Inquisitor
Dark Medieval Roleplay in a World of Fear

Credits

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Comprehensive Contents

Introduction

Fantasy Roleplaying

Inquisitor is a fantasy roleplaying game, also known in its abbreviated form as an FRP or RPG. But what does that actually mean? Fantasy roleplaying games provide a way for a group of people to share adventures in a magical world – the world of the imagination.

What is Roleplaying?

Think back to when you were a child. At some point you probably played games with your friends like Pirates or Spacemen, where you imagined that you were a brave swashbuckler fighting off hordes of savage pirates, or an astronaut adventuring on alien worlds and zapping strange creatures with your ray gun. In those games your imagination changed your surroundings into a pirate ship or a spacecraft, and made the piece of wood you were carrying into a cutlass or a rifle.

Roleplaying games, in the adult sense, also use imagination to provide the surroundings but, unlike your childhood games, they are built around a framework of rules, used to determine who wins a fight or the result of falling off a cliff.

Most roleplaying games require a referee and at least one, but preferably more, players. The referee, or game master, is responsible for providing the players with information about the game world and the creatures that inhabit it. The players are responsible for controlling their characters, each of which has a unique personality, provided and developed by the player. Between the players and the game master an entire imaginary world can be built up.

The Game Master

Some roleplaying games refer to the game master by a different name – dungeon master, referee and space master are examples of these. In all cases the game master's job is the same – to create and describe the game surroundings to the players, and to adjudicate the result of the players' actions.

The game master is responsible for acting out the part of encountered villains, allies and creatures in the game. He also controls the flow of other events and happenings, because he knows in advance every details of each adventure. In effect he both creates and controls the game world.

Because of the freeform nature of roleplaying, the game master has to be adaptable to different situations that may arise. In addition, the game master has to be impartial in his decisions, not showing bias toward his own creations or toward the players.

The game master's task is to flesh out the rule framework and bring it to life for the players. Many games are spoiled because the game master gets too attached to his own characters, and as a result this ruins the game for the players. Remember that your game is the players' game first! As the game master you must remain impartial, like the umpire in a cricket match. Keep this in mind and the game will be great fun for everybody.

Getting Started

If you have already played, or even game mastered a roleplaying game before, you can turn straight to the next section and start finding out about the rules. If not, you may find it helpful to see how a typical game is structured.

You have gathered together a few friends as players. (Five to six players are perhaps the maximum, though usually three to four is the norm.) More often than not the players will have already skimmed through the rules. Any players who don't already know the combat and skill rules should have them briefly explained. After this, get each of the players to complete a Character Record Sheet using the character creation rules following.

The game master should be sitting a little way apart from the players. This is so they cannot peek at the maps and notes that are laid out in front of you. These notes are the scenario for the evening's adventure.

Begin by setting the scene. The players' characters, who are destined to be adventuring companions, must be introduced to one another. Introduce the game by using a common fantasy a plot device; have them meet in a local tavern.

The players, now roleplaying the part of their characters, describe themselves and become acquainted. The game master, playing the part of a non–player character (NPC) sets a task for the characters to perform. Play continues with the players describing their actions and the game master providing background and NPC interaction. The players are about to begin their adventure. Hopefully it will be the first of many!

Object of the Game

Most adventures have a single objective. Perhaps the player–characters are exploring a ruined castle in search of a magic sword, which they believe lies hidden beneath its mouldering cobblestones. The adventure ends successfully if they manage to avoid any traps, defeat the guardians, reach the sword and get out of the castle in one piece.

With each success, the player–characters increase their combat and general skills, amass more treasure and buy better armour and enchanted weapons with the fortunes they acquire. As they rise in power and strength, their adventures pit them against ever more fearsome adversaries.

The continuing series of adventures involving a group of player–characters is called a campaign. After several months of gaming, the player–characters in your campaign will be seasoned adventurers. They will talk about the early games as though they were exploits that really happened, as of course they did – in the realm of the imagination, which you all will have created!

Playing Equipment

The following items are required by the players and/or the game master to better use the Inquisitor roleplaying system.

Dice: Several six–sided (D6) and ten-sided (D10) dice, and at least one twenty-sided (D20) die, are required.

Figurines: These may be helpful when determining the positions of characters in combat or other tactical situations, but coloured or any other suitable markers may be used instead. Figurines are available from your local model or hobby store and come in a variety of sizes and materials. Generally the 25mm (1 inch) scale is most favoured amongst gamers, although the 15mm scale has achieved increased acceptance among the historical gaming community. Lead figures are still the most common type. There are good ranges of plastic multi-pose figurines now available, particularly from companies like Games Workshop. Prices for figures vary with size and complexity. Paints will also be needed to decorate the figures. There are many books around that describe the best paints and techniques to use.

Imagination: Plenty of this is essential for interesting play.

Paper: A good supply of both ruled and plain paper is useful for making notes and drawing maps.

Pens: A variety of colours is useful for highlighting maps and important encounter areas.

Rules: At least one set (and since you're reading this now you probably already have one).

Rolling Dice

To most people, dice are simply cubes with spots on, used for rolling random numbers from one to six. Several different dice rolling conventions are used throughout these rules.

D3: A three–sided die. This is generated by rolling a six–sided die and dividing the result by two.

Example: A result of five on the six–sided die would be rounded up to three for the D3 result.

D6,D10,D20: A normal four-, six–, ten- or twenty-sided die. The result is as shown on the top face of the die. This is the same as rolling one die of the specified type.

D100: Two different coloured ten–sided dice are rolled to generate a number from 01 to (1)00, the first die determining the 'tens' digit, the second die determining the 'ones' digit.

Example: A roll of four on the first die, followed by a roll of two on the second die would result in a score of 42.

#D6: Several six–sided dice, where # is the number of six–sided dice to be rolled.

Example: 3D6 means that three six–sided dice are to be rolled and the results added together.

?(#DX): ? is a variable to be multiplied by the number of X–sided dice to be rolled as specified by # inside parentheses.

Example: 5(2D6) means that two six–sided dice are to be rolled, and the total multiplied by five.

Rounding Conventions

Sometimes the rules will call for numbers to be rounded up or down to the nearest whole. Generally speaking, always round to the nearest whole number except in the case of exactly .5, in which case **round down**. It is conceivable that a number could be rounded down to zero, in which case the number is exactly that: zero, and the results of the action are adjudicated from that value.

Example: The rules call for the character to divide his Dexterity by 3 to calculate a value. With a Dexterity of 9, this rounds to exactly 3. With a Dexterity of 11, this rounds to 4 (3.66 rounded up). If the rules called for the character's Dexterity of 11 to be divided by 2, this would result in a value of 5 (5.5 rounded down to the nearest whole).

A Note on Game Balance

It's important to try and keep some sort of balance in the game. For the game master this means not always throwing overwhelming odds against the characters, though occasionally this may be needed as a reminder of the characters own mortality.

For the players it means not treating the game world as a stomping ground for their characters. Remember, no matter how tough you are, there's always something else tougher.

Alonso de Montesquieu

Allow me the opportunity to introduce myself. I am Alonso de Montesquieu, eldest son of Count Juan de Montesquieu, heir apparent to his lands and titles, mercenary captain of some renown, branded outlaw of the state, enemy of the Faith, sacker of the city of Meda in the province of Andorra, reaver of the Chapel in northern Castile and despoiler of the Gardens of Imeria. This is my story...

People have asked me if I am guilty of the crimes of which I am accused of by the Inquisition and its servants. I look them in the eye and say "most of them, most of them," and walk away leaving them gaping after me.

War is a messy business, it is not the glamorous epics of long gone saints and their battles, it is a monster which incites murder, pillage and rape. Have I ever committed these crimes in the name of war? Yes! I have killed men, women and children, sacked places of beauty and grandeur, leaving only an ugly burning husk as a cruel reminder of what once was. I have stood by and allowed my men to defile that which women hold most dear because, despite the terrible harm it inflicts on the poor victim's soul, it is considered a soldier's reward for victory and woe betide any commander who dare try stop it.

When I was young my tutors thought that I would grow up to be the flower of chivalry, a man of honour and goodwill, a man who would take his father's place and govern with wisdom and compassion. They don't know how much I wished their theories were right. Many a time have I looked upon my past and hoped that somehow my life could have turned out differently, that God had not forsaken me and made me a target of the Inquisition. Such thoughts, however, are extremely selfish for there are many people who have suffered more at the hands of those cruel mockeries of men and have been less deserving.

At the age of ten I started to notice the changes. They were subtle at first, a slightly paler complexion, a more slender build, all those things could be passed off as natural peculiarities. If any members of my father's household noticed what was happening to me, they didn't show it.

Upon reaching the age of fourteen there was no doubt that I was in fact part Milanesian, my eyes had turned an eerie blue-grey and I had a lock of hair that was of the purest white. I was told by my father that Milanesian blood had been in the family for years and that the signs usually remained dormant except for the odd generation, cursed with a child that bore the signs and the family forced to hide them.

Such was the case with me. I was smuggled out from the estate shortly after my fifteenth birthday, my two brothers not knowing of my enforced exile. Everyone, so I later learned, had been told that I had drowned in the lake whilst swimming.

That is how I ended up at the gates of ——— with a purse of money and a loyal servant in tow. From this point on my life was dedicated to the cause of the revolution, my family practically forgotten. It seems ironic that due to a rare freak of nature I was changed from someone who could have easily ended up as one of the Inquisition's Familiars, to one of their most feared and despised enemies.

I am their nemesis and I have been sent to punish them. I am the leader of the Hounds of Lucifer and I have come for the souls of the evil Inquisition and all those who side with them!

