

JAGS FANTASY

These rules address a common genre of fantasy roleplaying: Heroic Fantasy. These rules contain some general notes on how best to plan and participate in a fantasy game and a list of rules and archetypes you may want to use.

Starting Characters

When beginning a Fantasy game the GM must decide what types of characters he wants. There are two considerations: the experience level of the characters (are they raw beginners or veteran adventurers?) and the 'fantasy level' of the campaign. The Fantasy Pool is used to buy special Archetypical abilities, racial packages, etc. It is *not* used to buy Magic (that comes from the normal character point pool). Weird Stuff (from the basic book) may also be purchased with the Fantasy Point pool.

*Turn a corner—see a troll!
Wanna hit? Make your roll.
High you lose, low you win—
If you miss, roll again.
--I got the roleplaying blues.*

*Got some 'sperience, now I'm
Level 2!
We fought some deer—I killed a
few.
--I got the roleplaying blues.*

*The Roleplaying Blues (as written
and sung by David T. and John P. to
their eternal mortification).*

Fantasy Point Levels

Here are some point levels for fantasy games that we've found work pretty well.

Basic Points	Notes
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30	Raw beginners
50	Characters are inexperienced but competent
75	Experienced fantasy adventurers
100	Heroes
150	Greater heroes

Fantasy Point Pool	Notes
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4	Few fantasy races, some <i>minor</i> unusual traits.
8	Characters may play basic fantasy races, have a minor magic item to start with, etc.
12-16	Powerful fantasy races are possible. Characters will start to be defined by their unusual traits
24	Really powerful fantasy races are possible. It's possible no one will want to play a normal human.

Starting Out

This book contains rules for races and special abilities (special combat training, secrets of killing silently or using poison, and other such unique talents) but it begins with some things you can use to get easily started: a price list and some notes on how a 'typical' fantasy world might work.

NOTE: In some games (literary) the goal is to accomplish some great quest or otherwise make a significant difference for your characters or the world. In many games (popcorn) the goal is simply explore, have wild adventures, and profit by them. In still others, the goal may be the pure character advancement (beer and pretzel). All of these are fun and there is no 'right' one. We've tried to accommodate as many as possible here.

The Price List

Believe it or not, the Price List is one of the most important defining aspects of a fantasy world. How much does it cost for plate mail (the ultimate defense)? How much is healing? Is character resurrection available? When do we know we've gotten enough of a haul to be 'rich?' Can we purchase magic items? How about major-league magical weapons and armor? A Price List answers all these questions. While that list may vary from game to game, it's important for the GM to put some thought into it. How fast do a character's cash reserves dry up? When do they have to line up that next adventure? In literary campaigns there may be no concept of the Price List (the character's have enough money or whatever to go on the quest).

The most important part of the list will be weapons and armor. Beginning adventurers will start out wearing light armor and carrying basic weapons. As the game progresses (for popcorn and beer and pretzel games, at least) they'll get better gear (and magic).

Currency

You can use whatever conversion or term for money you want, but the basic unit of money in JAGS Fantasy is the *copper crown*. The lowest denominations are 10-pennies (.1c), quarter-pennies (.25c) and half-pennies (.5c). Then there are 1c and 5c Copper Crowns. Then come Silver Crowns in 10c, 25c, and 50c amounts. Finally, there are Gold Crowns in 100c, 200c, and 500c amounts. This is a simple way of handling money.

Starting Wealth

If the purpose of the game is to acquire wealth, then it doesn't make sense to allow characters to start out rich. Similarly, for an autonomously wealthy person, adventuring gear doesn't cost much (well, armor and a good sword do, but rations, camping gear, and maybe even a donkey aren't bank busting). For campaigns where the acquisition of wealth is a primary goal, these are the rules you should use:

Character Description	Starting Wealth
30pt newbie adventurers	25c
50pt adventurers	45c
75pt expert adventurers	75c
100+pt veteran adventurers	150c

Wealth Enhancement

For the reasons stated above, you may not want to *allow* wealth since it could unbalance the game's motivations. However, you can use these rules to allow a 'starting wealth' (note if the character is to have an independent income that he does nothing for it may make treasure hunting less interesting).

Wealth Level	Starting Wealth	Monthly Income
2pts	400c	20c / mo
4pts	800c	40c / mo
8pts	1600c	80c / mo
16pts	3200c	160c / mo

Starting Gear (Quick Start)

The simplest way for this to work is for the GM to just make the characters buy all their gear to start with. This makes it easy, fair, and clears everything up. A faster way to do this, though is the "quick start" rule:

1. Everyone has 1-die x 10 Copper Crowns to buy gear with.
2. You have one weapon for every weapon skill at L2 or better (Warlords have 4 weapons).
3. If you have riding at L2 12- or better you have a horse.
4. Everyone starts with 2/4 light leather armor.

Weapons and Armor

It's very important to wear protection! In fantasy games this means wearing armor. Here is a list of armor types and below is the rules for how characters may start with and purchase them.

Armor	Cost	Defense	STR	Stealth
Light Leather	10c	2 / 4	9	-0
Heavy Leather	30c	3 / 6	10	-1
Mixed Armor	40c	4 / 8	11	-3
Chain Mail	80c	3 / 10	12	-4
Padded Chain	250c	5 / 10	12	-4
Plate Mail	500c	6 / 12	13	-6
Fine Plate	N/A	6 / 14	13	-6
Heavy Plate	N/A	7 / 14	15	-8

Partial Armor	Armor	Coverage	Cost
Breast Plate	5/10	4	100c
Iron Helm	5/10	1	75c

Shields	Negative to be hit	Combat Negative	STR Min	Cost
Small Shield	-1	-0	9	5c
Medium Shield	-2	-0	10	10c
Large Shield	-3	-1	12	20c
Huge Shield	-4	-2	13	30c

Mass Modifier

Larger characters pay more for armor. For each point of Mass above 3, add +50% to the armor cost. Therefore a 4 Mass (18+BLD) character would pay 750c for a suit of plate mail.

Weapons

Weapon	Damage	STR Min	Swing	Back Swing	Reach	Cost	Notes
Small Knife	+1 PEN	None	+0	+0	Short	1c	
Medium Knife	+2 PEN	None	+0	+0	Short	2c	
Large Knife	+3 PEN	None	+0	+0	Short	3c	
Short Sword	+4 PEN	9	+0	+1	Short	5c	
Broad Sword	+6 PEN	11	+1	+2	Medium	10c	
Long Sword	+6 PEN	11	+2	+3	Long	12c	
2-Hand Sword	+8 PEN	12	+3	+4	Long	25c	
Axe	+5 PEN	10	+1	+2	Medium	2c	
Battle Axe	+8 PEN	11	+2	+4	Medium	8c	
Huge Axe	+10 PEN	14	+3	+5	Medium	20c	
Spear	+5 PEN	10	+1	+3	Long	10c	
Pole Arm	+9 PEN	12	+2	+5	V-Long	20c	
Club (baton)	+4 impact	10	+1	+2	Medium	2c	
Heavy Club	+7 impact	11	+1	+3	Medium	4c	
Staff	+5 impact	10	+0	+0	Long	8c	Must have staff skill
Hammer/Mace	+9 impact	12	+2	+4	Medium	6c	
Great Hammer	+12 impact	14	+3	+4	Medium	18c	+1 Large Wpn bonus
Morning Star	+8 impact	11	+3	+3	Medium	10c	-3 block negative
Flail	+10 impact	12	+2	+4	Long	15c	-1 block negative

Bows

Bows have a damage (per arrow) and a Pull (STR necessary to use them). Bows have a -1 / 25y range.

Bow	Damage	Pull (STR)	Bow Cost	Arrow Cost
Medieval Crossbow	11	14	25c	1 bolt for 1c
Short Bow (35 lb pull)	7	10	9c	2 arrows 1c
Long Bow (45 lb pull)	9	12	20c	2 arrows 1c
Long Bow (75 lb pull)	11	14	30c	2 arrows 1c
Elvin Long Bow (35)	10	10	2500c	2 arrows 1c

Accessories

Bow users will usually want quivers of arrows, belts to sling the bow, extra strings, etc.

Item	Cost	Notes
Quiver (basic)	4c	Holds 8 arrows securely
Quiver(large)	16c	16 arrows. Ivory and leather work.
Bow Strap	2c	Nice leather strap
Extra Strings	4c	Replace one per week of shooting.

Weapon Accessories Other Items

These items apply to all weapons.

Item	Cost	Notes
Fine Scabbard	12c	Ivory and velvet.
Fine pommel/Blade work	20c	Finely worked sword pommel or engraved blade.
Dragon Bone Bow	900c	Adds +1 to the user's effective STR. Very impressive.
Fine weapon belt	18c	Very fine leather belt for slinging a weapon.
Cleaning kit	8c	Prevents rust, keeps edges (oil, special cloth, etc.)
Gem Stone Inlay	90c	Work in character's birthstone or other signature piece.

Adventuring Gear

Essentially, most fantasy adventuring parties are prospectors. They set out with shovels, lanterns, picks, rope, saddle bags, provisions, etc. and they come back (they hope) with a lot of treasure. Here is a list of goods. Note that some items have upkeep costs (weekly) or per-use cost.

