect imagined by the caster - the smell of roses, a moaning wind, bone biting cold and so on. The sorcerer can resume concentration at a later time to change the illusion as long as the spell has not expired. Multiple Phantom spells can be concentrated on simultaneously as long as they are cast as a single spell using the Combine manipulation. Spells providing magical protection block a Phantom (Sense) spell of equal or lesser Magnitude.

Odour

This spell reproduces any single scent, anything from the delectable odour of lotus perfume to the stench of rotting flesh. If used offensively and the caster overcomes the target in an opposed roll of Sorcery (Grimoire) versus Resilience, an odour can be created which incapacitates or entrances those who smell it.

Taste

This illusion creates or hides any single taste for consumables, substances or persons within the spell's effect. If used offensively, such as creating the burning effect of hot chillies to cause the victim to gag, the caster must overcome the target in an opposed roll of Sorcery (Grimoire) versus Resilience. Several Phantom (Taste) spells could, for example, make a meagre meal of boiled worms, sour berries and nettle leaves taste like the recipient's favourite meal - although the texture might need some work.

Sight

Creates a visual illusion of anything the caster can imagine. The vision is completely noncorporeal, so physical interaction passes straight through. If used subtly, it can augment or modify the appearance of an already existing target; granting outlandish clothing or changing colour for example. Creating

a complete fabrication out of context with the setting, or physically interacting with it, allows the viewer an opposed roll of their Perception against the caster's Sorcery (Grimoire). Animate creatures produced by this spell, which appear to perform complex physical actions, use the relevant skills of the sorcerer. For example, an illusionary giant ant sent to attack the recipient would use the caster's own Unarmed combat skill to fight.

Sound

This spell creates an audible illusion, anything from a whisper to a clap of thunder. The caster can manipulate the nature and volume of the sound as long as he continues to concentrate upon it. Although a sorcerer can create very loud sounds, he cannot cause permanent deafness or damage with them. However, the illusionary volume can be such that recipients standing next to each other need a Perception roll to hear each other speak; and any task which requires hearing one's own voice or maintaining concentration (such as spell casting), must win an opposed test of Persistence against the spell to continue.

Touch

This spell creates an illusion of tactility, which can be Combined with other illusions to give them a greater sense of reality. It can simulate any type of tactual sensation from feathery to prickly, soft to hard and even hot and cold. Since the spell simply produces an illusionary sensation in the nerves of those who touch the phantasm, it cannot inflict and is itself, immune to damage. However, victims of the spell may still believe they have been wounded and must succeed in opposed rolls of Resilience versus the caster's Sorcery (Grimoire) in order to avoid the (psychosomatic) effects of receiving a Major Wound, even though they have not suffered any actual harm.

Protective Ward

Autonomous

This spell requires the use of the Combine manipulation. It must be coupled with Damage Resistance, Spell Resistance, Spirit Resistance or any combination of these three spells. When completed, the Protective Ward creates an area of protection of up to one metre radius per 10% of the caster's Sorcery (Grimoire) skill. Casting the spell requires that the ward be inscribed into a solid surface, such as hard packed earth, stone flagstones or even a wooden deck of a ship. Once cast it cannot be moved, although the surface it is inscribed upon can be.

The Protective Ward's perimeter contains the benefits of its combined Resistance spell(s). It inhibits both spells or attacks entering the circle from the outside and those originating within the circle.

Project (Sense)

Concentration

Each 'Project (Sense)' is an individual spell, specific to one of the five primary senses but there are also variants for unusual sensory mechanisms, such as Darksense. The spell allows the sorcerer to project one of the recipient's senses beyond his body via an invisible and intangible receptor, which transmits the specified type of sensory input back. This permits the recipient to use his Perception skill (with that sense) anywhere the receptor

is.

The sorcerer decides at the time the spell is cast where the receptor initially manifests - either beside the spell's recipient or a location well known to the sorcerer within the spell's range. The receptor has a Movement of one metre per 10% of the caster's Sorcery (Grimoire) skill. Concentration is only required to move the receptor - when stationary, the spell is treated as Autonomous instead. A sorcerer can use Project (Sense) to be able to aim a second spell at a target who is out of direct observation - whether because of distance or blocking obstacles. The piggy-backed spell must also have sufficient Range to reach the target.

Project (Sense) can be detected by those using magical perception and, if desired, dispelled. Attacking the receptor with a magically augmented weapon or a spell, will transfer the magical damage/effect back to the recipient.

Regenerate

Concentration

This spell functions much like the Divine Magic spells of Heal Wound and Regrow Limb, in that it will repair injuries and Major Wounds, even allowing a severed or maimed limb to be reattached or grow anew. The sorcerer may rejuvenate locations with a maximum of one Hit Point per 10% of the caster's Sorcery (Grimoire) skill. This spell cannot raise an Adventurer from death. Regenerate heals a damaged location back to one Hit Point (and no more), requiring the sorcerer to concentrate for a period of one entire round per HP recovered. Locations which have been severed and cannot be reattached take one minute per HP healed to regenerate.

Restoration

Concentration

One of the few methods known of healing Characteristic damage, such as that caused by the Tap spell, Restoration works in a similar manner to Regenerate. The sorcerer may restore Characteristics of up to 3 points per 10% of the caster's Sorcery (Grimoire) skill. If the original value of the Characteristic was higher than this, then it cannot be completely healed. Each point restored takes one minute to regenerate.