Character Generation

Creating a Character

Before you begin your first game, each player must create at least one character. This character will be the player's fantasy *alter–ego*, and will be used in adventures run by the game master.

Normally only one character is actively used by each player in any particular game, but a player may like to keep several (often referred to as a 'stable of') different characters handy. Having these pre-rolled characters means that should the current 'in-play' character die, or otherwise retire, during a game session then another character is immediately ready to be introduced at some convenient point by the game master. It also provides the player with a means to try out different combinations of characters, some with a more military focus, others with a more magical bent, etc.

Primary and Secondary Stats

Often referred to in other roleplaying games as stats or characteristics, Primary and Secondary Stats (statistics) define the character's mental and physical make–up using a numeric rating. Generally, the higher the rating the better the character is when using abilities associated with that Stat. The values allocated to each Stat are determined by the player's vision of what he envisages his character to be. Primary Stats are differentiated from Secondary Stats only in the manner in which they are used in the game. Generally, Primary Stats have a greater long-term effect in defining a character's current and potential status, while Secondary Stats have an effect on the game by way of adjusting other aspects of the character on a supporting basis.

Primary Stats

Note that the following rules apply to creating human characters. Should you wish to create a character of some other race, then please refer to the notes relating to that particular race for guidelines.

There are seven Primary Stats used in the Inquisitor game.

Strength (STR)

Initial Roll: 2D10
Maximum Stat: 22
Description: *Strength* affects the damage the character inflicts in combat, the kind of armour he can wear, and what weapons he can wield.

Endurance (END)

Initial Roll: 2D10
Maximum Stat: 22
Description: *Endurance* is the measure of the character's overall health. It is a major determiner of how much damage the character

can take before he dies. END is the stat that poison or disease are matched against to determine their effect.

Intellect (INT)

Initial Roll: 2D10
Maximum Stat: 22
Description: *Intellect* reflects the character's ability to reason logically and to memorize things. This includes the theory behind most skills and the ability to manage magic effectively (if accessible to the character). Intellect also affects the character's ability to learn through experience.

Willpower (WIL)

Initial Roll: 2D10
Maximum Stat: 22
Description: *Willpower* represents the character's mental strength. It also measures the strength of the character's life force. Characters with a high WIL could be termed stubborn.

Agility (AGL)

Initial Roll: 2D10
Maximum Stat: 22
Description: *Agility* determines both how quickly the character acts or reacts and how well the character performs acts of manual dexterity.

Persona (PRS)

Initial Roll: 2D10
Maximum Stat: 22
Description: *Persona* is generally a measure of leadership ability, but also includes elements of charm and appearance, although it shouldn't be mistaken for just the latter.

Perception (PER)

Initial Roll: 2D10
Maximum Stat: 22
Description: *Perception* measures how well the character notices what is going on around him. Whether he acts on this knowledge is another matter, however.

Determining Primary Stats

To determine the value of each of these stats, the player rolls 2D10 seven times, noting down the results. He then allocates each number to one of the character's primary stats as he sees fit.

Some characters may end up with below-average primary stat scores as a result of this method. Don't worry... You can discard any character with more than three primary stats below 7 as unsuitable for game play; the player re-rolls a complete set of stats for the character.

Optional Primary Stat Modifiers

Astrological Influence

The positioning of the stars plays an important part in the lives of the superstitious denizens of Nuevo Espana. A character's Astrological Influence may affect the direction in which his career and life path takes.

Roll D100 and modify the character's primary stat values for his Astrological Influence.

Astrological Primary Stat Modifier Table

D100	Star Sign	AGL	END	INT	PER	PRS	STR	WIL
01-08	Aquarius	–	–	–	+1	+1	-1	+2
09-16	Pisces	–	-2	–	+1	–	-2	–
17-25	Aries	-1	–	–	+1	–	+1	+2
26-33	Taurus	–	+1	-2	-1	-1	+2	-1
34-41	Gemini	-2	-1	+1	–	-1	–	+2
42-50	Cancer	–	-2	+3	+3	–	–	–
51-58	Leo	–	+1	–	+1	+2	+1	-1
59-66	Virgo	+1	–	+1	+1	-1	–	+2
67-75	Libra	+1	+1	+2	–	–	-1	-3
76-83	Scorpio	–	–	-2	+1	-2	–	+2
84-91	Sagittarius	+2	–	–	–	+1	+1	+1
92-00	Capricorn	–	-1	-1	-1	-1	+1	–

It is possible for characters to be *cusped*, with a birth date falling on the conjunction of two star signs, a particularly auspicious occurrence.

Roll D20. If the result is 1 then the character is cusped with the next lower star sign, or Capricorn if the character is an Aquarian. If the D20 result is 20 then the character is cusped with the next higher star sign, Aquarius if the character is a Capricorn.

Add the modifiers for both star signs together to determine the cusped character's astrological stat modifiers.

Secondary Stats

Secondary stats serve to further flesh out the character. They are usually derived from combinations of primary stats, although some may be rated from random dice rolls or calculated from other secondary stat values.

> **Example**: Damage Capacity, the measure of how much damage a character can take before he dies, is a secondary stat.

Secondary stats should be recalculated immediately if the character's primary stats change. Some secondary stats are also altered during the game for situational modifiers, weapons, armour, position, encumbrance, etc.

Base Wounds per Location

The base number of wounds (BWL) each character can sustain in a body location is calculated as follows, based on the character's Damage Capacity:

> **Base Stat Value**
> Base Wounds per Location = [DAC]/5

The minimum value for Base Wounds in each body location is always 1, even after modifications for more vulnerable areas (see Body Locations below).

Damage Capacity

In Inquisitor, characters are not invincible killing machines. All characters have a limit to the amount of damage, their Damage Capacity (DAC), that they can withstand before falling unconscious or dying.

> **Base Stat Value**
> Endurance: END+10
> Willpower: -1 per WIL point below 10; +1 per WIL point above 12
> Strength: -1 per STR point below 7; +1 per STR point above 15

Fatigue Level

The character's Fatigue Level (FTL) determines how long he can carry out strenuous activity before becoming completely worn out.

> **Base Stat Value**
> Endurance: 2(END)
> Willpower: -1 per WIL point below 10; +1 per WIL point above 12
> Strength: -1 per STR point below 7; +1 per STR point above 15

Number of Actions

All characters may carry out a limited number of actions within a round. These actions, depending on their focus, are referred to as Primary and Secondary actions.

The total Number of Actions (NUM) a character may execute during a round is calculated as follows:

> **Base Stat Value**
> Number of Actions = (WIL+AGL)/10

The Number of Primary Actions (PRI) the character may execute during a combat round is calculated as follows:

> **Base Stat Value**
> Number of Primary Actions = (WIL+INT+AGL)/20

The Number of Primary Actions may not exceed the total Number of Actions the character may carry out. Primary Actions use the character's full chance of success to carry out that skill or activity.

All other actions carried out by the character are classed as Secondary (SEC) Actions, carried out with half of the character's normal base chance of success. The character's first actions during the round is always a Primary Action, if one is available.

> **Example**: A character with AGL 15, INT 14 and WIL 15 starts with 3 Actions, calculated as follows:
> WIL 15 + AGL 15 = 30 ÷ 10 = 3
> His total number of Primary actions however will only be 2, calculated as follows:
> WIL 15 + INT 14 + AGL 15 = 44 ÷ 20 = 2

This means he will get 2 Primary Actions during the round at his full base chance of success, and another Secondary Action at half normal chance of success.

Phase Differential

All actions are executed as evenly as possible through the round. To calculate when actions occur we use the character's Phase Differential (PHD).

Base Stat Value
Phase Differential = REA/NUM

This is the number of phases the character must wait between actions. The character's first action will be carried out on his REA, his next action on REA-PHD, his next action on REA-PHD-PHD, and so on. Excess phases occur at the end of the round.

Example: Our character has an REA of 15 and a NUM of 3. His PHD is 15 divided by 3 = 5. His first action, a Primary, will occur on phase 15. His next action, also a Primary, will occur on phase 10 (15-5). His last action, a Secondary, will occur on phase 5 (15-5-5). For the last 3 phases of the round he will do nothing.

Reaction Factor

Reaction Factor (REA) determines at which point during a normal ten-second round the character will carry out his actions, 6 rounds making up a 60-second, or 1 minute, break. Encumbrance and armour can also reduce a character's base Reaction Factor, effectively slowing the character down.
The character's base Reaction Factor is calculated as follows:

Base Stat Value
Reaction Factor = (WIL+AGL)/2

System Recovery

System Recovery (SYR) is the base D100 chance of the character recovering from shock, induced from the effects of some dire creatures, or simply from the damage resulting from being hit by a melee or missile weapon.

Base Stat Value
Willpower: 3(WIL)
Endurance: -1 per END point below 10; +1 per END point above 12
Strength: -1 per STR point below 7;   +1 per STR point above 15

Racial Origin

All players portray Human or Milanesian Hybrids, half-breeds with one Human parent.
Apart from the Milanesians, the only other major humanoid race is that of the Fomorians, however, unless the game master has the cruel intention of running a campaign where the players are all Fomorian, this race is not normally available for use by players. Fomorians are strictly a non-player, game master-controlled, race.
Most other humanoids originate from the Midlands, and by implication are hostile to most races. This makes it somewhat difficult to include them in normal adventuring parties, even though their intentions really may actually be favourable.
Xenophobia is the norm in Inquisitor. Trust no-one. The one thing you can always count on is that no-one trusts you!