Note: I had a really hard time coming up with weights for a lot of this. Most supply places don't list weight for modern goods and it's hard to know what the conversion factor is for medieval gear. I've tried to be general.

Item	Cost	Weight	Notes
Small Tent(1)	2c	6 lbs	Pup-tent with rope and stakes
Medium Tent (3)	4c	9 lbs	3 person tent
Large Tent	12c	15 lbs	5 person tent
Sleeping roll (cheap)	2c	4 lbs	No mat (a blanket and thin pad)
Sleeping roll (average)	4c	8 lbs	Mat, thick roll, inner sheet
Sleeping roll (luxury)	9c	13 lbs	Thick roll, mat, inner sheet, pillow
Tinder box	4c	1 lb	1c per 7 uses
Torches	2c / 3	1 lb	Lasts 20 min
Lantern	10c	1 lb	2c for 40 min of oil
Rain gear (poncho)	5c	1 lb	
Traveler's Cloak	2c	1 lb	
Cold weather gear	4c	3 lbs	Fur lined hood, long-johns, jacket
Walking Staff	8c	2 lbs	Great to have around (walking, prodding monsters, etc.)
Outdoors supplies	5c	5 lbs	Hygiene for 1 person for 1 week.
Basic mining gear	30c	25 lbs	1 Pick, 2 shovels, small hammer spikes
Rope (30')	10c	4 lbs	
Rappelling Gear	20c	3 lbs	Harness, hooks (lower or raise non-climbers)
Cooking gear	5c	8 lbs	Pots, plates, grill-top, etc.
First Aid Kit	5c	4 lbs	
Sledge Hammer	8c	12 lbs	Good for breaking up rocks ... doors, etc.
Iron pry-bar	4c	8 lbs	Good for getting out of tight spots.
Wine-skin/canteen	2c	5 lbs	Water for 1 person (1 day hard work)
Water jugs	5c	15 lbs	Water for 3 days
Rations (poor)	1c /2d	1 lb	Beef Jerky
Rations (good)	1c/1d	1.5 lbs	Not bad ...
Rations (excellent)	2c/1d	2 lbs	Makes a tasty meal (requires cooking gear)
Sacks/Saddle bags	1c	1 lb	Each bag holds approx. 8 lbs
Back pack	4c	4 lbs	Turns 36 lbs into 12 lbs
Basic Clothes	2c	1 lb	Normal dress
Dress clothes	5c	1 lb	Merchant class
Dress Clothes	15c	1 lb	Gentry class
Good boots	3c	2 lb	Good hiking boots (fur lined, dry, warm)
Good gloves	4c	0 lbs	Fine leather gloves
Chalk (colored)	2c	0 lbs	Good for marking paths under ground ...
Small mirror	4c	0 lbs	Good for looking around corners
Grappling hook	5c	3 lbs	Takes 3 seconds to get ready

Living Expenses

Here is a list of some daily/monthly expenses a group of adventurers might incur.

Food/Drink	Cost	Shelter	Cost	Tax and Upkeep
Ale	2c for 4 drinks	Inn (commons)	1c / night	--
Fine Ale	1c for 1 drink	Inn (private room)	3c / night	--
Wine	2c for 1 glass	Fine inn with bath	6c / night	--
Meal (cheap)	1c	Cheap room	40c / month	--
Meal (good)	2c	Decent room	45c / month	--
Meal (fine)	4c	Security Apt.	200c / month	--
Groceries (standard)	4c / week	Luxury Apt.	800c / month	--
Groceries (fine)	8c / week	Small house (hovel)	100c	5c/mo
		Small wood house	300c	20c/mo
		Small stone house	600c	40c/mo
		Med stone house	1000c	80c/mo
		Large stone house	3000c	160c/mo
		Large walled house	6000c	320c/mo
		Own Tower	12000c	640/mo
		Own Keep	60000c	1280/mo

Rare Food	Cost
Luxury Wine Bottle	200c-1200c (+)
Chocolate	20c / meal
Fine Steak Meal	20c / meal
Fine Tobacco	3c per day

Lifestyle	Single					Married	Small Family	Med Family	Large Family
	Food	Rent	Supplies	Entertainment					
Beggar	8c	--	1c	--	--	--	--	--	
Common	16c	20c	8c	6c (50c)	+20c	+24c	+32c	+44c	
Merchant Low	16c	20c	12c	12c (70c)	+28c	+34c	+48c	+64c	
Merchant Med	24c	40c	24c	24c (112c)	+40c	+50c	+75c	+100c	
Merchant High	32c	80c	48c	48c (208c)	+80c	+100c	+140c	+200c	
Gentry	32c	160c	96c	96c (384c)	+120c	+180c	+240c	+300c	
High Gentry	48c	320c	180c	180c (728c)	+300c	+400c	+600c	+800c	

NOTE: Married commoner couples (and families) usually must own a hovel, reducing their monthly cost of living.

Travel	Cost	Services	Cost
Coach (30 mi/day)	10 – 20c / day	Mercenaries Guild	20c / yr (get bounties or jobs)
Wagon (25mi/day)	6c / day	Mages Guild	40c / yr (access to library/spells)
Horse (40mi/day)	30c (to buy)	Magical Healing	12c (may vary a lot)
Fine Horse (50)	60c or more	Barrister	20c (lawyer)
Horse Gear	12c (bit, saddle)		
Donkey (30mi/day)	15c		

Entertainment	Cost	Luxuries	Cost
Bard's Song	.25c	Tapestry	20c-300c
Bard's Tip	.10c	Fine, decorated pottery	30c
Tickets to theater	1c, 2c, 4c, or 8c	Jewelry (cheap)	2c to 12c
Read (small serial novel)	2c	Jewelry (average)	20c to 40c
Coliseum/Arena Ticket	2c, 8c, or 128c	Jewelry (fine)	120c to 800c
Day at Faire	2c to 8c	Fine case (ivory)	25c
Trip to Bath house	4c	Fine china/crystal	10c to 350c
Night at Cabaret	4c		

Magical Supplies

These may or may not be available in a given world—if they are, they costs may be way off. Use this with caution. Note (again) that if the objective of a game is to gain magical treasure, being able to buy it might be counterproductive.

Item	Cost	Weight	Notes
Healing Potion	8c	1 lb	Heals 6 DP (in padded vial for belt pouch)
Magical Arrow	12c	0 lb	+1 to hit, costs +1 REA to invoke spell (1 use)
Sentry Skull	60c	1 lb	Gruesome. Screams when someone it doesn't know comes within 12 yards (good for guarding camps)
Phoenix Blood Vial	40c	1 lb	Bomb potion. Rad 2, Damage 24
Anti-Venom	20c	0 lbs	+3 to CON rolls vs. poison. Heals 8 damage from toxins
Glyph of Might	300c	--	+1 to users STR with weapon
Glyph of Metal	2500c	--	Weapon strike ignores metal armor
Glyph of Truth	800c	--	Weapon strikes at +1
Glyph of Fire	900c/ 1200c	--	Weapon burns. Activate for 5 REA. Each strike does 6 Fire Damage (9 for 1200c)
Glyph of Frost	1400c	--	Weapon freezes. Activate for 5 REA. Lasts 3 turns. Any minor wound "freezes" the target for 5 REA (like a Stun). This is in addition to Stun or Daze if applicable. Blows do 4pts Frost damage (in addition to normal damage)
Glyph of Speed	2500c	--	Weapon swings cost 1 less REA.
Glyph of Protection	2000c	--	On a shield: gives +1 to the shield's 'AGI' bonus.
Glyph of Fortitude	2400c	--	On armor: gives +1/2 defense. Glyph must be prominent.
Wand of [X]	100xSpell Cost ²	--	Attack Spell (a 2pt spell costs 400c). Holds 4 charges

Income

Now that you know how to spend money, how do you make it? Here are some income levels for various jobs.

Worker

The basic job pays 2c per day. Usually this work is relatively unskilled but might also be pay for a decent apprentice. Assume 5 days a week of full time work and 1 half-day (with one full day off). Expenses are roughly 16c per month for food and 20c per month for a rent (with a roommate), 8c per month for supplies and 6c per month for entertainment: 50c. NOTE: A worker may have two jobs making 3c a day—this represents a LOT of extra work.

Beggar

Well, you can always beg ... Beggars make 9c per month and may have trouble with law-enforcement. Begging is dawn-'til-dusk job.

Bard/Minstrel

If you have Musical Instrument, Showmanship, and decent personal charisma (Appearance helps!) you can make a living as an entertainer. This is a lot like begging if you aren't excellent.

Key skills are listed below. The trivial skill Popular Songs means that the character knows oral histories, good music, etc.

NOTE: A given area can only support a limited number of high-paying bards (so a character, even a talented one, may have trouble moving in). At Level 4 the character is being paid by the gentry so that's different (and the character must spend some time at L3 wage rates establishing himself).

