

Powers & Perils

Book I

The Character Book

Powers and Perils forms a detailed fantasy environment that can be modified to fit the needs of an existing campaign or used to create a new and exciting dimension of fantasy pleasure. In either case, it is strongly suggested that all participants familiarize themselves with the game before they begin play. It is especially important that the Referee do so.

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A Beginning Note

Powers and Perils is a detailed fantasy system. Take some time to familiarize yourself with the rules. Once you have, Characters can be created. To perform this task, the appropriate sections of the rules should be consulted in the following order:

- 1) Characteristics, as background.
- 2) Native Ability. Before selecting your race, read section 1.4 and the descriptions of the Elf, Faerry and Dwarf that are listed in Book Three.
- 3) Constitution and Appearance.
- 4) Age and Station.
- 5) Special Events, if desired. As required by the result in this section, see 1.2.1 and/or 1.2.2. If a castable power results, as a Special Attribute, see chapter 6 and the steps for Innate Magic that follow in this note.
- 6) Maximum Ability. Determine your total multipliers, assign them to your modifiable characteristics, record them on your Record

Sheet (*in the multiplier boxes*) and determine your Maximum Ability in each characteristic.

7) Initial increases. Using your Age and Station, determine your combat experience, expertise, characteristic points and wealth. Assign them to your Character, and record them on your Record Sheet, as specified in sections 1.4.1, 1.4.2, 1.4.3 and 1.4.4.

8) Combat Experience Levels. Record your **CEL** based on the combat experience that you purchased in section 1.1.4.

9) This section details the basic factors that are used in play. The formulas used to determine these values are listed in the Commonly Used Formulas section of each Record Sheet.

10) Common Knowledge. Select the Common Knowledge that is appropriate for your Character's race. If he is Human, make the selections, consulting section 2 as necessary.

11) Skill Table. Select the skills your Character knows. All skills in these tables are purchased, and improved, using the expertise points that you obtained.

NOTE - *If you wish to be a magic-user, see Book Two.*

12) The descriptions of the skills you have chosen. All Players should familiarize themselves with these details.

13) Equipment Tables. The wealth that was purchased is used here to purchase your starting equipment.

If your Character is NOT a trained or innate magic-user, he is complete. If he is a magic-user, see the appropriate steps below.

Trained Magic-User

1) Complete the first TEN steps in setting-up a Character.

2) Book Two "Creating a Magic-User". This section details acceptance, starting magic experience and expertise and the Magic Paths the Player can choose from. Pay all expertise costs and gain all benefits that are appropriate for the Magic Path you select.

3) Magic Experience Levels. Record your magic experience points and determine your starting **MEL**.

4) Determine Mana Regeneration and Casting Ability.

5) Familiarize yourself with the general rules that apply to magic-use (Book Two).

6) Determine your starting benefits based on the Magic Path you selected for your Character.

7) Using the expertise points gained in Book Two ONLY, select your starting spell knowledge and increase individual **ELs**, if desired. See any restrictions that apply based on your Magic Path. See Book Two for the rules and tables used.

8) Familiarize yourself with the attributes of the spells that you have selected. The Player is responsible for retaining this knowledge as fluently as possible. See Book Two for the basic **EL** modifiers that apply to these spells.

9) Complete steps 11 to 13 in setting-up a Character.

Your Character is complete if he is not an innate magic-user.

Innate Magic-Users

- 1) Complete the first FIVE steps in setting-up a Character.
- 2) See Special Attributes. Determine all factors that can be determined based on the description of your attribute.
- 3) See Book Two. Determine your **MEL**. Familiarize yourself with the rules that pertain to the use of your attribute.
- 4) Consult Book Two to determine the precise powers of your attribute. The Player is responsible for retaining this knowledge.
- 5) Complete the last EIGHT steps in setting-up a Character. Your Character is now complete.

When every Player has a Character, and the Referee has created a campaign environment, the game is ready to be played. The Referee, consulting his Players as he deems appropriate, decides what options will be used. He should inform the Players of his decision before the game begins. Any rule or section that is marked optional may be used or ignored. Any other section may be modified or ignored on the agreement of the participants in the game.

Abbreviations and Dice Codes

Throughout these rules, standard abbreviations and dice codes are used. Wherever they are found, except where they are specifically used to detail sub-sections of specific rules, they have the following meaning:

A	Agility	I	Intelligence
AB	Agility Bonus	IB	Intelligence Bonus
AHP	Average Hit Point Value	IC	Influence Chance
Ap	Appearance	INT	Intellect
AV	Armor Value	.LT.	Less Than
B	Bonus	MDV	Magic Defense Value
BB	Brass Bit	MEL	Magic Experience Level
BL	Base Line	MEP	Magic Experience Point
C	Constitution	Mod.	Modifier
CB	Constitution Bonus	MP	Mana Point
CC	Copper Coin	MR	Movement Rate
CDF	Creature Difficulty Factor	Mult.	Multiplier
CEL	Combat Experience Level	NA	Not Applicable
CEP	Combat Experience Point	NAV	Natural Armor Value
CL	Contact Level	NF	Number Found
D	Dexterity	OCV	Offensive Combat Value
DB	Dexterity Bonus	PA	Portage Ability
DCV	Defensive Combat Value	PMR	Phase Movement Rate
DR	Damage Resistance	PR	Poison Resistance
DTV	Damage Tolerance Value	RD	Round Down
E	Eloquence	RU	Round Up
EB	Eloquence Bonus	S	Strength
EL	Expertise Level	SB	Strength Bonus
Em	Empathy	SC	Silver Coin
EmB	Empathy Bonus	St	Stamina
EnL	Energy Level	StB	Stamina Bonus
FV	Fatigue Value	W	Will
GC	Gold Coin	WB	Will Bonus
.GT.	Greater Than	WGT.	Weight
HC	Healing Chance	WSB	Weapon Strength Bonus
HPV	Hit Point Value		

Dice Codes

D2	Roll a six-sided die, 1-3=1, 4-6=2.
D2*	As for D2 except 1-4=1, 5+6=2
D3	As for D2 except 1+2=1, 3+4=2, 5+6=3
D3*	As for D2 except 1-3=1, 4+5=2, 6=3
D6	Roll a six-sided die. Read it as it is rolled
D10	Roll a ten-sided die. Read it as it is rolled. (<i>A roll of 0 equals 10</i>).
D100	Roll two ten sided dice. Choose, before rolling, one to represent the ten's place and the other the one's place. The result is a value between 1 and 100. (<i>If 00 is rolled, the value is 100. In all other cases, 0 equals zero.</i>)
xDy	x indicates the number of dice that are to be rolled. Dy indicates the type of die to be used. (<i>In example, 3D10 tells you to roll three ten sided dice and total them</i>)
xDy/z	As for xDy above except the roll is multiplied by z
(xDy)*(xDy)	The die rolls indicated are multiplied times each other to determine the result. (<i>In example, 1D6*1D3 yields a result from 1 to 18</i>)

Finally, it is impossible, that the rules presented here will prove acceptable for your world without change. Where questions arise the Referee must modify the rules to fit his campaign. The rules should be viewed as a guide, not an ironbound testament to the faithful. This said, we invite you to explore. Let the game begin.

Character Generation

The first goal of every player, and the essential feature of a role-playing environment, is the creation of a Character. The rules in this section, and the step chart in the *Beginning Note*, are used.

NOTE – *If your Character is a magic-user, Book Two is required.*

Characteristics

Ten characteristics are determined for each Character. Together, they delineate his abilities and set the potentials he will have. The Native Ability for each represents the phenotypic potential of the Character. The multipliers applied to Native Ability represent the affect of his interests and goals on his potential.

Native Ability

There are EIGHT modifiable characteristics. Native Ability for each is determined using the procedure below:

- A) Select a Race and Sex for your Character.
 - B) Roll **2D10** for each characteristic.
 - C) Apply the modifier listed in the table for your Race and Sex.
- IMPORTANT** – The minimum Native Ability that is possible for a characteristic, regardless of the modifier is ONE. If the value that results is less, increase it to one.

Native Ability

Characteristic	HUMAN		ELF		FAERRY		DWARF	
	Male	Female	Male	Female	Male	Female	Male	Female
Strength	+3	0	-1	-2	-3	-5	+2	+1
Stamina	0	+1	-2	-1	-2	-2	+3	+2
Dexterity	-1	0	+1	+2	+2	+2	-1	-2
Agility	-1	+1	+2	+2	+2	+3	-2	-1
Intelligence	+2	0	+3	+2	+4	+2	+1	0
Will	0	+2	0	+2	+1	+3	+3	+1
Eloquence	0	0	+3	+2	+2	+2	-2	-2
Empathy	-3	-1	0	+1	+1	+2	-1	0
Constitution	0	+1	-1	-2	-2	-3	+3	+2
Appearance	0	0	+1	+3	+2	+4	-2	-1

EXAMPLE – A Character is a Human Male. He rolls a 13 for Strength. His Native Strength is 16. He rolls a 15 for Dexterity. Native Dexterity is 14. With a roll of 9 for Eloquence, Native Eloquence is 9.

Constitution and Appearance

The Native, Current and Maximum Abilities in these characteristics are determined using the procedure below:

A) Roll **2D10** for each characteristic and add any modifier that is listed for the Character's Race and Sex.

B) Roll **1D10** to determine a multiplier for the characteristic. A separate multiplier should be determined for each characteristic based on the Character's Race and Sex. Roll twice.

IMPORTANT – Always round up in multiplying.

Constitution and Appearance

Roll	Human		Elf		Faerry		Dwarf	
	C	Ap	C	Ap	C	Ap	C	Ap
1	1	1	1	2	1	2.5	2	1
2+3	2	2	2	3	1.5	3	3	1.5
4-7	3	3	2.5	4	2	4	4	2
8+9	4	4	3	5	2.5	6	5	2.5
10	5	5	4	6	3	8	6	3

EXAMPLE – A Faerry Female rolls 13 for Constitution and 9 for Appearance. Her Native Ability modifiers are -2 and +4. The values are modified to 11 and 13. On the table, she rolls a 1 for Constitution and a 9 for Appearance. Her Constitution is, 11 times 1, 11. Her Appearance is, 13 times 6, 78.

Native Ability is only the foundation of your Character. All attributes, except Constitution and Appearance, can be improved in the course of play.

HALFBREEDS (OPTIONAL)

There are other races that can have viable offspring with humans. The result of such unions is halfbreed characters that may share some or all of the talents of their non-human sire. If the race is beneficent, the initial training of the character depends on the sex of his mother. If she is human, he is raised human. If not, he is raised non-human.

Where the sire is inimical, the sire is always the father. In most cases, the mother dies giving birth to him and he is

fostered to another human family. No other possibility leaves a character extant to be played.

NOTE - I only mention those races whose breeding with humans can possibly yield a playable character. Among those I omit are the children of daivas, drugas and high caste Korchi. The first two are automatically daivas or drugas. The last is rarely found outside Korchi territory (unless conquering someone).

BEING A HALFBREED

Because Characters are exceptional members of their race a player who wishes to try for this attribute has a 10% chance of having a halfbreed character UNLESS his character is a Dwarf. There are no Dwarf halfbreeds.

If the Character is a halfbreed the Referee may assign the non-human parent based on where the campaign is starting. If he does not choose to do so, roll on the Breeding Races table. Once the race is determined, roll **1D2** for the non-human parents sex if necessary. The parent's sex will affect the Character's starting knowledge and other factors.

BREEDING RACES (Roll D100)

ROLL	RACE	ROLL	RACE	ROLL	RACE
01	Alfar	24-30	Nymph	76-79	Trazire
02+03	Incubus*	31-35	Faerry	80-82	Sernemu
04+05	Pseudothei*	36-42	Jinn	83-86	Devil*
06+07	Anwora*	43-48	Demon*	87-90	Whisper
08-10	Daoine Sidhe*	49-55	Elf	91-93	Seirim*
11-13	Vily	56-58	True Sidhe	94+95	Lunafey
14-16	Troll*	59-64	Nar'morel	96+97	Eld Troll*
17-20	Baobhan	65-67	Romati	98+99	Fusin
21-23	Mir	68-75	Goblin*	100	Green Lady

* These races are always the FATHER in the union. In some cases this is because only males exist. For others, the child with that race as mother does not yield a playable character.

NATIVE ABILITY

The Native Ability modifiers of the Character vary with his parentage. Consult the appropriate chart below depending on the Character's sex and the nature of the non-human parent.

MALE CHARACTER

RACE	HEIGHT	S	St	D	A	I	W	E	Em	C	Ap
Alfar	48	+2	0	+1	+2	+3	+1	+2	0	0	+3
Anwora	44	0	0	+1	+1	+2	+2	-1	-1	-2	0
Baobhan	45	+1	-1	+1	+1	+3	0	+1	-2	-1	+1
Daoine Sidhe*	44	+1	0	+1	+2	+1	0	+1	0	-1	+1
Demon*	42+1D10	+4	0	-2	-1	+2	-2	-3	-4	-2	-4
Devil*	45+1D6	+5	+1	-3	-3	+4	+2	-1	-5	-1	-6
Eld Troll*	41	0	-2	0	+2	+4	-1	+2	-3	-2	-4
Elf	46	+1	-1	0	+1	+3	0	+1	-2	-1	+1
Faerry	37	0	-1	+1	+1	+3	0	+1	-1	-1	+1
Fusin	46	+2	-1	0	+1	+1	0	+1	-1	-3	-1
Goblin*	40	-1	-3	-1	0	0	-2	+2	-2	-2	-4
Green Lady	47	0	+2	0	0	+1	+3	+1	0	+1	+5
Incubus*	49	+1	-2	-1	+1	+4	-1	+1	-1	0	+1

Jinn	47	-3	-2	+3	+3	+1	+2	0	+1	0	+3
Lunafey	36	-3	-2	-1	+1	+1	0	+1	0	-2	+1
Mir	45	+2	-2	+2	+1	+4	-1	0	-1	0	+2
Nar'morel	46	As for a normal character									
Nymph	45	+2	0	+1	0	+2	-1	-1	+2	+1	+2
Pseudothei*	46	0	-2	+1	-2	+2	0	+4	-1	-1	0
Romati	45	+4	0	-1	0	+3	+1	-2	-4	+1	+1
Seirim*	51	+6	+2	0	-2	+4	0	-1	0	+1	+1
Sernemu	46	+3	0	0	-2	+2	0	0	-2	0	0
Trazire	46	+2	+1	0	-1	+3	0	-1	0	-1	+2
Troll*	50	+5	+2	-3	-2	0	-2	-1	-4	+1	-7
True Sidhe	44	+1	0	+1	+2	+2	0	0	-1	-1	0
Vily	44	0	+1	-1	0	+3	+1	-1	0	-1	+2
Whisper	40	-1	0	+1	0	+2	-1	0	0	-2	+2

FEMALE CHARACTER

RACE	HEIGHT	S	St	D	A	I	W	E	Em	C	Ap
Alfar	45	0	+1	+2	+2	+2	+2	+1	+1	-1	+4
Anwora	42	-1	+1	+2	0	+1	0	0	0	-1	+2
Baobhan	43	-1	+1	+1	+2	0	+2	+2	0	-2	+3
Daoine Sidhe*	43	-1	-1	0	+1	0	-1	+2	+1	0	+2
Demon*	40+1D10	+3	+1	-1	-1	+1	0	-1	-2	-1	-3
Devil*	42+1D6	+4	+2	-2	-2	+3	+1	-2	-4	0	-4
Eld Troll*	38	-1	-1	+1	+2	+3	0	+1	-2	-3	-3
Elf	43	-1	0	+1	+2	+1	+2	+1	0	0	+2
Faerry	35	-3	0	+1	+2	+1	+3	+1	0	-1	+2
Fusin	46	0	+1	+1	+2	0	+2	+2	-1	-2	0
Goblin*	38	-2	-2	0	0	-2	-1	+3	0	-1	-3
Green Lady	43	-2	+4	+1	+1	0	+4	+2	+2	+2	+7
Incubus*	46	-1	-1	0	+2	+1	0	0	+1	0	+2
Jinn	44	-4	0	+4	+4	0	+3	+1	+2	+1	+4
Lunafey	34	-4	-2	0	+1	0	+1	+2	+1	-3	+3
Mir	42	0	+2	0	+1	+1	+3	+1	-1	-2	+2
Nar'morel	42	As for a normal character									
Nymph	41	+1	+2	+2	+1	0	0	0	+4	+2	+3
Pseudothei*	40	-2	0	0	0	+1	+1	+3	0	-2	+1
Romati	43	+2	+3	0	+1	+1	+3	-1	-3	+2	+3
Seirim*	45	+1	+5	+1	0	+2	+2	0	+1	0	0
Sernemu	42	+2	+1	+1	-1	+1	+2	+1	0	+1	+2
Trazire	42	0	+3	+1	0	+1	+1	0	0	0	+3
Troll*	46	+1	+4	-1	0	-2	0	0	-2	+3	-4
True Sidhe	44	0	+1	+1	+2	+2	0	+1	0	-1	+2
Vily	41	-2	+3	0	0	+2	+2	0	+2	0	+4
Whisper	40	-2	-1	0	+1	+3	0	+1	+1	-4	+3

* The non-human sire is automatically the FATHER.

DEMONS

If the sire is a demon the type of demon must be determined before continuing. Roll on the table below.

DEMON TABLE

ROLL	DEMON	ROLL	DEMON	ROLL	DEMON
------	-------	------	-------	------	-------

2	Decay	11-14	Imp	18	Subterranean
3	Heliophobic	15	Disease	19	Fiery Spirit
4-6	Nergali	16	Flayer	20	Div
7-10	Terrestrial	17	Storm		

REARING PARENT

In all cases the parent who rears the child is the MOTHER. If she is Sidh, your character is raised as an Elf if she is Alfar, Elf or True Sidhe. If she is Faerry or Whisper you are raised Faerry. Take the Common Knowledge appropriate.

For all other parents the Referee will determine what Common Knowledge your mother provides based on the description of the creature.

POWERS

Where a parent race has special attributes, afflictions and powers there is a 25% chance per power that the Character has it also. Roll for each attribute that is applicable. If the result of the roll is 26-35, you have Immunity to that power or affliction. If it is 36 or higher you receive no benefit or liability.

If the Character has a power or liability of his non-human parent, he will have it at half the power level of that parent. In example, if the parent uses MEL8/EL10 Disease the Character is MEL4/EL5. In all cases it is up to the Referee to determine what attributes can be rolled for AND how they apply to the Character in question.

EXAMPLE - Vlad's father is a Nergali. Vlad has a 25% chance of having NAV3, claws, ability to fight into his DTV, immunity to Hell Powers, affliction to light, affliction to silver and +3 EL with the weapon of his choice. He rolls for each.

IMPORTANT - Where the item rolled for is immunity a roll of 26-35 means the Character is not immune but he may use the power in question as an innate power. For an affliction it means he is totally immune to damage from that source.

RELATIONSHIP

Where the race of the parent is inimical to man the Character's parentage gains him no benefit with that race except possibly with his sire. If it is neutral or friendly to man that race will tend to favor him, for the sake of his parent, until he does something that angers them.

SPECIAL RACES

Special rules apply to the races listed below. They will be used to the exclusion of those stated above.

Alfar

The child of an Alfar is classed as a member of the Sidh by Sidh races. They will be treated as such in all ways, whatever the benefits gained by the nature of their birth. If the mother raises the child, increase its station to SIX if the station rolled is lower. He begins play outfitted as specified for an Alfar. All such Characters have at least ONE Sidh spell they use as an innate power.

NOTE - Any Kotothi force that encounters this character will seek to kill or capture him at any cost. He will NOT enjoy his captivity in the least.

Green Lady

The Character has a born affinity to the Sacred Forest. He uses all Forest Powers spells as a Fanatical Power and may hide invisibly in any such forest. The Character also speaks Tongue of the Wood at EL80. If he learns Neutral magic in any form he casts it at ONE EL higher than his normal EL.

A Character of this type may freely enter any sacred forest. If he does harm to one, or in any way aids anyone who does, he will lose 2D10+10 energy per day until he dies. When his EnL reaches zero he permanently transmutes into a boulder. Once this affect begins there is no cure short of divine intervention.

Jinn

Whatever else the Character gets he has an affinity for the desert. This yields Rating 5 talent in Desert Survival from birth. He can also speak the Tongue of the Desert at EL80 from the day he reaches puberty. People with this tie are treated well by Peri, accepted by Jinn and loathed by Ifreet.

Incubus

Children of an incubus obey the rules above. In addition, they have a 25% chance of being a Natural Magician. If the Character does not have this gift, he has one additional roll on the Special Attribute table and may roll 1D3 times for Talent.

Seirim

These characters are Anakim. Determine the interest of their parent in the Seirim description. They will have that skill at their Maximum EL in addition to having Talent in it. Roll the dice appropriate and add TWO to the roll to determine their rating in that skill. If the interest of the parent is COMBAT the Character is a Weapon Master as his talent. If it is magic he is a Trained Natural Magician (i.e. he has Intellectual Power).

True Sidhe

All such characters are automatically afflicted by Kototh's curse on the True Sidhe. Males appear to be very old. Females are incredibly hideous (hags). As for True Sidhe, the curse has no power in Sidh areas or a Sacred Forest.

Vily

Roll the type of Vily that is the Character's parent. He will have Survival talent in that terrain and an affinity for animals and beneficent creatures native to it. If the mother is a High Vily, he has Survival - ALL as his talent. If his mother raises the Character he also has a starting level in Eroticist and Dancer. If not, he has two additional Special Event rolls, one talent or one Special Attribute roll at the player's option. NOTE - In learning any skills that primarily concern themselves with the mother's home terrain, the Character pays 50% cost to learn and increase his EL (RU). In Example, if the mother is a Forest Vily he gains this benefit for Forester, Carpenter, spells that grant power in the forest, etc.

VILY TABLE (Roll 1D10)

ROLL	TYPE	ROLL	TYPE	ROLL	TYPE
1-3	Aerial	5+6	Forest	9	Mountain
4	Water	7+8	Hill	10	High Vily

NOTE - If the Character is female she is worthy of training as a Vily. On finding a Vily, preferably her mother, she can make the request. The training takes place in a secret location on the Western Continent. The students become the most appropriate type of Vily for their nature and talent. If they fail in training they die.

The chance of success equals the Maximum Ability in all ten characteristics/7 (RD). Partial success is failure. The training time is one year. On success Appearance is increased 100 and all other characteristics increase 10% (RU). She is assigned a range to protect, gains her powers and begins her life as an immortal protectress. Those who make their success roll by 50 or more become High Vily.

EXAMPLE - The total of a woman's attributes is 421. Her chance of success is $421/7$ (RD) 60%. A roll of 61 or higher is her death. If she rolls 02 or less, she is a High Vily.

Maximum Ability

Maximum Ability is determined by multiplying an assigned number times Native Ability. The Total Multipliers the Player may assign to his modifiable characteristics, i.e. all attributes except **C** and **Ap**, are determined with the die roll below:

$$2D6+14$$

The method of applying the multipliers gained above is specified below:

- A) The maximum multiplier that can be assigned is FOUR.
- B) The minimum multiplier that must be assigned is **1.5**.
- C) Multipliers are assigned in increments of **.5** or **1**.
- D) No multiplier is assigned to Constitution or Appearance.
- E) Maximum Ability equals the multiplier assigned **TIMES** the Native Ability in that characteristic.
- F) All multiplication is **RU**.
- G) Players may assign their multipliers in any way they desire. The total number may not exceed the Total Multipliers that are available.

OPTIONAL - The preceding system reflects the interests of the Character and allows the Player to progress as his Character matures. If you do not feel that this is worth the effort it entails, use all characteristics at their Maximum Ability levels and ignore Characteristic Increases in the sections that follow, excluding those that are derived from magic. Use any Native Ability increases that occur in the Special Event section and ignore Current Ability increases.

Age and Station

Age is the physical age of the Character in Middle World years. Station is his relative standing in his native society. For non-human Characters, age reflects Lower World years they have lived.

Age

A Character's age is determined by rolling **D100** on the Age Table.

Age Table

Roll	Age	Roll	Age	Roll	Age
01-05	17	41-54	22	89-93	27
06-12	18	55-65	23	94-96	28
13-21	19	66-74	24	97+98	29
22-30	20	75-81	25	99	30
31-40	21	82-88	26	100	30+1D10

NOTE – Age is used to determine the initial increase points available to the Character. It should be recorded on the Character Record Sheet.

Station

Station is the Character's standing in his native society. To determine it, roll **D100** on the Station Table.

Station Table

ROLL	STATION	COIN TYPE	Social Class Examples
01-20	0	1CC	Serf, slave, indentured peasant, barbarian outcast, unproven warrior, etc
21-50	1	3CC	Free man, common soldier, servant, common warrior or artisan
51-75	2	1SC	Artisan, guildsman, sergeant, constable, petty merchant, experienced barbarian warrior, skilled artisan, minor shaman
76-90	3	3SC	Merchant, noted Scholar, respected artisan, landholder, low grade officers, wardens, knights, respected warriors and shamans
91-96	4	5SC	Rich merchant, large landholder, petty nobility (Baron and less), field grade officers (Major through general), Clan chiefs and shamans.
97-99	6	1GC	High nobility (Count and higher), important military leaders (Field Marshal, Grand Admiral.), extremely wealthy and powerful family, barbarian tribal chiefs, tribal shamans.
100	10	3GC	Royalty (A member of the reigning royal family or a close blood relative), Warrior society leader, dominant tribal chief, highly respected tribal shamans, war chief of more than one related tribe

NOTE – The social classes listed provide the Referee an idea of the relative position of the Character's family. More detailed placement in society is left to the player and the discretion of the Referee.

Initial Increases

Every Character was active before the game began. Therefore, all Characters have initial characteristic, experience and expertise points and initial wealth. A Character's Initial Increase Factor is equal to the result of the formula below:

$$(\text{Agex2}) + \text{Station} + 2\text{D10}$$

NOTE – If attributes are being used at Maximum Ability reduce this factor by 25% (RU). No points are assigned for characteristic points in this case.

The formula yields a total number of points to assign. The following rules apply:

- At least **FIVE** points are assigned to each area.
- No more than **THIRTY** points may be assigned to any area.
- The total number of points the Player assigns may not exceed the Initial Increase Factor determined.

IMPORTANT – Magic-using Characters receive their initial magic experience and expertise based on natural ability. See Book Two for the rules that apply. If the Character is an untrained natural magician, or has some type of innate power, see Innate Magic in Book Two. No experience or expertise that is gained here may be applied towards magic, other than to pay apprenticeship.

Initial Increase Table

Number Assigned	Char. Points	Experience Points	Expertise Points	Wealth*
5	20	0 (CEL0)	100	20
6	24	20	120	25
7	28	40	140	30
8	32	60 (CEL1)	160	35
9	36	90	180	40
10	40	120 (CEL2)	200	50
11	44	150	230	60
12	48	180	260	70
13	52	210	290	80
14	56	240	220	90
15	60	270 (CEL3)	350	100
16	63	300	390	110
17	66	350	430	120
18	69	400	470	130
19	72	450 (CEL4)	510	140
20	75	500	550	150
21	78	600	600	175
22	81	700	650	200
23	84	800 (CEL5)	700	225
24	87	900	750	250
25	90	1000	800	300
26	92	1100	850	350
Per +1	+2	+100	+50	+50

*The number listed in Wealth is multiplied by the Coin Type. The result is the number of coins of that type the Character has.

EXAMPLE – A Station 3 Character has 56 initial points. He allocates them as follows:

AREA	POINTS/GAIN	AREA	POINTS/GAIN
Characteristics	12 (48 CP)	Expertise	7 (140 EP)
Combat Exper.	23 (800CEP)	Wealth	14 (270SC)

The CP are added to native ability scores as he chooses to determine his current ability in each modifiable attribute. The CEP starts him at CEL5. The EP allows him to spend 140 points buying skills. With 270SC he is quite wealthy.

NOTE – Where a CEL is listed, that line and every line above it yield that CEL, until the next CEL reference is reached.

Restrictions

Characteristic Points

Each point raises a modifiable characteristic that is not at its Maximum Ability by ONE. They may not be assigned to Constitution or Appearance. There is no limit to the number that may be assigned to one characteristic. The total assigned may not exceed the number gained.

EXAMPLE – Osc has 40 characteristic points. He may raise his eight modifiable characteristics by a total of 40 points. If his Current Strength is 20, and he assigns 12 points to Strength, it is raised to 32.

Experience Points

The points gained are Combat Experience Points. They are only used in determining a Character's **CEL**.

EXAMPLE – Osc, with 270 experience points, starts with **CEL** 3.

Expertise Points

Expertise points are spent to gain any skill listed in the skill section of this book or to meet the expertise requirement to learn a Magic Path. Once a skill has been learned, expertise points may be used to improve its **EL**. They may not be used to learn or improve spells, if the Character is a magic-user. Any points that are not allocated to learn or improve skills are taken as Partial Expertise in any skill the Character has.

Wealth

The number times the Character's Coin Type yields the number of coins the Player has to spend in outfitting his Character. Any money that is not spent is used once the game begins.

IMPORTANT – Before the game begins, item availability rolls are ignored unless the rules specify that they are not.

Special Events

Special events reflect influences that may have affected a Character in his pre-game life. One roll is taken per 10 years the Character has lived (RU). If the Player opts to take these rolls, he must take every roll his age allows. He must add his **AGE-25** or zero, whichever is higher, to his roll. He is not required to risk rolling on this table.

Special Events

ROLL	RESULT
01-25	No event
26-29	Increase Current Ability in a Physical Attribute by 1D6
30-32	Increase Current Ability in a Mental Attribute by 1D6
33	Special Attribute
34+35	Increase any Current Abilities by a total of 2D6
36	You have pox scars. Reduce Ap by 1D6*10% (RU)
37	You have a bad limp. Reduce A by 20% (RU)
38	Recently escaped from a prison in a neighboring nation. You are a wanted felon in that land (Referee's choice)
39	As for 38 except you escaped from a prison in the nation the adventure starts in within the last 1D6 days
40	You are under a powerful Geas. The referee sets all parameters
41+42	Raised among the Faerry. You have normal Human Knowledge and Faerry Sidh at EL60 .
43	Past luck gains you D100 SC
44	Special Attribute
45	As 43 except 2D10+10 GC
46	Gain one bar of Silver
47+48	You possess 1D3 Small Jewels of unknown value. If Station zero, you stole them
49	Gain 1D2 Medium Jewels of unknown value. If Station 1 or less you stole them
50	You have 1 Large Jewel of unknown value. If your Station is 2 or less you stole it
51	As for 47+48 except you know the value
52	As for 49 except you know the value
53	As for 50. You know the value.
54	Increase any Native Abilities by a total of 1D6 . (Increase Maximum Abilities as appropriate afterwards)
55	Special Attribute
56	You have a piece of Jewelry. You have no idea where you got it or what it is worth. You have had it since birth. The Referee will determine all parameters
57-59	Get THREE items from the Equipment List with a combined value .LT. 40GC and individual value .GT. 5GC
60	Take ONE item from the Equipment list with a value between 10 and 100GC inclusive
61	You have a random Magic Amulet
62	If your Station is .GT. 4 you are a prosperous land owner. Roll 1D10*1D10 to determine the hundreds of acres you control. (Your income is 1SC per acre per year). If your Station is .LT. 3 your home has 1D10*1D10 acres. (Income from this land is 3CC per acre per year). All income figures are gross values.
63	You have a random Magic Weapon
64	Underworld contact. You have a contact in one of the local criminal guilds.
65	You lost an eye in battle. Reduce appearance by 10.
66	Special Attribute
67+68	Training with a Skilled Master raises Expertise with all weapons in a Weapon type you choose to the maximum current EL for your Character. No Expertise Cost is assessed.
69	Raised by Dwarves. Gain EL60 Dwarf Elder.