Height and Weight

Apart from helping to better describe the character, height may have a bearing on the characters ability to attack or defend himself in combat.
Frame may increase or decrease the character's Damage Capacity and certainly affects the character's carrying capacity.

Frame and Weight Table

D10	Frame	Weight
1-3	Light	-D6x5lbs
4-7	Normal	–
8-0	Heavy	+D6x5lbs

Height and Weight Table

Race	Height	Weight
Human	4'9" + 3D6"	Height (inches) x 2lbs + D10x10lbs
Hybrids	5' + 3D6"	Height (inches) x 2lbs + D6x10lbs

Players may adjust their character's height by ±D6", and the resulting calculated weight by ±D6x5lbs. (Optional) Female characters may reduce their character's base height by -D3" and calculated weight by -D6x5lbs, if their player so desires.
Once determined, a character's height remains fixed. Weight should not change unduly, unless the character radically changes his eating habits, through starvation due to prolonged incarceration, for example.

Gender

Players may always choose the gender of their character. There are no penalties for playing a female character, other than perhaps bearing a slightly more demure frame (optionally reduce the character's height by -D3", and weight by -D6x5lbs. See Height and Weight earlier), and having to put up with the attitudes of a largely male-dominated society.

Handedness

Most characters favour one hand over the other. Few characters are naturally ambidextrous. A character's handedness becomes important should his favoured arm be disabled through misadventure.
Unless training has specifically been carried out in off-handed technique, all skills using a character's off-hand are at one-third their normal value. Ambidextrous characters still have a favoured hand (choose which one you prefer, left or right). Skill use with the off-hand is at one-half of its normal value, unless specific training has been carried out with that limb. See Body Locations below for how handedness affects combat.

Handedness Table

D10	Primary Hand
1-7	Right
8-9	Left
0	Ambidextrous (choose either hand)

Body Locations

All characters have a number of locations, used to determine whether damage inflicted on an area incapacitates or destroys that location. Locations are broken into two groups - base and detailed. Base locations are used to determine the main area struck during combat. Detailed locations are used to determine precise damage inflicted on an area.

D100	Aim	D10	Base	D10	Detail	BWL
01-04	÷2	1	Head	1-4	Crown	–
05-08				5-7	Face	-1
09-12				8-0	Throat	-2
13-18	÷3	2-3	Upper Arm*	1-4	Shoulder	–
19-24				5-7	Upper Arm	-1
25-30				8-0	Elbow	-2
31-36	÷3	4-5	Lower Arm*	1-4	Fore Arm	-1
37-42				5-7	Wrist	-2
43-48				8-0	Hand	-2
49-54	÷2	6	Torso	1-4	Chest	+1
55-60				5-7	Abdomen	-1
61-64				8-0	Vitals	-2
65-70	÷2	7-8	Upper Leg*	1-4	Hip	–
71-76				5-7	Thigh	-1
77-82				8-0	Knee	-2
83-88	÷3	9-0	Lower Leg*	1-4	Fore Leg	-1
89-94				5-7	Ankle	-2
95-00				8-0	Foot	-2

Aim: Modify the attacker's skill by the Aim modifier before determining additional to hit modifiers if the character declares he is aiming at a base body location. Use the D10 column to the right of the base location to determine the exact area struck.
For arms and legs, roll a different coloured D6 to determine which limb is struck (you may wish to roll the D6 die along with the hit location roll for this). A result of 1-4 is a hit on the opponent's limb side corresponding to the attacking character's handed limb, with a 5-6 result being the off-handed limb.
The possible results are summarised as follows:

Attacker	D6	Opponent
Right	1-4	Left Limb
	5-6	Right Limb
Left	1-4	Right Limb
	5-6	Left Limb

Example: Alonso de Montesquieu is duelling with a young protagonist from the Margové family. Pressing the attack he is successful in striking his opponent in his upper arm. Alonso is left-handed, the Margové right-handed. Alonso's player rolls D6 to determine the side struck, getting a 2, Alonso's handed side. His opponent's corresponding side is the right limb, and he takes a major gash to his lower right forearm.

Note that had Alonso been using a weapon in his right hand (he is ambidextrous) then his opponent's corresponding side would have been the left limb.

Make sure you keep a note of damage accrued on each limb separately. Use the wound modifier from the hit location table above to calculate the exact number of wounds in each detailed location. In all cases, each detailed location can always sustain at least one wound (minimum).

Social Standing and Status

A character's Social Standing affects the professions available to him. Initial monies and skills may also be affected.

Income Modifier Table

D10	Social Standing	Income Modifier
1	Bonded Serf	.25
2	Free (Runaway) Serf	.5
2-4	Yeomanry	1
4-6	Townsman	2
7-9	Guildsman	2.5
0	Minor Nobility	5

Bonded Serfs are indentured to their Lord and allocated land and may only leave with their Lord's permission. Characters from a Bonded Serf background are assumed to have run away. Usually this means fleeing to a nearby town, and very often turning to a life of crime to support oneself. While within the confines of the town the character is legally safe from recrimination from his Lord, and is considered to gain free status after a period of a year. In reality some Lords recruit bounty hunters to capture runaway Serfs for return to their Lord's estates and punishment.

Apprenticeships

Bonded Serf

Bonded Serf Apprentice Profession Table

D20	Profession
1	Religious Vocation (q.v.)
2-10	Agricultural Farmer
11-13	Livestock Farmer
14	Cook
15	Carpenter
16	Kennel Owner
17	Stableman
18	Blacksmith
19	Armourer
20	Servant

Free (Runaway) Serf

Free Serf Apprentice Profession Table

D20	Profession
1-10	Previous Occupation (as per Bonded Serf above), though now a Freeman
11-13	Beggar
14-15	Thief
16-18	Bandit
19-20	Pirate

Yeomanry

Yeomanry Apprentice Profession Table

D20	D20	Profession
1-2		Religious Vocation (q.v.)
3-14		Rural Yeoman
	1-11	Freehold Farmer
	12-13	Freehold Stockman
	14	Freehold Miller
	15-16	Hunter/Fisherman
	17	Cartwright
	18	Carpenter/Stonemason
	19-20	Rural Innkeeper
15-20		Yeoman, in the service of a Lord
	1-2	Cook
	3	Gardener/Groundsman
	4	Blacksmith
	5	Armoursmith
	6	Forester
	7	Stable Worker
	8	Houndsman or Falconer
	9-10	Servant
	11-20	Man-at-Arms

Townsman

Townsman Apprentice Profession Table

D20	Profession
1	Cooper
2	Cartwright
3-4	Innkeeper
5	Brothelkeeper
6-7	Greengrocer
8-9	Blacksmith
10	Peddlar
11	Potter
12	Butcher
13	General Storekeeper
14	Miller
15	Cobbler
16	Miner
17	Baker
18-19	Servant
20	Gravedigger

Guildsman

Guildsman Apprentice Profession Table

D20	D20	D20	Profession
1			Religious Vocation (q.v.)
2-10			Craft & Trade Guilds
	1-3		Builder's Guild
		1-3	Architects
		4-7	Stonemasons
		8-13	Carpenters
		14-20	Bricklayers
	4		Shipman's Guild
	5		Shipwright's Guild
		1-3	Naval Architect
		4-13	Shipwright
		14-16	Sailmaker
		17-20	Ropemaker
	6		Riverboatman's Guild
	7-8		Artist's and Entertainer's Guild
		1-2	Poet
		3-5	Actor/Actress
		6-8	Musician
		9-10	Artist
		11-12	Jongleur
		13-14	Troubadour
		15-16	Dancer
		17-18	Bard
		19-20	Sculptor
	9-10		Merchant's Guild
	11		Cabinetmaker's Guild
		1-5	Cabinetmaker
		6-11	Joiner
		12-20	Millwright
	12		Clothier's Guild
		1-10	Weaver
		11-12	Dyer
		13-16	Tailor
		17-20	Tanner
	13		Glassblower's Guild
	14		Foundryman's Guild
	15-16		Armourer's Guild
	17		Gold and Silversmith's Guild
	18		Perfumer's Guild
	19		Banker's Guild
	20		Messenger and Courier's Guild

D20	D20	D20	Profession
11-20			Professional Guilds
	1-3		Thieves and Beggar's Guild (Secret Society)
		1-10	Thief
		11-20	Beggar
	4		Magus Guild (Secret Society)
	5-6		Guild of Physicians
		1-9	Physician
		10-20	Apothecary
	7		Guild of Lawyers and Barristers
	8-10		Guild of Scholars and Notaries
		1-3	Astrologer
		4-6	Mathematician
		7-10	Scholar
		11-13	Notary
		14-16	Treasurer
		17-20	Interpreter
	11-12		Guild of Military Engineers
	13-20		Guild of Mercenaries

Religious Vocations

There is a small chance that as a youth you were turned in to the welfare of the Church. This may be as the result of being an orphan or merely being an unwanted mouth to feed, and a lucky opportunity allowed the family to place you elsewhere. The latter is more often the case when the child is not the heir to the business of estate.

The Inquisition will hire familiars with prior training to many posts, but is dependent on training their own staff for religious duties that cannot be entrusted to lay members. Many of the recruits for the Inquisition come from the cult of Limpieza de Sangre. Under no circumstances will a hybrid be knowingly entered into religious service.

The other religious groups that persist under the Inquisition's persecution also occasionally seek to train recruits from an early age. Most of the members of the celibate orders rely on loyal extended families to supply the order with new acolytes, some entering service at a very young age. Other orders, like the military orders, operate in a similar way, though these orders often seek seasoned recruits.

