

Legendary Adventure™

Fantasy Role Playing Game

ESSENTIALS



by
Gary Gygax

Legendary Adventure™

Essentials The Role Playing Game



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Lejendary Adventure™

A Fantasy Role Playing Game Essentials Gary Gygax

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WELCOME

.... to the Essential Lejendary Adventure Fantasy Role-playing Game. This game allows participants to engage in all manner of fantasy play, limited only by the imaginations of the players themselves. Role-playing is simply an exercise in imagination coupled with the use of the rational mind. Imagination and reason are used in conjunction to assess information, solve make-believe problems, optimize potential gains, and minimize potential losses in play. The game itself is merely a platform upon which the Lejend Master builds a suitable adventure or campaign, and the players involve themselves in the adventure through the use of game characters. This hierarchy is elemental in nature to role-playing games.

This book is a "lite" version of the complete rules, and is intended to introduce the basic structures of the system. A discussion of the three basic game elements necessary for understanding role-playing games is also provided. Players need to understand how each part works in support of the others to engage in play fully. Long term satisfaction with play is also bolstered by understanding how the parts work, so an explanation of the process is provided.

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PREFACE

These rules have been created with two goals in mind. First and foremost, the rules are meant to be easy to understand, enable a novice player to create an Avatar and use that character to play in a short time. The second goal is to provide a basis for play that satisfies the experienced participant, Lejend Master or expert player. These rules work to serve both groups.

The first goal is that of enabling new participants to begin play with little problem. These new gamers are the future of the hobby, in that they will become part of the ranks of veterans in time and will keep the hobby vital. The second goal is to provide a basis for play that satisfies the experienced participant. This is a lot harder to accomplish when the initial aim of the game is to enable access by the uninitiated. The rules of a role-playing game are what enables the translation of imaginary reality to game play. They quantify and qualify real and imaginary material into terms that allow a metaphorical figure, the player's character, to act and interact within the metaphor of the campaign. That metaphor is, of course, the Lejend Master's interpretation of the role-playing game's rules and the milieu for which those rules are to serve.

Rules that provide easy access to even novice players can make play easier for the Lejend Master also, particularly if the rules are constructed so as to be flexible in application. This then is the desired second goal—and a double benefit. Do not be misled into thinking that because there is a disagreeable rule, or no rule at all, the game is not serving well. In the former case, change the rule. In the latter case, make up a rule that suits the campaign. Rules should provide the Lejend Master with the power to create the milieu, devise and develop environments that will enable compelling play activity, and direct and engage in the game play so that the other participants will marvel at the ingenuity and artistry of the LM.

These rules are what I hope will be the engine, if you will, for all that. It is speedy, powerful, and simple enough to fix if its performance isn't up to personal standards. The controls and instruments are few enough to not demand constant attention, so that you can operate the game engine to go to those imaginary places envisioned. The aim here is to keep the engine powerful while having as few moving parts as possible. That is, the rules are as logical, reasonable, and factual as possible given the dual bases of game and fantasy.

To mix metaphors, there is also within the game a palette with a rainbow of pigments—the Abilities, Creatures, and Preternatural and Supernatural Items—available to paint all manner of vivid pictures. Virtually any sort of Avatar, character, creature, or being can be created in broad or fine strokes. The details are left to the participants, but the basic materials are provided.

In addition, these are “lite” rules, which, in simple English, denotes that this particular version of the Lejendary Adventure game does not contain all of the Abilities, Activations and Orders that are available in the full version of these rules. It is a complete set of rules, however, and is designed to speed access to this world by the novice, while simultaneously providing a low-cost alternative to immersing one's self fully in the larger system. Should you find this “lite” system an adequate engine for exploring the realms of your fantasy, we suggest you expand your universe by acquiring the full version of these rules as published in the Lejendary Rules for All Players, Lejend Masters Lore, and Beasts of Lejend books.

The Lejendary Earth™ world setting, the road map and extensive canvas upon which the Lejend Master can, if desired, paint his broad campaign picture, is also available to those wishing campaign material. Following that base for more detailed creativity are world source books detailing regions and states, as well as adventure scenarios that are set in and utilize the structure of the world setting. These, and dungeon-type adventures too, will augment the game by adding new ideas, creatures, magical things, and so forth.

In summation, remember that this is a vital and growing game that invites participation. If it ain't fun, then holler at us to fix it. If it remains broken for you, then don't play it. But rest assured that all concerned with this game system will try our utmost to see that you have a game that is fun and exciting and that facilitates play within the scope of what the game seeks—a return to role-playing gaming that is a balanced mix of action and acting, banter and battle, confrontation and conversation.

Gary Gygax & Chris Clark
Lake Geneva, WI
Author's Preface

LEJENDARY ADVENTURE

The novice gamer should think of this game as a combination of things. It is improvisational theater mixed with the “let’s pretend” and “cops & robbers” of youth, then coupled with heroic fantasy and the action of the literary genre referred to as Swords & Sorcery. It allows players to experience vicariously—and intensely—all manner of persons, places, and things, real or imagined. This includes not just this universe, solar system, world, and time, but also encompasses different universes, unknown dimensions or planes, alternate or far-off worlds, past or future times, and “might-have-beens,” “could-have-beens,” and “never-weres.” If it can be imagined, it can be experienced in interactive play with this, a role-playing game.

As this particular game is a fantasy game, the environment will be especially imaginative and fanciful. Strange and wondrous magical things can and will happen. There are monsters and horrible beasts, evil enchanters and all manner of unexpected things. It is easy to be a vital part of this special cosmos—just follow along in the rules, create an Avatar as a player or a campaign as a Lejend Master, and then be transported to the realm of fantasy.

THE LEJEND MASTER

Play is directed by a Lejend Master (LM). The LM determines the cosmic environment for game play. They adapt and/or create the whole universe, direct and orchestrate all the events of the game’s worlds and the variety of environments found therein. It is the job of the LM to relate the campaign-specific information available to players, and relate to them all sensory data the game environment provides to their game personas, their Avatars. In other words, the LM provides the players with the information their characters already know, and will also describe everything that is seen, heard, smelled, tasted, touched, and perhaps “felt” by sixth sense or the like. If a player wants to know what an Avatar sees when looking out the door of a shop, the LM describes the buildings along the street, the people moving about, and any activity that would catch the character’s eye.

Lastly, the LM adjudicates all disputes as the final authority on the rules, awards meritorious play, and manages playing time on a regular and agreed-to basis so as to provide the highest quality of entertainment possible for all participants in the campaign, that being the connected series of play sessions. The LM is charged with understanding the rules and providing enjoyable play for all of the participants.

THE GAME CHARACTER, YOUR AVATAR

A player involved in a LM’s campaign creates a character, an imaginary person living in the game world, called an Avatar. The Avatar, as directed by the player, which involve the player in the fantastic cosmos. It is the Avatar that sees the wonders, brave the perils, and deal with all manner of persons and things while exploring the boundless realms of fantasy. From the mundane to the marvelous, and all steps in between, the Avatar is the vehicle, the game persona, used to enjoy the fun and excitement of play.

A beginning Avatar is a novice adventurer, so to speak, but is quite strong, able, and well-equipped in this game. Swords and stealth and prayers and enchantments can all be part of the Avatar,

but none of these need be.

There are few numbers to be generated for play, but within those numbers almost any type of character can be created and described.

The directions for creating an Avatar are as easy and fast as the genre allows. Three basic ratings are selected that broadly define the capabilities of the Avatar. The player then selects a few Abilities, gathers equipment, and is then ready for play. Additional steps in the process help the player to visualize the Avatar, but the essentials include only those areas mentioned above. Once these have been attended to, the Avatar is ready to embark on a Lejendary Adventure.

GLOSSARY

This glossary provides definitions of terms used in the game. This game jargon involves terms or acronyms wholly invented for the game or used in a special fashion in the game. Understanding the rules is made easier by becoming familiar with the terms listed in the glossary before reading the rest of the text.

AB: Activity Block. An Activity Block is a unit of time used to help regulate Avatar activities. Each AB is twelve seconds, and is composed of four ABCs.

ABC: Activity Block Count. An Activity Block Count is the smallest block of time considered in the game, a mere three seconds in length. An ABC is a single element of an Activity Block.

Ability: A skill or knowledge cluster of generally broad sort in the game. Each Ability enables the Avatar to attempt to perform certain actions or accomplish like things.

Ability, Excluded: Non-human races are sometimes excluded from gaining specific Abilities. These Abilities are referred to as Excluded Abilities.

Ability, Mandatory: Non-human races are required to begin play with certain Abilities already possessed. These required Abilities are referred to as Mandatory Abilities.

Ability, Restricted: Non-human races are sometimes restricted in what Abilities may be chosen during the character creation process. These Abilities are noted as being restricted. Restricted Abilities may be gained during play; the Avatar simply may not begin play possessing the Ability.

Ability Score: This is sometimes simply referred to as Score. The total number of rating points a character has in an Ability. Ability Score is expressed as a number ranging from 1 to 100 or possibly higher. This number can, and will, often be modified in use.

Activation: An Activation is a magical, spell-like work: a Conjunction, a Power, a Rite, etc.

AEP: Activation Energy Points: AEPs are necessary to energize an Activation.

Alfar: A character in the game that is of non-human race and from an identified series of other worlds. The Alfar “races” include those of dwarf, elf, kobold, orf, and others.

Avatar: An imaginary persona controlled by a player. An Avatar is also referred to as a character.

Avoidance: The term is used to describe a character’s (or creature’s) attempt to avoid being damaged or affected in some fashion, as when resisting magical effects. An Avoidance check is normally made using a Base Rating.

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BR: Base Rating: Three statistics serve to define the broad capabilities of each Avatar. These are the Base Ratings of Health (H), Precision (P), and Speed (S.)

Character: A character is the imaginary person appearing in the game. A character is also known as an Avatar in this game. Characters may be run by players or by the LM.

d6, d10, d20, etc.: Any term of this sort is referring to the use of dice. The 'd' designates that a die of a specific type is to be used, and the number following describes the type of the die. A d10 is a ten-sided die. If a number also appears preceding the 'd'—2d10, for example—it shows how many dice are to be used in the roll. Some rolls indicated use half-dice: a d3 is one half of a d6 roll, for instance.

Disaster Avoidance: This refers to an Avoidance check made to avoid a hazardous situation, such as diving out of the path of falling rocks.

Extraordinary: Something generally inexplicable and magical, outside the mundane realm. The term refers to things preternatural, supernatural, and enchanted. There are basically two Extraordinary staples in the game: Extraordinary Abilities (and Powers) and Extraordinary Objects.

Grade: The measure of the power of some Extraordinary thing, ranging from Grade 1 (Very Minimal) to Grade 12 (Extreme.)

Harm: Harm is a measure of damage inflicted on a target. The damage inflicted by weapon attacks is rated in terms of Harm inflicted.

Health: The Base Rating covering the raw body-mind capacity of a character or an object.

Knack: A Knack is a minor advantage possessed by a non-human Avatar. Knacks are optional rules.

Merit: Merit points are awarded by the LM to players for use in increasing the capabilities of the Avatar. The better the Avatar (player) has performed, the more Merit points awarded. The LM may also assign Demerits for poor play.

NAC: This refers to a Non-Avatar Character, or a character controlled by the Lejend Master and not a player. These are also called non-player Avatars.

Order: Avatars that have identifiable occupations and sets of skills are said to belong to an Order. Ordered Avatars fit a sort of archetype. For example, those Avatars having the skills that identify them as being priests are said to be of the Ecclesiastical Order. Avatars do not have to belong to an Order.

Power: This refers to a sort of magical ability similar to a spell, charm, enchantment, or the like. All Powers are Extraordinary.

Precision: The Base Rating covering the accurate use of a character's capabilities.

Quirk: A Quirk is a minor disadvantage possessed by a non-human Avatar. Quirks are optional rules described later on herein.

Race: Many different "races"—species, actually—inhabit the worlds of the Lejendary Adventure game. Players may choose to play Avatars from many of these races. Avatar races include the humans and the Alfar races mentioned above.

Rank: Those Avatars within an Order are said to have Rank. Rank is a measure of how much power and influence the character has within the Order. Unordered Avatars do not have Rank.

Realtime: The time the Avatars are experiencing in the game setting. All activity taking place in the game setting is said to occur in realtime; an action may require thirty seconds of description by the LM but only take a mere second of realtime.

Repute: Repute is a measure of the Avatar's good reputation in the game setting. Repute accumulates during play and affects how denizens of the game world approach and treat the Avatar. Dark Repute and Disrepute might also accumulate during play, and these terms are self-explanatory.

Speed: The Base Rating covering the timely application of capabilities, physical and mental. For calculating the score of Abilities related to it, and for determining Activation Energy Points, Speed Base Rating is multiplied by four.

Unordered: An Avatar that does not qualify for an Order is said to be Unordered. This does not make the Avatar inferior in any fashion, but merely says that the Avatar is not easily identified as a member of a specific occupation or fit a general archetype.



A LOOK AT THE PROCESS

There are five essential areas that the player must deal with in creating an Avatar: Race, Base Ratings, Specific Abilities, Background and Equipment. There are twelve steps that deal with these areas. These are explained below.

Before the Lejend Master has players begin the process of Avatar creation, he should decide which Knacks and Quirks will be used in the game. It is highly recommended that they be included as a part of the Avatar's makeup. See page (page 33) hereafter for details of Knacks and Quirks.

THE RACES

The choice of the Avatar's race must be made first. The choice of race affects both generating Base Ratings and Abilities. It is better that the player understand what areas the Base Ratings cover and have an idea of how they are generated before deciding upon a race for the Avatar. The player should refrain from choosing a race before reading the sections on Base Ratings and Abilities.

Many races are available for use as Avatars. The Player may chose between a Human or one of the Alfar races: dwarf, ilf, kobold, oaf, oaf (major). Humans, of course, are the most obvious choice for Avatars, and also recommended for beginning players. Several Alfar races are also available for play (although more are detailed in the full version of these rules). A player considering a non-human Avatar should read the racial descriptions carefully before selecting a race for his character.

BASE RATINGS

A Base Rating is simply a measure of a character's capability in a general area of activity. Three Base Ratings are standard in the rules: Health, Precision, and Speed. These ratings reflect both physical and mental capabilities under the same rating—Precision, for instance, deals with both physical coordination and mental focus. The ratings for a human, average in every regard, would be a 10 in Speed and a rating of 20 for Precision and Health.

The player will choose the initial Base Ratings for the character, providing the player with a great deal of control over the creation process. These initial ratings are augmented by random dice rolls. Player's choices are far more important in shaping the Avatar.

HEALTH

Health is the measure of a character's physical body and its operation, including the mind and will. The human average is a rating of 20. Avatars typically begin with ratings of 50 or 60, reflecting much greater hardiness and capability than normal folk. The Health rating can theoretically reach as high as 200 points, but very high ratings can only be achieved at great length.

Health is used, among other things, as a measure of how capable an Avatar or creature is in sustaining the effort and wounding of combat. As the character gets damaged in a fight, Health rating points are subtracted to reflect failing capabilities. At zero Health, any creature is unconscious, comatose, and near death. When Health is negative and falls below a negative 10% of the normal total, the individual is dead. For example, a human with Health 25 is dead at -3 Health, nearly dead at -2.

Health is used to establish how effective a character is with many body-mind Abilities such as Evaluation, Planning, Pretense, and Waylaying. The Health rating is used as an indicator of how well the character can control his body and is used to indicate how improved Health serves mental acuity.

In the case of non-material or spirit creatures, Health also represents the Free Will of the individual considered, the mind. When all Health of a non-material or spirit creature appearing with a material form is lost, that individual dematerializes and must return to its own dimensions. When all Free Will in a non-material creature is lost, the immaterial spirit is destroyed.

PRECISION

Precision is the measure of the ability to perform actions that require accuracy, whether physical or mental, or combined coordination. The concentration required to move precisely and focus on mental activities is the key element of this rating. This Base Rating governs the ability to use weapons, to sneak around, to perform as a minstrel, and other activities. The Precision rating can theoretically reach any total, but a rating of 100 or more is improbable. The average human rating is 20.

In regards to most creatures, and many non-Avatar characters, Precision is simply the basic chance to succeed with an attack. Most creatures will not have Abilities based on Precision as do Avatars. Precision is also sometimes used in conjunction with Abilities based on other Base Ratings. For example, Extraordinary Abilities that must be activated may also require a check to determine if they are precisely directed and used.

SPEED

Speed is the measure of the Avatar's physical ability to act, react, and generally move. It deals with both mental and physical reaction, perception and mental response. A low Speed rating means lagging movement and excludes some very critical actions in combat. The Speed rating can theoretically reach any number, but a rating beyond 25 is improbable. The average human rating is 10.

Speed may be used to determine when a character or creature acts during an Activity Block Count, when a lot of things could happen at once in a short time. Speed is generally the rating used in determining how well a character or creature avoids hazards and reacts to events occurring nearby.

Speed is also the measure of the mind-spirit Ability of Enchantment as well as those other Abilities that draw power from Extraordinary sources and/or involve summoning. Speed is used in this fashion by figuring the number of Activation Energy Points (AEP's) available to the character (described later).

ABILITIES

Abilities are skills or skill-bundles which characters may possess. Ability Scores are measures of capability in these skills. There are two types of Abilities appearing in the game: ordinary Abilities and Extraordinary Abilities. Ordinary Abilities are those that measure knowledge and capability with mundane sorts of skill bundles, such as singing and playing instruments or tracking a wilderness creatur. Extraordinary Abilities are those that involve magic use of some sort.

Ability Ratings are used to determine whether the Avatar is successful when using an Ability. A low rating may mean the character has little knowledge of the field as a whole, or may mean that the character knows a lot about a single part of the field and nothing about the rest of it. Where necessary, the player and LM, together, with guidance from these rules, will decide what the Avatar knows and what the Ability measures.

The player will choose some or all of the Abilities the Avatar possesses. The background of the character must be considered

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when deciding on Abilities, and the player may wish to have the Avatar qualify for an Order (discussed later). The player is limited in the number of Abilities that can be chosen for a beginning character, so it is important to decide what Abilities fit the character best. The player will also have to decide how important the Abilities are to the character, with the most important Ability having the highest rating.

Abilities also help increase Base Ratings. The study and practice of Abilities strengthens the basic characteristics used during the practice of the skills. For example, Avatars studying Extraordinary Abilities sharpen their minds as they increase their skills. Warriors will sharpen their reflexes, coordination, and perception when practicing with weapons in mock combat.

BACKGROUND

The player should develop a solid concept and image of the character being created, deciding on an interesting background. The player will describe the Avatar and create a history for the character. The Avatar's personality will be sketched out, providing both information for the LM concerning the character, and a guide for the player when playing the character.

EQUIPMENT

Lastly, the player must equip the Avatar according to the Abilities chosen. Each Ability allows for a number of choices off of specific Equipment Lists. The lists reflect the sort of items and equipment—even money—that a character having that Ability would be likely to have. The player will gain a number of choices from the list corresponding to each Ability known, with more choices granted the more important the Ability is to the character. The player may also have the chance to spend the character's money purchasing new equipment.



CREATING THE AVATAR

The player is encouraged to copy the Avatar Record Sheet included in these rules, and to use it to record all the facts about the character as it is created. Additional sheets may be necessary to write additional information on as the Avatar is used in play and additional items and equipment, friends, allies, and contacts, and bits of knowledge are acquired. The Avatar is very much a work-in-progress at all times, and a goodly supply of Avatar Record Sheets may be necessary to keep up with the changing information.

There are differences of detail when comparing the creation of human characters with the creation of non-human characters. The process, however—each step taken in creating the Avatar—is basically the same for every character, and the explanations below allow all Avatars to be created with relative ease. An outline is offered below with details under the appropriate heading.

Step One: The player selects a race for the Avatar.

Step Two: The player distributes 100 points among the three Base Ratings obeying the restrictions listed in the racial description.

Step Three: The player rolls to augment the Base Ratings using the Random Increase Dice indicated by the racial description.

Step Four: The player records the Abilities required by the Avatar's racial description.

Step Five: The player chooses as many Abilities for the Avatar as is allowed by the racial description.

Step Six: The player chooses/records an additional Ability with a Score of 10. This will be the Weapons Ability if not already chosen, or another ability if Weapons has been previously chosen.

Step Seven: All bonuses to Base Ratings provided by Abilities should now be added to the Base Rating Scores.

Step Eight: Calculate the Ability scores for all of your Avatar's abilities. Figure the Scores for all chosen and mandatory Abilities from the associated Base Rating using the percentage figures provided by the racial description. The additional Ability from Step Six retains a Score of 10.

Step Nine: The player decides on a suitable background and history for the Avatar, complete with a physical description and notes on the Avatar's personality.

Step Ten: The player chooses equipment from the lists using the number of picks determined by the Avatar's Abilities.

Step Eleven: The player now purchases further equipment using the Avatar's cash, subject to the Lejend Master's direction.

Step Twelve: The player should now 'join' any Order that they wish, and for which they are qualified, or mark their Avatar as 'Unordered'. The Order and Rank of the Avatar should be recorded on the Avatar record sheet.

SELECTING A RACE

The racial descriptions which follow provide information on racial restrictions, traits, and so forth—all material the player should consider before selecting a race for the character. The player will be able to query the Lejend Master regarding other information concerning the races and their niches in the campaign.

A description appears hereafter for every species—or “race”—available to players for use as Avatars within this version of the rules. The descriptions contain a variety of basic information, from the typical appearance of members of the race to special capacities and restrictions. The player would be well served by reading this material thoroughly before selecting a race for an Avatar.

Each racial description contains the following information:

Physical Description: The physical appearance of your Avatar.

Initial Base Rating Guidelines: The parameters within which your Base Rating scores may fall. Note that these parameters may be exceeded during play, but may not be initially assigned outside of these guidelines.

Random Increase Dice: The amount by which your Base Ratings will be increased due to the caprice of nature and background experience. This increase is determined through the use of a die roll described under this heading.

Excluded Abilities: Excluded Abilities may NEVER be possessed by an Avatar of this race.

Restricted Abilities: An Avatar may only gain the abilities under precise circumstances.

Mandatory Abilities (with ratings): An Avatar must begin play with these Abilities, necessarily restricting the number of choices available to the player creating an Avatar of this race.

Chosen Abilities (with ratings): This category generally describes the level at which the Abilities chosen by the player will begin play.

Racial Capacities & Handicaps: The innate capabilities and limitations of a given race.

Some races are prohibited from ever gaining specific Abilities (Excluded Abilities) and may not begin play with others (Restricted Abilities). Also, a non-human Avatar may possess an Extraordinary Ability Power, but lack the underlying Ability usually associated with such Power. In this case, the Avatar will have 2 x unmodified Speed Base Rating for the base chance for successful use of the Power.

The Role Playing Game HUMAN

Physical Description: The humans portrayed in the game are much the same as humans in the real world—Homo sapiens sapiens. Male members of the species stand roughly 5’10” in height, on average, some three inches taller than the females. Humans show a great variety of hair and eye colors, and a greater variance in body size and shape than perhaps any other character species.

Initial Base Rating Guidelines: The player may initially assign no fewer points, and no greater number of points, to the Base Ratings than the following:

Health:	min. 40 points	max. 70 points
Precision:	min. 20 points	max. 50 points
Speed:	min. 8 points	max. 12 points

Random Increase Dice: The player will roll the following dice to determine the amount of random increase for each Base Rating:

Health:	add 1d20 points
Precision:	add 1d10 points
Speed:	add 1d3 half-points

Excluded Abilities: Humans are not excluded from learning any Ability.

Restricted Abilities: Humans are not restricted in what Abilities may be known when beginning play.

Mandatory Abilities: Humans have no Mandatory Abilities.

Chosen Abilities: The player will choose four Abilities for the Avatar and rank them in importance. The Ability Scores are then figured off the applicable Base Rating at the following percentages:

First Ability:	100% of Base Rating related to the Ability
Second Ability:	80% of Base Rating related to the Ability
Third Ability:	60% of Base Rating related to the Ability
Fourth Ability:	40% of Base Rating related to the Ability

Racial Capacities & Handicaps: Humans have no special capacities or handicaps.

DWARF

Physical Description: Dwarves are short, with no member of the race much taller than four feet in height, are broad-shouldered and muscular, and fair (to tan) of complexion, but always with ruddy portions—ears, cheeks, nose. They are craggy-featured folk, strong of brow, high of forehead, hirsute of face, with head often bald in part or whole, and with hair of dark, earthy hue or the color of ashes or stone. They have large extremities—head, hands, and feet alike.

Initial Base Rating Guidelines: The player may initially assign no fewer points, and no greater points, to the Base Ratings than the following:

Health:	min. 40 points	max. 70 points
Precision:	min. 20 points	max. 50 points
Speed:	min. 7 points	max. 10 points

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Random Increase Dice: The player will roll the following dice to determine the amount of increase for each Base Rating:

Health:	add 3d6+6 points
Precision:	add 1d10 points
Speed:	add 1d3 half-points

Excluded Abilities: Chivalry

Restricted Abilities: Dwarves may not begin play with the following Abilities: Luck, Nomadic, Savagery, and Waterfaring.

Mandatory Abilities: Dwarves automatically begin play with three Abilities. The Ability Scores are based on the associated Base Rating.

Physique Ability:	At 70% of Health (3rd Ability)
Planning Ability:	At 60% of Health (4th Ability)
Mechanics Ability:	At 50% of Health (5th Ability)

Chosen Abilities: The player chooses two Abilities for the Avatar and rank them in importance. The Ability Scores are then figured off the applicable Base Rating at the following percentages:

First Ability:	100% of Base Rating related to the Ability
Second Ability:	80% of Base Rating related to the Ability

Racial Capacities & Handicaps: Dwarves have the following special capacities or handicaps:

- 1) Dwarves recuperate Health twice as fast as normal humans.
- 2) Dwarves see in total darkness as if illumination were equal to moderate twilight.
- 3) Dwarves scent odors some five times better than humans, having perhaps half the capacity of a normal dog.
- 4) Dwarves are limited in auditory range and unable to hear sounds pitched much above middle C (high-pitched voices are difficult to discern.) They are able to hear sounds pitched below human hearing range, however, and are subject to all sonic effects involving more than just the auditory nerve.
- 5) Dwarves have a decided tendency to exhibit the traits of greed, gluttony, avariciousness, and covetousness.
- 6) Dwarves have a limited resistance to some toxins. Ingested or insinuated toxins always inflict maximum harm, but contact poisons or inhaled toxins inflict only one-half normal harm.

ILF

Physical Description: Ilfs stand as tall as average humans, but are generally of small bone structure and slender build. They have much sinewy strength and considerable agility. Complexion ranges from quite fair to a near leather-brown. Their appearance tends to be very attractive to humans.

Initial Base Rating Guidelines: The player may initially assign no fewer points, and no greater number of points, to the Base Ratings than the following:

Health:	min. 40 points	max. 70 points
Precision:	min. 20 points	max. 50 points
Speed:	min. 8 points	max. 12 points

Random Increase Dice: The player will roll the following dice to determine the amount of increase for each Base Rating:

Health:	add a roll of 2d12+2
Precision:	add a roll of 1d10+4
Speed:	add 1d6 half-points

Excluded Abilities: None.

Restricted Abilities: Ilfs may not begin play with the following Abilities: Commerce, Evaluation, Mechanics, Metallurgy, Nomadic, Planning, Savagery, and Urbane.

Mandatory Abilities: Ilfs automatically begin play with three Abilities. The Ability Scores are based on the associated Base Rating.

Weapons Ability:	At 70% of Precision (3rd Ability)
Hunt Ability:	At 60% of Precision (4th Ability)
Stealth Ability:	At 50% of Precision (5th Ability)

Chosen Abilities: The player will choose two Abilities for the Avatar and rank them in importance. The Ability Scores are then figured off the applicable Base Rating at the following percentages:

First Ability:	100% of Base Rating related to the Ability
Second Ability:	80% of Base Rating related to the Ability

Racial Capacities & Handicaps: Ilfs have the following special capacities or handicaps:

- 1) Ilfs have a natural affinity with normal animals. This provides for a check against Speed (multiplied by four) to see if a single specimen can be called, or calmed or controlled so as to prevent attack or flight.
- 2) Ilf visual capacity is equivalent to human, but they are able to see in total darkness as if illumination were equal to dim twilight.
- 3) Ilfs tend to be disorderly in thinking and actions, gullible, judgmental, and rash.
- 4) A lack of self-discipline, combined with good looks, often get Ilfs into trouble.

KOBOLD

Physical Description: Kobolds stand around three feet in height, with small bone structure and slender build, yet, as with many Alfar races, having sinewy strength and great agility. Complexions range from a mere greenish cast to pale apple green or even a near jade hue. Eye coloration is hazel to striking gold. Kobold hair colors range from blue-black through dark brown to deep green. Although the slight slant of eye, sharp features, and sometimes wide mouth can give a somewhat devilish appearance to the face, kobolds are overall not unattractive, and some are downright striking in their attractiveness.

Initial Base Rating Guidelines: The player may initially assign no fewer points, and no greater number of points, to the Base Ratings than the following:

Health:	min. 40 points	max. 70 points
Precision:	min. 20 points	max. 50 points
Speed:	min. 10 points	max. 14 points

Random Increase Dice: The player will roll the following dice to determine the amount of increase for each Base Rating:

Health:	add 2d6+2 points
Precision:	add 1d12+2 points
Speed:	add 1d4 half-points + 2 points

The Role Playing Game OAF, TYPICAL

Excluded Abilities: Kobolds may never possess the Chivalry Ability.

Restricted Abilities: Kobolds may not begin play with the following Abilities: Nomadic, Physique, Planning, Pretense, and Waterfaring.

Mandatory Abilities: Kobolds automatically begin play with three Abilities. The Ability Scores are based on the associated Base Rating.

Stealth Ability:	At 90% of Precision (2nd Ability)
Commerce Ability:	At 80% of Health (3rd Ability)
Evaluation Ability:	At 70% of Health (4th Ability)

Chosen Abilities: The player will choose two Abilities for the Avatar and rank them in importance. The Ability Scores are then figured off the applicable Base Rating at the following percentages:

First Ability:	At 100% of Base Rating (1st Ability)
Second Ability:	At 60% of Base Rating (5th Ability)

Racial Capacities & Handicaps: Kobolds have the following special capacities or handicaps:

1) Kobolds are able to become invisible. They may spend one ABC of time concentrating to become invisible, or become visible in the same period of time. The capacity to become invisible is an automatic one and does not need to be checked for success.

2) Kobolds have the basic combat capacity of using two attacks/ABC with a native Physique Ability bonus of a +2 to +5. Roll 1d4+1 to establish the bonus for the Avatar.

3) Kobolds possess an innate preternatural energy that provides a basic 2 points of armor protection without any normal material or magical protective wear or devices, and the latter sorts of protection are cumulative with the base 2 points. The armor is there, functioning, sans any check. This rule for natural armor does not apply to a Kobold not aware—asleep, unconscious, etc. In such case there is no protection.

4) Kobolds have a visual capacity double the human norm and are able to see in total darkness as if illumination were equal to twilight.

5) Kobolds possess tactile sense at triple the normal human level.

6) Kobolds possess an Enchantment Power (usable at 2 x unmodified Speed Base Rating chance for success if associated Ability is not possessed) once per day with a bonus of 12 AEPs, but with a Power Grade not above Good.

7) Kobolds have an auditory range limited to around low-C sound waves (one octave below middle-C), but are still subject to sonic effects that work on nerves other than the auditory.

8) The Kobold olfactory sense rates about 75% of the human norm.

9) Kobolds have a tendency to be abrasive, crude, rude, and are prone to “practical joke” stunts and bad puns and jokes.

10) Kobolds have an inclination to be sly, lazy, arrogant, drunken, and “shady” in business deals.

11) Humans are 50% likely to discriminate against Kobolds due to reputation and appearance.

Physical Description: A typical Oaf is about six and a quarter feet, or six and a half feet, tall from the top of his flat, oval-shaped head to the callused soles of his big, flat feet. Facial features are apish, with prognathous jaw, ears that stick out, beetling brow, etc. Shoulders slope to long arms terminating in large hands with short, thick and powerful fingers.

Initial Base Rating Guidelines: The player may initially assign no fewer points, and no greater number of points, to the Base Ratings than the following:

Health:	min. 50 points	max. 77 points
Precision:	min. 20 points	max. 40 points
Speed:	min. 3 points	Max. 6 points

Random Increase Dice: The player will roll the following dice to determine the amount of increase for each Base Rating:

Health:	add 3d10+4 points
Precision:	add 1d6+2 points
Speed:	add 1d4 half-points

Excluded Abilities: Oafs may learn the following as new Abilities in addition to those listed in Chosen Abilities below; the rest are Excluded during play of the game: Evaluation, Pretense, Scrutiny, Stealth, and Tricks.

Restricted Abilities: See above and below.

Mandatory Abilities: Oafs automatically begin play with three Abilities. The Ability Scores are based on the associated Base Rating.

Ranging Ability:	At 80% of Health (1st Ability)
Physique Ability:	At 70% of Health (2nd Ability)
Weapons Ability:	At 60% of Precision (3rd Ability)

Chosen Abilities: The player will choose two Abilities for the Avatar from the following list and rank them in importance: Hunt, Luck, Nomadic, Savagery, Stealing, Theurgy, Urbane, Waterfaring, and Waylaying.

The Ability Scores are then figured off the applicable Base Rating at the following percentages:

First Ability:	At 50% of Base Rating (4th Ability)
Second Ability:	At 40% of Base Rating (5th Ability)

Racial Capacities & Handicaps: Oafs have the following special capacities or handicaps:

1) Oaf Avatars have three Knacks but only two Quirks (see Quirks and Knacks).

2) Oafs have a visual capacity about human norm, but are able to see in total darkness as if illumination were equal to very dim twilight (dusk).

3) Oafs ignore Shock harm of less than three points due to a robust physique.

4) Oafs climb at 125% human speed and gain a bonus of -10 on d% checks or otherwise gain a 10% favorable adjustment.

5) Oafs make all Disaster Avoidance rolls at an additional 1 x Speed Base Rating addition, so for example if the check is at 1 x Speed BR, they make the check at 2 x that number.

Essentials

OAF, MAJOR

Physical Description: A Major Oaf is about six and a half feet to seven feet tall from the top of his flat, oval-shaped head to the callused soles of his big, flat feet. Facial features are apish, with prognathous jaw, ears that stick out, beetling brow, etc. Shoulders slope to long arms terminating in large hands with short, thick and powerful fingers. Major Oafs are larger and stronger, but no smarter, than typical Oafs.

Initial Base Rating Guidelines: The player may initially assign no fewer points, and no greater number of points, to the Base Ratings than the following:

Health:	min. 50 points	max. 80 points
Precision:	min. 20 points	max. 40 points
Speed:	min. 3 points	max. 6 points

Random Increase Dice: The player will roll the following dice to determine the amount of increase for each Base Rating:

Health:	add 3d12+4 points
Precision:	add 1d8+2 points
Speed:	add 1d3 half-points

Excluded Abilities: Major Oafs may learn the following as new Abilities (in addition to those listed in Chosen Abilities below; the rest are Excluded) during play of the game: Pretense, Scrutiny, and Tricks.

Restricted Abilities: See above and below.

Mandatory Abilities: Major Oafs automatically begin play with three Abilities. The Ability Scores are based on the associated Base Rating.

Physique Ability:	At 80% of Health (1st Ability)
Weapons Ability:	At 70% of Precision (2nd Ability)
Ranging Ability:	At 60% of Health (3rd Ability)

Chosen Abilities: The player will choose two Abilities for the Avatar from the following list and rank them in importance: Hunt, Luck, Nomadic, Stealing, Theurgy, Urbane, Waterfaring, and Waylaying. The Ability Scores are then figured from the applicable Base Rating at the following percentages:

First Ability:	At 50% of Base Rating (4th Ability)
Second Ability:	At 40% of Base Rating (5th Ability)

Racial Capacities & Handicaps: Major Oafs have the following special capacities or handicaps:

- 1) Major Oaf Avatars have three Knacks but only two Quirks (see Quirks and Knacks.)
- 2) Major Oafs possess a visual capacity about the human norm, but are able to see in total darkness as if illumination were equal to very dim twilight (dusk).
- 3) Major Oafs ignore Shock harm of less than three points due to a robust physique.
- 4) Major Oafs climb at 125% human speed and gain a bonus of -10 on d% checks or otherwise gain a 10% favorable adjustment.
- 5) Oafs make all Disaster Avoidance rolls at an additional 1 x Speed Base Rating addition, so for example if the check is at 1 x Speed BR, they make the check at 2 x that number.

ABILITY SUMMARY

Ability	Associated Base Rating	Equipment List Picks
Alchemia	Health	Special
Arcana	Speed	Magical
Archery	Precision	Low
Chivalry	Health	High
Commerce	Health	High
Creativity	Precision	Special
Divination	Speed	Special
Enchantmen	Speed	Magical
Evaluation	Health	Middle
Hunt	Precision	Low, Middle if chosen first
Learning	Health	High
Luck	Speed	Special
Mechanics	Health	Middle
Metallurgy	Speed	Special
Minstrelsy	Precision	Low
Nomadic	Precision	Low
Panprobability	Health	Special
Pantology	Health	Middle
Physique	Health	Low
Planning	Health	Military
Pretense	Health	Low, Middle if chosen first
Ranging	Health	Middle, Military if chosen first
Rustic	Health	Low
Savagery	Speed	Low
Scrutiny	Precision	Middle
Stealing	Precision	Low
Stealth	Precision	Low
Swashbuckling	Special (Health, Precision, Speed)	Middle
Theurgy	Speed	Magical
Tricks	Precision	Low
Unarmed Combat	Special (Health, Precision, Speed)	Low
Urbane	Precision	Low
Waterfaring	Health	Low
Waylaying	Health	Low
Weapons	Precision	Military

GENERATING BASE RATINGS

Generating the Base Ratings for an Avatar is not a difficult process. The player has 100 points to divide among the three Base Ratings. The number of points that may be assigned to each is regulated by the racial guidelines just described. A minimum number of points must be assigned to each Base, and likewise, the player is limited by a maximum number of points that may be assigned, as well as the racial maximum. The minimums and maximums are different for each of the Base Ratings, and the player should consult the racial descriptions above for the specific limits.

AUGMENTING BASE RATINGS

These initial Base Rating totals will be augmented by the roll of a die. The size of the die varies by both the Rating being considered and by the race of the Avatar. Some of the rolls also receive bonus points. After the roll is made and applicable bonuses applied, the result is added to the Base Rating.

Note that the die rolls for augmenting the Speed Base Rating will provide .5 rating points for each whole number of result. Any bonuses to this roll will be in whole points, however. For example, a roll of d4+4 to augment Speed will result in .5 to 2 points from the roll (.5 per pip) and a full four points added to that from the modifier; a range in total from 4.5 points to 6 point. The player will need to accurately record the half-points for the Speed Rating, as they will be important in play.

RECORDING RACIAL ABILITIES

Before choosing any Abilities for the Avatar, the player should check the racial description to determine if any Abilities are mandatory for a character of the chosen race. Human characters have no mandatory Abilities, but non-human characters are required to possess specific Abilities. Those Abilities vary between races. As Ability choice will also affect Base Ratings, bonuses to Base Ratings should be added before Ability Scores (percentages) are calculated. Simply record your Mandatory Abilities in the rank described in the racial descriptions given above at this time. A Dwarf Avatar, for instance, would record the Physique Ability in the #3 Ability slot on his Avatar record, the Planning Ability in the #4 slot, and the Mechanics Ability in the #5 slot on the record sheet at this time. This will allow him to choose his 1st ranked Ability and his 5th ranked Ability.

SELECTING ABILITIES

The Avatar is now ready for skill bundles (Abilities) to be added to complement the Base Ratings. The Ability List provided shows the Abilities available for Avatars in this game. Note that, for all but Extraordinary Abilities, each is only generally—and broadly—defined, because common sense is to be applied. Therefore, a low score means either 1) deep knowledge of a small portion of the field, or 2) broad, but quite superficial, knowledge. The LM, in consultation with the player only as he sees fit, sets the parameters of each Ability in both overall terms of its scope and in situational use. The LM will explain the interpretation for each Ability as applied in the game campaign. Again, this will be based on logic, the campaign, and the Avatar and specific situation.

The whims of the player ultimately decide which Abilities are selected for the character, but remember that the choice of Abilities has ramifications elsewhere in the system: the Abilities chosen will affect the Base Rating totals; and entry into an Order depends on the sequence of chosen Abilities. Furthermore, some races are prohibited from beginning play with specific Abilities, and some are excluded from ever possessing others. Players should consult the racial descriptions for the restrictions on choice of Abilities.

The number of Abilities chosen also depends on the race of the Avatar. Players creating human Avatars pick four, but non-humans choose the number of Abilities listed in the racial description.

The Abilities listed below are described in this version of the rules. Full descriptions of the mundane Abilities will be found here, while full descriptions of Extraordinary Abilities will be found in the appropriate section of the rules. An expanded listing of Abilities is also available in the Legendary Rules for All Players.