70	You have a random type of Magic Armor
71	Authentic map to a treasure. Referee will roll 1D6+14 on the Map Table
72	1D6 doses of a random Potion or Elixir
73	1D6 doses of a random Natural Magic material
74	1D6 doses of a random Powder
75	You have a Magic Item. The Referee will determine what
76	Raise Native Ability in a Mental Attribute by 1D3* . (Raise Maximum Ability as appropriate afterwards)
77	Special Attribute
78+79	You have a Pet. It is a wild animal. The Referee determines its species
80+81	Apprentice in the Magic Path of your choice if Native Intelligence is .GT. 14. If not, as for 75
82	Raised among the Elves. In addition to Human Knowledge gain Elf Sidh at EL 60
83	Powerful enemy. Gain 1D10x10 CEP and D100 GC . The Referee determines the enemy based on your gain (the more gained, the more powerful the enemy). The enemy wants revenge
84-86	You have a Personal Contact among your people. The Referee will determine who
87	As 84-86 except the Contact resides in the area the party starts in
88	Special Attribute
89	As for 76 except Native Ability in any Physical Attribute including C and Ap
90+91	A friend. A Character Class NPC accompanies you. The Referee determines the attachment and all parameters of the friend. His or her CEL is 1D6+4 . He or she is not a magic-user.
92	An old friend who saved your life is lost in a hostile land. You know his whereabouts. He holds the key to a treasure both of you searched for
93	Master of a Firesnake
94	Master of a Dae'ta A'Miri
95+96	You own a willing slave. The Referee will set parameters
97	Business Owner. You own a small shop in the nearest village or city.
98	A curse afflicts you. The Referee will decide what and who is responsible.
99	You own a slave. He or she is rebellious. The Referee will determine the applicable factors.
100	Extraordinary influences. The referee determines something exceptionally good or bad. If he does not wish to do so, roll twice on this table or once on the Special Attribute table

NOTE – The possibilities above are wide ranging. They are not all inclusive. The Referee may expand on this table as he wishes.

Special Event Explanations

Business Owner

You own a shop purveying some item consistent with a skill the character has. If none are really applicable, the shop is a tavern. Your income from it equals **1D10*your Coin Type** each month. If you choose to actively run it, the income can be much more.

Curse

You ran afoul of a wizard or witch. The result is this curse. The Referee determines what was done, who did it and what must be done to break it.

Felons

The Referee determines the severity of the crime committed by rolling on the Crime table. There is a 25% chance that the Character was falsely accused. If the crime is termed FELONIOUS it was committed against a person with station 4 or higher. Roll 1D3*. The reward is Dead or Alive. In other cases he must be returned alive. The authority that wants him pays nothing for a corpse.

Crime

Roll	Crime	Reward
01-25	Simple Theft *	1D10 SC
26-45	Felonious Theft	1D6 GC
46-60	Felonious Assault	1D10 SC
61-75	Murder	2D10 SC
78-90	Felonious Murder	2D6*Station SC **
91-97	Treason	1D6+10 GC
98-100	Felonious Treason	D100+20 GC

* Roll on the Station table adding 10 to the roll to determine who an item was stolen from.

**Times the Station of the Victim

NOTE - Eighty percent of the people in the world live comfortably on less than 1GC a year. If the reward is more than that, the character has people hunting him.

Gem Theft

Gem theft is classed as Felonious Theft if the item taken is worth 1GC or more. There is a 30% chance the authorities know who is responsible. Whether they do or not is unknown to the Player.

Powerful Enemy

The money and experience were gained at the expense of this enemy. The Referee will determine what wrong the enemy feels he has suffered and if he can do anything to make amends. Until avenged or placated, the enemy takes every opportunity to make the Character's life miserable, or short.

Contacts

A Contact is a friend a Character made by doing something to an NPC's advantage and influencing him to be a friend.

A Pet

The animal was raised by the Character from birth. It obeys him and him alone. For all others, unless curbed by the Character, it reacts as a wild animal.

Herbivores obey 1D3 commands given by the Character. Other animals obey 1D6+4 commands. The Referee may choose the animal or let the Player choose or roll randomly. The Referee will decide what, if any, special parameters or caution the Character must take in dealing with his animal.

Non-Human Reared

A Character raised by non-humans may roll his Influence Chance. If he succeeds he has a contact with his old friends. Partial Success indicates he left under amicable terms. Failure means he left under a cloud and has no advantage in dealing with that race. This roll is optional. The Player may opt to take Partial Success without rolling.

If a Character has a contact in the race, he starts with one item of equipment from that race at no cost. What is given is left to the Referee's discretion,

Geas

A Geas is a magical compulsion placed on someone to force him or her to do something. The effect of failure to perform the action has a disadvantageous and eventually fatal affect. The Referee will determine the parameters.

Native Ability Increase

The increase at the Native Ability level increases Current Ability by the same amount AND Maximum Ability by the amount times the assigned multiplier.

EXAMPLE - If Native Ability in Strength increases by 2, and a multiplier of 2.5 has been assigned to Strength, Current Ability is increased by 2 and Maximum Ability is increased by 5.

An Old Friend

There is no limit to what the friend's attributes can be. The treasure the friend holds the key to cannot be found without him or her. The Referee will determine all parameters of his predicament and the urgency of his need for rescue.

Slave

The Referee determines the nature of the slave, attributes, sex and other factors. He will also roll 1D3*. If the result is a 1 the Character inherited the slave. On a 2 he acquired him or her in some way. On a 3 he stole the slave. There is a 5% chance the slave is non-human. Roll 1D3*. On a 1 it is an Elf, a 2 is a Faerry and a 3 is some other kind of non-human.

If the slave's value is .GT. **ten GC** someone will send agents to get the slave back or come for their property themself.

NOTE - If the game begins in an area where slavery is outlawed, such as Jaxon, owning this person will be a problem.

Extraordinary Influences

The Referee may assign whatever powers, disabilities and special circumstances he desires. The Character has been influenced in some exceptional way by an extremely potent force. If the Referee does not wish to assign a value, the Player may select the rolls that he wishes to take as specified.

Special Attributes

Special Attributes vary from Physical excellence to Supernatural powers. Roll **D100**.

Special Attributes

Roll	Attribute	Roll	Attribute
01-04	Controllable Battle Fury	57	Intellectual Power
05+06	Uncontrol. Battle Fury	58+59	Forest Kin
07	Avatar	60	Fanatic Power, Chaos
08-10	Innate Power, Chaos	61+62	Desert Powers
11-13	Innate Power, Elder	63+64	Fanatic Power, Elder
14-16	Innate Power, Sidh	65	Wild Power
17-19	Innate Power, Balance	66-68	Fanatic Power, Sidh
20+21	Innate Power, Shamanic	69	Fanatic Power, Balance
22	Innate Power, Neutral	70-72	Fanatic Power, Shamanic
23	Innate Power, Shadow	73	Shape Master
24+26	Innate Power, Law	74	Supernatural Will
27-29	Animal Power	75-77	Mana Sensing
30+31	Creature Power	78+79	Immunity
32	Supernatural Power, Upper	80-82	Invisible Sight
33+34	Supernatural Power, Lower	83+84	Emotional Curse
35-38	Mana Reading	85	Dimension Sight
39+40	Fire Powers	86+87	Supernatural Dexterity
41+42	Aerial Powers	88+89	Supernatural Agility
43+44	Earth Powers	90-92	Physical Curse
45-47	Shape Changer	93	Other Powers
48	Empathic Power	94+95	Mental Curse
49+50	Supernatural Stamina	96	Natural Magician
51	Supernatural Eloquence	97+98	Mental Invulnerability
52+53	Fanatic Power, Law	99	TWO Attributes *
54	Shadow Weaver	100	THREE Attributes *
55+56	Physical Power		

*In these cases, re-roll the number of times specified subtracting 2 from each. A roll below 01 grants the Player TWO additional rolls on the table.

EXAMPLE – A Player rolls a 33 on the Special Event table. He rolls 100 here. He has three Special Attributes. Rolling he gets 02, 52 and 90. This is, subtracting 3: 0, 50 and 88. For the 0 he rolls two others, getting 22 and 65, i.e. 20 and 63. This Character has: Supernatural Stamina, Supernatural Agility, Innate Power, Shamanic and Fanatical Power, Elder.

NOTE – For such a character the Referee must insure that the Shamanic power is one that accentuates the Fanatical Power making the character a potential killing machine for the Elder.

Attribute Descriptions

Aerial Powers

The Character has the innate ability to use Aerial Powers and communicate with creatures of the Air, i.e. Birds, Elementals, etc. He is totally immune to damage inflicted by Aerial or Storm Powers and will never be attacked by an Air Elemental.

The **EL** for his Communicate talent equals **(I+W+Em) divided by 20 (RU)**. The starting **MEL** is dependent on his characteristics.
EXAMPLE – A Character has Intelligence 12, Will 27 and Empathy 8, His **EL** with his talents is, $(12+27+8)/20, 3$.

Animal Power

The Character can communicate with a specific species of animal. (The species is determined by the Referee, selected by the player or rolled randomly).

At the subconscious level, the Character is a TONAH of the species. He will be treated as such by them. When they are threatened or attacked, the Character suffers Uncontrollable Battle Fury against the attacker unless he rolls less than or equal to his Will. The fury lasts as long as the threat to "his children" lasts.

Battle Fury

The Character is prone to fits of fury in combat. During a battle, he becomes furious when the **hit points taken * 5** exceeds his Will. For Uncontrollable Fury the above ratio is the only way the Character can be affected. With Controllable Fury, the Player can attempt to will his Character into a state of fury.

The chance of success, per phase of trying, equals the Character's Will. The state of fury lasts until the Character fails to score any damage for a number of phases equal to the hit points required to send him into fury or until five phases after no targets remain.

EXAMPLE - A Character has a Will of 64. 13 hit points are required to send him into fury. He returns to normal if he fails to hit for 13 straight phases or if he doesn't see anyone to hit for 5 phases.

A Character with Uncontrollable Fury can only come out of it in this way. A Character with Controllable Fury may will himself out of fury if he rolls his Will or less.

OPTIONAL - If the only targets left are friends, a Character with Uncontrollable Fury can attempt to Will himself out on any phase he is not hit and that he does not hit. The chance equals **Will/2 (RU)**.

While a Character is in fury, the following abilities apply:

- A) Normal damage effects do not affect movement.
- B) When he reaches his **DTV** he is not unconscious. He remains conscious until death.
- C) While in Fury, **DTV** is tripled. If the damage taken is less than the normal **DTV** when the Fury ends the Character dies. If it is between 0 and the **DTV**, he passes out.
- EXAMPLE**-A Character has a **DTV** of -3. While enraged, he can take damage to -9. If he reaches -5, and comes out of fury, he drops dead. If he is at -1 he passes out.
- D) He may not use **EL** defensively while in fury.
- E) The Character may not use any missile weapon or magic. If he has an Innate Magic talent that inflicts damage it may be used.
- F) While furious, the Character's **SB** is increased by two.
- G) Persons defending against a furious Character subtract 5 from their roll to hit OR add 10 to the roll to hit them.
- H) While affected, the Character attacks the CLOSEST target available. If no enemies are available, he turns on friends.

Creature Power

The Character has an affinity for a specific type of non-humanoid, Fantastic creature. (Anything from a Cait Sith to a Dragon). He has the innate ability to communicate with these creatures telepathically. He is ALWAYS marked, i.e. a birthmark, with the sigil or semblance of that creature.

In learning magic that this species is naturally capable of, the Character pays 1/2 the normal cost to learn and advance (RU). He casts the spell at **one EL** higher than his actual **EL** and is affected, as for Animal Power, when his species is threatened.

EXAMPLE – A Character has a Dragon tie. He gains advantage in learning Fire Powers and Magic. (The Fire Powers family is gained at 1/4 cost. It is affected for Fire and Magic). He may communicate with any Dragon.

The Character will never be attacked by any creature that he has an affinity with unless he is the aggressor. He must defend that creature. If he fails to do so, he is allowed to roll his **C/2 (RD)**. If he fails this roll he is automatically affected by BL10 Slow Death. If it is cured or he makes the roll, he loses his tie to the creature. His other option is to find a way to make amends before the disease kills him.

Desert Powers

The character has an affinity for the Desert. He has his maximum EL in Desert Survival without learning that skill. If he learns it, he has DOUBLE maximum EL.

In addition, the character can communicate with any creature of the desert except those who are aligned with Chaos. He is considered to be a friend by Jinn and Peri. No Ifreet will ever attack him (though they are certainly not his friends).

A person with Desert Powers may cast ALL Desert Powers spell as innate powers. They can always find enough food and water to survive in any desert.

NOTE – The form described is the Elder one. A Chaos affinity also exists. It aligns the person with scorpion beasts and such. As parties will tend to be good, a full description of that talent is omitted.

Dimension Sight

The Character's **EL** equals **W/10 (RU)**. He is able to place himself into a state of conscious trance. In this trance he has the ability to see into other planes of existence. The visions seen are clear and precise.

A Character with this power can use Astral Powers, Planar Travel and other trans-dimensional spells with an increased chance of success if he learns them. He subtracts his **EL*2** from his roll. In summoning, when the power is used, he subtracts his **EL**. These subtractions are in addition to the normal **EL** Modifier.

Earth Powers

As for Aerial Powers. This attribute applies for Earth Elementals and Earth Powers. It also grants the ability to communicate with animals that spend a majority of their time in the earth (moles, shrews, etc).

NOTE - The affect is gained for animals only. It grants no power to speak to insects, nematodes, etc.

Emotional Curse

The Character is cursed with an exaggerated form of an emotion. Which emotion is left to the discretion of the Referee. Until it is cured, it affects the Character's actions. The emotion may be directed, operating when a certain person or thing is encountered, or general.

All Curses have a means for placating them. They may be dispelled magically, if a magic-user can be found that will attempt to do so.

EXAMPLE - A Character is cursed with despair. He has NO morale, giving up at the slightest setback. The Referee decides when rolls for the curse effect should be taken. If the Character does not roll Will or less he is affected.

Empathic Power

Increase Native Empathy by **1D6+5**. (See Supernatural Agility for the proper application of this increase). The amount of the increase times **EIGHT** is his percentage chance of communing with other creatures. (The amount times **FOUR** is used if the creature is normally hostile). Its range equals the amount of the increase (a diameter). The attempt may only be made once per encounter. If it works, contact is established with all members of the species that are in range.

When a successful attempt is made, the creatures communed with may not attack unless they feel compelled to do so. (By being attacked, encroachment on territory, theft, etc.). The Empath is able to tell the emotional state of a creature he is communing with **one phase** before it acts on it.

The duration is one turn per point of increase. The empath may attempt its use a number of times per day equal to his increase. It may be used with any creature. No Mana is required to use this talent. Each attempt costs energy equal to his increase (deduct from EnL).

People with this talent are **Natural Magicians** for Sidh magic, Elder Witchcraft and as Bards.

EXAMPLE - Lokier rolls a 2. His Em increase is seven. Twelve becomes nineteen. His range with the power is seven. Each time it is used it remains in force for seven turns and reduces his current EnL by seven. He may attempt it seven times a day.

Fanatic Power

The Character is tied to the Alignment from which his power is gained. He must align with it. He is naturally capable of communicating with any creature so aligned.

Sidh Fanatics are capable of entering both the Lower and Upper Worlds, Shamanic and Elder Fanatics may enter the Lower World. All other fanatics can enter the Upper World. The **EL** of a Fanatic equals **(W+Em)/10 (RD)**. All other factors of the power's use are as specified for Innate Powers.

The referee, at his discretion, may assign other powers and detriments to these Characters. (As he deems necessary to

maintain Balance). The character may not have a fanatic tie with any other force. If one is rolled, re-roll.

Fire Powers

As for Aerial Powers. Applies for Fire Powers, Dragons and Fire Elementals. If your campaign has non-supernatural animals with fire abilities it will apply for them also.

Forest Kin

The character is innately tied to the wood. He can communicate with any beneficent force that is native to the forest. He is also innately able to use the Forest Powers family of spells.

A creature he can communicate with will not attack a character with this gift. He will be viewed as a member of the Sidh by any Sidh creature he encounters. He is innately able to understand any Sidh tongue (understand not speak) at EL80. He can speak Tongue of the Wood at EL60.

These characters are compelled to defend the forest and its creatures. They have no option in this regard. The Referee may allow one Will roll if the player wishes to delay doing so. Making it allows him to wait **WB*3** turns before acting.

NOTE - The negative form of this gift also exists. Such people are tied to goblins, forest giants, etc. They are compelled to damage the wood and slay its good creatures. They do use Forest Powers. As most parties are good, I omit a full description.

Innate Powers

The Character is naturally able to use a spell of the Alignment specified. If the spell determined is a family spell his talent allows him to use one of the applications. Determine which randomly.

The **EL** of an Innate Power equals $(W+Em)/20$ (RD). Points gained for success may be applied towards the **MEL**. Normal Expertise is not applicable. The **EL** increases only as the characteristics increase. The Mana Cost to use this spell is as normal for magic-users. Innate Powers may be derived from more than one alignment. No alignment tie is derived from Innate Power.

All characters with an Innate Power are immune to that power at their EL. If the power they wield is part of a family spell, they have the granted immunity for EVERY spell in that family.

EXAMPLE - Johan has EL3 Fireswarm as an innate power. He gets EL3 immunity against ALL Fire Powers spells.

Intellectual Power

Increase Native Intelligence **1D6+5**. Any person with this talent is a trained **Natural Magician** for Wizardry spells IF he is trained as a Wizard or Mashmashu. See Book Two for more details.

Invisible Sight

A Character with this power can see any invisible object. His Range equals **Em/5 (RU)**. In addition, the Character ADDS Native Empathy to his chance of disbelieving any Illusion.

Immunity

The Character is TOTALLY IMMUNE to the affect of a specific power. Consult the Immunity Table in Book Four to determine what the immunity applies for. The Character cannot be damaged by that power.

EXAMPLE - Baba has Iron immunity. No iron item can harm him.

NOTE - If the immunity determined does not fit the nature of the character's race re-roll it. In example, no elf or faerry can have iron immunity.

Mana Reading

When in the presence of mana, or those capable of casting mana, the Character is able to determine its Alignment, Relative Power and, if a spell, basic purpose.

The **EL** is as specified for Innate Powers. The Range equals the Character's **W/10 (RD)**. No Mana Cost applies to the use of this power. Each use costs ONE energy point. Success is automatic. It may be used once per EL in a given day. (If EL5 you may read mana five times a day).

When this power is used gain **1D10MEP**. These points may not be gained more than once per day. For each use after the 1D10 use, one MEP is gained.

Mana Sensing

The Character detects the presence of spells. The Range is equal to **Em/5 (RU)**. No Mana or energy Cost applies in using this talent. Success is automatic. The knowledge received is the Relative Strength of the Magic and nothing else. NO **MEP** gain applies for the use of this talent.

Mental Curse

The curse makes it impossible for a character to perform a given action, forces him to react in certain ways or robs him of some or all of his memories. The effect that applies is at the discretion of the Referee. Resistance to the curse is as specified for Emotional Curses.

Mental Invulnerability

A Character with this attribute is **totally immune** to Telepathic Powers, magical Detection (including mana reading and mana sensing) and Soul Sight. He is immune, at an **EL** as specified in Innate Powers, to all spells that affect the mind of their victims.

Characters that have this attribute make poor magic users. They are deadened to the flow of magic. If the Player chooses to become a magic-user, the following restrictions apply:

- A) Casting Speed, starting experience gain, starting expertise gain and the maximum BMC he can learn are 50% worse (RD).
- B) He receives no increase in **MDV** for his **MEL**.
- C) The Character's Mana Level is used at 1/2 value (RD) in determining Casting Ability.
- D) He may not learn supernatural languages.
- E) He may not learn any spell with a BMC higher than ML/3 (RD).
- F) His **EL** modifier is **EL** instead of **EL*2**.

NOTE – Only Humans can have this Special Attribute, unless it is cast on a member of another race as a curse. It is re-rolled for a non-human.

Natural Magician

The Character is naturally able to manipulate Mana. Whether he receives the proper training or not, he can use magic. If he is trained, in addition to his natural gift, he can increase his power to legendary proportions. The attributes of the Natural Magician are:

1) Untrained, the Character gains mana at the rate specified for trained Wizards. If trained all future increases are DOUBLED.

EXAMPLE – A Natural Magician has 12 Mana Points. When he increases to his next level, if his Mana Level is 5, he gains 10 Mana Points.

2) All Natural Magicians have two of the following: Supernatural Will, Intellectual Power and Empathic Power. Roll 1D3 to determine the one the character does NOT have.

3) Natural Magicians recover expended Mana faster. When resting he adds **MEL*2**. At other times he recovers **(W+Em)/5 + MEL/3** with both (RD).

4) The number of Mana Points he may cast in one phase is twice that normal for his **MEL** and **EL** if he is trained.

5) Natural Magicians may learn and cast ANY magic they are natural for. The cost to gain the knowledge is 1/2 normal (RU).

6) Natural Magicians have Mana Sensing.

Other attributes of this extremely talented individual are at the discretion of the Referee.

IMPORTANT – Trained Naturals, i.e. persons with Intellectual Power as the source of their talent only receive benefits 3, 4, 6 above.

Other Powers

The Referee can assign any attribute he desires. As examples, the Character can be winged, have infravision, be able to walk through walls, etc. The benefit is limited only by the Referee's decision.

Physical Curse

The Curse diminishes some physical attribute or places some horrid physical growth or deformity on the Character. The attributes assigned are at the Referee's discretion. If characteristics are diminished, native ability is reduced **1D6+MEL**, with a minimum rating of zero, for as long as the Curse lasts. The MEL of the curse is **2D10+4**. Its **EL** is $\frac{1}{2}$ **MEL** (RD).

No resistance is possible against the effects of a Physical Curse once it is in force. It may be cured magically or by placating it as specified for Emotional Curses.

Physical Power

Native Strength is increased by **1D6+5**. The minimum native Strength for a person with this attribute is 16. Native Stamina is increased by HALF the amount of the Strength increase (RD).

The increase in Characteristics affects Height and Weight. The Character adds 3 to his Weight roll and **1** to the final multiplier determined if his height is 72" or more.

EXCEPTION — The height increase gained may not increase the Character's height by more than 1.2 times the original height determined (RU).

EXAMPLE — A Dwarf Male has Physical Power. His rating is 10. His Native Strength is 5. Native Stamina is 14. Native Strength must increase to at least 16. He adds 11 instead of 10 to achieve that value. Native Stamina is increased based on the rolled increase, in this case 5. His native Stamina increases to, $19 + (10/2)$, 24. His original height was 45". His new Strength and Stamina would increase it to 55" EXCEPT the new height may not exceed 1.2 times his old height. He is, $45 * 1.2$, 54" tall.

Shadow Weaver

The Character is able to warp and use the substance of Shadow. The basic powers are:

- A) The Character can move in Shadow invisibly.
- B) He can create Shadow Warriors. The warrior created has the form of the Shadow used to create it. He may not use his own Shadow for this purpose.
- C) The Character can see in any darkness without cost.
- D) The Character can send his own Shadow to perform errands and other tasks for him.
- E) The Character's **EL** in all talents equals **Empathy/5 (RD)**. His **MEL** increases as normal.
- F) The Starting Mana Level is doubled. The powers of a Shadow Weaver only work in a place that has Shadows. Total light and total darkness negate his ability.
- G) Starting factors, MEL, Casting Ability, etc are as specified for Wizards. Use Empathy as the prime characteristic. If a character also has Empathic Power, he gets double the benefits listed above AND may only cast Shadow magic.

Shadow Weavers are totally immune to affect by any force of Shadow, including Shadow magic cast by anyone else. They are expected to act against forces of darkness and light. Failure to do so, repeatedly, can result in the loss of this talent. If this occurs, they will be hunted by forces of Shadow unto death.

Shape Changer

The Character is capable of taking the form of a specific type of creature or animal for any duration desired without the expenditure of mana. He is not required to possess any portion of that animal. He does not have the power to change into any other form of animal. The animal that he can take the form of is at the Referee's discretion.

All Shape Changers have the Animal Power talent for the creature they take the form of. When a threat exists to that creature, fury will result without any chance of control. The Character always takes his animal form when furious. His MEL and EL are as specified for Innate Power.

Shape Master

People with this attribute are extremely potent shape changers. They can take the shape of anything, living or otherwise, that they have ever touched. If they have also

"tasted" that item or thing, they gain every attribute it is naturally capable of using while he is in that form.

NOTE - Naturally capable means those things that are a genetic/supernatural feature of the being. It does not apply to learned skills the being may have. If you taste a dragon, you can breath fire and are immune to it. You do not gain any magic it has learned.

For an inanimate object "tasting" requires the master to remain in contact with it for 20-EL phases. Once it is tasted, the caster can change into an identical item (the same size and weight). He has no limitations in doing so.

EXAMPLE - A shape master is obsessed with a courtesan. He manages to taste her favorite dress. He can become that dress. Sooner or later she will put him on, he grins.

With animate objects he may maintain contact for 20-EL minutes or consume one ounce of the creature's blood. Either grants the power transfer forever.

The energy cost to use this power for EL+1 hours equals the master's EL+1. If he is confronted by the being whose form he is wearing, he is forced into his normal form and stunned for one phase.

Shape Master's can force shapes on others. The cost when the power is used in this way is doubled. He must touch the person to be changed for however long it takes him to cast the needed points. The limitations and other factors of his gift are as listed for the Transmutation spell. To determine MEL, see Innate Magic in Book Two.

Supernatural Agility

The Character's Native Agility is increased by **1D6+5**. Regardless of the original rating, the minimum value for Agility after this is added is 16. Use the new rating as the Character's Native Ability.

EXAMPLE - A Character has Native Ability of 6. He rolls a 2 on **1D6**. Because an increase of 7 would not increase Agility enough, his Native Ability is increased to 16. If his multiplier is set at four, this yields Maximum Ability of 64.

IMPORTANT - Any increase in Native Ability increases Current Ability also. Current is raised by the amount rolled. This done, the increase factor is added as well.

EXAMPLE - The Character rolled a 7 but must increase 10 to reach 16. Current Ability is increased to 16 if it is less. Once it has been, add 7 for the character's rating. He has a current ability of 23.

Supernatural Dexterity

As for Supernatural Agility except Dexterity is affected.

Supernatural Eloquence

As for Supernatural Agility except Eloquence is affected. A character with this attribute is a Natural Magician for Chaos Witchcraft.

Supernatural Power, Lower

The Character is attuned to the Sidh forces of the Lower World. He has the ability to use all Sidh Magics, as for the Alfar.

When he encounters Elf or Faerry parties he is treated as an Alfar. The Character is innately able to understand, and speak, all Sidh tongues. His **EL** equals **Em*2 or 80**, whichever is less. All Non-Sidh Elder or Kotothi parties that encounter the Character relate to him as they would an Elf.

Supernatural Power, Upper

The Character can communicate with any Upper World native aligned with Law, Chaos or Balance. Whether it is a creature, person or thing is irrelevant. He has the ability, as for Mana Sensing, to detect forces native to this realm. Finally, he has the innate ability to use all Astral Power spells. The **MEL** and **EL** for Communicate and Astral Powers is as specified for Innate Powers.

IMPORTANT - The communication ability does NOT grant the ability to speak every Upper World supernatural language. He innately knows the Tongue of Tehuti only. This attribute is derived from Balance.

Supernatural Stamina

As for Supernatural Agility except Stamina is affected. The increase in Stamina does NOT alter the Height of the Character.

EXAMPLE - The Native Stamina is 14. It increases to 20. 14 is used in determining the Character's height.

Supernatural Will

As for Supernatural Agility except Will is affected. Characters with this attribute have the EVIL EYE if their rating is 11. The Evil Eye may be used to cause Disease, Paralysis and Death. The Death effect is as for the Hand of Death.

The **EL** with each spell equals **W/20 (RU)**. His starting **MEL** is as specified for Innate Magic. See the appropriate spells for the effects that apply. To gain effect with any of the powers, the Character must use the power and have direct eye contact with an entity that can be affected.

Three Attributes

As specified in the table.

Two Attributes

As specified in the table.

Wild Power

The **MEL** and **EL** for this ability is **W/10 (RU)**. The chance that the character can control what occurs when he uses his gift is **(MEL+EL)*2**. If he makes this roll he can specify any spell or affect he wishes. If not, the power operates as it wishes.

On such a failure the Referee will roll a random spell. It will go off, after the needed energy is paid, at the **MEL** and **EL** of the caster.

EXAMPLE - The player wants to blast a giant with a bolt of lightning. He is **MEL6/EL6**. He fails on his 24% chance of control. The Referee determines that the spell that is actually cast is

Transmutation. If it succeeds the Giant is transmuted into something equally random.

Water Powers

As for Aerial Powers except the connection is with Water Powers, Water Elementals and marine mammals.

NOTE - Except where it is used in Book Two through Four this section is optional.

NATURAL TALENT (Optional)

The existing rules place a ceiling on how far a person can improve a given skill. It is based on the characteristics that apply for its use. A factor that is not considered is whether the character has a natural talent for a given skill or set of skills.

ROLLS REQUIRED

A player who chooses to risk this option rolls **1D3**. He must roll once each on the talented table and the liability table for each, i.e. if the result is a 2 he rolls twice for talent and twice for incompetence.

If the player chooses to use the talent option, he must take both rolls below. Roll **2D10**.

ROLL	TALENTED	ROLL	LIABILITY
2	Two Combat Skills	2	Two Other Skills
3+4	One Combat Skill	3+4	One Other Skill
4-18	No Born Talent	4-19	No Born Incompetence
18+19	One Other Skill	20	One Combat Skill
20	Two Other Skills		

Level of Talent or Liability

COMBAT SKILL - 1D3+2

Other Skill - 2D10

EXAMPLE - The player determines that his character is talented with a Mace and has a liability as a Jeweler. He rolls 1D3+2 and gets a rating of 4 for the Mace. He then rolls 2D10 and gets 13 for Jeweler. His EL is four better than he has training for using a Mace. It is 13 worse as a Jeweler. (If he is EL5 with a Mace, he uses EL9. If he is EL30 as a Jeweler, he uses EL17).

IMPORTANT - Unless specified otherwise in a description the Character must be trained in a skill in order to use his talent.

MAXIMUM EL

Maximum EL is determined as specified with one exception. The "or 80" cap does not exist for talented characters. The maximum EL of a talented character equals his **Maximum + his Talent Rating**. There is no limit as to what level that might be.

The "or 80" cap does apply to character's with a liability. They subtract their rating from the EL determined by their characteristics or 80, whichever is lower.

EXAMPLE - The talent's maximum EL with heavy sword is 13. His Talent Rating is 4 for the Bastard Sword. He can use up to EL17 with the Bastard Sword and EL15 with other heavy swords.

COMBAT SKILL TALENT

Unless the player rolls a result that grants him an exceptional talent, his gift grants him full talent with ONE

member of the weapon group he has talent for and half that increase (RD) for the other members. He may select the one he is talented with where more than one possibility exists.

EXAMPLE - A Character is a Rating 5 talent with Heavy Swords. He chooses Bastard Sword. His EL is +5 with Bastard Sword and +2 with Broadsword and Great Sword.

OTHER SKILL TALENT

When talent is applied to other skills any that is not **or 80** is modified as specified for Combat Skills. Those skills that are **or 80** are treated as follows:

A) The Character's Maximum EL in the skill equals **MAXIMUM EL + Talent** whether Maximum EL is greater than 80 or not. He has full use of his characteristics PLUS his talent rating.

EXAMPLE - A Character has Talent 9 as an Armorer. If his stats show a maximum EL of 84 he can be an EL93 Armorer.

B) Regardless of actual EL, the Character's use of the skill is better than normal. Tangible items he creates with the skill, i.e. things with economic value, determine their worth by adding **Actual EL + Talent**. There is no limit to this.

EXAMPLE - An EL50 Blacksmith with Talent 15 produces EL65 goods though his success rolls and all other factors are taken at EL50.

TALENT TABLES

When a talent or incompetence is determined, roll **D100** on the appropriate table.

COMBAT TABLE

ROLL	TALENT	ROLL	TALENT	ROLL	TALENT
01-05	Dagger	37-41	Unarmed Combat	71-75	Spear
06-10	Sword	42-46	Bow	76-80	Staff
11-15	Heavy Sword	47-52	Horsemanship	81-85	Throw Weapon
16-20	Mace	53-57	Crossbow	86-90	Rep. Crossbow
21-26	Scimitar	58-62	Sling	91-95	Whip
27-31	Horse Archery	63-65	All Members	96-99	Bladed Weapons
32-36	Polearm	66-70	Martial Artist	100	Weapon Master

BLADED WEAPONS - The talent applies as normal for all bladed weapons, i.e. sword, heavy sword, scimitar and dagger. He has full ability with one weapon and an increase with all others.

ALL MEMBERS - The character has his full talent with any member of the group he chooses. If untrained, he may use that talent at half his talent level.

EXAMPLE - The Character is Talent 4 with Swords. If he picks one up, never having seen one before, he can use it at EL2.

MARTIAL ARTIST - The talent applies at full ability with the martial artist skill and half ability (RD) with any weapon the character is trained to use. At the Referee's option, it may yield benefits in acrobatics and other such skills.

WEAPON MASTER - The Character has a born affinity for weapons. He uses his full talent with any weapon he handles whether he is trained or not.

EXAMPLE - If the person is Talent 3, anything he picks up to use as a weapon is used at a minimum of EL3 whether he has seen it before or not.

OTHER SKILLS

Roll 1D3 and D100 on the table below. The result of 1D3 yields your column. The D100 roll shows what skill you possess.