Religious Vocation Table

D20	Vocation
1-6	Inquisition
7-20	Hidden Order

Inquisition: The character is given a job based on his apparent stats. A smart character will become an acolyte; a physical character will serve in the Dominican Hounds; those with a noted potential for magic will be secreted off to join the Witch-Hunters.

Hidden Order: Similar to the Inquisition vocation above. If the character enters into a non-military order there is no distinguishing jobs except at the higher levels with all brothers and sisters serving equally and partaking in most of the duties on an even basis.

Cultural Origin

All characters are members of a particular culture. This may affect a number of game features, skills, social status, profession, player interaction, demeanour, etc.

As is the case in the Old World, the dominant race in the New World of Nuevo Espana is man. However, as with Spain itself, the early colonists came from a widely varied cultural background, most of them exiles from their own homelands. The long occupation of the Moors left a great impact upon the culture of Espana as did the many Jews. Many merchants from other parts of Europe and the Mediterranean were also lured to back the venture to the New World.

Within Nuevo Espana are the remnants of civilisations and alien races long forgotten. Some examples of these are the Celtiberians, the Fomorians, the Muslims and the southern Desert Nomads. The actual colonisation of Nuevo Espana over the course of two centuries has given rise to several new cultures, including the Pirate Seafarers and the dreaded Fomor hybrids.

Roll D20 to determine the character's cultural origin or, if the game master allows it, you may choose what culture your character begins play as a member of. Milanesian characters are always Milanesian hybrids. Roll on this table to determine the culture of their Human parentage.

Cultural Origin Table

D20	Cultural Origin
1-2	European (France, Dutch Republic, England, Germany, Ireland, Wales, Scotland)
3-4	Mediterranean (Italy, Greece, Turkey)
5-13	Spanish
14-16	Moor
17-19	Jewish
20	Choose (or roll again)

Skills

All characters possess a number of skills with which they are proficient in the use of. These skills vary amongst different cultures, and some archetypes perform related skills better than others.

Skills are divided into six categories with each skill having a base chance of success derived from a combination of primary stats.

Communication: INT+([WIL+PER]/2)
Knowledge: INT+([WIL+INT]/2)
Manipulation: AGL+([INT+STR]/2)
Melee Proficiency: STR+([AGL+WIL]/2)
Missile Proficiency: AGL+([STR+WIL]/2)
Movement: AGL+([PER+WIL]/2)
Observation: INT+([WIL+PER]/2)

Each skill is described below in more detail:

Acrobatics
[Movement] The ability to perform acrobatic manoeuvres. Characters successfully using this skill when falling from a height can control the fall, and reduce the amount of damage taken.

Acting
[Communication] The ability to appear to be a different personality. It is also used to determine the character's success in enacting dramas and other styles of acting. This skill is limited by the individual forms of acting found in different cultures. Acting is also used to determine the character's success in disguising himself using makeup and/or costume.

Alchemy
[Knowledge] The knowledge of brewing potions and manipulating chemicals. It is from alchemists that the secret of gunpowder originates.

Animal Handling
[Manipulation]

Animal Training
[Communication]

Appraise Goods
[Observation]

Architecture
[Knowledge]

Armour Lore
[Knowledge]

Armour Use
[Movement]

Astrology
[Knowledge] The chance of successfully divining horoscopes or omens using the stars.

Astronomy
[Knowledge] The ability to recognise different stars and constellations. This skill may be used to determine the direction in which the character is moving during night travel, though at half the normal chance.

Bind
[Manipulation]

Carpentry
[Manipulation]

Caving
[Movement]

Chirurgy
[Knowledge]

Climbing
[Movement]

Clothworking
[Manipulation]

Conceal Object
[Manipulation]

Conjury
[Knowledge]

Construction
[Manipulation]

Craft
[Manipulation]

Crystallomancy
[Knowledge]

Culture
[Knowledge](Specify)

Dance
[Movement](Specify)

Demonology
[Knowledge]

Detect Hidden
[Observation]

Direction
[Observation]

Disguise
[Movement]

Divination
[Knowledge]

Dodge Blow
[Movement] The ability to evade or dodge their opponent's melee attacks, or to avoid falling boulders.

Drawing
[Manipulation]

Driving
[Manipulation]

Economics
[Knowledge]

Engineering
[Knowledge]

Etiquette
[Communication]

Exorcism
[Knowledge]

Farming
[Knowledge]

Fast Draw
[Manipulation]

Fence Goods
[Communication]

Firearm Combat
[Missile Proficiency] The base chance of hitting a target with a firearm.

First Aid
[Knowledge]

Fishing
[Manipulation]

Foraging
[Observation]

Forgery
[Manipulation]

Gambling
[Manipulation]

Geography
[Knowledge]

Haggle
[Communication] The chance of success at purchasing or selling an item(s) for an agreed price, negotiated amongst two or more parties.

Heraldry
[Knowledge]

Herbalism
[Knowledge]

History
[Knowledge](Specify)

Human Perception
[Observation]

Hunting
[Observation]

Inquisitional Procedure
[Knowledge]

Interrogation
[Knowledge] The ability to obtain information from prisoners or captives by questioning or torture. Bonuses should be considered if appropriate instruments of torture are used. Penalties should be considered if the person being interrogated has a particularly strong resistance to questioning, perhaps as a result of conditioning from other influences.

Intimidate
[Communication]

Juggling
[Manipulation]

Language
[Knowledge](Specify)

Law
[Knowledge]

Leadership
[Communication]

Leaping
[Movement]

Listen
[Observation]

Map Making
[Knowledge]

Mathematics
[Knowledge]

Melee Combat
[Melee Proficiency] Most anyone can pick up a hand-held weapon and attack someone with it. The basic ability to accurately target objects is inherent in most creatures. As the character gets more skilled, he gains better control.

Modifiers

Attacker's Fatigue Level at Zero	-20%
Opponent's Fatigue Level at Zero	+10%
Attacking from the Flank	+10%
Attacking from the Rear	+20%
Attacking with a Height Advantage (at least +5 feet)	+10%

Metalworking
[Knowledge]

Mineral Lore
[Knowledge]

Mining
[Knowledge]

Missile Combat
[Missile Proficiency] The base D100 chance of hitting a target with a hand-drawn missile weapon. Some missile weapons can be used to parry (haft of bows, stock of crossbows or firearms, etc). Use the character's Melee Combat skill for this. Missile Combat skill governs missile attack chances only.

Modifiers

Attacker's Fatigue Level at Zero	-10%
Point Blank Range	+10%
Short Range	None
Medium Range	÷2
Long Range	÷3

Mountaineering
[Movement]

Move Silently
[Movement]

Musicianship
[Communication](Specify)

Navigation
[Observation] The ability to navigate waterborne vessels. It includes the ability to negotiate difficult hazards and obstacles in fresh or salt water.

Necromancy
[Knowledge]

Oratory
[Communication]

Painting
[Observation]

Persuasion
[Communication]

Philosophy
[Knowledge]

Pick Lock
[Manipulation]

Pick Pocket
[Manipulation]

Plant Lore
[Knowledge]

Poetry
[Communication]

Poison Lore
[Knowledge]

Read/Write
[Knowledge](Specify)

Religious Doctrine
[Knowledge]

Riding
[Movement](Specify) The ability to ride animals at movement rates faster than a walk.

Rowing
[Movement]

Sailing
[Manipulation] The ability to control wind-powered water-bourne vessels.

Seduction
[Communication]

Sing
[Communication]

Shield Use
[Movement]

Sleight of Hand
[Manipulation] The ability to hide palm-sized or smaller objects while being viewed by people. It also determines the character's ability to pilfer small items from people's purses or pockets.

Smithing
[Manipulation]

Sorcery
[Knowledge]

Sow and Harvest
[Knowledge]

Stoneworking
[Manipulation]

Swimming
[Movement] The ability to move when in water. Penalties should be applied if the character is wearing armour or carrying large amounts of equipment or weaponry.

Taste
[Observation]

Thrown Combat
[Melee Proficiency] The base D100 chance of striking a target with a thrown, or similarly propelled, object.

Tracking
[Observation] The ability to track down other creatures by using signs, such as spoor, footprints or broken undergrowth, to ascertain their path. Apply penalties if the trail is old. Apply bonuses if the trail being tracked is from a large party of creatures.

Tutoring
[Communication]

Unarmed Combat
[Movement]

Weapon Lore
[Knowledge]

Weather Prediction
[Observation]

Witchcraft
[Knowledge]

Woodworking
[Manipulation]

Training

Improving Skills

All characters begin play with a number of skills, based on background and career (refer to Archetypes above). Additionally, all characters receive skill points, equivalent to experience points, with which they can purchase new skills or enhance existing skill values. These points can be used freely by the player to customise his character, to a maximum of +20 to any one skill.

All characters begin play with a number of experience points equal to the following:

Skill Points: 5(INT+WIL+PER+PRS)

Experience points gained through adventuring can be used to purchase new skills, outside those provided for by their current archetype.

Each time the requisite number of experience points are spent on a skill, that skill value increases by +1 point.

The number of experience points required to increase an **existing** skill is equal to 10% of the current skill rating. The number of experience points required to purchase a **new** skill is equal to the skill's base rating, determined by the skill category. Additional points can be spent as normal to increase this rating. The minimum number of experience points required to increase a skill is always 1 point.

Example: A player wishes to increase his character's Climb skill rating from its current level of 46%. The number of experience points required is equal to 10% of the current rating, or 5 (4.6 rounded) points. This will increase it by +1 point to a new skill value of 47%.