Alchemia

Two points are added to the Avatar's Health Rating when this Ability is initially selected. All activities having to do with the addition of Extraordinary capacities of any sort to items or materials that are applied to, or ingested, by an individual so as to impart magical energy is governed by this Ability. (This covers the making of ambrosias, balms, elixirs, philters, potions, salves, simples, tonics, unguents, etc.) The use of the chemical and/or herbal ingredients in this Ability must be done in conjunction with an Extraordinary Ability that possesses Powers that can be activated, and for which a specific Power has a result similar, in whole or in part, to the effect of the desired substance's own is known to the pharmacologist.

Starting Equipment List: Special.

Arcana

Add one half-point to the Avatar's Speed Rating when initially selecting this Ability. All activities having to do with forbidden lore, arcane knowledge, ancient mysteries, lost information, hidden and secret things, etc. are governed by this Ability Score. Each five Ability points possessed adds one point of Activation Energy to the pool of points available to the Avatar—an Arcana Score of 46 provides 9 AEPs, for example.

Starting Equipment List: Magical. (Only general equipment, Memory Tablets, and/or specific selections of other possessed Extraordinary Abilities can be chosen.)

Archery

Add two points to Precision Rating when initially selecting this Ability. All activities having to do with bows, crossbows, footbows, hand catapults, and also blowpipes, slings, fletching, bow and crossbow weapon mending and making, etc. are governed by this Ability. Each 10 Archery Ability points possessed adds one point to Weapons Ability when using such a weapon, and also one bonus point of Harm inflicted from a successful attack when employing such a weapon.

An Avatar may always choose Archery instead of Weapons as his or her base chance to hit when employing missile weapons. For example, an Avatar with 60 Archery Ability score and 40 Weapons Ability score will have a 66% chance of hitting instead of 46% (plus any Precision bonus for the weapon), and will inflict +6 harm in either case.

If an Avatar is discharging a projectile weapon covered by Archery Ability into a melee, he or she must make a second Archery Ability check if the initial check indicates a successful hit. Failure to score a second success thus results in a random target being selected, that subject being friend or foe. The number of possible targets within a three-foot radius of the intended target are counted, each being assigned a number from 1 through N, and an appropriate die is rolled. The missile then strikes the target corresponding to the number rolled on the die.

When Archery Ability exceeds 100 score, each point over 100 adds 1 point of Harm when a hit is scored using this Ability.

Very high Ability Score in Archery enables, at the LM's option, the capacity for multiple attacks. If the individual's adjusted Speed Base Rating is high enough to merit such (>15).

Note any use of the listed weapons by one lacking Archery Ability is at a penalty equal or 50% normal Weapons Ability for bows and slings, and 25% for blowpipes, crossbows and crossbow-like weapons such as the hand catapult.

Starting Equipment List: Low.

Essentials

Chivalry

Add two points to Health Rating when initially selecting this Ability. All activities having to do with courtly behavior, manners, diplomacy, persuasion, precedence, castles, fortification and siegecraft, siege engines, command, management of lands, livestock, riding, etc. are governed by this Ability. Each five Ability points possessed adds one point to Weapons Ability use and any weapon-based Harm inflicted by the individual.

Starting Equipment List: High.

Commerce

Add two points to Health Rating when initially selecting this Ability. All activities having to do with acquisition, banking, business, buying and selling, commerce, commodities, finance, investing, precious goods, rare objects, real estate, speculation, barter and bartering, trade and trading, etc. are governed by the Ability.

Starting Equipment List: High.

Creativity

Add two points to Precision Rating only when initially selecting this Ability. All activities having to do with the creation of works of artistic sort—carved, drawn, painted, performed, sculpted, spoken, written and so forth—are governed by this Ability. The Ability is thus not only useful in, and of, itself, but it lends 10% of the Score possessed by an individual to the use of any of the following nine other Abilities also possessed: Evaluation, Metallurgy, Minstrelsy, Planning, Pretense, Stealing, Tricks, Urbane, and Waylaying.

Starting Equipment List: Special.

Divination

Add one half-point to Speed Rating when initially selecting this Ability. All activities having to do with the augury, divination, fortune telling, prophecy, etc. are governed by this Ability. The Ability enables the possessor to ask once daily, per divination means, one specific question about a person, place, or thing and receive a definite and correct “yes” or “no” answer only. Misphrased questions or those that can not be answered in the affirmative or negative are questions nonetheless, and even though they receive a misleading answer, or none at all, end the opportunity for the day. However, any Ability check that results in a score equal to 10% or less of Ability score enables a second attempt at use of this Ability.

A character begins with one divinatory means per 10 Ability points. As Ability score increases, one additional means can be gained only at each decimal advance thereafter that is above the starting Ability score (e.g. 21, 31, 41, 51, etc.) and so acquired only at some special place of training in such Ability.

The usual means of divination are: animal omens, ashes, automatic writing, bones, cards, crystal gazing, dice, dreams, entrails, liquid mixture, lot casting, miniature symbol casting, rune casting, scent omens, smoke, sound omens, tea leaves, and visions.

Each use of the Ability requires 10 AEPs from the diviner. These points are expended regardless of the success of the divination attempted.

Each five Ability points possessed above a score of 100 points adds one point of Activation Energy to the pool of points available to the Avatar. For example, a score of 117 in this Ability adds 3 additional AEPs to the Avatars pool.

Starting Equipment List: Special.

Enchantment

Add one half-point to Speed Rating when initially selecting this Ability. All activities having to do with the activation of enchantments, enchanted objects, enchantment effects, etc. are governed by this Ability.

Each five Ability points possessed above a score of 100 points adds one point of Activation Energy to the pool of points available to the Avatar. For example, a score of 117 in this Ability adds 3 additional AEPs to the Avatars pool.

Starting Equipment List: Magical. Only Enchantment, general equipment, and Memory Tablet selections can be chosen. See the Enchantment Ability section of the rules for details.

Evaluation

Add two points to Health Rating only when initially selecting this Ability. All activities having to do with evaluating the intent and type of threat posed by a person or other creature, the type of an object and its value, and situational evaluation are governed by this Ability. With respect to persons and creatures, this includes assessment of honesty, integrity, motivation, origin, purpose/intent, social class, truthfulness, wealth, etc. With respect to object evaluation, this includes: age, alterations, artistic elements, comparatives, condition, conformation, construction, craftsmanship, identification, location, market, materials, origination, potential, purpose, quality, soundness, value, workmanship, and so forth.

Starting Equipment List: Middle.

Hunt

Add two points to Precision Rating when initially selecting this Ability. All activities having to do with hunting afoot and/or mounted, woodcraft, survival, the chase, tracking, recognition of flora and fauna, concealment and camouflage in woods, etc. are governed by the Ability. When using this Ability to locate game, a check is made, and if successful, one sort of animal will be discovered, although it might be a predatory sort rather than a purely game animal form. If Ranging Ability is also possessed, the individual adds 10% of that Score to the Hunt Score in regards to checks against this Ability and vice versa.

This Ability can also be used to attempt to avoid being surprised in an encounter situation if the Avatar is employing it or could logically use it at the time of the encounter. The base Score is used, and the LM will make situational and Avatar characteristic modifiers according to circumstances.

Starting Equipment List: Low (Middle if chosen first.)

Learning

Add two points to Health Rating when initially selecting this Ability. All activities having to do with knowledge, learning, information, astronomy, geography, history, language, law, mathematics, medicine, religion, etc. are governed by this Ability.

Starting Equipment List: High.

Luck

Add one half-point to Speed Rating when initially selecting this Ability. All activities having to do with chance, fate, fortune, luck, lucky breaks, kismet, avoidance of misfortune, the optimization of outcome under bad circumstances, and gain from otherwise normal situations, avoiding severe harm, delivering added harm, etc. are governed by this Ability.

Starting Equipment List: Special.

Mechanics

Add two points to Health Rating when initially selecting this Ability. All activities having to do with mere tinkering and repair or all the way to building, carpentry, constructing, design, engineering, forging, invention, materials, metals, etc. are governed by this Ability. This includes working with materials such as bone, ivory, leather, metal, stone, and wood. In order to employ construction or repair techniques with this Ability in the case of fine or difficult work, however, a second Ability must also be possessed. For example, to repair armor, Weapons Ability is necessary.

Starting Equipment List: Middle.

Metallurgy

Add one half-point to Speed Rating when initially selecting this Ability. All activities dealing with addition of Extraordinary capacities of any sort to items, such as magic forging, are governed by this Ability. The use of metals with this Ability is the easiest, then wood, preternatural energies, other non-fragile materials, supernatural energies, fragile materials, in that order.

Starting Equipment List: Special.

Minstrely

Add two points to Precision Rating when initially selecting this Ability. All activities having to do with acrobatics, ambidexterity, balancing, climbing, clowning, contorting, entertaining, gymnastics, knife throwing, jesting, juggling, jumping, leaping, manual dexterity, miming, musical performance, prestidigitation, singing, swinging, sleight of hand, training performing animals, trick riding, tumbling, ventriloquism, etc. are governed by this Ability.

Minstrely may be used in combat. Each 10 points of Ability Score allows the Avatar to deduct one point of Harm from incoming physical attacks, but using the Ability in this fashion incurs a penalty of 2% per 10 points of Ability score to the Avatar's chance of successfully attacking the opponent. An Avatar with Minstrely adds 1 point to Weapons Ability chance to hit per 10 base score in Minstrely Ability when throwing a belt axe, cleaver, club, dagger, hatchet, knife, or shuriken. Any hit with such a thrown weapon also adds 1 point of harm for each 10 of the attacker's Minstrely Ability.

An Ability Score of 81 or more provides, at the LM's option, the capacity to attack with two weapons if the individual's adjusted Speed Base Rating is not too low—at least 15 after all penalties are subtracted. An Ability Score of 51 to 80, with an adjusted Speed BR of 13 or higher, enables the Avatar or character to use a second weapon to parry one attack in addition to attacking with another weapon normally.

Each 10 Ability points enables the possessor to add one point to Weapons Ability for use of and Harm to any hit from the following hand-hurled weapons: axe or belt axe, cleaver, club, dagger, hatchet, hammer, knife or throwing knife, shuriken, stone hand-hurled. In addition, the range of each weapon is increased by a distance of one foot for each 10 points of Minstrely Ability possessed by the individual using such weapons.

Starting Equipment List: Low.

Nomadic

Add two points to Precision when initially selecting this Ability. All activities having to do with nomad tribes and peoples, primitive living in open lands, survival therein, native flora and fauna, crafting necessities and weapons, herding, horses, riding, roping, travelling long distances, etc. are governed here. Each 10 points of Ability Score possessed adds one point to the character's Weapons Ability, and provides a bonus point of Harm inflicted with a successful attack when employing any weapon.

This Ability can not be selected during Avatar creation if Savagery is chosen as another Ability.

Starting Equipment List: Low.

Panprobability

Add two points to Health Rating when initially selecting this Ability. All activities having to do with the specialized study of other dimensional matrices, including those existing in different times, adjacent universes, and otherwise in being are governed by this Ability. Independent travel to any other-dimensional matrix not guided by a specific device for transportation there/from to the individual's own mundane world requires this Ability.

Starting Equipment List: Special.

Pantology

Add two points to Health Rating when initially selecting this Ability. All activities having to do with general knowledge of broad, but shallow, nature, available materials, basic building, composite devices, contraptions, ingenuity, jack-of-all-trades work, jury-rigging, make-do solutions, makeshift devices, salvage, tinkering, unlikely repairs, etc. are governed by this Ability. For example, a normal carpenter will have both Mechanics and this Ability at relatively low Score totals and perform rough work very well, and with a higher Mechanics Ability Score would be a fine-work carpenter or even a cabinetmaker. An Avatar with this Ability can attempt something such as repairing any sort of armor, building a trap, etc. along the gimcrack lines indicated by the nature of this capacity. The check against Ability should be made only when the seemingly fixed or working item is put to the test!

Starting Equipment List: Low.

Physique

Add two points to Health Rating when initially selecting this Ability. All activities having to do with carrying weight, endurance, fitness, lifting heavy weight, muscular development, physical power and strength, etc. are governed by this Ability. Each 10 Ability points possessed provides a bonus of one point to any Harm inflicted by the Avatar when striking with a hand-held or hand-propelled weapon (or otherwise propelling a missile by energy directly related to muscular development, as in drawing and releasing a bow). Note that humans are assumed to be able to carry weight equal to the normal average body weight of a person of their height and bone structure, and that they can lift and/or move thrice such weight (with varying degrees of success). Physique Ability then adds 10 pounds of carrying capacity and 30 pounds of lift/move capacity for each 10 points of Ability Score.

Starting Equipment List: Low.

Essentials

Planning

Add two points to Health Rating when initially selecting this Ability. All activities having to do with command, leadership, preparation for action, exploration, mapping, logistics, supply, attacking, siege machinery operation, military ambush, defending, and so on are governed by this Ability. This Ability enables the individual to operate, aim, and discharge all forms of siege engines and machinery.

Starting Equipment List: Military.

Pretense

Add two points to Health Rating when initially selecting this Ability. All activities having to do with acting, the-atics, and thespianism, as well as assum- ing identities, espionage, blandishments, bribery, cajoling, coaxing, deception, espionage, forged material and forgery, imposture, inducement, instigation, prov- ocation, seduction, wheedling, disappear- ing (as an identifiable person), anonymity, nondescriptness, and disguise are gov- erned by this Ability.

Pretense is most useful if the individual employing it actually has another Ability that would be possessed by the one he/she is pretending to be. The Ability Score of such applicable addi- tional capacity is added to the Pretense Score to determine the probability of success in cases where a role, not a specific person, is being assumed. However, in the instance of physical similarity and like Ability, the addition would apply.

Example: An Avatar is using Pretense Ability to pass himself off as a great noble. With Chivalry Ability possessed, the Avatar may add the Chivalry Score to the Pretense Score when making checks. If the Avatar is also physically similar to a specific noble, the Avatar will also gain the bonus from Chivalry when impersonating that specific noble. (The LM will determine the closeness of resemblance between two individuals in cases like this, and only exact doubles can pass close scrutiny from those who are inti- mately familiar with the true person, regardless of Pretense Ability score!)

Starting Equipment List: Low.

Ranging

Add two points to Health when initially selecting this Ability. All activities having to do with hazardous travel, scouting, scav- enging, smuggling, and also outdoors craft, survival in the out- doors, camouflage, concealment, deadfalls, pits, poaching, traps and trapping, etc. are governed by this Ability. When using this Ability to locate game, a check is made, and if successful, one sort of animal will be discovered, although it might be a predatory sort rather than a purely game animal. If Hunt Ability is also possessed, the individual adds 10% of that Score to the Ranging Score in regards to checks against this Ability and vice versa.

This Ability can be used to surprise an individual or group if the Avatar employing it knows or suspects the presence of the other(s) and could logically use the Ability at time of encounter.



It can also be used to attempt to avoid being surprised in an encounter situation if the Avatar employing it could logically use it at time of encounter. The base Score is used, with the LM making situational and Avatar characteristic modifiers according to circumstances.

Starting Equipment List: Middle. (Military if chosen first.)

Rustic

Add two points to Health when initially selecting this Ability. All activities having to do with farms, the countryside, villages, people and places therein, and crops, husbandry, livestock, etc. are governed by this Ability. Included hereunder are such capaci- ties as self-sufficiency in small things such as making rude things for personal use, mending, sewing, and so on, and knowledge of fishing, trapping, wild edible vegetation, herbs (including medici- nal ones), and the like.

Each five Ability points possessed adds one point to Health Base Rating, even after having already contributed to that number when the Avatar is initially created. The contribution of points occurs to the initial Base Rating when the Ability is ordered initially, so it will affect the scores of all initial Health-based Abilities selected previously to it or after it. If gained after the creation of the Avatar, whatever Health-based Abilities come after it will receive such point bonus as has accrued to the Base Rating from Rustic Ability as of the time of the acquisition of the new Ability.

Starting Equipment List: Low.

Savagery

Add one-half point to Speed when initially selecting this Ability. All activities having to do with forest tribes, primitive living in forests, survival therein, native flora and fauna, crafting necessities and weapons, camouflage, concealment, hunting, fishing, building small watercraft, trapping, deadfalls, pits, traps, etc. are governed by this Ability. Each 10 points of Ability Score possessed adds one point to Weapons Ability, and also provides a bonus point of Harm inflicted with a successful attack when employing missile or striking weapon. This Ability can not be selected during Avatar creation if Nomadic is chosen as another Ability.

Starting Equipment List: Low.

Scrutiny

Add two points to Precision Rating when initially selecting this Ability. All activities having to do with examining, observing, searching, and watching, as well as researching and tracking down information are governed by this Ability. This can also be used to attempt to avoid being surprised in an encounter situation if the Avatar is employing it could logically use it at the time of encounter. The base Score is used, with the LM making situational and Avatar characteristic modifiers according to circumstances.

Starting Equipment List: Middle.

Stealing

Add two points to Precision Rating when initially selecting this Ability. All activities having to do with breaking and entering, burglary, counterfeiting, cutting purses, embezzlement, forgery, grab-and-run, livestock stealing, lock picking, speculation, pilfering, theft, etc. are governed by this Ability.

Starting Equipment List: Low.

Stealth

Add two points to Precision Rating when initially selecting this Ability. All activities having to do with access, escape, evasion, lurking, silence, skulking, sudden unexpected attack, being unheard in approach or departure, being hidden from view, undetected by watchers, etc. are governed by this Ability. This Ability can be used to surprise an individual or group if the Avatar employing it knows or suspects the presence of the other(s) and could logically use the Ability at the time of the encounter. It can also be used to avoid being surprised in an encounter situation. The base Score is used, with the LM making situational and Avatar characteristic modifiers according to circumstances.

Starting Equipment List: Low.

Swashbuckling

Add one point to Health and to Precision, and one-quarter (1/4) point to Speed, only when initially selecting this. The skills conferred by this Ability include acrobatic maneuvers, gymnastic-like tumbling, climbing rapidly, ducking, leaping, running partially up vertical surfaces, and swinging - all having to do with unusual methods of defending and attacking when wearing armor that does not have a Speed Base Rating penalty (such as leather or cloth), and typically when using a single-hand weapon.

Unlike most other Abilities, the initial base score for Swashbuckling is found by adding all three Base Ratings, dividing by three, and then multiplying by the applicable percentage. Remember that Speed Base Rating must be multiplied by four before adding it to Health and Precision BRs and dividing by three to find the average of the three Base Ratings.

This Ability adds one (1) point per 10 points of base score possessed to Defender Situation Adjustments, and one (1) point per five (5) points of base score possessed to the chance to parry an attack when unclothed or clad in light garments or armor without Speed Base Rating penalty. For example an Avatar with 50 base score in Swashbuckling would have at least protection of 5 and a -10 bonus on checks to attempt to parry opponent attacks.

Starting Equipment List: Middle.

Theurgy

Add one half-point to Speed when initially selecting this Ability. All activities having to do with belief and deities, dedication and faithful service, the summoning of good spirits, deital approval, upholding the faith, protection of the faithful, and so on are governed by this Ability.

Each five Ability points possessed above a score of 100 points adds one point of Activation Energy to the pool of points available to the Avatar. For example, a score of 117 in this Ability adds 3 additional AEPs to the Avatar's pool.

Starting Equipment List: Magical. Only Theurgy, general equipment, and Memory Tablet selections can be chosen. One Memory Tablet is automatically possessed as a benison from on high, in addition to those picked. See the Theurgy Ability section of the rules for details.

Tricks

Add two points to Precision Rating when initially selecting this Ability. All activities having to do with alibis, artifice, assassination by indirect means (such as poison), cheating, concealment of objects on one's person, cozening, deceit, deception, dissembling, distractions, duplicity, false accusations and evidence, fraud, guile, hidden weapons, infiltration, lying, palming, rabble-rousing, sneak attacks, spying devices, swindling, etc. are governed by this Ability. Each 10 Ability points possessed adds a bonus point to any Harm inflicted by the individual.

This Ability can also be used to surprise an individual or group if the Avatar employing it knows or suspects the presence of the other(s) and could logically use the Ability at time of encounter. The base Score is used, with the LM making situational and Avatar characteristic modifiers according to circumstances.

Starting Equipment List: Low.

Unarmed Combat

Add one point to Health and to Precision, and one quarter-point (1/4) to Speed when initially selecting this Ability. All activities having to do with defense and attack when without armor, and typically using body weapons (elbows, feet, fists, hands, etc.), are governed by this Ability. Boxing, brawling, grappling, kick-boxing, martial arts (sans weapons and spiritual teachings), street fighting, etc. are included in this Ability.

Unlike with other Abilities, the initial base Score for Unarmed Combat is found by adding all three Base Ratings, dividing by three, and then multiplying by the applicable percentage.

This Ability confers the use of hands and feet as weapons and adds 10% of its base Score to Weapons Ability. In addition, Unarmed Combat Ability provides a bonus point to Harm inflicted by attack with body weapons per 5 points of base Score possessed. The Ability also provides 1 point (5%) of armor protection per 10 points of base Score when unclothed or clad in light garments. For example, an Avatar with a 50 base Score in Unarmed Combat and a 10 in Weapons Ability could attack unarmed with a base

Essentials

check at 50, with a weapon at 15, would inflict 10 bonus Harm with body weapons, and would have natural protection of 5 points (25%) when not encumbered with armor or heavy clothing.

Starting Equipment List: Low.

Urbane

Add two points to Precision Rating when initially selecting this Ability. All activities having to do with cities and the societies thereof—bigotry, body language, cant, crime, criminal gangs, government, group dynamics, high and low persons, in-groups and insiders, influence, hideouts, law enforcement, locales and places therein, opinions and laws, out-groups and outsiders, politics, signs and signing, situation analysis, slang, slums, street-smart, street crimes, sub-cultures, unacceptable behavior, etc. are governed by this Ability.

Starting Equipment List: Low, Middle if chosen first.

Waterfaring

Add two points to Health Rating when initially selecting this Ability. All activities having to do with personal diving, knotting, rope-climbing, and swimming, aquatic flora and fauna, as well as with barges, boarding action, boats, buccaneering, cargoes, navigation, piracy, rafts, sailing, ship actions, ships, scows, etc. are governed by this Ability. This ability is a broad catchall for working on or in both fresh water and marine environs.

Starting Equipment List: Low.

Waylaying

Add two points to Health when initially selecting this Ability. All activities having to do with ambush, coercion, decoying, hijacking, kidnapping, murder, mugging, robbery, ruses, etc. are governed by this Ability. This Ability can also be used to surprise an individual or group if the Avatar employing it knows or suspects the proximity of the other(s) and could logically use the Ability at the time of the encounter. The base Score is used, with the LM making situational and Avatar characteristic modifiers according to circumstances.

Starting Equipment List: Low.

Weapons

Add two points to Precision Rating when initially selecting this Ability. All activities having to do with personal weapons, small arms used to strike or send missiles as well as defensive accoutrements of armor and shield are governed by this Ability. This includes the knowledge of craftsmanship, construction, and repair of all from armor and axes through swords and even whips. The construction and repair of items also requires Mechanics Ability.

Very high Ability Score in Weapons enables, at the LM's option, the capacity for multiple attacks. If the individual's adjusted Speed Base Rating is high enough to merit such (>15).

When Weapons Ability exceeds 100 score, each point over 100 adds 1 point of Harm when a hit is scored using this Ability to attack with an appropriate weapon.

The use of a bow relying on Weapons Ability, not Archery Ability, reduces effectiveness of this Ability by 50%, so, for example, a Weapons Ability score of 40 counts only as 20 when plying a bow. In regards to crossbows or all sorts, including hand catapults, the penalty is only 25%, so in the example given a 40 Weapons Ability translates to 30 when using a crossbow-type weapon.

Starting Equipment List: Military.

WEAPON ABILITY

The player chooses/records an additional Ability with a Score of 10. This will be the Weapons Ability if not already chosen, or another ability if Weapons has been previously chosen.

It is also necessary to keep in mind that all able characters have a Weapons Ability of 10 or more. If Weapons is not an Ability chosen for the Avatar, it is added to the character record as an additional Ability (with a Score of 10.) The Weapons Ability then can never be added as a new Ability, for it is already possessed by default. If Weapons was chosen as an initial Ability, then another will be recorded (as chosen by the player) as an additional Ability (with a Score of 10.) The LM should approve the Ability chosen as compatible with the Avatar's background as set forth by the player. So a jump to Step Nine might be needed if there is any question of the appropriateness of the added Ability.

ABILITY BONUSES

Once all Abilities have been chosen, the player can add the final bonuses to the Avatar's Base Ratings. All bonuses to Base Ratings provided by Abilities should now be added to the Base Rating Scores. The Base Ratings were last augmented in Step Two with a random roll. They will be further increased according to the Abilities chosen, affirming the idea that concentrating on skills requiring certain capabilities will also increase those capabilities. The BR associated with each chosen Ability will increase. Note that an increase does not accrue based on mandatory Abilities (the effects are figured into racial modifiers) or for the additional Ability added in Step Six.

Abilities based on Health thus serve to increase the Health Rating. Precision-based Abilities increase Precision, and Speed-based Abilities augment the Speed Rating. The Base Ratings are now fully established and will increase further only as a result of play.

CALCULATING ABILITY SCORES

Calculate the Ability scores for all of your Avatar's abilities. Figure the Scores for all chosen and mandatory Abilities from the associated Base Rating using the percentage figures provided by the racial description. The additional Ability from Step Six retains a Score of 10.

The Ability Score is the number of points of capacity the Avatar has in an Ability. That number represents a percentage that is the unmodified chance of success in using the Ability as desired in a situation. Of course, the LM will not require the rolling of percentile dice to see if something normally done with ease is so done. Rather, Ability use determinations are required only for perilous and dangerous actions, or in conjunction with location, problem solving, and the like.

The initial rating for an Ability depends on two matters, those being the Base Rating associated with said Ability and how the Ability was ranked after selection. The Ability Score is figured as a percentage of the Base Rating associated with it, and the ranking of the Ability determines what percentage of the Base Rating to use for a rating score. Those Abilities associated with the Speed BR will use the Speed Rating multiplied by four when figuring Ability ratings. Some Abilities may involve more than one Base Rating.

The racial description will list the percentages to use when figuring Ability Scores. The racial description will also list the percentages to use when figuring ratings for Mandatory Abilities.

Note that the additional Ability added in Step Six begins at a flat score of 10 and is not figured as a percentage of the Base Rating.

Step Eight is the most complex part of the Avatar creation process, and the only step that involves math skills beyond simple addition. No math skills are required during the remainder of the process, however, for what remains relies entirely on player creativity and choice.

After finishing with Step Eight, the player of an Avatar having an Extraordinary Ability may wish to read about activating Extraordinary Abilities. That section of the rules will also describe how to figure the number of Activation Energy Points, necessary for using Extraordinary Abilities, the character possesses.

BACKGROUND

Because this game is not merely an exercise in fighting and killing things, but is a full role-playing game, each of the players should develop some brief descriptive picture of their Avatar, and then devise an initial—probably sketchy—background. These should be more fully developed and embellished as time goes on, but for now a few words in each area will suffice.

Area is provided on the Avatar Record Sheet for recording the background information generated. Later additions to such background information can be done on a separate sheet, if necessary. The player may wish to jot notes about the Avatar on a piece of scrap paper first, and then write the description on the Avatar Record after settling on specifics.

The player should pose a few, simple questions about the character. These queries may be such as to stimulate the player into thinking about what his or her Avatar is like, how the character thinks, behaves, and so forth. The player should have a piece of scratch paper on hand for this part of the Avatar creation exercise. By noting the question and jotting down the answer, brief or detailed, a vision of the Avatar will begin to form.

From time to time, the player should add to the details of the Avatar, so that it will become more complete and have a history, personality, mind, etc. as does an actual person. The player can develop a complete life history and family tree for the Avatar, if desired, or simply keep the goals and aspirations of the character up to date.

The player is now ready to move on to the final stage of the creation process. The player must choose the equipment with which the Avatar will begin play. Of course, the LM can make the equipping of the Avatar an adventure in itself, requiring the character to purchase certain key items that weren't on hand previously.

The process of equipping characters for play is very dependent upon the Abilities of the Avatar. Each Ability gained during creation also has an Equipment List associated with it, and it is this list that determines what the Avatar may possibly possess when beginning play. The lists simply detail the type of items and equipment that would reasonably accrue in the pursuit of the various Ability areas.

EQUIPING THE AVATAR

The player will now choose equipment from the lists using the number of picks determined by the Avatar's Abilities. The equipment with which an Avatar begins play is assumed to be that equipment which would have been of use to them in their recent past; that equipment that they would have acquired while 'learning' their current abilities. As such, this equipment is irrevocably

typed to those abilities. As previously mentioned, the Abilities that the Avatar possesses determine the list or lists from which the player may pick items. The number of picks available from each list is determined by how highly the Ability was ranked when chosen. The Ability chosen first imparts more choices from its corresponding list than the Ability chosen last.

The player is restricted in choices of cash. Only one pick may be used to select cash, regardless of the number of different lists available to the character or how many picks are available. Other items may be chosen more than once, however, allowing the Avatar multiples of items catching the player's fancy.

The Special Equipment List is actually a table requiring the roll of a die to determine the results. The player must roll the die when use of the table is specified, and that roll may result in a pick being granted from one of the other lists. The table also includes an entry that results in no pick being granted, so the Special Table does not always provide a boon for players. The choices made on the Equipment Lists should be made without consideration of the possibility of another pick being granted by a roll on the Special List table.

The player must select only from those lists indicated by the Avatar's Abilities, with each line in a list consisting of a single "item" even though some contain two or more actual things. The guidelines for determining the number of picks granted for each Ability will vary by the order in which the Abilities were chosen, and by whether the Abilities were chosen or required by racial description.

Picks for Human Avatars

The number of selections allowed on each list is governed by the player's ordering of the Abilities chosen for the Avatar. Only the first four Abilities grant picks on the Equipment Lists; the fifth Ability, whether Weapons or another Ability, does not garner picks from the lists.

First Ability	9 picks
Second Ability	7 picks
Third Ability	5 picks
Fourth Ability	3 picks

One roll is granted on the Special List table.

The total number of selections to be made is 24 or 25. That number may seem large, but this is most likely all the equipment your Avatar will have until after the first adventure, and what is chosen is very important. It may seem a lengthy process, but the armor, arms, clothing, equipment, provisions, transport, and tools the Avatar possesses not only help shape the Avatar but might be critical soon after play begins.

Picks for Non-Human Avatars

The player must select only from those lists indicated by the Avatar's Abilities. The LM has the option to use either of two sets of guidelines for use with non-human characters. The first will provide more total picks, but the second allows for an extra roll on the Special List table, a matter that may prove more interesting and useful to players.

Non-human Avatars will have fewer picks available than human characters, but will still be able to begin play with the necessities of adventuring life. Players must choose most carefully when equipping non-human adventurers.

Essentials

Method One

- 5 different or like* items for each chosen Ability.
- 3 different or like* items for each mandatory Ability.
- 1 roll on the Special Table

Method Two (optional)

- 9 different or like* items for the initially chosen Ability.
- 7 different or like* items for the second chosen Ability.
- 2 rolls on the Special Table

*Only one pick of cash from any list is permitted, otherwise, though, multiple selections of the same item are otherwise allowed.

The Low List

\$100 in coin of the realm
armor, cloth, half garment
arrows, sheaf of 24
axe, belt or cleaver or hatchet
bow case, quiver and 12 arrows
bow, light
club, ordinary
club, spiked
dagger, long
dagger, short, with sheath
fighting staff
knife, with sheath
knife, heavy
knife, throwing, pair
pole-arm, short
sling, leather, with 12 lead shot
spear, short
whip
belt, leather, narrow
boots, low, hard-soled
boots, low, soft-soled
cloak, dark
clothing, beggar-type, with wooden bowl and wooden crutch
clothing, common suit, colorful
clothing, common suit, dark
clothing, common suit, light
clothing, motley suit, colorful, with cap,
hat, low brimmed, colorful
hat, low brimmed, dark
hat, low brimmed, light
hood, colorful
hood, dark
hood, light
sandals
sash, colorful
sash, dark

sash, light
shoes
balls, 100 baked clay, half-inch diameter in cloth bag
canteen, water gourd one quart, with leather, thong
sling
drums, two (large and small)
grease, clay pot of, with rag wrapping
hook, iron, treble (grapnel)
hook, iron, ordinary, lifting
horn, trumpet
lantern, candle, with tinder box
line, ordinary rope, 30-foot coil
pan pipes
poison, ingestive, 10-dose bottle
poison antidote
makeup, entertainment/disguise, various items, in leather case
mandolin
pouch, belt, leather
pouch, shoulder, with sling, cloth
sack, large, heavy, with leather thong
neck-wrap, handle, 10 feet long
torch, wood and resin-soaked rope, 30 minute burn time,
beer, one quart jug
bread and cheese for one person for four days
flour, three pound cloth sack of
salt, one pound cloth sack of
sausage, two pound
vinegar, quart jug
file and lock pick in leather case
hammer and chisel, metal-cutting
jimmy bar, small and pry bar
saw, small, metal and saw, small, wood
donkey, pack/riding

EQUIPMENT LISTS

There are five Equipment Lists used when outfitting the character:

Low List	common clothing and items;
Magical List	items and workings used in extraordinary pursuits;
Middle List	items of higher quality and expense;
Military List	a wide range of weapons and armor;
Special List	a choice of any sort;
High List	items of the highest quality and expense.

The Equipment Lists not only provide for choosing regular sorts of adventuring equipment such as clothing and weaponry, but also allow the player to gain basic foodstuffs and cash. The Magical List allows for choice of Memory Tablets and Extraordinary Activations for those Avatars so inclined. Healing salves, poisons, antidotes, and mounts all appear on the lists. The player should use this opportunity to prepare the Avatar as well as possible for adventuring, for the character may have no opportunity to acquire additional gear before setting forth.

The Middle List

\$1,000 in coin of the realm
armor, cloth garment, full
armor, leather, half
shield, large
shield, standard
arrows, sheaf of 24
axe, belt or cleaver or hatchet
bow case, quiver and 12 arrows
bow, light
bow, medium
crossbow
crossbow, small
dagger, long, with sheath
dagger, short, with sheath
quarrel box, waist belt, and 20 quarrels
spear, light/throwing
spear, long
spear, short
sword, cutting & thrusting, with scabbard
belt, leather, broad or narrow, and boots, low, hard- or soft-soled
cloak, colorful, with or without hood
cloak, light, with or without hood
clothing, good suit, colorful, with hat
clothing, good suit, dark, with hat
clothing, good suit, light, with hat
armor repair tools, kit
backpack, pouch, belt, pair, and shoulder pouch with sling, all leather
flute and mandolin
salve, burn healing (-50% Health recovery time), 7-application jar
salve, wound healing (-50% Health recovery time), 7-application jar
horse, gelding
horse, mare
mule, riding

The High List

\$25,000 in coin of the realm
 armor, leather, full, with belt, broad and boots, high, hard-soled
 armor, steel mail, full
 armor, steel plate, half
 shield, buckler and shield, standard
 axe and axe, battle
 crossbow and quarrel box, waist belt and 20 quarrels
 crossbow, small, and quarrel box, waist belt, and 20 quarrels
 knife or dagger, concealed
 lance, spear long, and spear short
 mace and military hammer
 pick
 sword, cleaving with scabbard and dagger, long with sheath
 sword, cutting, curved with scabbard and dagger, long with sheath
 sword, cutting, heavy
 sword, cutting & thrusting with scabbard and dagger, long with sheath
 sword, thrusting with scabbard and dagger, long with sheath
 cape, fine, boots, high, soft-soled (riding), and cap, colorful
 cape, fine, boots, high, soft-soled (riding), and cap, dark
 cape, fine, boots, high, soft-soled (riding), and cap, light
 cloak, fine, fur-trimmed or lined, with or without cowl (dark, colorful or light)
 clothing, fine suit, colorful, with boots, low, soft-soled and hat
 clothing, service suit, colorful, with boots, low, hard-soled and cap
 jewelry, ensemble (gold bracelet, broach, cloak pin, neck chain, ring)
 horn (bugle), horn (hunting), lyre, and mandolin
 poison, ingestive, 10-dose bottle
 poison antidote, 1-dose bottle.
 horse, pack
 horse, stallion
 horse, war, courser
 horse, war, destrier

The Special List

Roll a d10 for each item due from this table, and consult the table below. Go to the appropriate equipment table to make a selection, or, with a 10, gain no selection.
 1 = Low table item pick
 2 = Magical table item pick
 3 = Middle table item pick
 4 = Military table item pick
 5 = High table item pick
 6-9 = Table of your choice pick
 10 no pick is gained

The Magical List

\$1,000 in coin of the realm
 Enchantment, Ability possessed—see Extraordinary Activations—choose any, each selection counting as one item.
 Theurgy, Ability possessed—propitiation materials
 Theurgy, Ability possessed—see Extraordinary Activations—choose any, each selection counting as one item.
 Theurgy, Ability possessed—votive summing materials
 Memory Tablet, list of any four Extraordinary things/activations
 clothing, sandals, robes, sash, and fanciful hat (colorful, dark or light)
 clothing, shoes, garment suit, narrow belt, and brimmed hat (colorful, dark or light)
 horse, gelding
 horse, mare
 mule, pack
 mule, riding

The Military List

\$2,500 in coin of the realm
 armor, steel mail, half
 shield, buckler
 shield, large
 shield, regular
 arrows, sheaf of 24
 axe
 axe, battle
 axe, belt or cleaver or hatchet
 bow case, quiver and 12 arrows
 bow, medium
 bow, strong

crossbow
 crossbow, small
 dagger, long, with sheath
 dagger, short, with sheath
 knife, with sheath
 knife, heavy, with sheath
 lance
 mace
 military hammer/pick
 pole-arm, short
 quarrel box, waist belt, and 20 quarrels
 quarrels, sheaf of 40
 spear, light/throwing
 spear, long
 spear, short
 sword, cleaving, with scabbard
 sword, cutting, curved, with scabbard
 sword, cutting, heavy
 sword, cutting & thrusting, with scabbard
 sword, thrusting, with scabbard
 belt, leather, broad or narrow, and boots, high, hard- or soft-soled
 cloak with or without hood (colorful, dark or light)
 clothing, good suit with hat (colorful, dark or light)
 armor repair tools, kit
 backpack, pouch, belt, pair, and shoulder pouch with sling, all leather
 drum (kettle) and horn (bugle)
 salve, burn healing (-50% Health recovery time), 7-application jar
 salve, wound healing (-50% Health recovery time), 7-application jar
 horse, pack
 horse, stallion



EQUIPMENT

After all selections from the Equipment Lists have been made, the player may, at the LM's option, purchase items to round out the possessions held by the character, provided the Avatar has cash available. Items are listed alphabetically on the general equipment

list along with the location of where it may be found and bought in a community. Depending upon the desire of the LM, the player "shopping" for the Avatar can either do so relatively quickly by referring to the alphabetical list or role play the trip from shop to store seeking the desired items.

GENERAL EQUIPMENT LIST

Item	Cost	Location
Acid, 1 pint flask: Nitric or sulfuric	\$10	Apothecary
Alcohol, wood, 1 quart flask: 180 proof, inflammable	\$5	Apothecary
Ale, flagon	\$4	Tavern.
Ale, gallon jug	\$12	Tavern.
Alkali, 1 pint flask: Potassium or sodium carbonate, etc.	\$10	Apothecary
Armor, cloth garment, full	\$350	Tailor
Armor, cloth garment, half	\$250	Tailor
Armor, leather, full	\$1,000	Leather
Armor, leather, half	\$650	Leather
Armor repair tools, kit	\$500	Armorer
Armor, steel mail, full	\$25,000	Armorer
Armor, steel mail, half	\$17,500	Armorer
Armor, steel plate, full	\$50,000	Armorer
Armor, steel plate, half	\$35,000	Armorer
Arrows, sheaf of 24, long	\$240	Fletcher
Arrows, sheaf of 24, medium	\$220	Fletcher
Arrows, sheaf of 24, short	\$200	Fletcher
Axe: A narrow-bladed war axe	\$500	Weapon smith
Axe, battle: Large, broad-bladed axe	\$1,000	Weapon smith
Axe, belt: A small hand/throwing axe	\$250	Weapon smith
Backpack, cloth: Cap. 4 cubic feet	\$100	General store
Backpack, leather: Cap. 4 cubic feet, water resistant	\$500	Leather shop
Bag, cloth: 25-pound cap, 1 peck volume	\$5	Traders store
Balance, fine, carat/grain weight (gems/precious metals)	\$500	Traders store
Balderic: Shoulder- or back-slung hanger for any but heavy sword and sheath	\$200	Leather shop
Balls, baked clay, half-inch diameter, 100 in cloth bag	\$10	General store
Bandages, 10-foot gauze	\$5	Apothecary
Barding (horse armor-20%/4 protection, -2 Speed,60 Health), cloth garment, full Three weeks work.	\$2,500	Tailor
Barding (horse armor-10%/2 protection, -1 Speed, 40 Health), cloth half: Two weeks work.	\$1,750	Tailor
Barding (horse armor-30%/6 protection, -2.5 Speed, 80Health), leather, full Six weeks work	\$5,000	Leather shop
Barding (horse armor-15%/3 protection, -1.5 Speed, 50 Health), leather, half: Five weeks work	\$3,750	Leather shop
Barding (horse armor-40%/8 protection, -4 Speed, 180 Health), steel mail, full: 12 weeks work	\$125,000	Armorer
Barding (horse armor-25%/5 protection, -2.5 Speed, 120 Health), steel mail, half: 10 weeks work	\$90,000	Armorer
Barding (horse armor-60%/12 protection, -6 Speed, 240 Health), steel plate, full: 20 weeks work.	\$250,000	Armorer
Barding (horse armor-35%/7 protection, -3.5 Speed, 180 Health), steel plate, half: 14 weeks work.	\$200,000	Armorer.