OTHER SKILLS TABLE

ONE			TWO		
ROLL	SKILL	TYPE	ROLL	SKILL	TYPE
01-05	Merchant	O	01-04	Locksmith	O
06-08	Miner	O	05-09	Moneylender	O
09-12	Hillman	O	10-14	Potter	O
13-17	Navigation	O	15-20	Read and Write	O
18-22	Scholar	O	21-23	Watercraft	O
23-26	Vintner	O	24-27	Sign Language	O
27-31	Cook	O	28-31	Barber	O
32-38	Survival - One	C	32-36	Tanner	O
39-42	Thief	O	37-40	Survival - 1D6	C
43-45	Tracking	O	41-44	Trailing	O
46	Servant - ALL	O	45	Survival - ALL	C
47-50	Assassin	C	46-49	Brewer	O
51-55	Bowyer	O	50-53	Forester	O
56-59	Acrobat	C	54-58	Gambler	C
60-63	Executioner	O	59-64	Herbalist	O
64-68	Carpenter	O	65-68	Eroticist	C
69-72	Climbing	C	69-73	Actor	C
73-77	Artist	O	74-77	Boatman	O
78-81	Architect - Civ	O	78-80	Armorer	O
82-85	Architect - Mil	O	81-84	Architect - Nav	O
86-89	Badlander	O	85-88	Carrying	O
90-93	Singer	C	89-92	Language 2 *	O
94-97	Language - ALL	O	93-98	Healer	C
98	Criminal	V	99	Artisan	O
99+100	Animals	O	100	Charisma	C
THREE					
ROLL	SKILL	TYPE	ROLL	SKILL	TYPE
01-04	Mason	O	57-61	Musician	C
05-08	Mountaineer	O	62-64	Sculptor	O
09-13	Rhetoric	C	65-69	Blacksmith	O
14-17	Teamster	O	70-75	Clothier	O
18-22	House Servant	O	76-79	Deftness	O
23-26	Gardener	O	80-83	Disguise Artist	O
27-29	Smuggler	O	84-87	Fletcher	O
30-33	Swimming	C	88-91	Dancer	C
34-37	Scribe	O	92-95	Language 3 *	O
38-41	Seaman	O	96+97	Entertainer	C
42-46	Husbandry	O	98+99	Scholastic	O
47-51	Jeweler	O	100	Physique	V
52-56	Language 1 *	O			

* 1 = Own Race, 2 = Another Race, 3 = Supernatural

EXAMPLE - The Character has a talent and a liability. He rolls 2 and 51 for the talent. He is a born Forester. Rolling 2D10 he gets a rating of 16. He then rolls 1 and 77 for the liability. He has negative ability as an artist. With 2D10 he determines his negative rating is 11.

TYPE

C - If the type listed is C the skill is rated like Combat Skills. The affect of talent or liability is 1D3+2.

O - An O rating indicates that the skill is "or 90". The affect of talent or liability is 2D10 plus (for talent) or minus.

SPECIAL TALENTS

Animals - The Character has a born affinity for animals. He may learn any husbandry skill at 50% cost and apply his rating to it at full value. He also increases his EL in such skills at half the normal cost. The Character's Starting EL is that normal for his attributes + his talent rating or Maximum, whichever is lower.

EXAMPLE - Husbandry costs 30 EP and 8 EP per level to increase. The cost for this character is 15 and 4.

Additionally, when seeking to calm, gentle or otherwise make peace with an animal, wild or domestic, he may use his **IC + Talent** to influence them.

IMPORTANT - This gift only applies at full value for normal, non-aligned mammals. It is used at 1/4 value (RU) with other lifeforms the Referee classes as animals.

Artisan - The Character is a born artisan. This grants his full talent in Carpenter, Tanner, Brewer, Mason and Blacksmith. He can learn all five at half cost. His cost to increase is 2 EP per level for all five skills. His Talent applies at full value for all five skills.

If the Character chooses to learn Armorer or Architect - Civilian, his talent applies at 1/2 value (RD) for both. He gains no benefit for increasing his EL.

Charisma - The Character's talent is applied fully to Rhetoric and Actor. He may use both skills at his talent level without learning them. In addition, Talent * 2 is added to his base IC at all times. When trying to influence a member of the opposite sex, he adds triple his talent level. A person with this trait has a certain glow about them. Increase Ap by **Talent * 3**.

Criminal - This skill applies to all three criminal professions (assassin, thief and smuggler). He also gains an advantage in Deftness $((1D3+2)/2(RU))$. For Assassin his Rank equals **1D3+2**. For thief and smuggler it is **2D10**. Roll separately for all three. The talent increase does not apply for associated skills learned with those skills. It does apply for special attributes that those skills grant.

NOTE - In the case of the Thief skill, if the resulting maximum rating is 100 or higher, the Character has an eidetic memory. He never forgets anything.

Entertainer - The talent applies at full value for all Entertainer skills. It also applies at 1/2 value (RU) for Eroticist. The increase is 1D3+2. Roll for each skill this talent affects.

Healer - The Character is a born healer. Untrained he can use his talent rating (1D3+2) as his EL for healing his own species. He can use it at 50% value (RU) for a related species and at 25% value (RU) for any living creature. Once he is trained, it applies at full value for any humanoid and half value for anything else.

EXAMPLE - The child Marian is a Talent 5 Healer. Untrained she is an EL5 healer for humans, EL3 for any humanoid and EL1 for anything animate and alive.

NOTE - To use healing kits, herbs, bandages, etc, effectively the healer needs to be trained.

Language - All - The Character's talent applies to any language. The cost to learn them is 50% of normal as is the cost to increase a level. His maximum EL for a language equals the EL stated for it plus his Talent rating.

EXAMPLE - Horace has Talent 15. His Maximum EL with a human tongue is 95. Language of another race is 75 and any Supernatural Language is 55.

Physique - The Character naturally masters physical skills, other than combat skills and artisan skills. The talent applies for Miner, Hillman, Tracking, Mountaineer, Badlander, Watercraft, Boatman, Climbing, Forester, Swimming and Seaman. Roll a talent level for each with the appropriate dice. It may only be used at 1/2 value (RD) until the Character learns the skill.

Scholastic - The Character is a born Scholar. His talent applies for all Scholar skills and the scribe skill. He may learn any of these skills for 50% of the normal cost (RD) and increases his EL at 25% of the normal cost (RU). His full talent applies to scribe and any scholastic discipline he learns.

Survival - All - The Character is a born survivor. His talent applies toward survival in any terrain. If he has learned the skill for that terrain it has full value. If not it is 1/2 value (RU). One roll is taken. It applies to all forms of Survival.

Unlike other talents of this type, the rating is determined by rolling **1D6+2**. If the result of that roll is EIGHT, the Character may add his rating times two to his chance of detecting an ambush before it strikes him. In addition, the talent this Character wields helps him deal with adversity. 50% of the rating level (RD) is added to his DCV and MDV.

LIABILITIES

The previous skills and special talents show the benefits of talent. Liabilities apply in equal measure to the character's detriment. If a Character has a rating 10 Liability in Blacksmith, his work is ten EL's less than the EL he has. If he is rating 2 with a Sword, and his EL is 3, he uses EL1 in battle.

For the special skills, reverse the affect to the Character's detriment. In example, Scholastic Liability at rating 9 means the Character pays double for scribe or any Scholar skill and quadruple to increase his EL. His maximum EL is nine less than what his characteristics would normally allow, or 80, whichever is less.

EXAMPLE - If talented the Character's attributes would allow him to be $EL84+9 = 93$ as an Armorer. He has a liability in it instead. His maximum EL is $80 (80 \text{ is less than } 84) - 9 = 71$.

Use of Characteristics

This section contains values that are determined based on the characteristics of the Character. As they increase, so do

these values. Where possible the complete rules governing the factor are listed in the section where it is explained.

Characteristic Bonuses

Strength, Stamina, Agility, Dexterity and Constitution yield bonuses. Bonuses for mental characteristics are used to a limited extent also. If the Referee wishes, an Appearance bonus can be applied to Influence chances also. The table shows the bonus that applies. It is based on the Current Ability in the applicable characteristic.

The Bonus Table

Current Rating	Bonus	Current Rating	Bonus	Current Rating	Bonus
0-5	-1	76-105	+4	276-330	+9
6-15	0	106-140	+5	331-395	+10
16-30	+1	141-180	+6	396-465	+11
31-50	+2	181-225	+7	466-550	+12
51-75	+3	226-275	+8	551-630	+13

Bonus Use

This section gives the PRIMARY uses of the bonuses. They may be used, in these rules, in less important ways. The Referee is always free to use them in other ways if he sees fit to do so.

Strength (SB)

- 1) Added to the damage the Character scores in combat when he hits.
- 2) Added to StB and CEL in determining **OCV**.
- 3) Used as a modifier in determining a Character's maximum **EL** in certain skills.

Stamina (StB)

- 1) Subtracted from all **HC** rolls. Added to the number of points that he heals if he heals.
- 2) Added to SB and CEL in determining **OCV**.
- 3) Used in determining Portage Ability (PA).
- 4) Used in determining a Character's Poison Resistance (PR).
- 5) Used in determining the **DTV** of the Character
- 6) Used in determining a Character's maximum **EL** in certain skills

Dexterity (DB)

- 1) Used with CEL and AB in determining a Character's **DCV**.
- 2) Used in determining a Character's Dodge Value (DV).

Agility (AB)

- 1) As for Dexterity.
- 2) As for Dexterity.
- 3) Used in determining a Character's maximum **EL** in certain skills
- 4) Used in determining a Character's **MR**

Constitution (CB)

- 1) Per day an injured Character fails to heal, **CB** is subtracted, as an additive modifier, from the HC roll.

2) Used in determining a Character's Poison Resistance
Mental (IB, WB, EB, EmB)

- 1) Used for certain forms of magic.
- 2) Used in determining a Character's maximum **EL** in certain skills

NOTE – If the optional Problem Solving rules are used, the characteristics are also of importance in this area.

Other Uses

Strength

In actions where Strength is the deciding factor, such as pinning an opponent, breaking down a door, etc., the following rules apply:

A) The chance to overpower an opponent is determined by subtracting his Strength from yours. If the result is negative, you can't. If you succeed, the opponent is pinned, held, knocked over, etc. depending on what you were attempting to do. If the target you are attempting to affect dodges successfully, failure is automatic. If you are damaged while making the attempt, add five times the number of hits scored to your roll. A Minimum Chance equal to **S/5 (RU)** can be applied if the Referee chooses to do so and the target does not have twice the attacker's strength.

IMPORTANT – If the Referee allows, additional persons may add their Strength to this attempt. Each additional person adds his Strength to the initiators Strength.

EXAMPLE – Three Characters, **S43**, 29 and 14 battle a Rock Troll, **S80**. The Character with **S29** decides to throw himself at the Troll to tackle it. (29 - 80, an action doomed to failure). His friends grab him to throttle his suicidal ambition. Their chance of Success is (43+14)-29, 28%.

B) When attempts are made to batter in doors, break locks, etc., the Referee will use the system detailed above. To do so, he must determine a Strength rating for the door, lock, etc. The Strength Table (1.10) is provided as a guide for these values.

Strength Table

Material	Resistance	Material	Resistance
Rotted Wood	1D6-1	Rusted Metal	1D10
Normal Wood	2D6+2	Soft Metal	2D10+4
Hard Wood	2D10+8	Hard Metal	3D10+16
Aged Wood	3D10+16	Tempered Metal	D100+32 *

*Whether the metal is tempered normally or with magic.

NOTE – As an option, you may take the factors above as a number of "hit points" the item takes before it breaks. The Players attempting to break it would roll 1D10 and divide the applied strength by their roll (RU). The result is the "hits" inflicted. For damage to count, at least 25% of the item's value (RU) must be inflicted.

EXAMPLE – Before meeting the Rock Troll, the three adventurers, **S43**, 29 and 14, found a door. It was aged wood worth 43. The strong adventurer charged it. He scored 43/3, 15 hits. The door is damaged and holds. In the next phase, he and **S29** hit it. The applied Strength is 72. 72/8 is 9 for no damage. They go again. 72/2 is 36 hits. The door burst asunder.

C) Strength is used in determining a Character's **HPV**.

D) Portage Ability – A Character's PA equals:

$$(S*2)+(StB*20) \text{ or } (S*2), \text{ whichever is greater.}$$

This value is the weight, in pounds, the Character can carry without reducing his **MR**. Per 20% increase over this value, **MR** is reduced 10%, with the amount of the reduction (RU). The character's body weight is not included in this.

EXAMPLE – Vobal the Dancer has Strength of 20 and a +2 StB. His Portage Ability is, $(20*2)+(2*20)$, 80 pounds. His **MR** is 13. If he carries 120 pounds of weight, excluding his body weight, his **MR** is reduced by 30% to an **MR** of 9.

E) **Lifting Ability**

The maximum weight a Character can lift equals:

$$\text{Portage Ability} * 5$$

EXAMPLE – Vobal's Portage Ability is 80. The maximum weight he can lift is 400 pounds. He can lift things that weigh 225 to 400 pounds, but he cannot move with them.

NOTE – Where a Character possesses Carrying skill, the EL is added to his PA. It is used as part of that value in determining portage and lifting abilities.

EXAMPLE – With **EL20** in Carrying, Vobal would have a PA of 100. His speed reduces per extra 20 pounds he carries and his maximum lift is 500 pounds.

Stamina

- A) Stamina is used in determining the **HPV** of a Character
- B) Stamina is used in determining a Character's healing chance.
- C) Used in determining DTV

Dexterity

Dexterity, as other than a bonus, is not used in any significant way, beyond its use in the education system. See the Dexterity Bonus in section 1.3.1.1 for its most significant uses.

Agility

Agility, as other than a bonus, is not used in any significant way, beyond its use in the education system.

Dodging (Optional)

Any defender may attempt to dodge blows that are aimed at him. The Dodge Value of a Character equals:

$$\text{AB} + \text{DB}$$

If a defender decides to dodge the total value dodged equals:

$$\text{AV of the dodger's armor} + \text{the attacker's DV}$$

IMPORTANT – The AV used in determining the total value dodged is the AV for the type of armor. For creatures with an NAV the creature's actual NAV is used.

EXAMPLE – A Character is wearing EL5 magic Chainmail. AV3 is used in determining total value when he attempts to dodge. A dragon has a NAV of 6. Six is added if it tries to dodge.

Dodge Results

If the listing in the table is (A), or the dodger rolls less than or equal to the listed percentage, the dodge succeeds. In this case, the attacker's blow automatically misses. Any other result indicates that the dodge fails. The attacker must roll to hit the dodger and will score damage if he does.

Regardless of the success or failure of a dodge, the dodger may not perform any other action during the phase he dodges, excluding use of a shield defensively. No dodging defender may attack, in any way, in any phase that he dodges. His efforts are totally consumed by the defensive maneuver.

Both factors are used on the Dodge table to determine a chance the attempt to dodge is successful. ANY Character that wishes to dodge must declare his intention BEFORE the attacker takes his attack roll. If he does not do so, he may not dodge.

Dodge Table

		TOTAL VALUE DODGED							
DODGE VALUE	.LT.1	1+2	3+4	5	6	7	8	9	.GT.9
.LT.0	25	15	N	N	N	N	N	N	N
0	30	20	10	N	N	N	N	N	N
1	40	30	20	10	N	N	N	N	N
2	50	40	30	20	10	N	N	N	N
3	60	50	40	30	20	10	N	N	N
4	70	60	50	40	30	20	10	N	N
5	80	70	60	50	40	30	20	10	N
6	90	80	70	60	50	40	40	30	10
7	A	90	80	70	60	50	40	30	20
8	A	A	90	80	70	60	50	40	30
9	A	A	A	90	80	70	60	50	40
.GT.9	A	A	A	A	90	80	70	60	50

A = Automatic success, N = Automatic failure

IMPORTANT - All values are rolled with D100. Regardless of the chances there is always a chance to succeed or fail. If the dodge is an Automatic Success a roll of 95% or higher is a failure. Likewise, an automatic failure is successful on a 5% or less.

Dodging Magic (Optional)

At the Referee's discretion, Players may dodge spells under the following circumstances:

- A) The Character has a clear view of the person or thing casting the spell.
- B) The spell is a visible affect that inflicts damage.
- C) The flight of the spell is directional.

Where any of the factors above do NOT apply, the Player may not dodge. Where all of them apply, the Referee may let him do so.

IMPORTANT - If this form of dodging is allowed, the value dodged equals:

AV of the dodger's armor + spell EL

NOTE - If a Player is the caster of a spell that is dodged, he still rolls for success. If he succeeds, and the spell does nothing because it was dodged, he receives experience and expertise points as specified for other magic, case 2, in this book. If Abysmal Failure results, he can suffer ill effects.

IMPORTANT - If a Character attempts to dodge a spell and fails, he uses his MDV at 1/2 value (RD) in resisting.

OPTIONAL – The following rules may be employed in physically resisting magic that can be dodged:

- A) If the dodge attempt is a Partial Success, the dodger may subtract his **Dodge Value+3** from the number of hits the spell inflicts.
- B) The dodger, if his dodge does not succeed, may attempt to interpose his shield between himself and the spell. His chance of doing so equals:

Dodge Chance + Shield AV + EL in the Shield

If he succeeds, handle the spell's success as specified for a Shield Hit except that magical shields block **(AV*2)+ usable EL hit points**.

EXAMPLE – Vlad has a Dodge Value of 3, an **AV8** shield and **EL12** in the Shield. A Giant casts an **EL5** Lightning Bolt. He tries to dodge. His chance is 30%. He fails. He now tries his shield. His chance is, 30+8+12, 50%. He succeeds. The bolt strikes the shield, scoring 29 hits. The shield blocks, 8+8, 16 and is destroyed. Vlad takes 13 hits and is left without a shield. (Had the shield been magic with **AV12**, Vlad could block 36 hits and retain a usable shield).

Dodging Missiles (Optional)

The Referee may let Players attempt to dodge incoming missiles in the following circumstances:

- A) They can see the firer release the missile.
- B) They can see the missile coming for at least 50% of its flight.

The total value dodged equals:

AV of dodger's armor + Missile Range modifier.

Missile Range Modifier

The modifier used is based on the range fraction the missile is fired from.

Missile Range Modifier

Range Fraction	Modifier	Range Fraction	Modifier
Point Blank	8	Long	0
Short	4	Extreme	-2
Medium	2		

Where the firing weapon has a listed **WSB**, the **WSB/2 (RU)** is added to the modifier.

EXAMPLE – The modifier for an unarmored dodger to dodge an Arbalest at point blank range is, 8+(5/2 (RU)), 11. Unless the dodger is exceptional he is not likely to succeed.

Constitution

Constitution is a primary determiner of the following:

Healing Chance

A Character's healing chance (**HC**) equals:

(C+St)/2 (RU)

When a Character starts a day damaged he rolls his healing chance. Healing occurs when the roll of **D100** is less than or equal to the HC. The following factors are subtracted from the Player's roll:

A) **StB** is subtracted each day.

B) Per day that the Character fails to heal, additive, **CB** is subtracted. When healing occurs the **CB** is not added on the next day if a new healing roll is needed.

EXAMPLE - A Character has an **StB** of +1 and a **CB** of +2. On every healing roll he subtracts ONE. Per day that he rolls and fails to heal he adds TWO for his **CB** in addition to his **StB**. On the second day, after failing to heal on the first, the Character subtracts three, on the second he subtracts five, on the third seven. If he heals on the third, and still needs to heal, he subtracts one on the fourth.

IMPORTANT - When healing occurs a Character heals **1D3+StB** hit points. No more than one healing roll is allowed per day, unless magic is used on the Character. Healing cannot raise a Character above his HPV at any time.

NOTE - A character with a negative **StB** or **CB** is adversely affected by that weakness. They lessen his chance to heal.

EXAMPLE - The character has a -1 **CB**. Per day that he does not heal, his chance to do so decreases when he adds his **CB**. (-1, -2, -3, etc)

Healing Aids

Rest

If a Character does nothing active for the 24 hours preceding a **HC** roll his **StB** is increased by **1** for that roll. If he takes this rest in a formal settlement, i.e. village, city, etc., the **HC** is increased by **5**. Both factors apply only while resting and only to healing.

Medicines

The use of bandages, medicine and natural balms increases the **HC** and/or **StB**. All such benefits apply for the **HC** roll immediately following application of the medicine. They do not allow an additional roll.

Magic

When magic is used to heal the effect is as above. However, magic allows an additional **HC** roll. It occurs immediately after the magic is successfully applied.

Magic affects the **HC** AND **StB**. In rolling, no chance of Infection applies. If more than ONE Magical Healing power, regardless of type, is used on a Character in the same 24 hour period it can KILL. The chance the Character can withstand the treatment is:

C*2 - (Hit Points Taken*(Magic Uses for Healing -1))

EXAMPLE - A party desperately needs to heal their best fighter. His Constitution is 42. He has 23 hits. On the second application of Magical Healing his chance of surviving is, $42*2(23*(2-1))$, 61%. If he rolls 62 or higher on **D100**, he is dead.

IMPORTANT - The die used for Magic Healing on success is **1D6** instead of **1D3**.

Infection

If a Character's Healing Chance roll, after modification, is **91 or higher**, he infects. He remains infected until he succeeds in healing. The result of infection is:

- A) Per day, starting immediately, the Infection scores **1D3** hits. **StB** and **CB** do not apply while infected.
- B) The Character's Healing Chance is reduced 50% (RU).
- C) If an infection scores 10 or more hit points the Character is delirious and incapable of meaningful action.
- D) All normal DTV rules apply while infected.
- E) When the player heals, the infection is checked. Healing only stops the infection. It does not cure any damage.

Damage Tolerance

Characters can withstand excessive amounts of damage. The Damage Tolerance Value (**DTV**) of a Character equals:

$$-((C/20)+StB) (RU)$$

Any damage between this negative value and zero indicates the character is unconscious. A remaining **HPV** greater than zero indicates the Character is conscious and active. Any value less than the **DTV** means the Character is dead.

EXAMPLE - A Character has a **DTV** of -4. His **HPV** is 26. If his current **HPV**, considering damage taken, is one to twenty-six, he is conscious. From zero to minus four, he is unconscious. At minus five or less he is dead.

Trauma (Optional)

When a Character has been battered into unconsciousness his **DTV*3** is added to his roll to heal. If he fails to heal he dies. (Trauma does not apply if unconsciousness is the result of subdual damage).

EXAMPLE - Erol has a 43% healing chance, **StB** of +2 and a **DTV** of -3. He is at -2. His chance to heal is 43 + 2 for 45%. Adding -3 * 3 to the roll, his chance is 54%. If he does not heal he dies.

Energy Level

The Energy Level (**EnL**) of a Character equals **C+W**. It has the following effects:

- A) Without extra-somatic aid, i.e. a wand, magic ring, etc., the usable Casting Ability of a magic-user equals his Current **EnL**.
EXAMPLE - A **MEL14** Wizard has Casting Ability of 139 and **EnL** of 72. He may not cast more than 72 Mana Points in one day without extra-somatic aid.
- B) Forms of attack that target the soul, mind or spirit of a Character score damage against his **EnL**. If the **EnL** reaches zero the Character is dead.
- C) Lost energy points are recovered by rolling against Constitution subtracting **MANA LEVEL (ML)** from the roll. If the result is less than or equal to the Constitution **1D6+CB** energy points are regained. Effects that attack the **EnL** are specified in their descriptions. Examples are Vampirism, Soul Attack, etc.

Poison Resistance

This factor is added to the roll taken when a Character might be affected by poison. A Character's poison resistance is:

(CB+StB)*2

NOTE – Poison resistance is used against poisons in the same way that MDV is used against magic.

EXAMPLE – A Character has an **StB** of +2 and a **CB** of +4. His **PR** is 12. When a roll is taken to see if a poison affects him, add 12.

OPTIONAL – At the Referee's discretion **PR** is an indicator of a Character's general health. It may be used to resist the effect of disease, plague etc. Where it is applied is up to the Referee.

Intelligence

Intelligence determines the following factors:

Mana Level

The Character's Mana Level (**ML**) is equal to

$$(I+W+Em)/10 \text{ (RU)}$$

Magic Defense Value

The Magic Defense Value (**MDV**) of a non-magic user equals **ML**. A trained magic-user has an **MDV** equal to **ML plus (MEL)/2 (RU)**. A natural magic-user's **MDV** equals **ML plus MEL**.

Casting Ability

A magic-user's Casting Ability is a function of **MEL** and **ML**. Per **MEL** a magic-user increases his Casting Ability increases by his current **ML**.

IMPORTANT – In starting a magic-user, multiply starting **MEL** times current **ML**, after initial increases have been applied. If the starting **MEL** is zero, Casting Ability equals **ML/2 (RD)**.

EXAMPLE – A magic-user starts at **MEL3, ML 11**. He has Casting Ability of 33. If, by the time he reaches **MEL4**, his **ML** has increased to 14 his Casting Ability increases from 33 to 47.

Will

Will is used in the following ways:

Influence

If a Player does not wish to be influenced he may subtract his Will from the Influence Chance of the person trying. The minimum chance applies when NPC's do this. It does not apply when Players do.

Mana Regeneration

The speed that a magic-user regenerates expended mana is:

$$(W/10 \text{ (RU)}) + (MEL/5 \text{ (RD)})$$

Natural Magicians recover expended Mana faster than normal. See the description of the attribute for details.

Resting MR

If a magic-user does not use any mana during a day that he is regenerating add his **MEL** to the number of points he normally regains for the day. If a natural magician rests, add **MEL*2**.

EXAMPLE – An **MEL6** magic-user casts no magic while he is recovering mana. He will regain 13 instead of 7.

All mana is regained at the start of the day. Mana never regenerates to a point greater than the magic-user's current Casting Ability.

Eloquence

Eloquence is used with Empathy to determine a Character's Base Influence Chance.

Empathy

Empathy is used with Eloquence to determine a Character's Base Influence Chance.

Appearance

Appearance is the Character's physical attractiveness to members of his own race. When dealing with other races, the Referee may modify a Character's appearance to fit the standards of beauty that apply in that race. Appearance will only apply when dealing with Intelligent Lifeforms. Non-Intelligent forms couldn't care less.

The table below gives factors that can be used. Factors for other races that can be encountered should be determined by the Referee based on these values. The Racial view, after modification, is found on the table.

The effect listed is the amount that is added to the Influence Chance before any other modifiers. If **IC** is 28, and the Character is viewed as Ugly, IC is reduced to 23. This does not apply when dealing with Contacts.

Appearance Modification

Viewed Race	Perceiver's Race			
	Human	Elf	Faerry	Dwarf
Human	0	-10	-15	-20
Elf	+10	0	+5	-10
Faerry	+20	+10	0	-5
Dwarf	-10	-15	-5	0

Appearance Effect

Modified AP	Rating	Appearance Effect
0 or less	Hideous	-15
1 to 15	Ugly	-5
16 to 35	Average	0
36 to 65	Handsome	+5
66 to 95	Gorgeous	+10
96 and up	Stunning	+15

EXAMPLE — A Dwarf (Ap 24) meets a Human (Ap 60). The Dwarf sees the Human as having an Appearance of 40. The Human sees the Dwarf as having an Appearance of 14. The Human is handsome to the Dwarf. His IC is increased by five. The Dwarf is ugly to the human. Reduce his IC by five.

Other Factors

Hit Point Value

Hit Point Value (**HPV**) is the number of hit points a Character can take before he is unconscious. **HPV** is determined by the Character's current Strength, Stamina and Constitution. The formula used is:

(S+St+C)/4 (RU)

NOTE – Characters with less than ten hits are rare and have little chance of survival. At least one characteristic should be changed to give the Character an HPV of at least ten.

Combat Value

All Characters determine an Offensive Combat Value (OCV) and Defensive Combat Value (DCV). These are the basic values used in combat.

OCV equals CEL+SB+StB. DCV is CEL+AB+DB.

EXAMPLE – Jash has +1StB, +2DB, +1AB and a CEL of 3. His OCV is (3+1) 4. DCV equals (3+2+1) 6.

Height and Weight

Height

Height equals:

Native Strength + Native Stamina + the factor below

For Dwarfs and Faerries ONLY, the total of Native Strength and Native Stamina is divided by TWO (RU) before adding it to the factor for their race. The factors that apply, depending on the Character's Race and Sex, are:

Height Factors

Race	Male	Female	Race	Male	Female
Human	46	42	Faerry	28	28
Elf	45	43	Dwarf	36	32

Weight

A Character's Weight is derived from Height, Race and Sex. Roll **1D10** on the appropriate table. For non-humans, add THREE if the Character is taller than 71". Subtract ONE if he is shorter than 40". For humans, use the table appropriate for the Height and Sex without modification, unless it is required for some other reason.

Weight (Humans)

	Less than 60"		60" to 70"		71" to 80"		81" and Up	
Roll	Male	Female	Male	Female	Male	Female	Male	Female
.LT.2	1.8	1.6	2.1	1.7	2.3	2	2.7	2.3
2+3	1.9	1.7	2.3	1.9	2.5	2.2	2.8	2.4
4-7	2	1.8	2.5	2	2.7	2.3	3	2.5
8+9	2.1	1.9	2.6	2.2	2.9	2.5	3.2	2.7
10+up	2.4	2.1	2.8	2.5	3.2	2.8	3.5	2.9

Weight (Non-Humans)

	ELF		FAERRY		DWARF	
Roll	Male	Female	Male	Female	Male	Female
.LT.1	-	-	1.2	1.1	2.4	2.3
1	1.8	1.5	1.3	1.2	2.7	2.5
2+3	1.9	1.6	1.4	1.3	2.9	2.6
4-7	2	1.7	1.5	1.3	3	2.7
8+9	2.1	1.8	1.6	1.4	3.3	2.8
10	2.3	2	1.7	1.5	3.6	3
11+up	2.5	2.1	-	-	-	-

EXAMPLE – A Human male has Native Strength of 10 and Native Stamina of 9. He is 65" tall. He rolls a nine on the weight

table. He weighs, 65×2.6 , 169 pounds. A 65" human female, with the same roll, weighs, 65×2.2 , 143 pounds.

IMPORTANT – In ALL multiplications above round up.

OPTIONAL – If you do not desire to have the full range of variation in your campaign, use the 4-7 line at the weight multiplier for all members of a given Race and Sex.

EXAMPLE – If the simplification is used all Dwarf males have a weight multiplier of THREE. All human females, height 60" to 70", have a weight multiplier of 2.

Food Requirements

The amount of food a Character requires each day is based on weight. The requirements, in Food Points (a standard of nutritional value), are listed in the table.

Food Requirements

Weight (pounds)	Food Required (FP)	Weight (pounds)	Food Required (FP)
.LT. 100	1/2	171-220	3
100-130	1	211-270	4
131-170	2	Per additional 30	+1

Humans use this table as listed. Faeries and Elves reduce the value by 50% retaining fractions. Dwarfs increase the requirement by 1 FP, i.e. a Dwarf weighing 130 pounds needs 2FP.

NOTE – The requirement listed is a number of points needed to maintain the character. Less and he begins to starve. He could consume up to three times the amount needed if he chose to for some reason. The standard weight of a Food Point is 1/4 pound.

HALFBREED FOOD REQUIREMENTS

Food Required	Halfbreed Type
.25 *	Green Lady, Lunafey
.5	Alfar, Anwora, Baobhan, Daoine Sidhe, Faerry, Elf, True Sidhe, Whisper
1	Incubus, Vily, Nymph, Mir, Jinn, Goblin, Nar'morel, Trazire, Eld Troll, Fusin
+1	Pseudothei, Demon, Devil, Romati, Sernemu,
+2	Seirim, Troll

* A halfbreed of this type requires the special magical influence of his parent's home environment in addition to food. For the Green Lady this is a sacred forest. For Lunafey it is lunar radiation. Per week away from this the character loses 2D6 energy. The points lost can NOT be regained in any way until he or she is in the proper area.

Movement

The Movement Rate (MR) determined for a Character is the number of inches (hexes) he can move in one tactical turn. The basic factor that applies is listed below.

Movement Rate

Race	MR	Race	MR
Human	10	Faerry	7 (27) *
Elf	11	Dwarf	9

*The value in parentheses is the MR when flying.

MR Modifiers

All Characters add **AB** to the base **MR** for ground movement. Faerries add **DB** to flying speed. Characters that weigh 251 to 300 pounds subtract ONE from their **MR** for ground movement. Per additional 50 pounds (RU) over 300 an additional movement point is subtracted. Regardless of negative modifiers the minimum **MR** for a healthy Character that is unencumbered is SIX.