Each time the required number of experience points are expended the character adds +1 point to the appropriate skill rating, thus increasing his chance of successfully using that skill.

Characters may only increase a number of skills equal to their INT÷5, minimum of 1, between adventures. They may increase each skill by a maximum number of points equal to their WIL÷5, minimum of 1, assuming they have the experience points to do it of course! This requires 1 day of game time per experience point, based on the larger number of experience points spent.

Example: A character spends 15 experience points increasing his Climb skill from 47% to 50% and 6 experience points increasing his Tumble skill from 32% to 34%. He must spend 15 days (the greater number of experience points spent) of game time training those skills.

Increasing skills also costs money. The character must train in order to take advantage of the experience gained through adventuring. The cost of increasing skills is 10 silver escudos per experience point used in skill increase. This can be halved to 5 silver escudos per experience point, effectively self-tutoring, but the time required for training will be doubled as the character will not have access to useful facilities, equipment, etc.

Improving Stats

Primary stats can also be increased through training. The number of experience points required to increase an stat value by +1 is equal to **two times** the new stat value. Costs and time requirements for training are as per skill increases. Characters may only increase one stat between adventures, although this training can be carried out at the same time as skill training, effectively replacing one of the skills that character would normally be training up.

Example

A character is increasing his current Endurance of 16 to a new value of 17. This will cost 34 experience points, 340 silver escudos and will take 34 days of game time. At the end of the period he will have an Endurance of 17, and probably increase his Damage Capacity and Fatigue Level ratings in the bargain.

Archetypes

In addition to social and cultural background, all characters will have served some form of apprenticeship in a profession. These archetypes will provide the character with starting skills and possibly other material benefits.

General Skills

These skills are deemed available to everyone, regardless of social status or profession, as long as the individual chooses to put skill points into them. Some of these skills will also have a sub-skill or speciality listed as being relevant to their profession, e.g unarmed combat (brawling) for soldiers.

All characters start with 10 of the following general skills and bonuses.

General Skills

General Skills Pickup 10 skills at +10 to skill value

Skills

Appraise Goods
Bind
Climbing
Dance
Detect Hidden
Dodge Blow
Forage
Gambling
Heraldry
Human Perception
Intimidate
Leaping
Listen
Persuasion
Predict Weather
Religious Doctrine
Seduction
Swimming
Unarmed Combat

Career Skills

Characters normally serve a full apprenticeship before becoming journeymen in their profession or progressing on to other careers. Use the character's career as a basis for choosing skills for that character.

Character Age by Professional Rank

Rank	Age
Apprentice	2D3+9 years (starting age)
Journeyman	+D6+6 years
Master	+2D6+6 years
Change of Career	+1 year

Skill Value
Adjustments by Professional Rank

The following additions are made to the character's skill values at each professional rank (apprentice, journeyman, master). A character serves only one term in each category, aging appropriately, and increasing his skills as well.

Use the character's starting apprenticeship as his first career, the player then deciding where the character goes from there. All characters begin, and serve their time as apprentices in their new professions. The decision to become a journeyman belongs to the player.

Apprentice
New Skills   Add +25 to skill value
General Skills Pickup 5 skills at +5 to skill value <u>and/or</u>
Add +5 to any 5 existing skill values
Journeyman
New Skills   Add +15 to skill value
Apprentice Skills   Add +5 to skill value, for current professions apprentice skills <u>only</u>
General Skills Pickup 5 skills at +5 to skill value <u>and/or</u>
Add +5 to any 5 existing skill values
Master
New Skills   Add +15 to skill value
Apprentice Skills   Add +5 to skill value, for current professions apprentice skills <u>only</u>
Journeyman Skills   Add +5 to skill value, for current professions journeyman skills <u>only</u>

General Skills Pickup 5 skills at +5 to skill value and/or
Add +5 to any 5 existing skill values
Change of Career is treated as a minimal opportunity package,
which the character has managed to learn over a year.
Change of Career
General Skills Pickup 5 skills at +5 to skill value and/or
Add +5 to any 5 existing skill values

Archetype Descriptions

Actor/Actress
Skills
Apprentice
Acting, Acrobatics, Language, Disguise, Sing, Dance, Geography
Journeyman
Etiquette, History, Human Perception, Oratory, Poetry,
Read/Write, Religious Doctrine, Drive Cart, Sleight, Seduction

Agricultural Farmer
Skills
Apprentice
Bind, Drive Cart, Sow and Harvest, Animal Care/Handling,
Foraging, Weather Prediction
Journeyman
Melee Combat (restricted by social standing, i.e. Pitchfork, Axe, etc)

Alchemist
Skills
Apprentice
Alchemy, Astronomy, Foraging, Geography, Herbalism, Language,
Mathematics, Mineral Lore, Read/Write
Journeyman
Astrology, Drawing, Philosophy, Religious Doctrine, Forbidden
Knowledge

Apothecary
Skills
Apprentice
First Aid, Foraging, Herbalism, Plant Lore, Taste
Journeyman
Alchemy, Astrology, Poison Lore, Human Perception

Arquebusier,
Crossbowman, Archer or Artillerist
Skills
Apprentice
Climbing, Construction, Culture, Detect Hidden, Dodge Blow,
Missile Combat, Firearm Combat, Melee Combat, First Aid,
Foraging,Gambling, Geography, Heraldry, Language, Unarmed
Combat
Journeyman
Fast Draw, Interrogation, Leadership

Architect
Skills
Apprentice
Architecture, Astronomy, Construction, Drawing, Language (Latin),
Mathematics, Read/Write
Journeyman
Astrolgy, Engineering, Etiquette, History, Heraldry, Mineral Lore,
Philosophy, Religious Doctrine

Armourer
Skills
Apprentice
Metalworking, Mineral Lore
Journeyman
Weapon Lore, Firearm Lore, Armour Lore, Drawing, Read/Write,
Weapon Versatility

Artist
Skills
Apprentice
Drawing, Painting, History, Stoneworking

Journeyman
Astrology, Culture, Etiquette, Forgery, Geography, Heraldry,
History, Language, Read/Write, Religious Doctrine, Human
Perception, Seduction

Assassin
Skills
Apprentice
Climbing, Conceal Object, Detect Hidden, Dodge Blow, Firearm
Combat, Melee Combat, Missile Combat, Leaping, Disguise, Move
Silently (Urban), Riding, Unarmed Combat, Poison Lore, Resist
Torture, Streetwise, Swimming
Journeyman
Acting, Acrobatics, Seduction, Acrobatics, Human Perception,
Sleight of Hand, Fast Draw

Assessor
Apprentice
Apppraise Goods, Detect Hidden, Economics, Read/Write,
Mathematics
Journeyman
Conceal Object, Fence, Forgery, Language, Inquisitional Procedure

Astrologer
Skills
Apprentice
Astrology, Astronomy, Drawing, Read/Write, Mathematics
Journeyman
Etiquette, Human Perception, Language, Oratory, Philosophy,
Religious Doctrine

Baker
Skills
Apprentice
Craft (Baking), Taste

Bandit
Skills
Apprentice
Climbing, Detect Hidden, Fence, Missile Combat, First Aid, Melee
Combat, Foraging, Gambling, Hunting, Leaping, Move Silently
(Rural), Shield Use, Drive Cart, Dodge Blow, Intimidate
Journeyman
Riding, Camouflage, Interrogate, Track, Leadership

Barber
Skills
Apprentice
Craft (Barber), Listen
Journeyman
Etiquette, Religious Doctrine or Court Life, Inquisitional Procedure,
Human Perception, Wardrobe and Style

Beggar
Skills
Apprentice
Acting, Conceal Object, Disguise, Dodge Blow, Unarmed Combat,
Melee Combat (Dagger, Club, etc), Persuasion, Fence

Blacksmith
Skills
Apprentice
Blacksmith, Mineral Lore, Picklock

Bricklayer
Skills
Apprentice
Climbing, Construction, Craft: (Brick Laying), Unarmed Combat

Brothelkeeper
Skills
Apprentice
Acting, Conceal Object, Culture, Detect Hidden, Human Perception,
Disguise, Etiquette, Fence Goods, Melee Combat (Dagger),

Gambling, Heraldry, Language, Musicianship, Persuasion, Sleight of Hand, Unarmed Combat, Seduction

Butcher
Skills
Apprentice
Craft (Butcher), Animal Lore

Cabinetmaker
Skills
Apprentice
Craft (Cabinet Making), Construction, Drawing

Carpenter
Skills
Apprentice
Craft (Carpentry), Construction, Climb, Drive

Cartwright
Skills
Apprentice
Craft (Cartwright), Driving

Cavalryman
Skills
Apprentice
Horse Care/Handling, Culture, Dodge Blow, First Aid, Foraging, First Aid, Gambling, Geography, Language, Melee Combat, Missile Combat, Riding, Shield Use, Unarmed Combat
Journeyman
Fast Draw, Firearm Combat, Interrogation, Intimidate, Miltary Tactics, Leadership

Clerk
Skills
Apprentice
Economics, Mathematics, Read/Write
Journeyman
Forgery, Law, Oratory

Cobbler
Skills
Apprentice
Mineral Lore, Mining, Stoneworking

Cook
Skills
Apprentice
Dish Washing, Cook, Herb Lore, Taste

Cooper
Skills
Apprentice
Craft (Cooper)

Dancer
Skills
Apprentice
Dance, Sing, Acrobatics, Culture, Geography, Drive Wagon, Listen
Journeyman
Etiquette, Languages, Musicianship, Seduction, Read/Write