Talent	Level 2	Level 3	Level 4
Musical Instrument	9c / mo	20c / mo	80c / mo
Showmanship	5c / mo	15c / mo	20c / mo
Revelry	0c / mo	4c / mo	8c / mo
Trivial Skill: popular songs	0c / mo	2c / mo	4c / mo
Creative Genius	1c / mo	2c / mo	12c / mo
Artistic Genius	1c / mo	2c / mo	12c / mo
Appearance	2c / mo	8c / mo	16c / mo

Ex: A L3 Bard, L2 Showmanship, L3 trivial knowledge of popular songs with L2 Attractive and L3 Artistic Genius (the middle level): 31c / month.

Mercenary / Man at Arms / Guard

If you're good with a sword you can hire out. You must have a weapon skill at L2 13- to be average. Usually a PHY and REF of 11 is required. To be expert, a skill of L3 15- and PHY and REF of at least 12. Master is anyone who for any reason is obviously a very superior combatant (Level 4, stats of 14+, skill roll of 17-). You must usually supply your own weapons and armor (guardsmen are issued them with a debt to pay back).

- Bonded: To hire these people you must pay the fee with an optional bonding: if they are members of the Mercenaries Guild and they break a contract (run off, betray you, etc.) the Mercenaries Guild will put a bounty on them if they were bonded. Bonding cost the Mercenary +5c per month and is often *required* for work. If you don't pay your bonded Mercenary ... the Guild will go and collect it ... they're good at that.
- Hazard Pay: These prices are on a monthly basis. Usually there's combat pay if they have to fight: 8c, 16c, or 24c per battle (this does *not* apply to Mercenaries who get paid by the job—they're expected to fight).

- Facing Magic: if the job involves facing magic, unusual monsters, or some other unusual terror there may be a +20% to +100% bonus (if the job is suicide the GM decides who takes it).
- Town Guard: Most town guards wear light leather, have short swords, and have 12 STR and 11 REF's. Their sergeants (1 for 4-6 guardsmen) have broadswords, heavy leather and 13- skills. A Lieutenant has heavy leather, a broadsword, a horse, and L3 Swords skill on a 15-.

Job	Average	Expert	Master
Town Guard/Militia	66c / mo	85c/mo	--
Caravan Guard	75c / mo	95c / mo	130c / mo
Body Guard	80c / mo	110c/ mo	180c / mo
House Guard (Includes room/board)	40c / mo	60c / mo	120c / mo
Bouncer (21 hr/wk)	12c / mo	25c / mo	60c / mo
Mercenary	10c / job	40c / job	160c / job

Merchant / Craftsman / Trader

Trying to buy low and sell high, merchants deal in goods. There are a lot of skills that can go into being a good merchant (Economics, Business, etc.). To be a merchant you must buy status, a bit of wealth, and get permission from the GM to be a business owner. Then you make rolls each week to see how you do compared to your overhead. Because of the way math and skills work, it's possible for players to make automatically successful business owners (the GM should impose extra taxes, guild wars, etc. to keep things interesting). NOTE: For a Merchant, the overhead covers room and board (providing the merchant lives at the shop).

Type	Startup	Size	Overhead
Stall-low	80c	1	40c
Stall-med	100c	1	50c
Stall-high	140c	1	70c
Small-low	200c	1-2	90c
Small-med	300c	1-2	120c
Small-high	900c	1-2	150c
Medium-low	1500c	3-4	200c
Mid-med	2400c	3-4	300c
Mid-high	3600c	3-4	400c
Large-low	7200c	5-10+	700c
Large-med	14400c	5-10+	900c
Large-high	28800c	5-10+	1100c

Business Skill: The merchant can hire a manager (pay the listed monthly cost—but usually he does it himself).

Admin Cost: If the merchant (or his wife, etc.) has Administration skill there's no need to pay the monthly fee. Otherwise find an accountant and pay him. NOTE: One accountant can handle multiple accounts (which is why the fee is low). Good accountants charge a fee based on making their roll.

Craft Bonus: If you have a craft skill and do your own crafts (i.e. make the chairs you sell) then your skill roll applies to profit. Otherwise, buy goods. Note: if you don't make your own roll, you don't use this table—if your usual craftsman isn't performing, go to one who is.

Skill	Hire	-5 or worse	-4 to -1	0 to +4	+5 to +9	+10 or more
Business Profit						
Business L2	120c/mo	10%	50%	200%	250%	300%
Business L3	140c/mo	25%	75%	250%	350%	500%
Business L4	200c/mo	50%	100%	400%	700%	1000%
Admin Cost						
Administration L2	5c/mo	-30%	-20%	Break even	+20%	+30%
Administration L3	10%c/mo	-20%	-10%	+10%	+40%	+80%
Administration L4	40%c/mo	-10%	-0%	+40%	+80%	+160%
Craft Bonus						
Craft L2	--	-40%	-20%	Break even	+10%	+20%
Craft L3	--	-30%	-10%	+10%	+20%	+40%
Craft L4	--	-10%	Break even	+30%	+60%	+120%

Ex1: A merchant runs a Small business of medium cost. He has a 120c per month overhead. He has a Business Skill of L2 14- and hires an accountant (L2 14-). He doesn't do his own crafts: He pays 120c and he rolls a 10 on his business skill (+4) and a 10 on his accounting skill for the month. He does *not* make a Crafts skill roll since he isn't a craftsman. He makes 200% profit (240c) and pays a 5c Accounting fee. Total profit for the month: 115c.

Ex2: An expert craftsman (L3, 15-) goes into business. He is a stonecutter (200c startup cost, overhead 90c). He has L2 12- Business skill and no Administration skill. He hires an L2 14-accountant. He makes his Business roll by 0, his Admin roll by 2, and his Craft skill roll by 5. He gets 180c for his business roll, pays 5c for Admin and gets a 20% profit for his excellent craft skill. That is $90 - 5 + 18 = 103c$ profit.

Thief

If you don't want to earn an honest living ... steal. Being a Thief pays according to risks you take and what life of crime you wish to pursue.

Danger Level: The danger level of a job is the price you pay when it goes wrong (i.e. how many guardsmen show up). Robbing peasants in the deep woods is pretty safe—no guardsmen for miles. But you don't make much.

- A guardsman and leader (a seargent, probably) is described above. An Elite response could be trained monsters/animals, L3 swordsmen with good armor and skill, mages, etc.
- These exact numbers may vary (robbing a house may bring private security ... the GM should make a call as to what Danger Level a job has ... the thief may not know the exact level!)

Level	Multiplier	0 – 8	9 – 12	13 – 18	19 - 20
1 Low	-40%	No response this minute	1 avg. guards	2 avg. guards	2 avg. guards, 1 leader.
2 Mid-Low	-10%	1 avg. guard	2 avg. guards	4 avg. guards	6 avg. guards, 1 leader.
3 Mid	Base	2 avg. guards	4 avg. guards	4 avg. guards, 1 leader	6 avg. guards, 2 leaders
4 Mid-High	+100%	4 avg. guards	4 avg. guards, 1 leader	6 avg. guards, 2 leaders	6 avg. guards, 2 leaders, 1 elite
5 High	+200%	6 avg. guards	6 avg. guards, 1 leader	8 avg. guards, 2 leaders, 1 elite	12 avg. guards, 2 leaders, 1 elite
6 Very High	+300%	6 avg. guards, 1 leader	8 avg. guards, 2 leaders, 1 elite	12 avg. guards, 2 leaders, 1 elite	24 avg. guards, 3 leaders, 2 elite

Bounty: As your exploits continue, the price on your head will go up. Note: for game purposes this pretty much happens even if 'no one knew' who you were. If you make one haul and stop there may not be a price ... but if you make a career people will know ... the underworld will know ... and the bounty will grow.

Haul: The Haul is determined by the base profit of the activity multiplied by the danger level.

Activity: There are several different ways a thief can operate. The most common are pickpocket, Robbery, and Highwayman (mugging). These all require very different skills (and that doesn't cover things like con artist or brokering fencing deals for very hot items).

Pick Pocket: The character needs Sleight of Hand Level 2 and must spend all day in crowds, looking for likely targets. Because the character's cover may be blown, Stealth and Surveillance are important skills as well.

Pickpocket

Basic roll modifier: Rolls are at -1 per level of Danger Level (so Very-High rolls at -6). Level 3 ignores -3pts of modifier. Level 4 ignores -6.

Base Pay: 2c / day

Team: Usually single, however a skilled team (decide on the skill) can add +1 to +3.

Bounty: When a roll is blown, the bounty is half the character's haul for that month.

Skills	Rolls	Missed Roll	Made Roll	Notes
Sleight of Hand	1 per day	Immediate guard response	Income with modification.	
Stealth	1 roll per day	No effect	+1 to roll	You can slip away quickly
Surveillance	2 rolls per day	No effect	+1 to roll	Guards are watching you.

Ex: A Level 3 pickpocket works 20 days a month in mid-high level areas (nice merchant shops). He has L3 Stealth and no surveillance. He has a 14- roll. The roll to both skills is at -3 for danger level (lots of guards). He ignores these modifiers. He must make 20 rolls per month. If he blows one, he goes to immediate danger response (probably a tussle with 4 guards). If he makes it, he will get 80c per month.

Robbery: The basic highwayman activity. You can rob the gentry, tax collectors, travelers, etc. The life of a robber, though, is one of combat and stealth: instead of being a steady income, it's more of a series of encounters. Here are some basic rules:

Robbery

Basic Roll Modifier: Intimidation is used ... or physical violence.

