







Demorthen Arts and Miracles

Summoning Chart

Circle	Difficulty Threshold	FACTORS					Rindath Cost	Summoning Time (= penalty to Speed)
		Targets	Scale	Persistency	Bonus/Penalty	Damage		
1	Standard (11)	1	Touch	1 Round.	+1 / -1	1D10	3	1
2	Complicated (14)	2	5 yd	3 Round.	+1 / -1	1D10	5	2
3	Difficult (17)	3	50 yd	1 minute	+2 / -2	2D10	10	3
4	Very Difficult (20)	4	100 yd	1 hour	+2 / -2	3D10	15	4
5	Exceptional (25)	5	1000 yd	1 day	+3 / -3	4D10	20	5
6	Heroic (30)	special	special	special	+5 / -5	special	special	special

Resisting a Power

Circle/Stanza	Difficulty Threshold
First	Standard (11)
Second	Complicated (14)
Third	Difficult (17)
Fourth	Very Difficult (20)
Fifth	Exceptional (25)
Sixth	Heroic (30)



p. 246: Oghamic powers
p. 257: Miracles

Magience

p.262: rules on Magience

Flux Cartridges (1 charge)	Reizh	Taol	Gwidre
Cartridge-mineral	7dB	1dA	12dB
Cartridge-vegetal	9dB	11dB	15dB
Cartridge-organic	1dA	15dB	18dB
Cartridge-fossil	3dA	5dA	6dA

1 carboy of Flux (30 charges) = 10 medium cartridges (3 charges) = 30 standard cartridges

Daols

p.220-226: prices and availability of equipment

1 frost Daol = 10 azure Daols
1 frost Daol = 100 ember Daols

1 azure Daol = 10 ember Daols

Combat

The Round (p.236)

- 1- Determination of the order of action
- 2- Announcing Attitudes
- 3- Resolution of action
- 4- Calculating damage

Damage = Attack roll + weapon damage - Defense - Protection

Melee Weapons	Damage
Dagger, dirk, knife	1
Club	1
Crafting hammer	2
Mace	2
Carath	2
Francisca	2
Short spear	2
Battleaxe	3
Long sword	3
Gladus	2
Polearm	3
Long spear	3
Javelin	2
Maul	4
Claymore	4

Armor and Shields	Protection
Shield	1
Leather tunic	1
Studded leather tunic	2
Chain mail	3
Reed cuirass	2
Continental lamellar cuirass	3
Plate armor	4

Ranged Weapons	Damage
Dagger (range: 3 yd)	1
Sling (range: 8 yd)	1
Javelin (range: 4 yd)	2
Bow (range: 20 yd)	2
Crossbow (range: 24 yd)	2
Francisca (range: 2 yd)	2
Short spear (range: 3 yd)	2

Fighting Attitudes (p.216)

- Standard (no adjustment)
- Offensive (Potential added to Attack, subtracted from Defense)
- Defensive (Potential added to Defense, subtracted from Attack)
- Quick (Potential added to Speed, subtracted from Defense)
- Movement (Potential added to Defense, no Attack)



SHADOWS OF ESTEREN

Domains and Disciplines

Difficulty Threshold (p.232)

Difficulty Level	Threshold
Easy	8
Standard	11
Complicated	14
Difficult	17
Very Difficult	20
Exceptional	25
Heroic	30
Superhuman	35

Skill Levels (p.195)

0	Neophyte
1 to 2	Novice
3 to 5	Respectable
6 to 9	Professional
10 to 12	Expert
13 to 14	Master
15	Legend

Critical Success:

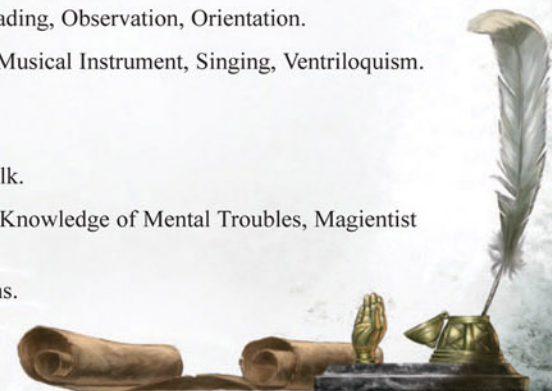
- ⊗ **Fighting**: a critical hit increases the damage inflicted by 5 points.
- ⊗ **Healing**: the patient is instantly healed of 5 damage points.
- ⊗ **Persuasion**: not only has the PC convinced his interlocutor, he has also probably charmed him. He has a temporary +5 bonus when dealing with this interlocutor.

Critical Failure:

- ⊗ **Crafting**: the failure breaks the tools used and possibly inflicts 5 damage points if hazardous materials are used.
- ⊗ **Feats**: the PC gets hurt for 5 damage points.
- ⊗ **Fighting**: the fighter breaks her weapon.
- ⊗ **Healing**: the state of the wounded person gets 5 damage points worse.