Sense (Object or Substance)

Concentration

Eminently useful for finding valuables, lost possessions or hidden objects from afar, this spell has a variant for every substance imaginable. Sense (Substance) causes all sources of that substance within range of the spell to resonate to the caster's dominant sense. For example, diamonds may visibly gleam like ice; amber could taste like cinnamon; water tinkle with a crystalline chime and so on. Whilst the spell can be cast over extreme ranges, it has difficulty detecting substances concealed or blanketed behind significant layers of solid material. The spell can penetrate a combined thickness of up to one metre of wood/ earth/rock/water, or one centimetre of metal per 10% of the caster's Sorcery (Grimoire) skill. For example, if a sorcerer is seeking a hidden hoard of gold in a castle, his Sorcery skill's value must be able to penetrate the combined thicknesses of all the walls between him and the treasure.

Although each Sense spell is specific to particular objects or substances, the categories can be quite broad. For instance: gems, flesh and bones, metals, weapons, cult specific artefacts or even chaos.

Shapechange (Species) to (Species)

Autonomous, Resist (Resilience)

Shapechange morphs the shape and form of a target from one species to another. A sorcerer can affect, in total, up to three points of SIZ per 10% of his Sorcery (Grimoire). The SIZ of the original form, added to the difference in SIZ between the original and modified form, must be within this range. The target acquires the average physical (STR, CON, SIZ and DEX) Characteristics of the creature assumed, plus whatever natural attacks and modes of locomotion it possesses. If the caster has a superior skill than the new form, he may substitute his own in preference.

For example, a sorcerer of SIZ 10 who wishes to change into a brown bear (average SIZ 25), requires a minimum Sorcery (Grimoire) of 81%. Whereas if the same sorcerer wished to turn into a dog (average SIZ 3), he would only need a Sorcery (Grimoire) skill of 51%.

Each Shapechange variant is a separate spell. However, each species is quite broad in scope, covering an entire family of a type of creature. For example: felines, canines, bears, fish, snakes and so on. The spell only works on living things - the dead or inanimate cannot be shapechanged.

Smother

Autonomous, Resist (Resilience)

A sorcerer may cast Smother on a target of up to 3 SIZ per 10% of his Sorcery (Grimoire) skill. If he fails to resist he begins to asphyxiate, immediately suffering damage at the start of the following Combat Round and continues to suffocate for the duration of the spell.

This spell can also be used to extinguish fires, as the flames will be starved of oxygen. In this case the sorcerer can affect up to three cubic metres of flames per 10% of Sorcery (Grimoire) skill.

Spell Resistance

Autonomous

A magical ward that blocks any incoming spell of up to 1 Magnitude per 10% of the caster's Sorcery (Grimoire) skill.

Spell Resistance remains in place for the entirety of its duration - spells that successfully breach the Spell Resistance do not dispel it. However, it does not discriminate between incoming spells - a comrade attempting to magically heal the recipient of Spell Resistance must overcome it in order to successfully use a healing spell.

Spirit Resistance

Autonomous

This spell blocks spirits or otherworld entities of up to 3 POW per 10% of the caster's Sorcery (Grimoire) skill, from coming into contact with the recipient. A blocked spirit unable to touch a recipient will not be able to personally attack or harm him, or engage him in spirit combat. Spells cast at the recipient by a spirit or otherworld entity, are likewise blocked unless their Magnitude exceeds the Magnitude of the Spirit Resistance.

Summon (fighting beast)

Autonomous

There are a myriad different spells that fit in this category. Each one summons a different type of creature. For example, Summon Hound calls forth a large, strong hunting dog who appears immediately at the feet of the caster. (The spell really summons a creature from our world, usually the creature in its genre who is closest to the location of the caster.) The creature summoned understands the caster's language and follows his directions to the best of his abilities for the duration of the spell, returning to his original location once the spell expires.

Some versions of Summon allow the sorcerer to call forth humans beings or humanoids, intelligent beings instead of beasts. These individuals, summoned against their will to do the caster's bidding, will most likely be very angry after the spell expires. They will remember what happened to them, and, if they ever meet again, the sorcerer could be in trouble.

Tap (Characteristic)

Concentration, Resist (Persistence)

Each Characteristic has a Tap spell; thus Tap (Strength), Tap (Constitution) and so on. These devastating spells allow the caster to permanently strip a target of Characteristic points, transforming the tapped Characteristic points into Magic Points for his own use. It works only on creatures possessing the Characteristic being tapped. It is possible for a sorcerer to Tap his own Characteristics, but that is truly the act of a desperate sorcerer.

The Characteristics of targeted creatures can be reduced to a minimum of 1. However, Tap only consumes and transfers one point per round, making it less versatile in combat. Characteristic points lost to Tap are destroyed

permanently, though the victim can regain them via certain healing magic, or by raising them through the normal means of increasing a Characteristic.

A Characteristic may be tapped for up to one point per 10% of the sorcerer's Sorcery (Grimoire) skill, from which the sorcerer gains an equivalent number of Magic Points. The sorcerer can only increase his Magic Points to double his normal maximum, although he may simply Tap a target and dissipate any excess - a truly malicious use of the spell. All Magic Points above his normal maximum gained through Tap disappear once the spell expires.