Base Pay: Varies based on target

Bounty: Equal to 1/2 the money taken. Double if the targets are killed. Double again if Gentry or High Gentry are robbed.

Type of Person	Danger Level	Base Pay
Commoner	1	1c
Merchant (Low)	1-2	4c-8c
Merchant (Mid)	2-3	20c-40c
Merchant (High)	3-4	60c-110c
Gentry	4-5	200c-300c
High Gentry	5-6	400c-500c

Burglary: Breaking and entering ... cat burglary. It's an exciting, risky, and often profitable venture. The problem is that it requires *lots* of skills and you get goods more often than straight cash, requiring a fence. The problems: robbing hovels doesn't get you anything. You have to case and hit expensive homes. This makes it a once a month activity.

Burglary

Basic Roll Modifier: Rolls are at -1 per level of Danger Level (so Very-High rolls at -6). Level 3 ignores -3pts of modifier. Level 4 ignores -6.

Base Pay: 300c / mo

Team: Characters can work alone or in teams as wanted.

Bounty: Each hit increases the bounty by 1/4 of the character's take of the haul.

Skills	Rolls	Missed Roll	Made Roll	Notes
Locksmith	Level +1	You get 1 missed roll per job.	--	
Stealth	Level -1	Immediate response	--	Each team member must make one
Climbing	Level -4	Response if roll blown by 3 or more		Each team member must make 1. After first, rolls at +3.
Traps	Level -4	GM assigns a trap		
Streetwise	1	-10% haul per pt	--	This is to fence the goods
Business	1	--	+10%	20% at L3, 40% L4

Adventuring

How much does being an adventurer pay? Well, the common (popcorn and beer and pretzel) convention is that "out there" are monsters guarding lots of treasure (magic and gold). If you're brave, strong, smart, and lucky enough you can take it. Also, there're good tombs to be robbed. Finally, there're bounties to be captured. If you live by these conventions and put it all together you have a dangerous—but rewarding career.

Bounty Hunting

Adventurers can make money by collecting bounties on monsters or bandits.

Average Take: 30c – 120c per month.

[Section is not finished]

Exploring Ruins, Caverns, and Tombs

These take more work to find but they can be quite profitable. Treasure hunters will have to contend with traps, monsters, guardians, and natural hazards.

Average Haul: 0c to extremely high returns based on luck and difficulty.

Fantasy Races

In heroic fantasy games many different character races are possible. Some 'classical' fantasy games may feature Dwarves, Elves, etc. Others may let the players play more unusual races ... or even play monsters. There are some specific problems with balancing Fantasy Races. If Elven archers are the greatest in the land, Half-Ogre's are the strongest player-race going, and 'shortlings' (you know what we mean) are the most adept thieves, who wants to be a human?

To take care of this problem, we've come up with some rules (in Alpha as of this document) that we think will help. These rules, and the rules for fantasy races are listed here.

Character Point Pools (Buying Fantasy Racial Packages)

In a campaign where the 'Weird Traits' from the basic book can be purchased with this pool, but other enhancements are available in a heroic fantasy game. These are racial Packages, unusual gear, and fantasy archetype abilities. Depending on how many points the GM allocates will determine how 'fantastic' the fantasy game will be.

Fantasy Racial Pools

When choosing a fantasy race there are three things to consider:

- The Fantasy Pool cost (this is the number of points from your Fantasy Point Pool you must pay to be a member of the race)
- The requirements (some races may require a certain STR, Appearance, etc.) This must be paid for with normal points.
- The Racial Defects. These are defects specific to the race. They don't count against your 10 points.

Race List

Half Ogre Cost [8]

Description: Big strong, and a bit clumsier than humans, Half Ogres appear as large humanoids generally with ample bellies (like Sumo wrestlers) and skin in a variety of strange hues (across the whole spectrum). Often they have natural markings that appear as a weird sort of war-paint.

Culture: Half Ogres are somewhat rare and tend to be found with humans (there don't tend to be 'half ogre bars' or sections of town).

Racial Perception: Half Ogres tend to be thought of as tough and dumb (they aren't—but they do tend to be uneducated). There is no strong stigma against them but some general prejudice against their capabilities outside of combat.

Half Ogre Traits

- Strong: +2 STR, +8 BLD, +8 Damage Points
- Large: +1 to be hit in combat if their BLD is 18 or higher (likely)
- Half Ogres may not increase AGI by +2 above REF (max is +2)
- Half Ogres tend towards instinctual combat: they may not have Level 3 Weapon Skills
- Half Ogres pay double for each point of skill above STAT+1 (so the next point of Skill above STAT +1 costs 4pts instead of 2).

Quarter Giant Cost [12]

Description: Quarter Giants are the result of a rare coupling with a shape-changing giant and a human (shape-changing giants are rare indeed). They are huge, sometimes over 8 feet tall.

Culture: Quarter Giants are rare. They tend to be solitary. Although they are not less intelligent than other races they tend towards blunt solutions to problems. As with Half Ogres they don't use weapons well.

Racial Perception: Quarter Giants are usually looked on with distrust (they're monsters!) Although valued for their might and power, they are often not well trusted (adventuring parties, however, will often prize their company!)

Quarter Giant Traits

- Strong: +3 STR, +16 BLD, +16 Damage Points
- Large: +1 to be hit in combat if their BLD is 18 or higher (likely)
- Quarter Giants are not allowed to buy individual REF stats up at all (no modification of COR, REA, or AGI)
- Quarter Giants may not have level 3 weapon skills
- Quarter Giants may not use cutting weapons in combat (only blunt impact weapons)—in fights they don't place significance on hitting with the bladed edge)
- Quarter Giants pay double for each point of skill above STAT+1 (so the next point of Skill above STAT +1 costs 4pts instead of 2).

Elvin Cost [8]

Description: A subtle, elegant race, Elves are sylvan creatures who live indefinitely. They appear as somewhat tall fair skinned, fair haired humans (often beautiful by human standards) with slight builds. They have pointed ears and exotic eyes.

Culture: Elves tend to live in the woods (although some live by the sea ... and a few rare species live in jungles). In human towns they are rare but may congregate. They build elegant, exquisite artwork and goods and have a great appreciation for music. NOTE: although they live forever, they don't spend centuries practicing fighting skills (unless the GM gives you a Level 4 combat skill at, like, STAT+5 or 6). They practice art and music usually (or some craft).

Racial Perception: Elves are seen as secretive, somewhat shy, and often arrogant (a charge which may often be correct). Their long life spans give them a different sense of perspective than humans usually have.

Elvin Archers: One place where Elves are prized is on the battlefield as archers. Although they use weaker bows than human archers, they tend to be more accurate. Usually they only fight if their forest homes are threatened.

Elfish Traits

- Eternal: Elves get History L2 at MEM+3 and may pick one Normal (non-combat) skill at Stat+4 Level 3.
- Sylvan: Elves tend to live in the woods. They have the 4pt version of Nature Friend.
- Coordinated: They *must* buy up COR to REF+1. They get a *second* point of COR for free (they may not buy up REF or AGI).
- Light: Elves take a -1 STR and -3 BLD (there is no effect on Damage Points)
- Elves get Level 1 Exotic for free. The further levels cost as though they had already paid for Level 1.

Grimalkin Cost [8]

Description: Feline humanoids, the Grimalkin live in climates from the jungle to the desert. They are leaner than humans. Their fur tends to come in shades of orange to gray (but tiger-stripes or golden lion fur are possible).

Culture: Grimalkin are found throughout human society. In their lands (often a little remote) they may be numerous but usually no more than 50-50 with humans. They tend towards exotic, flashy dress (colored silks) and curved swords (Scimitars).

Racial Perception: Grimalkin integrate well into human dominated society. Their culture is more nomadic and they have some unusual traditions but they have a taste for wine, bawdy music, and exotic dancing.

Grimalkin Traits

- Quick: +2 REA and an additional +2 Initiative.
- Light: -1 STR, -3 BLD (no effect on DP)
- Quiet: +1 to Stealth rolls
- Keen Senses: Ignore -3pts of low light modifiers (see normally most nights). +2 to smell perception rolls
- Claws and teeth: Basic Damage +1 (PEN) in HTH combat.
- Skill Requirement: they must buy Acrobatics at Level 3 on a 13- or better. Their combat skills can never be higher than their Acrobatics.

Dwarves Cost [4]

Description: Dwarves are short, thick (dense) humanoids about 3.5 feet tall (on average). They are muscled, tend to have thick beards, and (despite their small stature) often have a commanding presence.

Culture: Dwarves come from the mountains and are rare in human society. They tend to be proud and often have a code of honor (that they keep their word). Many dwarves have Mechanical Genius and they have excellent engineers.

Most Dwarves outside of their mines and mountain homes are seeking to make a name for themselves by accomplishing great deeds (or just adventuring before going back for a few hundred years more of life in 'normal' Dwarven society).

Dwarvish Traits

- Short: -1 to be hit by ranged weapons, -1 AGI bonus (they don't dodge as well). When using a HTH weapon they take a -2 Initiative modifier in combat. Their BLD is not affected by their small size (they're dense). They can't use a weapon with more than Medium Reach.
- Strong: +1 STR, +2 BLD, +2 DP
- Hearty: They can buy as many DP at 1pt each as they want.
- Long Lived: they live about 500 years.