Item	Cost	Location
Beer, tankard	\$3	Tavern
Beer, one gallon jug	\$8	Tavern
Belt, leather, broad	\$40	Leather shop
Bell, brass, large	\$150	Smiths
Bell, silver small hand-held	\$250	Silversmith
Belt, leather, cross-harness	\$100	Leather shop
Belt, leather, cross-harness	\$100	Leather shop
Belt, leather, narrow	\$25	Leather shop
Biscuits, hard (travel bread), 1 pound	\$3	Baker
Blanket, light	\$35	General store
Blanket, thick	\$75	General store
Boat, rowing, poling, 2-man, 600 pound cap	\$2,000	Boatwright
Boat, rowing, poling, 4-man, 1,500 pound cap	\$5,000	Boatwright
Boat, rowing/barge, small, poling or sweeps, 8-man, 4,000 pound cap	\$12,000	Boatwright
Book, blank, cloth cover, 100 paper pages	\$100	Scrivener
Book, blank, leather cover, 100 paper pages	\$200	Scrivener
Boots, high, hard-soled	\$500	Shoemaker
Boots, high, soft-soled (riding)	\$500	Shoemaker
Boots, low, hard-soled	\$400	Shoemaker
Boots, low, soft-soled	\$400	Shoemaker
Bow case: Oilskin, tying, nearly waterproof	\$75	Leather shop
Bow, light: Laminated or wood, 2.5-foot length	\$1,000	Bowyer
Bow, medium: Laminated or wood, 4-foot length	\$2,000	Bowyer
Bow, strong: Laminated or wood, 5.5 foot length	\$5,000	Bowyer
Brandy, fine old, 1 quart flask	\$100	Wine seller
Brandy, gill	\$6	Tavern
Brandy, gill, fine old	\$20	Tavern
Brandy, 1 quart flask	\$30	Wine seller
Bread, loaf, 2 pound	\$3	Baker
Brush, artist paint, fur/hair bristled, various sizes	\$10	Scrivener
Brush, makeup application, etc	\$5	Apothecary
Burro (ass), jack	\$1,500	Horse trader
Burro (ass), jenny	\$1,000	Horse trader
Caltrops, 4-inch size, 12	\$25	Blacksmith
Caltrops, 2-inch size, 12	\$15	Blacksmith
Camel, eastern, average/pack	\$10,000	Horse trader
Camel, eastern, fine	\$20,000	Horse trader
Camel, western: average/pack	\$30,000	Horse trader
Camel, western, fine/racing	\$75,000	Horse trader
Candle, beeswax, 8-hour burn time, 12	\$30	General store
Candle, tallow, 2-hour burn time, 12	\$5	General store
Candle, wax, 4-hour burn time, 12	\$12	Generalstore
Canteen. water gourd, 1 quart, with leather thong sling	\$5	General store
Canvas, thick, per square yard	\$15	General store
Cap, plain	\$15	Hatter
Cap, fine	\$75	Hatter
Cap, fool's/jester's-type	\$100	Hatter store
Cap, fur, fine	\$750	Hatter
Cap, fur, ordinary	\$250	Hatter
Cape	\$100	Haberdashers
Cape, fine	\$300	Haberdashers
Carriage, 4-wheel, horse, closed, 6 passenger cap	\$25,000	Carriage shop

The Role Playing Game

Item	Cost	Location	Item	Cost	Location
Carriage, 4-wheel, horse, closed, luxury, 6 passenger cap	\$50,000	Carriage shop	Fish, fresh, best, per pound	\$25	Fish Monger
Carriage, 4-wheel, horse, open, 4 passenger cap	\$15,000	Carriage shop	Fish, preserved, good, per pound	\$7.50	Fish Monger
Cart, push, hand, 2-wheel: High-wheeled, 6 bushel/500 pound cap	\$1,000	Carpenter	Fish, preserved, ordinary, per pound	\$2.50	Fish Monger
Cart, 2-wheel donkey or horse 12 bushel/1,000 pound cap	\$3,000	Cartwright	Fish, shellfish, common, per pound	\$5	Fish Monger
Catapult, hand	\$600	Weaponsmith	Fish, shellfish, special, per pound	\$15	Fish Monger
Cellar, sand, brass, 1-ounce capacity	\$25	Scriveners	Flail: Handle, chain, and spiked iron weight	\$250	Weaponsmith
Chain, iron link, 1,100 pound test, per foot	\$10	Blacksmith	Flail, long: Handle, linked to iron-spiked striking arm	\$250	Weaponsmith
Chalk, stick	\$0.50	Scrivener	Flour, 20 pound sack	\$10	Grocer
Charcoal, stick	\$0.50	Scrivener	Flute, silver	\$400	Traders store
Cheese, aged, 1 pound	\$5	Grocer	Fruit, dried, per pound	\$5	Grocer
DairyCheese, aged, special 1 pound	\$10	Grocer	Fruit, fresh (in season), per pound	\$1	Grocer
DairyCheese, brick, farmers, 1 pound	\$2.50	Grocer	Fur, animal skin, ordinary	\$1,000	Furrier
DairyCheese, hard, 2 pound cheese	\$10	Butcher	Fur, animal skin, rare	\$5,000	Furrier
Cheese, soft, 3 pound crock	\$10	Butcher	Fur, coat, ordinary	\$2,500	Furrier
Chisel, metal-cutting	\$100	Blacksmith	Fur, coat, fine	\$10,000	Furrier
Chisel, stone-cutting	\$75	Blacksmith	Fur, jacket, ordinary	\$1,500	Furrier
Chisel, wood-cutting	\$50	Blacksmith	Fur, jacket, fine	\$6,000	Furrier
Cleaver: A long-bladed chopper	\$150	Cutler	Fur, robe, ordinary	\$2,000	Furrier
Cleaver, great (hafted long-bladed chopper)	\$500	Cutler	Fur, robe, fine	\$8,000	Furrier
Cloak	\$200	Haberdashery	Garlic, bud	\$1	Grocer
Cloak, fine, fur-trimmed or lined with/without cowl	\$1,500	Tailor	Gauntlets, leather	\$150	Leather shop
Cloak, with or without cowl	\$250	Haberdashery	Gauntlets, leather and metal	\$250	Armorer
Clothing, beggar-type, with bowl, wooden and crutch, wooden	\$50	Trader store	Gauntlets, full metal	\$500	Armorer
Clothing, common suit	\$150	Haberdashery	Gem, cut and polished, soft, per carat common	\$25	Gemner
Clothing, fine suit	\$1,500	Tailor	uncommon	\$75	Gemner
Clothing, garment suit	\$300	Haberdashery	rare	\$250	Gemner
Clothing, good suit	\$750	Haberdashery	very rare	\$500	Gemner
Clothing, motley suit, (performer/fool/jester)	\$200	Traders store	unique	\$1000	Gemner
Clothing, gown, fine men's	\$500	Haberdashery	Gem, cut and polished, hard, per carat common	\$100	Gemner
Clothing, gown, ordinary men's	\$200	Haberdashery	uncommon	\$200	Gemner
Clothing, robe	\$1,000	Haberdashery	rare	\$750	Gemner
Clothing, service* suit, outdoors/hunting	\$750	Tailor	very rare	\$1,750	Gemner
Club, ordinary (hardwood, knobbed)	\$50	Carpenter	unique	\$17,500	Gemner
Club, spiked (hardwood, iron shod)	\$125	Blacksmith	Gem, cut and polished, very hard, rare, per carat	\$5,000	Gemner
Coach, 4-wheel, 4-horse, closed, 8 passenger capacity:	\$75,000	Carriage shop	Girdle, leather, broad with pockets	\$250	Leather shop
Coach, 4-wheel, 4-horse, closed, luxury, 8 passenger capacity:	\$150,000	Carriage shop	Girdle, leather, broad with pockets and knife or dagger, concealed	\$750	Leather shop
Coffee, 1 pound	\$10/300	Grocer	Gloves	\$50	Leather shop
Crossbow: Metal-spring arms	\$500	Weaponsmith.	Gloves, heavy leather	\$75	Leather shop
Crossbow, small (claw used to cock)	\$350	Weapon smith	Glue, carpenters, wood, 2 pound block	\$10	Carpenter
Dagger, long (10-inch blade)	\$1,000	Cutler	Glue, general purpose, 1 pint pot	\$5	Apothecary
Dagger, long, with sheath (10-inch blade)	\$1,050	Cutler	Glue, solvent/remover, 1 quart bottle	\$5	Apothecary
Dagger, short (6-inch blade)	\$750	Cutler	Grease, clay pot, 1 quart, with rag wrapping	\$2.50	Traders store
Dagger, short, with sheath (6-inch blade)	\$800	Cutler	Gridiron, each square foot	\$40	Blacksmith
Dog, guard	\$2,500	Kennel keeper	Hammer	\$30	Blacksmith
Dog, hunting	\$1,500	Kennel keeper	Hammer, large (2-pound head)	\$50	Blacksmith
Dog, tracking	\$2,000	Kennel keeper	Hammer, sledge (8-pound head)	\$100	Blacksmith
Dog, war	\$5,900	Kennel keeper	Harness, single draft animal	\$250	Leather shop
Drum, kettle	\$500	Traders store	Harness, draft animal team of 2	\$600	Leather shop
Drum, large	\$200	Traders store	Harness, draft animal team of 4	\$1,250	Leather shop
Drum, small	\$50	Traders store	Harness, draft animal team of 6	\$2000	Leather shop
Enchanted item	Not available		Harness, draft animal team of 8	\$2,500	Leather shop
Enchantment, new	Not available		Hat (ordinary/nondescript)	\$50	Hatter
Fighting staff (6-foot oak staff metal shod and banded)	\$150	Weaponsmith	Hat, brimmed	\$75	Hatter
File, metal	\$100	Blacksmith	Hat, broad brimmed	\$100	Hatter
File, metal and lock pick in leather case	\$500	Traders store	Hat, fanciful	\$150	Hatter
Fish, crustaceans, common, per pound	\$10	Fish Monger	Hat, low brimmed	\$100	Hatter
Fish, crustaceans, special, per pound	\$30	Fish Monger	Hatchet (broad-bladed chopping/throwing weapon)	\$250	Blacksmith
Fish, fresh, better variety, per pound	\$10	Fish Monger	Herbs, cooking, bunch fresh	\$2	Grocer
			Herbs, cooking, 1 ounce dried	\$4	Grocer
			Herbs, medicinal (analgesic, digestive, restorative, soporific, etc.), per dose	\$10	Apothecary
			Honey, 5 pound crock	\$25	Grocer

Essentials

Item	Cost	Location	Item	Cost	Location
Hood	\$50	Haberdasher	Map, continental	\$7,000	Cartographer
Hook, iron, ordinary, lifting/towing	\$25	Blacksmith		- \$12,000	
Hook, iron, treble (grapnel)	\$100	Blacksmith	Map, hemisphere	\$9,000	Cartographer
Hook, fishing, regular, 12 assorted	\$25	Blacksmith		- \$16,000	
Hook, fishing, very large, 1	\$25	Blacksmith	Map, state/region	\$5,000	Cartographer
Horn, bugle, brass	\$350	Traders store		- \$8,000	
Horn, hunting	\$200	Traders store	Map, world	\$11,000	Cartographer
Horn, trumpet, brass	\$750	Traders store		- \$20,000	
Horse, gelding (riding)	\$5,000	Horse trader	Meat/poultry, average cut/fair, per lbs.	\$6	Butcher.
Horse, mare, riding	\$15,000	Horse trader	Meat/poultry, best cut/rare, per pound	\$30	Butcher
Horse, pack (gelding)	\$3,500	Horse trader	Meat/poultry, cheap cut/common, per pound	\$3	Butcher
Horse, stallion, riding	\$25,000	Horse trader	Meat/poultry, good cut/better, per pound	\$10	Butcher
Horse, war, charger	\$125,000	Stable master	Meat/preserved, per pound	\$7.50	Butcher
Horse, war, courser	\$100,000	Stable master	Memory tablet, enchantments, list of any 4	Not available	
Horse, war, destrier	\$150,000	Stable master	Military hammer/pick (long point and hammer backed)	\$500	Weaponsmith
Incense, common, 20 sticks	\$10	Temple	Mirror, 1 by 3 feet	\$500	Traders store
Incense, rare, 6 sticks	\$100	Temple	Mirror, silvered steel (4 by 6 inches)	\$200	Cutler
Ink, 2 ounce pot	\$2	Scrivener	Mirror, 2 by 5 feet	\$2,000	Traders store
Ivory, uncut, per pound	\$200	Traders store	Mule, pack	\$2,500	Horse trader
Jewelry, gold bracelet (wide, heavy)	\$4,500	Goldsmith	Mule, riding	\$3,000	Horse trader
Jewelry, gold broach	\$3,500	Goldsmith	Nails, large (4-inch length), 20	\$10	Blacksmith
Jewelry, gold cloak pin	\$2,500	Goldsmith	Naphtha, 1 quart flask (highly volatile and inflammable):	\$10	Apothecary
Jewelry, gold neck chain with medallions	\$8,500	Goldsmith	Oil, lamp/lantern, one-gallon jug	\$10	General store
Jewelry, gold ring (large with seal-type design)	\$2,000	Goldsmith	Oilskin coat and overalls	\$300	General store
Jewelry, silver bracelet (wide, heavy)	\$500	Silversmith	Paint, oil-based, artist's, 2-ounce pot	\$10	Scriveners
Jewelry, silver broach	\$375	Silversmith	Pan, copper, large (1 gal.)	\$200	General store
Jewelry, silver cloak pin	\$300	Silversmith	Pan, copper, medium (.5 gal.)	\$150	General store
Jewelry, silver neck chain with medallions	\$1,250	Silversmith	Pan, copper, small (.25 gal.)	\$100	General store
Jewelry, silver ring (large with seal-type design)	\$225	Silversmith	Pan, iron, large (1 gal.)	\$55	General store
Jimmy bar, small	\$75	Blacksmith	Pan, iron, medium (.5 gal.)	\$45	General store
Kettle with lid, copper, large (6 gal.)	\$500	General store	Pan, iron, small (.25 gal.)	\$35	General store
Kettle with lid, copper, medium (2.5 gal.)	\$375	General store	Pan, tin, large (1 gal.)	\$30	General store
Kettle with lid, copper, small (1 gal.)	\$250	General store	Pan, tin, medium (.5 gal.)	\$20	General store
Kettle with lid, iron, large (6 gal.)	\$100	General store	Pan, tin, small (.25 gal.)	\$10	General store
Kettle with lid, iron, medium (2.5 gal.)	\$75	General store	Panpipes	\$150	Traders store
Kettle with lid, iron, small (1 gal.)	\$50	General store	Paper, unbleached, sheet	\$0.50	Scriveners
Kettle with lid, tin, medium (2.5 gal.)	\$35	General store	Paper, white, sheet	\$1S	Scriveners
Kettle with lid, tin, small (1 gal.)	\$20	General store	Parchment, sheet	\$2	Scriveners
Knife, average (8-inch blade): \$200. Cutler.			Paraffin, 5 pound block	\$25	Grocer
Knife, average, with sheath (8-inch blade)	\$250	Cutler	Pen, quill	\$1	Scrivener
Knife, fighting (12-inch blade)	\$450	Cutler	Pen, reed	\$0.50	Scrivener
Knife, fighting, with sheath (12-inch blade)	\$500	Cutler	Pepper, 1 pound sack	\$500	Grocer
Knife, heavy (15-inch blade)	\$750	Cutler	Perfume, common, 4-ounce bottle	\$10	Apothecary
Knife, heavy, with sheath (15-inch blade)	\$800	Cutler	Perfume, rare, half-ounce bottle	\$200	Apothecary
Knife, pen, folding (2-inch blade)	\$25	Scrivener	Pike (18-foot shaft, 1- or 2-foot head)	\$300	Weaponsmith
Knife, throwing, pair (5-inch blade, no quillions):	\$500	Cutler	Piton, with eye	\$2	Blacksmith
Lamp, wicked, oil-burning, metal (with 1 hour fuel)	\$50	General store	Poison, ingestive (1 dose with 3-5 harm after 1 AB time delay), 10-dose bottle:	\$1,000	Apothecary
Lamp, wicked, oil-burning	\$15	General store	Poison antidote (1 dose stopping all continuing harm after 1 ABC time delay), one-dose bottle	\$1,000	Apothecary
Lance (14-foot shaft)	\$750	Armorer	Pole, billet, haft, handle, shaft, staff, hardwood, per foot	\$10	Carpenter
Lantern, candle-burning	\$10	General store	Pole, haft, handle, staff-hardwood (for a weapon),per foot	\$50	Carpenter
Lantern, oil-burning, common	\$25	General store	Pole-arm, long (various, 12-foot shaft)	\$350	Weaponsmith
Lantern, oil-burning, hooded	\$75	General store	Pole-arm, short (various, 6-foot shaft)	\$300	Weaponsmith
Lantern, oil-burning, common, bullseye	\$50	General store	Pouch, belt, cloth	\$25	Traders store
Lantern, oil-burning, bullseye, hooded	\$100	General store	Pouch, belt, leather	\$75	Leather shop
Line, cord, 100-foot ball	\$20	General store	Pouch, belt/girdle, folding scrip/wallet, leather	\$100	Leather shop
Line, rope, extra fine horsehair, 10 feet	\$20	General store	Pouch, shoulder, with sling, cloth	\$75	Traders store
Line, rope, ordinary, 10 feet	\$10	General store	Pouch, shoulder, with sling, leather	\$175	Leather shop
Line, string, fine, strong (fishing), 100 feet	\$10	General store	Pouch, small, pocket-size, cloth	\$5	Traders store
Looking glass, hand, three by five inch	\$50	Traders store	Pouch, small, pocket-size, leather	\$10	Leather shop
Lyre, small	\$1,000	Traders store	Purse, small, belt attached, leather	\$25	Leather shop
Mace, iron, flanged and spike-tipped	\$500	Weaponsmith	Pruning hook, 12-foot haft	\$150	Blacksmith
Makeup, entertainment/disguise in leather case	\$250	Traders store			
Mandolin	\$600	Traders store			
Map, city/local	\$3,000	Cartographer			
	- \$6,000				

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Item	Cost	Location	Item	Cost	Location
Pry bar	\$50	Blacksmith	Spit, 6' long	\$20	Blacksmith
Quarrel box, 20 quarrel cap., and waist belt	\$125	Leather shop	Spit, 3' long	\$10	Blacksmith
Quarrel box, small, short bolts, 30 quarrel cap., and waist belt	\$125	Leather shop	String, bow	\$10	Fletcher
Quarrels, sheaf of 40, heavy	\$280	Fletcher	String, crossbow	\$20	Weapon smith
Quarrels, sheaf of 40, medium	\$240	Fletcher	Sword, average, crude, cutting/hacking	\$1,000	Trader
Quarrels, sheaf of 40, short	\$200	Fletcher	Sword, average, crude, cutting & thrusting	\$2,000	Trader
Quiver, 12 arrow cap., leather, with strap	\$75	Leather shop	Sword, cleaving	\$60,000	Swordsmith
Repairs	See Tinker		Sword, cleaving, with scabbard	\$60,500	Swordsmith
Razor, straight edge, folding	\$150	Cutler	Sword, cutting & thrusting	\$95,000	Swordsmith
Sack, large: 60-pound capacity, 1 bushel volume	\$15	Traders store	Sword, cutting & thrusting with scabbard	\$95,500	Swordsmith
Sack, large, heavy cloth: 100-pound capacity, 1 bushel volume	\$20T	Traders store	Sword, cutting, curved	\$50,000	Swordsmith
Sack, large, leather: 200-pound capacity, 1 bushel volume	\$75	Leather shop	Sword, cutting, curved with scabbard	\$50,500	Swordsmith
Saddle, with all accouterments for riding	\$1,000	Leather shop	Sword, cutting, heavy	\$100,000	Swordsmith
Saddle, with accouterments for riding, fancy	\$2,500	Leather shop	Sword, cutting, heavy, with scabbard	\$101,000	Swordsmith
Saddle, with accouterments for riding, war	\$5,000	Leathershop	Sword, cutting	\$55,000	Swordsmith
Saddle bags, pair, fancy, leather	\$1,000	Leather shop	Sword, cutting, with scabbard	\$55,500	Swordsmith
Saddle bags, pair, ordinary, leather	\$500	Leather shop	Sword, thrusting	\$75,000	Swordsmith
Salt, 1 pound sack	\$75	Grocer	Sword, thrusting with scabbard	\$75,500	Swordsmith
Salve, burn healing (+1 point Health/day, 7 applications), jar:	\$100	Apothecary	Sword, thrusting, short	\$35,000	Swordsmith
Salve, wound healing (+1 point Health/day, 7 applications), jar	\$100	Apothecary	Sword, thrusting short, with scabbard	\$35,500	Swordsmith
Sand, white, very fine drying, pint jar	\$5	Scrivener	Tea, 1 pound	\$5-\$150	Grocer
Sandals	\$100	Shoemaker	Tent, 2-man	\$200	Tentmaker
Sash (12-foot length)	\$50	Haberdashery	Tent, 6-man	\$600	Tentmaker
Sash, silk (12-foot length)	\$500	Haberdashery	Tent, 10-man	\$1000	Tentmaker
Sausage, 5 pound	\$15	Butcher	Theurgy devotional object, metal, large	\$100	Temple
Saw, large, metal	\$150	Blacksmith	Theurgy devotional object, metal, small	\$60	Temple
Saw, small, metal	\$100	Blacksmith.	Theurgy devotional object, gold, large	\$5,000	Temple
Saw, small, wood	\$75	Blacksmith.	Theurgy devotional object, gold, small	\$3,000	Temple
Scales, 1 ounce to 10 pounds	\$100	General store	Theurgy devotional object, silver, large	\$400	Temple
Scribe's Case: Leather box with 50 paper sheets, ink pot, 10 assorted pens, pen knife, sand cellar, and 5 sticks sealing wax:	\$200	Scriveners	Theurgy devotional object, silver, small	\$250	Temple
Scissors, large	\$50	Cutler	Theurgy devotional object, wood, large	\$75	Temple
Scissors, small	\$30	Cutler	Theurgy devotional object, wood, small	\$35	Temple
Scroll, parchment, blank, double-length sheet	\$7	Scrivener	Theurgy Power	Not available	
Scroll, case, brass	\$75	Scrivener	Theurgy propitiation materials	Not available	
Scroll, case, wood	\$50	Scrivener	Theurgy votive summoning materials	Not available	
Scythe	\$150	Blacksmith	Thong, leather, 10 feet	\$5	Leather shop
Sharpening, weapons	See Tinker		Tinder box	\$20	General store
Shield, targe, metal	\$1,000	Armorer	Torch, wood and resin-soaked rope, 30 minute burn time:	\$1	General store
Shield, large (wood, leather covered, metal reinforced)	\$750	Armorer	Vellum, sheet	\$5	Scriveners
Shield, regular (wood, leather covered, metal reinforced)	\$500	Armorer	Vinegar, quart jug	\$2	Grocer.
Shoes	\$200	Shoemaker	Wagon, 4-wheel mule or horse, small, cloth covered (24-bushel/2,000 pound capacity)	\$9,000	Cartwright
Shovel or spade	\$100	Blacksmith	Wagon, 4-wheel mule or horse, small, open (24-bushel/2,000 pound capacity):	\$7,500	Cartwright
Sickle	\$75	Blacksmith	Wagon, caravan 4-wheel mule or horse, large, boxed (48-bushel/4,000 pound capacity)	\$25,000	Cartwright
Skin container, liquid, with stoppered spout, shoulder sling strap, 1 gallon capacity	\$90	Leather shop	Wagon, 4-wheel mule or horse, large, cloth covered (48-bushel/4,000 pound capacity)	\$15,000	Cartwright
Skin container, liquid, with stoppered spout, shoulder sling strap, 1 quart capacity	\$35	Leather shop	Wagon, 4-wheel mule or horse, large, open (48 bushel/4,000 pound capacity)	\$12,500	Cartwright
Sling, 50 lead shot for	\$50	Blacksmith	Wax, bees, 1 pound block	\$3	Grocer
Sling, leather	\$25	Leather shop	Whip (6-foot length)	\$100	Leather shop
Soap, hard, half pound cake	\$2	Apothecary	Whip (12-foot length)	\$150	Leather shop
Soap, soft, 2 pound crock	\$5	Apothecary	Wine, goblet, common	\$3	Tavern
Spear, light/throwing (5-foot shaft)	\$100	Weaponsmith	Wine, goblet, good	\$15	Tavern
Spear, long (10-foot shaft)	\$200	Weaponsmith	Wine, 1 quart flask, common	\$10	Wine seller
Spear, short (6-foot shaft)	\$150	Weapon smith	Wine, 1 quart flask, good	\$50	Wine seller
Spice, per ounce: common	\$50	Grocer	Wire, thin, 50-pound test, spool of 100 feet	\$200	Blacksmith
rare	\$150	Grocer			
very rare	\$350	Grocer			
Spike, heavy (6-inch length), each	\$1	Blacksmith			

MONETARY BASIS

The player may now purchase further equipment using the Avatar's cash, subject to the Lejend Master's direction. Item cost not listed as reference to modern economies with the following rules in mind should help the LM establish any particular items cost.

The dollar sign used is for the benefit of all persons concerned, as it gives the participant a point of reference that is familiar and immediate. While it will be use throughout, this does not mean that the monetary units used in play must or even should be called dollars. For the sake of the exotic, it is suggested that the LM use one of the following sorts of names for the base monetary units in your campaign, making up your own as desired, for example: bezant, crown, dinar, ducat, obal, shilling, sovereign, thaller.
 1 ounce gold = \$500 — coins \$500, \$250, \$100, and \$50.
 1 ounce .999 silver = \$10 — coins \$10, \$5, and \$2.50.
 1 ounce pure copper = \$1 — coins \$1, \$0.50, \$0.25, and \$0.10.

Board Costs

Type	Low	Average	High	Extravagent
Breakfast	\$5	\$10	\$25	
Dinner	\$10	\$25	\$75	\$500.
Supper	\$5	\$15	\$50	\$250.

Lodging Costs/Person

Type	Low	Average	High	Extravagent
One Night	\$25	\$50	\$125	\$400.
One Week	\$125	\$300	\$750	\$2,500.
One Month	\$400	\$1,000	\$2,50	\$9,000.

Stabling Costs/Mount

One Night	\$15	\$20	\$25	\$50.
One Week	\$100	\$130	\$160	\$300.
One Month	\$375	\$500	\$625	\$1,100.

It is always a good plan to have coinage from state to state different, so that Avatars need to exchange their foreign coins for the local minting. The cost for exchange is 10% of value. Naturally, in backward countries, the coinage will be eclectic, so no exchange is needed. In really remote places, gold might fetch a premium of 10% or higher. Generally, though, it is a good idea to have monetary exchange and charge the players' Avatars, because they will otherwise have far too much cash in all likelihood.

ON PRICES AND SELLING

The prices shown in the equipment lists are average, and the locale of the purveyor might cause costs to be as much as double or as little as half, or less, the amount shown, on an item by item basis. This is strictly a matter for the LM to decide.

Based on market prices established by the LM, the sale of items by an Avatar to a purveyor of such item will net cash ranging from 20% to 70% of the purveyor's selling price. Thus, for instance, an item retailed for \$100 might fetch as little as \$20 or as much as \$70. Again, this depends on supply and demand in the locale.

Of course, should the Avatar set up his own shop, so to speak, the prices set will be that of the player's choosing, and sales made according to the LM's disinterested and fair adjudication.

Antiquities

The sale of antiquities is basically a different matter. The three main classes are:

Coins: These will, in most small communities, be treated as a bit less (say 10% to 20%) valuable, or no more valuable, than the coin of the realm in circulation. In a relatively urbane city, antique coins will be appreciated for numismatic value. As a rule of thumb, and without going into rarity and condition and all the rest, a few offered will generally fetch from 200% to 600% (d6) of metal value. If a large quantity is offered, value increase will be from 120% to 220% (2d6).

Jewelry: Use the guidelines above, but ignore the quantity as this is not relevant. With stones included, determine the gemner value of the stone, and include that at full price to the metal value, then apply the percentage multiplier.

Objects d'Art: All manner of valuable art works and antique apparel—armor, garments, paintings, needlework, sculpture, etc.—rarities and museum pieces, fall into this category. What is that ancient idol worth? How much for a funerary painting? Who knows. Your campaign sets the parameters. Base your decisions on what similar works would fetch here and now, considering their scarcity and the interest in such things. Arbitrary values are fine, but keep them reasonable except where the material in question is the major reward for successful adventuring. However, a million dollar item is not excessive, speaking in broad and general terms, especially when it must be divided amongst a team of adventurers. Finally, the Avatars might not realize value, sell "on the cheap", and only afterwards discover that they were had. A lot of fun can be had by the LM with this category—poor market except in one distant location, fakes, con artists . . . you get the picture!

ORDERS

By way of explanation for the existence of Orders, it is supposed that certain combinations of Abilities indicate a professional or vocational path that is recognized by others in general society. Such a combination of Abilities, in the series order indicated by the Order description, places the Avatar within an Order. The player should now 'join' any Order that they wish, and for which they are qualified, or mark their Avatar as 'Unordered'. The Order and Rank of the Avatar should be recorded on the Avatar record sheet.

An Avatar can belong to only one Order, if he or she belongs to any at all. The Avatar's initial chosen Ability must be the initial Ability listed for the desired Order. If an Avatar lacks the stated initial Ability, then that individual is not recognized within any of the social class systems, per se. This in no way makes the Avatar less able (see the material on Unordered Avatars), but it does deny the privileges and other benefits given to those who are operating within a recognized class structure.

It is assumed that the Lejend Master will provide suitable association places within the campaign. These include guild-like societies and headquarters, secret meeting places, temples, and so forth.

Required Abilities

As mentioned previously, the Abilities that an Avatar possesses determine what Order the character can join. Each Order has a specific set of four Abilities required to fully partake in the society of the Order. Furthermore, the required Abilities are ranked in importance and must be selected in the same order they are required, although the player may choose other Abilities interspersed with those required by the Order.

For example, a player wants his Avatar to become a Forester. The required Abilities, in order, for Forester are Hunt, Weapons, Archery, and Rustic. The player also wants the character to know Minstrelsy, so he chooses Hunt, Weapons, Minstrelsy, and Archery initially. In this case, the Avatar can become a fully-recognized Forester only with the acquisition of Rustic Ability through play.

To determine eligibility for membership in an Order, check the list of Orders given hereafter, and compare the required Abilities with those of the Avatar. The initial Ability ranked first in Step Five of the creation process must be the same as that listed first for the Order. An Avatar has only one Ability ranked first in importance, so there is the possibility for belonging to but a single Order. No Avatar can have two initial Abilities, nor can he or she actually belong to two Orders.

The Avatar from above could never be a Forester if the first Ability chosen were to be something other than Hunt. The player could choose the four required Abilities in order after that, but without Hunt being the first Ability chosen, the Avatar will never be a Forester.

However, the Avatar need not have more than the initial Ability indicated to be eligible for contact (at 12th Rank), as noted in the details of each Order. The Avatar's other Abilities may be other than those required by the Order, as the Avatar can gain new Abilities to properly qualify for full membership.

To indicate the advancement of a player's Avatar in an Order, Ranks indicating the general capacity and/or standing of an Avatar are given. These are both social and professional or vocational rankings that enable the individual Avatar, in some situations, to deal with others from a progressively higher rank. Advancement from one rank to another also brings certain benefits to the Avatar.

Find the Rank of the Avatar using the information provided in the Order description. Note that the Avatar gains the Rank indicated, with all the benefits listed for it. The Avatar does not get any benefits from lower Ranks that are bypassed in the process, save as noted immediately hereafter: the Avatar does get the benefit of 9th Rank benefits, as detailed for each Order, if he or she is of 8th or higher Rank. These additions are in "recognition" of being a full-fledged member of the Order.

The ranking assumes the required combinations and sequence of Abilities. Furthermore, even with the initial Ability for an Order, the Avatar is not recognized as actually belonging to it until they possess all of the Abilities listed for the Order. As noted, however, the Avatar need not have more than the initial Ability indicated to be eligible for contact (at 12th Rank), as noted in the details of each Order.

Rank titles are generally not known or used outside the society of the order, of course. An Avatar does not strut around saying, "I am a Rogue Order Master Impostor," certainly! However, an Avatar would indeed find reason to state being a belted Knight. This is a matter of common sense for player and LM alike.

Avatar Orders

The recognized Avatar Orders described in this version of the Lejendary Adventure game rules are:

- Ecclesiastic Order
- Forester Order
- Jongleur Order
- Mage Order
- Noble Order
- Outlaw Order
- Rogue Order
- Soldier Order

Players interested in playing a member of an Order need to become familiar with the requirements for the desired Order. Player should check the Avatar against the ranking requirements to effectively track the character's rank and record the benefits gained by increasing rank. Note that the Abilities required for the Order—and the sequence of acquiring necessary Abilities—appears in bold type in the Order description.

Essentials

ECCLESIASTIC ORDER

Priesthoods, clergy, and religious societies, from humble priests to the high prelates, are found in all states of the world, although not necessarily in a formal hierarchy. They are recognized, sometimes perform, by all in such states as their deities are honored, and elsewhere, possibly respected or dishonored, as their pantheon has renown or not. Typical places for association are universities, shrines, religious establishments, temples, noble courts etc.

Upper Lower to Upper Society

The required Abilities are Theurgy, Scrutiny, Physique, and Learning.

12th Rank, Acolyte Theurgy only possessed. No benefit save contact.

11th Rank, Aspirant Theurgy and Scrutiny possessed. Fine fighting staff gained, temple membership is now available, and 5 points added to Weapons Ability.

10th Rank, Novice Theurgy, Scrutiny, and Physique possessed. Add 4 points to Physique Ability.

9th Rank, Postulant All four required Abilities possessed. Gain two Memory Tablets, two Rites, and four Powers. Add 1 point to each of the four required Abilities possessed, but addition to Theurgy Ability can not then cause the Avatar to move to a higher Rank. If this would occur, limit addition to the last point total in the category. Add 5 points to Weapons Ability.

8th Rank, Almoner Theurgy at 61. Add 2 points to each of the other three Abilities and 5 points to Weapons Ability.

7th Rank, Under-Priest/Priestess Theurgy at 71. Gain a Plaque with one Power, add 1 point to each of the other three Abilities and 5 points to Weapons Ability.

6th Rank, Priest/Priestess Theurgy at 81. Gain a Plaque with one Power and add 1 point to each of the other three Abilities.

5th Rank, Officiant Priest/Priestess Theurgy at 91. Gain a Plaque with one Power and add 1 point to each of the other three Abilities.

4th Rank, Chief Priest/Priestess Theurgy at 101. Gain a Plaque with one Power and add 1 point to each of the other three Abilities.

3rd Rank, High Priest/Priestess Theurgy at 111. Add Arcana Ability at 30 or add 15 to Arcana if already possessed.

2nd Rank, Grand High Priest/Priestess Theurgy at 121. Add Chivalry Ability at 30 or add 15 to Chivalry if already possessed.

1st Rank, Prelate Theurgy at 131. Add Luck Ability at 30 or add 15 to Luck if already possessed.

FORESTER ORDER

The company of foresters are also called woodsmen and huntsmen. Foresters are found in rustic locales where there are many trees—in forests of extensive and non-tropical sort. In the large villages and towns adjacent to, or within such timberlands there are found places where such persons associate, and in towns there might well be lodges. They are recognized by all, but especially by Jongleurs, Nobles (who employ them to protect hunting lands), Outlaws, and Soldiers. Typical places for association are at trading establishments, taverns, and special lodges.

Lower to Middle Society

The required Abilities are Hunt, Weapons, Archery, and Rustic. If this Order is chosen, the player must choose either Ranging or Savagery as the Avatar's additional Ability.

12th Rank, Hunter Hunt only possessed. No benefit save contact.

11th Rank, Skilled Hunter Hunt and Weapons possessed. Lodge membership available. Add 2 points each to Hunt and Weapons Abilities.

10th Rank, Backwoods Hunter Hunt, Weapons and Archery possessed. Gain finest heavy bow or any crossbow (choice), add 3 points each to Hunt, Weapons, and Archery Abilities.

9th Rank, Backwoodsman All four required Abilities possessed. Add 2 points to each of the four required Abilities possessed, but addition to Hunt Ability can not then cause the Avatar to move to a higher Rank. If this would occur, limit addition to the last point total in the category. Add 4 points to either Ranging or Savagery Ability, whichever was the fifth (additional) Ability.

8th Rank, Cunning Woodsman Hunt at 61. Add 2 points to each of the other three Abilities and 3 points to either Ranging or Savagery Ability.

7th Rank, Crafty Woodsman Hunt at 71. Add 2 points to each of the other three Abilities and 3 points to either Ranging or Savagery Ability.

6th Rank, Expert Woodsman Hunt at 81. Add 2 points to each of the other three Abilities and 3 points to either Ranging or Savagery Ability.

5th Rank, Woodsman Hunter Hunt at 91. Add 2 points to each of the other three Abilities and 1 point to Ranging or Savagery Ability.

4th Rank, Forester Hunt at 101. Add 3 points to each of the other three Abilities and 4 points to either Ranging or Savagery Ability.

3rd Rank, Expert Forester Hunt at 111. Add Stealth Ability at 20 or add 10 points to Stealth if already possessed.

2nd Rank, Forester Ranger Hunt at 121. Add either Ranging or Savagery Ability at 20 (if either is NOT possessed) or add 5 points to each Ability if both are possessed.

1st Rank, Forester Huntsman Hunt at 131. Add 10 points to Ranging Ability. Add Luck Ability at 20 or add 10 to Luck if already possessed.

JONGLEUR ORDER

Wandering entertainers and strolling players are found nearly everywhere in civilized lands. They are recognized by Desperados, Outlaws, and Rogues. Typical places for association are tent camps, playhouses, lower-class taverns, caravans, etc.

Low Society

The required Abilities are Minstrelsy, Pretense, Physique, Luck.

12th Rank, Drummer Minstrelsy only possessed. No benefit save contact.

11th Rank, Player Minstrelsy and Pretense possessed. Guild membership available and 4 points added to Weapons Ability. **10th Rank, Performer.** Minstrelsy, Pretense, and Physique possessed. Gain fine set of six throwing knives and add 6 points to Weapons Ability.

9th Rank, Minstrel All four required Abilities possessed. Add 2 points to each of the four required Abilities possessed, but addition to Minstrelsy Ability can not then cause the Avatar to move to a higher Rank. If this would occur, limit addition to the last point total in the category.

The Role Playing Game NOBLE ORDER

The nobility, from the great lords to the petty gentry, are found in most, although not all, states of the world. They are recognized, sometimes perforce, by all in such states, and even elsewhere, as they are the masters of much. Typical places for association are villas, manor houses, chateaux, castles, palaces, tourneys, etc.

Upper Middle to Uppermost Society

The required Abilities are Chivalry, Weapons, Hunt, and Physique.

12th Rank, Franklin Chivalry only possessed. No benefit save contact.

11th Rank, Gentleman Chivalry and Weapons possessed. Gain a short thrusting sword. Attendance at a noble court becomes available. Add 1 point to Chivalry Ability.

10th Rank, Armiger Chivalry, Weapons, and Hunt possessed. Gain any sword and half metal armor. Add 1 point to Chivalry Ability.

9th Rank, Esquire All four required Abilities possessed. Gain destrier and full metal armor. Add 1 point to each of the four required Abilities possessed, but addition to Chivalry Ability can not then cause the Avatar to move to a higher Rank. If this would occur, limit addition to the last point total in the category.

8th Rank, Knight Chivalry at 61. Add 3 points to each of the other three Abilities.

7th Rank, Knight Arrant Chivalry at 71. Add 2 points to each of the other three Abilities.

6th Rank, Knight Banneret Chivalry at 81. Add 2 points to each of the other three Abilities.

5th Rank, Knight Commander Chivalry at 91. Add 2 points to each of the other three Abilities.

4th Rank, Knight Champion Chivalry at 101. Add 2 points to each of the other three Abilities.

3rd Rank, Grand Knight Chivalry at 111. Add Luck Ability at 20 or add 10 to Luck if already possessed.

2nd Rank, Lord Chivalry at 121. Add Planning Ability at 20 or add 10 to Planning if already possessed.

1st Rank, Baronet Chivalry at 131. Add Ranging Ability at 20 or add 10 to Ranging if already possessed.

OUTLAW ORDER

The reavers of the countryside, bandits and rebels, are found nearly everywhere in all lands. They are recognized by Jongleurs and Rogues. Typical places for association are low “dives” in the country, rustic faires, bandit strongholds, traveling carnivals, etc.