Dominican (Hound of the Lord)
Skills
Magic Skills
Telepathy with Hound, Morph with Hound, Swap Consciousness with Hound, Tracking, Trapping, Human Intuition, Intimidate, Resist Torture
Apprentice
Animal Care/Handling (Hound), Animal Training (Hound), Geography, Hunting, Tracking, Inquisitional Procedure, Leaping, Climbing, Melee Combat (Staff), Move Silently, Religious Doctrine, Read/Write, Intimidate, Human Perception, Culture
Journeyman

Astrology, Forbidden Knowledge, Riding, Leather Working, Detect Hidden, Smell, Listen, Leadership

Dyer
Skills
Apprentice
Craft (Dyeing), Herblore, Clothworking, Foraging (for suitable Plants for Dyes), Plant Lore, Poison Lore

Engineer
Skills
Apprentice
Special Construction/Building, Drawing, Engineering, Mathematics, Mineral Lore, Mining, Read/Write, Stone Working, Wood Working
Journeyman
Religious Doctrine, Astrology, Architecture

Fisherman
Skills
Apprentice
Fishing, Bind, Foraging, Rowing, Sailing, Swimming, Weather Prediction

Forester
Skills
Apprentice
Animal Lore, Astronomy, Climbing, First Aid, Hunting, Leaping, Melee Combat, Missile Combat, Move Silently (Rural), Swimming, Listen, Smell, Detect Hidden, Unarmed Combat
Journeyman
Herb Lore, Mountaineering, Bind

Foundryman
Skills
Apprentice
Craft (Foundrywork), Mineral Lore, Intimidate, Unarmed Combat
Journeyman
Engineering

Gardener or Groundsman
Skills
Apprentice
Gardening, Herbalism, Plant Lore, Weather Prediction

General Storekeeper
Skills
Apprentice
Bargain, Appraise Goods, Persuasion
Journeyman
Read/Write

Glassblower
Skills
Apprentice
Craft (Glasscraft), Crystallomancy

Greengrocer
Skills
Apprentice
Bargain, Herbalism, Plant Lore, Sow and Harvest, Persuasion

Gravedigger
Skills
Apprentice
Appraise Goods, Conceal Object, Detect Hidden, Fence Goods, Intimidate, Melee Combat (Cudgel), Drive Cart, Resist Dease, Unarmed Combat, Gambling

Huntsman
Skills
Apprentice
Animal Lore, Astronomy, Climbing, First Aid, Foraging, Hunting, Melee Combat, Missile Combat, Move Silently (Rural), Swimming, Thrown Combat, Tracking, Unarmed Combat, Detect Hidden, Listen, Smell

Journeyman
Herb Lore, Mountaineering

Infantryman
Skills
Apprentice
Climb, Construction, Dodge Blow, First Aid, Foraging, Gambling, Geography, Culture, Language, Melee Combat, Shield Use, Unarmed Combat, Heraldry, Intimidate
Journeyman
Leadership, Read/Write

Innkeeper
Skills
Apprentice
Culture, Language, Craft (Brewing)
Journeyman
Human Perception, Etiquette, Melee Combat (Cudgel, Etc), Fence

Joiner
Skills
Apprentice
Craft (Joinery), Construction, Drawing, Drive Cart

Jongleur
Skills
Apprentice
Acting, Clothworking, Detect Hidden, Composition, History, Folk Lore, Juggling, Oratory, Sing, Languages, Culture, Musicianship, Religious Doctrine , Geography
Journeyman
Astrology, Gambling, Sleight of Hand, Poetry, Conceal Object, Etiquette, Human Perception, Melee Combat

Kennel Worker
Skills
Apprentice
Bind, Animal Care/Handling (Dogs), Listen, Detect, Track, Animal Training (Dogs)

Lawyer/Barrister
Skills
Apprentice
Etiquette, Read/Write, Human Perception, Persuasion, Oratory, Language (Latin), Law
Journeyman
Inquisitional Procedure, Witchcraft, Intimidate, Philosophy, Language, Acting

Livestock Farmer
Skills
Apprentice
Astronomy, Bind, Swim, Track, Animal Care/Handling, Weather Prediction, Foraging

Lore Keeper (Calificadore or Censor)
Skills
Apprentice
Astrology, Drawing, Geography, Craft (Book-Keeping), History, Languages, Painting, Read/Write, Religious Doctrine, Mathematics, Philosophy, Law, Map Making, Inquisitional Procedure
Journeyman
Religious Obscure, Forbidden Knowledge, Oratory

Mathematician
Skills
Apprentice
Astrology, Drawing, Languages, Mathematics, Philosophy
Journeyman
Alchemy, Forbidden Knowledge

Merchant
Skills
Apprentice
Appraise Goods, Culture, Conceal Objects, Geography, Drive Cart <u>or</u> Ride, Economics, Heraldry, Language, Mathematics, Persuasion
Journeyman
Detect Hidden, Human Perception, Gambling, Read/Write, Melee Combat, Missile Combat, Forgery, Map Making, Law

Messenger
Skills
Apprentice
Animal Care/Handling, Astronomy, Conceal Object, First Aid, Geography, Languages, Melee Combat, Riding, Unarmed Combat, Culture
Journeyman
Rowing, Sailing, Read/Write, Etiquette, Map Making, Disguise

Miller
Skills
Apprentice
Craft (Waterwheel/Windmill), Economics, Persuasion, Unarmed Combat, Swim, Mathematics

Millwright
Skills
Apprentice
Craft (Milllwright), Climbing, Bind, Carpentry, Construction, Drawing, Driving, Engineering

Miner
Skills
Apprentice
Caving, Climbing, Binding, Detect Hidden, Direction, Gambling, Mineral Lore, Mining, Foraging, Mountaineering, Unarmed Combat

Minstrel
Skills
Apprentice
Acting, Astrology, Culture, Etiquette, Foraging, Gambling, Geography, Heraldry, History, Human Perception, Languages, Listen, Musicianship, Oratory, Persuasion, Poetry, Read/Write, Religious Doctrine, Riding, Seduction, Sing, Dance

Naval Architect
Skills
Apprentice
Astronomy, Astrology, Culture, Drawing, Language (Latin), Mathematics, Read/Write, Shipwright

Notary (Trial Recorder, Sequestrian <u>or</u> Personal Secretary)
Skills
Apprentice
Etiquette, Read/Write, Mathematics, Geography, Heraldry, Language, Law, Court Life, Religious Doctrine
Journeyman
Inquisitional Procedure, Persuasion, Philosophy, Forgery, Intimidate

Pedlar
Skills
Apprentice
Appraise Goods, Astronomy, Culture, Languages, Geography, Conceal Object, Animal Care/Handling (40% chance), First Aid, Herbalism, History, Craft (Tinkering), Persuasion, Weather Prediction, Drive Cart (if possesses Animal Care/Handling)
Journeyman
Human Perception, Gambling, Sleight of Hand, Riding, Map Making, Fence Goods

Physician
Skills
Apprentice
Astrology, First Aid, Chirurgy, Herbalism, Human Perception, Poison Lore, Religious Doctrine
Journeyman

Etiquette, Read/Write

Pirate
Skills
Apprentice
Same as Sailor including... Fence Goods, Appraise Goods, Interrogation
Journeyman
Same as Sailor...

Poet
Skills
Apprentice
Astrology, Climbing, Culture, Etiquette, Gambling, Geography, Heraldry, History, Languages, Oratory, Human Perception, Persuasion, Musicianship, Philosophy, Poetry, Read/Write, Religious Doctrine, Tutoring, Seduction, Dance, Sing

Porter
Skills
Apprentice
Economics, Culture, Detect Hidden, Conceal Object, Etiquette, Forgery, Persuasion, Sleight of Hand, Heraldry

Potter
Skills
Apprentice
Craft (Pottery), History, Drawing, Religious Doctrine, Heraldry

Ropemaker
Skills
Apprentice
Bind, Climbing, Gambling, Culture, Language, Rowing, Sailing, Swimming, Unarmed Combat, Geography, Melee Combat

Sailmaker
Skills
Apprentice
Climbing, Bind, Craft (Sailmaking), Gambling, Geography, Culture, Swimming, Unarmed Combat, Melee Combat, Language, Geography, Climbing, Gambling

Sailor
Skills
Apprentice
Astronomy, Weathert Prediction, Cloth Working, Gambling, Culture, Geography, Language, Bind, Climbing, Melee, Rowing, Unarmed Combat, Sailing, Swimming
Journeyman
Intimidate, Leadership, Navigation, Map Making, First Aid

Servant
Skills
Apprentice
Appraise Goods, Etiquette, Heraldry, Craft (Sewing/Stitchwork), Language, Culture, Court Life, Unarmed Combat
Journeyman
Disguise, Forgery, Persuasion, Read/Write, Melee Combat

Scholar
Skills
Apprentice
General Knowledge, History, Philsophy, Read/Write, Culture, Astrology, Languages, Religious Doctrine, Mathematics, Geography
Journeyman
Forbidden Knowledge, Oratory, Knowledge (Specialised), Law

Scout
Skills
Apprentice
Armour Use, Astronomy, Climbing, Conceal Object, Detect Hidden, Listen, Dodge Blow, Fast Draw, First Aid, Foraging, Gambling, Geography, Heraldry, Hunting, Interrogation, Languages, Culture, Map Making, Melee Combat, Missile Combat, Mountaineering, Move Silently (Rural), Weather Prediction, Riding, Swimming, Thrown Combat, Tracking, Unarmed Combat, Leadership