There are reputed to be exotic and very rare versions of the Tap spell that consume other aspects of a victim, such as Tap (Youth), Tap (Emotion), Tap (Memory) and so forth. Without exception, these are regarded with even more loathing and hatred than the more common Tap spell!

Treat Wounds

Concentration

This spell dramatically accelerates the natural healing rate of the target. It heals up to one Hit Point per 10% of the caster's Sorcery (Grimoire) skill, at the end of each round. The amount healed can be divided across multiple locations as the recipient desires. However, the healing does not affect Major Wounds, which require the Regenerate spell instead.

Telepathy

Autonomous, Resist (Persistence)

The telepathy spell allows a sorcerer to not only mentally communicate with the target but also receive its sensory perceptions as well. If this is undesired the target may resist the spell. The caster can establish a link with creatures of up to 3 INT per 10% of his Sorcery (Grimoire) skill. The more skilful the sorcerer, the better able he is to penetrate the mental complexities of more intelligent creatures. If sub-sentient such as in the case of an animal, the sorcerer gains limited comprehension in terms of feelings - but can still communicate.

Teleport

Concentration, Resist (Evade)

Teleport allows a sorcerer to instantaneously move himself, or a target to anywhere within the range of the spell, as long as the destination is in direct observation, there is solid footing and no object bars their arrival. If these conditions are not met, the spell automatically fails. The caster is able to teleport objects up to 3 points of SIZ per 10% of his Sorcery (Grimoire) skill.

Toy Soldier

Autonomous

The sorcerer turns a small lead figurine of a soldier (an ingredient he must have) into an animated human-sized warrior who will fight on his behalf. This 'toy soldier' has a featureless face, grey metal-like skin and armor, a crude

sword and a round shield. Also, for every MP invested, he has: 10% skill in attack, parry and evade; 10 HP; 1 point armour; and 1 metre movement. The soldier's attacks do 1d8 damage plus 2 points per MP invested. Strike Rank for all actions is 3 seconds. The figurine is recovered after the spell ends, except if the soldier is destroyed during combat.

Wrack

Concentration, Resist (Resilience)

This spell injures victims by wracking them with magical force. If the target fails to resist, every Combat Action the sorcerer can inflict an amount of damage according to their Sorcery (Grimoire) skill: 1D6 damage for every 20% skill.

Armour provides no protection but magical defences (such as Countermagic or Spell Resistance) reduce rolled damage by the Magnitude they normally block (assuming the Wrack spell penetrates).

There are many versions of this spell that afflict the victim with different torments. For example one form of Wrack (Darkness) slowly freezes the target with frigid tendrils of shadow, whereas another might cause their limbs to crack and shatter or simply inflict an agonising poison.

SHOPPING LIST

THE EXCHANGE RATE

```
GM = Gold Mark
SS = Silver Shilling
CP = Copper Penny
1 GM = 10 SS
1 SS = 20 CP
```

THE ADVENTURER'S KIT (Costs: 10 SS)

```
1 backpack, 1 bedroll, 1 lt of fish oil,
1 wooden mallet, 4 torches, 1 tinderbox,
20m of hemp rope, 1 sack, 2 iron spikes,
1 waterskin, 14 days of field rations
```

CLOTHING

```
Apron, leather .......   8 CP
Belt ................   4 CP
Belt pouch ..........   6 CP
Boots, high, hard ....   2 SS
Boots, high, soft ....   1 SS
Boots, low, hard .....  14 CP
Boots, low, soft .....  10 CP
Cap .................   4 CP
Cloak ...............   8 CP
Cloak, rich .........   2 SS
Cloak, silk .........   6 SS
Gloves ..............   9 CP
Hat .................   7 CP
Harness .............   2 SS
Hose ................   1 SS
Pants ...............   7 CP
Pants, rich .........   2 SS
Pants, silk .........   7 SS
Robes ...............  10 CP
Robes, rich .........   3 SS
Robes, silk .........  10 SS
Tunic ...............   9 CP
Tunic, rich .........   2 SS
Tunic, silk .........   6 SS
Undertunic ..........   5 CP
```

CAMP EQUIPMENT

```
Backpack ................   1 SS
Backpack, large .........   2 SS
Backpack, small .........  10 CP
Blanket, heavy ..........  10 CP
Blanket, light ..........   7 CP
Bed, wooden, portable ...   3 SS
Bedroll .................  12 CP
```

```
Fishing hook & line .....   1 CP
Fishing net, large ......  16 CP
Fishing net, small ......   6 CP
Lamp ....................   4 SS
Lantern, bullseye .......  15 SS
Lantern, hooded ........   12 SS
Oil, fish, 1 lt ........    1 SS
Oil, kerosene, 1 lt .....   8 SS
Quiver .................   10 CP
Rope, hemp, per 1m ......   5 CP
Rope, silk, per 1m ......   3 SS
Sack ...................    2 CP
Sack, large ............    4 CP
Sheet, linen ...........    1 SS
Sheet, woolen ..........   12 CP
Sleeping furs ..........   12 CP
Tent, canvas (for 2) ....   5 SS
Tent, canvas (for 4) ....  10 SS
Tent, canvas (for 8) ....  15 SS
Tent, leather ..........   150% tent cost
Tinderbox ..............    1 SS
Torch ..................    1 CP
Waterskin, 4 lt ........    6 CP
Waterskin, 20 lt .......   12 CP
```