EXAMPLE – Vlad and Drexel are together. Vlad has an **AB** of zero and weight of 273 pounds. His **MR** is 9. Drexel is a Faerry with a **DB** of +1 and an **AB** of +2. His **MR** is 9(28).

Influence

A Character's Influence Chance equals **E+Em**. It reflects his ability to manipulate others with verbally. To use it he must speak the language of the person or thing he is attempting to influence. It may only be attempted with intelligent creatures. Where automatic hostility between races is the case influence is not possible.

Influence Chance is modified by the factors in the table below. Where a Characteristic is listed it is the rating of the Listener not the Influencer.

Influence Chance Modifiers

Factor	Modifier
A) Initial Appearance	As listed previously
B) Influencer is a Stranger	-10%
C) No Common Language	-100
D) Poor fluency in Language	-80+EL
E) Commercial Negotiation	0
F) CLEARLY to Listener's advantage	+40%
G) CLEARLY dangerous	-25
H) CLEARLY NOT to Listener's advantage	-30
I) Refusal is physically dangerous to the listener (Influencer is threatening him)	+20 - (W/3)
J) Personal Contact of the Influencer	+40%
K) Enemy of the Influencer	-80
L) Listener under pressure from other source to refuse	-40+W
M) E + F above	+60%
N) E + H above	-50
O) F + G above	+10%
P) G + H above	-90
Q) Opposite Sex of Humanoid race	Ap Modifier

Table Explanations

-X - The number is subtracted after all percentage factors are applied.

-X% - The factor is applied after all positive percentages are.

+X - added before any other modification.

+X% - applied after any +X factors.

EXAMPLE – A Character has an IC of 42%. He is Handsome and trying to influence a Duchess to perform a dangerous action that is to her advantage. The chance is,

$(42+10)*1.4 - 25, 48\%$.

In all modifications **round up**.

Minimum Chance

The Minimum Chance a Character has to successfully influence a non-enemy is 25% of his Influence Chance (RD). This only applies for Players. It does not apply when they are attempting to influence other Players.

EXAMPLE – A Character has an Influence Chance of 82. His Minimum Chance, when applicable, is 20%.

Success

Each time a Character influences someone he increases his Eloquence or Empathy by **1**. If the Influence attempt succeeds when he is at or below his minimum chance increase both by **1**. (No characteristic may be increased past the Maximum Ability).

NOTE – The Player explicitly defines what he is attempting to influence the listener to do. The Referee assigns factors based on the description. If the description is insufficient and the attempt succeeds, the Referee determines what the listener believes he agreed to do.

Common Knowledge

Every Character has certain skills and abilities, based on his Race and culture, before he allocates starting expertise. The sections that follow detail common knowledge by race.

IMPORTANT – When a Common Knowledge skill is duplicated through a group skill (e.g. Forester, Assassin, etc.), the player may give the character another related skill of the same value or the maximum EL currently possible in the skill duplicated.

Human Characters

All human Characters speak their native tongue at **EL80**. They also have starting skills, depending on whether they are civilized or barbarian.

Civilized Humans

A) City dwellers receive their maximum **EL** in City Survival and **EL0** Rhetoric. Other civilized people get the maximum **EL** for Survival in a terrain contained within the boundaries of their home nation and **EL0** Tracking.

B) Depending on the Character's Station he has the skills listed in the table.

Skills for Civilized Human Characters

Station	Skills
0	Carrying plus a non-combat skill with a Cost to Learn of TEN or less OR 10 EP toward apprenticeship in a non-combat skill with a Cost to Learn of 40 or less.
1	Husbandry, Forester or Miner (rural). Two skills with a Cost to Learn of FIFTEEN or less (city). *
2	Locksmith, A Language at maximum EL , Sign Language at maximum EL , Seaman, Moneylender or Entertainer (city), one skill with Cost to Learn of TWENTY FIVE or less OR Sign Language at maximum EL and two skills with a Cost to Learn of TWENTY or less (rural).

3	Read and Write plus one skill with a Cost to Learn of THIRTY or less (city) OR two skills with a Cost to Learn of THIRTY or less (rural).
4	Read and Write plus one skill with a Cost to learn of FORTY or less (city) OR two skills with a Cost to Learn of FORTY or less (rural).
6	Read and Write plus two skills with Cost to learn of FIFTY or less (city) OR three skills with a Cost to Learn of FORTY or less (rural).
10	Read and Write plus any five skills with a Cost to Learn of SIXTY or less.

*In A above define the Character as City or Rural. The selections made on this table must reflect that choice.

IMPORTANT — Where a skill is specifically named it is gained at the maximum EL. Any other skill selected is gained at a starting level.

EXAMPLE — A Character is a city dweller with a Station of 2. He speaks his native tongue at **EL80**, has his maximum **EL** in City Survival, **EL0** Rhetoric and receives the skill or skills listed in the table. He must choose one of the skills that is explicitly listed at his maximum **EL** or a skill with a Cost to Learn of 25 or less at a starting level.

Barbarian Characters

A) Maximum **EL** in the terrain the tribe lives in.

B) Starting level in Sign Language.

C) **(Station/3 (RU))+1** skills from the following list:

A Combat Skill at EL0	Climbing
Swimming	Survival
Tracking	Carrying
Husbandry	Forester
Miner	Seaman*
Entertainer	A Language

*This skill may not be selected unless there is a large body of water, i.e. large lake, sea, etc., in or adjacent to the tribal area.

IMPORTANT — Except where specified otherwise, all skills above are gained at the maximum EL for the Character. If Survival is selected, the Character gains Survival skill in any terrain type desired other than his native terrain.

NOTE — The Player must make his selections based on the locale of his people and their nature. If he is a mountain dweller, and there is no desert within a thousand miles, he should not have desert survival, horse archery, etc.

Elf

All elves have the following abilities:

A) Mana Sensing **MEL** and **EL** dependent on the Character.

B) The ability to hide invisibly in any forest. The **EL** equals **W+Em or 80**, whichever is less. The **EL** determines the chance they are not observed if the person they are hiding from is aware that something is present. Success indicates they remain hidden. Any other result means their presence is discovered.

NOTE - This skill is used at HALF value in Hill and Swamp IF the Elf has survival skill in those areas. The skill is primarily useful against creatures whose primary sense is sight. Where his is not the case, or where magic is used, the skill has limited value.

C) **EL**80 in the tongue of the Elf Sidh and **EL**60 in Faerry Sidh. If the Elf is a trained magician maximum **EL** in the tongue of the Sidh.

D) Innate ability to enter the Upper and Lower Worlds. Determine **EL** based on the Elf's characteristics. **MEL** equals the Elf's **MEL** as a magic-user or **2**, whichever is higher.

E) Maximum **EL** in Forest and Hill Survival.

F) The ability to read the intent of others, as for Empathic Power. The **EL** equals **Em/10 (RD)**.

Appearance

Elves are thin, lithe, humanoid creatures four to six feet in height. They have high cheekbones in a narrow, aquiline face. Their skin has a slightly greenish cast and they have finely pointed ears. They vary considerably in both size and power and are among the eldest of the intelligent races.

Special

Sidh Magic does not affect elves. They are afflicted by Iron. Any damage caused by Iron or Steel is increased two hit points, after **AV** subtraction, if the net damage is greater than zero.

All Elves have a minor affliction to light. Reduce **OCV** and **DCV** by 50% (RU) when they fight in magical light or daylight. Any light power will score normal damage plus its **EL** when the target is an Elf. Light that does not have a normal damage effect will not damage an Elf.

Elves have double **MDV** in defending against Elder and Balance magic. They do not make plate armor or platemail. Elven chainmail, **AV**4, is rare. Commonly, it is only worn by Elven nobles.

Any armors elves make have an **AV** one level higher than standard human armor and weight 20% less (RU). Elves will NEVER wear, use or willingly touch an item that is made of Iron or Steel. The metal items they make are alloys that contain noble metals, especially silver, not Iron. The values of Elven weapons are:

Elven Weapons

Weapon	WSB	Fatigue	Skill Type
Sword	+1	12	Scimitar
Fighting Dagger	+1	8	Sword
Throwing Dagger	0	7	Sword
Bow	+2	NA	Bow (Composite)
Spear	0 (+2)	10	Spear
Arrow	+1	15	Used with Bow

Other weapons are not commonly used by Elves. They are only manufactured as rare curiosities. (The Referee may modify these parameters as he sees fit).

Elven Society

Elven society has a hereditary hierarchy. Beyond the social importance given by birth, status is gained through skill in magic and war. The Station of a character is never less than 1/2 his **CEL** or **MEL**, whichever is higher. If it is, his station is increased upon successfully influencing Elves of higher or equal station that he has earned the position.

Beyond the hierarchy of birth and accomplishment, individuals are allowed freedom to do as they wish. As long as their actions do not violate the land, interfere with another Elf or bring trouble to the clan, they are tolerated.

Where events caused by a character's actions bring trouble, the Referee (As the Elven council of nobility) will determine what penalty, quest or Geas is imposed on the miscreant.

EXAMPLE – An Elf Character starts with a station of 2. When his CEL or MEL reaches 5 his station can increase to 3. To gain the increase he must convince Elves with a station of 3 or higher he deserves it.

Faerry

All Faerry:

- A) Learn new languages at 50% of normal cost (RD).
- B) Have Mana Sensing, **MEL** and **EL** dependent on the Character
- C) Have Mana Reading, **MEL** and **EL** dependent on the Character
- D) Speak the tongue of the Faerry Sidh and the tongue of the Elf Sidh at **EL80**. They also speak one human tongue at **EL60**. If the Faerry is a trained magician, he speaks the tongue of the Sidh at **EL80**.
- E) Are winged and capable of flying.
- F) Can enter the Lower World, **MEL** and **EL** dependent on the Character.
- G) Maximum **EL** in Forest and Swamp Survival.
- H) Innate Power in ONE Sidh spell. The Player chooses any spell with a BMC of TWO or less. Starting **MEL** and **EL** are dependent on the Character. Optionally, the Referee may roll a random spell. If so, it can be any Sidh spell.

Appearance

Faeries have the general facial appearance of the Elf. They are small creatures, averaging three feet in height. They have rounded, diaphanous wings and are capable of flight. Their bodies, with few exceptions, are lithe, slight and wiry.

Special

Faeries are afflicted by light and iron as specified for the Elf. All are natural magicians for Sidh Magic. If trained, the Faerry can use any Sidh, Neutral, Balance or Elder spell. Untrained Faeries have innate ability in ONE Sidh spell. They may learn others in play if they are a Character.

Faeries have limited access to, and training in, weapons. The standard weapons are daggers, slings and light lances. Items of their manufacture have a WSB one less than standard and a fatigue of two less. They are not accomplished weapon smiths.

They do not choose to wear armor. They can ride Fay creatures but seldom do so.

Faerry Society

The race is ruled by a hereditary king and queen (Oberon and Titania). To a degree, the social rules that apply parallel those of a human monarchy. Lesser faeries are allowed freedom but they are not given access to knowledge or wealth.

Birth and the favor of the nobleborn determine the station of the faerry. To a large extent, social interaction is through reciprocal favors and obligations between individuals.

Faeries are noted thieves of wealth, food and children. Due to the skills they lack, they must interact with stronger races that are talented in the working of metal. For this reason, they are often associated with nearby human settlements, Favors are exchanged, needed items are "claimed," etc. To a Faerry, there is no moral wrong in theft unless the item is stolen from them.

Finally, faeries expect moral conduct from those they deal with. If promises are not kept, they seek vengeance. Persons that are overly noisy are despised. Those that are kind are rewarded. In general, if faeries are dealt with in a kind and moral manner they are friendly. If not, trouble follows. NOTE - Faerry feel no obligation to be moral to non-Sidh creatures. They expect morality from them but feel no compulsion to react in kind. They can be quite capricious in their actions towards humans, especially humans that are handsome or beautiful.

Dwarfs

All Dwarfs:

- A) Speak with other Dwarfs wordlessly, as for a Communicate spell. **MEL** and **EL** are dependent on characteristics. If either Dwarf succeeds when the skill is used, communication occurs. The range equals **EL**. They must be looking at each other.
 - B) Are prone to Controllable Battle Fury when they encounter a hated enemy of their race.
- NOTE - Goblins are the primary enemy. All dwarves detest them. The Referee, at his discretion, may expand this hatred to include Chaos and Kotothi creatures that are encountered underground.
- C) Speak Dwarf Elder at **EL80**.
 - D) Have a starting Level as a Miner (Station 0 - 3) or Armorer (Station 4 + Up).
 - E) Maximum **EL** in Mountain Survival and both forms of Underground Survival.
 - F) Can enter the Lower World, **MEL** and **EL** dependent on the Character's characteristics.
 - G) Have all attributes of the Dwarf specified in Book Three.

Appearance

These are the classical Dwarf of Norse myth. Dwarfs are three and a half to four feet in height, heavily built and well muscled. They are commonly bearded with long hair and are noted for their ability as artisans and warriors.

Special

Dwarfs are resistant to Poison, Disease and Plague. Triple the **MDV** when they resist these powers. They are also resistant to Fire. Any damage that they suffer from fire, excluding Astral Fire, is reduced 50% (RD).

All Dwarfs speak Dwarf Elder and the Tongue of Dvalinn. Dwarf Elder is related to the common Elder tongue and the tongue of the Faerry Sidh. Dwarfs only use the tongue of Dvalinn when they speak to another Dwarf. It is not related to any other language. It is their sacred, magical tongue. No Dwarf will lie when he speaks in this tongue. No non-Dwarf will be taught it willingly.

The magic of Dwarfdom is learned by Dwarfs who are skilled Armorers when they achieve **EL50** or higher. It allows them to place permanent magics on items they manufacture or to ward their dwellings. Dwarf magic is rarely used to cast any magic other than permanent magic rites. (*The Dwarf frowns upon debasement of sacred rites. It is moral only in dire emergencies*).

NOTE – A Dwarf character that reaches EL50 as an Armorer can learn the rites. He must complete a 150 expertise point initiation and training session. Thereafter, he is a Rune Master. He can use Elder Magics and Permanent Magic as a magic-user. Any Dwarf who becomes a Rune Master increases his station to six if it is lower.

All encountered Dwarfs are armed and armored. The quality of the items depends on the number found as listed in the table.

Armor and Weapons of Encountered Dwarfs

Number Found	Weapon Types Possible	Armor Type
1D3	Spear, Sword or Axe	Banded Ring Mail (AV3)*
2D6	As 1D3, heavy forms	Chainmail (AV4)*
3D10	As for 2D6. WSB is one higher than normal WSB	Platemail (AV5)*

*All Dwarf armor is at least one **AV** level higher than the **AV** listed in the Armor Table. All shields and helmets are at least two levels higher.

Dwarfs never use any missile weapon except throwing axes, spears and daggers. (The bow was the insidious invention of immoral, dishonorable elves). If the Referee allows, Dwarfs may make and use crossbows.

IMPORTANT – Dwarf society places emphasis on personal property. The most heinous crime in their society is theft. No Dwarf will steal without due payment for the item taken. (*Regaining one's own property, with possible interest and definite penalty, is expected. It is not theft*).

Dwarf Magic

A Dwarf's skill in magic varies with WILL and his **EL** as an Armorer or Artisan, depending on what he makes. His maximum **EL** is:

$$(W+EL)/20, \text{ round down}$$

Only male Dwarfs are taught the magic arts of their race. Females are excluded from them at all levels. (In fact, there is no mythological precedent for female Dwarfs. They are added to let female players be Dwarfs without a mandatory sex reversal. There is also a logical assumption that a race, unless it is immortal, must breed. The presence of divergent sexes is therefore likely).

NOTE – All non-human character races (i.e. Elf, Faerry and Dwarf) can see at night as if it were twilight. All powers for non-human races are treated as innate powers unless specified otherwise. To determine the starting MEL and EL, where it is not specified, see Book Two, Innate Magic.

Non-human characters, regardless of race, do not gain any equipment based on common knowledge. They may pay the base prices for items and get equipment from their race. This may ONLY be done for personal equipment. They may not use this benefit to outfit everyone in the party before the game starts.

HALFBREED

As stated previously, the common knowledge such a character has varies with the nature of his non-human parent and whether that parent raises him. If the human parent raises the character he has Human common knowledge.

If the nonhuman parent does, he gets his common knowledge from them. Where that parent is Sidh use Elf or Faerry common knowledge (as appropriate). For True Sidhe use Elf. For Baobhan use BOTH Faerry and Human (no innate power is gained). In all other cases it is up to the referee to determine what common knowledge is appropriate.

Character Skills

Starting Skills

All skills are purchased with EXPERTISE POINTS. The number of points you start the game with is determined in the Initial Increase section. Expertise is expended to gain new skills OR improve skills the Character already has.

Skills are increased in Expertise Levels, termed **EL** throughout these rules. The Maximum **EL** a character can achieve in a skill is based on characteristics that apply to the skill. The Current Maximum is determined using the Character's Current Ability ratings.

Increase Of Skills

Education

Characters may use Education to learn skills. Per day allocated to a skill, ONE Expertise Point is earned. If any other actions are taken during that day, the gain is reduced 50% retaining fractions.

Instructors

If the Character engages an Instructor in a skill, he DOUBLES the Expertise gain per day of study. An Instructor cannot increase your **EL** beyond his. If he is not another Player, or a Contact, he must be paid **1CC per EL** per week (for skills with a Maximum EL of 80) or **1SC per EL** per week (other skills).

Experiential Training

Expertise is gained through the successful use of skills. Per encounter, in which a specific skill is used successfully, the Character gains the expertise specified in the table.

Expertise Gain

Skill Type	Point Gain	Skill Type	Point Gain
Combat Skill	CDF*2	Magic	See Book Two
Other Skill	1D10+1		

EXAMPLE – A character with **EL3** in the Dagger uses it to score a hit. He gains **CDF*2** Expertise points. A Jeweler succeeds in determining the value of a gem. He gains **1D10** points towards increasing his skill.

The points above are gained for Success. For Combat Skills, success is scoring damage. For other skills success is getting the desired result.

EXCEPTION – Shield users succeed when they block damage. If the shield is not hit Partial Success applies.

Partial Success

Points can be gained for Partial Success. For Combat Skills, Partial Success is using a skill but not scoring damage. For other skills, Partial Success occurs when your roll is 1 to 25, inclusive, higher than your chance of success.

Each time Partial Success is achieved, the Character receives ONE Expertise Point in the skill.

Failure

If a Combat Skill is not used, or another skill fails, failure is the result. No Expertise is gained for Failure. For Magic, see Book Two for the result of Failure.

Continued Attempts

For Other Skills ONLY, the Character can make continued attempts to succeed. If a continued attempt follows Partial Success, the chance of success is not reduced. If it follows Failure, the chance is reduced 50% (RD). The reduction applies only for the thing the Player is having his Character re-attempt. The effect is cumulative.

EXAMPLE – A Locksmith has a 62% chance of picking a lock. He fails with a roll of 89. If he re-attempts the effort, his success chance is 31%. He rolls 68. His third try has a 15% chance of success.

Skill Types

Combat Skills

These are skills that have a direct influence on Combat. ALL COMBAT SKILLS START AT **EL0** unless special circumstances exist.

Other Skills

Other skills are skills that give a Character an increased chance of success in performing certain actions and skills that let him use special talents in play. The starting **EL** in these skills is determined as specified the Skill Table section.

Magic Skills

See Book Two. All spells start at **EL0**. Completion of the basic training for the Magic Path gives the Character Spell Knowledge, Experience, and Expertise as specified in Book Two.

The Skill Tables

Skill Table Explanations

Skill - The actual skill learned.

Cost to Learn - The Expertise Cost to gain the Starting Level.

Per EL Increase - The EP cost to increase your **EL** one level. The factors listed are:

NEL - Next Expertise Level. The **NEL** times the factor listed is the cost in Expertise Points.

EXAMPLE - If the Next Level is 4 and **NEL*5** is listed twenty points are required to advance. If **NEL2** is listed, 16 points are required, i.e. 4*4.

THE COST REQUIRED IS ALWAYS PER ADDITIONAL LEVEL.

Combat Skills

Skill	Cost To Learn	Per EL Increase	Maximum Level
Axe	18	NEL*6	(S+St)/10
Bow	27	NEL*9	(D+A)/10
Crossbow	35	NEL*8	(S+D)/10
Dagger - Fighting	12	NEL*5	(St+D)/10+EB
Dagger- Throwing	24	NEL*7	(D+A)/10
Heavy Lance	35	NEL*8	(S+A)/10
Heavy Sword	25	NEL*7	(S+St)/10
Horse Archery	15	NEL*4	(D+A)/10
Horsemanship	40	NEL2	(D+A)/10+SB
Light Lance	25	NEL*6	(D+A)/10
Mace	20	NEL*6	(S+St)/10
Martial Arts	60	NEL*12	(S+St+D+A)/20
Miscellaneous Throwing Weapons	5	NEL*10	(D+A)/10
Polearms	30	NEL*7	(S+St+D)/15
Repeating Crossbow	50	NEL*9	(St+D)/10
Scimitar	20	NEL*6	(St+A)/10
Shield	25	NEL*6	(S+D+A)/15
Spear - Fighting	15	NEL*5	(S+D)/10
Spear - Throwing	22	NEL*6	(D+A)/10
Sling	30	NEL*8	(D+A)/10
Sword	15	NEL*5	(St+A)/10
Throwing Axe	25	NEL*6	(D+A)/10
Two-weapon Fighting	15	NEL*8	(S+D+A)/15
Unarmed Combat	20	NEL2	(S+St+D+A)/20
War Staff	15	NEL2	(S+St+D+A)/20
Whip	30	NEL*8	(St+D+A)/15

*See the combat skills section to determine the weapon skills gained when the courses are completed. See Book Two for rules that govern weapon use in play.

Combat Skills

Weapon Skills

Weapon skill is initially gained in a specific Weapon Type. The starting **EL**, unless a Special event specifies otherwise, is

ZERO. The basic courses that can be learned are listed in the table.

Weapon Courses

Course	Weapons
Axe	Throwing Axe*, Hand Axe, Axe and Battle Axe
Bow	Bow, Composite Bow, Longbow
Crossbow	Light and Heavy Crossbow, Arbalest
Dagger	Throwing Dagger, Fighting Dagger
Heavy Lance	Heavy Lance
Heavy Sword	Broadsword, Bastard Sword, Great Sword
Light Lance	Lance**
Mace	Club, Mace, Flail, Hammer, Sap
Miscellaneous Throwing	Rocks, Bottles, Chairs, Shuriken, etc.
Polearms	Halberd, Poleaxe, Glaive
Repeating Crossbow	Repeating Crossbow
Scimitar	Scimitar, Tulwar
Spear	Spear, Javelin, Pike
Sling	Sling, Handle Sling
Sword	Sword, Short Sword***
Throwing Axe	Throwing Axe
War Staff	War Staff, any pole of usable dimensions
Whip	Whips of varying lengths

*Skill only applies for fighting the weapon. Learn Throwing Axe to throw it effectively.

Light spears intended to be thrown and used as thrusting weapons from horseback. This skill trains the user in both. If a Character has Lance skill, he may use light spears and javelins from horseback at 1/2 his **EL (RU) and throw them at his full **EL**.

***The Short Sword is a weapon with a short, wide blade that is intended for thrusting and is best used with a shield. The sword used by Roman legions is a fine example of this type of weapon.

Advanced Expertise

After a skill is learned, each weapon in the class is advanced individually.

EXAMPLE – A Character with Heavy Sword skill can have **EL4** in Broadsword, **EL1** in Bastard Sword and **EL0** in Great Sword.

Use of Expertise

Weapon **ELs** are used to influence your chance of success attacking and/or defending in combat. Missile Weapon **ELs** have no defensive value.

Weapon Expertise increases the amount of damage the Character scores on Deadly and Severe hits. The **EL/2 (RU)** applies on Severe Hits. The **EL** is added on Deadly Hits.

EXAMPLE – If the **EL** is 7, +4 damage is scored on Severe hits and +7 on Deadly hits.

When examining a weapon you are skilled in, the **EL*10** is your chance of determining whether it is a good weapon. The Referee will tell the Player it is excellent, good or bad. If the item was made by another race or is magical the chance is **EL*5**.

Untrained Use

When a Character uses a weapon that he is not trained in he ADDS the **COST TO LEARN** for the weapon type to his attack roll.

EXAMPLE – If a Character picks up a Scimitar without training he adds 20 to his roll, i.e. a 24 becomes a 44.

Per Expertise Point gained with the weapon, either educationally or in combat, this inexperience factor is reduced ONE. When it reaches zero, you have **EL0**.

Points are gained as specified for Combat Skills in the preceding portions of this section. While untrained status applies, the Character may not use any **WSB** that applies for the weapon. He has yet to discover how to employ it. If the weapon has a **WSB** of 0 or -1, subtract one from damage scored while the Character is untrained.

A Character is untrained as long as he is required to add any amount to his attack roll due to his skill level.

Shields

This skill allows the use of shields in combat. The shield **EL** is added to the **AV** of the shield being used. **AV+EL** is the total damage a shield can block in combat without being broken.

Characters add their **EL** to opponent's attack rolls. The factor added may not exceed the **AV** of the shield used. **IMPORTANT** – At no time may a Character using his **EL** more than double the **AV** of a shield. If the **AV** of a shield is 8 the character may not add more than 16.

Untrained Use

When unskilled persons use a shield the **AV** is reduced by 4. Per 5 Expertise Points gained, the reduction is reduced 1. When it reaches zero, **EL0** in the Shield has been attained.

Non-Combat Use

As for Weapons.

Horsemanship

The ability to ride a given animal type. Where mounts other than horses are available the skill is gained individually for that creature. If the person learning is already a trained horseman, reduce the cost to gain the knowledge at **EL0** by **20 EP**.

Expertise Effect

A) When fighting from horseback, on a war-trained mount, add the Horsemanship **EL** to the **EL** of the weapon used for hit chance and damage modifiers.

B) The Horsemanship **EL** is independent of the Weapon **EL**. One can be used offensively while the other is used defensively.

C) The **EL** required to ride and control each type of mount for which Horsemanship is applicable is listed below.

EL required to ride

Mount Type	EL	Mount Type	EL
Draft Horse	0	War Horse I	2
Riding Horse I	0	War Horse II	3
Riding Horse II	1	War Horse III	5
Riding Horse III	3	War Horse IV	9
Riding Horse IV	5	War Horse V + up	13
Mule	0*	Hippogriff	6
Donkey	0*	Griffin	8
Ox (Other Bovine)	0*	Roc	10

*May never be used in combat. The rider must dismount to fight.

D) In combat, while charging, the rating of a war trained mount is added to the horsemanship **EL IF** the rider's **EL** is sufficient to control it. The same factor is added to damage scored by a charge if the mount is controlled.

E) The **EL** of a horseman is subtracted from his mount's **HC** roll in addition to any healing skills he has. The **EL*10** is his chance of determining how good the animal is without husbandry skill. If judging a related species to one he has skill in **EL*5** is used.

Horse Archery

The ability to use Bows from horseback. The Maximum **EL** a Character can use when firing from a mount is equal to his Horse Archery **EL** OR his **EL** with the weapon, whichever is less.

EXAMPLE - An archer has **EL9** in Horse Archery and **EL5** with the Composite Bow. With a Composite Bow he uses **EL5** Horse Archery at best.

The Horse Archery **EL** is subtracted from the modifier listed in the Combat Book for firing from a Moving Mount.

EXAMPLE - The Archer above will subtract 5 from the modifier listed for the Composite Bow. Were he **EL9** with that bow he would subtract his full **EL** of 9 in Horse Archery.

Miscellaneous Throwing Weapons

The weapons included here are Rocks, Bottles and whatever else the Referee chooses to add or allow. The rules are as for other missile weapons.

Unarmed Combat

The Character is skilled in unarmed combat. The **EL** is used when the Character is fighting with his bare hands. The fighter may not score additional damage on an armored, including natural armor, opponent unless his **EL** is greater than the **AV** or **NAV** of the target.

EXAMPLE - To gain a damage increase against a person in Plate Mail your **EL** must be 5 or more. To gain it against a Dragon, **NAV** 6, the **EL** must be 7 or higher. The damage scored using this skill is detailed in the Combat Book.

MARTIAL ARTS

The character has studied the discipline of both unarmed combat and various forms of weapon combat. His unarmed attacks can affect any target regardless of armor. In addition, his **EL/3 (RD)** is added to his **EL** with any weapon he has the skill to use. At no time may this increase more than double his **EL** with that weapon.

OPTIONAL - Martial artists learn special methods of using weapons and their hands. If the Referee wishes, specialty strikes of various kinds may be added for such characters. If so, the **EL** in the strike method is raised independently of the Martial Artist **EL** AND may never exceed the character's **EL** as a martial artist.

Two-weapon Fighting

Fighting with two weapons, or light weapons, is a unique style that can be used. The requirements to do so are:

- A) A two-weapon user must be trained in both weapons used.
- B) A two-weapon user must complete a course in using this technique. After completing the course, he raises his two-weapon **EL** separately from his skill in the weapons. (He gains expertise in the weapon(s) and in two-weapon skill when they are used).
- C) A two-weapon user must have two weapons that fit within the size limits required in order to use the technique.

EXAMPLE — If a character carries a sword and a dagger he can use the technique. If he has a sword and a broadsword he may not.

The basic methods of using this technique are:

- 1) He may use his **EL** offensively and attack twice in the same phase. When he does, **EL** is divided as he desires between the attacks. In addition, his first attack strikes one position higher on the attack priority table.

IMPORTANT — When a two-weapon user uses this option people who attack him, in normal melee combat only, subtract FIVE from their roll to hit, i.e. a 41 becomes a 36.

- 2) He may make one attack during the phase and use his other weapon to block incoming attacks, as for a shield. In this case, he divides his **EL** between offense and defense as he desires. His defense will apply as a shield using the **FV** of the weapon as its shielding **AV**.

- 3) He may fight defensively, without attacking. In this case his full **EL** applies defensively and the **highest FV** of the two weapons +2 is the shielding **AV**, i.e. if he has two swords, the shielding **AV** is 9+2, 11.

Special Rules

- A) The shielding effect in 2 and 3 does not apply against magic. It is negated against attacking creatures and weapon users if the **SB+(NWI*(-1))** or **SB+WSB** is greater than or equal to the shielding **AV**.

IMPORTANT — Do not include **EL** in calculating this factor. Do include it in determining whether the blow breaks the weapon. (Only the portion of the **EL** that is applied defensively can be used in resisting breakage.)

- B) Damage and breakage rules are as specified for shields in the Combat Book. If two weapons are used defensively both take damage if damage is scored. If the blow is sufficient to break the weapon, the weapon with the lowest **FV** breaks. The other takes 1 damage point.

- C) Only weapons with a base **WSB** of ZERO or less, excluding magic enhancements and special benefits gained through manufacturing race or specific uses, AND a weight of TWO pounds or less, that are not solely missile weapons, may be used for this technique.

EXCEPTION — Unless the Referee specifically allows it, only swords and sword form weapons are used for this technique. Axes may not be. (They are light enough but do not have the physical dimensions necessary to be effective.)