Racial Perception: Dwarves are seen as competent fighters with fierce tempers and a refreshingly honest perception on matters. They are not unrefined but are often seen as blunt.

Dwarves are favored as warriors, counselors, and engineers. While somewhat rare they are usually well excepted by other races. They may or may not have animosity with elves.

Reptile Men Cost [8]

Description: Coming from the deep desert, Reptile Men are tall, strong humanoids with alligator like tails and snake-like scaly skin. Their faces appear fierce with lizard-like heads and sharp teeth.

Culture: Reptile Men come from nomadic tribes in the deep desert. The ones that leave do so, usually, on some sort of personal quest (usually for hard-to-define objectives).

Near deserts there will be clusters of Reptile Men amongst human societies. They will speak their own language (complicated hissing and clicks).

Reptile Men Traits

- Desert Survival (they need make no survival rolls in the desert)
- Strong: +1 STR, +4 BLD, +4 DP
- Armored Hide: +1/2 armor (stacks with worn armor)
- Reptile Men pay double for each point of skill above STAT+1 (so the next point of Skill above STAT +1 costs 4pts instead of 2).
- Claws/Teeth: +2 PEN damage
- Tail: +2 damage, Medium reach, strike once per turn for 6 REA.

Racial Perception: Reptile Men are quiet, contemplative ... in a way almost mystical. Their human names are usually taken for some trait, feat, or other thing they wish to be known for ("Guarder of Caravans").

In human society they tend to be guards (they are seen as loyal and patient). It is felt that they are their own people, though: they are perceived as hard to intimidate and possessed of their own (often alien) morals and ethics.

Dragon Cost [24]

Description: Shining scales, flashing claws, fire-breath ... Young dragons are hunted, feared, and fought as monsters. At this age, dragons weigh almost 400 lbs, are covered with natural plate armor and have claws as long as short-swords (fully extended). They fly and, oh yes, they breath fire.

Culture: Dragons live for ages. The PC dragon is an oddity: an ancient, imperial beast who has sought out the company of others. They are very rare and often proud. Some are Mages, others seek knowledge, most have a great lust for treasure.

Racial Perception: Dragonlings are found at the borderlands. Only near the frontiers are they not hunted as monsters (and even there, they need humans or others to vouch for them).

Dragon Traits

- Long Lived: no one knows how long dragons really live. They keep growing so this is a very young one.
- +3 STR, +16 BLD, +16 DP
- Armored Hide: 5/10 scales (they can wear no armor)
- Claws: +4 PEN damage (dragons do not use weapons)
- Wings: 12 y/s flight at running endurance
- Fire Breath: 16 damage (must charge for 2 turns as a 0 REA visible action—the mouth smokes and flickers with flame. Charges *cannot* be 'held')

The Fey Cost [4]

Description: The fey are a race of human/faire crossbreeds. With magical blood in them, they appear as exotic humans (strangely colored skin, violet eyes, a darkly handsome or beautiful appearance).

Culture: The Fey travel in bands (like Gypsies). They have a similar culture: insular, protective, and secretive. Many are mages tending towards Mentalist and Illusion spells. Some are thieves or assassins.

Racial Perception: The Fey have a social stigma: they are seen as untrustworthy, mysterious, as tricksters or conmen ... trouble makers.

Fey Traits

- Secret Sign Language: The fey can communicate without words with each other. These gestures can be hidden so that people will only see it with a PER roll at -1 per point of RES of the speaker.
- Extra-Spectral Vision: they see colors differently than normal and see a bit into the UV spectrum. They ignore -3 points of darkness modifiers (see normally on most nights) and can see special "Fey Ink" which is invisible normally but glows in the UV spectrum (so a Fey troupe coming to town may see notes and directions left by the last one).
- Fey Blood: 3 DP worth of Fey blood can be converted into 10 spell points if properly used by a mage. This must be spilled and prepared (the rules for preparation aren't given but they're exotic and a bit expensive *unless* a Fey magician spills his own blood for the purpose of immediately casting a spell). Once done, this is *not* healable by magic.
- They are level 1 Exotic (odd eyes, a faint, strange hue to the skin, hair is sometimes of a strange color).
- The Fey code of honor means that where one Fey goes (unless he has done something horrible to be outcast) he will have contacts with other Fey in the area.

Beast Men Cost [4]

Description: Beastmen are either an ancient, degenerate or mutated race of humans with fur, hides, and horns. They tend to be a bit uncouth and are rarely found with skills like etiquette. The males have armor (thick hides and dense muscles) the females are the only ones in the beastmen society that practice magic.

Culture: Beastmen tribes (along with human 'barbarian' nomads) roam the wastelands and frontiers. Their culture is rich with orally told legends, martial training, domestication of animals, hunting, etc.

Racial Perception: In cities and human lands, Beastmen may be slaves (if such is allowed) or, at least, they are seen as barbaric.

Beast Men Traits

- Males have 2/4 armor (which stacks with worn armor)
- Both genders get +1 to Survival, Riding, and Camouflage rolls.
- Females have 1/2 armor (which stacks with worn armor)
- Beastmen have a stigma and often have a -2 personality defect Uncouth (no social manners)
- Beastmen do not wear metal armor (claustrophobic in heavy clothes)

Watchers Cost [16]

Description: Watchers are a race of telekinetic, magical floating yard-diameter eyeballs. It is believed that they were introduced into the world by wizards and then multiplied asexually. They tend to be scribes, seers, etc. Although they vary in personality, they seem to be interested in observing events. Sometimes they will act as 'puppet masters,' trying to orchestrate grand schemes from the shadows. They are quite civilized and, where their sheer oddness doesn't prejudice people against them, they fit into society. They are highly intelligent, speak by using their natural telekinetic ability to vibrate air, and are often Mages.

Culture: Watchers are rare. They live lives of erudition, conspiracy, and curiosity. Often a PC Watcher will be a young one with an older (established) watcher as a mentor. Watchers may be sent on missions to help, observe, and report. Often their goals may be multi-tiered and they revel in secrets and manipulation ... sometimes for its own sake.

Racial Perception: Watchers are so bizarre that they're hard to classify. Commoners will fear them as magical monsters but in cities they may be known and accepted (albeit as something truly alien).

They often hold posts in city government and despite their predilection to conspiracy, they are, paradoxically trustworthy. They'll often tell you they aren't telling you everything. They give good counsel and don't betray their benefactors more often than anyone else.

Watcher Traits

- 5/10 Armor 'field'
- STR 0, BLD 5, CON 12 / 15 DP (each extra point of CON costs 4, 8, 16, 32, 64, etc. points)
- Watchers have 10 STR TK (+1 STR for 4, +2 for 8, +3 for 16, etc.) this has a range of WIL feet. It may only hold one object at a time.
- Most watchers have mechanical 'marionette' arms that they wear in a harness around their body. The arms are manipulated by their TK, but they've trained with them so they can still use their TK at range and their arms normally.
- Watchers can fire a power beam for WIL damage. It may be fired every other turn (charging is a 0 RA action and is visible. Charges may not be held).
- Watchers fly at REA yards per second. This counts as running (not sprinting). The highest they can go is CON feet up.

Centaurs Cost [12]

Description: The upper torso of a man and the lower body of a horse, Centaurs are an imposing sight. They come in all colors and variants of humans.

Culture: Centaurs tend to be wild in nature. Often given to drink and revelry. They are rare but very gregarious. When they are craftsmen they tend to be very dedicated and skilled.

Racial Perception: Centaurs are well integrated with human society. They are seen as friendly, honest (if somewhat unreliable) and usually good-natured. Violent centaurs are quite a threat but there seem to be thankfully few.

Centaur Traits

- Equine Lower Body: +16 BLD, +3 STR, +16 DP (for purposes of: kicking, carrying, and pulling). They are at +1 to be hit if their BLD is above 18. +2 if their BLD is above 40.
- Human Upper Body: +0 STR, +0 BLD, +0 DP. Their natural stats are used for weapon use.
- Hooves: Kick does +3 damage (total of +8 above bought STR and BLD)
- Fast Runner: Ground move is multiplied by 1.5
- When they wear armor, it has coverage of 3 (human and some horse barding).

Gaunts Cost [16]

Description: Gaunts are the undead—specifically, undead Mages. There are dark alchemical secrets to becoming a Gaunt. They have flat, pale/dead skin. Their lips dry and recede from their skull smiles. They become skeletally thin. Sometimes colored fluids (*not* blood, flow in their veins giving them a sick greenish color). They do rot ... a bit ... and recover. But skin may fall off, dry holes may open ... not pretty to look at.

Culture: Gaunts are almost all Mages (although a non-mage might be made into one). The secrets are well kept and once a Gaunt is made, he a) forgets and b) feels compelled to destroy his notes. People's personalities change when they become a Gaunt. They seem grim or possessed of a wicked dark humor. Sometimes they seem to be someone else altogether.

Racial Perception: Gaunts are hunted as undead monsters in most places. They usually use disguise, dark cloaks, and other means to hide their identities. If a group of adventurers has Dragons, Watchers, and other bizarre characters, a Gaunt may not be so out of place—but the villagers will burn you if they catch you!