Spy
Skills
Apprentice
Acting, Armour Use, Climbing, Conceal Object, Culture, Detect Hidden, Disguise, Economics, Etiquette, Fast Draw, Forgery, Gambling, Firearm Combat, Geography, Heraldry, History, Interrogation, Languages, Leaping, Map Making, Melee Combat, Missile Combat, Move Silently, Persuasion, Pick Lock, Read/Write, Riding, Rowing, Sailing, Swimming, Tracking, Unarmed Combat, Court Life

Stableman
Skills
Apprentice
Ride, Animal Training (Horse), Animal Care/Handling (Horse)

Stonemason
Skills
Apprentice
Climbing, Craft (Masonry), Construction, Mineral Lore, Drawing
Journeyman
Read/Write, Religious Doctrine, History, Heraldry, Language (Latin), Mathematics

Tailor
Skills
Apprentice
Craft (Clothworking), Craft (Sewing/Stitchwork), Drawing, Etiquette, Heraldry
Journeyman
Read/Write

Tanner
Skills
Apprentice
Craft (Leatherworking), Heraldry, Drawing

Thief
Skills
Apprentice
Appraise Goods, Fence, Climbing, Pick Lock, Pick Pocket, Detect Hidden, Listen, Gambling, Language (Street Speak), Melee Combat, Move Silently (Urban), Sleight of Hand, Unarmed Combat
Journeyman
Disarm Traps, Thrown Combat (Grapple), Disguise, Acrobatics

Torturer/Executioner
Skills
Apprentice
First Aid, Gambling, Interrogation, Inquisitional Procedure, Language, Torture, Melee Combat, Unarmed Combat

Treasurer
Skills
Apprentice
Conceal Object, Economics, Etiquette,Language, Mathematics, Read/Write
Journeyman
Forgery

Weaver
Skills
Apprentice
Craft (Weaving), Craft (Clothworking), Drawing, Heraldry, History, Sewing, Stitchwork

Game Mechanics

Money and Finance
There are many different types of coinage, normally based around the prevalent precious medium of the particular society. Usually

coins are minted from copper, silver or gold, however barter is also widely accepted as a legitimate form of exchange.

Standard types of coinage and their equivalents in higher value are:

Coin Value Table

Coin	Metal	Value	Weight
Mara	Copper	10 maras = 1 escudo	½oz
Duro	Copper	5 duros = 1 escudo	1oz
Escudo	Silver	10 escudos = 1 ducat	½oz
Ducat	Gold	5 ducats = 1 doubloon	½oz
Doubloon	Gold		1oz

16 ounces equals 1 pound. Don't worry too much about coin weights though, unless the characters are habitually carrying around sizeable quantities of currency.

All characters start play with a small amount of money, saved or inherited during their adolescence. This may be spent immediately on additional weapons or equipment, or retained to use during game play. Determine the character's starting funds as follows:

Starting Money
2D10 x 10 x Income Modifier, in silver escudos

The Income Modifier is determined by the character's Social Standing. The basic unit of exchange, as noted earlier, is the silver escudo.

Example: A player rolls 9 on 2D10, times 10 equals 90, times his Income Modifier of 2.0 (for Social Standing), he starts with 180 silver escudos.

The money provided here is meant to supplement the starting equipment received by each character. It will never be enough to purchase what the players would ideally like their characters to be equipped with. They will have to earn this through game play.

Starting Equipment

A character is not going to have to begun play with absolutely nothing. All characters will have personal items of some form and also items found, bought or otherwise acquired before embarking upon their game career. The character's profession also determines what equipment he possesses.

Characters begin play with the following basic equipment in addition to their own personal effects.

Starting Equipment
Backpack; canvas
Clothing; warm; dry
Firestarter
Provisions; preserved; 1 day
Pots; iron; 2
Sack; canvas
Torches; pitch; 2
Waterbottle; earthenware

Equipment and Armoury

Terminology

Some terms and abbreviations arising in the equipment charts require explanation. For the most part they are simple enough to understand. Any problems should be adjudicated by the game master.

Item: The type of item. These often fall into different categories.

Location: The detailed hit locations protected by the armour.

Material: Possible material types for the armour.

Cost: The average retail cost of the item in silver escudos. This is a base price and should be adjusted for such factors as inflation or scarcity in the region where the character is currently adventuring. These adjustments should not be applied to characters making their initial equipment purchases before beginning play. The following table can be used to adjust base equipment prices.

D6	Adjust
1	−20%
2	−10%
3-4	None
5	+10%
6	+20%

Characters trying to sell items will usually get no more than 50% of its retail value, modified by a roll on the table above.

Wgt: The weight of the item in pounds, for encumbrance purposes.

Description: A brief description of some of the capabilities of the item as they apply to everyday use.

Armour

Armour is important if characters are to survive melee encounters in the Inquisitor world. In most cases it is the only protection that a character will receive against the impact of an opponent's blade or the fangs of an enraged creature.

Where the character may be wearing more than one class of armour, the highest class is used for determining damage inflicted. Add the absorption class modifiers of the other armour worn to calculate the final armour factor. Use the final calculated value as the armour class of the armour. Armour is normally purchased in pieces, each part covering a specific or several locations, and combining to make a suit of armour.

Typical armour materials and absorption capabilities are as follows.

Armour Material/Class Table

Material	Class	Mod.
Bezaint	5	–
Brigandine	8	–
Chain Mail	8	+1
Cuirboilli	4	–
Hard Leather	3	+1
Heavy Cloth	1	+1
Lamellar	7	–
Plate	9	+1
Ring Mail	6	–
Scale	7	–
Soft Leather	2	+1
Splint	7	–

Armour Class/Absorption Table

Class	Absorb	Class	Absorb
1	D3-1	11	2D6+D3
2	D3	12	3D6-1
3	D3+1	13	3D6
4	D6-1	14	3D6+1
5	D6	15	3D6+D3
6	D6+1	16	4D6-1
7	D6+D3	17	4D6
8	2D6-1	18	4D6+1
9	2D6	19	4D6+D3
10	2D6+1	20	5D6-1

Comprehensive Armour Table

Armour	Material	Location**	Class	Absorb	Cost	Wgt
Aqueton	Heavy Cloth	13-18,49-60	1	D3-1		
Armet B V	Plate	01-04	9	2D6	200	
Aventail	Soft Leather	(09-12)	2	D3		
	Chain Mail	(09-12)	8	2D6-1		
Backplate	Plate	(49-64)	9	2D6	150	
Bascinet V	Plate	01-04,(05-08)	9	2D6		
Bevor	Plate	09-12	9	2D6		
Boots, dress	Soft Leather	83-00	2	D3	10	
Boots, high	Hard Leather	71-00	3	D3+1	15	
Boots, low	Hard Leather	83-00	3	D3+1	8	
Bracers	Hard Leather	37-42	3	D3+1		
	Plate	37-42	9	2D6		
Brassards	Plate	[19-36]	9	2D6	50	
Breastplate	Plate	[49-64]	9	2D6	250	
Byrnie	Ring Mail	13-18,49-70	6	D6+1	100	
Cap	Hard Leather	01-04	3	D3+1		
	Plate	01-04	9	2D6		
Chausses	Chain Mail	65-94	8	2D6-1	100	
Coat	Soft Leather	13-24,49-82	2	D3		
Coif	Chain Mail	01-04,(05-08),09-18	8	2D6-1	100	
Corselet	Ring Mail	13-18,49-82	6	D6+1		
Coute	Plate	25-30	9	2D6		
Cuirass	Plate	49-64	9	2D6	300	
Cuisse	Plate	[65-76]	9	2D6	50	
Gambeson	Heavy Cloth	13-24,49-70	1	D3-1	5	
Gauntlets	Hard Leather	37-48	3	D3+1	40	
	Plate	37-48	9	2D6	100	
Gloves	Soft Leather	43-48	2	D3	3	
Gorget	Plate	09-18	9	2D6	100	
Greaves	Hard Leather	[77-94]	3	D3+1	50	
	Plate	[77-94]	9	2D6	100	
Gusset	Chain Mail	(13-18),(25-30),(77-82)	8	2D6-1		
Hauberk	Chain Mail	13-24,49-70	8	2D6-1	200	
	Ring Mail	13-24,49-70	6	D6+1	125	
	Scale	13-24,49-70	7	D6+D3	150	
Jack	Hard Leather	13-18,49-64	3	D3+1		
Jupon	Hard Leather	49-60	3	D3+1		
Kettle Helm	Plate	01-04	9	2D6	25	
Leggings	Soft Leather	61-94	2	D3	10	
Masque	Hard Leather	[05-08]	3	D3+1	5	
	Plate	[05-08]	9	2D6	50	
Noseguard	Plate	[05-08]	9	2D6	5	
Open Helm	Plate	01-04,(05-08)	9	2D6	50	
Pauldrons	Plate	13-18	9	2D6		

Armour	Material	Location**	Class	Absorb	Cost	Wgt
Poleynes	Plate	[77-82]	9	2D6		
Rerebraces	Hard Leather	(25-36)	3	D3+1		
Rondelles	Plate	(19-24)	9	2D6	30	
Salet [V]	Plate	01-04,(05-12)	9	2D6	75	
Shoes	Soft Leather	89-00	2	D3	5	
Skirt	Hard Leather	[65-76]	3	D3+1		
	Chain Mail	[65-76]	8	2D6-1		
Sollerets	Plate	89-00	9	2D6	100	
Taces	Plate	65-76	9	2D6	150	
Tassets	Plate	[65-76]	9	2D6	50	
Vambraces	Hard Leather	[25-36]	3	D3+1	50	
	Plate	[25-36]	9	2D6	100	
Vest	Soft Leather	13-18,49-64	2	D3		
Visor	Plate	[05-08]	9	2D6	10	

** [ ] Indicates protection from frontal attacks only; ( ) indicates protection from rear attacks only.

Melee Weapons

Melee Weapons Class/Damage Table

Class	Absorb	Class	Absorb
1	D3-1	11	2D6+D3
2	D3	12	3D6-1
3	D3+1	13	3D6
4	D6-1	14	3D6+1
5	D6	15	3D6+D3
6	D6+1	16	4D6-1
7	D6+D3	17	4D6
8	2D6-1	18	4D6+1
9	2D6	19	4D6+D3
10	2D6+1	20	5D6-1

The following melee weapons are available for purchase and use.