Other Skills

Skill	Cost to Learn	Per EL Increase	Maximum Level
Architect	150	8	$(I+W+Em)/2$ or 80
Armorer	100	9	$I+W+(StB*5)$ or 80
Artist	60	5	$(W+D+Em)/2$ or 80
Assassin	200	NEL*15	$(I+W+D+A)/20$
Badlander	50	10	$(A+Em)+(StB*5)$ or 80
Blacksmith	10	5	$(S+W)$ or 80
Boatman	40	9	$(S+A)+(StB*5)$ or 80
Bowyer	45	7	$(I+W+D)/2$ or 80
Brewer	10	3	$(I+Em)$ or 80
Carpenter	10	5	$(W+D)+StB*5$ or 80
Carrying	10	2	$(S+St)/2$ (RU)
Climbing	20	NEL2	$(S+A)/10+StB$
Clothier	10	4	$(W+D+Em)/2$ or 80
Deftness	15	3	$(W+D)$ or 80
Disguise Artist	30	5	$(I+Em+D)/2$ or 80
Entertainer: Acrobat Actor Dancer Musician Singer	40	NEL2	$(D+A+E)/15$ $(I+E+Em)/15$ $(A+Em+Ap)/15$ $(D+Em)/10$ $(W+E+Em)/15$
Eroticist	70	NEL2	$(W+Em+A+Ap)/20$
Executioner	30	NEL2	$(S+W+E)/15$
Fletcher	10	4	$(W+D)$ or 80
Forester	40	9	$(S+A)+(StB*5)$ or 80
Gambler	60	NEL*5	$(W+D+E+Em)/20$
Healer	120	20	$(I+Em)/10$
Herbalist	80	7	$(I+Em)$ or 80
Husbandry	30	8	$(W+Em)$ or 80
Jeweler	100	10	$(W+D)$ or 80
Language - Your Race	20	2	EL80
Language - Another Race	30	3	EL60
Language - Supernatural	60	6	$(I+W+Em)/3$ or 60
Locksmith	25	7	$(W+D)$ or 80
Mason	10	5	$(S+St)$ or 80
Merchant	45	5	$(W+E)$ or 80
Miner	30	6	$(S+St)$ or 80
Moneylender	60	5	$(I+W+E)/2$ or 80
Mountaineer (Hillman)	40	9	$(S+A)+(StB*5)$ or 80
Navigation	80	12	$((I+W)/2)+Em$ or 80
Potter	10	4	$(D+W+Em)/2$ or 80
Read and Write	45	3	$(I+Em)$ or 80
Rhetoric	30	NEL2	$(W+E+Em)/15$
Scholar	100	6	$(I+W+Em)/2$ or 80
Scribe	30	4	$(D+Em)$ or 80
Seaman	25	5	$(S+St+A)/2$ or 80
Servant	10	3	$(St+I+Em)/2$ or 80
Sign Language	15	2	$(I+Em)$ or 80
Smuggler	120	8	$(D+W+E)/2$ or 80
Survival	20	15	$(I+Em)/10+StB$
Swimming	15	NEL*5	$(S+St)/10+AB$

Tanner	10	5	(St+W) or 80
Teamster	10	3	(St+W) or 80
Thief	90 (130)	10	(I+D+A) / 2 or 80
Tracking	20	NEL2	(W+Em)/10
Trailing	15	4	(I+Em+A)/2 or 80
Vintner	15	4	(I+Em) or 80
Watercraft	25	5	(S+St+A)/2 or 80

Starting ELs for Other Skills

MAXIMUM EL	Starting EL
X or 80	The starting EL is the highest Current Ability the Character has in a Characteristic that applies.
Other *	Skills that are not increased to 80, i.e. those that "or 80" is not listed for. To calculate the starting EL , use the highest characteristic that applies. Divide this number by the divisor used in the Maximum EL formula, or TEN, whichever is higher (RU). The result number is the starting EL .
Language	The starting EL for a new language equals Em . For a language of another race it equals Em/2 (RU) . For Supernatural Language it is Em/3 (RU)
Carrying	Starting EL equals S/2 (RU) .
XX	The number specified is the number of EP required per EL .
Maximum Level	The Maximum EL attainable. The limit depends on the Character's Current characteristics. If "or 80" is specified, the maximum limit regardless of characteristics is EL80 . Where an EL is specified no characteristics apply. The EL is the maximum. In all divisions (RU)

*If a bonus is used to determine maximum **EL** in a skill that characteristic does not apply in determining starting **EL**.
EXAMPLE - A Character learns Climbing. His starting **EL** is derived from Strength or Agility. Stamina does not apply for starting **EL**. A Character becomes an Assassin. His starting **EL** equals his highest applicable Current Ability divided by 20 (RU).
EXAMPLE - A Character wishes to increase his skill with the Bastard Sword from **EL3** to **EL5**. The cost is $(4*7)+(5*7)$, 63 EP.

Other Skills

The following skills are listed in alphabetical order. They have various effects on the success and survival of your Character.

Architect

The Player specifies whether the Character is a MILITARY or CIVILIAN architect. Both specialties let him design structures, create simple machines and engines and detect weaknesses or points of easy access in structures.

Military architects use the skill at full value for military buildings and design. When either uses his skill in the other's area, his **EL** applies at 1/2 value (RD). The cost to learn the other specialty, once the first is known, is 75 EP. The starting **EL** in the second field may not exceed the **EL** in the first.

OPTIONAL – A third architect type is the Naval Architect. This specialist learns to design and analyze the structure of ships. Within this specialty, the Referee should require specialization as either a military or civilian naval architect. This has the advantages stated above except it only applies to shipping and facilities with a maritime function, i.e. wharves, piers, warehouses, quays, etc.

Armorer

The Character is skilled in the manufacture of weapons and armors. The effects are:

A) The Armorer may make a metal item on the Weapon or Armor table or any item used as a weapon or armor that does not require magic to produce.

B) If the **AV** or **WSB** of the item is greater than or equal to the Armorer's **EL divided by 10 (RU)** he may not make it. For shields, divide the **AV by 2 (RD)** to determine if it can be made.

C) The time to make an item is equal to the **AV or WSB plus ONE** squared in days. For Shields, the value is not squared.

NOTE – If the Armorer has assistants reduce the time needed to make a given item by his **EL/20 (RU)** for each of them. The maximum reduction is to 25% of the determined cost (RU).

EXAMPLE – An EL40 Armorer wants to make Chainmail. It will take, 3+1 squared, 16 days for him to do so working by himself. With two assistants he completes the same job in 12 days.

D) The Armorer can evaluate a weapon or piece of armor as for the Artist.

E) An Armorer can repair damage to armor and weapons. The time required to repair **1D3 + (EL/20 (RD)-1)** points of damage is 5% of the time it takes him to make the item. If he is not skilled enough to make an item he cannot repair it.

EXAMPLE – A soldier takes his damaged platemail to an EL53 Armorer. His time to make that item is 25 days. Per one and a quarter days he repairs **1D3+1** points of damage done to it.

NOTE – An Armorer must have access to tools and a forge to make or repair metal items.

IMPORTANT – For Elf and Dwarf Armorers the calculations for repair are based on the AV for the armor type not the actual AV of the armors made by their race. A Dwarf Armorer repairs dwarven platemail with the same speed that a human armorer repairs human platemail. In making armor or weapons, use the actual AV or WSB.

F) In making arrowheads the time determined for the WSB yields a number of arrowheads equal to the **EL/10+1 (RU)**. Elven arrowheads are made based on a WSB of 1 not their actual 2.

Artist

The Character is skilled in various media of artistic expression. He must select one form as his primary specialty, i.e. painting, sculpture, etc. The skill may be used to:

A) **Analyze the quality of Artwork** – Success yields the value of the piece. Partial Success gives the value within 20% in either direction. Failure gives a value within 100% in either direction. The Character believes any value determined is correct.

B) **Create Art** – The Artist can produce artwork. The Referee determines the cost of the materials. The value of the finished piece equals the cost of the materials times **(EL/20 (RU))+1**. The time required is at the Referee’s discretion.

C) **Specialty** – The artist uses his **EL** at full value in his specialty and HALF value (RD) for other art forms. He may gain additional specialties at his current EL for **30 EP**. Each increases separately in play.

Assassin

Entry into an Assassin’s Guild is restricted to the children of Assassins, persons sponsored by Assassins and individuals who influence the Guild AND have promising characteristics.

The chance of a Character being accepted is equal to Maximum **EL*6**, using Maximum Ability ratings. If the attempt is made, and fails, the Character earns the ill will of the Guild.

The Assassin skill gives the following benefits:

- A) Subtract the **EL** from Combat rolls when he ambushes successfully. Subtract the **EL/4 (RD)** at all other times.
- B) Subtract the **EL*2** when he tries to ambush.
- C) Subtract the **EL*3** when he Trails someone or hides.
- D) The **EL/5 (RD)** is added to the Character’s **OCV**.
- E) All Assassins have the training specified in their table in addition to Assassin skills. City-born Assassins are allowed to replace the City Survival increase with Underground II survival to reflect their knowledge of the city’s sewers and labyrinths.

Additional Training for Assassins

Skill	EL	Skill	EL
Trailing	Maximum EL	City Survival	Maximum EL
Martial Artist	Maximum EL	Climbing	2
Swimming	2	Rhetoric	2

F) When an Assassin attacks from a successful ambush, the following damage results:

- Deadly hit** (SB+1)D10+(EL as Assassin) + normal Modifiers.
- Severe hit** 2D10+ EL as Assassin + normal modifiers.
- Normal hit** 1D10+(EL as Assassin/2) (RD) + normal modifiers.
- Shield hit** Counts as a normal hit
- Miss** Counts as a normal Shield Hit.

G) The Assassin adds his **EL/4 (RD)** to his **EL** with any weapon he is trained to use.

Restrictions

No Player Assassin may impart the knowledge and techniques of the Guild to a nonmember. If they do, EVERY member is obligated to kill him. An Assassin should remain available to his Guild, so he may be assigned “projects”.

The maximum station of the target assigned will equal the Assassin’s **EL+1**. The price paid by the Guild equals the **Station+1** squared in Silver Coins. (To take out a contract on someone, 1/2 this amount in Gold Coins is paid).

Assassins may contract on their own as long as the Guild receives 50%, is appraised of the target and gives permission.

Failure to insure all three results in heavy Guild penalties, as determined by the Referee.

Guild Assassinations (Optional)

The basic amount the Guild pays assassins is 20% of what they receive. This is appropriate for thugs and inexperienced guild members. It is insufficient for a Master Assassin (especially a loyal guild member with a good reputation).

If you agree, the fee paid by the Guild is the base fee plus an additional percentage equal to **(EL-4) *5%** of the amount paid to the guild. The minimum payment is the base fee. The maximum is 75% of what the Guild receives.

EXAMPLE – The Guild receives 4GC to kill a merchant. The assassin receives a base of 4SC to do the job. If his **EL** is 4 or less, this is all he gets. If his **EL** is 8 he receives an additional 20% (8SC) because of his skill and reputation. In the best case the assassin would make 3GC for the job.

NOTE – It is logical to assume the Assassin's Guild has safe houses and other facilities available, as specified for the Thieves Guild. Such facilities should be made available to guild members.

Badlander

The Badlander is skilled in finding his way through unfamiliar and/or hostile terrain, seeking trails and water sources and avoiding ambushes. They are frequently loners who are employed as border guards and guides.

When Searching, Ambushing, Avoiding or Hunting, the Badlander adds his **EL/5 (RU)** to his Survival skill in Badlands and Desert terrain. The resulting increase may not more than double his Survival **EL**. He may roll using this **EL** to detect an ambush before it is sprung.

Success indicates he is aware of the ambush, knows where the enemy is coming from and can alert other party members. Partial Success indicates he is alert but cannot warn anyone. Failure gives him no advantage. (Party members that are aware may strike on the first phase of the ambush or roll to wake up immediately. The skill is only usable when the Badlander is awake.)

Badlanders have an increased chance of Waking Up in any environment. Their chance is one level higher than normal, i.e. if the normal roll for the situation is **W+Em**, the Badlander rolls against **(W+Em) *2**. The other advantages gained are:

- 1) Maximum **EL** Tracking.
- 2) Knows the creatures native to the Badlands and any legends about the Badlands near his home.
- 3) 40% chance the Badlander speaks Dwarf Elder. If so, he is a dwarf friend.
- 4) 10% chance of speaking Elf Sidh. If so, he is a friend of a Searbhani.
- 5) Starting **EL** in both Sling forms.
- 6) 60% chance maximum **EL** in Fighting Dagger.
- 7) Maximum **EL** in Badlands Survival.

NOTE – If you use Perilous Lands Kazi warriors are Badlanders.

Blacksmith

A Blacksmith is skilled in simple iron working, i.e. making and repairing common iron items. He has no skill with weapons or armor and gains no advantage in analyzing these items. He can make rough approximations of iron quality, workmanship, etc. for iron items he examines. (If Armorers wish to be Blacksmiths, they must buy this skill in addition to their skill as Armorers.)

Boatman

This skill is divided into two types. Either the character is skilled in lakes and open waterways or in Swamps. The advantages the character gains vary depending on the environment he chooses.

In both environments, the character can judge currents and distances traveled, with a successful roll against his **EL**, and remembers landmarks and watercourses similar to the Thief's memory of maps and passages. Success in both cases equals 100% accuracy, partial success is 75% accuracy and failure is 50% accuracy. The other advantages of this skill are:

Open Waterway

- 1) Knowledge of creatures encountered in waterways.
- 2) Maximum **EL** Waterway Survival.
- 3) Starting **EL** with War Staff.
- 4) 40% chance of maximum **EL** with the Sling.

Swamp

- 1) Maximum **EL** in Swamp Survival.
- 2) Knowledge of creatures encountered in Swamp.
- 3) Starting **EL** with the Bow.
- 4) 40% chance of maximum **EL** with War Staff.

Bowyer

Skill in making bows. As for Armorer except the skill applies for bows. The time necessary to make a bow is 6 days for a Bow, 12 for a Longbow and 24 for a Composite Bow. The **EL/10** (RD) is subtracted from the number of days required.

For Crossbows, the skill costs 60 EP. The time to make crossbows is Light 3 days, Heavy 6 days, Arbalest 18 days and Repeating Crossbow, if possible in the area, 36 days.) All times are based on the availability of the materials necessary. Where this is not the case the Referee may increase the time required by up to a factor of 20, i.e. up to 20 times the listed time. NOTE – An Elven Bowyer he only makes Elven Bows. The time to do so is 60 days. He may subtract **EL/5 (RD)**. (If he has to make or collect the necessary material himself it could take years)

Brewer

As for Vintner except the skill applies for beer, ale and brewed beverages. At **EL61** and up, the Brewer has the skill to make Peska if he has a formula for it.

Carpenter

Per time the Cost to Learn is paid choose one of the following specialties:

- 1) Marine Carpenter, 2) Woodworker or 3) Builder.
Each specialty costs the full Cost to Learn.

A Marine Carpenter can make naval implements, judge the quality of vessels and, given a known design and materials, construct small vessels for carrying less than ten people in coastal or riverine waters. He may not build ocean-going or larger vessels without the aid of a Naval Architect.

Woodworkers are skilled in making common items, i.e. barrels, furniture, etc. They can analyze the quality of various woods for durability, usefulness, etc. (Possibly quite important if you need to break down a door.) If the woodworker is also an artist, or has art knowledge, he can create exceptional pieces that are worth a great deal.

NOTE – It is up to the Referee to handle the possible monetary gain. In general, the most anyone would pay for an item made by a woodworker equals **EL/5 (RD)** in Copper Coins. If the character is also an artist the coin type is Silver and the formula is **(Woodwork EL + Artist EL)/10 (RD)**.

A Builder is skilled in raising wooden buildings. He can analyze the features of these buildings. He may not build structures more complex than a peasant house or common shop unless he has a building plan or the services of an architect. NOTE – This skill can give the character advantages in spotting traps, strange features in buildings, secret doors, etc. It is also used to rig passable structures to shelter the party from the elements.

Carrying

The Character has learned economical ways of packing and efficient methods of lifting and carrying. The **EL** is added to his **PA**. It may never more than double that value.

EXAMPLE – A Character has **EL34**. His portage ability is 23 pounds. With this skill, the Portage Ability is increased to 46 pounds. No Success Roll is taken. The Character gains **1** Expertise Point per day that he uses the skill.

Climbing

Training in climbing steep obstructions, i.e. walls, cliffs, mountains, etc. The Climbing Factor equals:

$$\mathbf{EL+AB+((SB+StB)/2) (RD)}$$

In climbing situations, the Referee assigns a difficulty level to the object climbed. The level ranges from zero (easy) to five (very difficult). The climbing factor is indexed against this difficulty level in the climbing table to determine the chance the object is climbed successfully.

If the Character is not a trained climber, use an **EL** of **-4** in determining the climbing factor (Per 5 expertise points gained, the negative EL is increased by 1 until an EL of zero is reached).

Partial Success with this skill indicates that the climber loses his grip BUT has a chance to regain it. Re-roll subtracting the climber's **EL**. If he succeeds, he does not fall. If he does not succeed, he falls.

Climbing Table

Climbing	Difficulty Level
-----------------	-------------------------

Factor	0	1	2	3	4	5
.LT.1	40	30	20	10	F	F
1+2	50	40	30	20	10	F
3+4	60	50	40	30	20	10
5+6	70	60	50	40	30	20
7+8	80	70	60	50	40	30
9+10	90	80	70	60	50	40
11-13	S	90	80	70	60	50
14-16	S	S	90	80	70	60
17-19	S	S	S	90	80	70
20+up	S	S	S	S	90	80

S = Success F = Failure. The numbers stated are 5age chances.
 NOTE – The Referee must verbally describe the area the climber wishes to climb. This description should give the Player an indication of the difficulty. If the climber has equipment, increase his effective **EL** by as much as **EL*5** depending on its quality.

Falls

When a climber fails, or fails to catch himself after Partial Success, he falls to the ground. If he catches himself after Partial Success, he falls **1D10/2** feet.

The damage scored from a fall is determined using the following formula:

$$(1D6*(Feet\ fallen/10\ (RU)))-EL$$

The minimum damage suffered from a fall equals **the number of feet fallen/10 (RD)**.

EXAMPLE – Two Characters, **EL3** and **EL -2**, fall 17 feet off a wall. The damage roll for the first is a 3, the roll for the second is a 2. The first Character takes, $(3*(17/10)-3)$, 3 hits. The second Character takes, $(2*(17/10) -(-2))$, 6 hits.

OPTIONAL – The Referee can modify the damage suffered in a fall if positive damage results. See the table.

Damage in Falling

	Difficulty Rating					
	0	1	2	3	4	5
Fluid	.1	.2	.4	.6	.8	1
Soft	.2	.4	.6	.8	1	2
Resistant	.3	.6	.8	1	2	3
Hard	.5	.8	1	2	3	4

In all cases where the faller strikes a sharp or jagged object in falling, double the multiplier listed above. In using the multipliers round off.

EXAMPLE – In the case above, the climbers fell onto a cobblestone alley (hard at difficulty 1 in this case). The first climber takes, $3*.8$, 2 hits. The other takes $6*.8$, 5 hits.

Clothier

There are three types of clothiers players may choose from. They are 1) Weaver, 2) Tailor and 3) Designer.

The first two are purchased at the cost above. To be a designer, the Character must be a Weaver and a Tailor. He must also pay 20 EP for a starting level as a Designer.

Weavers weave cloth, rugs, etc. They can judge the quality of woven cloth. Tailors make garments if cloth and a basic pattern are available. They can determine the quality of clothing.

Designers have all the skills of Weavers and Tailors. They are capable of creating unique designs and can tell, from cut and style, where a particular garment is from (given experience in clothing styles of that area).

Deftness

The Character is a Cutpurse and Pickpocket. Success with this skill indicates the purse is cut or the pocket picked without the victim's knowledge. Partial Success means the Pickpocket pulled away before failing. Failure indicates the Character is caught in the act.

The result of Failure can vary from a loud scream to an incandescent pickpocket, depending on the victim. (The Referee can apply Deftness in sleight of hand, etc. It can be helpful to a gambler).

Disguise Artist

The Character is skilled at disguising his appearance. Success indicates he cannot be recognized through his disguise. Partial Success indicates his appearance is obscured. Close friends, relatives and enemies may recognize him. Strangers will not be able to.

Failure indicates the disguise is obvious. It will fool no one. The Referee takes this roll. In all cases, unless the Character rolls less than his Intelligence, he believes his Disguise is perfect. (*If the Character is trying to appear to be someone specific, Partial Success is failure for the close friends and relatives of the person he appears to be.*)

The Referee will vary the time to put on a disguise depending on its complexity. If a player attempts to use the skill on someone else, he may take twice as long in doing so OR add TEN to his roll for success. The choice is his.

Entertainer

Training in one of five crafts. The attributes are:

Acrobat

If a Character is a Dancer, reduce the Cost to Learn Acrobat by TEN. On the Entertainment table Acrobats use the same line as Dancers. If a Character is both an Acrobat and a Dancer, subtract 1 per Acrobat **EL/5 (RU)** from his success roll as a Dancer and add one to the number of coins earned performing.

In addition to performing, acrobatic training affects other abilities. The following advantages are gained:

- A) Increase **DCV** by **EL/5 (RD)**.
- B) Increase Dodge Value by **EL/3 (RD)**.
- C) Increase Climbing Factor by **EL/5 (RD)** whether he is a trained climber or not. This applies for Climbing and falls.
- D) Acrobats add their **EL** to use of Deftness and **D** or **A** based saving throws where precise body placement is important.

Actor

Actors gain a starting level as a Disguise Artist and Rhetoric as part of their training. Their **EL** as Actors may be used as an additional factor when they use either skill.

EXAMPLE – An **EL6** Actor has **EL4** in Rhetoric. When he uses Rhetoric, he uses **EL10** instead of 4. If the actor gives performances to earn money he rolls on the Entertainment Table using his Actor EL only.

Dancer

The Player is skilled in the lithe, agile movements of the dance. Beyond the ability to perform for his bread, the training has the following benefits:

A) Per increase in **EL**, beginning with **EL0** increase Current Agility by two. When Agility reaches its Maximum it may not increase further.

B) **EL/2 (RD)** may be subtracted from any problem solving roll in which **A** is used as a prime factor.

Musician

The player can play ONE musical instrument. After his initial training, he may learn the basics of another at a starting level cost of **15** Expertise Points. If the Musician is also trained in Singing and Rhetoric, and pays 20 EP, he is a Troubadour. Musicians may only use their talent to perform. (See the Priesthood)

Singer

A Singer is trained in the use of his voice and in the poetic ballads of his culture. To learn the ballads of another culture, he must speak the language and expend 20 Expertise Points. This gains him a starting level in that culture's music. Singers may only perform. (See the Priesthood)

The Entertainment Table

To determine success, roll **2D10**, subtract your **EL** and apply any Crowd Type modifier.

The Entertainment Table

Skill	.LT.5	5-7	8-11	12-16	.GT.16
SINGER	2D6	1D6	1D3	1D2	*
MUSICIAN	1D10+2	1D3+1	1D2	1D2-1	*
TROUBADOUR	2D10	1D10	1D6	1D3	*
ACTOR	2D6+2	1D6+1	1D3	1D2	*
DANCER	3D6	2D6	1D6	1D3	*

Crowd Type

Roll	Coin Type	Mod.	Roll	Coin Type	Mod.
1-4	BB	-2	8+9	SC	4
5-7	CC	0	10	GC	8

The crowd type, rolled randomly or determined by the events of the adventure, refers to the station of the perceivers. On a **1-4** they are Peasants and Serfs, on a **5-7** Commoners, on a **8+9** they are wealthy tradesmen or low nobility and on a **10** they are high nobles. The **MOD** is added to the roll of **2D10** when the success roll is taken. If the result is * a roll must be taken on the Punishment Table.

EXAMPLE – A Troubadour has an EL of 7. He is entertaining, roll 8, a Gentle audience. He rolls a 14. 14-7+4 is 11. He gains 1D6SC for his efforts.

The Punishment Table

ROLL	BB	CC	SC	GC
1-4	1D6 FP	1D3 hits	None	None
5-7	1D3 hits	1D6 hits	Evicted	Lashed
8+9	1D6 hits	Evicted	Lashed	Prison
10	Evicted	Lashed	Tarred	Death

Explanation

1D6 FP You are pelted with food. It is barely edible.

xDx hits You are hit with bricks, bottles, etc. and suffer damage. Gain **1D6 FP** if it is a **BB** or **CC** audience.

None The audience holds you in disdain but are too cultured to throw bricks.

Evicted You are pulled off the stage, removed from the building and, if it is a noble audience, kicked out of the city.

Lashed As for Evicted. You suffer **1D10** hits from a thorough flogging also.

Tarred Hot Tar is spread on your body. Feathers are ground into it. You are ridden out of town on a rail. All equipment is lost if you roll a 40 or less on **D100**. If not, it is put next to you when you are released. Take **2D10** hits in burns from the tar. It will take **1D10** days to remove all of the tar and feathers.

Prison You are locked in his dungeon for **2D10** days. When this period ends, if you fail to influence him, torture results. Take **1D6*1D6** hits. If you survive you will be released.

Death The Noble is insulted. You are incarcerated for **1D6** days. At the end of this time, if you fail to influence him, you are painfully executed. If you influence him, you are lashed and evicted instead.

Eroticist

An Eroticist is a specialist in bringing pleasure to others. This skill is used, like Rhetoric, to convince others to do something the Eroticist desires. Though the name of the skill has sexual connotations, that skill is only part of the art.

The Eroticist is a personal companion, skilled entertainer and trained to find out what a person needs to relax and provide it. A fully trained Eroticist is a consummate entertainer, a perfect companion and something of a therapist. As part of this skill, the Eroticist gains the following advantages:

- A) Knowledge of natural materials and drugs that bring pleasure or ease pain. (Starting Level as Herbalist with knowledge restricted to the areas above.)
- B) Starting Level in Rhetoric.
- C) May learn Dancer, Singer and any Musician skill at 1/2 cost. (If they are not learned when Eroticist training is taken this advantage is lost.)
- D) May use **EL/5 (RU)** to give soothing massages. The effect increases **StB** and **CB** for healing by the number determined plus

ONE. If the Eroticist does not have the oils and balms used with massages, reduce the effect by **50% (RD)**.

EXAMPLE - The slave Aisan is an EL11 Eroticist. Her massages increase StB and CB by FOUR for healing. Without the proper balms and oils, her arts increase both by TWO.

Executioner

An Executioner is skilled in killing bound or helpless targets AND in the effective use of torture. The damage plus applies when the target is unaware of the Executioner or unable to defend itself. The effect is as specified below.

Executioner Skill Effect

Type of Hit Scored	Damage Plus	Type of Hit Scored	Damage Plus
Normal or Shield *	EL/2 (RU)	Deadly Hit	EL* 2
Severe Hit	EL		

*In this circumstance, any Shield Hit is a Normal Hit. When the skill is used against a defenseless or immobile target, the **EL*2** is subtracted from the attack roll.

Torture allows the Executioner to question prisoners. The Prisoner answers the question, with at least partial truth, if the Executioner rolls:

(EL*6) - Victim's Stamina/2) or less

The time to torture and ask one question is **1D6** tactical turns. The damage inflicted in doing so is **1D3** hit points. No Combat Experience is gained for damage scored in this way.

The Executioner is capable of telling when he is bringing his subject close to death. He may stop at any time. The chance the victim passes out is a percentage of his total hit points.

EXAMPLE - The torturer has inflicted 13 hits on a person who takes 20. There is a 65% chance the person passes out. The person will be unconscious 1/2 hour per hit point inflicted.

IMPORTANT - The chance the victim passes out is rolled after each damage inflicting session. The best members of this profession are also skilled as healers, herbalists and scholars of anatomy.

Fletcher

Skill in making arrows. This skill operates, for arrows and quarrels, as specified for the Armorer. The Fletcher can make EL/10 (RU) arrows per day. (If the materials are available. If not he must acquire them.) A person with this skill makes the shaft, nock and feathers the arrow. He must acquire the other parts from others unless he is also an Armorer and a Tanner.

Forester

The Character is skilled in forestry. He is able to judge the value of a stand of trees, as for the artist, and knows efficient methods of harvesting them.

The Forester is skilled in Tracking, maximum **EL** currently possible, and has knowledge of the creatures encountered in the forest. The creature skill allows him to recognize any forest creature. He also knows legends or rumors about the forest nearest to his home.

A Forester has the ability to remember trails and landmarks, as for a Thief's memory for maps and passages. His chance of

success in this equals his **EL**, as specified for other skills above.

There are chances that the Forester will have other special benefits. Roll **D100** for each entry on the table. All knowledge is gained without cost. It is part of the art of Forestry.

Forester Special Benefits

Chance	Benefit
100%	Maximum EL Forest Survival
80%	EL2 in Axe **
40%	EL Em* in a Sidh Tongue
40%	Maximum EL Longbow
25%	EL60 Tongue of the Wood

*The EL equals the Current Em of the Character. If he speaks the tongue, he is considered to be a friend by the race. Roll 1D2. If 1, he speaks Elf Sidh. On a 2 he speaks Faerry Sidh.

** Gained for Axe only. He does not learn the other members in the group.

OPTION - If the character does not get a Sidh language or tongue of the wood roll a 20% chance that he speaks the Kotothi Tongue and is a Goblin or Sprite friend. Doing so is up to the player if the Referee allows the option.

Gambler

Gamblers are skilled in games of chance and sleight of hand tricks. They get a Starting Level in Deftness as part of this skill. They have the following advantages:

- A) Add Gambler **EL** to his Deftness for cheat chance while Gambling. Successful cheats add **EL*3** to their gambling roll. If the roll is a Partial Success the Gambler adds his **EL** to the roll. If it is a failure he adds nothing.
- B) Without cheating, a Gambler may add his **EL** to his Gambling roll, reflecting his familiarity with the sport and a learned ability to figure odds.
- C) Gamblers have an increased chance of spotting cheaters and may roll **Em+(Gambler EL*5)** to spot another professional while gaming.
- D) Gamblers can make and use devices that give the benefits of 1 above without requiring a Deftness roll to cheat, i.e. marked cards, loaded dice, etc.

Gambling Made Easy

The rules below are used to simulate a night of gambling for one or more players. Where the gaming is especially intense, the Referee may require the people involved to participate in up to three passes using these rules. When this should apply is left to the Referee's discretion.

The Wager - The Referee determines, based on the place and individuals involved what coin type is played for. When the game is player initiated, they set the stake by convincing their would be pigeon to play at that level. Once the coin type is set it remains at that level for the entire game UNLESS the situation changes it.

The Game - The basic game requires each participant to roll **3D10**. It can be played in simple or complex forms. The gambling modifiers listed above are added to the roll of **3D10** to determine the number of coins won or lost.

Simple Form - The high roller wins the amount of his roll after all modifiers have been added. Each loser pays an equal share of the winnings. Fractions from division are dropped and paid by the participant with the lowest roll.

Trained Gamblers may use their **EL*6** on **D100** (If the winner is a Gambler his **EL*3** is subtracted from the chance). Success reduces their loss by 50%, rounded down. Partial Success reduces it by ONE coin. Failure has no effect. Any savings are subtracted from the winner's winnings.

Complex - In this form of the game each roll is compared to every other roll. In this way there can be more than one winner and loser. The basic procedure is as above except each person pays the difference between his roll and any higher roll AND collects the difference between his roll and lower rolls. See the example below.

EXAMPLE — Five Players throw 42, 28, 20, 16 and 8 respectively. The following table results:

Player						
Player	1(42)	2(28)	3(20)	4(16)	5(8)	Total
1(42)	xxxx	+14	+22	+26	+34	+96
2(28)	-14	xxxx	+8	+12	+20	+26
3(20)	-22	-8	xxxx	+4	+12	-14
4(16)	-26	-12	-4	xxxx	+8	-34
5(8)	-34	-20	-12	-8	xxxx	-74

The result might change if Player 1 or 2 get caught cheating, especially if the stake is gold and Player 4 or 5 do the catching.

NOTE - Cutting losses may be attempted. Success reduces the coin loss by **EL*2**; Partial Success reduces it by **EL**. Failure has no effect. Losses cut are divided evenly between all winners. In the case above, if Player 3 is an **EL5** Gambler who succeeds in reducing his loss he loses 4 coins. Player 1 and 2 win 91 and 21 respectively.

Detecting a Cheater - The factor for catching someone cheating is determined by adding **City Survival+(3*Gambling EL)**. This is the net factor. If the cheater made his Deftness roll the chance to catch him equals the **Net Factor**. If the result is a Partial Success it is the **Net Factor*2**. If he fails the chance is the **Net Factor*4**. From this factor, subtract the **EL** of the Gambler you are trying to catch.

EXAMPLE - Evad the Deft (**EL11**) is playing three pigeons and a stranger. He decides to cheat. His opponents are City Survival 3, 6, 12 and 8. The stranger is an **EL7** Gambler. Evad has a partial success. The first player can't catch him. The second player has a 5% chance. The third player has a 17% chance. The Stranger has a 37% chance.

Herbalist

Skill recognizing medicinal plants and other natural material and preparing medicine from them. Success indicates

recognition OR proper preparation of the item. Partial Success indicates the Herbalist is unsure of his analysis and needs further study.

In preparing medicine, Partial Success means the preparation is 20% too weak or too strong. The Referee will modify its effects by **2D10%** in either direction. If it is too strong the **(Percentage Change*3) - (C/5) (RU)** is the chance it kills the imbiber.

If the Herbalist fails, he analyzes the item incorrectly or produces a potion with the opposite effect of that desired. In either case, he is sure he succeeded. (*The Referee must take this roll to insure suspense*).

EXAMPLE - The Player finds Belladonna. He analyzes it as Angelina. He will use it as such if circumstances call for the benefits of Angelina. In making a healing potion, the Herbalist fails. The potion could be a virulent poison that will kill.

Healer

Skill in healing a specific race or species. The Healer must learn to care for his own race before any other intelligent race. He may learn to care for animals at **1/2 the cost specified (RU)**. He need not learn to care for intelligent creatures first. Such a player is a veterinarian.

Healing with value for one species or race has **1/2** value when used on a related species. (*It has no value when the forms of the two species are totally distinct*).

EXAMPLE - A healer is skilled with horses. He can use his skill at 1/2 value on Donkeys and Mules. It has no value on Humans, Dogs, etc.