CONTAINERS (for liquids)

```
Bottle, glass, 500 ml ....  10 CP
Bottle, glass, 1 lt ......  15 CP
Bottle, glass, 2 lt ......   1 SS
Bottle, glass, 5 lt ......   2 SS
Bucket, wooden, 20 lt ....  15 CP
Bucket, metal, 20 lt .....   5 SS
Cask, wooden, 20 lt ......   1 SS
Cask, wooden, 100 lt .....   2 SS
Cask, wooden, 200 lt .....   4 SS
Jar, porcelain ..........   500% jar cost
Jar, pottery, 500 ml .....   3 CP
Jar, pottery, 2 lt .......   5 CP
Jar, pottery, 5 lt .......  10 CP
Jar, pottery, 20 lt ......   1 SS
Jar, pottery, 50 lt ......   2 SS
Vial, glass, 25 ml .......   5 CP
Vial, glass, 125 ml ......   7 CP
Vial, porcelain ..........  500% pot. vial cost
Vial, pottery, 25 ml .....   1 CP
Vial, pottery, 125 ml ....   2 CP
Vial, silver ............   500% tin vial cost
Vial, tin, 25 ml ........    8 CP
Vial, tin, 125 ml .......   18 CP
```

COOKING GEAR

```
Bowl / Platter, bronze ......   9 CP
Bowl / Platter, gold ........   6 GM
Bowl / Platter, silver ......   6 SS
Bowl / Platter, wooden ......   2 CP
Cauldron, 50 lt ...........     1 GM
Cauldron, 100 lt ..........     2 GM
Cauldron, 200 lt  ..........    5 GM
Chopsticks, wooden (4) ......   1 CP
```

```
Cup / Mug, bronze ..........  5 CP
Cup / Mug, porcelain ........ 10 CP
Cup / Mug, pottery ..........  1 CP
Cup / Mug, wooden ...........  1 CP
Goblet, gold ...............  6 GM
Goblet, silver .............  6 SS
Horn, drinking .............  7 CP
Horn, drinking, silvered ....  2 SS
Kettle, 25 lt ..............  4 SS
Ladle, bronze ..............  9 CP
Ladle, wooden ..............  2 CP
Knife / Spoon, bronze .......  4 CP
Knife / Spoon, silver .......  4 SS
Knife / Spoon, gold ........  4 GM
Knife / Spoon, wooden (2) ...  1 CP
Pan, 1 lt .................. 10 CP
Pan, 2 lt .................. 15 CP
Pot, 5 lt ..................  1 SS
```

HOUSEHOLD GOODS

```
Bed, wooden ................ 10 SS
Bed, wooden, fine .......... 30 SS
Bed, wooden, portable ......  3 SS
Bench, wooden, for 2 men ... 12 CP
Bench, wooden, for 4 men ... 18 CP
Box, iron ..................  9 SS
Box, ornate ................  6 GM
Box, wood, fine ............  1 SS
Brazier, bronze, small .....  2 SS
Brazier, bronze, tripod ....  9 SS
Candle, tallow .............  1 CP
Candle, wax ................  5 CP
Candelabra, bronze .........  2 SS
Candelabra, silver .........  5 GM
Candelabra, wooden ........  7 CP
Chair, wooden .............. 12 CP
Charcoal, 40 hrs ...........  1 CP
Chest, wood ................ 10 SS
Cushion, seat .............. 10 CP
Cushion, seat, fine ........  1 SS
Desk, large ................ 10 SS
Hangings, bed ..............  3 SS
Mirror, glass ..............  2 GM
Mirror, metal ..............  5 SS
Scroll case, bone .......... 16 CP
Scroll case, steel .........  7 SS
Scroll case, wood ..........  1 SS
Sheet, linen ...............  1 SS
Sheet, woolen .............. 12 CP
Sleeping furs ...........,,,.. 12 CP
Soap, 1 kg .................  5 CP
Soap, fine, 1 kg ...........  1 SS
Stool, wooden ..............  6 CP
Table, wooden ..............  1 SS
```

TOOLS

```
Anvil, heavy ........... 20 SS
Anvil, light ........... 8 SS
Auger .................. 12 CP
Axe .................... 8 SS
Chain, per 1m .......... 2 SS
Chisel ................. 1 SS
Crowbar ................ 1 SS
Crowbar, heavy ......... 2 SS
Drill .................. 3 SS
Glass, hourglass ...... 2 SS
Glass, magnifying .... 4 SS
Glue, 1 lt ............ 1 CP
Grappling hook ........ 2 SS
Hammer ................ 2 SS
Hatchet ............... 2 SS
Locksmith kit ......... 5 SS
Ladder, 3 mt .......... 1 SS
Mallet, wooden ........ 3 CP
Nails (100) ........... 5 SS
Paint, 4 lt ........... 5 CP
Pickaxe ............... 5 SS
Pitchfork ............. 5 SS
Plough blade .......... 8 SS
Saw, wood ............. 3 SS
Scale ................. 2 SS
Scythe ................ 8 SS
Shovel ................ 4 SS
Sickle ................ 2 SS
Spike, iron (10) ...... 4 SS
String, per 20m ....... 1 CP
Arrow, wooden (5) .... 1 CP
Arrow, battle ........ 1 CP
Whetstone ............. 1 CP
```