Low Society

The required Abilities are Waylaying, Ranging, Archery, and Weapons.

12th Rank, Mugger Waylaying only possessed. No benefit save contact.

11th Rank, Least Crewman Waylaying and Ranging possessed. Guild membership available and 4 points added to Waylaying Ability.

10th Rank, Runnigate Waylaying, Ranging, and Archery possessed. Gain a heavy bow and add 3 points to Archery Ability.

8th Rank, Able Minstrel Minstrelsy at 61. Add 3 points to each of the other three Abilities.

7th Rank, Expert Minstrel Minstrelsy at 71. Add 3 points to each of the other three Abilities.

6th Rank, Minstrel Bard Minstrelsy at 81. Add 3 points to each of the other three Abilities.

5th Rank, Bard Minstrelsy at 91. Add 3 points to each of the other three Abilities.

4th Rank, Jongleur Minstrelsy at 101. Add 4 points to each of the other three Abilities.

3rd Rank, Master Jongleur Minstrelsy at 111. Add Scrutiny Ability at 20 or add 10 to Scrutiny if already possessed.

2nd Rank, Great Jongleur Minstrelsy at 121. Add Planning Ability at 20 or add 10 to Planning if already possessed.

1st Rank, Jongleur King Minstrelsy at 131. Add Commerce Ability at 20 or add 10 to Commerce if already possessed.

MAGE ORDER

The company of enchanters are known as Mages in their own circles. Mages are found in cities, towns, and even in more rustic locales. However, only larger communities have organized guilds. They are recognized by all, but especially by Nobles and Soldiers. Typical places for association are material shops, “seekers” organizations, guilds, and places of higher learning.

Upper Society

The required Abilities are Enchantment, Arcana, Learning, and Metallurgy.

12th Rank, Hedge Magician Enchantment only possessed. No benefit save contact.

11th Rank, Magician Enchantment and Arcana possessed. Guild membership available. Add 2 points to Weapons Ability.

10th Rank, Master Magician Enchantment, Arcana, and Learning possessed. Gain Memory Tablet and add 3 points to Weapons Ability.

9th Rank, Thaumaturgist All four required Abilities possessed. Gain 1 Power. Add 2 points to each of the four required Abilities possessed, but addition to Enchantment Ability can not then cause the Avatar to move to a higher Rank. If this would occur, limit addition to the last point total in the category.

8th Rank, Master Thaumaturgist Enchantment at 61. Add 3 points to each of the other three Abilities.

7th Rank, Thaumaturgist Adept Enchantment at 71. Gain a Plaque with one Power and add 1 point to each of the other three Abilities.

6th Rank, Mage Enchantment at 81. Gain a Plaque with one Power and add 1 point to each of the other three Abilities.

5th Rank, Expert Mage Enchantment at 91. Gain a Plaque with one Power and add 1 point to each of the other three Abilities.

4th Rank, Master Mage Enchantment at 101. Gain a Plaque with one Power and add 1 point to each of the other three Abilities.

3rd Rank, Mage Adept Enchantment at 111. Add Theurgy Ability at 20 or add 10 to Theurgy if already possessed.

2nd Rank, Mage Wizard Enchantment at 121. Add Chivalry Ability at 20 or add 10 to Chivalry if already possessed.

1st Rank, Archmage Enchantment at 131. Add either Rustic or Urbane Ability at 20 or add 10 to either, if one or the other is already possessed.

Essentials

9th Rank, Killbuck All four required Abilities possessed. Add 2 points to each of the four required Abilities possessed, but addition to Waylaying Ability can not then cause the Avatar to move to a higher Rank. If this would occur, limit addition to the last point total in the category.

8th Rank, Footpad Waylaying at 61. Add 3 points to each of the other three Abilities.

7th Rank, Highwayman Waylaying at 71. Add 2 points to each of the other three Abilities.

6th Rank, Wanted Highwayman Waylaying at 81. Add 2 points to each of the other three Abilities.

5th Rank, Upright Man Waylaying at 91. Add 2 points to each of the other three Abilities.

4th Rank, Bandit Waylaying at 101. Add 2 points to each of the other three Abilities.

3rd Rank, Bandit Captain Waylaying at 111. Add Stealth Ability at 20 or add 10 to Stealth if already possessed.

2nd Rank, Bandit Leader Waylaying at 121. Add Planning Ability at 20 or add 10 to Planning if already possessed.

1st Rank, Robber Baron Waylaying at 131. Add Chivalry Ability at 20 or add 10 to Chivalry if already possessed.

ROGUE ORDER

Lone individuals and small groups of free-spirited and amoral persons are found in all places. Agents and spies are in the social group, as might be a cat burglar and a mercenary assassin. Such folk are between the law and the lawless, both and neither. They are recognized by virtually all other social groups, but often not welcomed or treated well by any, depending on the last exploit of an individual or group. Typical places for association range from “dives” and criminal guilds (such as assassins society, beggars brotherhood, or thieves guild) and like places for wanted and dangerous men to the haunts of any other order, including the uppermost ones.

Low to Upper Society

The required Abilities are Pretense, Weapons, Stealth, and Tricks.

12th Rank, Knave Pretense and Weapons only possessed. No benefit save contact.

11th Rank, Mountebank Pretense, Weapons, and Stealth possessed. Guild membership available and 4 points added to Pretense Ability.

10th Rank, Poseur All four base Abilities. Gain complete disguise wardrobe (no armor, apparel only.) Add 2 points to each of the four required Abilities possessed, but addition to Pretense Ability can not then cause the Avatar to move to a higher Rank. If this would occur, limit addition to the last point total in the category.

9th Rank, Impostor All four required Abilities plus either Chivalry or Minstrelsy possessed. Add 3 points to each of the other three required Abilities possessed and 1 point to Chivalry or Minstrelsy, or both, if possessed.

8th Rank, Expert Impostor Pretense at 61. Add 1 point to Pretense and 2 points to each of the other Abilities (with either Chivalry or Minstrelsy gaining a bonus.)

7th Rank, Master Impostor Pretense at 71. Add 1 point to Pretense and 1 point to each of the other Abilities (including both Chivalry and Minstrelsy, if possessed.)

6th Rank, Trickster Pretense at 81. Add 1 point to Pretense and 1 point to each of the other Abilities (including both Chivalry and Minstrelsy, if possessed.)

5th Rank, Deceiver Pretense at 91. Add either Rustic or Urbane Ability at 30 or add 15 to one of the two if both are already possessed.

4th Rank, Rogue Pretense at 101. Add either Rustic or Urbane Ability at 30 or add 15 to the one of the two not previously so increased.

3rd Rank, Rogue Adventurer Pretense at 111. Add either Nomadic or Savagery Ability at 20 or add 10 to one of the two if both are already possessed..

2nd Rank, Master Rogue Pretense at 121. Add either Nomadic or Savagery Ability at 20 or add 10 to the one of the two not previously so increased.

1st Rank, Rogue Prince Pretense at 131. Add Enchantment Ability at 30, choosing one Activation, or add 15 to Enchantment score if already possessed and choose another Activation.

SOLDIER ORDER

The military society is pervasive virtually everywhere for defense of home, people, and country. Soldiers (or at least warriors) are recognized by all, and as they attain rank are accepted in the upper class groups to a greater or lesser extent. Typical places for association are low “dives” in urban areas, military installation environs, inns and taverns, military clubs and associations, etc.

Low to Low Upper Society

The required Abilities are Weapons, Planning, Ranging, and Physique.

12th Rank, Soldier Weapons only possessed. No benefit save contact or enlistment in the lowest ranks

11th Rank, Man-at-arms Weapons and planning possessed. Guild membership becomes available. Add 3 points to Weapons Ability.

10th Rank, Corporal Weapons, Planning, and Ranging possessed. Gain metal half armor. Add 3 points to Planning Ability.

9th Rank, Serjeant All four required Abilities possessed. Gain a courser (horse.) Add 2 points to each of the four required Abilities possessed, but addition to Weapons Ability can not then cause the Avatar to move to a higher Rank. If this would occur, limit addition to the last point total in the category.

8th Rank, Grand Serjeant Weapons at 61. Add 3 points to each of the other three Abilities.

7th Rank, Cornet Weapons at 71. Add Archery Ability at 20 or add 10 to Archery if already possessed

6th Rank, Lieutenant Weapons at 81. Add 2 points to each of the other three Abilities.

5th Rank, Captain Weapons at 91. Add Mechanics Ability at 20 or add 10 to Mechanics if already possessed

4th Rank, Major Weapons at 101. Add 2 points to each of the other three Abilities.

3rd Rank, Colonel Weapons at 111. Add Chivalry Ability at 20 or add 10 to Chivalry if already possessed.

2nd Rank, General Weapons at 121. Add 2 points to each of the other three Abilities.

1st Rank, Captain General Weapons at 131. Add Luck Ability at 20 or add 10 to Luck if already possessed.

UNORDERED AVATARS

Avatars that do not belong to an Order are referred to as Unordered Avatars. They are more or less enigmas to those who can identify individuals only through a set of stereotypes and knowledge and activity labels. These Avatars, too, gain certain benefits as they grow in Abilities possessed.

Note that when an Ability with two or all three Base Ratings is concerned, the addition of points to “other” Abilities of “like” base applies to any one of the bases, not to two or three of the same kind, at the option of the player. Thus, for instance, an Avatar with Unarmed Combat as 1st Ability can add 1 point to each other Health-, Precision-, or Speed-based Ability at the player’s option as to which category to so augment. When cross-base addition is called for, the player is again free to choose for his or her Avatar which base to which to add.

First Ability is Health Based

Ability at 61	Add 2 points to each other Health-based Ability.
Ability at 71	Add 3 points to each other Health-based Ability.
Ability at 81	Add 3 points to each other Health-based Ability and 5 points to any one Precision-based Ability of your choice.
Ability at 91	Add 3 points to each other Health-based Ability and 5 points to any one Precision-based Ability of your choice.
Ability at 101	Add 4 points to each other Health-based Ability.
Ability at 111	Add 5 points to each other Health-based Ability.
Ability at 121	Add 4 points to each other Health-based Ability and 5 points to any one Precision-based Ability of your choice.
Ability at 131	Add 4 points to each other Health-based Ability and 6 points to any one Speed-based Ability of your choice.

First Ability is Precision Based

Ability at 61	Add 2 points to each other Precision-based Ability.
Ability at 71	Add 3 points to each other Precision-based Ability.
Ability at 81	Add 3 points to each other Precision-based Ability and 5 points to any one Speed-based Ability of your choice.
Ability at 91	Add 3 points to each other Precision-based Ability and 5 points to any one Speed-based Ability of your choice.
Ability at 101	Add 4 points to each other Precision-based Ability.
Ability at 111	Add 5 points to each other Precision-based Ability.
Ability at 121	Add 4 points to each other Precision-based Ability and 5 points to any one Speed-based Ability of your choice.
Ability at 131	Add 4 points to each other Precision-based Ability and 6 points to any one Health-based Ability of your choice.

First Ability is Speed Based

Ability at 61	Add 2 points to each other Speed-based Ability.
Ability at 71	Add 3 points to each other Speed-based Ability.
Ability at 81	Add 3 points to each other Speed-based Ability and 5 points to any one Health-based Ability of your choice.
Ability at 91	Add 3 points to each other Speed-based Ability and 5 points to any one Health-based Ability of your choice.
Ability at 101	Add 4 points to each other Speed-based Ability.
Ability at 111	Add 5 points to each other Speed-based Ability.
Ability at 121	Add 4 points to each other Speed-based Ability and 5 points to any one Health-based Ability of your choice.
Ability at 131	Add 4 points to each other Speed-based Ability and 6 points to any one Precision-based Ability of your choice.

Character Generation Example

To help illustrate character generation, we will develop a sample Avatar. The corresponding steps involved in generating him are reflected by the number; with all associated calculations appear within the step.

Step One

The player select a race for the Avatar. The player wants a hefty human fighter-type, so he picks the Noble Order on page XXX. Relgan Tow (the male Human Noble).

Step Two

The player will distribute 100 points among the three Base Ratings obeying the restrictions listed in the racial description. He puts 12 points (the maximum that he can) into speed, leaving him with 88 points, and places 44 each into Health and Precision.

Step Three

The player will roll to augment the Base Ratings using the Random Increase Dice indicated by the racial description. He rolls 2 on 1D20 for 46 Health, 8 on 1D10 for 52 Precision, and 1 on 1D3 for 12.5 Speed.

Step Four

The player will record the Abilities required by the Avatar’s racial description. Since Relgan is Human, he has no Required racial abilities, and does nothing in this step.

Step Five

The player will choose as many Abilities for the Avatar as is allowed by the racial description. Relgan wants to be a Noble, so he chooses Chivalry, Weapons, Hunt, and Physique (in that order).

Step Six

The player will choose/record an additional Ability with a Score of 10. This will be the Weapons Ability if not already chosen, or another ability if Weapons has been previously chosen.

Relgan’s player wants his Avatar to hunt with a bow, so he chooses the Archery Ability at 10%.

Step Seven

All bonuses to Base Ratings provided by Abilities should now be added to the Base Rating Scores.

Chivalry raises Health 2 points (to 48); Weapons adds +2 to Precision (now 54); Hunt adds +2 to Precision (now 56); and Physique adds +2 to Health (for a total of 50). His Speed remains 12.5, and he gets no bonus for the additional Archery Ability at 10%. His final Base Ratings are: Health:50, Precision:56, and Speed:12.5.

Essentials

Step Eight

Relgan now calculates the percentages that equate to his Ability Scores based on the order in which he assigned them to his Avatar. Chivalry (1st Ability) at 100% of that Ability's BR (Health, which is 50) = 50%; Weapons at 80% of Precision (56) = 44.8—rounded up to 45; Hunt at 60% of Precision (56) = 33.6%—rounded up to 34; Physique at 40% of Health (50) = 20%; and the 10% Archery Ability doesn't change.

Step Nine

The player decides on a suitable background and history for the Avatar, complete with a physical description and notes on the Avatar's personality.

Relgan's player decides he is tall, dark (swarthy, with black hair and eyes), and handsome. He has become an adventurer in order to do feats of derring-do, rescue maidens, and increase his Chivalry enough to gain Knighthood! He has no Extraordinary Abilities, so he needs no AEPs, but if he did they would be calculated by multiplying his Speed Base Rating by 4 (12.5 x 4 = 50, his AEPs). He gets bonuses in combat (based on his skills): +10 to Weapons Ability and Harm scored for Chivalry, +1 to Weapons Ability and Harm scored for Archery when using it, and +2 to scored Harm for Physique.

Step Ten

Relgan is now ready to choose equipment, based on the skills he has taken, in accordance with the table on page XXX. He gets 9 picks on the High Equipment List for Chivalry ;7 picks on the Low Equipment List for Hunt; 5 picks on the Military List for Weapons ; 3 more picks on the Low table for Physique; and one roll on the Special List. 1D10 = 7, which is the "Table of your choice". He chooses:

- 1) \$25,000,
- 2) Steel half-plate armor (lighter than his full metal),
- 3) Buckler and standard shield,
- 4) Lance, long and short spears,
- 5) Cleaving sword and long dagger with sheath,
- 6) Fine dark cloak with cowl,
- 7) Fine suit of dark clothing with boots and cap,
- 8) Jewelry befitting his station, and
- 9) Poison antidote; all from the High List.

For his total of 10 picks from the Low list he selects:

- 1) Bow case, quiver, and 12 arrows,
- 2-3) Two canteens,
- 4) Grapnel,
- 5) Candle lantern with tinderbox,
- 6-9) 90 feet of rope, and
- 10) four man-days bread and cheese.

For his 5 picks from the Military Equipment List, he takes:

- 1) Another bow case, quiver, and 12 arrows,
- 2) Strong bow,
- 3) Belt and boots,
- 4) Armor repair tools, and
- 5) Leather backpack, 2 belt pouches, and a shoulder pouch with sling. For his table of choice pick, he chooses Wound healing salve from the Military list.

Step Eleven

The player may now purchase further equipment using the Avatar's cash, subject to the Lejend Master's direction.

If the Lejend Master allows, Relgan can buy even more stuff, spending some of that \$25,000. He already has two suits of armor, two shields, and a host of weapons, and could single-handedly equip half the party, if other adventurers are less well-off! He will also be quite able in combat, with his damage-boosting Abilities (+10 or +11 to hit, +12 or 13 on Harm scored).

Step Twelve

The player should now 'join' any Order that they wish, and for which they are qualified, or mark their Avatar as 'Unordered'. The Order and Rank of the Avatar should be recorded on the Avatar record sheet.

Relgan's player (looking at the Noble Order) notes that Relgan Tow is an Esquire, headed towards Knighthood (he has the four required abilities, but not the 61% Chivalry required to become a Knight). He gains a Destrier (heavy war horse) and full metal armor, and +1% to his four required skills (Chivalry 51%, Hunt 46%, Weapons 35%, and Physique 21%). He gets nothing from the lower (numerically higher) Ranks of his Order (having skipped over them), as previously explained. Again, his 10 Archery Ability is unchanged.



OPTIONAL ADDITIONS KNACKS AND QUIRKS

An Avatar, like a real person, develops a personality as he matures. By the time he nears or reaches adulthood—presumably the period during which a player begins to assume control of his decision-making ability—he likely will have begun to exhibit signs of distinctive personality traits. As he experiences duress, engages in combat, or faces challenges, these traits should occasionally affect or determine his reactions or the choices that he makes.

In order to simulate the existence of such helpful and hurtful personality traits, we introduce special Avatar characteristics called, respectively, Knacks and Quirks. Knacks are generally useful and beneficial to the Avatar. Quirks are generally detrimental to the Avatar.

If the Lejend Master decides to include one of these characteristics in the game, he should also include the other. However, it is recommended that an Avatar not be assigned more than one of either unless he is a member of an Alfar race or is a truly unusual human.

The finding of Knacks and Quirks should be the initial step in the creation of an Avatar. Thus, the player should know the Knack and/or Quirk of his Avatar when developing the rest of the Avatar's Abilities and description. This section is only included here, at the end of the Avatar creation rules, as the addition of Knacks and Quirks is an option in Avatar development that the Lejend Master may decide is inappropriate for his game.

The LM may choose to employ one of the following three methods for the selection of an Avatar's Knack and/or Quirk: he can assign one of each, he can allow the player to select one of either and then select one of the other, or he can roll randomly for one or both. Any such method is acceptable. If you would like to be generous to players, you might allow a 90% chance for a Knack and something less, say 50%, for a Quirk to accompany it. Reverse these percentages if you would like the players to face greater challenges in playing their Avatars.

RANDOM KNACKS TABLE

Roll d% for random determination.

- 01** Ambidexterity: The Avatar is able to use either hand with equal skill and thus incurs no penalty for using his "off hand".
- 02** Ambushing: The Avatar adds 10% to his initial Waylaying Ability and to all Merits thereafter received for this Ability.
- 03** Animal Imitation: The Avatar is able to mimic the sounds of normal animals—bellows, calls, cries, roars, songs, whistles, etc.—one at a time, with 90% to 99% accuracy.
- 04** Animal Magnetism: The Avatar has a base chance of 20% in regards to avoiding an attack by, attracting, calming, taming, and/or training an animal of normal sort.
- 05** Appraising: The Avatar adds 10% to his Evaluation Ability and to all Merits thereafter received for this Ability.
- 06** Aquanautry: The Avatar can dive from 50% greater heights, and swim for twice as long as, and 10% to 30% faster than, a normal individual.
- 07** Autonomic Nervous System Control: The Avatar is able to slow all of his bodily functions so as to be in a state of virtual suspended animation for 2-5 days.
- 08** Bad Luck Reversing: Once per day, the Avatar can reverse an otherwise harmful Extraordinary-based event that is unlucky or bad, or that is caused by the single use of an object, such that the amount of penalty he would have incurred becomes a

bonus for him.

- 09** Balancing: The Avatar is able to walk along narrow ledges, and even a slender rope or cable, with only one chance in 100 of taking a misstep and falling.
- 10** Cartography: The Avatar can draw near-flawless maps of what he sees.
- 11** Catlikeness: The Avatar adds 10% to his initial Stealth Ability and to all Merits thereafter received for this Ability.
- 12** Character Judgment: The Avatar has a base 90% chance to detect a falsehood being spoken to him or to recognize a pretense, but if a counter-Ability, such as Pretense, is employed with a score above 45 this base chance for detection is reduced as follows: subtract from it the score of the counter-Ability and add 45. Thus, for example, a Pretense Ability of 80 would reduce the Character Judge chance to 55 (Character Judgment of 90 minus Pretense of 80, plus 45, equals 55).
- 13** Charming Musicality: Once per day, the Avatar can play an instrument and sing a song in such an enchanting manner that anyone within a 90-foot radius who hears him and who would otherwise threaten him will become enthralled by the music—forgetting all interest in aggression, intently listening to the sound, and remaining stationary throughout the duration of the performance and thereafter for as many seconds realtime as the Avatar performed in ABCs of time, up to one minute.
- 14** Chivalric Acts: Add 10% to all merits received for the Chivalry Ability.
- 15** Climbing: The Avatar is likely to slip and fall only one time in 100 when climbing dangerous places, and his rate of movement thus is 20% to 50% faster than what is normal for the conditions.
- 16** Commanding: The Avatar has so much natural leadership and command ability that in a confused situation those nearby who are uncertain about what to do will be 90% likely to listen to and obey him; those serving him are 90% likely to be both obedient and loyal.
- 17** Cold Tolerance: The Avatar has a body chemistry that enables him to endure temperatures below the normal human comfort range, so he suffers only half of the harm that extreme cold could otherwise inflict on him.
- 18** Comedy: The Avatar can crack jokes, make funny faces, and the like so as to cause any human/humanoid audience hearing him to at least moderate its hostility; uncommitted parties will consider the Avatar a fine individual, while even a very hostile audience can be induced to laugh with a base 90% chance.
- 19** Concealment: The Avatar is 90% likely to be undetected when attempting to escape notice by using natural cover and concealing his personal effects.
- 20** Coordination: Add 1-4 points to the Avatar's Precision Base Rating.
- 21** Daily Extraordinary Energy Reservation: When the Avatar is at 2 or fewer AEPs, he can roll 2d6 to identify how much hidden reserve of such energy he has been able to maintain for the day.
- 22** Dapperness: The Avatar always looks his best, according to the parameters of the situation, with respect to his clothing, personal appearance, etc.
- 23** Direction Sensing: In any situation, the Avatar is 90% likely to know instinctively the compass directions. (Only one check can be made within any four-hour period.)
- 24** Disease Immunity: The Avatar is 90% resistant to diseases.
- 25** Electrical Shock Resistance: The Avatar possesses a natural

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- capacity to conduct electricity, suffering minimal harm to his body, so any such harm is reduced to one half (50%) of the minimum possible score.
- 26 Engineering:** The Avatar adds 10% to his initial Mechanics Ability and to all Merits thereafter received for this Ability. (This Knack may not apply to Alfar Avatars, who must re-roll.)
- 27 Especial Coordination:** In a single ABC, the Avatar is able to perform two separate actions—other than attacks—that normally would each require a full ABC of time to complete.
- 28 Extraordinariness:** The Avatar gains a 5% Merit point bonus for any Speed-based Ability.
- 29 Extraordinary Axe-Wielding:** The Avatar causes double harm to any wooden thing when using an axe, cleaver, hatchet, or like tool or weapon.
- 30 Extraordinary Power Usage:** The Avatar has the capability of altering one characteristic for each of 2-5 Extraordinary Powers granted to him by his Abilities. The Avatar must immediately determine the nature of each such alteration. Characteristics may be altered as follows: Activation time may be reduced to one-half normal; AEP cost may be decreased to one-half normal; or Distance may be increased to as much as twice normal.
- 31 Fascinating Stare:** The Avatar has the capacity to stare so intensely that another human or human-like individual meeting his gaze will be transfixed for 1-4 ABCs realtime, as determined at the time of eye contact.
- 32 Finger Nimbleness:** The Avatar adds 20 to his base score when manipulating small objects, including cheating at cards, pilfering palmable objects, etc.
- 33 Flexibility:** The Avatar is supple, can contort so as to fit into spaces and places otherwise impossible to one like him, and has a base 90% chance of slipping free of bonds intended to secure him.
- 34 Gemologism:** The Avatar is 90% likely to be able to identify and assess the value of any mineral crystal or gem, and when examining any new specimen on a given day he can add 10% to the base value of that single specimen.
- 35 Good Fortune:** The Avatar can choose his own Knack.
- 36 Hale Fellow Demeanor:** Members of the same sex are 90% likely to find the Avatar basically likeable—i.e., amiable, comradely, friendly, sociable, honest, interesting, jovial, non-threatening, worthwhile, etc.
- 37 Hawk-Eyeing:** The Avatar adds 10% to his initial Scrutiny Ability and to all Merits thereafter received for this Ability.
- 38 Heat Tolerance:** The Avatar has a body chemistry that enables him to endure temperatures above the normal human comfort range, so he suffers only half of the harm that extreme heat could otherwise inflict on him.
- 39 Heavy Sweating:** Once per week, the Avatar can cause his skin to exude such a flow of sweat that any and all harm caused by fire or flames is reduced by 50% for up to one AB of realtime.
- 40 Herbalism:** The Avatar can spot a useful green plant if attempting to do so and one is within sight.
- 41 Hunting:** The Avatar gains a plus 10 on dice rolls when attempting to locate game animals, to trap them, to strike them with a weapon, and to harm them with a successful attack.
- 42 Incredible Jumping:** The Avatar can leap forward a distance equal to three times his height (minimum 15 feet), and he can jump sideways, backwards, or straight upward a distance equal to his height (minimum 5 feet).
- 43 Insight:** Once per week, the Avatar can apply a bonus of 20 when attempting any non-attack, non-Extraordinary Ability.
- 44 Insomnia:** The Avatar generally doesn't need, and is unable, to sleep for more than two hours per day, except that on any given day there is a 10% chance that he will instead need to sleep for a full 12 hour-period.
- 45 Instinctive Riding:** The Avatar will never take a tumble from a mount; also, he is able to induce any creature he is riding to reach a speed that is 10% faster than is the norm for the species.
- 46 Intellectualism:** Add 3-12 points to the Avatar's Intellect Base Rating
- 47 Jacking at All Trades:** Add 10% to all merits received for the Pantology Ability.
- 48 Keen Hearing:** The Avatar's sense of hearing is twice as effective as normal.
- 49 Keen Seeing:** The Avatar's sense of sight is twice as effective as normal.
- 50 Keen Smelling:** The Avatar's sense of smell is twice as effective as normal.
- 51 Keen Tasting:** The Avatar's sense of taste is twice as effective as normal, and thus when tasting a minute, non-harmful sample of any substance, he is 90% likely to detect a trace of any VT substance present.
- 52 Knack-Doubling:** The Avatar gains two new, different Knacks, but still only a single Quirk.
- 53 Loud Shouting:** Once per day, the Avatar can voice an extremely fierce yell that, if directed at a single intelligent hearing opponent within a 10-foot range, can paralyze the opponent for one second realtime plus an additional second for each Speed BR point the Avatar has in excess of those of the opponent; any non-intelligent hearing animals within a 100-foot range may flee directly away from the Avatar at their fastest movement speeds for 1 ABC of time; the chance to successfully paralyze an intelligent opponent or spook a non-intelligent animal equals 90% plus the Avatar's Speed BR, minus the subject's Health BR.
- 54 Luckiness:** The Avatar adds 10% to his initial Luck Ability and to all Merits thereafter received for this Ability.
- 55 Lung Usage:** The Avatar can voice a loud note for a full minute or hold his breath for up to four minutes realtime, even when strenuously active.
- 56 Marining:** The Avatar adds 10% to his initial Waterfaring Ability and to all Merits thereafter received for this Ability.
- 57 Martial Artistry:** The Avatar adds 10% to his initial Unarmed Combat Ability and to all Merits thereafter received for this Ability.
- 58 Metalsmithing:** The Avatar can add d6 points to the results of his daily efforts to create or repair any metal item.
- 59 Miconidiaism:** The Avatar can spot a useful fungus if attempting to do so and one is within sight.
- 60 Mixed Blessedness:** The Avatar chooses a Knack, but the LM then chooses the Quirk that goes with it.
- 61 Natural Knife-Throwing:** The Avatar gains a +20 to his chance to successfully hit a target by throwing a dagger, knife or throwing star, and adds 10% of his Weapons Ability and knife-throwing bonus to harm inflicted when hitting a target thus.
- 62 Night Viewing:** The Avatar can see in darkness as well as a cat; thus, during a bright moonlit night he can see as well as could a normal individual during a cloudy day, and even a dark night is like dusk to the Avatar.
- 63 Nondescriptiveness:** The Avatar can make himself appear so nondescript that there is a 90% chance that a stranger will not recall seeing him.

- 64 Occultism:** The Avatar adds 10% to his initial Arcana Ability and to all Merits received for this Ability thereafter.
- 65 Odorlessness:** The Avatar has a strange physical chemistry that makes his own personal scent undetectable.
- 66 Organizing:** The Avatar adds 10% to his initial Planning Ability and to all Merits thereafter received for this Ability.
- 67 Outdoorsmanship:** When moving through the outdoors on foot, the Avatar leaves traces that are 90% likely to go undetected, even for one with Ranging Ability who seeks to discover them; when in such a setting, the Avatar moves with a natural Stealth Ability of 30%, adjusted upward by any Stealth Ability he otherwise possesses.
- 68 Performing:** The Avatar adds 10% to his initial Minstrelsy Ability and to all Merits thereafter received for this Ability.
- 69 Photographic Memorization:** For a full hour, the gifted Avatar is able to recall with 100% accuracy what he has seen, read, and/or studied; thereafter, with each hour's passage, the accuracy of his recollections decrease by from 0% to 9%, except that after the sixth hour, his base retention level remains fixed.
- 70 Physical Energy Tapping:** Once per day, the Avatar is capable of unleashing a burst of physical energy that will increase by 10 points both his chance to land a blow and the amount of harm done by such contact.
- 71 Piety:** The Avatar adds 10% to his initial Theurgy Ability and to all Merits thereafter received for this Ability.
- 72 Precise Learning:** The Avatar gains a 10% Merit point bonus for any Precision-based Ability.
- 73 No Knack in this version of the rules.** Roll again.
- 74 Quick-Studying:** The Avatar gains a 10% Merit point bonus for any Health-based Ability.
- 75 Quickness:** Add 0.5-2 points to the Avatar's Speed Base Rating.
- 76 Quirk-Countering:** This Knack counters the Avatar's Quirk, neutralizing it so that the Quirk is never manifested.
- 77 Quirklessness:** The Avatar has no Quirk and must discover another Knack.
- 78 Relaxation:** The Avatar automatically becomes limber and relaxed when facing possible impact harm from a fall, thus reducing the effect of such impact to what it would be were the distance fallen decreased by 10 feet.
- 79 Roping:** The Avatar gains a bonus of 10 to his base chances for all uses of bolos and lariats.
- 80 Repairing:** The Avatar can fix ordinary damaged and/or broken things, restoring d6 points of harm to such an item for each day spent in repair (adds d6 to armor repair).
- 81 Responsiveness:** Whenever checking reaction, the Avatar gains a bonus of -2 (-20%) on the dice.
- 82 Robustness:** The Avatar heals any Harm at two points per day (or 50% above normal if his healing rate is otherwise above one point per day).
- 83 Rusticity:** Add 10% to all merits received for the Rustic Ability.
- 84 Savage Action:** Add 10% to all merits received for the Savagery Ability.
- 85 Scholasticism:** The Avatar adds 10% to his initial Learning Ability and to all Merits thereafter received for this Ability.
- 86 Seeking:** The Avatar adds 10% to his initial Hunt Ability and to all Merits thereafter received for this Ability.
- 87 Sex Appeal:** Members of the opposite sex are 90% likely to find the Avatar basically attractive—amiable, charming, desirable, friendly, honest, likeable, non-threatening, worthwhile, etc.
- 88 Sharp Eyesight:** The Avatar has very perceptive eyesight, which enables him to notice a secret door or similar hidden opening 20% of the time, a concealed one 40% of the time; when using Scrutiny Ability, one fourth of one of these percentages, whichever is appropriate, may be deducted from the dice roll.
- 89 Skin Oiliness:** Once per week, the Avatar can cause his skin to secrete oil to such an extent that any hold, bonds, or adhesives employed against him are 90% likely to be ineffective.
- 90 Spurting Movement:** Once per week, the Avatar is able to increase by a factor of 1-4 Speed points his movement rate for up to 12 consecutive hours or his actions for up to 12 consecutive minutes.
- 91 Story-Telling:** The Avatar can spin a yarn that adds 10% to his chance to convince others of some assertion; he is also 90% likely to be able to captivate an audience of listeners for as long as he keeps speaking, but each minute of so doing requires one check to see if the attention of the listeners is lost.
- 92 Streetwisdom:** The Avatar adds 10% to his initial Urbane Ability and to all Merits thereafter received for this Ability.
- 93 Throwing Accuracy:** The Avatar gains a bonus of 10 when attempting to strike any target with a hand-hurled weapon.
- 94 Toxin Immunity:** The Avatar has a system that provides complete immunity to weak poisons, and only those poisons that can inflict 13 or more points of base harm will affect him, causing only 50% of the normal amount of harm.
- 95 Vigorosity:** Add 2-5 points to the Avatar's Health Base Rating.
- 96 Voice Mimicry:** The Avatar is able to mimic the sounds of other human voices, one at a time, with 90% to 95% accuracy.
- 97 Wanderlusting:** Add 10% to all merits received for the Nomadic Ability.
- 98 Water Finding:** The Avatar can sense water within 500 yards distance in the open, or within 50 feet distance when solid matter separates him from it.
- 99 Weekly Extraordinary Energy Reservation:** Once per week, the Avatar can draw on an "inner reserve" of energy, whose strength varies between 11 and 20 AEPs.
- 100 Wilderness Adaptability:** The Avatar adds 10% to his Ranging Ability and to all Merits thereafter received for this Ability.

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RANDOM QUIRKS TABLE

Roll d% for random determination.

- 01 Acrophobia:** The Avatar performs his Abilities at 50% of their normal level whenever he is in a high place where a risk of falling is possible and clearly evident; when climbing in such conditions, the Avatar is 50% likely to “freeze” and not move until another individual successfully coerces him into resuming normal movement (one 25% chance per ABC). (This Quirk cancels and is cancelled by the Climbing Knack.)
- 02 Animal Antagonism:** The Avatar has a base chance of 20% in regards to encouraging an attack by and the hostility of, aggravating, antagonizing, and/or enraging an animal of normal sort. (This Quirk cancels and is cancelled by the Animal Magnetism Knack.)
- 03 Antagonizing Personality:** The Avatar has so little natural leadership and command ability that in a confused situation those nearby who are uncertain about what to do will be 90% unlikely to heed his instructions or advice; those serving him are 90% likely to be both disobedient and disloyal. (This Quirk cancels and is cancelled by the Commanding Personality Knack.)
- 04 Aquaphobia:** The Avatar performs his Abilities at 50% of their normal level when he is in, on, and/or surrounded by water that is clearly evident. (This Quirk cancels and is cancelled by the Aquanautry Knack.)
- 05 Arachnophobia:** When confronted by and aware of the presence of any spider or arachnid, the Avatar is 50% likely to turn and flee directly away from the creature. If the Avatar remains in a position where he can see such creatures, he performs his Abilities at 50% of their normal level until all of the creatures are killed or hidden from view.
- 06 Argumentativeness:** The Avatar is 90% likely to make contentious statements and quarrel with anyone who offers him even the slightest opening, either by making a provocative statement or by voicing a contradictory response.
- 07 Astigmatism:** The Avatar suffers a penalty of 10 when attempting to strike any target with a hand-hurled weapon because of a retinal lens imperfection. (This Quirk cancels and is cancelled by the Throwing Accuracy Knack.)
- 08 Bashfulness:** The Avatar is 50% unlikely to approach or speak to any stranger, or to answer if addressed by one.
- 09 Belt & Suspenders Attitude:** The Avatar must always keep a back-up for any important thing, and will carry twice the normal amount of clothing, supplies, equipment, etc., “just in case”.
- 10 Big Spending:** The Avatar will never bargain, always pay the full price named, always volunteer to buy items for others, always attempt to give more than his share, always tip 20% or more for services, and will never try to cheat anyone out of anything.
- 11 Bragging:** The Avatar is boastful, offensively so, and not only will he boisterously exclaim about his past accomplishments, he will also assert his capacity to overcome virtually any challenge mentioned publicly to him.
- 12 Butterfingering:** The Avatar’s hands are maladroit and in any critical situation, they drop what they hold on a roll of 99 or 100.
- 13 Butterfly Collecting:** The Avatar can’t resist chasing and attempting to “collect” each butterfly or moth he sees.
- 14 Chiseling:** The Avatar will always attempt to bargain, will never want to pay the full price named, will never volunteer to buy items for others, will always attempt to give less than his share, will never tip, and whenever possible will attempt to cheat others, even to gain just a few coins, etc.
- 15 Chump-ishness:** The Avatar is gullible and a dupe; he is 90% likely to believe any tall tale, yarn, lie, sad story, etc., that is told to him.
- 16 Claustrophobia:** The Avatar performs his Abilities at 50% of normal level when he is in any enclosed area where it is not possible for him to maintain a distance of 12 feet between himself and all enclosing surfaces save one (usually the floor)—in a small room of less than 30 feet square, for example; long, narrow passages of less than 10-foot width, or with low ceilings (under seven feet) produce the same effect.
- 17 Clumsiness:** The Avatar is uncoordinated, and in a critical situation will be 10% likely to bump into something, make noise, break something delicate close to him, jostle another individual so as to cause a 10% penalty to their activity, stumble and fall, or cause some other unfortunate or untimely effect.
- 18 Cold Intolerance:** The Avatar has a body chemistry that renders him unable to endure temperatures below the normal human comfort range, so suffers 20% more than the maximum harm extreme cold could otherwise inflict on him. (This Quirk cancels and is cancelled by the Cold Tolerance Knack.)
- 19 Creature Attracting:** Whenever the Avatar is present, his party is twice as likely to attract wandering creatures, so random encounter dice rolls are made twice as frequently.
- 20 Curiousness:** The Avatar must ask questions, peek into books, open things to see what is inside/beyond, etc. even if he senses danger or feels an urgent need to do something else.
- 21 Deafness:** The Avatar’s sense of hearing is half as effective as normal. (This Quirk cancels and is cancelled by the Keen Hearing Knack.)
- 22 Distance Misjudgment:** The Avatar’s estimate will be 10% to 30% off when calculating any distance greater than 30 feet.
- 23 Dull-Wittedness:** A sluggish intellect compels the Avatar to deduct 1-4 points from his Intellect Rating. (This Quirk counters and is countered by the Intellectualism Knack.)
- 24 Dust Allergy:** Whenever exposed to dust the Avatar will begin sneezing loudly, 1-6 such sneezes occurring within the next AB of time, and thereafter the visual and olfactory capacity of the Avatar will be reduced to 50% of their normal level until he is free of the dusty environment.
- 25 Dwarf Disliking:** The Avatar will quarrel with and attempt to cause trouble for any and all dwarf-race individuals whom he meets, refusing to cooperate with them, even if they are members of his own party. (This Quirk normally should be cancelled if the Avatar is to be a dwarf.)
- 26 Dwarfophilia:** The Avatar is 90% likely to want to speak with, befriend, and accept any reasonable proposal or plausible explanation offered by a dwarf.
- 27 Exaggerated Generosity:** When asked to do so, the Avatar normally will give away any item that isn’t absolutely necessary to his survival, including Extraordinary items not used on a regular basis.
- 28 Flower Loving:** The Avatar must pause to admire, smell, and even pick any blooms or flowers he sees.
- 29 Forgetfulness:** The Avatar is 50% likely to forget some vital bit of information or some crucial item known to or possessed by him; therefore he will need constant reminding, or else his associates will discover the lack at a critical juncture!
- 30 -31** There is no Quirk in this version of the rules. Roll again
- 32 Gossiping:** The Avatar is 90% likely to reveal confidential

- information or secrets if engaged in conversation with someone who is gossiping and revealing either true or false examples of such things.
- 33 Gourmandizing:** Whenever possible, the Avatar will always expend twice the usual sums for food and eat twice normal; therefore he is likely to be overweight and so burdened that his effective Speed Base Rating is -2 for action purposes.
- 34 Heat Intolerance:** The Avatar has a body chemistry that renders him unable to endure temperatures above the normal human comfort range, so suffers 20% more than the maximum harm that extreme heat could otherwise inflict. (This Quirk cancels and is cancelled by the Heat Tolerance Knack.)
- 35 Hesitation:** Whenever checking reaction, the Avatar suffers a penalty of $+2$ ($+20\%$) on the dice. (This Quirk counters and is countered by the Responsiveness Knack.)
- 36 Human Loathing:** The Avatar will quarrel with and attempt to cause trouble for any and all human-race individuals whom he meets, refusing to cooperate with them, even if they are members of his own party. (This Quirk normally should be cancelled if the Avatar is to be a human.)
- 37 Humanophilia:** The Avatar is 90% likely to want to speak with, befriend, and accept any reasonable proposal or plausible explanation offered by a human.
- 38 Hypermetabolism:** The Avatar must eat twice as much as normal; for each day that he fails to consume nourishment at that level, he loses one point of Health, which is not recoverable by healing until his eating standard is once again maintained for no less than one full day
- 39 Ilf Hating:** The Avatar will quarrel with and attempt to cause trouble for any and all ilf-race individuals whom he meets, refusing to cooperate with them, even if they are members of his own party. (This Quirk normally should be cancelled if the Avatar is an ilf.)
- 40 Ilfophilia:** The Avatar is 90% likely to want to speak with, befriend, and accept any reasonable proposal or plausible explanation offered by an ilf.
- 41 Imbalance:** The Avatar is 20% more likely to take a misstep because of his poor sense of balance. (This Quirk cancels and is cancelled by the Balancing Knack.)
- 42 Impatience:** During each ABC of time spent in stillness, inactivity, etc., the Avatar is 10% likely to do something active to relieve the impatience he is feeling—perhaps exclaiming in annoyance, pacing, moving some limb repetitively, or some other such frustration-induced behavior.
- 43 Impulsiveness:** The Avatar is 50% likely to rush ahead into danger and attack immediately without orders, etc.
- 44 Inflexibility:** The Avatar is stiff, can't bend or flex so as fit into spaces and places otherwise possible to one like him in size and shape and has a base 90% chance of being quite unable to manage to free himself of bonds securing his person. (This Quirk cancels and is cancelled by the Flexibility Knack.)
- 45 Kleptomania:** The Avatar is 90% likely to pilfer small items—or even large ones if the opportunity presents itself—just for the thrill of assuming the risk of being caught.
- 46 Knack-Countering:** This Quirk counters the Avatar's Knack, neutralizing it so that the Knack is never manifested.
- 47 Knacklessness:** The Avatar has no Knack and must discover another Quirk.
- 48 Koboldophilia:** The Avatar is 90% likely to want to speak with, befriend, and accept any reasonable proposal or plausible explanation offered by a Kobold.
- 49 Kobold Shunning:** The Avatar will quarrel with and attempt to cause trouble for any and all kobold-race individuals whom he meets, refusing to cooperate with them, even if they are members of his own party. (This Quirk normally should be cancelled if the Avatar is to be a Kobold.)
- 50 Leprechaun Targetability:** Except where completely inappropriate, there is a 25% chance that any random encounter involving the Avatar will be with leprechauns.
- 51 Memorability:** The Avatar's appearance is so distinctive that there is a 90% chance that a stranger will recall seeing him. (This Quirk cancels and is cancelled by the Nondescriptiveness Knack.)
- 52 Memory Imprecision:** The Avatar suffers a 10% Merit point loss to any Precision-based Ability. (This Quirk cancels and is cancelled by the Precise Learning Knack.)
- 53 Mnemonic Sieving:** Within one to six hours' time, the less than gifted Avatar is 90% likely to lose his ability to recall with any accuracy what he has seen, read, and/or studied. (This Quirk cancels and is cancelled by the Photographic Memorizing Knack.)
- 54 Nature Loving:** The Avatar believes in keeping things "the way Nature intended;" placing ecology ahead of other considerations wishing to protect flora and fauna from harm, even at his own expense.
- 55 Night Blindness:** The Avatar sees so poorly in darkness that during a bright moonlit night he can see no better than could a normal individual during a dark one, and a dark night seems virtually pitch black to the Avatar. (This Quirk cancels and is cancelled by the Night Viewing Knack.)
- 56 Non-Horsemanship:** The Avatar might take a tumble from a mount in difficult conditions and is able to induce any creature he is riding to reach a speed that is only 90% of the norm. (This Quirk cancels and is cancelled by the Instinctive Riding Knack.)
- 57 Oaf Disrespecting:** The Avatar will quarrel with and attempt to cause trouble for any and all oaf-race individuals whom he meets, even if they are members of his own party. (Roll a different Quirk if the Avatar is an Oaf).
- 58 Oafophilia:** The Avatar is 90% likely to want to speak with, befriend, and accept any reasonable proposal or plausible explanation offered by an oaf.
- 59 Off & On Tendency:** The Avatar's Knack works only 50% of the time, so whenever he attempts to rely upon it, a check must be made.
- 60 Ophidianophobia:** The Avatar is 50% likely to retreat from (at best) or flee in terror from (at worst) any snake encountered.
- 61-62** There is no Quirk in this version of the rules. Roll again
- 63 Ornophilia:** The Avatar will stop to admire any bird in sight, and he will never willingly harm an avian, even a huge and dangerous one that threatens to harm him or his friends.
- 64 Pertinacity:** The Avatar insists on having things the way he thinks right, and will carry on relentlessly if others don't agree.
- 65 Poor Digestion:** On any given day, the Avatar is 25% likely to evidence signs of internal gas, either by belching or by experiencing an intestinal rumbling or crepitation. If any such malady is evidenced, it will continue unabated for 1-3 hours time.
- 66 Poor Smelling:** The Avatar's sense of smell is half as effective as normal. (This Quirk cancels and is cancelled by the Keen Smelling Knack.)
- 67 Poor Tasting:** The Avatar's sense of taste is half as effective as normal. (This Quirk cancels and is cancelled by the Keen Tasting Knack.)