The effect of Healing Skill increases the **HC** by **EL*2** AND increases the **StB** by the **EL/3 (RU)**. To gain this benefit the Healer must have access to the Healing materials in a Healing Kit. (*See Equipment List*). If he does not, his skill is used at **1/2** value (RD).

The increase applies only in Healing and only for one Healing Chance roll. If the Healer wants to continue treatment, he must stay and service the patient each day until he heals.

EXAMPLE - A Character has **StB** +1 and **HC** 33. The Healer is **EL7**. When he uses his skill, in addition to the benefit of any medicines he uses, the **HC** is increased to 47 and the **StB** is increased to +4. If he has no materials the increases are 7 to **HC** and 1 to **StB**.

The Healer receives **EP** based on whether the patient heals. If he heals, the Healer succeeds. If he does not heal the Healer fails.

Husbandry

Skill in the care and training of a specific species of animal. Success yields a correct evaluation of the animal's worth or one command correctly taught. Partial Success yields an evaluation that is in error by 20% in either direction or the incomplete teaching of a command. (50% chance the animal

responds. If the command is re-taught the husbandman subtracts 10 from his roll. THE TIME TO ATTEMPT TO TEACH A COMMAND IS 2 DAYS).

Failure indicates the value is off by 100% in either direction or the animal fails to understand AND has a **50%-(EL/2(RD))** chance of attacking the Husbandman.

Only animals listed in the Equipment List, or that the Referee specifically allows, may be trained to obey commands. The number they can be trained to obey is **1D6+Intellect**, for Carnivores and Omnivores, and **1D2*+Intellect** for other animals. NOTE - Creatures in Book Three who are mentioned as being utilized as mounts can also be taught commands. Examples of these are Griffins and Hippogriffs.

The cost to gain a new specialty, once the husbandman has the basic skill, is 20 EP for a Starting Level. He must gain all twenty through continual access to a sample of the species while training.

Without separate training as a Healer, the Husbandman can use healing arts on a species he is trained for. The Healing **EL** equals his **EL** in Husbandry/20 (**RU**).

Jeweler

Skill in the cutting, setting and evaluation of Gems, Jewels and Jewelry. The basic attributes are as for the Artist, except applying to these items.

NOTE - This skill is used by wizards in crafting magic items that use jewels as a part of their focus.

Language - Another Race

The maximum **EL** he can ever be attained in a Language of another race is **60**. All rules are as for those specified for Language - Own Race.

Language - Own Race

The ability to speak a tongue of the Player's choice. All Character's start with a specified core of Language skill. These are tongues he was raised speaking or educated in.

The maximum **EL** that can be attained in a Native or Related Language is **80**. If the tongue is unrelated, or is the tongue of another race, the maximum is **EL60**. For tongues that are dead, i.e. for which no speakers exist to teach it, the maximum is **40**. EXAMPLE - On Earth, two Language groups are Germanic and Swahili. Germanic tongues are related to each other. A German speaker can more easily understand a person speaking Dutch than a person speaking Swahili. The same is true in reverse.

To simulate the facts shown in the example the following rules apply:

A) The Referee should establish Language families. Within each the member tongues are Related. Tongues outside the family are Unrelated.

B) A person without knowledge of a Language has a chance of Partial Success if the Language is related to his own, or one he speaks. The chance equals the Character's **Em**. He gains no such benefit for unrelated tongues.

C) The chance of success in understanding a Language that has been learned equals the **EL** of the Listener. Partial Success indicates **10+EL%** understanding of what is said. Failure indicates nothing meaningful is understood.

D) Extra time can be taken to insure understanding. If the Listener AND the Speaker take three times the normal time, the chance of success is doubled.

E) **Key Words (Optional)** – The Referee may let Characters learn Key words in various tongues. The cost is 1/2 EP per word or 1 per short phrase. He understands these with an EL equal to Em.

It is always the Player's responsibility to keep track of the words and phrases he is familiar with if this option is used.

F) A Language may only be learned beyond the key word level if the Player has access to a person with Native Fluency in it, i.e. **EL80**.

Locksmith

Skill in making and opening non-magical locks. The chance to open a lock made by another Locksmith is equal to the Opener's **EL**. Success opens it. Partial Success allows another try. Failure means the Locksmith does not have the skill to open it.

A Locksmith may always open a lock of his own construction. (*A craftsman has his own methods. He always knows the secret to his own locks*).

Locksmiths can construct locks, including locks that have triggers to spring traps if they are tampered with. A Trap Lock is triggered when a person fails in his attempt to open it. The chance it is triggered equals $20 + \text{the } \mathbf{EL} \text{ of the Locksmith that made it} - \text{the } \mathbf{EL} \text{ of the opener}$. If the result of this formula is zero or less, the opener is too skilled to fall for the trap. NOTE – The Referee decides how long it takes to make a lock based on its nature and what material is used to make it.

Mason

A skilled stone-worker. Masons choose between 1) Stonelayer, 2) Stonecutter and 3) Brick Mason. Each time the skill is purchased, one of these skills can be gained.

Stonelayers know how stones are put in place. Stonecutters cut and shape blocks of building stone and crude stone artifacts. Brick masons know how to make bricks and mortar and lay them properly.

Stonelayers and Brick masons can analyze structural features of stone or brick buildings, i.e. notice strange textures or material, pick up anomalies in the building that might conceal a door, trap, etc. Stonecutters can analyze the shape of the building's stones to get a clue about structural features including those that are hidden.

Merchant

Merchants are skilled bargainers, experts in the sale and analysis of a specific commodity and excellent traders. The Character receives a Starting Level in Rhetoric and Read and Write (a foreign tongue he speaks if he can already write his own).

Characters must select a precise category of goods they buy and sell. His Merchant **EL+20** is used in analyzing the quality and value of this commodity. His unmodified **EL** is used with related commodities. His **EL/2 (RD)** is used for items made with related methods or materials. (If the merchant sells some type of animal, this chance can be used with other animals, i.e. a horse merchant gets a chance looking at a mule. He doesn't with a dog or bird).
EXAMPLE — You are a weapons merchant who specializes in Heavy Swords. You have **EL+20** chance looking at any Heavy Sword, **EL** chance with Swords and Daggers and **EL/2 (RD)** with other bladed weapons (including those of another race).

In another case, the player likes horses. He wants to choose horses as his specialty. He can't. He must select a specific class of horse, i.e. riding, war or draft. He gets **EL+20** for that type, **EL** for other Horses and **EL/2** for all Equines (Mules, Burros, Sri Eponi, etc).

NOTE — For an additional 30 EP the player may select HUMANS as his commodity. If he does he gains a Starting Level as an Executioner as well. He is a Slaver.

Miner

Skill in extracting metals and other wealth from mines. The Miner recognizes raw ores and gems when he sees them and can determine a rough value for them, within 20% of the actual value. (*This only applies when they are in Ore form or uncut*).

All Miners have their maximum **EL** in both forms of Underground Survival. They have a 40% chance of speaking Dwarf Elder. If they do the **EL** equals **Em** and dwarfs consider them to be a friend.

Moneylender

In most civilized societies, the lending of money for profit is considered to be a dishonorable profession. If your station is 6 or higher, or if you are not human, you may not have this skill. It is beneath you. Characters that violate this rule, and are found out, are disowned. No barbarian can be a moneylender in starting a character.

Campaign Moneylending

A) The interest rates a Moneylender charges are based on the station of the person. The Higher the status of the Debtor, the Lower the interest rate. All interest charged are MONTHLY RATES. Moneylenders are not required to abide by the traditional rates. A standard chart of traditional rates is found below.

B) All loans must be repaid within 12 months. If not, the lender and his minions may take action to collect Money or Vengeance.

C) The **EL** of the Moneylender is his chance of convincing the person to accept his terms. Per point that the rate exceeds tradition add 2. Per point it is less subtract 3. Both modifiers are based on the maximum rate that is traditionally charged.

EXAMPLE — Vobal the Dancer, station 6, wants a 40GC loan. Galtan the Pelaran, **EL**76, convinces him to pay 10% per month. His chance was $76 - ((10 - 5) * 2)$, 66%.

Moneylending

Station	Monthly Rate	Maximum Loan (Unsecured)	Maximum Loan (Secured)
0+1	40%	2GC	10GC
2+3	20%	9GC	45GC
4-6	5%	32GC	160GC
10	3%	50GC	250GC

NOTE - An unsecured loan is one where the borrower's vow and good name are the only collateral. A secured loan is one where an amount of property at least equal to the loan is set aside as collateral for the debt. If the borrower forfeits the loan, the property belongs to the lender.

NOTE - Moneylenders can have an underground society for exchanging information. They may also have a strong connection to the Thieves and/or Assassin's Guild. They are noted for hiring Thugs to exact payment or vengeance.

Mountaineer (Hillman)

Like the Boatman skill, a character must specialize; in this case in Mountains or Hills. In both cases the character can judge heights and distances and has a memory for landmarks similar to a Thief's memory of maps.

A Mountaineer/Hillman has a chance equal to **EL** to know where he is, relative to where he was and where he wants to go. With success, he can retrace his steps and/or plot the most efficient route from where he is to where he wants to be. Success, Partial Success and Failure have the meaning specified for Boatman. The separate skills of each career are as follows:

Mountaineer

- 1) Knowledge of Mountain creatures.
- 2) Maximum **EL** in Climbing.
- 3) 40% chance of speaking Dwarf Elder (starting **EL** equals **Em**). If so, he is a Dwarf friend and gains a starting **EL** in both forms of Underground Survival.
- 4) 50% chance maximum **EL** with one type of Heavy Sword (player's choice).
- 5) Maximum **EL** in Mountain Survival.

Hillman

- 1) Knowledge of Hill creatures.
- 2) Starting **EL** in Climbing.
- 3) 40% chance of speaking Elf Sidh (starting **EL** equals **Em**). If so, character is an elf friend.
- 4) Maximum **EL** in Hill Survival.
- 5) 50% chance maximum **EL** Unarmed Combat.

Navigation

Skill in plotting the course of seagoing vessels. The **EL** is the chance, rolled per week, of success in following the course set. Partial Success indicates the vessel goes off course but the Navigator discovers the error after **1D2** days of sailing in a random direction. Failure indicates the vessel is off course in a random direction until the next time the Navigator has Success, i.e. at least one week.

The Navigator knows the layout of major waterways and ports within **10 miles times EL** of his homeport. Navigation skill is used to fight off Storms. (See Storms in the Encounter section). A Navigator has his maximum **EL** in Ocean Survival and knowledge of sea creatures he may encounter.

Potter

The Character is skilled with ceramics. The skill may be used to make ceramic items or analyze the value of Ceramics as specified for Artists. To make fine ceramics the potter must be an artist also.

Read and Write

The ability to read and write the written form of a language you speak. If you do not have an instructor for this, once the game has started, double the cost to gain the skill. The skill is used, in all particulars, as for Language.

Rhetoric

Skill in the persuasive use of Language. The **EL** is added to the Influence Chance of a Character. It is also added to his minimum Influence Chance.

EXAMPLE – The IC is 40%. The Minimum Chance is 10%. If the Rhetoric EL is 7, the IC is 47% and the Minimum Chance is 17%.

Scholar

Scholars have a developed mastery of a specific field of knowledge. All Scholars receive their Maximum Level in Reading and Writing any two languages OR one archaic language. They also have a Starting Level in one Scholar specialty of their choice.

The languages chosen must bear a relationship to the specialty selected. After the Cost to Learn specified above is paid, and the first specialty is gained, the Character can gain a Starting Level in a related specialty at a cost of **25 EP** and any other specialty at a cost of **50 EP**.

EXAMPLE –The scholar's specialty is paintings. He can gain sculpting for 25 EP. It costs him 50 to become a historian.

The ability of the Scholar allows him to recognize items from his area of interest and, with successful analysis, determine the approximate age, value, area of origin and significance.

Players must be **PRECISE** in defining their specialty so it covers a specific type of item or knowledge. Some basic specialties that can be used are listed below.

Specialties for Scholars

Specialty Area	Definition Required		
	1	2	3
Another Race	Yes	Yes	Yes
Antique Coins	Yes	No	Yes
Architecture	No	Yes	Yes
Art	No	Yes	No
Astrology	No	Yes	No
Clothing	No	No	Yes
Cosmology	No	Yes	No
Geography	Yes	No	Yes
Geology	Yes	Yes	No
History	Yes	No	Yes
Linguistics	Yes	No	Yes
Mathematics	No	Yes	No
Medicine	No	Yes	No
Metaphysics	No	Yes	No
Myths and Legends	Yes	No	Yes
Theology	Yes	No	No

Explanation

YES indicates the factor is defined for the specialty.

NO means it need not be (but you may wish to do so). The definition of factors 1, 2 and 3 are:

1 The physical area, nation or group the scholar studies.

2 The specific type of item or specialty within the class that is studied.

3 A general historical epoch the scholar concentrates on.

EXAMPLE – The player wants to be an Art Scholar. He must define the specialty. He chooses Sculpture (He could have chosen Painting, Ceramics, Mosaic Art, etc.) Though it is not necessary, he also defines his primary interest as sculpture of the E'lici 10th Dynasty.

With the appropriate factors defined, the scholar has a precise specialty that can be used. His EL is his chance of analyzing that area. Half his EL (RU) is his chance for dealing with related areas.

IMPORTANT – This skill REQUIRES the player to define the skill he wants. The Referee sets the level of definition required. A scholar specialty should never be taken without forethought. No Scholar skill gives the character any talent in making or fashioning the item studied or any advantage in the use of another skill, i.e. an art scholar is not an artist.

Scribe

Characters must know read and write before they learn this skill. Scribes are skilled copyists and calligraphers. Once the basic skill is gained in their native writing form they gain it for the unique styles of other cultures at a cost of 15 EP per culture.

A scribe can tell, from the writing style used, what culture a writer is from (if they know that style, if not they know he

isn't local). In addition, because of the beauty of his writing, his documents, when intended to influence the reader, carry more weight. Add his **EL/5 (RU)** to the **IC** of the person who originated the message. (The Influence chance cannot be more than doubled).

Seaman

A seaman is skilled in the crew tasks common on a seagoing vessel. In addition, he may fight on the deck of a ship without reduction in Combat Value. Any person that is not a Seaman reduces **OCV**, **DCV** and all weapon **ELs**, by 50% (RU) when fighting on the deck of a moving ship. A Seaman has his maximum **EL** in Ocean Survival.

Servant

The Servant professions are House Servant, Cook, Barber, Gardener, etc. (Servants such as maids, butlers, waitresses, etc. are House Servants.) House servants are skilled in dealing with people, general cleaning and (**EL**40 and up) managing house affairs.

Cooks are trained in the culinary arts. They gain some advantage in detecting unusual under tastes, such as a poison.

Barbers are trained in personal hygiene maintenance. Their knowledge, in most civilized lands, includes knowledge of cosmetics as well as hairstyles.

Gardeners are skilled in caring for plants and in landscaping. They may use their **EL/2**, as a Botanist, to identify plants native to their homeland.

NOTE – If you create other service professions, assign the skills logically. The basic factors should be as specified above. For all of these skills, the practices and items they are fluent with are those native to their culture. The full Cost to Learn must be paid to gain the skill for any other culture. Until it is paid, use the existing EL at 1/3 value (RD). Afterwards, the existing EL is used at its full value.

Sign Language

The ability to communicate general concepts non-verbally. The **EL** is the chance of success, as for Language. If the person you are trying to communicate with does not know Sign Language, the best possible result is Partial Success. Sign Language only has value when used with Intelligent, Humanoid races. (Key signs can be learned, as for key words).

Smuggler

Smugglers are skilled in concealing items to prevent them from being found. In addition to the basic skill, Smugglers have a starting level in the Merchant specialty of their choice and a starting level as an Actor (Actor only). To gain the other skills that go with it the skill must be bought. If it is, the Smuggler gets a maximum level as an Actor and a starting level in Disguise and Rhetoric.)

Smugglers gain the following advantages in play:

A) They can detect items, passages or devices hidden by others.
B) They hide items with a reduced chance others can detect them, given available space, time and a way to do it. (To hide an item perfectly the smuggler must specify how he is hiding it, roll success AND have enough time to hide it.) The Referee may modify a Searcher's success chance based on how well the item is hidden, the roll and how much time the Smuggler actually had.

In A and B above the Smuggler uses his **EL** as his chance. When the person trying to detect hidden items is also a trained smuggler, the Smuggler may subtract his **EL/2 (RU)** from that Smuggler's roll to find the item.

Smugglers add their **EL/5 (RU)** to anyone's roll to find them if they try to hide or try to avoid an encounter.

Survival

Experience in surviving the various environments that exist in the game. Survival skill is gained in the following specific environments separately. Each has its own special rules and valuable knowledge to be learned.

Scrounger	Waterway	Ocean	Swamp
Underground I	City	Mountain	Lower World
Underground II	Forest	Hill	Upper World
Plains	Jungle	Badlands	Desert

Underground I is survival learned in natural caves and caverns. Underground II applies for manufactured mines, dungeons, mazes, etc. Waterway is survival skill operating on rivers, streams and lakes. Ocean applies for Ocean environments, sea voyages, seashore and other like areas.

Survival is used in Hunting, Ambushing, avoiding ambushes and avoiding encounters. Per day of surviving in a given terrain **1 EP** is gained. This is assigned to the terrain in which it is earned. When a new survival skill is gained after play commences, the starting **EL** is 0.

Scrounger

This allows the character to find what he wants near or in habitations. It has no value anywhere else. The basic attributes of the skill are as follows:

- 1) When hunting for food the **EL** is subtracted from the success roll, i.e. if the **EL** is 4 and the roll is a 32, the roll becomes a 28. (Only the highest **EL** applies)
- 2) Add the **EL*2** to the Availability Chance for an item the Scrounger tries to find in a market or elsewhere in a habitation.

3) Subtract the **EL** from the roll when searching for anything in a city or town environment.

Scrounger skill may only be learned by a person who has City Survival. It may not be used at an **EL** higher than the character's City Survival. It is used at 1/2 value (RD) in areas the Scrounger does not have personal knowledge of or where he does not speak the native language.

Swimming

The Character has learned to swim for distance on the surface and survive for short periods under the water. The Swimming table lists the factors that apply:

Swimming Table

EL	Turns* Swimming	Phases* Underwater	Drowning Chance	MR
0	25	2	15%	3
1	30	3	14%	3
2	35	4	13%	3
3	45	6	12%	4
4	55	8	11%	4
5	65	10	10%	4
6	80	13	9%	5
7	95	16	8%	5
8	110	19	7%	5
9	130	23	6%	6
10	150	27	5%	6
11	170	31	4%	6
12	200	35	3%	7
13	240	40	2%	7
14	290	45	1%	8
15	350	50	1%	8
16	420	60	1%	9

* Add the Character's StB*2 to these factors. For Turns Swimming, TRIPLE the factor if the Referee determines the waters are calm and easy to swim in. Reduce it by 50% (RU) if they are difficult.

Drowning

When the number of turns swimming, or phases underwater, is exceeded the Character has a chance to drown. Per turn swimming or phase underwater, the Character rolls his drowning chance. Per additional increment of time, the listed chance is added to the accumulated drowning chance, i.e. after three turns on the surface, after becoming fatigued, a Character with **EL9** has an 18% chance of drowning.

Untrained Swimmers

Persons that do not know how to swim are fatigued from the first turn. Their drowning chance is 20% per turn swimming or phase underwater. They have a swimming speed of 1.

Armor and Swimming

No Character may swim in any armor whose **AV** exceeds the Character's **SB/2 (RD)**. Any Character that attempts to do so is fatigued immediately and has FOUR times his normal drowning chance.

While swimming in armor **MR** is divided by the **AV (RD)**. If the adjusted **MR** is zero, the Character sinks. He does not have sufficient expertise to fight the weight.

NOTE – This rule is optional. The Referee may specify that the armor wearer sinks automatically.

Swimming Underwater

On the first two phases underwater, if the Character dives in, his swimming speed equals his **MR**. At all other times the speed underwater is 50% of the **MR (RU)**.

Turning

When a swimming Character turns more than 45 degrees his **MR** is reduced to zero for one phase. In that phase, he may not move. NOTE – All rules above apply to humanoid form creatures unless they are fully adapted to an aquatic existence. The Referee may create other rules as he believes they are necessary.

Thief

The unparenthesized value in the Skill Table is the cost to learn from the Guild. The other value is the cost for freelance thieves. A Thief has the following skills:

- A) The ability to memorize maps. His chance equals the **EL**. Success is 100% accuracy, Partial Success is 20% inaccuracy and Failure is 50% inaccuracy.
- B) Maximum **EL** in City Survival and Climbing. City-born Thieves may replace the City Survival increase with Underground II survival to reflect their knowledge of sewers and labyrinths.
- C) Gain Trailing and Deftness or Locksmith at a starting level.
- D) With a roll as for (1) above, the Thief can memorize passages he passes through.

Restrictions

If the Character is a Free Lance Thief, all Guild Thieves are his enemies. Guild Thieves have access to Guild Halls, safe houses and fences through the guild. They pay the Guild 40% of the profit from any theft.

To be a Guild thief, the Character must be accepted. The chance equals his potential maximum **EL** as a thief. If he is refused, he will never be accepted by that guild.

Thieves that fail to give the Guild their cut lose all privileges and are expelled. Free lancers are subject to death. The Guild will pay **1SC per EL** of any freelance thief killed by a member.

Tanner

Skill in working leather, tanning and fashioning leather items. If the Tanner's **EL** is greater than 40 he is capable of making serviceable Leather Armor.

Tanners can analyze common leather items and tell leather from other like materials, i.e. he knows which is leather though he may not know what the items that aren't are made of.

Teamster

Skill in driving wagons and carts, caring for animal harnesses and, if twice the normal cost is paid, taking care of draft animals.

The Teamster can analyze the quality of a wagon, cart or harnesses. He can also tell how good a team is, i.e. the quality of the animals, how well trained they are in working together, etc. If he learns to care for animals, his Healing **EL** for draft animals (horses and oxen) equals his **EL** as a **Teamster/20 (RU)**.

Tracking

The ability to follow, or obscure, a trail in a non-city environment the Character has survival skill in. The **EL*2** is

added to the chance to follow a trail or subtracted from the chance that a pursuer can follow it.

Trailing

The ability to follow someone in a City. The chance of maintaining contact equals the **EL**. Success indicates contact is maintained and the target is unaware he is being followed. ON Partial Success contact is maintained but the person being followed is allowed an **Em** roll to realize someone is following. If he makes that roll, he knows he is being followed but does not know who is following him.

Failure indicates that the contact is lost OR the person becomes aware of the follower. In failure, the follower is not aware he blew it until he can't find his victim or is ambushed by him.

If a victim is followed successfully, the skill may be used to set an ambush. A separate roll is required. The person ambushed must be a person the Character is trailing successfully or that he knows passes a certain place at a certain time dependably.

IMPORTANT - If the person being trailed has Trailing skill his EL applies when he is followed. If he has a reason to be alert, subtract his EL from the EL of the follower. If the result is zero or less, the follower automatically fails. If he does not have an EXPLICIT reason to be alert subtract **EL/2 (RD)**.

Vintner

The character is skilled in making wine and analyzing the quality of wines. The **EL** is used to determine his chance of success in analysis. The quality of wine that he makes is based on his **EL** as in the table.

Wine Quality

EL	Quality	EL	Quality
1-25	Poor	51-75	Fine
26-50	Good	76+up	Exceptional

(The quality is dependent on proper equipment, aging time and materials. No one makes exceptional wine from junk grapes. In general, the higher the quality of a wine the longer it takes to make it).

NOTE - In making an item the time stated is for doing nothing else. If some other action is taken, double the time required, i.e. per day doing something else as well you get 1/2 days progress on the item.

Watercraft

The character is trained to perform tasks common in operating small boats. He may fight from these boats without reduction in **OCV** or **DCV**. (Those without this skill reduce both and their weapon **EL** by 50% (RU) when fighting from a small boat.)

Skilled watermen may navigate on inland waterways, handle swift currents and avoid water obstacles in inland waterways and lakes. They may use their Watercraft **EL** at 1/2 value (RD) when sailing in the open sea, i.e. operating as Seamen. (The same applies for Seamen when they sail on inland waterways and lakes.)

Finally, watermen have some training in maintaining and repairing small vessels. Their success chance equals their **EL**.

General Knowledge

It is possible to use abilities gained from certain skills without fully mastering the skill. For our purposes, this is called General Knowledge. It indicates the Character has not sought to, or yet been able to, master a skill but he has learned certain things to his benefit. Persons who gain General Knowledge in a skill determine the costs, benefits and restrictions below:

- A) Not allowed for any Combat skill.
- B) Not allowed for a skill with a cost to learn less than 20.
- C) Skill gained is subject to Referee interpretation.
- D) May not be gained in Survival or Language skills. It is only applicable towards skills that have multiple benefits.

Cost

The cost for General Knowledge with a given skill is **1/3** of the **Cost to Learn a** skill completely (**RU**). Where it is gained in play, the time to learn is as for any other training.

Benefits

The character is able to use a **specific** attribute of the skill. He may not use any other attribute of the skill. The Starting and Maximum **EL** are as normal for the skill. The Cost to Increase **EL** is 1/2 that specified for the complete skill (**RU**).
EXAMPLE – Merda Redoris apprenticed to a Jeweler before he became a soldier. He did not master the art but he learned to analyze the value of gems. He has **EL43** in Analyzing Gems. He knows none of the other skills of the trade. Wal-Azabar's father was once an entertainer and acrobat. When he returned to the desert, he decided to teach his sons ways to position themselves. Wal-Azabar has **EL6** Acrobat only usable for **DCV** increase.

Further Education

If the person with General Knowledge decides to study further, the expertise allocated to gaining General Knowledge is applied to the cost to gain the skill. No expertise gained from using the General Knowledge is applied to further study. They are only applicable to the Character's use of his General Knowledge.
EXAMPLE – Junal the Binder has **EL65** in repairing weapons with his Armorer General Knowledge. He decides to become an armorer. His cost to get the General Knowledge is his starting point for progressing. The expertise he has gained in repairing weapons is ignored. With his attributes Junal's starting level is 40. He has **EL65** in repairing weapons and **EL40** in all other Armorer skills.
NOTE – How the Referee uses this rule is at his discretion. Its purpose is to give Referees and Players the ability to flesh out character personas reasonably. It also adds a layer of realism to the game. It is reasonable to assume that people who deal with a given set of circumstances or a certain class of thing pick up knowledge relevant to those dealings. It is not completely reasonable to assume every such person will, or can, master the skill or skills necessary to possess all of that knowledge. This

rule lets you simulate this fact. It should increase your ability to create complete individuals.

Economics and Equipment

The Economic System

The basic economic system used is a gold standard. The ratios are:

1 Gold Coin = 10 Silver Coins

1 Silver Coin = 10 Copper Coins

1 Copper Coin = 10 Brass Bits

The weight of a Coin is 1/8th of an ounce. The weight of the Brass Bit is 1/16th of an ounce. Money is also available in bar form, i.e. ingots. The standard weight of a bar is 5 pounds, i.e. 640 coins of the type. (For the BB, a bar is 1280 BB).

Economic Variation (Optional)

In a world with widely spread and sometimes isolated cultures there is no guarantee that items with value in one culture have the same value in another.

EXAMPLE - With a bar of Gold, you are extremely wealthy in a land where Gold is prized. Where Iron is the valued metal, you could be a pauper.

Rarity and Value

The prime indicators of value are:

A) Rarity.

B) The importance of the material in the culture.

C) The Cultural value of the items it is used to produce.

EXAMPLE - In a culture with little Native Iron, a dedication to Warfare and disdain for personal ornamentation iron would exceed Gold in value. Brass could easily be the second most valuable metal.

Exchange Value

The material that is the primary means of exchange in a culture must be sufficiently common to provide an adequate supply for people. Thus, in the standard culture, Copper and Brass are the medium of Common exchange, i.e. most used in day-to-day society.

Variation

For Variation, the Referee must determine

1) The Rarest Valued Material,

2) The most common valued material.

The Rare Material is placed at the top of the exchange, the common material at the bottom. Other items fluctuate in value between these points.

EXAMPLE - The City state of Dirllar*

1 SC = 1 GC

1 GC = 10 CC

1 CC = 5 BB

1 BB = 2 ounce of Salt

*Silver is rarer than Gold. Salt and brass are the Common medium of exchange.

Equipment

The following tables delineate the common items that may be purchased. Should you desire to include others, base their value on the values set for these other items.

IMPORTANT — Weapons purchased include any quiver, sheath or other covering used with that weapon. Where the Referee considers that a holder or covering a Player desires is not standard, he may charge more for the weapon.

***X** In some tables a factor is listed in Cost and/or Weight. The factor is multiplied times the cost listed for the general or normal form of the item. The result is the base for that item.

EXAMPLE — The player has a chance to have his Character buy a magic Scimitar. The cost is $5SC*100$, 500SC.

NOTE — The tables are an effort to produce an organized and comprehensive table of equipment. If these tables do not contain items you wish to include add items based on the values listed for related items.

Armor and Weapon Tables

Type The general family of weapons the Character must be skilled in to use the weapon at **EL0**.

WSB Where a weapon is used to fire a projectile, the **WSB** of the attack equals the **WSB** of the weapon PLUS the **WSB** of the projectile.

EXAMPLE — When a handle sling is used to cast a stone the **WSB** is, $+1+(-1)$, zero.

Armor Value A factor subtracted from damage scored against the armor wearer.

Helmets The **+X** factor, as for Armor above, is only applied when a Severe or Deadly hit is scored on the wearer.

Shields The value is the number of hit points the shield blocks if it is hit.

Armor Encumbrance (Optional)

If a Character is knocked off his feet while in Armor there is a chance he will be unable to get up. If **S*2** is not greater than the weight of the Armor it takes a full turn to rise without assistance. If it is equal or greater, it will take one phase, spent doing nothing else, to rise.

EXAMPLE — To regain your feet in one phase while you are wearing Chainmail, Strength of 26 or more is required.

Animals

Carrying Capacity

The Portage table gives Portage factors for animals that can be saddled or harnessed. The amount listed is the amount that they can carry or pull, in pounds, without a speed reduction. These values apply for the Average member of the species. Larger or smaller members of the various types increase or decrease these values based on the parenthesized value, if any.

EXAMPLE — In rolling for the quality of a Warhorse I purchased, a 99 is rolled. It is double value. When saddled, it can carry 240 (80) without speed reduction, $40*2$ is the parenthesized value and is added to the unparenthesized value.

Animal Portage Table

Animal	Saddled	Harnessed	Animal	Saddled	Harnessed
Draft Horse	225 (60)	350	Riding Horse III	180(45)	NA
Mule	180 (50)	300	Riding Horse IV	190(45)	NA
Ox	NA	450	Warhorse I	160(40)	NA
Donkey	120 (30)	150	Warhorse II	200(50)	NA
Burro	100 (35)	140	Warhorse III	225(60)	NA
Dog I	NA	60	Warhorse IV	250(60)	NA
Riding Horse I	140 (30)	250	Griffin	150 (45)	NA
Riding Horse II	160 (40)	275	Hippogriff	160 (30)	NA

Table Explanation

Values listed that are not in parentheses in the Saddled column are the weight of the rider AND items he has on his person. The value in parentheses is the weight carried in saddlebags, or other containers, behind the rider. If no such weight is carried, add this value to the rider weight. In the Harnessed column, this is the weight in a Wagon or Sledge, including the weight of the conveyance, that the animal can pull. Beyond this value, additional animals are required or speed reduction occurs.

NA - The animal is never used in this way.

Speed Reduction

Per 10% over the limit above reduce the animal's MR by 10% (RD). If an animal is pulling a Wagon or Sledge, its best speed is 80% of that listed for it in Book Three (RD).

IMPORTANT - When animals pull as a team their pulling weights, Harnessed, are totaled. If the animals are not trained to work together, reduce the total value by 30% (RD). For movement, the MR of a team of animals is based on the MR of its slowest member.

EXAMPLE - An animal with an MR of 24 pulls a Wagon. Its maximum MR is 19. Reductions are based on this figure if the wagon is overloaded.

ANIMAL COMMANDS

Where it is specified that an animal can be given commands, the commands are general actions to be done by the animal. The master learns key words or signs that have been taught to the animal. When the signal is given, the animal performs the action IT associates with that sign.

EXCEPTION - Animals classed as highly trained or Superior only obey a command given by their master. They ignore any other person's orders. For this to apply, the master must train with the animal when it is taught. Otherwise, regardless of ownership, he is NOT considered to be the master by the animal.

The Commands

The Referee can vary the meaning of commands as he desires. Samples of commands that fit within the narrow range that must apply are listed below.