Gaunt Traits

- They do not: bleed, suffer poison or disease, breath, or need to eat (they can). They do 'sleep' (standing up—or better—hanging upside down) for 4 hours a night.
- They can see in total darkness.
- For simplicity they **don't** use the Automaton rules, but they don't take Penetrating damage (treat it all as impact).
- Vampiric Touch: With a grab they can 'drain' for WIL-8 points of damage through armor. They get the damage. This is painful and very frightening. Gaunts are hesitant to drain their friends. Once they hit, they may drain for 5 REA. NOTE: A Gaunt can substitute his CON for WIL if he wishes. Their grip has +2 STR for purposes of holding the Grab.
- They get +8 DP. They heal entirely over night (after 'sleep')
- Instability: The GM may rule that a Gaunt is suddenly possessed of a different personality for a time. He may do things he doesn't remember. Usually this isn't psychotic—it should be creepy.

Fantasy Archetypes

Heroic Fantasy is filled with well-recognized stereotypes: barbarians, crusaders, rogues, priests and priestesses, druids, legionaries, knights, etc. These abilities are paid for out of the fantasy points pool and, at the GM's option may be combined with racial traits.

Special Abilities

Below is a list of special abilities. Some are available to *all* Archetypes. Others (most) are only available to certain Archetypes. When making a character you should choose an Archetype (if you want any of these special abilities—you don't have to choose one) and then purchase abilities specific to it. Remember: many Archetypes are mutually exclusive (Warrior Monk and Knight, for example).

Archetypes

This is a list of some of the character types you might expect to see in a fantasy game. The GM may rule some or all of them appropriate.

Rogue

Thief, Assassin, Scout, Rogue, Con-Artist, Brigand, etc. The Rogue is a group's street contact, forward scout, and trap-finder. A Rogue can disarm traps, open locks, and move and kill silently.

Knight

A Knight is a battle-skilled member of the royalty. They are marked by their wealth (titles and gear) as well as their martial commitment. A Knight will tend to have the best armor and weapons available as well as a high degree of training. In games with a high Fantasy Pool a knight may have magical weapons and armor, unusual steeds, etc. A knight will tend to wear fine chain mail or (if they can afford it) plate.

Crusader/Centurion

A crusader or centurion is a warrior who has received special training. This comes in the form of special moves or abilities with gear.

Barbarian

Barbarians come from a more nomadic culture. They may have complicated codes of ethics and a great deal of physical power. Barbarians tend to be less formally trained and may wear light armor and carry less refined weapons (axes). They are generally more physically imposing than even a knight or crusader.

Cleric/Holy Warrior

Druids, priests/priestesses, and other minions of a god have a place in fantasy adventures. They may be given special abilities by their patron (usually the ability to work certain types of magic while wearing armor).

Mage

Magicians are a staple of fantasy adventure. What they tend to lack in armor, weapons, and combat ability, they make up with their control of arcane forces.

Warrior Monk

Some monasteries have a martial tradition (usually eastern ones) and you can play a Warrior Monk who has been trained in the secrets of unarmed combat.

Scholar

A scholar (or Engineer) is a medieval scientist. While such a character may know magic (and therefore be a mage) a true Scholar will know secrets about the world and will be schooled in the laws of physics (as they apply and as they are bent by magic and the pantheon).

Clerics/Holy Warriors

These character types may choose from the following abilities. Usually the character must also have Theology/Philosophy at Level 2 or higher. For spell casting characters, the Holy Power enhancement allows them to wear heavy armor and still use spells of one college (most often the Spirit College).

It should be noted that these abilities come with a price: the character must act as an agent of his sect or lose them. Usually if the character does something to upset his patron, they will be revoked until a quest is completed. The character may or may not get his powers for the quest. Finally, even if the character doesn't act improperly, he will still be called on to do things to further his cause.

Healer [4,8,12]

Requirements: Deity

The character has been granted healing abilities. Usually the character is a priest in the service of some deity and must continue to behave in a certain manner or lose his gift until he has atoned. The character may heal WIL-10 times an hour for 8,12, or 16 points as a 5 REA action. A healing will stop a Dying character from dying. At the 12pt level, healing within 10 seconds will 'revive' a Dead character (so long as he is not at greater than 5x his total DP). A healing gives +1, +2, or +4 against disease or poison.

Blessed [4,8,12]

Requirements: Deity

The character has the protection of a higher power. So long as the character acts in accordance with his philosophy/religion he gets the following protection:

- 1 CON roll at +2 per battle (2 at Level 2)
- -2/-4 Damage Modifier once per battle
- +1/+2 to Resistance rolls against magic.
- At the 16pt Level the character can bless others. He may bless 1 person per point of WIL above 10. The blessing lasts 24 hours and takes 5 minutes. Usually a blessed person must contribute to the character's cause or otherwise act in accordance with its principles.

Holy Power [4]

Requirements: Deity

Your patron grants you power—namely Spell Points, even through metal armor. Usually these are only for the College of the Spirit but there might be others (usually only *one* though—and *not* for Meta-College spells). An armor wearing character should treat his Short Term SP's as 0 except for spells from the granted college.

Holy Armor [4,12]

Requirements: Deity

Your patron protects you. This will not stack with other armor. It is either 4/12 armor or 8/16. You must bear the standard or seal of your deity. When you encounter diametric opposition (the undead, summoned evil creatures, etc.) you glow with light (at the players option) and get +2/4 armor.

Granted Weapon [4]

Requirements: Deity

You have been granted a weapon of your cause. The weapon is usually *anything* other than a sword. It contains a sliver of some artifact or has been otherwise blessed. It may have many different abilities but a standard set is as follows:

- Smite: Against a certain target type (the undead, usually) it does +2/+4 damage (PEN/Impact)
- Shine: The weapon emits light enough to see by.
- Heal: The touch of the weapon will heal 2pts of damage per point of WIL-10 the wielder has (this is once per person per day)

Knights

Warriors who have had some special training or special backgrounds (barbarians) may choose from these. A Knight must spend 3pts on Special Rights Status, and 4pts on Wealth (if this isn't spent, the character is an un-landed Knight. He may not choose the 8pt or higher abilities).

- Knights should have skill with two weapons (pick two—one might well be Lance) at STAT +1
- Knights should have riding skill (L2)
- Knights should have Etiquette (L2)

Knight's Armor [4,6,8]

Requirements: Knighthood

The character has a hereditary suit of armor (and coat of arms). This instantly gives the character status. The effects are as follows (note the penetration defenses are higher than normal):

Level 1: Knightly Chain Mail	5/12,	+1 Presence
Level 2: Knightly Plate Mail	6/14,	+2 Presence
Level 3: Knightly Heavy Plate Mail	7/16,	+3 Presence

Hereditary Weapon [4]

Requirements: Knighthood

The character has a weapon of fine manufacture. It will not break under any normal circumstances, always holds an edge, and does +1 Base Damage (Penetrating or +2 damage Impact).

Steed [2,4,8]

Requirements: Knighthood

The character has an unusual or very fine steed. At Level 1 this is a fine common steed. The character may have a fast horse, a smart, noble donkey, etc. At Level 2 this may be something like a war-horse or extremely fine animal ally. At Level 3, if allowed, the character may have a flying steed and combat ally. [stats for such beasts should be included]

Knight's Warlord [4]

Requirements: Knighthood

This is a cheaper form of Warlord (usually 12pts) available to Knights due to their cross-training. If two weapon skills are bought, a third may be taken at the same level of the lower. This can also apply to Shield skill.

Shield Technique [4]

Requirements: Knighthood

When using a specially made, specially balanced shield (bearing the knights coat of arms) the Knight gets (effectively) +1 AGI bonus (-1 to be hit) *in addition to* his AGI or shield bonus. NOTE: This is not *really* an AGI bonus—the blow hits the shield (the shield can be seen as Coverage of 1). It's just that the shield is *very* strong and the knight uses it expertly.

Crusader/Centurion

A Crusader or Centurion is a warrior who is not exactly nobility. They have had intensive training and have great skill with arms but do not have the special gear a Knight has. Note: A Knight can choose from these lists but unless the character meets the Knight requirements, he can't choose from the Knight list (a Knight can take both).

- Centurions or Crusaders must spend 2pts on Status.
- Centurions must have a L2 HTH Weapons skill on STAT+2.

Imperial Training [4]

Requirements: Centurion

The character gets +1 to one of his weapon skills due to intense, formal training.

Defensive Technique [8]

Requirements: Centurion

The character gets 4pts of "extra block" due to defensive technique. In a fight, when a block roll is missed, the character may 'spend' his points to make the block work. The points are recovered by taking an 8 REA Long action to recover position.

Quick Strike [1]

Requirements: Centurion

The warrior may spend 1 point of REA at the start of the turn for +3 Initiative.

Art of Deception [2]

Requirements: Centurion

For +1 REA, one strike per turn is at -2 to block.

Inner Strength [8]

Requirements: Centurion *and* Warrior Monk

Centurions are often given almost Zen-like mental training. In this case, once per turn, the character can add his WIL-10 to his STR. Before this can be done, the character must spend 8 REA composing himself for meditation.