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- 68 Poor Vision:** The Avatar's sense of sight is half as effective as normal. (This Quirk cancels and is cancelled by the Keen Seeing Knack.)
- 69 Puniness:** The Avatar deducts 2-5 points from his Health Base Rating. (This Quirk counters and is countered by the Vigorousness Knack.)
- 70 Pyromania:** The Avatar is 90% likely to start fires and stay to watch the conflagration thus engendered whenever he is presented with clearly combustible and highly inflammable substances.
- 71 Quirk-Doubling:** The Avatar gains two new, different Quirks, but still only a single Knack.
- 72 Sickliness:** The Avatar heals any Harm at 50% below the daily norm for his race. (This Quirk cancels and is cancelled by the Robustness Knack.)
- 73 Slovenliness:** The Avatar always looks his worst, according to the parameters of the situation, with respect to his clothing, personal appearance, etc. (This Quirk cancels and is cancelled by the Dapperness Knack.)
- 74 Slow Learning:** The Avatar suffers a 10% Merit point penalty for any Health-based Ability. (This Quirk cancels and is cancelled by the Quick Studiousness Knack.)
- 75 Slowness:** The Avatar deducts 0.5-2 points from his Speed Base Rating. (This Quirk counters and is countered by the Quickness Knack.)
- 76 Smoking:** The Avatar loves to indulge in a puff or two on a regular basis, so he insists on having a break every hour or so to light up; if he lacks the smoking herb, then the acquisition of such will preoccupy him.
- 77 Soft Speech:** The Avatar is unable to make loud vocal sounds, and individuals who are separated from him by more than half the normal hearing range, or by any solid, enclosing obstruction (e.g., a closed door), will not hear him speak or cry out. (This Quirk cancels and is cancelled by the Loud Shouting Knack.)
- 78 Sore Thumbiness:** The Avatar is 90% likely to be detected when attempting to escape notice by using natural cover and by concealing his personal effects. (This Quirk cancels and is cancelled by the Concealment Knack.)
- 79 Stage Fright:** The Avatar is 90% likely to become inarticulate and speechless, or else antagonistic, when facing any audience of listeners. (This Quirk cancels and is cancelled by the Story-Telling Knack.)
- 80 Stench:** The Avatar has a strange physical chemistry that causes him to be smelly indeed, so that scenting the individual is possible at twice the normal range. Those with delicate senses will find this one offensive unless he bathes twice a day. (This Quirk cancels and is cancelled by the Odorlessness Knack.)
- 81 Talkativeness:** When confronted with any tense situation, the Avatar is 50% likely to be overcome with an uncontrollable urge to start talking and continue to do so, regardless of inappropriateness.
- 82 Tenderfootedness:** When moving through the outdoors on foot, the Avatar leaves tracks that are 90% likely to be detected by one with Ranging Ability who seeks to discover them; when in such a setting, the Avatar's likelihood of making a noise is 90%, adjusted downward by any Stealth Ability he possesses. (This Quirk cancels and is cancelled by the Outdoorsmanship Knack.)
- 83 Tension:** The Avatar automatically becomes stiff and tense when facing possible impact harm from a fall, thus always suffering one harm point from a fall and adding one point per die to any added harm. (This Quirk cancels and is cancelled by the Relaxation Knack.)
- 84 Tippling:** The Avatar is 90% likely to drink to excess—either becoming rowdy or passing out (50/50 chance)—whenever alcoholic beverages are accessible and in sufficient supply.
- 85 Tone Deafness:** The Avatar cannot effectively sing or play a musical instrument, cannot distinguish between instruments of the same kind, and cannot detect harmony. (This Quirk cancels and is cancelled by the Charming Musicality Knack.)
- 86 Toxin Susceptibility:** The Avatar has a system that is particularly sensitive to poisons, so when calculating harm he sustains from any poison, venom, or toxin add 20% to the normal maximum. (This Quirk cancels and is cancelled by the Toxin Immunity Knack.)
- 87-88** There is no Quirk in this version of the rules. Roll again.
- 89 Turophilia:** The Avatar loves eating cheeses and will always keep on hand the widest variety of cheese possible, willingly paying double the normal price or more for rare types.
- 90 Twittiness:** Members of the same sex are 90% likely to find the Avatar basically unlikable—i.e., adverse, distant, unfriendly, unsociable, dishonest, uninteresting, morose, threatening, worthless, etc. (This Quirk cancels and is cancelled by the Hale Fellow Knack.)
- 91 Unappealingness:** Members of the opposite sex are 90% likely to find the Avatar basically unattractive—irritating, annoying, repulsive, shifty, dishonest, hateful, threatening, worthless, etc. (This Quirk cancels and is cancelled by the Sex Appeal Knack.)
- 92 Uncoordination:** The Avatar deducts 1-4 points from his Precision Base Rating. (This Quirk counters and is countered by the Coordination Knack.)
- 93 Unlikability:** The Avatar has a sour disposition and ill-temper so that any newly encountered person is 90% likely to gain a poor impression of him and therefore to consider him unfriendly, untrustworthy, unworthy, etc.
- 94 Unluckiness:** The Avatar deducts 10% from his initial Luck Ability and from all Merits thereafter received for this Ability. (This Quirk counters and is countered by the Luckiness Knack.)
- 95 Vegetarianism:** The Avatar will not eat meat or any other animal product, nor will he assist others in hunting or otherwise obtaining such things.
- 96** There is no Quirk in this version of the rules. Roll again.
- 97 Womanizing/Vamping:** The Avatar is 90% likely to attempt to “dally” with a member of the opposite sex who has just been encountered, generally without regard to age, appearance, or possible conflicting demands.
- 98 Worshipfulness:** The Avatar always gives 10% of his income to his faith, and upon entering any temple will immediately contribute to it 10% of the money on his person.
- 99-00** There is no Quirk in this version of the rules. Roll again.

EXTRAORDINARY ABILITIES

Extraordinary Abilities include all Abilities and Powers of Arcane sort. These include powers stemming from the Preternatural, Supernatural and the extra-natural. Only two types of Extraordinary Abilities, Enchantment and Theurgy are discussed here. Many others are available within the full rules, and a truncated set of spells or activations is also included here. Again, a wider listing of these activations is available in the full rules, although the Avatar belonging to the Mage Order should have little problem finding activations to his liking from the following list.

Although this will be covered in greater detail later (under Rules for General Play), it is important that the player understand the rudimentary workings of Activation Energy Points as many of the Extraordinary Activation descriptions that follow will otherwise have far less meaning to the player. The Activation Energy Points (AEPs) available to a player are equal to four times their Speed Base Rating. As they are used to perform Extraordinary Activations, this point total decreases accordingly until such time as the activator has a chance to rest and regain his strength.

ENCHANTMENT ABILITY AND POWERS

To be able to use Enchantment Powers, the Avatar must record each known Power upon a Memory Tablet. Each Memory Tablet holds four Powers of any Grade. The Avatar must have a Memory Tablet to possess the Power. To not have a tablet is to not have the Power however, the tablet does not have to be on the Avatar's person. More than one tablet may be possessed. A tablet gained, of course, provides the capacity to record new Powers or use Powers already inscribed on the tablet.

Failure of an Ability check when using an Enchantment Power indicates the AEPs are expended to no effect. The player records the loss of the AEPs normally.

Time Required

The amount of time required for activating a Power varies according to the complexity and power cost (in AEPs) required:

Grade	Time Cost	Power Cost	
I	Very Minimal	1 second realtime	Power cost 2
II	Minimal	2 seconds realtime	Power cost 3
III	Low moderate	3 seconds realtime	Power cost 4
IV	Moderate	4 seconds realtime	Power cost 5
V	Good	5 seconds realtime	Power cost 6
VI	Very good	7 seconds realtime	Power cost 7
VII	Strong	9 seconds realtime	Power cost 8
VIII	Very strong	12 seconds realtime	Power cost 9
IX	Major	16 seconds realtime	Power cost 10
X	Extreme	20 seconds realtime	Power cost 12

Enchantment Power Listing

The list provided below is truncated to fit within these rules, with an expanded list being available in the Legendary Rules for all Players. Enough is provided here for a well-rounded student of Enchantment Ability, however, and should not hinder the player's enjoyment of this ability. Should any conflict arise between that which is printed here and the full version of the rules, the Lejend Master will decide both which activations are to be made available to a given Mage, as well as the means by which they take effect.

Very Minimal

1. Borgasta's Flatness
2. Disenchantment
3. Disrupt Power
4. Lighter Than Air
5. Personal Armor 1
6. Sense Power
7. Shadow Bolts (Very Minimal to Very Good)
8. Shooting Stars
9. Unexplained Noise

Minimal

1. Cloak in Shadows
2. Flame Fan
3. Grasshopper Legs
4. Imitate Surroundings
5. Jumpback, Jack
6. Personal Armor 2
7. Private Illumination
8. Turtle Shell
9. Xargya's Military Fork

Low Moderate

1. Acuity
2. Defeat Preternatural Power
3. Eel Skin
4. Flame Gout
5. Iron Agony
6. Mystic Mace
7. Pass Baring Force
8. Personal Armor 3
9. Strength

Moderate

1. Acid Globe
2. Adelhard's Attack Augmentation
3. Dazzling Dart
4. Desmuriak's Dramatic Images
5. Energy Explosion
6. Invisible Scutifer
7. Leduc's Inescapable Drowsiness
8. Personal Armor 4
9. Sticky



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Good

1. Banish Elementary
2. Blue Bolts
3. Derkay's Missile Attraction
4. Element of Surmise
5. Hrunji's Horrific Beast
6. Loviatskya's Infallible Mineral Analysis
7. Personal Armor 5
8. Secret Passage
9. Shadow Bridge

Very Good

1. Invisible Form
2. Jumpwayback, Jack
3. Pulsion
4. Seeing Orb
5. Sub-Minimus 1
6. Talk with Shadows
7. Timeless (also Timeworn)
8. Trip Trap
9. Turncoat

Strong

1. Counterpower Contingency
2. Defeat Supernatural Power
3. Gareegy's Uplifting Tongues
4. Loviatskya's Infallible Energy Analysis
5. Mordey's Adversarial Reflector
6. Spindleshank's Rot Reversal
7. Sub-Minimus 2
8. Seeing Orb Surprise
9. Time Out

Very Strong

1. Break Dark Bonds
2. Defeat Supernatural Power
3. Doppelganger
4. Gareegy's Conjunction
5. Mist Veil
6. Quickness
7. Read Power
8. Simulacrum
9. Sub-Minimus 3

Major

1. Elemental Aquanaut
2. Elemental Fireman
3. Elemental Flier
4. Elemental Miner
5. Jinker's Rope Golem
6. Rainbow Ram
7. Sub-Minimus 4
8. Tock-Tick
9. Xargya's Demonic Arms

Extreme

1. Bar Possession
2. Cindersmoke
3. Dominant Shadow
4. Eggary's Extreme Smiting
5. Grimsmoke
6. Icewind
7. Personal Shielding 5
8. Sub-Minimus 5
9. Touch the Weave

POWER DESCRIPTIONS

Acuity: Low Moderate

By means of this Preternatural Power's energy, the activator is able to give to him- or herself, or to any other person touched, a temporary increase in acuity. This translates to one point of Precision Base Rating. The added Precision BR also increases Weapons Ability by the same amount—one point. For each additional two AEPs expended at time of activation, the acuity of the subject is increased by one Precision BR point. Enhanced Precision BR can be above normal total. The energy of this Power is transitory, however, and after one hour it dissipates, and all points of Precision gained from it fade and are gone.

Acid Globe: Moderate

This Preternatural Power creates and sends forth a globule of strong acid, about three inches diameter and eight ounces volume. It travels from the invoker's palm outwards to a distance of no more than 16 feet. If it strikes its target the acid inflicts 17-20 points of Harm to all it contacts, including flesh, cloth, leather, wood, metal, etc. Protective armor not specifically proof against acid is always reduced by the full amount of this Harm, regardless of the amount that would normally be passed on to and accruing to the wearer. The individual might receive acid damage after the armor's protective capabilities are considered, but the armor receives the full amount of damage.

Banish Elementary: Good

This Preternatural Power enables the Enchanter within any elementary's sphere of activity to send forth a force that banishes that spirit instantly. The degree of success of such banishment depends upon the strength of the elementary and the investment, if any, of additional AEPs by the enchanter to assure banishment. The basic chance for success is the Enchanter's Ability score, less a basic penalty of -10, less another penalty for each degree of complexity of the elementary (see below,) with a bonus of +10 per point of added Activation Energy.

Elementary Complexity

Single-element	-10
Two-element	-30
Three-element	-60
Four-element	-100

Bar Possession: Extreme

This Supernatural Power enables the Enchanter, or any other he chooses to touch in that ABC, or the following one, to be impervious to the leeching effects of any malign spirit, so that Health, Precision, and Speed Base Ratings can not be drained away, although Health can suffer Harm. The energy also bars a spirit of any sort from possessing the protected individual. It remains active for only one minute realtime, plus 12 additional seconds (4 ABCs) for each extra 1 AEP committed to it before activation of the Power.

Blue Bolts: Good

This Preternatural Power causes a hail of energy bolts to streak through an area of 20 feet width and 60 feet length. Upon activation its nearest edge appears at any distance up to 100 feet removed from the Enchanter, as the activator desires and directs. Whatever is in the area of effect will be struck by one or more bolts, each inflicting 1-2 preternatural Harm disregarding normal

armor. Very small targets will take 1-3 bolts, small targets 1-6 bolts, man-sized targets 2-8 bolts, large targets 3-12 bolts, and very large targets 4-16 bolts.

Borgasta's Flatness: Very Minimal

This Preternatural Power changes the activator, or any willing (or unconscious) subject touched on that or the following ABC, such that depth of body (and all worn items and/or items normally carried in hand) becomes only one one-hundredth of an inch. Essentially, the subject thus affected is as flat as a sheet of paper. The subject has a commensurate loss of mass (is 1/100th of former weight) and is thus adversely subject to moving air. The subject will remain in this form for up to one minute realtime for each AEP expended.

The affected individual can attack only with piercing weapons, and gains no Physique Ability bonus when in this condition. Health is reduced to 10% of normal because of the physical state, although protection worn or empowered remains normal.

The individual can slip sideways through any crack that would allow a piece of paper the width of his or her shoulders to so pass, slither under doors, and so on. Also, to an observer standing at 90 degrees left or right, as it were, the individual is virtually invisible, especially in poor light conditions.

Break Dark Bonds: Very Strong

This Supernatural Power enables the Enchanter to touch a living subject and deactivate any Extraordinary force that is keeping the individual unconscious in any way, and/or is restraining that individual from performing normal activities. Unlike most Powers, this one is instantly active, but the time from touch of the Enchanter to restoration of the individual is 3 ABCs (nine seconds) of time as the energy affects that subject and breaks the bonds.

Cindersmoke: Extreme

This Supernatural Power creates a roiling cloud of smoke and burning cinders that appears from nowhere overhead and instantly settles over a self-contained cube-like field with an area of up to 40 feet per side. Upon activation the nearest edge of the Cindersmoke field appears at any distance up to 160 feet removed from the enchanter. Whatever is in the area suffers 6-8 points of Harm, disregarding all but Extraordinary protection against such Harm from fire. In addition, subjects are blinded with smoke for each ABC of time within the field, the blindness continuing after leaving the field for as long as the affected subject was within the field.

Creatures based on cold/cold energy suffer double the Harm (13-16) each ABC of exposure to the fire. All inflammable materials within the area are ignited, and added Harm might accrue to exposed subjects accordingly, viz. 3-5 or 6-8 points of Harm for 2-4 ABC's as the material burns. The burning cinders and blinding smoke continue unabated for 20 ABCs (60 seconds), then cease, and the field area is clear of all but a sooty residue. Its energy is negated by an Icewind Power activation in the area of effect.

Cloak in Shadows: Minimal

By activation of this Preternatural Power an Enchanter can, if the light conditions are such that strong shadows are present, cause his or her person to become veiled and shadowy. If none observe this transformation, then the affected individual is at least 90% likely to be unnoticed. If some observer is present, the individual

is still so veiled as that any attack upon him or her suffers a penalty of 10 to the attacker's check to determine if a hit of any kind is scored.

For each additional point of Activation Energy invested, the activator can affect one other individual with this same Power, to a maximum of eight others. Note that if any affected person actively advances to assail or attack while cloaked in shadows, the energy of the Power is drained, and all effect is lost. Otherwise, the shadowy veil persists for up to one hour time.

Counterpower Contingency: Strong

This Supernatural Power does nothing unless the Enchanter who brought it into being is directly the focus of a baneful Power aimed directly at him or her by a hostile individual. In such case it is then triggered and negates the energy and effect of the Power. Note that any Grade of Power is negated thus, but in so negating the activation, this Power is itself expended and gone. Its energy lasts until negated by an attacking Power or until one hour of time has elapsed after its activation, whichever first occurs.

Defeat Preternatural Power: Low Moderate

This Preternatural Power enables the one activating it to attempt to disenchant another's Preternatural Enchantment that is within sight and at a distance of not more than 160 feet. The base chance for success of so doing is 100%, minus the energy Grade of the Enchantment to be broken by this one. A Very Minimal Enchantment is thus 90% likely to be disenchanting and ended, while one of Good Grade is only 50% likely to be successfully broken. If the Enchantment is of Supernatural Power, there is no chance to affect it.

Defeat Supernatural Power: Very Strong

This Supernatural Power enables the one activating it to automatically disenchant any Preternatural Power, or to attempt to disenchant another's Supernatural Enchantment, that is within sight and at a distance of not more than 240 feet. Any preternatural Enchantment contacted thus is negated automatically. The base chance for success of defeating a supernatural Power is a strong 100%, minus 10% for every energy Grade beyond Good of the supernatural Enchantment to be broken by this one. A Very Good Enchantment is 90% likely to be disenchanting and ended, while an extreme Grade Enchantment is only 50% likely to be successfully broken.

Derkay's Missile Attraction: Good

This Preternatural Power enables the activator to target one subject that is within sight and no more than 240 feet distant. The Power causes that individual to attract any airborne missiles within a range of 60 feet during the next ABC of time, drawing such objects to the vicinity of the subject, and each such missile having a base 25% chance of actually striking the subject. Extraordinary missiles have their increased likelihood, if any, of striking a target added to the chance. For each additional AEP invested at the time of activation, this effect will persist for one extra ABC of time.

Desmuriak's Dramatic Images: Moderate

This Preternatural Power enables the Enchanter to create in a surface of up to 4,000 square feet, extending upwards to a height of up to 40 feet, a background scene showing as many figures, still or moving, as would normally fit into such a space. The Enchanter can instantly activate it, or key activation to some event—a sound,

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proximity of a creature, or anything imaginable. The whole is a thing of light and shadow, of course, a holographic sort of picture without real substance, lacking sound and odor. It lasts for one hour of time, then winks out.

The activator of the Power can extend the life of the dramatic scene envisioned and activated through the Power by investing one additional AEP for each extra hour it is to last, with 25 AEPs making the thing permanent.

Touching will not affect such a scene, nor will any form of attack, but any energy countering the persistence of this kind of illusionary form of Enchantment will likely cause it to vanish. Note that the “play” is pre-programmed and will repeat itself every interval set by the activator, intervals generally being as brief as one minute or as long as desired and the dramatic scene is mentally scripted and energized thereafter.

Disenchantment: Very Minimal

This Preternatural Power conveys the capacity to remove one’s own Enchantment. It works automatically as soon as active.

Disrupt Power: Very Minimal

Via this activation the Enchanter attempts to cancel the effect of the energy of another Power of any Ability that has been placed upon a subject of animal, mineral, or vegetable nature. If the energy to be deactivated is of a Grade higher than 1 (Very Minimal,) extra AEPs must be invested at the time of activation of this Power for it to have any chance of success. If AEPs invested in the disruption equal or exceed those of the Power to be affected, the chance for successful activation is normal. However, if more than one Power is present, the Disrupt Power Enchantment will have to have energy equal to, or in excess of, all of the Powers so active, and it will then only deactivate the least potent of the two or more Powers active. Thus, this is not an effective means of negating Extraordinary objects.

Dominant Shadow: Extreme

By activation of this Supernatural Power an Enchanter can create light conditions that are dim and shadowy, even if the light is otherwise clear and bright or totally lacking. Thus, whether bright or dark, the Power causes an area of shadowy sort in a radius of 40 feet around the activator. Note that some sort of Extraordinary Power that causes bright light or total darkness will not cancel this Power’s energy, even if such light conditions are equal to or greater the radius of the shadow, or multiple activations of such Power are used in succession to drain the energy. The effect lasts for one month. The activator can extend this time by adding two AEPs per added month of energy persistence desired, doing this at the time he or she activates the Power. It can, of course, be de-energized by a Defeat Supernatural Power if this latter Power is successfully activated and operative, but the strength of this magic requires a penalty of 10 be assessed for that chance.

Doppelganger: Very Strong

This Supernatural energy creates an exact material duplicate of the Enchanter. For two added AEPs invested by the enchanter at the time of activation, the Power gives two points of additional Health Base Rating plus one point of Activation Energy to the double of the activator, for it otherwise has no AEPs. The doppelganger is an extension (Avatar) of the activator, but it must be dressed and equipped or it will not function. The duplicate can,

and will, when clothed and equipped, go to any possible location and do whatever the “original” (the activator) desires, following instructions exactly because the two are literally of one mind. If telepathic communication is possible to the activator, then he or she will have such communication. The Enchanter is then literally able to be in two places at one time.

The doppelganger exists for three hours time, then fades and vanishes in an instant. However, any clothing and equipment worn or carried by it remains at the last location in which it existed. By doubling AEPs the doppelganger will persist in being for an added three hours time. Note that Harm accruing to the doppelganger passes to its creator at the rate of 1 for each 2 points sustained.

Eel Skin: Low Moderate

This Preternatural Power causes the Enchanter and all he wears, holds, and carries to become as slippery as an eel while adjunctive items remain in contact with him or her. This condition includes these special features:

- 1) No adhesive or glue will stick to the Enchanted;
- 2) No attack that would otherwise grab, hold, or continue, other than substances of conditions such as acid or fire, for example, will grab, hold, or continue;
- 3) The subject is harder to hit with held or natural weapons directly contacting the body, so that attackers suffer a -10% penalty on Precision or Weapon Ability. The Power remains active for 61 to 90 minutes realtime.

Eggary’s Extreme Smiting: Extreme

This Supernatural Power enables the Enchanter to create a bolt of terrible force. This force follows the direction of the activator’s pointed finger up to a distance of 300 feet, and if it strikes any target in the course of its near-instantaneous flight, the target struck will suffer 21-25 points of Harm ignoring all forms of armor protection, plus one additional point of Harm for every extra AEP the Enchanter invests in it at the time of activation.

Elemental Aquanaut: Major

By means of this Supernatural Power the Enchanter conjures up, within 120 feet distance, a water demi-elemental. This creature does but one of two things. First, it can make breathable any sort of water within a 120-foot radius of itself, the liquid being totally breathable and as if air were within that area of effect for no less than 16 minutes realtime. Second, it can carry the activator and all he or she wears and/or carries, as well as up to an additional three persons likewise, through water, without Harm, at a speed of 40 miles per hour for a distance not exceeding five miles, or to a further shore of the water area, whichever is the lesser distance. If the activator is not able to give exact direction, the demi-elemental will go in that direction that comes closest to fulfilling safe passage as described.

Elemental Fireman: Major

By means of this Supernatural Power the Enchanter conjures up, within 40 feet distance, a fire demi-elemental. This creature does but one of two things. First, it can extinguish any sort of normal (non-Extraordinary) fire burning within a 40-foot radius of itself, the flames and heat being totally extinguished within the area of effect for no less than four minutes realtime. Second, it can carry the activator and all he or she wears and/or carries, as well as up to an additional three persons likewise, through fire and heat of any sort, without Harm, at a speed of eight miles per hour for

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a distance not exceeding one mile, or beyond the flame and heat Harm area, whichever is the lesser. If the activator is not able to give exact direction, the demi-elemental will go in that direction that comes closest to fulfilling safe passage as described.

Elemental Flier: Major

By means of this Supernatural Power the Enchanter conjures up, within 160 feet distance, an air demi-elemental. This creature does but one of two things. First, it can calm any sort of wind blowing within a 160-foot radius of itself, all air movement being totally calm within the area of effect for no less than 20 minutes realtime. Second, it can carry the activator and all he or she wears and/or carries, as well as up to an additional three persons likewise, through the air, without Harm, at a speed of 60 miles per hour for a distance not exceeding 12 miles, or beyond the area of effect of a surrounding tempest, if applicable, whichever is the greater. If the activator is not able to give exact direction, the demi-elemental will go in that direction that comes closest to fulfilling safe passage as described.

Elemental Miner: Major

By means of this Supernatural Power the Enchanter conjures up, within 20 feet distance, an earth demi-elemental. This creature does but one of two things. First, it can excavate any sort of earth within a 20-foot radius of itself, the soil, gravel, and/or rock being totally removed from the area and obliterated permanently, thus forming a spherical or partially-spherical cavity. Second, the demi-elemental can carry the activator, and all he or she wears and/or carries, as well as up to an additional three persons, likewise, through earth of any sort, without Harm, at a speed of two miles per hour for a distance not exceeding 1,200 feet, or beyond an area of surrounding earth, whichever is the lesser. If the activator is not able to give exact direction, the demi-elemental will go in that direction that comes closest to fulfilling safe passage as described.

Element of Surmise: Good

By means of this Preternatural Power, the activator is able to state one scant bit of information and learn if it is true or false. For example, some slight clue or single fact stated by the individual will be so posited as to enable a single-word response of "True" or "False"—"The marks on the floor indicate a secret door in the wall there," or "The marks on the floor indicate that the majority of traffic is in the left-hand adit, not the passage to the right." The question must be posed within one minute after the energy of the Power is activated.

Energy Explosion: Moderate

This Preternatural Power causes a thin streak of growing force to sprout from the air in front of the Enchanter's hand and shoot out to up to 80 feet distance to strike an area of 10 feet height and depth, and 20 feet width. All targets that are within the strike area suffer 17-20 points of Harm, which may be reduced by any armor protection. Any fragile or generally breakable objects (such as bottles, brittle things, glass, jars, pottery, etc.) are broken and objects weighing under 10 pounds are blown from the center of the blast to the perimeter.

Flame Fan: Minimal

This Preternatural Power causes a tongue of flame to sprout from the air in front of the Enchanter's hand and shoot out to a

maximum of 20 feet distance. The flame will strike an area of one foot in height and depth, and five feet width. All targets that are within the strike area suffer 9-12 points of Harm while any easily inflammable material therein (including bristles, light cloth, fur, hair, paper, thin bits of wood, etc.) will catch fire. If the subject is set afire, an additional 6-8 points of Harm accrue. A fire with sufficient fuel started by this power will burn for not less than four minutes realtime, and will create thick smoke in a moderate-sized underground area.

Flame Gout: Low Moderate

This Preternatural Power causes a thick tongue of flame to sprout from the air in front of the Enchanter's hand and shoot up to 40 feet distance to strike an area three feet in height, depth and width. All targets that are within the strike area suffer 13-16 points of Harm, and any inflammable material therein (including normal cloth and wood, etc.) will catch fire. If the subject is set afire thus, an additional 9-12 points of Harm occurs. A fire started with this power will burn for not less than six minutes' time, fuel allowing, and create a thick and blinding smoke in a good-sized underground area.

Galicar's Illusion Hacker: Very Minimal

This Preternatural Power enables the Enchanter to discover if anything in his sight and within 90 feet distance is a scene created through some form of Extraordinary energy. Upon activation, an illusory scene in the indicated area will be revealed immediately as such to the Enchanter, and the permanence of its energy will be known, too.

The Enchantment causing the illusion can then be ended with an additional expenditure of 5 AEPs, or altered at a cost of 10 AEPs. In the latter case, the detecting Enchanter simply envisions what he or she desires to replace what is seen, and it occurs, without the persistence of the original Enchantment being altered. For example, a light and shadow "wall" might be changed into a fireplace in which a blaze burns.

Gareegy's Conjuration: Very Strong

By means of this Supernatural Power, the Enchanter causes the materialization of one animal or creature (of any sort) with no more than a 40 Health. The creature will appear at any location that is pointed to and within a 10-foot radius of the Enchanter that is not otherwise occupied by solid matter. The animal or creature is summoned by naming its kind, and it can not be intelligent or semi-intelligent. If it is an aggressive sort, it will immediately attack the nearest target. If not of aggressive sort, it will immediately flee at its fastest speed. For each additional 10 AEPs expended at time of activation, another animal or creature can be conjured, or the Health of the conjured animal or creature can be increased by 20 points.

Gareegy's Uplifting Tongs: Strong

This Supernatural Power causes a vivid energy field to manifest itself. It will appear within sight and at a distance of no more than 120 feet from where the activator is pointing a digit (or Extraordinary wand or the like). It appears in the form of giant iron tongs, and will seize and lift upwards to a height of 60 feet anything immediately below it, with the chance to do so successfully being equal to the activator's Enchantment Ability Score. Up to 400 pounds weight can be raised, and for each AEP added at the time of activation, an additional 50 pounds of weight can be

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hoisted skyward. The Power persists for two ABC realtime and then dissipates. What was held fast then precipitates to the surface below and Harm accrues accordingly.

Grasshopper Legs: Minimal

This Preternatural Power enables the Enchanter, or one he has touched, to jump forward in an arc rising 1 foot for every 4 feet traveled forward, to a maximum distance of 80 feet forward with a 20-foot apex of trajectory. The individual can also jump straight up to a height of 20 feet. Landing is not harmful to the individual. The energy lasts for only 11 to 20 ABCs of time before fading away. A subject under this Enchantment adds 4 (20%) to armor protection due to the rapid motion the power engenders.

Grimsmoke: Extreme

By means of this Supernatural Power, the Enchanter causes a cloud of poisonous smoke to surround his or her person. The activator is immune to the toxins therein, but all others suffer Harm from exposure to the smoke, regardless of armor or protection, unless it is of Extraordinary sort that provides protection from VT. The cloud appears instantly in a 10-foot radius around the Enchanter. It then moves outwards in a ring during the following ABC, traveling 20 feet so as to be at a distance of 30 feet from the activator. The cloud continues to grow with increasing speed (10-foot further movement), so that it is at 60-foot distance from the activator at the end of the second ABC of time after activation, and at the end of the third ABC it is at its limit, 100-foot distance from the Enchanter. It then dissipates instantly.

Any target subject to poison that is engulfed by the poisonous smoke suffers 9-12 points of Harm from skin contact, and 21-25 points of Harm from inhalation. Intelligent subjects are entitled to a check against their Speed Rating to avoid inhalation at 4x Speed in the first ABC of exposure, 3x Speed in the second ABC of the activation, and 2x Speed in the third ABC of exposure. Success indicates the individual manages to keep from inhaling any of the gases. Any one warned to hold their breath will not suffer inhalation Harm, but if the warning is voiced from one within the cloud, that individual automatically suffers maximum Harm of 25 points.

Hrunji's Horrific Beast: Good

This Preternatural Power enables the enchanter to create any sort of horrific, bestial, monstrosity envisioned in a surface-like area of up to 1,000 square feet, extending upwards to a height of 20 feet. The Enchanter can instantly activate the Power or key activation to some event—a sound, a step in close proximity, or anything else imaginable. The whole is a thing of light and shadow, of course, a holographic sort of picture, but one in which sound and odor emanate so as to make it seem absolutely real, if constrained to limits. It lasts for one-quarter hour realtime, then winks out.

The activator of the Power can extend the life of the illusory creature envisioned and activated through the Power by investing one additional AEP for each extra one-half hour it is to last, with 100 AEPs making the thing permanent. Touch will not affect such a scene, nor will any form of attack, but any energy countering the persistence of this kind of thing will likely cause it to vanish.

Note that the “play” is pre-programmed and will repeat itself at every interval set by the activator. This interval is generally no more brief than one minute in length, and may be as long as desired; the beast's actions are mentally scripted and energized

thereafter. If the activity of the Enchantment is life-threatening, a check against the target individual's Speed (Base Rating multiplied by four in the case of an intelligent creature or a character or Avatar) must be made. Failure to roll under the indicated number indicates active mental acceptance of the attack as real, and results from a real attack of the nature depicted will appear on the subject's body (much as stigmata do), and the Harm will thus be actual.

Icewind: Extreme

This Supernatural Power creates a howling, blizzard-like wind filled with needle-sharp ice crystals driven at 100 mph wind speed. This blizzard appears and instantly fills a self-contained field with a cube-like area of up to 60 feet per side. Upon activation, the nearest edge of its field appears at any distance up to 240 feet removed from the Enchanter. Whatever is in the area suffers, regardless of armor/protection of any sort other than that specifically proof against cold, 3-5 points of Harm from the chill and 6-8 points of Harm from the cutting ice each ABC of time it is within the field. Also, for each ABC of exposure to the chill, subjects lose one point of Speed BR; this loss is recovered at the rate of 1 point per ABC of normal warmth. Fire-/heat-based subjects suffer double Harm. The blizzard-like condition continues unabated for 20 ABCs (60 seconds) realtime, then ceases, and the field area is clear of all but an icy residue. The Power's energy is cancelled by a Cindersmoke Enchantment.

Imitate Surroundings: Minimal

This Preternatural Power enables the activator, or one the he touches, to seem as if one of the inanimate things in the immediate vicinity. This must be something physical, such as a bush, shrub, tree, large chair, statue, rock, mound of sand or dirt, and so forth. Whatever it is, the size is that of the Enchanter-erect, sitting, squatting, curled, or prone. The illusory effect lasts for from 31 to 60 minutes time, or until the energy is broken by substantial movement (attacking, movement other than creeping, etc.), whichever first occurs. Note that slow, stealthy movement does not affect the Enchantment.

Invisible Form: Very Good

By means of this Supernatural Power the Enchanter or an individual touched by that person will become invisible to normal sight and remain so for as long as one hour of realtime, or until the invisible individual actively assails another by means of some Power or weapon, including discharge/hurling of a missile, attack with a hand or foot, etc.

Invisible Scutifer: Moderate

This Preternatural Power causes the materialization of a large, normal shield in front of the activator. It operates by itself, moving to protect the Enchanter without attention from that individual. It persists for up to one hour of realtime and then dissipates, unless destroyed prior to that by Harm absorbed (100 Health).

Iron Agony: Low Moderate

This Preternatural Power causes a small loop of force that looks vaguely like a pair of spiked shackles to strike a single target in sight and up to 20 feet distance so as to encircle and hobble the subject. The energy binds two lower limbs and holds them fast for up to 10 ABCs' time, inflicting 1 point of Harm upon whatever is within its loops each ABC. The subject is in pain and can move at

only 50% normal speed (halving the number of attacks) and attack at only 50% of Precision/Weapons Ability while thus shackled.

Jinker’s Rope Golem: Major

By means of this Supernatural Power, the Enchanter causes light to heavy rope equal to at least 100 feet in length to form into a humanoid shape and become volitant. Although it has no brain or intelligence per se, the automaton has a directing energy which will enable it to obey a series of up to three successive commands. Thus, for example, one might be required to move in some direction, then stop, and finally to attack anything that came within 30 feet of it. Once charged with one or more commands, the golem remains active until destroyed. The golem of rope thus created has the following statistics:

Rope Golem

Armor: 30

Health	Precision	Speed	Harm
30	15	special	6(30%)sp

This golem attacks as a lasso inflicting 1 point of Harm, plus a whip inflicting 0-2 points of Harm against one or two targets, either or both attacks disregarding all armor/protection. A target struck by the lasso attack is on the next ABC caught and subject to 6-9 points of garrote-type Harm per ABC thereafter, regardless of armor/protection, until the golem is destroyed. For each additional 10 AEPs invested at time of activation, the golem gains another set of such attacks, up to a total of eight, four lasso and four whip.

Shock and stabbing penetration attacks do not Harm the golem. The golem has elasticity and give, thus allowing it 6 points (30%) of armor protection against penetration Harm from cutting edges. It is affected normally by acid and fire, unaffected by cold and poison.