WRITING KIT

```
Brush, writing ........ 6 CP
Chalk, stick (6) ...... 1 CP
Desk, portable ........ 1 SS
Ink, per jar .......... 6 CP
Paper, 1 sheet ........ 9 CP
Parchment, 1 sheet .... 12 CP
Quill pen (4) ......... 1 CP
Seal .................. 18 CP
Seal, gold ............ 6 GM
Seal, silver .......... 6 SS
Tablet ................ 1 SS
Wax, sealing, stick ... 2 CP
```

LIVESTOCK

```
Bull .................. 12 SS
Calf .................. 1 SS
Chicken ............... 3 CP
Cow ................... 10 SS
Dog, guard ............ 2 GM
Dog, hunting .......... 2 GM
```

```
Donkey ...............   7 SS
Goat .................   1 SS
Falcon ...............   4 GM
Goose ................   5 CP
Lamb .................  15 CP
Ox ...................  14 SS
Pigeon ...............   1 CP
Pig ..................   4 SS
Hawk .................   8 GM
Horse, draft ........  30 SS
Horse, heavy war .....  60 GM
Horse, light war .....  30 GM
Horse, riding .......   4 GM
Horse, plains .......   6 GM
Mule .................  18 SS
Pony .................  15 SS
Sheep ................   3 SS
Songbird, trained ....   2 SS
```

HORSE ARMOR (Barding)

```
Leather ..............  50 SS
Chain ................  30 GM
Plate ................  60 GM
```

LAND VEHICULAR STUFF

```
Bit & Bridle .........   3 SS
Carriage (for 4)......  30 GM
Cart, 2 wheels .......   8 GM
Grooming Tools .......   1 SS
Horse Harness ........   1 SS
Horseshoes (4) .......  12 CP
Saddle ...............  10 SS
Saddle Bags ..........   3 SS
Saddle Blanket .......   6 CP
Wagon (for 10) .......  12 GM
```

SEAFARING

```
Boat, rowboat (for 4) ...............   2 GM
Boat, sailboat (for 4) ..............   3 GM
Oar (for boat) ......................   1 SS
Oar (for ship) ......................   3 SS
Sail (for boat) .....................   8 SS
Sail (for ship) .....................   2 GM
Ship, small (for 10) ................  40 GM
Ship, coaster (for 30) ..............  120 GM
Ship, open sea (for 150) ............  400 GM
```

LIVING EXPENSES

```
Living, per day in town ............   3 CP
Living, per day on farm ............   2 CP
Stable horse, per day ..............   2 CP
Rent, per week, small building ......   5 SS
Rent, per week, large building ......  10 SS
Rent, per week, palace .............  20 SS
Buy small building .................. 120 GM
Buy large building .................. 240 GM
Buy palace .......................... 500 GM
```

BEVERAGES

```
Ale, 1 lt ..............   3 CP
Beer, 1 lt .............   2 CP
Beer, small, 1 lt ......   1 CP
Brandy, 1 lt ...........   2 SS
Brandy, fine, 1 lt .....   6 SS
Mead, 1 lt .............   5 CP
Wine, 1 lt .............   1 SS
Wine, fine, 1 lt .......   4 SS
Wine, sour, 1 lt .......   4 CP
```

FRESH FOOD

```
Bread: White loaf, 1 kg .....   3 CP
       Brown loaf, 1 kg .....   1 CP
       Rye loaf, 2 kg .......   1 CP
Meat:  Poultry, 1 kg ........   5 CP
       Cow, 1 kg ...........  15 CP
       Fish, 1 kg ..........   1 CP
       Lamb, 1 kg ..........  10 CP
       Pork, 1 kg ..........  12 CP
Dairy: Eggs, dozen ..........   2 CP
       Milk, 1 lt ..........   3 CP
       Butter, 1 kg ........   4 CP
       Cheese, 1 kg ........   7 CP
       Cream, 1 lt .........   9 CP
Salt, herbs, spices, 1 kg ...   5 CP
Fruits, 1 kg ...............   3 CP
       (Apples, Pears, Cherries, Plums, Grapes,
       Berries & others)
Vegetables, 1 kg ...........   2 CP
       (Carrots, Cabbages, Green Vegetables,
       Turnips, Onion, Garlic & others)
```

PRESERVED FOOD

```
Candied fruits ............  200% fruit cost
Dried beans, 1 kg .........  2 CP
Dried fish, 1 kg ..........  3 CP
Dried fruits & vegs .......  150% fruit/veg cost
Pickled fruits & vegs .....  150% fruit/veg cost
Rations, field, per day ...  4 CP
Rations, sea, per day .....  6 CP
Salted sweetmeats, 1 kg ...  150% meat cost
Sausages, 1 kg ............  9 CP
Smoked sweetmeats, 1 kg ...  200% meat cost
```