- ⊗ **Close Combat (Combateness)**. Disc.: Artifact Fighting (Magience), Axes, Blind Fighting, Bludgeoning Weapons, Polearms, Short Blades, Swords, Unarmed Fighting.
- ⊗ **Craft (Creativity)**. Disc.: Clothing, Cooking, Distillation, Jewelry, Leatherworking, Locksmithing, Magientist Machinery (Magience), Magientist Tool (Magience), Mining, Painting, Pottery, Sculpting, Smithing, Woodworking.
- ⊗ **Demorthèn Mysteries (Empathy)**. Disc.: Ancient Tongue, Concentration, Demorthèn Knowledge, Herbalism, Meditation, Sigil Rann, Spirituality, Traditional Medicine.
- ⊗ **Erudition (Reason)**. Disc.: Astronomy, Demorthèn Traditions, Doctrine of the Temple, Geography, Heraldry, Herbalism, History, Languages, Magientist Principles, Politics.
- ⊗ **Feats (Combateness)**. Disc.: Acrobatics, Climbing, Endurance, Evasion, Running, Swimming.
- ⊗ **Magience (Reason)**. Disc.: Artifact Repair, Artifact Use, Flux Extraction, Flux Knowledge, Flux Refining, Medicine.
- ⊗ **Natural Environment (Empathy)**. Disc.: Agriculture, Animal Training, Fauna and Flora, First Aid, Herbalism, Orientation, Survival, Tracking.
- ⊗ **Occultism (Reason)**. Disc.: Artifact Fighting (Magience), Esotericism, Hypnosis, Interpreting Dreams, Magientist Tool (Magience), Mental Phenomena.
- ⊗ **Perception (Reason)**. Disc.: Acute Senses, Alertness, Evaluation, Lip Reading, Observation, Orientation.
- ⊗ **Performance (Creativity)**. Disc.: Acting, Dancing, Games, Juggling, Musical Instrument, Singing, Ventriloquism.

- ⊗ **Prayer (Conviction)**. Disc.: Concentration, Contemplation, Miracles, Spirituality, Temple Knowledge.
- ⊗ **Relation (Empathy)**. Disc.: Charm, Command, Diplomacy, Etiquette, Faction Knowledge, Intimidation, Persuasion, Sweet Talk.
- ⊗ **Science (Reason)**. Disc.: Architecture, Artifact Fighting (Magience), Artifact Repair, (Magience), Botany, Engineering, Geology, Knowledge of Mental Troubles, Magientist Machinery (Magience), Magientist Tool (Magience), Mechanics, Medicine, Mind Treatment, Zoology.
- ⊗ **Shooting and Throwing (Combateness)**. Disc.: Artifact Fighting (Magience), Bows, Crossbows, Throwing Weapons.
- ⊗ **Stealth (Empathy)**. Disc.: Furtiveness, Hiding, Mimicry, Pickpocket.
- ⊗ **Travel (Empathy)**. Disc.: Carriages, Cartography, Navigation, Orientation, Riding, Side Roads, Signs.



Health

Health Conditions (p.239)

- ☞ **Okay**: -1 on every action
- ☞ **Bad**: -2 on every action
- ☞ **Critical**: -3 on every action
- ☞ **Agony**: no action possible, death if a successful Difficult (17) First Aid or Medicine roll is not made within 1D10 minutes. With a successful roll, the Character regains consciousness 1D10 hours later (in a Critical Condition).

Healing and Resting (p.240)

- ☞ In the minutes following an injury, a successful Complicated (14) First Aid or Medicine roll heals one damage point.
- ☞ Each day, a PC can recover up to 3 damage points: one point for a night's sleep, a second one if he is cared for, and a third one if he has minimum activity. (p.240)

Disease and Poison (p.240-243)

Virulence for Diseases and Poisons

Virulence level	Difficulty Threshold	Disease points
Weak	Standard (11)	5 (1 point/day)
Mild	Complicated (14)	10 (2 points/day)
Malignant	Difficult (17)	15 (3 points/ day or death)
Deadly	Very Difficult (20)	20 (4 points/ day or death)

For poisons, the points can be inflicted immediately. (p.243)

Traditional Tri-Kagolian Calendar

Earr (March) Earrach Feis	Giblean (April)	Céitean (May)	Og-mhios (June) Tsioghair (Demorthen gathering)	Luchar (July)	Lunasdal (August)
Sulthainn (September) Agaceann	Damhar (October)	Samhainn (November)	Dudlachd (December)	Faoiltreach (January)	Gearran (February)

Sanity

Scarring (p.271)

1. **Nightmare**: see p.271
2. **Phobia**: see p.271
3. **Hiding**: stays hidden for 1D10 minutes.
4. **Crying**: screams + disorientation for 1D10 minutes (no action possible).
5. **Nausea**: nauseous during 1D10 hours (-1 penalty on every action).
6. **Fleeing**: drops what he is holding + flees during 1D10 minutes.
7. **Stupor**: stunned during 1D10 minutes.
8. **Fainting**: unconscious during 1D10 minutes.
9. **Anguish**: -1 penalty on every action (see p.272).
10. **Obsession**: develops a morbid fascination (see p.272).

Crises (p.272)

Starting from a state of Syndrome (11 Trauma points or more), each failure on a Mental Resistance roll will trigger a Crisis (lasts 1D10 days).

Faults and Tests (p.234)

1D10 must be above the Difficulty Threshold (Way rating + modifier)

- ☞ **Passion (Combateness)**: Fits of violence or anger, an excessive love or hatred, an irrational enthusiasm, an out-of-proportion pride, taking dangerous risks, etc.
- ☞ **Subversion (Creativity)**: Comes under the form of constant non-conformism or all-out eccentricity; the inability to abide by a rule or to adapt to a system.
- ☞ **Influence (Empathy)**: Manifests itself when a PC risks being influenced, moved, or generally speaking, filled with the intensity of the events around him.
- ☞ **Doubt (Reason)**: When facing an important dilemma, a Character can be beset by a doubt that will hinder her or stop her in her tracks.
- ☞ **Guilt (Conviction)**: When the PC has to betray someone, lie, or accomplish acts that go against his moral codes, his guilt and moral principles can catch up with him, leaving him in an awful state of hesitation.

Mental Resistance Roll

Difficulty Threshold	Trauma Points
11	1
14	2
17	3 (1)
20	5 (2)
25	10 (3)