Jumpback, Jack: Minimal

This Preternatural Power enables the one activating it, and all others designated within five feet of the activator, to return to a previously marked location up to 100 feet distance, regardless of intervening substances. The return area is marked by the Enchanter with sigil of choice, and when the name of the mark is pronounced, the Power is activated. The Power remains active for from 10 to 15 minutes time after the sigil is drawn.

Jumpwayback, Jack: Very Good

This Supernatural Power enables the one activating it, and all designated that are within a five feet radius the activator, to return to a previously designated location up to 1,000 feet distance, regardless of intervening substances. The return area is marked by the Enchanter with sigil of choice, and when the name of the mark is pronounced, the Power is activated. The Power remains active for three to four hours realtime after the sigil is drawn.

Leduc’s Inescapable Drowsiness: Moderate

This Preternatural Power enables the one activating it to target any one living subject in sight and within 40 feet distance for effect. The activator must then stare at the subject and murmur under his or her breath a continual chant of droning sort. This directs the Enchantment’s energy so that within one ABC of time, the subject falls into a drowse, eyes shut, and unalert. Only a very loud noise, strong odor, or touch will rouse the drowsing subject during the next 10 ABCs. If the subject of the Power is truly

sleepy, and left undisturbed, that individual will then fall into a deep, near-comatose sleep for from 1-100 minutes additional time. Any attack upon the subject drowsing or sleeping is made at the most favorable adjustments.

Lighter Than Air: Very Minimal

This Preternatural Power causes the Enchanter or one whom he has touched to become—along with all worn and relatively small hand-held things—lighter than air. The individual affected will rise slowly, ascending at a rate of about one foot per second, to a maximum altitude of 60 feet if unchecked by overhead obstacle. Any air movement will move the individual in its direction, at its speed. The individual will then begin a slow descent at the same rate as was the ascent. At zero feet altitude the Power fades to nothing. Note that while so enchanted, the lighter-than-air subject can not engage in any form of weapons use, but hands and feet may otherwise be used to possibly move or steer. With so little mass, the individual can not generally affect more substantial objects(open doors, lift treasures, etc.).

Loviatskya’s Infallable Energy Analysis: Strong

This is a Supernatural Power enabling the Enchanter to “see” and analyze all energy contained within an Extraordinary item so as to know what it is and what it does. While the Power detects the need for triggering events, such as spoken commands, it does not necessarily discover the exact particulars of the event in itself. Thus, it does not always reveal all information regarding an object.

Loviatskya’s Infallable Mineral Analysis: Good

This is a Preternatural Power enabling the Enchanter to “see” and analyze mineral contained within an area of examination of about nine or so cubic feet of volume. The Power detects not only the various kinds of minerals but also their quality, viz. 20% iron in ore, electrum composed of 30% gold and 70% silver, beryllium with crystal inclusions of deep green and also of golden color, lead with 10% arsenic, etc.

Mist Veil: Very Strong

This Supernatural Power causes a thick curtain of mist to descend over any open area up to 300 feet in radius around the Enchanter, or as small as the confines of the enclosed space within which is the invoker. It remains stationary regardless of the movement of the invoker. The volume of moisture within the mist is so great that all fires not kept alight by Extraordinary energy are extinguished within 1 to 2 seconds realtime, and even Extraordinary-Powered flame or fire is at half normal size, illumination, and Harm. Anything subject to being affected by extreme dampness will be subject to whatever effects normally occur. Bowstrings, for instance, will become loose and the bows are thus made only half as Powerful. All sensory capacity is reduced to half normal in the mist veil. The mist veil persists for 21 to 30 minutes of time, or until disenchanting, and then disappears.

Mordey’s Adversarial Reflector: Strong

This Supernatural Power creates a shimmering, perfectly reflective sheet of energy directly in front of the Enchanter. This mirroring plane of force is four feet wide and eight feet high. The first opponent to see its own reflection will further the working of the Power and allow the force to create a duplicate of the opponent from the reflection. The duplicate will appear in the space occupied by the force and replace the force. The duplicate

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has the same statistics and capacities as the person or creature it duplicates, save that its Health is that of the activator in full, normal condition. The duplicate adversary created thus always faces its double and does exactly what the adversary does in attacking, with all of its attacks aimed at the original adversary, regardless of whom the original is attacking. It remains inactive if the original is not attacking. The Power enables the duplicate to exist thus for seven ABCs (21 seconds) time or until its Health is reduced to zero or below.

Mystic Mace: Low Moderate

This Preternatural Power causes an energy blow to strike a target that is within sight and up to 120 feet distant so as to inflict 21-25 Harm upon it. If the target is protected by any Enchantment that reduces Harm, double the indicated Harm will be absorbed by such protection, thus reducing its long-term effectiveness.

Pass Barring Force: Low Moderate

By means of this Preternatural energization the Enchanter is able to so attune a body, and all things normally worn and carried, so as to pass through some barring Preternatural Extraordinary force field. Slipping through does not affect the energy/activation otherwise protecting an area. For each additional 2 AEPs invested at time of activation, one other living subject of around man-sized (a horse, for instance is about the size of four men) can also be attuned to pass through the barring force field.

Personal Armor 1: Very Minimal

When activated, this Preternatural Enchantment has a life of 1 to 2 hours. During this period, the Enchanter has very minimal armor protection provided by Extraordinary energy. 2 points (10%) of all Harm delivered to the subject so protected is negated, and the Enchantment will absorb up to 75 points of Harm thus before it is exhausted.

The Enchantment works alone, without other like Enchantment or other Extraordinary activation, and any similar personal protection Enchantment placed upon the subject after this Personal Armor is in place cancels its protection. No buckler, shield, or any Extraordinary item of protection can be used by a subject in conjunction with this Power. However, non-metallic body armor, ordinary or Extraordinary in nature, that is worn is also effective.

Personal Armor 2: Minimal

This Preternatural Enchantment has a duration of 1 to 2.5 hours. During this period, the Enchanter has minimal armor protection provided by Extraordinary energy. 4 points (20%) of all Harm delivered to the subject so protected is negated, and the Enchantment will absorb up to 80 points of Harm before it is exhausted.

The Enchantment works alone, without other like Enchantment or other Extraordinary activation, and any similar personal protection Enchantment placed upon the subject after this Personal Armor is in place cancels its protection. No buckler, shield, or any Extraordinary item of protection can be used by a subject in conjunction with this Power. However, non-metallic body armor, ordinary or Extraordinary in nature, that is worn is also effective. A Speed penalty of 1 point is incurred for the actions of the protected individual.

Personal Armor 3: Low Moderate

This Preternatural Enchantment has a duration of 1.5 to 2.5 hours. During this period, the Enchanter has low moderate armor

protection provided by Extraordinary energy. 6 points (30%) of all Harm delivered to the subject so protected is negated, and the Enchantment will absorb up to 90 points of Harm before it is exhausted.

The Enchantment works alone, without other like Enchantment or other Extraordinary activation, and any similar personal protection Enchantment placed upon the subject after this Personal Armor is in place cancels its protection. No buckler, shield, or any Extraordinary item of protection can be used by a subject in conjunction with this Power. However, non-metallic body armor, ordinary or Extraordinary in nature, that is worn is also effective. A Speed penalty of 1.5 points is incurred for the actions of the protected individual.

Personal Armor 4: Moderate

This Preternatural Enchantment has a duration of 2 to 2.5 hours. During this period, the Enchanter has moderate armor protection provided by Extraordinary energy. 8 points (40%) of all Harm delivered to the subject so protected is negated, and the Enchantment will absorb up to 100 points of Harm before it is exhausted.

The Enchantment works alone, without other like Enchantment or other Extraordinary activation, and any similar personal protection Enchantment placed upon the subject after this Personal Armor is in place cancels its protection. No buckler, shield, or any Extraordinary item of protection can be used by a subject in conjunction with this Power. However, cloth body armor, ordinary or Extraordinary in nature, that is worn is also effective. A Speed penalty of 2 points is incurred for the actions of the protected individual.

Personal Armor 5: Good

This Preternatural Enchantment has a duration of 2 to 3 hours. During this period, the Enchanter has good armor protection provided by Extraordinary energy. 10 points (50%) of all Harm delivered to the subject so protected is negated, and the Enchantment will absorb up to 110 points of Harm before it is exhausted.

The Enchantment works alone, without other like Enchantment or other Extraordinary activation, and any similar personal protection Enchantment placed upon the subject after this Personal Armor is in place cancels its protection. No buckler, shield, or any Extraordinary item of protection can be used by a subject in conjunction with this Power. However, cloth body armor, ordinary or Extraordinary in nature, that is worn is also effective. A Speed penalty of 2.5 points is incurred for the actions of the protected individual.

Private Illumination: Minimal

This Preternatural Power lasts for 2 to 3 hours and gives to the Enchanter, or any living subject contacted at time of activation, the capacity to see in even total darkness as if a beam of light with a six-foot diameter and a 60-foot range were shining directly where the affected subject is looking. While such energy is not visible to the human eye, some subterranean creatures able to see in the upper spectrum of light waves will be able to detect the effect.

Pulsion: Very Good

By activation of this Supernatural Power, with additional AEPs added prior to activation so as to equal or exceed the Speed Base Rating of the subject, an Enchanter can cause a single, living,

intelligent subject, that is able to understand what is said, is within hearing and sight of the activator, and at a distance in feet equal to one-half or less of the activator's Enchantment Ability, to fall under the activator's control. Investment of AEPs by the activator insufficient to equal or exceed the Speed BR of the subject automatically negates the Power's energy. The affected subject can avoid this control only if a check against its Speed Base Rating succeeds. The subject under control is compelled to stand fast, be silent, and listen. If the activator is interrupted in the process of speaking this command, then the Power is negated. The following apply to a controlled subject:

- 1) The Power is geas-like and compels the subject to obey a command of appropriate sort for a geas or quest that is of no more than three sentences or 50 words length.
- 2) The command properly given must be obeyed, except that if it is such that obedience obviously (immediately, proximately) threatens the life of the subject, or the life of a companion (beloved, close relation, friend, mentor-someone cared for and near and dear, respected and/or loved), the subject will have another chance to avoid the command by succeeding in a check against twice the subject's Speed BR. A command whose obedience is obviously suicidal or murderous to a companion, as detailed above, gives the subject a bonus of 20 on the avoidance dice roll. If unavoids, the subject must do his or her utmost to zealously and exactly follow the Pulsion command until it is fulfilled, or for three times as many days as the activator invested additional AEPs in the Power.

If additional AEPs equal to, or exceeding, twice the subject's Speed BR are invested at time of activation, then a second avoidance check is at Speed BR only, and the suicidal act avoidance bonus is only 10. Furthermore, the time that the subject is under compulsion to obey is counted in weeks of time per additional AEPs expended for this purpose.

Of course, as with any magical quest or geas, other Powers can intervene to break the compulsive, impulsive, propulsive, and/or repulsive nature of this enchantment.

Quickness: Very Strong

By means of this Supernatural energy, the activator is able to give to himself, or to any other person touched at time of activation or on the following ABC, a temporary increase in neural activity and all related to it. This translates to two points of Speed Base Rating, as well as a corresponding increase in Activation Energy Points of 2. For each additional nine AEPs expended at time of activation, the quickness of the subject is increased by two Speed BR points and 2 AEPs. Enhanced Speed BR can be above normal total but never greater than 24 points thus. The energy of this Power is transitory, however, and after four hours it dissipates and all points of Speed and Activation Energy gained from it fade and are gone.

Rainbow Ram: Major

This is a Supernatural Power used to batter, break down, destroy, and/or dissipate protective obstructions of normal or Extraordinary sort. The color of Ram selected must match the material and/or energy to be neutralized:

Red Ruin: An energy ram appears, in the shape of a monstrous toad the hue of glowing embers, that destroys wood and timbers,

leaving them smoking, charred wreckage in one minute of time. Living, as well as dead, wood is affected thus. The area of ruin is 20 feet wide and 10 feet deep. For each extra 10 AEPs invested at time of activation a like area of ruin can be added.

Orange Onager: A fiery amber force that appears as a glowing equine form that strikes down a normal door or gate, even with such being protected by Extraordinary means. Note that successive activations are needed if an entry is barred by several different barriers, i.e. a raised drawbridge, an iron portcullis, interior gates, etc. Each barrier destroyed requires one minute of time.

Yellow Yatagan: A gleaming, citrine, crescent-shaped energy ram appears that destroys the Extraordinary protection around an individual (or object of up to about three times the size of a large man) whether evoked by Power activation or through the field generated by some Extraordinary item. Note this Power does not harm armor or a device able to create a field of protective energy, it simply negates such a field surrounding an individual in one minute of time.

Green Gauntlet: A radiant emerald force appears in the form of a great armored gauntlet whose fist smashes stone. Each activation destroys up to 125 cubic feet of such material, annihilating a five-foot cube of it. For each extra 10 AEPs invested at time of activation a like VOLUME of destruction can be added. Each cube so destroyed requires one minute of time.



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Blue Blaze: An all-purpose azure stroke of force appears that will destroy protective circles of under 20 feet diameter, individual protective barriers, or manage mundane barriers. In the latter regard, the bolt will extinguish a sheet of flame of up to 20-foot height and width and 10-foot breadth, melt ice of the same dimensions, or remove earth (soil) of 1,000 cubic feet volume (a 10-foot cube). It will obliterate a normal door or small gate, or a very large and strong metal lock. Adding increments of 10 AEPs at time of activation enlarges the area of effect proportionately, or else goes to assure the energy will do the job. The minimum time for destruction is only 1 ABC, with 1 ABC added for each 10 AEPs added.

Indigo Immolation: A phosphoring blue-black force that is like a gigantic field of flame appears that covers a large construction and weakens all of its Extraordinary Power protections by 20%. Thus, to entirely destroy all protective barriers of Extraordinary kind, the Enchanter must invest 40 additional AEPs at time of activation to accomplish such. Time for destruction is one minute per 10 AEPs expended in this form of the Power.

Violet Violence: A pale purple arch of energy appears that arcs over any large hemispherical force field (20 or more feet in diameter) and nullifies the field. What was formerly shielded by it is then exposed to attack from the area surrounding its former location. Time for actual destruction is one minute.

Read Power: Very Strong

This Supernatural Power enables the Enchanter to see if any sort of Extraordinary energy is active in (or on) a person, place, or thing. One subject must be selected as the Enchantment is activated, and only it will be subject to seeing by the activator. On a person or creature each Extraordinary energy will be seen plainly as hanging in air, and the Ability Score and AEPs of the individual in regards to Extraordinary energy use will show as dim, moderate, or bright. In regards to a place, no more than a cubic area of twenty feet per side can be sensed, with results as noted above. If a single thing is selected, the object will show each and every sort of active Extraordinary energy within it, and if a single sort only, the exact nature of the force will be identifiable i.e. the activator will know what it does and how to make it work! In this latter regard, each added 10 AEP at activation will add the same capacity in regards to exact nature to another energy of the subject/object selected.

Secret Passage: Good

This Preternatural Power causes a temporary opening—a passage through solid material—that can be in any direction pointed by the activator, as long as the opening begins within a 20 foot distance of the enchanter. This passage is three feet in width, seven feet in height, and with one of the following dimensions for length:

Material	Passage Length
earth (soil, sand, etc).	44 feet
clay, gravel, wood	33 feet
soft stone	22 feet
hard stone	11 feet
soft metal	11 inches
hard metal	5.5 inches

The opening lasts for one minute (20 ABCs) time, or until the Enchanter dissipates the Power's energy. The material affected then returns to normal, with no passage through it. Successive

activations of this Power are possible from the terminal end of the opening created by the energy.

Seeing Orb: Very Good

This Supernatural Power creates a floating sphere that resembles an eyeball of six-inches in diameter. It appears immediately in front of the activator, suspended at a six foot height, and obeys that individual's will, moving in any direction, including up or down, as thought-directed, at a rate of up to three and one-third feet per second, 10 feet per ABC. The activator always sees what the seeing orb sees. The field of vision is cone-shaped, about three feet in diameter immediately in front of the sphere, and spreading to encompass a 33-foot diameter area at 30 feet distance. Vision is as if it were dim daylight regardless of actual light conditions. The seeing orb energy lasts for from 31 to 40 ABCs before it dissipates.

Sense Power: Very Minimal

This Preternatural Power enables the Enchanter to sense if any sort of Extraordinary Power is active in (or on) a person, place, or thing. One subject must be selected as the Enchantment is activated, and only it will be subject to sensing by the activator. On a person or creature, each type of energy will seem to the activator to glow. In regards to a place, no more than a cubic area of twenty feet per side can be sensed, with results as noted above. If a single thing is selected, the object will simply glow as noted, but the strength of a single active energy will be generally sensed, as the glow will be dim or bright for weak or strong energy. Multiple active Powers will confuse sensing, so only an uninterpretable glow is observed indicating the multiple energies.

Shadow Bolts: Very Minimal to Very Good Power

By activation of this preternatural to supernatural Power the enchanter calls into being a form of anti-energy. This negative force springs forth in the form of shadowy bolts the activator's fingertips and strikes one to four targets that are in sight of the activator, as the activator determines. There are four of these bolts, each like a black dart, flying up to 20 feet distance, and striking their target or targets with the Precision possessed by the activator. Note that this requires a second check against the activator's Precision Base Rating, but a single check serves for all targets.

Each bolt inflicts 1-2 points of harm that ignores armor/protection of non-Extraordinary nature. For each additional four AEPs invested at time of activation of the Power, the Grade is increased by one step, so that more base AEPs and longer time is required, but 1 point of Harm is added to each bolt and this increase also gains a 20% chance, cumulative per four AEP so expended, of causing the target subject to lose temporarily as many Speed Base Rating points as points of Harm suffered from the shadow bolts.

At an added 20 AEPs, this Power is a Very Good supernatural one that inflicts from 24 to 28 points of Harm and has a 100% chance of causing a single target subject to lose 24 to 28 Speed BR points as well. Zero (0) Speed BR means the subject is paralyzed. Loss of Speed BR points lasts for as many seconds of time as the subject suffered points of harm from the attack. Thereafter, Speed BR points lost return to the target subject.

Shadow Bridge: Good

By activation of this Preternatural Power, an Enchanter can, if light conditions are such that strong shadows are present, create a

bridge of palpable shadow. The nearest end of this bridge appears at no more than five feet distance from the activator. It is two feet wide and up to 25 feet long. It can be used to span openings, chasms, pits, etc. The bridge is flat, with no railings or any form of decoration. The bridge can be created at any angle, so spanning openings with varying heights is not a problem. The bridge can hold a maximum of 500 pounds weight any given time. It persists for from 81 to 100 ABCs of time before its energy fades and it vanishes, but the activator can cancel it at will through a mere gesture. For each 1 AEP added at the time of activation, the Shadow Bridge gains one additional foot to its maximum length and 10 additional pounds to its weight limit.

Shooting Stars: Very Minimal

This Preternatural Power enables the Enchanter to direct a five-foot radius cloud of shimmering energy motets in the direction indicated by a pointed finger, up to 240 feet distance within sight. There are 10 such energy motets in the cloud, and each target within the radius indicated will be struck by one or more of them, with the central target being struck by five of these glowing energy missiles. Each mote delivers 1-2 points of Harm, ignoring any and all forms of armor protection, supernatural forms included. For each additional three AEPs expended by the Enchanter at time of activation, two more “shooting stars” are created in the cloud, and regardless of the total number engendered one-half will always strike the central target subject pointed to by the activator.

Simulacrum: Very Strong

This Supernatural energy creates an exact material duplicate of the Enchanter that seems similar to a doppelganger (see the Power of that name). However, there is a considerable difference, for the simulacrum of the Enchanter is an exact physical duplicate, but with an unformed mind and no immediate vitality, a body in stasis as it were. Whatever the age and base statistics (including Abilities) of the activator at the moment of activation are those potentially possessed by the simulacrum.

The activator must invest AEPs equal to one-half of his or her Health Base Rating, plus 18 additional points, at the time this Power creates the simulacrum. Thereafter, the simulacrum remains dormant and in stasis until the death of the Enchanter. Immediately upon such event occurring, and if the simulacrum still exists, the mind and spirit of the activator are transferred to the simulacrum, giving it vitality. It then becomes the Enchanter, an exact duplicate in all respects, as of the time that it was created by this Power. The Health Base Rating is at only 20% of normal, however, and “healing” is necessary to bring it to full normal total.

Because of the potential eternity this allows the Enchanter, a simulacrum is always kept in a relatively warm and comfortable place of safety with as many precautions as possible to ensure it is not disturbed. A simulacrum for an individual other than the Enchanter can be created, but the cost in AEPs is double.

When the original individual is dead, and the simulacrum is vital and active, a second check against successful activation must be made, the score for success being equal to the Enchanter’s Enchantment Ability score, and in any event not greater than 95.

Spindleshank’s Rot Reversal: Strong

This is a Supernatural Power that, when the Enchanter activates it and touches the subject, will cause any non-living subject to cease decomposition—even become unrotted for a time if it is cloth, leather, rope, or wood. The effect will last for many years

if the material is otherwise not particularly subject to rotting in the conditions prevailing, or for only hours if the material decomposes easily and the conditions favor such rot. The volume of material affected is up to 27 cubic feet (one cubic yard). For each additional AEP invested by the Enchanter at the time of activation, three additional cubic feet of material can be affected.

If this Power is used on a Living Dead subject, the energy conveyed will add 16 points of Health to the subject, with one more point of Health added for each extra AEP expended at time of activation.

Sticky: Moderate

This Preternatural energy creates a very sticky substance adhering to a section of material that is 10-foot square. It appears as a slightly fuzzy-looking substance upon an area that is pointed to by the Enchanter, up to a distance of no more than 90 feet from that individual. The affected area can be horizontal or vertical, underfoot or overhead. Whatever contacts the affected area is caught in the glue-like substance. Crawling subjects are held immobile by the sticky coating, and other movement is slowed to one-tenth normal rate. Each ABC spent so moving by bipedal subjects risks a 1 in 6 chance of falling, 1 in 10 by quadrupedal subjects, and 1 in 20 by subjects with six or more legs. Any subject falling will be stuck fast and unable to move at all.

The Enchanter can add another 10-foot square section of gluey matter for each extra 5 AEPs invested at time of activation. The viscous stuff persists for one minute.

The Power of Eel Skin negates this effect for an individual so energized, and alcohol or petroleum substances such as lamp oil wash away one square yard of the sticky material per pint of liquid poured upon it.

Strength: Low Moderate

By means of this Preternatural energy, the activator is able to give to himself, or to any other person of human or humanoid sort touched, a temporary Physique Ability, whether new or adding to existing Ability, of 10 points. For each additional 4 AEPs expended at time of activation, the Physique Ability of the subject is increased by 10 points. No Physique Ability above 120 is possible, however. The energy of this Power is transitory, however, and after one hour it dissipates, and all points of Physique Ability gained from it fade and are gone.

Sub-Minimus 1: Very Good

This Supernatural Power enables the user to reduce the size of all willing (or unconscious) subjects within a circle of 10-foot diameter to 1/10th normal size. This effect lasts for 17-20 days, or until disenchantment occurs, whichever comes first.

Sub-Minimus 2: Strong

This Supernatural Power enables the user to reduce the size of all willing (or unconscious) subjects within a circle of 15-foot diameter to 1/20th normal size. This effect lasts for 21-25 days, or until disenchantment.

Sub-Minimus 3: Very Strong

This Supernatural Power enables the user to reduce the size of all willing (or unconscious) subjects within a circle of 20-foot diameter to 1/30th normal size. This effect lasts for 26-35 days, or until disenchantment.

Essentials

Sub-Minimus 4: Major

This Supernatural Power enables the user to reduce the size of all willing (or unconscious) subjects within a circle of 30-foot diameter to 1/40th normal size. This effect lasts for 36-50 days, or until disenchantment.

Sub-Minimus 5: Extreme

This Supernatural Power enables the user to reduce the size of all willing (or unconscious) subjects within a circle of 50-foot diameter to 1/50th normal size. This effect lasts until disenchantment.

Talk with Shadows: Very Good

By activation of this Supernatural Power, an Enchanter can, if light conditions are such that strong shadows are present, actually contact and converse with the shadows (not creatures per se of the anti-energy dimensional matrix) that are normally present and within a 10-foot radius of him or her. The activator can ask but a single “yes” or “no” question. All knowledge possessed by such shadows is based on events that have happened in this 10-foot radius area, and they must have been viewable by a normal person had such been present, as well as having occurred within the last 24 hours, to have been “seen” by the shadows.

The questions can be specific, i.e. “Did a man in blue robes with a star symbol on his hat activate a Power from this spot 26 minutes ago?” but not specific to proper names of any type. The questions must also be very general, i.e. “Was there a fight of some type here within the last 2 hours?” These questions must be in a form answerable by the shadows or they will result in an answer of “Unknown,” and that question will be lost. For example, while the activator should have asked, “Have two Ilfs carrying a human female passed by here within the last 20 minutes?” the activator queried instead “Have two Ilfs carrying Gigi passed by here within the last 20 minutes?” This results in an answer of “Unknown.” Similarly, if the shadows are asked “Has anyone invisible walked past here in the last hour?” another blank will be drawn, as the events must have been viewable to a normal person. Though the shadows never lie, the LM always has final say on the adjudication of answers to Avatar questions.

For each three additional AEPs invested at the time of activation of this Power, one additional question can be posed to the shadows. In any event, the energy of this Power lasts only for one minute realtime, then fades regardless of whether or not all questions have been asked.

Timeless (Timeworn when reversed): Very Good

The activation of this Supernatural Power causes the flow of the time stream to pass around the enchanter so that physical aging not only ceases, but reverses, so that for each day spent under the influence of the Power, the activator becomes a day “younger” physically. This day is “lost”, and the subject can not do anything other than what amounts to resting. Even Health and AEPs are not restored thus as might be expected. As this Power normally persists but one day, and can not be made persistent, the Enchanter is forced to invest additional Activation Energy when commencing the magic in order to make it efficacious in longer term. For each one AEP added before activation, the Power lasts one extra day. Thus, age-conscious Enchanters expend large numbers of AEPs regularly so as to remain unaging.

Timeworn: It is not surprising, then, that this Power is also reversible, and because it is far easier to move with, and then

exceed, the speed of time than it is to stop and move against it, the effect of the energy of this Power in opposite form is far greater. When the Enchanter touches a target subject at activation, or within one ABC of time thereafter, the subject ages one full year, plus one additional year for each AEP the Enchanter added to the Power at time of activation. Touch requires a success in checking against Precision, or Weapons Ability, as applicable.

Time Out: Strong

This Supernatural Power enables the one activating it to remove his or her consciousness from the time stream. All then appears to be a frozen tableau. The invoker has up to two minutes of subjective time—game time, as opposed in this case to realtime—to consider whatever is desired. No physical actions can be undertaken in this time, for the invoker’s body is frozen in the timestream while the mind only remains active. Thereafter, however, it is likely that the enchanter will be able to act first, for his or her effective Speed BR, for that moment only, is then 24.

Tock-Tick: Major

This Supernatural Power enables the one activating it to remove all of the physical bodies of living beings within the immediate vicinity (all that he or she is immediately aware of, has in sight, and are within a 30-foot radius) from the time stream and go backwards. Retrograde movement is limited to that moment just prior to whatever occurred immediately before this Enchantment was activated, or to a time not greater than 9 ABCs (27 seconds realtime) in the past. All that then occurred after that moment of time to which retrograde movement has been made is subject to a different course—save that the AEPs expended in the Enchantment remain expended (or else an endless time loop would result). Thereafter, for example, instead of attacking something, the activating individual may choose to retreat, negotiate, etc.

Touch the Weave: Extreme

By activation of this Supernatural Power, an Enchanter can manipulate the Multidimensional Weave of the cosmos in such a way that that he or she maintains a constant and fixed contact with it. The outward physical effect of activating the Power is that of the activator appearing to be in a strong wind that only affects him- or herself. (This is seen by an observer as a rustling of clothes, blowing of hair, etc., as well being surrounded in a dim golden glow akin to a body halo). Though cliché, it is not an exaggeration to say that one can literally see the powerful energy coursing through the activator, and anyone remotely connected to Extraordinary Powers and magic can sense the Weave upon the activator. The effect for the activator is as follows:

For the duration, all Powers the activator uses that inflict Harm are at an enhanced value of an additional 1 point of Harm per 5 points of Harm range. Any Power of other, non-physical Harm sort is at double normal range, or duration if range is not a factor.

Additionally, the size of the energy field of the Powers later activated can be manipulated and molded by the individual, so that they can be up to 50% greater or less as desired. These new parameters must be set (stated) prior to activating the later Power, of course.

Harm inflicted, or other result gained, from a subsequently-activated Power is treated as Supernatural, rather than normal or Preternatural.

Any Power meant to affect the activator is avoided by that

individual if he or she succeeds in a check against twice his or her Speed Base Rating. Any effects that do apply are at the minimum possible Harm, duration, etc. when this Power is active on the individual. The energy of the Touch the Weave Power persists for 10 ABCs.

Trip Trap: Very Good

This Supernatural Power enables the Enchanter to deactivate traps relying on Extraordinary energy, and/or spring those of mechanical nature. The activator must be within a 70 foot distance of the trap, and point to the area upon which the energy of this Power is to act. This area is measured in cubes six feet per side equal to the number of AEPs expended in activation, beginning at one only, as the remainder of base activation cost is devoted to the springing of traps. The Power will “trip” no more than two traps, affecting first those based on Extraordinary energy, and thereafter those of mechanical nature. If there are more than two such traps within the area encompassed at activation, any such extra traps are not affected.

Turncoat: Very Good

This Supernatural Power will make one opponent become an ally of the activator and fight against the opponent’s fellows. A check for affecting the target subject successfully is required, this being against the four times the Speed Base Rating of the subject. Otherwise, the subject is altered in mental outlook allying with the Enchanter’s point of view, and remains so for one full day. After 24 hours time has elapsed, the subject again checks, this time against three times the Speed Base Rating, success indicating return of former mindset. If the second check fails, a third is made next day, this time at two times the Speed Base Rating, with results as above. Finally, on the fourth day a final check against unmodified Speed Base Rating is made. Failure indicates the subject is permanently affected.

Turtle Shell: Minimal

This Preternatural Power protects an individual, the activator or another touched, against missiles of any sort, normal or Extraordinary, as well as physical blows. Missiles simply bounce off, and blows struck are absorbed until such accumulate 100 points of Harm, at which point the energy of the activation is exhausted and protection disappears. The Power remains active for 20 ABCs (two minutes) of time. For each three AEPs invested by the Enchanter at time of activation, the amount of Harm absorbable by the energy field is increased by 50 points, to a maximum of 250. Similarly, for each additional three AEPs invested by the Enchanter at time of activation, the period of energy activity of the Power is increased by 20 ABCs, to a maximum duration of 200 ABCs (10 minutes). No activations can be made while the Enchanter is under this Power’s energy, and the subject’s Speed Base Rating suffers a penalty of 1 per 50 points of protection engendered by Turtle Shell Power, this affecting only movement and actions, not AEPs.

Unexplained Noise: Very Minimal

This Preternatural Power creates a strange and loud sound at up to 100 feet distance from the activator. The Enchantment can cause any one of the following noises, each 1 ABC time duration, one after the other, alike or different, while the Enchantment is active:

- 1) a crash as if a heavy object has fallen
- 2) footsteps that are approaching, walking or running
- 3) footsteps that are receding, walking or running
- 4) stealthy sounds of crawling or slithering movement approaching
- 5) stealthy sounds of crawling or slithering movement receding
- 6) laughter that is hideous and threatening
- 7) a pounding as if something is striking at wood such as a door
- 8) a scream or screaming
- 9) a yell or shouts that are loud but indistinct
- 10) muffled whisperings or rustlings of uncertain origination.

The energy of the Enchantment lasts for 4 to 6 ABCs, then vanishes.

Xargya’s Demonic Arms: Major

This Supernatural Power causes the appearance from some other dimension of nine huge, muscular, flexible “arms.” The arms spring out of whatever surface the Enchanter is upon, within sight and at a distance of up to 60 feet from the activator. Each is at a 12-foot distance from the next, and they are in a square pattern of 24 feet per side. Each can reach and grasp any object of rat-size or larger within its six-foot radius. If there is more than one such object within grasping radius, then a random determination of attack is employed.

Each “arm” has the following statistics:

Health: 66. Precision: 66. Speed: 6.

Armor: 30% (-6).

Harm Inflicted: 13 points ignoring any and all armor/protection.

The “arms” remain active and attacking for 1 ABC, plus an additional ABC for every six extra AEPs invested by the Enchanter at time of activation.

Xargya’s Military Fork: Minimal

This Preternatural Enchantment causes a crackling bolt of electrical energy to manifest itself. It will appear immediately before the activator and travel a distance in sight up to 180 feet in the direction he or she is pointing (a digit or Extraordinary wand or the like). It will surround two subjects of up to twice the size of a human (12 feet length/height, 800 pounds weight) or strike a single larger subject. For each extra AEP, up to 10, the Enchanter invests at time of activation, this force will deliver 1-2 points of Harm, disregarding all armor/protection. Regardless of the Harm inflicted, however, the target subject is shocked and unable to do anything on the following ABC of time. If only one subject of around man size is thus attacked, the Energy Fork paralyzes that individual for 2 ABCs.

THEURGY ABILITY

Theurgy requires that the Avatar be dedicated to a deity, or pantheon of deities, and remain in faithful service thereto in one of two orders—that of Glorification and Hallowing, or that of Service and Care. It is possible to be a member of both Orders of Theurgists. Priests, priestesses, monks, nuns, aspirants, novices, and devoted laity, alike, can qualify for and retain the Ability, as long as they are true to the avowed calling undertaken.

Each Order has separate Rituals for the Invocation of deital minions, and thus separate propitiation materials and votive summoning materials is necessary for each Order. If the activator has not used the correct propitiation materials, then the deital minion will certainly call the activator to account for any and all past transgressions. If the deital minion is summoned without correct votive summoning materials, it will simply vanish once activation is complete. Note well that the Theurge does not have power to deal with the deities per se. Only the lesser minions of such mighty supernatural beings can ever be summoned.

It requires one minute to prepare either propitiation or votive materials for an Invocation, so to properly prepare requires two minutes (40 ABCs). It is then possible to activate an Invocation or Rite of Theurgy.

There are two separate Invocations for the summoning of deital minions. There are ten Rites, five for each Order, which hallow or protect. There are also miscellaneous Powers of Theurgy, separated according to Order. The Avatar must know the Invocation for an Order and at least two Rites of that Order as well, to be able to use the Powers of that Order. Without this knowledge, only the General Powers of either Ritual are available to the Avatar.

In addition to recording what propitiation and votive materials are necessary, each Invocation, Rite and Power possessed must be recorded on a Theurgy Memory Tablet, one of which is able to contain any four such scribings. In order to possess a Power, it is necessary that the Theurgist belong to the Order to which it is attuned, and only when the Invocation and Rites are known can the individual then possess a Power that is derived therefrom.

Failure of Ability in a check against Theurgy Score indicates the AEPs are expended to no effect.

Time Required

The amount of time required for activating a Power varies according to the complexity and power cost (in AEPs) required:

	Grade	Time Cost	Power Cost
I	Very Minimal	1 second realtime	Power cost 2
II	Minimal	2 seconds realtime	Power cost 3
III	Low moderate	3 seconds realtime	Power cost 4
IV	Moderate	4 seconds realtime	Power cost 5
V	Good	5 seconds realtime	Power cost 6
VI	Very Good	7 seconds realtime	Power cost 7
VII	Strong	9 seconds realtime	Power cost 8
VIII	Very Strong	12 seconds realtime	Power cost 9
IX	Major	16 seconds realtime	Power cost 10
X	Extreme	20 seconds realtime	Power cost 12



Order of Glorification and Hallowing

1. Invocation of Glory	Invocation	Extreme
2. Consecrate Place	Rite	Major
3. Hallow Ground	Rite	Major
4. Revivify	Rite	Major
5. Summon Avenger	Rite	Major
6. Summon Destroyer	Rite	Major
1. Assail Living Dead		Very Minimal
2. Blaze of Glory		Very Minimal
3. Confer Benison		Good
4. Consecrate Fine Oil		Very Minimal
5. Destroy Imp		Extreme
6. Dismay the Unbeliever		Major
7. Dismiss Animal Spirit		Very Minimal
8. Dismiss Restless Dead Spirit		Very Minimal
9. Exorcise Demon		Major
10. Exorcise Devil		Major
11. Exorcise Fiend		Major
12. Exorcise Oni		Major
13. Exorcise Supernatural Spirit		Extreme
14. Grant Might		Low Moderate
15. Grant Puissance		Strong
16. Sanctify Person		Very Minimal
17. Sanctify Place		Very Minimal
18. Sanctify Thing		Extreme
19. Scourge of Attackers		Very Good
20. Smite the Wicked		Very Minimal

THEURGY POWER LISTING

ORDER OF GLORIFICATION AND HALLOWING

INVOCATIONS, RITES AND POWERS

Order of Service and Care

1. Invocation of Service,	Innovation	Extreme
2. Aegis:	Rite	Major
3. Restore Body:	Rite	Major
4. Save from Evil:	Rite	Major
5. Summon Guardian:	Rite	Major
6. Summon Protector:	Rite	Major

1. Anoint Faithful	Good
2. Armor of Faith	Very Minimal
3. Health Benison	Moderate
4. Confer Righteousness	Very Minimal
5. Consecrate Devotional Object	Strong
6. Consecrate Pure Water	Very Minimal
7. Crown of Belief	Very Good
8. Deny Evil Rest	Extreme
9. Divine Evil Focus	Very Minimal
10. Nullify Burns	Moderate
11. Nullify Toxins	Moderate
12. Nullify Traumas	Moderate
13. Omnivision	Very Minimal
14. Preternatural Vigor	Very Good
15. Rebuff Evil	Very Good
16. Rebuke	Moderate
17. Redeem	Extreme
18. Safe Haven	Minimal
19. Supernatural Vigor	Major
20. Uphold Faithful	Extreme

General Powers of Either Order

1. Banish Sickness	Good
2. Bolster	Very Minimal
3. Cleanse	Low Moderate
4. Dismiss Influence	Minimal
5. Exterminate Insect Pests	Very Minimal
6. Exterminate Internal Parasites	Moderate
7. Heal	Low Moderate
8. Pulsion	Extreme
9. Return	Moderate
10. Reverse Shape-Shifting	Extreme
11. Sacred Precincts	Very Good
12. Shelter from the Elements	Very Minimal
13. Undo Activation	Major
14. Undo Petrification	Minimal-Extreme

Invocation

Invocation of Glory/Order: Invocation, Extreme

This is a necessary Invocation of the Supernatural that is enacted prior to any Rite of this order. Without first activating it, no Rite will have any meaning, for through the Invocation an energy channel is opened and through it comes the force for the completion of a Rite. After Propitiation and Votive preparations, activation of the Invocation requires only the normal 20 seconds (slightly less than 7 ABCs).

Rites

Consecrate Place, Rite, Major

This Rite enables the Theurgist to channel benign force to so fill a place—building, chamber, defined space, or the like to make it inimical to any evil creature, including spirit beings. The Rite affects an area of up to 400 square feet (20 x 20) of floor/ground space, upwards to a height to 20 feet, per Activation Energy Point added to the Rite at time of activation.

No consecration is possible if any evil or malign force remains in the place to be so made.

Hallow Ground, Rite, Major

This Rite enables the Theurgist to channel benign force to bless and imbue soil with benign energy as to make it inimical to any evil creature, including spirit beings. The Rite affects an area of up to 400 square feet (20 x 20) of soil per Activation Energy Point added to the Rite at time of activation. No hallowing is possible if any evil or malign force remains in the place to be so made.

Revivify, Rite, Major

This Rite enables the Theurgist to channel benign force to revive one who has met an untimely death, restoring the corpse to life and returning the individual's spirit to the body. The Rite affects only the remains of one that has met death through accident, attack, illness, disease, or the like, and not the remains of one who has died of old age. As there is a penalty of 50 to the Ability check due to the difficulty of this Rite, only the most expert of Theurgists dare to attempt activation of the Revivify magic. Failure to activate the energy means the individual subject can never be restored to life.

There is also an additional cost in Activation Energy Points. Revivifying the corpse costs AEPs equal to one-half the former Health Base Rating of the individual to be brought back to life. In addition, for each day passed since death occurred there is a cost of 1 AEP cumulative, so that one day costs but a single point, two days cost three points, three days cost six points, and so on, as the spirit becomes progressively harder to call back to the flesh.

The revived individual will be at one-half normal Health, and he or she must then have complete rest for one week, plus one additional week for each day the spirit was separated from the body (to a maximum of seven weeks), before being capable of normal activity.

Summon Avenger, Rite, Major

This enables the Theurgist to bring a deital Avenging Minion, a spirit taking form as a human with the following statistics:

Essentials

Health: 112 Precision: 77 Speed: 17 (68 AEPs)

Abilities at 112: Planning, Ranging, Urbane

Abilities at 77: Hunt, Scrutiny, Stealth, Weapons

Abilities at 68: Theurgy (any Glory Order Power) and devotional object with 22 AEPs

Arms: Supernatural bow (+20% to both distance and Precision, +7 Harm), 17 supernatural arrows (+20% Precision, +7 Harm), supernatural dagger (Darkspirits' Demise, +20 Precision and +7 [+35 vs. spirit] Harm), and a Supernatural, piercing sword (+25 Precision and +17 Harm).