TRADE GOODS

```
Beer, barrel, 100 lt ......... 12 SS
Brandy, barrel, 100 lt ....... 20 GM
Oil, 1 cask, 100 lt .......... 10 GM
Furs, fine, per piece ........  1 GM
Furs, ordinary, per piece ....  1 SS
Herbs, fine, per bushel ......  2 SS
Statuary, fine, per piece .... 25 GM
Stone, fine, 100 kg block .... 15 GM
Tapestry, fine, per piece .... 10 GM
Textiles, fine, per bolt .....  6 SS
Wine, barrel, 100 lt ......... 10 GM
Wood, fine, per cord ......... 20 SS
Slave, healthy, male ......... 30 SS
Slave, healthy, female ....... 20 SS
```

PRECIOUS METALS AND JEWELS

```
Gold, 1 kg .............. 100 GM
Silver, 1 kg ............  10 GM
Copper, 1 kg ............   5 SS
Diamond, medium size ..... 50 GM
Emerald, medium size ..... 40 GM
Sapphire, medium size .... 35 GM
Ruby, medium size ........ 30 GM
Opal, medium size ........ 15 GM
Topaz, medium size ....... 10 GM
Pearl, medium size ....... 10 GM
Jade, medium size ......... 5 GM
Amethyst, medium size ..... 3 GM
Amber, medium size ........ 2 GM
Agate, medium size ........ 1 GM
```

ARMOR AND WEAPONS

```
Key:    Dam = Damage          SIZ = size
        Def = Defence         Wg  = Weight (in Kg.)
        R   = Range (in meters): Effective/Maximum
              In between Eff & Max:  1/2 Attack Chance
        Rat = Rating of fire
```

NON-METALLIC ARMOR

```
Soft Leather Coat .....  10 SS     Armor: 1    Wg:  3
Hard Leather Bilaud ...  25 SS     Armor: 2    Wg:  7
Linen Cuirass .........  30 SS     Armor: 2    Wg:  3
```

METALLIC ARMOR

```
Ring Mail .............  45 SS     Armor: 3    Wg: 10
Scale Mail ............  60 SS     Armor: 4    Wg: 15
Chain Hauberk ......... 125 SS     Armor: 5    Wg: 20
Plate Armor ...........  40 GM     Armor: 6    Wg: 30
```

SHIELDS

```
Buckler ...............   3 SS     SIZ S    Parry: +10%   Wg: 1
Round Shield ..........   5 SS     SIZ M    Parry: +15%   Wg: 3
Kite Shield ...........  10 SS     SIZ M    Parry: +20%   Wg: 5
Tower Shield ..........  25 SS     SIZ L    Parry: +30%   Wg: 7
```

MELEE WEAPONS

```
                            S/D
Natural Weapon ....  N/A     no    Dam: 1d3      SIZ S    Wg:  no
Dagger ...........   2 SS     no    Dam: 1d3+1    SIZ S    Wg:  0,5
Rapier ...........  25 SS   5/11   Dam: 1d6+1    SIZ M    Wg:  1
Cutlass ..........  20 SS   7/ 7   Dam: 1d6      SIZ M    Wg:  1
Shortsword .......  15 SS   5/ 7   Dam: 1d6+1    SIZ M    Wg:  1
Scimitar .........  20 SS   7/ 9   Dam: 1d6+2    SIZ L    Wg:  2
Broadsword .......  25 SS   9/ 9   Dam: 1d8+1    SIZ L    Wg:  3
Great Sword ......  50 SS  13/11   Dam: 2d8      SIZ H    Wg:  7
Hand axe .........   8 SS   5/ 7   Dam: 1d6+1    SIZ M    Wg:  1
Battle Axe .......  15 SS   9/ 7   Dam: 1d8+2    SIZ L    Wg:  3
Great Axe ........  30 SS  13/ 7   Dam: 2d6+2    SIZ H    Wg:  7
Club .............  N/A     5/ 5   Dam: 1d6      SIZ M    Wg:  2
Quarterstaff .....   2 SS   7/ 7   Dam: 1d8      SIZ L    Wg:  3
Mace .............  12 SS   9/ 7   Dam: 1d8+1    SIZ L    Wg:  3
Morningstar ......  20 SS   9/ 7   Dam: 1d10     SIZ L    Wg:  3
Maul (for troll) .. 10 SS  15/ 7   Dam: 2d12     SIZ H    Wg: 14
Hammer ...........   6 SS   9/ 7   Dam: 1d6      SIZ M    Wg:  2
War Hammer .......  10 SS  11/ 9   Dam: 1d6+2    SIZ L    Wg:  3
Great Hammer .....  25 SS  13/ 9   Dam: 2d6      SIZ H    Wg:  9
Flail ............  10 SS  11/ 9   Dam: 1d6+2    SIZ L    Wg:  2
Great Flail ......  20 SS  13/ 9   Dam: 1d12     SIZ H    Wg:  4
Javelin ..........   6 SS   5/ 9   Dam: 1d6+1    SIZ M    Wg:  1
Spear ............   8 SS   7/ 9   Dam: 1d8+1    SIZ L    Wg:  2
Long Spear .......  12 SS  11/ 9   Dam: 2D6      SIZ H    Wg:  5
Jousting Lance ....  10 SS  13/11   Dam: 1d12     SIZ E    Wg:  7
```