Animal Commands

Come	Go	Kill*	Release
Fetch*	Heel	Play Dead*	Sit*
Freeze	Hold*	Protect*	Stay

*Most Warhorses, or other Herbivores, cannot learn commands unless the Referee specifically allows it.

Command Effect

Come The animal goes to its master by the fastest route possible.

Fetch The animal brings the master the item indicated. The item must be in sight or clearly known to the animal.

Freeze The animal ceases all movement and activity. It remains motionless until released.

Go The animal leaves its master by the fastest route possible but stays in earshot.

Heel The animal follows the master on his right side until released or given other orders.

Hold As for Kill except the animal grabs the victim and hangs on until released. If a fetch command is given as well the animal drags the victim to its master.

Kill The command is accompanied by a gesture. The animal attacks the target indicated by the gesture until it is released or the target is dead.

Play Dead The animal will lie motionless until released.

Protect The animal guards the area to protect its Master. It will threaten anything that enters a 10' area, with the master at the center except for persons and animals it knows well. It will always attack if the threat is not heeded.

Release A general command that releases the animal from other orders. The animal will stop doing what it was doing as a result of the original command.

Sit The animal sits on its haunches until it is released from the command.

Stay The animal will stay where it is until it is released.

EQUIPMENT TABLES

Animal Table

Item	Cost	Avail.	Upkeep	Normal Usage	Quality
Bull	2GC	40%	6FP/day	Food Animal	NA
Cat	1CC	80%	.5FP/day	Pet, detection	NA
Cow	6SC	80%	4FP/day	Food Animal	NA
Dog I *	1SC	100%	2FP/day	Tracking, Guard	Average
Dog II *	4SC	80%	2FP/day	Guard, War trained	Good
Dog III *	2GC	30%	3FP/day	War trained	Superior
Donkey/Burro	1SC	100%	None	Portage, riding	NA
Draft Horse	1GC	100%	4FP/day	Carry and Pull loads	NA
Eagle	3GC	50%	3FP/day	Hunting	NA
Falcon	8SC	80%	1FP/day	Hunting	NA
Griffin *	8GC	25%	5FP/day	Guard, combat, ride	Good
Goat	1SC	100%	None	Food Animal	**
Hawk	2GC	60%	2FP/day	Hunting	NA
Hippogriff	5GC	40%	4FP/day	Combat, riding	Average
Mule	5SC	75%	4FP/day	Portage, riding, pulling	NA
Ox	12SC	60%	6FP/day	Portage, pulling	NA
Riding Camel &	5GC	80%	4FP/day	Riding, portage	Average
Riding Horse I	3GC	100%	3FP/day	Non-combat Mount	Poor
Riding Horse II	6GC	90%	3FP/day	Non-combat Mount	Average
Riding Horse III	12GC	70%	3FP/day	Non-combat Mount	Good

Riding Horse IV *	25GC	30%	3FP/day	Non-combat Mount	Superior	
Small Bird	5BB	75%	1/2FP/day	Pet, detection	NA	
War Camel &	10GC	50%	5FP/day	Riding, combat	Good	
War Eagle	6GC	20%	3FP/day	Combat	No Hunting	
Warhorse I	4GC	100%	3FP/day	Combat Mount	Poor	
Warhorse II	8GC	80%	3FP/day	Combat Mount	Average	
Warhorse III	16GC	50%	4FP/day	Combat Mount	Good	
Warhorse IV *	40GC	10%	5FP/day	Combat Mount	Superior	
*VERBAL COMMANDS		FOOD ANIMALS			HUNTING ANIMALS	
Dog I	1D3+1	ANIMAL	FP/Day	Slaughtered	ANIMAL	FP GAIN/day
Dog II	1D6	Bull (Steer)	NA	350	Dog I	1
Dog III	1D6+4	Cow	5	250	Dog II	2
Horse IV	1D3	Goat	2	40	Falcon	1D6
Griffin	1D3+4	ANY	NA	2FP/pound	Hawk	1D6+2
					Eagle	2D6

* The dog adds **Rating * 5** to your success chance when you hunt. If you succeed the FP gain is increased by the number stated. For the birds, there is an 60% chance of gaining the FP when you use them to hunt. While doing so you may not hunt yourself.

** If the species of goat has fine wool, double the price.
& Only available in the Desert.

Animal Equipment Table

Item	Cost	Avail.	Weight	Normal Usage
Leather Barding	2GC	80%	15	Light Armor for War or Riding Horse
Chain Barding	15GC	60%	50	Chainmail for Warhorse
Full Barding	60GC	20%	100	Plate Mail for Warhorse II and up
Bridle	3CC	100%	1 1/2	Used to control Mount
Saddle	3SC	100%	6	Allows Mount to carry a rider and small loads
Spurs	2CC	80%	1/4	Used to influence recalcitrant mounts
Blinders	2BB	100%	1/2	Restrict animal's vision to the front
Horse Harness	1SC	100%	5	**
Donkey Harness	5CC	100%	3	***
War Leather	5SC	80%	3	Leather Armor for Dogs II and III
War Mail	5GC	40%	10	Chainmail for Dog III
Dog Harness	2CC	100%	2	*
Bolas	1SC	40%	2	Used to capture animals. ##
Ox Yoke	1SC	100%	10	****
Goad	1CC	100%	1	Used to handle large animals
Whip	5CC	100%	1	Instrument or punishment. #
Eagle Hood	1CC	100%	None	Control Hood - Eagle and War Eagle
Hawk Hood	4BB	100%	None	Control Hood
Falconer's Gauntlets	1CC	100%	1/2	Protect arm from landing birds
Whistle	1BB	100%	None	Recall trained bird
Jesses	2BB	100%	None	Control and locate trained bird
Falcon Hood	1BB	100%	None	Control Hood

* Allows dog to pull small sledge or a pack on its back. Not used by Dogs II or III

** Allows horse to pull wagon or sledge. Used with Draft Horse, Mule, Riding Horses I and II only.

*** Allows Donkey or Burro to pull Small wagon or carry loads.

**** Allows Ox to pull Wagon or Sledge

At Referee's option may be trained in, and used, as a weapon.

Specific training required. Use values listed for Miscellaneous Throwing Weapons.

NOTE – At the referee's option, other creatures may be trained. Skill in Husbandry is required to train any creature.

Armor Table

Armor Type	Cost	Avail.	Weight	Value Description
Banded Ring	1GC	80%	9	Metal rings banded w/leather strips
Brigandine	3GC	60%	14	Scale, covered with cloth
Buckler	4CC	100%	4.5	Small leather and wood shield
Chainmail	15GC	60%	50	Small rings interlocked as mesh.
Helmet, Cloth	8BB	100%	1	A thick cloth skullcap or turban
Helmet, Leather	2CC	100%	2 +1	Metal banded skullcap
Helmet, Metal	1SC	100%	4 +2	All metal skullcap with flaps.
Helm, Full*	1GC	60%	8 +3	All metal helmet with visor
Leather Armor	6CC	100%	5	Leather studded with metal
Quilted Armor	9CC	100%	4	Thick padded cloth
Plate Armor	135GC	20%	90	Plates completely covering chainmail
Plate Armor, Ornate	200GC	5%	90	Ornate Plate covering chainmail
Plate Mail	45GC	40%	75	Chain with plates in strategic positions
Ring Mail**	5SC	90%	6	Metal rings interlocked
Scale Mail	2GC	70%	12	Metal, bone, etc. sewn on leather
Shield, Banded	3SC	100%	8	Wood Banded with metal
Shield, Metal	3GC	50%	12	All metal

*This Helm is worn with Plate Mail and Plate Armor. Reduce its AV by ONE if worn with other armors.

**Ring Mail may be worn over Leather or Quilted armor. This is the only case where more than one suit of armor may be worn at the same time.

Buildings/Property

Property Type	Cost	Descriptions
City Estate	200GC	3 stories with full basement, size at least 100*50 feet. Land included
City Land	1GC	50 square feet
City Palace	500GC	Minimum cost, size at least 120*80 feet. Land included
Country Estate	2000GC	Large estate **
Farmland	1SC	One acre with good soil
Forest	2SC	One acre with good timber
Hovel	5CC	15*15 foot, one story, poorly constructed. Land is extra
Inn or Hotel	*300	Multiply factor times the cost of a night's lodging. The result is the minimum amount the owner will accept or the minimum to build
Noble House	80GC	3 story with full basement. Land included
Other Land	2CC	One acre of marginal or poor land
Peasant House	4SC	20*15 foot, 1 1/2 story with root cellar. Land is extra
Small Manor	30GC	2 story with full basement. Land included
Wizard Tower	Varies	30' foot diameter stone tower. ***

** Has a minimum of 500 acres of mixed land types and multiple buildings. The Manor House is at least 120*80 feet.

*** The base cost is 100GC per above ground level and 200GC per basement level. The amount of land included depends on the wizard's reputation and where he tries to build it. The structure should be at least three stories with one basement level (500GC).

NOTE – If the Player wishes to purchase other buildings the referee will determine the cost based on the values given above.

Climbing Supplies

Item	Cost	Weight	Description
5' of Rope	2BB	1/4/5'	Used to bind and climb
2' of Cord	1BB	1/4/12'	Light rope used in binding and tying only
1' of Fine Rope	2BB	1/4/10'	A Climber's Rope, thin and strong
Grappling Hook	1CC	1	Attached to rope to grab protuberances
Iron Spike (each)	1BB	1/8	Various uses
Climber's Hammer	1SC	2	Used to pound spikes

Clothing Table

Item	Cost	Weight	Description
Bandolier	3BB	-	Leather band with loops running from shoulder to waist on other side.
Belt	5BB	-	Leather Strap for binding clothing around the waist
Boots	5CC	2	Mid-calf to bottom of feet
Canvas	1BB	1/4	Cost and weight per yard
Cap	2BB	None	Cloth cap for head. Double cost for leather
Cloak	3CC	1	Knee length cloth. Weighted if desired
Coat	6CC	3	Heavy garment covering from shoulders to mid calf. Double cost and weight is leather.
Cowl I	3CC	1/2	Robe with hood
Cowl II	5CC	1	Cloak with hood
Dress	1CC	1/4	Mid-calf to Ankle length sheath. Common garment for women
Fine Cloth	6BB	1/10	Cost and weight per yard
Gauntlets	1SC	1	Thick leather gloves with metal studs. Used in combat
Gloves	2CC	-	Cloth hand covering. Double cost for leather
Gown	1SC	1/2	Fine dress for woman
Hat	2CC	-	Full hat for head. Double if leather. Quadruple for fine materials
Jerkin	3CC	1	Waist length leather shirt
Lingerie	1CC	-	More or less provocative nightwear.
Normal Cloth	1BB	1/10	Cost and weight per yard of common homespun fabric
Ornate Footwear	1GC	1/2	Finely crafted covering for feet
Pants	1CC	1/2	Waist to ankle cloth covering. Double cost for Leather
Riding Tunic	4BB	-	Abbreviated Dress used when mounted
Robe	1CC	1/4	Ankle length cloth garment
Sandals	2BB	1/8	Leather covering for bottom of feet
Silk	3CC	1/10	Cost and weight per yard
Slave Silks	1SC	-	Revealing light garments worn by pleasure slaves
Tunic	6BB	1/4	Mid thigh length cloth shirt
Underwear	2BB	-	Miscellaneous garments worn under clothing

NOTE – The Clothing types represent general classes made with common materials. The referee can vary all prices listed by a factor of 20 in either direction to reflect quality of workmanship (RU). If fine material is used multiply the result by six. If Silk or other elite material is used multiply by thirty. EXAMPLE – A common gown can range in price from 5BB to 2GC. Made with fine material it can cost up to 12GC. Using silk the cost can be as high as 60GC.

Hirelings

Profession	Minimum Cost	Avail	Description
Bearer	3CC/month	100%	Person for general service, no combat
Crier	2BB/day	100%	Person to spread message in city
Horseman	4SC/month	50%	Trained soldier. Random equipment and mount
Magician	MEL GC/month	20%	Trained in Wizardry, no combat training
Messenger	1SC/10 miles	*	Message carrier. Paid in advance
Soldier	2SC/month	80%	Trained Soldier with random equipment
Specialist	3SC/month	50%	Trained in an Educational specialty. No other training

* 100 - (Miles/10(RU)) is the base Availability. Double cost if the messenger must travel to a foreign nation.

NOTE - For soldier and horseman add 5CC to the cost per OCV-2. If the hireling is to be taken out of the area in which he is hired, the cost is double and 2 months must be paid in advance. Cost figures are an average. The actual pay must be negotiated.

Lodging and Entertainment Table

Location/Item	Lodging Cost	Meal Cost	Cost Descriptions
Ale or Beer	-	1BB	Mug of Beverage
Cheap Wine	-	1BB	Glass of wine
Good Wine	-	5BB	Glass of wine
Fine Wine	-	2CC	Glass of wine
Goideli Wine	-	1SC	One ounce glass (whiskey) *
Peska	-	Q CC	4 ounce glass. Q is 1-10.
Quarts	-	*5	Beer and Ale
<i>All quarts come with a container</i>	-	*15	Wine
	-	*20	Goideli Wine
	-	*10	Peska
Ship Meals	-	1CC	2FP from ship stores
Farmstead	*	*	Common rural dwelling
Roadside Hostel	5BB	2BB	Lodging in Common Room and, 2 FP meal. Outside of cities on roads.
Inn - Cheap	1CC	3BB	City inn, poor district. Common lodging, 2 FP meal
Good	3CC	6BB	City inn, poor or market district. Lodging and 2 FP
Fine	1SC	1CC	City inn, market or noble area. Lodging and 3 FP meal
Superior	3SC	3CC	City Inn, elite area. Lodging and 3FP meal
Home	Station **	-	Station CC, meals and amenities included
Hotel - Fine	5SC	-	Meal and private room included with lodging.
Superior	1GC	-	Meal, private room and some amenities included.
Personal Service	-	***	Services ranging from in room servant to a companion for the night.
Private Room	*2	-	Private Room in Inn

* 1/10th cost in Goidan. 1/5th in nearby Fomorian kingdoms and Kolar peninsula.

**If owner influenced to take you in, no charge. If not, no staying without conflict.

***The average price equals the lodging cost for the inn or hotel. Actual cost negotiable based on the type of service, i.e. maid is less than average, courtesan is more.

Magic and Special Goods

Item Type	Cost	Weight	Avail**	Description
Book/Scroll	3GC	1	5 (40)	Contents up to referee. Factor of 10 cost variation
Elven Armor	*40	*1/2	5	Scale and chainmail only
Elven Arrows	*20	*1	20	One arrow
Elven Bow	*25	*1	15	Elf bow (composite only)
Elven Weapon	*25	*1/2	15	Elven weapon, common type
Dwarf Ale	5SC	5	35	Quart of average ale
Dwarf Armor	*60	*1	10	Quality iron. Chain, ring, platemail only
Dwarf Weapon	*40	*1.25	20	Sword, Axe, Mace, Dagger, Spear
Jewelry, Gems and Jewels	V	V	20 (80)	Referee will determine the value. True value unknown to player unless has skills
Magic Armor	*100	*1	5	Magic form of Common Armor
Magic Weapon	*100	*1	5	Magic form of Common weapon
Paraphernalia	1GC	Varies	20 (80)	Items of varying type, i.e. Staffs, wands, rings, goblets, maps. Price can vary by a factor of 100
Potions/Elixirs	2GC	1	30	Sixteen ounces. Various magical and non-human beverages and powders.***

**Chance of finding someone who says he has the item and will sell it. The chance it is authentic is 60%. If not, the Character is being conned. The value in parentheses is for non-magical items with no special value in play.

*** All attributes determined by the Referee. Factor of 10 cost variation.

NOTE - All numbers in **Avail** are percentage chances. The Referee must vary the costs and chances based on his campaign locale and mythos. In some areas, they will be less or greater. In my own campaign the chance of finding a Dwarf weapon could be as much as 40% in Caldo. In A'Korchu, the chance of finding Dwarf or Elf weapons is nil (at most 1%). They have been exterminated on the home island.

Medical Aids

ITEM	COST	WEIGHT	DESCRIPTION
Burn Ointment ****	1CC	1/16	One ounce of ointment. Used for burns
Healing Herbs ***	6BB	1/16	One ounce of healing balm for any wounds except burns
Healing Kit	1SC	2	Small bag ##
Roll Bandage	1BB	1/4 for 25'	Cost per foot *
Scalpel	2CC	1/4	General cutting tool. #
Soothing Herbs	2BB	1/16	One ounce of herbs. **

NOTE - The items above are common knowledge medical items. Other items can be used. All require the services of a Healer and/or Magic User. Non-Healers receive only the benefits listed above.

NOTES

* Bandaged wounds have +5 HC. **1D6** feet of bandage is required each time bandaging is necessary.

** Calms pain. While effected movement allowed at one level above your actual damage level for MR reductions. 1/2 ounce required per time employed.

*** 1/4 ounce is required per use. Increases HC by 10% (RU).

**** On burns it has the affect of Soothing Herb and Healing Herb. 1/4 ounce used per time.

Used for Poison extraction. If used in time, increase Poison Resistance by the Healer's **EL*2 or 2**, whichever is higher.

Contains 25' of Bandage, 3 ounces of Soothing Herb, 3 ounces of Healing Herb, 1 ounce of Burn ointment and a scalpel. Healers must have this kit to use their full EL.

Miscellaneous Items

ITEM	COST	WEIGHT	DESCRIPTION
Chain	8BB	3	3' heavy iron chain
Chain, Elf	2SC	2	3' heavy silver chain *
Compass	1SC	1	Direction finding tool using lodestone
Hatchet	8BB	1	Tool. Usable as Throwing Axe, -1 WSB
Hoe	1CC	2	Tool. Usable as Axe, -1 WSB
Ink	1CC	-	One ounce in bottle. Used in writing
Musical Instrument	V	V	Referee will vary price charged by type of instrument
Nails	1BB	1/4	20 small iron spikes
Other Tools	V	V	As determined by the Referee
Paper	4BB	-	8 by 11 inch sheet
Parchment	2BB	-	10 by 12 inch sheet for writing
Pick	5CC	6	Tool. Can be used as Axe, 0 WSB
Pitchfork	2CC	2	Tool. Usable as Spear, -1 WSB
Plow	6BB	5	Tool. Used to till field
Quill	1BB	-	Writing implement
Religious Symbols	1SC	V	Symbol of god. Price can vary by a factor of 100 in either direction (1BB to 10GC)
Scroll	6CC	1/4	10' roll with winding bar. Used for writing documents
Shovel	4CC	3	Tool. Usable as Club, -1 WSB
Sledge Hammer	1SC	8	Tool, 0 WSB as War Hammer
Trowel	3BB	1/2	Tool. -2 WSB Fighting Dagger
Work Hammer	2CC	1	Tool, -1 WSB as Mace

*Only chain that can be used safely in restraining a member of the Sidh.

PERSONAL ITEMS

ITEM	COST	WGHT	DESCRIPTION
Bowl	3b	½	Small wooden bowl, holds 1 pint of soup or stew
Cup	2b	¼	Small wooden cup, holds eight ounces of liquid
Drinking Glass	3CC	½	Small, thick-walled glass for wines. Holds eight ounces
Goblet	1CC	1	Pewter goblet for drinking. Holds eight ounces
Plate	2b	½	One-foot diameter plate for eating on
Tin Plate	7b	½	Nine-inch diameter tin plate for eating
Spoon	4b	--	Simple wooden spoon
Tankard	4b	1	Wooden tankard, holds one pint
Pewter Tankard	7b	1	Pewter tankard, holds 1 pint
Skillet	3CC	2	Medium iron skillet for cooking
Pot	20CC	15	Beaten iron cauldron for cooking, holds 1 gallon
Cooking Oil	8b	1	One pint, container extra. Used for cooking
Whetstone	8b	½	Abrasive stone used to sharpen cooking knives or combat blades
Fishing Net	2CC	1	5' x 5' net (+2 to Survival EL foraging for food in waterways).

Transport Table

Vehicle	Cost	Weight	Description
Cart	8CC	15	Light wagon, pulled by one animal. Surface area 2' by 3'. Height 2 1/2'.
Sledge	1CC	20	Dragged wooden Platform. Surface area 3' by 6'
Small Wagon	1SC	35	Pulled by One or Two animals. Surface area 4' by 6'. Height 3 1/2'
Wagon	5SC	70	Pulled by up to Four animals. Surface area 4' by 8'. Height 4'
Large Wagon	2GC	150	Pulled by up to Eight animals. Surface area 5' by 10'. Height 5 1/2'
Great Wagon	6GC	400	Pulled by up to Twelve animals. Used as dwelling by some Nomads. Surface 6' by 12' minimum. Height 10'
Small Travois	3BB	3	Pulled by dog, donkey, burro or man. Surface area 1' by 2'
Travois	2CC	9	Pulled by Horse or mule. Surface area 2' by 6'
<i>To draw any of the above vehicles, the animal pulling it must be harnessed</i>			
Litter	1BB	2	A device for carrying a wounded person. *
Palanquin	5GC	60	Noble vehicle carried by four to six bearers. Surface area 3' by 5'. Height 4'

* Requires two people carrying. Person carried in this way gets the benefit of rest if he does nothing else.

Travel Charges

Travel In/Past	Cost	Description
Caravan	1CC	Paid per 20 miles traveled with Caravan. **
City Gate	1CC	Cost to enter fortified city ***
Merchant Ship	2CC	Paid per 20 miles, food extra. **
Other Ship	V	Negotiated with the Captain
Passenger Ship	1SC	Paid per 20 miles. Food and amenities included. **
Road Station	1CC	Tariff levied per person or animal
Shipping Cargo	1SC	Per 100 miles one animal transported. **
<i>All travel charges are per individual. Animals larger than Horse sized cost double.</i>		

** Payment in advance.

*** Not all cities access this fee. Most who do only charge foreigners. The more restrictive the culture or city the higher the fee will be. It can increase or decrease by a factor of ten.

Travel Equipment and Supplies

ITEM	COST	WEIGHT	DESCRIPTION
Ale	5BB	3	One quart of Ale, container extra. 1 FP
Back Rack	1CC	2	Holds 2 Large Bags, 3 Bags or 5 Sacks. @
Bag - Sack	1BB	-	Capacity 10(20). (10 lbs held, 20 in Back rack).
Bag - Small	3BB	-	Capacity 20(50). As for Sack
Bag - Large	5BB	-	Capacity 30(75). As for Sack
Bag Strap	1BB	-	Attaches to a Bag for carrying over the shoulder
Bedroll	3BB	2	Blanket and bedding
Beer	4BB	3	One quart of Beer, container extra. 1 FP
Belt Pouch/Purse	2BB	-	Capacity 2(5) (2 lbs held, 5 on belt).
Blanket	2BB	1	Blanket
Candle	1BB	1/4 (10)	Lighting tool
Candle Lantern	1CC	1	Holds one candle
Cheese	3BB	1	One pound of cheap cheese (8FP)
Flask - Glass	6BB	1/4	Four ounce container with cork
Flask - Metal	2CC	1/2	Eight ounce container with cap.
Flint And Steel	5BB	1/4	Used to light combustible material
Flints	1BB	-	Five replacement flints
Fresh Meat	2BB	1	5FP perishable meat. Usable for Character or Carnivore*
Fuse	1BB	-	1" of oil soaked material ##
Grain	1CC	10	40 FP bagged. Usable by herbivores and people
Jar I	5BB	1	Ceramic with cover, one quart
Jar II	1CC	2	Ceramic with cover, two quarts
Jar III	3CC	3	Ceramic with cover, one gallon
Keg I	*12	*15	Ten quart keg. #
Keg II	*25	*30	Twenty quart keg
Keg III	*50	*50	Forty quart keg
Naphtha	1SC	1/4	One ounce, container extra, used in Warfare
Oil	1CC	1/4	Four ounces, container extra, used for Lighting
Oil Lantern	4CC	1	Holds four ounces of oil, contains wick
Other Foods	1D6BB	V	**
Peska	2D10CC	2	Addictive healing beverage. ****
Salt	5CC	1/4	Four ounces, container extra *****
Skin I	2BB	1/4	Sixteen ounce container with cap
Skin II	4BB	1/4	One quart container with cap
Skin III	8BB	1/2	Five quart container with cap
Skin IV	2CC	1	Fifteen quart container with cap
Strap	1BB	-	Carrying thong for all containers except kegs
Tar	1CC	3	One quart. Used in lighting and as protective
Torch	3BB	1	Tar headed stick for lighting
Travel Ration	1BB	1/4	1FP of non-perishable, dried meat
Vial I	3BB	-	One ounce pottery container with cork
Vial II	6BB	1/4	Four ounce pottery container with cork.
Vial, Glass	*10	-	Translucent, fragile
Vial, Porcelain	*3	-	Fine porcelain. More durable and attractive
Water	1BB	3	Two quarts of potable water, container extra
Wick	1BB	-	Replacement wick for oil lantern
Wine - Cheap	5BB	1	One quart, 1FP, container extra
Wine - Good	1CC	1	One quart, 2FP, container extra
Wine - Fine	5CC	2	One quart, 2FP, sold in bottle
Wine - Superior	2SC	2	One quart, 2FP, sold in bottle

Wine - Goideli	4SC	2	One quart, sold in bottle. ***
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* Edible for five days after purchase.

** Sugars, Fruits, Dried Fruits, etc. The Referee will decide if the item desired is available and how much is received for the amount demanded.

*** A distilled beverage with 4x the potency of the strongest wines. No food value.

**** The quality equals the **cost paid/2 (RD)**.

***** Used as a preservative. In some areas, used as money. Triples the time that Fresh Meat remains edible.

Multiply factors times the cost and weight of the beverage within it.

Used in bombs. Approximate burn rate is 1 second per inch.

@ The cost includes the straps necessary for its use.

TENT TABLE

ITEM	COST	WEIGHT	DESCRIPTION
One Man Tent	6BB	3	Canvas shelter, 2' by 6' in area
Two Man Tent	1CC	4	Canvas shelter, 3' by 7' in area
Four Man Tent	2CC	8	Canvas shelter, 8' diameter circle
Pavilion	4GC	40	Large shelter at least 20' by 20' *
Tent Poles I	1BB	1/2	Pole for 1 and 2 man tents. Two required
Tent Poles II	2BB	1	Pole for 4-man tent. One required
Tent Poles III	3BB	2	Poles for Pavilion. Six required
Stakes	1BB	1/4	Used for putting up tents. Cost per five.
Mallet	3BB	1	Used for pounding stakes
Hide Construction	-20%	+10%	**
Silk Construction	*4	-20%	Pavilions can be made in fine cloth.

NOTES

* For up to 25 people. Can be multi-room construction.

** Any tent can be purchased in Hide. Round up when cost and weight modifications are made.

Slave Chart

Slave Type	Cost Formula	Descriptions
Bondslave	Varies	Person that sells himself to pay debts **
Children	*1/2	Slaves 1 to 16 years old. ***
Field	(S+St) CC	General Labor. Unskilled or untrustworthy slave
Fighting	(OCV*DCV)+EL SC	Trained soldier who is trusted not to turn on his master
House	(I+Ap) CC	Add 1SC per skill. *
Lead Slave	*3 @	Experienced and trusted slave able to train others.
Pleasure	(Em+Ap) SC	Skilled companion. Usually female. #

* If this is a Female slave, double the value determined. House servants are personal servants or House staff.

** Cost = the amount of the debt. It is repaid at the salary rate of the person or 25GC per year, whichever is less.

*** Cost 1/2 of area. Purchaser must train.

Varies intensely with training. For each appropriate skill, increase cost by a factor of one to a maximum of 10x the cost above. If a trained Eroticist, increase by a factor of 3.

@ Triple the value determined for the slave's type. He or she is able to train other slaves of that type, keep a group of slaves in line and, in some cases, administer a household.

EXAMPLE — A fighting slave with an **OCV** of 7, **DCV** of 6 and **EL** of 4 costs 46SC. A Pleasure slave, Empathy 60 and Appearance 40, costs 100SC. If she is a musician, house servant and eroticist, the value is 5*100, 500SC.

NOTE — The Referee determines the actual characteristics. They are not known in detail to the purchaser unless obvious. The honesty of the Slaver determines how close they are to the values the person pays for. Roll **1D10*1D6** for each characteristic.

NON-HUMAN SLAVES

Sidh Slaves are highly prized in many societies. No such slave will be a Fighting or Field slave. All are controlled at all times to keep them from escaping. Their value is no less than triple the values stated. If they escape they kill the owner if an easy chance presents itself. Their first priority always is getting away. Vengeance waits until that is fact.

Dwarves also have value. Given their nature they are rarely enslaved. Rarely one can be a willing Bondslave. When they are slaved, dwarves are used as miners and armorers under rigid, often magical, control. Any dwarf who escapes from such captivity will try to slay his owner before returning to dwarf society.

Weapons

Weapon	Cost	Avail.	Wght	WSB	FV	SKILL
Axe	6SC	100	4	+1(0)	9	Axe
Battle Axe*	12SC	80	6	+2(+1)	11	Axe
Hand Axe	2SC	100	2	0	8	Axe
Throwing Axe***	3SC	75	2	-1	7	Axe
Bow	5SC	100	2	0	NA	Bow
Composite Bow*	4GC	50	2	0	NA	Bow
Longbow	2GC	75	3	+1	NA	Bow
Arrow	2BB	100	1/8	0	6	-
Caltrop	1CC/3	60	1/2 - 3	0	5	-
Arbalest*	48SC	40	8	+4(+2)	NA	Crossbow
Light Crossbow**	24SC	90	3	+1(0)	NA	Crossbow
Heavy Crossbow**	16SC	70	5	+2(+1)	NA	Crossbow
Quarrel	2BB	100	1/8	0	6	-
Fighting Dagger	1SC	100	1	0	6	Dagger
Throwing Dagger	4CC	100	1/2	-1	4	Dagger
Heavy Lance	1GC	60	6	0(+2)	10	Heavy Lance
Bastard Sword	12SC	70	6	+1(0)	10	Heavy Sword
Broadsword	9SC	80	4	+1(0)	8	Heavy Sword
Great Sword*	3GC	50	8	+2(+1)	13	Heavy Sword
Lance	1SC	100	1	-1(+1)	7	Lance
Club	6CC	100	4	0(-1)	10	Mace
Flail	2GC	50	7	+1(0)	9	Mace
Hammer*	1GC	60	10	+2(+1)	10	Mace
Mace	6SC	80	5	+1(0)	11	Mace
Sap	2CC	50	2	0(-1)	NA	Mace
Glaive*	1GC	80	9	0(+2)	10	Polearms
Halberd (Poleaxe)*	2GC	60	12	+1(+3)	14	Polearms
Repeating Crossbow**	12GC	10	4	0(-1)	NA	Repeating Crossbow
Darts	3BB/5	NAz	1/4/ (5)	-1	4	-
Lead Pellets	4BB/5	NAz	1/4/ (5)	0	NA	-
Scimitar	6SC	80	2	0(+1)	9	Scimitar

Tulwar	1GC	60	5	+1(+2)	12	Scimitar
Handle Sling*	5CC	50	1/2	0(+1)	NA	Sling
Sling**	1CC	100	2	+1(+2)	NA	Sling
Sling Projectile	5BB	70	1/2	0	NA	-
Stone, Rock, etc	-	100	-	-2(-1)	NA	-
Javelin	1SC	100	1	-1	6	Spear
Spear	3SC	100	3	0	8	Spear
Pike*	12SC	70	8	+1	10	Spear
Quarterstaff *	1CC	100	6	0	8	Staff
War Staff*	1SC	80	8	+1	9	Staff
Short Sword	3SC	100	2	0	7	Sword
Sword	5SC	100	3	0	9	Sword
Bullwhip	3CC	70	1	0	NA	Whip
Cat of Nine Tails	1SC	60	2	+1	NA	Whip
Knout	3SC	40	2	+1	NA	Whip
Lash	6BB	100	-	-2	NA	Whip

*Two Hands required

**Two hands required to load, may be fired with one hand.

***To throw the weapon effectively the Throwing Axe course must be taken.

NAz If the Repeating Crossbow is available, so are these items.