Armor: Supernatural full leather for 12 points (60%) of protection against all Harm.

Invulnerabilities: The minion is immune to any and all fear, leeching of Base Rating points, and possession.

The Avenging Minion will seek out one individual of any sort—Avatar, creature, human, spirit, no matter—who is destructive and/or malign in regards to the deity the minion serves and who has attacked, or otherwise substantially harmed, the activating Theurgist or one of the faithful followers of the deity which the Theurgist serves, and do its utmost to slay such designated individual. The Avenging Minion will remain material and perform service for one day (24 hours) for each seven AEPs expended by the Theurgist at the time of activation of the Rite.

If destroyed in material form, the minion simply becomes non-material and returns to the exalted other-dimensional sphere of the deity whom it serves.

The exact appearance of the entity materializing will vary according to the deity from whom it is sent in answer to the Theurgist's activation.

Summon Destroyer, Rite, Major

This enables the Theurgist to bring a deital Destroying Minion, a spirit taking form as a human with the following statistics:

Health: 77 Precision: 112 Speed: 12 (48 AEPs)

Abilities at 112: Minstrelry, Stealth, Weapons

Abilities at 77: Chivalry, Hunt, Waylaying

Abilities at 48: Theurgy (any Glory Order Power) and devotional object with 17 AEPs.

Arms: Supernatural axe (Unhallowed Bane, +20 Precision, +12 [+35 vs. spirit] Harm), and a Supernatural, heavy, cutting sword (+25 precision and +17 harm).

Armor: Supernatural, full, steel mail armor providing 18 points (90%) protection against all Harm.

Invulnerabilities: The minion is immune to any and all fear, leeching of Base Rating points, and possession.

The Destroying Minion will accompany the Theurgist and assail, in company with that individual, any and all who are destructive or malign in regards to the deity the minion serves, and who are opposed to, and have, or would, substantially Harm the activating theurgist. The Destroying Minion will remain material and perform thus for one hour time for each seven AEPs expended by the Theurgist at the time of activation of the Rite.

If destroyed in material form, the minion simply becomes non-material and returns to the exalted other-dimensional sphere of the deity whom it serves.

The exact appearance of the entity materializing will vary according to the deity from whom it is sent in answer to the theurgist's activation.

Powers

Invocation not required

Assail Living Dead: Very Minimal

Through the activation of this Power, the Theurgist is able to attack by Activation Energy use any one of the living dead who is within 120 feet and perceived by the theurgist. For each additional AEP expended at the time of activation, the Theurgist inflicts 1-2 points of Harm to the living dead subject's Health, and if this reduces it to zero Health, it is permanently destroyed and its soul released to its proper dimensions for cleansing or punishment.

Blaze of Glory: Very Minimal

This Power enables the Theurgist to generate a blazing sphere of intense light that is equal to full sunlight and hot enough to inflict low-moderate (3-5 points) Harm to all exposed to its effect for one ABC, or fraction thereof, only armor protecting from Supernatural heat reducing this Harm. The sphere appears instantaneously before the outstretched palm of the Theurgist and then travels—in one second—in the direction the theurgist points to a distance of up to 70 feet. The diameter of the sphere is one foot per point of energy invested by the Theurgist at the time of activation, and its persistence is one second per foot of diameter. For example, a 20-foot diameter sphere persists 20 seconds, and all within its area suffer 3-5 points of Harm per ABC therein.

Confer Benison: Good

This is a dual-purpose Power that enables the Theurgist to either bless himself, or another whom he or she touches, or else to give another the capacity to break some Extraordinary bond that is preventing action. The blessing confers a Preternatural armoring effect (2 points armor) that will absorb up to 17 Harm points and will last until so doing. The bond-breaking applies to such effects as that caused by the touch of a peccant, or to an attachment or possession such as that of a mundane spirit.

Consecrate Fine Oil: Very Minimal

This Power enables the Theurgist to especially imbue fine natural vegetable oil with a beneficent energy, one ounce being so charged for each point of Activation Energy added by the Theurgist to the Power at the time of its activation. This consecration can be performed no more frequently than once per month. Oil so consecrated inflicts Harm on many sorts of evil creatures and spirits.

Consecrate Devotional Object: Strong

This Power enables the Theurgist to especially imbue any item of the form and material held sacred by his belief canon so as to make it inimical to evil and nether-dimensional creatures and spirits. For each point of Activation Energy added by the Theurgist to the Power at the time of its activation, this devotional object will also retain a store of up to 12 Activation Energy Points that can be utilized in extremis by the Theurgist when contending against malign, evil, and/or nether-dimensional foes. Such drawing off of energy destroys the consecration of the devotional object, making it a mundane one instantly. This consecration can be performed no more frequently than once per month. No more than a single devotional object may ever be worn or carried by any person.

Destroy Imp: Extreme

Through this agency, the Theurgist need only point his or her right hand at any imp perceived within up to 12 feet distance. The

imp is instantly destroyed if the Theurgist succeeds in a roll against four times Speed Base Rating, with the theurgist gaining a bonus of 12 to the Ability check.

Dismay the Unbeliever: Major

This is a Power that emanates from the Theurgist's right hand and affects any single foe at which the Theurgist points at up to 120 feet distance. The subject is so filled with dread that all Abilities (or Precision/Powers in the case of creatures lacking abilities) are immediately reduced to one-half normal and remain reduced for the following 4 ABCs. Its energy then disappears, and the subject is restored to normal functioning.

Dismiss Animal Spirit: Very Minimal

Through the activation of this Power, the Theurgist is able to cause the instant dematerialization and flight of an evil animal spirit that is within 120 feet and perceived by the theurgist. For each additional AEP expended at the time of activation, the Theurgist inflicts five Harm points to the spirit's Health, and if this reduces the spirit to zero health, its attachment to the world is permanently destroyed and it is released to its proper dimensions.

Dismiss Restless Dead Spirit: Very Minimal

Through the activation of this Power, the Theurgist is able to inflict two points of Harm to the Health of, and cause the instant dematerialization and flight of, any single Human Restless Dead Spirit (but not one of Supernatural kind). The affected spirit must be within 120 feet and perceived by the theurgist. For each additional AEP expended at the time of activation, the Theurgist either causes another like (same kind) spirit to be harmed and dematerialize and flee or inflict an additional five Harm points to the Health of one subject spirit. If Harm inflicted reduces a spirit to zero Health, its attachment to the world is permanently destroyed and it is released to its proper dimensions.

Exorcise Demon: Major

This Power allows the exorcist to attempt to destroy a demon in any and all forms of its existence, in whatever set of dimensions both Theurgist and nether spirit coexist in at the moment of activation. If those dimensions are the spirit's native realm, the Power destroys the spirit permanently. In other dimensions the Power merely sends the spirit back to its own dimensions for a number of years as decided by the Ability check. For each point that the Ability check roll succeeds by, the spirit is banished one year, with an additional year added to the count. For example, if 30 is the target for the check, a roll of 30 equals one year of banishment, a roll of 29 equals two years, etc.

The check is against four times the Theurgist's Speed Base Rating, plus seven, less the nether dimensional spirit's current Health total at the time of exorcism. Each additional AEP invested by the Theurgist reduces the counted Health total of the nether dimensional spirit by one. An offering of consecrated oil reduces the counted Health total of the nether-dimensional spirit by one for each ounce so offered, up to a maximum of 12.

A failed roll automatically draws all AEPs from any devotional object, worn or otherwise on the person of the Theurgist, in order to further reduce the counted Health of the spirit. Regardless of the final outcome, the devotional object is thus effectively destroyed.

Exorcise Devil: Major

This Power behaves in exactly the same manner as the Exorcise Demon activation, with the only difference being that the target of the activation is some form of Devil rather than a Demon.

Exorcise Fiend: Major

This Power behaves in exactly the same manner as the Exorcise Demon activation, with the only difference being that the target of the activation is some form of Fiend rather than a Demon.

Exorcise Oni: Major

This Power behaves in exactly the same manner as the Exorcise Demon activation, with the only difference being that the target of the activation is some form of Oni rather than a Demon.

Exorcise Supernatural Spirit: Extreme

This Power allows the exorcist to attempt to destroy a Human Supernatural Restless Dead Spirit of any kind, in any and all forms of its existence. Sprinkled offering of 10 ounces of consecrated oil must be made immediately before activation of this Power.

The roll to succeed is based on four times the Theurgist's Speed Base Rating, less the spirit's current Health total at the time of exorcism. Each added AEP invested by the Theurgist reduces the counted Health total of the spirit by one.

A failed roll automatically draws all AEPs from any devotional object, worn or otherwise on the person of the Theurgist, in order to further reduce the counted Health of the spirit. Regardless of the outcome, the devotional object is thus effectively destroyed.

Grant Might: Low Moderate

This Power enables the Theurgist to place upon the weapon of one or more associates a Preternatural energy that conveys additional Harm to foes when the weapon scores a hit. If more than one individual is to be so given greater might, the Theurgist must, at time of activation of the Power, add two points of Activation Energy per added individual—thus, for instance, four weapons to receive this bonus would require 10 AEPs investment at time of activation. Each weapon empowered gains a Harm bonus of 6-8 points. The energy persists for five minutes.

Grant Puissance: Strong

This Power enables the Theurgist to place upon a normal weapon of one or more associates a Supernatural energy that conveys additional Harm to foes when the weapon scores a hit. If more than one individual is to be given greater puissance, the Theurgist must, at time of activation of the Power, add four points of Activation Energy per added individual. For instance, four weapons to receive this bonus would require 20 AEPs investment at time of activation. Each weapon empowered gains a 17-20 point Harm bonus. The energy persists for five minutes.

Sanctify Person: Very Minimal

This Power is generally transitory and enables the theurgist to do diverse things:

- 1) The Theurgist may confer on himself, or another believer by touch, an immunity from attacks by Living Dead or spirit creatures that affect Health, Precision, Speed, or any Ability through an agency other than direct physical attack and Harm. This protection lasts for a period of two minutes (40 ABCs), plus one additional minute for each point of energy added at time of activation.

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- 2) The Theurgist may confer likewise, instead, a Supernatural armor protecting against any physical Harm to Health from an evil/malign creature or spirit. The armor reduces Harm by five points regardless of the amount delivered; the armor endures for two minutes, plus one additional minute for each added point of energy at time of activation.
- 3) The Theurgist may evict any weak evil/malign spirit or thing that the recipient of the Power is unwillingly hosting.
- 4) The Theurgist may bless a dead body so as to shield it against evil, in regards to its spirit or body, so as to be immune to necrougy. Unless countered by a malign energy, this sanctification lasts indefinitely.

No sanctification is possible if any evil or malign force remains in the person to be sanctified—a powerful one is unaffected by the energy, and no effect is possible when the heart of the person is of evil or malign intent.

Sanctify Place: Very Minimal

This is also a transitory Power that allows the Theurgist to affect a building, structure, or area as if consecrating and hallowing it on a temporary basis. The area affected is 100 square feet (10' x 10') per AEP added to the Power at the time of activation. The beneficent energy then lasts for one year, or until it is made unholy through the actions of the evil and malign. This latter includes the draining of energy through conferring Harm at the rate of one point per second to each and every such creature thereupon or in; each point of this Harm reduces the time of sanctification by one day. No sanctification is possible if any evil or malign force remains in the place to be made so.

Sanctify Thing: Extreme

This Power enables the Theurgist to fill a normal item with beneficent force so that any creature or spirit of evil cannot touch or use it without suffering seven points of Harm. The item so affected can be as large as 100 cubic feet in volume, but it must be a separate, distinct and identifiable object (such as a sword, chair, bed, gate, etc.). The beneficent energy then lasts for one year, or until it is made unholy through the actions of the evil and malign. This latter activity (making the item unholy) includes the draining of energy through conferring Harm as noted in the Sanctify Place description, and each point of Harm delivered reduces the time of sanctification by one day.

No sanctification is possible if any evil or malign force remains in the thing to be made so.

Scourge of Attackers: Very Good

Through the agency of this Power, the Theurgist is able to cause a hail of Preternatural arrows to strike an area under observation that is no further than 120 feet away. The area of effect is of 70-foot width and depth, and each target subject within it will suffer attack from the Supernatural missiles raining down. Targets smaller than half human-size suffer one attack, larger targets up to twice the size of a man suffer two such attacks, and any targets larger than twice the size of a man suffer three attacks. The Harm inflicted is dependent on additional AEPs expended at activation by the theurgist. If none are so expended, the Harm inflicted per missile is 2-7 points only, but for each seven AEPs added, this Harm range is doubled (4-14, 6-21, and so forth to a maximum of 22-77).

Smite the Wicked: Very Minimal

This Power enables the Theurgist to evoke a Supernatural force that resembles a metal rod of brightly glowing electrum. It appears in his or her hand and is wielded as easily as a willow wand by the activator. Anyone touched by it is struck as if by a mighty Supernatural mace, suffering a base damage of 5-20 points, plus an additional 9-12 points, from such a blow. The Theurgist gains a bonus of 25 to Weapons Ability Score while using this force. The Power remains active for 2 ABCs, plus 1 ABC for each additional AEP invested at the time of activation. The rod has the following statistics:

Harm / Class	Range	Speed	Weapon Bonus
5-20 + 9-12 / shock	3	1	25

ORDER OF SERVICE AND CARE INVOCATIONS, RITES AND POWERS

Invocation

Invocation of Service/Order Invocation: Extreme

This is a necessary Invocation of the Supernatural that is enacted prior to any Rite of this order. Without first activating it, no Rite will have any meaning, for through the Invocation an energy channel is opened and through it comes the force for the completion of a Rite. After Propitiation and Votive preparations, activation of the Invocation requires only the normal 20 seconds (slightly less than 7 ABCs).

Rites

Aegis, Rite: Major

As with a hallowing, this Rite enables the Theurgist to channel benign force to so fill a place as to make it inimical to any evil creature, including spirit creatures. This Rite, however, affects an area of up to one square mile of generally contiguous dwellings and buildings of a community. The cost in Activation Energy Points added at the time of activation is one per square furlong of area to be protected by the Aegis, there being 64 square furlongs in a square mile. The beneficent energy then lasts for one year, or until it is made unholy through the actions of the evil and malign. This latter includes the draining of energy through conferring Harm at the rate of one point per second for each and every such creatures thereupon or in, and each point reduces the time of sanctification by one day. No hallowing is possible if any evil or malign force remains in the place to be hallowed.

Restore Body: Rite, Major

This Rite enables the Theurgist to channel benign force to restore to perfect condition one who has lost organs or limbs of the body. The Rite causes the regeneration of such things as eyes, kidneys, the liver, etc., and such body parts as arms, ears, feet, fingers, hands, legs, nose, teeth, etc. The Power works on those parts that have been lost due to unnatural causes brought about through accident, attack, disease, illness, etc.

As there is a penalty of 30 to Ability due to the difficulty of this Rite, only the most expert of Theurgists dare to attempt activation of the Restore Body magic. Failure to activate the energy means the individual subject can never have his or her missing portions regenerated.

There is an additional cost in Activation Energy Points. Regrowth costs AEPs equal to one quarter the Health Base Rating of the subject individual, plus 20 AEPs for each organ to be regenerated, 10 AEPs for each limb, and 5 AEPs for appendages (ear, finger/fingers, foot, hand, lip/lips, nose, scalp, toe/toes, tooth/teeth, etc.)

The restored individual must rest and recuperate for one full day for each AEP expended in regeneration of body parts; a minimum rest of seven days is required and a rest of 30 days is the maximum required.

Save from Evil: Rite, Major

This Rite of mass sanctification enables the Theurgist to channel benign force to so bless all people and creatures before him or her. It confers upon all assembled believers, and their animals, an immunity from attacks by Living Dead or spirit creatures that affect Health, Precision, Speed, or any Ability through an agency other than direct physical attack and Harm. The protection lasts for a period of one week. The cost in Activation Energy Points added at time of activation is one per seven subjects.

Summon Guardian: Rite, Major

This Rite enables the Theurgist to bring a deital Guardian Minion, a spirit taking form as a human with the following statistics:

Health: 111 Precision: 77 Speed: 17 (68 AEPs)
Abilities at 111: Chivalry, Evaluation, Mechanics, Pantology
Abilities at 77: Hunt, Minstrelry, Weapons
Abilities at 68: Theurgy (any Service Order Power) and a devotional object with 34 AEPs
Arms: Supernatural ranging sling (+20 Precision, +6-8 points of Harm inflicted; 22 blessed sling bullets adding +7 to Harm inflicted on malign targets, added Harm bypassing armor) and a Supernatural fighting staff (+20 Precision, +12 Harm, +7 Lucky Hit bonus, added Harm bypassing armor).
Armor: Supernatural full cloth garment for 10 points protection against all Harm.
Invulnerabilities: Any and all fear, leeching of Base Rating points, and possession.

The Guardian Minion will stay within an area under Aegis Rite placed by the Theurgist and watch and assail any and all who are destructive, and/or malign in regard to the deity the minion serves, and who are opposed to and have, or would, substantially harm those protected by the Aegis. The Guardian Minion will remain material and perform thus for one day for each seven AEPs expended by the Theurgist at the time of activation.

If destroyed in material form, the minion simply becomes non-material and returns to the exalted other-dimensional sphere of the deity whom it serves.

The exact appearance of the entity materializing will vary according to the deity from whom it is sent in answer to the Theurgist's activation.

Summon Protector, Rite, Major

This Rite enables the Theurgist to bring a deital Protecting Minion, a spirit taking form as a human with the following statistics:

Health: 77 Precision: 111 Speed: 12 (48 AEPs)

Abilities at 111: Evaluation, Pretense, Ranging

Abilities at 77: Hunt, Minstrelry, Stealth, Weapons

Abilities at 48: Theurgy (any Service Order Power) and a devotional object with 24 AEPs.

Arms: Supernatural hafted hook (+20 Precision, +9-12 points Harm, the added Harm bypassing armor).

Armor: Supernatural full leather armor (12 points protection) and supernatural buckler (Warding Palm Targe) for 25%/-5 against all attacks.

Invulnerabilities: Any and all fear, leeching of Base Rating points, and possession.

The Protecting Minion will stay with the Theurgist and watch and defend him with weapon and shield against any and all who are destructive and/or malign in regard to the deity the minion serves, and who are opposed to and have, or would, substantially harm him. The Guardian Minion will remain material and perform thus for one hour for each seven AEPs expended by the Theurgist at the time of activation.

If destroyed in material form, the minion simply becomes non-material and returns to the exalted other-dimensional sphere of the deity whom it serves.

The exact appearance of the entity materializing will vary according to the deity from whom it is sent in answer to the Theurgist's activation.

Powers

Invocation not required

Anoint Faithful: Good

This Power enables the Theurgist to confer upon one of the same faith, the Theurgist included, a dual-purpose energy that confers, by touch, one of two benefits. The first is a Preternatural addition to Speed BR of +3 points that lasts 8 ABCs. The second benefit grants the capacity to be free of some ordinary bonds (such as ropes or spider webs), or even an Extraordinary bond that is preventing action (such as the touch of a peccant), or an attachment or possession (such as that of a mundane spirit).

Armor of Faith: Very Minimal

Through the agency of this Power, the Theurgist is able to confer to himself or herself, and a number of assembled others of like faith, a Preternatural armor providing 2 points of protection against all physical Harm, even caused by evil living dead creatures and spirits seeking to draw any form of Health, Speed, or Precision from the protected individual. The armor lasts until it has absorbed 44 points, then dissipating. For each 5 AEPs expended at the time of activation, one individual can be protected.

Confer Health Benison: Moderate

This Power enables the Theurgist to remove any physical Harm inflicted upon, or suffered by, another during the previous four ABCs, up to a maximum of 20 Harm points. The subject must be touched by the Theurgist and not dead.

Confer Righteousness: Very Minimal

This Power enables the Theurgist, by laying on of hands, to temporarily enable one not of the same faith as he or she, but not otherwise of evil or malign heart, to become as one in faith regards to the deital energies and agencies the Theurgist channels. The Power thus enables other sorts of Powers to be active

Essentials

on the individual and also shields that individual from possible ill effects or Harm from other subsequently Theurgist-activated Powers. This righteousness remains in force for one full day (24 hours).

Consecrate Devotional Object: Strong

This Power works in exactly the same fashion as the power of the same name listed under the Order of Glorification and Hallowing.

Consecrate Pure Water: Very Minimal

This Power enables the Theurgist to especially imbue clean, sweet and unpolluted water with a beneficent energy, three ounces being so charged for each point of Activation Energy added by the Theurgist to the Power at the time of its activation. This consecration can be performed no more frequently than once per month. Water so consecrated inflicts Harm on many sorts of evil creatures and spirits.

Crown of Belief: Very Good

The Theurgist, or a subject touched by the Theurgist, protected by this Power is able to reverse the effect of any insidious attack aimed at draining off his or her Health, Precision, or Speed Base Rating Points. The creature or spirit attempting such attack itself suffers double the amount of attempted draining. Not only is the protected subject unharmed, but actually gains a number of points equal to those that would have been lost to the attack, provided this gain does not exceed the Base Rating total. The Power remains active on the individual for one hour.

Deny Evil Rest: Extreme

Through this Power, the Theurgist is able to assail an evil/malign creature or spirit that is seen or perceived and that is within 24 feet of the activator. If the Theurgist succeeds in an Ability check (Theurgy Score +12, subtracting the Speed BR of the target), the subject of the Power's energy must depart immediately—at utmost speed—to another location at least 700 feet removed if underground, or 7,000 feet removed otherwise. If for any reason the potential subject is absent from a place that is otherwise its location or focus, the Power succeeds automatically without an Ability test.

Divine Evil Focus: Very Minimal

The Theurgist employs this agency to discover the focus or lair of any creature or spirit of intense evil/malign sort, such as one of the living dead, restless dead, or even nether spirits. Upon activation, the Power will immediately lead the Theurgist toward the strongest evil within 70 feet underground or indoors, or 700 feet above ground and outdoors. Thereafter, the Theurgist must continue to expend an additional 2 AEPs per 12 seconds (one AB) to keep the Power active and continue to provide the direction of the evil/malign focus/lair. Upon arriving at a place where the site is in view, and that site being no more than 12 feet distant underground or indoors (120 feet distant above ground and outdoors), the Theurgist will perceive a dark and sinister emanation of vapor-like sort arising from that spot.

Nullify Burns: Moderate

This Power enables the Theurgist to restore all Health lost to acid, caustic, fire, flame, heat, and like Harm-causing things. One subject, the Theurgist or another individual touched, can be treated

by this Power. For each two energy points added to it at time of activation, five points of Health lost to the stated cause or causes are restored, up to a maximum of 50 points. This Power can be used no more frequently than once per day on the same subject.

Nullify Toxins: Moderate

This Power enables the Theurgist to restore all Health lost to poison, toxins, venom, and like Harm, whether contacted, ingested, inhaled, or injected. One subject, the Theurgist or another individual touched, can be treated by this Power. For each two energy points added to it at time of activation, five points of Health lost to the stated cause or causes are restored, up to a maximum of 50 points. This Power can be used no more frequently than once per day on the same subject.

Nullify Traumas: Moderate

This Power enables the Theurgist to restore all Health lost to abrasions, breaks, bruising, contusions, cuts, fractures, punctures, sprains, tears, and like Harm. One subject can be treated by this Power. It automatically heals five points of lost Health Base Rating, and for each extra AEP added to it at activation, an additional three (3) points of Health lost to one or more of the stated causes are restored, up to a maximum additional 60 points Health. This Power can be used no more frequently than once per day on the same subject.

Omnivision: Very Minimal

The Theurgist employs this Power to have the capacity to see, through his own eyes, all things within a range of 24 feet as they actually are. While the Power is active, the Theurgist will see all things otherwise invisible or Extraordinarily masked or disguised as they are without such veiling. For instance, a vampire masquerading as a normal human will be unmasked instantly to the Theurgist, or a lurking spirit will be seen. The Power lasts only for 1 ABC, but for each two additional AEPs invested at activation, it will extend for another 2 ABCs (6 seconds).

Preternatural Vigor: Very Good

By activation of this Power, the Theurgist confers upon any subject touched a healing power that enables lost Health to be restored at triple the normal rate. Three points of Health are restored to the subject for each day of rest spent in recuperation. The Power persists for 27 days.

Rebuff Evil: Very Good

This Power enables the Theurgist, or any normal subject of like faith touched by the Theurgist, to have a Supernatural agency that assists him or her in attacking and fends off all attacks from evil/malign creatures and/or spirits. The Power confers an attack bonus of +7 and a defense bonus of +7. The Power lasts for seven minutes.

Rebuke: Moderate

This Power causes any who would attack the Theurgist to suffer like Harm, although only seven points maximum from any one attack will be so inflicted on the attacker. While it does not protect the Theurgist directly from suffering Harm, it does cause the one harming him or her to be rebuked by suffering exactly the same sort of Harm, up to the stated maximum amount of seven points. The Power remains active for 7 ABCs and cannot be extended; it must be re-activated if again desired.

The Role Playing Game

GENERAL POWERS

EITHER ORDER

Redeem: Extreme

This Power enables the Theurgist to restore to himself or herself, or any other normal human of the same faith as the Theurgist, any Base Rating points otherwise permanently lost by the subject due to an attack from some evil/malign creature or spirit within the past week. The cost in additional Activation Energy Points is 10 per point of Health to be restored, and 20 per point of Precision or half-point of Speed to be restored. This Power can be used only once per month on the same subject.

Safe Haven: Minimal

Activation of this Power creates an other-dimensional refuge for the Theurgist. For each additional point of Activation Energy expended at activation, space for one additional individual is provided in this haven. The activator and all others provided for are instantly drawn from their current location into the refuge. They can remain sheltered against all intrusion for 27 hours, although the activator can negate the energy at any time and precipitate all within back to their starting place. No energy can enter or leave the haven while it is active, and although Powers can be employed within it, no greater Extraordinary activity can be used, and even Powers are limited to the extent of the refuge.

Those within the refuge can see the material world around them as if observing things of transparent sort, but they can not touch anything "outside." While "shifted" from the mundane dimensions, those in the Safe Haven refuge can move elsewhere in the material world at only a normal human walking movement speed. However, if the activator determines the Safe Haven is insecure and wills movement within the special Dimensions of the refuge, it shifts in a random direction (d8) for a distance of 7-12 miles.

Supernatural Vigor: Major

By activation of this Power, the Theurgist confers upon any one subject touched a healing power that allows for lost Health to be restored at five times the normal rate. Five points of Health are restored to the subject immediately upon touch, and thereafter Health is regained at the rate of five points for each day of rest spent in recuperation. The effect persists for 27 days.

Uphold Faithful: Extreme

The force of this Power enables the Theurgist to recall the departed spirit of a faithful believer to the dead body. This Power will be effective only if it is activated within 77 minutes after the subject met death. The return of the spirit to the dead body automatically restores the Health thereof to the absolute minimum necessary to sustain the body: -10% of normal Health Base Rating. An additional agency must then be employed within the next seven minutes to restore the subject's Health to one point, and no agency can cause it to exceed one point under these circumstances. The subject must immediately thereafter be carried or similarly removed to a place of rest and recuperation within 24 minutes after being returned to one point of Health. Thereafter, restoration of Health is at the normal (or extraordinarily accelerated) rate, but in no case can the subject spend fewer than seven days in complete rest. Any failure to meet these requirements results in the irrevocable death of the subject.

Banish Sickness: Good

The Theurgist can remove any disease, infection, illness, sickness, etc. from one subject he or she touches while activating the Power, or who is then subsequently touched within the following ABC. The energy of this Power assails the sickening agent and begins immediately to remove it. It requires an amount of time equal to the time of sickness endured before activation of the Power to cure the subject. During this time of recovery, the individual can do nothing more strenuous than walk slowly for no more than a quarter hour at a time. The subject must rest for at least half of the time needed to totally remove the sickness.

Bolster: Very Minimal

This is a Preternatural Power that enables the Theurgist to enhance a single feature of him- or herself, or of any other single subject touched, at time of activation. It is neither broad nor general, save in regards Base Ratings. It will not enhance an entire Ability, only some single feature of it. For each factor (see hereafter) of bolstering, say one point of Health BR, one additional AEP must be expended by the Theurgist at the time of activation.

The energy of this Power will temporarily add to any of the following:

- up to 20 points (in increments of 2) Health Base Rating,
- up to 10 points Precision Base Rating,
- up to 12 points Speed Base Rating,
- up to 3 points (in .25 increments) Stealth Ability,
- up to 20 points (in increments of 2) Weapon Ability, (one weapon only).

The Lejendary Master can easily interpolate and adjudicate any other attempts to employ bolstering, basing such on the above listing. The energy of the Power lasts for one minute only, and it then dissipates.

Cleanse: Low Moderate

By activation of this Preternatural energy, the Theurgist removes all that makes the subject he or she touches physically unclean. The subject can be living or non-living, and of a size up to that of a large human. Larger subjects require expenditure of one AEP per added area equal to a human. (For example, an elephant would require about 24 additional points, a horse merely five or so.) All dirt, filth, foreign substances, impurities, soil, stains, and so forth are removed instantly from the subject. It is then perfectly clean and also odorless, although odor will return, of course.

Dismiss Influence: Minimal

This Preternatural energy enables the Theurgist to remove any evil or malign energy from one subject he or she touches while activating the Power, or who is then subsequently touched within the following ABC. The energy of this Power dissipates the effect of any evil or malign energy then active on the subject, removing it instantly.

Exterminate Insect Pests: Very Minimal

This Preternatural energy will enable the Theurgist to kill any, and all, insects upon the person and clothing/gear of one subject he or she touches while activating the Power, or who is

Essentials

then subsequently touched within the following ABC. The energy of this Power eliminates such insects instantly, and their withered corpses drop harmlessly from the subject.

Exterminate Internal Parasites: Moderate

This Preternatural energy enables the Theurgist to remove any, and all, harmful internal parasites and similar foreign life forms, animal or vegetable (including eggs, larvae, pupae, spores, etc.), inhabiting the body of one subject he or she touches while activating the Power, or who is then subsequently touched within the following ABC. The energy of this Power kills such parasites instantly without harm to the subject, and their remains are thereafter eliminated normally from the subject's body.

Heal: Low Moderate

The Preternatural energy conveyed by the activation of this Power returns 3-12 points of Health Base Rating lost by the subject touched. For each added AEP invested at time of activation, to a maximum of an additional six AEPs, the Theurgist restores an additional 1-4 points of Health to the subject. The points of Health lost can be from any sort of Harm, and restoration is immediate. This Power may be used no more than once per day upon the same subject. In addition, no Health total above full normal Base Rating can be gained thus.

Pulsion: Very Good

This activation works in entirely the same manner as the Enchantment of the same name. In the case of the Theurgical spell, however, checks and AEP requirements are measured against the Theurgy Ability of the activator rather than the Enchantment Ability of the activator.

Return: Moderate

The Preternatural energy conveyed by the activation of this Power enables the Theurgist to cause the return to his or her hand of any object that he or she held or possessed within the last hour. The object must be within visual range of the activator, although it need not necessarily be in sight. However, an object out of sight requires double activation energy (10 AEPs) to be brought back to the Theurgist's hand by this Power.

Reverse Shape-Shifting: Extreme

The Theurgist causes any shape-shifting target within sight, and no further distant than 70 feet, to change to its alternate form. (If multiple forms are possible, then the subject will change to that form which most closely resembles a human, or to the weakest form, in that order of preference.) Unless the subject succeeds in a check against Speed Base Rating, it is changed thus, and is unable to again shift its form for seven ABs (1 minute, 24 seconds).

Sacred Precincts: Very Good

A magical circle is created that bars any sending or spirit that would be baneful to him or her from passing its perimeter. The radius of this circle is a base 17 feet, and for each additional AEP invested at the time of activation, the radius expands one foot. The Sacred Precinct persists for eight hours.

Shelter from the Elements: Very Minimal

Activation of this Power confers upon the subject, or subjects, the ability to withstand winds, cold, earth-based attacks, fire, heat, water, ice, and so forth, including those of elemental nature. Each subject other than the Theurgist to be sheltered thus demands an investment of two additional energy points. The power is active for one hour, plus one additional hour per two AEPs per subject added to the Power at activation. Note that protected subjects are immune to all attacks of the nature indicated as well as to flames, and are able to breath normally in water or elemental substances.

Undo Activation: Major

The Theurgist causes the energy of an existing, non-persistent activation to dissipate instantly. If it is directed to a target subject who is in the act of readying a Power for activation, that activity is disrupted, and all AEPs invested by the subject in the Power not yet activated are lost. The subject must be in visual/perceptual range of the Theurgist and no more distant than 120 feet.

Undo Petrification: Minimal-Extreme

The Theurgist can, by touch, remove the effects of any petrification. The grade of the Power and its AEP cost and time for activation depend on the mass of flesh-turned-to-stone to be restored to normal living animal tissue. The general mass ranges are:

Cubic Feet	Power Grade	Size Examples
1	2	small cat, rat, small snake,
4	3	lynx, turkey, coyote
9	4	kobold, average canine, goat
14	5	avg. human, large canine
27	6	black bear, tiger, major oaf
54	7	brown bear, horse, buffalo
81	8	large crocodile, gaur, hippo
135	9	rhinoceros, exceptional giant
243	10	elephant



Vegetable subjects of twice the mass ranges above can likewise be restored to their own natural state. The thinking subject so restored will remember nothing from the time of transformation until the current moment. Otherwise, Health and other factors will be exactly as they were at time of petrification.

PLAYING THE GAME

Having created a suitable Avatar, the player is now ready for adventure! The Legend Master will prepare a suitable scenario for play and the stage is set for the player to assume the role of the Avatar and venture forth into the imaginary world to confront mighty beasts and confound scheming foes. A great deal of the success of the Avatar rests in the numbers generated during the creation process, and the use of those numbers is explained throughout this section of rules, which contains the general rules that support play comprising the heart of the game system.

Each of the numbers generated during the creation of an Avatar has meaning and will be used during play. The Avatar's Ability Scores will obviously affect the success of attempted actions, but the character's Base Ratings will be called on to determine odds of success at other times. Using an Extraordinary Ability involves more than using an Ability of more mundane sort, and all of the Abilities can be improved during play. Each player should understand how each of these ratings is used in play.

Improvement—or the lack thereof—comes in the form of rewards garnered from playing the Avatar. Merits may be gained and used to improve Ability Scores, although poor play can garner Demerits. The actions of the Avatar during an adventure can result in Repute for the character, with heinous deeds resulting in suitable Disrepute. These are the direct rewards the player earns, for good or ill, and the player should be conversant with each of them.

These core areas will each be discussed hereafter, and an understanding of these rules will enable the player to fully engage in play of the Lejendary Adventure™ role-playing game.

Game Numbers

Many times during the course of play the Lejend Master will need to check to see if the player's Avatar, or some LM-controlled character, can perform a specific action. The Base Ratings and the Ability Scores generated for the Avatar are the numbers used for checks of this sort. While Ability Scores are used in most instances, some occasions will require that a Base Rating serve to establish the odds of successfully completing the action.

The player will not need to figure odds and roll dice every time the Avatar attempts an action. In most instances, it will be assumed that the character is capable of performing what is intended, provided that the act involves using a known skill or is of simple enough nature that success would be considered automatic. In times of stress, however, or those times when the nature of the task would be a challenge of some degree for the character, the GM will call for a check and the dice will be rolled.

Deciding Checks

There will be many situations that arise in play wherein the LM may use either a Base Rating or an Ability as the basis for a check. A check of an Avatar's perception, for example, may involve using the character's Speed Rating. The check might instead use an applicable Ability such as Scrutiny, Hunt, Savagery, Nomadic, or Urbane, depending on the location and circumstance. The player may suggest the applicability of a specific Ability, but the LM, as always, has final say in the matter.

Using Base Ratings

Some of the checks required by the Lejend Master will involve actions not covered by any of the Abilities possessed by

the character or even described in the game. These checks will be made using the character's Base Ratings to determine the odds of success. Such checks are typically detailed in an adventure scenario or else are called for by the Lejend Master as he sees fit. A percentile dice roll is used for Base Rating checks.

Each of the Base Ratings may be used in this fashion. Examples of the sorts of actions each Base Rating would govern can be found below:

- 1) Health might be used to check the Avatar's ability to avoid some disease or withstand a shock to the system.
- 2) Precision might be used to check for hand-eye coordination or physical-neural coordination—an action such as balancing on a fence.
- 3) Speed might be used to check for reacting before another can act or react, or in avoiding something (See Hazard Avoidance below). Speed Base Rating is not usually multiplied times four when making this type of check.

Hazard Avoidance

In general, the Speed Base Rating is used to determine if an Avatar or other character manages to avoid an attack or other hazard when reaction speed is necessary. If the Avatar is clearly aware of the threat, the Speed Base Rating multiplied by four is likely the applicable rating.

Where Harm is concerned, and the effects of the Harm are sought to be mitigated, then either the Luck Ability, Speed Base Rating, or a combination of both is used. In life or death situations where some massive harm is concerned, the Lejend Master may wish to modify the results of the hazard according to the dice roll result:

- 1) If a check against modified Speed Rating succeeds, all Harm is avoided.
- 2) If the result is above the Speed Rating, but no greater than twice the Speed Rating, then only one-half the indicated Harm is suffered.
- 3) 10% of Luck Ability can be added to the modified Speed BR, but not used in multiples of S BR, only added when multiplication is completed.
- 4) Luck can also be used to modify the result, so a total failure becomes a partial success (if a check against Luck succeeds) or a partial failure becomes a successful avoidance.

Using Abilities

Using Abilities is a straightforward process, and involves both the player and the Lejend Master. The LM will determine if a player's suggestion that the general use of an Ability of his or her Avatar is appropriate and possible according to circumstance, and allow a check against the indicated Ability Score if so. If the LM believes a different Ability is better suited to the task, then that Ability will serve as the basis for the check. An attempt to use an Extraordinary Ability will involve checking against only that Ability, the possibility of substituting another not existing.

The use of Extraordinary Abilities is essentially the same as that of using normal Abilities, but there are further modifiers to the check for success and an additional step is required beyond that of succeeding at an Ability check. The specifics of using Extraordinary Abilities will be explained after the discussion of normal Ability use.

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Using Normal Abilities

In average situations, the base chance for succeeding in employment of most Abilities is the Ability Score expressed as a percentage chance for success. A roll of equal to or less than the Ability Score means the Ability was correctly used by the character. This chance will be adjusted for those situations involving a greater or lesser challenge. A percentile dice roll is used for Ability checks.

The dice roll for the check may indicate an automatic failure of the attempt. When checking against an Ability Score to determine successful use of an Ability, an unadjusted roll of 100 (00) indicates failure, except when the Ability Score equals or exceeds 100. In those cases, a check with an unadjusted result of 100 (00) then requires a second d% check, and a roll above the Ability Score indicates a failure. Likewise, the roll of the dice may indicate great success for the attempt. When a check results in a roll of 01, then the Avatar has performed the task perfectly, whatever that task might be. It is performed with the maximum efficiency possible, in terms of time or any and all other effects. It is performed as quickly as possible, as quietly as possible, and as thoroughly as possible, with the best results possible!

Modifiers to Ability Use

Not every action attempted will involve an average challenge for the Avatar. Some situations will require that the chances of success be modified in some fashion, whether for good or ill. The LM may decide that the attempt will be more challenging or less demanding than others and assign modifiers to the check.

Severe Constraints to Ability Use: +31 to +50 (or more)

In cases where the use of an Ability is marginal, the task is unusually challenging, and/or there are severe impediments to performance, the LM will penalize rolls to determine if the Ability is employed correctly, by addition of from 31 to 50 points (more if appropriate) to the number rolled, but still allowing some small chance for successfully using the Ability (perhaps 0.5%—an unmodified d% roll of 01 followed by a d6 roll of 1-3).

Constraints to Ability Use: +10 to +30

In cases where the task is demanding and/or some impediment(s) to performance exist, the LM will penalize rolls to determine if the Ability is employed correctly, by addition of from 10 to 25 points to the number scored. A slight chance, say 2%, should still be allowed for successfully using the Ability.

Enhancements to Ability Use: -1 to -15

In cases where the task is usual and/or some minor enhancement(s) to performance exist, the LM will benefit rolls to determine if the Ability is employed correctly, by subtracting from 1 to 15 points from the number rolled. If a negative number results (roll minus modifier equals <0) then the LM may allow an added bonus for exceptional use of the Ability by the character. (This bonus is discretionary to the LM and should be relatively small, a Merit perhaps, as explained in this section immediately following this one.)

Special Enhancements to Ability Use: -16 to -30.

In cases where the task has been performed frequently and correctly in the past by the character, and/or some considerable enhancement(s) to performance exist, the LM will benefit rolls to determine if the Ability is employed correctly by subtracting from

16 to 30 points to the number rolled. If a negative number results (roll minus modifier <0) then the LM may allow an added bonus for exceptional use of the Ability by the character. (Again, this bonus is discretionary to the LM and should be relatively small, a Merit perhaps.) An example of this type of bonus to Ability performance: combat use of Weapons against an adversary whose flank is exposed to the attack.