THROW WEAPONS

		S/D	Dam	R	Rat
Stone	N/A	/5	Dam: 1d3	R: 20/50	Rat: Normal
Dagger	2 SS	/9	Dam: 1d4	R: 20/50	Rat: Normal
Hammer	6 SS	9/9	Dam: 1d6	R: 20/20	Rat: Normal
Hand Axe	8 SS	7/9	Dam: 1d6	R: 20/20	Rat: Normal
Javelin	6 SS	5/9	Dam: 1d8	R: 20/50	Rat: Normal
Spear	8 SS	7/9	Dam: 1d8	R: 20/50	Rat: Normal

MISSILE WEAPONS

		S/D	Dam	R	Rat
Blowpipe	2 SS	/9	Dam: 1d4	R: 20/ 20	Rat: Normal
Sling	3 SS	/9	Dam: 1d8	R: 100/100	Rat: Normal
Short Bow ...	10 SS	5/9	Dam: 1d6+1	R: 90/120	Rat: Normal
Long Bow	40 SS	7/9	Dam: 2d8+1	R: 120/225	Rat: Normal
Crossbow	20 SS	7/5	Dam: 1d6+2	R: 40/225	Rat: +3
Hv. Xbow	65 SS	9/5	Dam: 2d6+2	R: 55/300	Rat: +5

ARMOR DESCRIPTIONS

Soft Leather: Clothes made from cured leather - the simplest form of armour usually found amongst primitive cultures but also worn in more cultivated societies where protection is important but discretion is necessary as well.

Hard Leather: Strengthened hides and cured leather used for shields and body armour. Hard leather is the consistency of shoe leather: hard wearing yet flexible.

Linen Cuirass: Similar to a heavy leather cuirass but the armour is crafted from multiple layers of quilted linen. The thick, stiff fabric provides decent protection at a fraction of the weight of other materials

Ringmail: Bronze or iron rings sewn onto a leather backing. Heavier than leather but affords much better protection.

Scalemail: Similar to Ringmail but the rings are replaced with scales of metal that overlap, like the scales of a fish or serpent.

Chain Hauberk: A long coat of chain worn over a leather bilaud. It splits from the waist down, front and back, for convenience on horseback. The skirts reach to the knees, protecting the upper leg. The sleeves of a hauberk may be short, ending at the elbow, or long, sometimes ending in mail mittens.

Plate Armor: Plate Cuirass (breastplate and backplate), Helm (a huge helmet; it will have a camail if the body armor does not extend up over the head), Brassarts (plates for upper and lower arm) Cuissarts & Grevieres (plates defending the thigh and shins). The plates were tinned to prevent their rusting and ruining the leather underneath. This armour provides excellent protection but is encumbering and comes with a heavy price tag.

SHIELD DESCRIPTIONS

Buckler: A small, round shield commonly held in the left hand when fencing. It has a handle in the center.

Round Shield: A circular shield carried on the arm through two widely spaced handles, one through which the arm passed and the other held in the hand.

Kite Shield: A shield of the kind normally carried by medieval knights. The shield had two widely spaced handles, as with the round shield above, and was rectangular in shape with a triangular bottom.

Tower Shield: A tall, rectangular metal shield approximately 4 feet in height and 2 feet across.

WEAPON DESCRIPTIONS

Shortsword: A sword with a short, straight blade, generally with a blade less than 24 inches long.

Scimitar: The curved Persian sabre. It is purely a cutting weapon, the point being practically useless owing to the extreme curvature. The blades are narrow, but rather thick, 22 to 32 inches in length, and the hilts are simple and light with a single cross guard and a pommel projecting at one side.

Cutlass: A kind of sabre. A sword having a straight, or a very slightly curved, single-edged blade. Intended for cutting but also effective at thrusting.

Broadsword: A sword with a straight, wide, single-edged blade. Generally has a basket hilt with a complicated guard of loops and shells.

Battle Axe: A single- or double- edged axe. The single-edged blade is balanced by a hammer head or point on the opposite side of the handle and the latter is frequently terminated by a spike.

Great Axe: A huge double-edged axe, with an iron-wrapped wooden shaft.

Great Sword: A huge two-handed sword like the claymore. It has a long, heavy blade, 5 feet in length, with a straight grip with a small pommel and straight quillons slanting toward the blade.

Club: A club may be anything from a rough piece of wood to a carefully crafted stone club. The damage found in the weapons list is for a smoothly shaped wooden club. Other clubs are possible, including wooden clubs bound in iron, clubs weighted internally with metal or stone, or clubs fashioned entirely of stone or smooth metal. Damage & price is adjusted according.

Mace: A club-like weapon made entirely of metal or with a metal head. One of principal weapons used for hand-to-hand fighting in Europe. The commonest forms were pear-shaped or had six to eight radiating flanges, and a short, straight handle.

War Hammer: Weapon with a long, sharp point on the back and blunt pean, or a set of claws, in front. A heavy hammer, with a short spike on the end and a long handle with a rough guard, was often used for fighting on foot.

Morningstar: Also called Holy Water Sprinkler. A shafted weapon with an enlarged head of wood or iron studded with spikes.

Quarterstaff: A long, straight club used as a walking staff when walking and as a club when fighting. It is long enough (5-7 feet) to require the use of both hands.