Special Rules

Arrow	Used with Bow
Bastard Sword	The parenthesized WSB applies when charging on foot. +5 on roll when used while mounted
Broadsword, Axe	The parenthesized WSB applies when charging on foot. No restriction when used while mounted
Caltrop	Nuisance Weapon
Club, Mace, Flail, Hammer, Sap	The parenthesized WSB applies on Shield Hits and when charging on foot. Increase the effective WSB by ONE on Deadly and Severe. For Flail, increase the effective WSB by 2 when charging and mounted
Crossbows (ALL)	The parenthesized WSB applies at extreme range
Darts, Lead Pellets	Used with Repeating Crossbow
Glaive, Halberd (Poleaxe)	The parenthesized WSB applies when used by stationary footman. DOUBLE effective WSB when used against charging, mounted opponent
Great Sword, Battle Axe	The parenthesized WSB applies when charging on foot. Not usable mounted
Heavy Lance	The parenthesized WSB applies when used from a charging mount. Not usable by footmen. DOUBLE the effective WSB against charging, mounted opponents
Lance	The parenthesized WSB applies when used from a charging mount. Increase the effective WSB by 1 against charging, mounted opponents
Pike	As for spear. TRIPLE WSB when used by stationary footmen against charging, mounted opponent
Quarrel	Used with crossbows
Quarterstaff, War Staff	Only usable on foot. Increase the WSB by ONE on Deadly Hits. +5 on attack rolls when charging
Scimitar, Tulwar	The parenthesized WSB applies when used while charging and mounted
Sling, Handle Sling	The parenthesized WSB applies on Deadly Hits

Short Sword, Sword	+10 on roll to hit when thrown. Usable while mounted
Spear	+5 on roll to hit when charging on foot. Increase effective WSB by 1 when used by stationary footman against charging, mounted opponent
Sling Projectile, Stone, Rock, etc	Used with Slings
Stone, Rock, etc	The parenthesized WSB applies when cast with a sling or if the thrower has SB +3 or higher
Whip	A length of braided leather used for striking. In the case of the knout, the whip has a steel ball on the end. Bullwhip and Knout are more than six feet in length. They can be used to try to snare an opponent. The lash and cat are one to three feet. They cannot be so used. Lashes are primarily used with animals. Cats and Lashes are used as instruments of torture. Whips do no damage to a target whose AV or NAV is greater than WSB.

General Explanations

Cost The base price of an item. This value can be varied for rarity. It may be increased or decreased by up to a factor of 5.

EXAMPLE – A suit of Plate Mail can range in cost from 9GC to 225GC. It would be 9GC in a great Armor center and 225GC in a place where it is not made and seldom seen.

EXAMPLE – Factor variation is an amount the base price can be reduced or increased. In example, a book can range from 3SC to 30GC in cost.

Weight The weight of the item in pounds. If X(X) is the listing, the first number is the weight, the second is the number of items that total that weight.

EXAMPLE – 1/4(12') indicates that 12 feet of the material weighs 1/4 pound.

Avail. The chance the item is available. This roll is not taken in starting a Character. It is once play begins.

Strength A factor that is added to damage scored. To use it, the Character's **SB** must be at least equal to that listed for the weapon.

EXCEPTION – The SB of the player does not matter for use of parenthesized strength values. They are received as part of the weapon's use in particular situations.

Fatigue If the optional Weapon Breakage system is used, Fatigue is the basic resistance of a weapon.

Experience

There are two types of Experience:

- A) Combat Experience.
- B) Magic Experience.

Combat Experience is only gained in Combat. Magic Experience is gained through the successful use of Magic.

Combat Experience Gain

Per Hit Point scored on an opponent, excluding damage scored with a spell, the Character receives the target's **CDF** in Combat Experience Points.

EXAMPLE — If the **CDF** of a target is 2, 7 hits are worth 14 EP. If the **CDF** is 7, 7 hits are worth 49.

Other gains: Combat

Expertise

For each skill used in combat, except magic, the Character receives **CDF*2** CEP. If the skill succeeds against targets with varying **CDF** values, the HIGHEST is used to determine the Expertise gain.

EXAMPLE — A Character fights a person with a **CDF** of 1. He receives 2 EP in each skill used. If he fights a **CDF** of 1 and a **CDF** of 3 he gets 6 EP per skill used on both.

Characteristic Points

Per 50 CEP a Character gains he increases any modifiable characteristic 1. In determining the number of points earned (RU).

EXAMPLE — A Character earns 124 Combat Experience Points. He gains, $124/50$, 3 CEP.

EXCEPTION — To earn characteristic points, the Character must get at least 10 CEP in the encounter. If he gets less no characteristic points are gained.

Magic Experience Gain

The number of **MEP** gained when a spell succeeds depends on the type of spell used. The following rules apply:

A) A spell used to inflict physical damage or used offensively to cause something to happen to another:

$$\text{Victims' MDV} * (\text{EL} + 2)$$

B) Any other spell:

$$\text{Base Mana Cost} * (\text{EL} + 2)$$

IMPORTANT — In cases where multiple targets are affected the magic-user gains MEP for the highest MDV ONLY.

EXAMPLE — A fireball torches four men, **MDV1**, **MDV2**, **MDV2** and **MDV4**. It is **EL4**. The caster receives 24 MEP for affecting **MDV 4**.

Other Gains: Magic

Expertise

Using the cases specified above the expertise point gain in the spell used is:

A) Target's **MDV*2**

B) **Base Mana Cost*2**

Failure

When a spell is attempted, and fails, the magic-user receives ONE expertise point. He does not receive magic experience or characteristic points. When abysmal failure occurs, the magic-user receives nothing. His failure is total. He learns nothing from it.

Characteristic Points

Per 25 magic experience points gained (RU) the magic-user receives ONE characteristic point. Points gained through the use of magic may NOT be used to increase Strength, Agility or any unmodifiable characteristic. No characteristic points are gained due to failure or abysmal failure.

Creature Difficulty Factor

The **CDF** of an opponent equals $(\text{HPV}/10) + (\text{MEL}/2)$. (RU) before adding the resulting values. Where the creature has a power expressed as a **BL**, $\text{BL}/2$ is also a factor.

EXAMPLE — A Troll, **HPV** 40, has a **CDF** of 4. A Wizard, **HPV** 28, **MEL** 11, has a **CDF** of 9. The total value of the Troll is 160 points. The value of the Wizard is 252.

Encounter Resolution

Full points are gained if the encounter is resolved successfully from the character's viewpoint. For an encounter to be successful, the opponent faced must be:

- A) Killed.
- B) Driven Away.
- C) Captured.

Encounters that end with the Character being driven away yield 25% of the Experience determined (RD). If he is captured he receives 50% of the Experience (RD). A Character receives no points if he is killed.

All Experience gains are per encounter or conflict. They are awarded at the end of the encounter AND before the next encounter commences. No points are gained when the target affected is not free to resist, i.e. he is bound, unconscious, etc. If magic is used at this time, points are gained ignoring this restriction. **EXCEPTION** — If the Character is an Executioner he may gain Expertise in his skill by attacking helpless targets.

Death Wounds

When the wound struck is sufficient to drive the victim into unconsciousness or kill, the person that scored the hit receives his normal experience for the hit points scored OR experience based on, whichever is less:

$$\text{Remaining HPV} + (\text{Target's DTV} * (-1))$$

EXAMPLE — Vlad scores a 37-point deadly hit on a wolf that has 5 hits remaining and a **DTV** of -3. Its **CDF** is 2. Vlad receives 16 experience for this blow.

When more than one person hits a creature in a phase where it becomes unconscious or is killed, all will receive experience points as specified above.

EXAMPLE — Vlad, Jaxom and Carroak hit the same wolf on the phase of its death. They each receive 16 CEP if the hit points they inflicted warrant at least that much.

Where the creature being fought is operating on a berserk **DTV**, and it is into its **DTV** on the phase that it is killed, only the remaining $\text{DTV} * (-1)$ is considered to determine the points gained from the killing blow.

EXAMPLE — Saryan fights a creature with a $-6 * \text{DTV}$. On the phase he strikes the deathblow, it is at -2. He receives, given a **CDF** of 3, $-4 * (-1) * 3$, 12 CEP.

Combat Experience Levels

The table shows the TOTAL combat experience points required to reach each level.

Combat Experience Levels

CEL	Point Total	CEL	Point Total	CEL	Point Total
0	0	8	3000	15	22000
1	40	9	4200	16	30000
2	100	10	5500	17	40000
3	250	11	7000	18	52000
4	450	12	9000	19	66000
5	750	13	12000	20	80000
6	1200	14	16000	21+up	+NEL*1000
7	2000				

EXAMPLE - If a Character has 40 to 99 **CEP** his **CEL** is 1. To reach **CEL22** he needs $(21*1000)+(22*1000)+80000$, 123000 **CEP**.

Magic Experience Levels

The table shows the TOTAL magic experience points required to reach each level:

Magic Experience Levels

MEL	Point Total	MEL	Point Total	MEL	Point Total
0	0	8	2400	15	32000
1	20	9	4000	16	42000
2	40	10	6000	17	54000
3	80	11	9000	18	68000
4	150	12	13000	19	84000
5	300	13	18000	20	100000
6	600	14	24000	21+up	+NEL*2000
7	1200				

EXAMPLE - A Character with 80 to 149 **MEP** is **MEL3**. To be **MEL21** 142000 are needed.

Restrictions

A) **MEP** are only gained by trained magic-users, Natural Magicians and Character's with a castable Innate Power.

B) No **MEP** are gained using an item or artifact that produces a spell without mana expenditure on the part of the user.

C) The Level increase as a result of a given encounter, for Combat or Magic, is unlimited.

EXAMPLE - A Character has 47 **MEP**. He kills a Creature and gains 120 **MEP**. His **MEL** advances from 3 to 5.

D) No characteristic may increase more than 10% of its Current Ability rating from a single encounter. (RU) in determining the Maximum Limit.

EXAMPLE - If the Current Ability is 8 a characteristic can be increased by 1. If it is 34 it can increase by 4.

E) No more than 50% of the characteristic points earned in an encounter may be assigned to one characteristic. (RU) in determining the Maximum Limit.

EXAMPLE - A Character earns 3 characteristic points. The most he may assign to one characteristic is 2. The other point is assigned to another. If it cannot be, it is taken as an experience point.

F) Expertise Points gained that exceed a Character's current maximum **EL**, and cannot be applied, are taken as Combat or Magic Experience, whichever is applicable.

NOTE - Sections (D) and (E) above are entirely optional. Ignore them if you so choose.

Training

Beyond the method specified previously, Characters can increase a modifiable characteristic through training. Training is the allocation of time to the increase of a characteristic.

Per FOUR days allocated, the characteristic is increased by 1. With an instructor, only THREE days is needed. The maximum number of points that can be gained through training equals:

Native Ability PLUS (assigned multiplier times 2).

EXAMPLE - A Character has a native Ability of 16 in Strength. His multiplier is 3. He may gain, $16+(3*2)$, 22 points through training his Strength. The time to do so without an instructor would be 88 days.

For days of training to have the desired effect, all days required to raise a characteristic 1 point must be allocated within 2 weeks, i.e. within 14 days of the expenditure of the first day to gain the increase.

EXAMPLE - On Day 1 a half-day is allocated to Stamina training. Unless the remaining 3 1/2 days are allocated by the start of day 15, the half-day is wasted.

NOTE - Training requires dedicated effort to succeed. Failure to maintain the regimen is the same as not doing it at all. In setting up a Character, Players may train at 1/2 the cost specified above. They receive one characteristic point per two Expertise Points allocated. No time is expended when players train at this time.

Problem Solving

Problem solving is the use of characteristics and/or skills in the game environment to perform desired actions and eliminate potentially serious difficulties.

The Referee will, based on the situation, determine chances of success that employ applicable characteristics and/or skills. The sections that follow detail a method for doing this.

Characteristic Use

When characteristics are used to define the chance of solving a problem the Referee determines:

- A) Which characteristics apply.
- B) The difficulty of the problem.

Based on the difficulty of the problem and the number of characteristics involved, the Referee assigns a multiplier or divisor. The table is used for this purpose.

Multipliers for Problem Solving

Difficulty of the Problem	Number of Characteristics		
	One	Two	Three
Easy	*3	*2	*1
Moderate	*2	*1	/2
Difficult	*1	/2	/3
Very Difficult	/2	/3	/4
Impossible	/3	/4	/5

* = times / = divided by

IMPORTANT – In all divisions above (RD). All rolls are taken with D100. If the chance is .GT. 100 success is automatic. Where the Referee considers the task to be impossible, the divisor listed is the MINIMUM divisor. A divisor up to twice that listed may be applied if he wishes. In all cases, the Referee determines whether Partial Success is appropriate. Unless he specifies that it is the action either succeeds or fails. No Partial Success applies.

Characteristic Applicability

The Referee chooses the characteristics used to solve a problem based on his impression of what attributes are tested. The basic descriptions below may be used to guide this choice.

Strength – This is a rating of physical power. Problems that must be overpowered, physically moved or that entail vigorous, powerful action use Strength as a factor.

Stamina – Physical toughness and staying power. Actions that require the Character maintain a level of activity over a period of time, resist fatigue associated with the performance of action or otherwise respond with stubborn tenacity require Stamina.

Dexterity – The Character's ability to rapidly maneuver his limbs and perform precise actions with hands and/or feet. Actions that require quick, or precise, arm or leg movements in resolution use Dexterity. Those that require precise manipulation of an object also apply Dexterity.

Agility – This is the Character's body sense and ability to maneuver his body as a whole. Problems that require quick body movement, precise positioning or exact awareness of body position should use Agility.

Intelligence – The mental power of a Character. Problems that require logical analysis, rational judgment or a calculated response require Intelligence as a factor.

Will – The Character's mental toughness. Tenacious, stubborn or resolute response to a problem measures Will. Also, those problems that require a Character to resist intimidation, on a physical or mental level, use Will.

Eloquence – A Character's mental dexterity. It can be viewed as his ability to think quickly. Problems that require a person to be convincing in interpersonal relations, think quickly or respond with mental rapidity require Eloquence.

Empathy – Empathy reflects the ability to understand the persons or things encountered on an intuitive basis. It is applied in

cases where the Character is dealing with an unknown, trying to deal with a surprise, attempting to relate to other creatures or in any situation where an intuitive understanding of a problem is beneficial.

Constitution - The physical health of a Character. Constitution may be applied in situations where health can influence survival.

Appearance - The physical beauty of the Character. Appearance may be used in interpersonal relations where a Character's beauty is beneficial.

EXAMPLE - A Character is being tortured. He does not want to respond to the questions. Will is used to determine his chance. At the Referee's discretion Stamina may be used as well.

In another situation, a Character decides he wants to jump from a Charging horse and tackle someone. The jump requires Agility. The tackle demands Strength and Dexterity. The Referee may also require Empathy or Intelligence to determine if the Character picks the right time to start his leap and/or guesses where his target will be correctly. If he misses, Agility and Dexterity determine his chance of landing unharmed.

BONUS METHOD (optional)

The system above requires time and a great deal of dice rolling. If you think that is cumbersome, or want the situation to move more rapidly, the Bonus Method can be used. In this method the Referee determines a number for a given problem. If the Character's applicable bonuses are greater than that number he succeeds. If they are equal he gets a partial. When they are less he fails.

To use this system each player must record the applicable bonus for all ten of his characteristics. When they attempt an action, the Referee decides how difficult it is. This done, he determines a number on the table below and compares the character's bonuses in the relevant characteristics to that number.

BONUS METHOD PROBLEM SOLVING

DIFFICULTY	DICE ROLLED	DIFFICULTY	DICE ROLLED
Easy	1D3-1	Very Difficult	1D6+3
Moderate	1D6-1	Impossible	1D6+5
Difficult	1D6+1		

EXAMPLE - A large boulder is hurtling down on a character. He has seconds to step aside. The Referee determines it is a difficult situation and rolls 1D6+1. He gets a 4. He decides D and E apply. The character's DB is +3. His EB is +2. He evades the boulder.

If the situation is one where characters could reasonably work together, apply the bonuses for the character who stated what was being done to resolve the problem and add one per person helping.

EXAMPLE - The character that came up with the solution for a difficult problem has five bonuses in applicable characteristics. Two characters are helping. His value for resolving the problem is SEVEN. Unless the roll of 1D6+1 is 6, the party succeeds.

Skill Use

Where a given skill applies to an action a Character attempts it may be used in Problem Solving. The chance of success, based on the Referee's estimation of the difficulty of the problem, is determined with the table below.

Multipliers for Skill Use

Difficulty of the Problem	Skill Type	
	"or 80"	Other*
Easy	*2	*20
Moderate	*1	*10
Difficult	/2	*5
Very Difficult	/3	*3
Impossible	/5	*1

EXAMPLE - A barbarian wants to track an unskilled man who is trekking through the barbarian's lands. This is easy. The **Tracking EL*20** is his chance of success.

A thief wants to trail an experienced assassin through a city the thief just entered. This is very difficult. The **Trailing EL/3** is his chance.

NOTE - In all divisions RD).

Characteristic and Skill Combinations

In certain situations both characteristics and a skill apply to a problem. When this is the case, the value of the skill, after multiplication or division, is used as a characteristic.

EXAMPLE - In the case above a thief attempts to trail an assassin. The Referee can specify that Empathy and Trailing apply to this very difficult problem. The thief has Empathy of 42 and Trailing of 75, $(42 + (75/3))/2$ yields a 33% chance of success.

IMPORTANT - No characteristic that is one of those used in the maximum EL formula for a skill being used should be added into the problem as an influencing factor (Its weight is already reflected by the skill).

Restrictions

The following rules should be used in the Problem Solving system:

- No more than THREE characteristics should be used for any one problem.
- No more than one skill should be applied to any one problem.
- Where both characteristics and a skill are applied, no more than three factors should be applied, i.e. the skill applies as a characteristic towards the limit of three.
- Any success chance of 100 or higher is automatic success. Any chance of zero or less is automatic failure.
- Where skill is used to solve a problem that involves another entity, and he has the skill the Referee chooses to apply, his skill may be used to reduce the chance the Character succeeds IF he is aware of the problem. Use of non-player skill in this way is optional.

Characteristic and Skill Gains

Each time a problem is solved successfully the Character is enhanced by his success. For characteristics, success yields ONE

characteristic point in one of the characteristics used. For skills, success yields the normal expertise gain for success with the skill. If the skill the Referee applies is a Combat Skill, the **CDF** used is as listed on the table.

CDF for Problem Solving

Difficulty of the Problem	CDF
Easy	1
Moderate	2
Difficult	4
Very Difficult	6
Impossible	10

OPTIONAL

Instead of using the basic gain of one characteristic point, the gain can be based on the table below.

Characteristics and Skill Gains

Difficulty	Gain	Difficulty	Gain
Easy	0	Very Difficult	3
Moderate	1	Impossible	5
Difficult	2		

IMPORTANT – The gain listed is the total number of characteristic points earned. Points are only earned for success. They are applied to any characteristic used in solving the problem. They may not increase a characteristic above its Maximum Ability.

EXAMPLE – A very difficult problem uses A and Em. The Character's Current and Maximum Em is 36. His Current A is 27 while his Maximum is 44. No points can be applied to Empathy as it is at its Maximum. All three points are applied to Agility, which now has a Current Ability of 30.

NOTE – This Problem Solving system provides a framework. It is not an exact system. The active ingredient that will make it work, or fail, in your campaign is the rational, logical deliberations of your Referee when he chooses to apply it.

Language and Cultural Variation

This book provides a detailed Language skill. For it to Operate there must be Languages to use. The Referee may create his own or use those listed in the sections that follow.

The Human languages listed are an example of the linguistic groups that could exist in an area of a few thousand square miles. Place them on your map as you see fit.

Human Tongues

General Rules

A) Civilized tongues have a written form that can be learned. It is used in conducting commerce, recording events and for official purposes. (*Usually only 15 to 30% of a population is literate*).

B) Barbarian tongues only have a spoken form. Any writing the people have is magically significant. It is not taught to the general public.

Linguistic Families

There are twenty-one linguistic groups. Group members marked with an asterisk are Barbarian tongues. The others are civilized.

Where "associated tongues" are listed, these tongues are considered to be related, through borrowing, though they are actually members of a different linguistic group.

In most cases, the presence of associated tongues is a result of conquest by a member of the linguistic group they are listed under. You will also find certain tongues listed after the group members that borrow from one or more member tongues but are not associated.

In these cases a player who knows languages in the group may be able to pick up key words and phrases used in the listed language because they use local corruptions of words that are native to his language. The linguistic groups are:

Armani

No western tongue is related to Armani. It borrows from Goidanese. According to Goidanese scholars who managed to learn Armani, it is closer to Elf Sidh than to any human tongue.

In fact, Armani is related to Elf Sidh, Faerry Sidh and the Tongue of the Sidh. It is a corruption of those languages by a human culture native to the western continent. It does not have any of the magical significance of the Sidh tongues.

Bhamoti

Bhamoti, Rizeeli*, Balas* and L'p'nth's Desert tongue**.

**Use of this tongue is outlawed in L'p'nth. It survives as a secret tongue, commonly used by bandits, rebels and assassins. The penalty for speaking it in public is death by slow torture.

Caldan

Caldan and Kazi*. Speakers of the Fierazi* tongues borrow certain words (especially commercial terms) from Caldán.

Ced

La'Ced, Aratad, E'lici and Salaqi. Associated tongues are Irava, Xianese, Zarunese and Shazir.

Cerulean

Cerulean, Patani* and Dallazi*. Associated tongues are Dhalrani, Balas* Dechan, Bhamoti and Rogizini. The desert tribes of western L'p'nth borrow extensively from the Cerulean language.

Fomorian

Fomorian, Shandar*, Kolari* and Goidanese*. An associated language, borrowing from Goidanese*, is Armani.

Irava

Irava and Xianese. They borrow extensively from Ced family languages especially Aratad and Salaqi.

Kakana

Kakana*, Ghazai*, Kalem* and Timbaza*. In the recent past the Izza* have borrowed heavily from this group, especially for terms dealing with drugs, slavery and torture.

Kameri

Kameri*, Assiran*, No'reas* and So'reas*. Omava*, Dirllla, Kazi*, Djani and Zen'dali* borrow from various members of this group.

Katai

Katai, Chunai, Bayan and L'p'nth. The Sarghut* borrow certain phrases from Katai, L'p'nth and Bayan. The Fomorian dialect of the Kingdom of the East has adopted words from Katai and Chunai. Somme Kll'maun* dialects are associated with Bayan.

Korchi

Korchi, Dirilla and Trean. Associated tongues are Djani and Goidanese*. The Fierazi No'reas* dialect, especially that used by the Nethagen, borrows from the Korchi language.

NOTE - Archaic forms of Fomorian were associated with Korchi. They expunged most of that phraseology from the language.

Lemasan

Lemasan, Matan, Taolisan and Dawanese. Associated tongues are the "Eastern Tongues" and Teosan.

Nordian

Djani, Ghiam*, Valhani and Novarischi. Associated tongues are Assiran*, No'reas* and So'reas*. The family members are remnants of the Empire del'Nord. The associates were among those who conquered them.

Nylasa

Nylasa* (both Ga'Nylasa and Pa'Nylasa), Izza* and Mopazi*. The Fomorian dialect of Port Doman borrows from this linguistic group.

Ro'bab

Ro'babzan* and Shurani*. Associated tongues are Kiraza and the old tongue of K'lza'babwe**.

**Under the Lorcan emperors the old tongue is out of favor. Ro'babzan has been the official language since the reign of Ali Lorca. The old tongue is used in the city by the noble and merchant classes.

Robari

Robari is the only member of this group. They borrow from Matan and take a few words from Sair'a'cili.

Rogizini

Rogizini, Gomese, Climan, Dechan, Kiraza, Shazir, Sair'Kacili and Sair'a'cili*.

Rhuskan

Rhuselska*, Yapanza*, Kll'maun*, Djakschi* and Omava*. The Kameri* borrow some terms from Omava*.

Sarghut

Sarghut and Helva. The Helva and the Humagi speak Helva. Few languages borrow anything from this tongue.

Teosan

Teosan and Dhalrani. The Cerulean tongue borrows from Dhalrani.

Thaliban

Thaliban, Thaban*, Zen'dali, Portan, Ba'Ru, Marentian, Donaran and Zarunese. Associated tongues are Salaqi, E'lici and Xianese.

NOTE - Portan is an argot featuring elements of the languages of most every culture within six hundred miles. Ba'Ru is a fusion of Marentian and Zen'dali.

Supernatural Languages

Supernatural forces and non-human races speak the languages in the table. See Book Two for optional rules that apply if these languages are used.

Supernatural Language Table

Language	Align.	Speakers
Tongue of the Abyss	Chaos	(Beasts of Chaos), (Endukuggu and Nindukuggu), Lalassu
Tongue of Ahriman	Chaos	Aatxe, Daiva, Mor'daeva, Druga, Iritxu, Rakshasha, Soul Son, (Tree of Souls)
Animal Tongues	Neutral	Animal species, Tonah, Vily
Tongue of the Black Goddess	Chaos	(Barguest), Edimmu, (Firehounds), Ghosts, (Poltergeist)
Tongue of the Black Sands	Chaos	Dalhan, (Desert Lions), (Gargoyle), Qutrub, Scorpion People, (Scorpion Beasts), Serpent Women, Sernemu
Tongue of the Blasted Soul	Chaos	Soul Daivas, (Tree of Souls)
Tongue of Darkness	Chaos	(Dark's Serpent), Gwyligi, Heliophobic Demons, (Kekoni), Scorpion Women, (Serpent Women)
Tongue of the Dead	Chaos	The Dead, Div, Lich, (Sernemu), Vrykalakas, (Zombie)
Tongue of Death	Chaos	Alal, Alu, Charontes, Disease Demons, Harab Serapel, Heliophobic Demons, Lalassu, Lammashata,
Tongue of the Desert	Elder	Jinn Races
Tongue of Dvalinn	Elder	Dwarfs, Gnomes, Norggen
Dwarf Elder	Elder	Besamar, Dwarfs
Tongue of the Earth	Elder	(Barguest), (Dzaliri), Earth Elementals, Simurgh
The Elder Tongue	Elder	Centaur, Dryad, Hamadryad, (Haunier), Naga, Satyrs, Jinn, Peri, Vily, Water Nymph, Wood Nymph
Tongue of Elder Fire	Elder	(Barguest), Elder Dragons, Fire Elementals, Jinn, (Mushrussu), Peri
Elder Water Tongue	Elder	Asrai, (Harboul), (Mer), Naga, (Water animals), Water Elementals, Water Nymph
Elf Sidh	Sidh	Alfar, (Barguest), (Cu Sith), Daoine Sidhe, Elf, Faerry, (Fay Horse), Gwydi, Searbhani, True Sidh
Enki	Law	Ahuras, Dolaura, Edali, (White Otter)
Faerry Sidh	Sidh	Alfar, Baobhan, Baobhan Sith, Cait Sith, (Cu Sith), Elf, Faerry, Hob, Sprite, Searbhani, Whispers
Tongue of Fiery Chaos	Chaos	Chaos Dragon, Devil, Fiery Spirit, Subterranean Demon
Tongue of Gartun	Elder	Gartula, Great Apes, (Great Serpents)
Tongue of Gavreel	Law	Cadue, Maskela, (White Otter)
Goblin	Elder	(Barguest), Bugbear, Goblins, Hobgoblin, Spriggans, Troid Folk
Hecate	Neutral	(Hellhound), Lunafey
Kotarl	Elder	Cuca, Gorgon, Great Spider, Minotaur,
Kotothi Tongue	Elder	Athach, Baobhan Sith, (Barguest), (Chimeara), (Cu Sidhe), Daoine Sidhe, Firbolg, Forest and Hill Giants, Fusin, (Great Ape), Great Serpent, Great Spider, Gartula Leader, Intelligent Giants, Spriggans, Sprite, Elite Troll, Troid Folk, (Wyvern)
Tongue of Labbiel	Law	Labura, Labbrila, Maskela
Tongue of Lawful Fire	Law	(Angels of Fury), Amaliel, (Blancara), Mushrussu, Hafaza, Kerubim, (Vereghina), (Flaming Steed), Law Dragon, Tower Lord
Tongue of Light	Law	Ahura, Argol, Kerubim, Maskela, Master, (Mushrussu)
Lilith's Command	Chaos	Immortal Akhkharu, Incubic Spirits, Lamia, Kumiho, (Qutrub), Vampire, (Vrykalakas),
Neutral Tongue	Neutral	Elefan, Leon, Lis, (Matapone), Matin, Midge, (Nakinal), Nar'morel, Shiroona, Trazire, Vily
The Primal Tongue	Balance	Asaghi, Asura, Balance Dragon, Cailoa, Chimana, Manu'te, Merkabah, (Other Balance), Seker*, Zehani, Zehani Wolf

Language	Align.	Speakers
Tongue of the Seirim	Neutral	Anakim, High Vily, Seirim
Tongue of the Serpent	Elder	Beithir, (Cuca), (Diraillata), (Dirasa), Dae'ta Koti, Elder Dragon, Great Serpent, Herensuge, Hydra, (Great Ape), Nebora, Tatzlwurm
Tongue of Shurikal	Elder	Firbolg, Great Spider, (Waste Lion)
Tongue of the Sidh	Sidh	Afanc, Alfar, A'mora, Anwora, Asrai, (Barguest), (Cu Sith), Cait Sith Queen, Daoine Sidhe, Elf, Faerry, (Fay Horse), Gwydi, (Hob), Larshee, Peist, Searbhani, (Sidh Boar), True Sidh
Tongue of Shadow	Shadow	All Shadow
Tongue of Tiamat	Chaos	Mer, Shachihoko, Undine, Water Panthers
Tonah Tongue	Neutral	(All wild animals), (Barguest), Haunier Elder, High Vily, Neutral Dragon, Shamanic Dragon, Tonah,
Troll Tongue	Elder	Border Redcap, (Common Troll), Eld Troll, Elite Goblin, Elite Troll, Grundwergen, Rock Troll, Trolld Folk, Wood Troll
Tongue of the True Sidhe	Neutral	(Alfar), Anwora, Daoine Sidhe, Baobhan Sith, Baobhan, Hag, Midge, Mir, Romati, True Sidhe
Tongue of the Wind	Elder	Air Elemental, Jinn, Peri
Tongue of the Wood	Neutral	Abnari, Anari, Brilliant Centaur, Brown Man, Dryad, Ents, Faun, Forrestal, Green Lady, Hamadryad, High Vily, Leon, Satyr, (Unicorn), Vily
Tongue of Utgard Geror	Elder	(Barguest), Intelligent Giants, (Other Giants), (Ogres)
Tongue of Young Chaos	Chaos	Asura, Chaos Dragon, Decay Demon, Devil, Disease Demon, Flayers, Gargoyle, Heliophobic Demon, Imp, Iritxu, Nergali, Pseudothei, Rakshasha, Storm Demon, Subterranean Demon, Terrestrial Demon, Tuchulcha, Wyrms

* Seker understand all languages.

IMPORTANT — Unparenthesized speakers are those races who SPEAK the tongue. Others understand the tongue but do not, as a rule, speak it.

Cultural Variation (Optional)

Each culture in the Culture book has height, weight and other statistics listed for it. This information may be used to add flavor to your game and modify Characters to fit the culture chosen. The basic ways that this can be done are described in the following sections.

Weapons

The Referee may insist that a Character's first weapon skill be a weapon favored by his culture. Thus, if he is Portan, his first weapon, and the one a Skilled Master can train him in if he gets that Special Event, must be dagger, clubs or sword.

Armor

Each barbarian nation has armor preferences. The Referee may compel Players to abide by these in purchasing their initial equipment. Thus, a Character from a nation that dislikes helmets and doesn't use shields may not start with a helmet, shield or shield skill. If his nation's preferred armor is leather, and he wishes to have armor, he has leather armor. There are other examples of reasonable limitations that can be applied. How they are, if at all, is up to the Referee.

Height

Different peoples have different average heights. In the basic system, the average height of a male character is 70". The female average is 63". Characters from specific cultures may use the height statistics from that culture to modify their

determined height (or they may pick a culture based on the height they roll).

IMPORTANT — The height figures given in the Culture Book are the average MALE heights for the culture. The average female height can be determined as follows:

A) Where the male height is 66" or more the average female height is 10% less (RU).

EXAMPLE — The average Ro'babzan city-man is 76" tall. The average woman has a height of 69".

B) Where the male height is less than 66" the average female height is 5% less (RU).

EXAMPLE — The average male height in Katai is 64". The average female height is 61".

To modify a Character's height to take account of this factor, the following procedure should be used:

A) Subtract the average height in the basic system, 70" for males and 63" for females, from the cultural average for the culture.

B) Divide the difference by TWO and round to the highest whole number value, i.e. 4.5 becomes 5, -4.5 becomes -5.

C) ADD the result to the Character's determined height. The result is the actual height.

IMPORTANT — Use the system for determining weight as normal once the actual height is determined.

EXAMPLE — Your Character is a swordsman of Katai. His determined height is 68". His actual height, $68 + ((64 - 70) / 2)$, is 65".

(Characters are given an advantage because they are exceptional humans and more likely to be large).

IMPORTANT — Changes in height from the system above do NOT affect any of the Character's Native Ability scores. He retains the values determined by his rolls.