Extraordinary Enhancements to Ability Use: -31 to -50.

In cases where the task has been in the past performed frequently and correctly by the character, and some very considerable enhancement(s) or Extraordinary enhancement to performance exist, the LM will benefit rolls to determine if the Ability is employed correctly by subtracting from 31 to 50 points to the number rolled. If a negative number results (roll minus modifier <0) then the GM may allow an added bonus for exceptional use of the Ability. (Once again, this bonus is discretionary to the LM and should be relatively small, a Merit perhaps.) An example of this bonus to Ability performance: combat use of Weapons against an adversary whose back is exposed to the attack or who is prone and unresisting.

Using Extraordinary Abilities

Successful activation of an Extraordinary Ability also requires a check against the Ability score. The chances of success depend greatly on the amount of stress the Avatar is under, however, in relation to normal Ability usage. In general, the following bonuses and penalties are used to modify the dice roll score when using an Extraordinary Ability:

Very favorable conditions	-30 to - 50
Ordinary conditions and no threat	-20
Tense or threatening conditions	0
Danger clear and present	+10
Hurried/harassed while danger	+20
Actual attack upon person	+30 to +50
Actual Harm occurring during process	+100

Activation Energy Points

Activation of most Extraordinary Ability capacities, such as an Enchantment Power, costs energy. This energy is supplied by the individual who is triggering the Ability, or, in the case of an item with some Extraordinary energy contained within it or channeled through it, all, or most of, the energy required to activate it is contained within it. The energy required for activation is measured in terms of Activation Energy Points, or AEP, and the description of the Ability dictates how many AEP are required. In regards to characters and able creatures, the energy source for activating a Power or the like is derived from the Speed Base Rating. Just as in the case of determining Abilities using this Base Rating, the individual's Speed is multiplied by 4. The total arrived at by so doing gives the number of points of energy available to use in Power activation. Arcana Ability and high score in an Extraordinary Ability add to the base of AEPs as noted in the explanations for those Abilities. The number of Activation Energy Points available to the Avatar is equal to the Speed Rating multiplied by four.

The expenditure of Activation Energy Points is tracked. The use of Activation Energy Points (AEP) does not affect the character's Speed Rating, movement, or actions. However, when the Avatar's AEP total reaches zero (0), no further Power activation is possible until the AEP are restored. Recovery of the energy

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(AEPs) expended returns to the Avatar or creature at the rate of the Avatar's Speed Rating in AEP every two hours realtime in the game.

Using the example of an Avatar who expended all Activation Energy Points two hours earlier, the individual would then have restored a number of points equal to his Speed Base Rating. In eight hours the character would regain AEP equal to four times Speed Base Rating. AEP are regained at double the normal rate if the individual sleeps for four or more hours without awakening.

Delayed Activation

Some Extraordinary Items have a Power that is active instantly. Enchantments and the various Powers of other Extraordinary Abilities, however, are delayed some amount of time—stated in seconds of realtime in the Power description—from triggering by energy expenditure to activation. Immediately upon becoming active, the Power operates in the manner specified in the description of the Power. Some remain active for an unspecified time, some expire after a set time period, and others are active only for a moment. Regardless of the duration of effect, Power activity begins after the energy is expended, and then usually after a one-second or longer realtime delay—the activation time for the Power.

GAINING ABILITIES

Through accumulation of sufficient Merits to expend to acquire a new Ability, or through LM-determined award, the Avatar can gain more Abilities, one at a time, to the initial set the Avatar possesses at the beginning of play. The LM will always decide if a player's Avatar can possess any new Ability, of course, based on the character's general nature and past performance. In most cases, there is no reason to assume that an Ability addition will not be allowed.

Each new Ability gained will be at 20% of the applicable Base Rating—Health, Precision, or Speed—as noted for each the Ability in the description. Remember that Speed-related Abilities use the Speed Rating multiplied by four as the applicable Rating.

New Abilities have a Score of 20% of the related Base Rating. Non-human Avatars may begin the game possessing Extraordinary Powers but without the corresponding Extraordinary Ability. If, and when, the Ability is gained, through Merit purchase or otherwise, an addition of the Avatar's Speed Rating is added to the normal opening Score. This bonus reflects the innate affinity the character has for the Ability.

GAME REWARDS

The player is rewarded in two fashions for his play of an Avatar in the game. These rewards serve to both help the player develop the Avatar further, increasing Abilities or Base Ratings, and to provide feedback in the game setting for how the character is played. Merits are used to develop the character in terms of capabilities, and Repute measures how the Avatar is regarded in the campaign setting. These two measures are awarded by the Game Master based on the play of the character.

The reward system also takes into account poor play on part of the player and heinous deeds on part of the character. While Merits are awarded, the player may also gain Demerits for poor play. Likewise, the Avatar may be saddled with Dark Repute or even Disrepute in the campaign for certain types of deeds. The player may be lauded or penalized for the play of the character.

The reward for excellence of play, or even good deeds on the part of the Avatar, and for the player's expertise in managing overall play of the Avatar, is the award of one or more General Merits to the character. The penalty for poor play, or even bad deeds on the part of the Avatar, and for the player's inept handling of overall play of the Avatar, is the award of Demerits to the Avatar.

Demerits cancel out a like number of General Merits, whether existing or later awarded, making it impossible for an Avatar to have both General Merits and Demerits.

General Merits are awarded for each adventure session, an adventure session being a play episode of reasonable length after which action ends for the day. Assuming a mean of 250 General Merits for an average session of about three hour's playing time, then a highly successful adventure session with expert performance might gain 375 General Merits, or a really dreadful session with poor performance by the player as few as 25 General Merits! In the case of a critical episode of play, up to double the number of General Merits may be awarded. In the case of a conclusive, end-of-the-whole-adventure episode, the scale may be tripled, or better still, the LM may have a substantial bonus amount to award, something between 500 and 5,000 General Merits, the latter for a truly monumental adventure's conclusion.

Using Merits

General Merits may be used to increase Ability Scores (Ability Specific Merits may be included in these totals), increase Base Ratings, or gain new Abilities. Each of these requires a number of Merits to be accumulated and then expended in the increase, with the number of Merits required varying widely.

200	buys 1 point for one Ability with a base Score of 19 or less.
250	buys 1 point for one Ability with a base Score from 20 - 50.
300	buys 1 point for one Ability with a base Score from 51 - 75.
350	buys 1 point for one Ability with a base Score from 76 - 100.
400	buys 1 point for one Ability with a base Score of 101 +.
1,000	buys 1 point of Health.
1,500	buys 1 point of Precision or .5 additional points of Speed.
2,500	buys one new Ability.
3,000	buys one point of Speed.

Ability-Specific Merits

It is recommended that the Lejend Master also award Ability-Specific Merits as a special award for effective use of an Avatar's Abilities during the course of an adventure. In general, for a play episode, 5-25 Merits (10 being a good average) may be given for especially effective use of an Ability, or 30-100 Merits if the use was absolutely outstanding—e.g. used to save the entire party or solve a vital riddle, etc.

Ability-Specific Merits may only be used to increase the Score of the indicated Ability. Furthermore, the LM will no longer award Ability-Specific Merits for Abilities with Scores rated at 76 or higher unless the Ability use was of truly exceptional sort.

Special Merit Award

If an Avatar is successful at performing an action requiring an Ability that the Avatar does not possess, or shows special interest in—and spends time pursuing that interest—an Ability not possessed, the LM may, at his discretion, make a Special Merit Award. The Special Award provides the Avatar with the Ability in question at a rated Score of 1, 2, or 3 points. This is not a generous award,

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but it does enable the Avatar to expend Merits to increase the Score, and also to gain Ability-Specific Merits for improvement.

Improving Abilities

Note that Abilities do not increase as Base Ratings do. The initial Ability Score can only be increased when Avatar performance earns Merits that can be used to gain a point of Ability score, or because the LM awards an addition to an Ability because of absolutely astounding performance.

Repute

The Lejend Master may award special recognition to individual Avatars, or to a group acting in concert. Such recognition reflects the popular conception of the individual or group in question in regards their actions and deeds. In general, assume that normal sorts of individuals and groups will be positively influenced by Repute and negatively affected by known Disrepute.

When a brave and remarkable deed is done, such act is noted and the performer or performers gain in repute. An Avatar may gain such repute slaying a giant to save a town, for instance. A darker sort of renown may also be had by performing generally beneficial acts that are harmful to some parties, such as clearing the countryside of outlaws and attacking a disgruntled—but otherwise law-abiding—citizen while so doing. Very brave, heroic, daring, and generally benign or helpful acts will gain one point of Repute.

Deeds that serve an overall beneficial end, but are also to some degree destructive, savage, or deal death to the undeserving, both good and bad, will garner Dark Repute. This form of renown tends to frighten ordinary and average folks, sometimes more than a little. Those of sturdier sort will be a bit suspicious of an Avatar or group with Dark Repute, and will tend to deal cautiously and watchfully with such characters.

Disrepute

Disrepute is altogether different from either previously mentioned form of repute. Especially ignoble, vile, and terrible acts will bring one point of Disrepute to each Avatar involved. Again, assume that normal sorts of individuals will be negatively influenced by Disrepute, while positively affected by known Repute. Gaining Disrepute will affect the Avatar's ability to deal with others in the game world negatively.

Using Repute

Perspective is of great importance when dealing with Repute and Disrepute. In regards to group interests (such as politics), Repute in the eyes of one group might be Disrepute in the eyes of another, and vice versa. However, the Lejend Master will measure the matter in the ethical terms used in history, and to some extent that found in our contemporary society, to award points and to gauge the effect of this renown or notoriety on those encountered.

Both Repute/Dark Repute and Disrepute are subject to "inflation" through use of Avatar Abilities and player ingenuity so as to make some act or deed seem greater than actual, and thus gain a point or more. Again, the LM will determine this considering both the Ability use

and the public relations, disinformation, or propaganda campaign outlined by player on behalf of the Avatar.

Failure to live up to either form of Repute, or Disrepute, will not merely cause the Avatar to fail to gain an additional point, but will bring about a negative result, lowering either factor by a point for each such failure. Run away from derring-do and lose Repute; fail to be fearsomely bad, and lose a point of Disrepute.

Because Repute, Dark Repute, and Disrepute are rare, even for Avatars, the GM will determine if such considerations will come into play, and why they do so.

Action and Combat

The Avatar will be able to wander far and wide, exploring new lands and conversing with strange people using nothing but the rules for general play presented in the last section. Sooner or later, however, the Avatar will need to engage in a bit of derring-do or attempt to slay a dangerous foe. The rules for these types of sequences use the Ability checks described previously, but also deal with all the details encountered in action sequences and fights.

The player will soon find his Avatar in a situation where how fast the character can move is important. Very stressful situations—such as a rousing fight—will demand that the actions of the Avatar and other participants be described and resolved in some detail, using short units of time to regulate the whole. The game uses Activity Blocks and Counts when the action begins, and which participant is the quickest to act may well decide the outcome.



Fighting involves a great deal of action, and many modifiers apply to how well a character or creature can attack in different situations. The weapons involved and the armor worn will affect the outcome, as will the capabilities of those involved in the fracas. The rules for all of this sort of action are also explained in this section.

GAME MOVEMENT

The Avatar's ability to move will normally not be subject to a great deal of scrutiny. If the player wishes the Avatar to walk across town to a merchant's house, it is assumed that the character can indeed do so in a nominal amount of time and play continues on without much consideration of the matter. At other times, however, the speed at which the character moves will be of some importance.

General Movement

The Speed Base Rating indicates both relative movement and reaction capacities (see Base Initiative). (Reaction capacity is dealt with in detail later and also in the Lejend Master's Lore™ book.) In regards to movement, Speed multiplied by twelve equals the number of yards the character (or creature) would cover at normal walking pace in two minutes realtime, carrying a moderate amount of weight, and for a sustained amount of time. At a trot, this same base distance could be covered in one-third that time, or about 40 seconds. A run is twice trotting Speed.

For example, using a Speed of 10 and multiplying by 12, basic movement rates can be deduced:

Walk = 120 yards covered in 120 seconds, or 1 yard (pace)/second. (3 yards per ABC).

Trot = 120 yards covered in 40 seconds, or 3 yards/second. (9 yards per ABC).

Run = 120 yards covered in 20 seconds, or 6 yards/second. (18 yards per ABC).

In subterranean exploring, movement will generally be at a very cautious walk. Moving along underground is at a slightly reduced rate because of the amount of care being taken. Figure that for one minute realtime, the rate will drop to 50 paces and the distance covered will be 50 yards or 150 feet. The other rates should be adjusted accordingly.

ACTIVITY BLOCKS

In order to structure and quantify periods of intense interaction, the LM will refer to short segments of realtime as "Blocks".

These Blocks serve to regulate how much activity one character or creature can attempt while all the other characters and creatures involved are also attempting various actions. The blocks are long enough to allow significant action while being short enough to break that action into manageable bursts.

There are five general Activity Blocks (ABs) of time in one minute realtime. Up to four separate and different actions can occur in an Activity Block. This allows three seconds realtime for an action. Attacks and defenses, advances and retreats, use of Extraordinary Ability capacities such as Enchantments Powers and other like capacities, can all be quantified in such a period. These small divisions in the Activity Blocks are called Counts, or Activity Block Counts (ABCs).

The smallest division, the Activity Block Count, is the basis for all player direction in most confrontational periods, and always in combat situations. The player must specify the activity of his or her Avatar for 1 ABC period, and may indeed relay it for as many as four such periods, with a change of activity being allowed at the end of any ABC based on information relayed by the LM.

Action Time Requirements

All of the actions attempted by Avatars require a basic amount of time to complete, obviously. The most important concern in play is to rate how many Activity Block Counts are required for each action. Provided are lists of actions that require essentially no time (not enough time to consume an ABC) or part or whole of an Activity Block Count. In the case of any questions or disputes, the decision of the Lejend Master is, as always, final. Common sense and logic should prevail.

No-Time Actions (These can be done at no ABC cost):

- Change weapon hands
- Draw an arrow carried ready in a quiver at belt or back.
- Draw a handy weapon carried ready at belt or back.
- Draw a quarrel carried ready in a case at belt or back.
- Drop something.
- Touch something in hand to or with a close fire source.

General Actions

The amount of time required for major activities is noted below, and from these benchmarks the LM can interpret the time for any activity suggested by a player for his or her Avatar. Of course, these are not absolutely actual times, but those required for the game based on averages, common sense, and balance.

- Cock, and trigger a repeating crossbow: 0.5 ABC
- Cock and trigger a hand catapult: 0.5 ABC
- Draw forth an arrow, nock, draw and release from a bow: 0.5 ABC
- Throw a throwing dagger, knife, or throwing star: 0.5 ABC
- Advance hastily to attack: 21 and one-half feet/ABC
- Advance prudently to attack: seven and one-half feet/ABC
- Apply wound dressing: 1 ABC
- Climb five feet up a ladder: 1 ABC
- Climb three feet up a rope: 1 ABC
- Climb up or down six stairs: 1 ABC
- Cock a crossbow: 1 ABC
- Cock, trigger and reload a small crossbow: 1 ABC
- Find an item in a pouch: 1 ABC
- Find an item in a removed and open backpack: 1 ABC
- Kick once: 1 ABC
- Move back facing opponents: two and one-half feet/ABC
- Move sideways facing opponents: five feet/ABC
- Open a removed backpack: 1 ABC
- Power activation: According to time stated for each specific one
- Punch twice: 1 ABC
- Remove a backpack: 1 ABC
- Slide 15 feet down a rope: 1 ABC
- String a bow: 1 ABC
- Throw any other sort of weapon or object: 1 ABC
- Turn away and run: 30 feet in the initial ABC, 45 feet/ABC after
- Uncase a bow: 1 ABC
- Unslung back-slung shield: 1 ABC
- Use a sling of any kind: 1 ABC

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Base Initiative

At the beginning of each Activity Block, the order in which the Avatars (and others involved) act must be determined, for the action of the quickest may have great effect on the actions of the slower characters. The Game Master will be the arbiter of how initiative is determined, but generally, a roll of 1d10 will be used, with the lower number being the holder of initiative. In instances of tied rolls, the character or creature with the highest Speed Rating will act first.

Weapons speed factor can be used to modify initiative, but this is typically applicable only when human or human-like characters are engaged in single combat. The Game Master may wish to consider the length of the weapons involved and other details of circumstance.

Surprise

Surprise is a state where one party or another in an unexpected encounter are not prepared for action. Certain Abilities (Hunt, Ranging, Scrutiny, Stealth, Tricks, Waylaying) can affect the chances of being surprised or surprising others. A surprised party will not have initiative, and sometimes such a party will be unable to take any action at all for one or more ABCs of time. Again, all of this will be handled by the GM, with players rolling for their Avatars as directed.

COMBAT RESOLUTION

Each Activity Block Count of three-second length will have a combat exchange, generally an exchange of attacks, possibly with defensive counter-measures being taken, between two or more antagonists. The order used for the resolution of the various activities occurring is determined using the initiative rolls. A single attack by a single antagonist (Avatar or NAC) is then resolved thus:

- 1) Figure the Attacker Situation Precision base.
- 2) Add the Weapon Precision Bonus to Weapon Ability or Precision Rating.
- 3) Add Attacker Situational Adjustments.
- 4) Add Defender Situational Adjustments.
- 5) Determine success or failure by rolling d%. If the attack has missed, the attack fails (stop here).
- 6) Find the Harm to defender's Health by Weapon type and any bonuses.
- 8) Adjust actual Harm for Precision, Physique, and armor.
- 9) Determine morale of opponents.

The process is straightforward, as shown by the step listing above. The capability of the attacker is considered and adjusted by the situation, and then the capability of the defender is considered. After all pertinent modifiers have been figured, the attacker rolls the dice to find the final result. If the attack is successful, then the attacker determines how much Harm is done by the weapon being used and the defender subtracts Harm absorbed by his defenses. The steps described in the above process are explained below.

Attacker Situation Precision (ASP)

The attacker's ASP is equal to the Weapons Ability Score for those using weapons, or Precision Rating for those using natural weapons. This base number is adjusted by later steps in the process.

Weapon Precision Bonus

The bonuses for weapons listed on the Weapons Table do not consider any Extraordinary Power, and when such power is a condition of the weapon, the power-derived bonuses to Precision and/or Harm are added to the basic bonuses shown on the table. The Precision Bonus listed is added to the ASP from the first step.

Attacker Situational Adjustments

The GM will assess the situation the combatants find themselves in and make Attacker Situational Adjustments, if applicable or desired, to the ASP. Avatars may find themselves having a momentary advantage or disadvantage due to circumstance. Attacker Situational Adjustments Table

Shooting

motionless, back or weapon braced	+10
moving rapidly	-10
moving erratically and rapidly	-20

Striking

moving erratically/rapidly	-10
above	+5
behind	+20
flank	+10
prone defender	+15
unresisting defender in any position	+60

Defender Situational Adjustments

Circumstances not only affect the attacker directly, but can also affect the ability of the defender to defend himself. The Defender Situational Adjustments, if applicable or desired, are added to the ASP.

Being shot (and/at)

motionless	+10
moving	-5
moving erratically/rapidly	-10
while in camouflage dress	-5
with 30% cover	-10
with 60% cover	-20
with 90% cover	-30

Being struck while

motionless	+10
defending from above	-5
moving	-5
moving erratically/rapidly:	-15

Determine Success of Attack

The success or failure of the attack is determined by the roll of the dice. The percentile dice are rolled and the result is compared to the adjusted ASP. If the roll equals, or is less than, the ASP, then the attack is successful. If the roll exceeds the ASP, then the attack has failed to inflict significant damage and is said to have missed.

If the final adjusted ASP exceeds 99, then a successful strike is scored automatically, and every point of Weapon Ability or Precision in excess of 100 accrues as additional points of Harm scored on the target. It is possible for those possessing exceptional skill—or those taking advantage of circumstance—to quickly overwhelm opponents.

Example Attacks

1) The Avatar, Helmar, has a Weapons Ability of 47. He is shooting a heavy bow (+20) while motionless with his back braced (+10). The target has his back turned (+20). Helmar has a Praternatural bow (+10), and is shooting a like arrow (+10), so the final Weapon Ability score total is: 47 +20 +10 +20 +10 +10 = 117.

The d% is not rolled. The attack is an automatic hit inflicting Harm as determined by the roll of d20 +17-the number of points by which Helmar's final Weapon Ability score total exceeded 100 (a bonus of + 3-5 for the praternatural bow and +3-5 for the Praternatural arrow should also be added).

Now the Avatar, Helmar, with Weapons Ability of 47, has a second target. He is again shooting a heavy bow (+20), but this time while moving rapidly (-10). The target is behind cover most of the time (equals 90% covered, -30) and moving erratically when appearing (-10). Helmar's Extraordinary bow (+10) and like arrow (+10) are again added, yet now the final Weapon Ability score total is far worse: 47 +20 -10 -30 -10 +10 +10 =37. The d% roll is 51, so the attack is a miss.

2) A blowpipe shooting a dart can hit despite all armor worn by the target, magical or otherwise. After all adjustments simply assume a further -30 Weapon Ability score or Precision reduction for 90% target cover, and if this further adjustment allows a positive number, then that number is the chance for the dart to hit exposed flesh and cause harm.

Aimed Attacks and Lucky Hits are also part of the Lejendary Adventure, but are not covered in this version of the rules and are therefore left to the discretion of the Lejend Master.

Harm by Weapon Type

Each player should have listed on the Avatar Record sheet the Avatar's weapons and all information pertinent to them (See the weapons listing). The die to be rolled for Harm inflicted is generally a d20, with a possible minimum result. The minimum simply indicates that all rolls of a lesser number are assumed to be equal to the minimum. A range of 3 - 20 indicates that rolls of 1 and 2 on the d20 inflict 3 points of Harm.

Adjusted Harm

The amount of Harm inflicted in an attack is adjusted after the basic amount of Harm is generated by rolling the die. All bonuses to Harm that are conferred through Abilities and other means such as Venom or Toxin (VT), and/or by some Extraordinary Power or similar means are added to the result.

Each point of Precision Rating in excess of 100
adds a point of Harm.

Each point of Weapons Ability Score in excess of 100
adds a point of Harm.

Each ten points of Physique Ability Score
adds a point of Harm.

Each point of Extraordinary bonus
adds a point of Harm.

The amount of Harm inflicted may also be reduced by the protection worn by the target. Armor and Extraordinary Powers or Items all may also reduce the Harm taken in an attack.

Only one type of armor can be worn at a time, and no combination of any sort, including the combination of two "half" types is allowed. Each type assumes all protection possible using it, save for addition of a shield (only one may be used).

Armor Table

Each entry on the Armor Table provides a number of important facts to be used by the player. The amount of protection afforded by the armor is reported, as is how much the armor slows the Avatar wearing it. Additional information about armor and protection is also explained here.

The Protection Points are simply the amount of Harm deducted from the total scored by a successful attack. The Harm thus absorbed accrues to the armor instead of the Avatar.

The number following a shield listing is the number of opponents it can be used against, assuming these foes are generally in front of the defender. The Avatar can protect against specific attacks or else the protection will apply immediately against the rated number of attacks and thereafter be discounted.

Some forms of armor offer two sets of values for Protection points and Speed Loss. When using the first value for Protection Points, also use the first value for Speed Loss. Likewise, when using the Second value for one characteristic, use the second value for the other. The Speed Loss rating is the reduction from the Avatar's Speed Base Rating for purposes of movement and action while wearing the armor.

The armor's Health is the total amount of harm the armor can absorb before being destroyed and useless. If all Armor Health is not lost, it can be repaired.

Armor Type/Shield	Protection Points	Speed Loss	Health Absorbable
cloth full garment	6 or 7	1	66
cloth half garment	3 or 4	0	44
dockalven composite full	8 or 10	1	300
dockalven composite half	4 or 5	.5	200
leather full armor	8 or 9	1 or 1.5	120
leather half armor	5 or 6	0.5	80
steel mail full armor	10 or 11	3 or 3.5	390
steel mail half armor	7 or 8	2 or 2.5	260
steel plate full armor	12 or 13	2.5 or 3	660
steel plate half armor	9 or 10	1.5 or 2	440
buckler/targe, metal (1)	6	1	100
shield, large, comp. (3)	8	3	100
shield, stand comp. (2)	8	2	80

Armor Material Notes

- 1) Cloth protection is flammable, unless wet or enchanted.
- 2) Dockalven composite armor, made of spidersilk and mineral strands, reinforced at key points with chitin, is generally resistant to acid and fire, and will not normally accept any adhesive contacting it. It can not be repaired.
- 3) Leather protection is flammable under great heat of flame, unless wet or enchanted.
- 4) Metal protection is subject to cold, heat, and electricity unless enchanted.

Essentials

Other Protection

Other forms of protection are available to some creatures. These are grouped into ordinary and Extraordinary protection.

Ordinary Protection

Ordinary Protection given to the defender because of size, speed, agility, etc. is treated as a constant Protection. It will not suffer destruction through absorption of Harm.

Extraordinary Protection

Extraordinary protection given to the defender because of magical armor or a Power is treated according to the specifications for such in regard to the Harm it absorbs. Such protection might, or might not, suffer through absorption of Harm.

However, both normal and Extraordinary Harm bonuses are not absorbed by Extraordinary protection and still accrue to the subject of the attack, unless the target is otherwise immune due to some special nature—Extraordinary protection of a nature somehow superior to that of the attack, as supernatural is superior to preternatural.

Disaster Avoidance

The Harm or baneful effect from a deadly Extraordinary attack—such as one enabled by Extraordinary Ability, Power, or innate capacity such as exhalation or glare of eye—may be mitigated by a successful check against the Avatar's Speed Rating. This procedure does not apply when faced with an attack of inescapable sort, such as VT (venom or toxin) delivered by contact or injection.

This Disaster Avoidance Check is rolled against the Avatar's Speed Rating multiplied by four (five if an Oaf race Avatar), and ten percent of the Avatar's Luck Ability Score may modify the odds, as will any other factors cited by the LM.

Failing in the check indicates the full Harm or effect is inflicted on the character. A successful check involving a roll of greater than half the target number indicates half-effect for the Avatar. A roll of less than half the required target indicates total avoidance of the disaster.

Extraordinary Ability Use in Combat

Extraordinary Abilities of applicable sort can be used in combat by those Avatars and creatures capable of using them with such penalties as the LM chooses. The Ability is typically used at a rate equal to the Ability Score in melee with no bonus to aid success and the assigning of penalties common.

If an Avatar is attacked successfully by an opponent and actually suffers Harm in the course of attempting to activate an Extraordinary capacity of any sort, then the Activation is +100% to the check roll or the attempt fails. The interruption hinges on greater Harm being inflicted than the Avatar's armor (or other protection) can absorb. A successful attack inflicting no actual Harm causes a penalty of +10 to +30 to be applied to the Power activation dice roll.

Restoring Lost Base Ratings Points

The many types of attacks, Powers, and Disasters can lead to the loss of Base Rating Points, on both a temporary basis and a permanent basis. Most damage inflicted during combat affects a creature or character's Health Rating. Special attacks and effects can cause a loss of Precision or Speed.

Health loss from any cause is restored normally at a rate

of 1% of the Base Rating per game day through natural healing. Thus, an Avatar reduced to zero Health will not regain full Health again until 100 days time have elapsed, regardless of the actual normal Base Rating. Various Extraordinary means will restore points immediately or increase the rate of normal healing.

Precision and Speed Rating points lost can only be restored through Extraordinary means such as the application of a Power, unless the description of the cause states otherwise. Temporary impairments to Precision and Speed are possible, but most combat attacks affecting these two Base Ratings inflict damage of permanent sort.

The player may improve a Base Rating through the use of Merits, even after suffering a permanent loss in Rating. The loss does not preclude later improvement of the Rating.

WEAPON STATISTICS TABLES

The Weapon Statistics Tables offer several pieces of information about each weapon listed:

Harm Base

The Harm Base is the usual amount of Harm a weapon will inflict. The Harm Base is given as a range of results and generally assumes the roll of a single die. The die to be rolled is determined by the highest number listed for the range of damage. A listed range of 1- 20 indicates a d20 to be used, for example. Where the initial number of the listed range is greater than one, a roll of less than the initial number will be adjusted upwards to equal the number. A listed range of 3 - 20 involves rolling a d20 for assessing Harm inflicted, but no result may be less than a 3. Rolls less than 3 result in 3 points of Harm being inflicted.

Harm Class

Weapons are classified as to the type of effect used in delivering damage to targets. They can be penetrating weapons, shock weapons, use both types of effect, or involve special effects. Some types of armor vary in their capacity to protect against the different Harm Classes due to style, quality or craftsmanship

Range

Three ranges are identified for each missile weapon; short, medium, and long. The distances listed for each are given in measurements of feet. The missile weapons having but one range listed have this as a maximum range, and have no range-based modifiers within that range. The Precision bonus of these weapons is dependent upon the range at which they are used, as the player will note.

At long ranges, hand-type missile weapons deduct 25% of Harm inflicted. This is done by discounting Harm rolls of greater than 75% of the maximum; e.g., for Harm Base 20, rolls over 15 count as 15 Harm.

With regard to hand-held striking weapons, the number listed is the effective reach of the weapon in combat. The weapon with the higher rating (length) strikes first when at maximum range from the opponent and last in the event the shorter weapon is within striking range—this indicating the shorter-ranged weapon wielder has closed the range. However, the wielder of the longer weapon can, after striking second, move back to extend the range again. This provides a pattern of combat along these lines:

Long weapon attacks and short weapon counter-attacks; short weapon attacks and long weapon counter-attacks while moving back; long weapon now attacks again, and so forth.

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determined. The reach of the weapons or the initiative system used by the Legend Master will determine the order in other cases.

Radius

Any targets within the radius are affected by a weapon with a radial effect. A thrown net, for instance, will open and cover an area of ground.

Speed Class

This is a comparative rating of the handiness and speed of a weapon in flight or in use. It is provided for those cases where simultaneous action is taking place and the order of hits must be

Precision Bonus

This is a bonus to the wielder's Weapon Ability Score or Precision, whichever is applicable, when employing the weapon. Some weapons are easier to wield in combat than others.



Essentials

STRIKING WEAPONS TABLE

Name	Harm Base	Harm Class	Range	Speed	Precision
axe	5 - 20	pen	2	5	5
axe, battle	7 - 20	pen	3	7	5
axe, belt	2 - 20	pen	1	4	10
bident	4 - 20	pen ¹	6	3	0
military fork					
bident at charge	2 - 30	pen ¹	6	3	10
caltrop, large	1 - 6	pen	spec ²	spec ²	0
caltrop, small	1 - 3	pen	spec ²	spec ²	0
chain	2 - 6	shock	3	7	0
cleaver	3 - 20	pen	1	4	0
cleaver, great	5 - 20	pen	2	6	5
club	1 - 20	shock	2	4	0
club, huge ³	5 - 20	shock	4	6	0
club w spikes	3 - 20	pen/ shock	3	6	5
club, great, w/spikes ³	8 - 20	pen/ shock	5	7	0
dagger, long	1 - 20	pen	1	3	10
dagger, short	1 - 20	pen	1	2	5
fighting staff	1 - 20	shock	4	4	10
flail	4 - 20	pen/ shock	2	7	0
flail, long	6 - 20	pen/ shock	3	8	0
flail, extra long ³	11 - 20	pen/ shock	6	10	0
foot (2 attacks/ ABC ⁴)	1 - 6	shock	2	2	5
foot, giant-sized ³	2 - 20	shock	5	6	0
hand (3 attacks/ ABC ⁴)	1 - 4	shock	1	1	20
hand w/ brass knuckles	2 - 8	shock	1	1	20
hand, giant-sized ³	5 - 10	shock	3	4	10
harpoon	1 - 20	pen ⁵	4	4	0
hammer	2 - 20	shock	1	4	0
hammer, battle	6 - 20	shock	2	6	10
hatchet	3 - 20	pen	1	4	0
hook, hand-held	1 - 10	pen ⁶	1	3	0
hook, hafted	1 - 10	pen ⁶	2	3	0
javelin	1 - 20	pen	3	4	0

Notes

1. Target subject suffers normal Harm to Health and on a roll of maximum Harm (20) the target subject is caught on the barbs and thus effectively immobilized for as many seconds realtime as the weapon remains in place—until the weapon haft is broken or the individual using the weapon is killed.
2. Caltrops are dangerous in that any subject stepping on one loses 10% of pedal movement base per point of Harm sustained; stepping on multiple caltrops is likely to immobilize a victim. Large caltrops are easily visible to those afoot, but not to those mounted and moving faster than a walk. A human-sized foot should have a 5% probability for getting impaled for each caltrop in a one square yard area. (20 scattered in a three by three foot square area have a near-certain chance of scoring a hit, say 90%.) One check for impalement is made for each 5 caltrops in an area. If there are 20, the subject will have four d% rolls, and scores of 90 or less indicate a hit resulting in Harm and movement speed loss.
3. This huge weapon can be wielded only by a character of seven and one-half or more feet height and with Physique Score of 100 (+10) or greater.
4. No increase in attack rate for any Ability, so two “foot” or three “hand” weapon attacks are the maximum possible for an Avatar under normal circumstances.

Name	Harm Base	Harm Clas	Range	Speed	Precision
knife	1 - 20	pen	1	2	0
knife, heavy	3 - 20	pen	1	3	0
lance	1 - 20	pen ⁶	8	5	0
lance, at charge	1 - 40	pen	8	2	10
mace	5 - 20	shock	1	6	5
mallet, great ³	11 - 20	shock	7	8	0
maul	3 - 20	shock	2	8	0
military pick/ hammer	2 - 20	pen/ shock ⁷	2	6	5
pike	1 - 20	pen	14	8	0
pole-arm, long	2 - 20	pen	9	9	0
pole-arm, short	4 - 20	pen/ shock	5	9	0
sap	1 - 20	shock ⁸	1	1	0
scythe	1 - 12	pen	3	9	0
sickle	1 - 10	pen ⁶	1	4	0
spear, light/ throwing	1 - 20	pen	3	3	0
spear, long	1 - 20	pen	9	5	0
spear, huge long ³	11 - 20	pen	12	6	0
spear, short	2 - 20	pen	5	3	5
staff	1 - 8	shock	3	3	5
staff, big sapling ³	4 - 20	shock	10	8	5
sword, cleaving ⁹	7 - 20	pen/ shock	2	4	15
sword, cutting ⁹	6 - 20	pen/ shock	3	5	10
sword, cut/thrust ⁹	4 - 20	pen	3	4	10
sword, cutting, curved ⁹	3 - 20	pen	3	3	10
sword, cutting, heavy ⁹	11 - 20	pen/ Shock	5	9	0
sword, thrusting ⁹	3 - 20	pen	4	3	20
sword, thrusting, short ⁹	2 - 20	pen	3	3	20
torch, flaming	1 - 10	shock ¹⁰	2	4	0
trident	3 - 20	pen ¹	4	4	0
whip, c. 8' length	0 - 2	special ¹¹	5	5	5
whip, c. 14' length	0 - 2	special ¹¹	6	7	0
whip, staff c. 10' length	1 - 8	special ¹¹	5	7	0
garrote	special ¹²	special ¹²	0	3	4

5. Target subject suffers normal Harm to Health and is effectively immobilized for as many seconds realtime as the harpoon line remains in place—until it is cut free or the individual using the harpoon is killed.
6. Target subject suffers normal Harm to Health and a roll of maximum Harm (10) indicates the target subject is caught and effectively immobilized for the following ABC.
7. The wielder has the choice of which type to apply—striking with the point of the pick or the head of the hammer.
8. Usable against a target with exposed and unarmored neck. Shock Harm is 50% transitory, 50% normal from weapon trauma. Transitory Harm is recovered at the rate of 1 point per one minute realtime.
9. Sword Identifiers:
 Sword, cleaving: falchion, machete
 Sword, cutting: broad sword, cutlass
 Sword, cut. & thrust: katana, long sword
 Sword, cutting, curved: saber, scimitar, tulwar, yatagan
 Sword, cutting, heavy: two-handed sword
 Sword, thrusting: rapier
 Sword, thrusting, short: short sword, small sword

10. A hit on the target causes additional Harm of 3-5 points of fire-related sort regardless of armor protection. If an adjusted attack roll of 01 is scored, then fire Harm is increased to 6-8 points and the following ABC the target suffers an additional 3-5 points; this Harm continues for each following ABC until the flames are extinguished, if the subject has flammable covering.
11. Target subject suffers normal Harm and is immobilized for as many seconds realtime (up to 6 maximum) as the whip remains in place, unless

the wielder loses it, it is cut free, or the individual using it is killed. Harm from the whip staff used as a taff is 1-20 and without this (whip) immobilization effect.

12. Target subject must be attacked from behind, be surprised/unaware, and have no physical armor protecting the throat. The victim suffers Harm at the rate of 6-9 points per ABC until dead or the individual using the garrote is killed.

MISSILE WEAPON TABLE

Name	Harm Base	Harm Class	Range	Speed	Precision
acid, hurled container	5 - 10	special ¹	30	3	0
axe	4 - 20	pen	20	3	0
axe, belt	3 - 20	pen	30	2	0
arrow/bow, light ²	1 - 20	pen	50/150/300	1	5/0/0
arrow/bow, medium ²	2 - 20	pen	75-225-450	1	10/5/0
arrow/bow, strong ²	3 - 20	pen	150-300-900	1	20/10/0
bola	1 - 10	shock ³	60/6'	5	0
cleaver	2 - 20	pen	30	2	0
club	3 - 10	shock	20	3	0
dagger	1 - 20	pen	40	2	0
dart/blowpipe	1	pen ⁴	60	3	10
flame, hurled container	5 - 10	special ⁵	30/3'	3	0
harpoon, small	2 - 20	pen ⁵	20-40-60	3	5/0/0
harpoon, whaling type	10 - 30	pen ⁵	10-20-30	3	5/0/0
hatchet	2 - 20	pen	30	2	0
hammer	4 - 20	shock	30	3	0
javelin	1 - 20	pen	30-75-180	3	0
javelin from launcher	3 - 20	pen	45-90-250	3	5

Name	Harm Base	Harm Class	Range	Speed	Precision
knife	1 - 20	pen	40	2	0
knife, throwing	1 - 20	pen	50	2	5
lasso (lariat)	1	special ⁶	30/3'	4	0
net, weighted throwing	1	special ⁷	10/4'	4	0
quarrel/catapult, hand	1 - 20	pen	60-120-180	1	20/0/0
quarrel/crossbow	3 - 20	pen	180-360-720	4	15/5/0
quarrel/crossbow, small ²	2 - 20	pen	75-150-300	4	10/0/0
shuriken	2 - 20	pen	50	1	5
shuriken/launcher	2 - 20	pen	20/40/60	2	15/10/5
sling/bullet	3 - 20	shock	50-150-300	3	0
sling/stone	1 - 20	shock	30-90-180	3	0
spear, short	3 - 20	pen	30	2	0
spear, light throwing	1 - 20	pen	60	2	5
staff sling	4 - 20	shock	50-100-200	3	0
stone, hand-hurled	1 - 6	shock	60	3	0
stone, lg., hand-hurled	4 - 10	shock	10	4	0
stone/rock-thrower	1 - 20	shock	25/75/150	5	0
throwing stick	1 - 12	shock	30-60-90	3	10/0/0

Footnotes

- The acid causes Harm to the target subject and twice the amount if Harm to garments worn, including armor. Extraordinary (enchanted) armor takes normal (non-doubled) Harm only if Preternatural in nature, half of normal Harm if Supernatural in nature.
- With bows, if the user's Speed Rating is 17 or greater and his Archery Score is in excess of 80 (or combined Archery and Weapon Abilities in excess of 120) two attacks per ABC are possible. Similarly, if a repeating crossbow is used, a Speed Rating of 15 or better and Archery Ability in excess of 50 (or combined Archery and Weapon Abilities in excess of 75) indicates two attacks per ABC are possible.
- Target subject takes damage to Health and is immobilized for from 7-12 seconds realtime.
- The dart is poisoned, so add 9-12, 13-16, or 17-20 (1d4+8, +12, or +16) Harm to Health on the following AB Count for VT entering the target's system.
- Target subject suffers normal Harm to Health and is effectively immobilized for as many seconds realtime as the harpoon line remains in place—until it is cut free or the individual using the harpoon is killed.

- Target subject suffers only 1 point of Health Loss but is immobilized for as many seconds realtime as the lasso remains in place—until it is cut free or the individual using the lasso is killed.
- Target subject suffers only 1 point of Health Loss but is immobilized for as many seconds realtime as the net remains in place.
- The following is a useful chart to determine which die to use for range Harm

Harm Ranges/die

Harm	Die
1-2	d2 (one-half d4) *(d4/2)
3-5	d3 (one-half d6) *(2+(d6/2))
6-8	d3 (one-half d6) *(5+(d6/2))
9-12	d4 *(8+d4)
13-16	d4 *(12+d4)
17-20	d4 *(16+d4)
21-25	d5 (one-half d10) *(20+(d10/2))
26-35	d10 *(25+d10)
36-50	d15 (one-half d30) *(35 + (d30/2))