Comprehensive Melee Weapons Table

Weapon	Class	Damage	Absorb	REA	PRI	Cost	Wgt
Bastard Sword	10	2D6+1	D6+1	-1	2	50	
Battle Axe	9	2D6	D6-1	-1	3	15	
Broadsword	8	2D6-1	D6	-1	2	33	
Club	5	D6	D3	-1	3	1	
Dagger	4	D6-1	D3+1	-2	4	9	
Fist	1	D3-1	Armour	-2	4	-	
Great Axe [2]	12	3D6-1	D6	–	1	20	
Great Hammer [2]	12	3D6-1	D6	–	1	7	
Great Sword [2]	13	3D6	D6+1	–	1	50	
Halberd [2]	14	3D6+1	D6	–	1	18	
Hatchet	5	D6	D3+1	-1	3	5	
Head Butt	2	D3	Armour	-2	4	-	
Heavy Flail [2]	11	2D6+D3	D6	–	1	19	
Heavy Mace	9	2D6	D6	-1	1	18	
Javelin	6	D6+1	D6-1	-1	2	6	
Kick	4	D6-1	Armour	-2	4	-	
Knife	3	D3+1	D3	-2	4	4	
Lance	11	2D6+D3	D6	–	1	14	
Light Flail	9	2D6	D6-1	-1	1	15	
Light Mace	7	D6+D3	D3+1	-1	2	14	
Long Spear [2]	10	2D6+1	D6	–	1	9	
Main Gauche	4	D6-1	D6	-2	4	11	
Pike [2]	12	3D6-1	D6	–	1	15	
Pole Axe [2]	14	3D6+1	D6	–	1	15	
Quarterstaff [2]	6	D6+1	D6-1	–	3	2	
Rapier	6	D6+1	D6-1	–	3	40	
Scimitar	7	D6+D3	D6	-1	2	42	
Short Spear	8	2D6-1	D6	-1	1	7	
Shortsword	6	D6+1	D6	-1	3	20	
War Hammer	7	D6+D3	D6-1	-1	3	14	
War Scythe [2]	10	2D6+1	D6-1	–	1	10	

Missile Weapons

Missile Weapons Class/Damage Table

Class	Absorb	Class	Absorb
1	D3-1	11	2D6+D3
2	D3	12	3D6-1
3	D3+1	13	3D6
4	D6-1	14	3D6+1
5	D6	15	3D6+D3
6	D6+1	16	4D6-1
7	D6+D3	17	4D6
8	2D6-1	18	4D6+1
9	2D6	19	4D6+D3
10	2D6+1	20	5D6-1

The following missile weapons are available for purchase and use.

Comprehensive Missile Weapons Table

Weapon	Class	Damage	Absorb	Range	Load	Cost	Wgt
Blowpipe	2	D3	D3	2–4–6	1	5	
Dart	4	D6-1	D3	3–6–9	1	1	
Flintlock Pistol	10	2D6+1	D3+1	25–50–100	15		
Flintlock Rifle ²	15	3D6+D3	D6	50–100–200	15		
Hand Cannon ²	19	4D6+D3	D6+1	10–20–40	60		
Hand Crossbow	5	D6	D3	25–75–150	2	10	
Heavy Crossbow ²	12	3D6-1	D6	50–200–300	8	25	
Javelin	6	D6+1	D6-1	15–40–100	1	6	
Knife	2	D3	D3	5–10–15	1	4	
Light Crossbow ²	7	D6+D3	D3+1	50/125/200	4	15	
Long Composite Bow ²	10	2D6+1	D3+1	40/100/220	1	55	
Long Self Bow ²	9	2D6	D3+1	40/100/220	1	30	
Matchlock Pistol	9	2D6	D3+1	20–40–80	18		
Matchlock Rifle ²	14	3D6+1	D6	40/80/160	18		
Medium Crossbow ²	9	2D6	D6-1	50/175/275	6	20	
Short Composite Bow ²	7	D6+D3	D3	25–80–120	1	25	
Short Self Bow ²	6	D6+1	D3	25–80–120	1	10	
Sling	6	D6+1	D3-1	15–40–100	1	1	
Staff Sling ²	8	2D6-1	D6	25–75–150	2	3	
Throwing Axe	4	D6-1	D3+1	15–25–40	1	11	
Throwing Dagger	4	D6-1	D3+1	10–20–30	1	9	
Whip	2	D3	D3+1	2–3–4	–	4	

General Equipment

Clothing	Cost	Wgt
Belt	1	
Boots, high, hard	15	
Boots, high, soft	10	
Shoes, fine	10	
Boots, low, hard	8	
Boots, low, soft	5	
Shoes	5	
Cap	2	
Cloak	8	
Girdle, broad	8	
Girdle, normal	5	
Hat	3	
Robe	5	
Cape	3	
Cloth, cotton, bolt	2	
Cloth, linen, bolt	2	
Cloth, wool, bolt	3	
Dress	8	
Gloves, cloth	5d	
Gloves, leather	3	
Needle, sewing	1d	
Scissors	1	
Shirt	3	
Blouse	3	
Thread, spool	2d	
Trousers	3	
Skirt	3	

Combat

Combat Actions

As discussed earlier, all characters can carry out two types of actions:

Primary   **Full** base chance of success
Secondary   **Half** base chance of success

Any character carrying out any action as a secondary action halves his ability or skill base scores, not the scores required to successfully carry out other actions as the result of the successful use of that skill, for example, damage rolls, system recovery checks, etc.

All actions are expended in order, with the exception of weapon and shield parries, modifying the character's base chance of success accordingly for primary and secondary actions. Some activities require the expenditure of more than one action. The character may use both a primary and secondary action in this case, but the base chance of success is always calculated using the secondary action, if one has been used.

Attacking an Opponent

Weapon Attacks

The character's weapon skill is the score required, or less, to be rolled on D100 when attacking or parrying with a weapon. This score may be further modified by various positional or range modifiers.

A D100 roll of 01 will always be successful, regardless of the modified chance, with a corresponding roll of 00 (100) always being a failure, with a possible chance of a fumble or broken weapon.

Melee Attack Modifiers

Miscellaneous
Attacker's Fatigue Level at Zero   -20%
Opponent's Fatigue Level at Zero   +10%
Position
Attacking from the Flank   +10%
Attacking from the Rear   +20%
Attacking with a Height Advantage (at least +5 feet)   +10%

Missile Attack Modifiers

Miscellaneous

Attacker's Fatigue Level at Zero   -10%

Range

Point Blank   +10%
Short   None
Medium   ÷2
Long   ÷3

Knockback

When a hit is scored on an opponent, whether any damage is inflicted or not, the opponent is knocked back one yard unless he rolls less than 3(Agility) on D100.

Tossing Opponents

Some attacks are capable of physically lifting the defender up and tossing them some distance away. Attacks forms capable of doing this include:

Large Horns or Tails
Huge Claws, Horns or Tails

Any defender struck by one of these attack forms, regardless of whether he took damage or not, must make a D100 2(Endurance)+Strength check or be tossed D6 yards in a direction directly away from the attacker.

There is a chance of being stunned from the toss - the character must make a System Recovery roll to avoid this. Halve the character's base System Recovery score for this roll if he struck an interposing object, such as a wall or tree. Subtract twice the distance tossed in yards from the base chance of success in any case.

Defending Oneself

Weapon Parries

Melee, and some missile and thrown, weapons can be used to parry an opponent's blow, in a similar manner to shield use. The biggest disadvantage of weapon parries is that they use up actions. These are expended in two ways - by using the last action available in the round, usually a secondary, to parry, or by using the next action, particularly if it is a primary action, to parry.

Shield Parries

A shield's main use is to either block or deflect an opponent's blows, and therefore they are normally used for parrying, although some larger shields can also be used to smash an opponent. Using a shield precludes the use of two-handed weapons. The shield is normally used in the off-hands, and is therefore to be trained as such. Characters must train their Shield Use skill in their primary hand to use it on that flank.

Shields normally block attacks from certain positions as follows:

Small   Off-Hand Front Flank or Direct Front
Medium   Off-Hand Front Flank and Direct Front
Large   Off-Hand Front Flank and Direct Front

Attacks from the rear flank or direct rear negate shield use unless the defender can later turn to face that direction.

Shields allow one or more *free* parry actions, with the base chance of success determined by the character's next available action type, primary or secondary (although that action is not used up). Modify the base chance by -10% for each additional parry above the first during that same combat round. In any case, the character can only attempt a number of shield parries equal to the following, and no more than one attempt per action in any case.

Small   1 Parry attempt
Medium   2 Parry attempts
Large   3 Parry attempts

A successful shield parry against an opponent's attack deflects the blow. If the attacker's blow would have struck, calculate damage against the parrying shield as normal, thus eventually wearing down the shield. The declaration to "shield parry" must be stated before the attacker's dice are rolled.