Monster Slayer [8]

Requirements: Centurion

The character is a protector of civilization and has been trained in (or charged with) the slaying of monsters. In combat with a monster the character gets +1 to hit (this is done for all purposes, +1 damage, and +1 to block). Once per combat, against a monster, the character can strike at +4 to hit.

Royal Archers

The Royal Archer archetype is similar to the Centurion (and the character doesn't have to be a 'royal' archer, just a highly, martially trained one). This is not exclusive (any character who meets the requirements may take these enhancements).

- The character must take Long Bow skill at Level 3 at STAT+2.

Fine Bow [2]

Requirements: Archer

The bow allows a +1 STR pull. It has a -1/30 yard range instead of -1/25.

Secret of Armor Piercing Arrows [2]

Requirements: Archer

You can make armor piercing arrows (tempering the arrowheads). They cost 3c each and reduce armor by 2pts. If the armor goes away entirely, the Penetration Defense is halved. 1/25.

Arcane Fire Arrows [2]

Requirements: Archer

The secret of Arcane Fire is closely guarded: a metal bowl with a thick paste in it is lit on fire. An arrow is dipped in it and shot. When it hits, the Arcane Fire, under impact, explodes! It is an 8 REA Long action to set up the fire. It is a 5 REA Medium action to light it, and a 3 REA Short action to dip each arrow. The arrows explode for an additional 12 damage, RAD 2 (12pts from 0 to 2, 3pts from 2-4).

Secrets of Zen Archery [2]

Requirements: Archer

You may purchase Zen Archery from the Chi Martial Arts book (with normal character points).

Collapsible Bow [2]

Requirements: Archer

Normally unavailable with medieval technology, you have a rare collapsible bow. It folds on wooden joints or unfolds and locks. It will fit nicely into a cloak. Unfolding it is 5 REA action to draw it and an 8 REA Long action to unfold and lock it.

Shoot Nerve Cluster [4]

Requirements: Archer

With an 8 REA Long aiming action—which gets *no* plus to hit—the archer can shoot a nerve cluster in the target. If the arrow hits and does damage, +8 will be added to the damage *only for purposes of increasing the wound level* (i.e. turning a sub-minor into a minor wound). The archer may choose to reduce the force of the bow (to reduce the damage) and declare that the cluster hit applies the damage *only* for the purpose of causing unconsciousness (so an archer might declare a 4 damage arrow, hit, penetrate, have the final damage be 8 which goes to a 16—a major wound. But if the CON roll is yields an Internal Damage or worse result, the damage will go back down to 8 and the roll will be re-examined—the nerve cluster hit won't kill).

Barbarians

Barbarians come from the wastelands. They tend to be from nomadic tribes. They have the following attributes:

- They don't wear more than heavy leather armor.
- They have -1pt Social Status (outsider)—this point is added to normal points (and can be used to buy things from the basic book). If the character wishes to be educated, he may be for 1pt (breaking even). This does not erase the general public perception.
- They usually aren't literate (they may have their own language).
- They usually don't have etiquette.
- They usually have: Survivalist, Hunting, Riding, Stealth, and combat skills.

Bloodline [4]

Requirements: Barbarian

Only human characters can take this (there may, of course, be barbarians of other races—especially Reptile Men). This gives +4 DP, black hair, and makes the character tall. The character must have at least a 12 PHY and Attractive or Statuesque Level 1 (other specific Bloodlines may exist with different requirements).

Power [4]

Requirements: Barbarian *and* Warrior Monk

The character is experienced in gathering and focusing his strength. For 1 REA (paid at the start of the turn) and -2 Initiative, the character may improve his STR by +1.

Clan Totem [4]

Requirements: Barbarian

The character is from a clan (or sect) that embraces the spirit of a certain animal. A character may invoke his clan ability in combat after making WIL rolls by a cumulative +4 (one roll per turn is free, additional rolls are 5 REA). It lasts WIL - 10 minutes.

- Wolf [4]: +1 STR, +1 REA, +2 yards/second running
- Lion [4]: +2 STR
- Constricting Snake [2]: +4/4 Grapple
- Eagle [4]: Jump +4 yards every other turn, +1 perception rolls (always)
- Venomous Striking Snake [8]: -2 to be blocked once per turn, +4 Initiative.
- Spider [4] +2 to Stealth (always), +2 Damage Modifier in close combat, +4 to climbing if 4hrs of meditation is done that day.

Battle Rage [4]

Requirements: Barbarian

A barbarian can go into a battle rage wherein he feels no pain. This happens when he a) makes a WIL roll to go into the rage (1 attempt per turn) or b) *fails* a WIL roll after something has happened to make him really mad (an insult to his lineage). He may make WIL rolls to come out of it each turn. If he blows one by -5, the GM may rule that he is in the rage until he has no more targets. NOTE: if combat is really over, it should be possible for his friends to talk him down—give WIL rolls at +2 to come out if fighting as stopped. In a rage he gets the following traits:

- +1 to CON rolls for the purpose of moving Stunned to No Effect or Dazed to Stunned.
- He must charge into combat (if the targets aren't there). His first strike will get +2 damage.
- The character gets +4 DP (always—not just in a rage)
- +1 to AGI bonus due to the frenzy.
- The character must always full-strike.

Herbal Medicine Secrets [4]

Requirements: Barbarian

The barbarian knows the secrets herbal medicine (he must also have First Aid). It takes 1 day and a Survival roll to prepare a compress. The barbarian may start with 3. They give the following (each one is a different formula)

- Salve that Heals 4pts of damage immediately. Make a WIL roll or scream when it's rubbed in (the barbarian is used to it and doesn't scream—but he'll laugh at you if you do). It stops bleeding and prevents infection as well.
- Yucky tasting potion that knocks you out and doubles healing rate.
- Quick acting anti-venom to give +2 to CON rolls against poison or disease. When administered it will heal 4pts of toxin damage.

Magical Resistance [2]

Requirements: Barbarian

Barbarians often have some resilience to magic. This gives STAT rolls at +1 to the effective STAT (for purposes of Strong Resistance as well) against resisted spells or spell effects.

Hearty [2]

Requirements: Barbarian

You get +1 to CON rolls against Poison and Disease. This counts for the purposes of Strong Resistance.

Barbarian Toughness [4,8]

Requirements: Barbarian

Your early training has made you able to stand up to large amounts of damage. You have 1 / 2 armor (stacks with other worn armor). For Humans this is 4pts. For other races, it is 8pts if they already have armor.

Rogues

Rogue characters are typically underworld operatives (but can be scouts ... or even professional treasure hunters). To buy from the Rogue abilities one must have had a trainer (if the GM allows, you can be self-taught but it may result in more diffusion of the archetypes).

- You can have Streetwise at L2 STAT+2 ... or ...
- You can have a Contact/Ally for 2pts
- You should have Stealth, Climbing, and (usually) Streetwise at L2 at STAT+1. The GM can make exceptions for beginning characters.
- Usually you cannot have any good social status (you may be literate for 1pt) but you aren't moving in social circles.
- An exception to the above is the 'high-class' thief. This is a viable archetype but the GM should prevent Holy Warriors, Knights, and Crusaders from taking these abilities or special gear simply because they are handy.

Silent Grappling Hook [2]

Requirements: Rogue

You have a belt-clipped grappling hook with a strong, thin rope. Its claw is padded with fur and felt so as to land 'silently.' A second line cleverly attaches so it may be recovered from the ground with a simple tug. These are rare and hard to make (to work properly it may require fur from a creature with natural silence abilities). The hook allows climbing at 2x the normal rate (2 yards per second), and gives +2 to a Climbing roll.

Perceptive [4]

Requirements: Rogue

It's hard to get anything by the character. Perceptive characters get +2 to perception rolls. They also get +2 to STAT for purposes of buying Surveillance or Traps.

Excellent Tools [4]

Requirements: Rogue

You have a very fine set of lock-smithing tools. Once per gaming session you may re-roll a missed roll to disarm or detect traps or open a lock. Other times it gives a +1 to the roll.

Magic Detection [4]

Requirements: Rogue

You have a piece of glass that has been enchanted to allow you to see magic through it. A Perception roll will allow the character to see magic when looking through it (it is colored and is not a lens so you can't make glasses out of it). If the GM rules that care has been taken to conceal the magic, this roll may be at -1 to -5.

Silent Boots [2]

Requirements: Rogue

Special boots, lined with the fur of the rare Uzagan Hunting Cat whose fur confers a mystical silence, these boots give the wearer +2 to Stealth rolls. They also act as leather armor (3/6) on the feet.

Cloak of Shadows [4]

Requirements: Rogue

The cloak of Shadows is a leather and cloth robe with a hood that can appear normal (when the hood is down) but when the hood is up, has the following effects:

- Hides the wearer's appearance (the shadows will reveal gender but little else)
- Gives +1 to Stealth, +3 if not moving and in the shadows.
- Has 3/6 armor.

Precision Knife Throwing [2]

Requirements: Rogue

You may throw knives in such a way as to reduce armor. For +1 REA, a thrown knife ignores 2pts of armor. If the armor is reduced to 0 this way, the Penetration Defense is halved.