Flail: A wooden or metal shaft with pieces of metal or studded iron balls attached by chains.

Maul: A very large wooden two-handed club, bound with iron.

Dagger: General class name for a short, straight, double-edged blade with a small cross guard and handle. Kept in a sheath.

Rapier or Foil: A sword especially designed for thrusting and provided with an elaborate hemispherical guard.

Hand Axe: A tomahawk. A narrow hatchet blade attached to a short wooden handle. May be used for throwing as well as striking.

Spear: Any long shafted weapon intended solely for thrusting. It is a class name and includes many named as well as unnamed weapons. Spears are generally 5-7 feet in length.

Lance: A horseman's spear. The length is generally 10-14 feet. Constructed of wood, it generally has a guard for the hand and has a sharpened metal tip.

Javelin: A light throwing spear

Short Bow: Small, self bow suitable for firing from horseback or in confined places. General class of bow made of a single material, usually wood. Common in most cultures.

Long Bow: A self bow, usually as tall as the archer, made of yew, witch-hazel, ash or elm. The tips are made of horn, the string is made of hemp or silk.

Crossbow: Also called an arbalest. All varieties consist essentially of a big bow mounted on a stock with a groove in the top for the bolt, or quarrel, and a mechanical arrangement for drawing, holding and releasing the string. Some are made of wood or bone, heavier versions are made of iron or steel.

Sling: A strip of some flexible material with a pocket at the middle. The object to be thrown is placed in the pocket and the ends taken in the hand, one being wrapped around it, and the other held loosely. The sling is whirled round the head and, when it has acquired sufficient momentum, the loose end is released and the missile flies forward.

Blowpipe: These blowpipes are a piece of cane about a feet long. The opening at the rear is closed by a wooden plug. The plug is pulled out, the dart inserted and pushed forward until beyond the mouthpiece side hole, and the dart blown.

RuneQuest

player ....

character ....

race .... age ....

homeland .... gender ....

culture .... family ....

profession ....

HIT POINTS

ARMOUR TYPES

GRIMOIRES & COMMON MAGIC

CHARACTERISTICS & ATTRIBUTES

STR ◯   DEX Strike Rank ____

CON ◯   Melee Strike Rank ____

SIZ ◯   damage modifier ____

INT ◯   movement ____

POW ◯   dedicated POW ____

DEX ◯   max. magic magnitude ____

APP ◯   magic points ____

19-20: Head
AP / HP

10-12: Chest
AP / HP

16-18: L.Arm
AP / HP

13-15: R.Arm
AP / HP

7-9: Abdomen
AP / HP

1-3: R.Leg
AP / HP

4-6: L.Leg
AP / HP
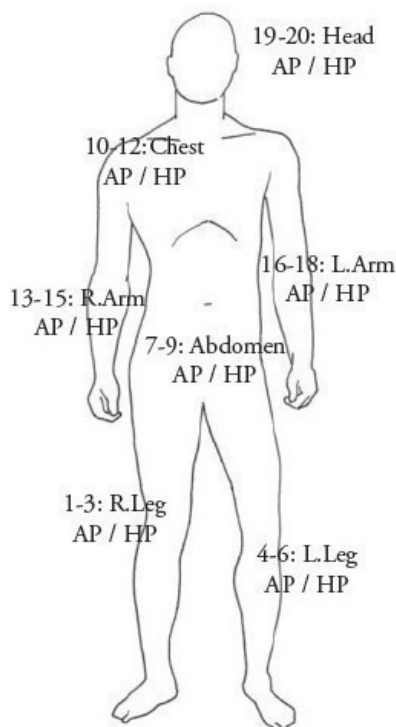
COMMON SKILLS

Skill	Basic Percentage	%
Athletics	STR+DEX	
Brawn	STR+SIZ	
Culture (Own)	INT x2	
Dance	DEX+APP	
Drive	DEX+POW	
Evade	DEX x2	
Evaluate	INT+APP	
First Aid	INT+DEX	
Influence	APP+POW	
Insight	INT+POW	
Lore (Regional)	INT x2	
Perception	INT+POW	
Persistence	POW x2	
Resilience	CON x2	
Ride	DEX+POW	
Sing	APP+POW	
Sleight	DEX+APP	
Stealth	DEX+INT	
Swim	STR+CON	
Unarmed	STR+DEX	

ADVANCED & MAGICAL SKILLS

Advanced Skill	Basic Percentage	%

COMBAT STYLES

Combat Style	Basic Percentage	%

WEAPONS

Weapon	Size	ENC	Damage	Combat Manoeuvres	Load	Range

RuneQuest

FATIGUE

Level	Skills Effect	Movement	Strike Rank
Fresh	-		
Winded	−10% to all skills		
Tired	−20% to all skills	−1 m	
Weary	−30% to all skills	−1 m	+2
Exhausted	−40% to all skills	Halved	+4
Debilitated	−50% to all skills	Halved	+6

DISEASES, POISONS & HEALTH

EQUIPMENT

Equipment	Enc

MONEY, WEALTH & POSSESSIONS

NOTES

CULTS

Cult Name:

Rank:

Dedicated POW:

Pact

Lore

Cult Skills:

Specific Duties:

Gifts/Compulsions:

Divine Spells:

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