Silent Kill [4]

Requirements: Rogue

You have been trained in the dark art of killing silently. From surprise you may strike with a grab attack. If you succeed in grabbing the target, your special move applies. Treat the hit as a knife blow (the Damage Modifier is whatever you rolled to hit). Once the grab is established, you may 'twist' the knife for an additional hit (at the same to-hit modifier) for 5 REA. Until the grab is broken this blow automatically hits and cannot be blocked or dodged. The target may not scream until he breaks the grab. The *first* hit will do +4 penetrating damage.

Secret Knife Fighting Techniques [4]

Requirements: Rogue, Knife Skill L3 STAT+1

Buying this gives you any one technique (of those listed below) and the ability to buy others using *normal* character points.

Secret of the Twisted Blade [2]

One knife blow per turn is at -2 to be blocked.

Power Strike [2]

For +1 REA your knife blow does +1 damage.

Pressure Points [4]

You have been trained to strike deadly nerve centers with your knife. The blow is at -2 to hit, +2 to be blocked, and does +6 "phantom" damage if any damage penetrates armor. This damage is *only* applied for the purposes of making the wound category higher (from sub-minor to minor, minor to major, etc.)

Precision Knife Strike [4]

Your strikes, for +1 REA, ignore 2pts of armor. If the target's armor is reduced to 0, Penetration Defense is halved.

Hidden Blade [2]

You secret your blade in your hand and strike—apparently empty handed. The strike is at -1 to be blocked and hits with the knife (witnesses and even the target himself must make a PER roll at -1 per point of Knife Skill above 10 to see the blade).

Lightning Strike [2,4]

You strike with your knife at +2 or +4 Initiative. Any actions other than a knife strike (or throw) must be taken at your normal initiative. Using this costs 1 REA, paid at the start of the turn.

Heart Block [4]

The knife is used in such a way as the heart is blocked. Any attempted block reduces the Damage Modifier (if the block fails) by -0 for an Axe/Mace/Hammer, -1 for a sword, or -3 for another knife.

Juggler's Feint [2]

The character moves the knife backwards from hand to hand before striking. The character makes a Sleight of Hand roll (L3) and every point it's made by adds a -1 to be blocked up to -5. The Feint is a 5 REA move. If done more than once a fight, the Sleight of Hand roll is at a cumulative -2. If the roll is *missed* the character drops the knife (oops!)

Assassin's Secrets [4]

You've been trained in special killing techniques. On a vital hit (4+) that penetrates, you do +3 Base Damage. You may only attempt one vital blow per turn.

Poisoned Weapons [4,8]

Requirements: Rogue

You know the black art of poisoning weapons. You may also purchase the (usually forbidden) Poison skill. Poison is a PWR vs STAT attack (see the addenda to the published rules). You must buy the special ability (this) as well as the skill.

Poison: Difficult, MEM

Level 1: Basic Poison. You may make an ingested poison that has a Base Damage of 8 and a PWR of 12. Each point you make your roll by (roll at +1 to +3 if you have access to a good apothecary or the right plants) is subtracted from a perception roll to notice the poison. Toxins are Strongly Resisted.

Level 2: Poisoner. You can make a poison that will cling to weapons and mix with the blood. Fighting with poisoned weapons is risky: if you ever miss by 5+ or roll a 19 or 20 in combat you must make a weapon skill roll or poison yourself. If you got the 4pt version your poison has a 4pt damage Base and a PWR of Skill roll (+1 to +3 for good ingredients). If you got the 8pt version it has an 8pt base. Ingested toxins have a base damage of 12. Toxins are Strongly Resisted.

Level 3: Expert Poisoner. Your poisons are more crafty and ingenious. The damage for your blood-toxins is either 8 or 12. For ingested toxins it is 24. They are at a -3 to detect in food. Toxins are *not* Strongly Resisted.

Level 4: Master Poisoner. Your blood toxins do 16 or 24 Base. Your ingested toxins do 32. Toxins are not Strongly Resisted.

Find Way [4]

Requirements: Rogue

Almost invaluable in a scout, this ability lets the character guess better than 50-50. When choosing two ways to go, the character has a 1-4 (secret roll) chance of choosing the 'right' way (GM decides). This must be for some stated purpose (finding his way out of a maze and may not be tried over and over for statistical purposes.

Fast Climber [4]

Requirements: Rogue

You climb at 2 yards / sec at Level 2, 3 yards per second at Level 3, and an astonishing 6y/s at Level 4 (you can literally run up the wall).

Warrior Monks

Warrior Monks

- May not wear armor heavier than light leather (and none if they have Bronze Skin)
- Use no weapons other than staves (the GM may allow other martial arts weapons for some campaigns)
- May purchase any combination of martial arts and moves other than Chi moves from the Basic Book and Chi Martial Arts books. They may have Power Techniques, Pressure Points, etc.
- They may purchase weapon moves to fight with their staves.
- They must purchase Theology or Philosophy L2, 13-.
- They must purchase Literacy.
- They have a code of behavior (this may change from game to game but Monks usually act a certain way): protect the innocent, do not accumulate wealth beyond what one person needs, act in a humble manner, counsel but do not argue or threaten.

Bronze Skin [4,8,16]

Requirements: Warrior Monk

Bronzing is a secret chemical process that leaves the skin supple yet tough and makes the muscles hard. There is a great deal of physical and mental preparation that must go on before this is done (years) or the subject will not survive. Even so, the process is agonizing. The monk gets 2/4, 3/8, or 6/12 armor. He also gets +2, +4, or +8 DP as a result. Weapons may be blocked as though they were unarmed attacks.

Bronze Fist [4,8]

Requirements: Warrior Monk

The fist's muscles are infused with the chemicals becoming metallic. The monk strikes for +2 or +4 damage.

Precision Striking [2,4]

Requirements: Warrior Monk

The monk is trained to strike through armor. The monk's strikes ignore 2 or 4pts of armor once per turn.

Jumping [2]

Requirements: Warrior Monk

You have been trained in making explosive leaps: a leap is an 8 REA Long action and you can jump $(4 + [\text{STR}-10] + [\text{WIL}-10]) / \text{Mass}$ yards straight up or double that across. You may do this once every 3 seconds. It takes 2 Endurance points.

Multi-Strike [4]

Requirements: Warrior Monk

With an unarmed punch or kick the monk can suddenly unleash a flurry of blows against multiple targets. After one strike, for each 1 (punch) or 2 (kick) REA the monk can strike a second target (he may not hit a given target more than once). This may only be done once every three turns.

Mages

Magicians don't cost points out of the Fantasy Point Pool (the reasons for this are complicated). If you are playing a mage, though, you may wish to buy some of these enhancements.

Item	Cost	Weight	Notes
Wizard's Staff	200c / SP	1 lb	Holds 2,4, or 8 Long Term SP. It is re-charged by the Wizard at 1SP per hour.
Elemental Stone	600c	--	The stone works for 1 Element (Fire, Air, Water, Earth, or Void). It generates 1 ST spell point each turn. A mage can have no more than 1 stone (having others close together will drain both).
Spell Crystal	150c	--	A small glass sphere is charged with a combat spell. It may then be thrown, unleashing that effect. 5 REA to draw it (from a belt pouch) 5 REA to throw it. It costs no SP.
Gray Lotus	60c	1 lb	A narcotic: it costs 60c for the smoking kit (a hookah) and 20c per dose. The mage hallucinates for 20 min and then gains 10 SP for the next WIL minutes. It may also be used for seeing visions of the future.
Spell Scroll	50c x Spell Cost ²	1 lb	A scroll (in bone case) can be read (only by a mage) who then makes his college roll (he must have the college). It allows him to cast a spell he could purchase (an Adept can cast up to a 4pt spell). Not limited to Attack spells. 1 use.
Potion of Restore SP	60c	1 lb	The potion instantly restores 20 LT spell points. If the character drinks more than one of these in an hour, he must make CON rolls at a cumulative -1 per or become incapacitated.
Amulet of Protection	150c	--	The amulet gives +2 to rolls to resist spells that have Resistance rolls. It has 4 charges (re-charged for 75c)
Ring of Defense	400c	--	Gives 2/4 Armor which does not stack with any other armor.

Superior Wizards Staff [4]

Requirements: Mage

Wizard's staves, carved with strange, unsettling designs are often found as treasure. They usually hold 2-8 Spell Points (placed in the staff and then replenished normally). A Wizard's Staff that you pay points for holds 12.

Superior Elemental Gem Stone [4]

Requirements: Mage

Elemental Gem Stones give 1 Short Term spell point for the casting of magic of a specific Elemental college. Often these are found as treasure. For 4pts you may have a 2pt Gem Stone. If stones of different elements are placed together, they will drain each other (and a caster can use no more than 1 stone to cast a spell).

Dragon Bone Armor [8]

Requirements: Mage

A mage can wear heavy leather reinforced with Dragon Bone instead of metal (hopefully there are no dragons in the party!). The armor is 4/8. This does not interfere with casting (the weight and STR limits are the same as metal, though). This gives +1 Presence due to the appearance.

Mystical Blood [8]

Requirements: Mage

You have the blood of a powerful magical creature in your veins (probably a shape changer!). You get +1 WIL for purposes of Short Term Spell Points.